

Towards Rolling Shutter Correction and Deblurring in Dynamic Scenes (Supplementary Materials)

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1. Video Results

Video demos are generated to show results on the proposed rolling shutter correction and deblurring (RSCD) dataset, BS-RSCD, and rolling shutter correction (RSC) dataset, Fastec-RS [1]. The former part of [video_results.mp4](#) includes input, ground truth, the predicted results of state-of-the-art (SoTA) RSCD method [2] and the proposed JCD; while the latter part includes input, ground truth, the predicted results of SoTA RSC method [1] and the proposed JCD.

2. Inference Time Comparison

	Resolution 640×480	
	time / frame	hardware
RS-BMD [3]	400.48 s	i9-9900K (CPU)
Mohan <i>et al.</i> [2]	329.18 s	i9-9900K (CPU)
Ours	0.54 s	RTX 2080 Ti (GPU)

Table 1: Inference time comparison. The inference time of RS-BMD [3] is estimated by the publicly available source code. The inference time of Mohan *et al.* [2] is estimate by the source code provided by the author.

We present the inference time comparison for a single frame with size of 640×480 in Table 1. Since learning-based methods can take advantage of the parallel computational power of graphics cards, our method achieves three orders of magnitude faster than the SoTA RSCD methods, RS-BMD [3] and Mohan *et al.* [2].

References

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