

第5章 图像复原与重建

Image Restoration and Reconstruction

图像复原与图像增强

- **图像复原**: Image Restoration 也称图像恢复
- **图像复原vs.图像增强**

不同之处：

图像恢复根据相应的退化模型和先验知识重建或恢复原始的图像

图像增强借助人的视觉系统特性，目的是改善图像的视觉效果，它可以是一个失真的过程



图像复原与图像增强

- **图像复原:** Image Recovery
- **图像复原vs.图像增强:** Image Recovery vs. Image Enhancement

不同之处:



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图像复原与图像增强

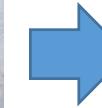
- **图像复原**: Image Restoration 也称图像恢复
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不同之处:

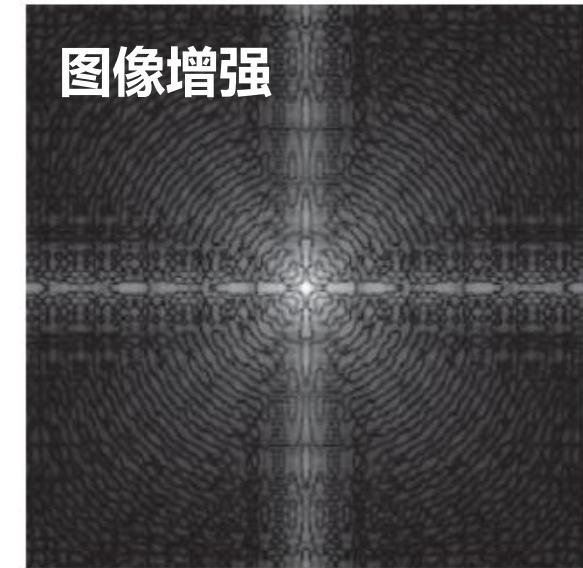
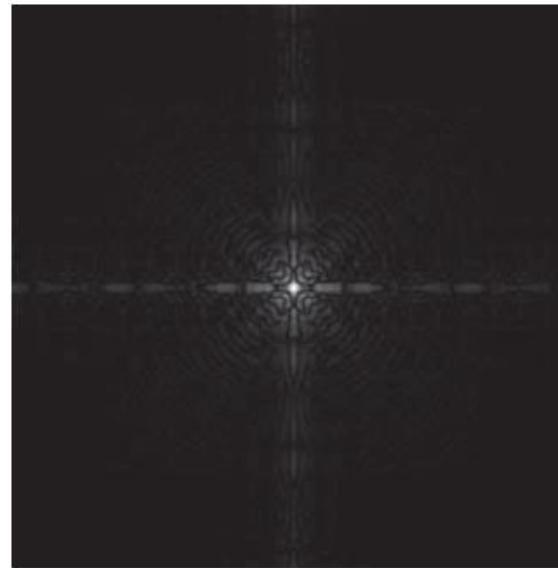
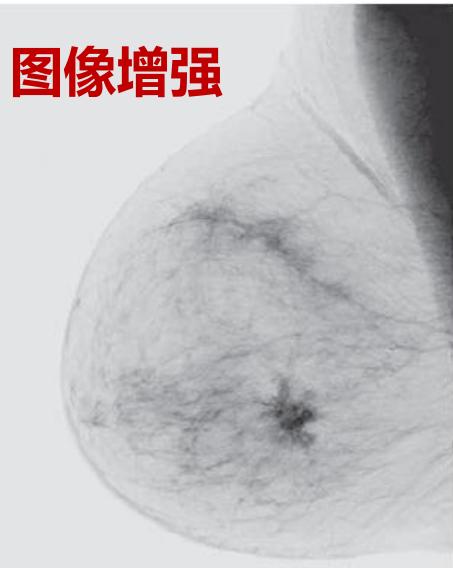
图像恢复根据相应的退化模型和先验知识恢复原始图像

图像增强借助人的视觉系统特性，
以是一个失真的过程

相同之处： 改进输入图像的视觉质量

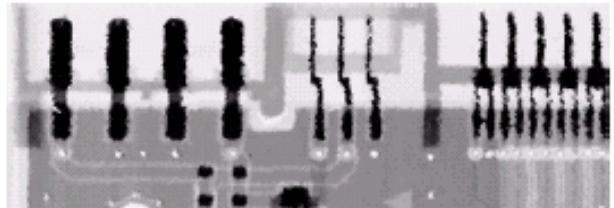
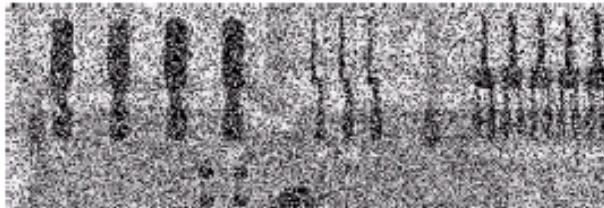
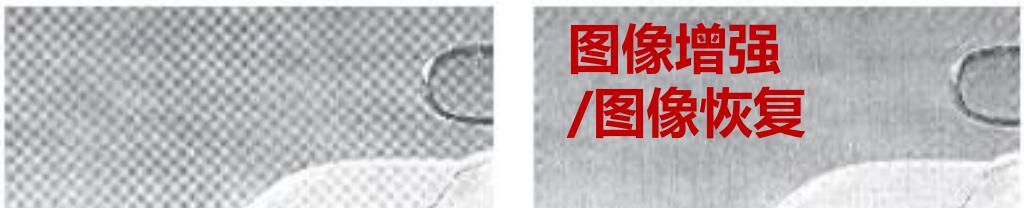


图像复原与图像增强

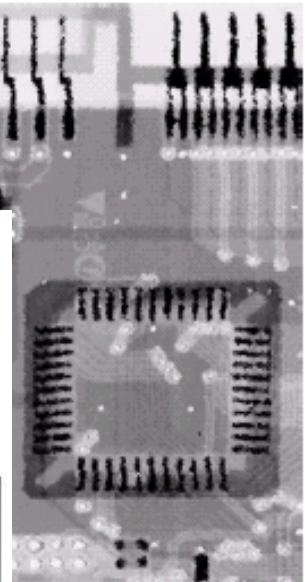
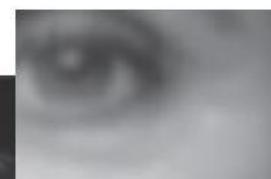
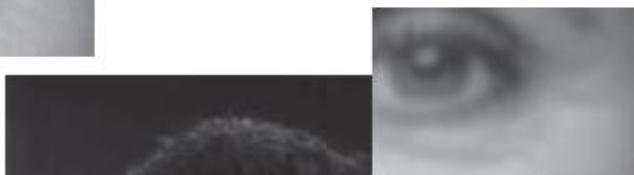


图像复原与图像增强

图像增强/图像恢复



图像增强 (失真的过程)



主要内容

- 图像退化/复原过程的模型
- 噪声模型
- 空间域滤波方法
- 频率域滤波方法
- 退化函数的估计
- 逆滤波
- 维纳滤波

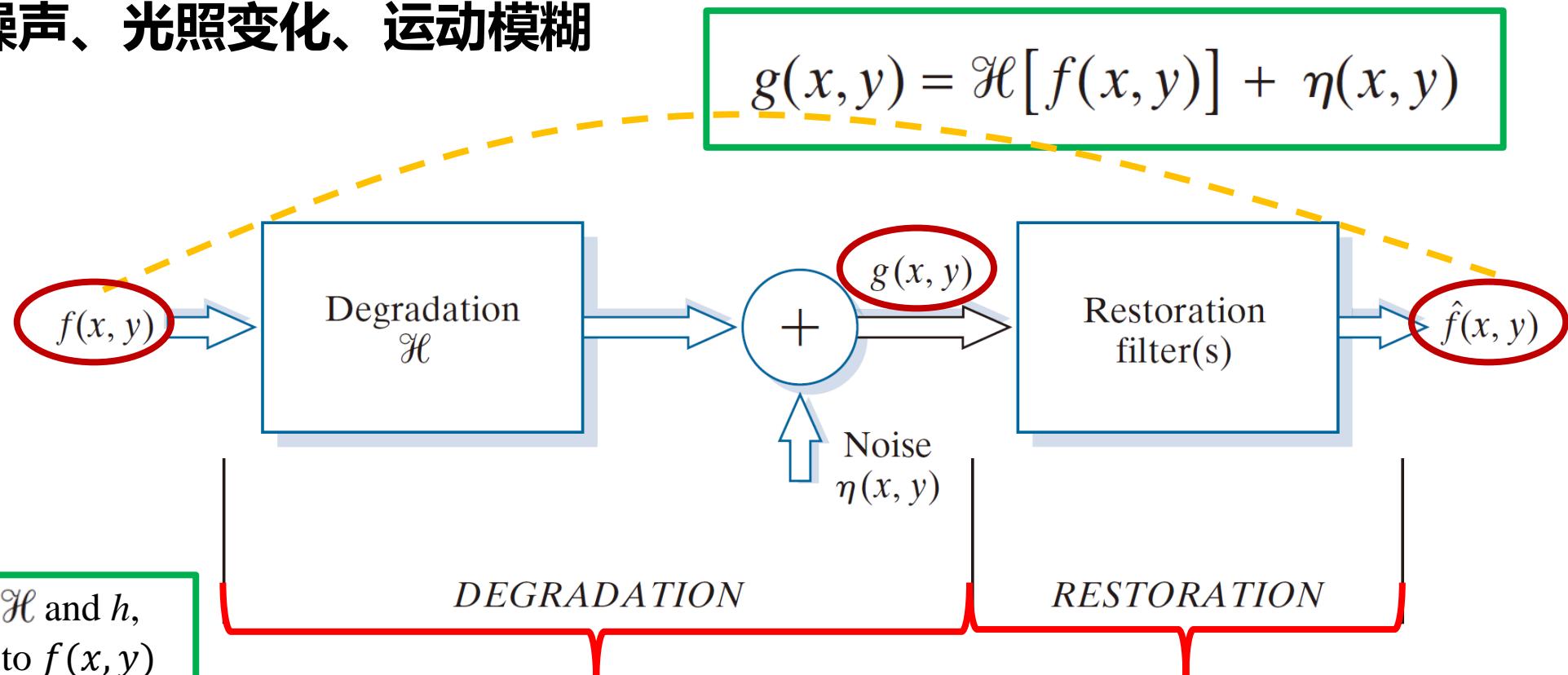
5.1 图像退化/复原过程的模型

图像退化 (Degradation): 得到的图像产生失真，未能反应真实内容。

举例：噪声、光照变化、运动模糊

FIGURE 5.1

A model of the image degradation/ restoration process.

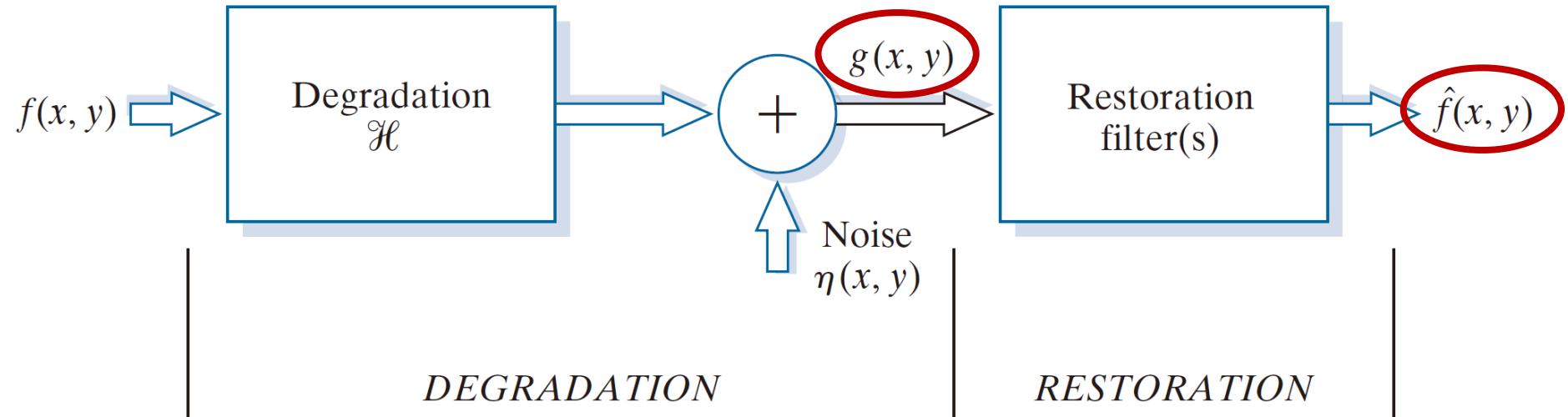


the more we know about \mathcal{H} and h ,
the closer $\hat{f}(x, y)$ will be to $f(x, y)$

5.1 图像退化/复原过程的模型

FIGURE 5.1

A model of the image degradation/restoration process.



若系统 \mathcal{H} 是一个线性，位置不变的退化系统，那么退化图像可表示为

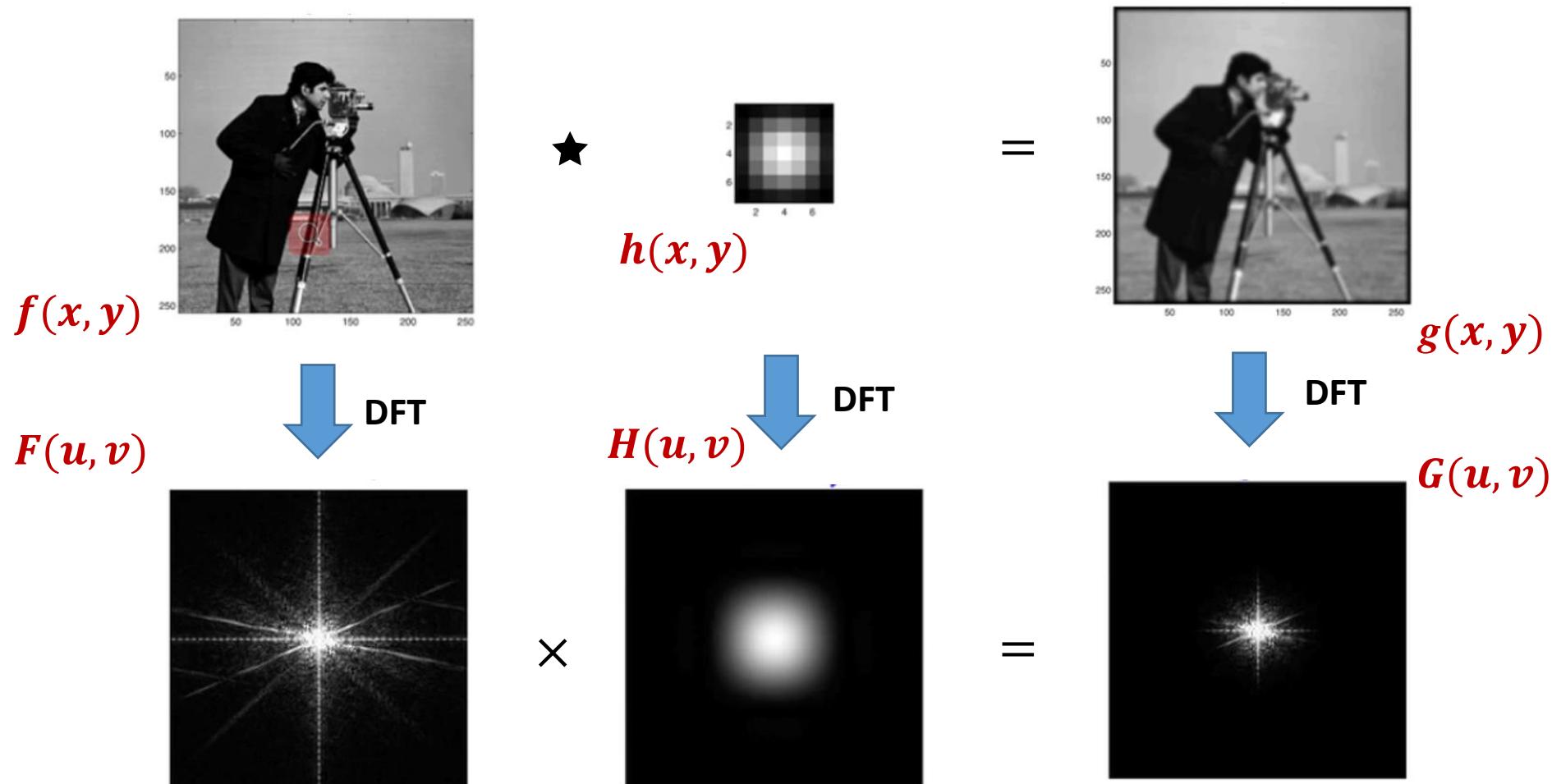
$$g(x, y) = \mathcal{H}[f(x, y)] + \eta(x, y)$$

$$g(x, y) = f(x, y) \star h(x, y) + \eta(x, y) \quad \text{空间域退化模型}$$

$$G(u, v) = F(u, v)H(u, v) + N(u, v) \quad \text{频率域退化模型}$$

5.1 图像退化/复原过程的模型

$$g(x, y) = f(x, y) \star h(x, y) + \eta(x, y) \quad G(u, v) = F(u, v)H(u, v) + N(u, v)$$



主要内容

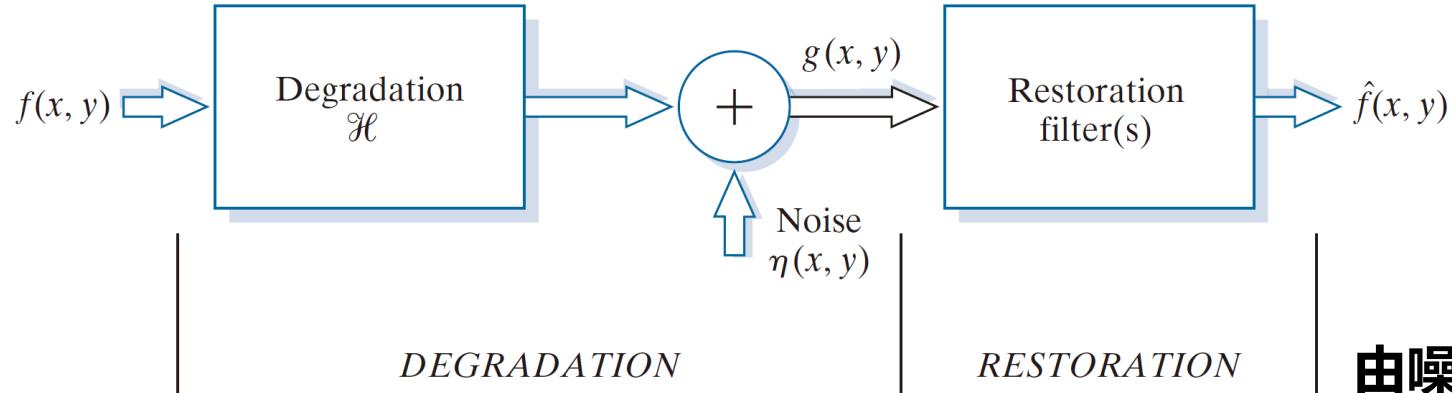
- 图像退化/复原过程的模型
- 噪声模型
- 空间域滤波方法
- 频率域滤波方法
- 退化函数的估计
- 逆滤波
- 维纳滤波

5.2 噪声模型

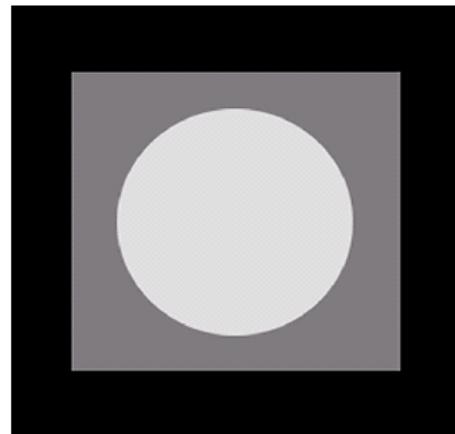
由噪声引起的图像退化

FIGURE 5.1

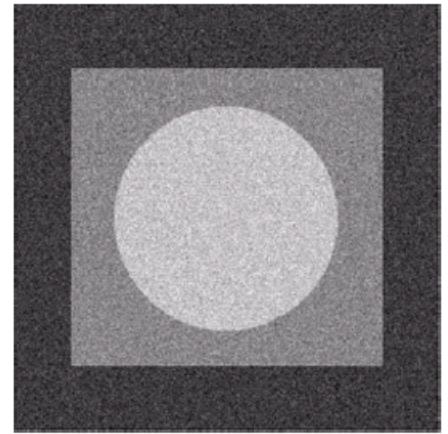
A model of the image degradation/restoration process.



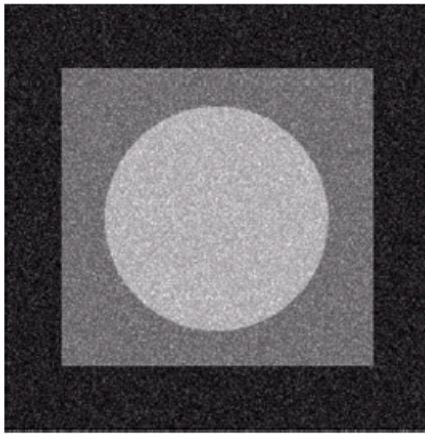
由噪声 η 引起的图像退化



原图



高斯



瑞利

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

$$g(x, y) = f(x, y) \star h(x, y) + \eta(x, y)$$

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

$$g(x, y) = f(x, y) + \eta(x, y)$$

5.2 噪声模型

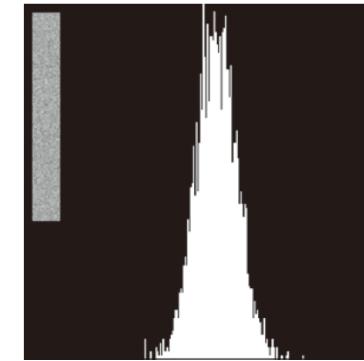
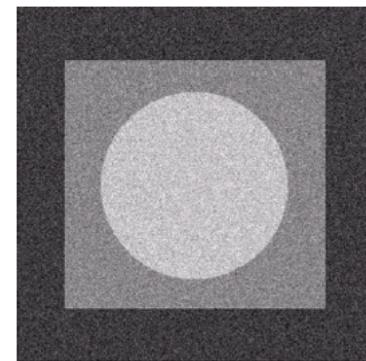
噪声



数字图像中，噪声主要源于图像的获取和/或传输过程

最常见退化原因之一，对讲机，手机通话，电视上的雪花点，手机对音响、电视的干扰

- 随机性
- 规律性



噪声概率密度函数—空间独立的噪声

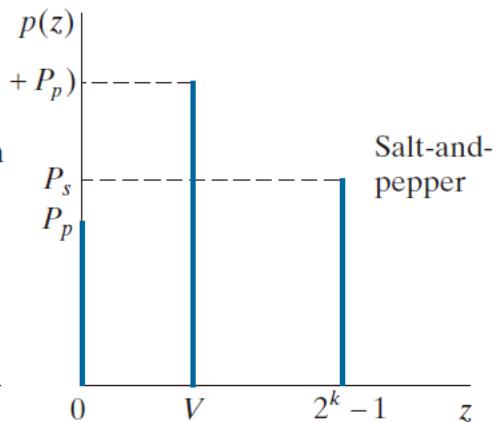
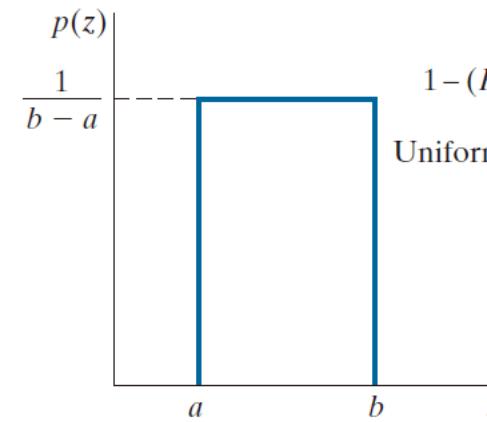
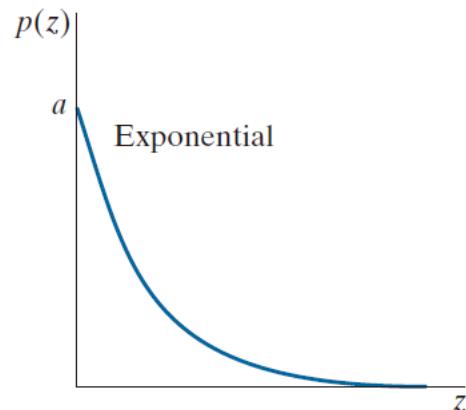
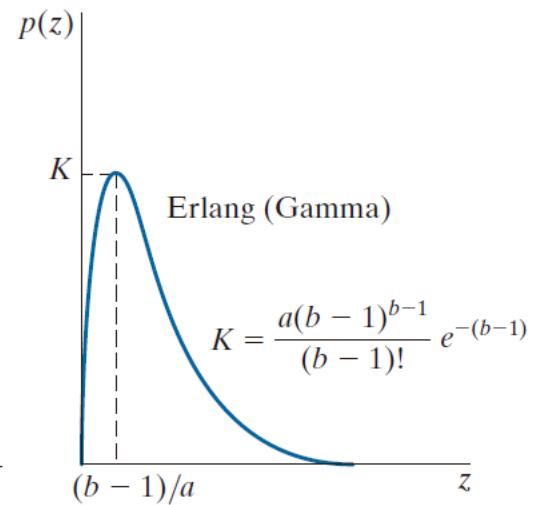
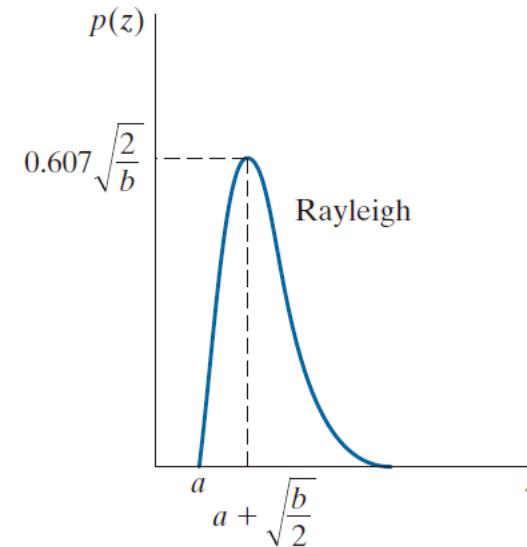
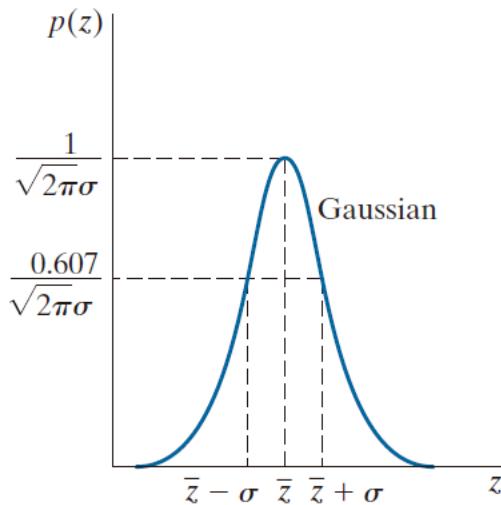
高斯噪声

$$p(z) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{(z-\bar{z})^2}{2\sigma^2}}$$

\bar{z} 为 z 的平均值, σ 为 z 的标准差

70% $[\bar{z} - \sigma, \bar{z} + \sigma]$

95% $[\bar{z} - 2\sigma, \bar{z} + 2\sigma]$



a	b	c
d	e	f

FIGURE 5.2 Some important probability density functions.

噪声概率密度函数—空间独立的噪声

瑞利噪声

$$p(z) = \begin{cases} \frac{2}{b} (z - a) e^{-(z-a)^2/b} & z \geq a \\ 0 & z < a \end{cases}$$

$$E(z) = \int_{-\infty}^{+\infty} z p(z) dz$$

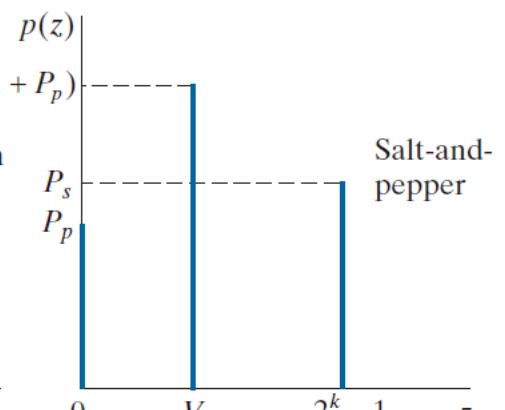
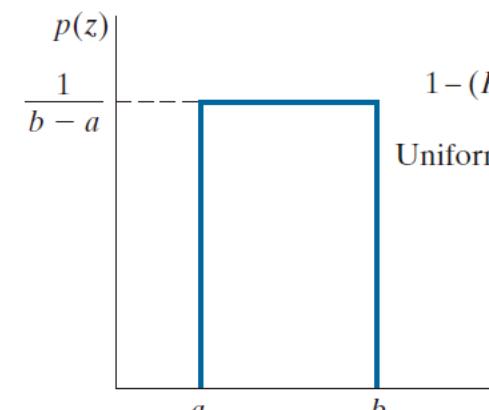
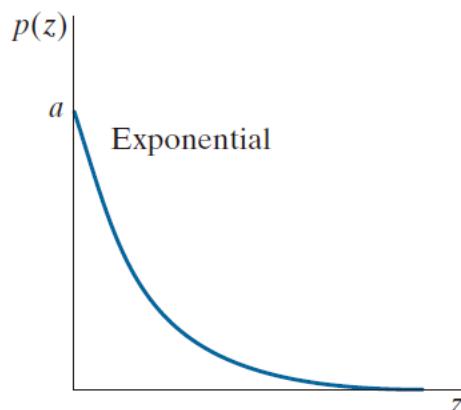
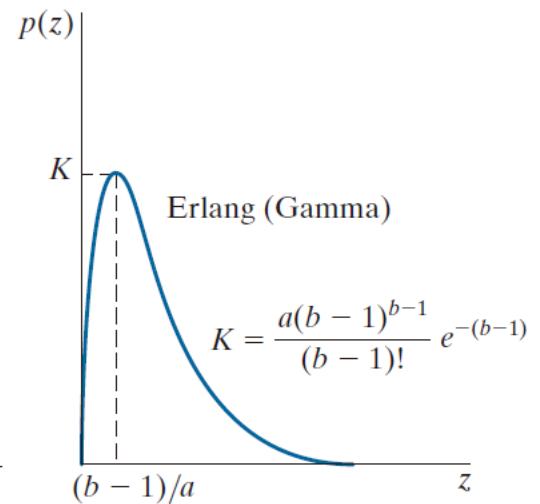
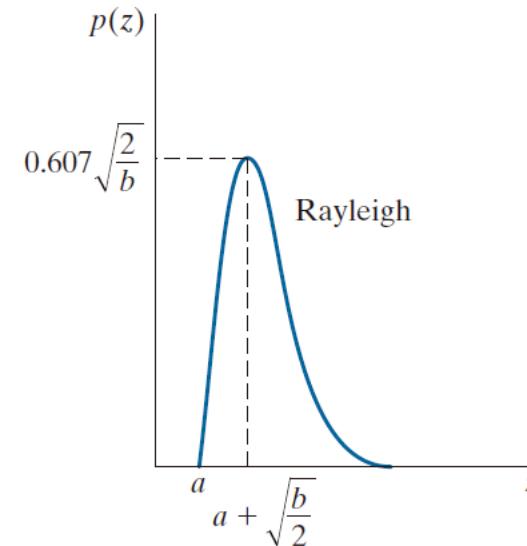
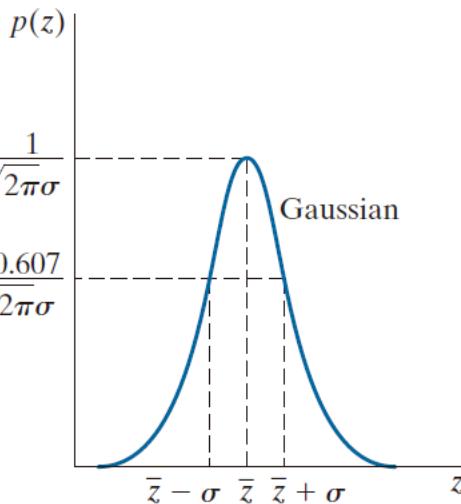
$$D(z) = \int_{-\infty}^{+\infty} (z - \bar{z})^2 p(z) dz$$

均值 $\bar{z} = a + \sqrt{\pi b/a}$

方差 $\sigma^2 = \frac{b(4 - \pi)}{4}$

a	b	c
d	e	f

FIGURE 5.2 Some important probability density functions.



噪声概率密度函数—空间独立的噪声

$b=1$ 时

Erlang (Gamma) Noise

$$p(z) = \begin{cases} \frac{a^b z^{b-1}}{(b-1)!} e^{-az} & z \geq a \\ 0 & z < a \end{cases}$$

$$E(z) = \int_{-\infty}^{+\infty} z p(z) dz$$

$$D(z) = \int_{-\infty}^{+\infty} (z - \bar{z})^2 p(z) dz$$

$$\bar{z} = \frac{b}{a} \quad \sigma^2 = \frac{b}{a^2}$$

a	b	c
d	e	f

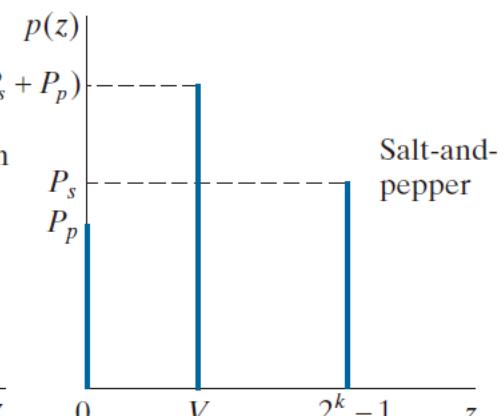
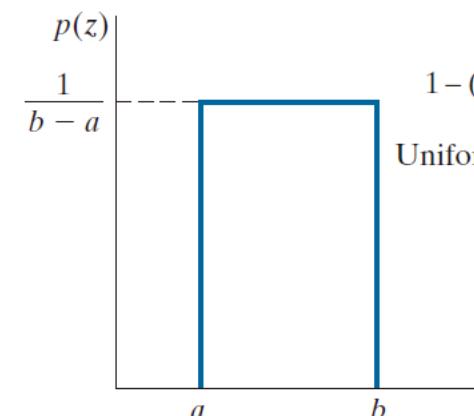
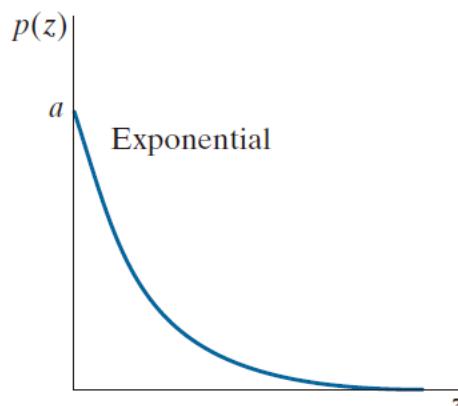
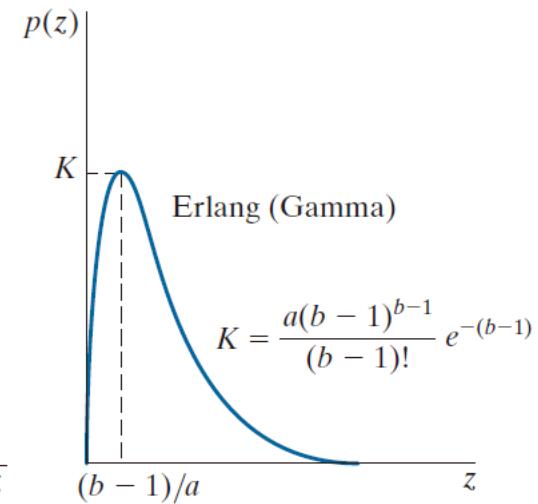
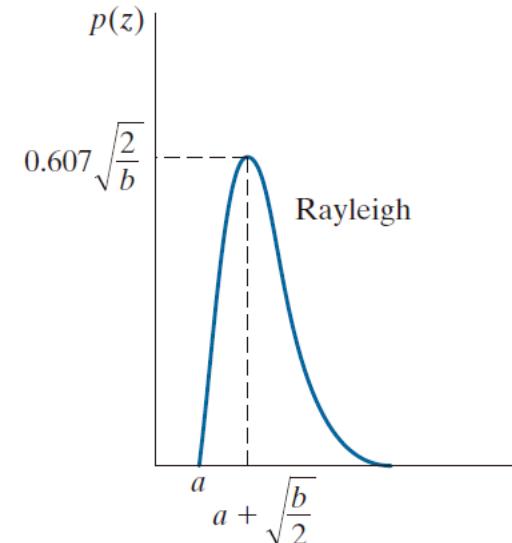
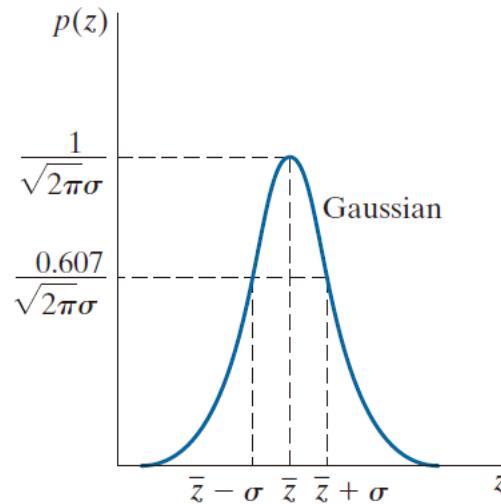


FIGURE 5.2 Some important probability density functions.

噪声概率密度函数—空间独立的噪声

指数噪声

$$p(z) = \begin{cases} ae^{-az} & z \geq 0 \\ 0 & z < 0 \end{cases}$$

$$E(z) = \int_{-\infty}^{+\infty} z p(z) dz$$

$$D(z) = \int_{-\infty}^{+\infty} (z - \bar{z})^2 p(z) dz$$

$$\bar{z} = \frac{1}{a} \quad \sigma^2 = \frac{1}{a^2}$$

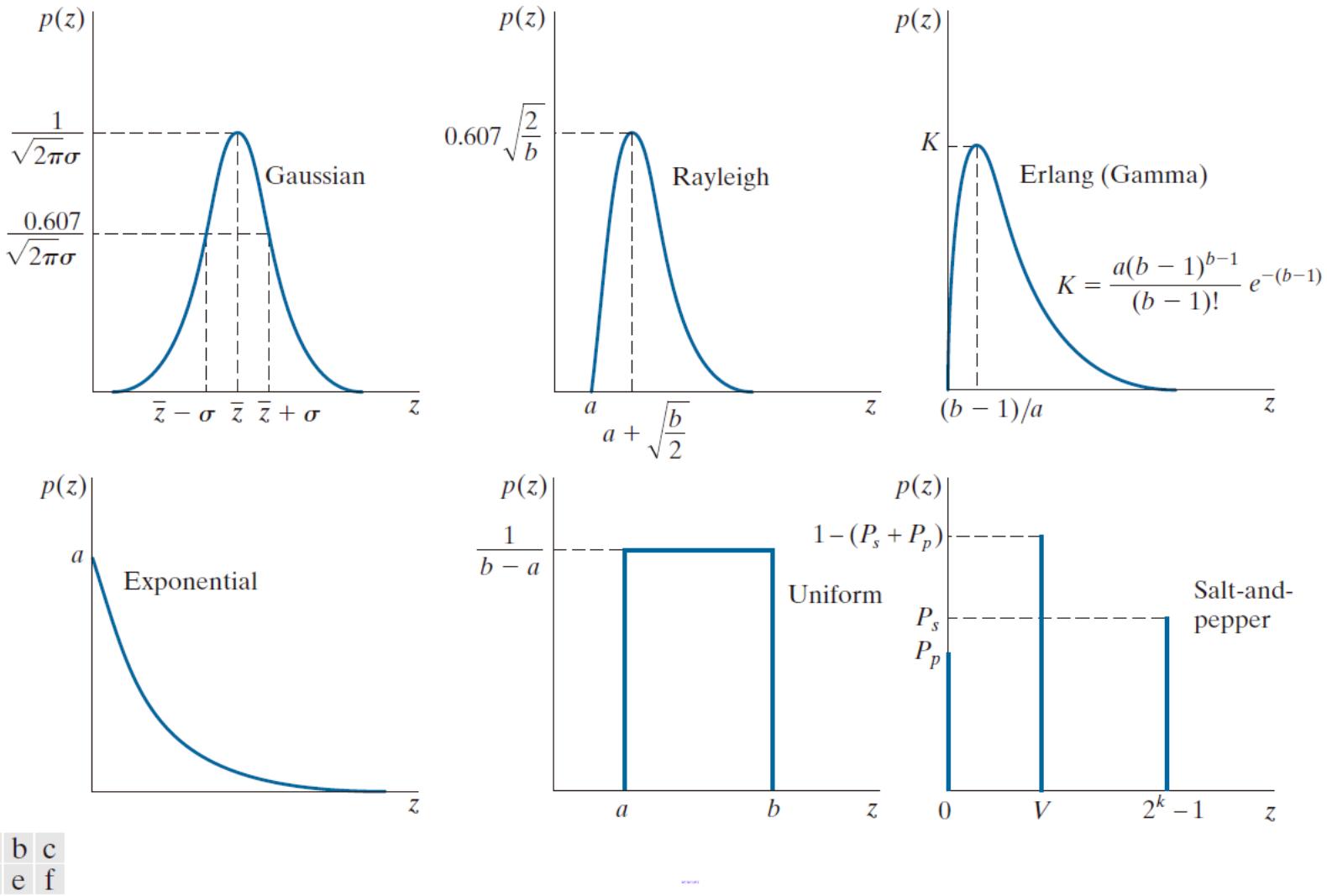


FIGURE 5.2 Some important probability density functions.

噪声概率密度函数—空间独立的噪声

均匀噪声

$$p(z) = \begin{cases} 1/(b-a) & \text{若 } a \leq z \leq b \\ 0 & \text{其他} \end{cases}$$

$$E(z) = \int_{-\infty}^{+\infty} z p(z) dz$$

$$D(z) = \int_{-\infty}^{+\infty} (z - \bar{z})^2 p(z) dz$$

$$\bar{z} = \frac{a+b}{2}$$

$$\sigma^2 = \frac{(b-a)^2}{12}$$

a	b	c
d	e	f

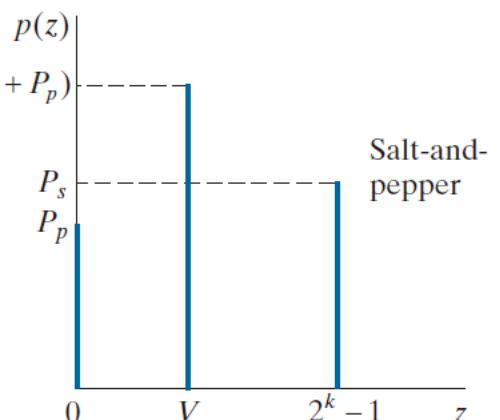
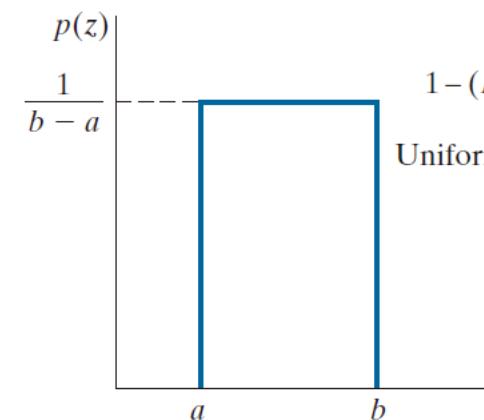
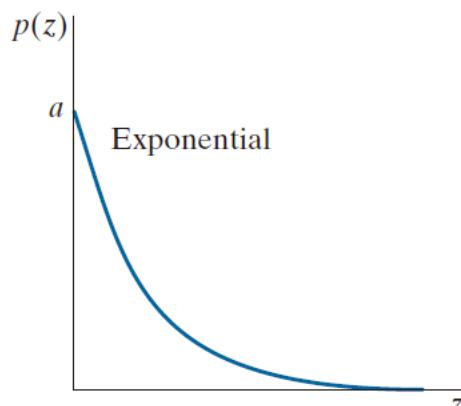
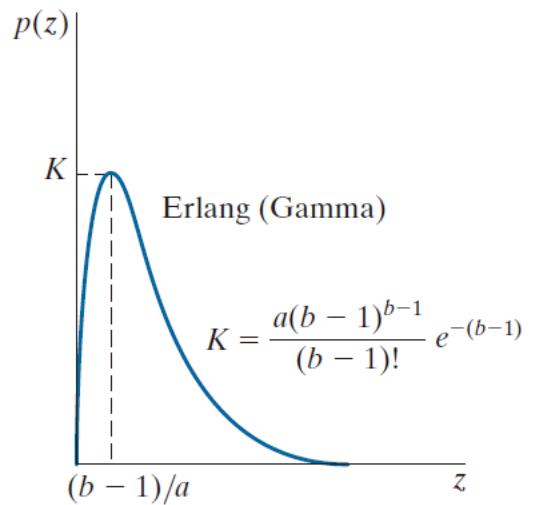
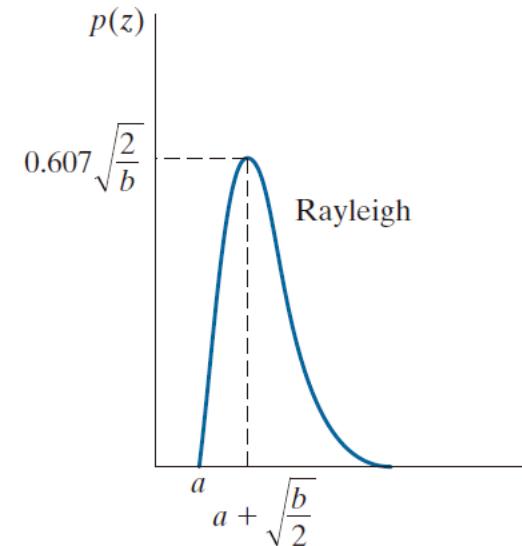
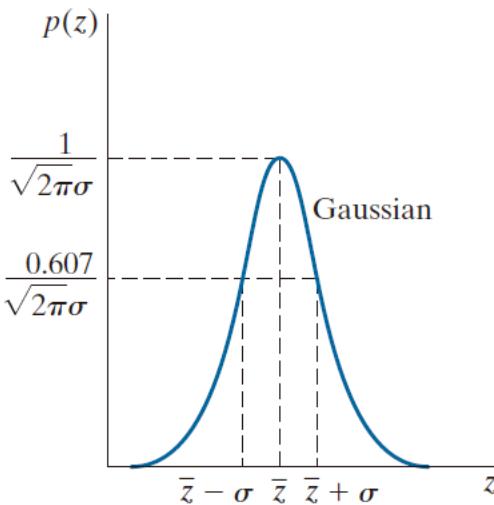
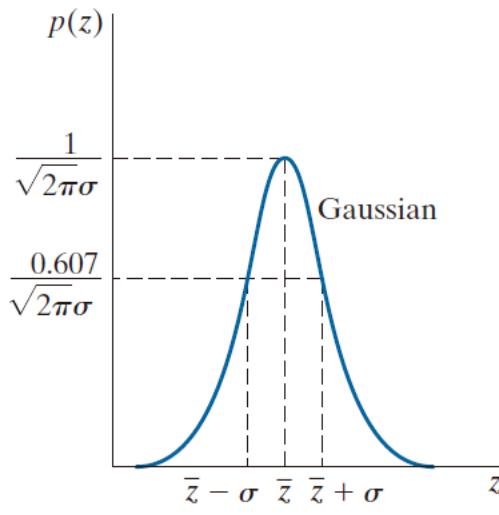


FIGURE 5.2 Some important probability density functions.

噪声概率密度函数—空间独立的噪声

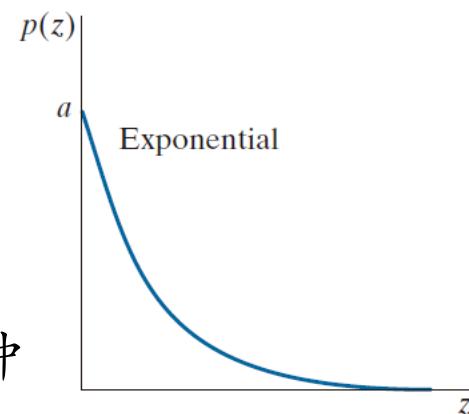
脉冲（椒盐）噪声

$$p(z) = \begin{cases} P_s & \text{for } z = 2^k - 1 \\ P_p & \text{for } z = 0 \\ 1 - (P_s + P_p) & \text{for } z = V \end{cases}$$



the range of possible intensity values for that image is $[0, 2^k - 1]$ (e.g., $[0, 255]$ for an 8-bit image).

若 P_a 或 P_b 为零，则脉冲称为单级脉冲



a	b	c
d	e	f

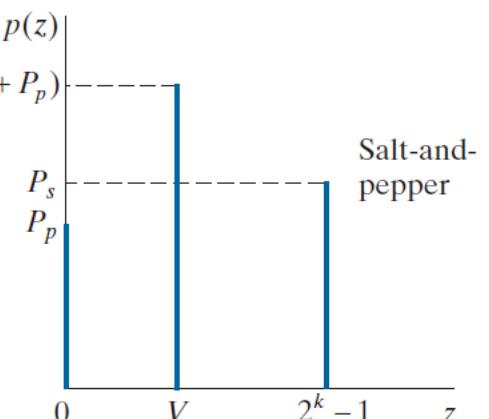
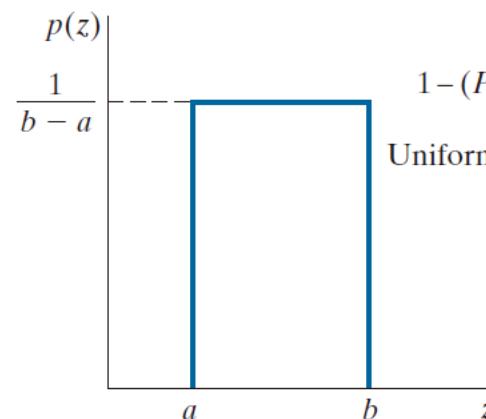
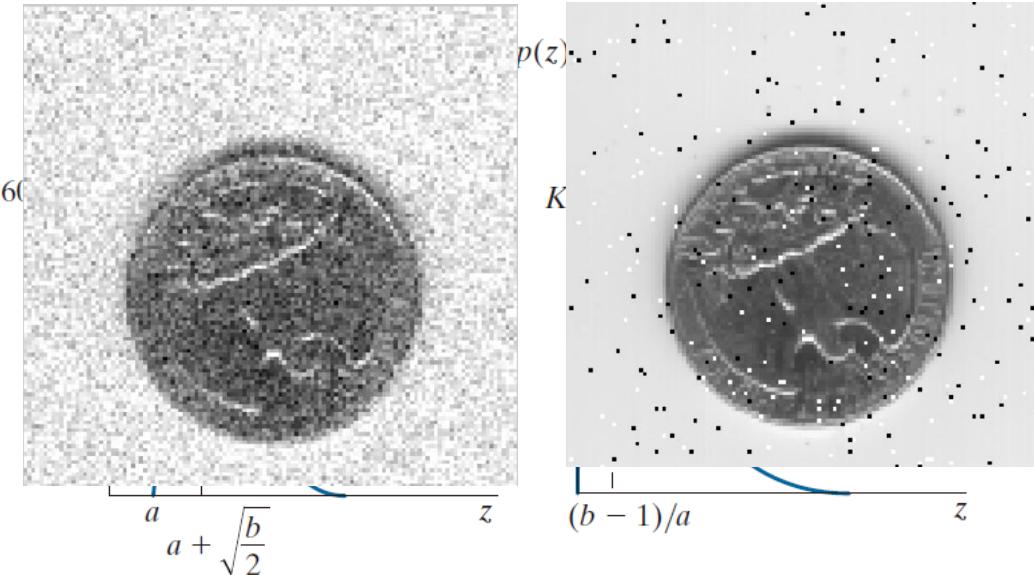
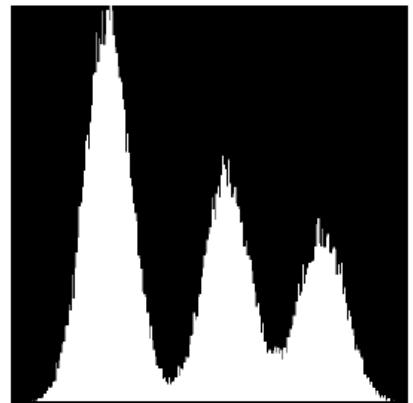
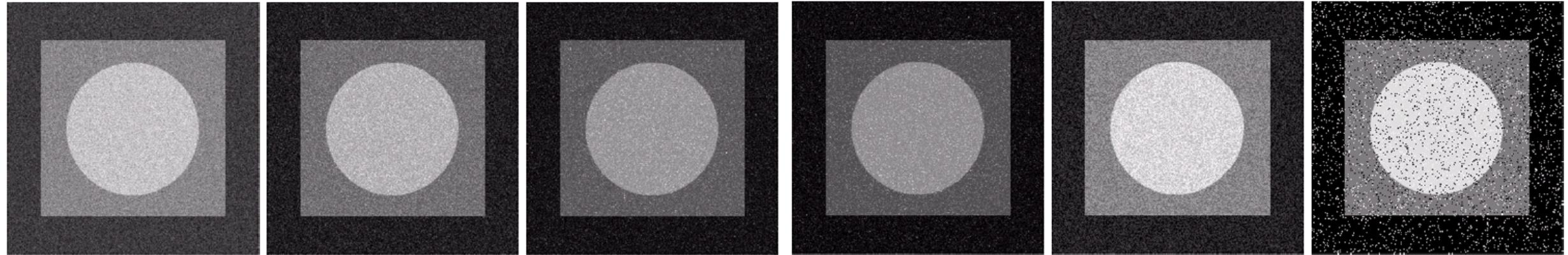
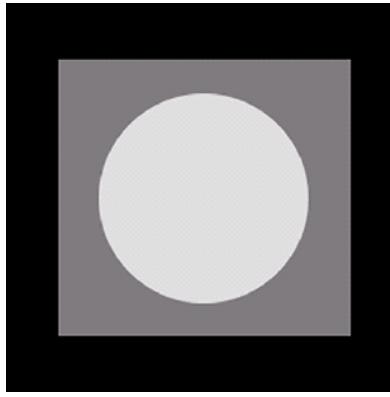
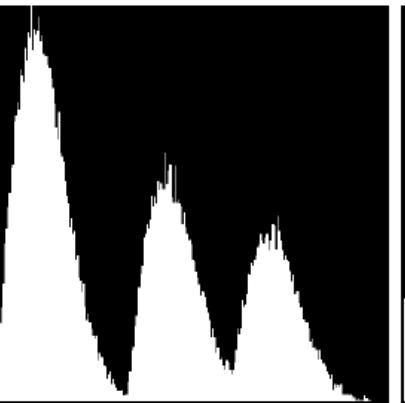


FIGURE 5.2 Some important probability density functions.

噪声图像及直方图



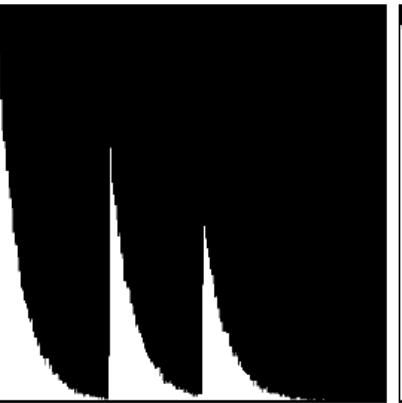
Gaussian



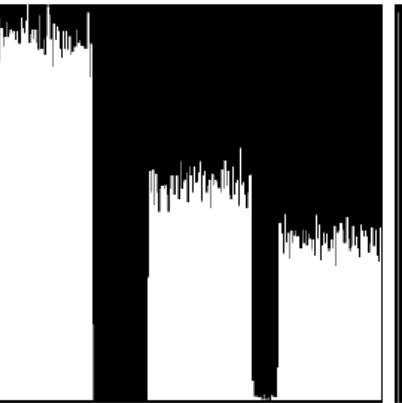
Rayleigh



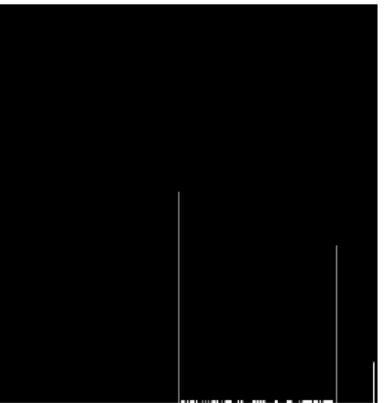
Gamma



Exponential



Uniform



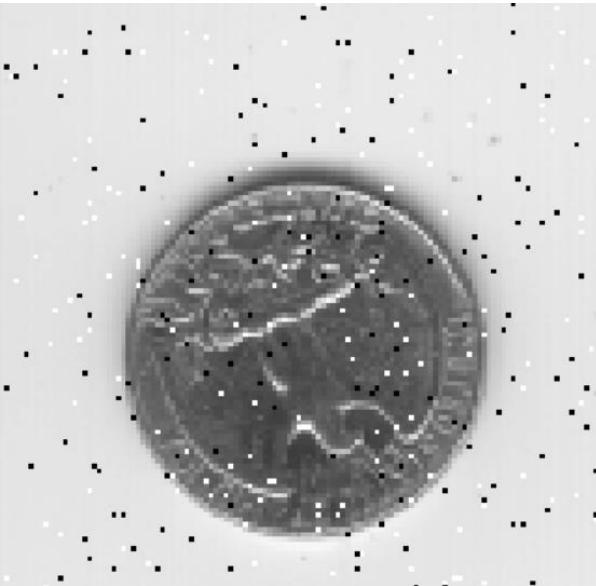
Salt & Pepper

MATLAB加入噪声

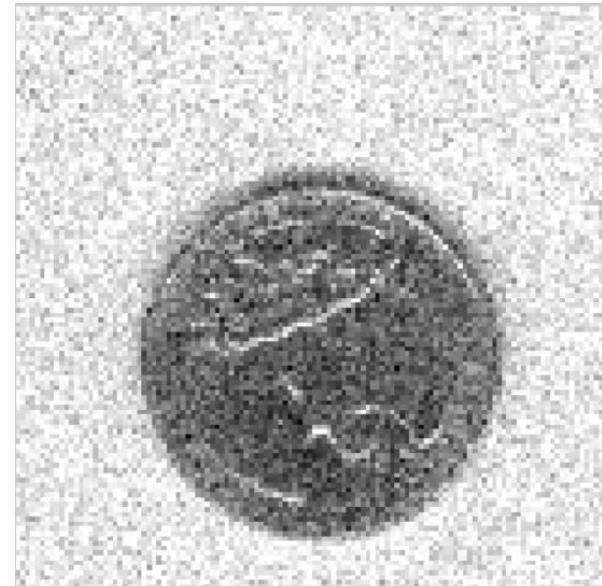
原始无噪图像



椒盐噪声



高斯噪声



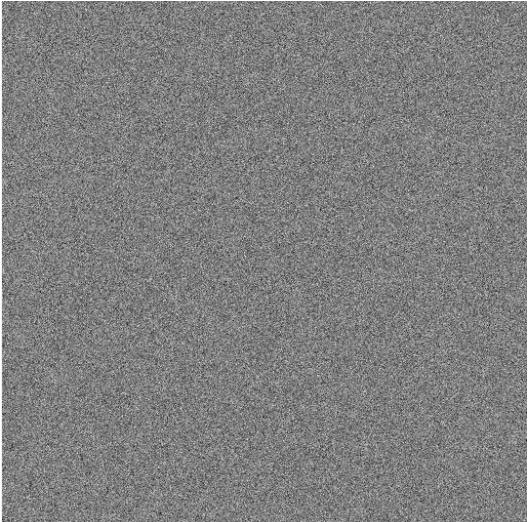
MATLAB加入噪声

原始图像

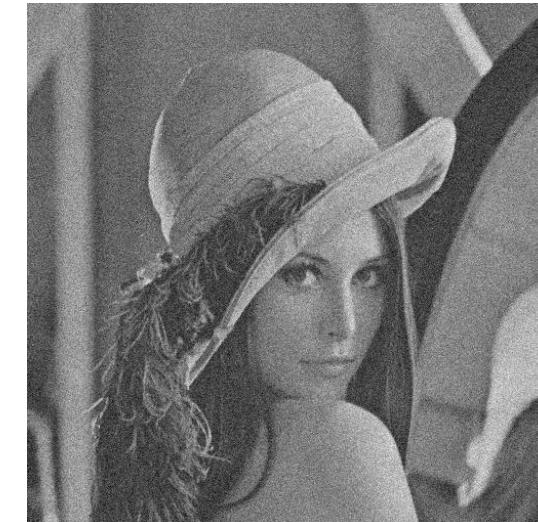


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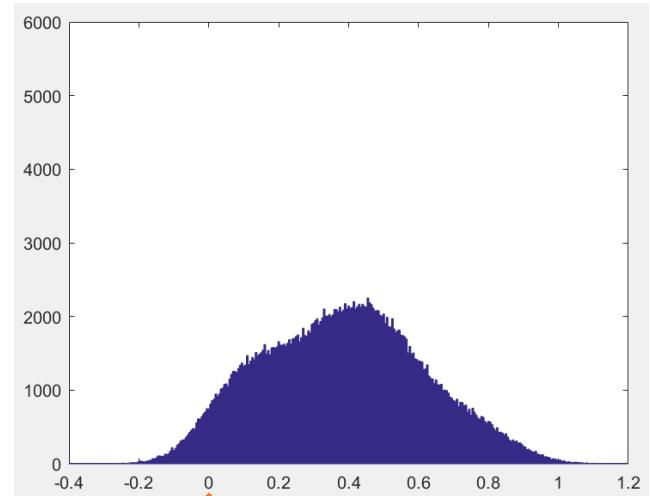
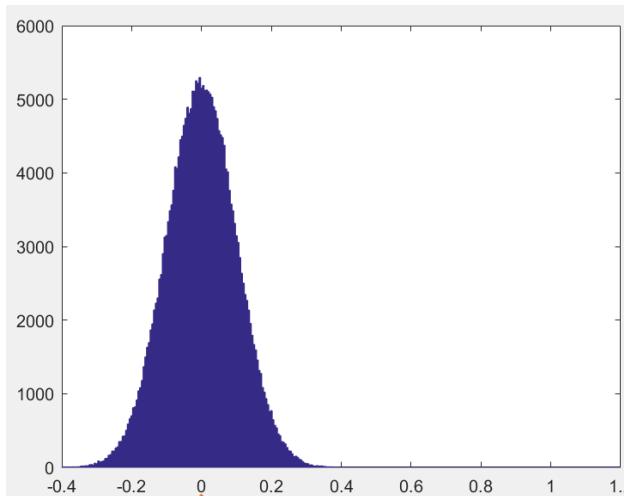
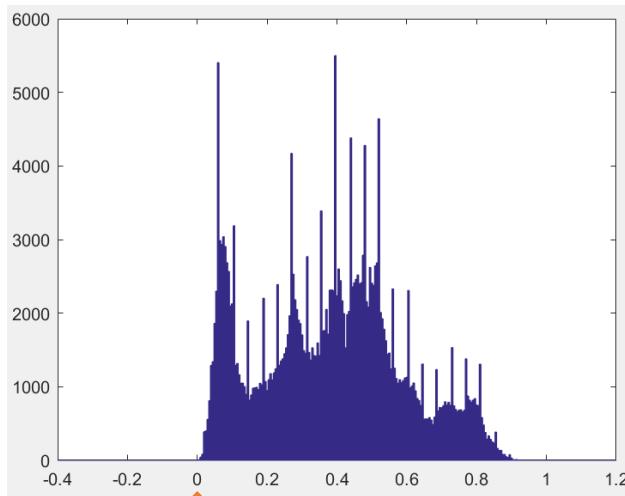
高斯噪声



噪声图像



=



周期噪声

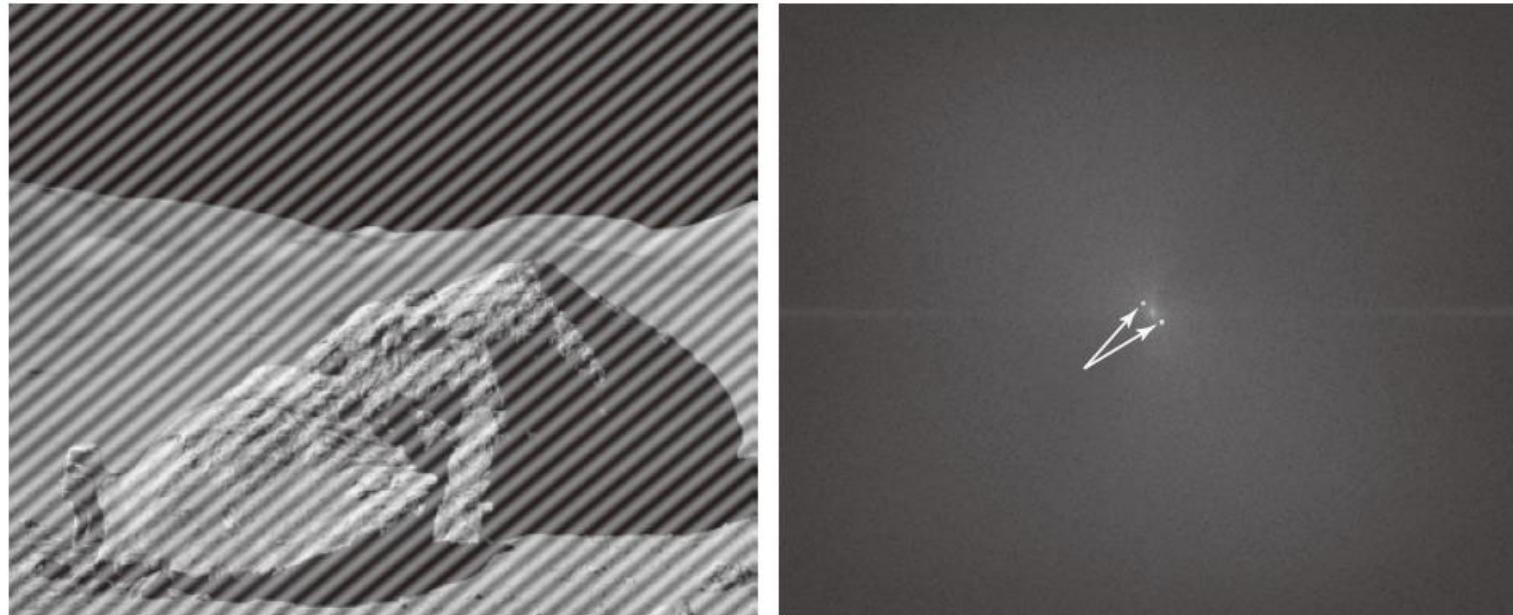
$$g(x, y) = f(x, y) \star h(x, y) + \eta(x, y)$$

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

a b

FIGURE 5.5

- (a) Image corrupted by additive sinusoidal noise.
(b) Spectrum showing two conjugate impulses caused by the sine wave.
(Original image courtesy of NASA.)



与空间位置有关

频率域滤波