

# Image Super Resolution

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@mahaamesha

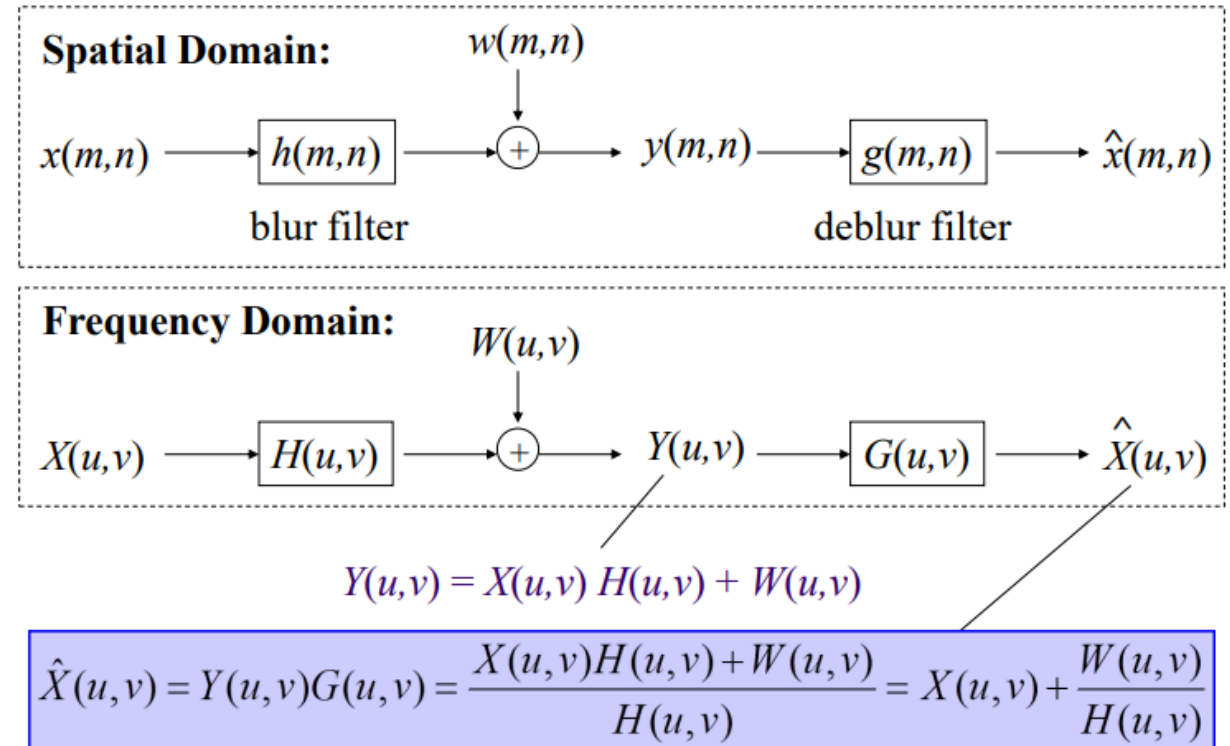
# Denoising & Deblurring

## Concern:

- Noise amplification.

$$\hat{x} = x * h * g + w * g$$

- The PSF  $h(m, n)$  has to be known/estimated to get the inverse filter  $G(u, v)$ .
- Ringing effect.



# Image Pyramid (Laplacian – Upscaling)

## High resolution

- Low frequencies
- High frequencies (the details)

The high frequencies handled by performs **interpolation**:  
Bicubic (common, but blurry).

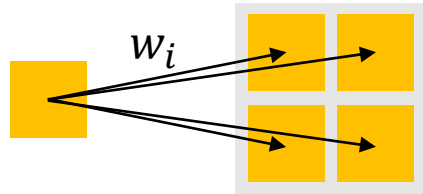


# SRGAN

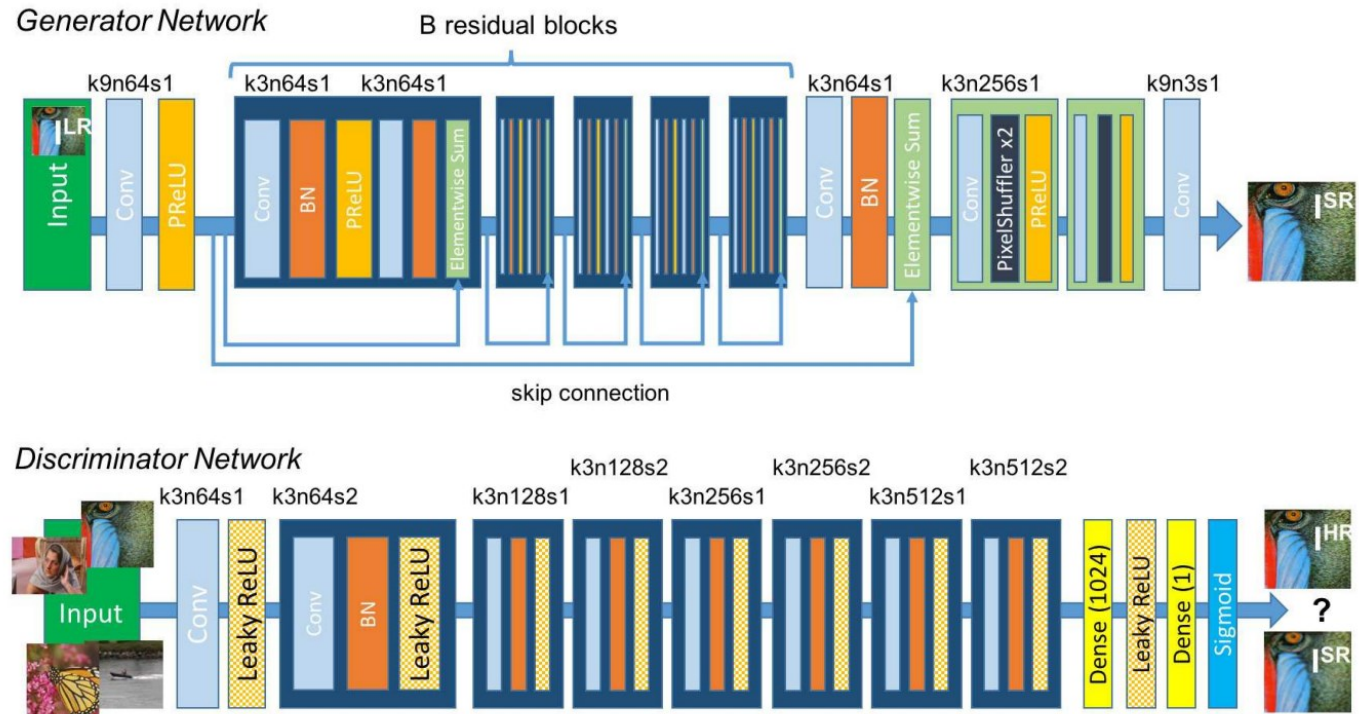
Train model for mapping each pixel, which is storing weight scaling.

Generator: creator

Discriminator: corrector



SRGAN Network Architecture

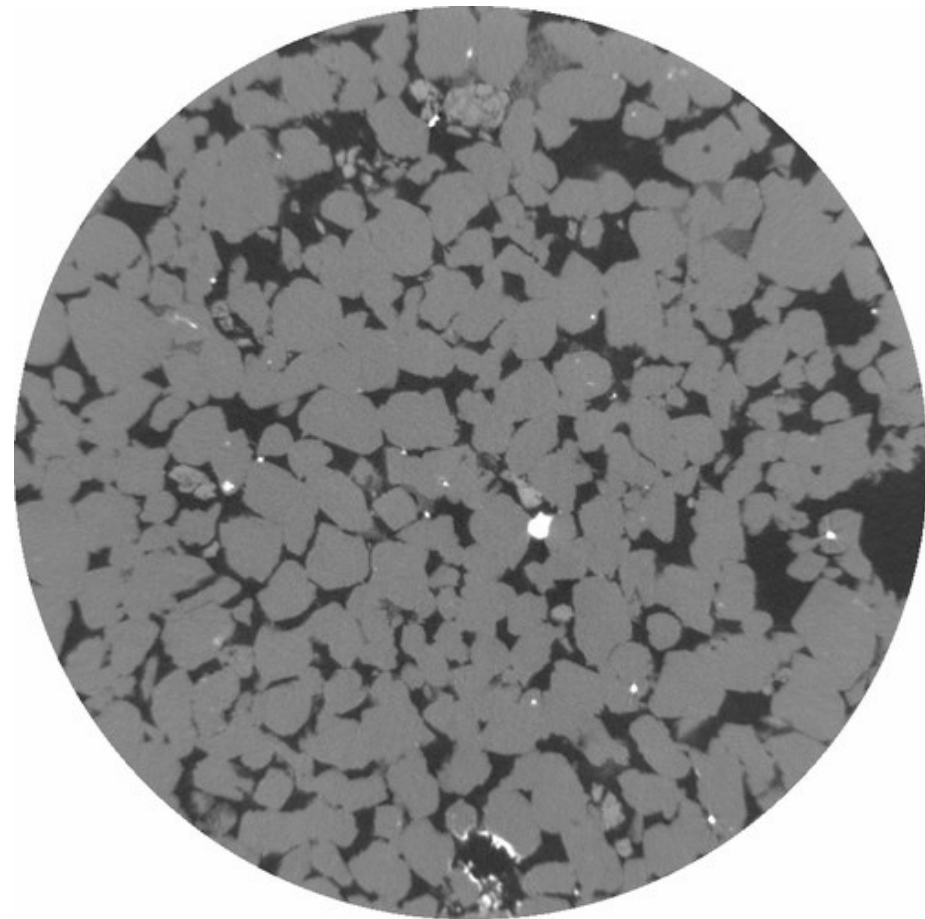


# Test: Input image

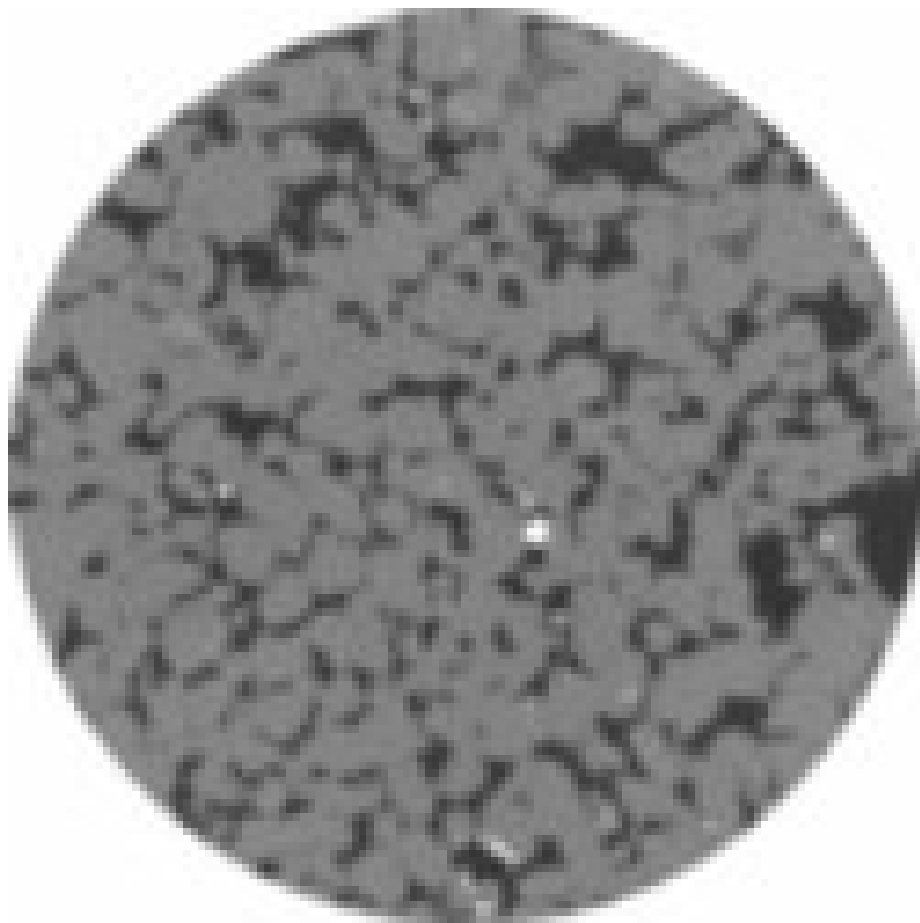
Downsampling the ideal image 4x.

Ideal image	500 x 500
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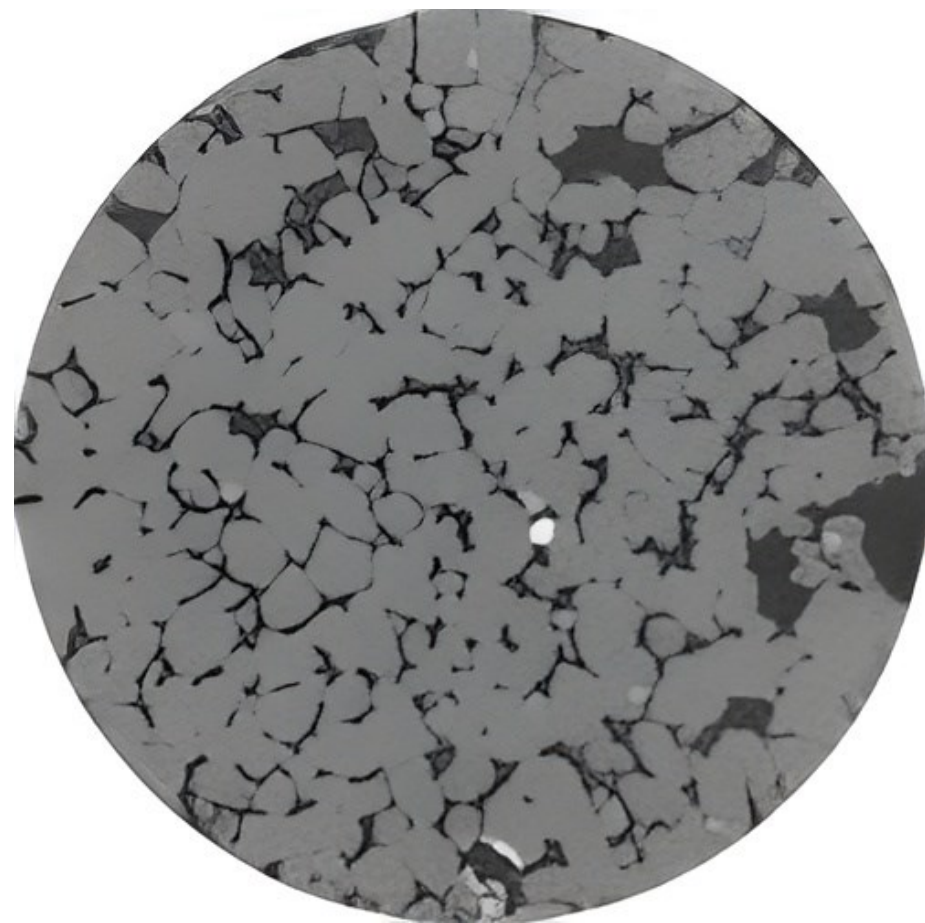
Input image	125 x 125
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# Test: Results

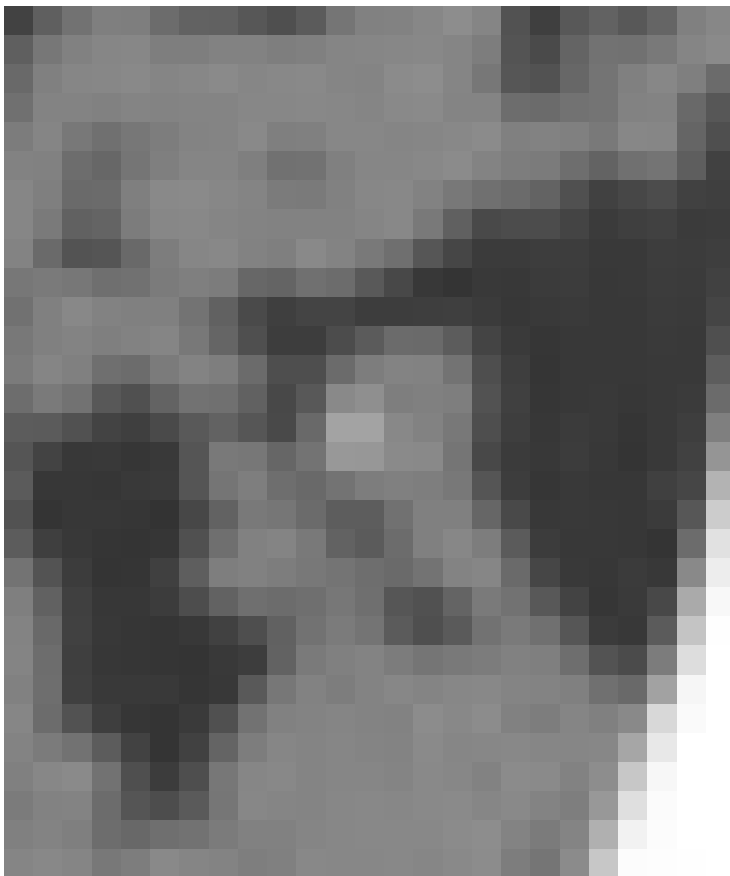


granite\_LR 125x125

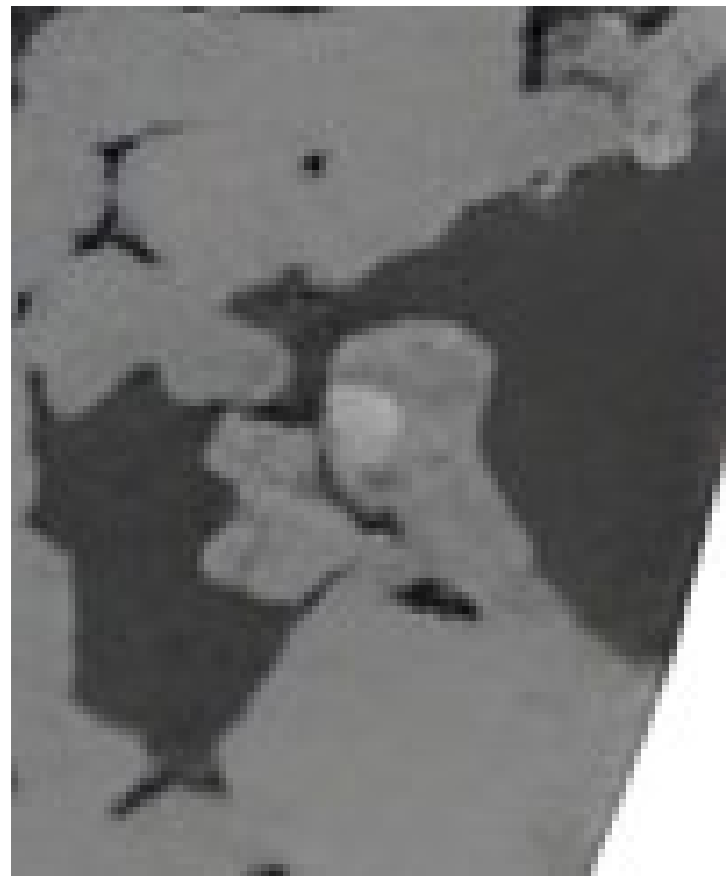


granite\_SR 500x500

# Test: Results



granite\_LR 125x125

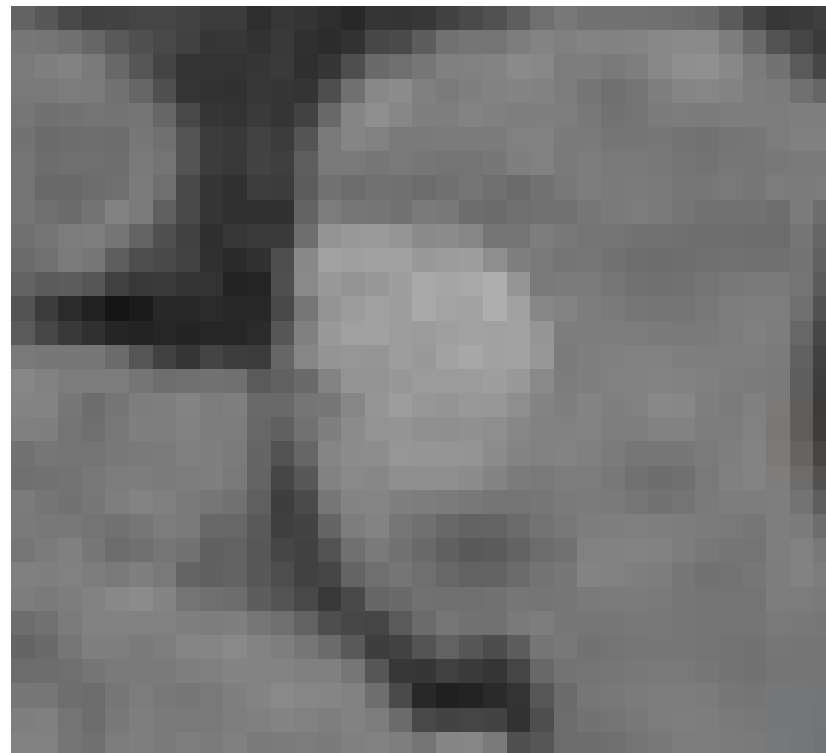


granite\_SR 500x500

# Test: Results



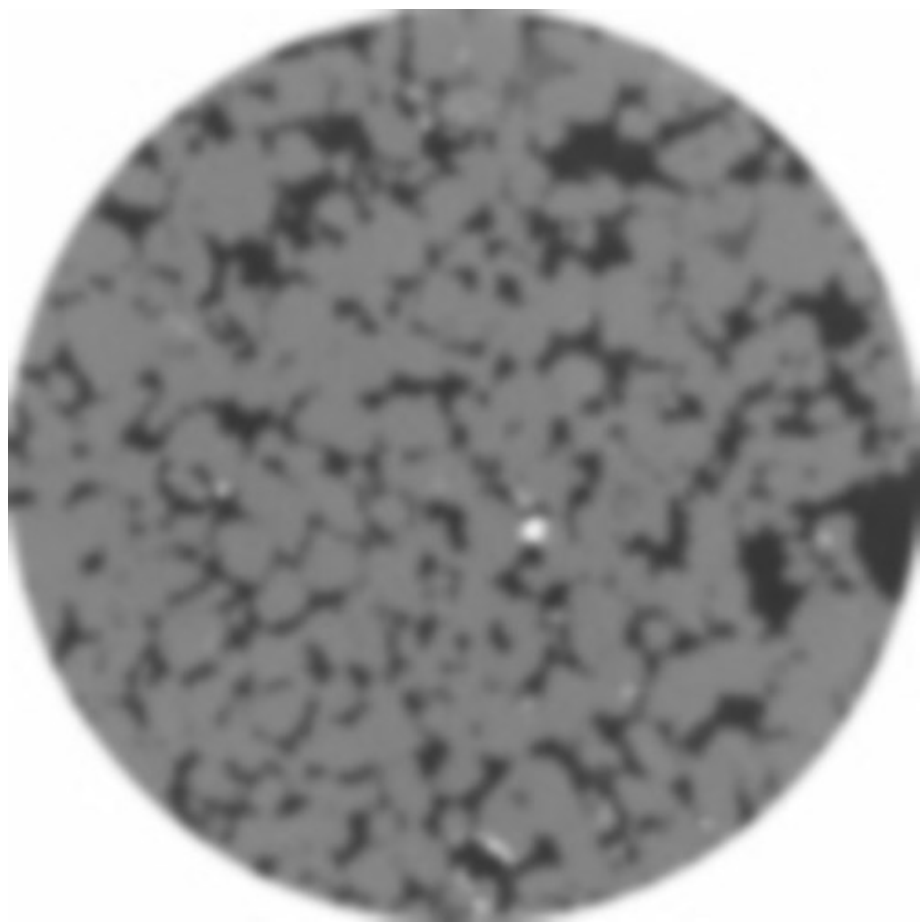
granite\_LR 125x125



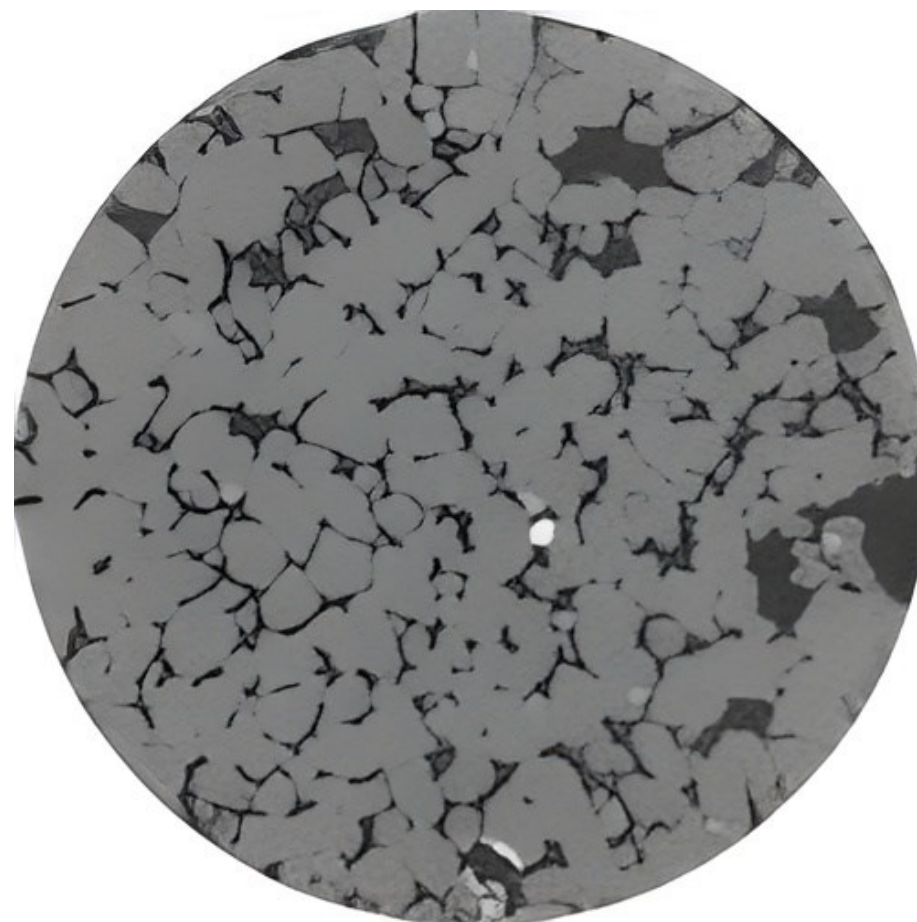
granite\_SR 500x500



# Test: Bicubis vs SRGAN

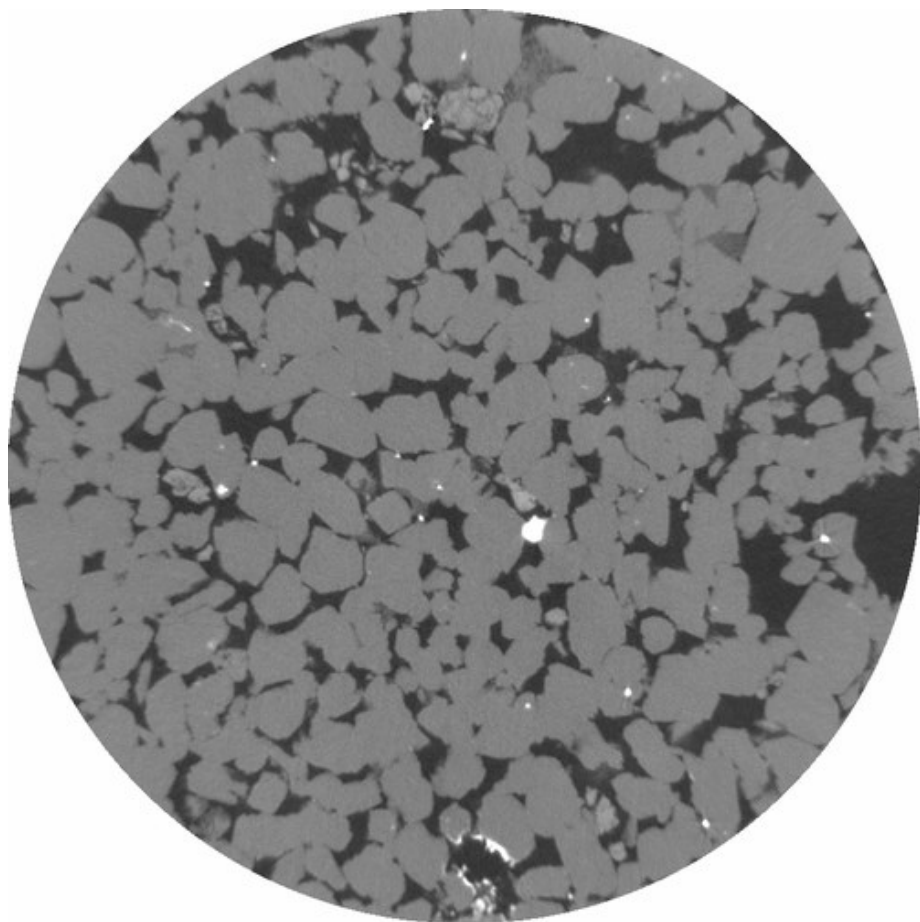


granite\_HR\_bicubic 500x500

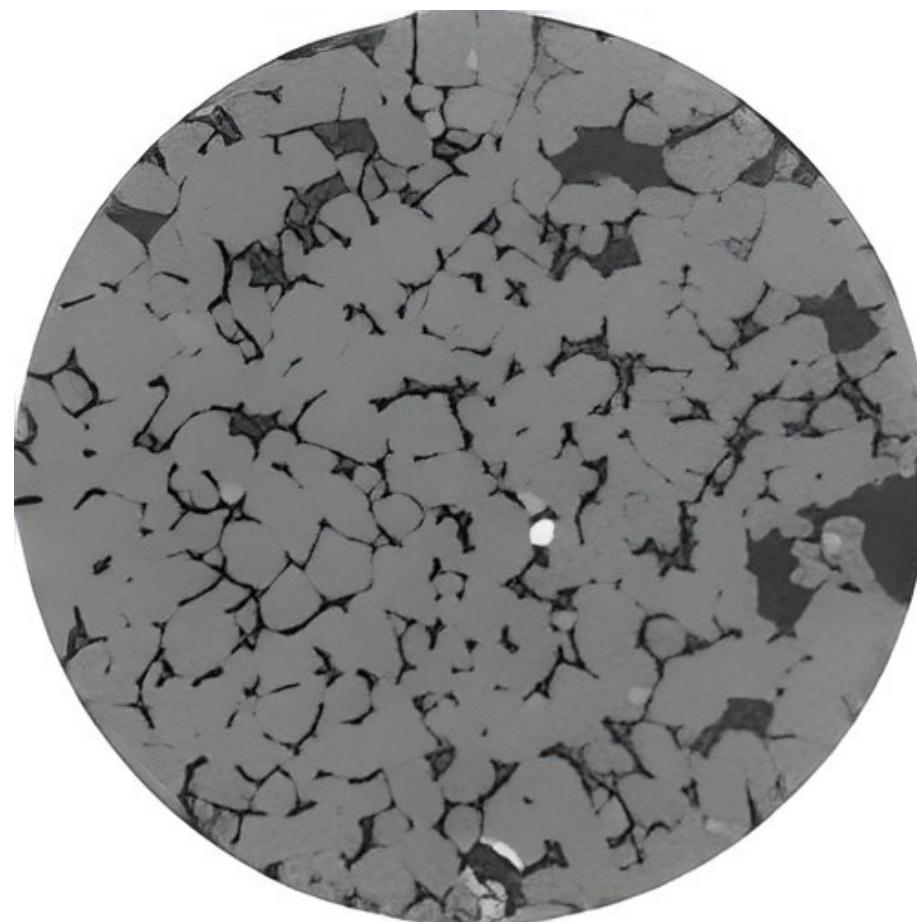


granite\_SR 500x500

# Test: Ideal vs SRGAN



granite\_ideal 500x500



granite\_SR 500x500

Thanks

# Other Attachments – Matlab

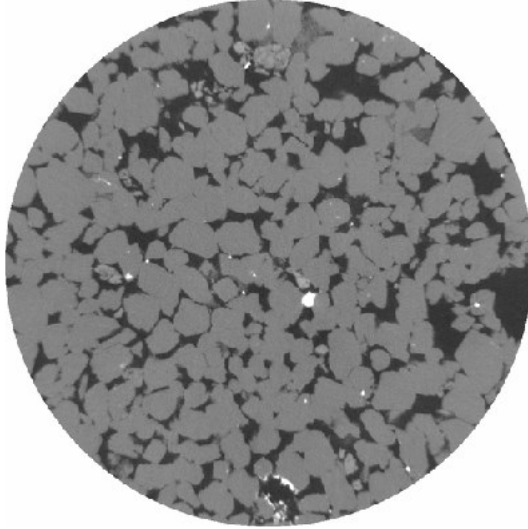
Notes: Blurred image is simulated by known PSF.

In blind deconvolution it's used for initial guess.

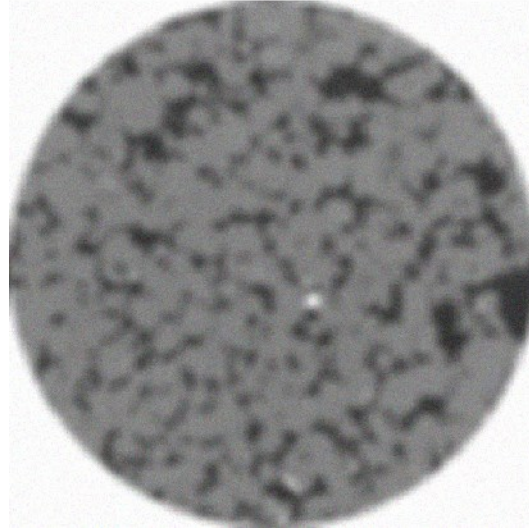
Wiener filter need known PSF and NSR.



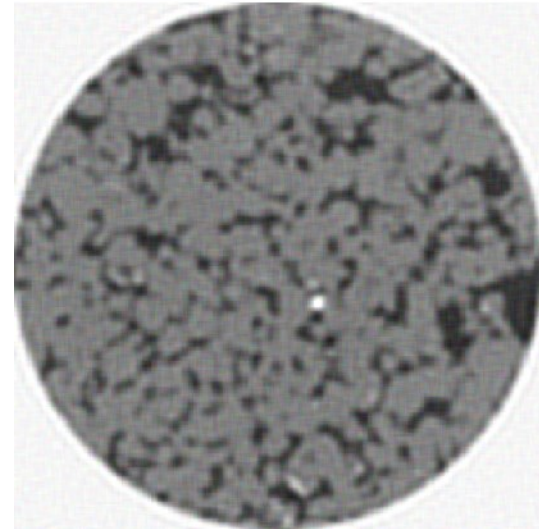
**Source image**



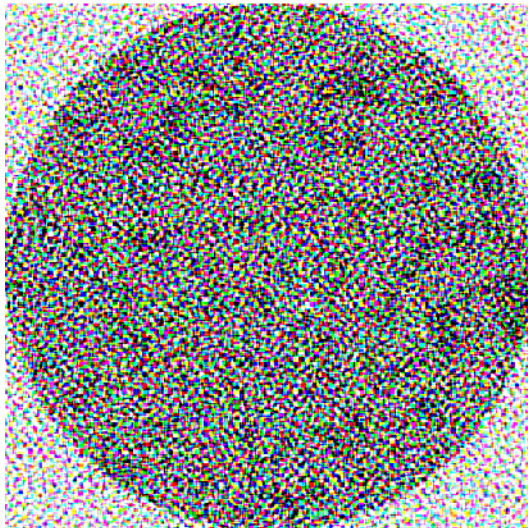
**Blurred image**



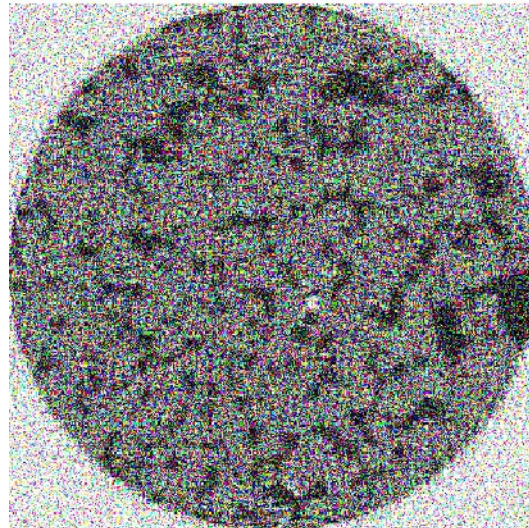
**Wiener**



**Regul**



**Blind**



**Lucy**

