

# [Supplementary] Clear Sights on Site: A Spatial-Adaptive Channel Network for Deblurring Construction Site Images

## Supplementary Material

### 001 1. Experiment Setup

002 The experiments were conducted on a system equipped with  
003 an NVIDIA GeForce RTX 4080 GPU, utilizing the PyTorch  
004 deep learning framework. Charbonnier Loss function is em-  
005 ployed as the loss function, optimized using the Adam opti-  
006 mizer with an initial learning rate of  $1 \times 10^{-4}$  and a Cosine  
007 Annealing. The training process spans 150 epochs, with  
008 a batch size of 8. The specific details required for repro-  
009 ducibility are provided in Table 1.

Table 1. Experimental settings and hyperparameters for training.

Parameter	Value
Optimizer	Adam
Adam $\beta_1, \beta_2$	0.9, 0.999
Learning Rate Scheduler	Cosine Annealing
Initial Learning Rate	$1 \times 10^{-4}$
Minimum Learning Rate	$1 \times 10^{-7}$
Batch Size	8
Training Epochs	150
Data Augmentation	Random horizontal and vertical flips
Loss Function	Charbonnier Loss ( $\epsilon = 10^{-3}$ )
Hardware	NVIDIA GeForce RTX 4080 GPU
Statistical Test	Two-tailed paired t-test

### 010 References