

1

Goal

- Estimate the latent high dynamic range (HDR) - high resolution (HR) image given a set of low dynamic range (LDR) - low resolution (LR) non-uniformly motion blurred multi-exposure images

2

Our work

- First attempt on joint HDR and super-resolution (SR) imaging in the presence of motion blur
- Handle uniform and non-uniform motion blur effects induced by camera motion

3

Our approach

- Image formation model

LR-LDR image

saturation clipping

$$I_c^i = c \left(D \sum_{p \in \Gamma} w^i(p) H_p(\mathbf{f}) \right)$$

motion density function

downsampling

homography

$$w^i(p) H_p(\mathbf{f}), \text{ for } i = 1, \dots, \theta$$

HR-HDR image

no of input frames
- Camera motion estimation

saturation mask

$$\chi^i \left(\nabla I_c^i - D \sum_{p \in \Gamma} w^i(p) H_p(\nabla \mathbf{f}) \right) \Big|_2^2 + \lambda_w^i \|w^i\|_1$$

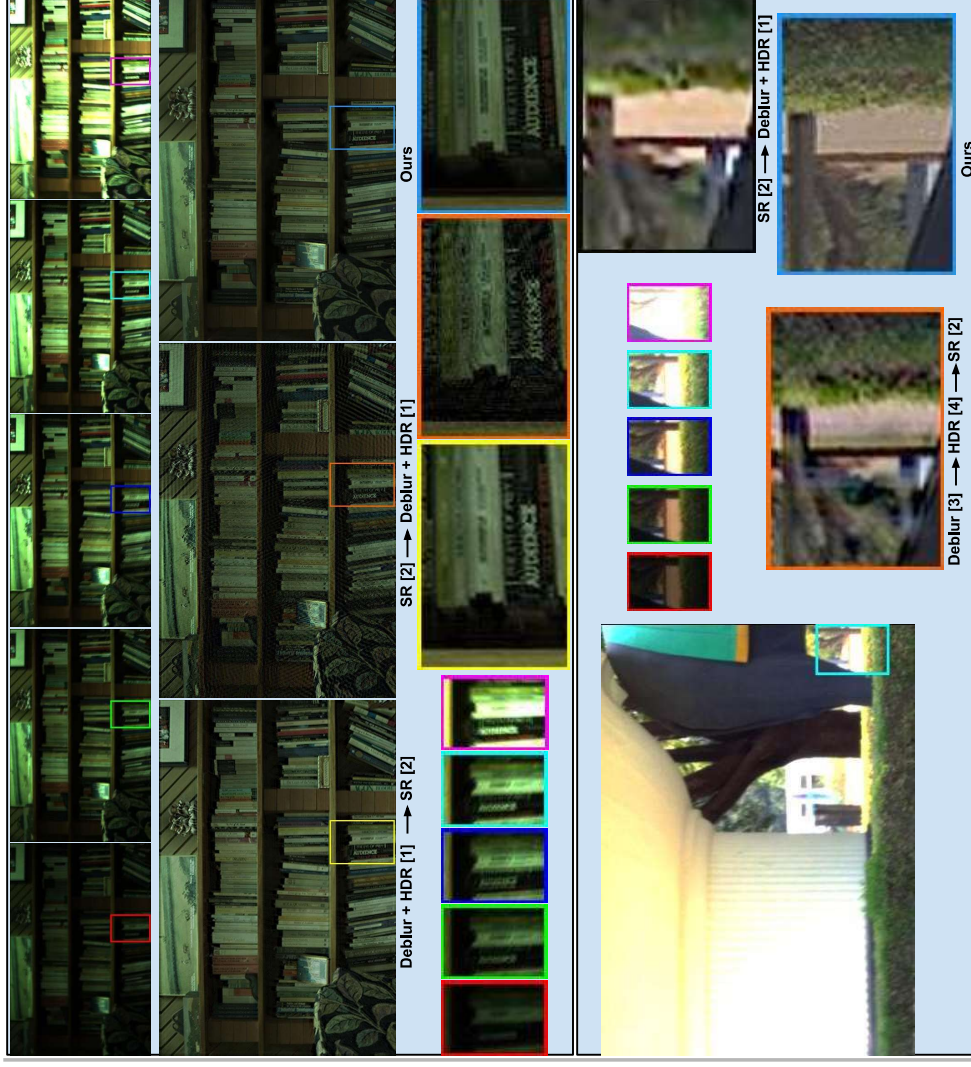
$$\arg \min_{w^i} \left\| \chi^i \nabla I_c^i - \chi^i D \tilde{\mathbf{F}} w^i \right\|_2^2 + \lambda_w^i \|w^i\|_1$$
- Image estimation

Gradient operator

$$\chi^i \left(I_c^i - D \sum_{p \in \Gamma} w^i(p) H_p(\mathbf{f}) \right) \Big|_2^2 + \lambda_f \|\nabla \mathbf{f}\|_1$$

$$\arg \min_{\mathbf{f}} \sum_{i=1}^{\theta} \left\| \chi^i I_c^i - \chi^i D \tilde{\mathbf{W}}^i \mathbf{f} \right\|_2^2 + \lambda_f \|\nabla \mathbf{f}\|_1$$

4 Results



References

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- [3] Subeesh Vasu and AN Rajagopalan, "From local to global: Edge profiles to camera motion in blurred images," CVPR 2017.
- [4] Tae-Hyun Oh, Joon-Young Lee, Yu-Wing Tai, and In So Kweon, "Robust high dynamic range imaging by rank minimization," TPAMI 2015.