

Training Based Descreening

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Description:

Designed an efficient Descreening Algorithm using Resolution Synthesis techniques to remove the halftone noise from scanned documents without degrading edge detail.

Descreening: Objectives

- Motivation
 - ◆ High Resolution scanning of printed originals produces screening artifacts in the digital document
 - ◆ Moiré patterns tend to appear when scanned image is printed.
- Challenge
 - ◆ Design an efficient Descreening Algorithm that removes the halftone noise and moiré without degrading edge detail.
- Proposed Solution
 - ◆ Use **Resolution Synthesis (RS)** techniques for descreening.



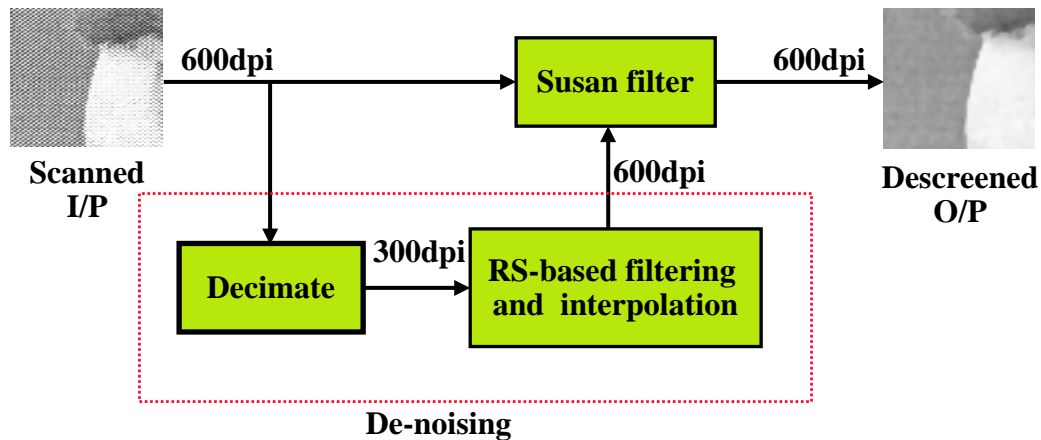
Printed Original



Scanned Image

Architecture of the Descreening Algorithm

- Use 7x7 MMSE filters for RS-based de-noising and interpolation.
- Apply 7x7 edge preserving Susan filters to the raw scanned image.



Modified Susan Filtering

- Basic Idea:

- Use only “like” pixels for averaging in the filter window.
- Preserves edge sharpness

- Implementation:

$y_{m,n}$ = scanned image

$x_{m,n}$ = de - noised image

$z_{m,n}$ = output image

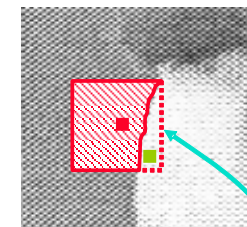
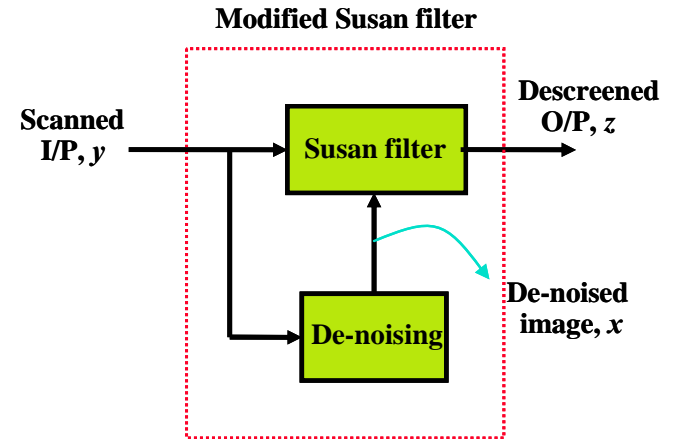
$h_{m,n}$ = NxN gaussian filter

(m_o, n_o) = current pixel

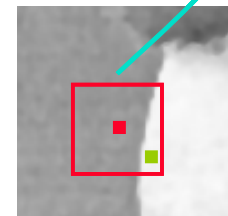
$$g_{m,n,m_o,n_o} = \exp[-(x_{m+m_o,n+n_o} - x_{m_o,n_o})^2 / k], \quad k=21$$

$$c_{m_o,n_o} = \sum_{m=-N}^N \sum_{n=-N}^N h_{m,n} g_{m,n,m_o,n_o}$$

$$z_{m_o,n_o} = \sum_{m=-N}^N \sum_{n=-N}^N h_{m,n} g_{m,n,m_o,n_o} y_{m+m_o,n+n_o} / c_{m_o,n_o}$$



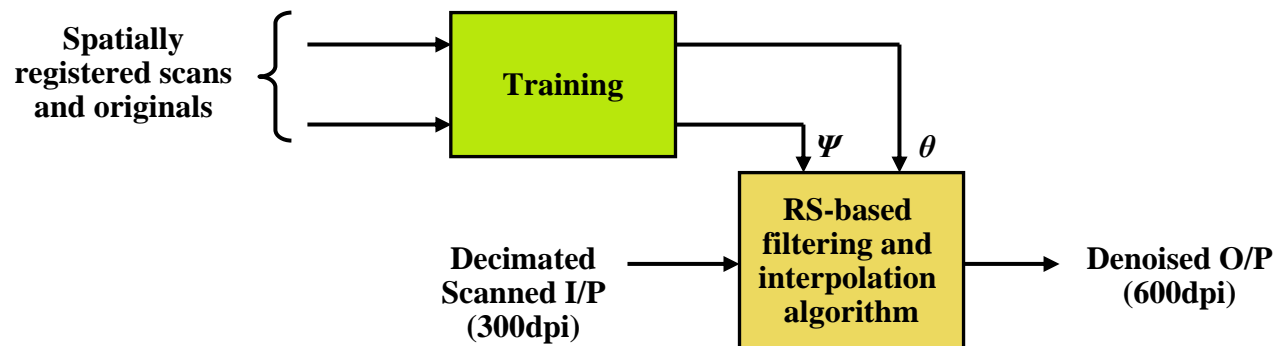
Scanned image, y



De-noised image, x

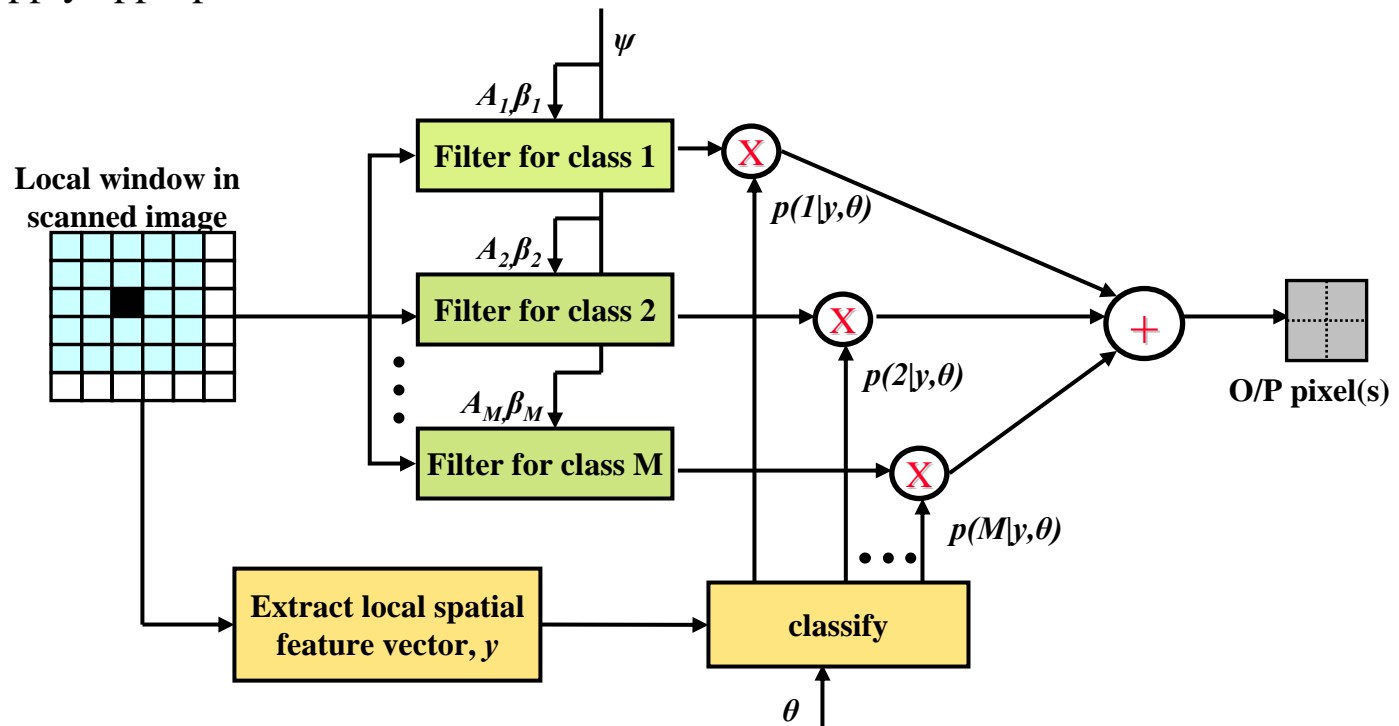
Resolution Synthesis based Filtering and Interpolation

- Resolution Synthesis is training based.
- Training:
 - ♦ Use 300dpi scans (Scan Jet 8250)
 - ♦ Use spatially registered 600dpi originals
 - ♦ Train algorithm to generate classification parameters θ and filters Ψ
- Algorithm
 - ♦ Classify pixel based on spatial local feature
 - ♦ Apply optimal linear filters Ψ for the selected class θ
 - ♦ The filter set Ψ performs both de-noising and interpolation



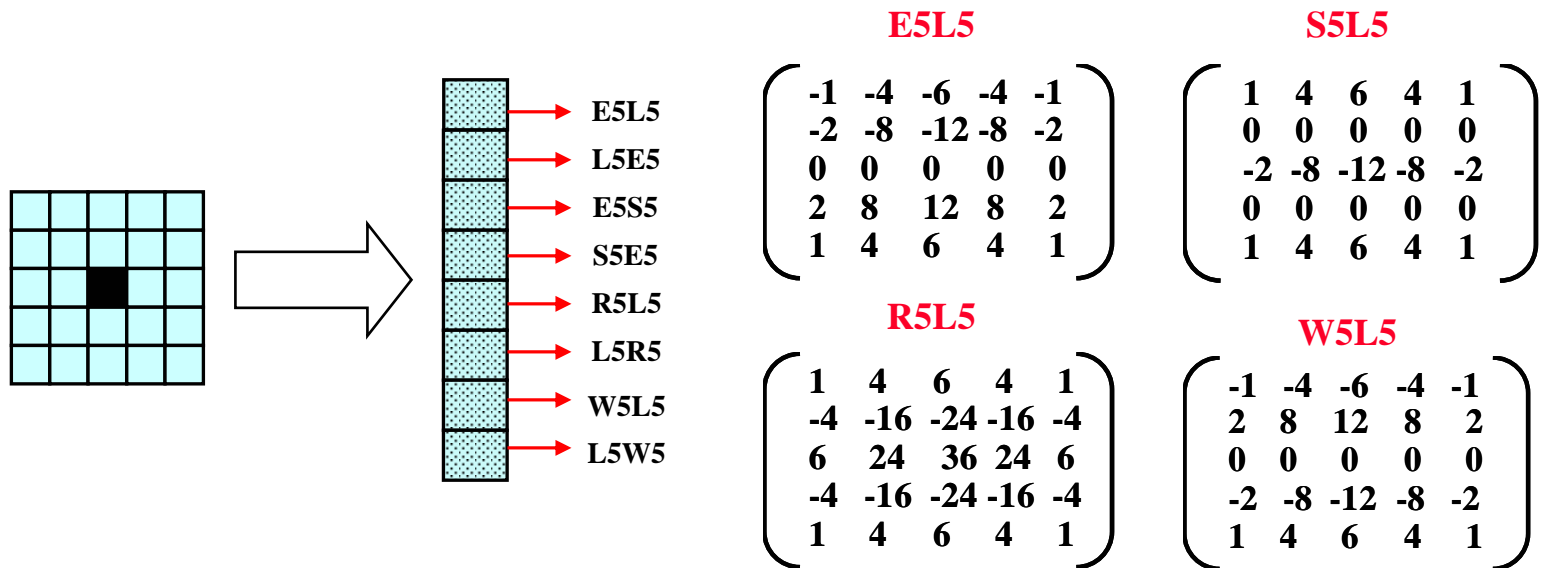
Resolution Synthesis based Filtering and Interpolation Algorithm

- For each input pixel:
 - ◆ Extract local spatial feature vector
 - ◆ Classify local spatial feature vector
 - ◆ Apply appropriate linear filter



Extraction of local feature vector

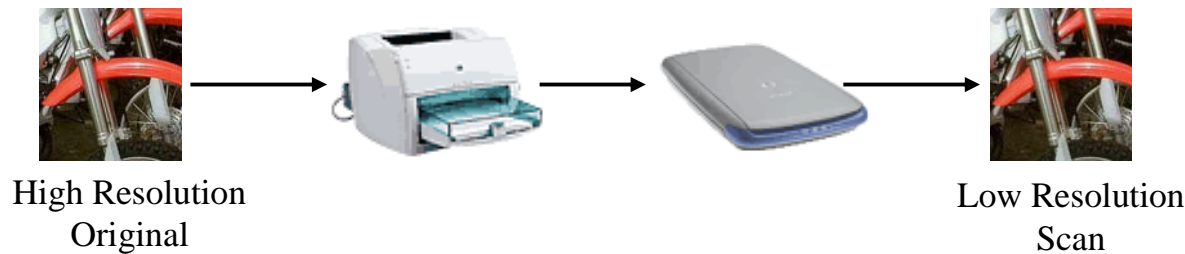
- Use 5x5 laws texture masks to extract local spatial feature vector
 - ♦ 25 possible texture masks
 - ♦ Select features that are least sensitive to noise



- L5E5, L5S5, L5R5, L5W5 are the transpose of E5L5, S5L5, R5L5, and W5L5 respectively.

Training Process for Resolution Synthesis based Filtering and Interpolation

- Collection of Training Data:
 - ♦ Generate low resolution scans from high resolution originals.
 - ♦ Printer: Laser Jet 4050, Scanner: Scan Jet 8250



- Image Registration:
 - ♦ Register low resolution and high resolution images to **sub-pixel accuracy!**
- Optimize Parameters using Registered Images:
 - ♦ Resolution Synthesis: Training phase is implemented using Expectation-Maximization (EM) algorithm

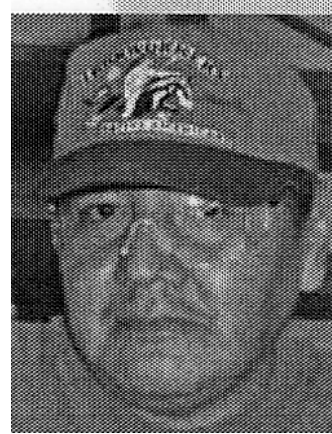
Sub-Pixel Registration Algorithm

- Purpose:
 - ◆ Warp high resolution image to correspond to low resolution pixel coordinates.
- Strategy:
 - ◆ Blockwise Affine Transform with Filter (Yeesoo Han).
 - » Separate image into 16x16 block regions to account for spatial variation in warping,
 - » Filter is added to account for sharpness differences.
 - ◆ Use Coordinate Descent Algorithm to optimize parameters.
 - » Filter Parameters: Least Square Solution
 - » Spatial Position Parameters: Conjugate Gradient Algorithm

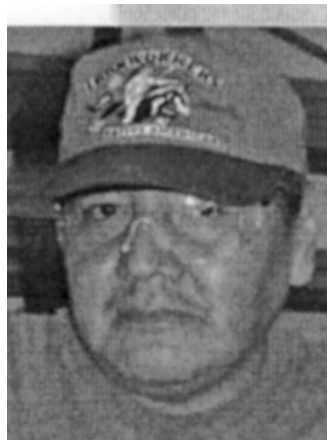
Experimental Results (I)



Original



Scan



Gaussian $\sigma = 1.2$ (7x7)



**RS + Modified
Susan Filtering**

Experimental Results (II)



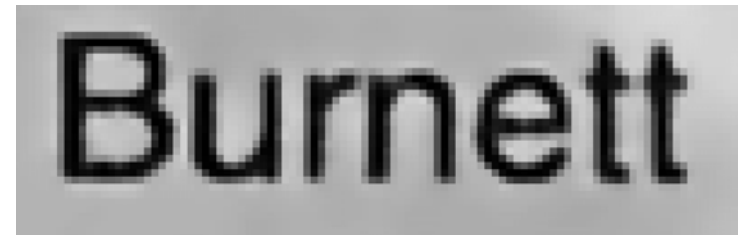
Original



Scan



**Gaussian $\sigma = 1.2$
(7x7)**



**RS + Modified
Susan Filtering**