

INVERSE PROBLEMS

M2 AI — SIGNAL PROCESSING

DIRECT PROBLEM

Let

x be the signal of interest (clean image, music, etc.)

A be a known linear operator (sensing matrix, mixing matrix, diffusion matrix, etc.)

y be the (noisy) observed/measured signal

n be some noise (assumed to be white Gaussian noise)

The direct problem is :

$$y = Ax + n$$

INVERSE PROBLEM

The goal of the inverse problem is to estimate the original signal \bar{O} from the measurement

$$\bar{O}$$

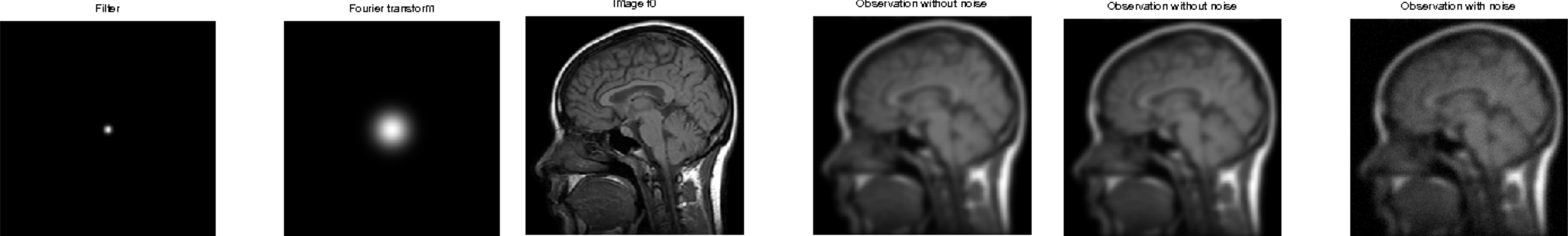
If \bar{O} the problem is said (over)-determined

If \bar{O} the problem is said under-determined

INVERSE PROBLEM: EXAMPLES

Denoising: [OBJ]

Deconvolution: [OBJ] or [OBJ]



INVERSE PROBLEM: EXAMPLES

Compressive sensing: A is a random matrix with Ω

Inpainting: Ω is a binary mask

Image f_0



Observations y



OPTIMIZATION FRAMEWORK

We seek an estimation of \hat{s} by

$$\hat{s} = \arg \min_s \mathcal{L}(s)$$

where

$\mathcal{L}_1(s)$ is the loss: models the link between the signal s and the observation y through the operator H

$\mathcal{L}_2(s)$ is the loss: models the prior on the signal s

λ is some hyper-parameter

OPTIMIZATION FRAMEWORK

We seek an estimation of \hat{x} by

$$\hat{x}$$

Loss:

ℓ_2 : energy of the residual, adapted to white Gaussian noise

ℓ_1 : robust regression

Regularization:

ℓ_2 : energy of the signal

ℓ_2 : energy of the derivative

ℓ_1 : sparsity of the signal

ℓ_1 sparsity of the derivative (total variation)

USE OF A DICTIONARY

\mathbf{x} can be difficult to chose

Idea: use a dictionary (such as Wavelets or time-frequency), where the signal is known to be sparse (well represented by few coefficients)

Let \mathbf{D} be such a dictionary, with $\mathbf{D} = [\mathbf{d}_1, \dots, \mathbf{d}_M]$. \mathbf{c} are called the synthesis coefficients

The direct problem writes

$$\mathbf{x} = \mathbf{D}\mathbf{c}$$

The minimization becomes

$$\min_{\mathbf{c}} \|\mathbf{c}\|_1$$

and \mathbf{c}

INVERSE PROBLEM: ALGORITHM

How to minimize

$$\|x\|_1$$

It is a non-smooth convex problem

Known as the Lasso or Basis-Pursuit Denoising

Consider the "simple" denoising problem (e.g. Φ is orthogonal)

$$\|y - \Phi x\|_2^2$$

We can show that the solution is given by the so-called Soft-Thresholding operator :

$$\hat{x} = S_{\lambda}(y)$$

FISTA WITH WARM RESTART

In practice, the algorithm must be run with various values of λ .

When $\lambda \rightarrow 0$ we have $\lambda \rightarrow 0$.

When $\lambda \rightarrow \infty$ the solution is $\lambda \rightarrow \infty$

One can choose these values distributed on a log scale $\lambda \rightarrow \infty$, with a fixed number of $\lambda \rightarrow \infty$, such as we have $\lambda \rightarrow \infty$

The idea is to initialize the algorithm for $\lambda \rightarrow \infty$ with the results get from $\lambda \rightarrow \infty$

FISTA WITH THRESHOLDING RULES

The Soft-thresholding can be replaced by any thresholding rules

Some examples:

Hard Thresholding: $\{ \text{OBJ} \}$

Empirical Wiener: $\{ \text{OBJ} \}$

TO DO: INPAINTING

Data

Image or signal you want

Todo

Simulate various inpainting problems as follows

Generate a random binary matrix A of the same size as the signal, with a parameter p controlling the Bernoulli law

Add some white Gaussian noise (at various levels)

Generate the direct problem y (where x is the original signal)

Estimate x using the sparse approach (reminder: an audio signal (resp. image) is sparse in the time-frequency (resp. Wavelet) domain)

Discuss the results obtained by changing:

the sparse representation (various wavelets, various STFT parameters...)

the thresholding rules (soft, hard, empirical Wiener)

the choice of the p parameter

Discussion should be made concerning the value of p and the level of noise