

Deconvolution of Astronomical Images using Wiener Deconvolution: Mitigating Ground-Based Telescope Effects and Cosmic Noise

Vishnu Vasudev

Electronics and Allied Engineering
College of Engineering Chengannur
apj abdul kalam technological university
Kerala, India
vishnu.user13@gmail.com

Dr. M.V. Rajesh

Electronics and Communication Engineering
College of Engineering Poonjar
kerala, India
mvrajeshihrd@gmail.com

Dr. Sreekumar G.

Physics
College of Applied Science Perissery
Kerala, India
gskunnithan@gmail.com

Abstract—This study focuses on the deconvolution of astronomical images employing the Wiener deconvolution method to overcome the challenges posed by the ground-based telescope's seeing effect and cosmic noise. Utilizing the Hubble Space Telescope, which is free from seeing effects, we intentionally introduce a simulated seeing effect through Airy Point Spread Function (PSF) convolution. Additionally, Gaussian noise is incorporated to emulate cosmic noise commonly encountered in astronomical observations. The proposed deconvolution method is validated using key metrics such as Structural Similarity Index (SSIM), Peak Signal-to-Noise Ratio (PSNR), and Mean Squared Error (MSE). The Hubble Space Telescope's unique characteristics, combined with the intentional introduction of seeing effects and cosmic noise, contribute to a comprehensive evaluation of the deconvolution process. Our results showcase the efficacy of the Wiener deconvolution method in enhancing the resolution of astronomical images affected by ground-based telescope limitations and cosmic noise. The validation metrics demonstrate the capability of the proposed approach to restore details and improve the overall quality of astronomical imagery. This research offers valuable insights for astronomers and researchers seeking to optimize image processing techniques for enhanced astronomical observations and analyses.

Index Terms—Astronomical image, deconvolution, wiener, seeing effect, Telescope

I. INTRODUCTION

Observations made with ground-based telescopes are inherently affected by atmospheric turbulence, commonly referred to as the "seeing effect." This atmospheric phenomenon introduces challenges in obtaining high-resolution astronomical images due to the fluctuating density and temperature of the Earth's atmosphere. The resulting variations in the refractive index cause blurring, spatial variability, and image jitter, ultimately limiting the achievable resolution of ground-based telescopes [1].

In this journal, we address the critical issue of the seeing effect in ground-based telescope observations and propose a novel approach for mitigating its impact on image quality [1]. Our focus centers on the application of Wiener deconvolution [2], a powerful method in image processing, to enhance the resolution of astronomical images affected by atmospheric

turbulence. The intentional introduction of simulated seeing effects, along with the incorporation of cosmic noise, provides a comprehensive evaluation of the proposed approach.

As we delve into the intricacies of atmospheric turbulence and its effects on ground-based observations, our study aims to contribute valuable insights into optimizing image processing techniques for improved astronomical analyses. We showcase the effectiveness of the Wiener deconvolution method in restoring details compromised by the seeing effect, offering a promising avenue for astronomers and researchers seeking to elevate the quality of ground-based telescope observations.

A. Mathematical Representation of Seeing Effect

The mathematical representation of the seeing effect, modeled as the convolution of the original image signal with the PSF, can be expressed as follows:

$$\text{Image}(x, y) = I(x, y) * P(x', y') \quad (1)$$

$$I(x, y) * P(x', y') = \iint I(u, v) \cdot P(x - u, y - v) du dv \quad (2)$$

Let $I(x, y)$ is the original two-dimensional image signal, where (x, y) are the spatial coordinates. $P(x', y')$ is the PSF representing the blurring effect induced by atmospheric turbulence. $I(u, v)$ is the original image signal at the coordinates (u, v) . $P(x - u, y - v)$ is the PSF at the coordinates $(x - u, y - v)$ [3]. This convolution operation accounts for the blurring effect caused by the atmospheric turbulence, simulating how the original image is distorted as a result of the varying atmospheric conditions. The convolution process is a fundamental concept in understanding the degradation of image quality in ground-based telescope observations.

II. METHODOLOGY

In this process, we start with an image taken by the Hubble Space Telescope, which inherently does not experience the "seeing effect" caused by Earth's atmosphere. The Hubble image is considered a high-quality reference because it remains

unaffected by the blurring and distortion typically encountered by ground-based telescopes due to atmospheric turbulence.

To simulate the conditions of a ground-based telescope and facilitate the validation of a deconvolution algorithm, a synthetic seeing effect is introduced into the pristine Hubble image. This simulation is achieved by convolving the original Hubble image with a mathematical model known as the PSF. The PSF represents the blurring effect that occurs when light from a celestial object passes through the Earth's turbulent atmosphere before reaching a ground-based telescope.

By introducing this simulated seeing effect into the Hubble image, you create an observed image that resembles what a ground-based telescope might capture. This synthetic observation allows for the validation of deconvolution techniques, as the Hubble image serves as the ground truth or reference point. The deconvolution algorithm can then be applied to the observed image to attempt to reverse the introduced blurring effect, and the results can be compared to the original Hubble image to assess the algorithm's effectiveness in restoring details and reducing the simulated seeing impact. This approach enables researchers to evaluate the performance of deconvolution methods in the context of ground-based telescope-like conditions using the pristine Hubble image as a reliable benchmark.

A. Wiener Deconvolution

Wiener deconvolution serves as a mathematical technique employed in the deconvolution process to obtain an image closely resembling the ground truth. When capturing an image through a telescope, what we observe is a convolution of the genuine image and the PSF, characterizing the blurring introduced by the imaging system. The objective of Wiener deconvolution is to counteract or alleviate the impact of convolution, aiming to restore the original image with utmost accuracy [2].

The Wiener deconvolution algorithm adopts a frequency-based approach within the Fourier domain. At its core is the integration of a Wiener filter, essentially acting as a delicate equilibrium between enhancing high-frequency components (such as details) and suppressing noise. The success of Wiener deconvolution hinges on various parameters, including the estimated PSF, the noise level present in the image, and fine-tuning parameters for the Wiener filter.

1) Equation of Wiener Deconvolution:

$$\hat{F}(f, g) = \frac{1}{H(f, g)} \left(\frac{|H(f, g)|^2}{|H(f, g)|^2 + \frac{1}{SNR}} \right) F(f, g) + \frac{N(f, g)}{H(f, g)} \quad (3)$$

In (3) where F is the Fourier transform of the original image, H is the Fourier transform of the PSF , N is the Fourier transform of the noise, SNR is the Signal-to-Noise Ratio [2].

In essence, Wiener deconvolution is a methodological tool that strives to reverse the blurring effects introduced during the imaging process, particularly relevant when capturing celestial images through telescopes. Its effectiveness lies in the careful balance it strikes between preserving crucial details

and minimizing the influence of noise. The selection and optimization of parameters are critical steps in ensuring the success of the deconvolution process, ultimately contributing to the generation of images that closely mirror the true, unaltered scene.

B. Peak Signal-to-Noise Ratio

PSNR is a metric employed in this context to validate the quality of a deconvolved image. Its primary purpose is to measure how closely the processed or reconstructed image aligns with its original or reference version. In essence, PSNR offers a numerical assessment of the similarity between two images, providing a quantitative gauge of the reconstruction quality.

$$PSNR = 10 \cdot \log_{10} \left(\frac{MAX^2}{MSE} \right) \quad (4)$$

Here MAX is the maximum possible pixel value of the image (for example, 255 for an 8-bit image). MSE is the Mean Squared Error, calculated as the average of the squared pixel-wise differences between the original and the processed images [4]. PSNR is expressed in decibels (dB), and a higher PSNR value signifies a greater likeness or quality match between the two images. In practical terms, a PSNR value exceeding 30 dB is generally considered acceptable for a variety of applications. However, it's crucial to recognize that the interpretation of PSNR can vary based on the specific context and the requirements of the given task.

C. Structural Similarity Index

SSIM is employed as a metric in this scenario to evaluate how well the deconvolved image aligns with the original image. It goes beyond pixel-wise differences and takes into account the structural information within the images. The SSIM index ranges from -1 to 1, where 1 indicates a perfect match. A higher SSIM value implies a closer structural resemblance between the two images.

$$SSIM(x, y) = \frac{(2\mu_x\mu_y + C_1)(2\sigma_{xy} + C_2)}{(\mu_x^2 + \mu_y^2 + C_1)(\sigma_x^2 + \sigma_y^2 + C_2)} \quad (5)$$

Here, μ_x and μ_y are the means, $2 * \sigma_x^2$ and $2 * \sigma_y^2$ are the variances, and σ_{xy} is the covariance between the original image x and the processed image y . The constants c_1 and c_2 are used for numerical stability [5].

Researchers and practitioners often use SSIM alongside other metrics, such as PSNR, to gain a more comprehensive understanding of the quality of a reconstructed image. SSIM is particularly valuable when considering perceptual aspects of image quality, as it assesses the similarity in patterns and structures, not just pixel values.

D. MSE

MSE is another simple and fundamental metric to quantify the difference between two images. MSE serves as a tool in this context to provide a numerical assessment of the average deviation between pixel values in the deconvolved image and

