# Performance Improvement of Stochastic Rendering using CNN based Denoising

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## **Introduction**

#### Particle-based Rendering (PBR)

- Volume rendering by the stochastic process
- Does not require visibility ordering
- Produce high quality images by increasing the repetition







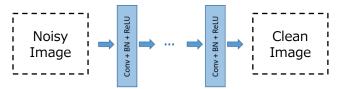






#### Convolutional Neural Network (CNN) Denoising

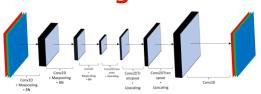
- Denoising by extracting feature maps via convolution
- Requires a set of noisy and clean image pairs for training
- Updates the shared-weight for the noisy image to output the clean image



#### Objective

Improve the performance of PBR with low repetitions by using our proposed CNN-based denoising method called as MkDAE (Multi-kernel Denoising Autoencoder).

# **Denoising Autoencoder (DAE)**

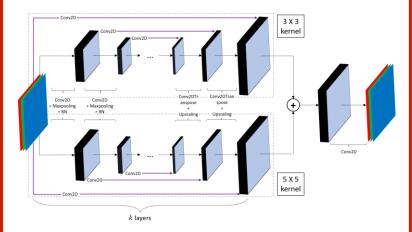


- An autoencoder (AE) downsamples inputs while extracting
- The DAE extracts important features for denoising

### **Method**

#### Multi-kernel Denoising Autoencoder (MkDAE)

Makes use of multiple kernels for convolution



#### Mixed Loss Function

• Loss function composed of the mean-squared error (MSE) and structural similarity index (SSIM) loss

$$\mathcal{L}_{mix}(y,\hat{y}) = \alpha * \mathcal{L}_{SSIM}(y,\hat{y}) + (1-\alpha) * \mathcal{L}_{MSE}(y,\hat{y}), \qquad 0 \le \alpha \le$$

Colormans

Training Pair Example

## Result

#### Dataset

- Volume dataset
  - √ 11 volumes
- Training images
  - ✓ Coarse (PBR with r=1) and fine (Ray Casting) image pairs
  - ✓ Viridis, Plasma and Cividis colormaps
  - ✓ 20 images for each colormap for each volume
  - $\checkmark$  20 X 3 X 11 = 660 pairs = 1320 images

### **Comparison results with previous work**

DAE, DAE w/ skip connection and DnCNN

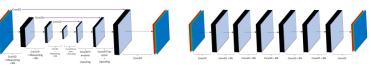


Image Ouality





• Time Performance

- Intel Xeon Gold 6238R CPU

### NVIDIA Ouadro RTX800 GPU

- KVS (Visualization library)

## **Discussion**

- Multiple kernels seem to improve the denoising quality of the denoising autoencoder
- Low repetitions of PBR with our MkDAE can replace high repetitions of PBR