

# An Unpaired Learning-based Method for Image Despeckling

CISA 2025

Ali Zafari   Shirin Jalali

Department of Electrical and Computer Engineering  
Rutgers University

# Outline

Speckle noise and despeckling

QMAP: Theoretically-founded learning-based denoiser

Bayesian despeckling via QMAP

BD-QMAP for Images: Unpaired Learning-based Despeckler

Final Remarks

# Outline

Speckle noise and despeckling

QMAP: Theoretically-founded learning-based denoiser

Bayesian despeckling via QMAP

BD-QMAP for Images: Unpaired Learning-based Despeckler

Final Remarks

# Speckle in coherent imaging systems

- Synthetic Aperture Radar
- Digital Holography
- Optical Coherence Tomography

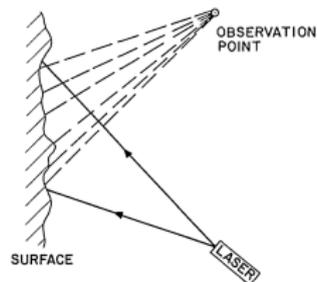


Image adapted from [Goodman, 1976].

# Speckle in coherent imaging systems

- Synthetic Aperture Radar
- Digital Holography
- Optical Coherence Tomography

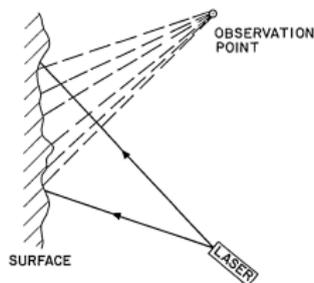
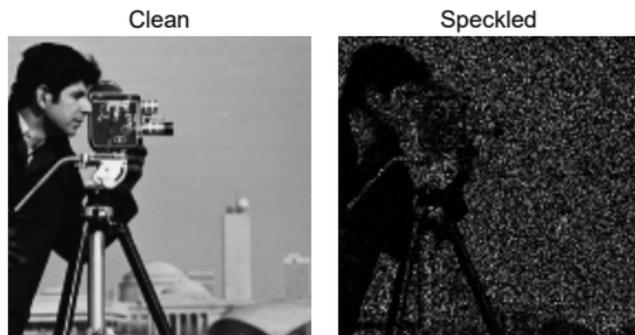


Image adapted from [Goodman, 1976].

- ▶ Speckle is modeled as **multiplicative** noise

$$Y = XW,$$

$$W \sim \mathcal{N}(0, \sigma^2).$$



# Despeckling

- **Goal:** Recover  $X \in \mathbb{R}^n$  from  $Y \in \mathbb{R}^n$ :

$$Y = X \odot W,$$

$$W \sim \mathcal{N}(0, \sigma^2 I) \text{ and } Y_i = X_i W_i.$$

# Despeckling

- **Goal:** Recover  $X \in \mathbb{R}^n$  from  $Y \in \mathbb{R}^n$ :

$$Y = X \odot W,$$

$W \sim \mathcal{N}(0, \sigma^2 I)$  and  $Y_i = X_i W_i$ .

- *Maximum likelihood estimation:*

$$\text{MLE: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} -\log \mathbb{P}(Y | X = u) = \frac{|Y|}{\sigma}$$

# Despeckling

- **Goal:** Recover  $X \in \mathbb{R}^n$  from  $Y \in \mathbb{R}^n$ :

$$Y = X \odot W,$$

$$W \sim \mathcal{N}(0, \sigma^2 I) \text{ and } Y_i = X_i W_i.$$

- *Maximum likelihood estimation:*

$$\text{MLE: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} -\log \mathbb{P}(Y | X = u) = \frac{|Y|}{\sigma}$$

- Some knowledge/assumption over  $X$  is required:
  - Classical algorithms (e.g., LMMSE in a transform domain, sparsity etc.)
  - Learning-based techniques (e.g., CNN trained on a dataset)

# From additive denoising to despeckling

|                         | <b>AWGN</b><br>$Y = X + Z$  | <b>Speckle</b><br>$Y = X \odot W$   |
|-------------------------|---|---|
| Classic Methods         | LMMSE Filtering [1]<br>NLN [2]<br>BM3D [3]                                  | Lee/Kuan [9]<br>PPB [10]<br>SAR-BM3D [11]   |
| Paired Learning-based   | DnCNN [4]<br>Restormer [5]<br>DDRM (diffusion-based) [6]<br>Noise2Noise [7] | ID-CNN [12]<br>Transformer-based Despeckler [13]<br>SAR-DDPM [14]<br>SAR2SAR [15] |
| Unpaired Learning-based | QMAP [8]  | BD-QMAP [16]  |

[1] Wallis (1976)

[5] Zamir (2022)

[2] Buades (2005)

[6] Kwar (2022)

[3] Dabov (2007)

[7] Lehtinen (2018)

[4] Zhang (2016)

[8] Zhou (2023)

[9] Kuan (1985)

[13] Perera (2022)

[10] Deledalle (2009)

[14] Perera (2023)

[11] Parrilli (2011)

[15] Dalsasso (2021)

[12] Wang (2017)

[16] Zafari (2025)

# From additive denoising to despeckling

|                         | <b>AWGN</b><br>$Y = X + Z$  | <b>Speckle</b><br>$Y = X \odot W$   |
|-------------------------|---|---|
| Classic Methods         | LMMSE Filtering [1]<br>NLM [2]<br>BM3D [3]                                  | Lee/Kuan [9]<br>PPB [10]<br>SAR-BM3D [11]   |
| Paired Learning-based   | DnCNN [4]<br>Restormer [5]<br>DDRM (diffusion-based) [6]<br>Noise2Noise [7] | ID-CNN [12]<br>Transformer-based Despeckler [13]<br>SAR-DDPM [14]<br>SAR2SAR [15] |
| Unpaired Learning-based | QMAP [8]  | BD-QMAP [16]  |

**X** classic methods : strong assumptions on source model

# From additive denoising to despeckling

|                         | <b>AWGN</b><br>$Y = X + Z$  | <b>Speckle</b><br>$Y = X \odot W$   |
|-------------------------|---|---|
| Classic Methods         | LMMSE Filtering [1]<br>NLN [2]<br>BM3D [3]                                  | Lee/Kuan [9]<br>PPB [10]<br>SAR-BM3D [11]   |
| Paired Learning-based   | DnCNN [4]<br>Restormer [5]<br>DDRM (diffusion-based) [6]<br>Noise2Noise [7] | ID-CNN [12]<br>Transformer-based Despeckler [13]<br>SAR-DDPM [14]<br>SAR2SAR [15] |
| Unpaired Learning-based | QMAP [8]  | BD-QMAP [16]  |

✗ classic methods : strong assumptions on source model

✗ paired learning-based : requires access to a labeled dataset

# Outline

Speckle noise and despeckling

QMAP: Theoretically-founded learning-based denoiser

Bayesian despeckling via QMAP

BD-QMAP for Images: Unpaired Learning-based Despeckler

Final Remarks

# Towards a theoretically-founded denoiser

*Minimum mean squared error* denoiser:

$$\text{MMSE: } \hat{X} = \mathbb{E}[X|Y]$$

# Towards a theoretically-founded denoiser

*Minimum mean squared error* denoiser:

$$\text{MMSE: } \hat{X} = \mathbb{E}[X|Y]$$

✗ Access to  $\mathbb{P}(X)$  is often non-trivial.

# Towards a theoretically-founded denoiser

*Minimum mean squared error* denoiser:

$$\text{MMSE: } \hat{X} = \mathbb{E}[X|Y]$$

- ✗ Access to  $\mathbb{P}(X)$  is often non-trivial.
- ✗ Given  $\mathbb{P}(X)$ , computing  $\mathbb{E}[X|Y]$  is intractable.

# Towards a theoretically-founded denoiser

*Minimum mean squared error* denoiser:

$$\text{MMSE: } \hat{X} = \mathbb{E}[X|Y]$$

- ✗ Access to  $\mathbb{P}(X)$  is often non-trivial.
- ✗ Given  $\mathbb{P}(X)$ , computing  $\mathbb{E}[X|Y]$  is intractable.
- ✗ Theoretical analysis is hard, especially for high-dimensional  $X$ .

# Towards a theoretically-founded denoiser

*Minimum mean squared error* denoiser:

$$\text{MMSE: } \hat{X} = \mathbb{E}[X|Y]$$

- ✗ Access to  $\mathbb{P}(X)$  is often non-trivial.
- ✗ Given  $\mathbb{P}(X)$ , computing  $\mathbb{E}[X|Y]$  is intractable.
- ✗ Theoretical analysis is hard, especially for high-dimensional  $X$ .

Same challenges for *maximum a posteriori* denoiser:

$$\text{MAP: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} -\log \mathbb{P}(Y | X = u) - \log \mathbb{P}(X = u)$$

# QMAP: Theoretically-founded additive denoiser

$$\text{MAP: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{-\log \mathbb{P}(Y | X = u)}_{\text{measurement-alignment}} + \underbrace{-\log \mathbb{P}(X = u)}_{\text{structure-consistency}}$$

# QMAP: Theoretically-founded additive denoiser

$$\text{QMAP: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{-\log \mathbb{P}(Y | X = u)}_{\text{measurement-alignment}} + \lambda \underbrace{c_{\mathbf{w}}(u)}_{\text{structure-consistency}}$$

## QMAP: Theoretically-founded additive denoiser

$$\text{QMAP: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{-\log \mathbb{P}(Y | X = u)}_{\text{measurement-alignment}} + \lambda \underbrace{c_w(u)}_{\text{structure-consistency}}$$

Measure of *quantized structural consistency* for  $[u_i \cdots u_{k+i-1}] \in \mathbb{R}^k$

$$w_i := -\log \mathbb{P}(\lfloor X_i \cdots X_{k+i-1} \rfloor_b = \lfloor u_i \cdots u_{k+i-1} \rfloor),$$

where  $\lfloor \cdot \rfloor_b$  quantizes to  $b$  bits.

# QMAP: Theoretically-founded additive denoiser

$$\text{QMAP: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{-\log \mathbb{P}(Y | X = u)}_{\text{measurement-alignment}} + \lambda \underbrace{c_{\mathbf{w}}(u)}_{\text{structure-consistency}}$$

Measure of *quantized structural consistency* for  $[u_i \cdots u_{k+i-1}] \in \mathbb{R}^k$

$$w_i := -\log \mathbb{P}(\lfloor X_i \cdots X_{k+i-1} \rfloor_b = [u_i \cdots u_{k+i-1}]),$$

$$c_{\mathbf{w}}(u) := \sum_{i=1} w_i$$

---

# QMAP: Theoretically-founded additive denoiser

$$\text{QMAP: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{-\log \mathbb{P}(Y | X = u)}_{\text{measurement-alignment}} + \lambda \underbrace{c_{\mathbf{w}}(u)}_{\text{structure-consistency}}$$

Measure of *quantized structural consistency* for  $[u_i \cdots u_{k+i-1}] \in \mathbb{R}^k$

$$w_i := -\log \mathbb{P}(\lfloor X_i \cdots X_{k+i-1} \rfloor_b = [u_i \cdots u_{k+i-1}]),$$

$$c_{\mathbf{w}}(u) := \sum_{i=1} w_i$$

---

Key observations [Zhou et al., 2023]:

- Asymptotically optimal in high SNR regime.

# QMAP: Theoretically-founded additive denoiser

$$\text{QMAP: } \hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{-\log \mathbb{P}(Y | X = u)}_{\text{measurement-alignment}} + \lambda \underbrace{c_{\mathbf{w}}(u)}_{\text{structure-consistency}}$$

Measure of *quantized structural consistency* for  $[u_i \cdots u_{k+i-1}] \in \mathbb{R}^k$

$$w_i := -\log \mathbb{P}(\lfloor X_i \cdots X_{k+i-1} \rfloor_b = [u_i \cdots u_{k+i-1}]),$$

$$c_{\mathbf{w}}(u) := \sum_{i=1} w_i$$

---

Key observations [Zhou et al., 2023]:

- Asymptotically optimal in high SNR regime.
- A small subset of weights  $w_i$  capture most source information.
- The set of weights  $w_i$  can be found from  $b$ -bit quantized  $k$ -th order empirical distribution learned from a set of realizations.

## QMAP for piecewise constant source

Consider Markov source ( $p \ll 1$ ):

$$X_{i+1} = \begin{cases} X_i & \text{with probability } 1 - p, \\ \text{Uniform}(0, 1) & \text{with probability } p. \end{cases}$$

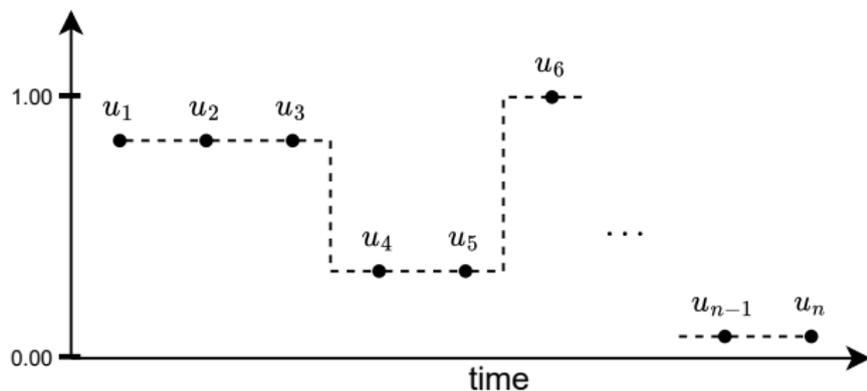
---

## QMAP for piecewise constant source

Consider Markov source ( $\rho \ll 1$ ):

$$X_{i+1} = \begin{cases} X_i & \text{with probability } 1 - \rho, \\ \text{Uniform}(0, 1) & \text{with probability } \rho. \end{cases}$$

---

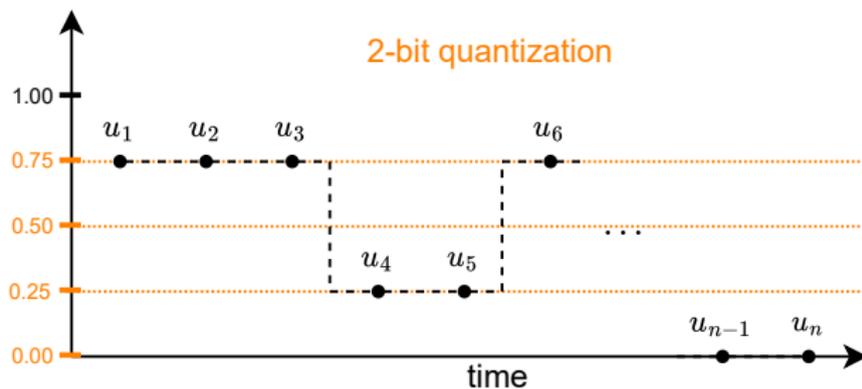


## QMAP for piecewise constant source

Consider Markov source ( $p \ll 1$ ):

$$X_{i+1} = \begin{cases} X_i & \text{with probability } 1 - p, \\ \text{Uniform}(0, 1) & \text{with probability } p. \end{cases}$$

$b = 2$



# QMAP for piecewise constant source

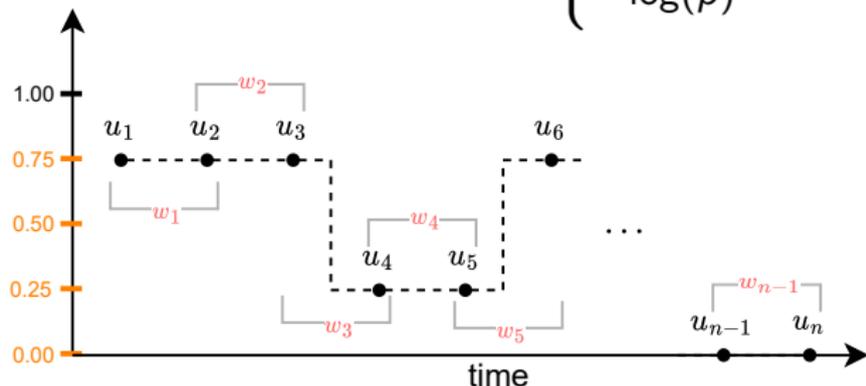
Consider Markov source ( $p \ll 1$ ):

$$X_{i+1} = \begin{cases} X_i & \text{with probability } 1 - p, \\ \text{Uniform}(0, 1) & \text{with probability } p. \end{cases}$$

---

$$b = 2, \quad k = 2.$$

$$w_j = -\log \mathbb{P}([X_i, X_{i+1}]_b = [u_i, u_{i+1}]) \propto \begin{cases} -\log(1 - p) & u_i = u_{i+1} \\ -\log(p) & u_i \neq u_{i+1} \end{cases}$$

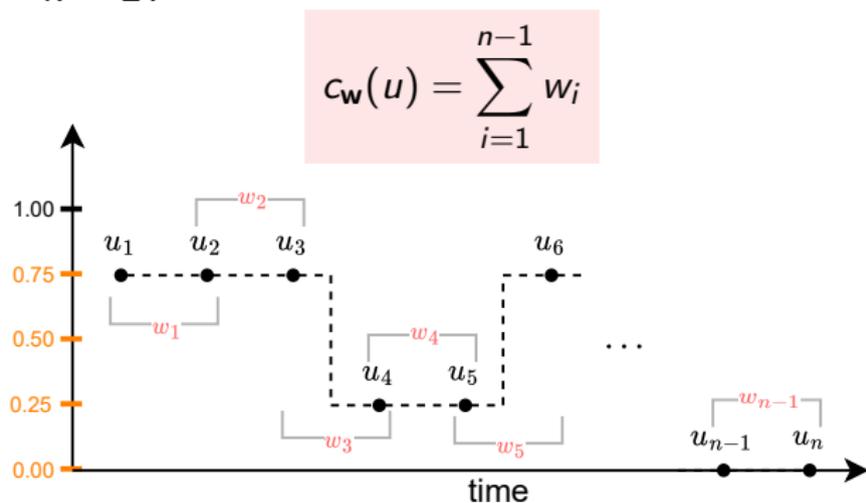


# QMAP for piecewise constant source

Consider Markov source ( $p \ll 1$ ):

$$X_{i+1} = \begin{cases} X_i & \text{with probability } 1 - p, \\ \text{Uniform}(0, 1) & \text{with probability } p. \end{cases}$$

$b = 2$  ,  $k = 2$ .



# Outline

Speckle noise and despeckling

QMAP: Theoretically-founded learning-based denoiser

Bayesian despeckling via QMAP

BD-QMAP for Images: Unpaired Learning-based Despeckler

Final Remarks

# Despeckling via QMAP: BD-QMAP [Zafari and Jalali, 2025]

$$Y = X \odot W:$$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{-\log \mathbb{P}(Y | X = u)}_{\text{measurement-alignment}} + \lambda \underbrace{c_w(u)}_{\text{structure-consistency}}$$

# Despeckling via QMAP: BD-QMAP [Zafari and Jalali, 2025]

$$Y = X \odot W:$$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{\sum_{i=1}^n \log u_i^2 + \frac{Y_i^2}{u_i^2}}_{\text{measurement-alignment}} + \lambda \underbrace{c_{\mathbf{w}}(u)}_{\text{structure-consistency}}$$

# Despeckling via QMAP: BD-QMAP [Zafari and Jalali, 2025]

$$Y = X \odot W:$$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{\sum_{i=1}^n \log u_i^2 + \frac{Y_i^2}{u_i^2}}_{\text{measurement-alignment}} + \lambda \underbrace{c_{\mathbf{w}}(u)}_{\text{structure-consistency}}$$

- Same set of weights can be used for despeckling/denoising.

# Despeckling via QMAP: BD-QMAP [Zafari and Jalali, 2025]

$$Y = X \odot W:$$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{\sum_{i=1}^n \log u_i^2 + \frac{Y_i^2}{u_i^2}}_{\text{measurement-alignment}} + \lambda \underbrace{c_{\mathbf{w}}(u)}_{\text{structure-consistency}}$$

- Same set of weights can be used for despeckling/denoising.
- For piecewise constant source empirical distribution of quantized  $X$  can be estimated from a dataset.

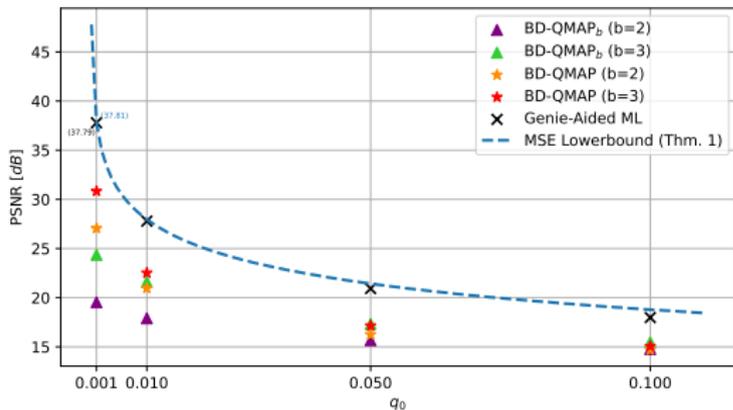
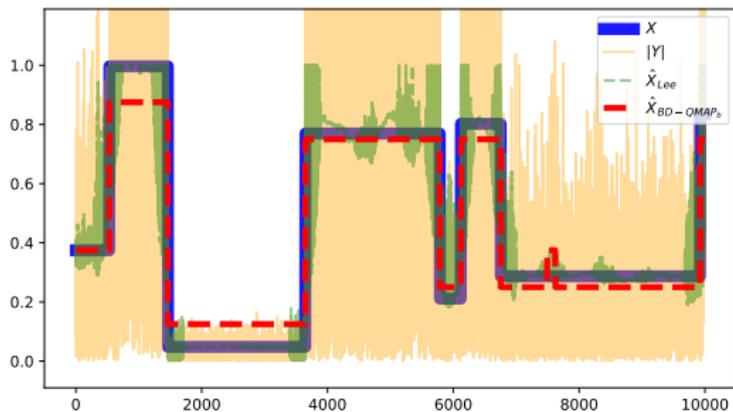
# Despeckling via QMAP: BD-QMAP [Zafari and Jalali, 2025]

$$Y = X \odot W:$$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \underbrace{\sum_{i=1}^n \log u_i^2 + \frac{Y_i^2}{u_i^2}}_{\text{measurement-alignment}} + \lambda \underbrace{c_{\mathbf{w}}(u)}_{\text{structure-consistency}}$$

- Same set of weights can be used for despeckling/denoising.
- For piecewise constant source empirical distribution of quantized  $X$  can be estimated from a dataset.
- While MSE can still be used as the reconstruction loss, likelihood is a more natural choice.

# BD-QMAP on piecewise constant source



For more theoretical analysis of BD-QMAP look at

Zafari, A., & Jalali, S. (2025)

*Bayesian Despeckling of Structured Sources.*

arXiv:2501.11860.

# Outline

Speckle noise and despeckling

QMAP: Theoretically-founded learning-based denoiser

Bayesian despeckling via QMAP

**BD-QMAP for Images: Unpaired Learning-based Despeckler**

**Challenges**

**Results**

Final Remarks

# BD-QMAP extension for image data: Challenges

# BD-QMAP extension for image data: Challenges

## **Challenge 1** Finding weights $c_w(u)$

- Quantizing and counting less effective as  $n \nearrow$

# BD-QMAP extension for image data: Challenges

## **Challenge 1** Finding weights $c_w(u)$

- Quantizing and counting less effective as  $n \nearrow$
- Recall: only a small subset of weights are important.

# BD-QMAP extension for image data: Challenges

## **Challenge 1** Finding weights $c_w(u)$

- Quantizing and counting less effective as  $n \nearrow$
- Recall: only a small subset of weights are important.

**Solution** Quantized representation in a transform domain.

---

# BD-QMAP extension for image data: Challenges

**Challenge 1** Finding weights  $c_w(u)$

- Quantizing and counting less effective as  $n \nearrow$
- Recall: only a small subset of weights are important.

**Solution** Quantized representation in a transform domain.

---

**Challenge 2** Joint optimization of all pixels in  $u \in \mathbb{R}^n$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \sum_{i=1}^n \log u_i^2 + \frac{Y_i^2}{u_i^2} + \lambda c_w(u)$$

# BD-QMAP extension for image data: Challenges

## Challenge 1 Finding weights $c_w(u)$

- Quantizing and counting less effective as  $n \nearrow$
- Recall: only a small subset of weights are important.

**Solution** Quantized representation in a transform domain.

---

## Challenge 2 Joint optimization of all pixels in $u \in \mathbb{R}^n$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \sum_{i=1}^n \log u_i^2 + \frac{Y_i^2}{u_i^2} + \lambda c_w(u)$$

- e.g.,  $n = 256 \times 256 = 2^{16} \rightarrow$  Practically infeasible ( $c_w(u)$  non-convex)

# BD-QMAP extension for image data: Challenges

**Challenge 1** Finding weights  $c_w(u)$

- Quantizing and counting less effective as  $n \nearrow$
- Recall: only a small subset of weights are important.

**Solution** Quantized representation in a transform domain.

---

**Challenge 2** Joint optimization of all pixels in  $u \in \mathbb{R}^n$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \sum_{i=1}^n \log u_i^2 + \frac{Y_i^2}{u_i^2} + \lambda c_w(u)$$

- e.g.,  $n = 256 \times 256 = 2^{16} \rightarrow$  Practically infeasible ( $c_w(u)$  non-convex)

**Solution** (sub-optimal) patch-wise optimization

# BD-QMAP extension for image data: Challenges

## Challenge 1 Finding weights $c_w(u)$

- Quantizing and counting less effective as  $n \nearrow$
- Recall: only a small subset of weights are important.

## Solution Quantized representation in a transform domain.

---

## Challenge 2 Joint optimization of all pixels in $u \in \mathbb{R}^n$

$$\hat{X} = \arg \min_{u \in \mathbb{R}^n} \sum_{i=1}^n \log u_i^2 + \frac{Y_i^2}{u_i^2} + \lambda c_w(u)$$

- e.g.,  $n = 256 \times 256 = 2^{16} \rightarrow$  Practically infeasible ( $c_w(u)$  non-convex)

## Solution (sub-optimal) patch-wise optimization

Next 2 slides detail both solutions.

# BD-QMAP for image data: learning weights

## Challenge 1

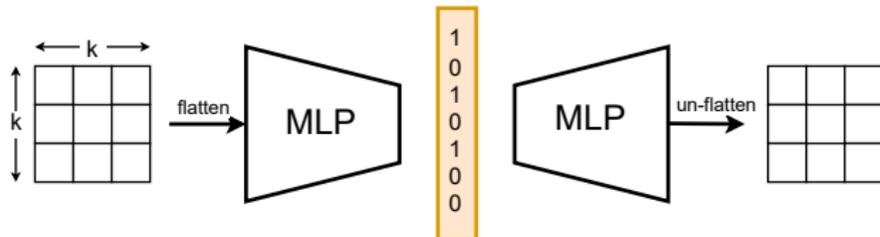
- Prohibitively large number of patches  $\propto 2^{b \times k^2}$
- Recall: small subset of  $\mathbf{w}$  capture most of the source information.

# BD-QMAP for image data: learning weights

## Challenge 1

- Prohibitively large number of patches  $\propto 2^{b \times k^2}$
- Recall: small subset of  $\mathbf{w}$  capture most of the source information.

Autoencoder with binary bottleneck trained to minimize MSE.



## BD-QMAP extension for image data: patch-wise

**Challenge 2** Despeckle  $k \times k$  patches ( $k \ll n$ )

$$\hat{X} = \arg \min_{u \in \mathbb{R}^{k \times k}} \underbrace{\sum_{i=1}^{k^2} \log u_i^2 + \frac{Y_i^2}{u_i^2}}_{\text{measurement-alignment}} + \lambda \underbrace{w(u)}_{\text{structure-consistency}}$$

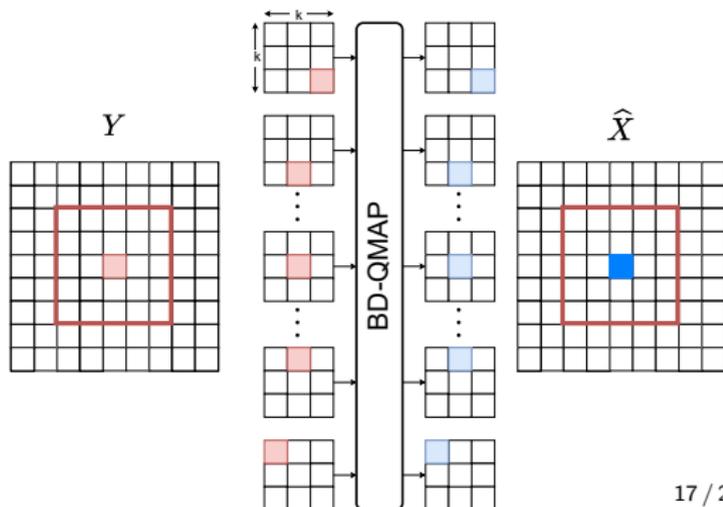
# BD-QMAP extension for image data: patch-wise

**Challenge 2** Despeckle  $k \times k$  patches ( $k \ll n$ )

$$\hat{X} = \arg \min_{u \in \mathbb{R}^{k \times k}} \underbrace{\sum_{i=1}^{k^2} \log u_i^2 + \frac{Y_i^2}{u_i^2}}_{\text{measurement-alignment}} + \lambda \underbrace{w(u)}_{\text{structure-consistency}}$$

To despeckle a pixel:

1. Extract all patches including the pixel
2. Despeckle each patch (parallel in a batch)
3. Average proportionally



# BD-QMAP: Synthetic speckle

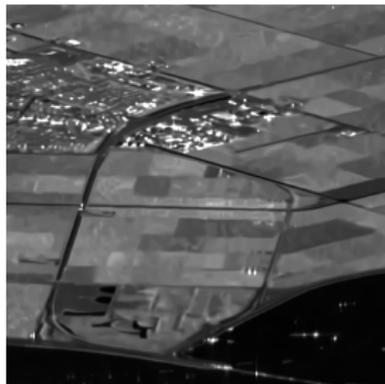
Despeckling performance on *Set11* images.



| Despeckling Method       | PSNR  | SSIM |
|--------------------------|-------|------|
| speckled image           | 09.39 | 0.14 |
| box car                  | 17.11 | 0.42 |
| Kuan (enhanced)          | 20.20 | 0.41 |
| SAR-BM3D                 | 22.75 | 0.60 |
| ID-CNN                   | 23.55 | 0.60 |
| BD-QMAP ( $7 \times 7$ ) | 21.46 | 0.54 |

# BD-QMAP: Sample visual comparison

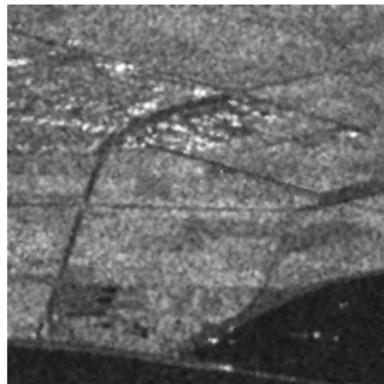
Clean



Speckled [11.15 / 0.07]



Kuan Enhanced [22.71 / 0.43]



SAR-BM3D [25.58 / 0.72]



ID-CNN [26.13 / 0.70]



BD-QMAP<sub>0</sub> (7x7) [24.29 / 0.61]



# Outline

Speckle noise and despeckling

QMAP: Theoretically-founded learning-based denoiser

Bayesian despeckling via QMAP

BD-QMAP for Images: Unpaired Learning-based Despeckler

Final Remarks

## Key takeaways & future directions

- Broad applicability of the despeckler for different noise settings.

## Key takeaways & future directions

- Broad applicability of the despeckler for different noise settings.
- Generalizability across diverse sources, including 1D and 2D data.

## Key takeaways & future directions

- Broad applicability of the despeckler for different noise settings.
- Generalizability across diverse sources, including 1D and 2D data.
- Patch-wise despeckling offers room for further investigation:

|                        | Patch-wise |          | Joint    |
|------------------------|------------|----------|----------|
| Piecewise Constant     | 14.14 dB   | → + 8 dB | 22.25 dB |
| Set11 Images (average) | 21.46 dB   | → + ? dB | ? dB     |

## Key takeaways & future directions

- Broad applicability of the despeckler for different noise settings.
- Generalizability across diverse sources, including 1D and 2D data.
- Patch-wise despeckling offers room for further investigation:

|                        | Patch-wise |        | Joint    |
|------------------------|------------|--------|----------|
| Piecewise Constant     | 14.14 dB   | + 8 dB | 22.25 dB |
| Set11 Images (average) | 21.46 dB   | + ? dB | ? dB     |

- Enhanced weight-learning strategies for image data have yet to be explored.

# References

-  Goodman, Joseph W [1976]. “Some fundamental properties of speckle”. In: *Journal of the Optical Society of America*.
-  Zafari, Ali and Jalali, Shirin [2025]. “Bayesian despeckling of structured sources”. In: *arXiv preprint arXiv:2501.11860*.
-  Zhou, Wenda and Wabnig, Joachim and Jalali, Shirin [2023]. “Bayesian denoising of structured sources and its implications on learning-based denoising”. In: *Information and Inference: A Journal of the IMA*.