





# RESEARCH MEETING



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#### On Macbeth:

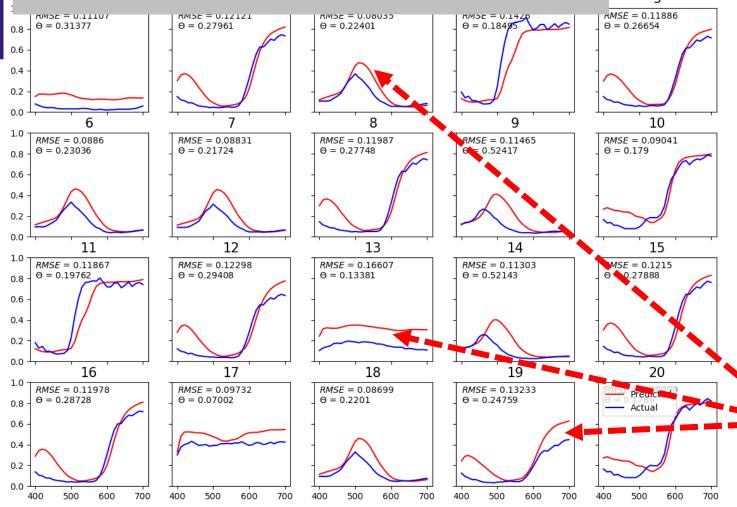
- Mimic the hyperspectral reconstruction errors observed in CAVE dataset
- Render and compare the colors of the original reflectance and the synthetically transformed reflectance.

#### On CAVE dataset:

 From the predicted hyperspectral image cube, render the corresponding RGR



# hyperspectral reconstruction





errors

# error modeling

## Gain

-uniform addition/subtraction to the spectrum

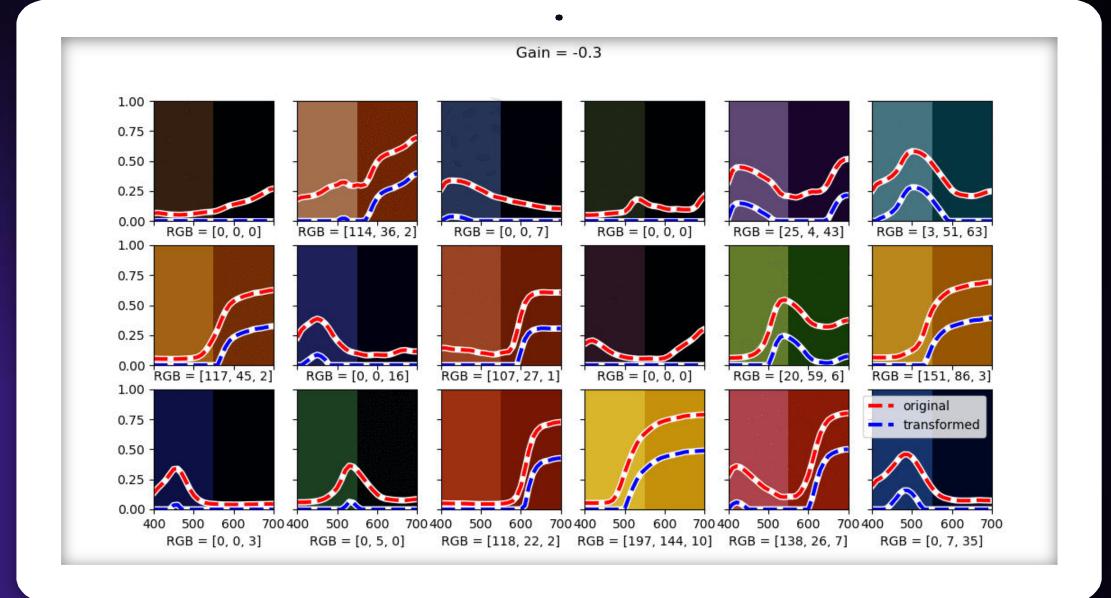
## Contrast Stretching

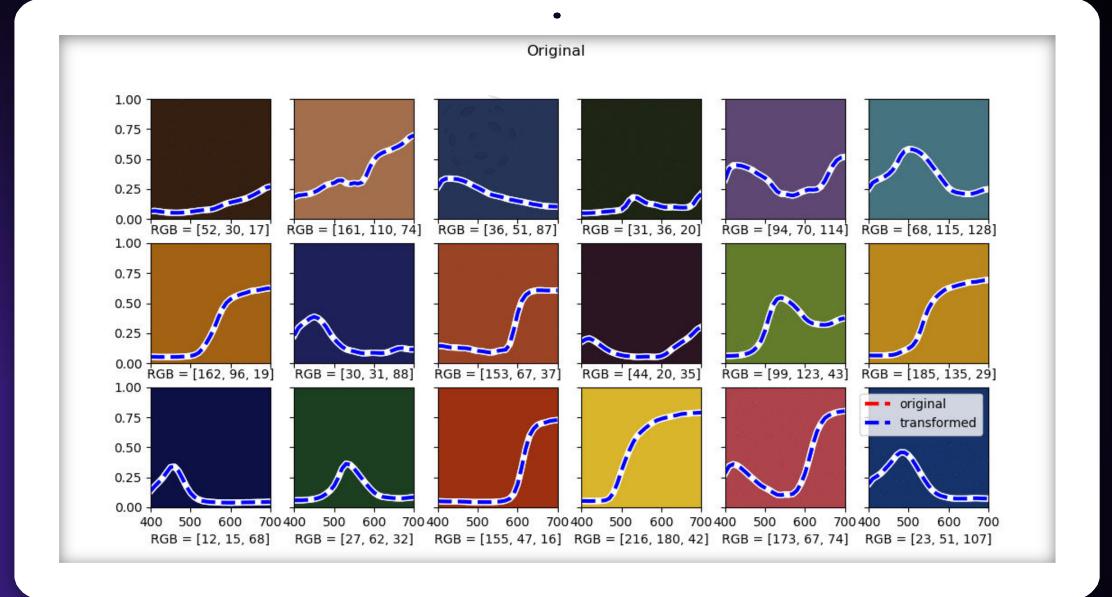
-amplifying the difference with respect to the mean

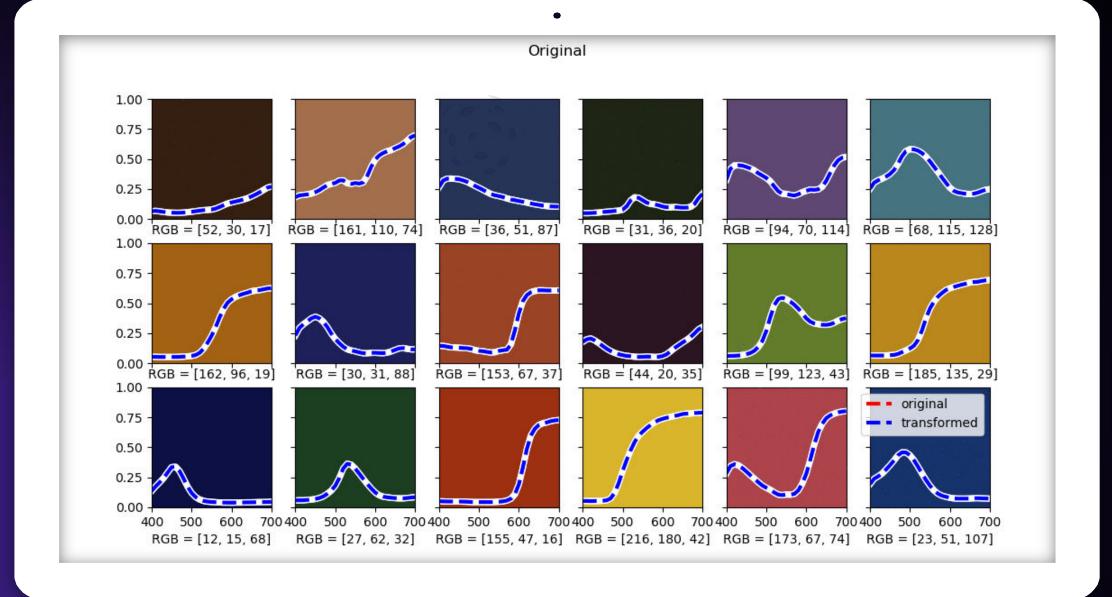
### Translation

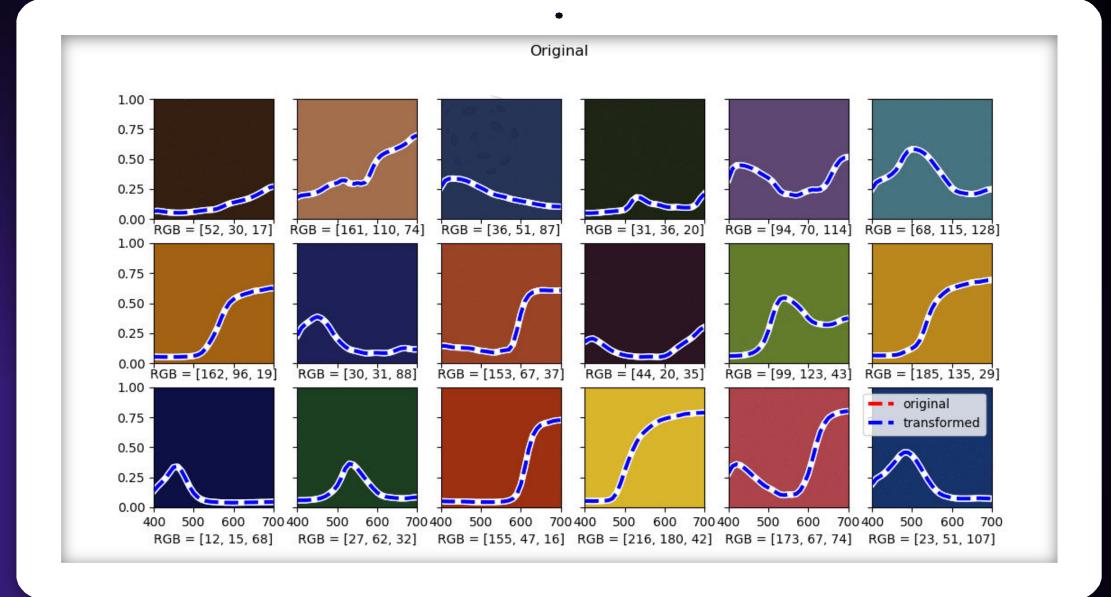
-shifting the peaks to a different index

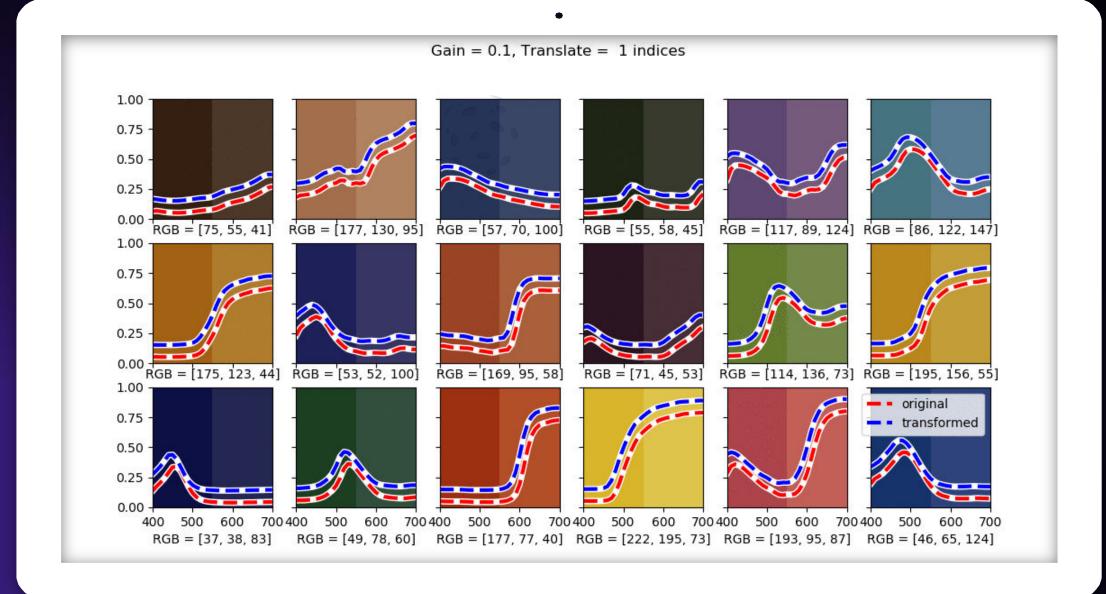


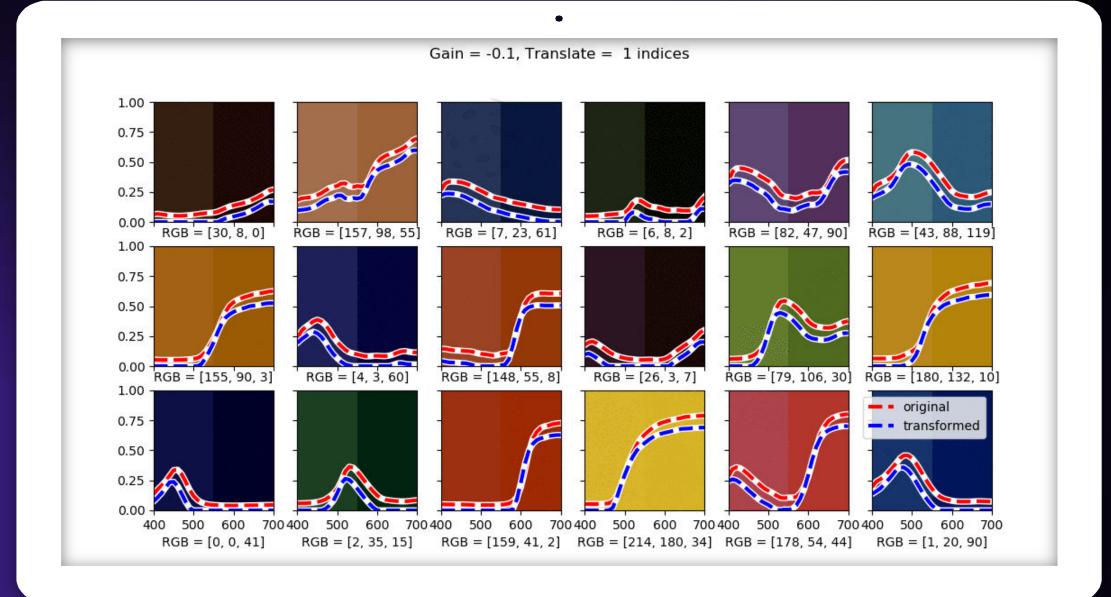












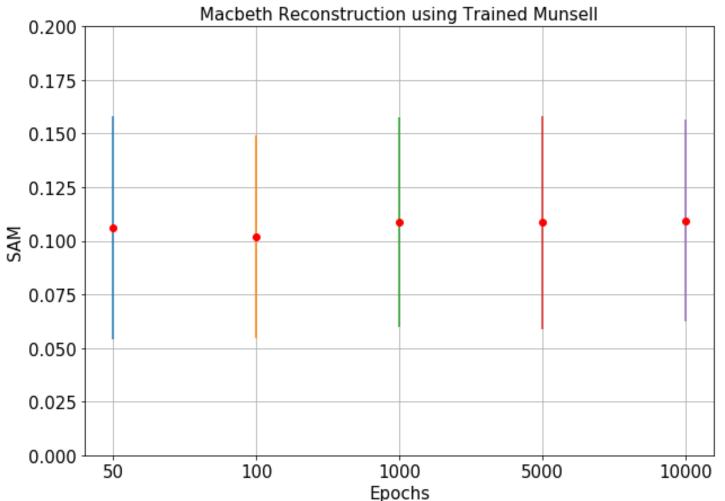
## Model Evaluation

Macbeth Reconstruction using Trained Munsell 0.10 0.08 0.06 RMSE 0.04 0.02 0.00 50 100 1000 5000 10000 Epochs



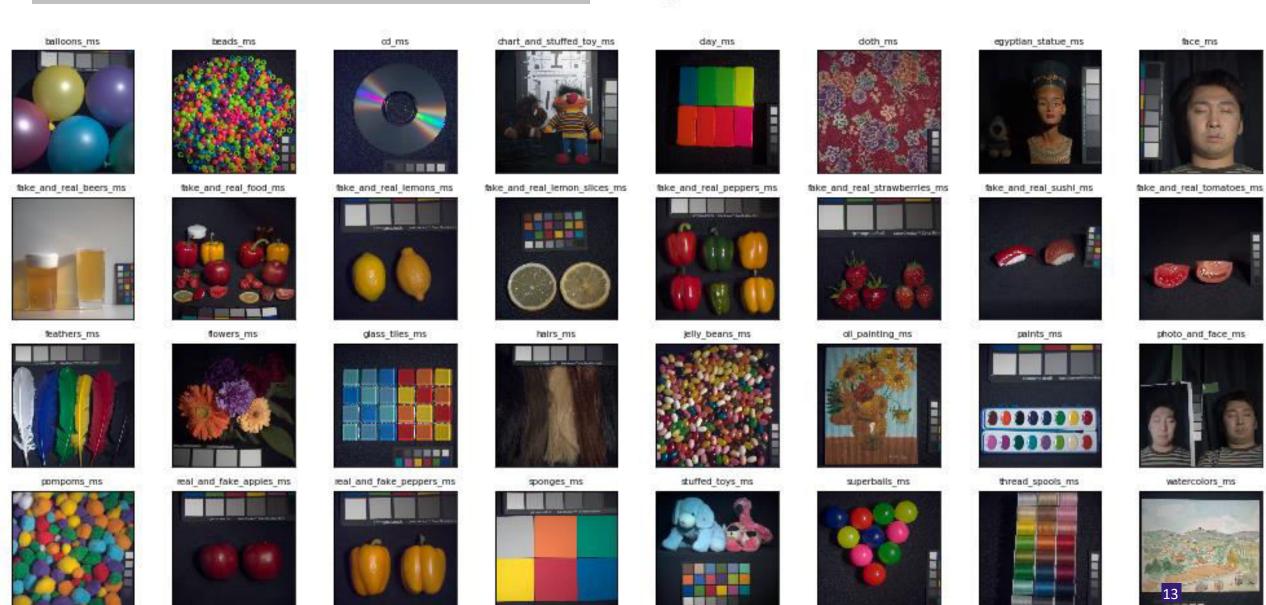
## Model Evaluation

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# CAVE dataset BB images



# Rendering the RGB images





take and real beers ms



feathers ms.







take and real food ms



flowers ms



real and fake apples ms

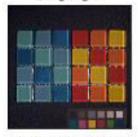




take and real\_lemons\_ms



glass tiles ms



real and take peppers ms



chart and stuffed toy ms

fake and real lemon slices ms



heirs ms



sponges ms



day\_ms

take and real peppers ms



jelly beans ms



stuffed toys ms



doth ms



take and real strawberries ms



oil painting ms



superballs ms



egyptian statue ms



take and real sushi ms







face ms



fake and real tomatoes ms



photo and face ms

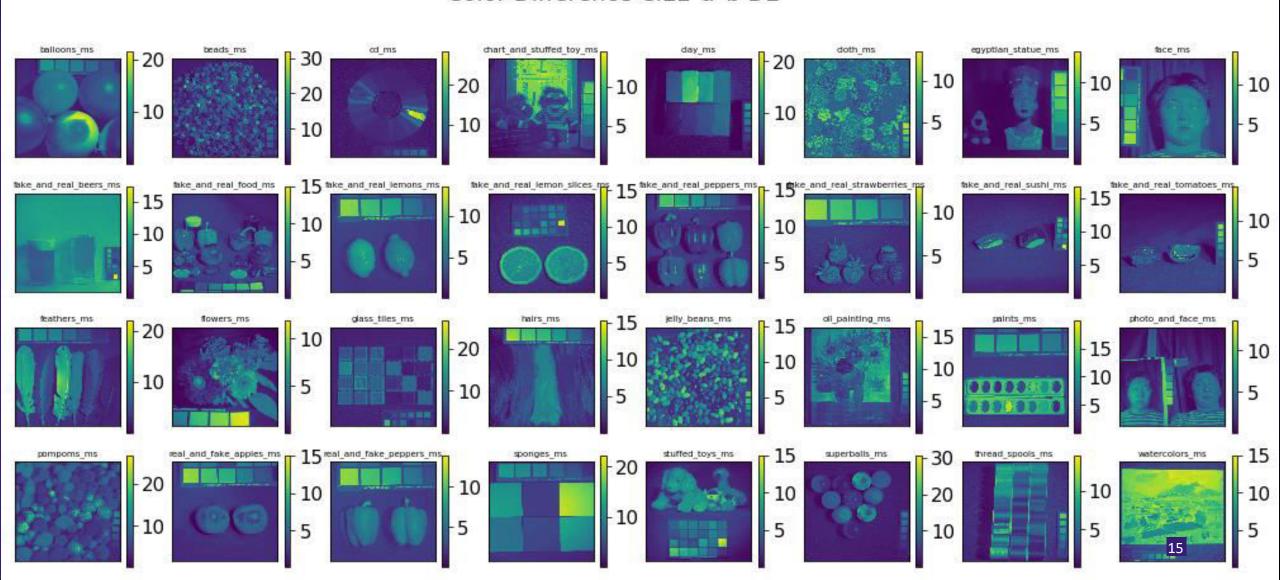


watercolors ms



### EUCLIDEAN DISTANCE

#### Color Difference CIEL\*a\*b DE



# average **dE** per test

