MIC A1 Q1-3

Gautam Siddharth K - 23B0957 Evuri Mohana Sreedhara Reddy - 23B1017

Rician Likelihood Model

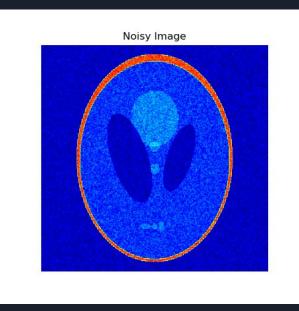
Objective Function

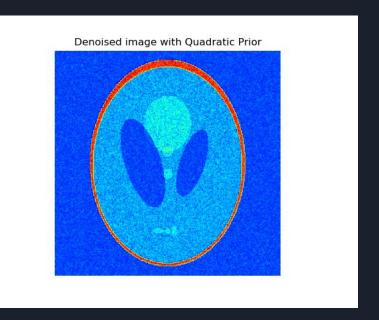
$$\max_{x_i} P(x|y,\theta) = \min_{x_i} \left(\frac{y_i^2 + x_i^2}{2\sigma^2} - \log I_0 \left(\frac{y_i x_i}{\sigma^2} \right) + \sum_{a \in A_i} V_a(x_a) \right)$$

Gradient

$$\frac{\partial P(x|y,\theta)}{\partial x_i} = \frac{x_i}{\sigma^2} - \frac{I_1\left(\frac{y_i x_i}{\sigma^2}\right)}{I_0\left(\frac{y_i x_i}{\sigma^2}\right)} \frac{y_i}{\sigma^2} + \frac{\partial}{\partial x_i} \sum_{a \in A_i} V_a(x_a)$$

Q1A Quadratic Prior



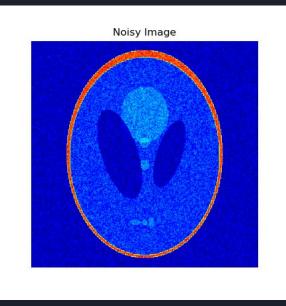


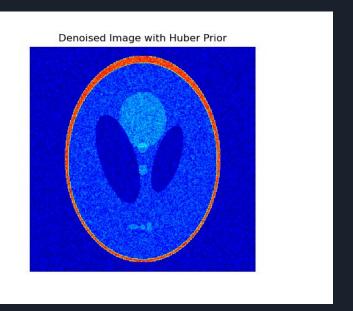
Parameters

Alpha = 0.5 Initial Learning Rate = 0.01 LR Decay = 0.05 Noisy RRMSE: 0.298 Denoised RRMSE: 0.277

+20% RRMSE: 0.281 -20% RRMSE: 0.280

Q1B Huber Prior



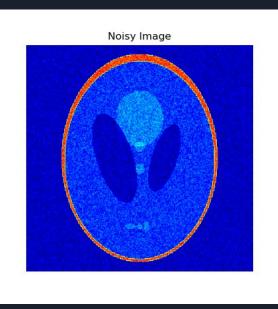


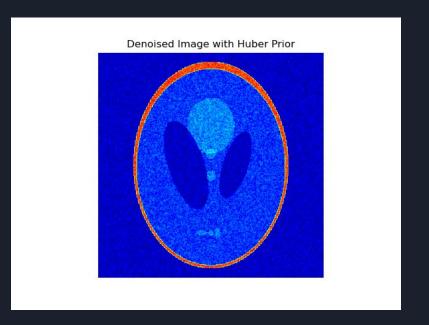
Parameters

Alpha = 0.99 Initial Learning Rate = 0.01 LR Decay = 0.05 Noisy RRMSE: 0.298 Denoised RRMSE: 0.264 +20% alpha RRMSE: 0.267 -20% alpha RRMSE: 0.266

+20% gamma RRMSE: 0.284 -20% gamma RRMSE: 0.268

Q1C Discontinuous Adaptive Prior

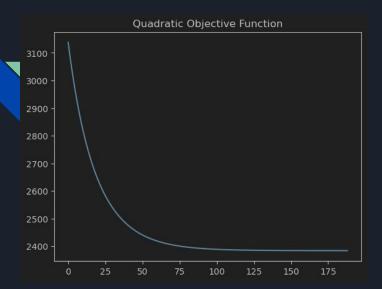


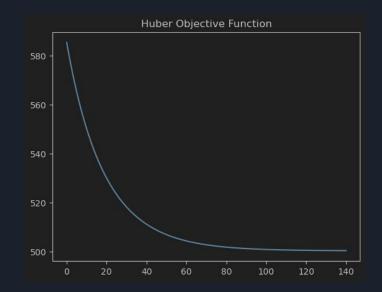


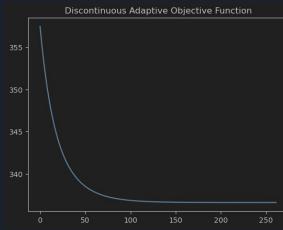
Parameters

Alpha = 0.99 Initial Learning Rate = 0.01 LR Decay = 0.05 Noisy RRMSE: 0.298 Denoised RRMSE: 0.235 +20% alpha RRMSE: 0.235 -20% alpha RRMSE: 0.287

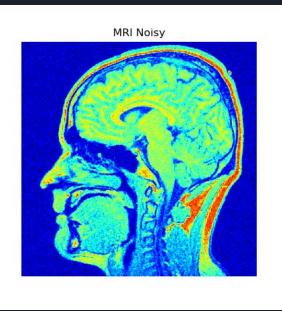
+20% gamma RRMSE: 0.284 -20% gamma RRMSE: 0.268

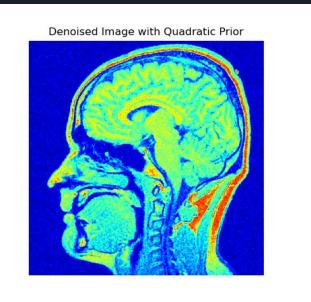






Q2A) Quadratic Prior

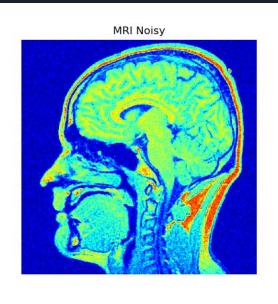


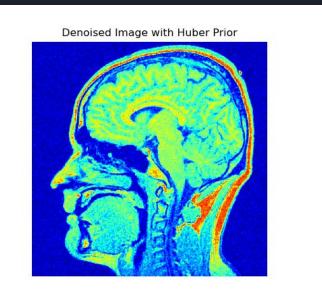


Parameters

Alpha = 0.8 Initial Learning Rate = 0.005 LR Decay = 0.05 Noisy RRMSE: 0.142 Denoised RRMSE: 0.149

+20% alpha RRMSE: 0.155 -20% alpha RRMSE: 0.144 Q2B) _{Huber}

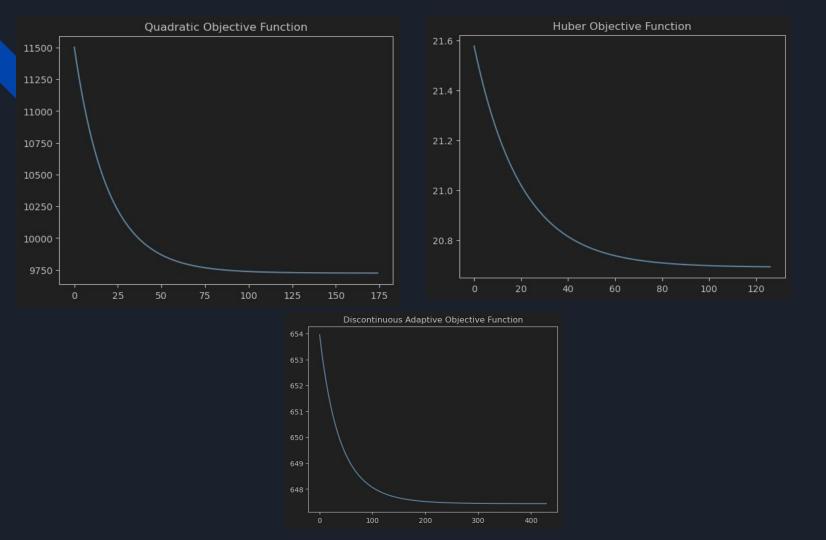




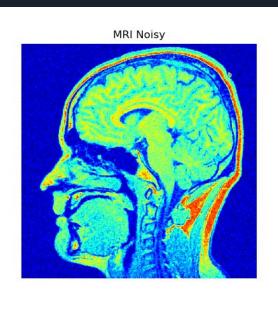
Parameters

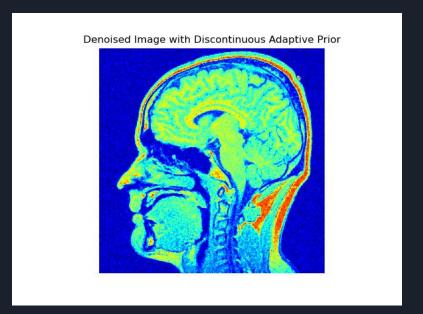
Alpha = 0.8 Initial Learning Rate = 0.005 LR Decay = 0.05 Noisy RRMSE: 0.142 Denoised RRMSE: 0.137 +20% alpha RRMSE: 0.138 -20% alpha RRMSE: 0.139

+20% gamma RRMSE: 0.142 -20% gamma RRMSE: 0.139



Q2C) Discontinuous Adaptive



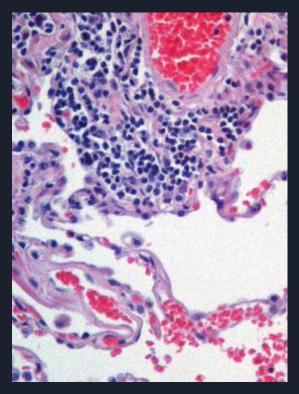


Parameters

Alpha = 0.95 Initial Learning Rate = 0.005 LR Decay = 0.02 Noisy RRMSE: 0.142 Denoised RRMSE: 0.133

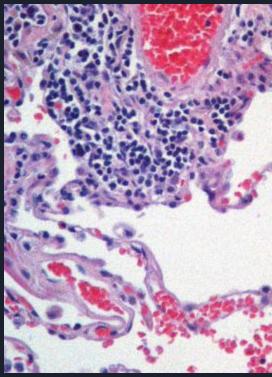
+20% alpha RRMSE: 0.133 -20% alpha RRMSE: 0.148

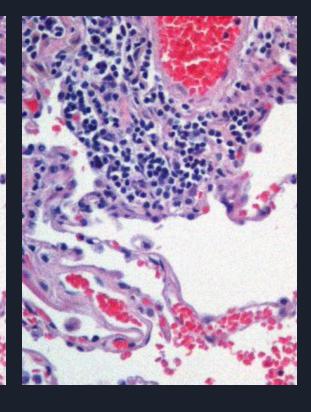
+20% gamma RRMSE: 0.145 -20% gamma RRMSE: 0.166



Noisy RRMSE: 3.69







Sq I2 norm RRMSE 3.78

L2 norm RRMSE: 3.694

Huber norm RRMSE: 3.694

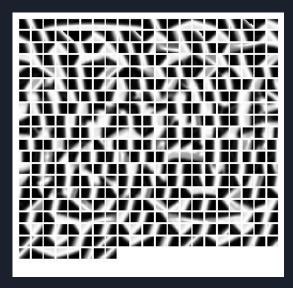
MIC Assignment 1 Q4

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The Patches extracted from the image

- We are extracting the 8x8 high variance patches from the image we have and are storing them in an array (X).
- The threshold variance used = 0.02.





The Dictionary Learning

We would like to minimize the objective function:
$$rg \min_{D} \min_{r} \sum_{i=1}^{I} \|x_i - Dr_i\|_2^2 + \lambda \|r_i\|_p^p$$

- For this, we are going to use gradient descent. We initialize the matrix **D** with SVD, but it really doesn't matter, we can start with a random matrix.
- Now, in every iteration, we try to find the best values of r for which the coefficients are a good fit for the matrix **X**, in the function sparse_coding.
- For the achieved value of **r**, we update the matrix **D** using the update_dictionary function.
- Now, this process is looped. (for 500 iterations in our case)

The gradient functions - Math

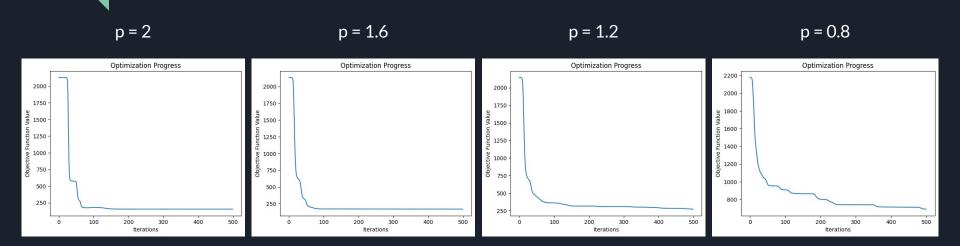
• update_dictionary: The update for **D**, with a given **r** is the learning rate times the gradient. We normalize at each of the steps: the gradient and the new dictionary.

$$\nabla_D = \sum_i (x_i - Dr_i) r_i^T$$

sparse_coding: For the value of r, given D, we start off with a coeff matrix of zeros, run
a nested learning model for r, using gradient descent. (with 50 iterations in our case)

$$\nabla_r = -2D^T(X - Dr) + p\lambda \cdot (\mathrm{sign}(r) \odot |r|^{p-1})$$

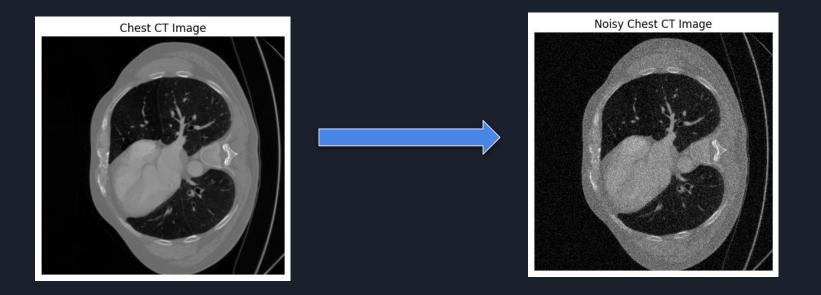
The learning curves for different norms



• From the graphs, it seems like the learning is slower for the smaller values of p, compared to the larger ones.

Noising an Image

• Used the basic Gaussian noising, 10% of the range, and applied the bounds of the values to be in between 0 and 1.



Denoising by learning from the patches

- We use the dictionary learnt for p = 0.8 to denoise the noisy image generated by the gaussian.
- The crude idea is as follows:
 - We divide the image into 8x8 patches, with an overlap, (we can take 50%). Now, we try to learn r this time from the previous learning algorithm, instead of the D. We can do this by sparse coding.
 - Now, the new patches can be represented as D*r. We revert the denoised image by putting back the patches by multiplying the weights by the fraction (take care of the boundary cases).
 - Finally, limit the values of the image to between 0 and 1.