Non-Local Recurrent Network for Image Restoration Supplementary Material

Ding Liu[1], **Bihan Wen**[1], **Yuchen Fan**[1], **Chen Change Loy**[2], **Thomas S. Huang**[1]
[1]University of Illinois at Urbana-Champaign [2]Nanyang Technological University
{dingliu2, bwen3, yuchenf4, t-huang1}@illinois.edu ccloy@ntu.edu.sg

1 Overview

In this supplementary document, we present additional results to complement the paper. First, we present an extension of our general framework to other classic non-local methods for image restoration. Second, we provide visual results for the comparison of our NLRN and several competing methods on image denoising and image super-resolution.

2 Extension of the General Framework to Other Classic Non-Local Methods

Besides the extension to WNNM and non-local means, which are discussed in Section 3.2 of the main paper, we show the proposed non-local framework can be extended to collaborative filtering methods, *e.g.*, BM3D algorithm [1], as well as joint sparsity based methods, *e.g.*, LSSC algorithm [6]. We follow the same notations in Section 3.2 of the main paper. Both BM3D and LSSC apply block matching (BM) first before processing, and form N groups of similar patches into data matrices. The index set of the matched patches for the i-th reference patch is denoted as $\mathbb{C}_i$. The group of matched patches for the i-th reference patch is denoted as $\boldsymbol{X}_{\mathbb{C}_i}$.

Similar to WNNM [3], BM3D [1] also applies BM first to group similar patches based on their Euclidean distances. The matched patches are then processed via Wiener filtering [1], and the denoised results of the i-th group of patches are

$$\boldsymbol{Z}_{\mathbb{C}_i} = \tau^{-1}(\text{diag}(\omega)\tau(\boldsymbol{X}_{\mathbb{C}_i})). \tag{1}$$

Here $\tau(\cdot)$ and $\tau^{-1}(\cdot)$ denote the forward and backward Wiener filtering applied to the groups of matched patches, respectively. The diagonal matrix diag(ω) is formed by the empirical Wiener coefficients ω. BM3D applies data pre-cleaning, using discrete cosine transform (DCT), to estimate the original patch, and calculate the estimate of ω [1]. Since calculating $\boldsymbol{Z}_{\mathbb{C}_i}$ in (1) involves only linear filtering, it can also be generalized using the proposed non-local framework. Unlike the extension to WNNM, here $\sum_{j\in\mathbb{C}_i} \Phi(\boldsymbol{X})_i^j\, \boldsymbol{G}(\boldsymbol{X})_j$ corresponds to the denoised results via Wiener filtering as shown in (1), of the i-th group of matched patches.

Different from BM3D and WNNM, LSSC learns a common dictionary $\boldsymbol{D}$ for all image patches, and imposes joint sparsity [6] on each data matrix of matched patches $\boldsymbol{X}_{\mathbb{C}_i}$, so that the correlation of the matched patches are exploited by enforcing the same support of their sparse codes. Thus, the joint sparse coding in LSSC [6] becomes

$$\hat{\boldsymbol{A}}_i = \text{argmin}_{\boldsymbol{A}_i} \|\boldsymbol{A}_i\|_{0,\infty} \quad s.t. \quad \left\|\boldsymbol{X}_{\mathbb{C}_i}^T - \boldsymbol{D}\boldsymbol{A}_i\right\|_F^2 \le \epsilon\,|\mathbb{C}_i|\,, \;\; \forall i\,, \tag{2}$$

where the $(0,\infty)$ "norm" $\|\cdot\|_{0,\infty}$ counts the number of non-zero columns of each sparse code matrix $\boldsymbol{A}_i$ [6], and $|\mathbb{C}_i|$ is the cardinality of $\mathbb{C}_i$. The coefficient ϵ is a constant, which is used to upper bound the sparse modeling errors. In general, the solution to (2) is NP-hard. To simplify the discussion, we assume the dictionary to be unitary (which reduces the sparse coding problem to the transform-model

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sparse coding [10]), *i.e.*, $\boldsymbol{D}^T\boldsymbol{D} = \boldsymbol{I}$ and $\boldsymbol{D} \in \mathbb{R}^{k\times k}$. Thus there exists a corresponding shrinkage function $\eta(\cdot)$ for imposing joint sparsity on the sparse codes [6, 7], such that the denoised estimates of the i-th patch group can be obtained as $\boldsymbol{Z}_{\mathbb{C}_i} = \hat{\boldsymbol{A}}_i^T \boldsymbol{D}^T = \eta(\,\boldsymbol{X}_{\mathbb{C}_i}\,\boldsymbol{D}\,)\,\boldsymbol{D}^T$. Though joint sparse coding projects all data onto a union of subspaces [6, 2, 10] which is a non-linear operation in general, each data matrix $\boldsymbol{X}_{\mathbb{C}_i}$ is projected onto one particular subspace spanned by the selected atoms corresponding to the non-zero columns in $\hat{\boldsymbol{A}}_i$, which is locally linear. For the i-th group of patches, such a subspace projection corresponds to $\sum_{j\in\mathbb{C}_i} \Phi(\boldsymbol{X})_i^j\, \boldsymbol{G}(\boldsymbol{X})_j$ in the proposed general framework.

3 Visual Results

We show the visual comparison of our NLRN and several competing methods: BM3D [1], WNNM [3], and MemNet [9] for image denoising in Figure 1. Our method can recover more details from the noisy measurement. The visual comparison of our NLRN and several recent methods: DRCN [4], LapSRN [5], DRRN [8], and MemNet [9] for image super-resolution is displayed in Figure 2. Our method is able to reconstruct sharper edges and produce fewer artifacts especially in the regions of repetitive patterns.

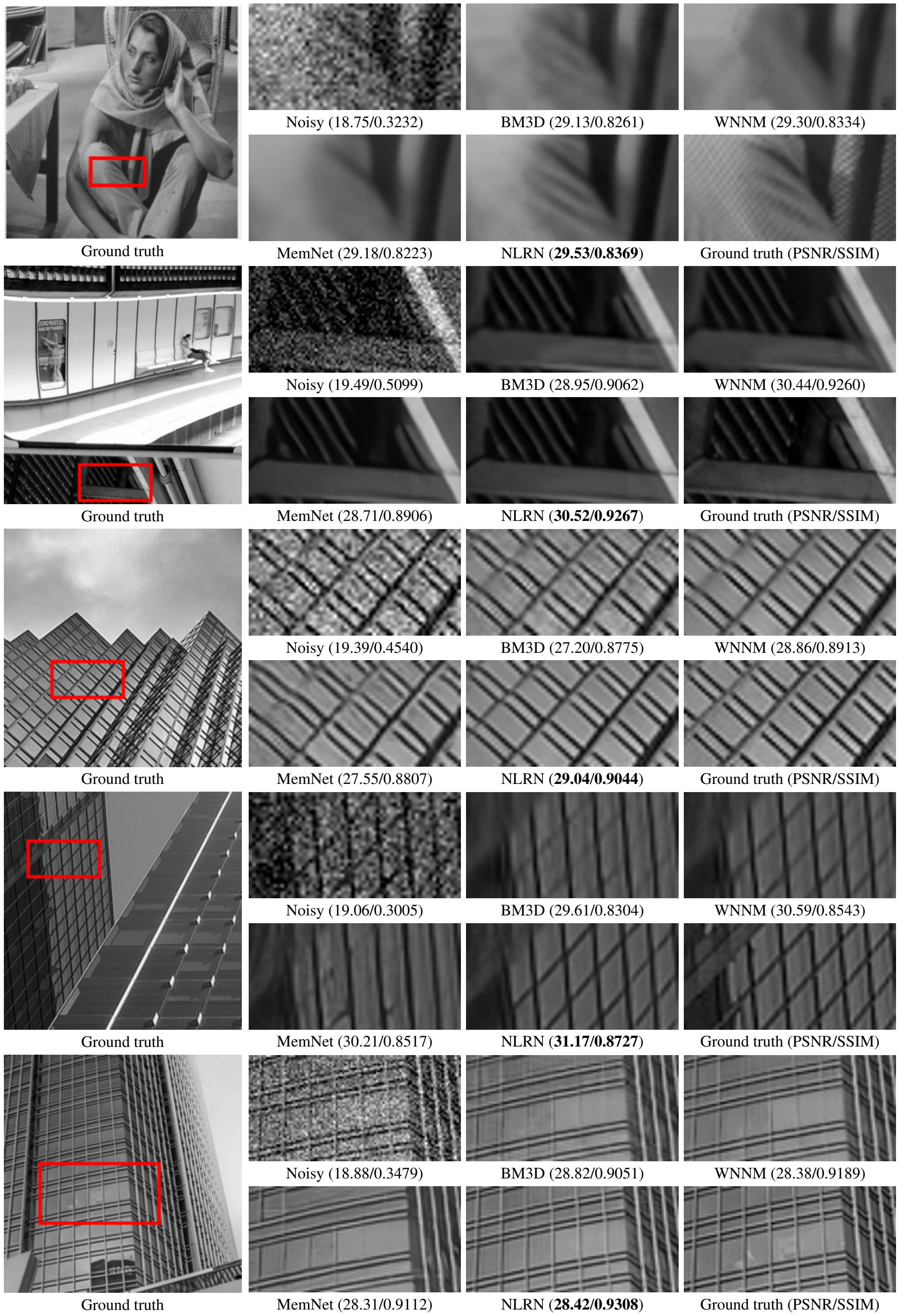

Figure 1: Qualitative comparison of image denoising results with noise level of 30. The zoom-in region in the red bounding box is shown on the right. From top to bottom: 1) the image *barbara*. 2) image *004* in Urban100. 3) image *019* in Urban100. 4) image *033* in Urban100. 5) image *046* in Urban100.

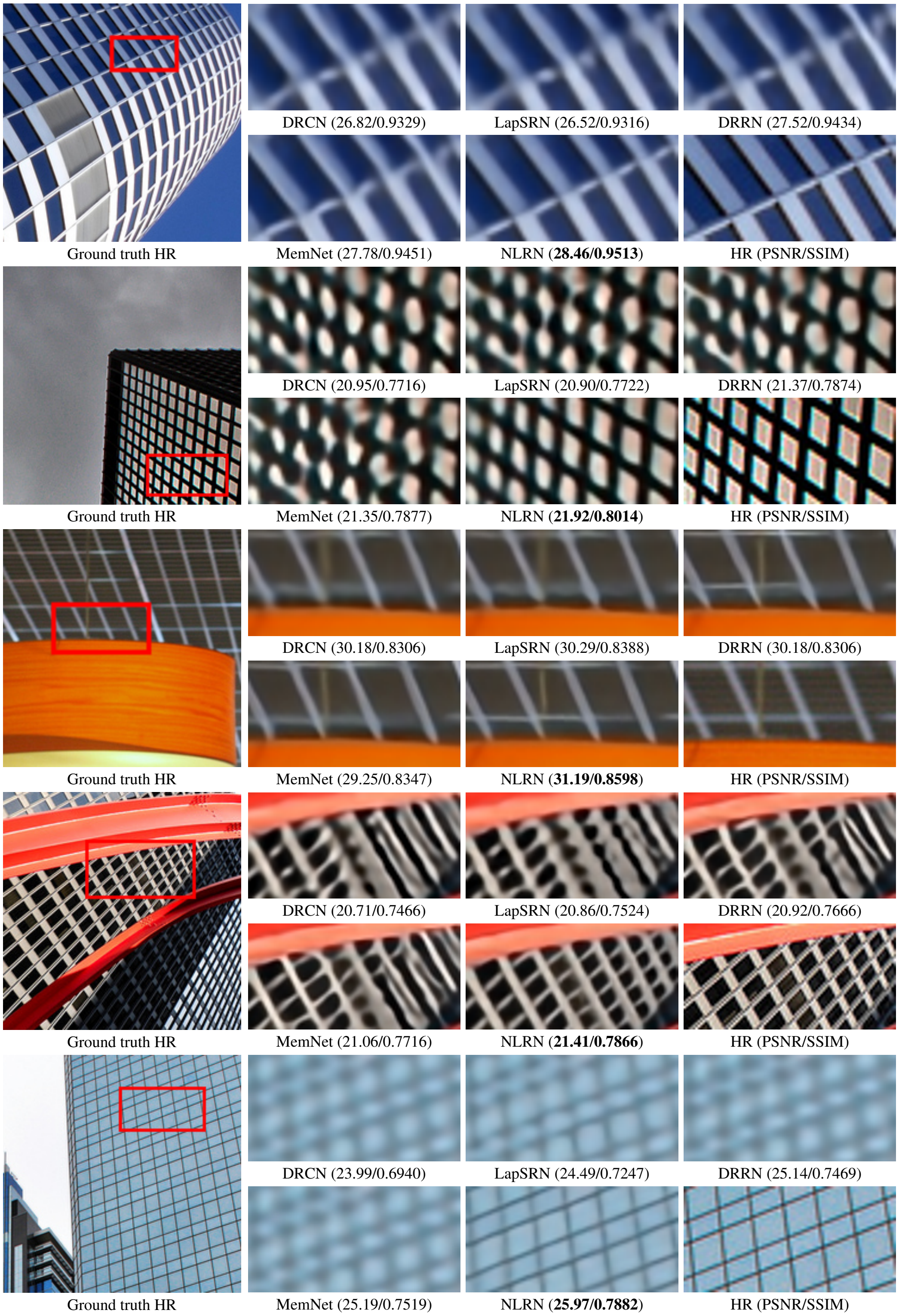

Figure 2: Qualitative comparison of image super-resolution results with $\times 4$ upscaling. The zoom-in region in the red bounding box is shown on the right. From top to bottom: 1) image *005* in Urban100. 2) image *019* in Urban100. 3) image *044* in Urban100. 4) image *062* in Urban100. 5) image *099* in Urban100.

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