

1. Introduction

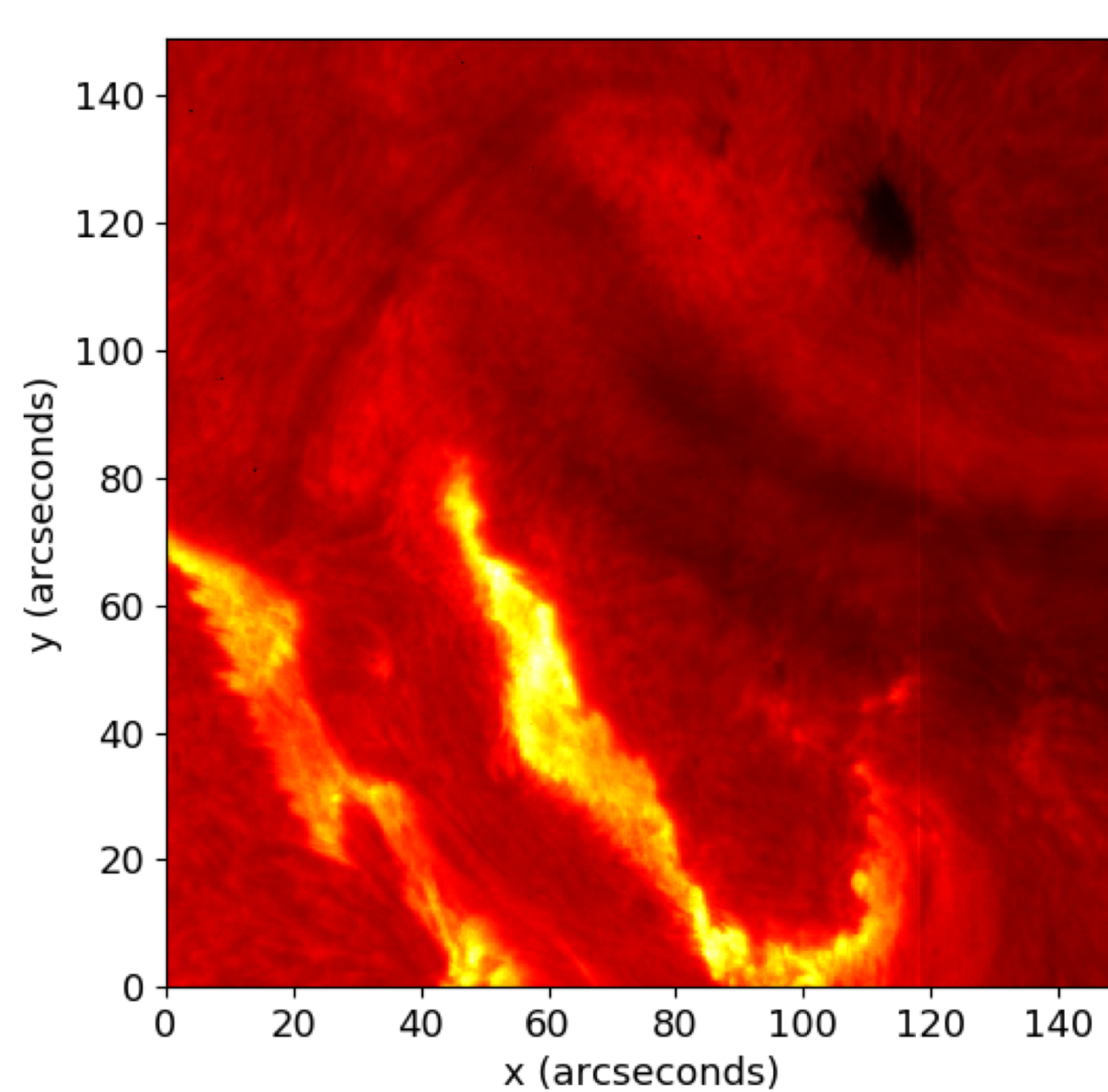
- Atmospheric seeing is ubiquitous in ground-based astronomy^[1].
- We propose a post-processing correction for seeing using a machine learning algorithm known as generative adversarial network^[2] (GAN).
- This provides a kernel-free deblurring technique.
- In models assuming some blur kernel explicitly it is hard to deal with occluded (optically thick) regions without a complex kernel estimation^[9]. This is avoided in our model.

2. Discriminator and Generator

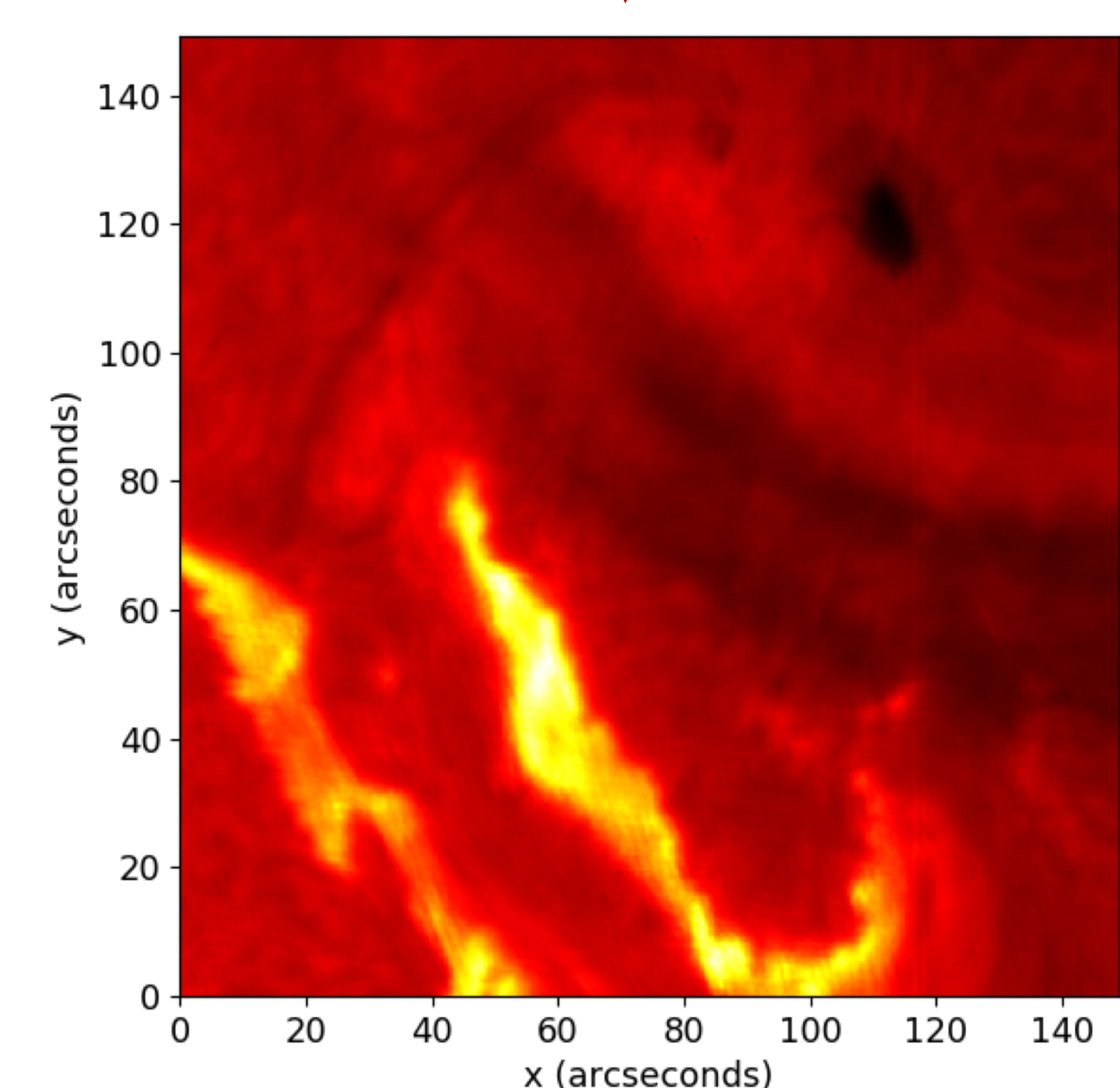
- There are two parts to a GAN: discriminator (D) and generator (G).
- The goal of the generator is to fool the discriminator into thinking the data that it has created is real.
- The discriminator wants to classify whether or not data is real.
- The two play a game against each other and train simultaneously.

3. Blur Model

Fig. 3: SOT^[7] image pre- and post-blurred



Blur image via randomly offsetting the image w.r.t. itself twice and averaging.



Overview

- We employ a post-processing machine learning algorithm to correct for atmospheric seeing.
- The model is trained on data from SOT on Hinode which is imprinted with an artificial blur.
- The model is then applied to data from CRISP with promising results.

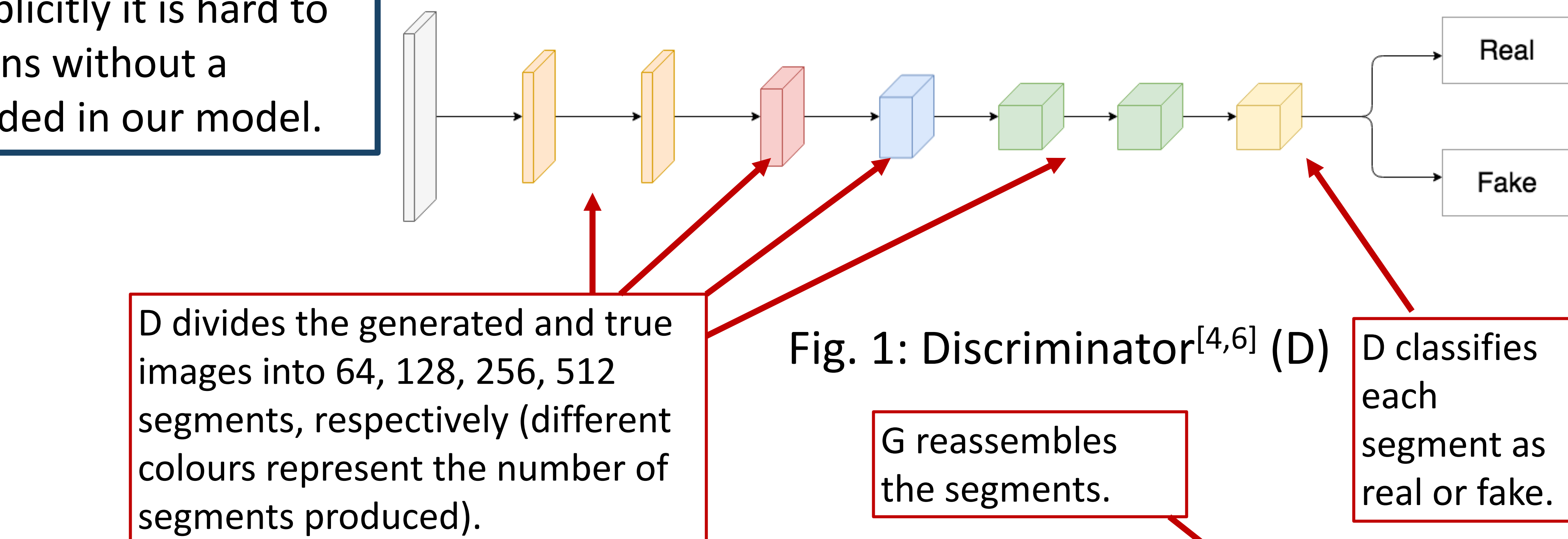


Fig. 1: Discriminator^[4,6] (D)

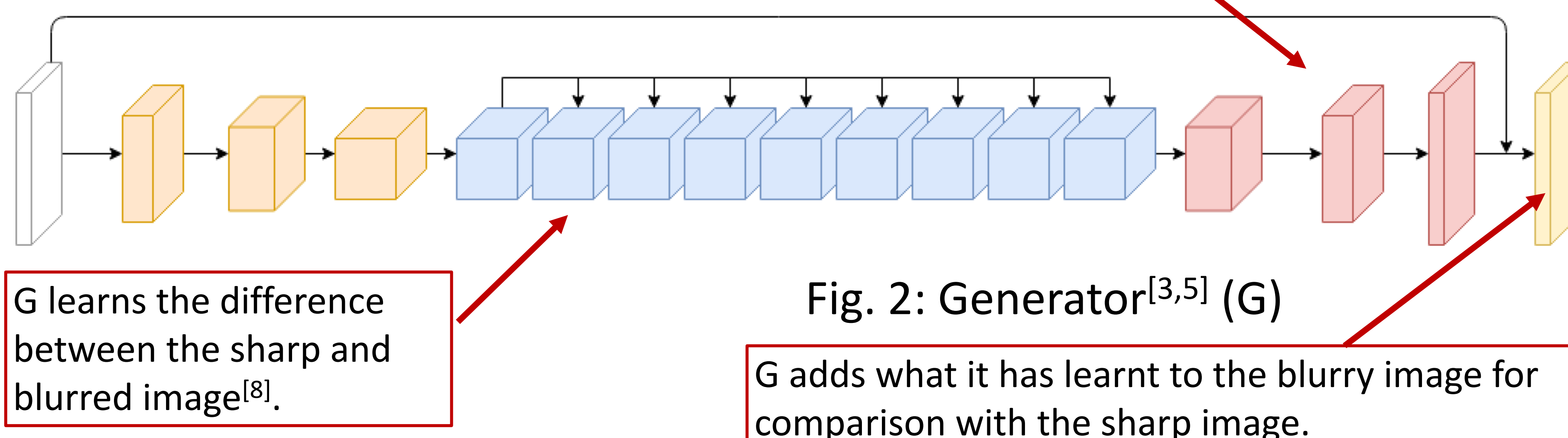


Fig. 2: Generator^[3,5] (G)

4. CRISP Ca II 8542Å Correction

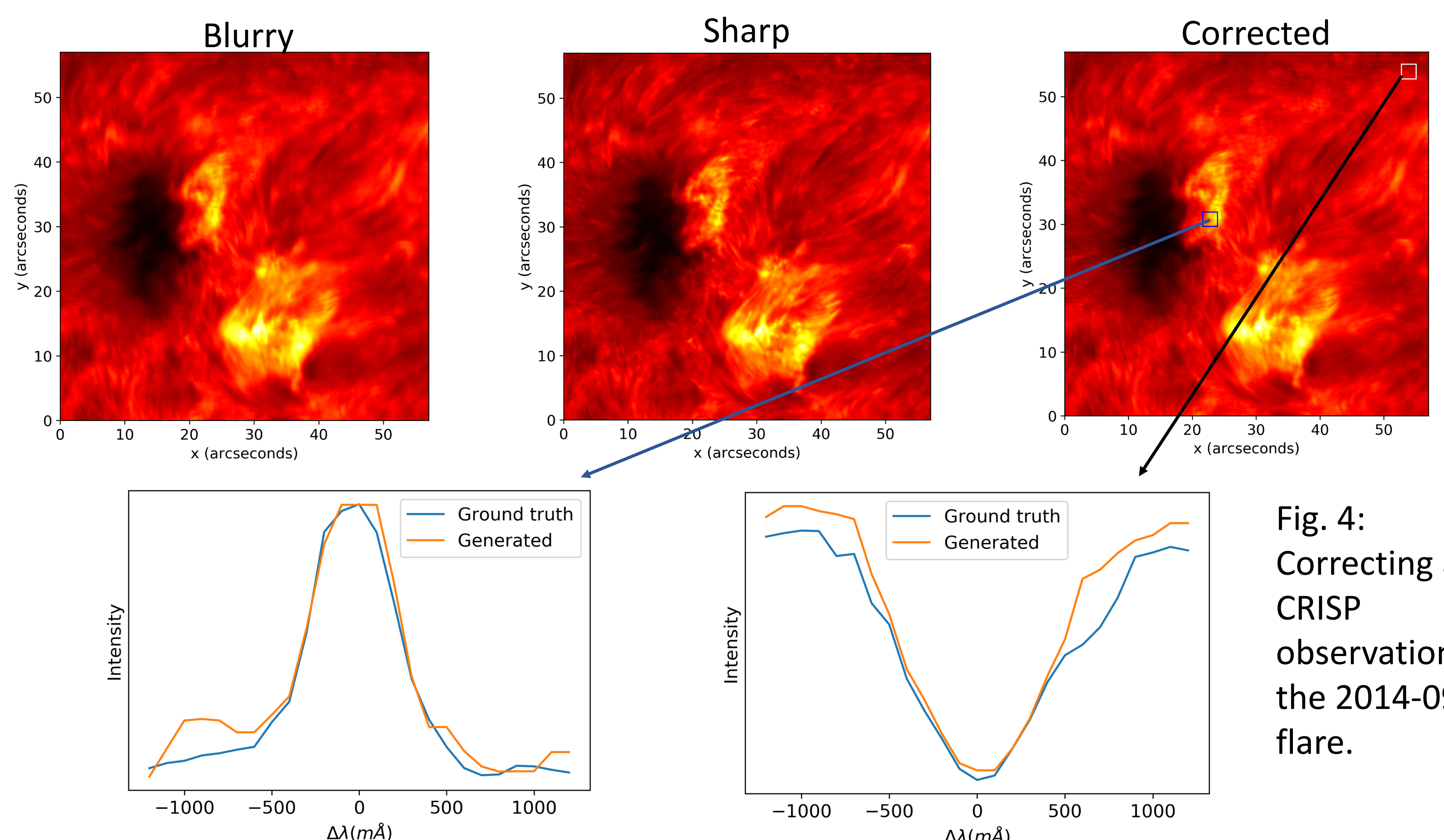


Fig. 4: Correcting a CRISP observation of the 2014-09-06 flare.

5. Conclusion

- Reconstructs lines well from CRISP data.
- This shows that the image deblurring works perceptually and preserves spectral integrity.
- This implies that the method can be used to correct for atmospheric seeing.

References

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