Supplementary Material:
Convolutional Sparse Coding for Single-shot HDR Imaging

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A   Additional results

In this document we include additional results of our technique. Each of the following figures corresponds to a different HDR scene (scenes from the HDR Photographic Survey[1] and the EMPA HDR Image Database[2]). For each scene, we show, in reading order: tone mapped versions of both the ground truth and recovered images (tonemapped using Photoshop[TM]'s *local adaptation*), a comparison of both HDR images in false color (scale is in stops, that is, log2(luminance)), and three different exposures of our recovered HDR image (low, middle and high, respectively).

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[1] http://rit-mcsl.org/fairchild/HDR.html
[2] http://www.empamedia.ethz.ch/hdrdatabase/index.php
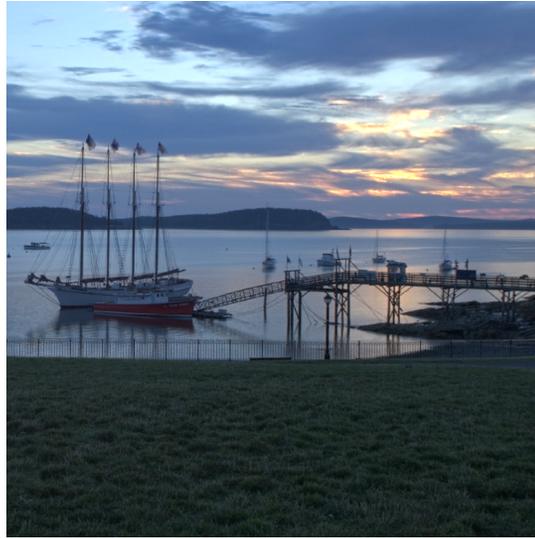
Ground truth - tonemapped

Recovered - tonemapped
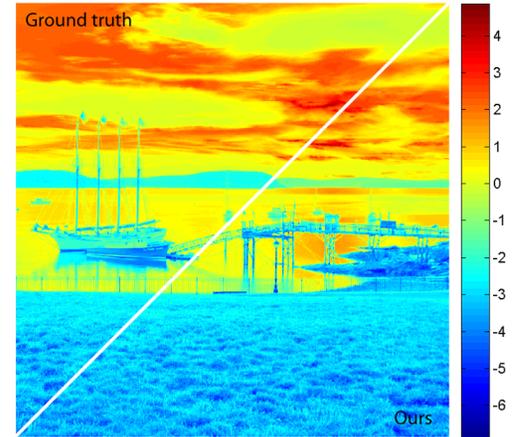
Comparison - log2 luminance
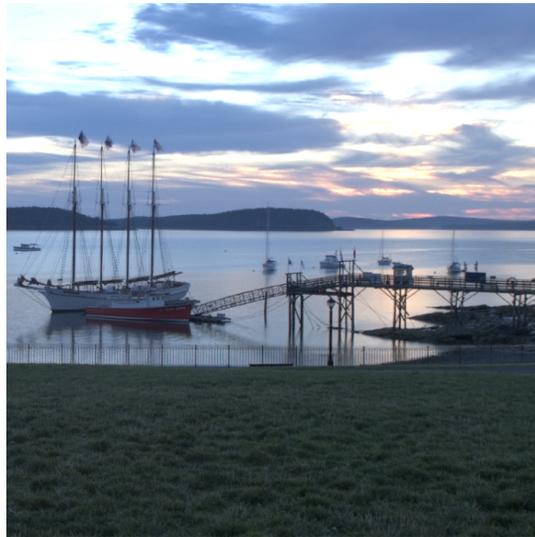
Low exposure

Mid exposure

High exposure

Figure S.1: *Bar Harbor Pre-Sunrise*

Ground truth - tonemapped   Recovered - tonemapped   Comparison - log2 luminance
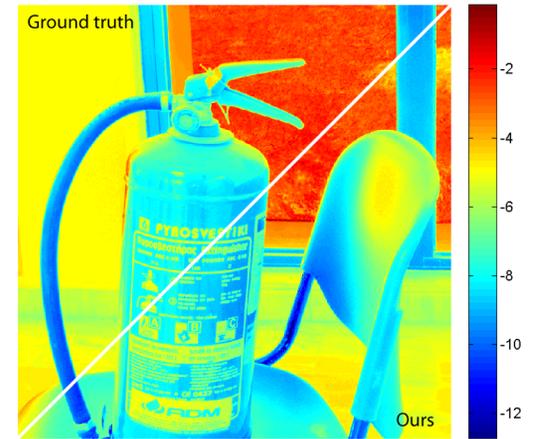
Low exposure   Mid exposure   High exposure

Figure S.2: *Forth3*
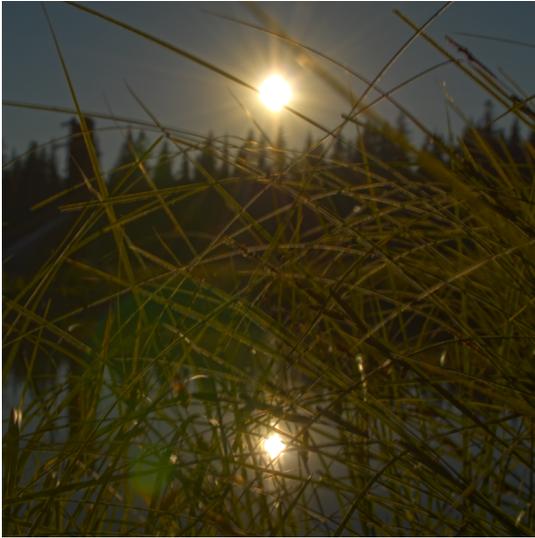
Ground truth - tonemapped
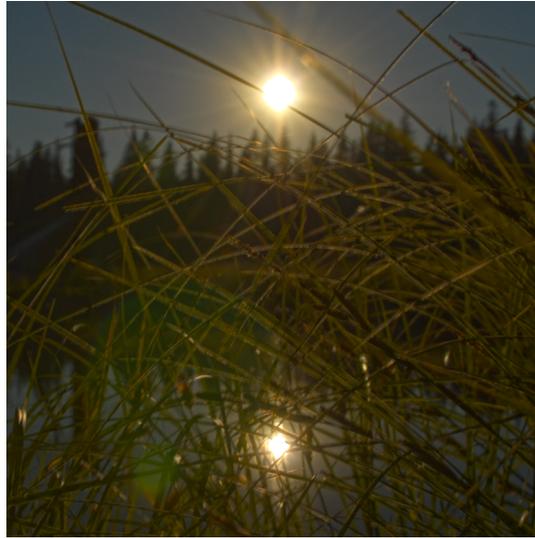
Recovered - tonemapped
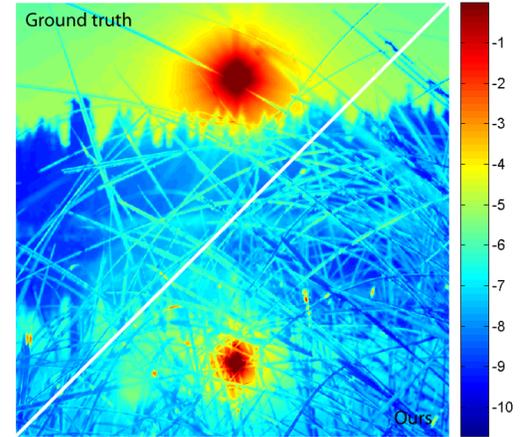
Comparison - log2 luminance
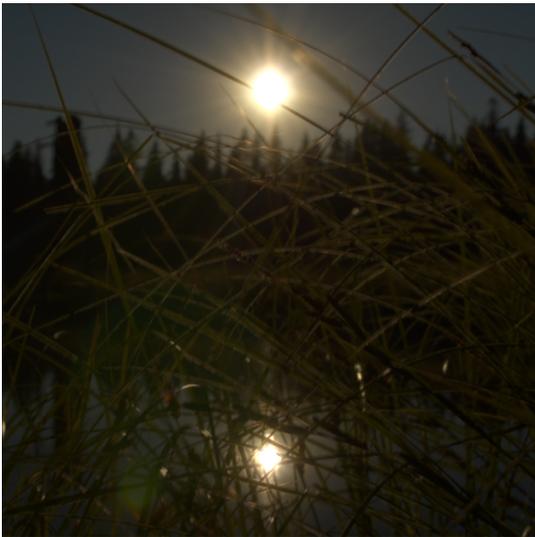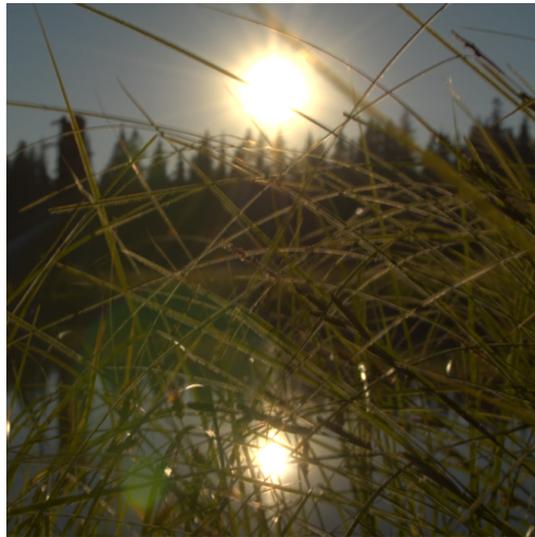
Low exposure
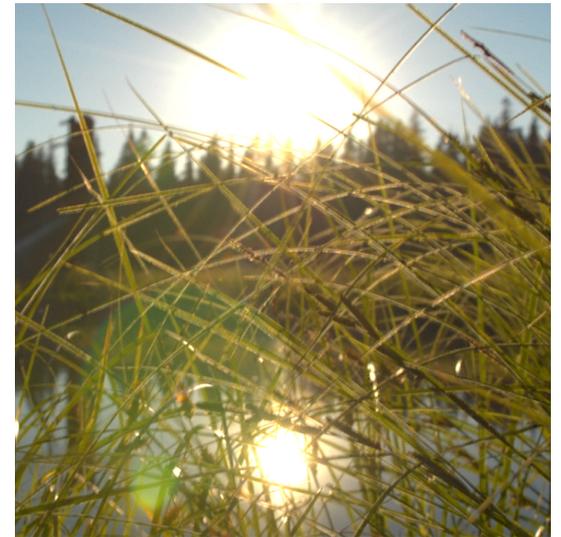
Mid exposure

High exposure

Figure S.3: *Horseshoe Lake*

Ground truth - tonemapped

Recovered - tonemapped
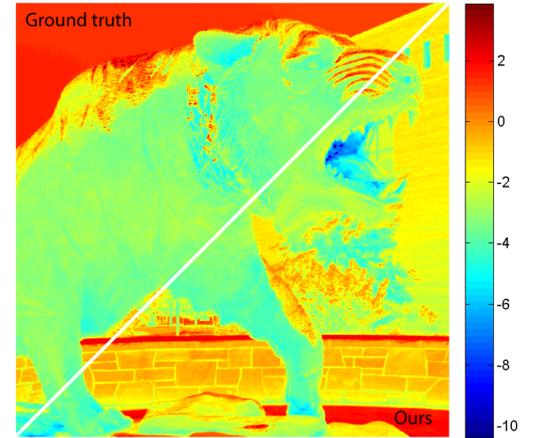
Comparison - log2 luminance

Low exposure

Mid exposure

High exposure

Figure S.4: *RIT Tiger*

Ground truth - tonemapped

Recovered - tonemapped
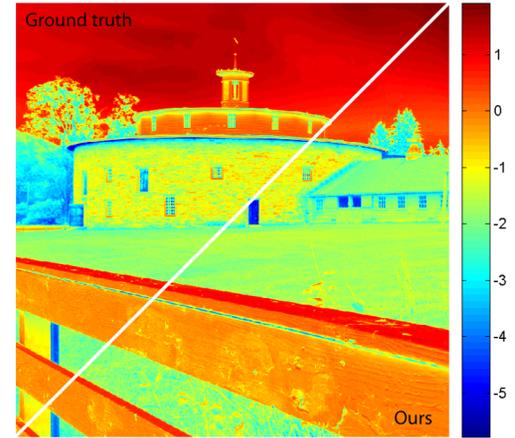
Comparison - log2 luminance

Low exposure

Mid exposure

High exposure

Figure S.5: *Round Stone Barn*

Ground truth - tonemapped

Recovered - tonemapped
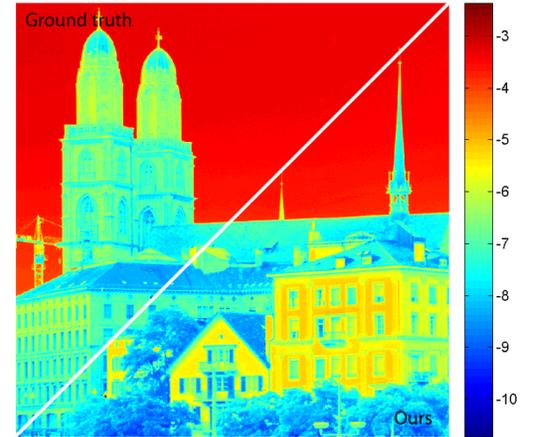
Comparison - log2 luminance

Low exposure

Mid exposure

High exposure

Figure S.6: *Zürich*