

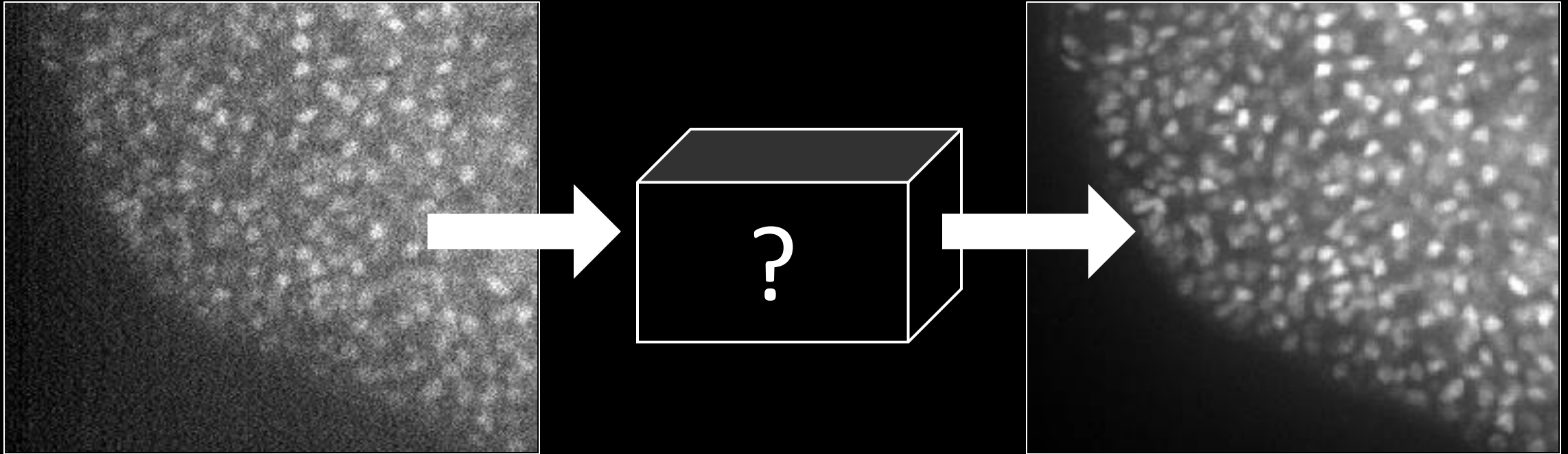


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# Noise and Denoising: Supervised, Self-Supervised and Unsupervised

Alexander Krull

# The Problem of Noise



Low exposure:

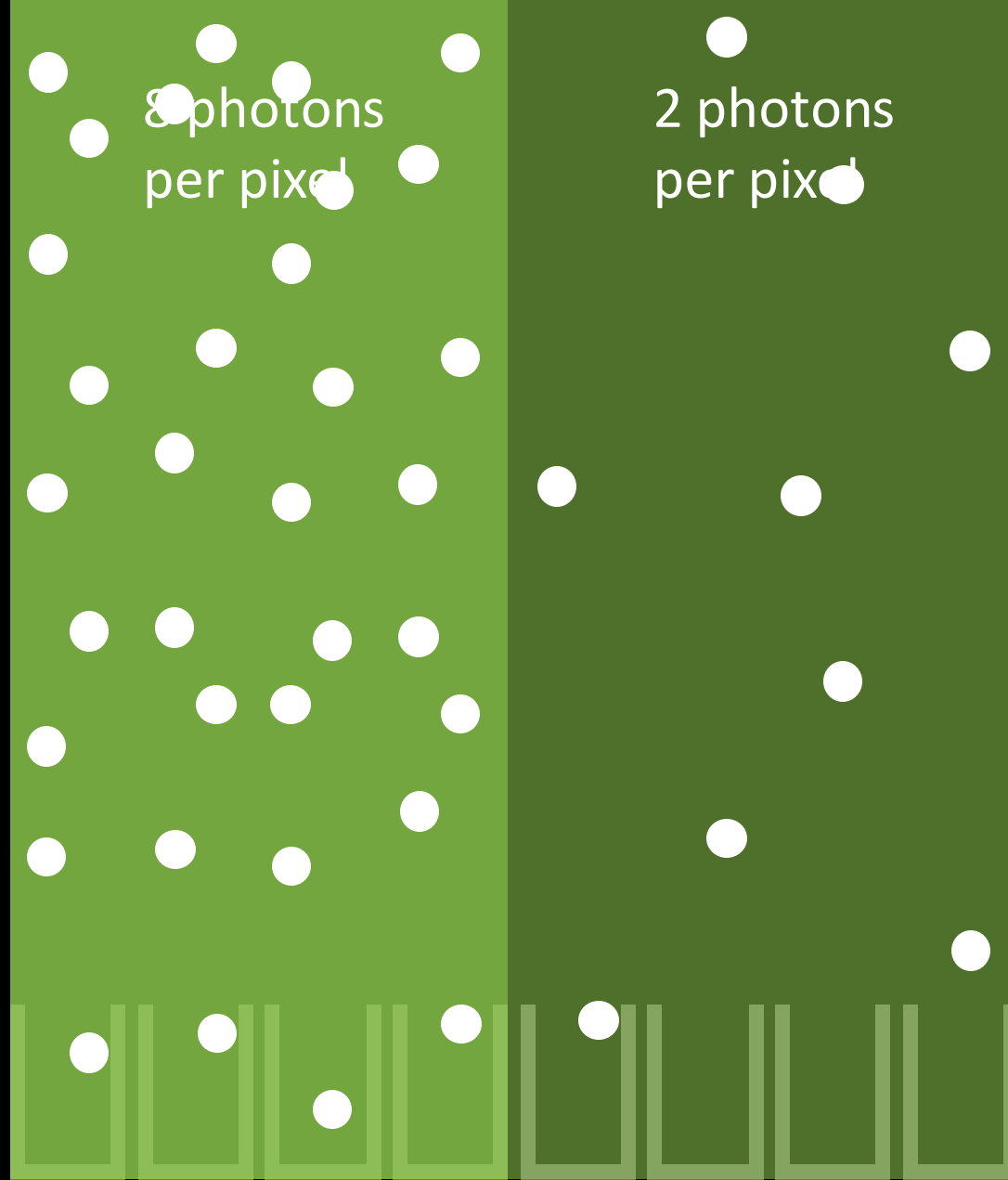
- Gentle 😊
- Noisy 😞

High exposure:

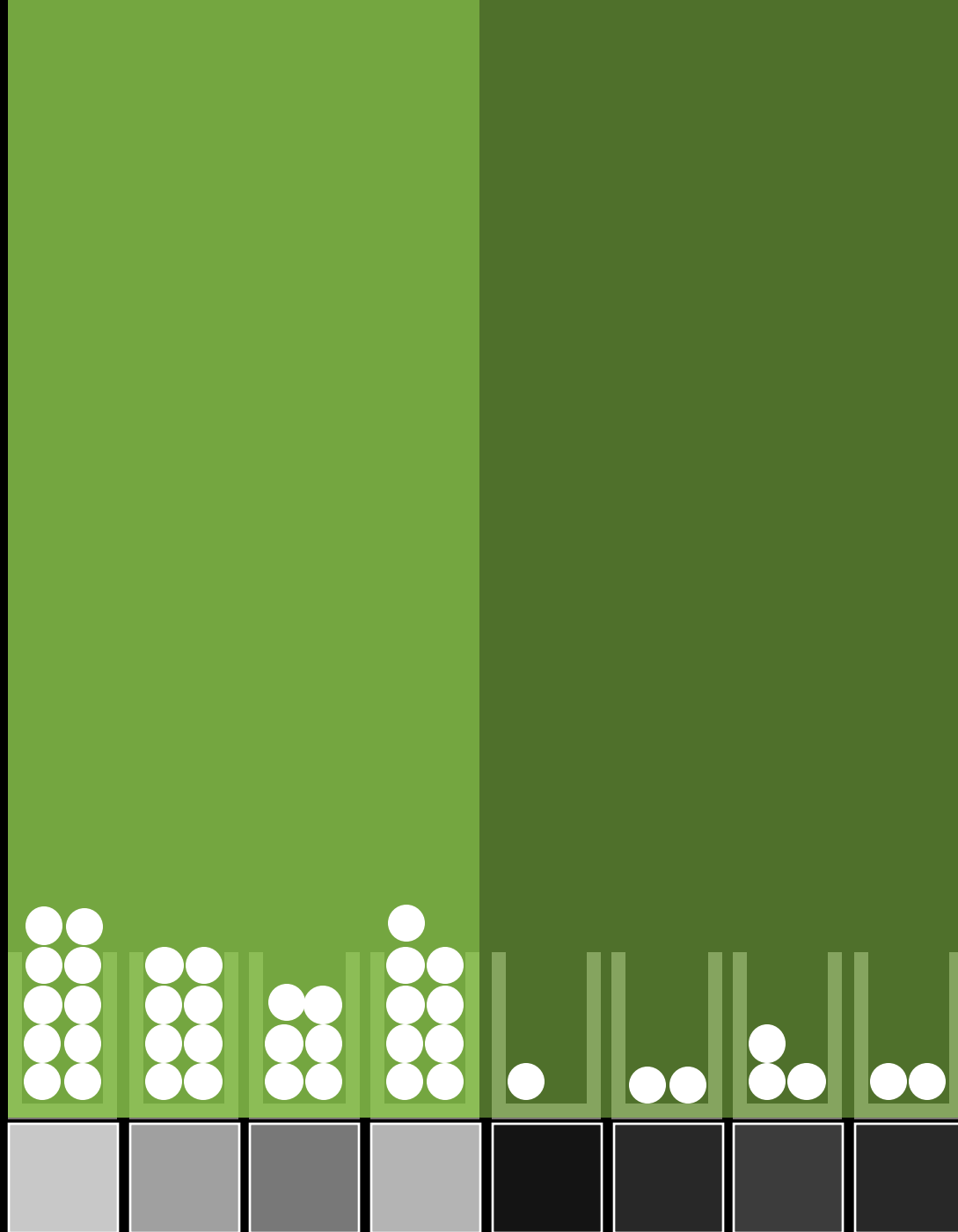
- Damaging 😞
- Clean 😊

# **Why does Low Light Lead to Noisy Images?**

100%  
light



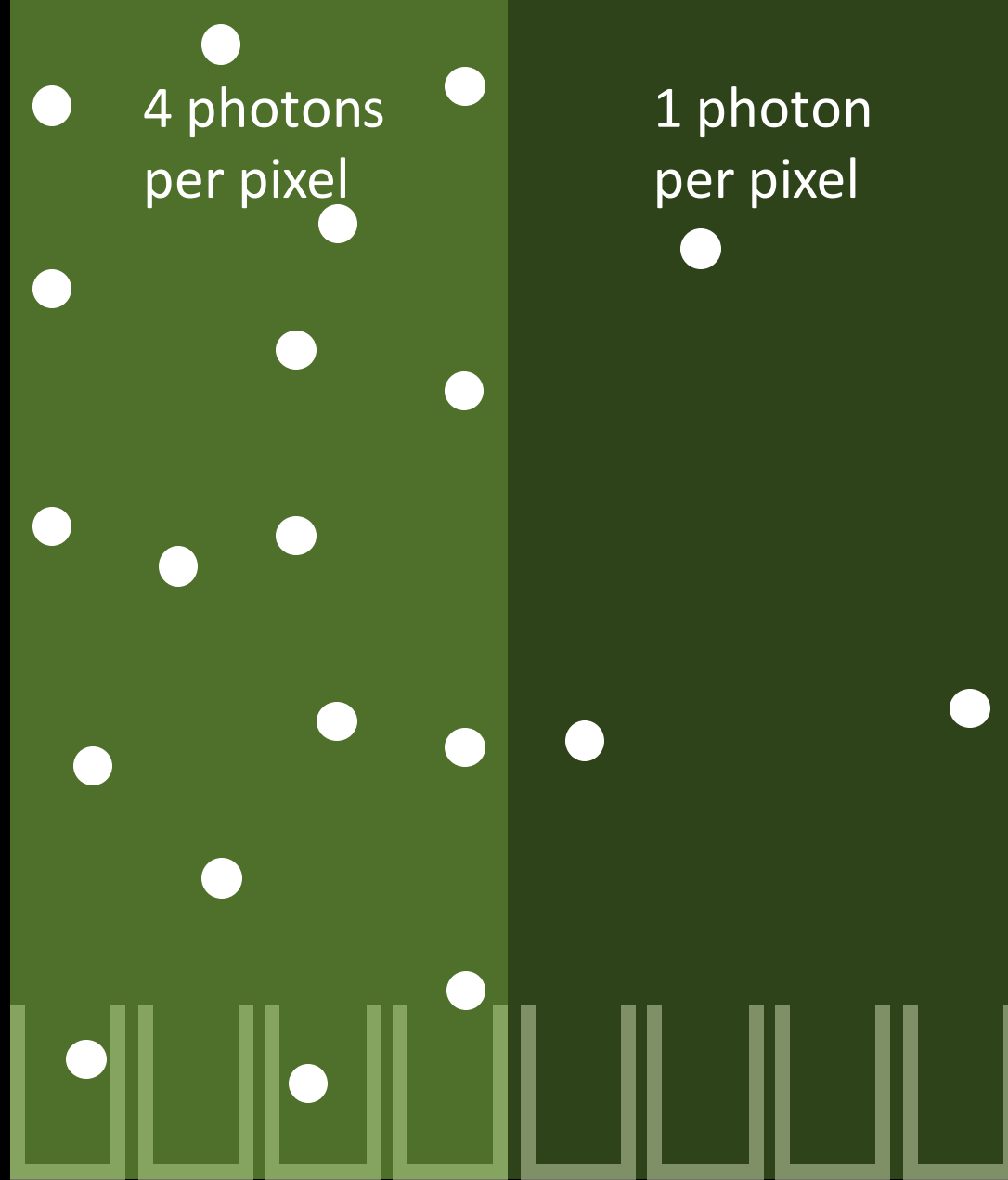
100%  
light



100% light



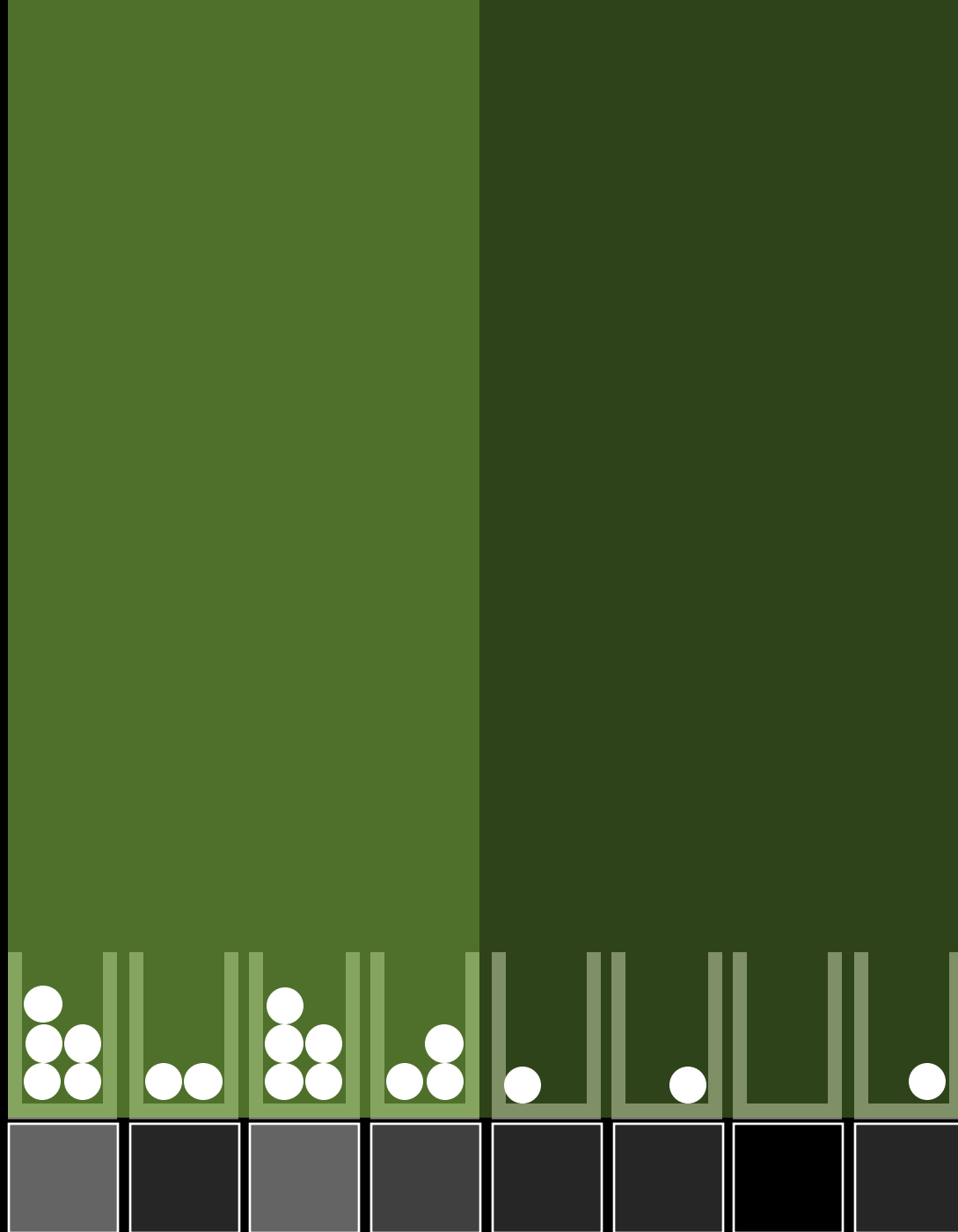
50%  
light



100% light



50%  
light



100% light



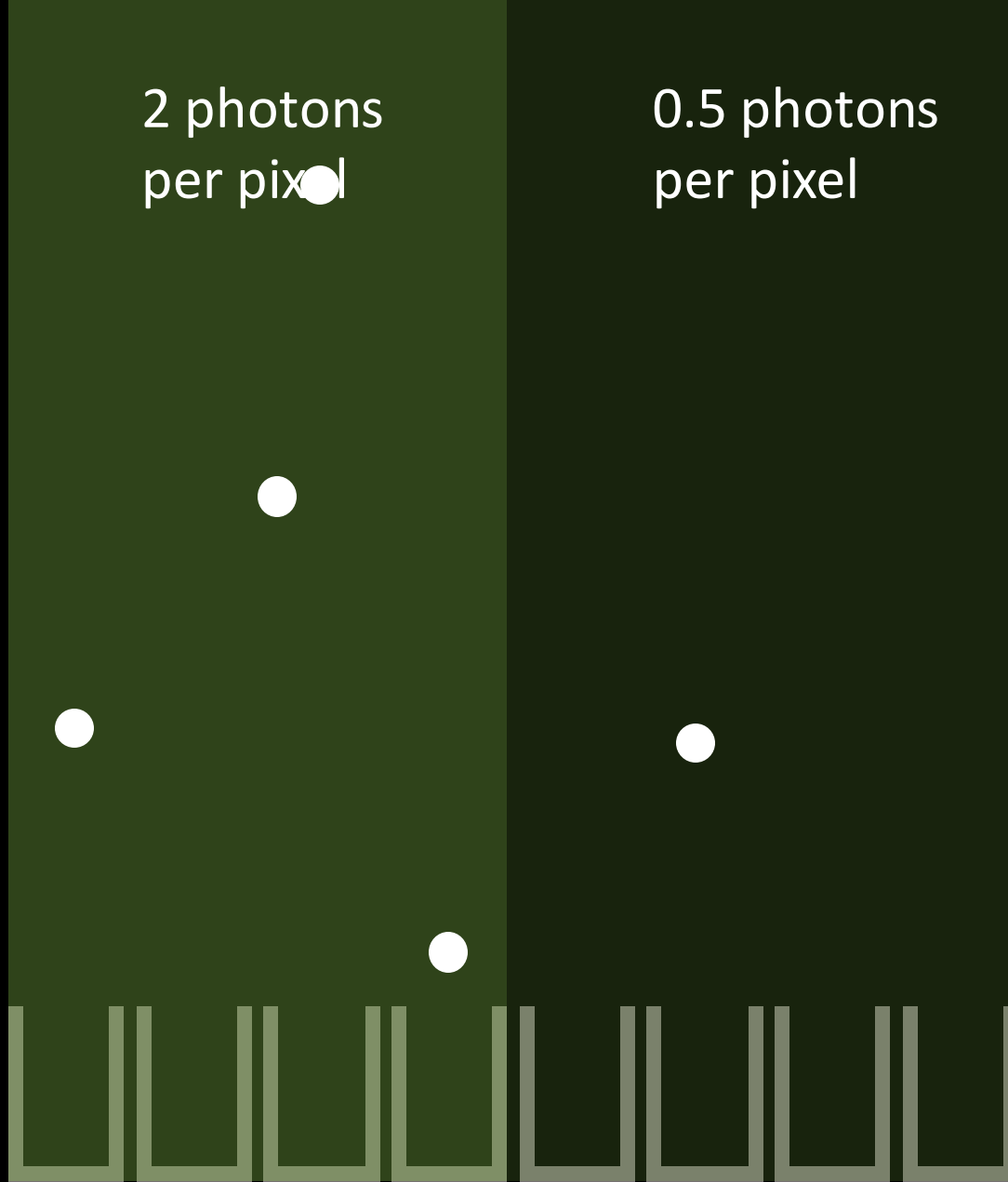
50% light x 2



25%  
light

2 photons  
per pixel

0.5 photons  
per pixel



100% light

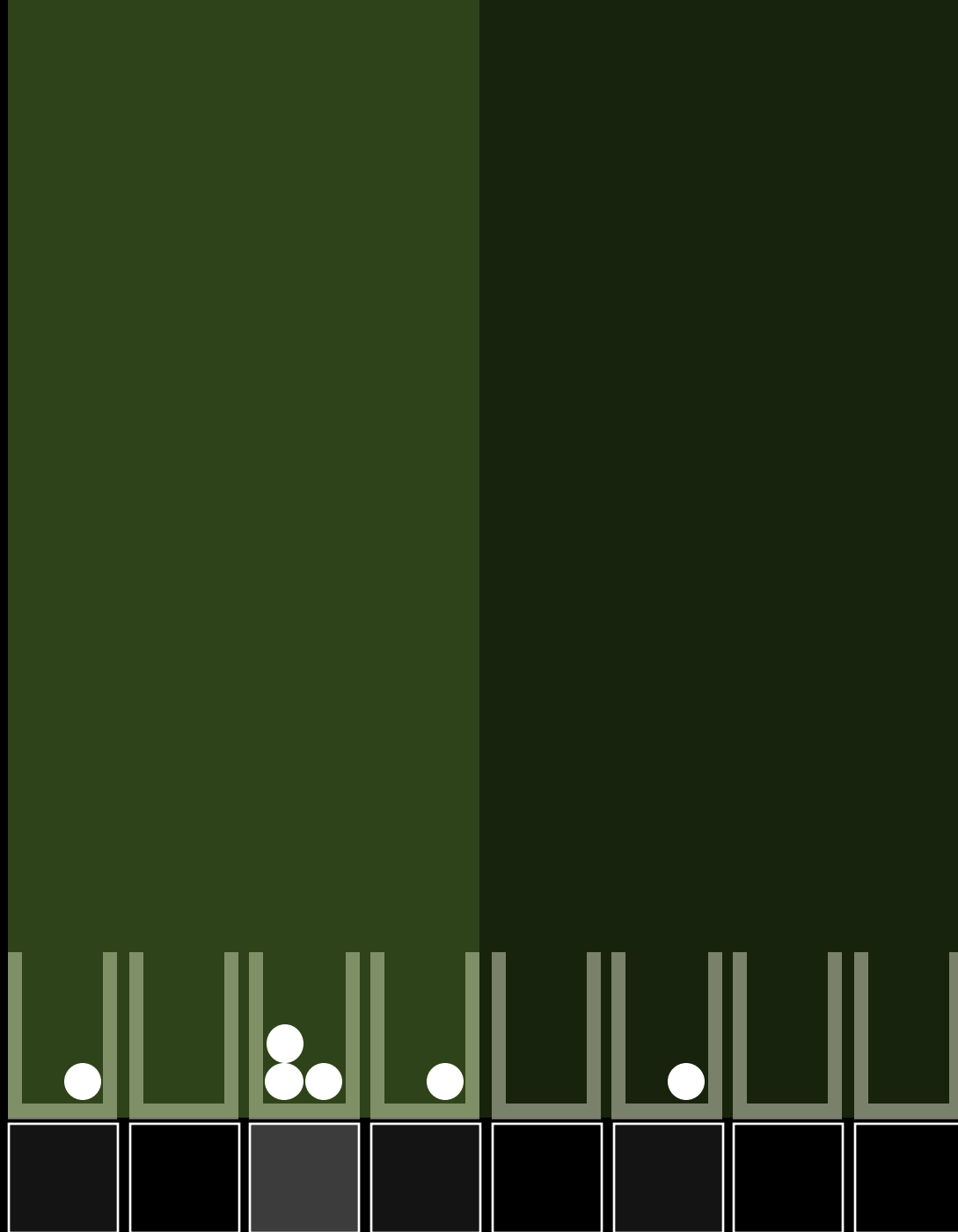


50% light x 2





25%  
light



100% light



50% light x 2



25% light x 4



25%  
light



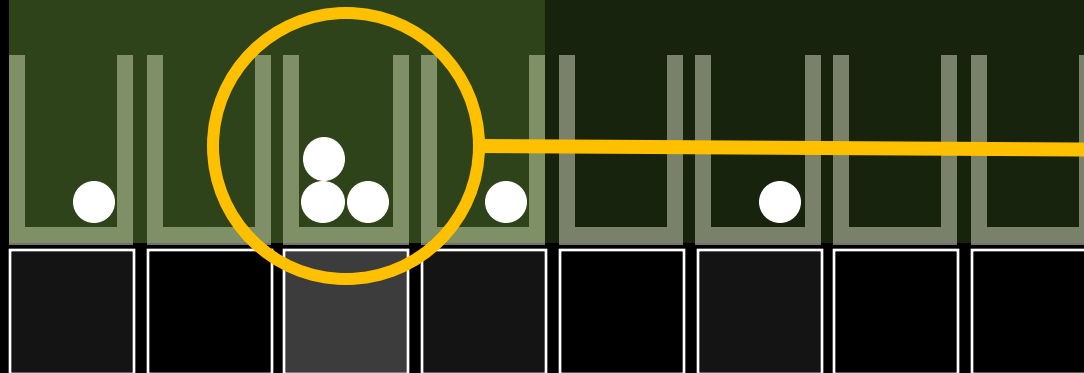
100% light



50% light x 2



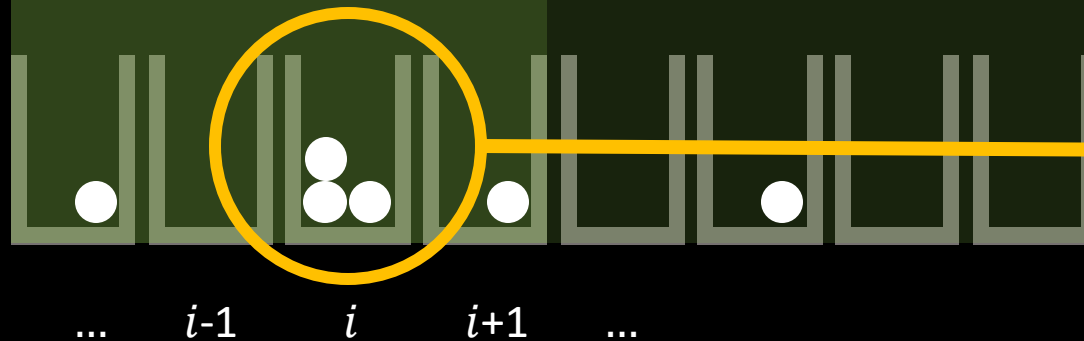
25% light x 4



How likely is it that we get 1, 2, 3, ... photons?

# Poisson Shot Noise

Counting independent events occurring at fixed rate.



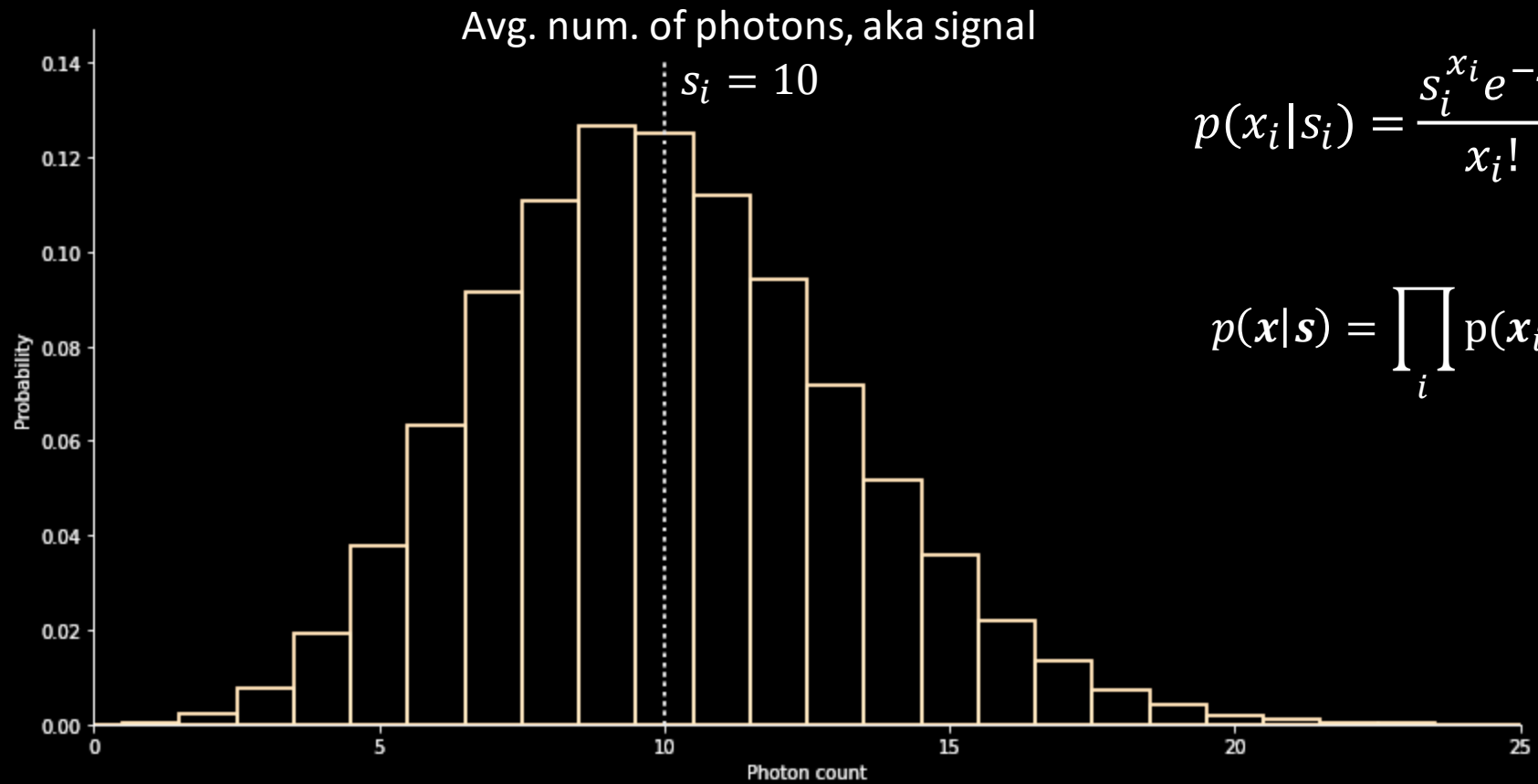
**Light intensity  
avg. photons per exposure  
(signal)**

$$p(x_i | s_i) = \frac{s_i^{x_i} e^{-s_i}}{x_i!}$$

**Photon count  
(noisy value)**

**How likely is it that we get 1, 2, 3, ... photons?**

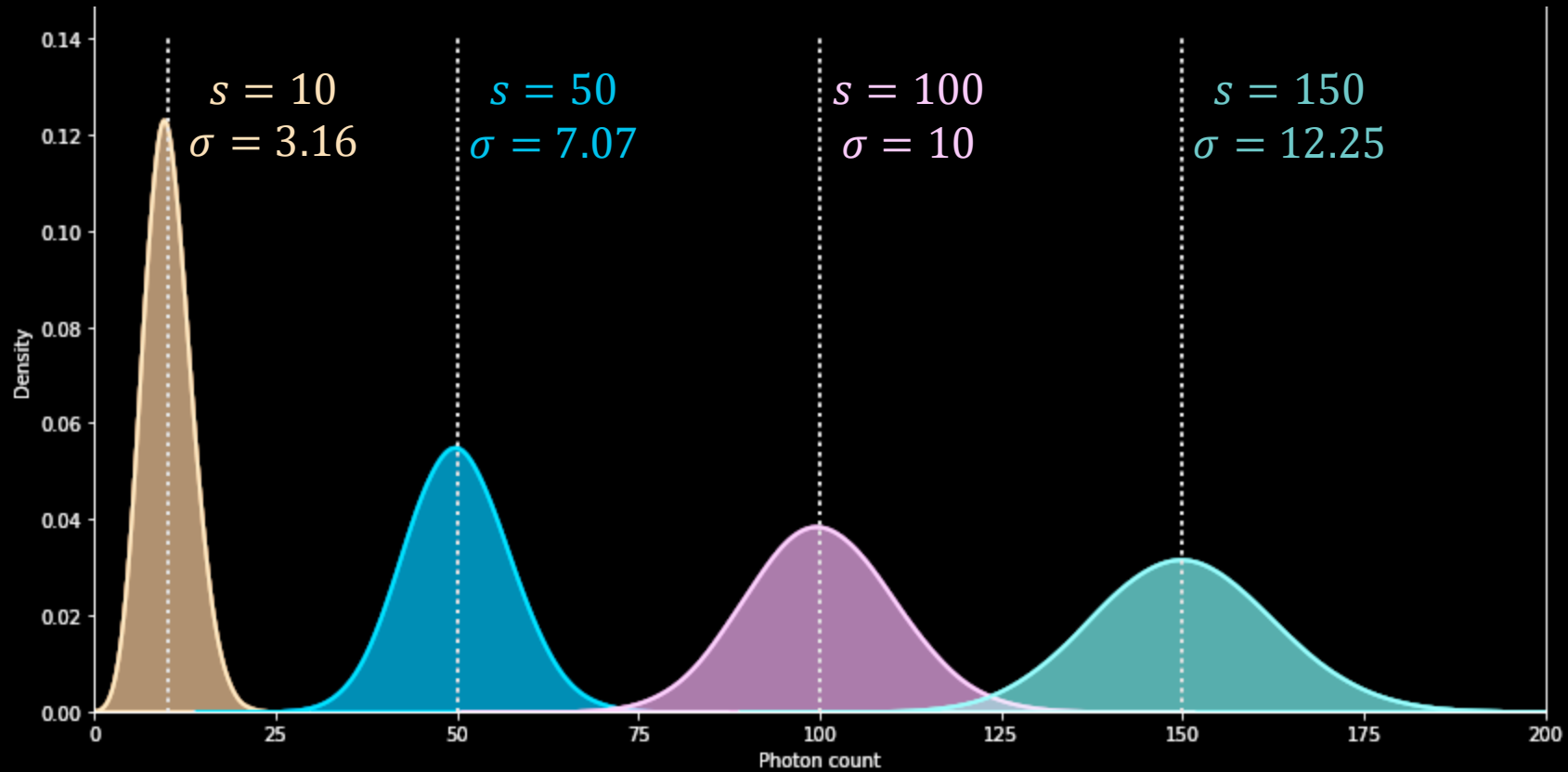
# Poisson Shot Noise

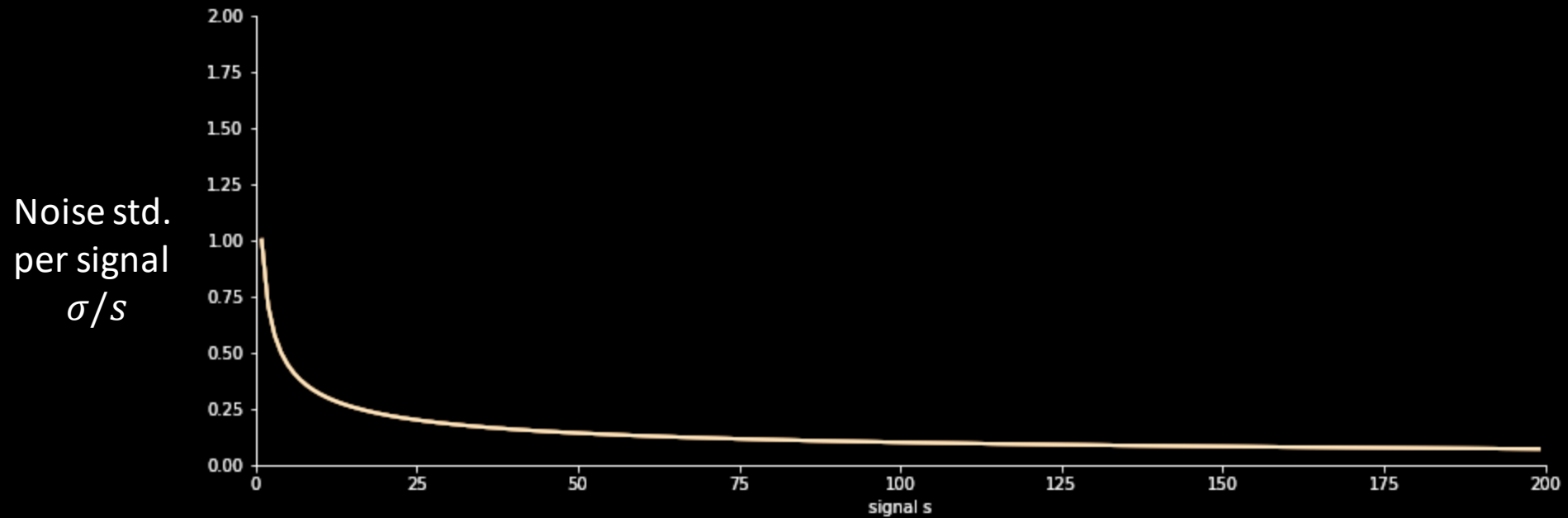
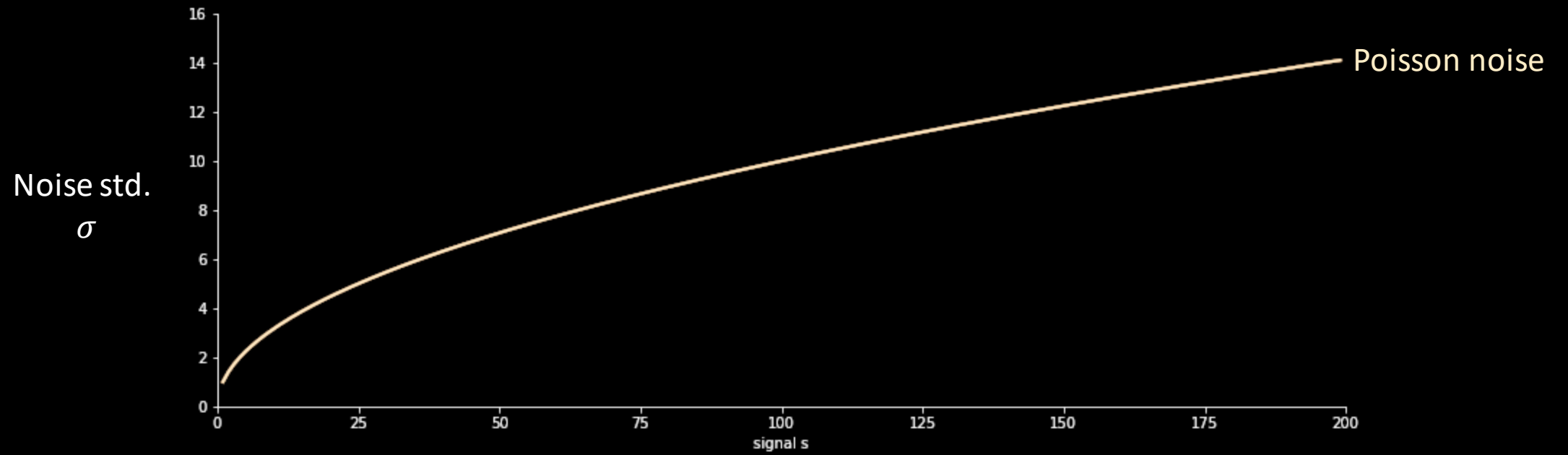


$$p(x_i | s_i) = \frac{s_i^{x_i} e^{-s_i}}{x_i!}$$

$$p(\mathbf{x} | \mathbf{s}) = \prod_i p(x_i | s_i)$$

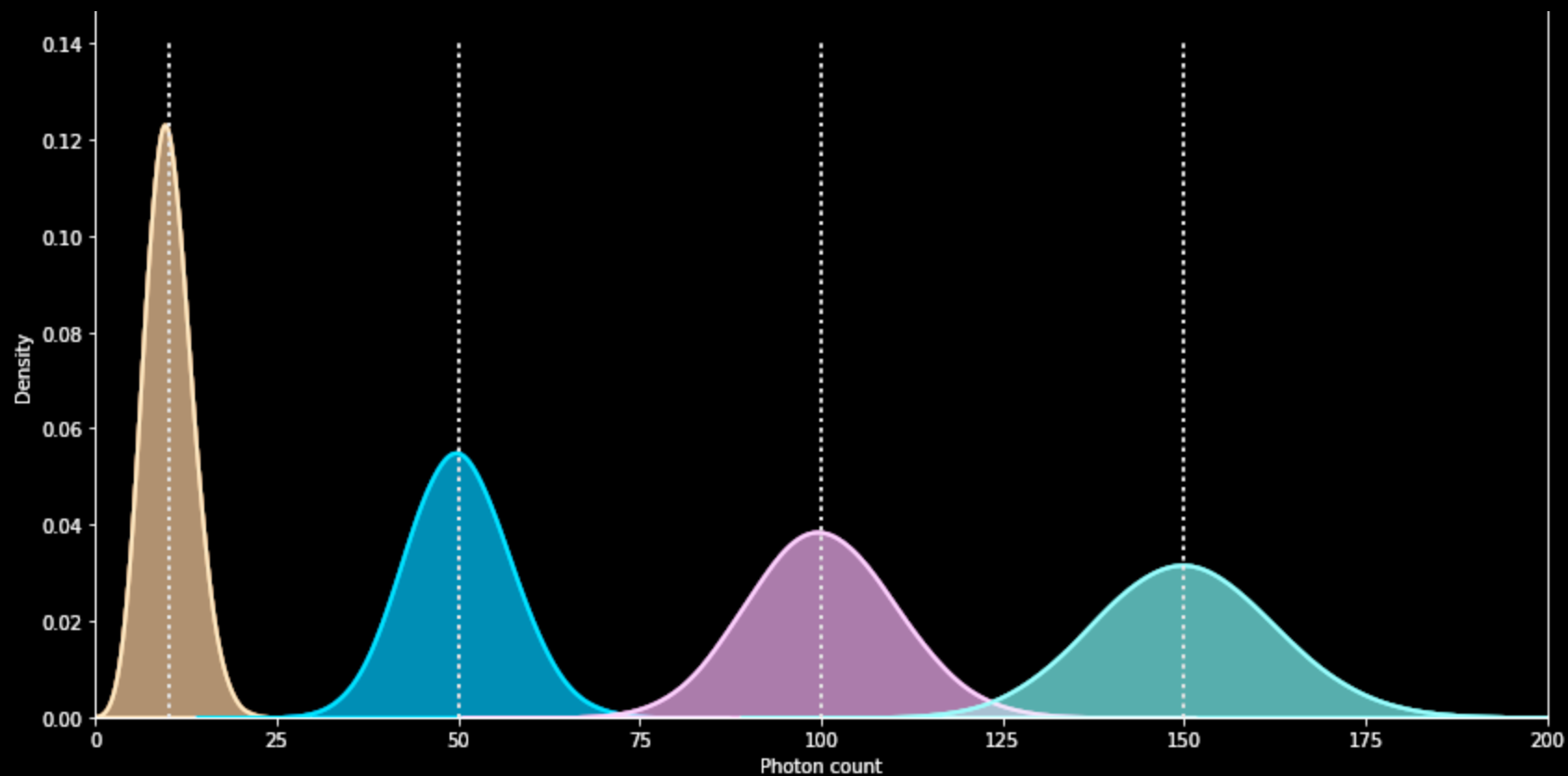
# Poisson Shot Noise





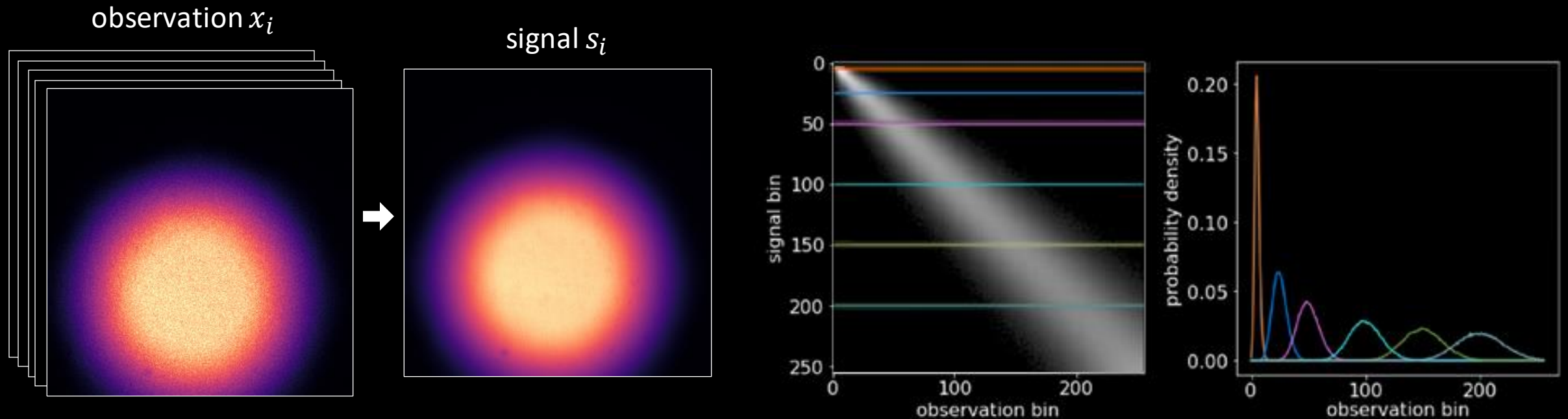
# Real Noise

$$p(\mathbf{x}_i | s_i) = ?$$



- Poisson noise
- Readout noise
- Amplification
- Digitisation

# Recording a Pixel Noise Model



- image static object approx. 100 times
- average result  $\rightarrow$  pseudo ground truth
- build 2D histogram
- build parametric model, fit Gaussians

row  $s_i$  corresponds to  $p(x_i | s_i)$

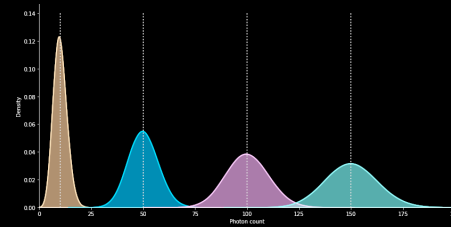
**Noise model is ...**

- **a collection of distributions.**
- **property of the camera/detector.**
- **independent of sample.**



# Image Noise Models

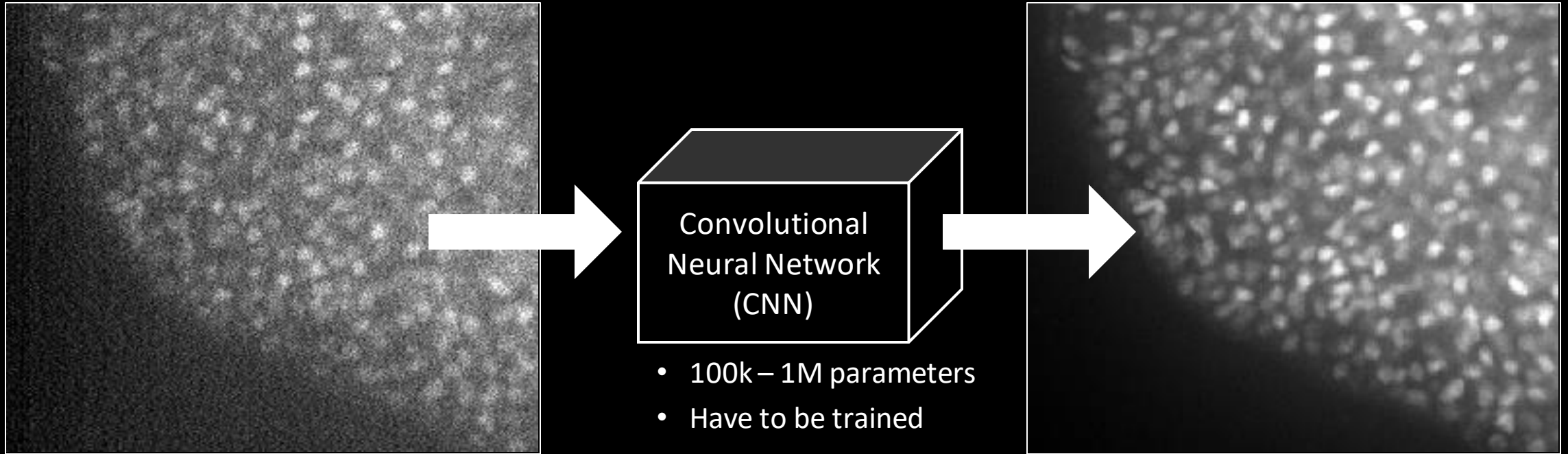
$$p(\mathbf{x}|\mathbf{s}) = \prod_i p(x_i|s_i)$$



# **Traditional Supervised Training**

You need clean data.

# Deep Learning for Denoising



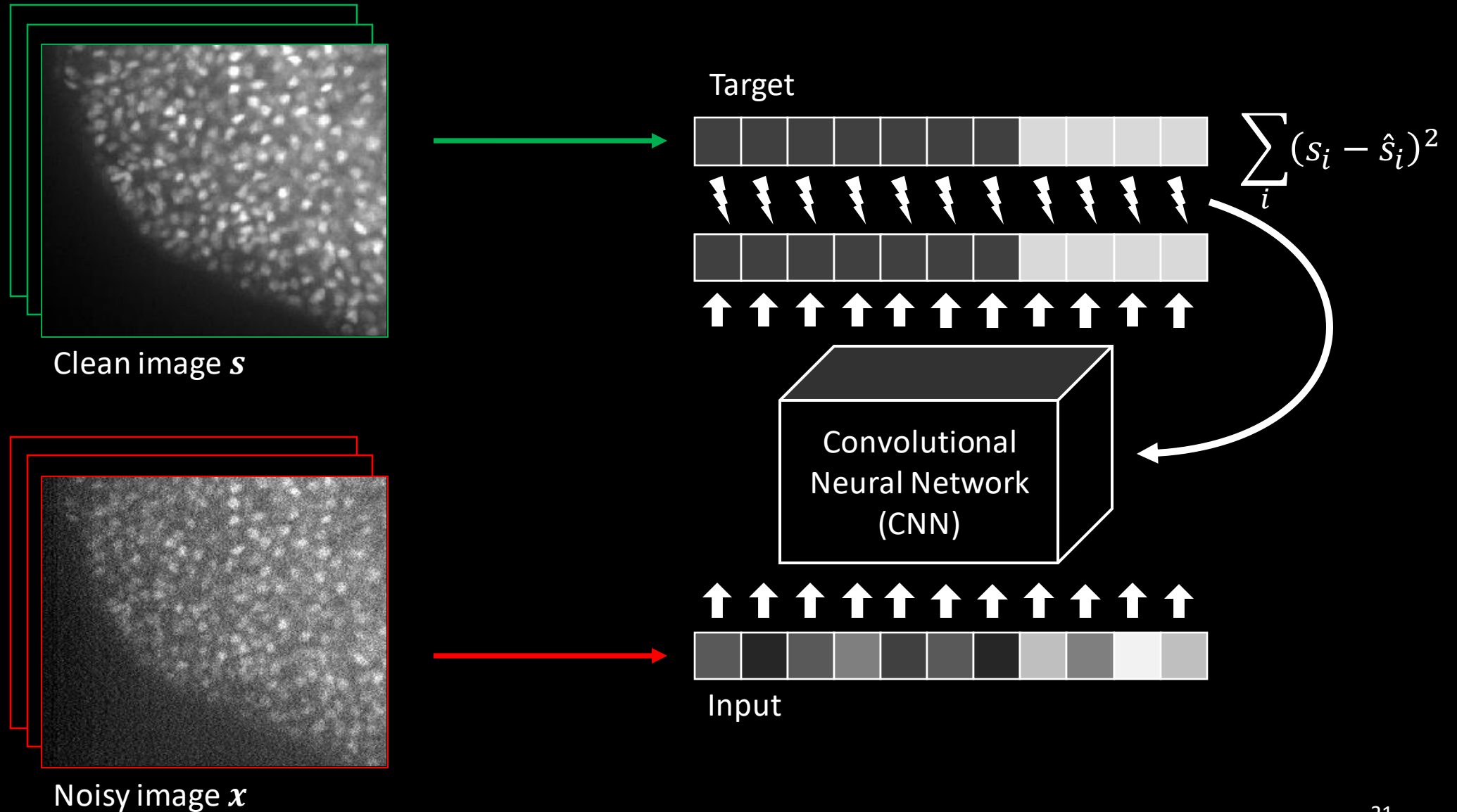
## Low exposure:

- Low photo toxicity 😊
- Low bleaching 😊
- Noisy 😞

## High exposure:

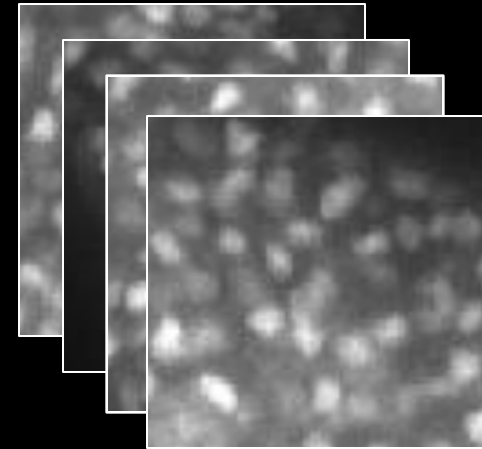
- Strong photo toxicity 😞
- Strong bleaching 😞
- Less noise 😊

# CARE – Traditional Supervised Training

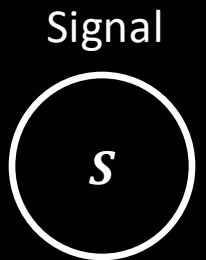


**What is Going On?**

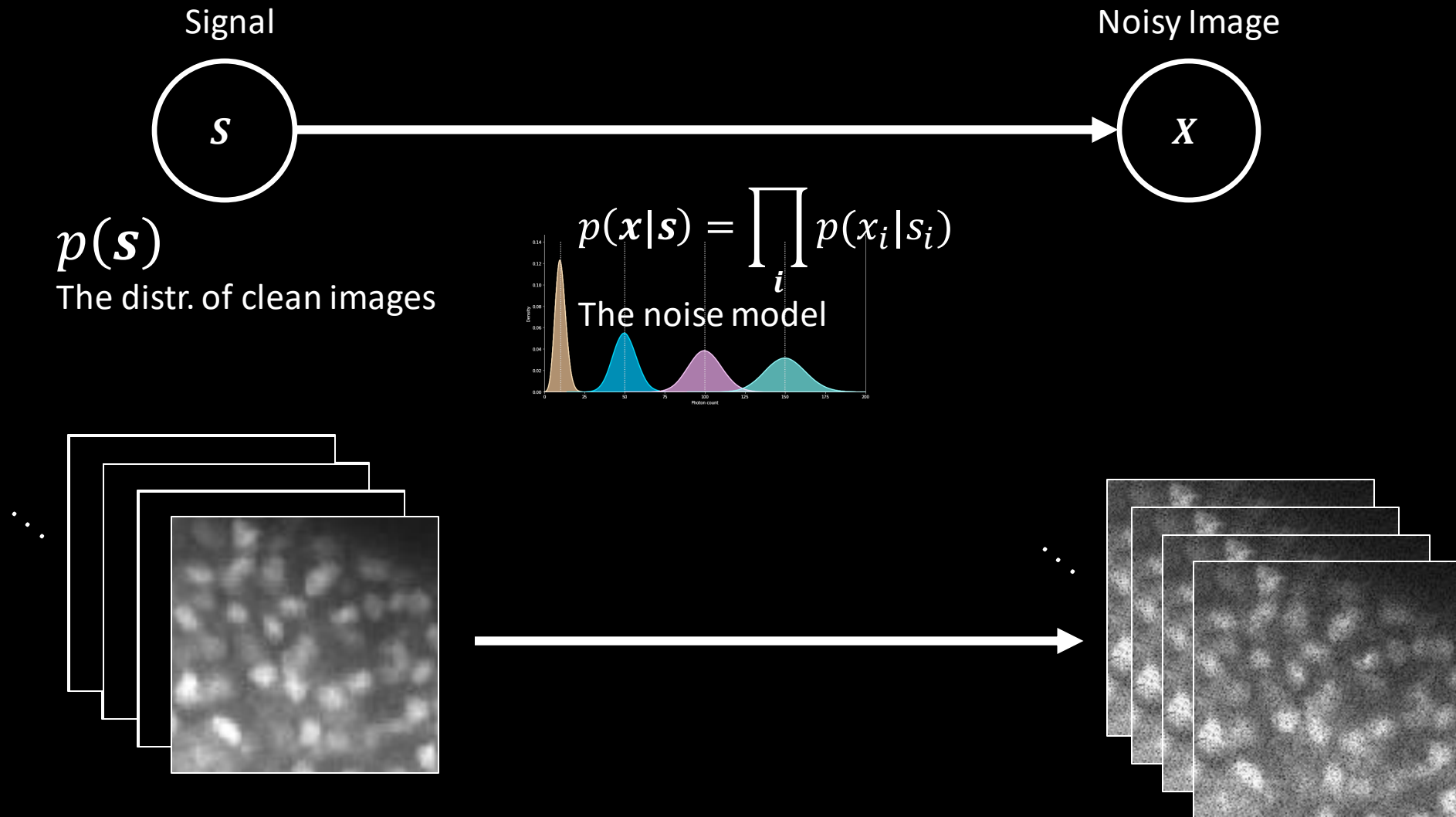
# The Distribution of Clean Images



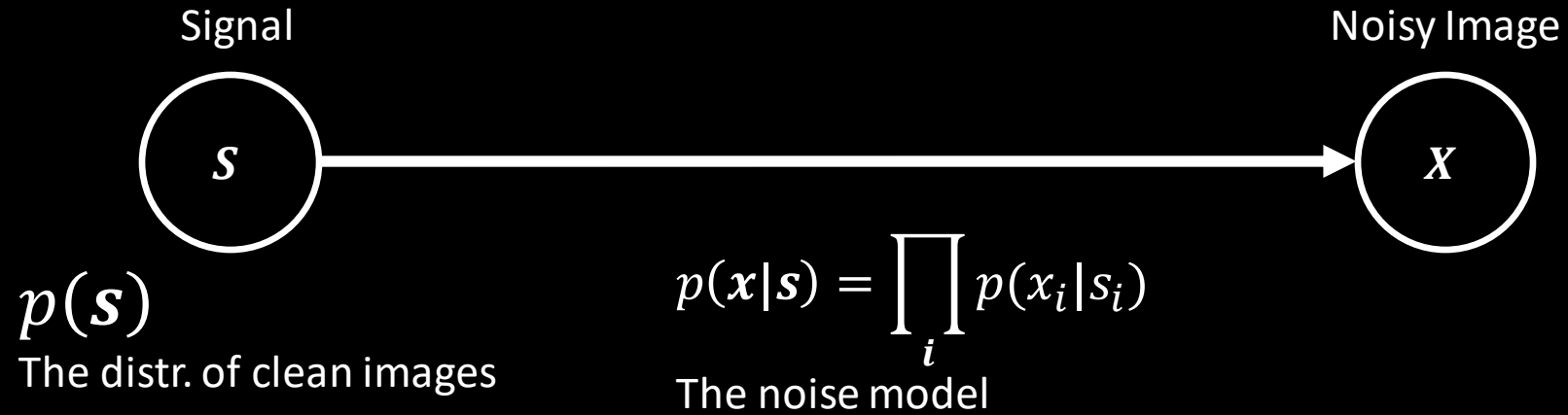
$p(s)$   
The distr. of clean images



# Image Generation Model



# Image Generation Model

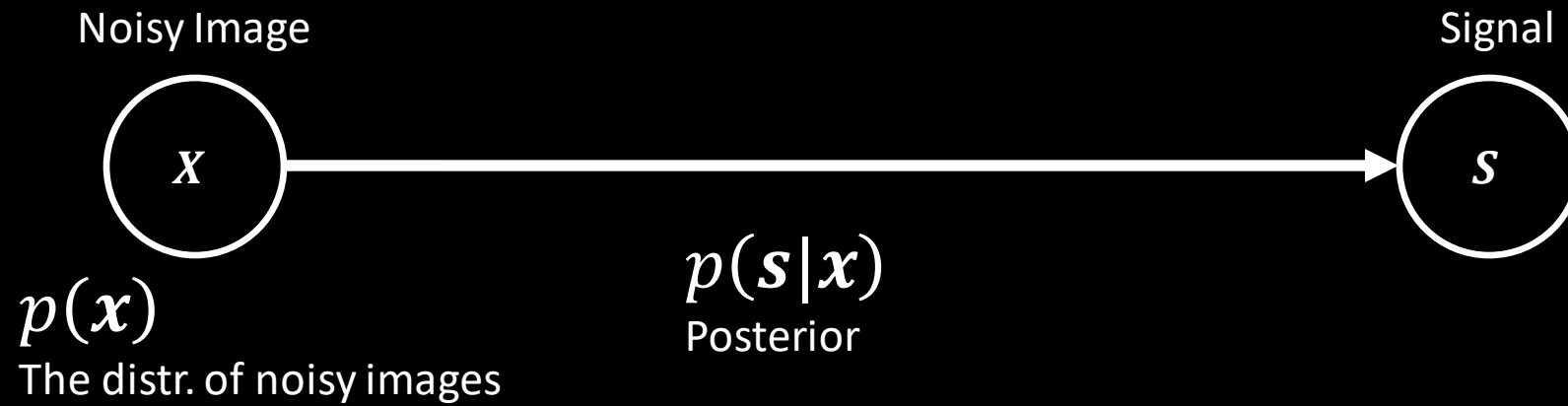


$$p(\mathbf{s}|\mathbf{x}) = \frac{p(\mathbf{x}|\mathbf{s})p(\mathbf{s})}{\int p(\mathbf{x}|\mathbf{s}')p(\mathbf{s}') d\mathbf{s}'}$$

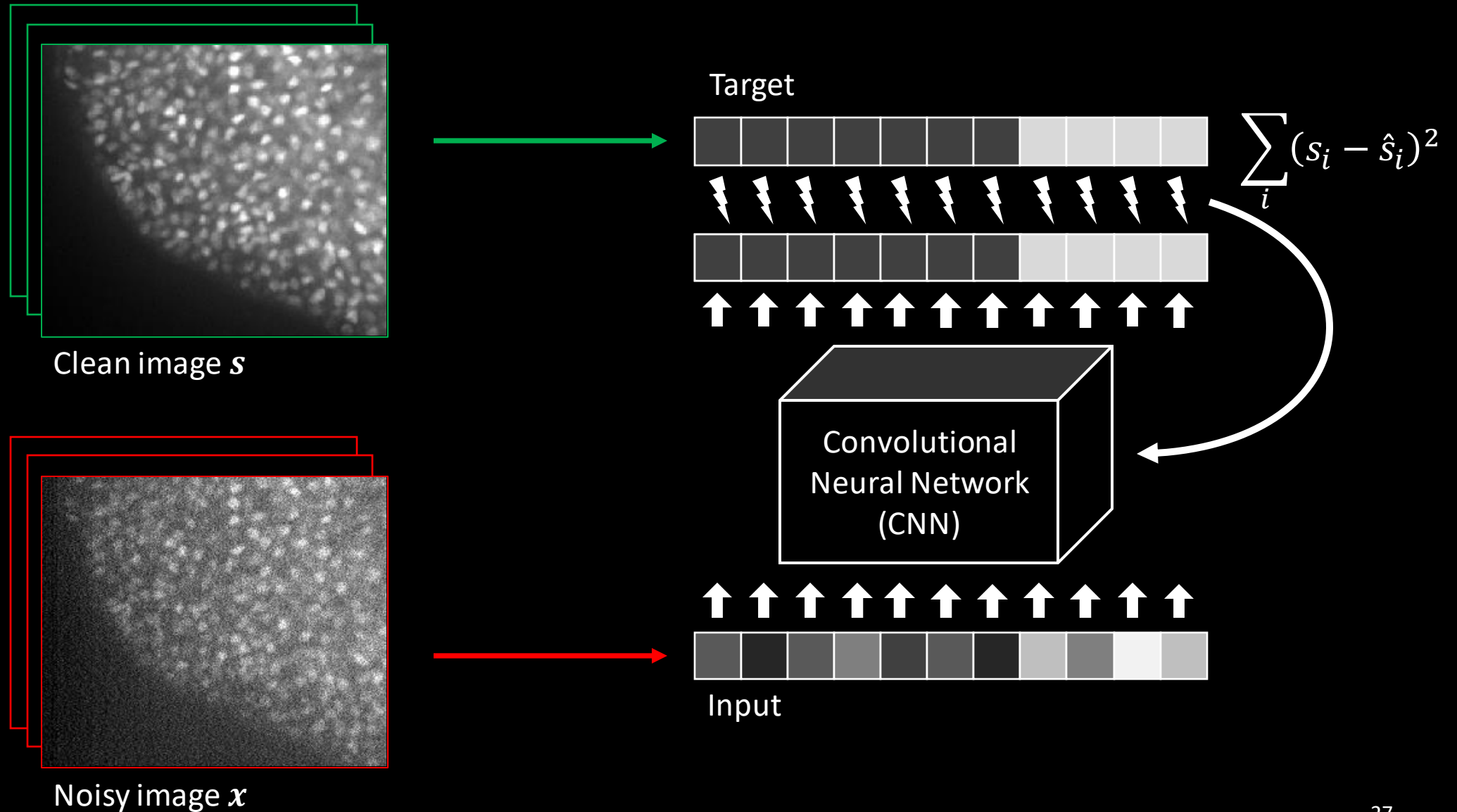
Bayes' Theorem



# The Denoising Problem

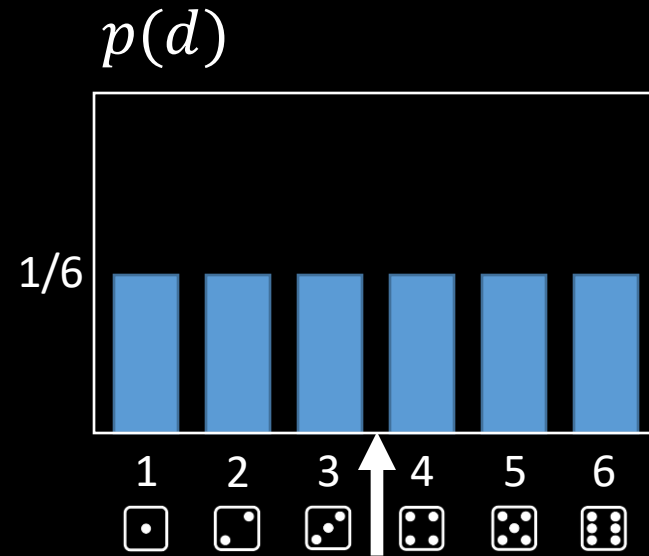


# CARE – Traditional Supervised Training



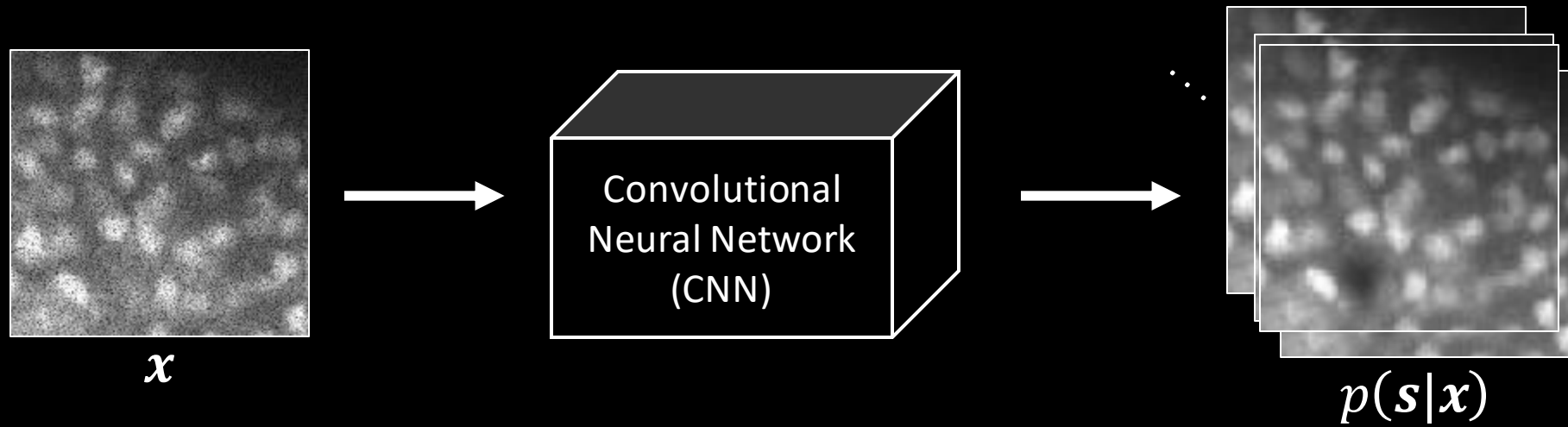
# Minimising the Squared Error

Rolling a die:



$$\text{Minimising } (d - \hat{d})^2 \longrightarrow \hat{d} \approx \mathbb{E}_{p(d)}[d]$$

# Minimising the Squared Error

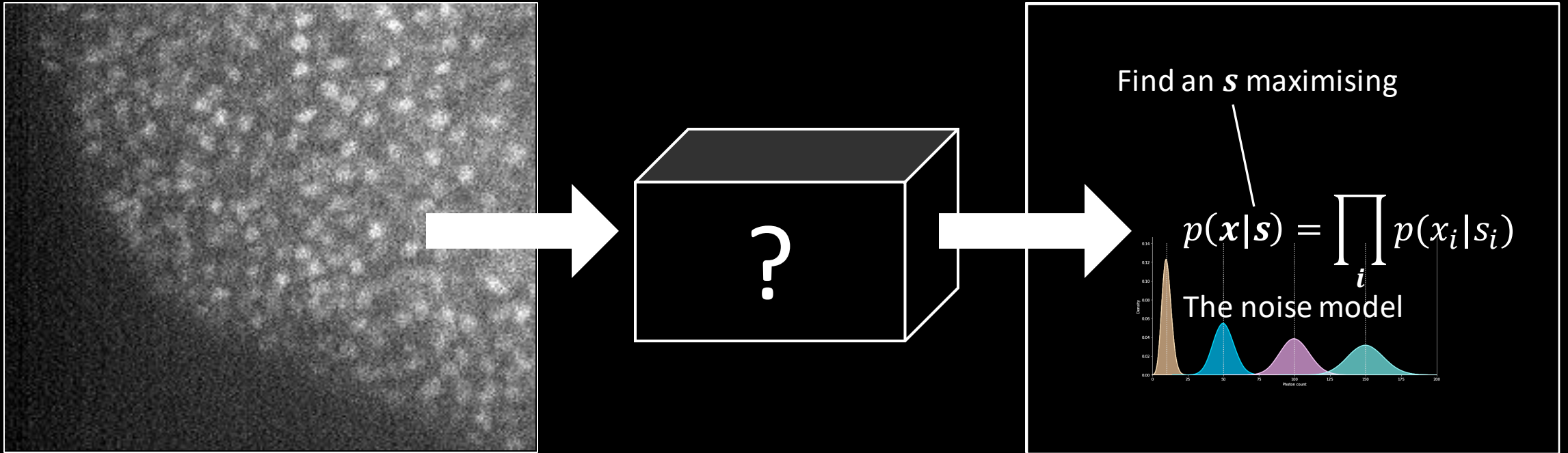


$$\text{Minimising } \sum_i (s_i - \hat{s}_i)^2 \longrightarrow \hat{s} \approx \mathbb{E}_{p(s|x)}[s]$$

$$p(s|x) = \frac{p(x|s)p(s)}{\int p(x|s')p(s') ds'}$$

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# Directly Using a Noise Model for Denoising?

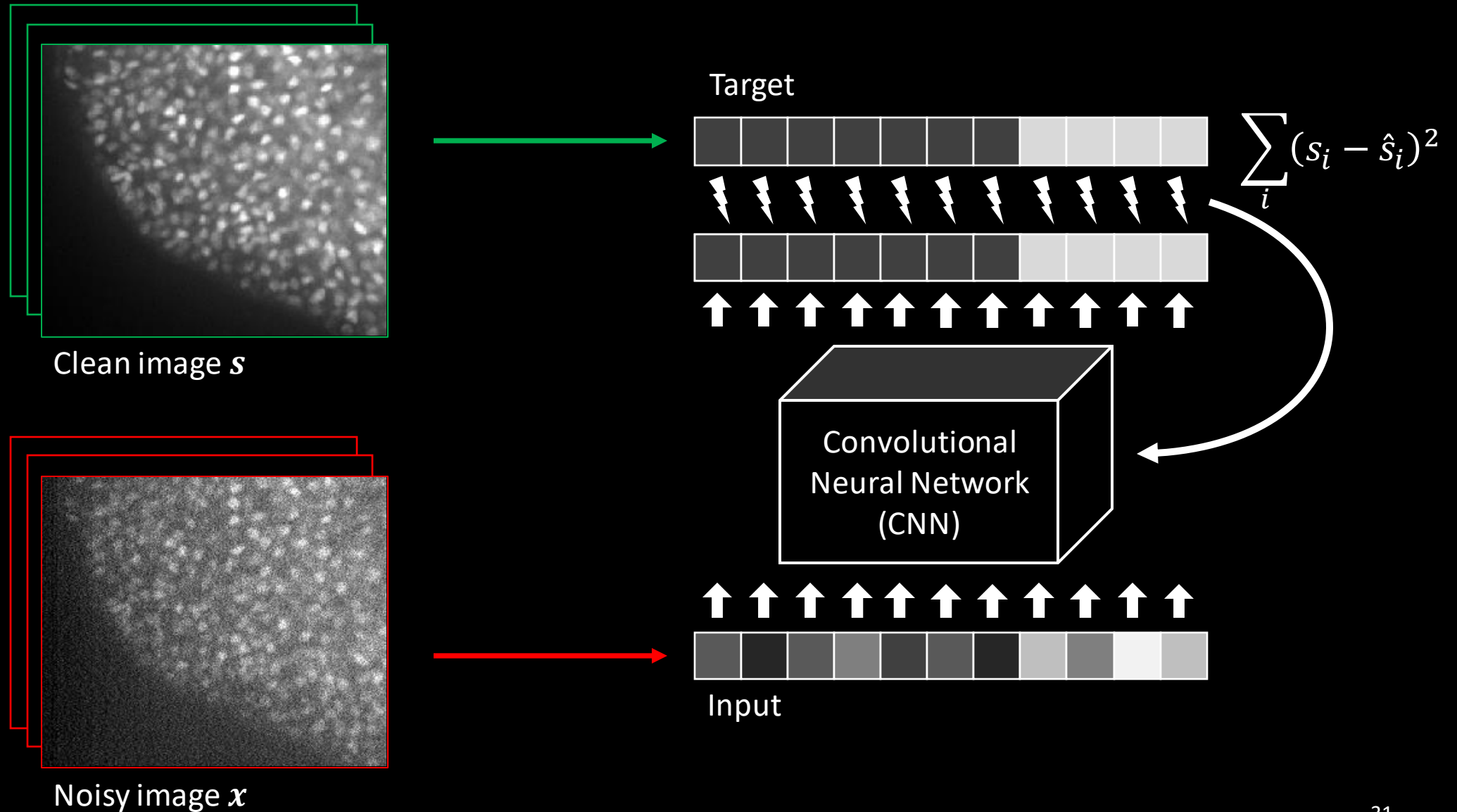


- How can we find  $\mathbf{s}$ ?
- How will it compare to the supervised approach?

- Advantages?
- Disadvantages?

We need noise model **and** prior. 
$$p(\mathbf{s}|\mathbf{x}) = \frac{p(\mathbf{x}|\mathbf{s})p(\mathbf{s})}{\int p(\mathbf{x}|\mathbf{s}')p(\mathbf{s}') d\mathbf{s}'}$$

# CARE – Traditional Supervised Training



# Noise2Noise

You only need noisy data!

# Noise2Noise



Noise  $\mathbf{n} = (n_1, \dots, n_m)$

=



Noisy image  $\mathbf{x} = (x_1, \dots, x_m)$

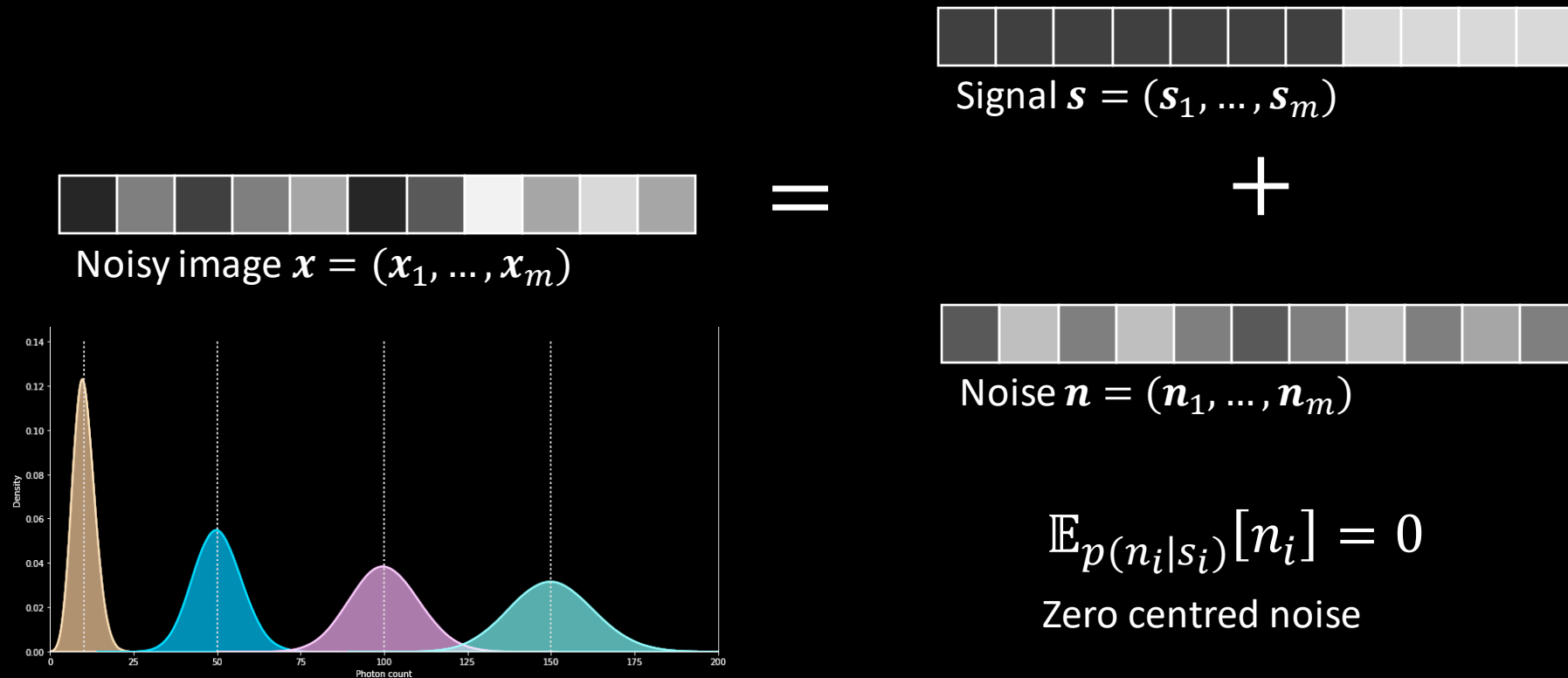
—



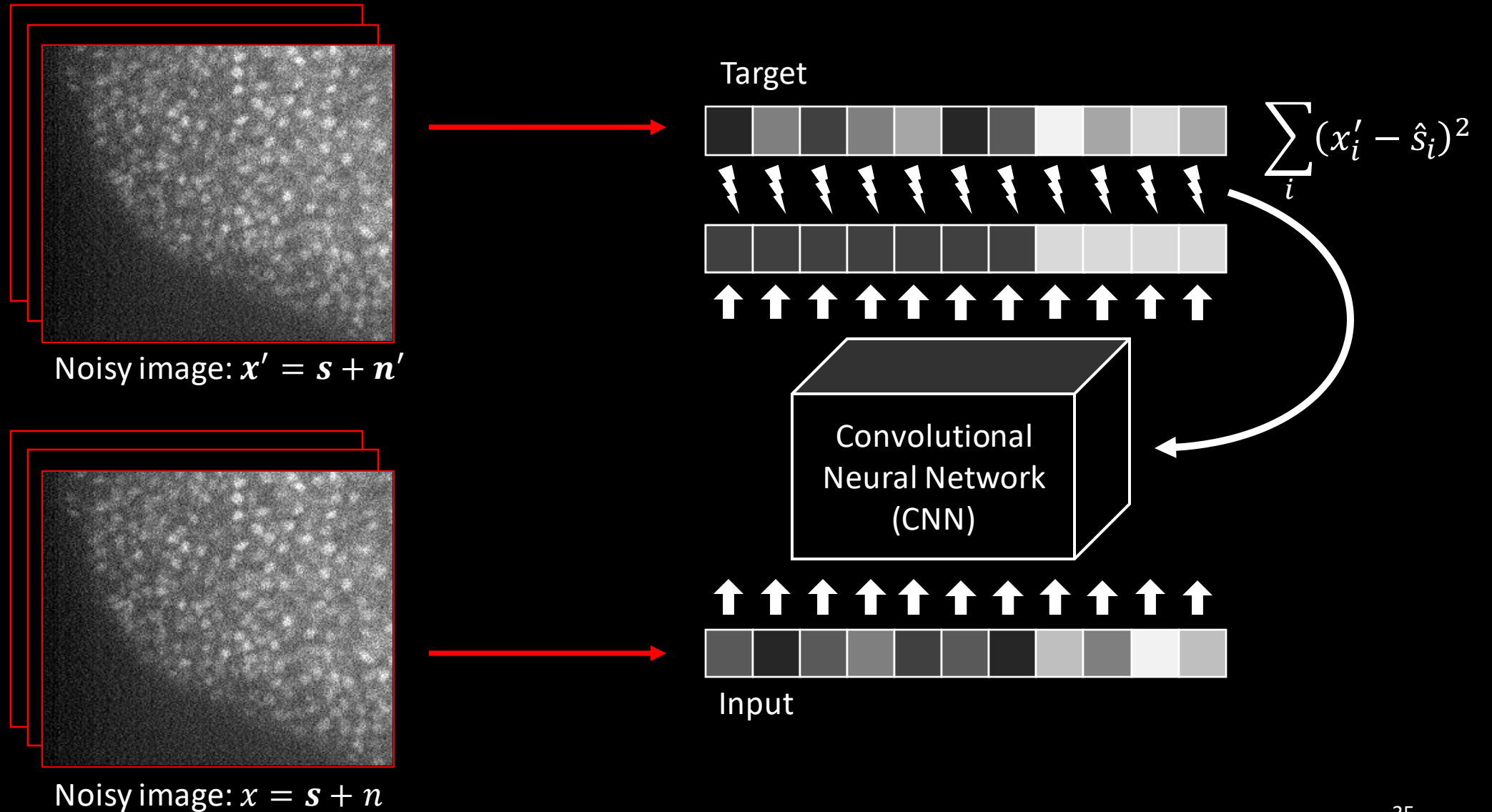
Signal  $\mathbf{s} = (s_1, \dots, s_m)$



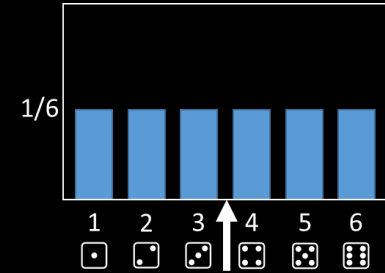
# Noise2Noise



# Noise2Noise training



# Noise2Noise - Why does it work?



Supervised:

$$\text{Minimising } \sum_i (s_i - \hat{s}_i)^2 \longrightarrow \hat{s}_i \approx \mathbb{E}_{p(s_i|x)}[s_i]$$

N2N:

$$\begin{aligned} \text{Minimising } \sum_i (x'_i - \hat{s}_i)^2 &\longrightarrow \hat{s}_i \approx \mathbb{E}_{p(x'_i|x)}[x'_i] \\ &= \mathbb{E}_{p(s_i|x)}[s_i] \end{aligned}$$

# Noise2Noise - Why does it work?

$$\mathbb{E}_{p(x'_i | \mathbf{x})} [x'_i]$$

$$= \int p(x'_i | \mathbf{x}) x'_i dx'_i$$

$$= \int x'_i \int p(x'_i, s_i | \mathbf{x}) ds_i dx'_i$$

Marginalisation

$$= \int x'_i \int p(x'_i | s_i, \mathbf{x}) p(s_i | \mathbf{x}) ds_i dx'_i$$

Product rule

$$= \int \int x'_i p(x'_i | s_i, \mathbf{x}) p(s_i | \mathbf{x}) ds_i dx'_i$$

$$= \int \int x'_i p(x'_i | s_i, \mathbf{x}) p(s_i | \mathbf{x}) dx'_i ds_i$$

$$= \int p(s_i | \mathbf{x}) \int x'_i p(x'_i | s_i, \mathbf{x}) dx'_i ds_i$$

$$= \int p(s_i | \mathbf{x}) \int x'_i p(x'_i | s_i, \mathbf{x}) dx'_i ds_i$$

$$= \int p(s_i | \mathbf{x}) \int x'_i p(x'_i | s_i) dx'_i ds_i$$

Cond. independence

$$= \int p(s_i | \mathbf{x}) \mathbb{E}_{p(x'_i | s_i)} [x'_i] ds_i$$

Expected value

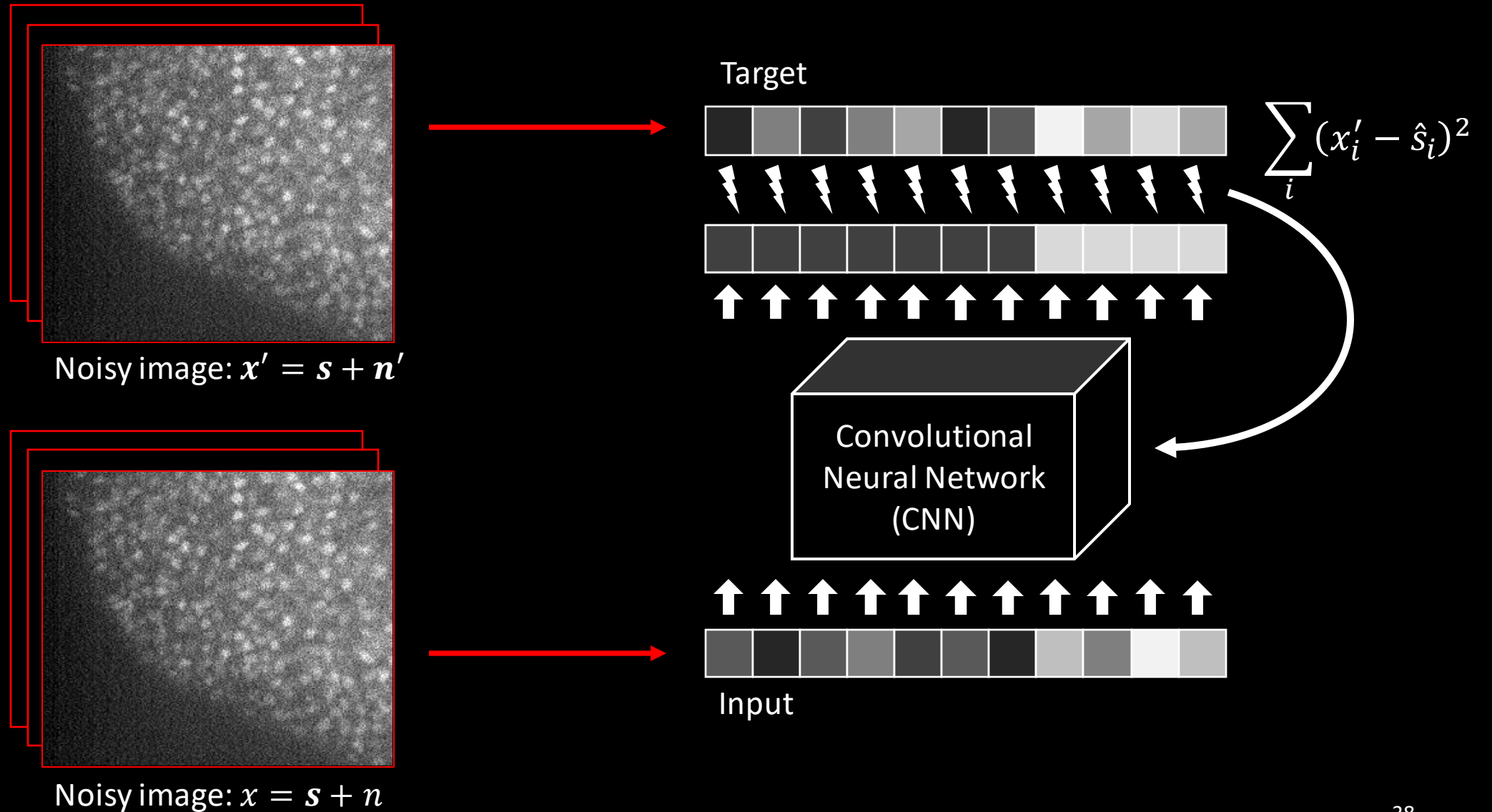
$$= \int p(s_i | \mathbf{x}) s_i ds_i$$

Zero centred noise

$$= \mathbb{E}_{p(s_i | \mathbf{x})} [s_i]$$

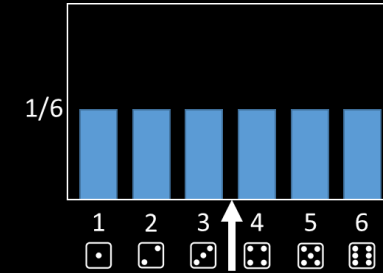
Expected value

# Noise2Noise training



# Summary

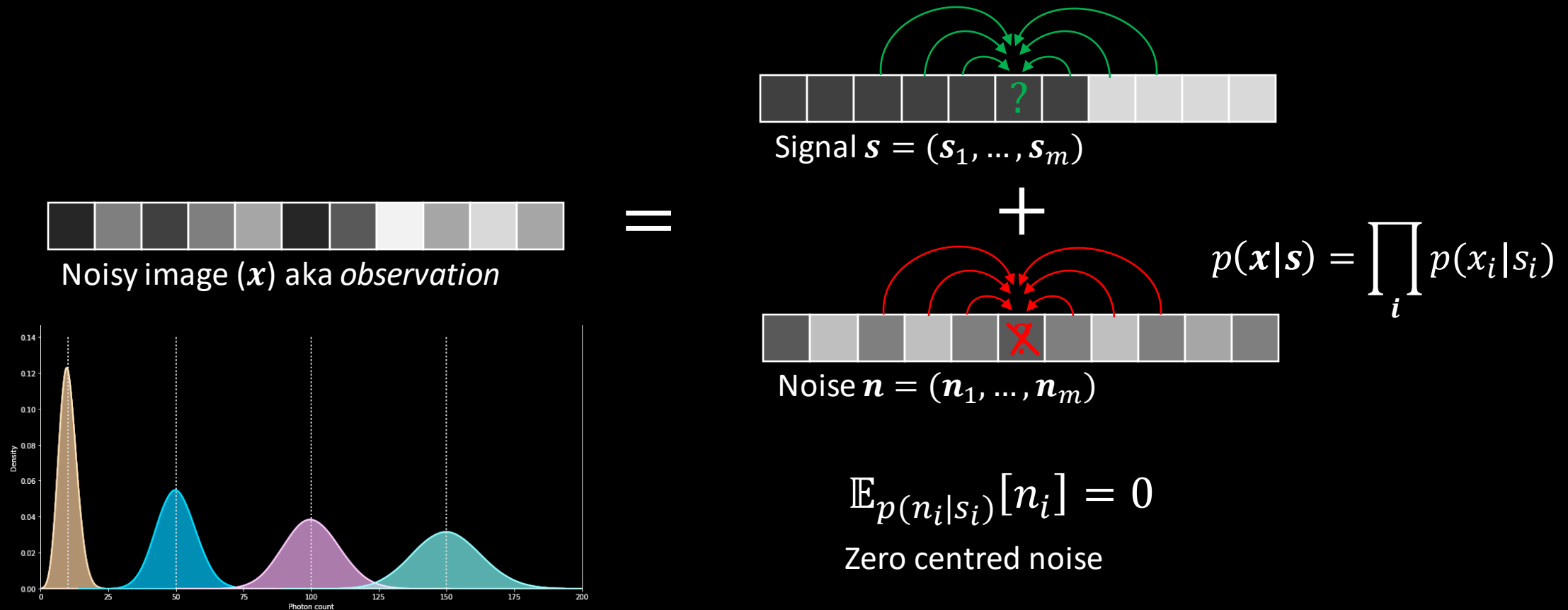
- Traditional supervised training:
  - Tries to map noisy image to clean image.
  - Impossible: map to expected value of clean image.
  - Downside: requires clean images during training.
- Noise2Noise training:
  - Requires no clean data.
  - Tries to map noisy image to noisy image.
  - Impossible: also map to expected value of clean image.
  - Downside: Still requires image pairs.



# Self-Supervised Denoising: Noise2Void

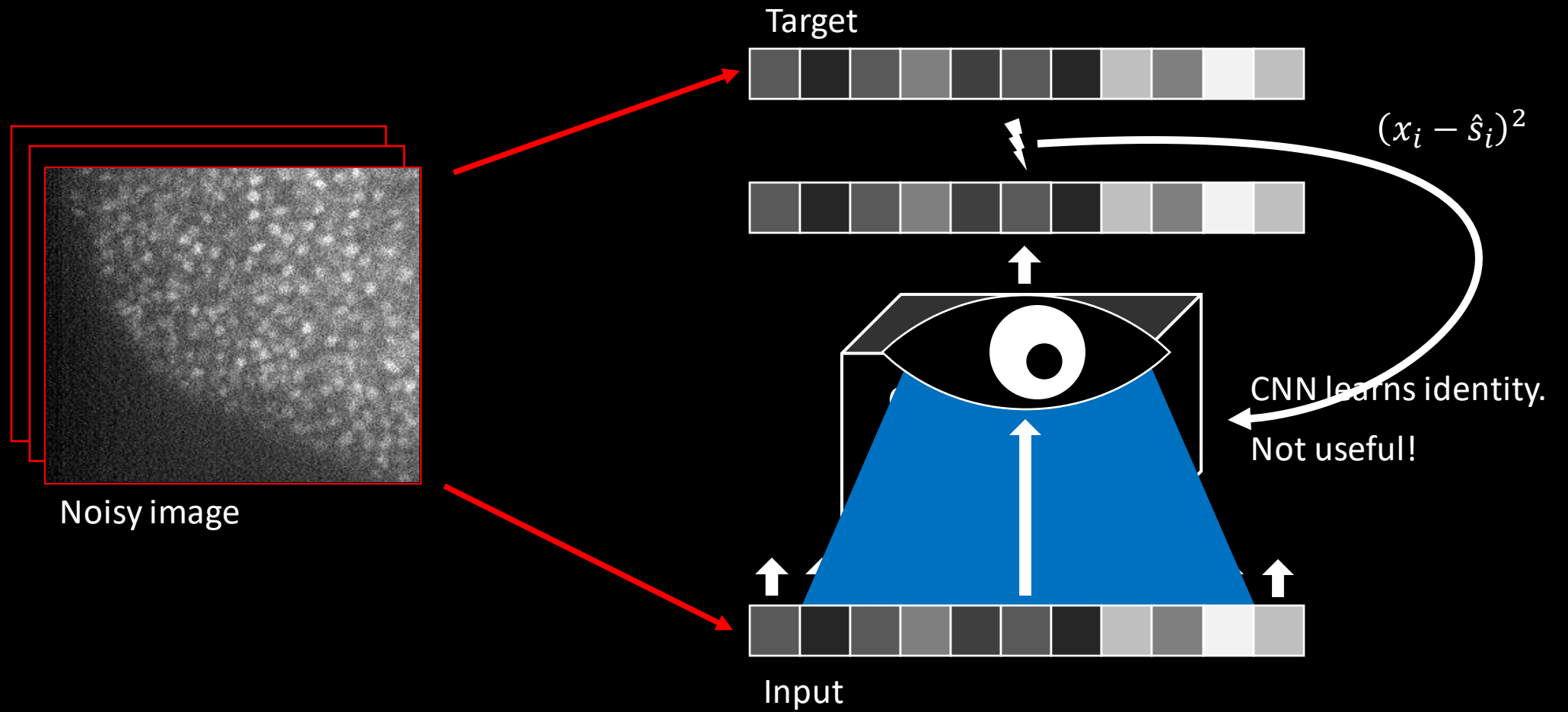
You only need individual noisy images!

# Noise2Void – Assumptions





# Noise2Void

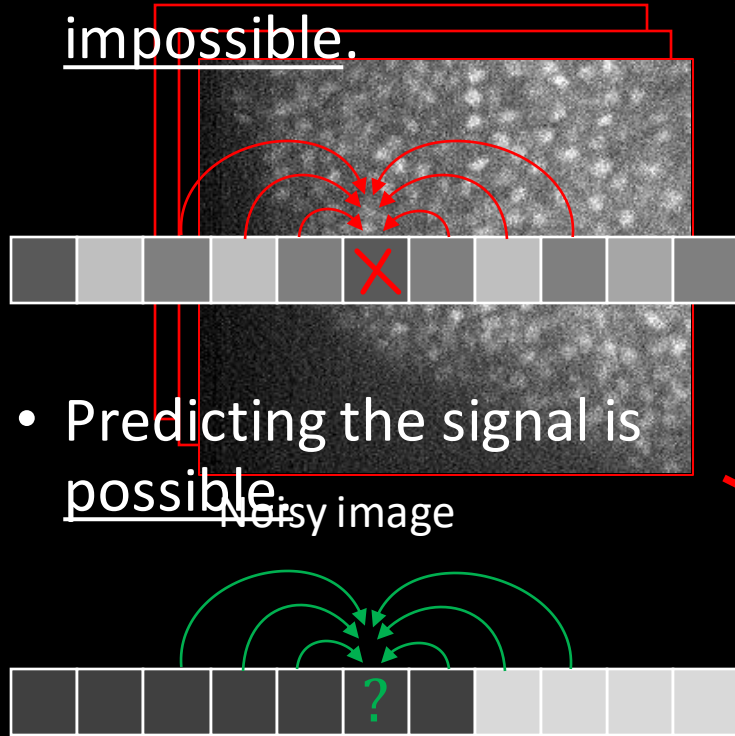


# Noise2Void - Blind Spot Network

Why does it work?

- Predicting the noise is impossible.

- Predicting the signal is possible.



Target



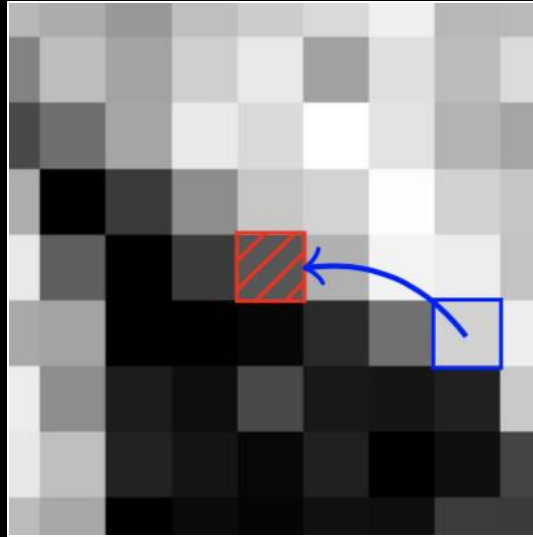
Input

$$(x_i - \hat{s}_i)^2$$

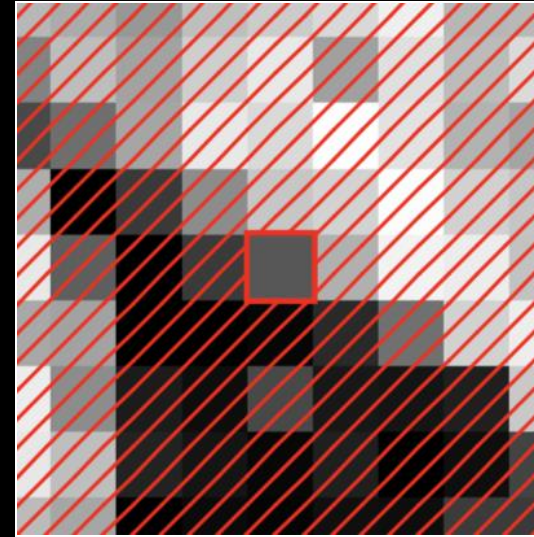
$\tilde{x}_i$

# Noise2Void - Blind Spot Implementation

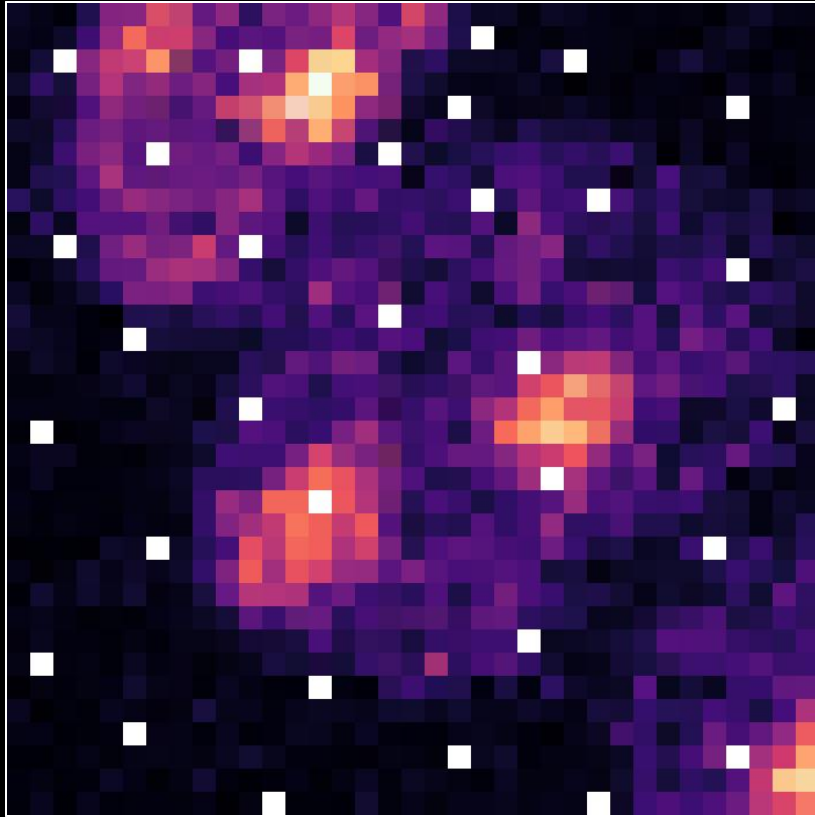
input



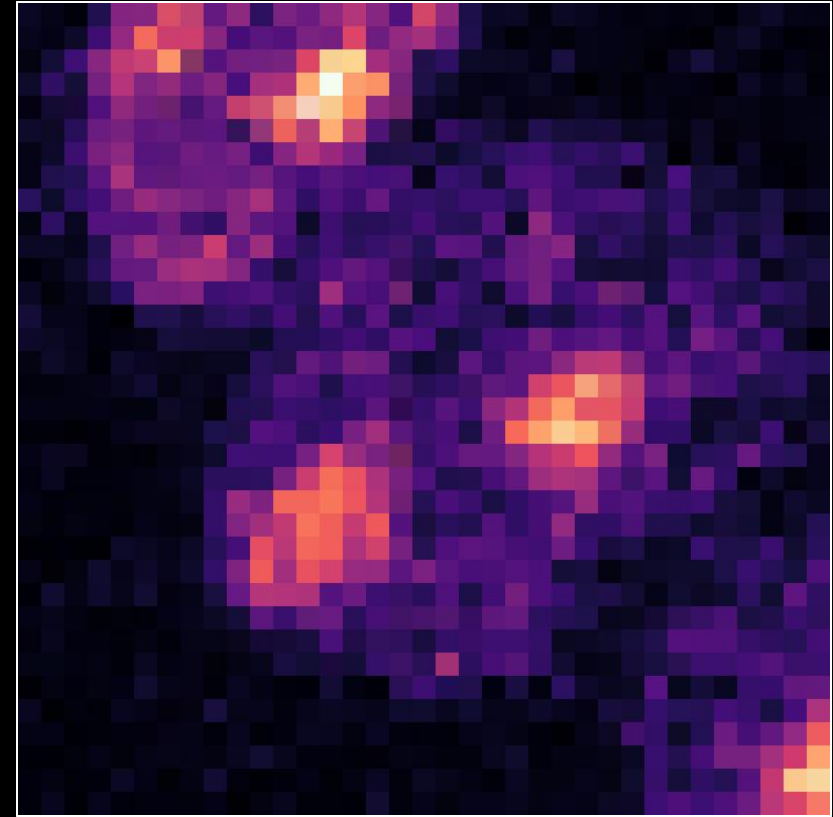
target



# Noise2Void - Blind Spot Implementation



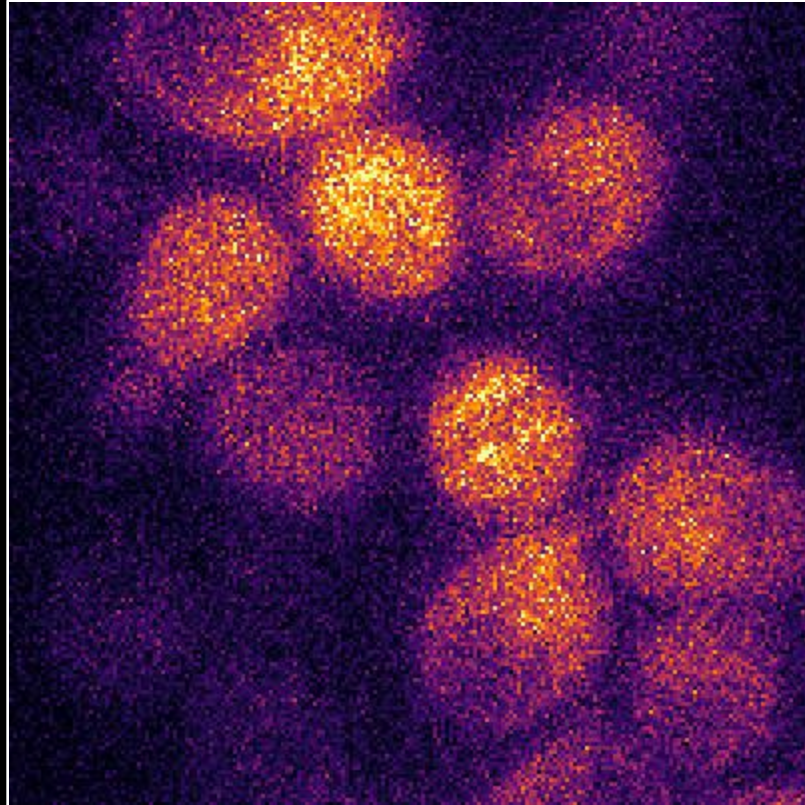
Input



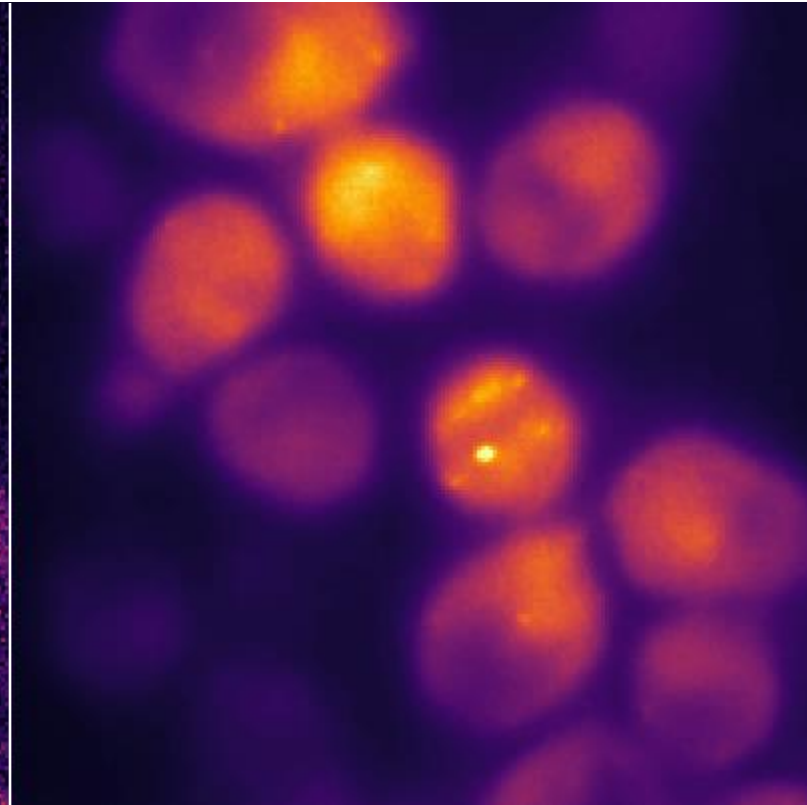
Target

# Noise2Void - Results

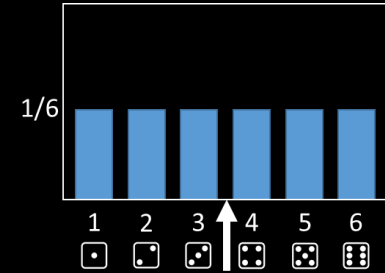
Input



Noise2Void



# Noise2Void - Why does it work?



Supervised:

$$\text{Minimising } \sum_i (s_i - \hat{s}_i)^2 \longrightarrow \hat{s}_i \approx \mathbb{E}_{p(s_i|\mathbf{x})}[s_i]$$

N2V: 

$$\begin{aligned} \text{Minimising } \sum_i (x_i - \hat{s}_i)^2 &\longrightarrow \hat{s}_i \approx \mathbb{E}_{p(x_i|\tilde{\mathbf{x}}_i)}[x_i] \\ &= \mathbb{E}_{p(s_i|\tilde{\mathbf{x}}_i)}[s_i] \end{aligned}$$

# Why it works:

$$\begin{aligned} & \mathbb{E}_{p(x_i|\tilde{\mathbf{x}}_i)}[x_i] \\ &= \int x_i p(x_i|\tilde{\mathbf{x}}_i) dx_i \\ &= \int x_i \int p(x_i, s_i|\tilde{\mathbf{x}}_i) ds_i dx_i && \text{Marginalisation} \\ &= \int x_i \int p(x_i|s_i, \tilde{\mathbf{x}}_i)p(s_i|\tilde{\mathbf{x}}_i) ds_i dx_i && \text{Product rule} \\ &= \int \int x_i p(x_i|s_i, \tilde{\mathbf{x}}_i)p(s_i|\tilde{\mathbf{x}}_i) ds_i dx_i \\ &= \int \int x_i p(x_i|s_i, \tilde{\mathbf{x}}_i)p(s_i|\tilde{\mathbf{x}}_i) dx_i ds_i \\ &= \int p(s_i|\tilde{\mathbf{x}}_i) \int x_i p(x_i|s_i, \tilde{\mathbf{x}}_i) dx_i ds_i \end{aligned}$$

$$\begin{aligned} &= \int p(s_i|\tilde{\mathbf{x}}_i) \int x_i p(x_i|s_i, \tilde{\mathbf{x}}_i) dx_i ds_i \\ &= \int p(s_i|\tilde{\mathbf{x}}_i) \int x_i p(x_i|s_i) dx_i ds_i && \text{Cond. independence} \\ &= \int p(s_i|\tilde{\mathbf{x}}_i) \mathbb{E}_{p(x_i|s_i)}[x_i] ds_i && \text{Expected value} \\ &= \int p(s_i|\tilde{\mathbf{x}}_i) s_i ds_i && \text{Zero centred noise} \\ &= \mathbb{E}_{p(s_i|\tilde{\mathbf{x}}_i)}[s_i] && \text{Expected value} \end{aligned}$$



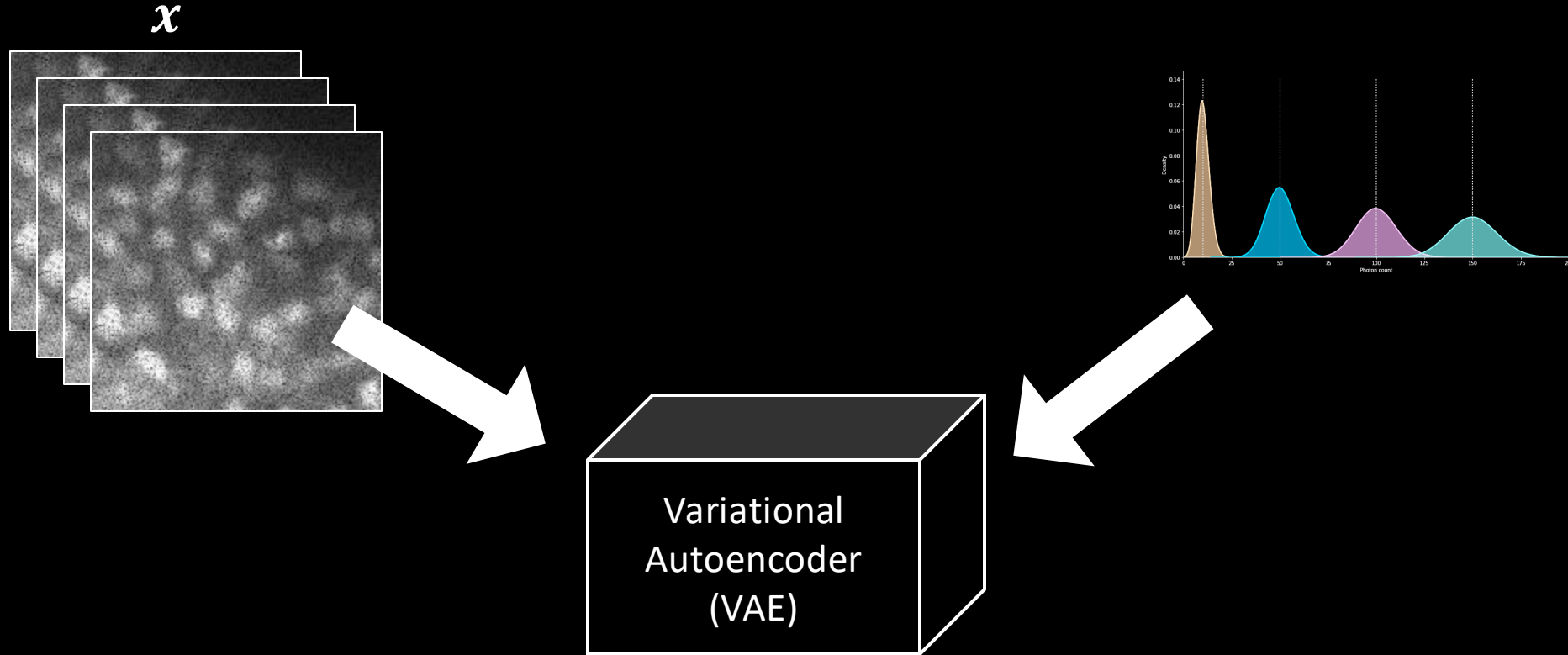
Mangal  
Prakash

# DivNoising and HDN

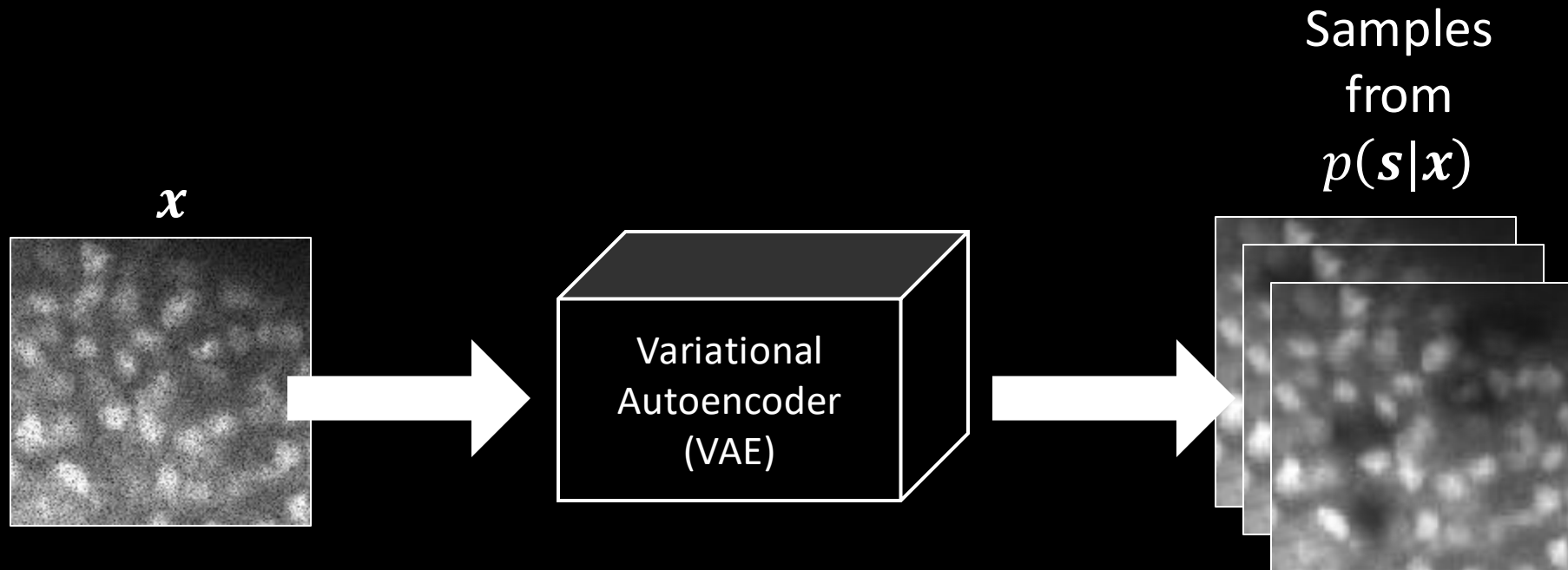
Diverse Solutions - Accounting for uncertainty.

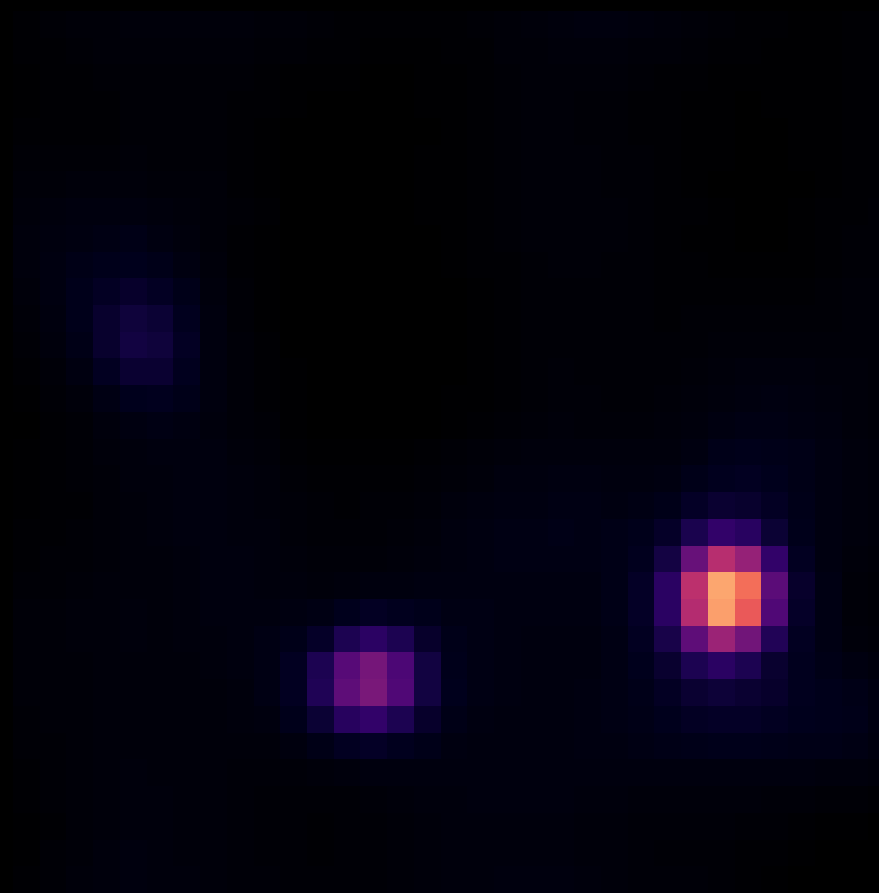
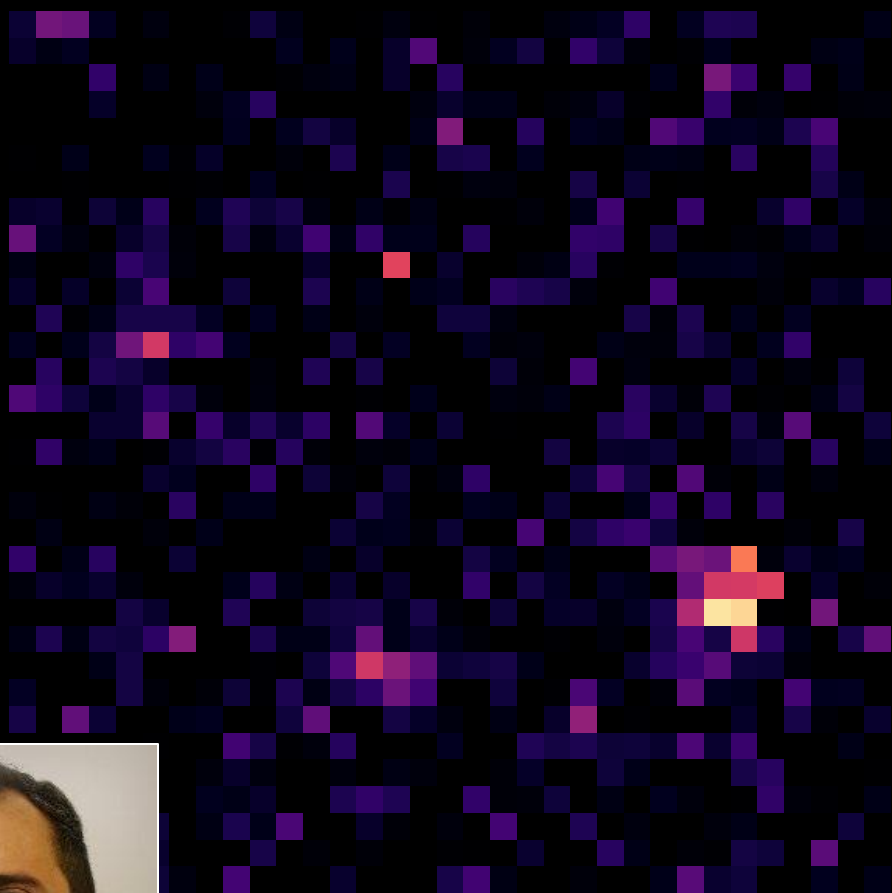


# DivNoising Training



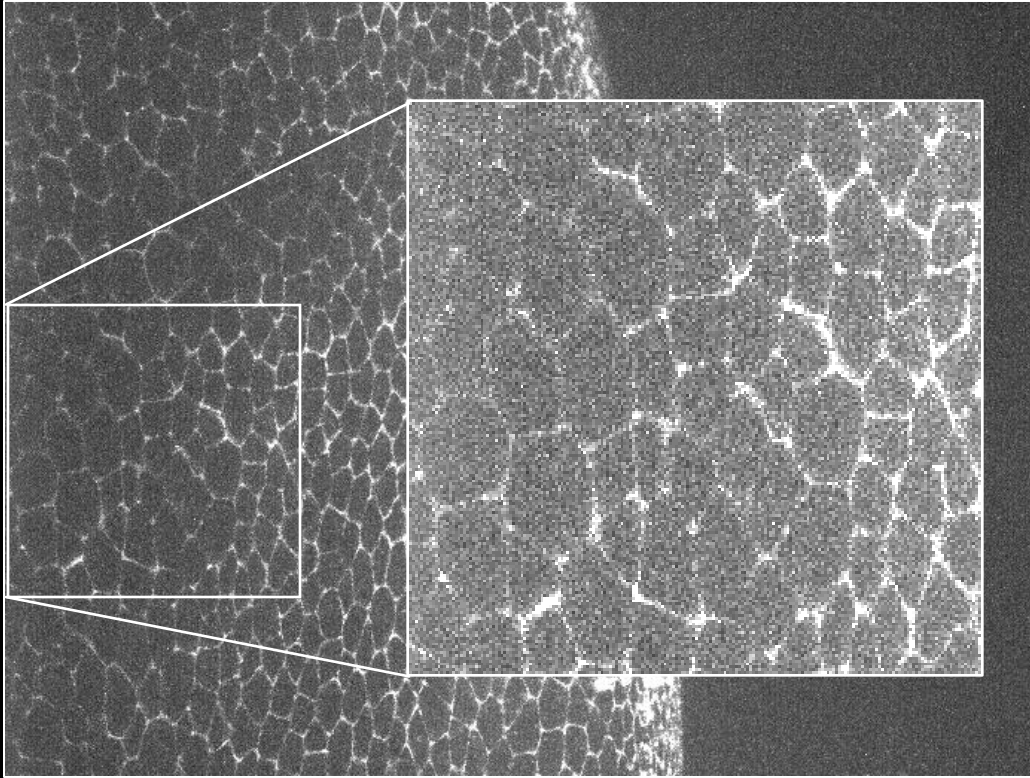
# DivNoising Testing



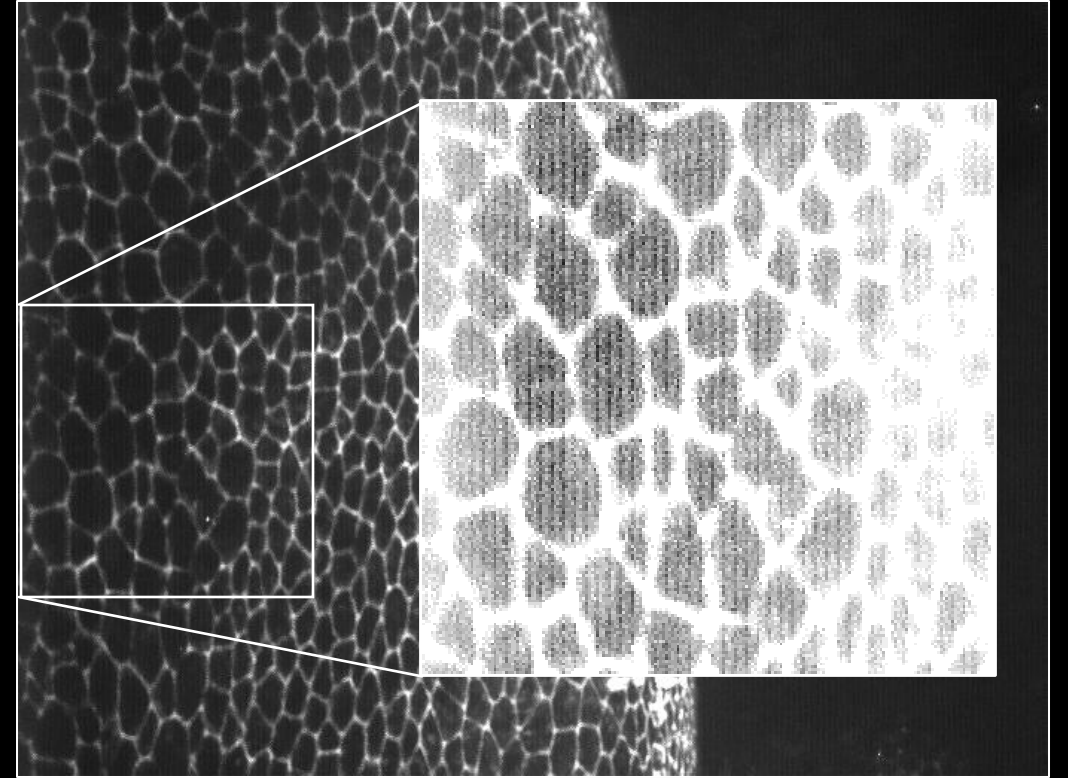


Data by Davide Calebiro

# Noise2Void - results

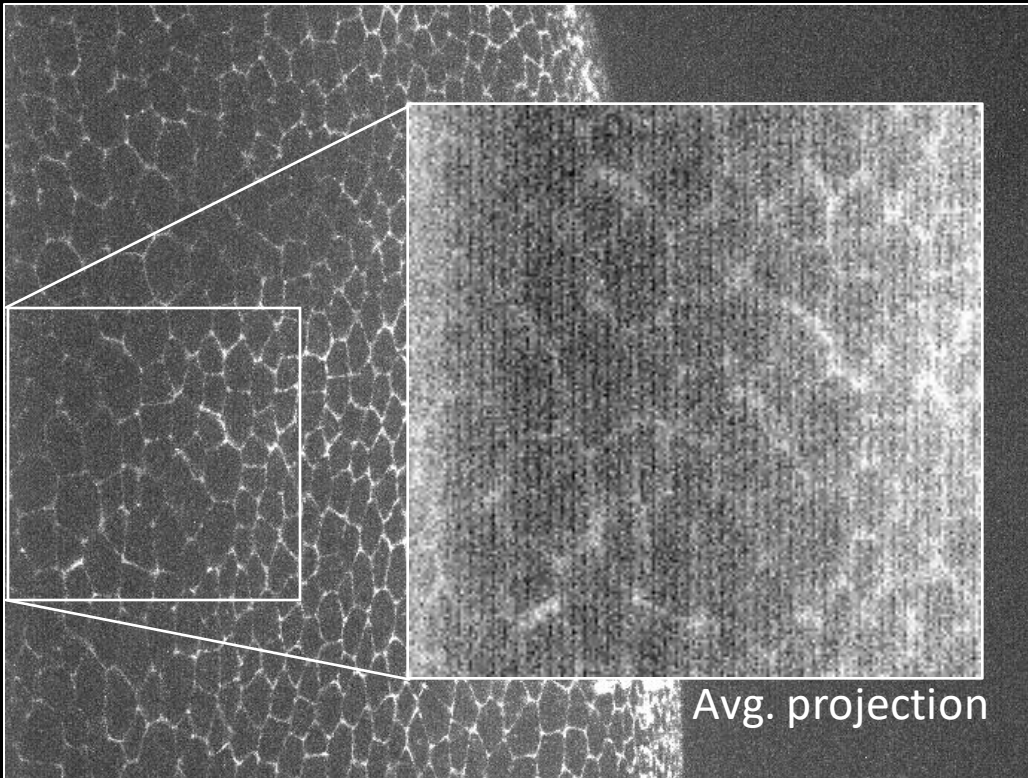


Input (max projection)

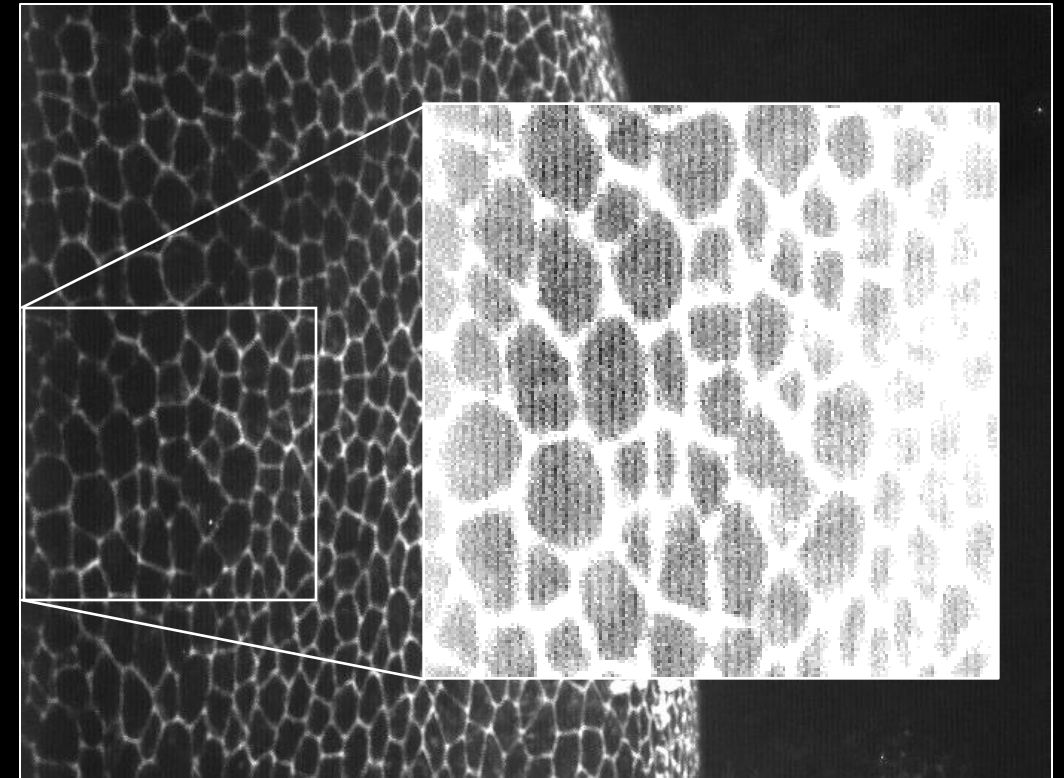


Noise2Void (max projection)

# Noise2Void - limitations

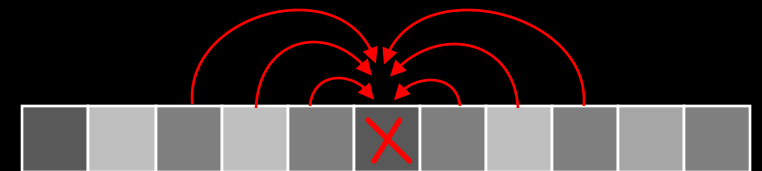


Input (max projection)



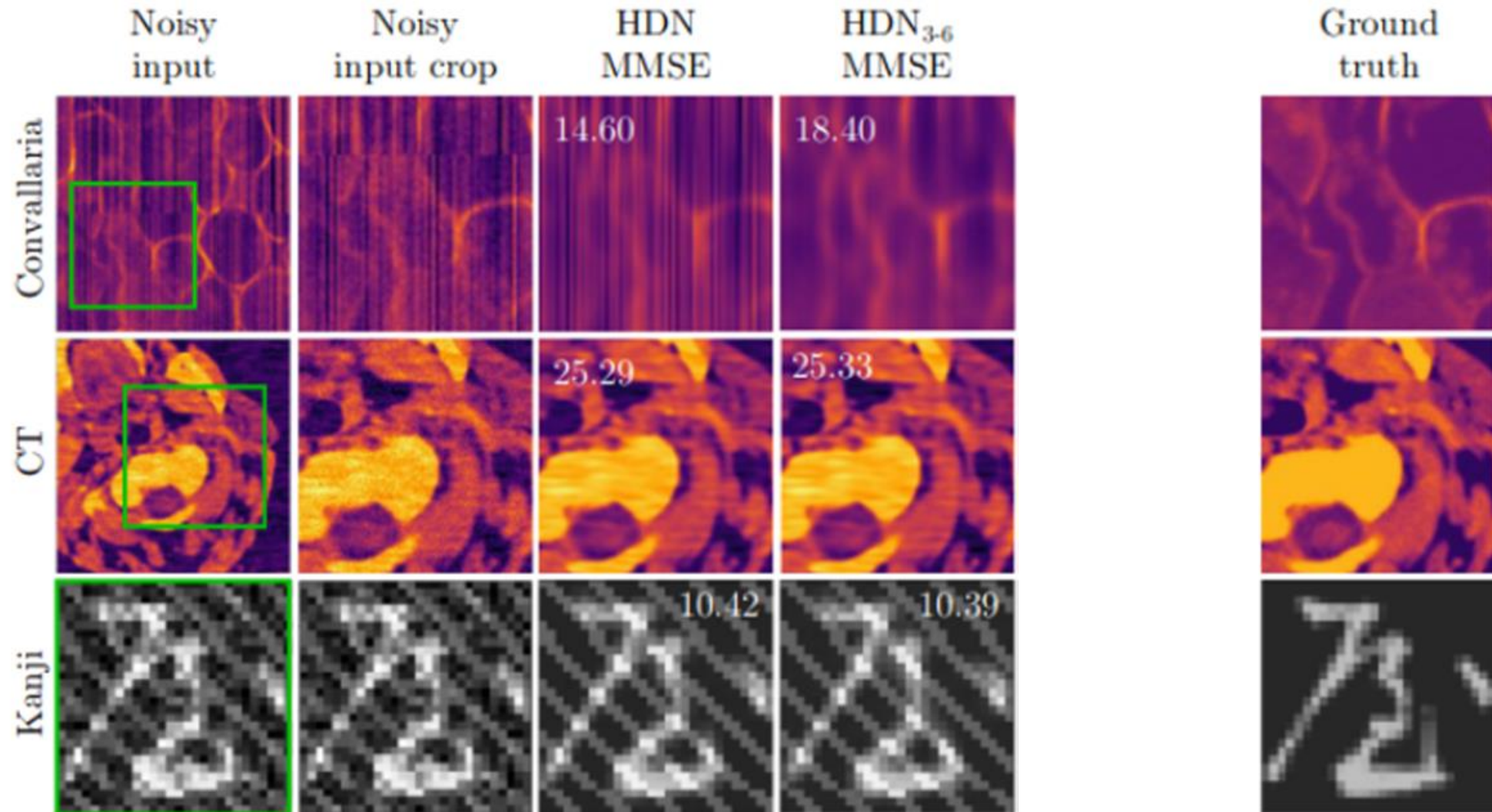
Noise2Void (max projection)

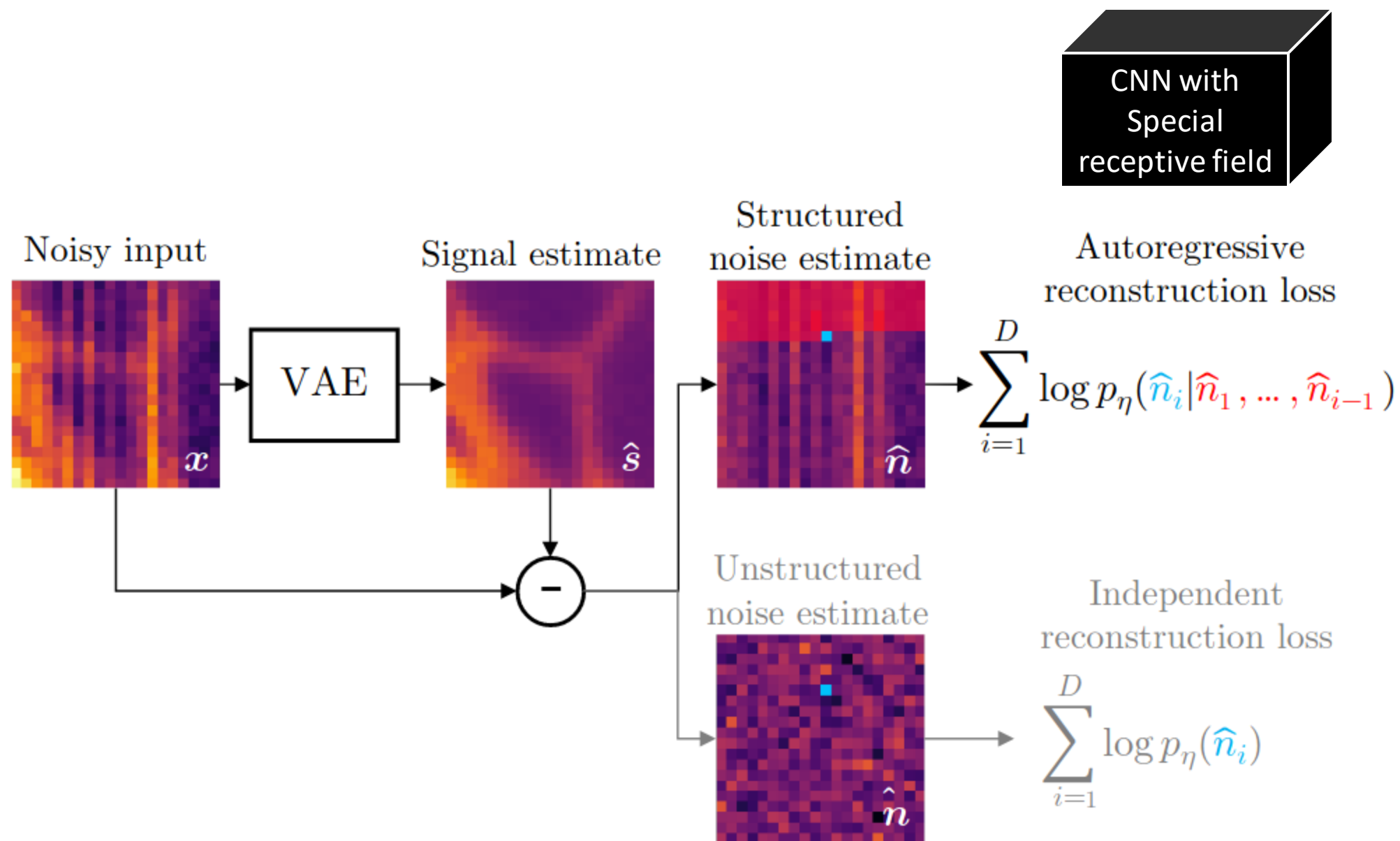
Data by Romina Piscitel, Eaton lab at MPI-CBG

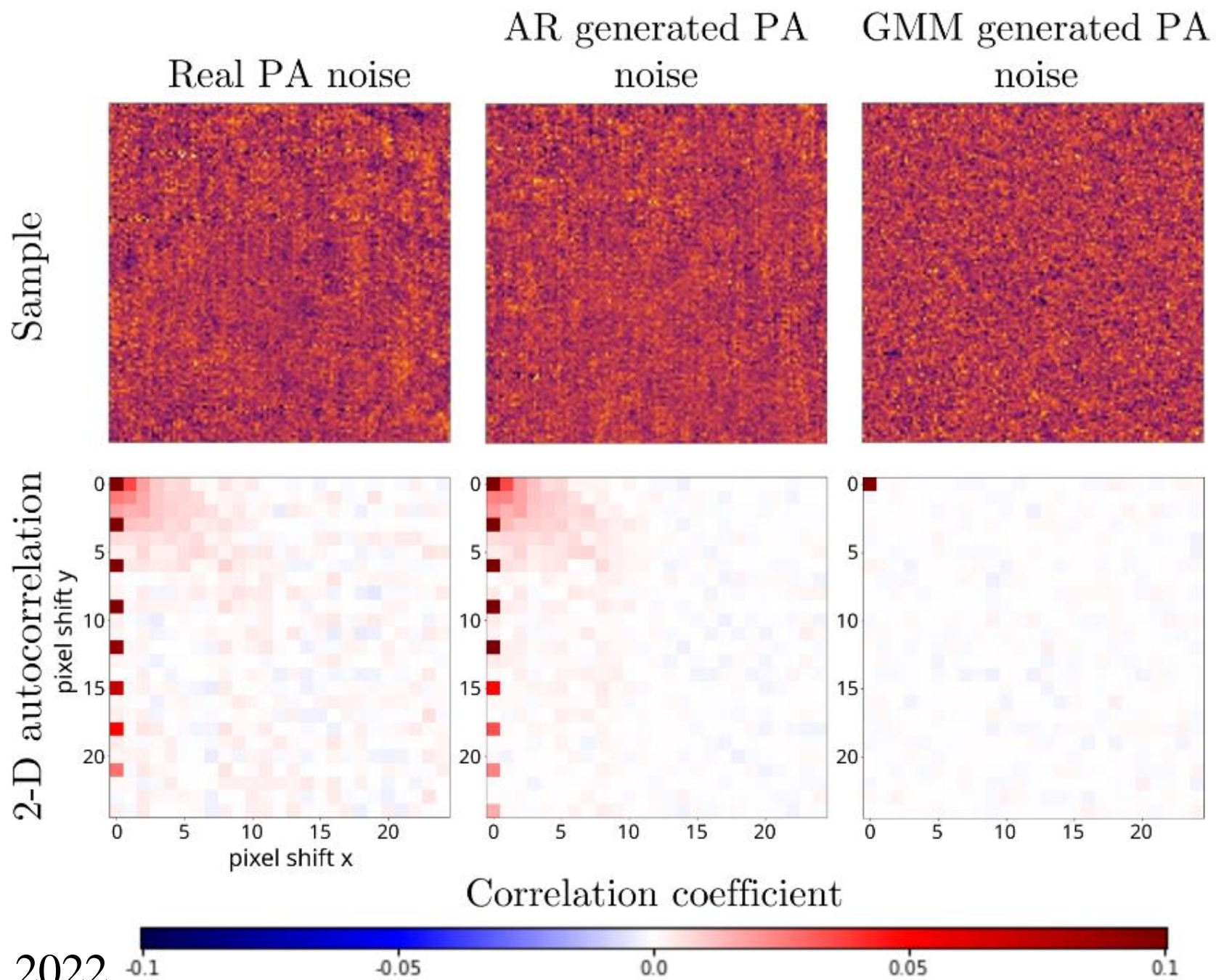




# What about structured Noise? (Thanks to Ben Salmon)











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Thank you!