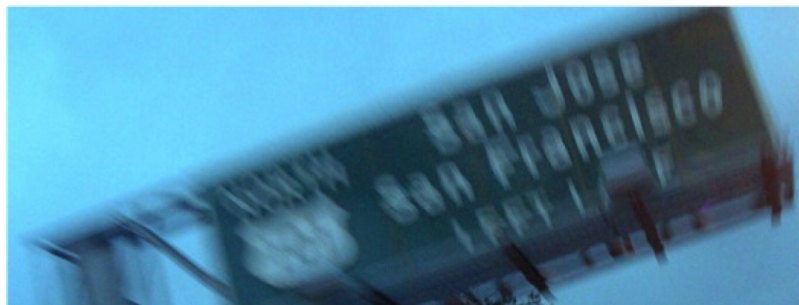


Lecture 11: Image deblurring



Atmospheric turbulence



Motion Blur



Speeding problem

Image deblurring in the frequency domain:

Mathematical formulation of image blurring

Let g be the observed (blurry) image.

Let f be the original (good) image.

$$\text{Model } g \text{ as: } g = H(f) + n$$

where H is the degradation function/operator and n is the additive noise.

Assumption on H :

1. H is position invariant:

$$\text{Let } g(x, y) = H(f)(x, y) \text{ and let } \tilde{f}(x, y) := f(x - \alpha, y - \beta).$$

$$\text{Then: } H(\tilde{f})(x, y) = g(x - \alpha, y - \beta) = H(f)(x - \alpha, y - \beta)$$

2. Linear: $H(f_1 + f_2) = H(f_1) + H(f_2)$

$$H(\alpha f) = \alpha H(f) \text{ where } \alpha \text{ is a scalar multiplication.}$$

3. Linearity can be extended to integral:

$$H\left(\iint \alpha(u, v) f(x-u, y-v) du dv\right) = \iint \alpha(u, v) H(f)(x-u, y-v) du dv$$

With the above assumption, consider an impulse signal:

$$\delta(x, y) = \begin{cases} 1 & \text{if } (x, y) = (0, 0) \\ 0 & \text{if } (x, y) \neq (0, 0) \end{cases}$$

$$\text{Then: } f(x, y) = f * \delta(x, y) = \sum_{\alpha=-M/2}^{M/2-1} \sum_{\beta=-N/2}^{N/2-1} f(\alpha, \beta) \delta(x-\alpha, y-\beta)$$

$$\therefore g(x, y) = H(f)(x, y)$$

$$= \sum_{\alpha=-M/2}^{M/2-1} \sum_{\beta=-N/2}^{N/2-1} f(\alpha, \beta) H(\delta)(x-\alpha, y-\beta) \quad (\text{by linearity and position-invariant})$$

$$= \sum_{\alpha=-M/2}^{M/2-1} \sum_{\beta=-N/2}^{N/2-1} f(\alpha, \beta) h(x-\alpha, y-\beta) \quad \text{where } h(x, y) = H(\delta)(x, y)$$

$$= f * h(x, y)$$

\therefore With the above assumption,

Degradation/Blur = Convolution

Remark:

1. h is called the point spread function

2. $\therefore g(x,y) = h * f(x,y) + n(x,y)$

In the frequency domain,

$$G(u,v) = c H(u,v) F(u,v) + N(u,v)$$

\uparrow
constant

\therefore Deblurring can be done by:

$$\text{Compute: } F(u,v) \approx \frac{G(u,v)}{cH(u,v)}$$

\downarrow

— from observed image
— from known degradation

$$\text{Obtain: } f(x,y) = \text{DFT}^{-1}(F(u,v))$$

(Does NOT work very well due to noise!)