

# Training Generative Image Super-Resolution Models by Wavelet-Domain Losses Enables Better Control of Artifacts

## Supplementary Material

### 1. Further Visual Comparison of SISR

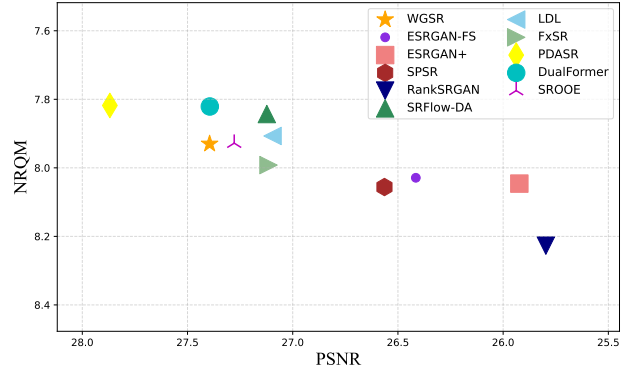
We provide further visual comparisons of  $4\times$  SISR between our proposed method WGSR and the other state-of-the-art methods including ESRGAN-FS [3], ESRGAN+ [13], RankSRGAN [15], SPSR [10], SRFlow-DA [6], LDL [7], FxSR [11], PDASR [16], SROOE [12] and DualFormer [8] in Fig. 2 to Fig. 7. From these visual comparisons, one can draw consistent observations in line with the results in the paper. Our proposed method WGSR not only suppresses visual artifacts but also simultaneously restores structural shapes and realistic details.

### 2. Perception-Distortion Trade-off

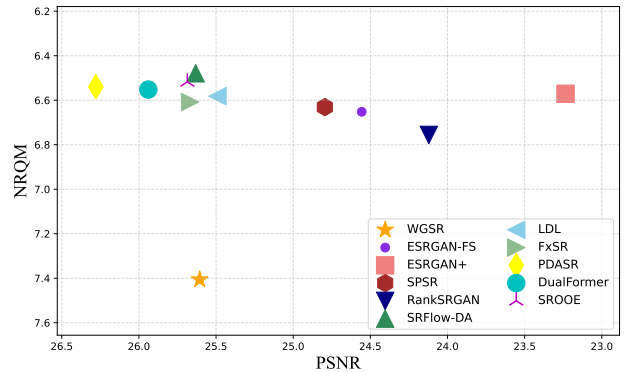
Fig. 1 provides perception-distortion points for our WGSR and other state-of-the-art methods on PSNR-NRQM plane for Set14 [14], Urban100 [4] and DIV2K [1] validation datasets. Our proposed method, WGSR, significantly improves fidelity and perceptual scores across all datasets, resulting in a better PD trade-off point. Specifically, WGSR achieves the highest NRQM [9] scores on Urban100 and DIV2K datasets when compared to other methods with comparable PSNR scores. This also validates the generalization performance of the proposed WGSR to different benchmarks.

### 3. Further Visual Comparison of Different Wavelet Filters

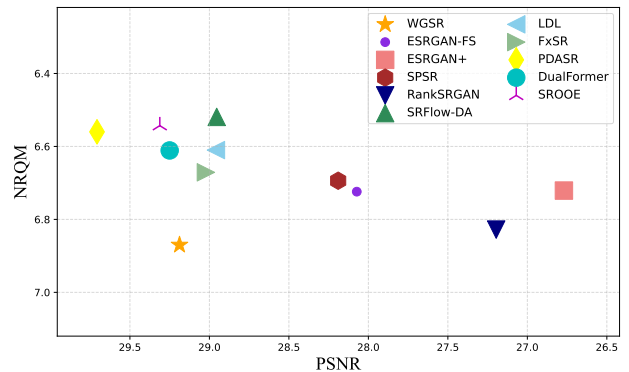
The visual comparison of proposed WGSR method with different wavelet families [5] for  $4\times$  SISR is shown in Fig. 8. We observe that visual performance varies according to the choice of wavelet family and the results show that the best perception-distortion trade-off point is achieved by the Symlet “sym7” filter. However, all wavelet filters notably mitigate artifacts while providing photo-realistic SR results.



(a) Set14 [14]



(b) Urban100 [4]



(c) DIV2K [1]

Figure 1. Perception-distortion trade-off performance of our model WGSR compared to other state-of-the-art methods on the PSNR-NRQM plane.

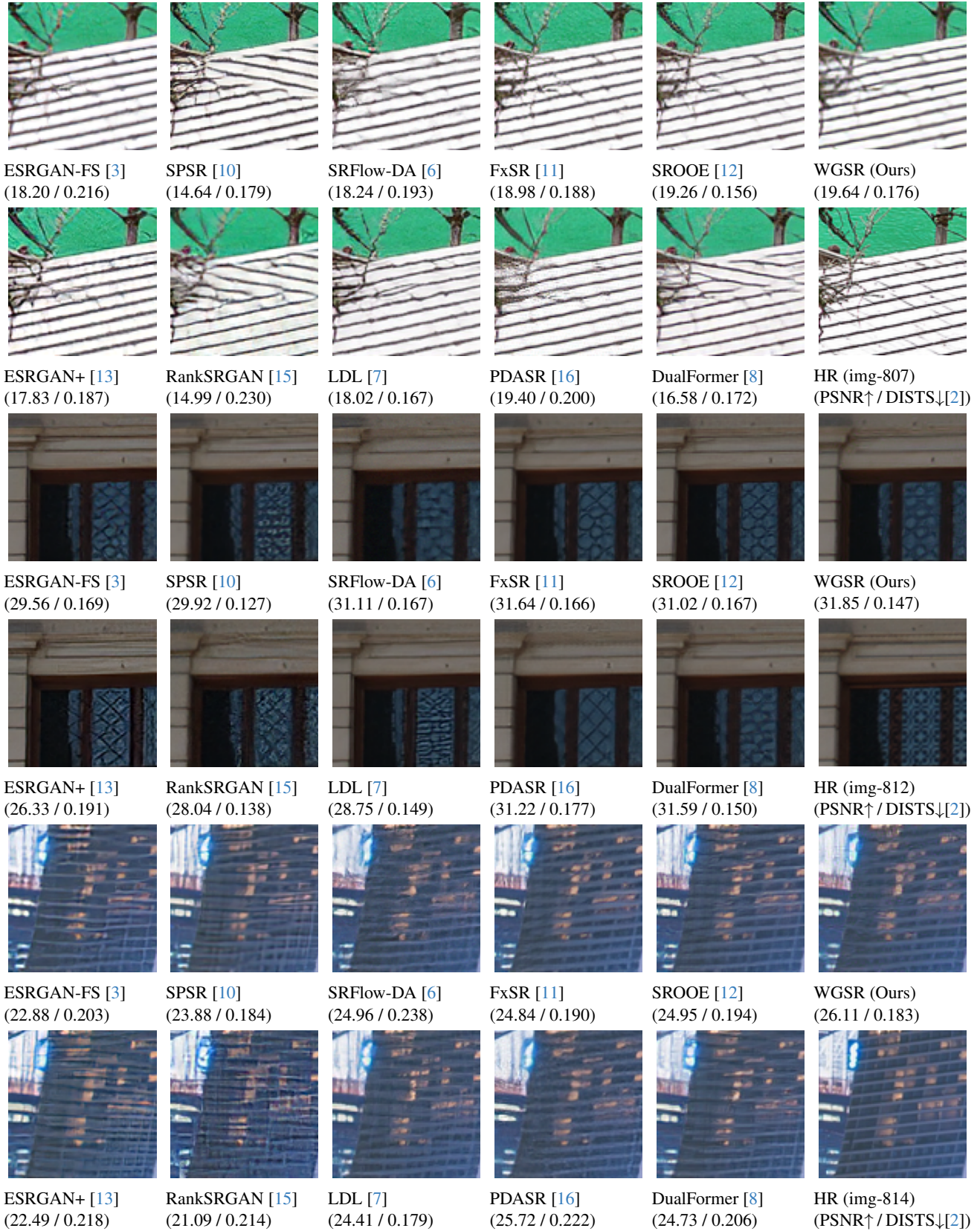


Figure 2. Visual comparison of the proposed wavelet-guided perceptual optimization method with the state-of-the-art for  $\times 4$  SR on natural images from DIV2K validation set [1]. The proposed WGSR has clear advantages in reconstructing realistic high-frequency details while inhibiting artifacts.

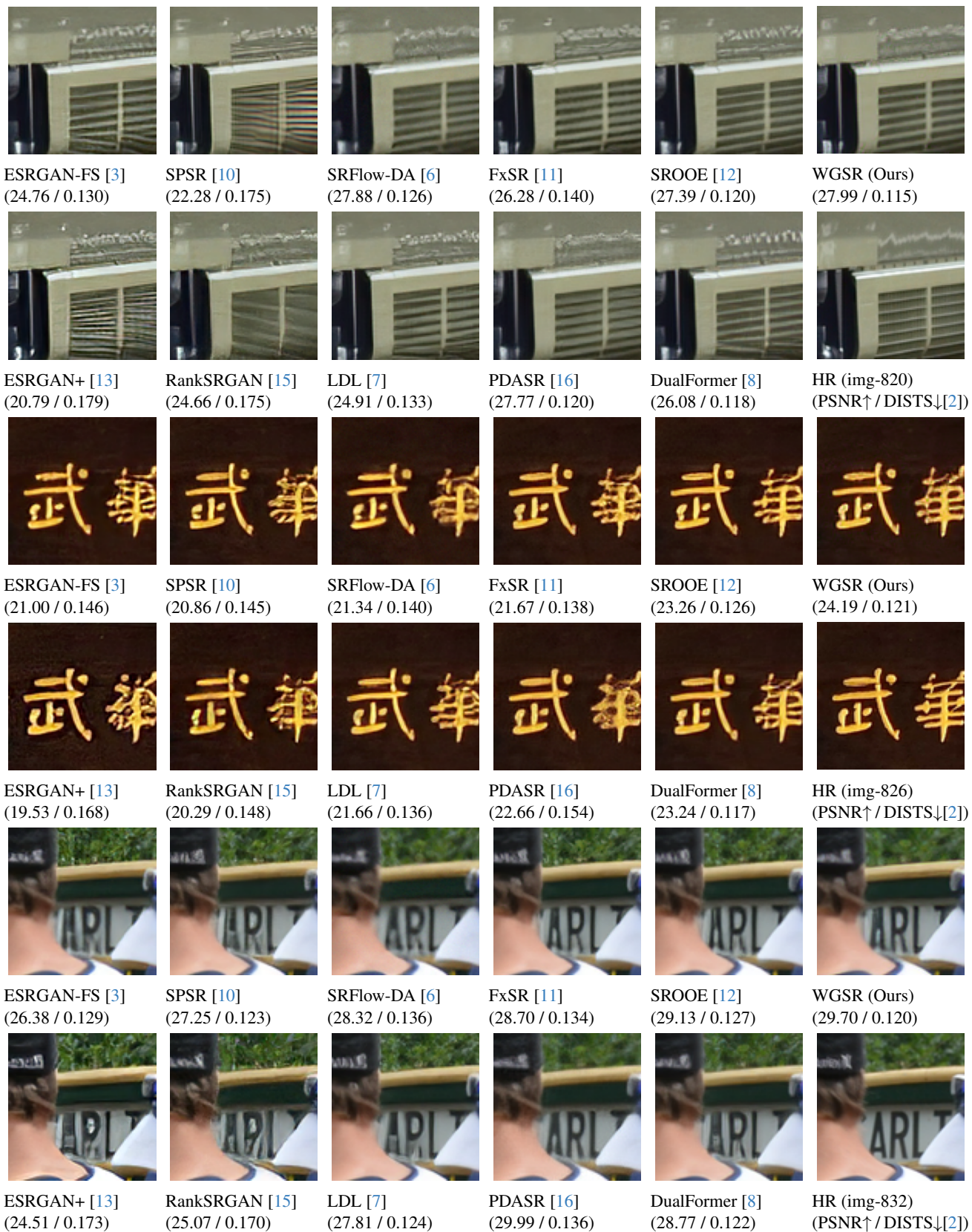


Figure 3. Visual comparison of the proposed wavelet-guided perceptual optimization method with the state-of-the-art for  $\times 4$  SR on natural images from DIV2K validation set [1].

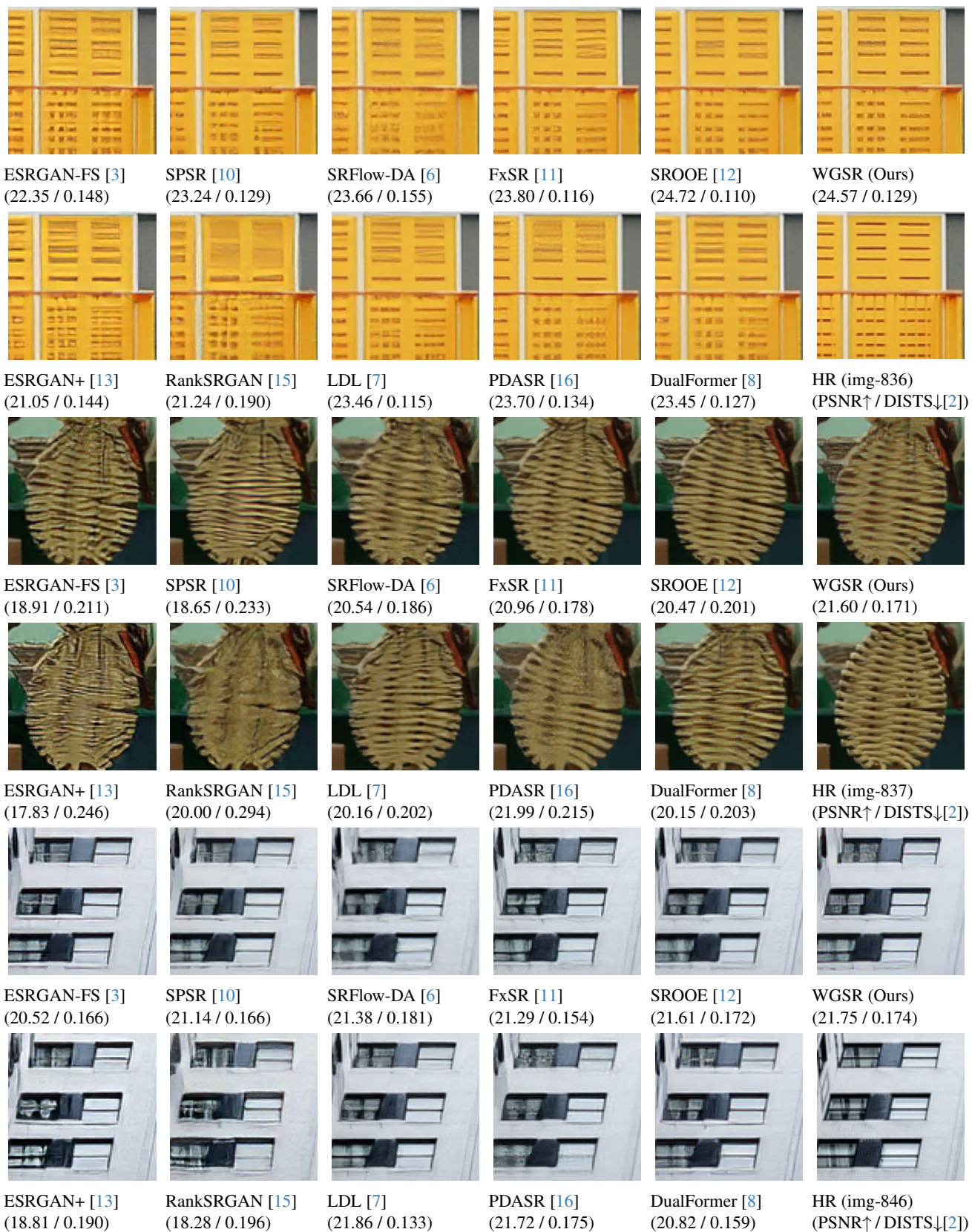


Figure 4. Visual comparison of the proposed wavelet-guided perceptual optimization method with the state-of-the-art for  $\times 4$  SR on natural images from DIV2K validation set [1].

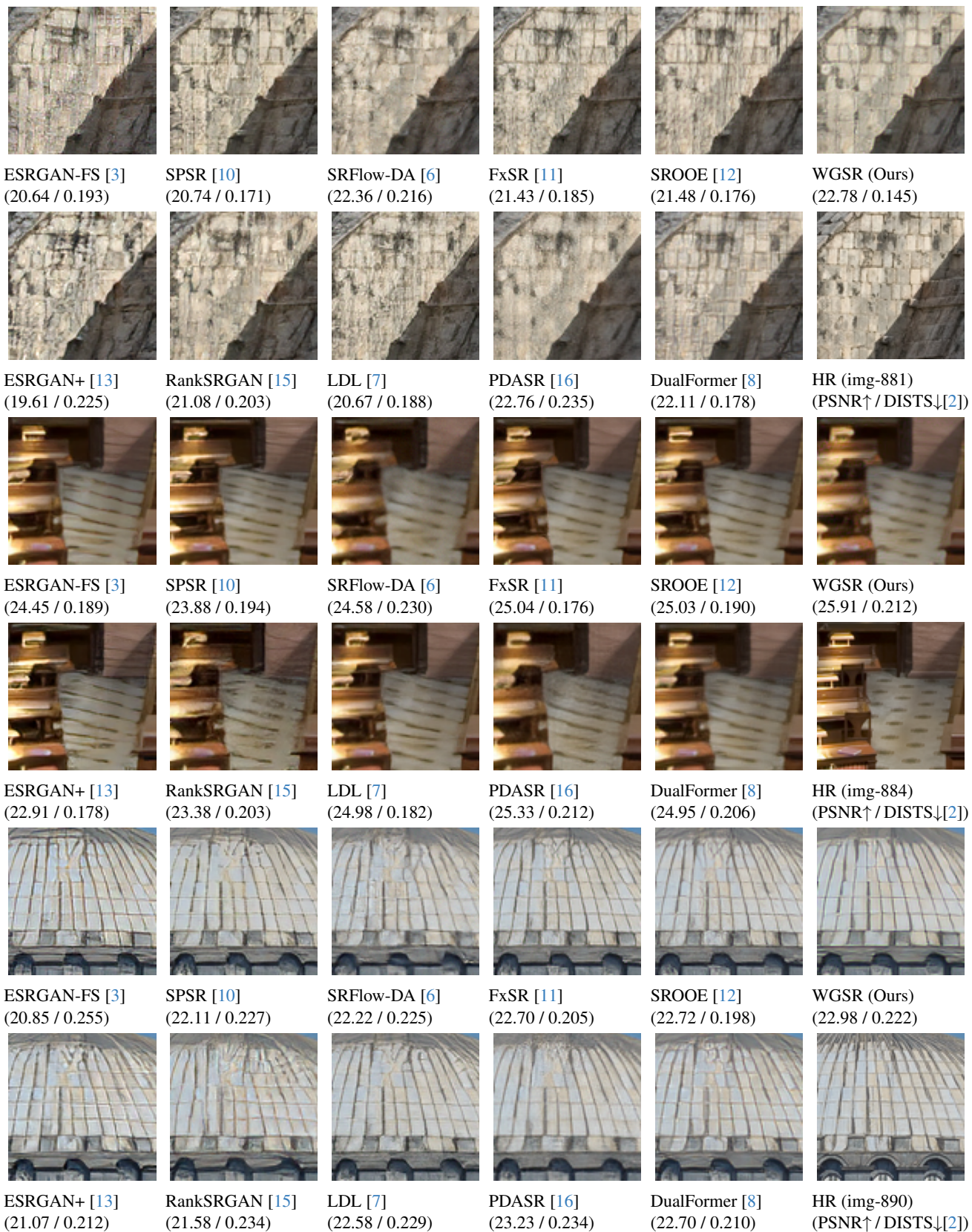


Figure 5. Visual comparison of the proposed wavelet-guided perceptual optimization method with the state-of-the-art for  $\times 4$  SR on natural images from DIV2K validation set [1].

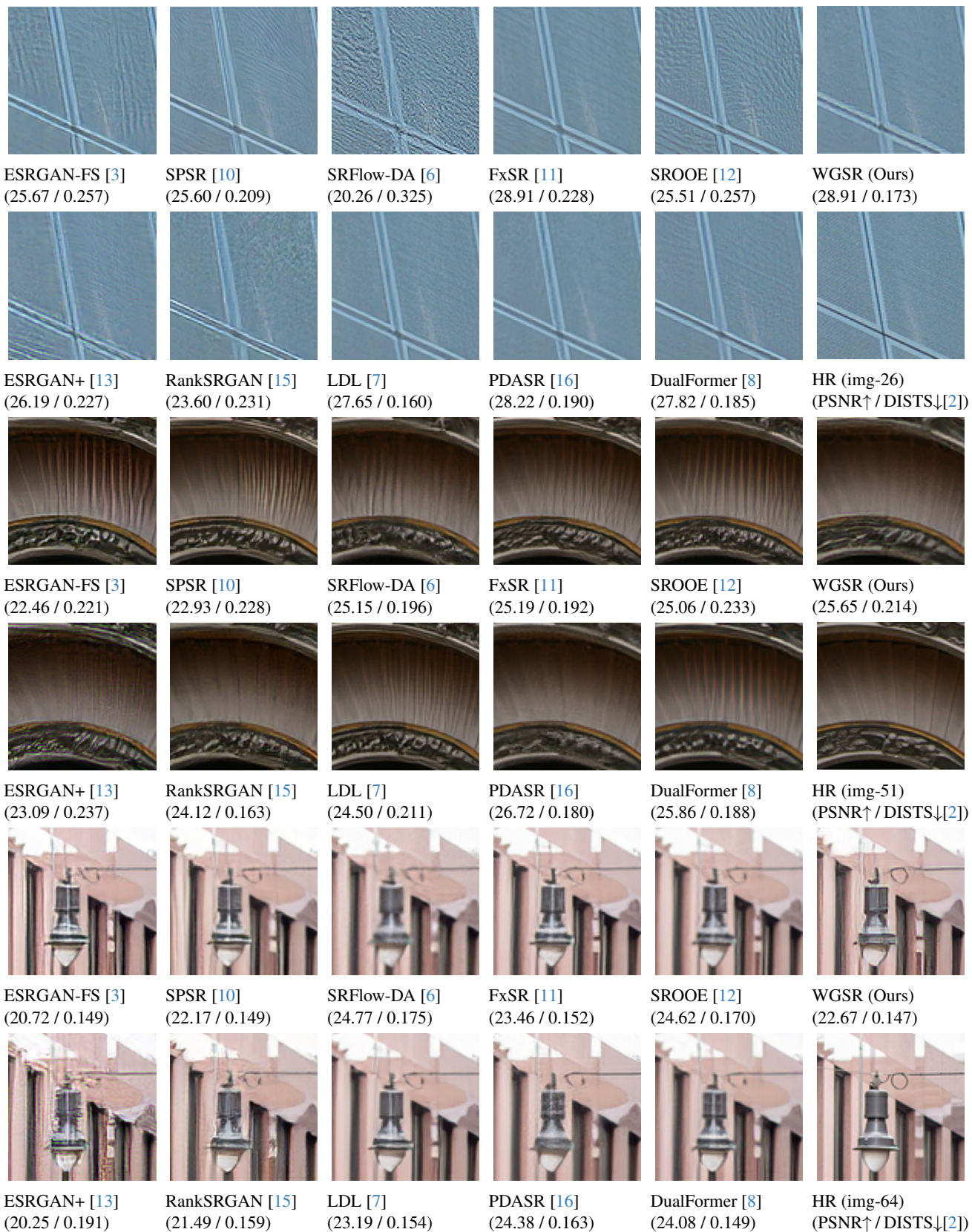


Figure 6. Visual comparison of the proposed wavelet-guided perceptual optimization method with the state-of-the-art for  $\times 4$  SR on natural images from Urban100 validation set [4].

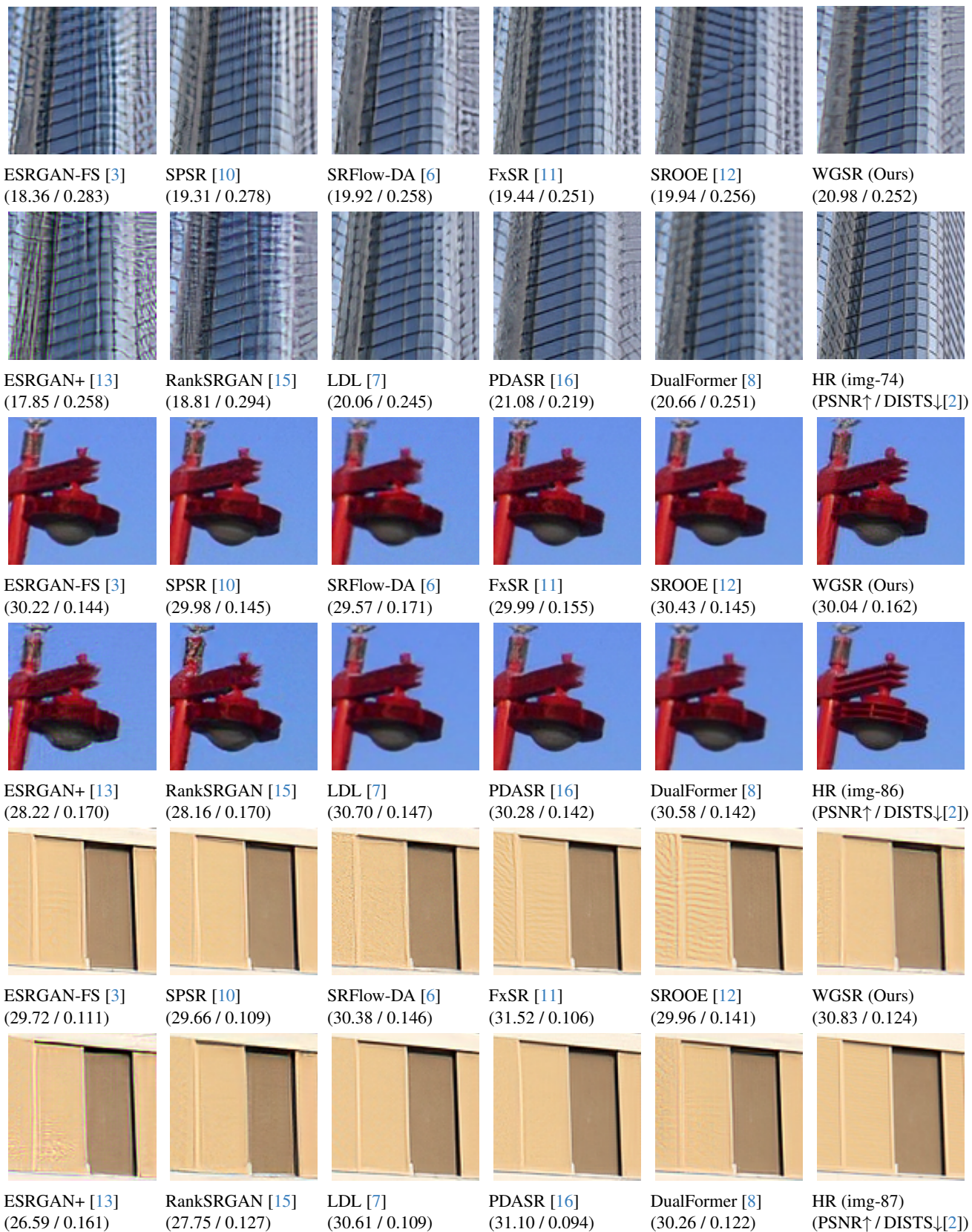


Figure 7. Visual comparison of the proposed wavelet-guided perceptual optimization method with the state-of-the-art for  $\times 4$  SR on natural images from Urban100 validation set [4].

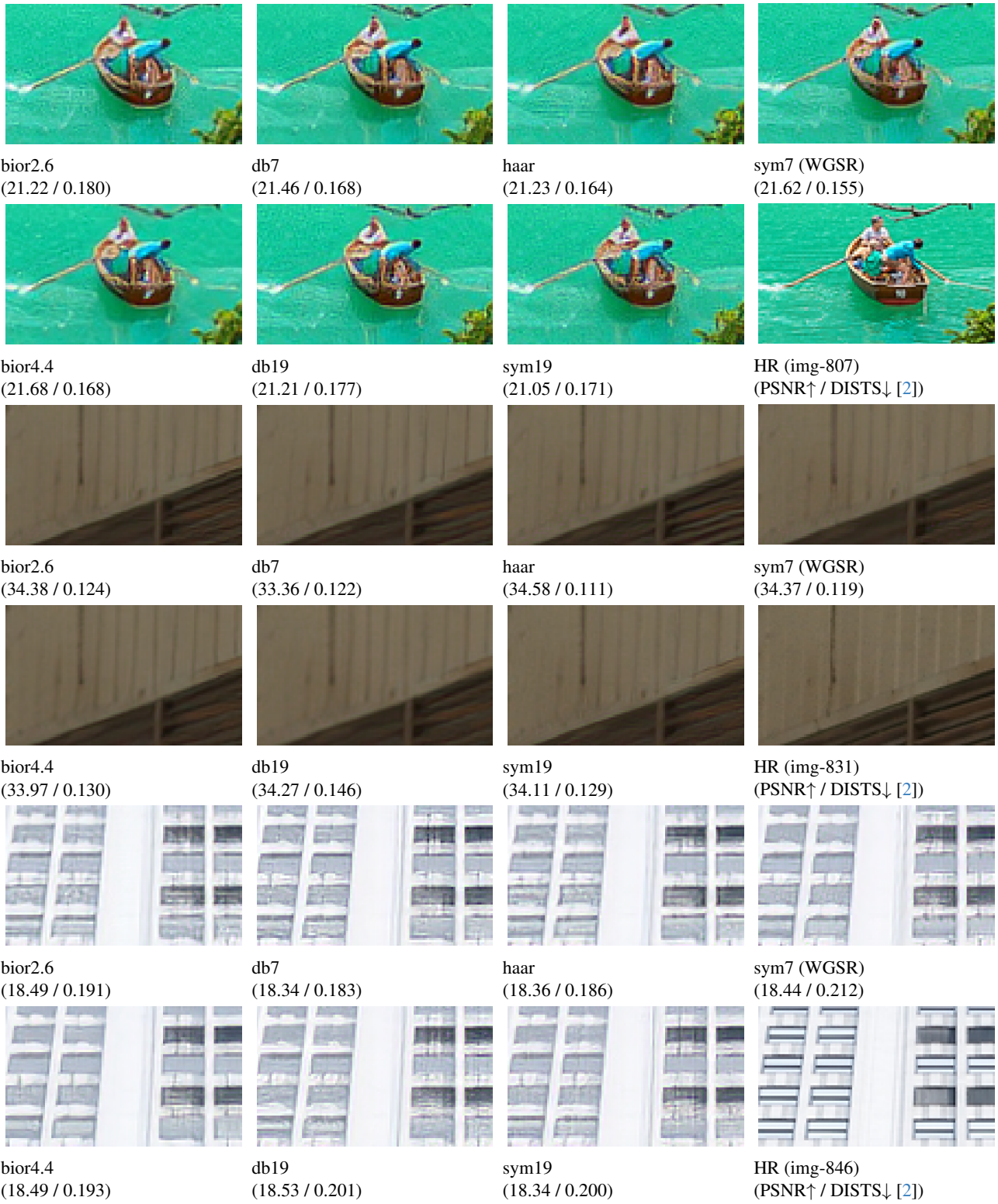


Figure 8. Visual comparison of WGSR method with different wavelet families for 4× SR on DIV2K [1].



## References

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