选取高斯核函数

sigma\_1 =1; % 方差大小

sigma\_1 =5; % 方差大小

sigma\_1 =10; % 方差大小

sigma\_1 =20; % 方差大小

gama= 1 ;

temp\_Dirtymap\_1=temp\_Dirtymap\_1-gama\*BD; %迭代更新

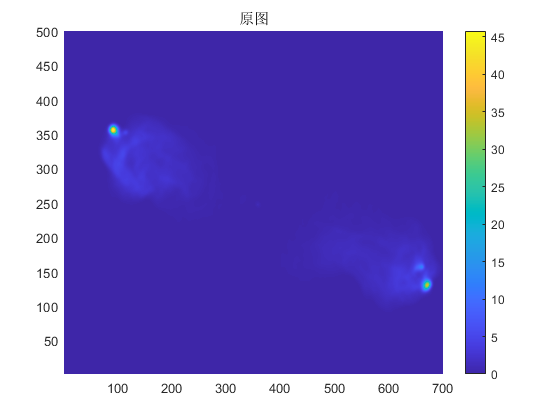
temp\_Dirtymap\_2=temp\_Dirtymap\_2-gama\*BD;

temp\_Dirtymap\_3=temp\_Dirtymap\_3-gama\*BD;

temp\_Dirtymap\_4=temp\_Dirtymap\_4-gama\*BD;

Pmax < 10 %达到阈值

原图



%取残图的正值

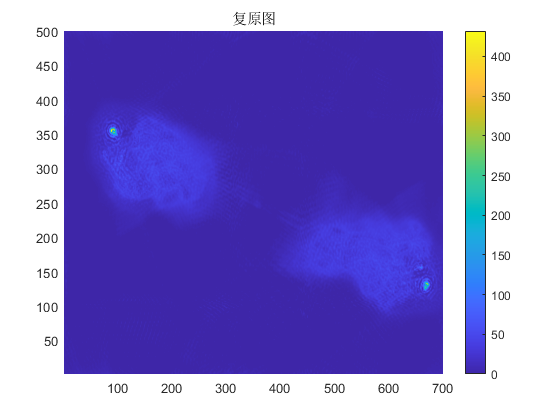
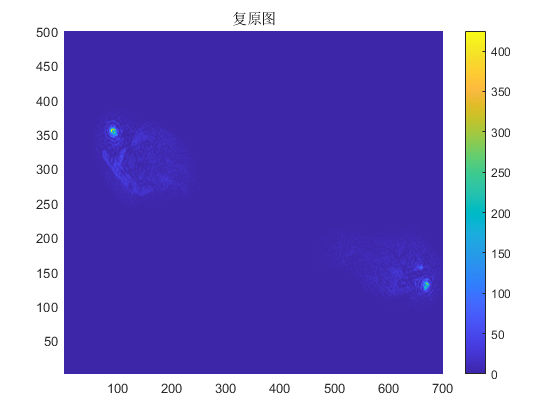
% 把所有的洁图加起来,最终的复原图

clean=clean\_1+clean\_2+clean\_3+clean\_4;

RMSE = 5.2322

%把所有的洁图和残图加起来

RMSE =13.1119

、

gama= 1 ;

% 把所有的洁图加起来,最终的复原图

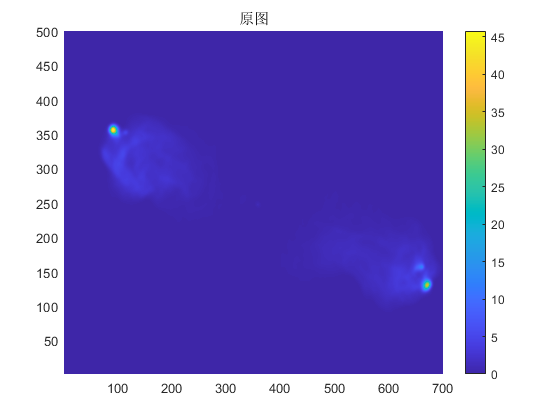
clean=clean\_1+clean\_2+clean\_3+clean\_4;

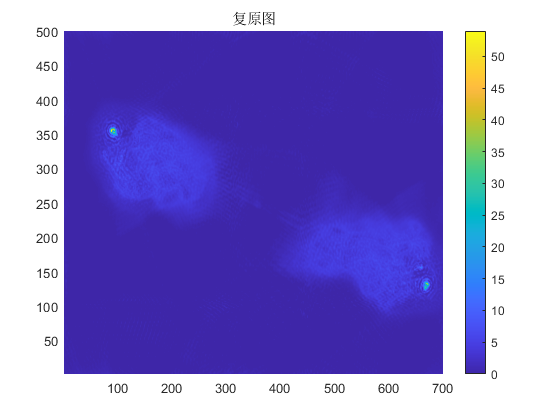
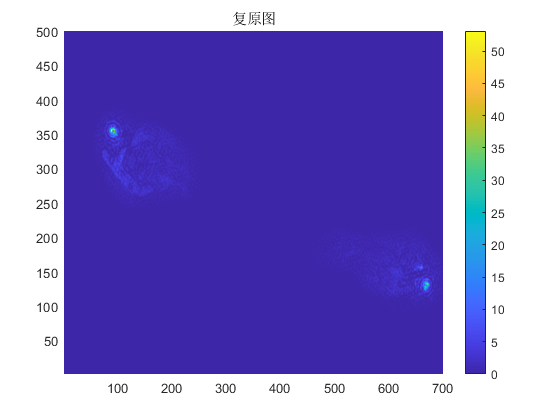
clean=clean./8;

RMSE = 0.5188

%把所有的洁图和残图加起来

RMSE =1.1937



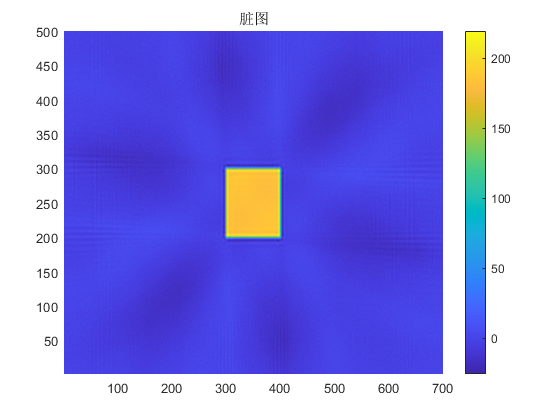
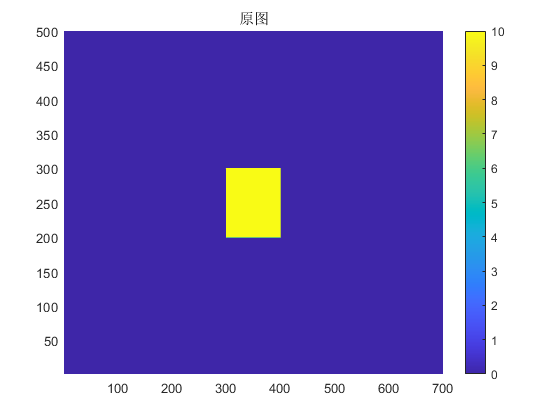


Original=zeros(500,700);

Original(200:300,300:400)=10;

noise=0.01;

原图和脏束卷积加噪声得脏图



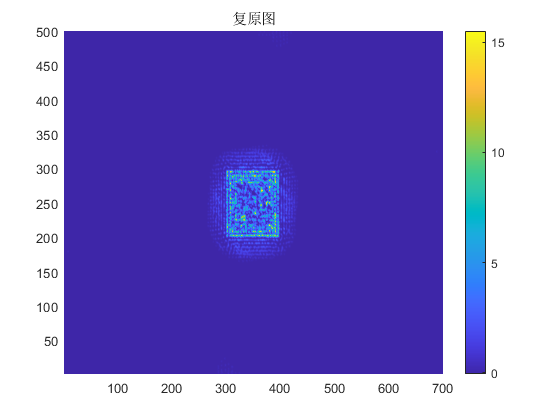
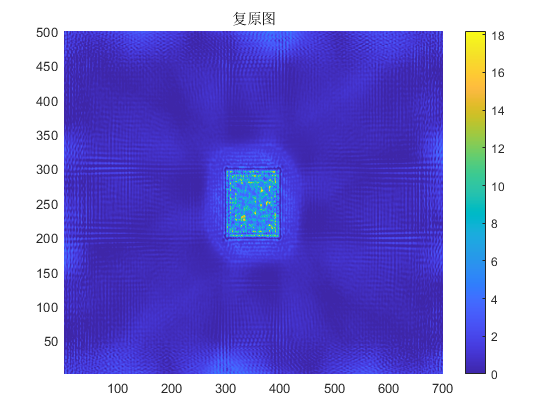
clean=clean./8;

所有的洁图相加得复原图

RMSE =1.1818

所有洁图加残图

RMSE =1.2305

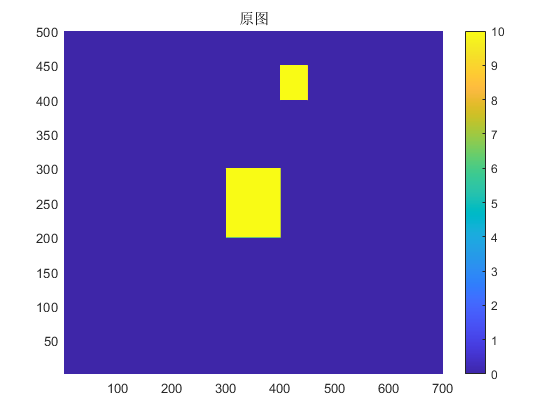
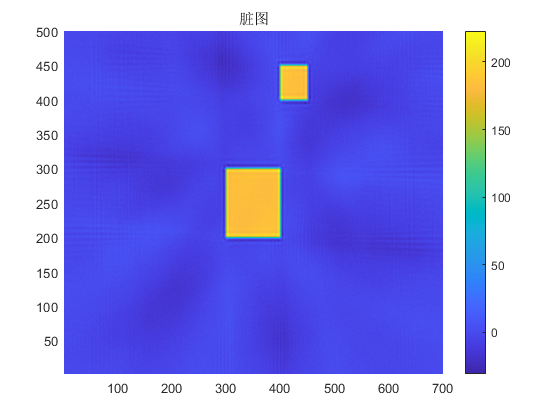
Original=zeros(500,700);

Original(200:300,300:400)=10;

Original(400:450,400:450)=10;

noise=0.01;

原图和脏束卷积加噪声得脏图

clean=clean./8;

所有的洁图相加得复原图

RMSE = 1.3360

所有洁图加残图

RMSE = 1.7666

