

## Challenges in deconvolution

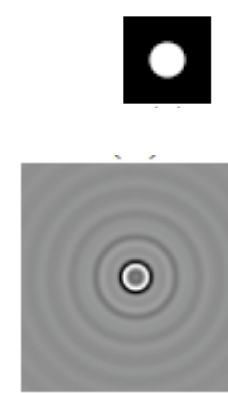
Saturation    Compression    Noise  
Blur Degradation

## Problems of existing methods

### Architecture Limitation

->Deconvolution involves much larger Spatial Support

$$x = \mathcal{F}^{-1}\left(\frac{1}{\mathcal{F}(k)} \left\{ \frac{|\mathcal{F}(k)|^2}{|\mathcal{F}(k)|^2 + \frac{1}{SNR}} \right\}\right) * y = k^\dagger * y,$$



### Training Limitation

->Difficult to model all the degradations

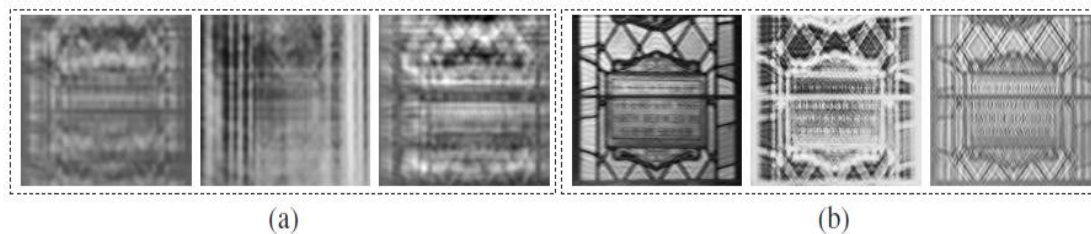
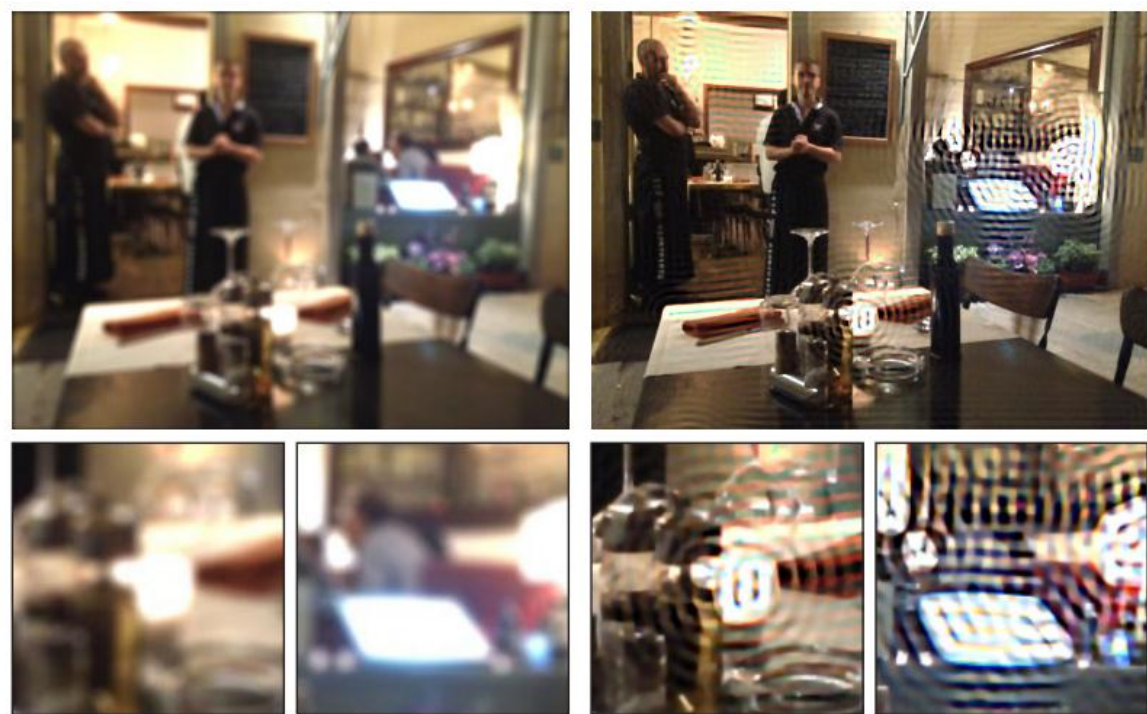
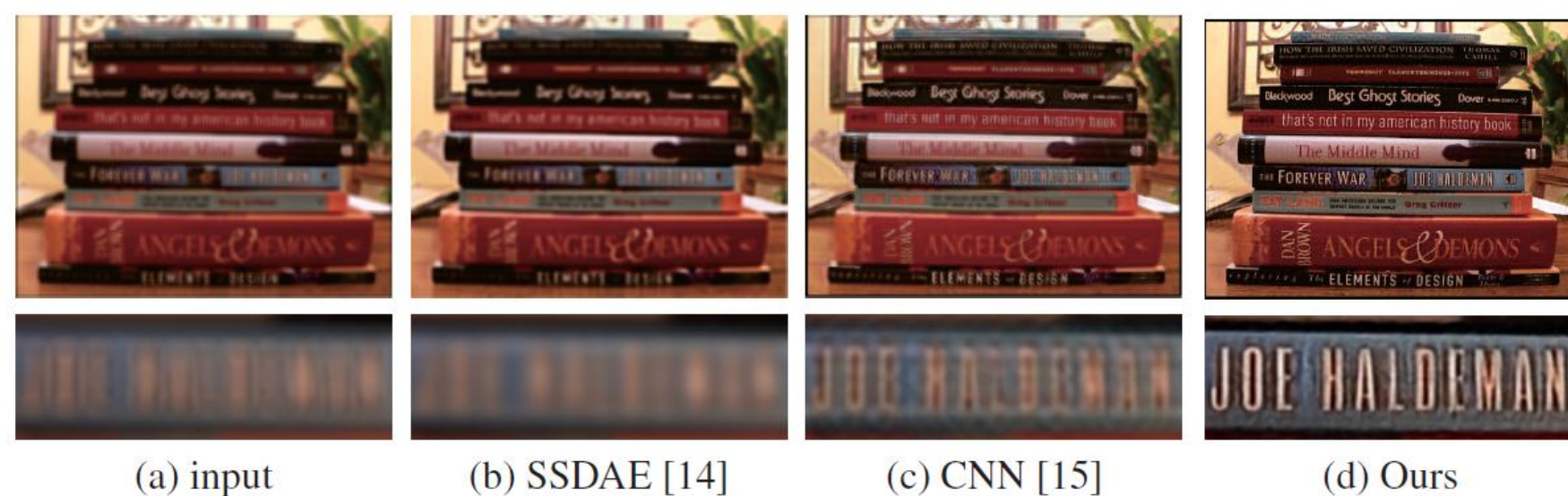


Figure 6: Comparisons of intermediate results from deconvolution CNN. (a) Maps from random initialization. (b) Our final maps.

->Difficult to train a network blindly



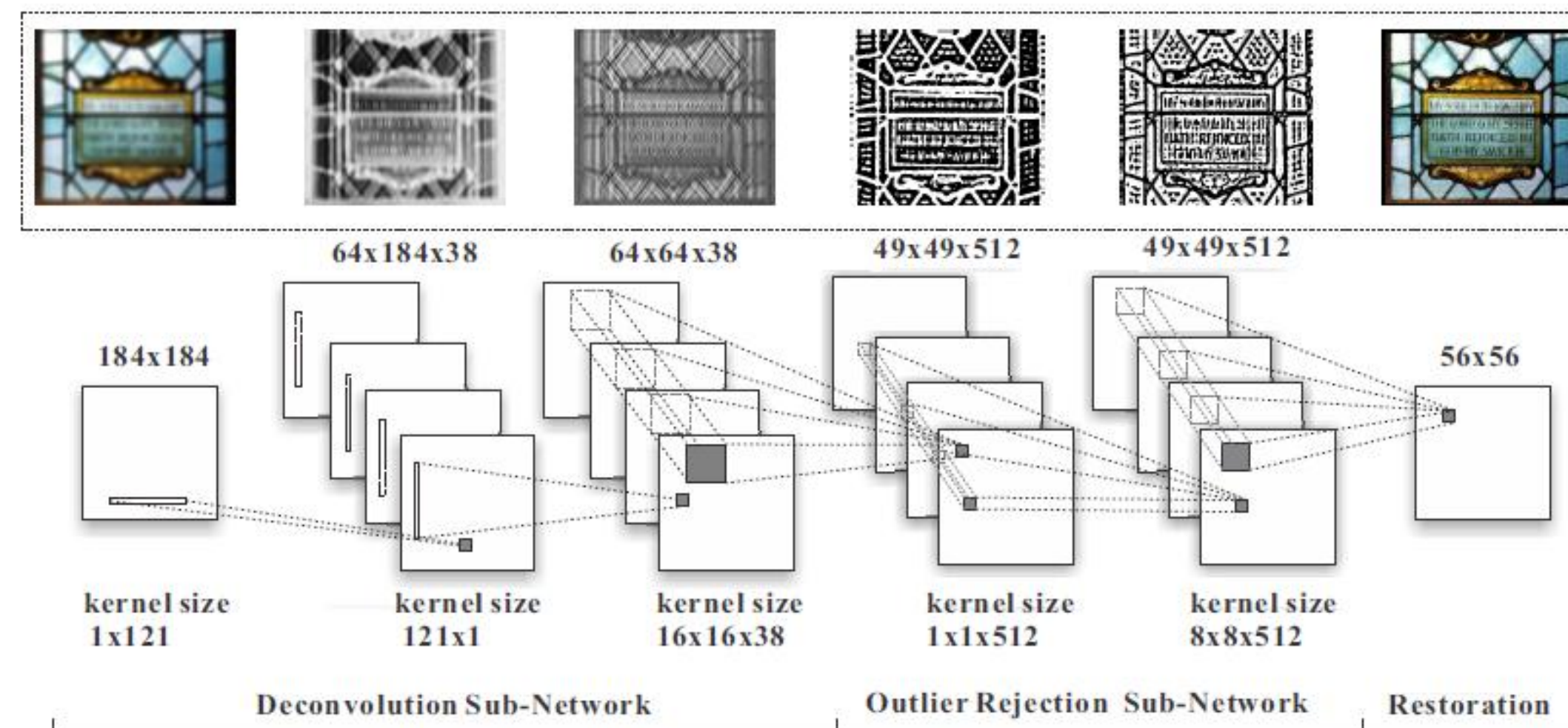
## Direct Adoption of Learning Fails



## Overview

Many fundamental image-related problems involve deconvolution operators. Real blur degradation seldom complies with an ideal linear convolution model due to camera noise, saturation, image compression, to name a few. Instead of perfectly modeling outliers, we develop a deep convolutional neural network to capture the characteristics of degradation. Our solution is to establish the connection between traditional optimization-based schemes and a neural network architecture where a novel, separable structure is introduced as a reliable support for robust deconvolution against artifacts. Our novel approach yields decent performance on non-blind image deconvolution compared to previous generative-model based methods.

## Our Deconvolution CNN



Two sub-networks, deconvolution CNN (DCNN) and Outlier-rejection deconvolution CNN (ODCNN) trained supervised respectively and merged as a integrated network through fine-tuning. Weights in DCNN is theoretically initialized from the separable kernel inversion.

## Theory guided weights initialization

$$x = \mathcal{F}^{-1}\left(\frac{1}{\mathcal{F}(k)} \left\{ \frac{|\mathcal{F}(k)|^2}{|\mathcal{F}(k)|^2 + \frac{1}{SNR}} \right\}\right) * y \quad k^\dagger * y = \sum_j s_j \cdot u_j * (v_j^T * y),$$

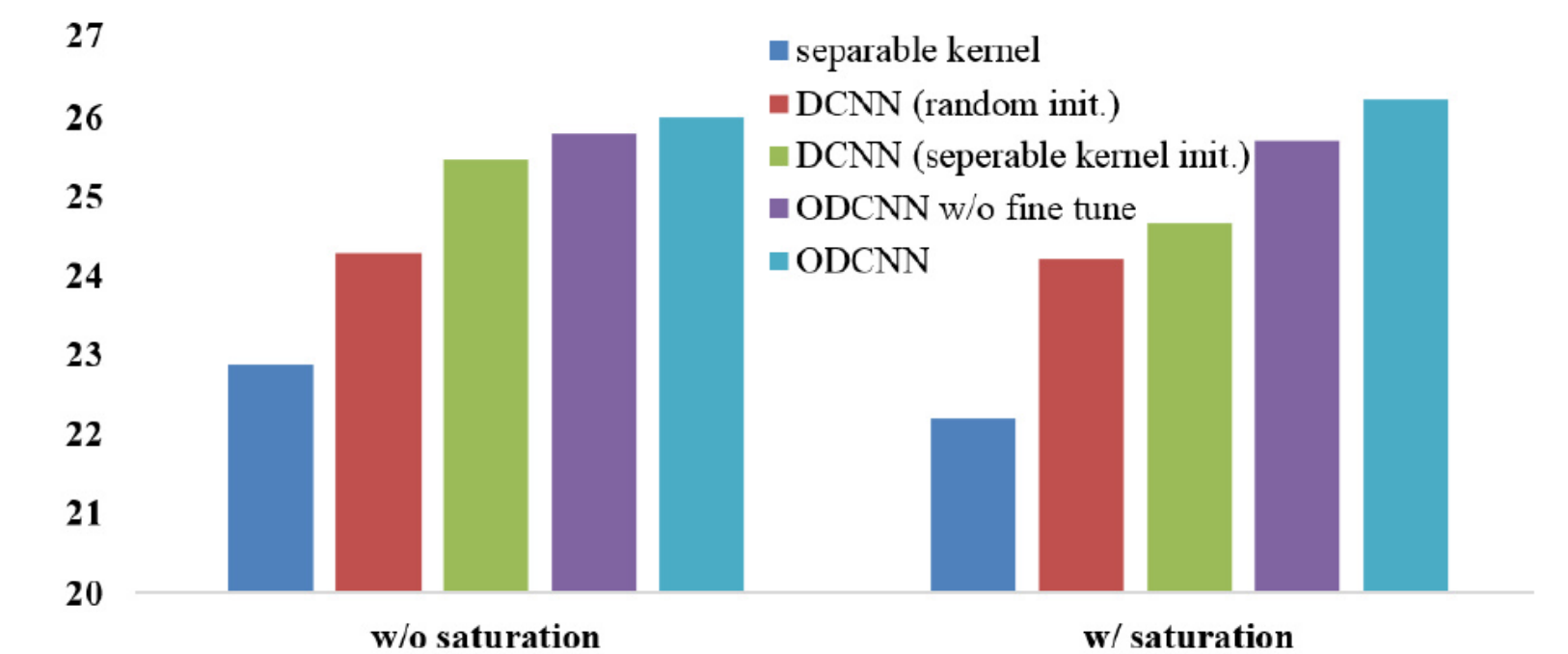
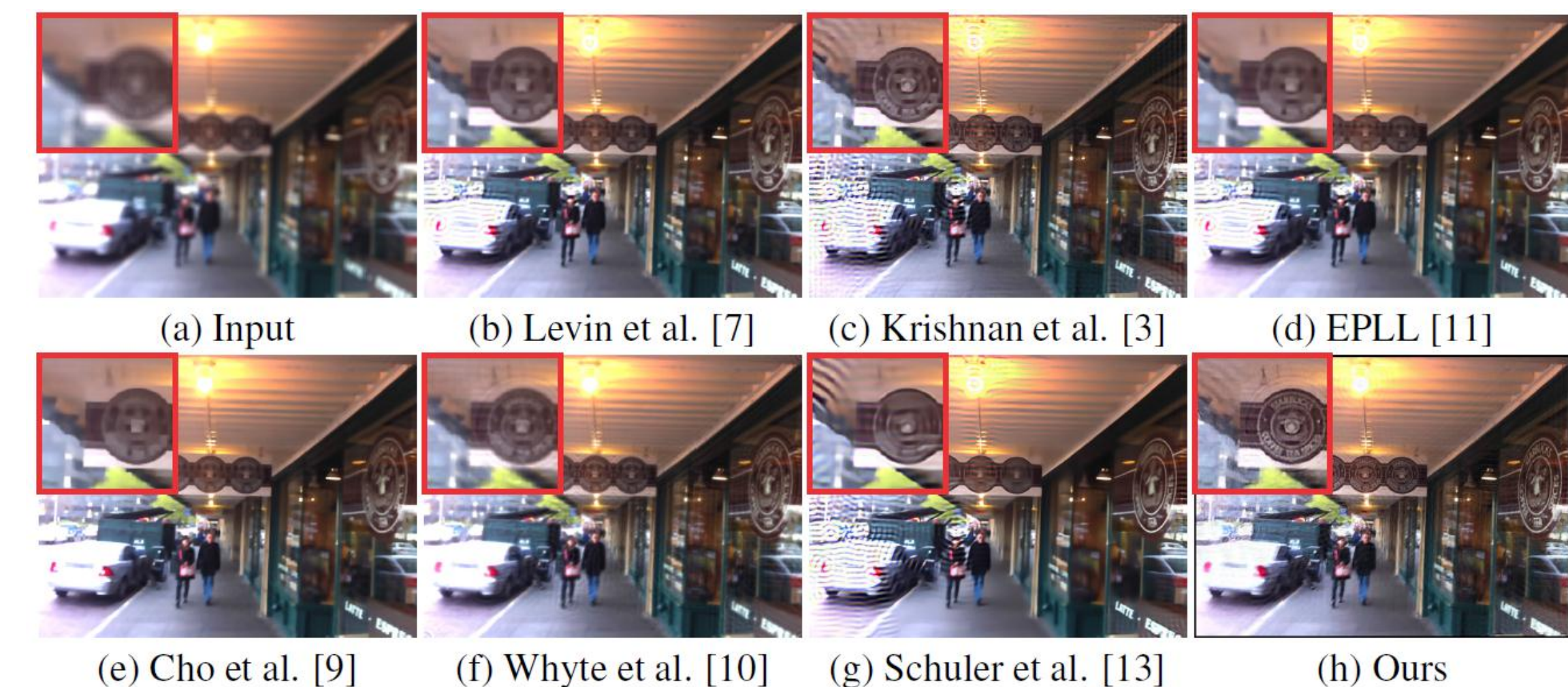


Figure 4: PSNRs produced in different stages of our convolutional neural network architecture.

## Our Results



kernel type	Krishnan [3]	Levin [7]	Cho [9]	Whyte [10]	Schuler [13]	Schmidt [4]	Ours
disk sat.	24.05dB	24.44dB	25.35dB	24.47dB	23.14dB	24.01dB	<b>26.23dB</b>
disk	25.94dB	24.54dB	23.97dB	22.84dB	24.67dB	24.71dB	<b>26.01dB</b>
motion sat.	24.07dB	23.58dB	25.65 dB	25.54dB	24.92dB	25.33dB	<b>27.76dB</b>
motion	25.07dB	24.47 dB	24.29dB	23.65dB	25.27dB	25.49dB	<b>27.92dB</b>

Table 1: Quantitative comparison on the evaluation image set.