

The background is a complex, abstract pattern of thin, glowing lines in shades of blue, cyan, and purple. These lines are set against a solid black background. The lines are mostly oriented vertically, with some horizontal and diagonal strands. They appear to be interconnected, forming a web-like structure. The lines have a soft, ethereal glow, with some brighter points where they intersect or form loops. The overall effect is one of depth and complexity, resembling a microscopic view of a network or a stylized representation of a natural phenomenon like a nebula or a neural network.

越放大越清晰



實做案例位置  
github

[https://github.com/AllanYiin/DeepBelief\\_Course5\\_Examples/tree/master/epoch402\\_越放大越清晰](https://github.com/AllanYiin/DeepBelief_Course5_Examples/tree/master/epoch402_越放大越清晰)

colab

<https://drive.google.com/open?id=1ppB5QOt4bE7ZprMZAZ37rSWZCpJ4DSLg>





CrazyDog\_300dpi.png - 內容

一般 安全性 詳細資料 以前的版本

屬性	值
來源	
拍攝日期	
影像	
尺寸	709 x 827
寬度	709 個像素
高度	827 個像素
位元深度	32
檔案	
名稱	CrazyDog_300dpi.png
項目類型	PNG 檔案
資料夾路徑	C:\使用者\Allan\OneDrive\畫展\small
建立日期	2019/11/13 下午 03:06
修改日期	2019/11/13 下午 03:06
大小	1.46 MB
屬性	AL
可用性	
離線狀態	
分享者	
擁有者	ALLANSURFACE\Allan
電腦	ALLANSURFACE (本機)

[移除檔案屬性和個人資訊](#)

確定 取消 套用(A)

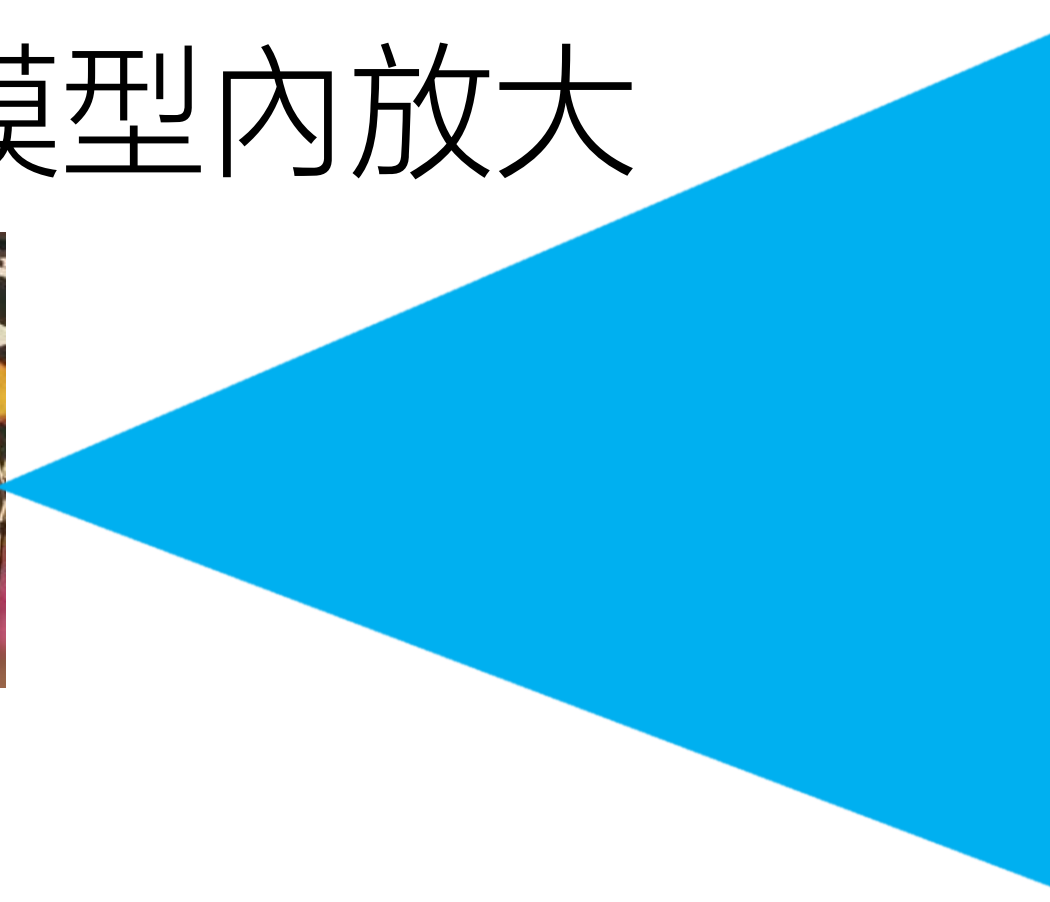


# 放大策略

LR



模型內放大



SR



HR

模型內修補

線性插值



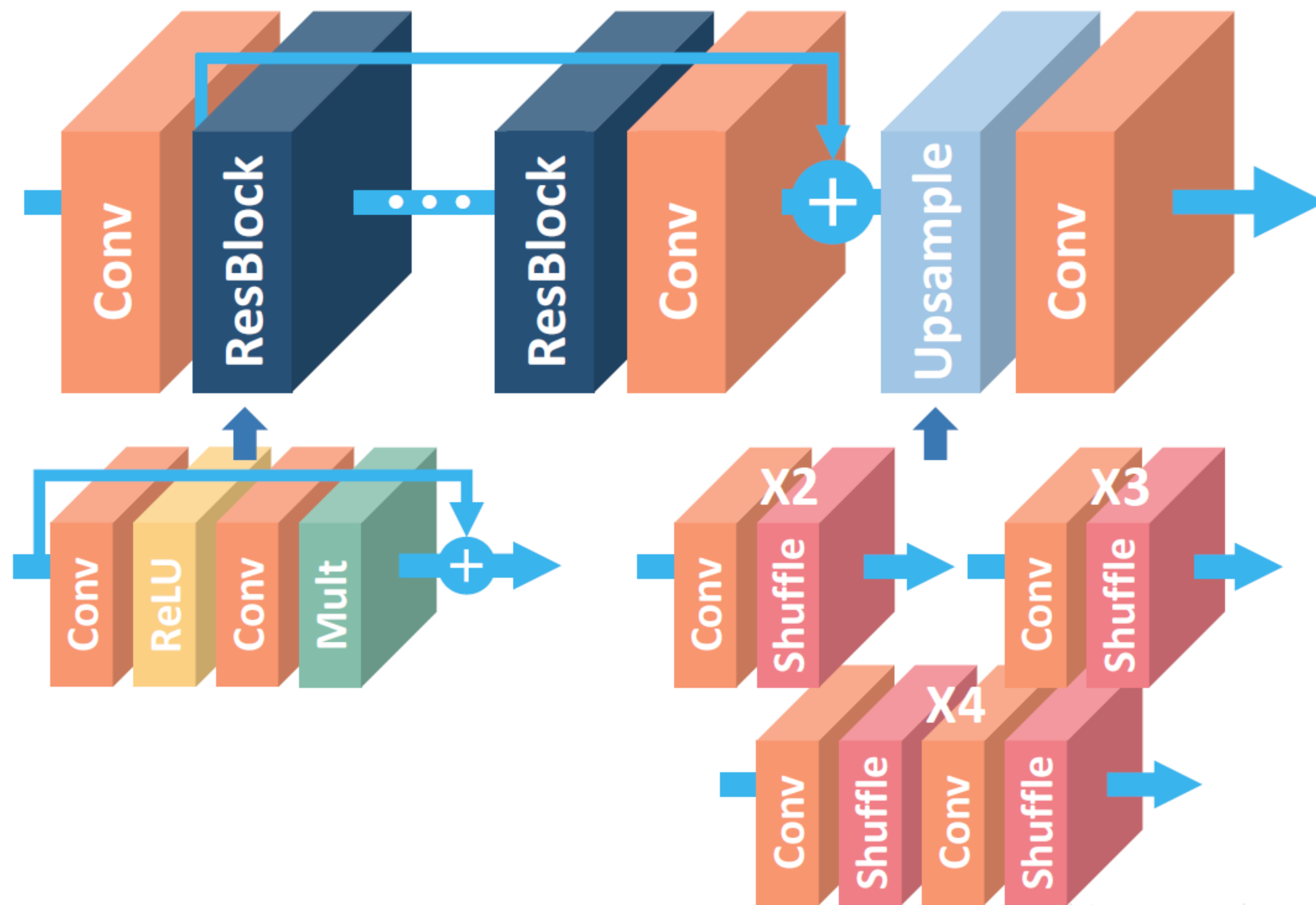


# SRResNet

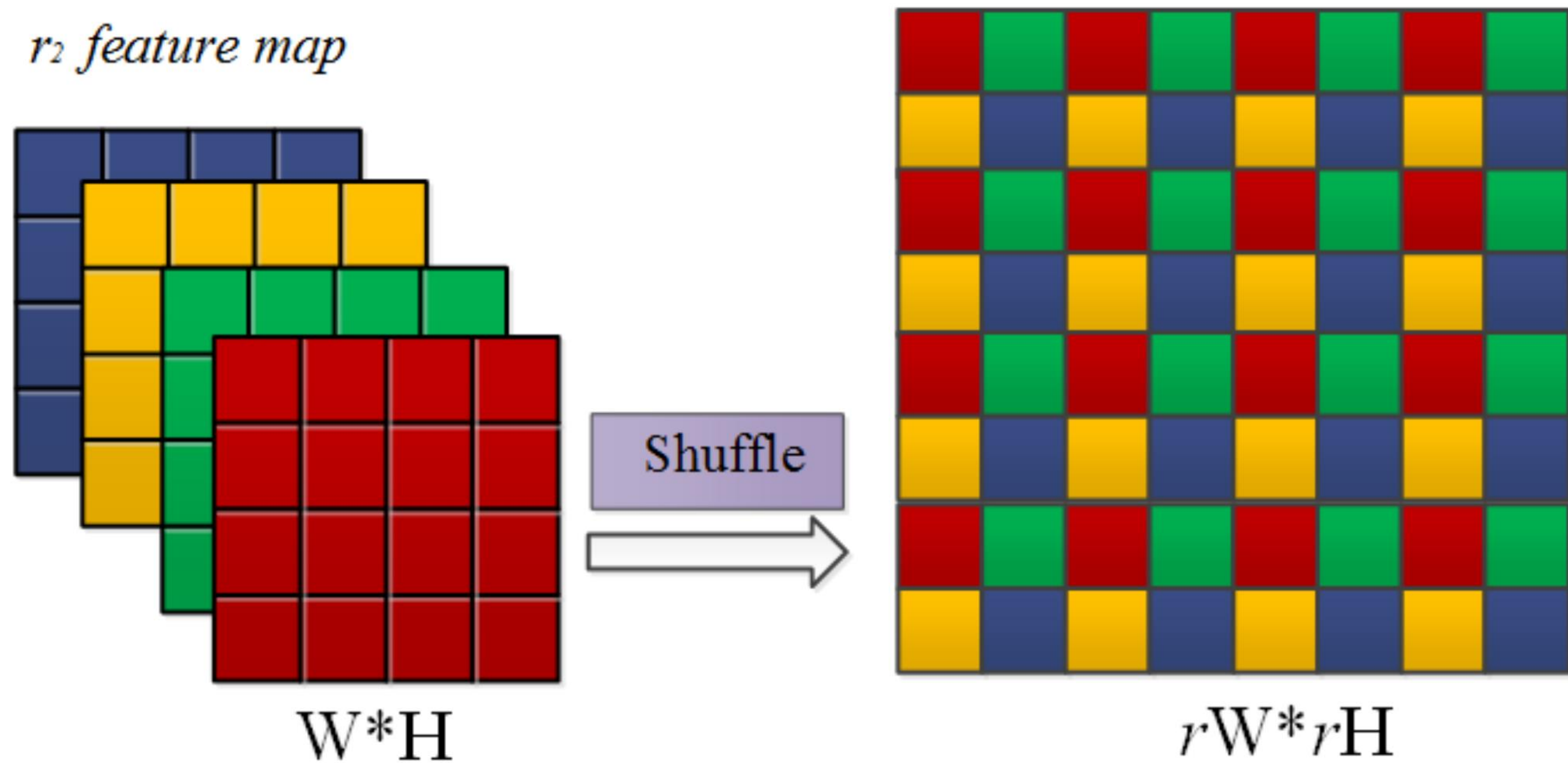
<https://arxiv.org/abs/1609.04802>

原論文改良

- 把relu換成parameter relu
- 使用pixel shffule



<https://blog.csdn.net/prinstinad1>



# Pixel Shuffle

## 計算流程

假設輸入張量如下，要長寬放大兩倍  
(64,128,128)

從通道除4，擴充兩個新維度  
(16,2,2,128,128)

轉置將新維度置於最後  
(16, 128,128,2,2)

將高度(axis=1)切片再根據axis=3疊合  
[(16, m,128,2,2) for m in h]

完成將高度放大2倍  
(16, 128,256,2)

將寬度(axis=1)切片再根據axis=3疊合  
[(16, n,256,2) for n in w]

完成將寬度放大2倍  
(16,256,256)

## 本次實作改良

- 換掉Batch Normalization
- 將Upscale2x區域的卷積換成深度可分離卷積 (DepthwiseConv2d)
- 把ResBlock的第一個通道數降為32
- 把16個ResBlock的dilatio分別設置為1,2,4,8
- 最後一層活化函數修改為tanh
- 開頭的9x9卷積換成5x5
- 結尾的9x9卷積換成5x5

## 原始論文

Total params: 1,546,754  
Trainable params: 1,546,754  
Non-trainable params: 0  
Total MACC: 9,094,381,568.0  
Total FLOPs: 18.19697 GFLOPs  
模型大小: 6.3 MB

## 本次實作改良

Total params: 642,050  
Trainable params: 642,050  
Non-trainable params: 0  
Total MACC: 2,758,885,376.0  
Total FLOPs: 5.52910 GFLOPs  
模型大小: 2.7 MB

# L1 Loss L2 Loss Smooth L1 Loss....

L2 loss

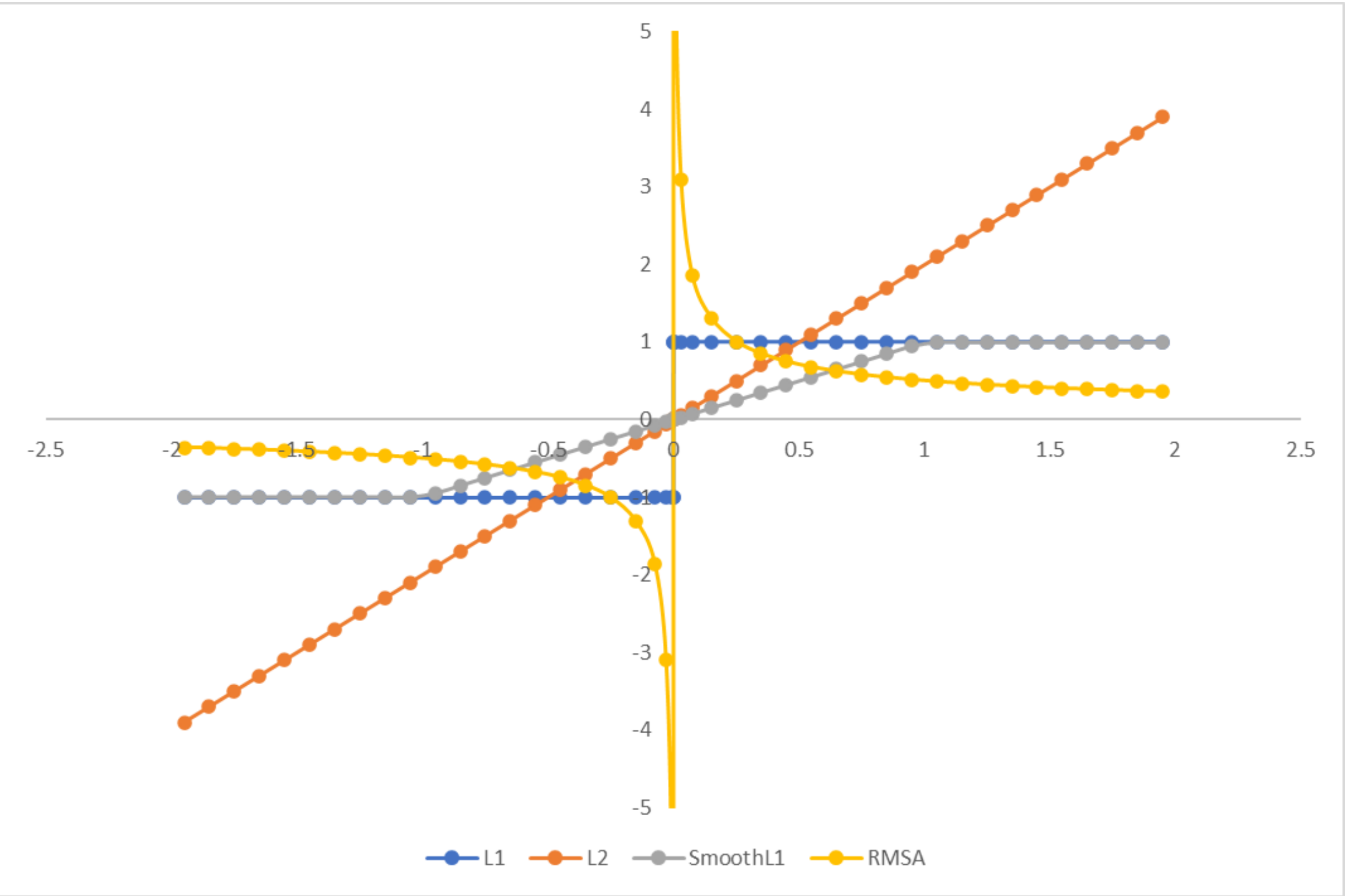
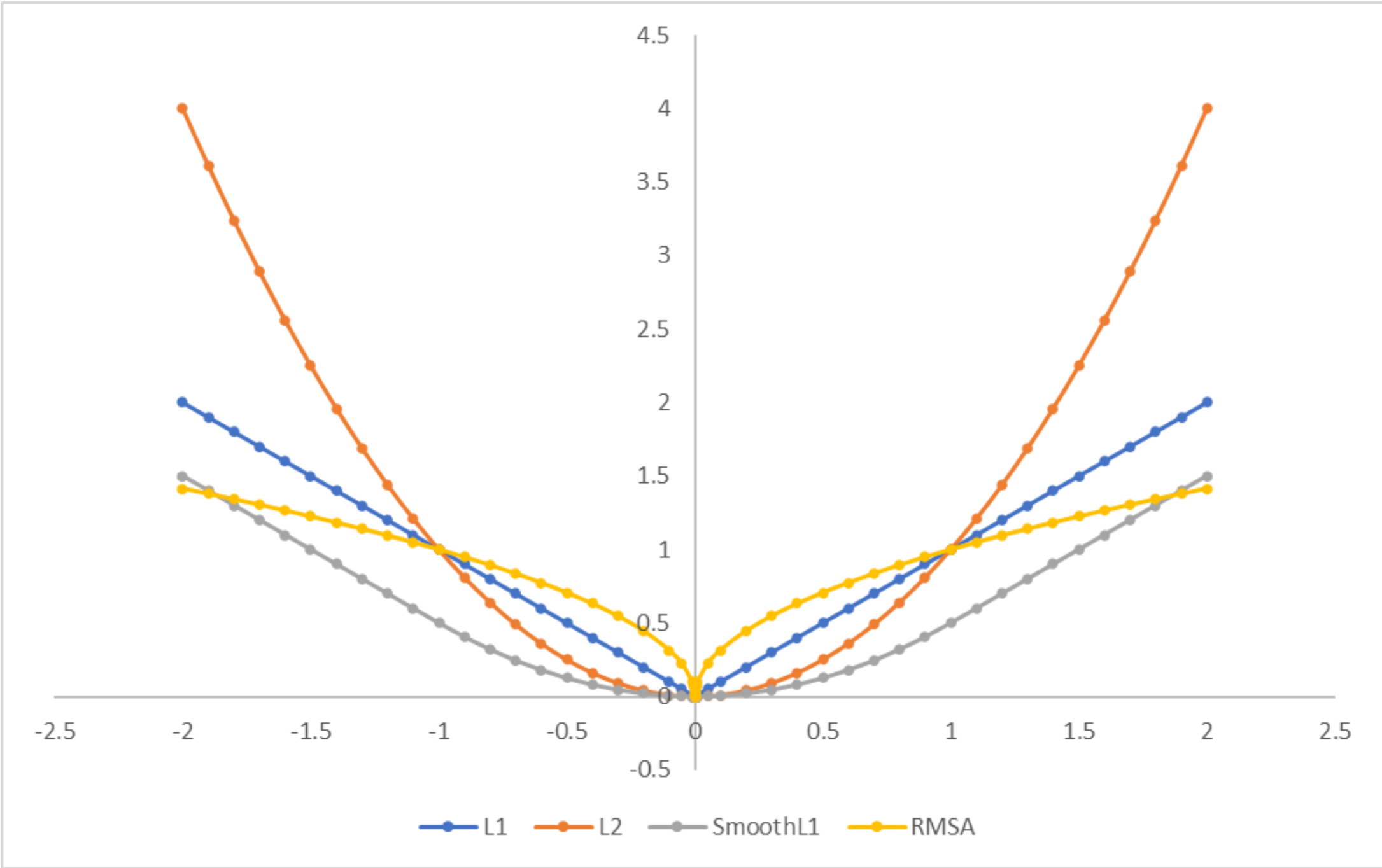
$$\begin{aligned} L_2 &= |f(x) - Y|^2 \\ L'_2 &= 2f'(x)(f(x) - Y) \end{aligned} \dots\dots\dots (1)$$

L1 loss

$$\begin{aligned} L_1 &= |f(x) - Y| \\ L'_1 &= \pm f'(x) \end{aligned} \dots\dots\dots (2)$$

Smooth L1 loss

$$\begin{aligned} \text{Smooth } L_1 &= \begin{cases} 0.5x^2, & |x| < 1 \\ |x| - 0.5, & x < -1 \text{ or } x > 1 \end{cases} \\ \text{Smooth } L'_1 &= \begin{cases} x, & |x| < 1 \\ -1, & x < -1 \\ 1, & x > 1 \end{cases} \end{aligned} \dots\dots\dots (3)$$







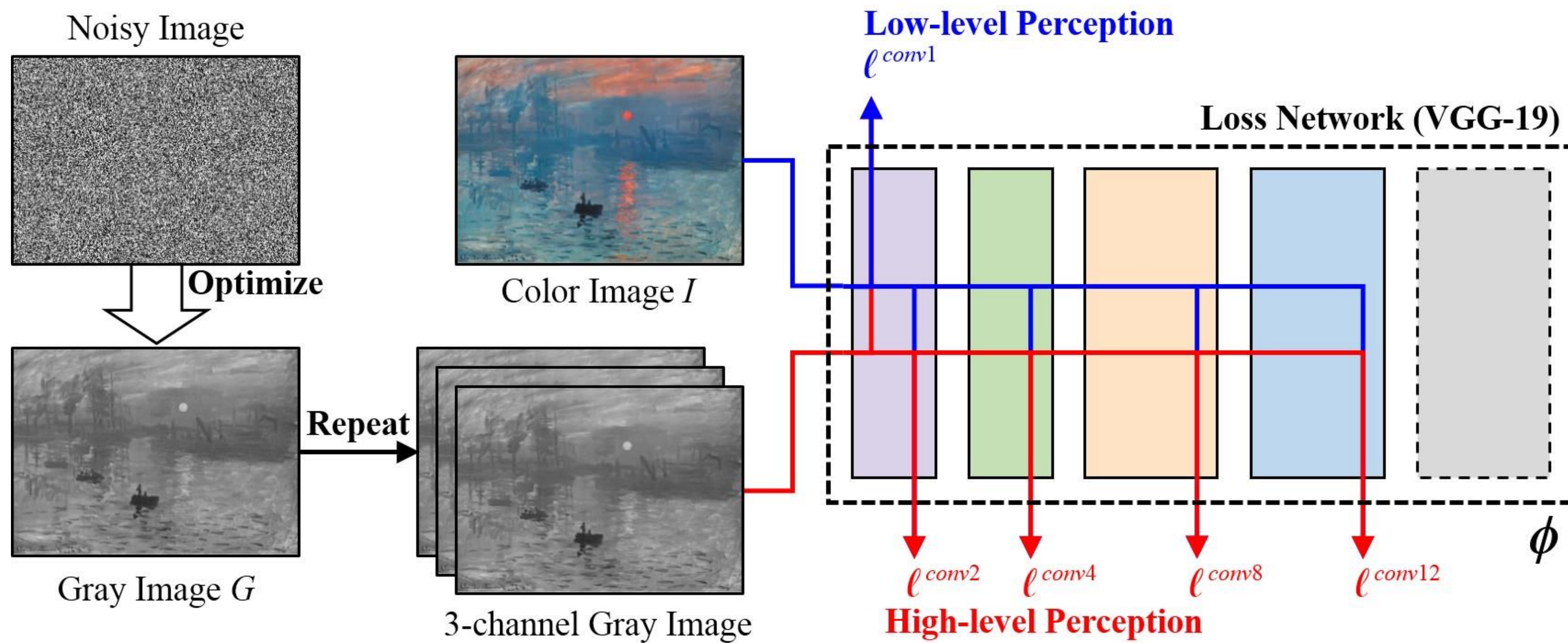
rmse: 19.689% ,psnr: 14.13

rmse: 24.457% ,psnr:12.14

機器只管對應精確位置的像素值是否正確...



# Perception Loss





# SSIM Structure Similarity Index 結構相似性指標

$$l(x, y) = \frac{2\mu_x \mu_y + c_1}{\mu_x^2 + \mu_y^2 + c_1} \quad \text{照明度(平均值)}$$

$$c(x, y) = \frac{2\sigma_x \sigma_y + c_2}{\sigma_x^2 + \sigma_y^2 + c_2} \quad \text{對比度(標準差/變異數)}$$

$$s(x, y) = \frac{\sigma_{xy} + c_3}{\sigma_x \sigma_y + c_3} \quad \text{結構(共變數)}$$

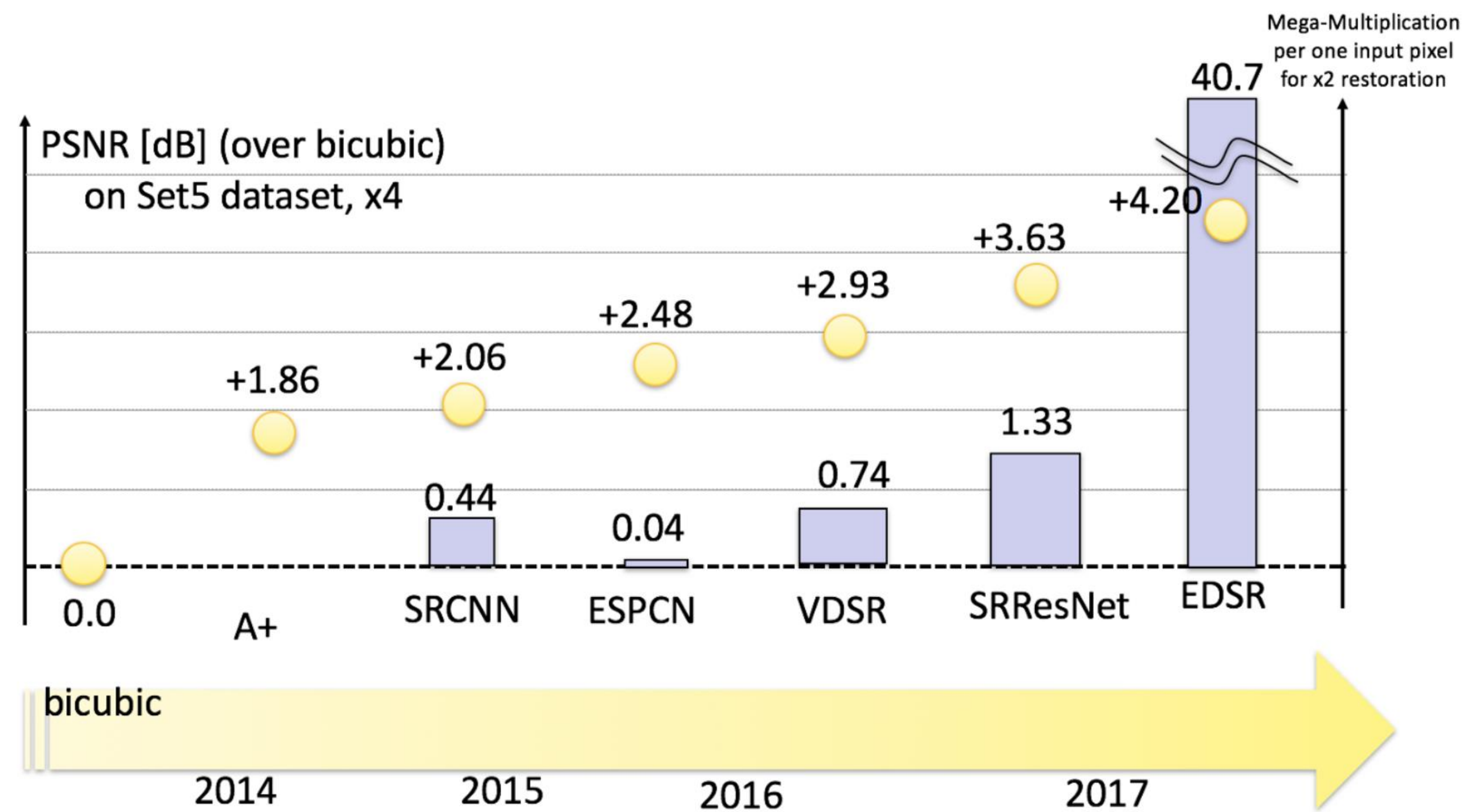


# 峰值信號雜訊比

(Peak Signal to Noise Ratio)

$$PSNR = 10 \times \log \left( \frac{255^2}{MSE} \right)$$

$$MSE = \frac{\sum_{n=1}^{FrameSize} (I_n - P_n)^2}{FrameSize}$$





# Q&A





