1. Inferencing

|  |  |  |  |
| --- | --- | --- | --- |
|  | Low level noise | Medium level noise | High level noise |
| Gaussian noise |  |  |  |
| Poisson noise |  |  |  |
| Salt and Paper noise |  |  |  |
| Speckle noise |  |  |  |
| Random noise |  |  |  |
| Original data |  | | |

\*\* Here use the missing rate of the predictions compared to the original dataset

|  |  |  |  |
| --- | --- | --- | --- |
| SHAP explanations | Low level noise | Medium level noise | High level noise |
| Gaussian noise |  |  |  |
| Poisson noise |  |  |  |
| Salt and Paper noise |  |  |  |
| Speckle noise |  |  |  |
| Random noise |  |  |  |
| Original data |  | | |

\*\* Use pixel wise comparison compared to original data. (Dice coefficient)

1. Train with noise data

|  |  |  |  |
| --- | --- | --- | --- |
|  | Low level noise | Medium level noise | High level noise |
| Gaussian noise |  |  |  |
| Poisson noise |  |  |  |
| Salt and Paper noise |  |  |  |
| Speckle noise |  |  |  |
| Random noise |  |  |  |
| Original data |  | | |

\*\* Here use the missing rate of the predictions compared to the original dataset

|  |  |  |  |
| --- | --- | --- | --- |
| SHAP explanations | Low level noise | Medium level noise | High level noise |
| Gaussian noise |  |  |  |
| Poisson noise |  |  |  |
| Salt and Paper noise |  |  |  |
| Speckle noise |  |  |  |
| Random noise |  |  |  |
| Original data |  | | |

\*\* Use pixel wise comparison compared to original data. (Dice coefficient)