

# Video Super-Resolution via Draft-Ensemble Learning

Supplementary Material

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# Experiment Details

- TVL1 flow parameter  $\alpha$  set:

<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
0.002	0.005	0.012	0.015	0.020	0.025	0.030	0.035	0.040	0.050
<b>11</b>	<b>12</b>	<b>13</b>	<b>14</b>	<b>15</b>	<b>16</b>	<b>17</b>	<b>18</b>	<b>19</b>	<b>20</b>
0.080	0.100	0.120	0.150	0.180	0.200	0.250	0.300	0.400	0.500

- Totally 20 candidate  $\alpha$

# Experiment Details

- TVL1 flow parameter  $\alpha$  set:

1	2	3	4	5	6	7	8	9	10
0.002	0.005	0.012	0.015	0.020	0.025	0.030	0.035	0.040	0.050
11	12	13	14	15	16	17	18	19	20
0.080	0.100	0.120	0.150	0.180	0.200	0.250	0.300	0.400	0.500

- Totally 20 candidate  $\alpha$
- Most representative 9 candidate  $\alpha$  are chosen (orange background)

# Experiment Details

- **Flow algorithms we used:**
  - **TVL1 Optical Flow:** C. Liu. Beyond Pixels: Exploring New Representations and Applications for Motion Analysis. Doctoral Thesis. Massachusetts Institute of Technology. May 2009.  
<http://people.csail.mit.edu/celiu/OpticalFlow/>
  - **MDP Optical Flow:** L. Xu, J. Jia, and Y. Matsushita. Motion detail preserving optical flow estimation. TPAMI, 34(9):1744–1757, 2012. 3  
<http://www.cse.cuhk.edu.hk/leojia/projects/flow/>

# Comparisons

- **Methods for comparison**

- **Bayesian Video Super Resolution:** C. Liu and D. Sun. On bayesian adaptive video super resolution. TPAMI, 2013.

- **Fast Video Upsampling:** Q. Shan, Z. Li, J. Jia, and C.-K. Tang. Fast image/video upsampling. ACM TOG, 27(5): 153, 2008.

- **Video Enhancer v1.9.10:** <http://www.infognition.com/videoenhancer/>

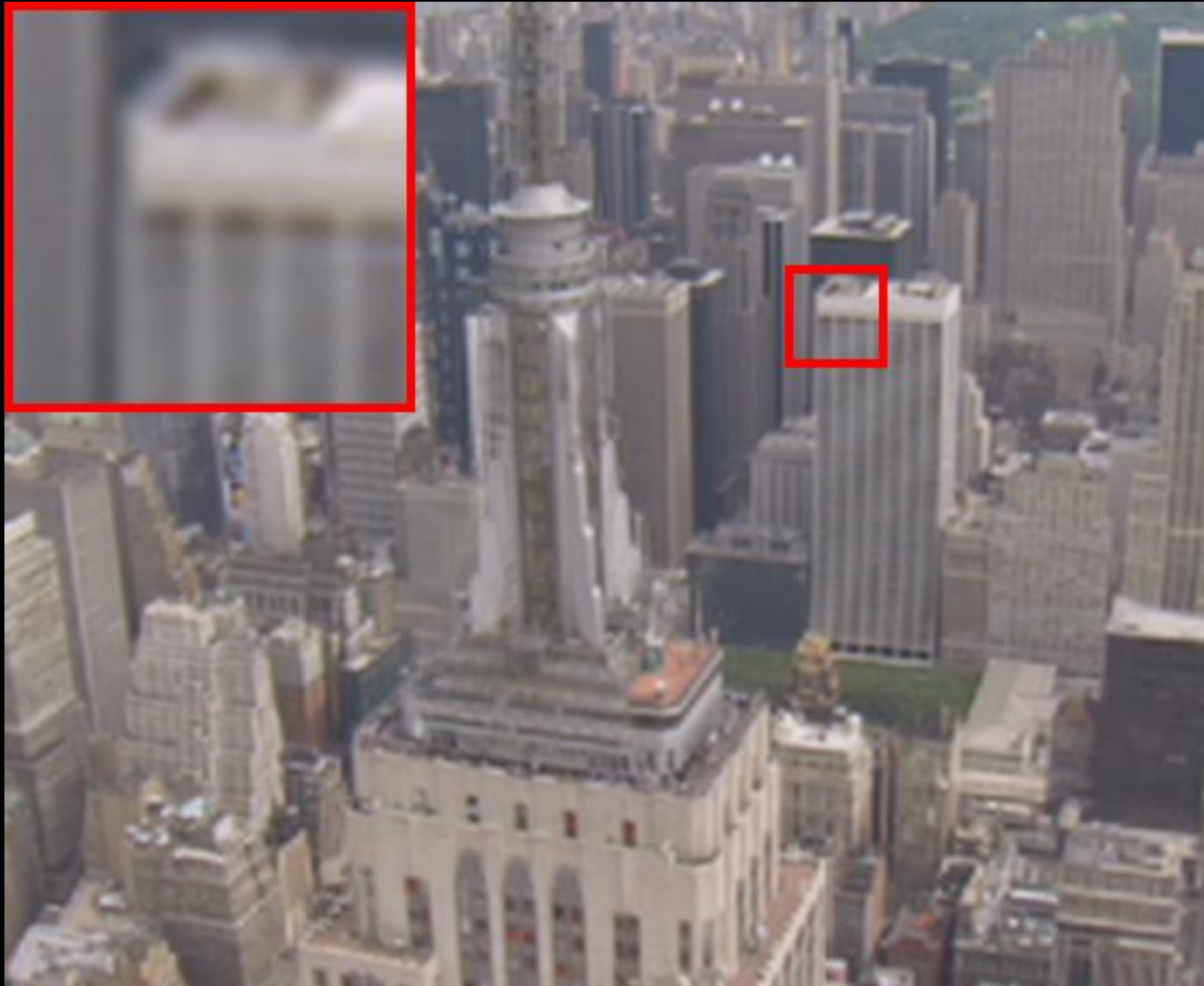
- **Note:** Due to different implementation details, there exists pixel shift in results of Video Enhancer and Fast Video Upsampling.

# Synthetic Video



Input (Bicubic x4)

# Synthetic Video



Video Enhancer

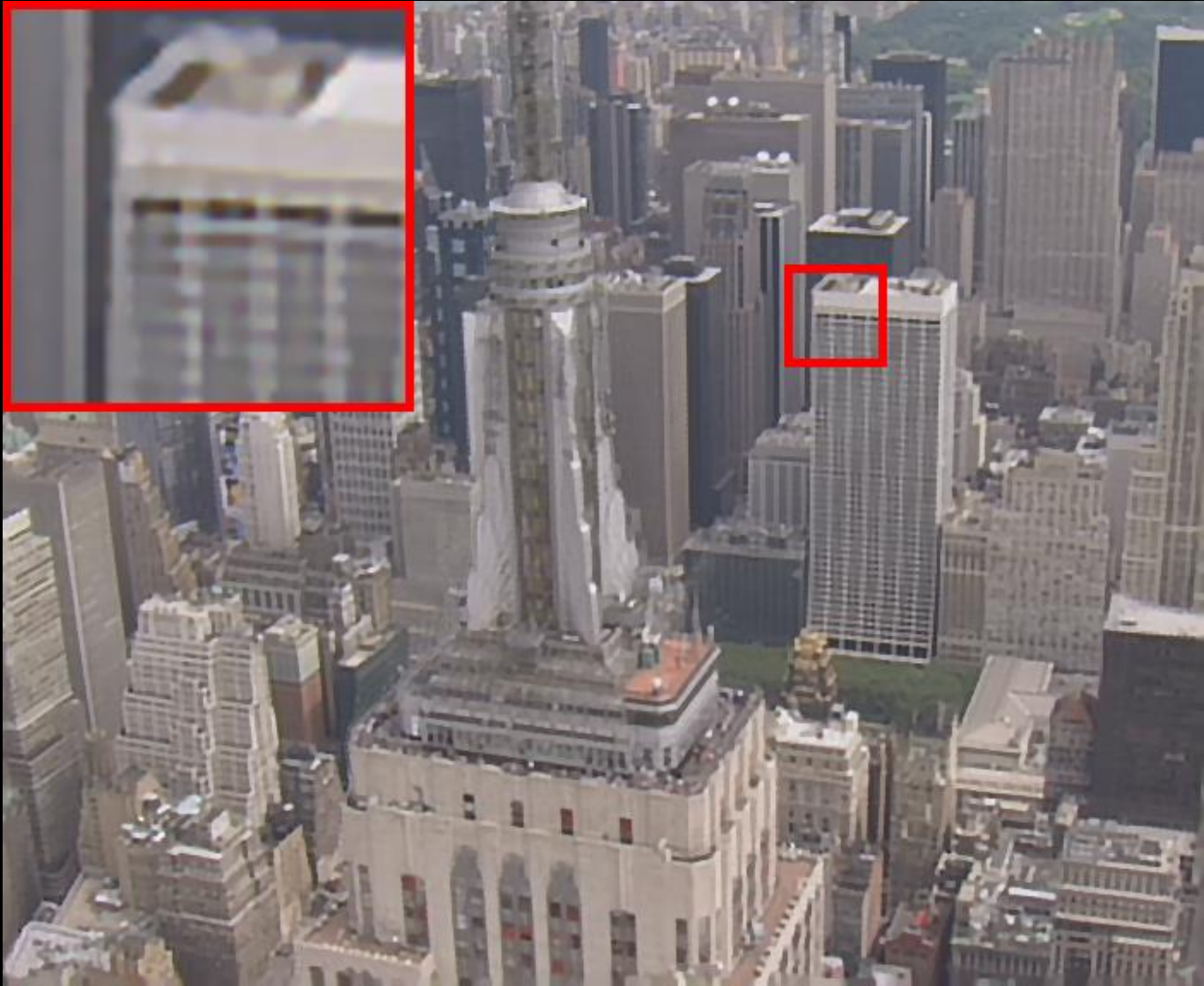
# Synthetic Video



Shan et al

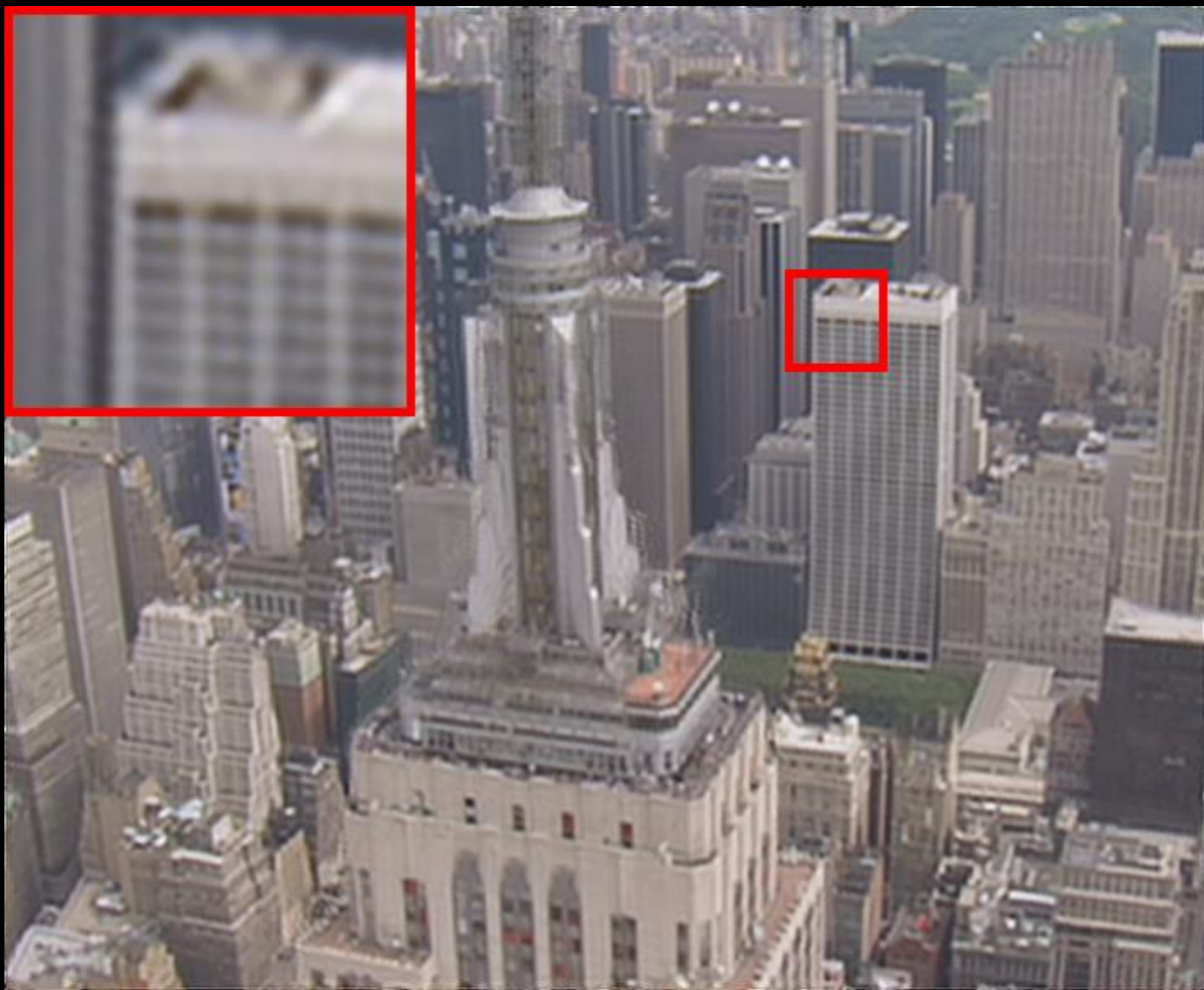


# Synthetic Video



Liu et al

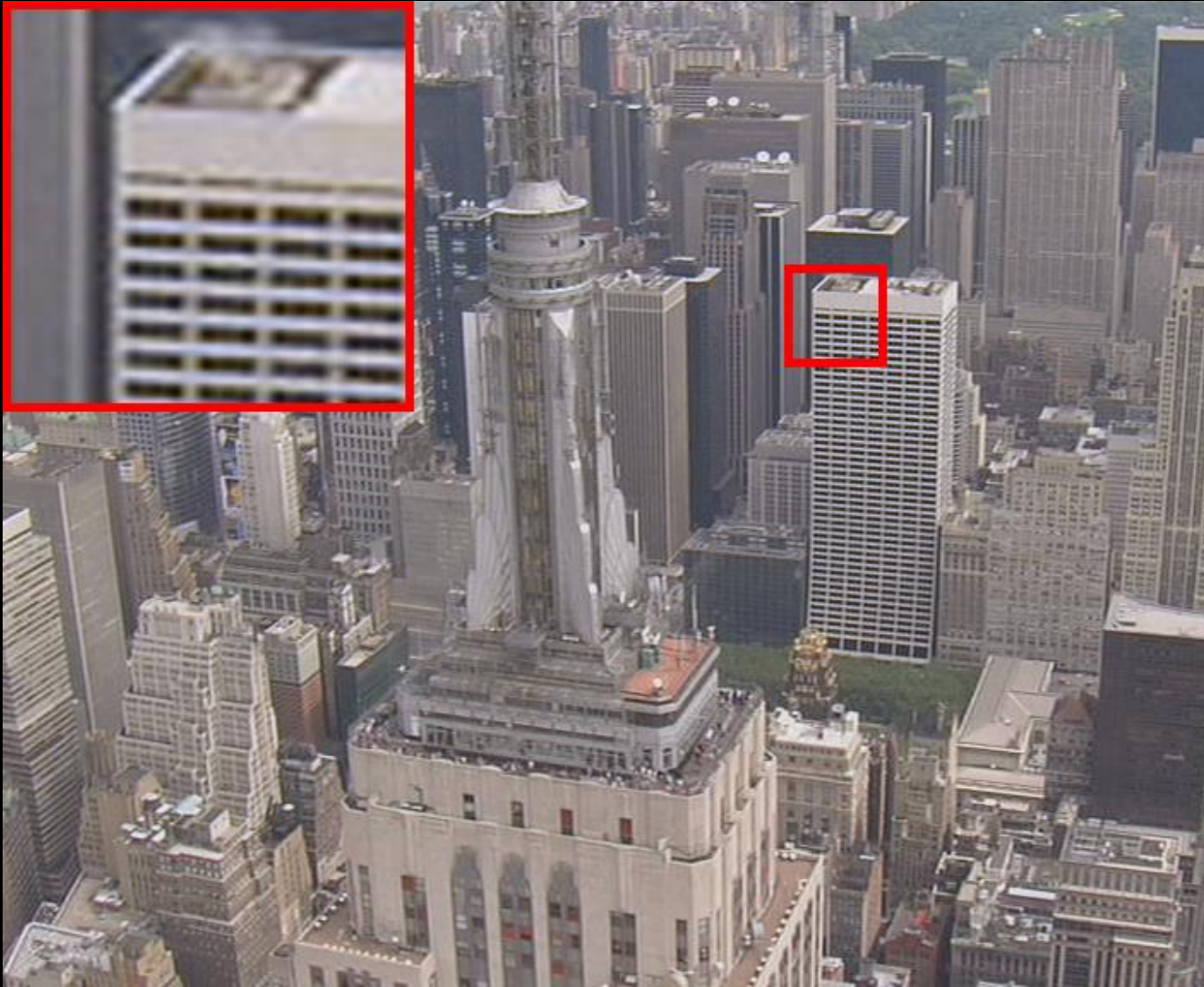
# Synthetic Video



Ours

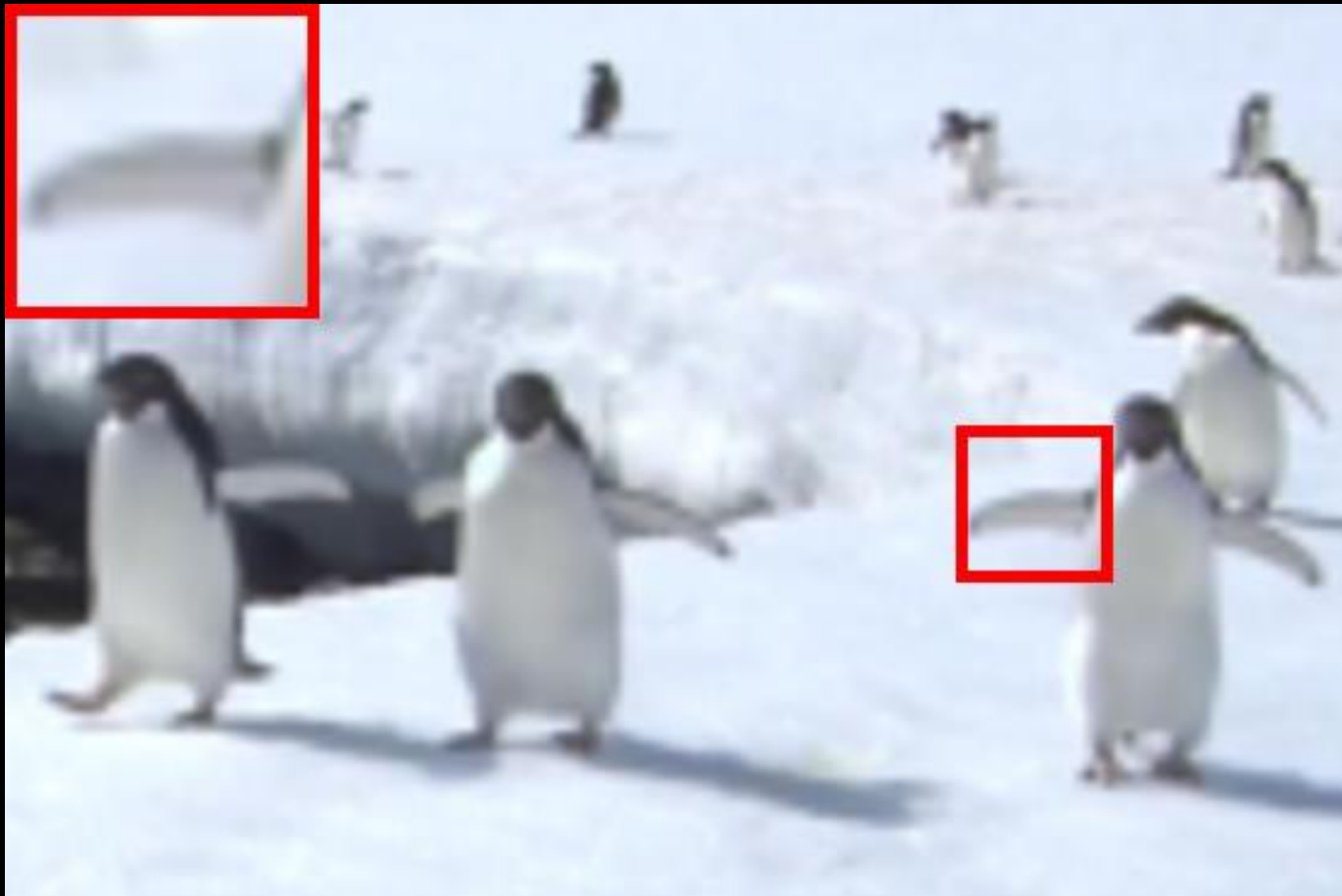


# Synthetic Video



Ground Truth

# Synthetic Video



Input (Bicubic x4)

# Synthetic Video



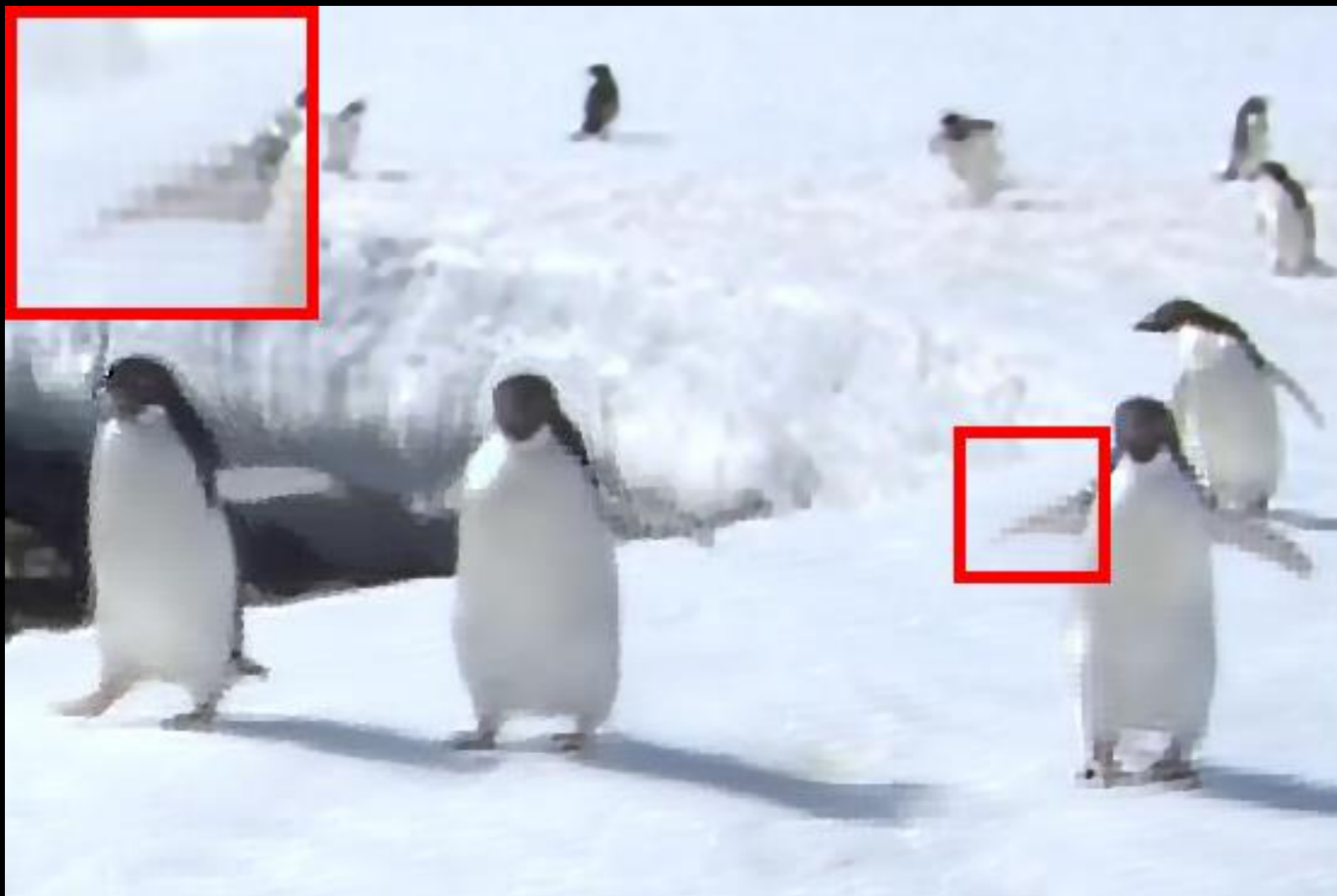
Video Enhancer

# Synthetic Video



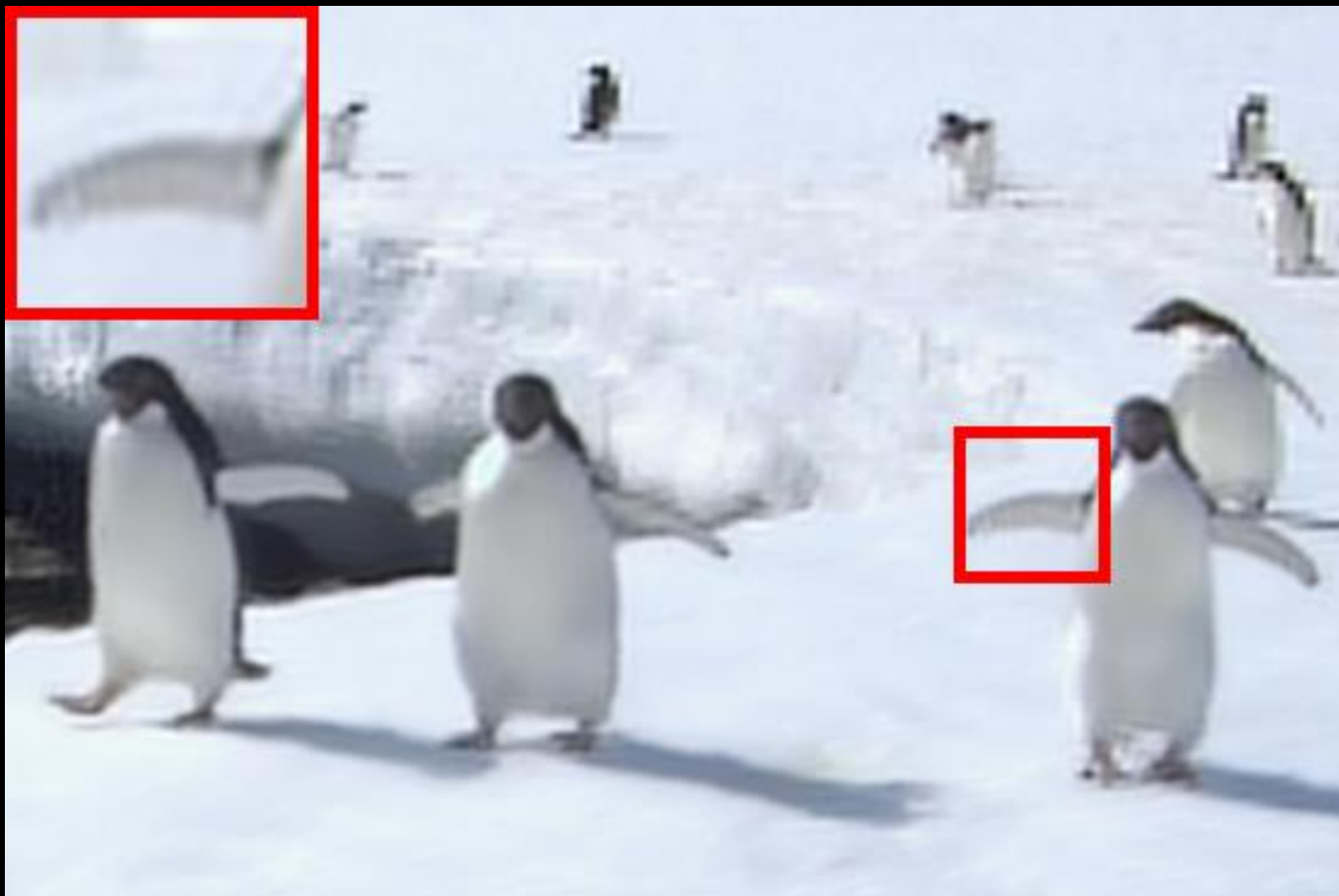
Shan et al

# Synthetic Video



Liu et al

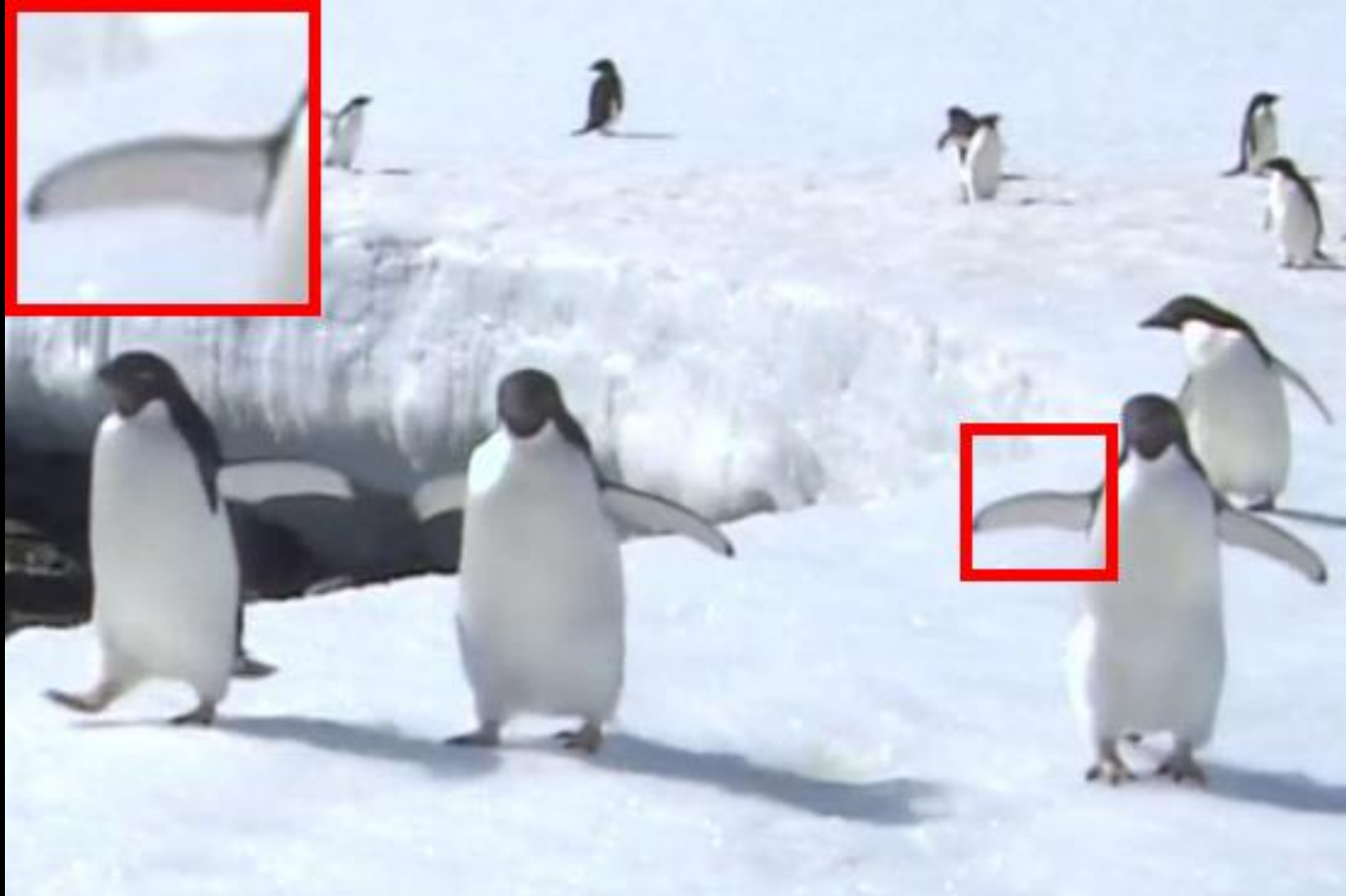
# Synthetic Video



Ours



# Synthetic Video



Ground Truth

# Synthetic Video



Input (Bicubic x4)

# Synthetic Video



Video Enhancer

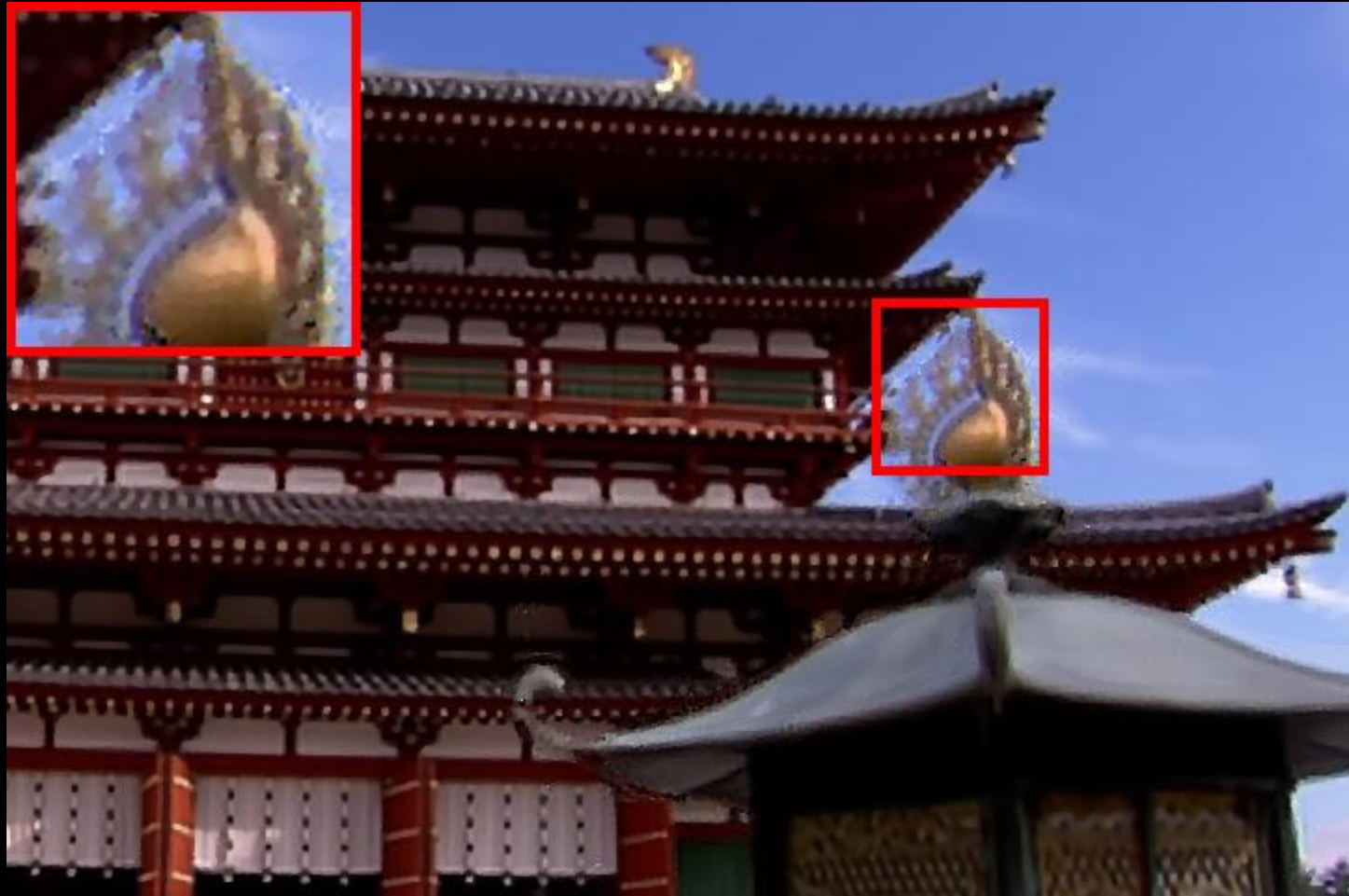
# Synthetic Video



Shan et al



# Synthetic Video



Liu et al

# Synthetic Video



Ours

# Synthetic Video



Ground Truth

# Real Video



Input (Bicubic x4)



# Real Video



Video Enhancer

# Real Video



Shan et al

# Real Video



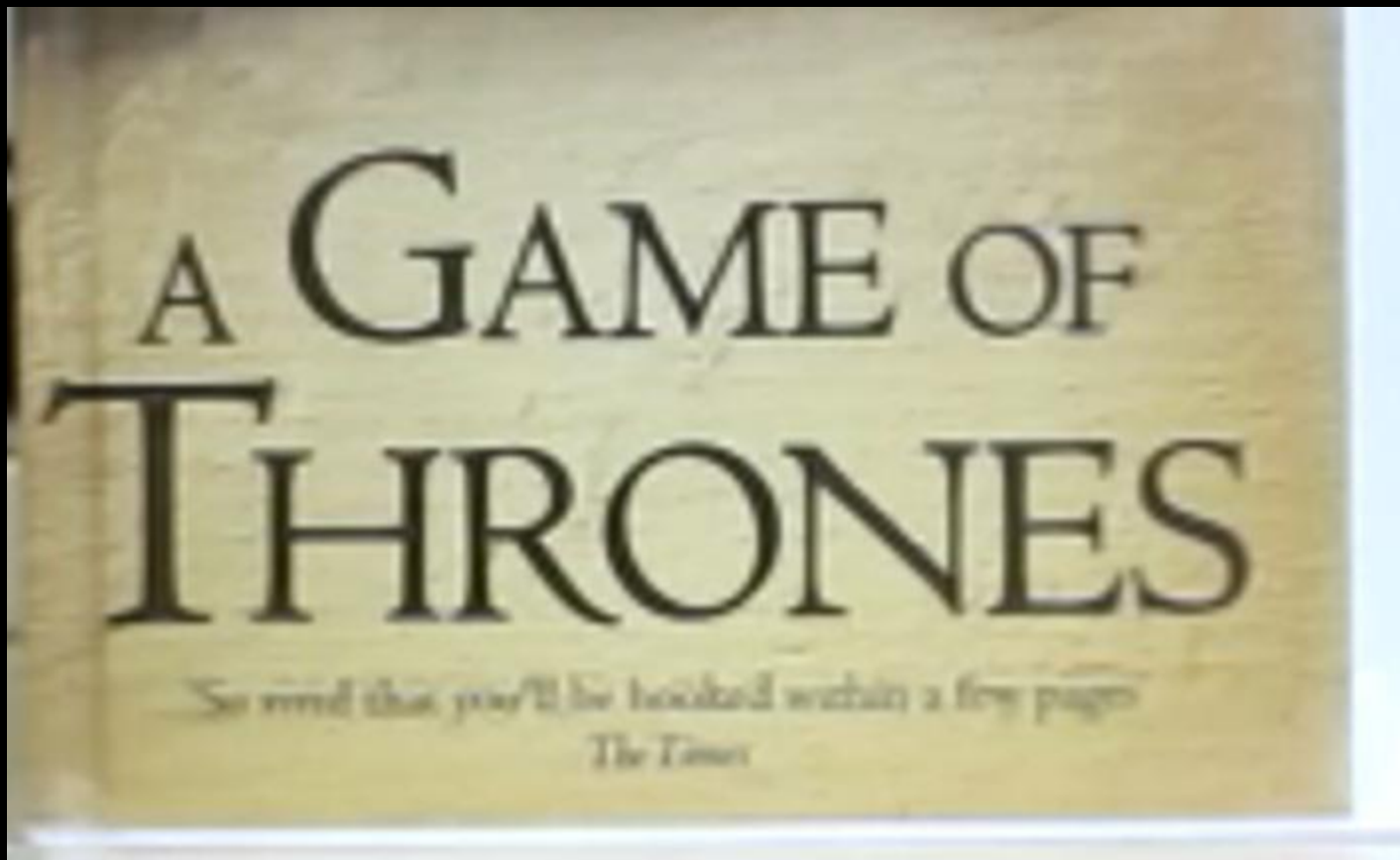
Liu et al

# Real Video



Ours

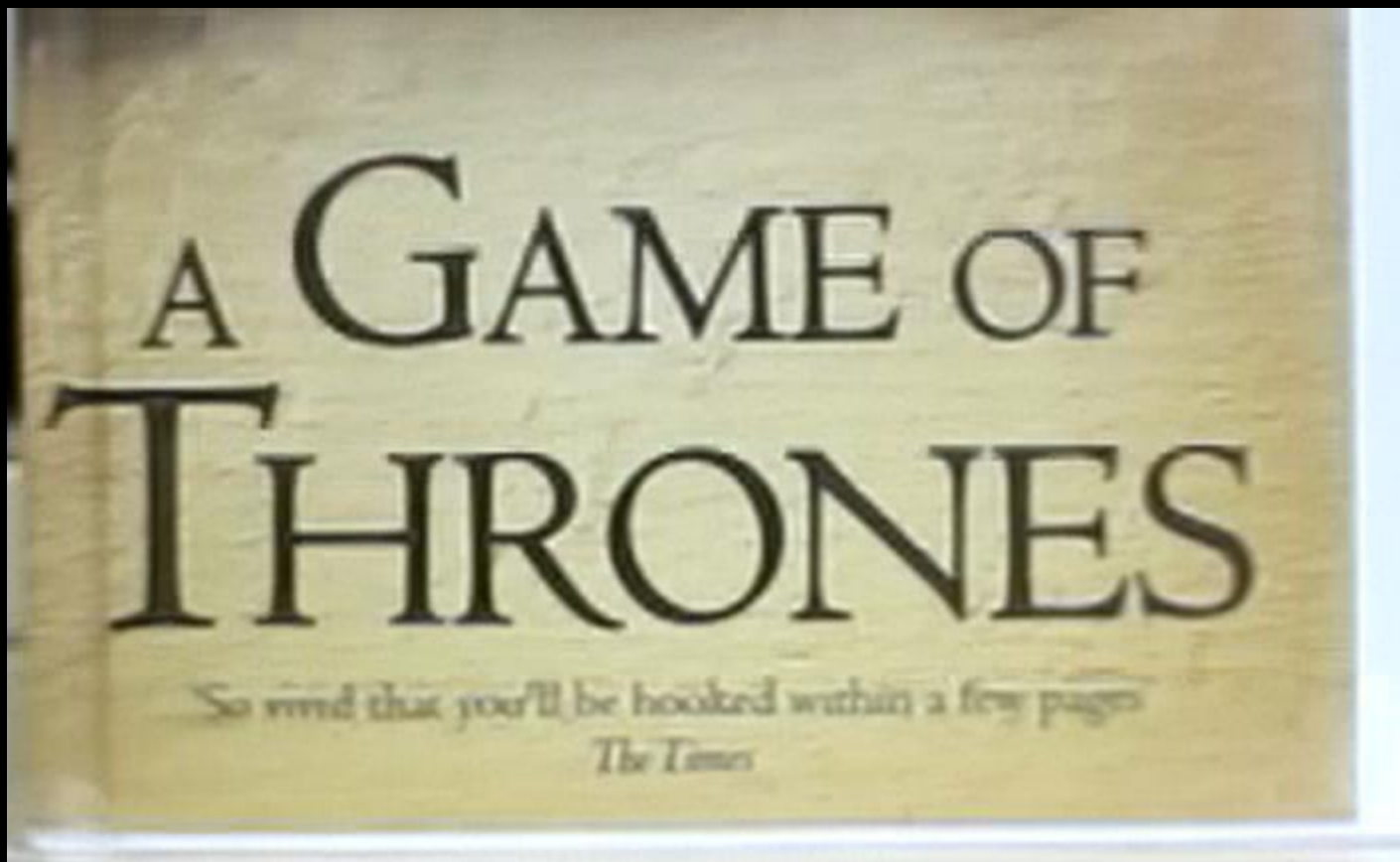
# Real Video



Input (Bicubic x4)

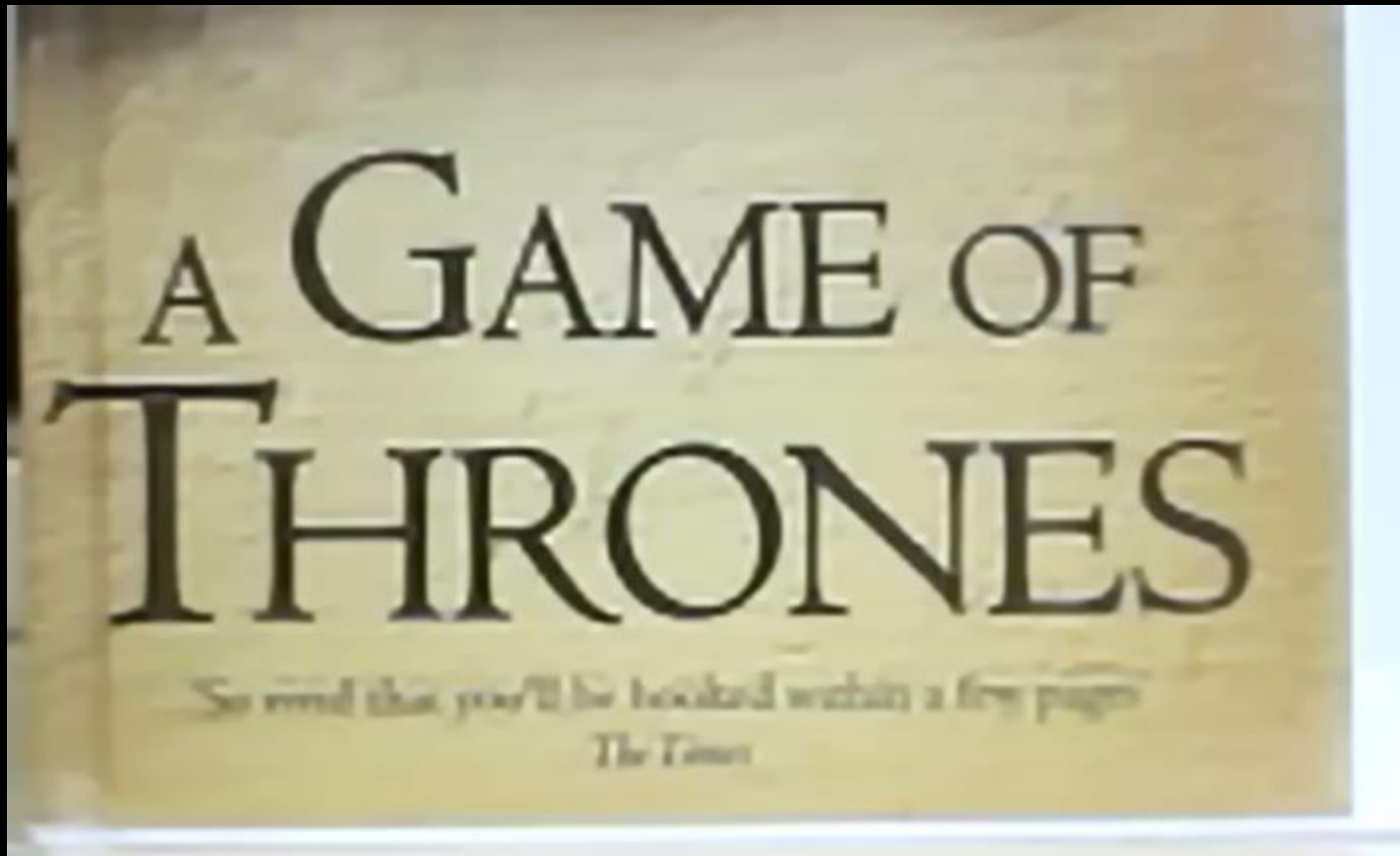


# Real Video



Video Enhancer

# Real Video



Shan et al

## Real Video



Liu et al



## Real Video



Ours

# More Results - Synthetic Video



Input (Bicubic x4)



Ours





Input (Bicubic x4)



Ours





Input (Bicubic x4)



Ours





Input (Bicubic x4)





Ours



Input (Bicubic x4)





Ours

More Results - Real Video





Input (Bicubic x4)



Ours



Input (Bicubic x4)



Ours





Input (Bicubic x4)





Ours



Input (Bicubic x4)





Ours



Input (Bicubic x4)



Ours





Input (Bicubic x4)



Ours



Input (Bicubic x4)



Ours





Input (Bicubic x4)



Ours



Input (Bicubic x4)

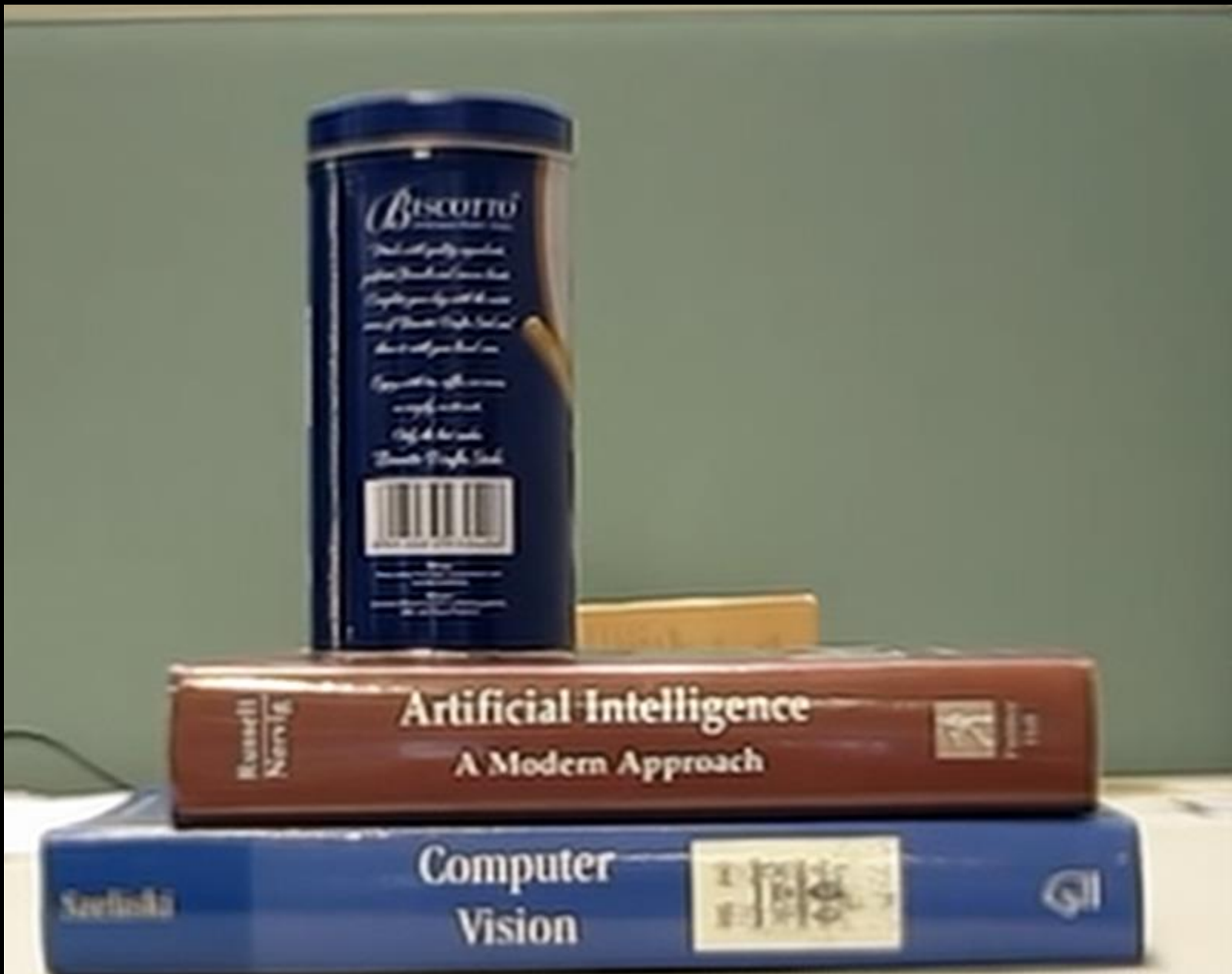


Ours

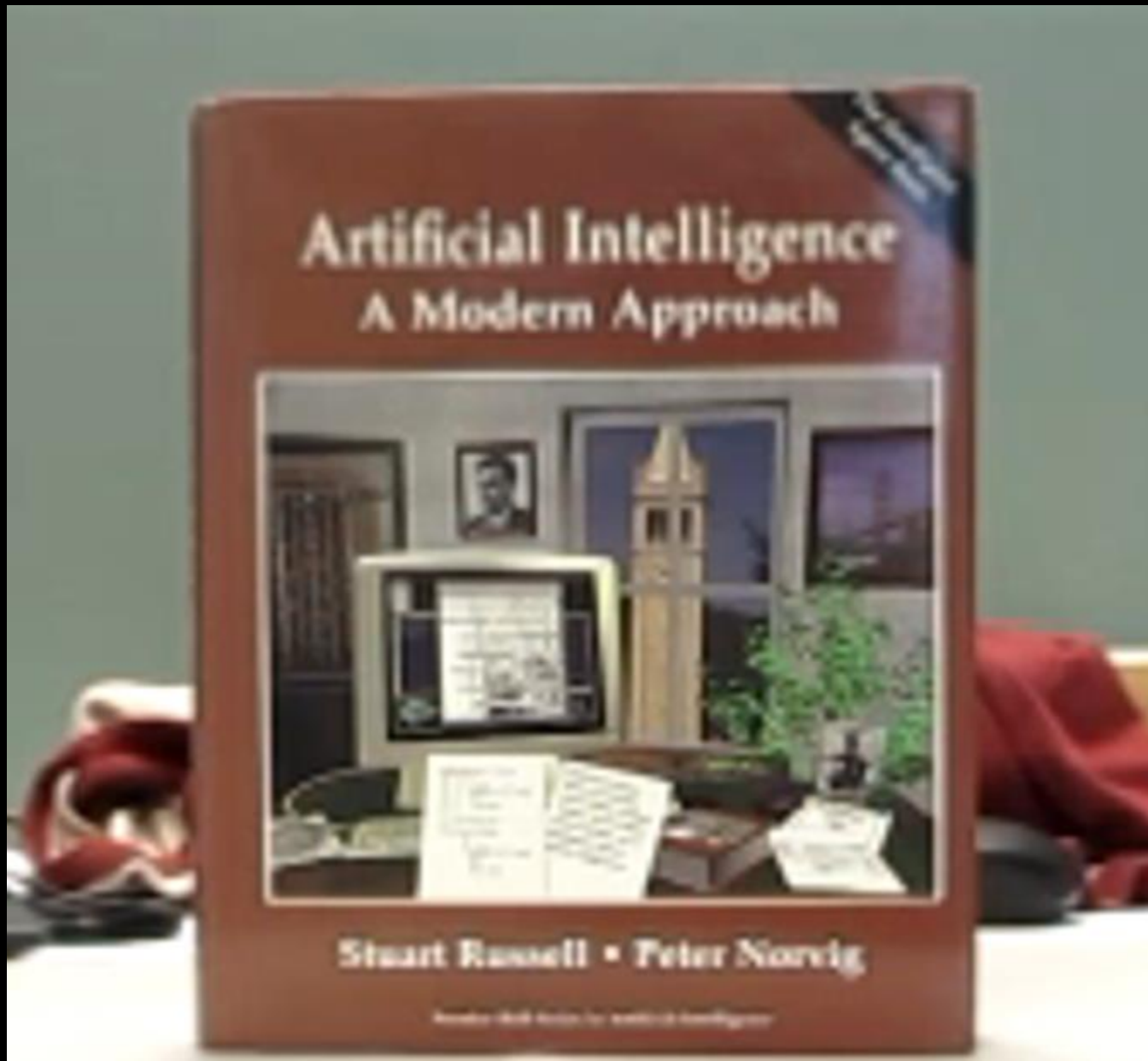




Input (Bicubic x4)



Ours



Input (Bicubic x4)

# Artificial Intelligence A Modern Approach

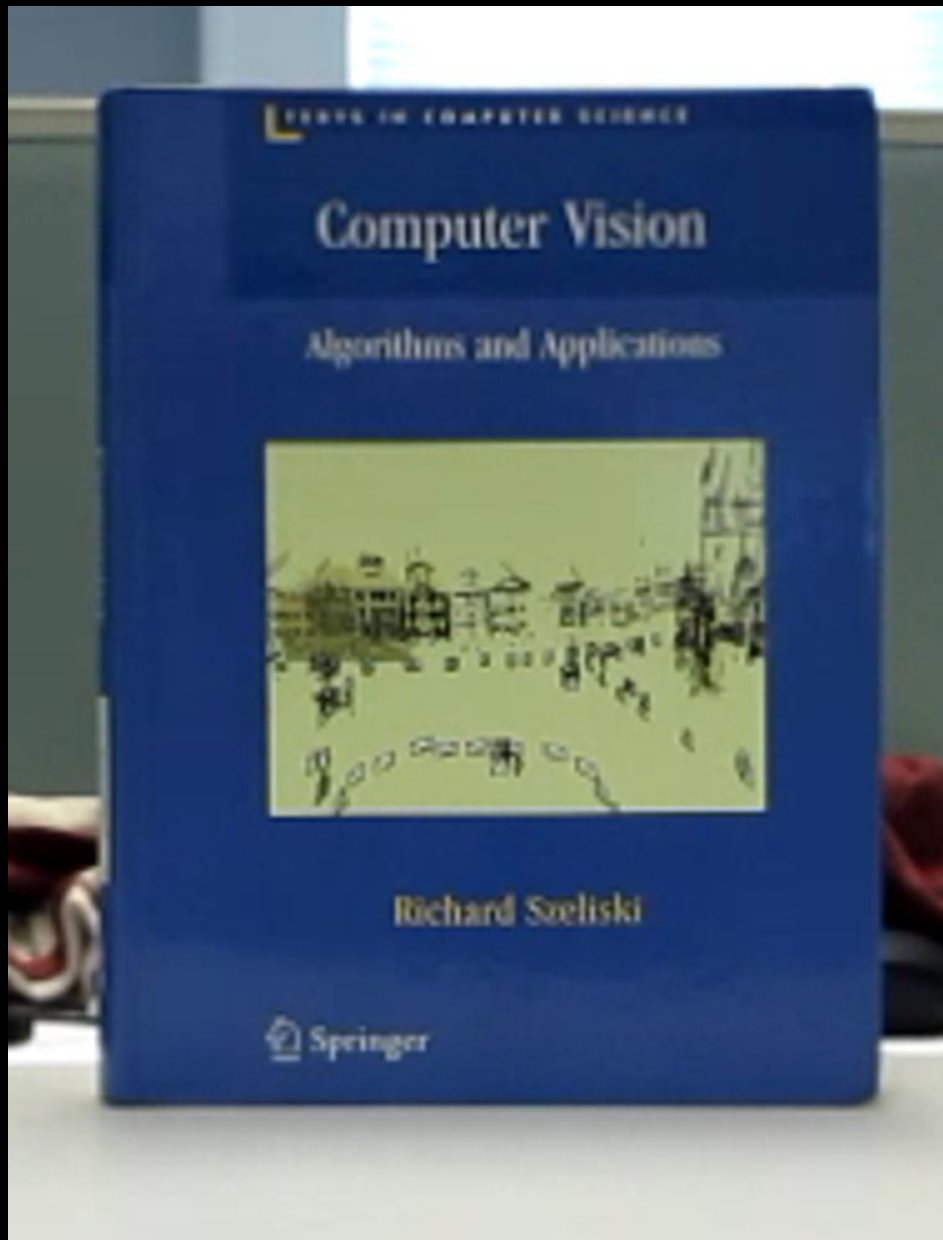


Stuart Russell • Peter Norvig

Prentice Hall Series in Artificial Intelligence

Ours



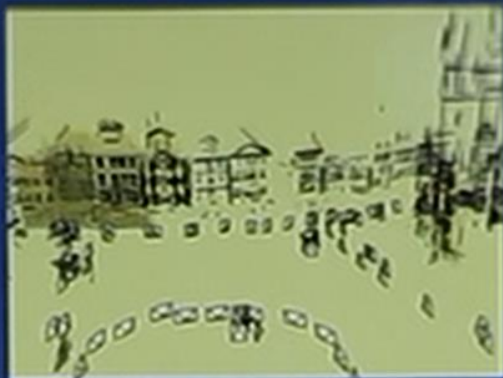


Input (Bicubic x4)


TEXTS IN COMPUTER SCIENCE

# Computer Vision

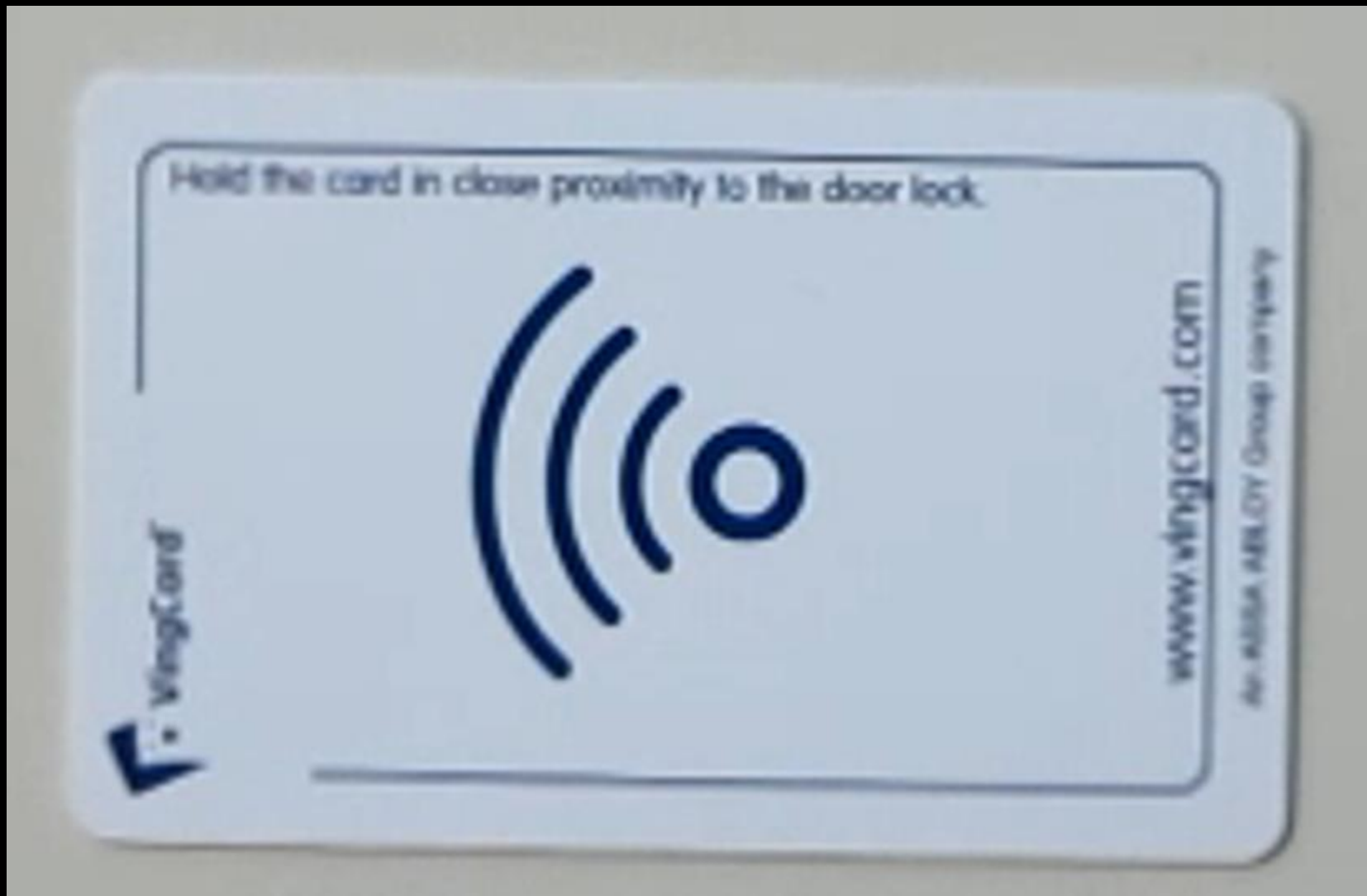
Algorithms and Applications



Richard Szeliski

 Springer

Ours



Input (Bicubic x4)



Hold the card in close proximity to the door lock.



[www.vingcard.com](http://www.vingcard.com)

AN ASSA ABLOY Group company

Ours

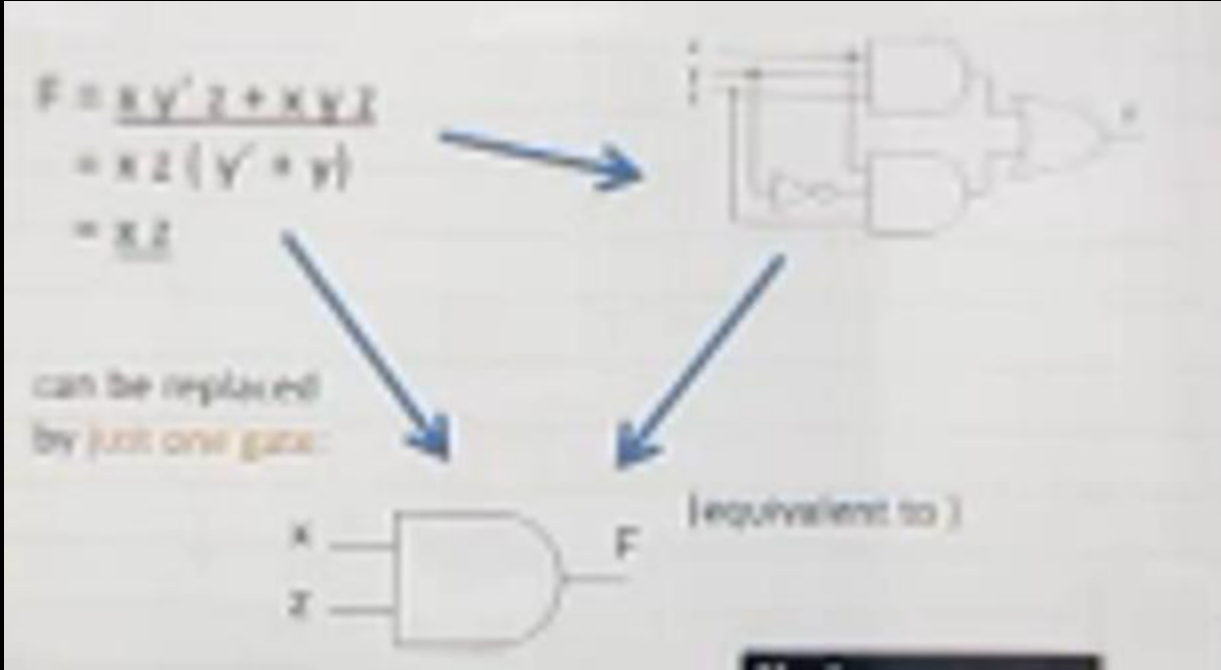




Input (Bicubic x4)



Ours



Input (Bicubic x4)

$$\begin{aligned} F &= \underline{x y' z} + x y z \\ &= x z (y' + y) \\ &= \underline{x z} \end{aligned}$$



can be replaced  
by just one gate:



(equivalent to)

Ours





Desperately  
waiting until  
death for your  
program to end?

Don't blame the  
computer; come  
and learn how to  
design efficient  
algorithms!

Input (Bicubic x4)



**Desperately  
waiting until  
death for your  
program to end?**

**Don't blame the  
computer; come  
and learn how to  
design efficient  
algorithms!"**

Ours

## Learn to use the ARM processor

- The ARM processor is the world most popular embedded system processor, which is used in i-Phone, i-Pad etc.

Input (Bicubic x4)

## Learn to use the ARM processor

- The ARM processor is the world most popular embedded system processor, which is used in i-Phone, i-Pad etc.

Ours





Input (Bicubic x4)



Ours



Input (Bicubic x4)



Ours





Input (Bicubic x4)





Ours

# Challenging Cases

- Super-resolution in extremely small regions
- Super-resolution in low-quality surveillance videos

# SR in Extremely Small Regions



Input (Bicubic x4)

$26 \times 52 \rightarrow 104 \times 208$

# SR in Extremely Small Regions



Ours

$26 \times 52 \rightarrow 104 \times 208$

# SR in Extremely Small Regions



Input (Bicubic x4)

$25 \times 50 \rightarrow 100 \times 200$



# SR in Extremely Small Regions



Ours

$25 \times 50 \rightarrow 100 \times 200$

# SR in Extremely Small Regions



Input (Bicubic x4)

$33 \times 34 \rightarrow 132 \times 136$

# SR in Extremely Small Regions



Input (Bicubic x4)

$33 \times 34 \rightarrow 132 \times 136$

# SR in Extremely Small Regions



Input (Bicubic x4)

$43 \times 31 \rightarrow 172 \times 124$

# SR in Extremely Small Regions



Ours

$43 \times 31 \rightarrow 172 \times 124$



# SR in Extremely Small Regions



Input (Bicubic x4)

$36 \times 50 \rightarrow 144 \times 200$

# SR in Extremely Small Regions



Ours

$36 \times 50 \rightarrow 144 \times 200$

# SR in Extremely Small Regions



Input (Bicubic x4)

$28 \times 57 \rightarrow 112 \times 228$

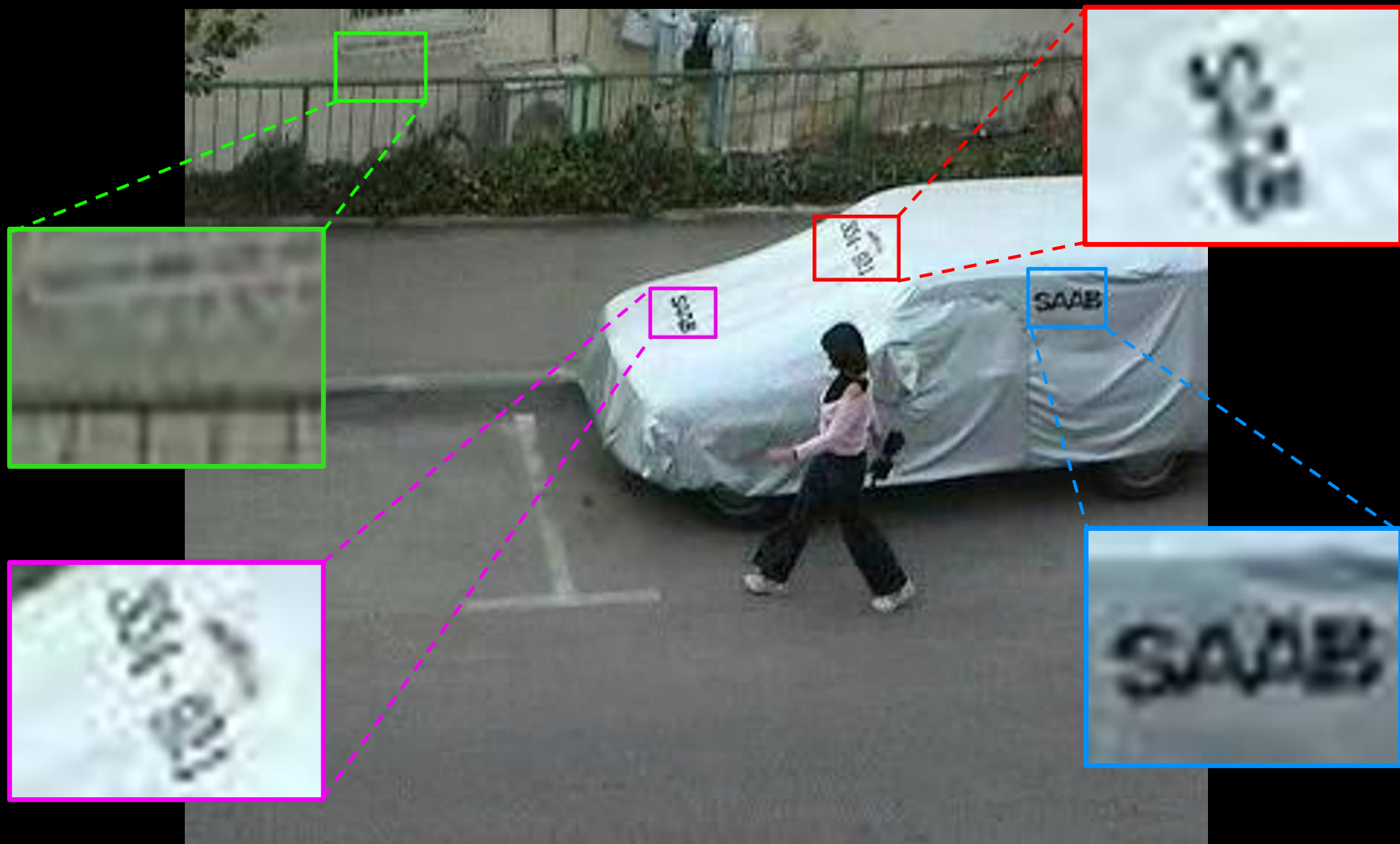
# SR in Extremely Small Regions



Ours

$28 \times 57 \rightarrow 112 \times 228$

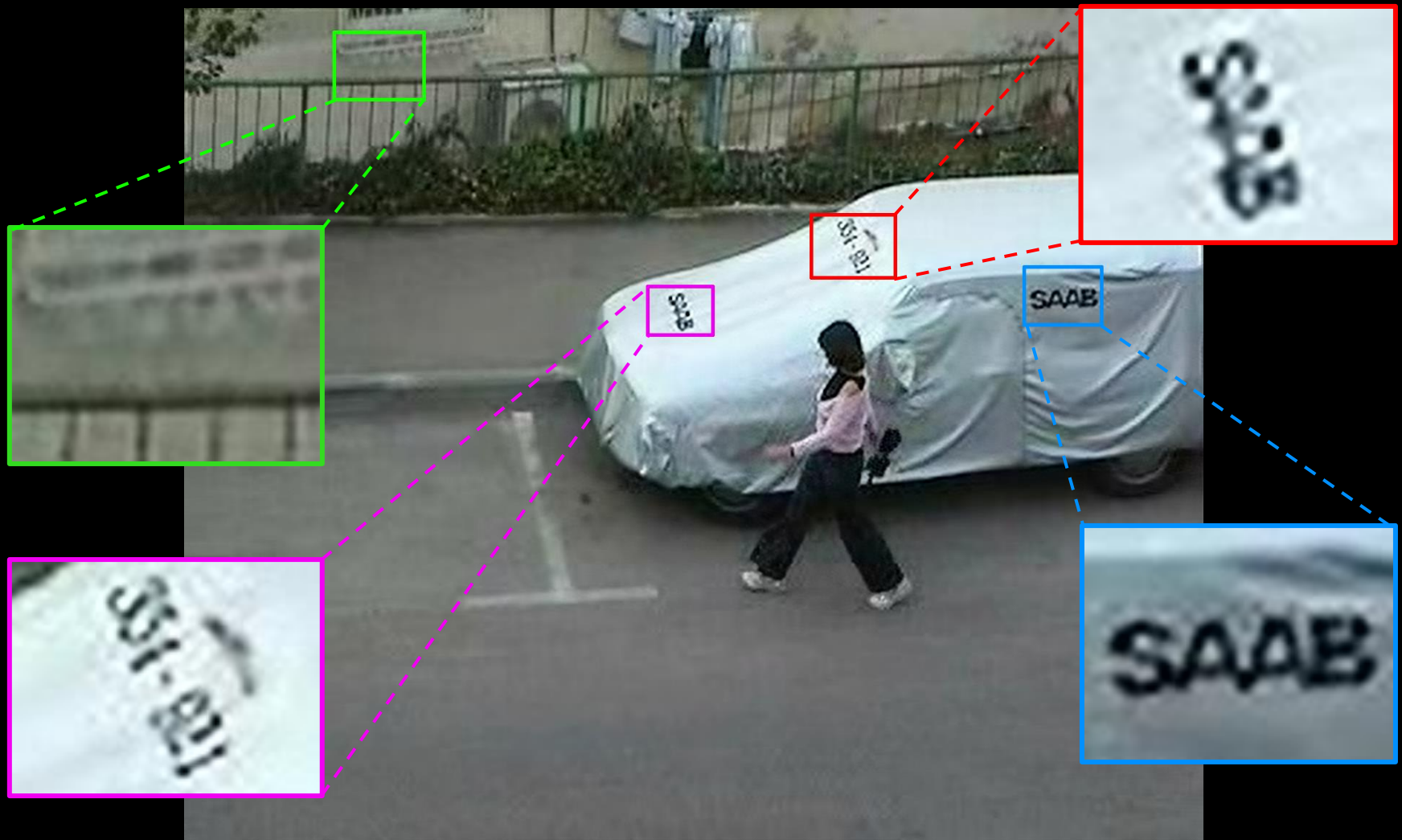
# SR in Low-Quality Surveillance Videos



Input (Bicubic x4)



# SR in Low-Quality Surveillance Videos



Ours

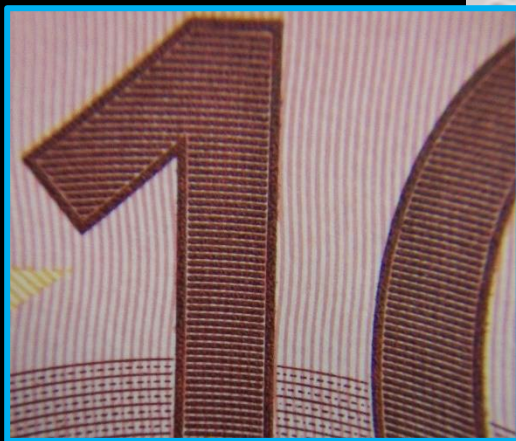
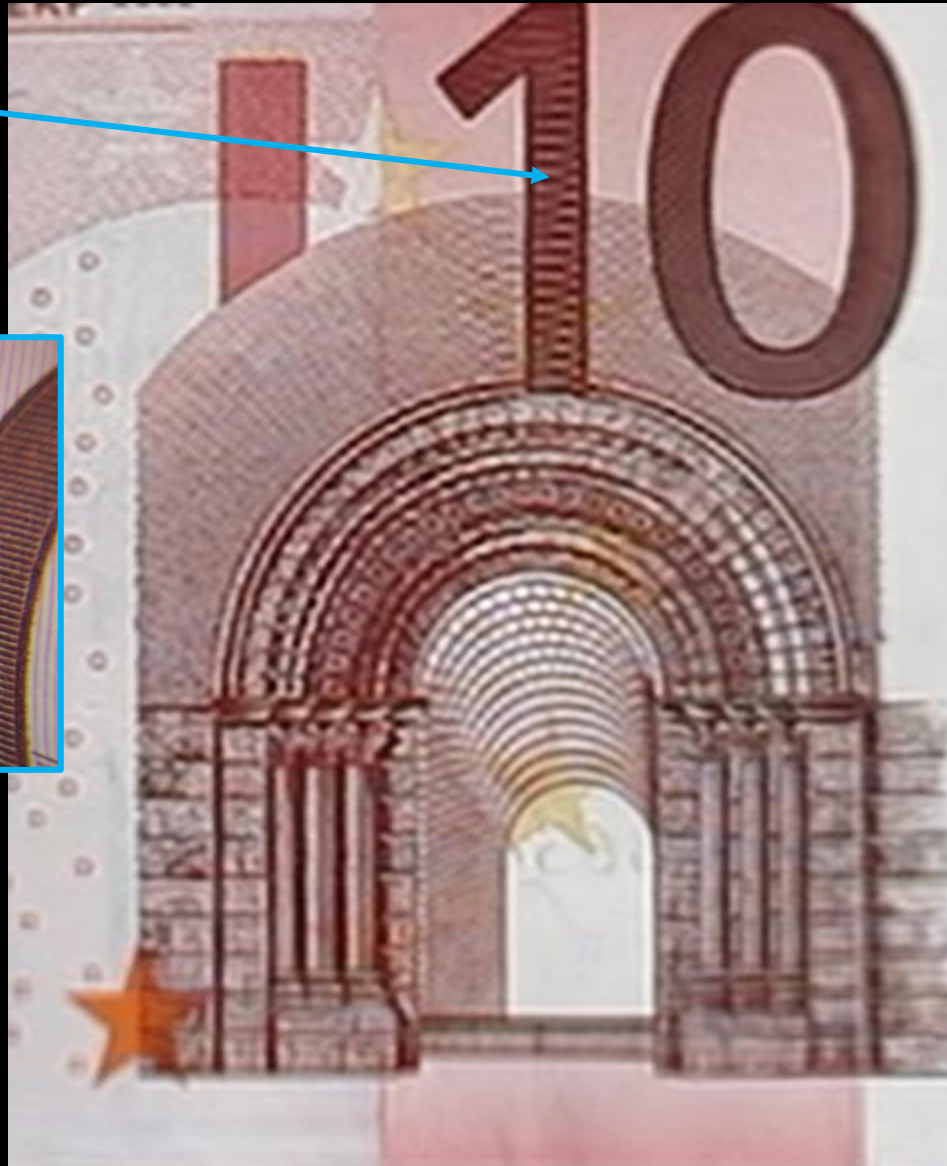
# Failure Cases

- Extremely tiny structures are not revealed due to information loss.



Input (Bicubic x4)

Failure



HR Version  
via Macro Lens

Ours

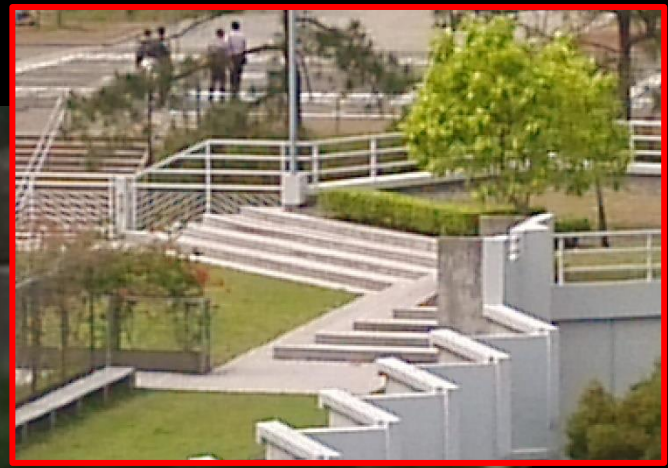




Input (Bicubic x4)



HR Version  
at a Closer Location



Failure

Ours

End