Fast Multidimensional Signal Processing with Shearlab.jl

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Notebook and Beamer:

https://github.com/arsenal997/Shearlab.jl/presentations/JuliaCon2017

TU Berlin, BMS

22th of June, 2017





What is a signal?

Our definition

Function (or something that can be represented as) that contains information about the behavior or attributes of some phenomenon. It can be digital (discrete) or analog (continuous).

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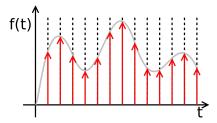


Figure: Digital and continuous one-dimensional signals

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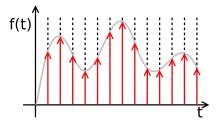


Figure: Digital and continuous one-dimensional signals



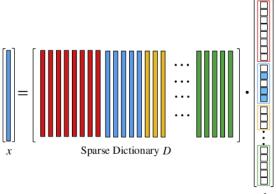
Figure: White noise, not a signal

Sparse representations of signals

▶ Relevant information in structured data is sparse, due the high correlation of its elements.

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- ▶ Goal: Find the right dictionary to represent optimally our data.



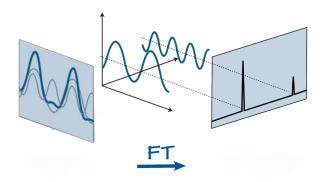
Sparse Coefficients $\hat{\alpha}$

Fourier Transform (Fourier, 1822)

$$\hat{f}(\omega) := \int_{\mathbb{R}^n} f(x) e^{-i\langle x, \omega \rangle} dx$$

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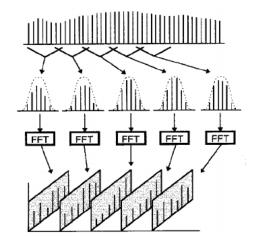
Short Time Fourier Transform (Gabor, 1946)

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SPECTRAL FRAMES

Wavelet Transform (Morlet and Grossman, 1984)

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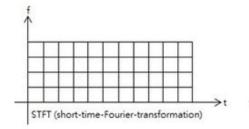
where

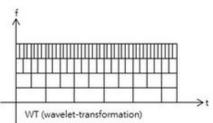
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Cartoon-like functions

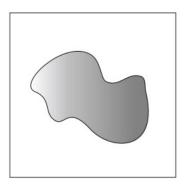
Definition

Let $f: \mathbb{R}^2 \longrightarrow \mathbb{C}$, $f \in \mathcal{E}^2(\mathbb{R}^2)$ if $f = f_0 + \chi_B f_1$, with $B \subset [0,1]^2$, $\partial B \in C^2$ and with bounded curvature. Moreover, $f_i \in C^2(\mathbb{R}^2)$ with $||f_i||_{C^2} \leq 1$ and $\text{supp} f_i \subset [0,1]^2$ for i=0,1.

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Optimal error for 2D signals

Best N-term approx. error (Donoho, 2001)

Let $\{\psi_{\lambda}\}_{{\lambda}\in{\Lambda}}\subset L^2(\mathbb{R}^2)$ a frame. The optimal best N-Term approximation error for any $f\in\mathcal{R}^2(\mathbb{R}^2)$ is

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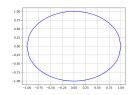


Scaling

$$A_j := \begin{pmatrix} 2^j & 0 \\ 0 & 2^{j/2} \end{pmatrix}$$

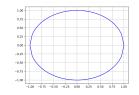
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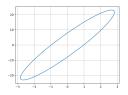
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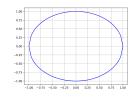
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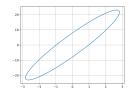




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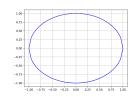


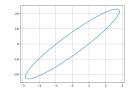
Shearing

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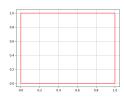
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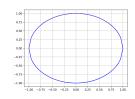
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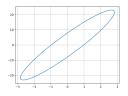
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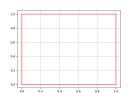
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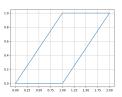




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Shearlet Transform (Kutyniok, Guo, Labate, 2005)

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where

$$\mathcal{SH}(\psi) = \{\psi_{j,k,m}(x) = 2^{3j/4}\psi(S_kA_jx - m) : (j,k) \in \mathbb{Z}^2, m \in \mathbb{Z}^2\}$$

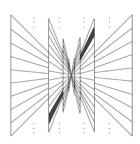
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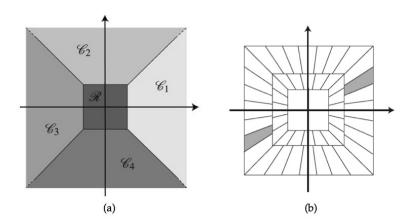


Cone-based shearlet transform

$$\mathcal{SH}(\phi,\psi,\tilde{\psi},c) := \mathcal{P}_{\mathcal{R}}\Phi(\phi,c1) \cup \mathcal{P}_{\mathcal{C}_1}\Psi(\psi,c) \cup \mathcal{P}_{\mathcal{C}_2}\tilde{\Psi}(\tilde{\psi,c})$$

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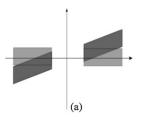
$$\hat{\psi}^{\mathsf{non}}(\xi) = P\left(\frac{\xi_1}{2}, \xi_2\right) \hat{\psi}^{\mathsf{sep}}(\xi)$$

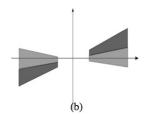
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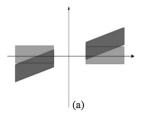


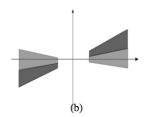
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Best N-term approximation error

$$\sigma_N(f, \{\psi_{j,k,m}\}_{j,k,m}) \sim N^{-1}(\log(N))^{3/2}$$

Current software

- Matlab
 - FFST- Fast Finite Shearlet Transform (Häuser, Steidl,TU Keiserlautern) http://www.mathematik.uni-kl.de/imagepro/software/ffst/
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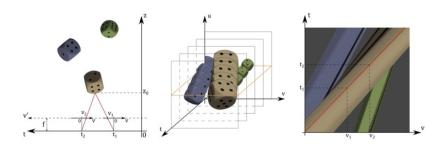
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- Julia
 - ► **Shearlab.jl** (H. Andrade, TU Berlin) https://github.com/arsenal9971/Shearlab.jl

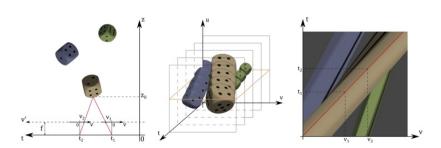
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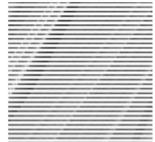
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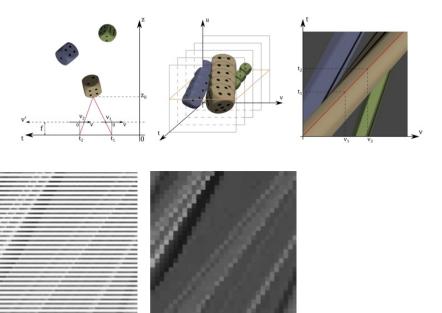
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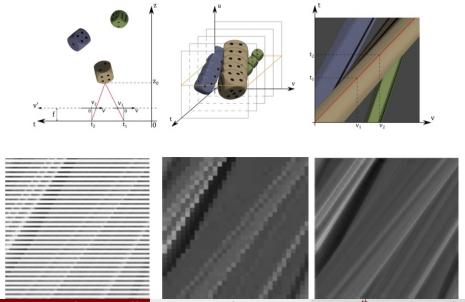
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- Support of multithreading and painless GPU processing with ArrayFire . jl .











Thanks!

Questions?

