



IEEE conf. on Computer Vision and Pattern Recognition
Anchorage, Alaska, June 24-26, 2008

Fusion for Restoration and Superresolution

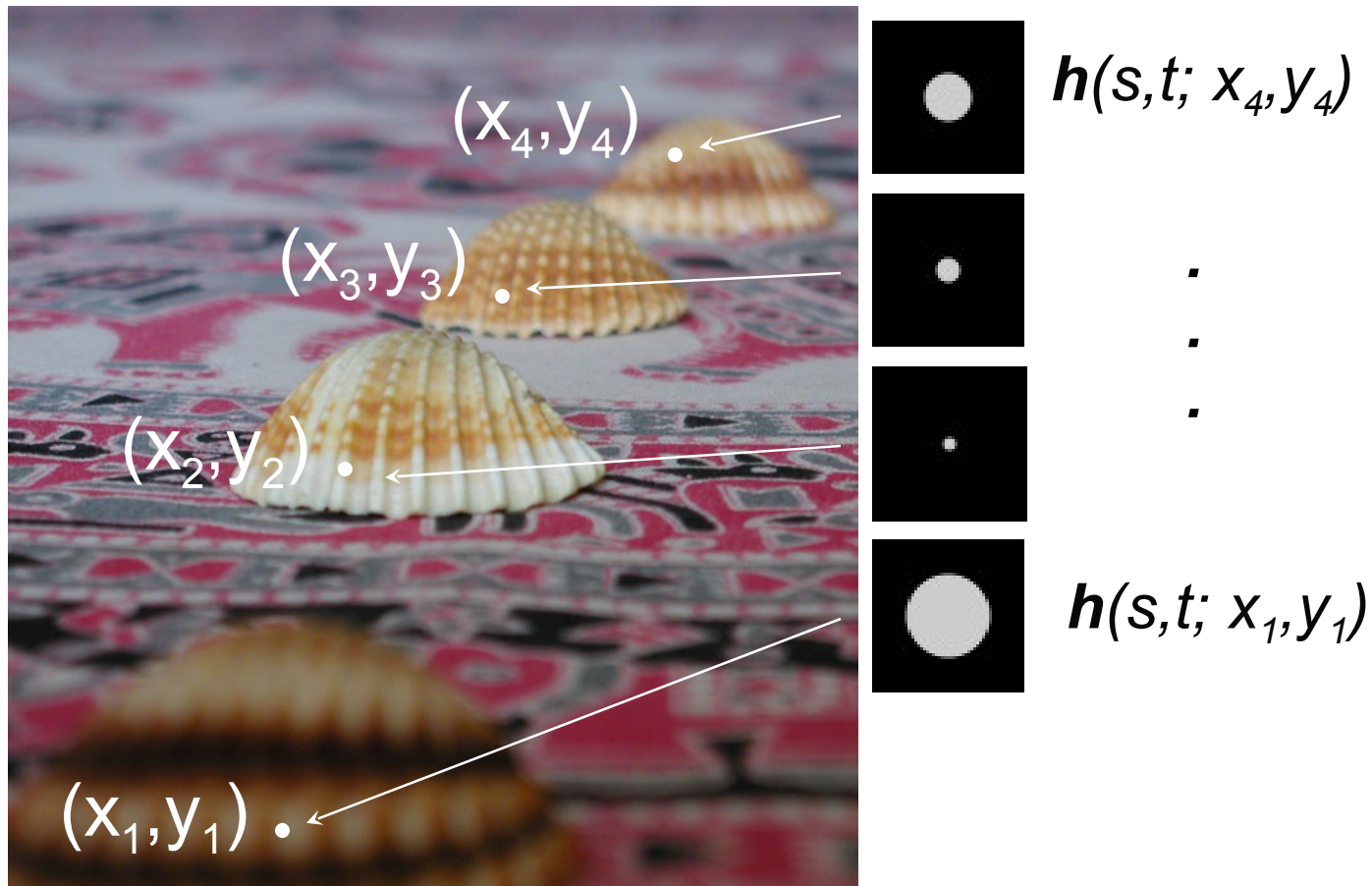
Filip Sroubek and Jan Flusser

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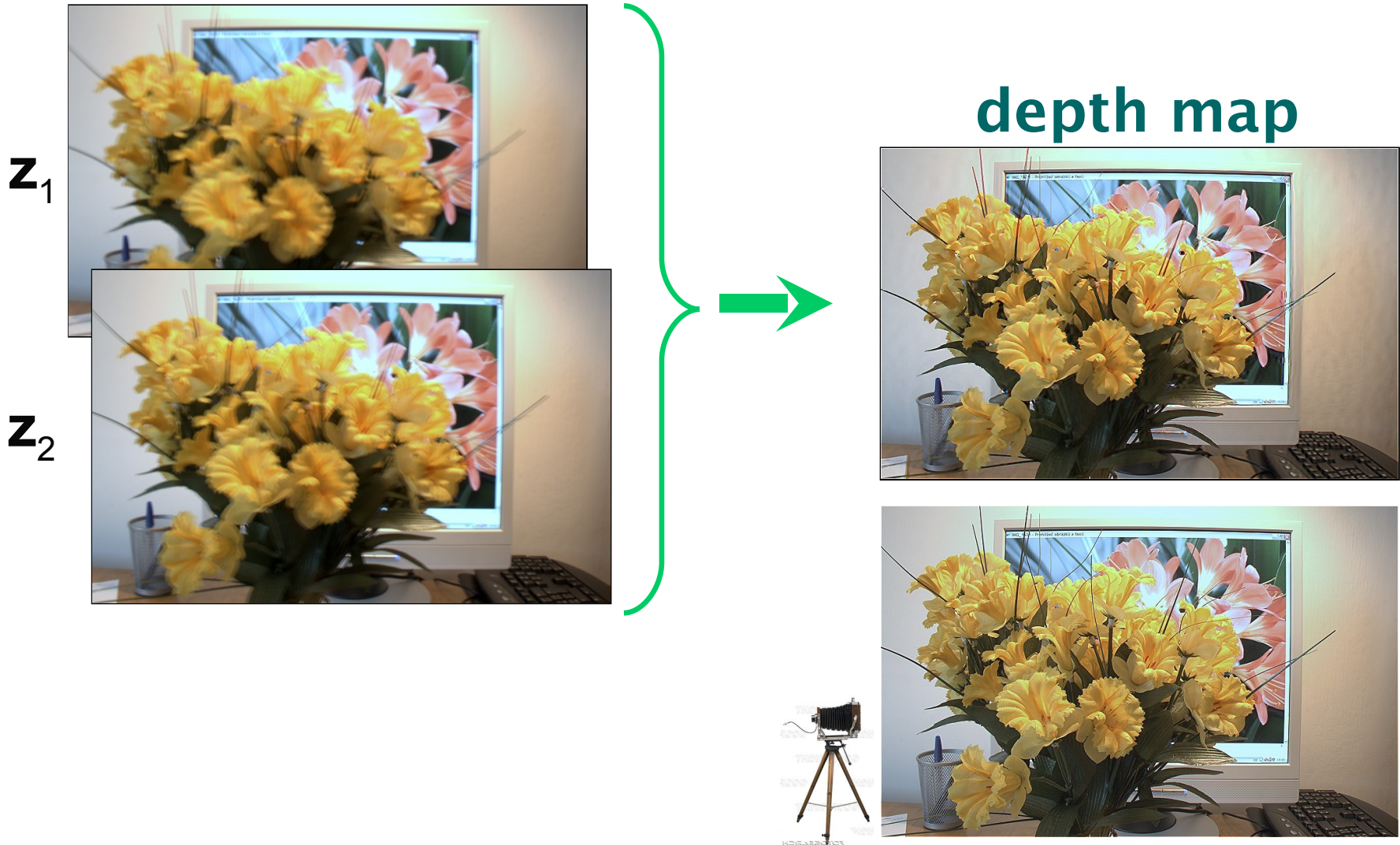
Department of Image Processing
Institute of Information Theory and Automation
Pod Vodarenskou vezi 4, Prague 8, Czech Republic

Space-variant PSF

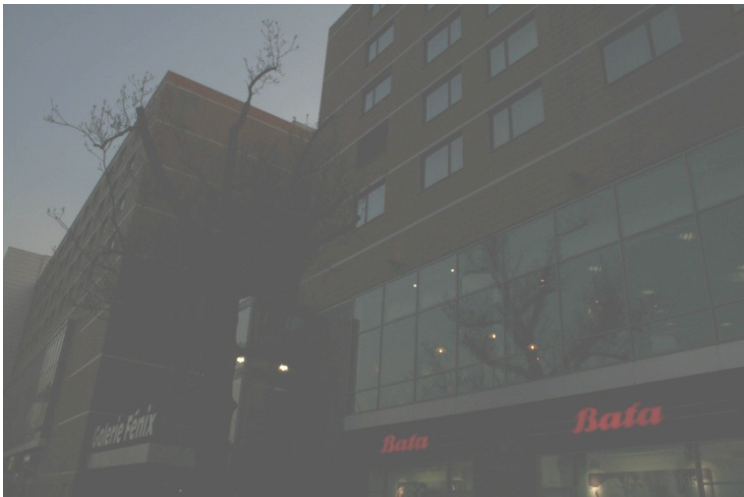
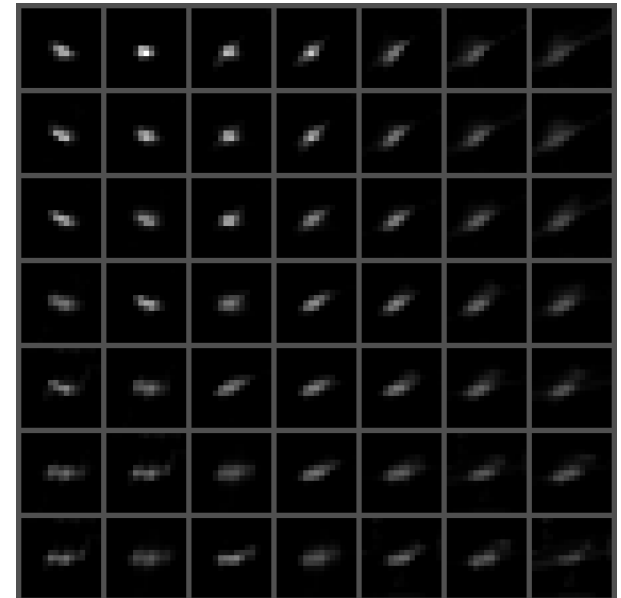
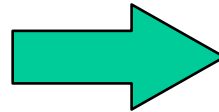
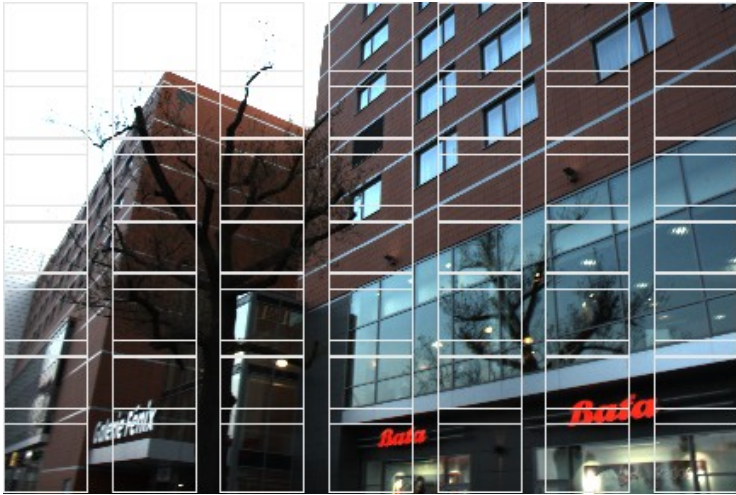


$$\mathbf{z}(x, y) = \int_{\Omega} \mathbf{u}(x - s, y - t) \mathbf{h}(s, t; x - s, y - t) ds dt + \mathbf{n}(x, y)$$

Camera Translation



Camera Rotation



Restoration

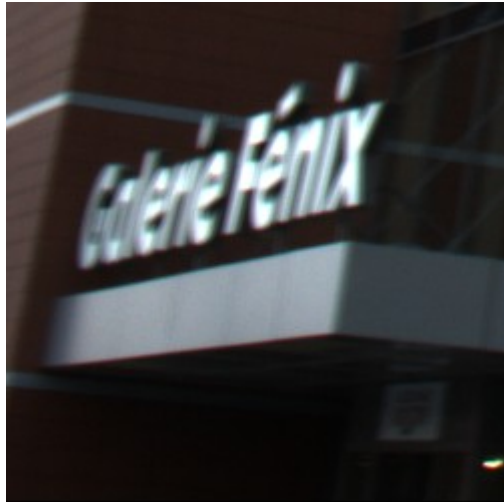
- Minimization of

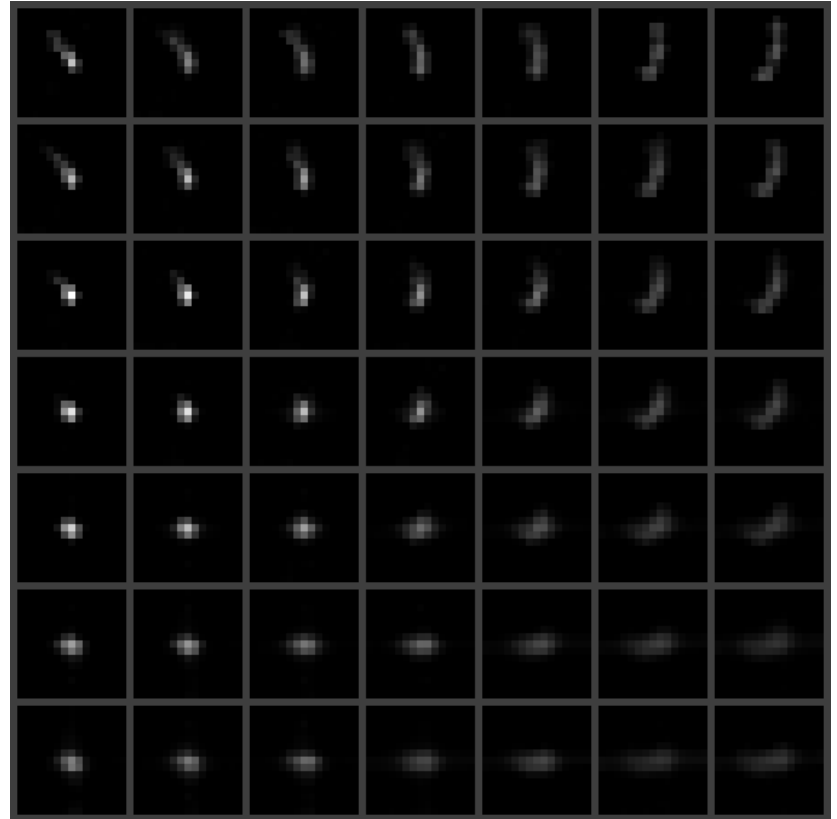
$$E(\mathbf{u}) = \frac{1}{2} \|\mathbf{u} *_v h - \mathbf{z}\|^2 + \lambda \int |\nabla \mathbf{u}|$$

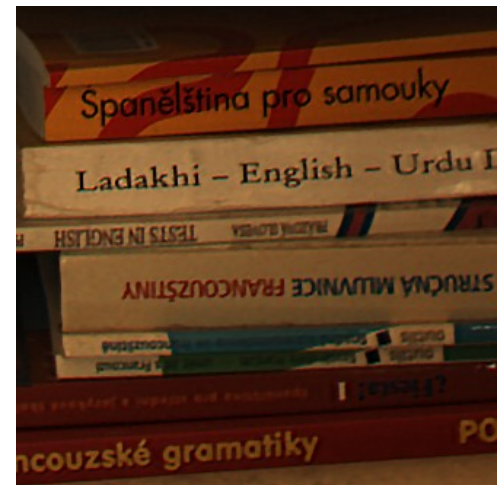
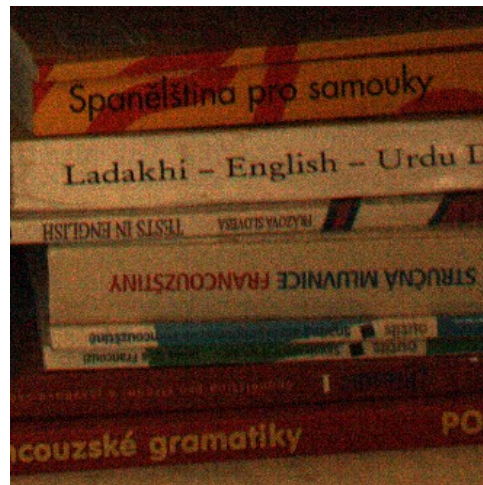
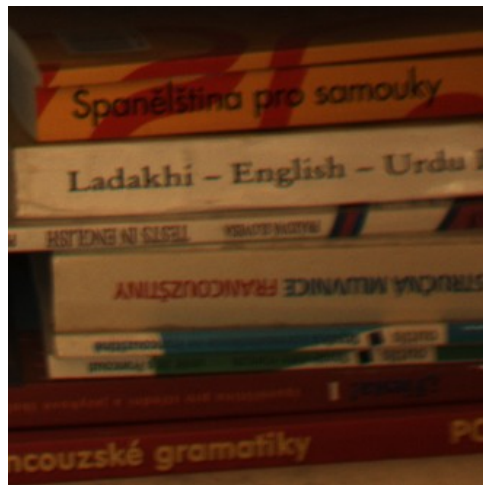
$$\mathbf{u} *_v \mathbf{h} [x, y] = \int_{\Omega} \mathbf{u}(x - s, y - t) \mathbf{h}(s, t; x - s, y - t) ds dt$$

- PSF h interpolated from estimated convolution kernels

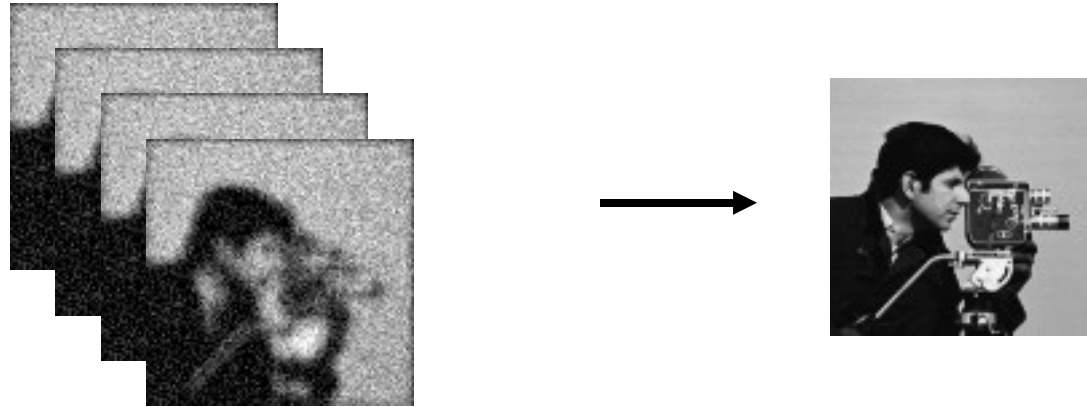
Sorel et al., IEEE TIP 17(2), 2008



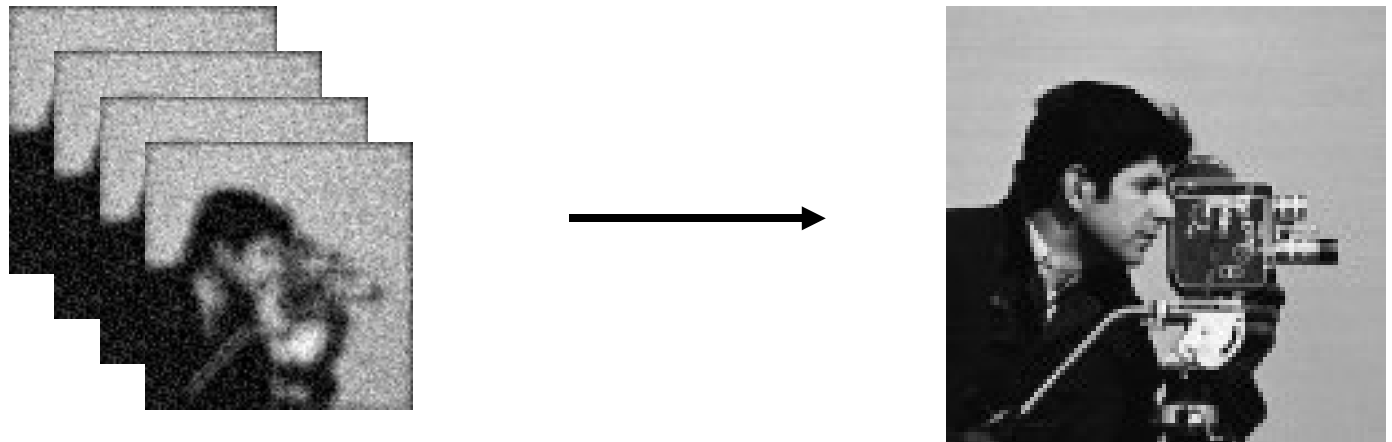




Multichannel deconvolution

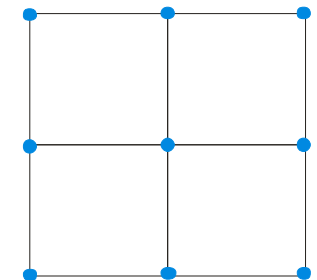
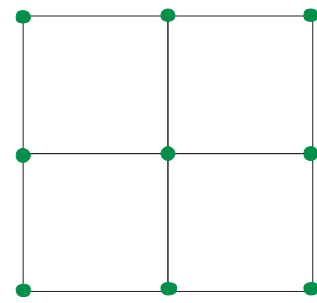
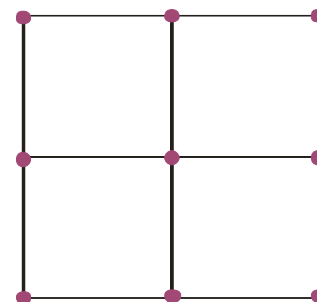
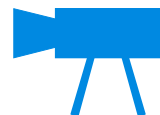
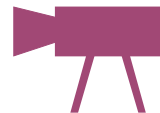


Superresolution



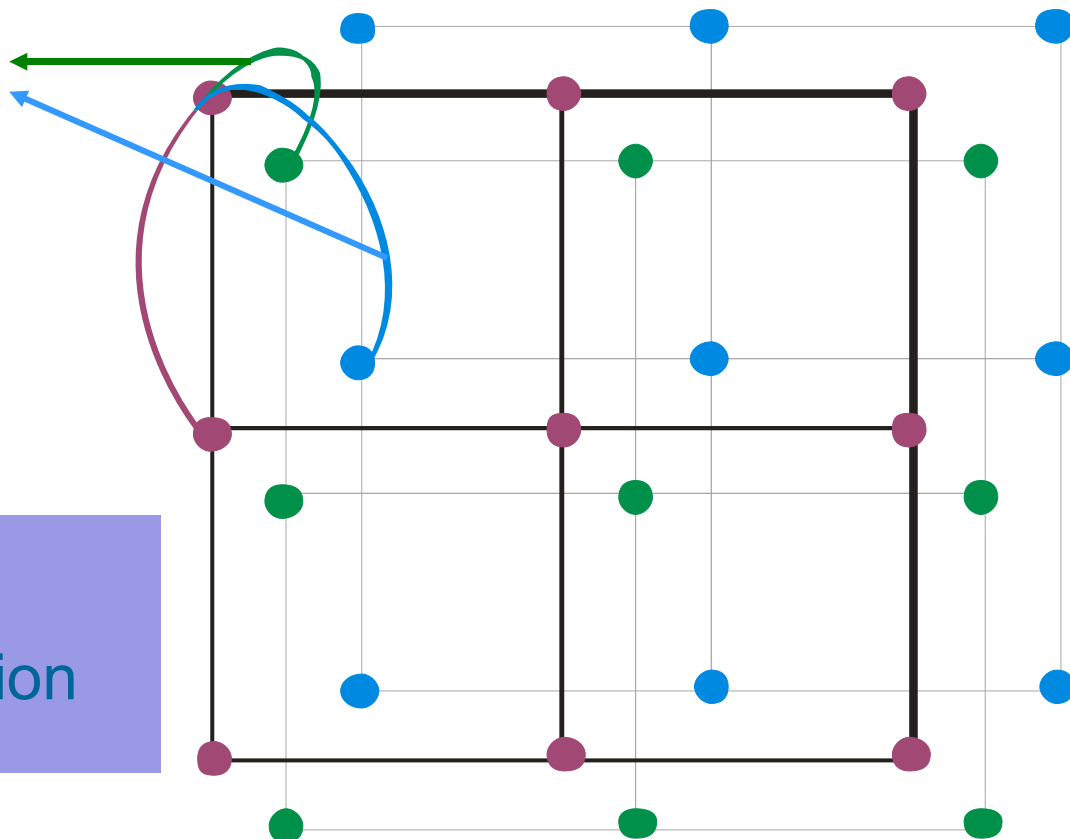
Traditional Superresolution

No blur is present



Traditional Superresolution

sub-pixel shift



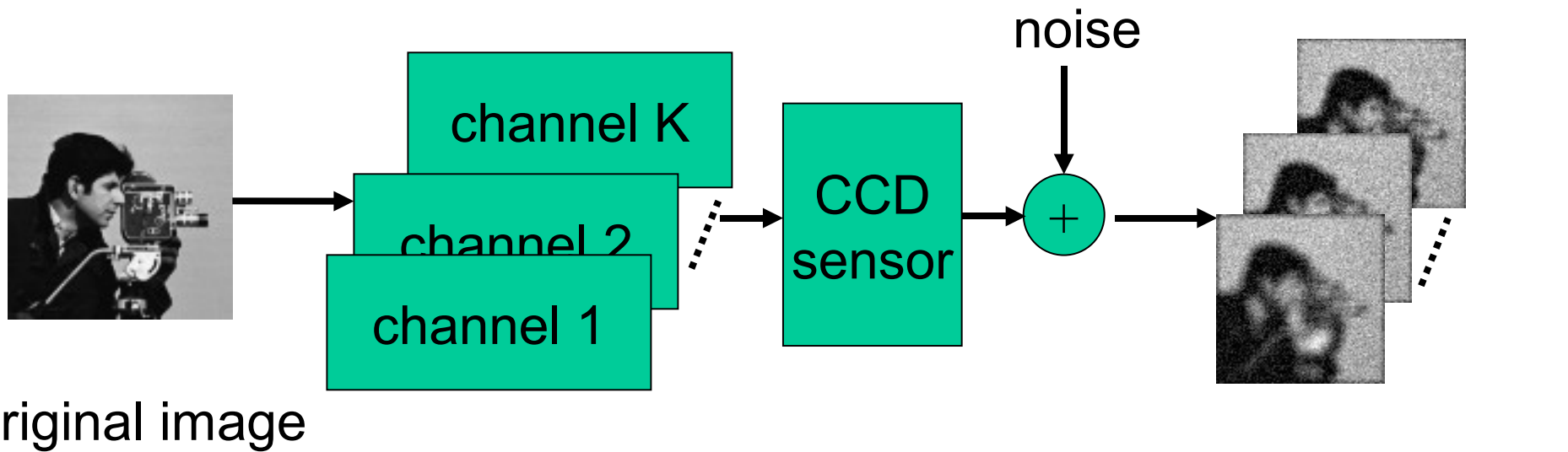
pixel interpolation
→ superresolution

Traditional Superresolution



deconvolution is important

Acquisition Model



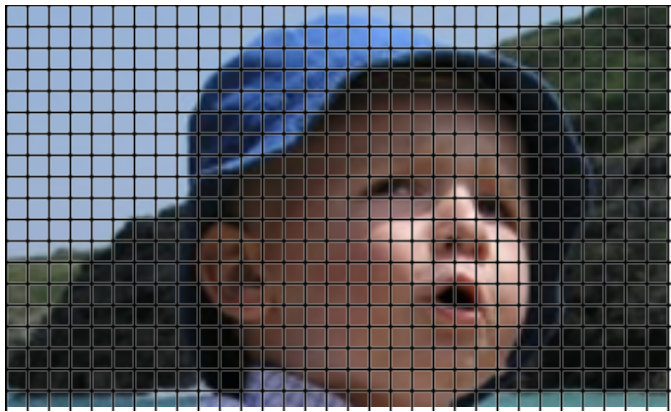
$$D\left([u * h_k](x, y) \right) + n_k(x, y) = z_k(x, y)$$

Decimation Operator D

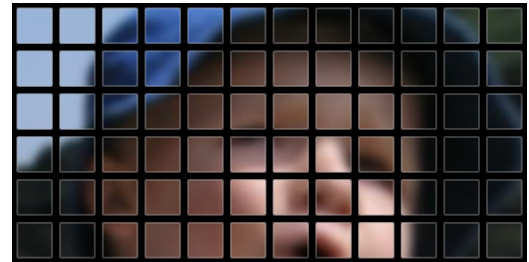
- Convolution with the sensor PSF
 - Modeling CCDs
- Registration
 - Adjusting sensor PSFs
- Downsampling
 - e.g. take every second pixel
- Masking
 - Eliminating erroneous pixels
(e.g. registration is inaccurate or impossible)

Decimation Operator D

original HR image



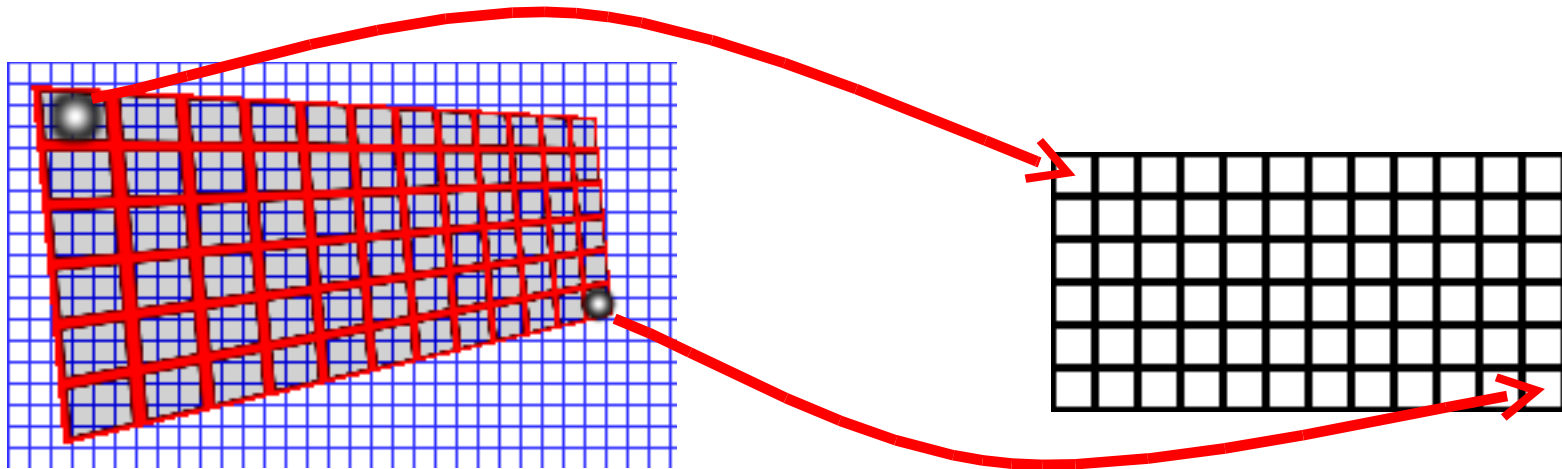
recorded LR image



Decimation Operator D

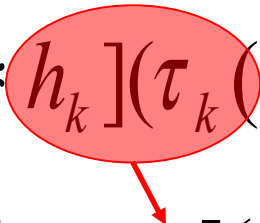
original HR image

recorded LR image



Volatile blurs h

- Compensates for misalignment

$$[u * h_k](\tau_k(x, y)) + n_k(x, y) = z_k(x, y)$$

$$[u * g_k](x, y) + n_k(x, y) = z_k(x, y)$$

Stroubek et al., IEEE TIP 16(9), 2007

- Other methods:
 - Optimization with respect to registration parameters
 - Marginalization (eliminating registration parameters)

Pickup et al., EURASIP Journal on App. Sig. Proc., 2007.

Blind superresolution

- System of integral equations
(ill-posed, underdetermined)

$$z_k(x) = D[h_k * u](x) + n_k(x)$$

- Energy minimization problem (well-posed)

$$E(u, \{h_k\}) = \frac{1}{2} \sum_{k=1}^K \|D[h_k * u] - z_k\|^2 + \lambda Q(u) + \gamma R(\{h_k\})$$

AM algorithm

- Alternating minimizations of $E(u, \{h_k\})$
- Input: blurred LR images and estimation of PSF size
- Output: HR image and PSFs
- **Blind deconvolution in the SR framework**

$$E(u, \{h_k\}) = \frac{1}{2} \sum_{k=1}^K \|D[h_i * u] - z_k\|^2 + \lambda Q(u) + \gamma R(\{h_k\})$$

Moving Car



Scaled LR input
images



MBD+SR



PSFs

Still car & moving camera



rough registration

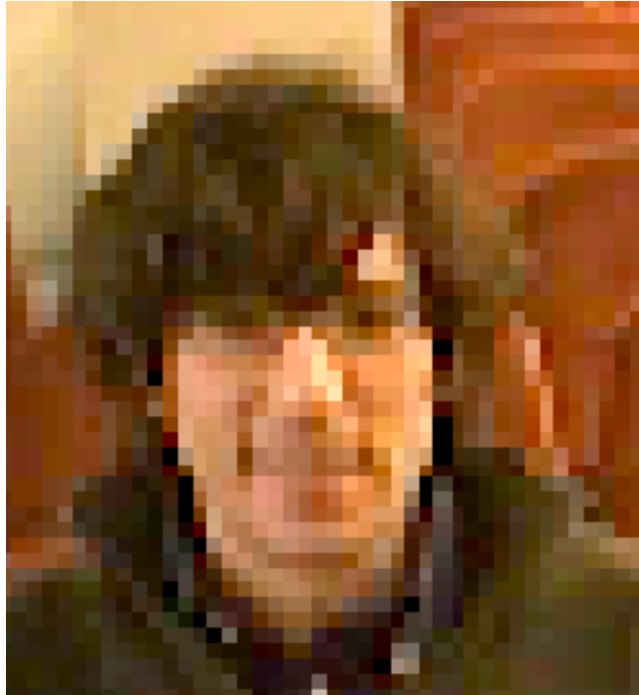


Superresolved image (2x)

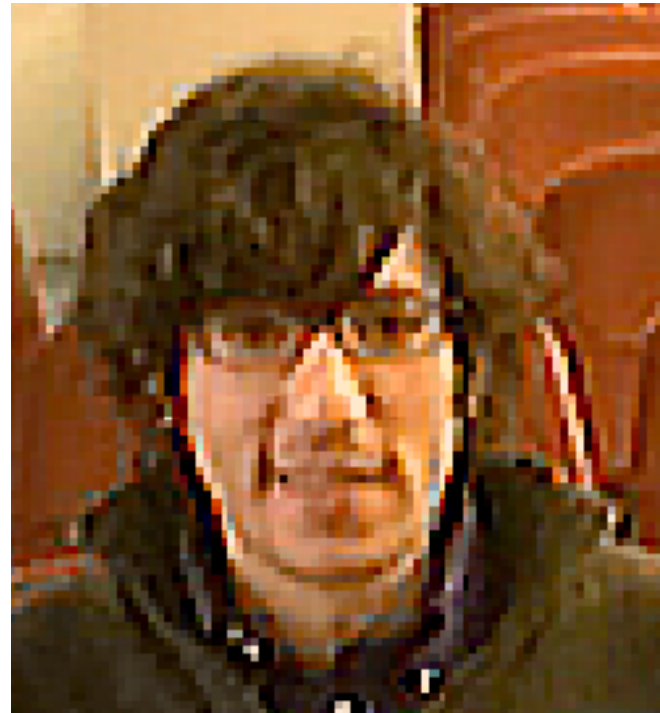


Optical zoom (ground truth)

Webcamera Images



LR input frame

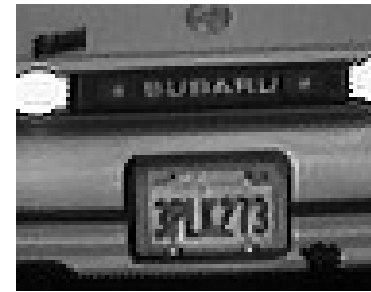


Superresolution
image (2x)

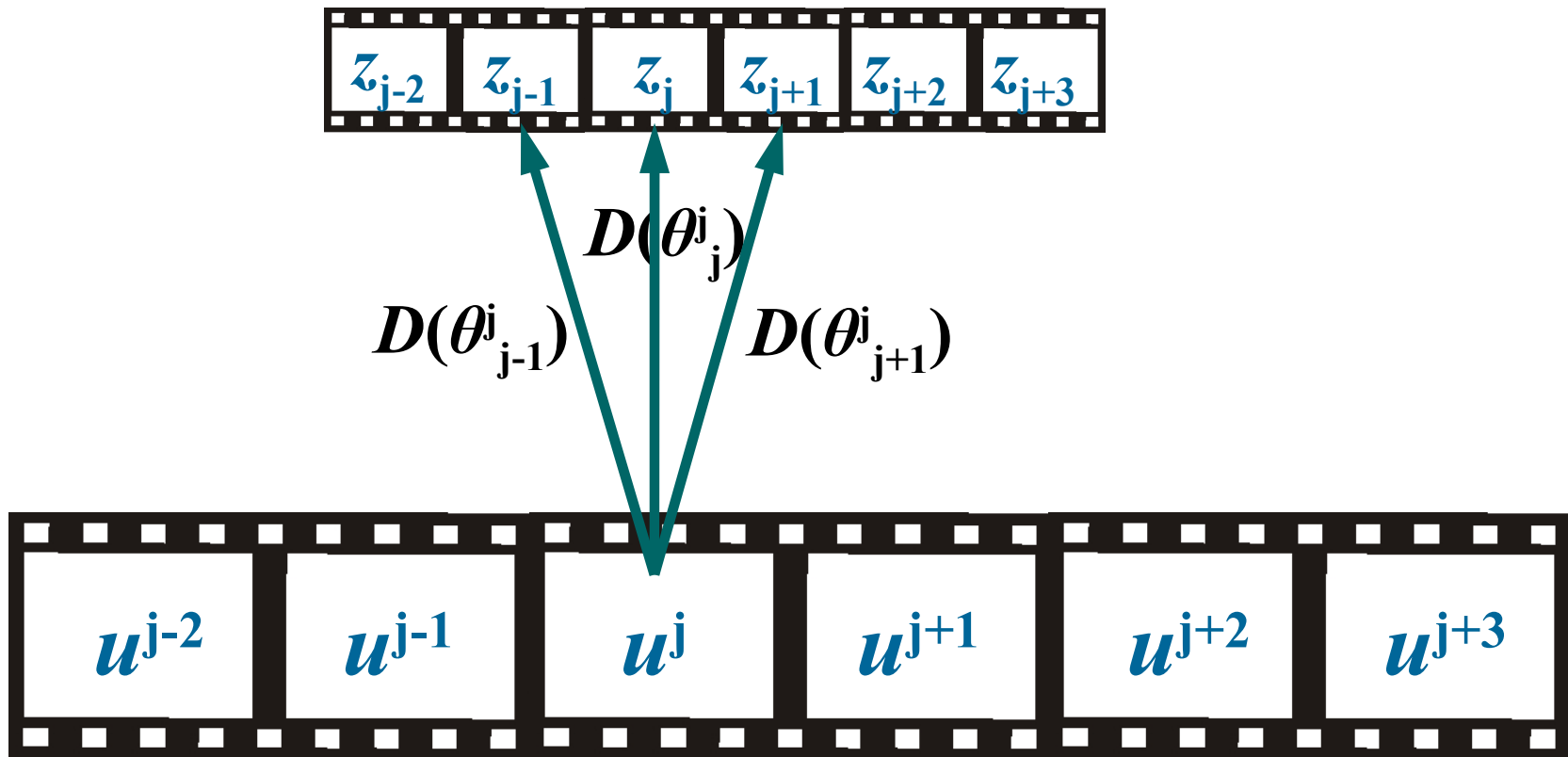


Payman Milanfar's data

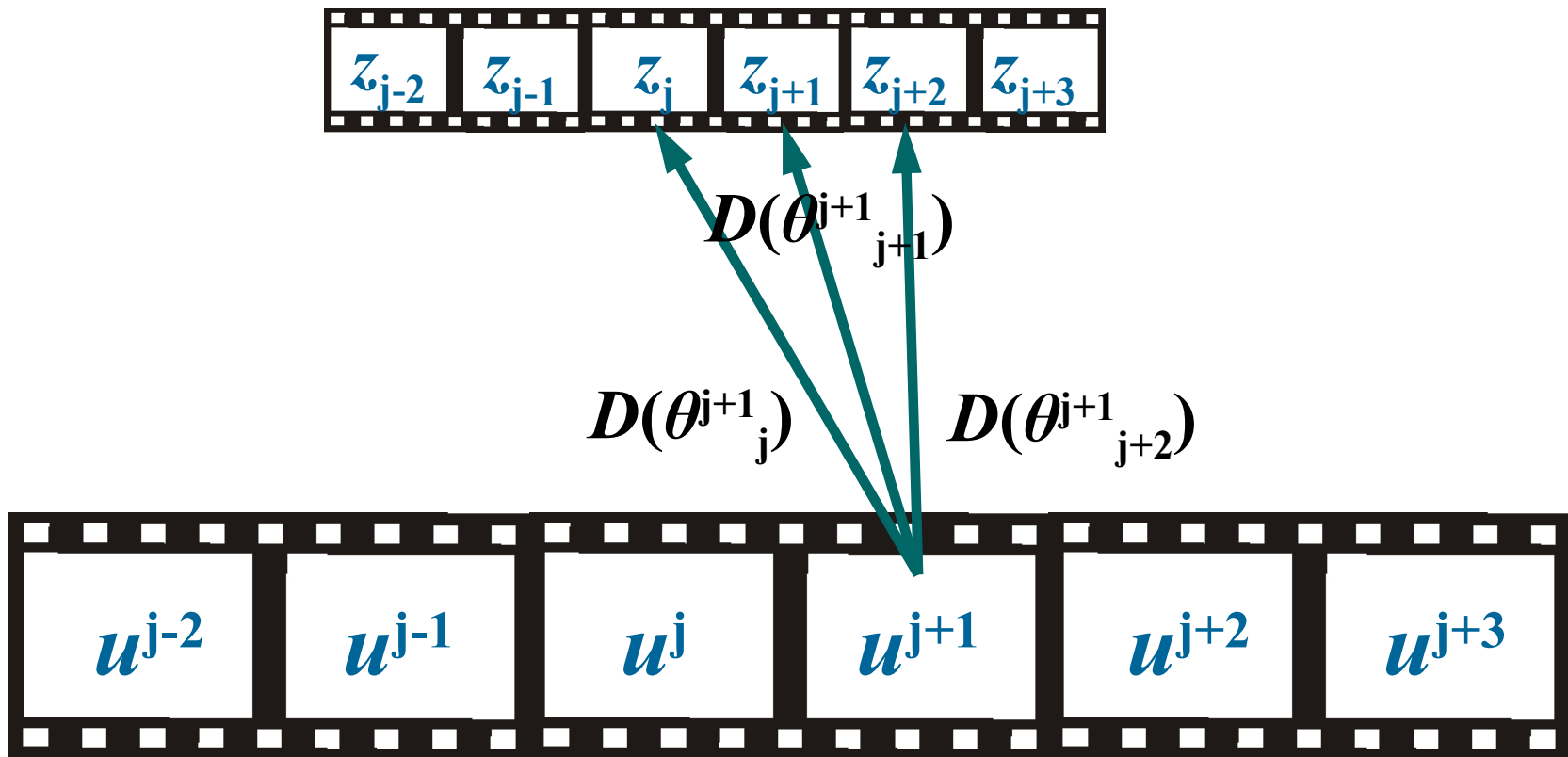
<http://www.soe.ucsc.edu/~milanfar/DataSets/>



Superresolution of Video



Superresolution of Video



Video Sequence

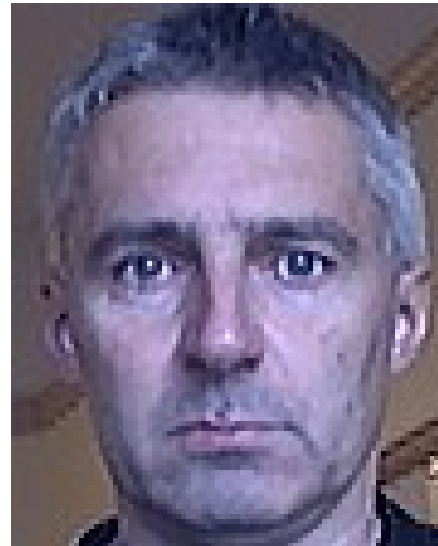


160x120, 30fps

Video Sequence



**original
LR video**



**reconstructed
HR video**

Video with local motion



interpolated



SR

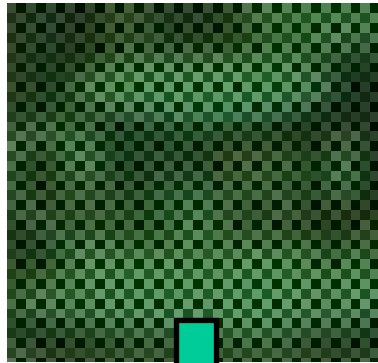


SR + masking

SR limitations



Color Filter Array
(CFA)



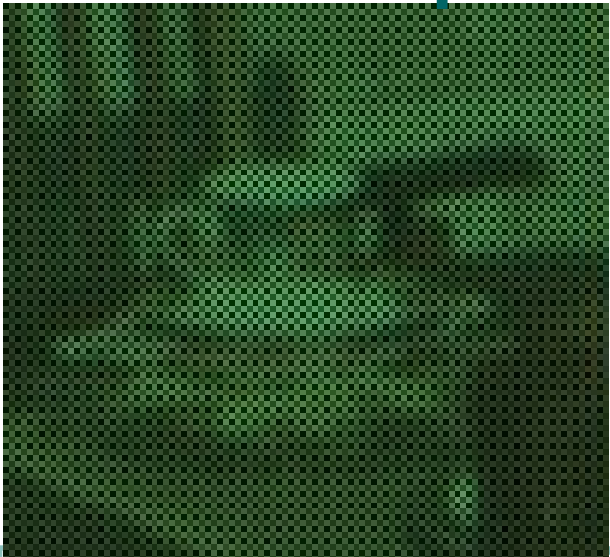
CFA interp. input



SR 1.5x



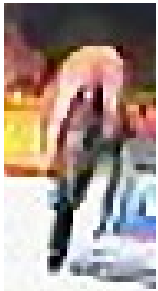
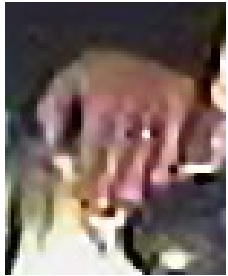
Raw CFA input



SR 3x



Challenges



- Slow frame rate
- Compression



Thank you

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