



# Odstraňování artefaktů při dekonvoluci

vylepšení funkce *edgetaper*

Filip Šroubek

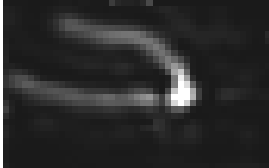
Chaoqun Dong and Javier Portilla



# Motion Blur



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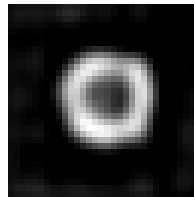
=



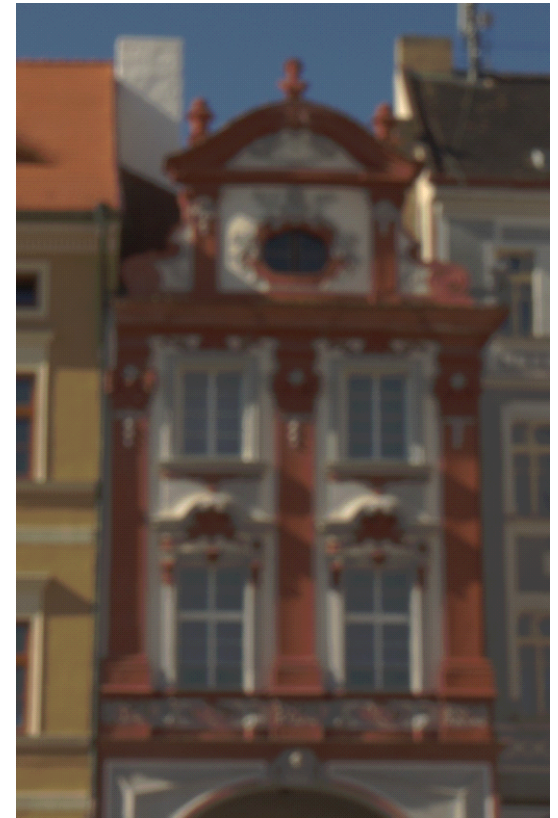
# Out-of-focus Blur



\*



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# Deconvolution

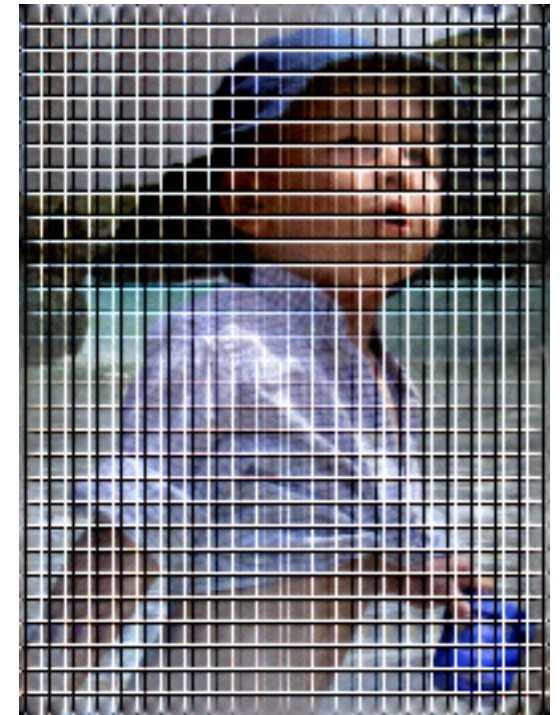
Original  
image



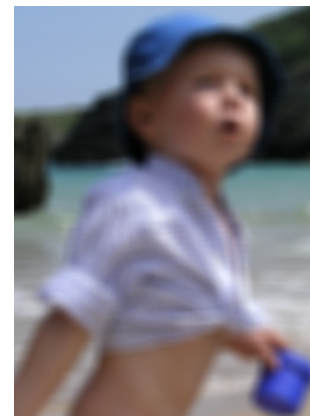
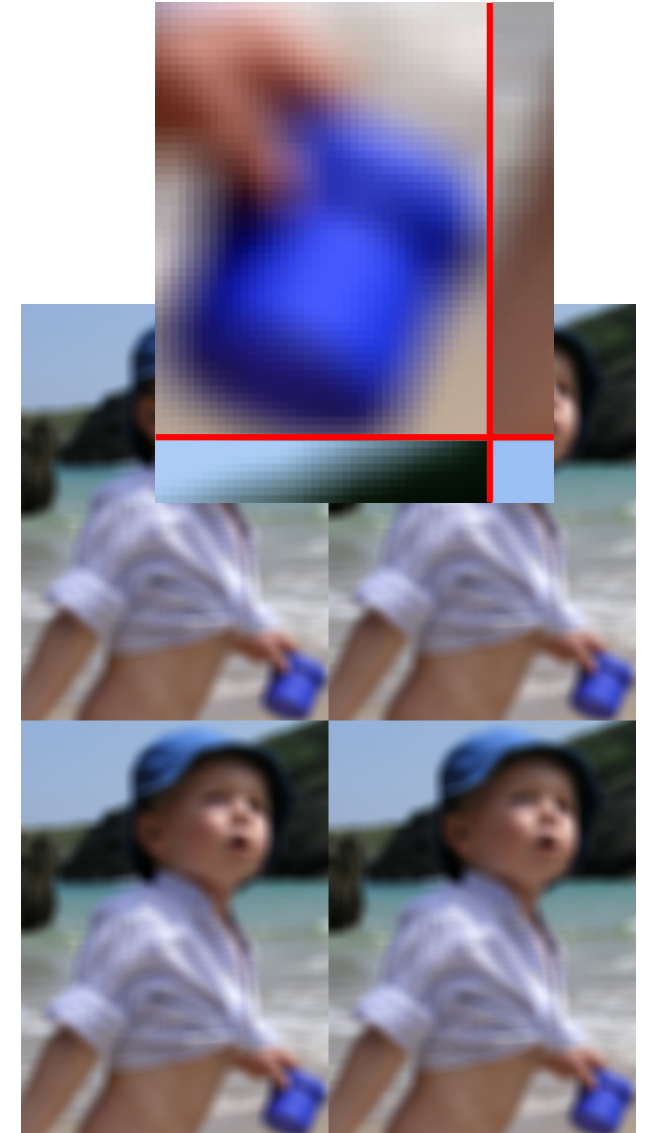
Blurred  
captured image



deconvnr.m  
(Wiener filter)



# Convolution Boundary Conditions





# Convolution Theorem

- Convolution is pixel-wise multiplication in the Fourier domain
- Fast Fourier Transformation (FFT)
- FFT assumes periodic signal
- FFT is used in most of the deconvolution algorithms

MATLAB: `deconvwnr`, `deconvreg` a `deconvlucy`

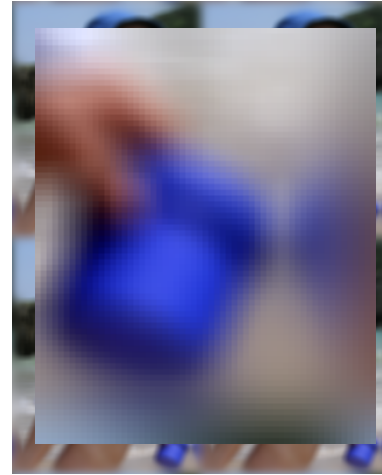
- Main Idea:

Extend the image so to make it periodic

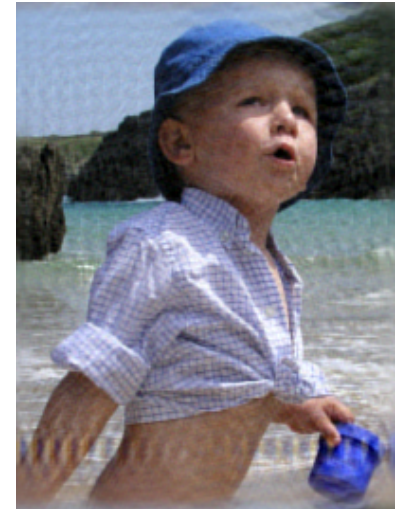


# Image Boundary Extension

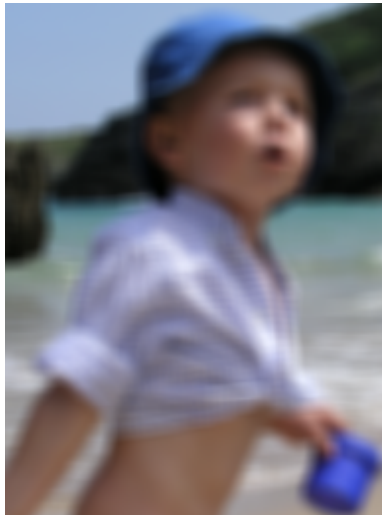
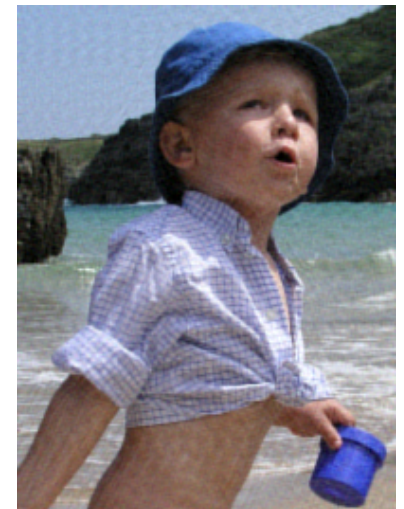
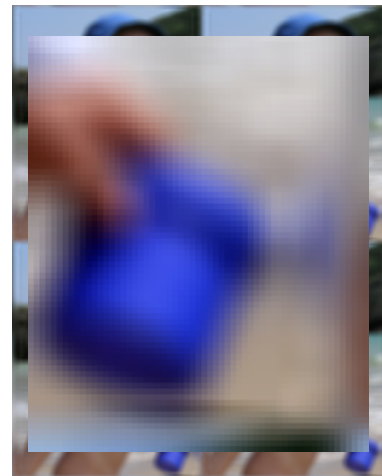
edgetaper.m



deconvolution  
deconwnr.m

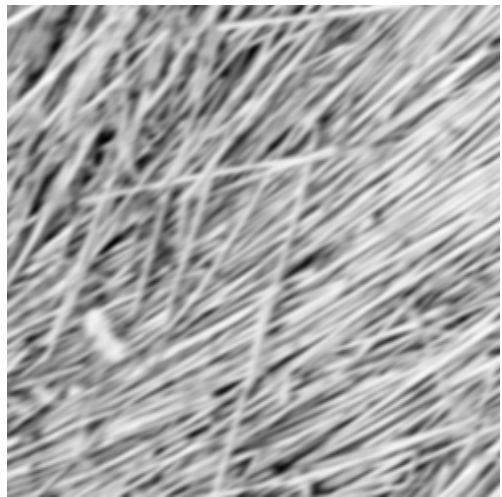


proposed SPA

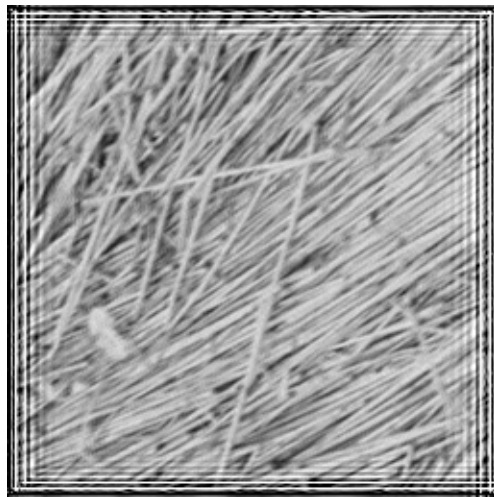


Blurred  
input image

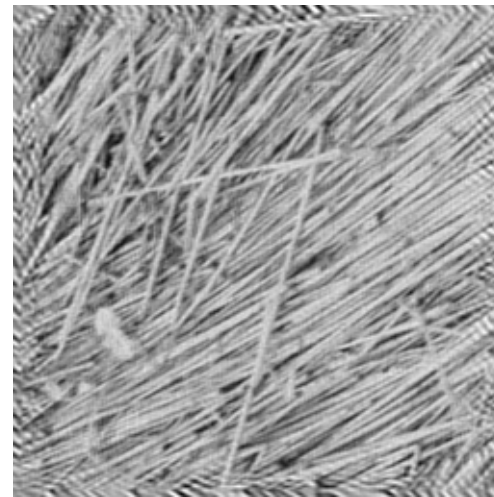




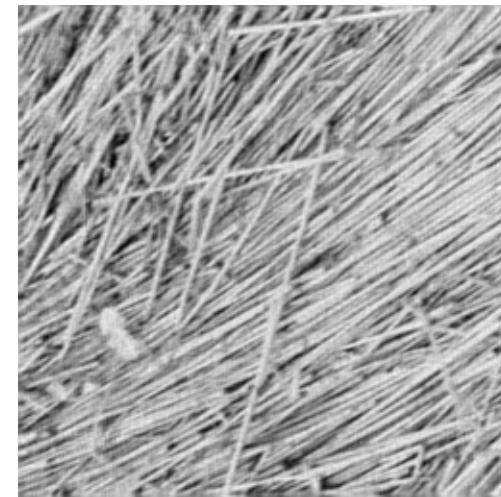
Blurred  
input image



none



edgetaper.m



proposed SPA

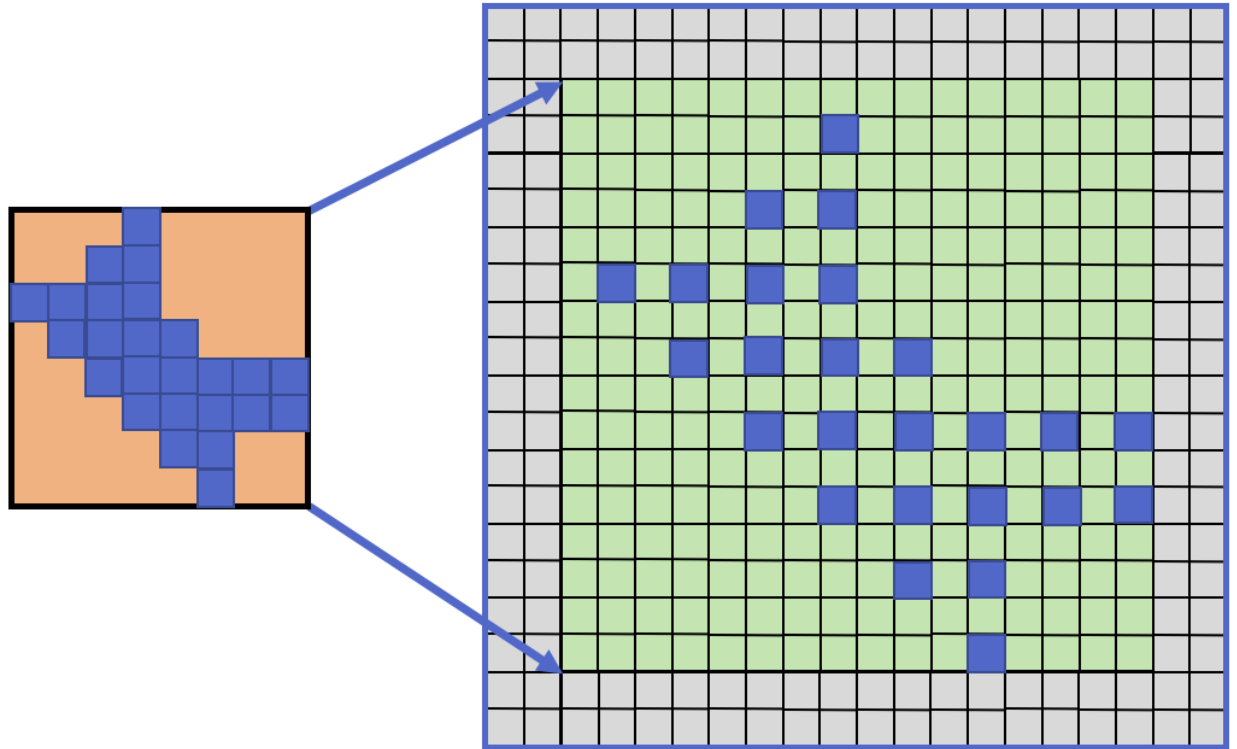


# Spectral Pre-Adaptation (SPA)



- Input:

- blurred image
- blur
- signal-to-noise ratio
- mask



- Output:

- pre-processed image ready for deconvolution



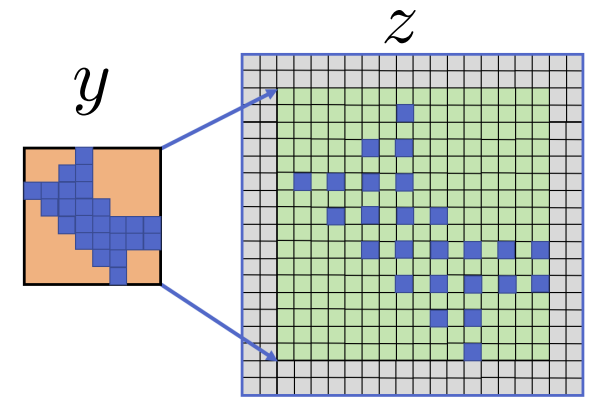
# SPA

- Circular-convolution model

$$z = \mathbf{H}x + n$$

- Optimization problem

$$\min_z z^T \mathbf{C}^{-1} z \quad \text{s.t.} \quad z(\blacksquare) = y$$



$$\mathbf{C} = \mathbf{H}^T \mathbf{C}_x \mathbf{H} + \mathbf{C}_n$$

# Aliasing-aware Restoration



Low-resolution  
Input image



Restoration +  
Interpolation



Interpolation +  
Restoration



SPA +  
Restoration



# SPA versus Edgetaper

- Pros:
  - More versatile
  - Better performance
- Cons:
  - 20x slower: 256x256 image

	edgetaper	SPA
256x256	0.005s	0.1s
1024x1024	0.04s	1.2s



# Thank You



- Main authors: Chaoqun Dong and Javier Portilla
- Paper, demo and MATLAB code available online:
  - Image Processing On Line (IPOL), 12 (2022)
  - <https://www.ipol.im/pub/art/2022/385/>