

## 1. INTRODUCTION

### Goal: Neural-network denoiser

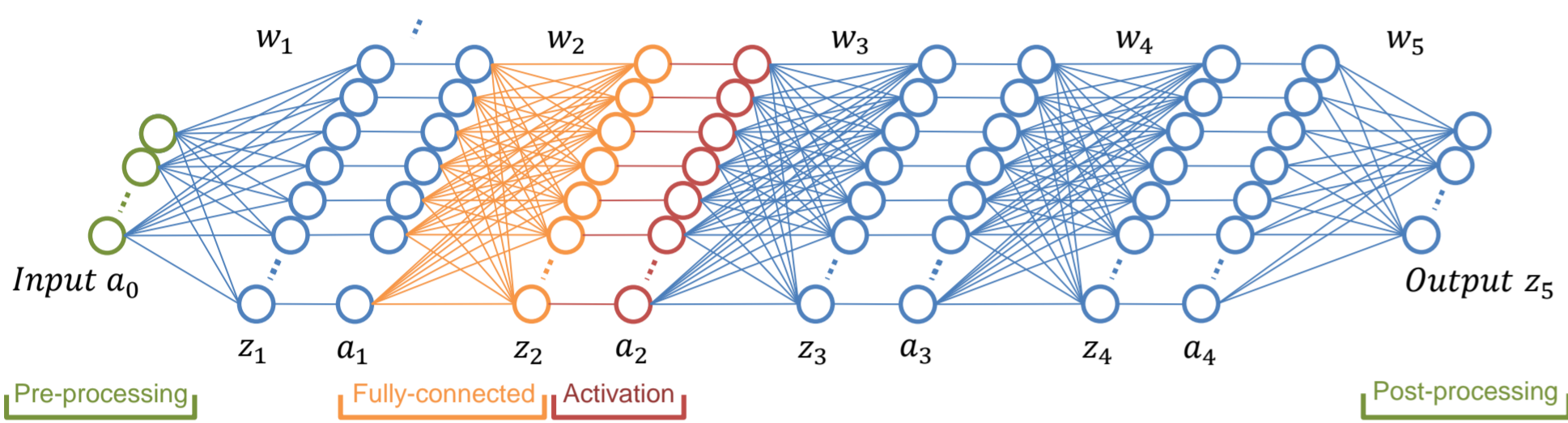
- Achieve state-of-the-art performance with neural network [1][2]
- Understand the denoising mechanism
- Relate neural network with traditional denoising methods

## 2. DENOISING PIPELINE

### Datasets

- *Training set*: 50,000 images from ImageNet validation set 2010 [3]
- *Test set*: Barbara, Cameraman, Shepp-Logan phantom and 200 images from ImageNet test set 2010 [3]

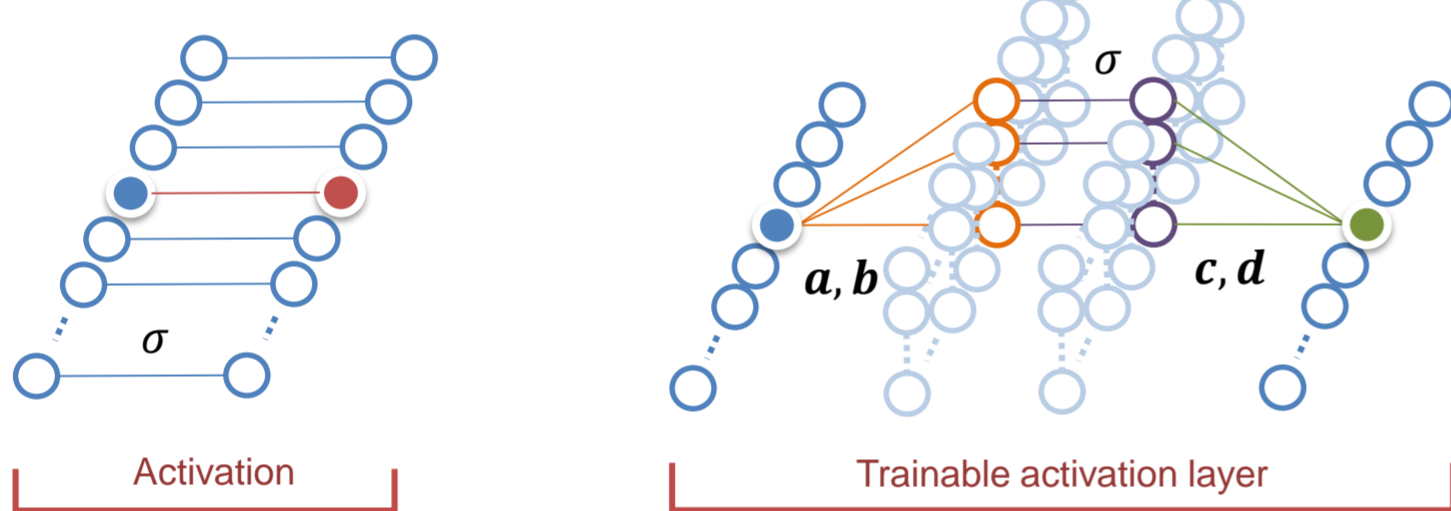
### Neural network structure [2]



- Plain neural network
- 4 layers, 2047 neurons in each
- Input / output of size 17 \* 17 (patch denoiser)

### Trainable activation layer

- $f(x) = c \cdot \sigma(xa + b) + d$



## 3. RESULTS

### Compared with BM3D [1]

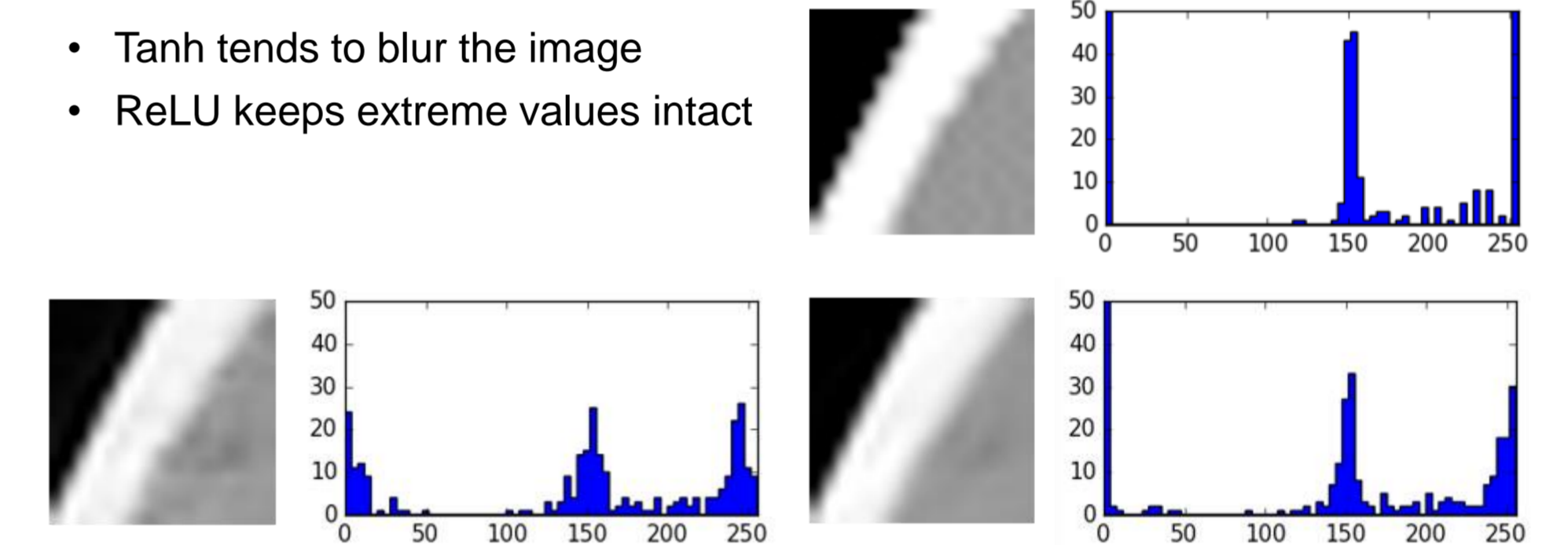
- PSNR on *test set*

Image	Barbara	Cam.man	Phantom	Avg.Other
Noisy	20.28	20.55	21.53	20.63
BM3D	<b>30.67</b>	29.11	29.55	28.61
tanh	28.11	28.97	31.87	29.11
ReLU [4]	29.33	<b>29.28</b>	32.80	<b>29.38</b>
Trained	29.16	29.22	<b>32.91</b>	29.28

- Denoising results on Barbara (Noisy, tanh and ReLU [4])

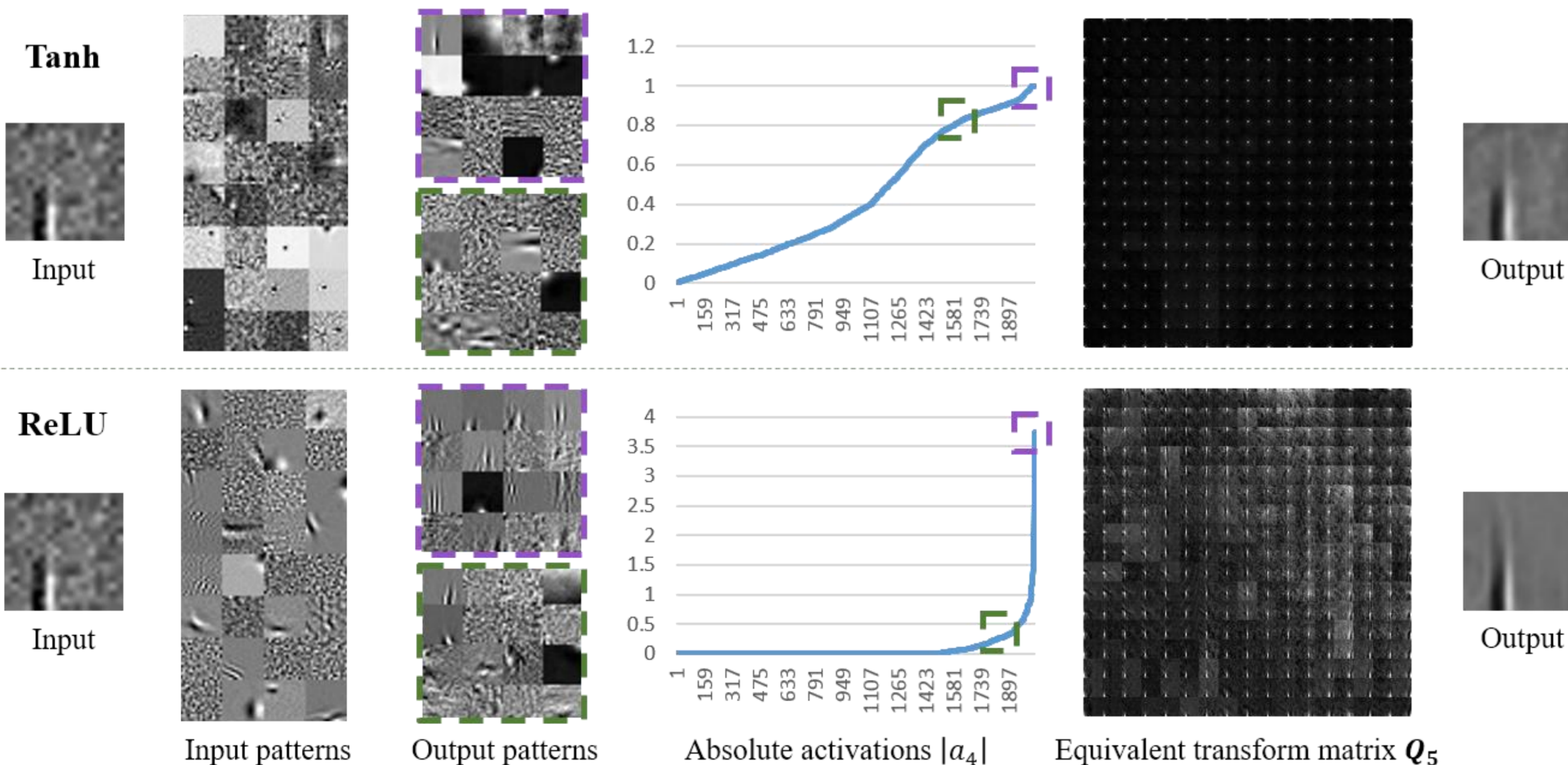
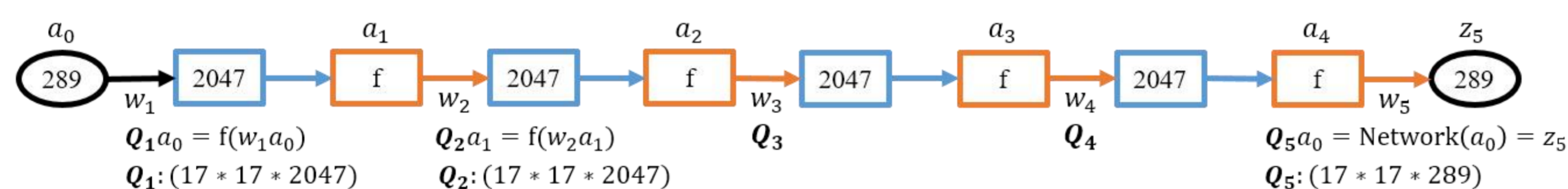


- Denoising results on black and white patch (Phantom)

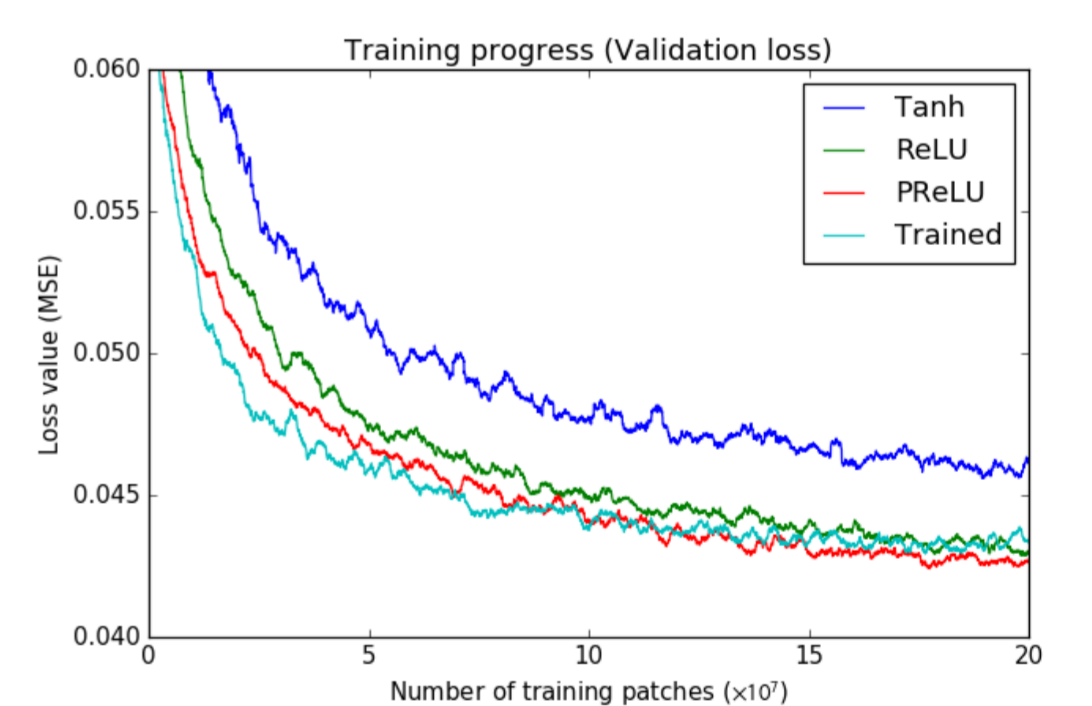


## 4. ANALYSIS

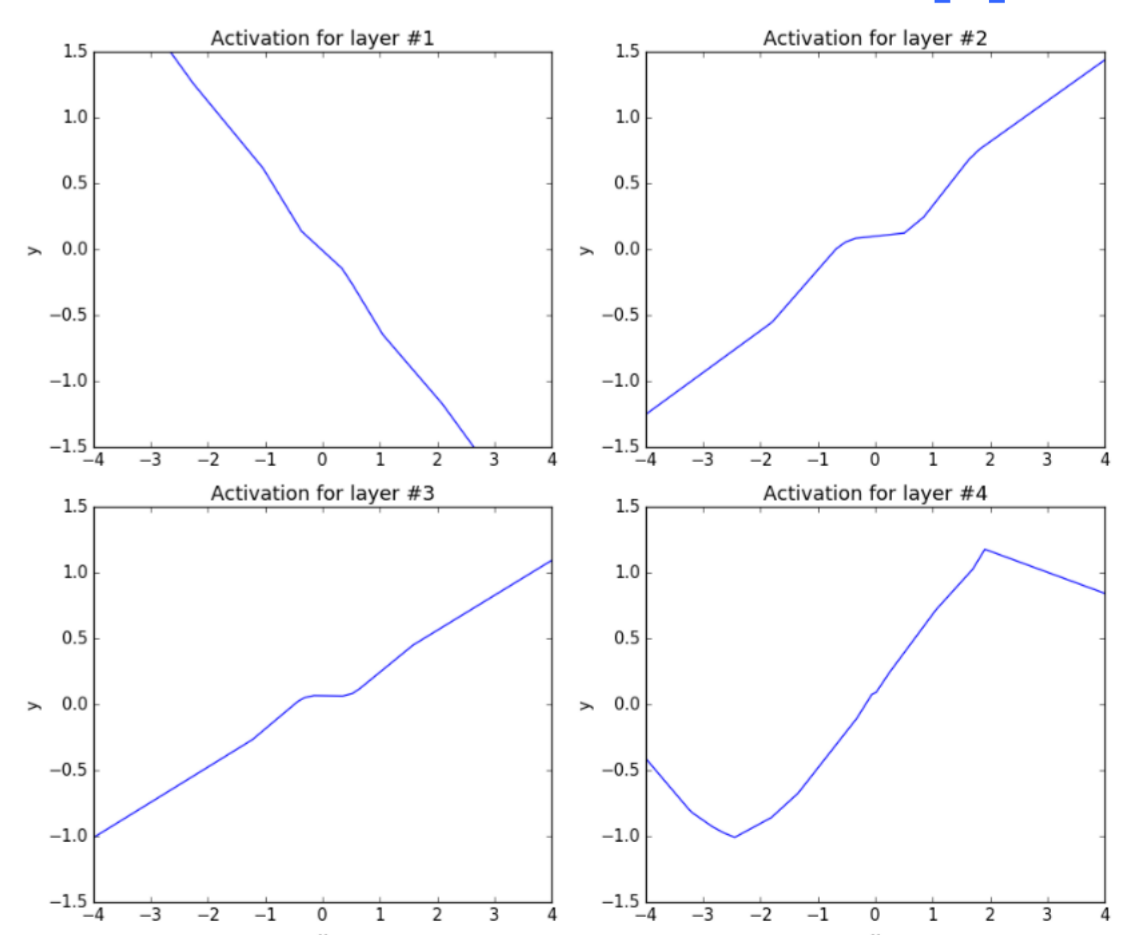
### Feature maps and activation of neurons



### Learning curve



### Learned activation functions [5]



## REFERENCES

- [1] L. Dabov et al. IEEE Transactions on Image processing, 2007
- [2] H.C. Burger et al. IEEE Conference on Computer Vision and Pattern Recognition, 2012
- [3] J. Deng et al. IEEE Conference on Computer Vision and Pattern Recognition, 2009

- [4] K. He IEEE International Conference on computer Vision, 2015
- [5] X. Zhang IEEE International Conference on Acoustics, Speech, and Signal Processing, 2001