# Fast Multidimensional Signal Processing with Shearlab.il

Héctor Andrade Loarca (github: arsenal9971)

Notebook and Beamer:

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

TU Berlin, BMS

22<sup>th</sup> of June, 2017



images/tub afg.jpg

### 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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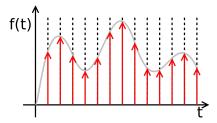


Figure: Digital and continuous one-dimensional signals

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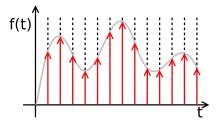


Figure: Digital and continuous one-dimensional signals



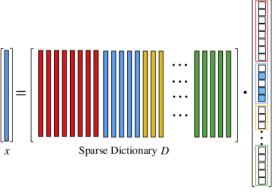
Figure: White noise, not a signal

### Sparse representations of signals

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



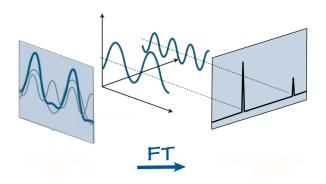
Sparse Coefficients  $\hat{\alpha}$ 

#### Fourier Transform (Fourier, 1822)

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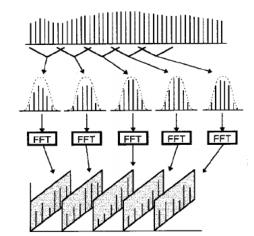
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SPECTRAL FRAMES

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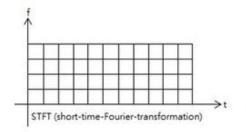
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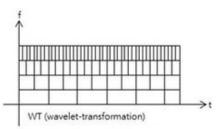
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#### Cartoon-like functions

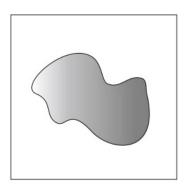
#### **Definition**

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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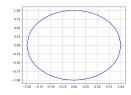


Scaling

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

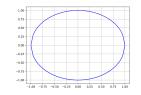
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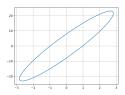
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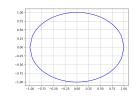
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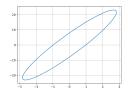




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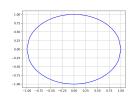


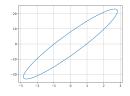
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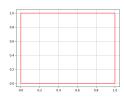
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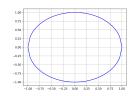
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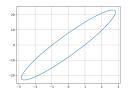
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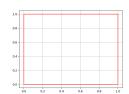
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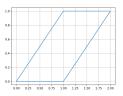




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$$\mathcal{SH}(\psi) = \{\psi_{j,k,m}(x) = 2^{3j/4}\psi(S_kA_jx - m) : (j,k) \in \mathbb{Z}^2, m \in \mathbb{Z}^2\}$$

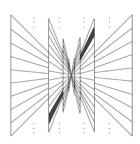
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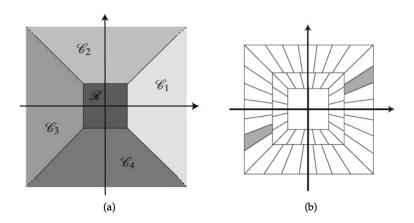


#### Cone-based shearlet transform

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

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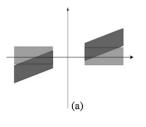
$$\hat{\psi}^{\mathsf{non}}(\xi) = P\left(\frac{\xi_1}{2}, \xi_2\right) \hat{\psi}^{\mathsf{sep}}(\xi)$$

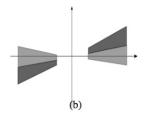
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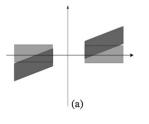


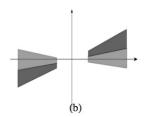
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Best N-term approximation error

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

#### Current software

- Matlab
  - ► FFST- Fast Finite Shearlet Transform (Häuser, Steidl, TU Keiserlautern)
    http://www.mathematik.uni-kl.de/imagepro/software/ffst/
  - ➤ 2D/3D Shearlet Toolbox (D. Labate, University of Houston) https://www.math.uh.edu/~dlabate/software.html
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- Python
  - pyShearLab (Stefan Loock, U Götingen) http://na.math.uni-goettingen.de/pyshearlab/

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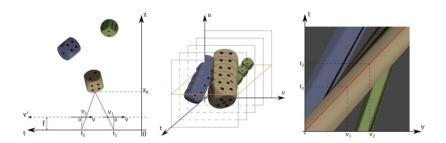
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- Julia
  - ► Shearlab.jl (H. Andrade, TU Berlin) https://github.com/arsenal9971/Shearlab.jl

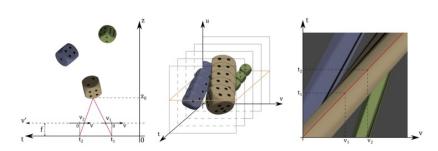
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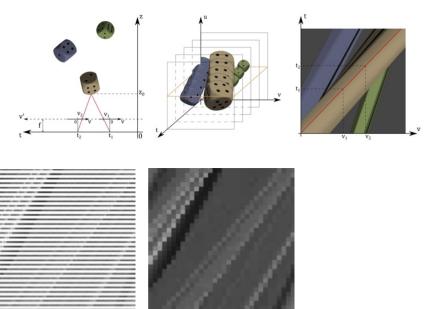
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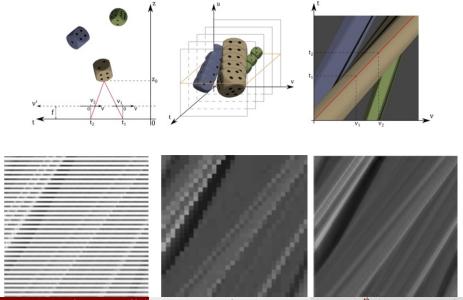
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- Support of multithreading and painless GPU processing with ArrayFire . jl .











#### Thanks!

### Questions?

