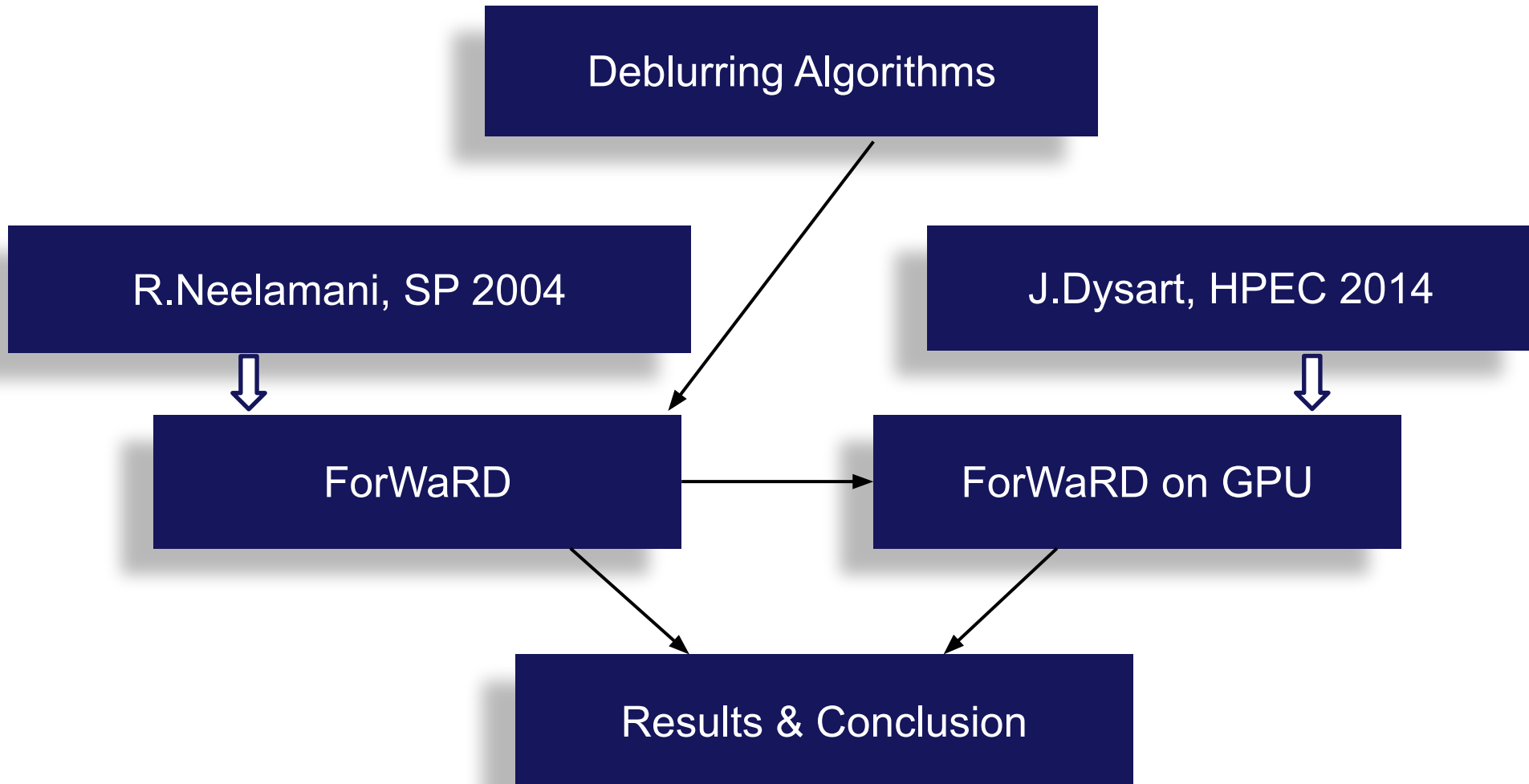


Fourier-Wavelet Regularized Deconvolution (ForWaRD)

Seminar: Embedded Image Processing

Professor: Simon **Supervisor:** Yousef Baroud

Outline



Introduction

Original Image



Blurred Image



$$\otimes \text{ PSF} + \text{AWGN} \equiv$$

PSF- Point Spread Function

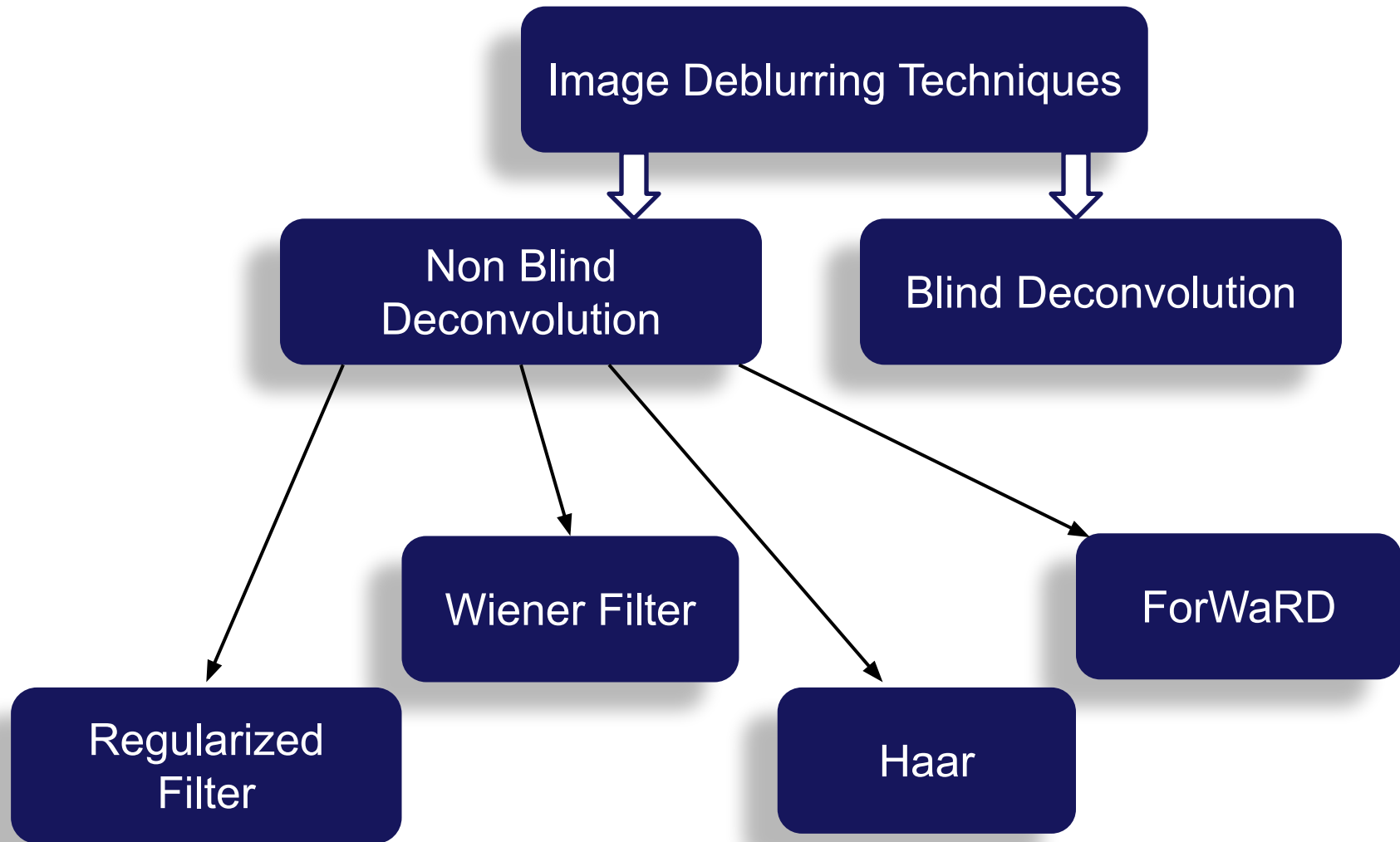
AWGN - Additive White Gaussian Noise

Motivation

- Image blur Model: $f(x,y) * g(x,y) + n(x,y) = h(x,y)$
- Naive Deconvolution (Inverse fourier transform)
 - $1/G(w)$
 - Limitation: Large Mean Square error
- How to estimate the original image?

Deblurring Algorithms

Deblurring Algorithms



Wiener Deconvolution



- Wiener Filter
$$\frac{G^*(\omega)}{|G(\omega)|^2 + \frac{S_n(\omega)}{S_f(\omega)}} \Rightarrow \frac{G^*(\omega)}{|G(\omega)|^2 + K}$$
- $J = \text{deconvwnr}(I, \text{PSF}, \text{NSR})$

Wiener Filter Result

Original image



Noisy image, SNR =40dB

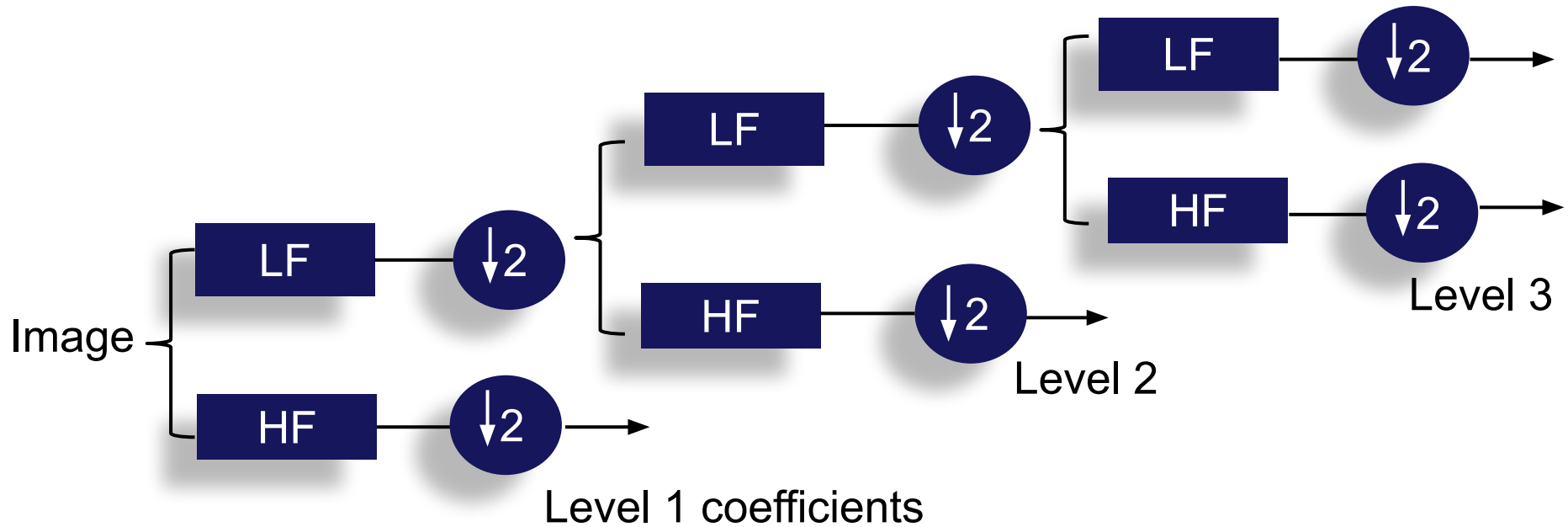


Wiener, ISNR =5.61dB, SNR =20.79dB



- + Sharp images
- - Singularities

Wavelet Domain



HF - High pass Filter

LF - Low pass Filter

↓2

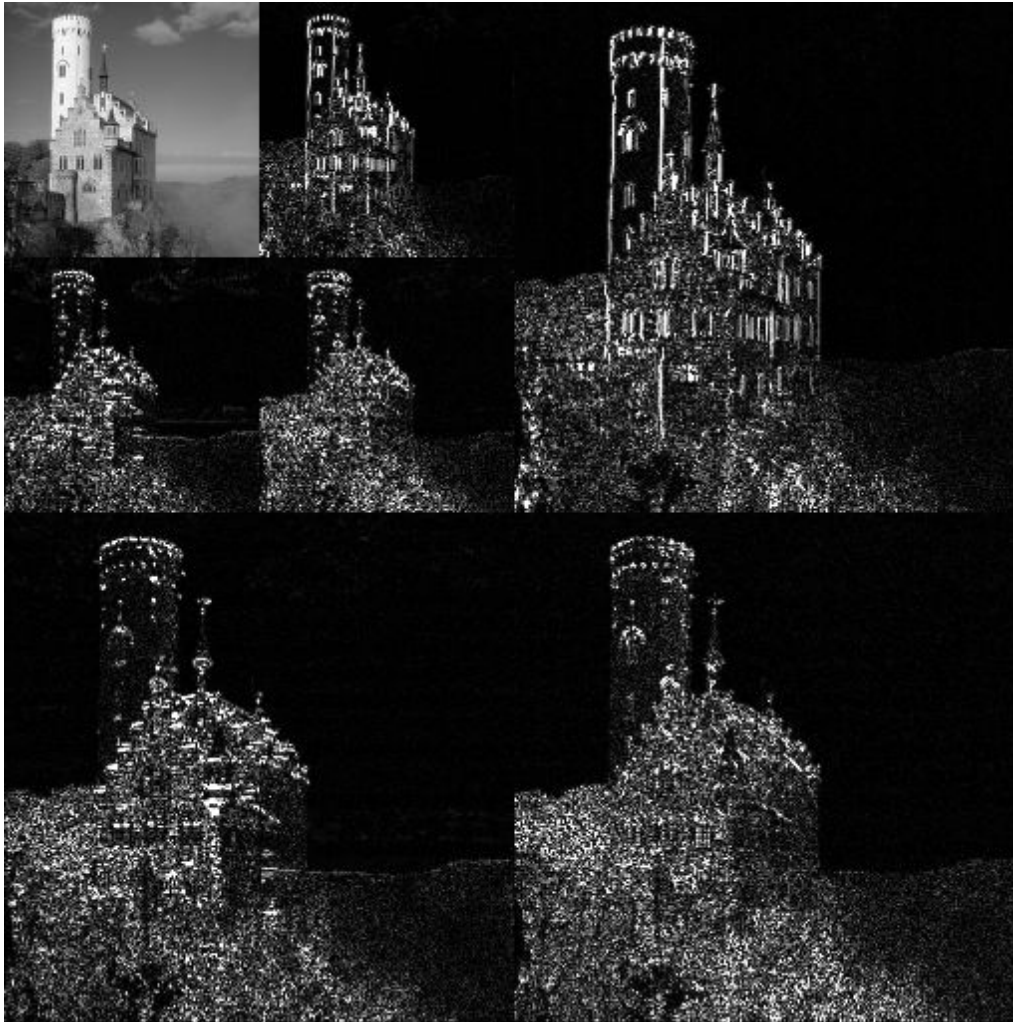
Down sampling

Haar Wavelet Transform

- Forward Transform
 - At each level
 - Scaling coefficients
 - Avg. of adjacent samples
 - Wavelet coefficients
 - Sub. of adjacent samples
- `[ca,ch,cv,cd]=Dwt2(X, 'wname')`

6	8	6	8
3	6	3	1
2	4	2	3
4	6	4	3

Wavelet Transform Result



- + Smooth regions
- - Noise

ForWaRD Algorithm



- Fourier Shrinkage

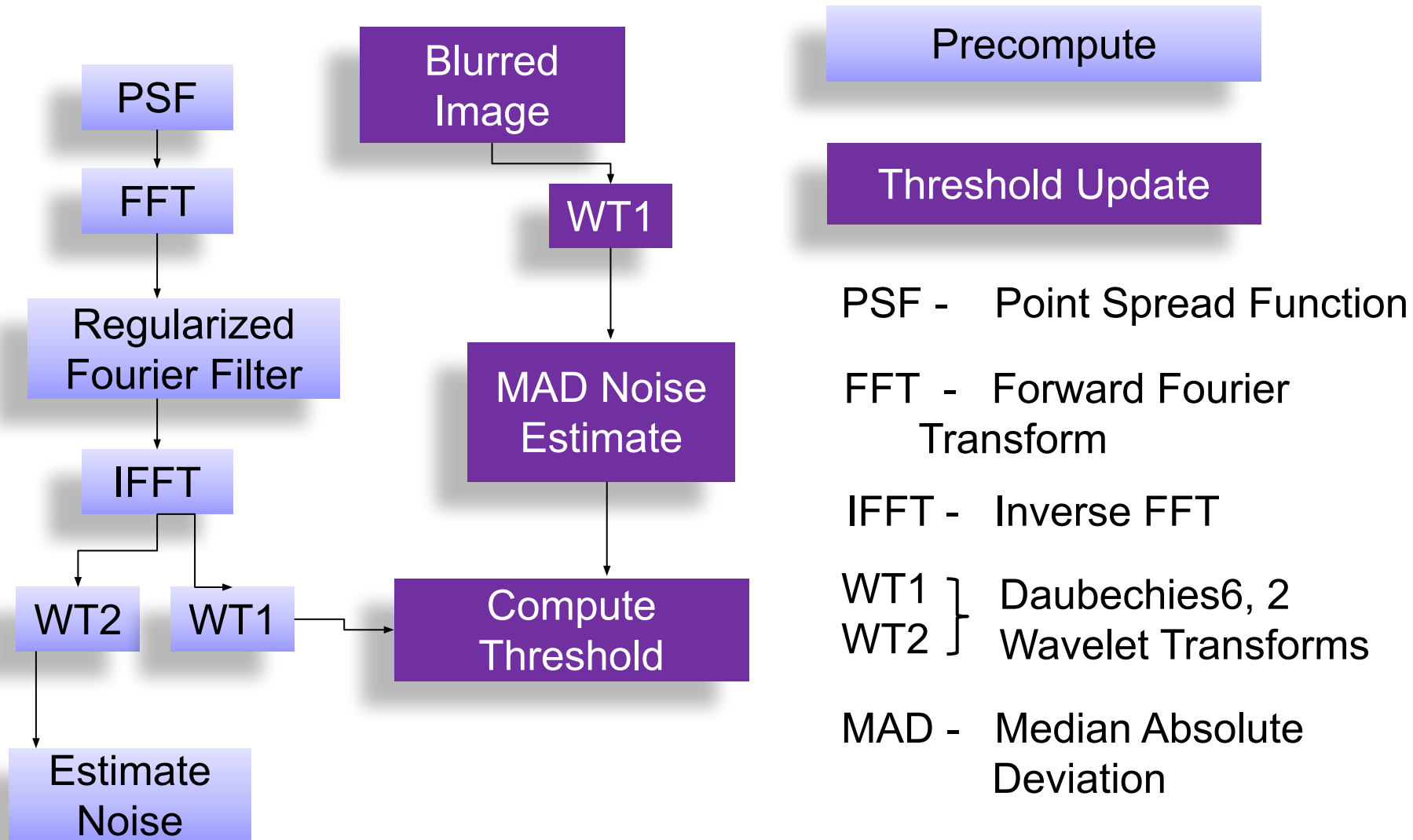
- Tikhonov filter, $K = 3.4 \times 10^{-4}$

$$\frac{G^*(\omega)}{|G(\omega)|^2 + K}$$

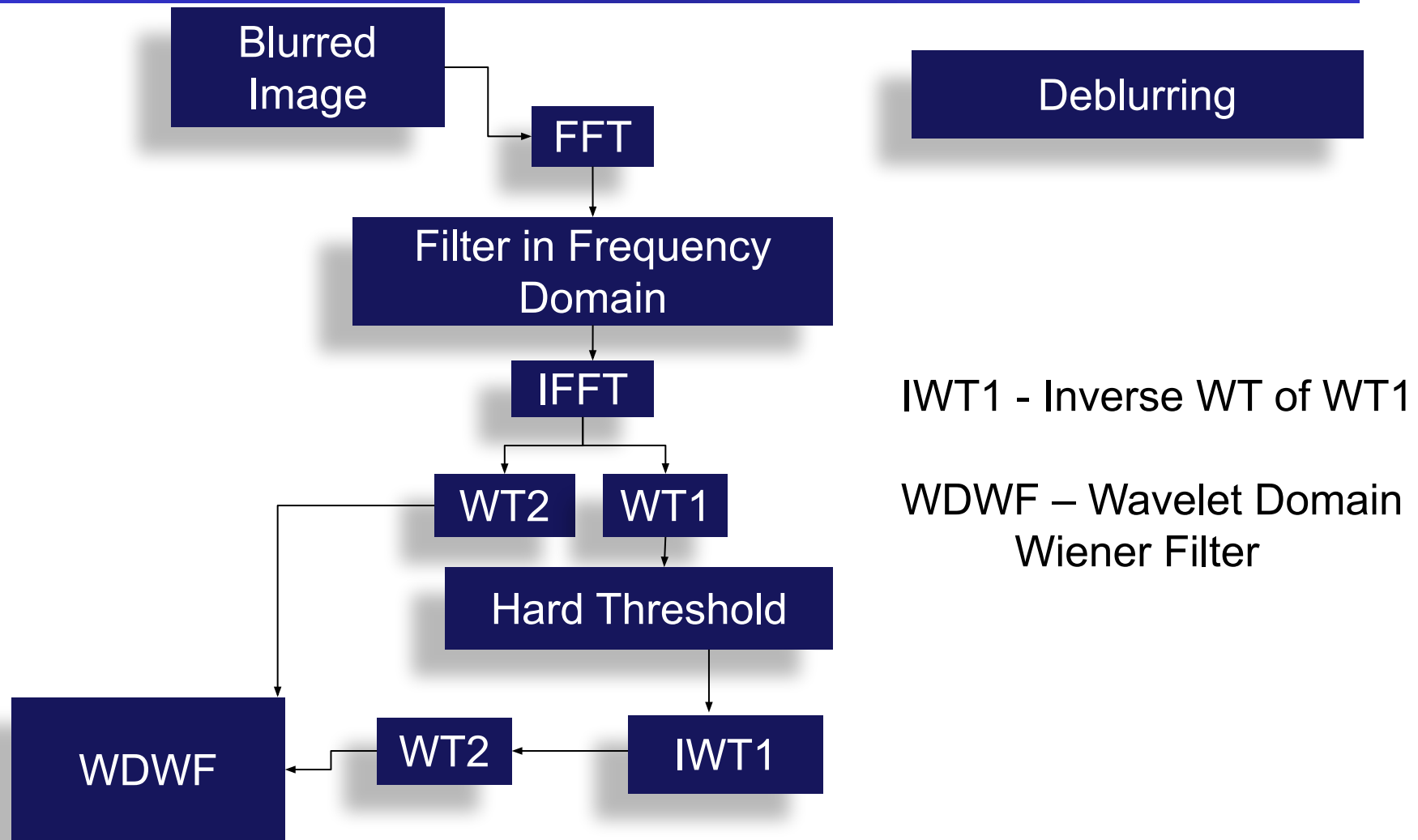
- Wavelet Shrinkage

- Coefficients Threshold : $Y = \text{wthresh}(X, \text{SORH}, T)$
 - Wavelet domain wiener filter

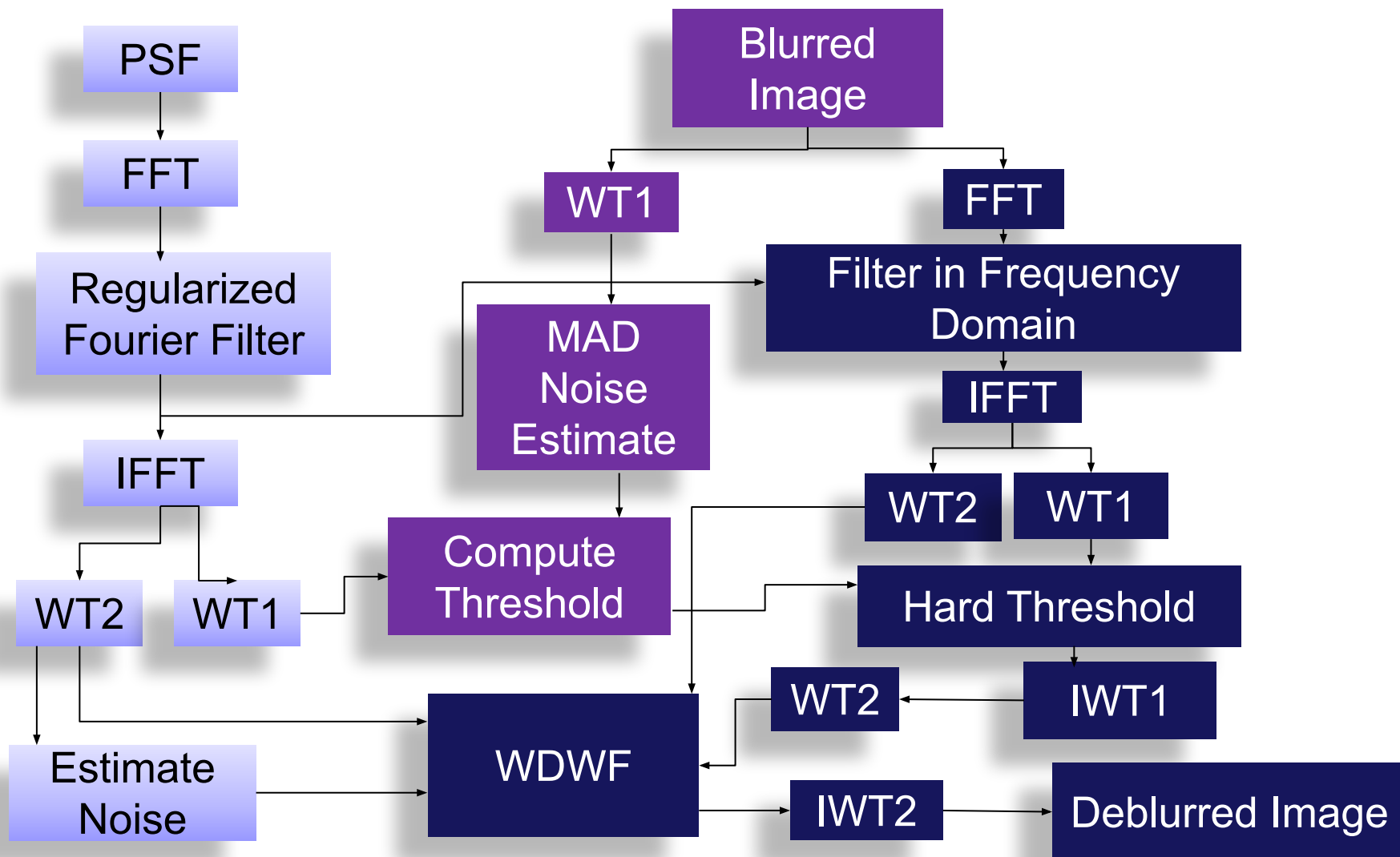
ForWaRD Implementation



ForWaRD Implementation



ForWaRD Implementation



Results Comparison

Original image



Noisy image, SNR = 40dB



Wiener, ISNR = 5.61dB, SNR = 20.79dB



ForWaRD, ISNR = 7.41dB, SNR = 22.6dB



ForWaRD Implementation on GPU

- Real time HD video deblurring (30 f/s)
 - Camera + Processor + GPU



- **DDGPU** library (**D**emosaic & **D**eblur on **GPU**)
 - Reduced ForWaRD
 - Remove WDWF, Subframes for Thresholding
- Performance Improvements
 - Reduced memory transfers
 - Reduced unnecessary data movements

ForWaRD Performance Results

- Implement DDGPU on GPU cards

Time/frame (ms)	Color	GPU	Improvements
55	Gray	GTX 580	Removed device transfers
100	Color	GTX 580	Reduced Computations
37.5	Color	GTX 670	Full Reduced Algorithm
23	Color	GTX 780	Upgraded Hardware

ForWaRD Implementation Comparison

ForWaRD	ForWaRD on GPU
Huge computations	Parallel Computations (Multi core)
High Memory bandwidth	Minimized bandwidth
Grayscale images	Colored images

Conclusion

- Deconvolution in any single domain is inadequate
- Forward combines fourier & wavelet domains
- Better Estimate than traditional filters
- Improved MSE □ Good visual quality
- Space variant applications
- Future: Gpu cards □ Fpga's

References

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- [7] S. Mallat, A Wavelet Tour of Signal Processing. New York: Academic, 1998.
- [8] <http://dsp.rice.edu/software/forward>

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Thank you