

Toward Convolutional Blind Denoising of Real Photographs: Supplementary material

Shi Guo^{1,3,4}, Zifei Yan^(✉)¹, Kai Zhang^{1,3}, Wangmeng Zuo^{1,2}, Lei Zhang^{3,4}

¹Harbin Institute of Technology, Harbin; ²Peng Cheng Laboratory, Shenzhen;

³The Hong Kong Polytechnic University, Hong Kong; ⁴DAMO Academy, Alibaba Group

guoshi28@outlook.com, {wmzuo, yanzifei}@hit.edu.cn

cskaizhang@gmail.com, cslzhang@comp.polyu.edu.hk

1. DND

We provide more results (i.e., Figs 3, 4, 5, 6, 7, 8, 9) containing fine textures on images from the DND dataset.

2. SIDD

Recently, a new dataset, Smartphone Image Denoising Dataset (SIDD) [1], is presented to evaluate the denoising performance for smart cameras. Since the online evaluation system is not available when we submit this paper, we only report several examples of denoising results for qualitative evaluation. The visual comparisons are shown in Figs 10, 11, 12, 13, 14, 15, 16. One can see that the performance of our CBDNet is preferable against other blind denoising algorithms.

3. More Ablation Studies

For better justification, we consider three CBDNet variants, (i) CBDNet(w/o E): remove noise estimation subnet and increase kernel size of the 1st layer to 5×5 to make the parameter numbers equal or greater than CBDNet, (ii) CBDNet(w/o A): set $\alpha = 0.5$ in asymmetric loss, (iii) CBDNet(w/o TV): remove TV loss. To assess the generalization ability, we adopt two types of noise, (a) Real noise including DND and realistic noise in Eqn.2 with $\text{Ind}_{crf} = 5$, pattern = 'gbrg', $\sigma_s = 0.04$ and $\sigma_c = 0.02$, (b) Salt & Pepper (SP) noise with noise density $d = 0.4, 0.8$. From Tab. 1, CBDNet slightly outperforms CBDNet(w/o E) for Eqn.2 noise containing in the training data, and is much better ($> 1.0\text{dB}$ gain) for SP noise, indicating that noise estimation benefits generalization ability. The effect of TV and asymmetric losses is also given in Tab. 1.

To evaluate the accurate of estimated noise level, we test two realistic noise level defined in Eqn.2 with (i) $\text{Ind}_{crf} = 5$, pattern = 'gbrg', $\sigma_s = 0.08$, $\sigma_c = 0.03$ and (ii) $\text{Ind}_{crf} = 5$, pattern = 'gbrg', $\sigma_s = 0.10$, $\sigma_c = 0.05$ on CBSD68 dataset. Quantitative results of CBDNet and CBDNet(w/o TV) are given in Tab. 2. One can see that, comparing with CBDNet(w/o TV), CBDNet utilizing TV

loss estimates more accurate noise level. Furthermore, we choose one image in CBSD68, synthesize the noisy image using the setting $\text{Ind}_{crf} = 5$, pattern = 'gbrg', $\sigma_s = 0.08$ and $\sigma_c = 0.03$ and show the visual results of estimated noise map. From Fig. 1, we can see that both CBDNet and CBDNet(w/o TV) can reasonably estimate noise level map, but CBDNet(w/o TV) suffers from relatively large fluctuations.

4. Effect of Perspective Loss

From Fig. 2, CBDNet w/o perceptual loss is effective in removing noise but may cause oversmoothing of structure and textures. Using perceptual loss benefits texture preserving and improves the visual quality of denoising result.

Table 1: The quantitative results on different kind of noise.

| Dataset | Noise Type | Methods | PSNR(dB) |
|---------|---|----------------|--------------|
| DND [5] | Real-world noise | CBDNet(w/o E) | 37.41 |
| | | CBDNet | 37.57 |
| | $\text{Ind}_{crf}=5$, pattern = 'gbrg' $\sigma_s = 0.04, \sigma_c = 0.02(\text{Eqn.2})$ | CBDNet(w/o E) | 30.13 |
| | | CBDNet(w/o TV) | 30.07 |
| | | CBDNet(w/o A) | 30.38 |
| | | CBDNet | 30.39 |
| | CBDNet(σ_{GT}) | 31.69 | |
| CBSD68 | Salt & Papper, $d = 0.4$ | CBDNet(w/o E) | 27.47 |
| | | CBDNet(w/o TV) | 28.13 |
| | | CBDNet(w/o A) | 28.23 |
| | | CBDNet | 28.46 |
| | Salt & Papper, $d = 0.8$ | CBDNet(w/o E) | 25.98 |
| | | CBDNet(w/o TV) | 26.55 |
| | | CBDNet(w/o A) | 26.82 |
| | | CBDNet | 27.12 |

Table 2: The quantitative results on noise estimation.

| | Methods | RMSE |
|---|----------------|---------------|
| $\text{Ind}_{crf}=5$, pattern = 'gbrg' $\sigma_s = 0.08, \sigma_c = 0.03$ | CBDNet(w/o TV) | 0.0153 |
| | CBDNet | 0.0133 |
| $\text{Ind}_{crf}=5$, pattern = 'gbrg' $\sigma_s = 0.10, \sigma_c = 0.05$ | CBDNet(w/o TV) | 0.0205 |
| | CBDNet | 0.0169 |

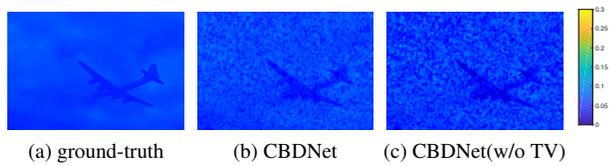


Figure 1: Visual results of estimated noise map



Figure 2: Visual results of CBDNet with & without perceptual loss.

References

- [1] Abdelrahman Abdelhamed, Stephen Lin, and Michael S. Brown. A high-quality denoising dataset for smartphone cameras. In *The IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, June 2018. 1
- [2] Neatlab ABSOft. Neat image. <https://ni.neatvideo.com/home>. 3, 4, 5, 6, 7
- [3] Kostadin Dabov, Alessandro Foi, Vladimir Katkovnik, and Karen O. Egiazarian. Color image denoising via sparse 3d collaborative filtering with grouping constraint in luminance-chrominance space. *2007 IEEE International Conference on Image Processing*, 1:I – 313–I – 316, 2007. 3, 4, 5, 6, 7
- [4] Marc Lebrun, Miguel Colom, and Jean-Michel Morel. The noise clinic: a blind image denoising algorithm. *IPOJ Journal*, 5:1–54, 2015. 3, 4, 5, 6, 7
- [5] Tobias Plotz and Stefan Roth. Benchmarking denoising algorithms with real photographs. *2017 IEEE Conference on Computer Vision and Pattern Recognition (CVPR)*, pages 2750–2759, 2017. 1
- [6] Jun Xu, Lei Zhang, and David Zhang. A trilateral weighted sparse coding scheme for real-world image denoising. In *European Conference on Computer Vision*, 2018. 3, 4, 5, 6, 7
- [7] Jun Xu, Lei Zhang, David Zhang, and Xiangchu Feng. Multi-channel weighted nuclear norm minimization for real color image denoising. *2017 IEEE International Conference on Computer Vision (ICCV)*, pages 1105–1113, 2017. 3, 4, 5, 6, 7
- [8] Kai Zhang, Wangmeng Zuo, Yunjin Chen, Deyu Meng, and Lei Zhang. Beyond a gaussian denoiser: Residual learning of deep cnn for image denoising. *IEEE Transactions on Image Processing*, 26:3142–3155, 2017. 3, 4, 5, 6, 7

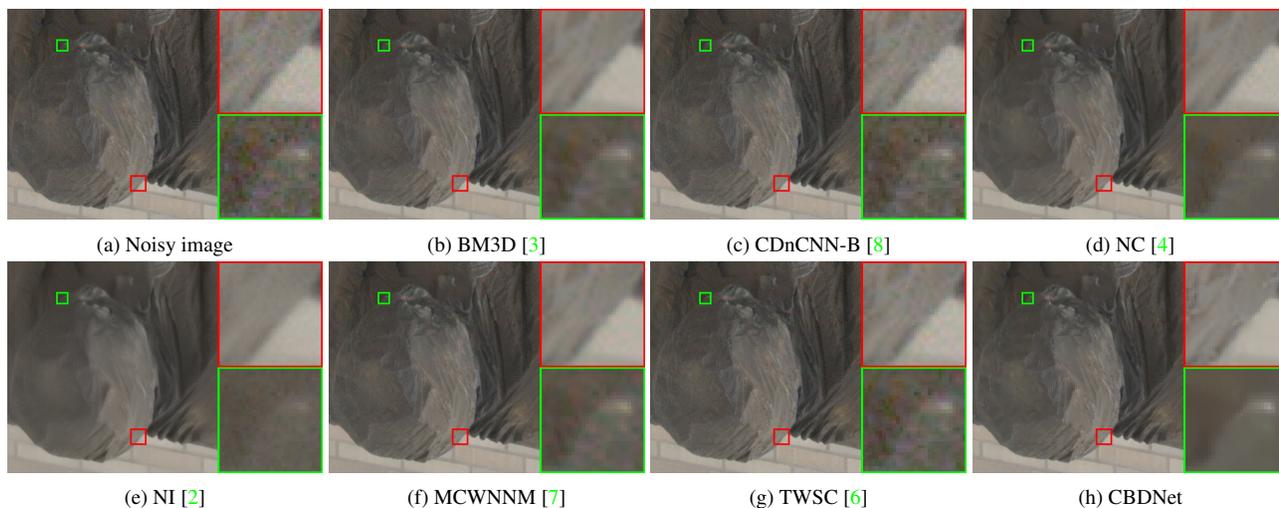


Figure 3: Denoising results of a DND image by different methods.

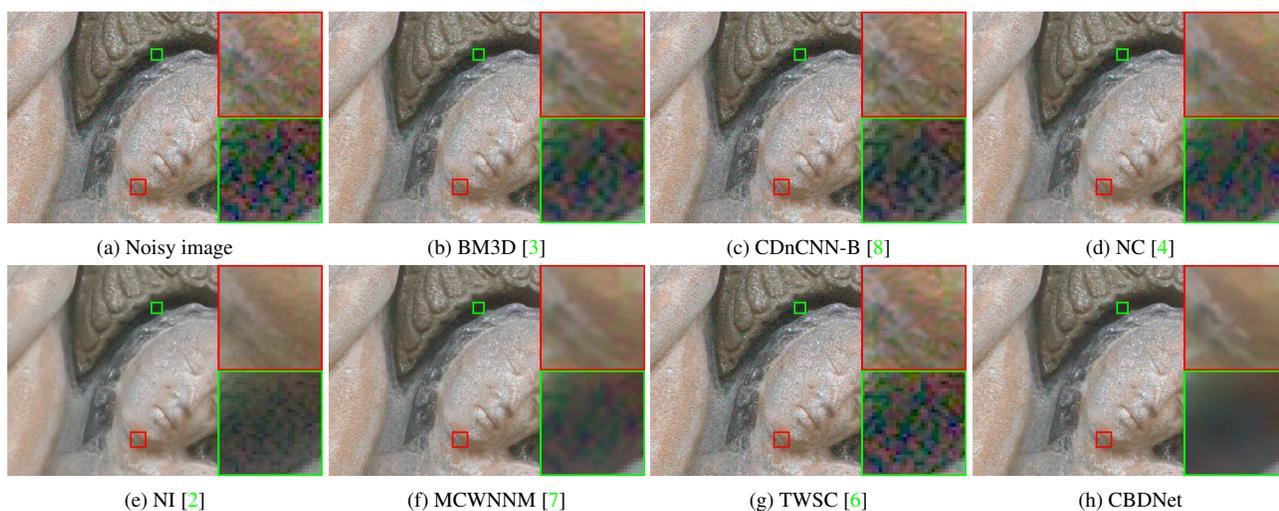


Figure 4: Denoising results of a DND image by different methods.

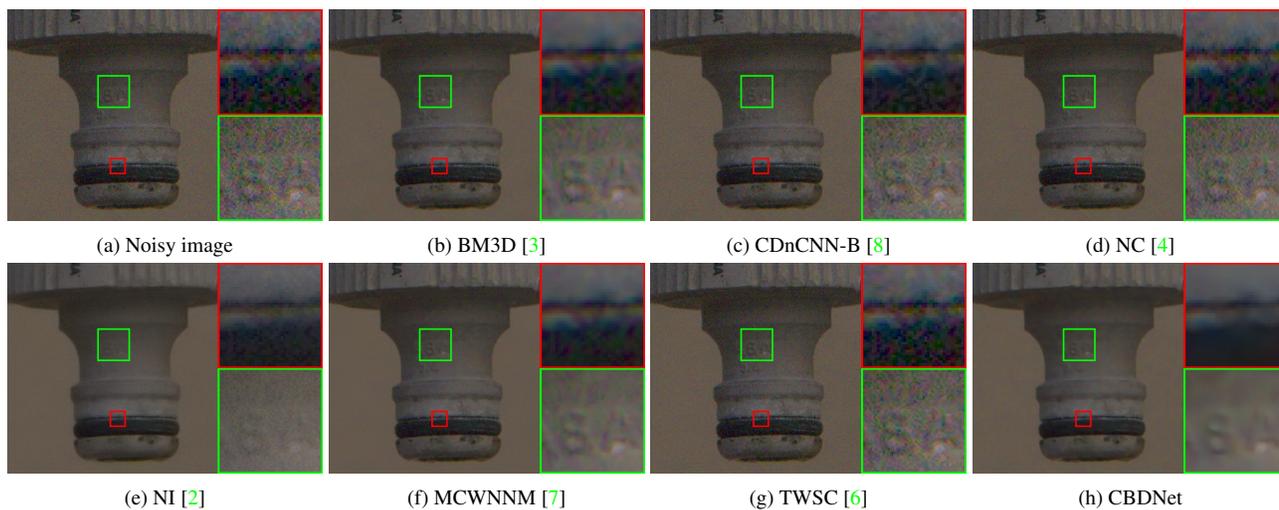


Figure 5: Denoising results of a DND image by different methods.

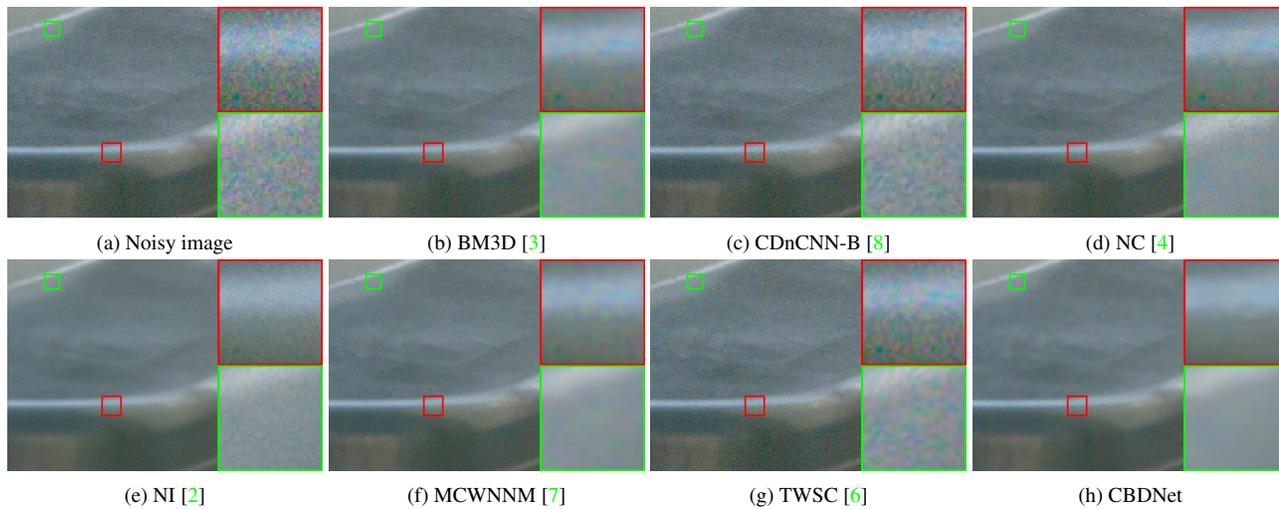


Figure 6: Denoising results of a DND image by different methods.

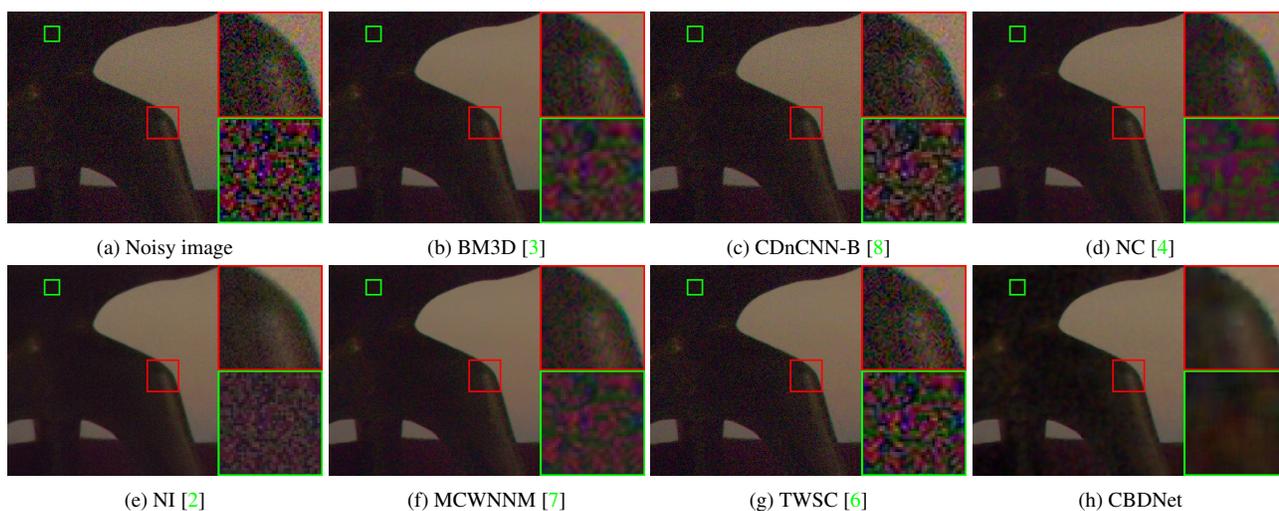


Figure 7: Denoising results of a DND image by different methods.

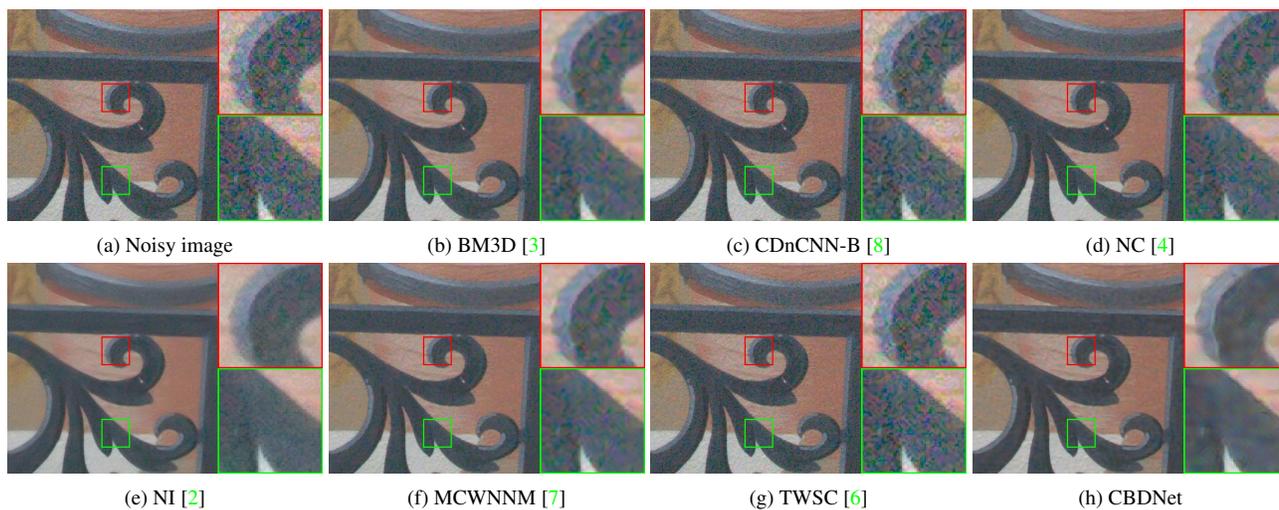


Figure 8: Denoising results of a DND image by different methods.

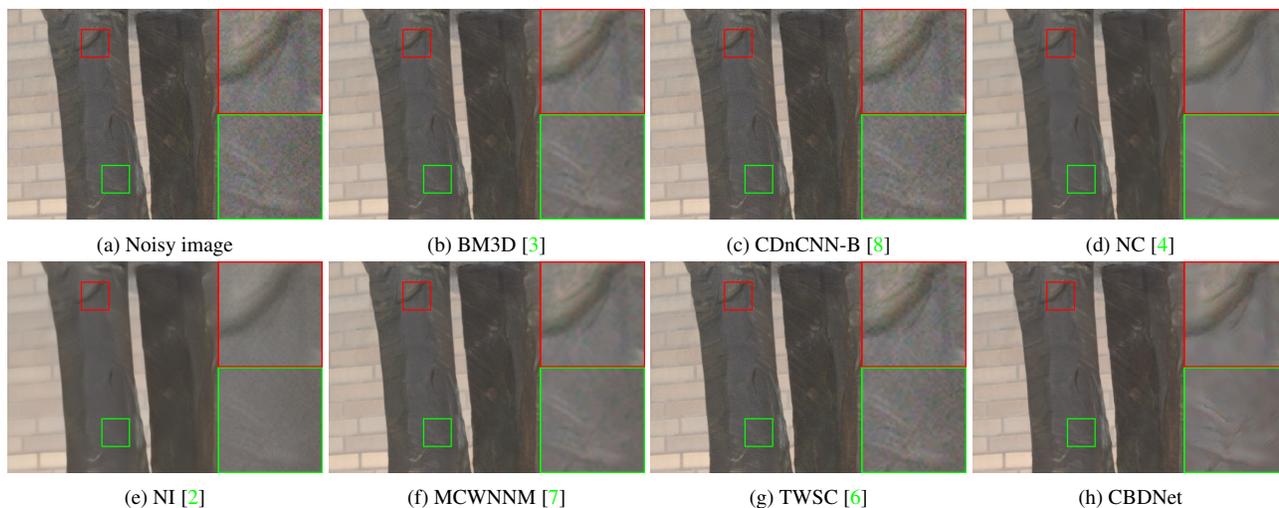


Figure 9: Denoising results of a DND image by different methods.

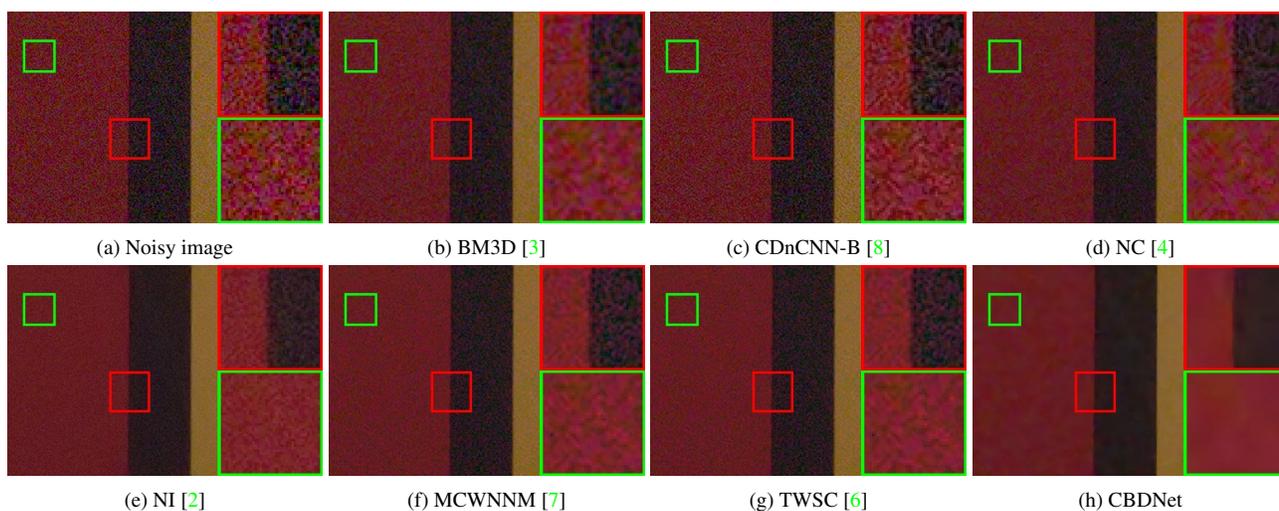


Figure 10: Denoising results of a SIDD image by different methods.

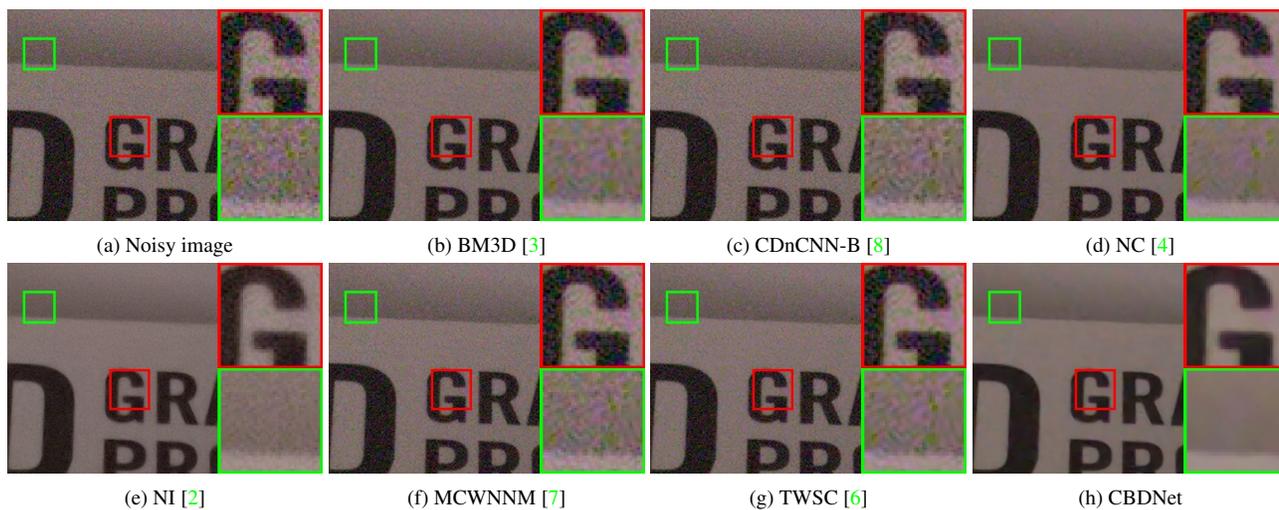


Figure 11: Denoising results of a SIDD image by different methods.

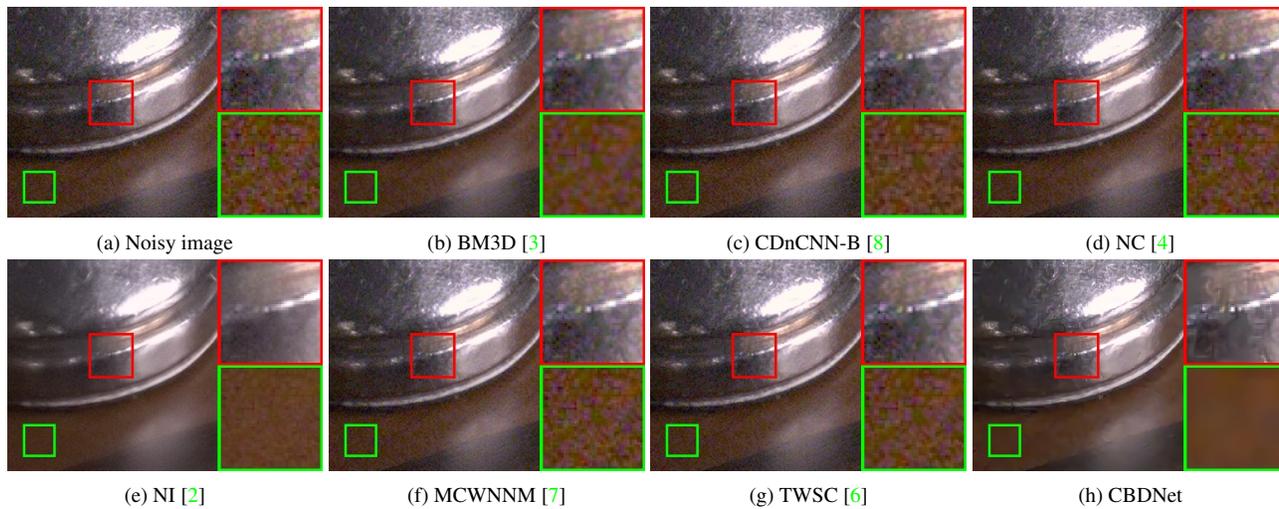


Figure 12: Denoising results of a SIDD image by different methods.

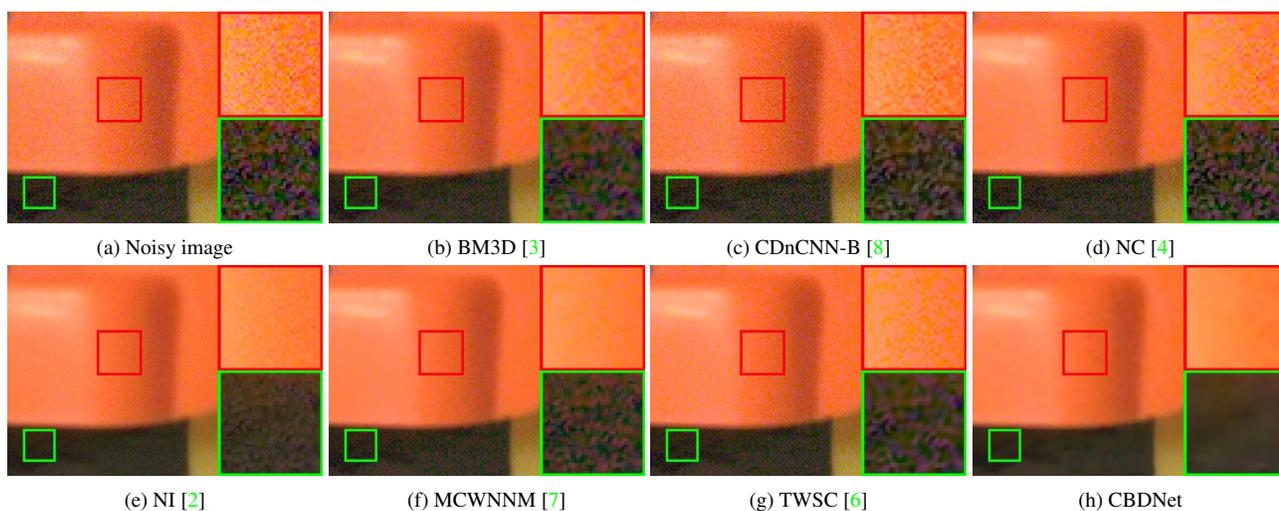


Figure 13: Denoising results of a SIDD image by different methods.

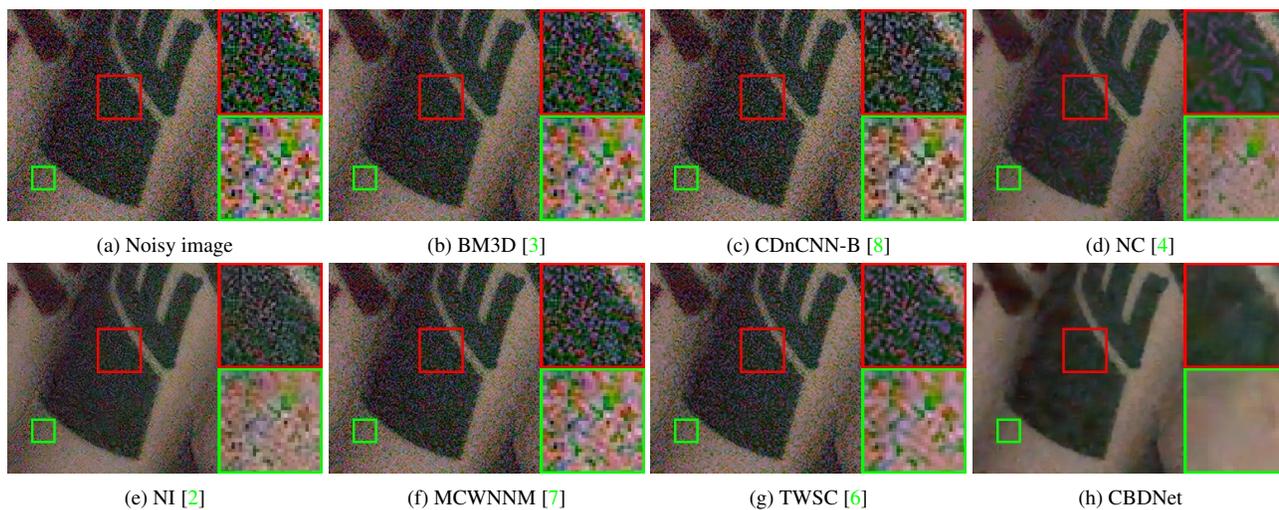


Figure 14: Denoising results of a SIDD image by different methods.

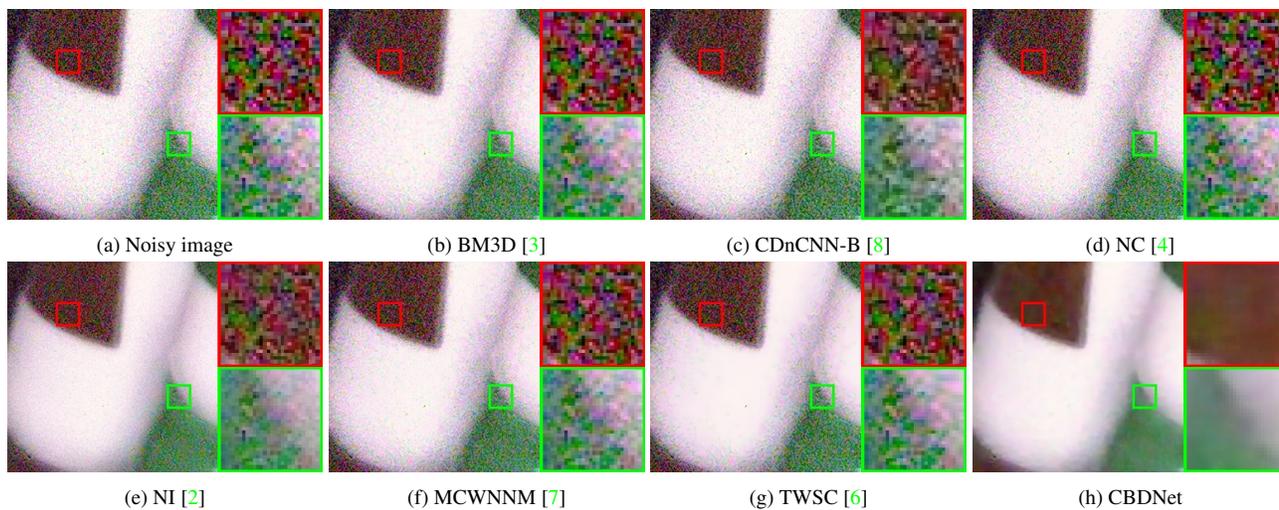


Figure 15: Denoising results of a SID image by different methods.

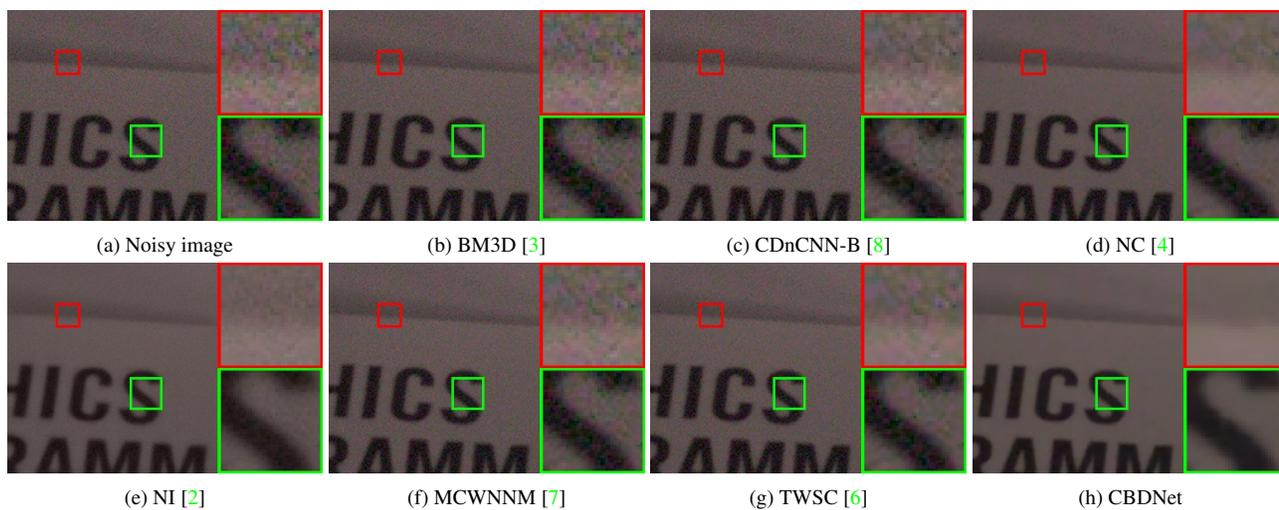


Figure 16: Denoising results of a SID image by different methods.