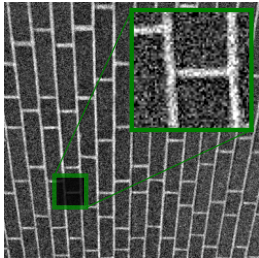
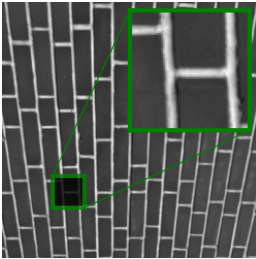


Noisy Image x



=

Ground Truth x^*



+

Noise ε

