

SEARCH EFFICIENCY FUNCTION- PSO COMBINATION FOR BLIND IMAGE RESTORATION

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ABSTRACT

In this work we propose, for the first time, a combined method for blind image restoration. This combination is based on PSO and the integration in it of the search efficiency function that represent the optimal searching strategy elaborated by honeybees when searching for food, and its use for the first time in image processing, to carry out the restoration operation of the only blurred images and blurred and noisy ones. The results we got were excellent.

KEYWORDS: Blind image restoration, PSNR, PSO, Search Efficiency Function

1 INTRODUCTION

Image restoration is a crucial operation in image processing process. But the lack of information about the degradation system influence the results obtained. So the search for new techniques in this framework is necessary. In literature we found a lot of works that treat this problem [6,7, 22] where, all of them, firstly, estimated the parameters of the Gaussian point spread function (PSF) of the observed image's degradation, then a classical technique of restoration is used to achieve the restoration process.

Nevertheless, all those techniques suffer from heavy mathematical baggage implicated to carry out this task and more complexes formulas developed. According to literature those techniques have given good results but suffer from complexities. That's why, we have considered the application of the Particles Swarm Optimization technique (PSO) in this framework due to its simplicity and lightness and also because of the results that had gave in all domains where it was applied. But in blind restoration it is used for the first time. To reach this goal, the PSO needs a supplementary tool that can help it in this operation.

Thus, the present paper is organized as follows: Particles Swarm Optimization technique is presented in section 1. The section 2, present the Search efficiency function. In section 3, the proposed blind restoration algorithm is presented. Our application results in section 4. And the conclusion is in section 5.

2 PARTICLE SWARM OPTIMIZATION

Particle Swarm Optimization is an evolutionary tool which

uses "a population" of candidate solutions to develop an optimal solution of a problem. The degree of optimality is measured by a fitness function defined by the user [25- 28, 32]. This paradigm has born in 1995 in the United States. The PSO, which has roots in artificial life and social psychology as well as engineering and computer science, differs from evolutionary computation methods in that the population members called "particles" which are scattered in the space of the problem [27] and [28]. The behaviour of the swarm is described from a particle view angle [28]-[31]. At first, the swarm is shared out in the search space; each particle has a random velocity. Then, at any time step, each particle is able to evaluate the quality of its position and take in memory its best performance, y_i equation (3), i.e. the best position it has reached until now and its quality. It is able to question a certain number of its own kind and get from each one of them its own best performance. It chooses the best of the best performances it knows, \hat{y}_i equation (4), modifies its velocity according to this information and to its own data and it moves consequently, equations (5) and (6). The search strategy of algorithms based on population as the PSO is constituted of two phases, exploration and exploitation. The first is responsible of the detection of the more promising areas in the search space, the second permit to promote the convergence of the particles toward the best detected solution [31]. The PSO can be arranged under the class of iterative methods as well as within the stochastic techniques.

Each particle in the swarm is represented by the followed characteristics [25-28]:

x_i : The current position of the particle i .

v_i : The current velocity of the particle i .

The update of the personal best position of a particle is as follows:

$$y_i(t+1) = \begin{cases} y_i(t) & \text{si } f(x_i(t+1)) \geq f(y_i(t)) \\ x_i(t+1) & \text{si } f(x_i(t+1)) < f(y_i(t)) \end{cases} \quad (3)$$

The position of the global best particle is then given by:

$$\hat{y}(t) \in \{y_0, y_1, \dots, y_s\} = \min\{f(y_0(t)), f(y_1(t)), \dots, f(y_s(t))\} \quad (4)$$

S : denotes the size of the swarm.

So the velocity of the particle i is updated using the following equation:

$$v_{ij}(t+1) = wv_{ij}(t) + \eta_1 c_1 (y_{i,j}(t) - x_{ij}(t)) + \eta_2 c_2 (\hat{y}_j(t) - x_{ij}(t)) \quad (5)$$

Where: w is the inertia weight

c_1 and c_2 are acceleration constants

r_1 and r_2 are uniformly distributed variables.

$j=1:D$, where D : the dimension of the search space of the considered problem.

The position of the particle i is updated by the equation:

$$x_{ij}(t+1) = x_{ij}(t) + v_{ij}(t+1) \quad (6)$$

The equation (5) is the velocity vector which drives the search process and reflects the "sociability" of particles.

3 SEARCH EFFICIENCY FUNCTION

The scale free movement patterns of some individuals, independent, foragers have aroused considerable interest because such patterns are known to constitute an optimal searching strategy when target sites are randomly and sparsely distributed [34]. An idealised model in which a searcher moves on a straight line towards the nearest target if the target site lies within a direct vision distance, r , otherwise the searcher chooses a direction at random and a l , drawn from a Lévy distribution, $P(l) \approx l^{-\mu}$ where $1 < \mu < 3$.

This task and more complex formulas developed. According to literature those techniques have given good results but suffer from complexities. That's why, we have considered the application of the Particles Swarm Optimization technique (PSO) in this framework due to its simplicity and lightness and also because of the $\text{res}\eta(\mu)$ was defined by [34] to be reciprocal of the mean distance travelled by a searcher before detection of a target site:

$$\eta = \frac{1}{N_l \langle l \rangle} \quad (7)$$

Where $\langle l \rangle$ is the mean length of a flight- line segment and N_l is the mean number of straight- line segments traversed before arrival at a target site. The distance between successive targets is approximated by the mean distance

between successive targets, λ ,

$$\langle l \rangle = \left(\frac{\mu-1}{2-\mu} \right) \left(\frac{\lambda^{2-\mu} - r^{2-\mu}}{r^{1-\mu}} \right) + \frac{\lambda^{2-\mu}}{r^{1-\mu}} \quad (8)$$

This aspect of searching is captured by optimal Lévy-flights searching strategies. This is because such flights typically comprise of many, relatively short segments, punctuated by occasional longer segments. The search started from an arbitrary point, x_0 in the interval $[-\lambda/2, \lambda/2]$, the average number of straight- line flight- segments traversed before first reaching a target is

$$N_l = \left(\frac{1}{2K} \right) \left(\frac{(x_0 + L)(L - x_0)}{r^2} \right)^{(\mu-1)/2} \quad (9)$$

Where $L = \lambda/2$ and K is the diffusivity. The searching efficiency is dependent upon the initial location of the searcher.

4 PROPOSED METHOD

In previous work we have used the PSO, this powerful optimization tool, in image restoration [33] which was converted on an optimization problem. It has given good results. Due to these results, we tried to use this tool in blind image restoration, since, in most of cases information about the degradation process are limited or unknown.

In this case we propose the use of a new cost function where we don't need information about the degradation and tried to find the solution. This solution constitutes, in our case, the restored image. The cost function used is the SEF (eq. 7), and the procedure is as follows:

4.1 The proposed algorithm

- Degraded image is introduced;
- Use of the PSO with the SEF as cost function;
- Restored image.

4.2 Our contribution: SEF as cost function in the PSO

- L = taken as the maximum intensity of a pixel
- x_0 = degraded image
- Calculation of N_l , from equation (9)
- Calculation of $\langle l \rangle$, from equation (8)
- Calculation of η , from equation (7)
- Use of equation (3) for the best personal performance
- Use of equation (4) for the best global performance
- Use of equation (5) for the velocity update
- Use of equation (6) for the position update

5 RESULTS DISCUSSION

To show the performance of this algorithm we used the cameraman image, figure 2. a, as test. To evaluate the

performances of our algorithm we have choose the PSNR metric in dB [15].

$$PSNR = 10 \log_{10} \left(\frac{255^2}{MSE} \right) \quad (10)$$

Where, MSE is the Mean Square Error between the original image and the restored image.

The test image was degraded by a Gaussian blur with variance $\sigma_f = 5$ mean $\mu_f = 0$. Firstly we restored blurred image. Lastly we restored blurred and noisy image. We used Gaussian noise with mean $\mu_n = 0$, and variance $\sigma_n = 0.002$. The degraded images are shown in Figure 2. b and c.

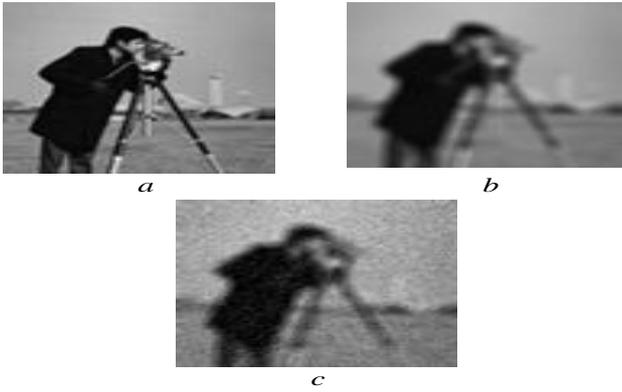


Figure 1: Test images, a. original image, b. blurred image, c. blurred and noisy image

The algorithm has been implemented in Matlab7.8, Windows 7 on a calculator Intel (R) Core (TM)2 Duo CPU T6600 @2.20 GHz 2.20 GHz, 4 Go of RAM, 64bits exploitation system.

Test 1: Concern the restoration of blurred images Figure 3, Table 1 resumes the PSNRs of the results obtained.



Figure 2: Restored image from blurred one

Test 2: Concern the restoration of blurred and noisy images Figure 4, Table 1 resumes the PSNRs of the results obtained.



Figure 3: Restored image from blurred and noisy one

Table 1: PSNR results

Image	Degraded image	LPSO	Proposed method
Blurred	31.0834	33.5485	44.5627
Blurred & noisy	28.3734	30.8417	35.8365

The results obtained in two tests traduced by figures 3 and 4 show the amelioration introduced by our method to this operation which is image restoration, and to the PSO behavior. Table 1 proved its usefulness by PSNR metrics. The running time is estimated 9min compared with the time taken by the LPSO in local restoration 5min [33]. Also the results show that our method performed well for blurred and noisy image, so we have obtained a robust tool for blind image restoration.

6 CONCLUSION

In previous work we have introduced the PSO in image restoration operation and we got good results [33]. But information about the degradation is, in most of cases, unknown. To execute the restoration operation, generally, we must estimate the degradation parameters, which need complex tools. In our case we have exploited the SEF defined by [34] as an optimal searching strategy of target sites performed by honeybees when searching for forage location as helping tool for blind image restoration. We got excellent results compared with other techniques of image restoration [33].

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