Image Deblurring with Algorithm Selection and Evaluation for Real-World Images

Hemanth Reddy Somu, Yaswanth Koduri,
Jaswanth Prasad Sandhu, Raghava Sai Gunda,
Yaswanth Reddy Billa and Vishnu Vardhan Chedella

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Somu Hemanth Reddy
Computer Science and Engineering
Parul Institute Of Engineering And Technology
Vadodara, Gujarat
somuhemanth60@gmail.com

Koduri Yaswanth
Computer Science and Engineering
Parul Institue Of Engineering And Technology
Vadodara, Gujarat
yaswanthaki@gmail.com

Sandhu Jaswanth Prasad
Computer Science and Engineering
Parul Institue Of Engineering And Technology
Vadodara, Gujarat
jaswanthprasad166@gmail.com

Gunda Raghava Sai
Computer Science and Engineering
Parul Institute Of Engineering And Technology
Vadodara, Gujarat
raghavasai2002@gmail.com

Billa Yaswanth Reddy
Computer Science and Engineering
Parul Institute Of Engineering And Technology
Vadodara, Gujarat
billayashwanthreddy341@gmail.com

Chedella Vishnu Vardhan
Computer Science and Engineering
Parul Institute Of Engineering And Technology
Vadodara,Gujarat
Chedellavishnu9605@gmail.com

***Abstract* — Various techniques for image deblurring have been developed to restore clarity to blurred photographs caused by camera movement. These methods aim to remove blurs and enhance the sharpness of the image, addressing issues such as defocus, motion blur, atmospheric turbulence. In our project, we are tasked with identifying the most effective algorithms for practical applications, including traffic camera images. The evaluation of these algorithms will be based on benchmark scores such as PSNR and SSIM when tested on real blurred photographs. While existing datasets can aid in this evaluation process, it is important to recognize that real-world data may exhibit slight variations. Deblurring techniques can be broadly categorized into blind and non-blind methods, Naf-Net's, Wiener techniques, deep learning approaches, and hybrid methods. Our primary objective is to apply the best algorithm for deblurring photos to achieve remarkably productive results.**

Keywords – ***Deblurring, wiener model, blind deconvolution, hybrid deblurring, Gaussian blur***

I. Introduction

Images can lose clarity due to various factors like subpar camera recording, disruptions, or inadequate lighting during capture, resulting in diminished detail and difficulty in discerning critical information. To address this, deblurring emerges as a valuable technique aimed at minimizing blur and enhancing image quality. Moreover, combating noise interference becomes imperative as it can further degrade image clarity. Deblurring finds application across diverse domains involving blur detection, deblurring and overall image enhancement. Various types of blurs whereas motion blur and rotational blur and Gaussian image blur may occur, necessitating the utilization of both non-blind and blind deconvolution methods to tackle these issues effectively. Additional methodologies encompass deblurring through subspace analysis, the Richardson-Lucy algorithm, noisy image pairings, and Wiener Filtering. Blind deconvolution is employed in scenarios whereas problem is poorly defined, requiring educated guesses for the point spread function and clear image. Conversely, non-blind deconvolution relies on known PSF and established deconvolution techniques like Wiener filtering, RL deconvolution, and regularized filter to produce the better result. This efficacy of input image restoration techniques, particularly in picture deblurring and denoising, has witnessed notable advancements. These methods, which can be categorized into inter-block complexities, encounter challenges in dealing with intricate systems.

II. Types of Blurring

A. Motion blur

The relative motion that occurs between the camera and the scene during exposure can create blurry images. This blur is considered good if you want to see the direction of motion in a still image. However, due to the rotation and translation of the camera, these artifacts will often appear as the phone in the mobile phone image is held in the hand.

Fig 1. Blur result from lack of focus and lot of details are missing.

Fig 1, Blurring occurs more often in a dark place, when better lighting is needed also the image over exposer is longer. Usually camera will shake so the blur is caused by camera rotation, and also blur effect tends to be all over the image. If the camera's movement is rotated, this will cause additional blur artifacts in areas away from the axis where the rotation occurs. Moving objects form the basis of the third form of blur. If an object moves during exposure, motion blur artifacts will appear in

Fig 2.(a) image of a motion blur , (b) image of rotational blur

the image. Fig2(a), Images are seen and compared with clear images in rotation, translation and object movement. Fig2(b), As can be seen, motion blur occurred by the camera transition is more than image blur caused by motion blur. In rotation blur occurred by camera is the same throughout the photo[2].

B. Gaussian Blur

A Gaussian effect is achieved by involving image with a Gaussian effect. In mathematics, convolving a picture with a Gaussian function is the same as applying a Gaussian blur on it. Another name for the Gaussian function is a two-dimensional Wiener transform.

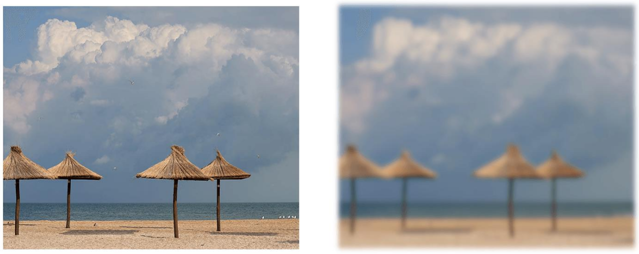

Fig 3.(a)this is original image (b) this is image with gaussian blur effect

The Gaussian function produces concentric circles in two dimensions. In two dimensions, concentric circles are generated by the Gaussian function. When applied to the original image, these values create a convolution matrix[3]. The new value of each pixel is the weighted average of the pixels in its vicinity. It preserves edges and boundaries more well than uniform blurring filters

$$G(x,y) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{x^2+y^2}{2\sigma^2}}$$

Below, Fig 5. A 2D Gaussian distribution will be displayed You'll see that the curve has a peak in the middle and becomes flatter as you approach the edges. [15].

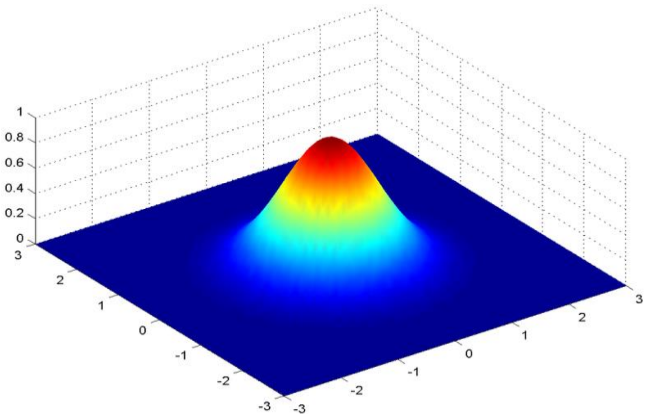

Fig 5. This 2D graph of a gaussian blur

Think of this distribution as being overlaid on a collection of pixels in a picture. It is evident from this picture that the pixel in the middle of the group contributes the most to the value benefit when we consider the weighted average of the pixel values and the curve height of the point. Gaussian Blur essentially operates in this manner.

C. Defocus blur

The loss of sharpness that happens when light at the aperture integrates with the non-zero area—where the light source diverges from the image's focal plane—is known as defocus. The lens aperture, the subject and focus, and the camera's pixel (or grain) size all affect how much blur is shown in an image.

A point spread function can be used to characterize image blur (PSF). A PSF, or point spread function, essentially depicts the way a point disperses over an image, simulating how an imaging system records a single point in space [4]. The whole image is then composed of the sum of the individual images of all scene points, where the PSF associated with each point influences the image of that point. In order for an image to be considered "in focus," there should ideally be no picture blur at any given scene depth. As a result, the PSF ought to be minimum, or a delta function, with a single correlation between each scene point.

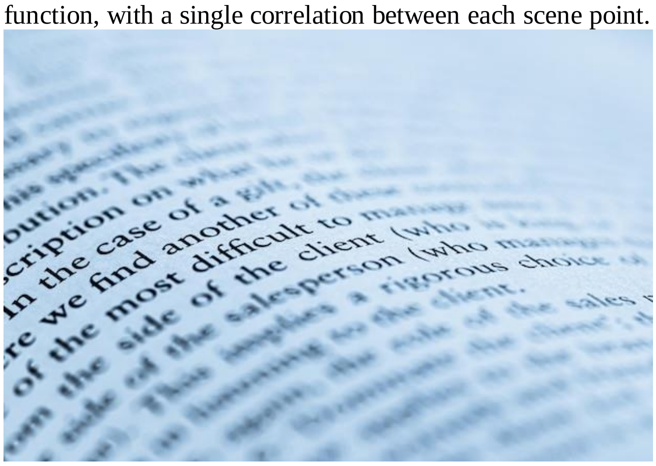

Fig6. This is image of a defocus blur

As seen in Fig. 6, text appears sharp in the center of the image but loses sharpness as it moves to the top or bottom. It is sometimes thought that defocus is good in photography if the depth of field needs to be clear. However, sometimes autofocus may not focus properly, causing the image to mismatch the object in focus.

III. CNN architecture of image deblurring

A. blind deconvolution

A Blind deconvolution is a special form of image deconvolution technique proposed by Qi at el. in which the distortion function (blurring kernel) and the original image are estimated simultaneously without a priori from the distorted image. This is especially true when blur is unknown or difficult to model accurately, making the deconvolution process ineffective [6]. one Blind deconvolution techniques usually involve an optimization process that varies the blur estimator and image approximation until convergence. These algorithms usually rely on some assumptions or priorities regarding the image and the blurring kernel to guide the prediction process. Assumptions include sparsity, smoothness, or geometric boundaries of the fuzzy kernel.

B. Non-Blind deconvolution

Non-blind deconvolution techniques are used when blurry faces are known or can be predicted accurately, unlike blind deconvolution techniques where the blurred faces are unknown. This technique uses blur information to enhance or fix bad images. Here are some non-blind deconvolution techniques [14]. Non-blind methods are generally easier to use and require less effort than blind deconvolution methods. However, they require accurate or fuzzy estimates that may not be available in practice. They may also be sensitive to errors or inaccuracies in the fuzzy estimation process. Non-blind methods include several methods, such as Gaussian deblur , naf -net normalization method [1]. The Lucy-Richardson algorithm iteratively estimates the original image by alternating between deconvolving the blurred image with the known point spread function (PSF) and deblurring the result with the PSF.

C. hybrid deblurring

A hybrid architecture may involve combining both traditional image processing techniques and deep learning-based approaches. This could include incorporating traditional deconvolution algorithms with neural network-based methods.

a) *Image Deblurring with neural network*

Picture blurring method of removing blurry images to make them clearer. CNN-based modeling is more efficient than traditional methods [5]. Thin Learning approach has the same type of blindsight imaging using a multi-level neural network and a set of negative functions to optimize the process. The goal of training is to minimize because their deblurred picture produced by the CNN and also corresponding smart picture. Common loss functions used in image blurring processes include mean square error (MSE), pattern similarity measure (SSIM), or misdetection based on image representation extracted from pre-trained systems such as VGG or ResNet.

b) geometric transformations

Visual processing can play an important role in hybrid architectures for computer vision tasks such as image processing or image deblurring. Visual transformation, also known as image transformation or geometric transformation, involves changing the image in some way to achieve a specific goal [13]. These changes may include operations such as rotation, measurement, translation, thought transfer, etc. Visual transformation can be used as a preliminary step to prepare the dataset picture before providing the blurring techniqe. Visual transformation can be used to remove distracting features from the input image before passing it to the blur model. Techniques such as edge detection, angle detection, or inconsistency filtering (SIFT) can be used to identify key features in the image that are important for deblurring.

IV. METHODOLOGY

We analyze and assess the best de-blurring algorithmic techniques using datasets such as , IMAGE NET, GOPRO, and others. Sample results are displayed in Fig 3.1. We first evaluate them and then use real datasets to test them again. We have now deblurred our hazy image by applying the best method that was selected from the real dataset.

Fig 6.1 Input Image(Blurred image)

Fig6.2. DAE

Fig6.3. Nafnet

Fig6.4.wiener blind

A. DAE

One way is to use convolution techniques designed specifically for image data in the DAE architecture. The training process usually optimizes the loss function based on the difference between the structured photo with the original image. Deep-sea researchers are constantly improving blurring techniques. Combining DAEs with other architectures such as (GANs) can lead to better results. They excel at tasks such as size reduction and removal, making them useful tools in many applications, including image deblurring. This part of DAE takes the input data (i.e. blurry images) and puts it into a low-level representation that preserves important features [8]. Encoders usually have several layers of reduction that force the network to identify the most important information. While DAEs are good at simple tasks like image deblurring, they can struggle with complex problems or data with noisy patterns. For this case, more innovative models such as convolutional DAEs (CDAEs) or DAEs combined with neural networks (GANs) will be needed.

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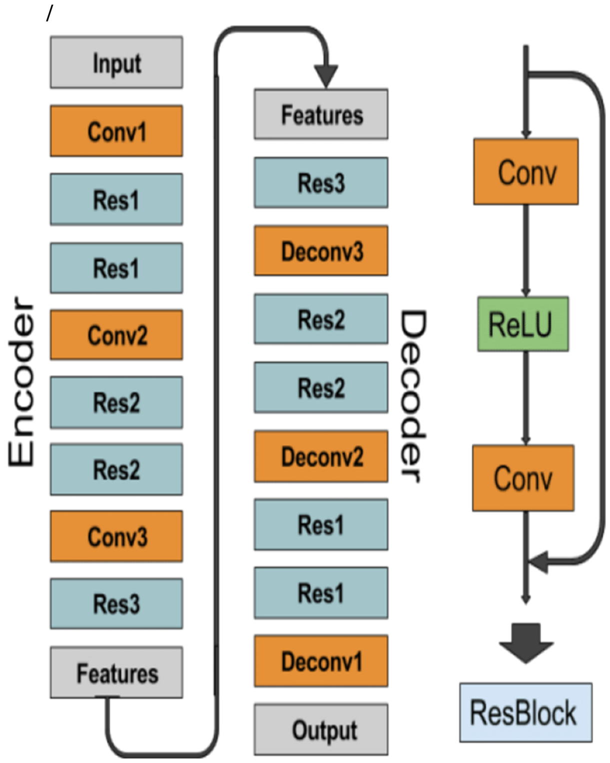

Fig 7. Deep Auto Encoder (DAE's) architecture

B. *Wiener blind filtering*

An MSE-like linear filter, the Wiener filter is appropriate for photos whose quality has been compromised by blur and additional noise. The signal and noise processes must be assumed to be second-order stationary (in the sense of stochastic processes) in order to calculate the Wiener filter [10].

$$\hat{X}(f) = G(f)Y(f)$$

The frequency range is where Wiener filters are typically utilized. Discrete Fourier transform (DFT) is used to obtain X (u, v) from a distorted image x (n, m). Multiply the Wiener filter G (u, v) by Y (u, v) to estimate the original image spectrum.

$$G(f) = \frac{H^*(f)S(f)}{|H(f)|^2 S(f) + N(f)}$$

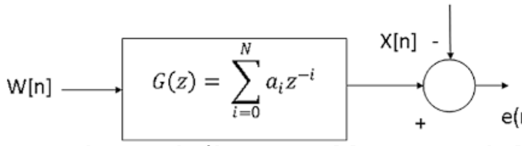

Fig 3.3 To determine the filtering error e[n], an input signal w[n] is convolved with the Wiener filter g[n], and the output is compared to a reference signal s[n]..

During testing, it was found that the proposed network achieved good performance not only with the data measured by GoPro, but also with two new data, which is real-life dataset.

C. *Richardson-Lucy Deconvolution*

Lucy-Richardson algorithm for image deblurring. It can be used effectively when the source function PSF (fuzzy operator) is also called there is Minium blur about the image [6]. It recovers blur and noise by iterating, accelerating, and fading the Lucy-Richardson algorithms.

Equipped with the PSF h data, the RL algorithm multiplies the potential distribution (3)2 by o to generate o from observation i. The log function p (i | o) can be minimized using a multivariate algorithm, or an RL algorithm can be created by applying the expectation maximization (EM) method [19]. Let us briefly review the second concept. Reduce J (i | o) in order to lower log p (i | o) [9].

$$J_1(o) = \sum_{\mathbf{s}} \left(-i(\mathbf{s}) \log\left[(o * h)(\mathbf{s})\right] + (o * h)(\mathbf{s})\right)$$

Wiener filtering can be used to carry out kernel deconvolution following estimate. The MSE (Mean Square Error) of expected and forecast processes is reduced by the Wiener filter [12]. Our circumstances MSE needs to guarantee that: No relationship exists between noise and the original image. The noise or constant should have an average value of zero or very nearly zero. Visual distortion and prediction have a linear relationship. The Wiener filter reduces noise in speech.

Models	SSIM	PNSR
Wiener Filter	**0.950**	**31.05**
Richardson-Lucy	0.910	29.10
NAFNet's	0.920	29.80
DeblurGAN_v2	0.845	26.55
DAE	0.850	27.10

Table 8. Comparing accuracy and efficacy with the Gopro test dataset

V. ANALYZATION

The CCTV photos displayed in Figures 10.1 demonstrate the many types of distortion that are frequently present in real-world images, including noise, blurriness, and compression. In particular, this article resolves the blurring issue and suggests using algorithms to eliminate blurring in television recording systems. Following an examination of the methods in Table 8, using GoPro test data and comparing the efficiency and effectiveness, it was found that the Wiener algorithm leads to a better PSNR and gives better images. As a result, the image of the real object disappears the blurring using the Wiener process as shown in figures 1 and 2. 9.1 and 10.1 respectively.

Fig9.1 .input1 real-world image

Fig 9.2 . output1 real-world image

However, it may struggle with complex blur types or non-stationary noise. We did lot of research comparing wiener based methods with other deblurring algorithms to get conclusion of their accuracy [11]. In research we experienced other algorithms such as Naf-Net's values(PSNR and SSIM) are near to wiener model but not good as wiener model. We can use wiener model for CCTV image deblurring with better quality as we can see in Fig 10.2 .In further, we look after the challenges focus on upgrading accuracy and robustness in wiener model.

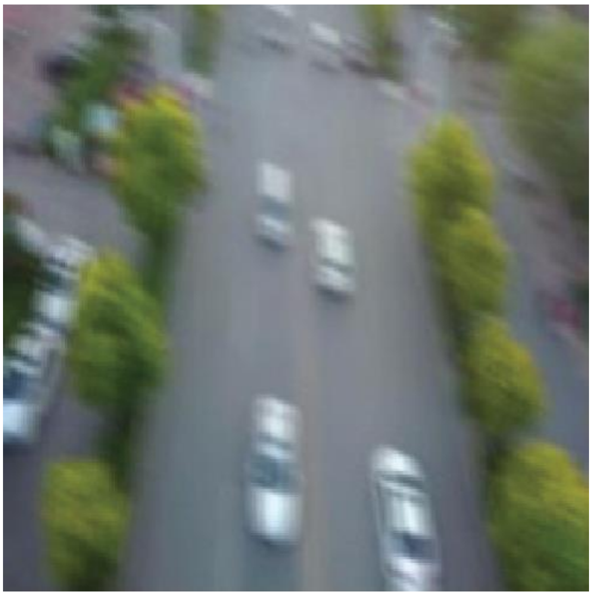

Fig 10.1. Input 2 cc-cam image

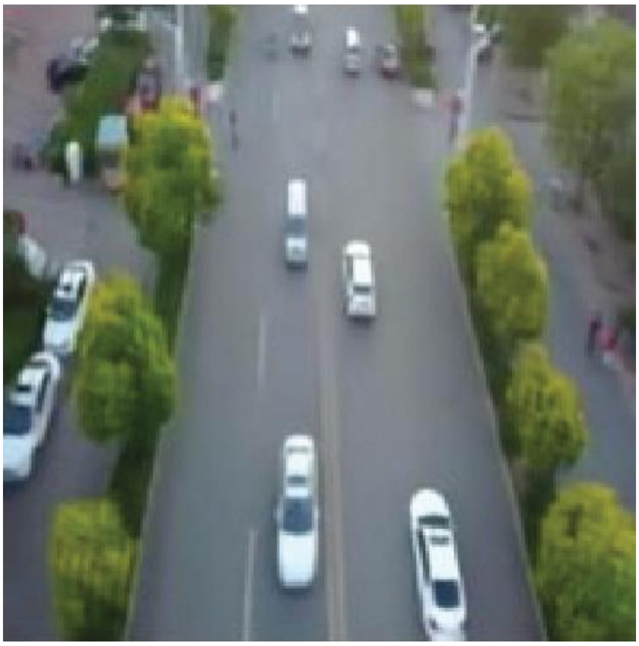

Fig 10.2. Output 2 cc-cam image

VI. CONCLUSION

Select the optimal blurring technique by analyzing multiple data sets, and then retest the filtering procedure using actual data. The best methods are used to deblur our photographs. There are numerous approaches of advancing the project. In addition, rich sceneries can be utilized for a variety of tasks like item identification, object recognition, and segmentation. High-resolution video frame interpolation is another use. As a result, we will choose to keep improving our efforts in order to support future work with more efficiency. Experiments on artificial and actual images validate our method and demonstrate that shared layers may be modified to produce high-quality models. These tests include sharpening, optical aberration correction, and camera shaking removal models.

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