

Motion Blur Prior

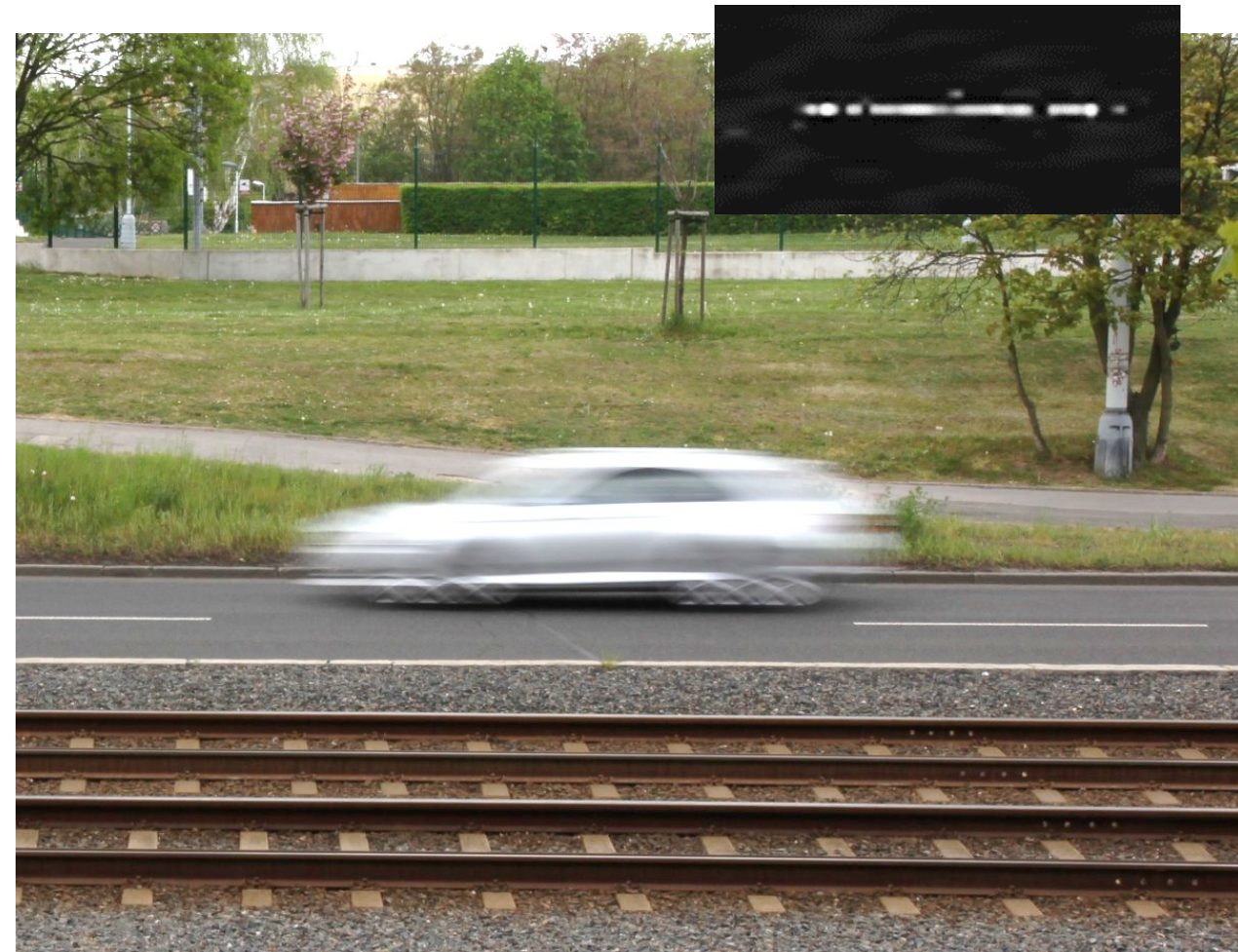
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Motion Blur

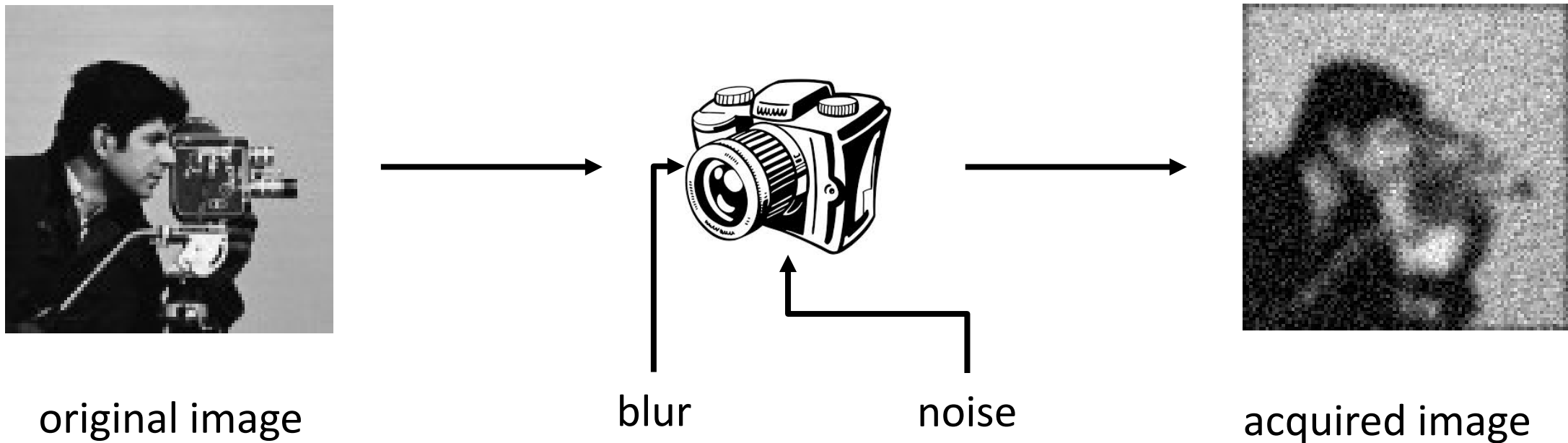


Camera motion



Object motion

Image Degradation Model



$$D(u , h)$$

+

n

= z

e.g. convolution $h * u$

Deblurring

$$\min_{u, h} \frac{\gamma}{2} \|D(h, u) - z\|^2$$

↓
Data
term

- Coupling of u and h → infinite number of solution

Deblurring Regularization

$$\min_{u, h} \frac{\gamma}{2} \underbrace{\|D(h, u) - z\|^2}_{\text{Data term}} + \underbrace{\phi(u)}_{\text{Image regularization}} + \psi(h)$$

- Coupling of u and h \rightarrow infinite number of solution

- Image gradient is sparse irrespective of the content $\phi(u) = \sum_i |\nabla u_i|^p$

Deblurring Regularization

$$\min_{u, h} \frac{\gamma}{2} \underbrace{\|D(h, u) - z\|^2}_{\substack{\text{Data} \\ \text{term}}} + \underbrace{\phi(u)}_{\substack{\text{Image} \\ \text{regularization}}} + \underbrace{\psi(h)}_{\substack{\text{Blur} \\ \text{regularization}}}$$

- Coupling of u and h \rightarrow infinite number of solution

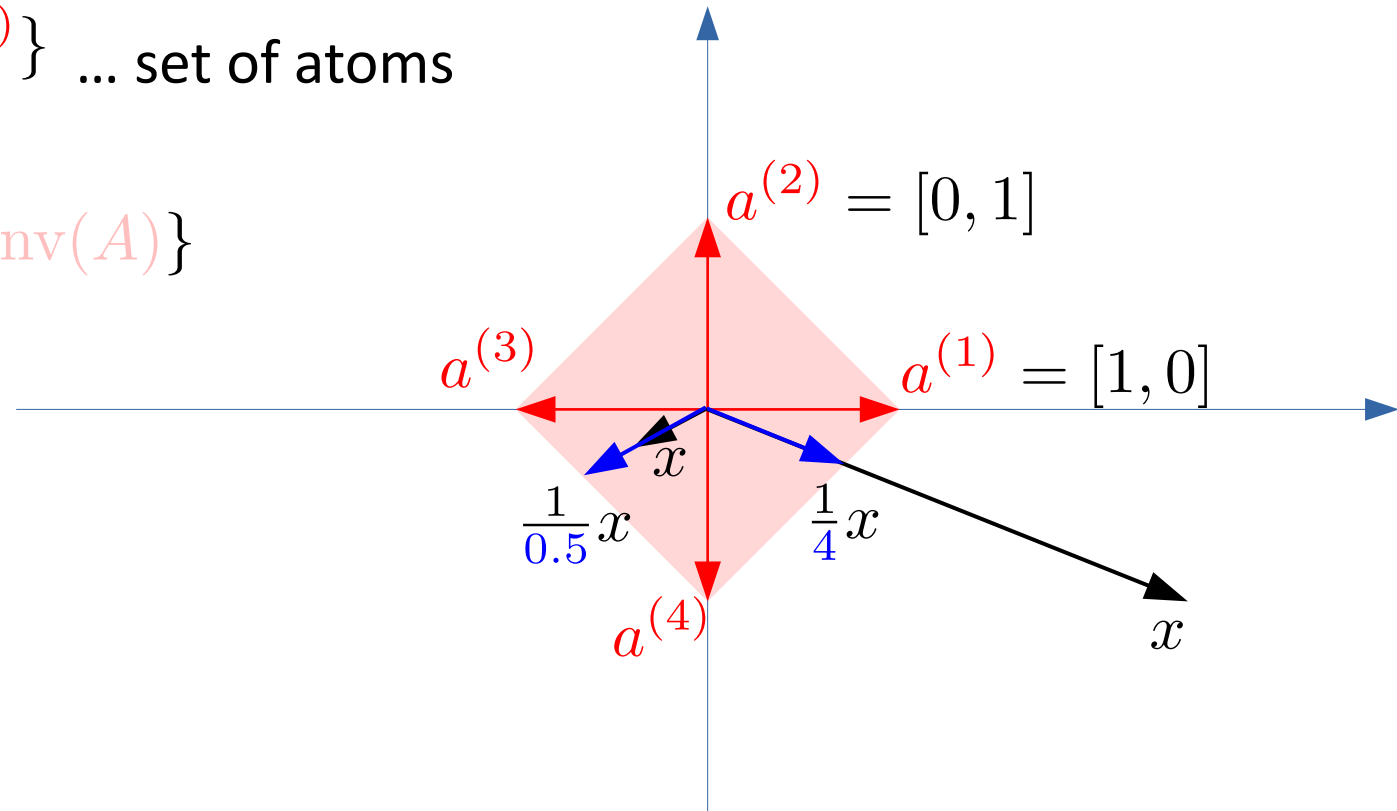
- Less informative priors:

non-negativity, preserve energy $\rightarrow h \in S := \{h_i \geq 0, \sum_i h_i = 1\}$

Atomic Norm

$A := \{a^{(1)}, a^{(2)}, a^{(3)}, a^{(4)}\}$... set of atoms

$$\|x\|_A := \inf\{t > 0 \mid \frac{1}{t}x \in \text{conv}(A)\}$$



Atomic norm with this A implements the ℓ_1 norm.

Different atoms give rise to different norms, e.g. nuclear, infinity norm ...

Linear Program

Advantage: Atomic norm can be implemented as a LP problem

$$\|x\|_A = \min_c \sum_i c_i$$

$$\text{subject to } x = \sum_i c_i a^{(i)}, c_i \geq 0$$

Proposed Curve Prior

- Atoms are curve segments

$$A := \left\{ \begin{array}{cccccccccccc} \nearrow & \leftarrow & \leftarrow & \searrow & \searrow & \searrow & \downarrow & \downarrow & \nearrow & \nearrow & \nearrow & \nearrow \\ \leftarrow & \searrow & \searrow & \searrow & \searrow & \searrow & \downarrow & \downarrow & \nearrow & \nearrow & \nearrow & \nearrow \\ \leftarrow & \leftarrow & \searrow & \searrow & \searrow & \searrow & \downarrow & \downarrow & \nearrow & \nearrow & \nearrow & \nearrow \end{array} \right\}$$

$$\psi(h) = \begin{cases} \alpha \|h\|_A, & h \in S := \{h_i \geq 0, \sum_i h_i = 1\}; \\ +\infty, & \text{otherwise} \end{cases}$$

Blind Deblurring with Curve Prior

$$\min_{h,u} \frac{\gamma}{2} \|D(h, u) - z\|^2 + \phi(u) + \psi(h)$$

$$\min_{h,c,u} \frac{\gamma}{2} \|D(h, u) - z\|^2 + \phi(u) + \chi_S(h) + \alpha \sum_i c_i$$

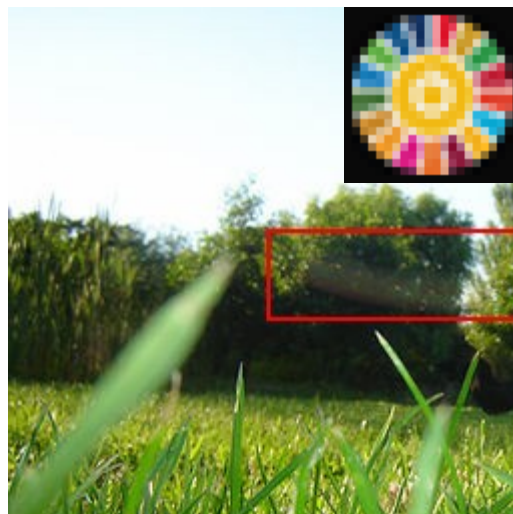
$$\text{s.t. } h = \sum_i c_i a^{(i)}, c_i \geq 0$$

Indicator function:

$$\chi_S(h) = \begin{cases} 0, & h \in S := \{h_i \geq 0, \sum_i h_i = 1\}; \\ +\infty, & \text{otherwise} \end{cases}$$

Performance w.r.t. Noise

50dB

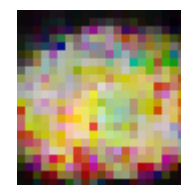
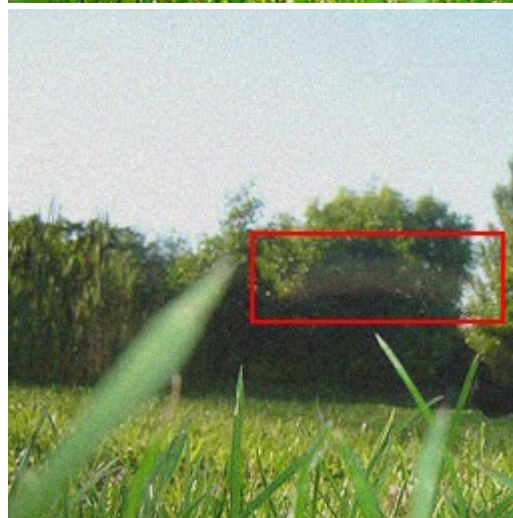


Std. prior

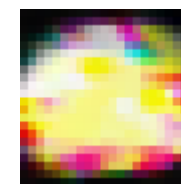


Curve prior

20dB

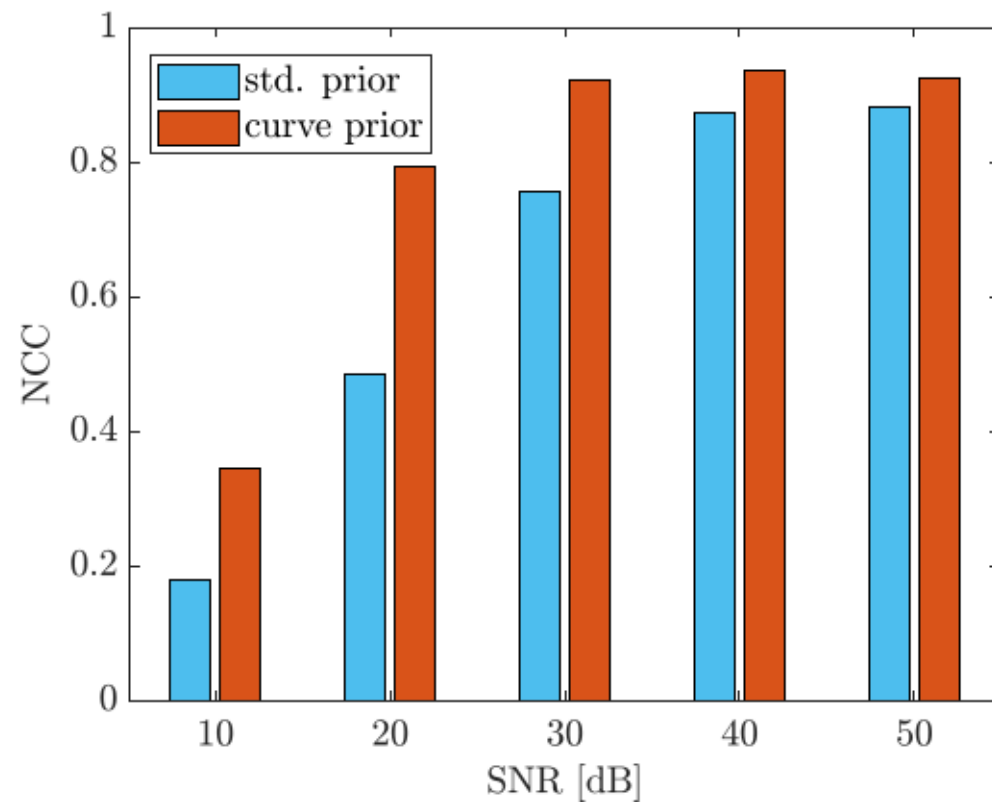


Std. prior



Curve prior

Performance w.r.t. Noise



Real-data examples



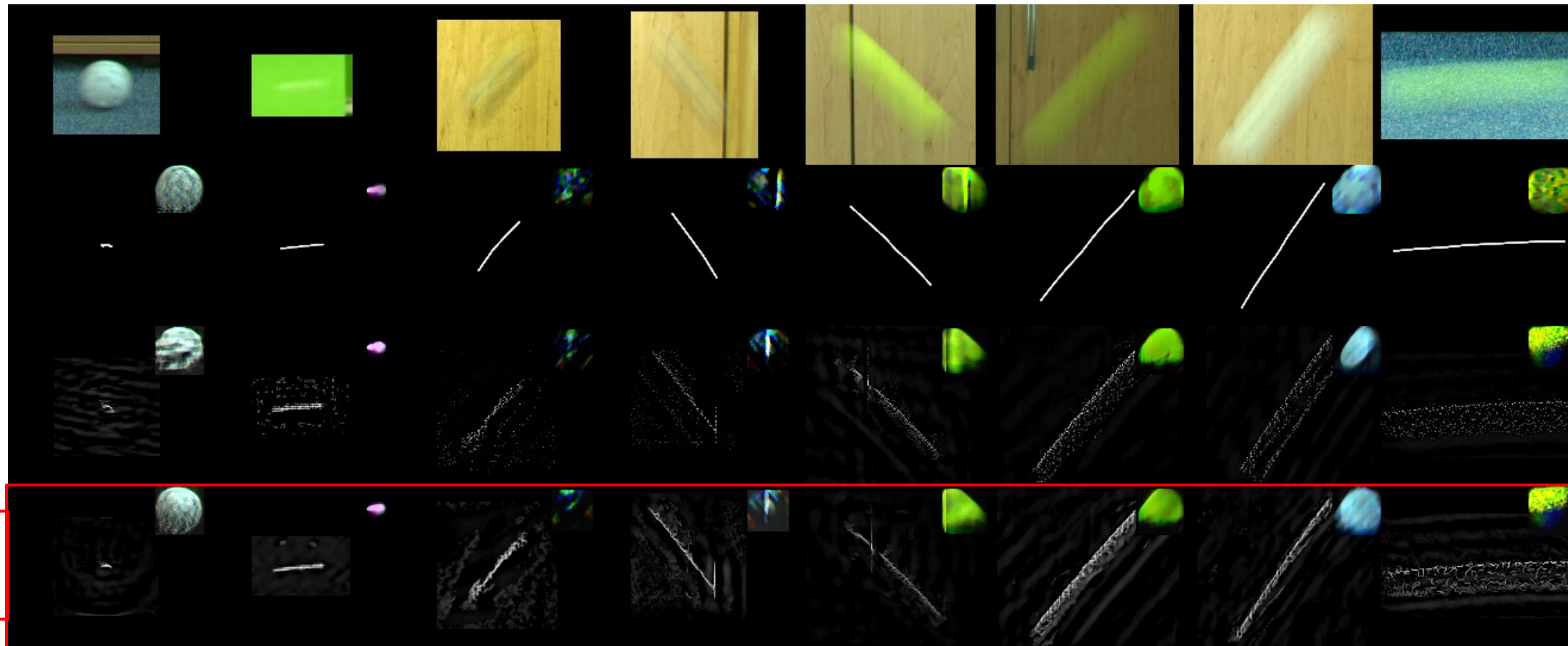
Fast-Moving-Object Dataset

Input

Ground truth

Std. Prior

Curve Prior



Thank you
for your attention

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code: zoi.utia.cas.cz/curveprior