

# COL 783: Assignment 3

## Pyramids and Wavelet

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### 1. Image blending using pyramids

*Step1. Construct the Laplacian pyramids of source and destination images and Gaussian pyramid of Mask.*

*Step2. Blend each level of pyramids as  $(\text{Source} * \text{mask} + \text{destination} * (1 - \text{mask}))$*

#### Sample output 1-

Source image



Blended image

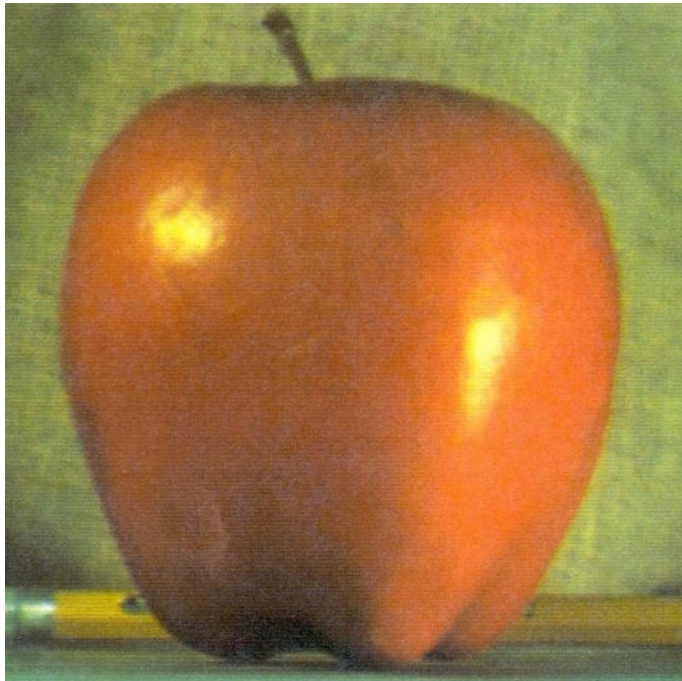


destination image

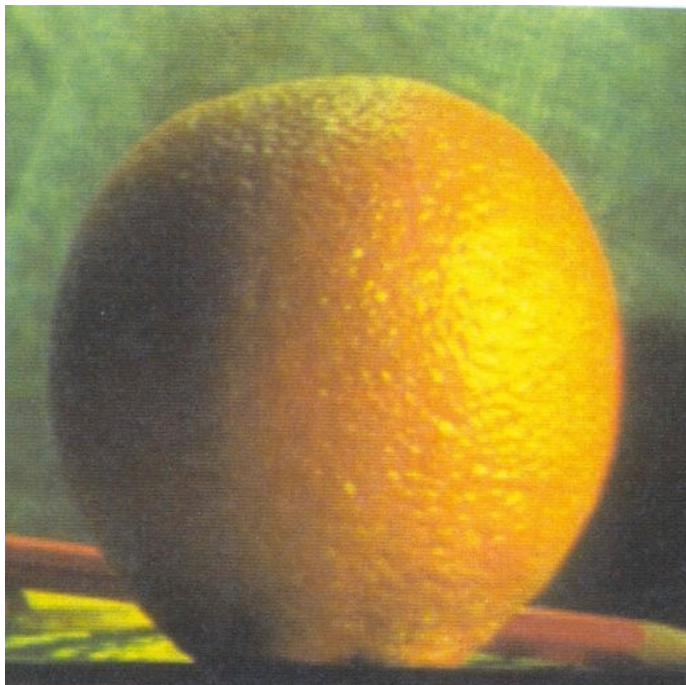


## Sample output 2

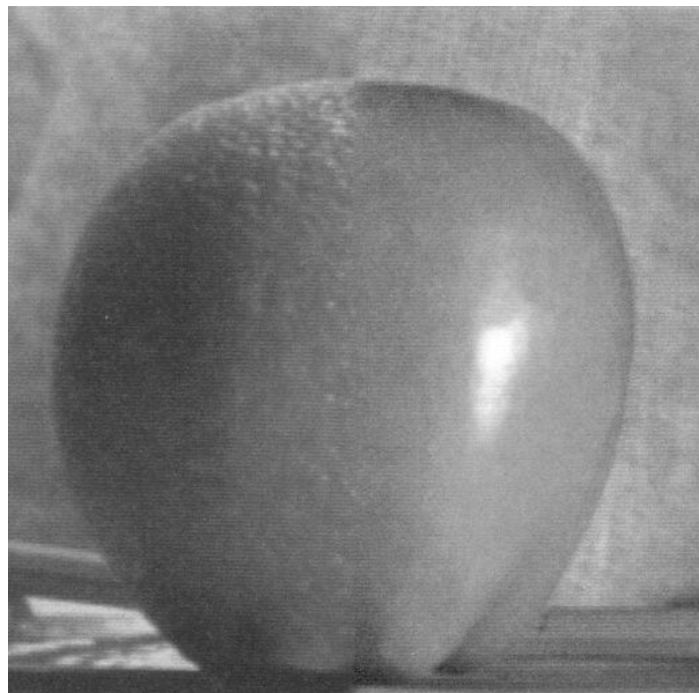
source image



destination image



Blended Image



# Sample output 3

Source image



Blended Image



destination image



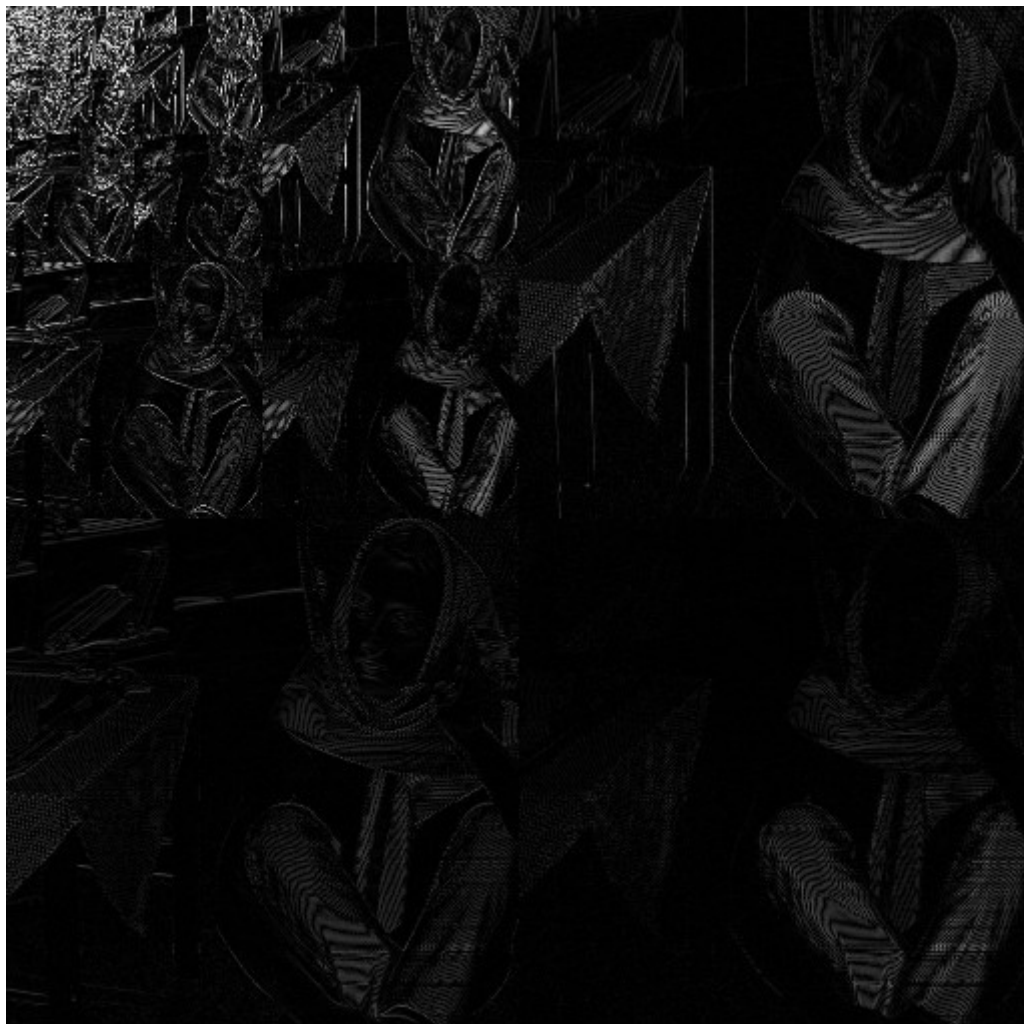
## 2a. Haar wavelets

- *Implementation of Haar wavelet transform for images, which recursively decomposes an image into approximation and detail coefficients with scaling the coefficients by  $\sqrt{2}$  at each step.*

Source image



Harr wavelet transform





## 2a. Denoising using Haar wavelets

IMAGE WITH GAUSSIAN NOISE	SOFT-DENOISING OF IMAGE	HARD-DENOISING OF IMAGE
		
		
		

### 3. image compression-

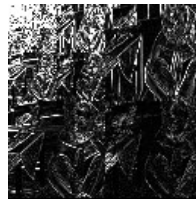
Source image



Harr transform of image



Reduced detailin Harr transform



Compressed Image.

Portion rem ( k)	PSNR
6	70.36
8	69.43
12	55.6

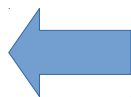
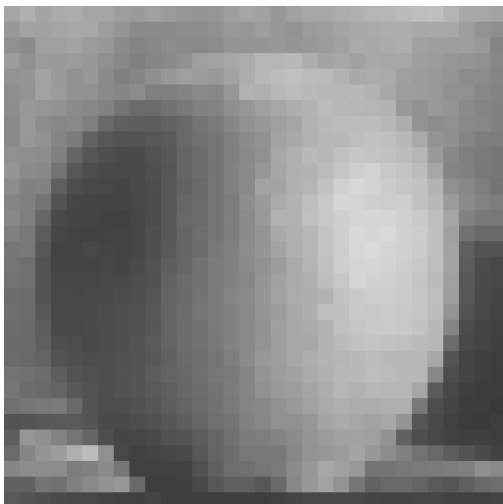
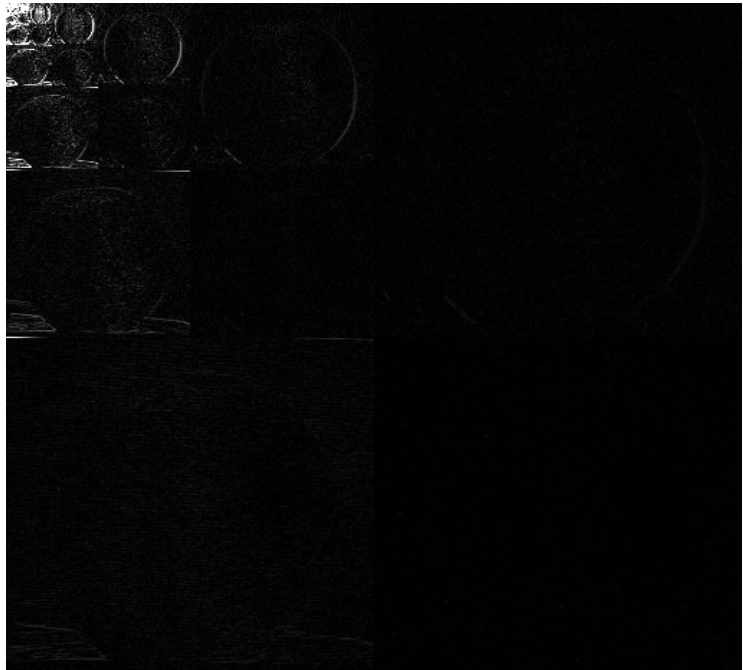
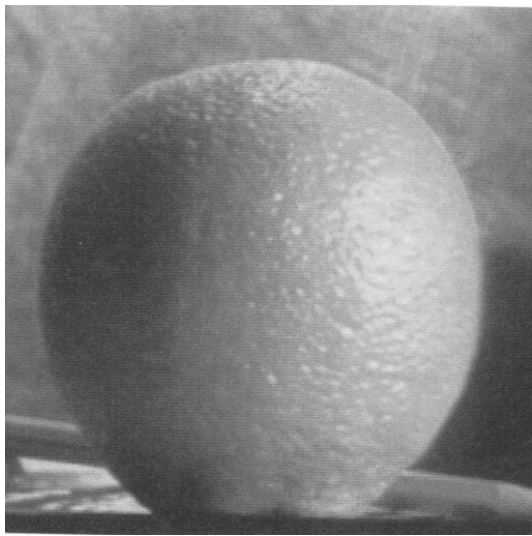
## Implementation detail

Step1. First implementation of Haar wavelet transform for image and take parameter  $k$  (compression parameter  $k \in [0, 100]$ )

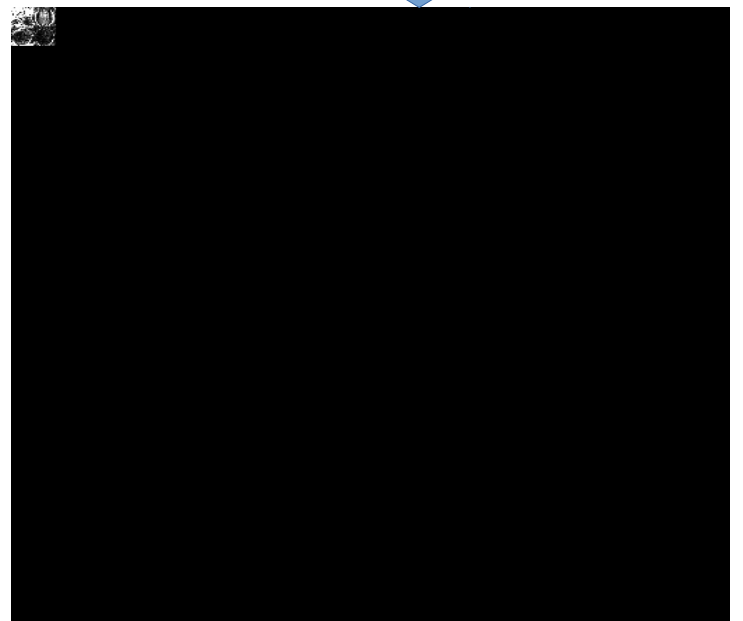
Step2. Remove proportionate non-detailing sections of Haar transform and make corresponding pixel value to 0.

Step3. Thus compressing the image which can be later decompressed by computing inverse wavelet transform of compressed file.

## Compression of image with large region of constant color

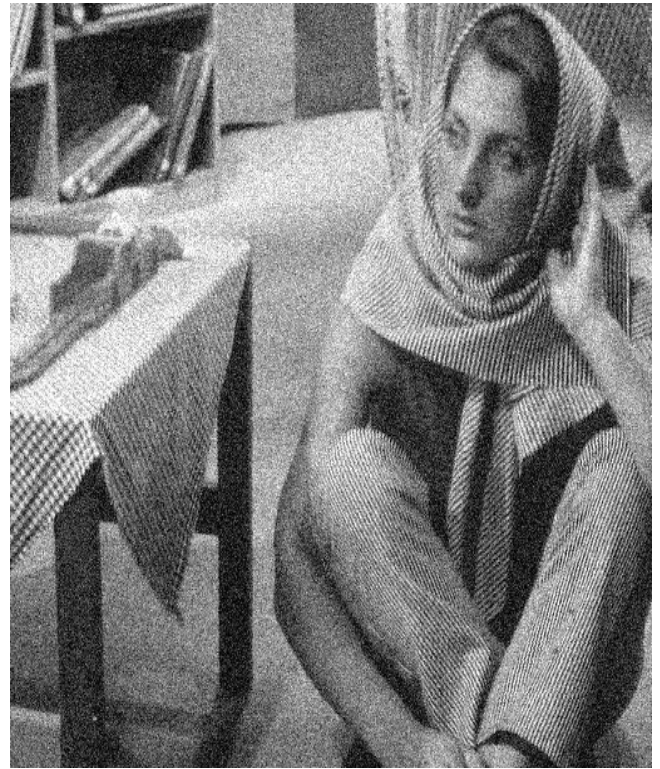


Portion rem ( $k$ )	PSNR
6	80.85
8	78.90
12	75.87





## Image denoising using laplacian pyramid



*Using Laplacian denoising, we notice that the noise mostly remains unchanged, however, due to an effect similar to contrast stretching, we are able to resolve more details better than the original noisy image.*

### Resources -

[1]. Stackoverflow

[2]. Wikipedia - [https://en.wikipedia.org/wiki/Haar\\_wavelet](https://en.wikipedia.org/wiki/Haar_wavelet)  
<https://en.wikipedia.org/wiki/Wavelet>

[3]. Github - <https://github.com/stheakanath/multiresolutionblend>  
<https://github.com/yiuwin/LaplacianPyramidBlending>  
<https://github.com/jocelynguo/Implement-of-Haar-Transform>

[4]. Research papers -

<https://www.cns.nyu.edu/pub/eero/simoncelli96c.pdf>

[http://persci.mit.edu/pub\\_pdfs/spline83.pdf](http://persci.mit.edu/pub_pdfs/spline83.pdf)