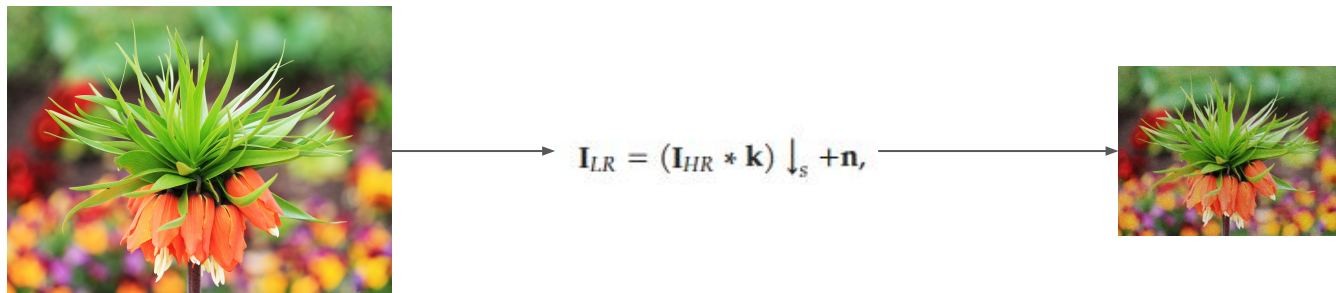


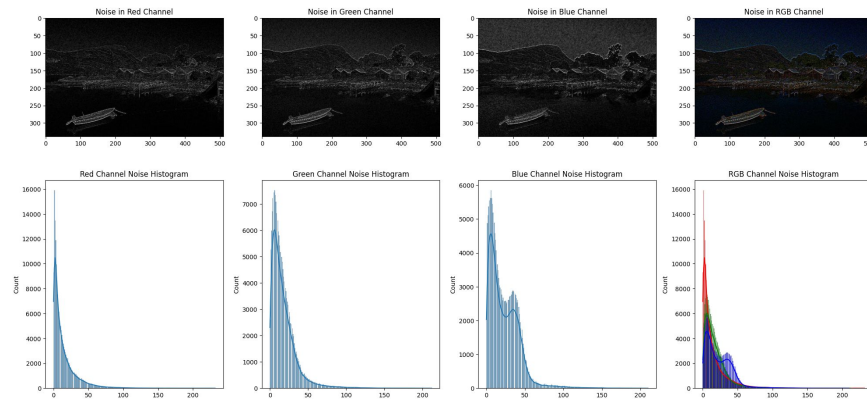
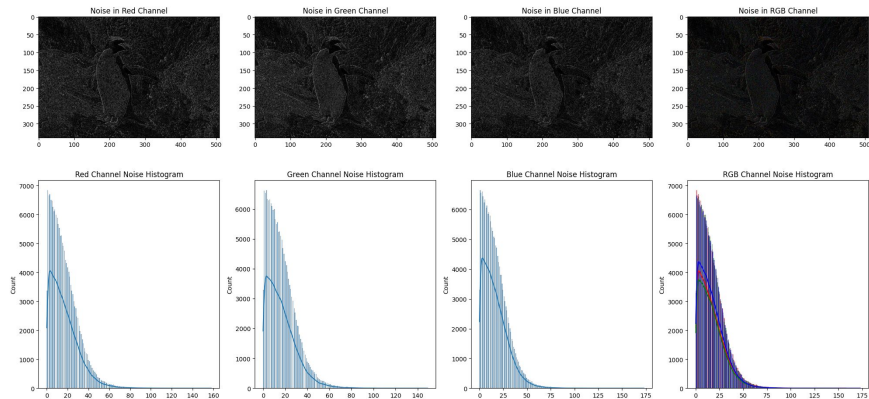
# Image Super Resolution

Aman Kumar | Parul | Puneet Singh | Shubham | Stuti Pandey

# Problem Statement



# Exploratory Data Analysis



Enhanced Image with Unsharp Masking



Enhanced Image with Bilateral Filtering



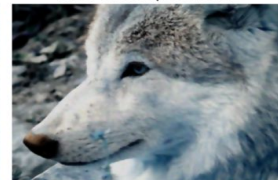
Original\_LR  
mse: 960.15 | ssim: 0.47



Original\_HR  
mse: 0.00 | ssim: 1.00



Bilateral  
mse: 885.01 | ssim: 0.52



Gaussian  
mse: 870.50 | ssim: 0.55



Median  
mse: 869.06 | ssim: 0.54



Non-Local Means  
mse: 911.53 | ssim: 0.49



# Methodology: RFSR (Y-channel)

## 1. Random forest based Image Super-Resolution using Residual Learning(Y-Channel)

The methodology for this pipeline is designed around **residual learning**, a principle commonly applied in image super-resolution to improve reconstruction quality by focusing on the missing details between the low-resolution (LR) input and the high-resolution (HR) output.

Residual learning leverages the fact that the difference between bicubic upscaled images and HR images primarily consists of fine details like edges and textures.

**Patch Extraction:**

- Extract **overlapping patches** from both HR and LR images.
- Bicubic interpolation is applied to upsample the LR patches to match the HR dimensions.
- These residual patches become the target output for training.

- Convert all HR and LR images from RGB to **YCbCr color space** to decouple luminance (Y) from chrominance (CbCr). This focuses the super-resolution task on the Y-channel, which contains the structural details of the image.

- Normalize the intensity values of the Y-channel to [0,255] for consistent numerical representation.

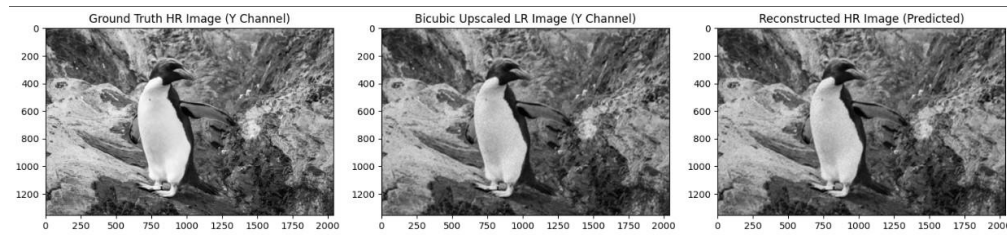
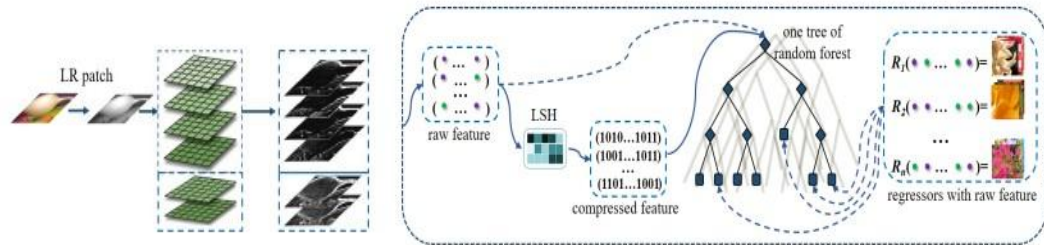
$$\mathbf{R}_{\text{patch}} = \mathbf{Y}_{\text{HR patch}} - \mathbf{Y}_{\text{bicubic patch}}$$

**Model Objective:**

The RFR learns a mapping  $f : \mathbf{Y}_{\text{bicubic patch}} \rightarrow \mathbf{R}_{\text{patch}}$ , where:

$$\hat{\mathbf{R}}_{\text{patch}} = f(\mathbf{Y}_{\text{bicubic patch}})$$

Here,  $\hat{\mathbf{R}}_{\text{patch}}$  is the predicted residual patch.



**Reconstruction:**

Combine the predicted residuals with the bicubic upscaled  $Y$ -channel to reconstruct the HR luminance:

$$\mathbf{Y}_{\text{reconstructed}} = \mathbf{Y}_{\text{bicubic}} + \hat{\mathbf{R}}$$

# Methodology: Channel-wise Patch Super Resolution

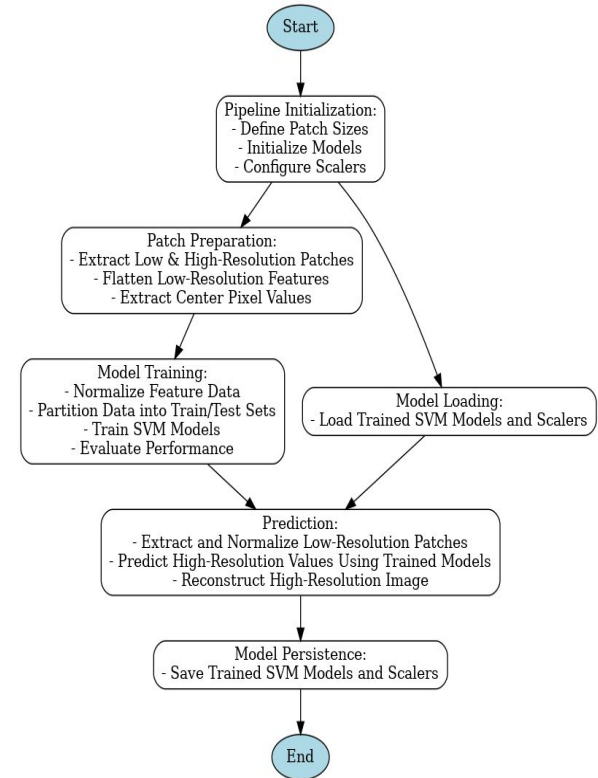
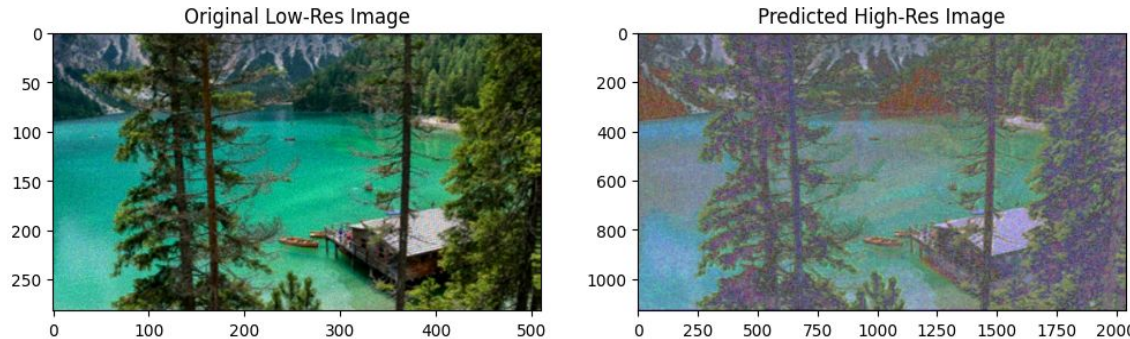
Ni, Karl S. and Truong Q. Nguyen. "Image Superresolution Using Support Vector Regression." *IEEE Transactions on Image Processing* 16 (2007): 1596-1610.

Enhance low-resolution (LR) images into high-resolution (HR) images using a classical machine learning approach, focusing on color channel predictions with Support Vector Machines (SVMs).

**Flowchart:** Include the updated SVM-based flowchart to illustrate the pipeline visually.

**Key Steps:**

1. **Initialization:** Define patch sizes, setup SVM models, and normalize inputs.
2. **Patch Preparation:** Extract and process LR and HR patches.
3. **Model Training:** Train SVM models for RGB channels and evaluate performance.
4. **Prediction:** Use trained models to predict HR patches.
5. **Reconstruction:** Combine patches to form the HR image.





# Methodology: Patch-based super-resolution using Random Forest

The goal is to map **low-resolution (LR)** images to **high-resolution (HR)** images through patch-based learning and regression modeling. The most powerful aspect of the code is its **patch-based approach**. Instead of processing the entire image at once, the code extracts overlapping patches .

Objective:

Enhance low-resolution images to high-resolution using patch-based learning.

Methodology:

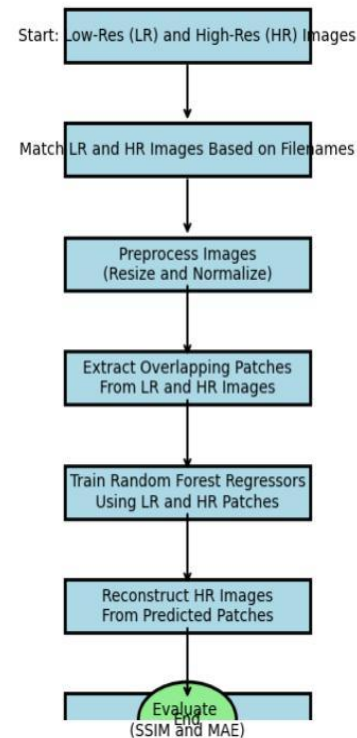
- > Extract overlapping patches from LR and HR images.
- > The training data used is in the form of LR-HR patch pairs:  $P_i=(L_i,H_i)$
- >Train Random Forest regressors to map LR patches to HR patches.
- >Reconstruct HR images by combining predicted patches.

Evaluation Metrics:

- SSIM
- MAE

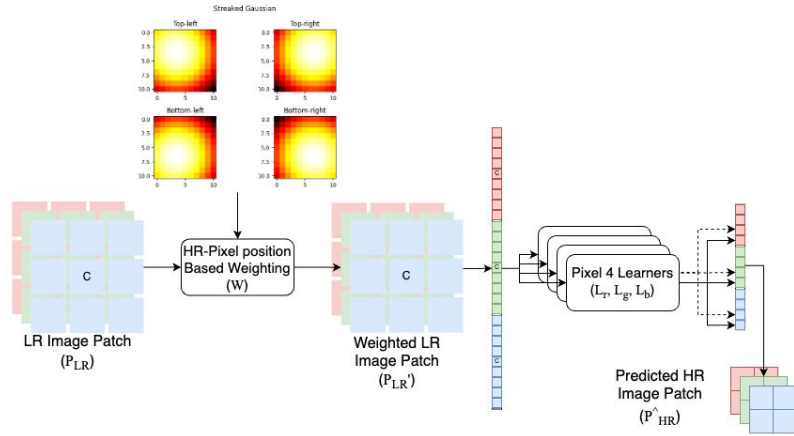
## Results:

Test Image 7 - SSIM: 0.8430, MAE: 77.62



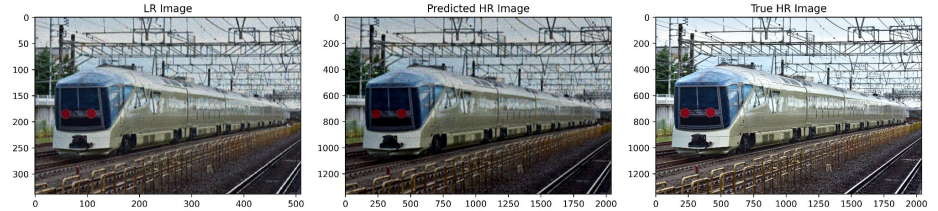
Reference : <https://ieeexplore.ieee.org/document/7169108>

# Methodology: ISR Using SVMs



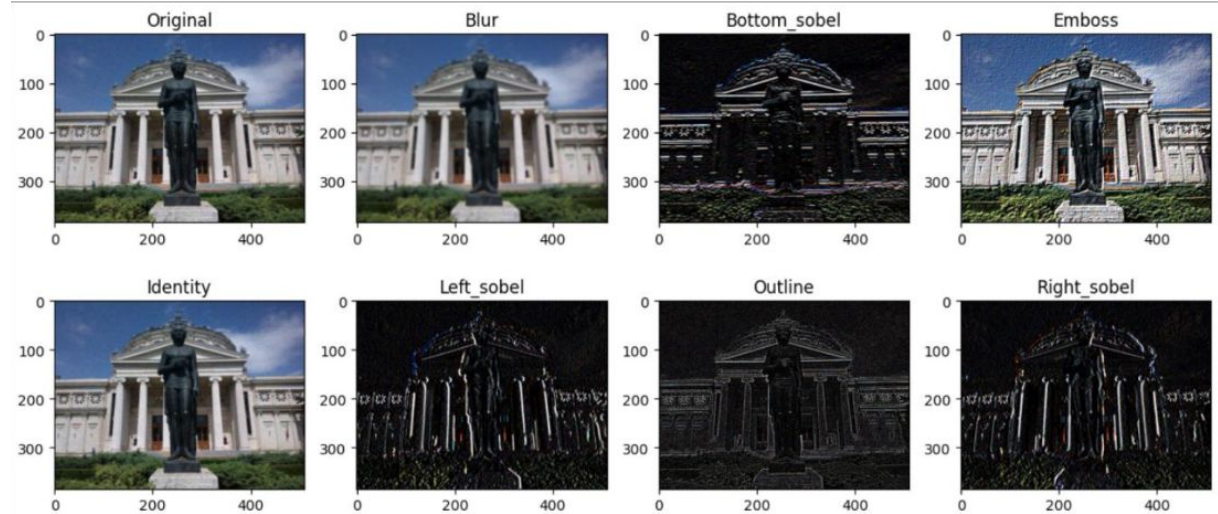
ISR Pipeline for one LR Image Patch ( $P_{LR}$ ) adapted from [Ni, Karl S. and Truong Q. Nguyen. "Image Superresolution Using Support Vector Regression." IEEE Transactions on Image Processing 16 \(2007\): 1596-1610.](#)

Predicted HR Image and True HR Image {'ssim': [0.1985], 'mae': [0.1799]}



Methodology	MAE	SSIM
Bilinear Interpolation	0.07450	0.42340
Bicubic Interpolation	0.07502	0.45640
Nearest Neighbour Interpolation	0.07526	0.45318
SVM	0.07594	0.45947

# Future Scope



- [L. An and B. Bhanu, "Improved image super-resolution by Support Vector Regression," \*The 2011 International Joint Conference on Neural Networks\*, San Jose, CA, USA, 2011, pp. 696-700, doi: 10.1109/IJCNN.2011.6033289.](#)
- [Jianchao Yang, J. Wright, T. Huang and Yi Ma, "Image super-resolution as sparse representation of raw image patches," 2008 IEEE Conference on Computer Vision and Pattern Recognition, Anchorage, AK, USA, 2008, pp. 1-8, doi: 10.1109/CVPR.2008.4587647.](#)
- [Ni, Karl S. and Truong Q. Nguyen. "Image Superresolution Using Support Vector Regression." \*IEEE Transactions on Image Processing\* 16 \(2007\): 1596-1610.](#)



# Future Scope



Image  
Super Resolution  
using ML



Image  
Super Resolution  
using DL