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Implementation of Blind Deconvolution Methodology in Restoration of Blur Images

Ngoc Anh Le
Innovationa & Space Lab, Swinburne University, Hanoi, Vietnam
ngocla2@fe.edu.vn

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Abstract
Methods for restoring images can be classified as specialised procedures if the results are obtained in a single phase. As a result, distinguishing a clear, clean image from a noisy, blurred image is critical. Blurring is a loss in image bandwidth caused by poor image quality as a result of the inaccurate image formation process. When a digital image is captured, blurring is common. Along with these blurring effects, noise frequently corrupts every collected image. The reconstruction approach is separated into two groups: non-blind, in which the blurring feature is given and the decay process is reversed using one of the restoration algorithms, and blind, in which the blurring operator is not known. Blind system deconvolution is a highly sophisticated process that restores objects with little or no prior information of the fading PSF. The PSF is the impulse response of a point source. In this project, the Blind Deconvolution method was used to deblur a single image. PSNR and MSE costs were calculated.

Key words: *Restoration, Blurring, Blind deconvolution, PSF*

Introduction
When compared to other modes of perception, vision is the most reliable. A simple graphical data container is an image. Data enhancement for human interpretation and application, as well as image processing by computer machines for analysing and retrieving information, are the two main areas of image processing. Blind image restoration requires an accurate estimation of the PSF, which can be done either individually or in concert with the restored picture. It is, however, necessary to define the type of blur in the degraded image before estimating PSF.1 This thesis proposes methods for recognising the type of blur and estimating the PSF. After determining the PSF, typical image restoration methods can be used to restore the image.
In today's technologically advanced world, humans and intelligent organisms are intertwined. Photographs are taken all the time and all over the place with the help of mobile devices and cameras. Camera movement, poor lens quality, and a loss of focus all contribute to video blur. Visually ugly, this video style conveys nothing. Consequently, it must be fixed. If the footage is grainy, there is no scope in nature. Forensics may be able to identify criminals via unwittingly captured films. In some industries, blurry video is of little use. The medical sector uses internal organ scanning for a broad variety of purposes, including the detection of harmful substances. In each of these scenarios, deblurred movies are particularly useful. Point Spread Function (PSF) must be calculated if the blur information is unknown [1]. As a result, the PSF is initialised to provide a high-quality image instead of a blurred one. To recover the image, keep increasing the PSF. A better-looking image, i.e. one with less noise, can be obtained by applying more PSF iterations to the algorithm. Filtering techniques have reduced the amount of noise in the final PSF image.

Need and Motivation

The use of blind deconvolution for the many image processing applications has plenty of motivations. Collecting a priori information about the imaged scene often comes with a cost. To cite few examples, in applications like remote sensing, astronomy, medicines and specific information or the original image itself is tough to be modelled statistically as the scenes are never imaged before. One also cannot specify the degradation resulting from blurring accurately. In medical video-conferencing, which is a real time imaging activity, the parameters of the PSF cannot be pre-determined.

Literature survey

The imperfection of the image formation process causes blurring, which is a form of bandwidth reduction. The motion of the camera relative to the source photos may be to blame. An image can be damaged by using low-pass filters and associated distortion. Certain functions of this low-pass filter muddy the image. Motion blur is one of three popular types of blur effects in digital images: I Gaussian blur, ii) Average blur. All three are common in digital images. One of the primary causes of poor digital imaging quality is motion blur ([1] - [4]).

When you take a picture with a digital camera, you're capturing not only the scene right then and there, but also the scene over time. In a fast-moving scene, or when the camera moves over the duration of the exposure, the object / picture and lens may appear distorted in relation to each other. When using a telephoto lens or a lengthy shutter speed in poor light, camera shake is a common cause of motion blur ([5] and [6]).

Many scientists have already worked on removing blurring from photographs that have been motion-blurred. For instance, [7] and [8] $f = g * h + n$; Where * is the convolution operator, g is the clear image to recover, f is the observed blurred picture, h is the blur kernel (or point spread function) and noise is n. This spatial invariant blurring technique is commonly used to represent camera shiver-induced motion blur. The so-called image deconvolution problem is how to recover the original image g from the observed image f. The nonblind deconvolution algorithm has previously been the subject of numerous studies (e.g. [9] - [18]).

There are two types of image deconvolution challenges based on the amount of information available. To begin, there's nonblind, which specifies the blurring operator as kernel p. In addition, the blurring operator kernel p is unknown in the blind mode. There are infinitely many solutions to the blind deconvolution problem since it is not only sensitive to image noise but also bound by an endless number of constraints [19].

An optical system's Point Spread Function (PSF) measures how much a single point of light is blurred (spread) by the system. The PSF is the optical transfer function's inverse Fourier transform (OTF). A linear, position-invariant system's reaction to an impulse is described by the OTF in the frequency domain. It is possible to think of OTF as a point-to-point Fourier transmission (PSF). No prior knowledge of the distortion (blurring and noise) is necessary to efficiently apply the Blind Deconvolution Algorithm. The point-spread function (PSF) is also restored by the technique. Each iteration utilises the accelerated, damped Richardson-Lucy algorithm [20].

Blind Picture Deconvolution and Image Deconvolution are the two main types of image restoration concepts. In blind image deconvolution, the degraded PSF is not known before the picture recovery is conducted. Images can be deconvolved using a known PSF (Point Spread Function) and an observed or degraded image to estimate the specifications of the original image ([21] & [22]).

Research Methodology

Proposed Approach: The complete contribution of the thesis can be summarized in the framework of Figure 1.

The main steps of blind deconvolution and deblurring of blurred images can be summarized as follows:

Step 1: Initially, we can take the blurred image as an input.

Step 2: Apply degradation process to get the degradation function. Step 3: Before kernel estimation, an ideal image is processed using the restoration filter in order to remove the noise. Then, we can use canny edge detector, to extract useful structural information.

Step 4: In feature extraction, we can identify the feature point using segmentation to get the shape and texture components by using the filter and the canny edge detector.

Step 5: Then kernel estimation is performed to get accurate PSF parameters.

Step 6: Then we can use classification method to get the deblurred image from the degraded image.

Step 7: Finally, we can get the deblurred image as similar to the original image by performing deconvolution process to get the output image.

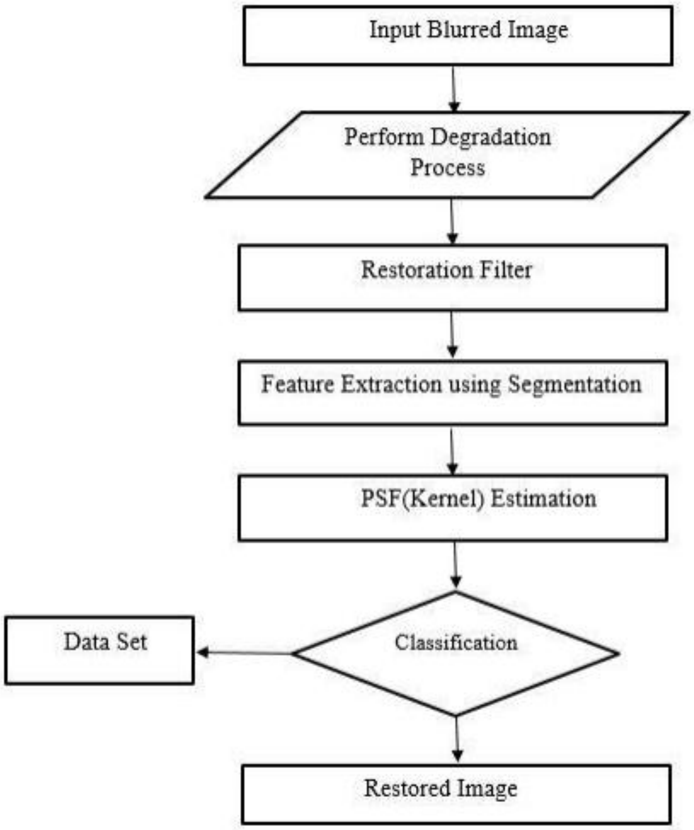

Fig 1: Proposed framework

Experimental Investigation: In order to locate the deblur picture using a weighted array system, it is essential to consider the image size as a method for implementing the blind deconvolution algorithm. The size of the picture here is 255 X 255. To get a picture without noise when the PSF's apriori understanding is not known, it provides the way to noise-free picture. Several methods for picture denoising were suggested if the user has an unprecedented understanding of the image feature in the PSF field. But the recovery of the picture becomes complicated when it is not known. The PSF method suitable for the initial picture was applied to the paper base canny edge detection method. In this dissertation, the weighted array technique for assessing the precise nature of PSF has been introduced.

Fig 2: Original input image

Fig 3: Blurred image

Fig 4: Deblurred image with undersized PSF

Fig 5: Deblurred image with Oversized PSF

Original picture Fig 2 is resized and blurred at the dimension 255 X 255. Blur is due to a Gaussian 7 and 10 medium attack. Enter array values outside the limits of the array are calculated by reflection of the array across the array boundary and by using convolution multidimensional filtering. The blurred picture shown in figure 3 has been presented. The Blurred Image Restauration was implemented by PSFs of different sizes. At the beginning we used the low PSF value and we debilitated the image. Figure 4 shows the deblurred picture with this technique.

The over-sized PSF repeats the process again. Over-sized PSF provides the best blur estimate rate. This shows us the bandwidth of PSF blurs. The job is now to obtain the precise PSF value that makes it easy to blow. Figure 5 showed deblurring with oversized PSF. The initial PSF value, which is the PSF of the original PSF, is now deblurring. It will identify our region of thresholds from which the real PSF has to be estimated to optimally lower the blur. Figure 6 showed a deblurring of Initial PSF.

Fig 6: Deblurred image with Initial PSF

Now we can use the original PSF to find out the PSF of the deblurred picture acquired. Figure 7 shows the PSF value for Original Image, Undergrown PSF, Overgrown PSF, and rebuilt real PSF as shown in figures 8, 9 and 10 respectively. Figure 11 shows the rebuilt picture using the method. Different parameters for the initial picture and the rebuilt image were evaluated with regard to varying threshold values and tabulated for process analysis and perception.

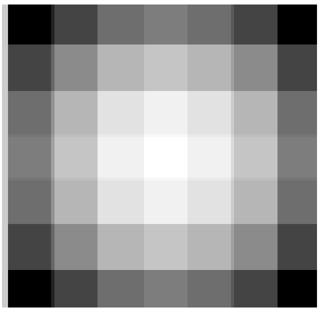

Fig 7: True PSF from the original Image

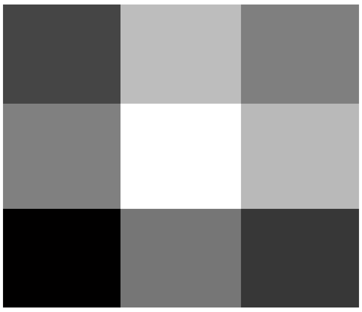

Fig 8: Reconstructed Undersized PSF

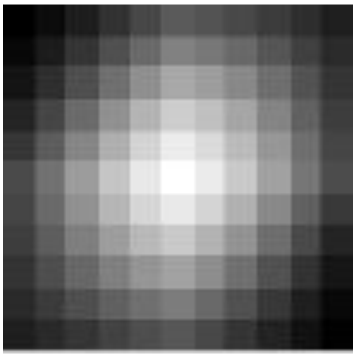

Fig 9: Reconstructed Oversized PSF

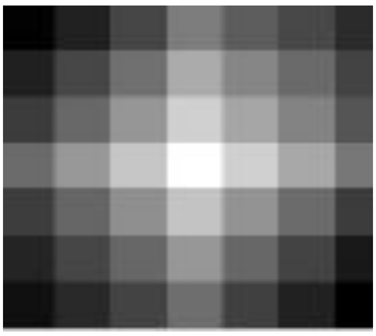

Fig 10: Reconstructed True PSF

Fig 11: Reconstructed Image

Table 1: Comparison of Parameters

Threshold Value	PSNR	MSE
0	55.6	101.564
0.1	65.6	44.57
0.2	91.3	27.56
0.3	87.5	30.46
0.4	87.7	31.3
0.5	87.2	32.3

Fig 12: Comparison plot

Blind Deconvolution technique to deblur a single image was introduced in this job. The values of PSNR and MSE were calculated. The result shows that the PSNR value is maximum at the threshold value 0.2 and that the minimum MSE is the desired condition. This particular representation can also be observed from the plot that PSNR and MSE are good at 0.2 threshold value.

Conclusion

Even if the restored image quality is subpar, the potential of the Blind deconvolution system has been established. The key constraint here is the slow pace of convergence. Restricting the high magnitude values in the frequency domain can speed up the convergence of the projected picture and the projected PSF. Forced PSF coefficients have been shown to improve image quality with each cycle. In the algorithm, the original PSF values have no bearing on the outcome. However, the PSF size must first be determined before the method can proceed.

Algorithms for eliminating camera shake have been developed. Because of its fast implementation, the Gaussian Filter can produce an extremely blurry image in a short period of time. Canny Edge detection outperforms other approaches like Sobel, Roberts, etc. Using the edgetaper function reduces the ringing noise. Our suggested Blind Deconvolution technique may be used to deblur the deteriorated image without prior knowledge of the PSF and additive noise, which is a significant advantage.. It is clear from the MSE and PSNR findings that this technique is quite effective at removing motion blur.

Deconvolution of a blind item is an essential and difficult field to work on. Next, we want to speed up the deblurring process, which minimises the number of iterations necessary to deblur the image in order to get better image quality; and we also want to expand our suggested algorithm to remove non-uniform blurring. This paves the way for future study on algorithm resilience in the current work. The colour picture analysis can also be extended.

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