

**Problem 2 Overview C:**

The inverse Fast Wavelet transform

(Data reconstruction using our wavelet coefficients)

**1. Target vector reconstruction using additions, subtractions, and up-sampling**

Suppose we have a new target vector  $b$  with a word length of  $L = 8$ . We would like to reconstruct a target vector  $b$  as a linear combo of the Haar wavelet basis:

$$b = c_0 \overrightarrow{w_0} + c_1 \overrightarrow{w_1} + c_2 \overrightarrow{w_2} + c_3 \overrightarrow{w_3} \\ + c_4 \overrightarrow{w_4} + c_5 \overrightarrow{w_5} + c_6 \overrightarrow{w_6} + c_7 \overrightarrow{w_7}$$

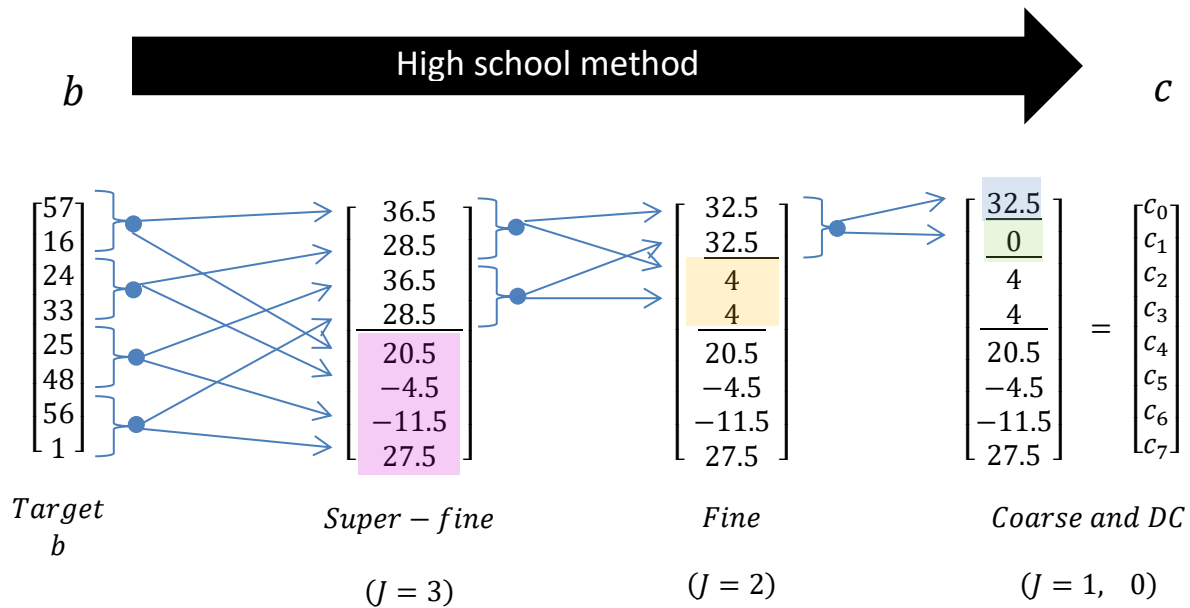
In matrix form, this equation becomes :

$$\begin{bmatrix} 57 \\ 16 \\ 24 \\ 33 \\ 25 \\ 48 \\ 56 \\ 1 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 0 & 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & -1 & 0 & 0 & 0 \\ 1 & 1 & -1 & 0 & 0 & 1 & 0 & 0 \\ 1 & 1 & -1 & 0 & 0 & -1 & 0 & 0 \\ 1 & -1 & 0 & 1 & 0 & 0 & 1 & 0 \\ 1 & -1 & 0 & 1 & 0 & 0 & -1 & 0 \\ 1 & -1 & 0 & -1 & 0 & 0 & 0 & 1 \\ 1 & -1 & 0 & -1 & 0 & 0 & 0 & -1 \end{bmatrix} \cdot \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ c_3 \\ c_4 \\ c_5 \\ c_6 \\ c_7 \end{bmatrix}$$

$$b = W c$$

In a previous overview file, we learned that the wavelet coefficients  $c_0$  thru  $c_7$  can be solved by using the high-school-style, “top-bin addition / bottom-bin subtraction” method. Let’s solve for them now (see Figure 1 for details)

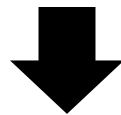
\*\* Note: Once we’ve found the super-fine ( $J = 3$ ) and the fine ( $J = 2$ ) wavelet coefficients, we don’t want to mess with it !!



Where the wavelet coefficients are:

DC value ( $J = 0$ ):	$c_0$	Fine ( $J = 2$ ):	$c_2, c_3$
Coarse ( $J = 1$ ):	$c_1$	Super fine ( $J = 3$ ):	$c_4, c_5, c_6, c_7$

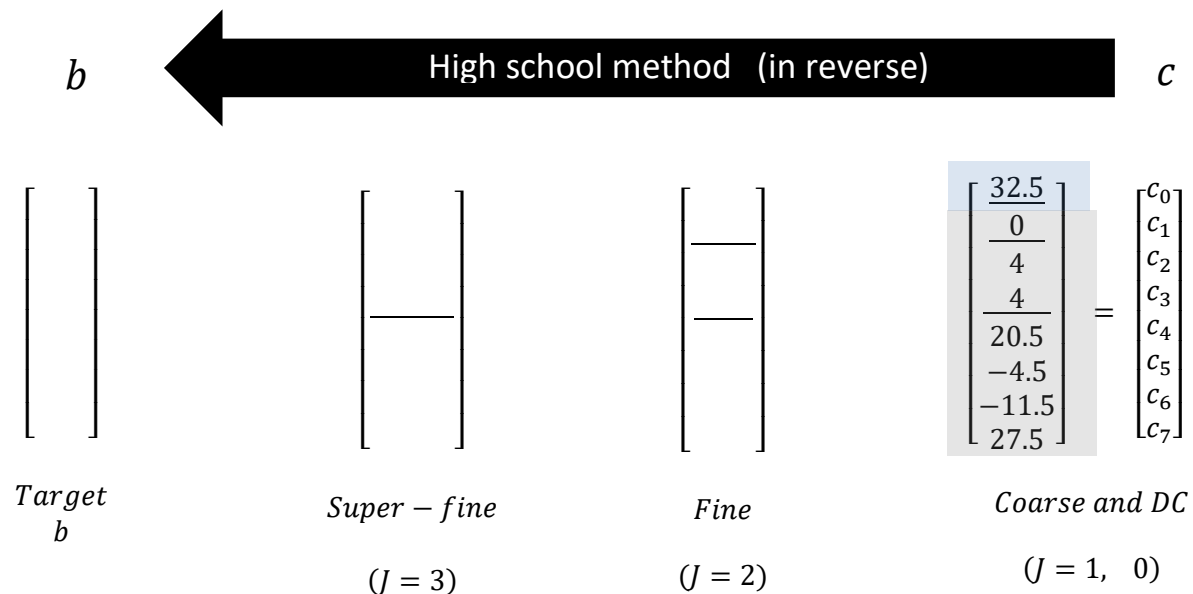
**Figure 1:** Using the high-school method to solve for the wavelet coefficients  $c_0$  thru  $c_7$



**Question:** Once you have the coefficients  $c_n$ , is there a high-school method in which we can reconstruct  $b$  in the reverse direction ???

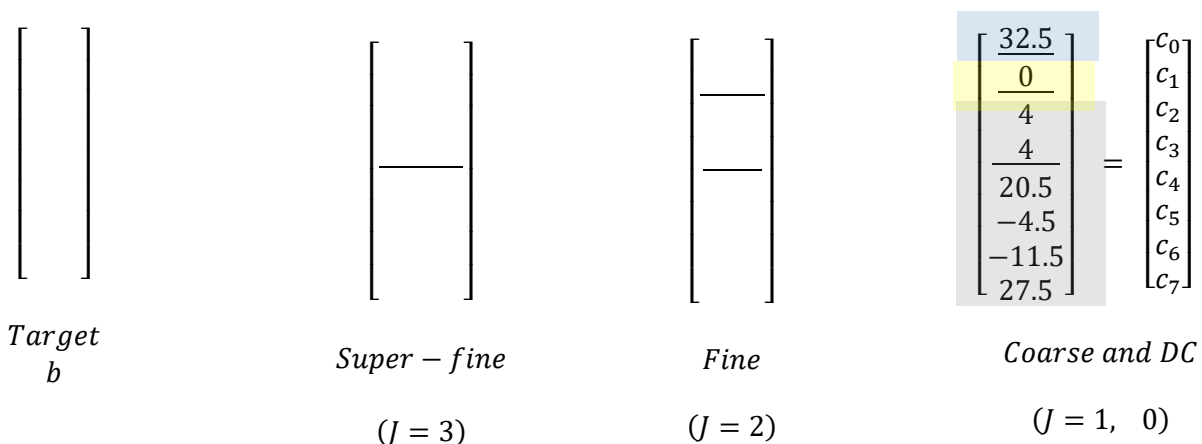
## 1a) Reverse-engineer our target vector using additions / subtractions

Let's begin by re-examining the butterfly diagram in Figure 1. If we wanted to reverse the calculations, all we have to do is to..... you guessed it: Reverse the averages and  $\frac{1}{2}$  differences level-by-level !! We will now try to recreate Figure 1, but this time, we'll start with the wavelet coefficients  $c_n$ .

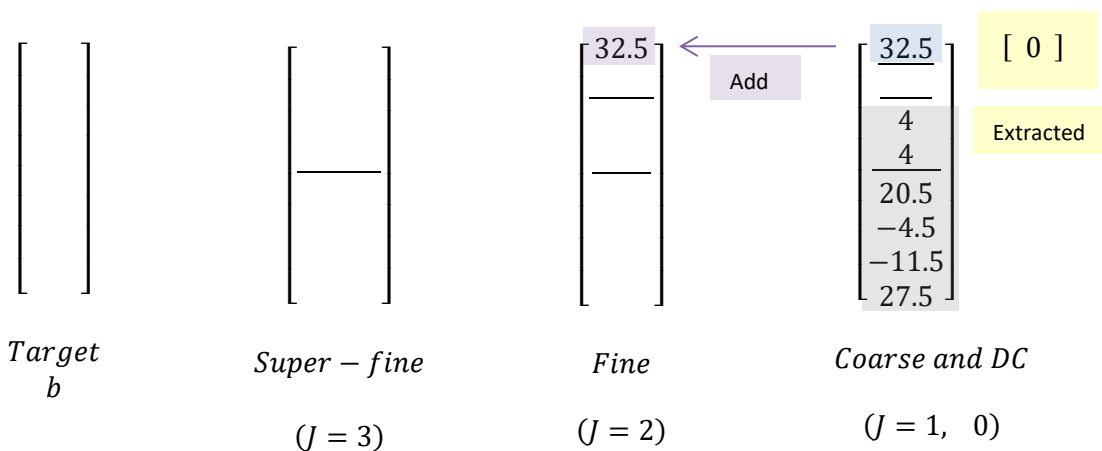


For starters, we see that we have a single isolated top bunk with a value of 32.5 (shaded in blue). We also see that the rest of the bunks below are shaded in gray.

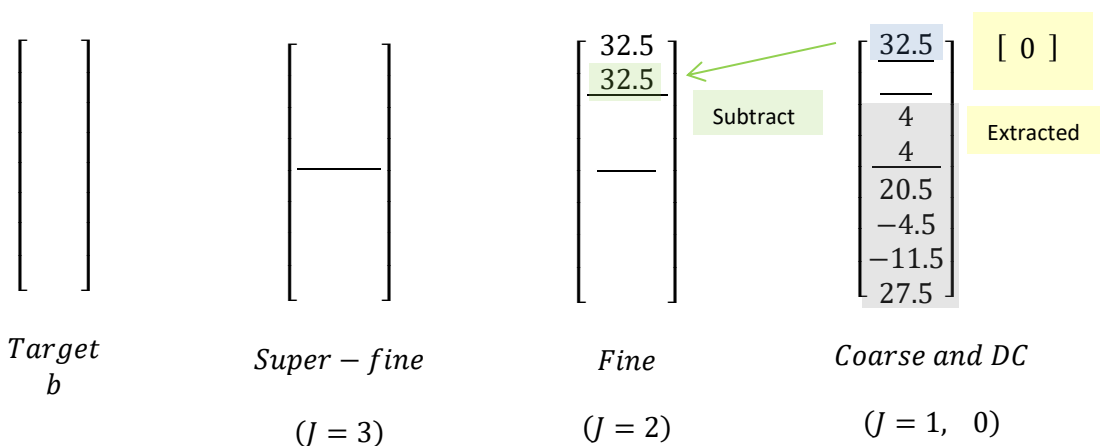
**Step #1a:** If the top-most bunk (shaded in blue) was a single-membered bunk, we will first “extract” a single-membered bunk from the top of the gray stack and color it yellow.



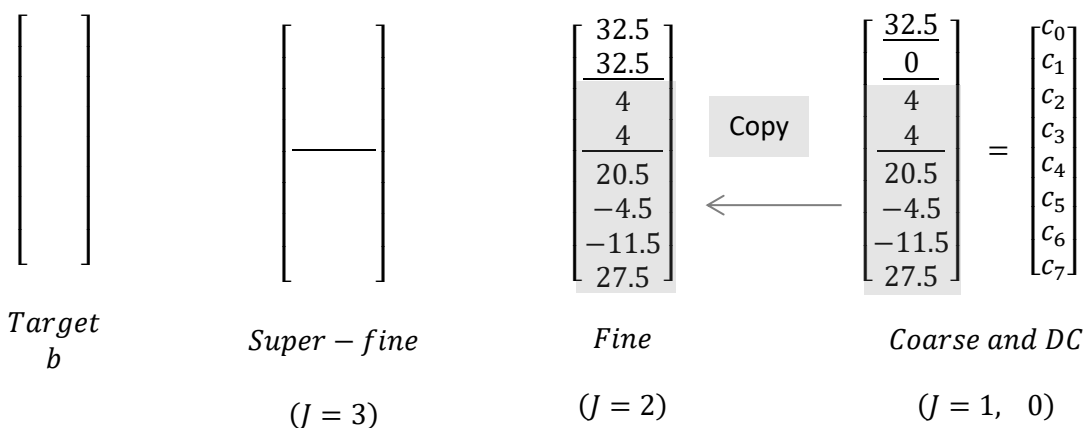
**Step #1b:** Now, we add the blue + yellow values and insert the answer in the top bunk of our new “fine ( $J = 2$ )” stack. This effectively reverses the forward average sum operations we did earlier !



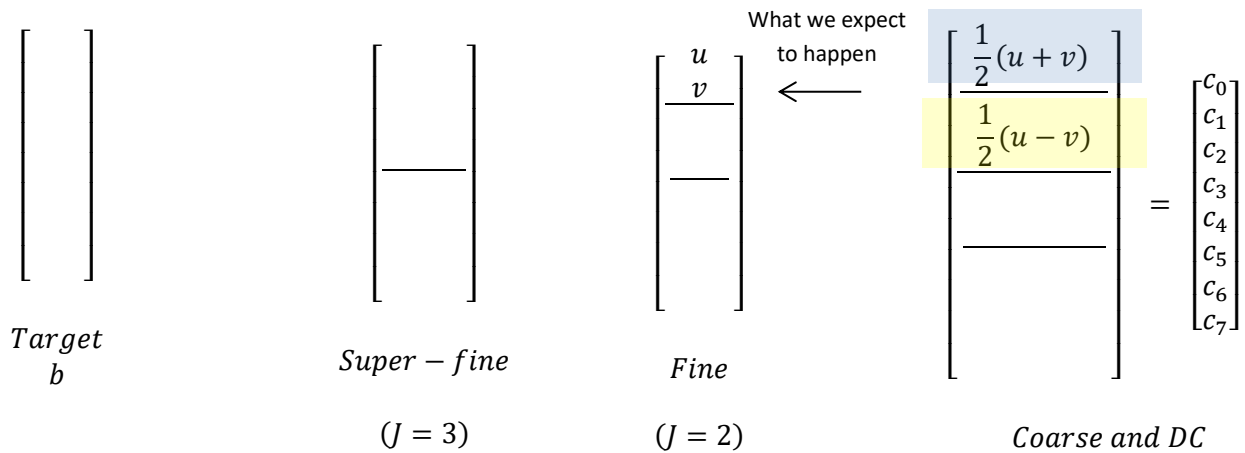
**Step #1c:** Then, we subtract the blue + yellow values and insert the answer in the top bunk of our new “fine ( $J = 2$ )” stack. This effectively reverses the forward  $\frac{1}{2}$  difference operation.



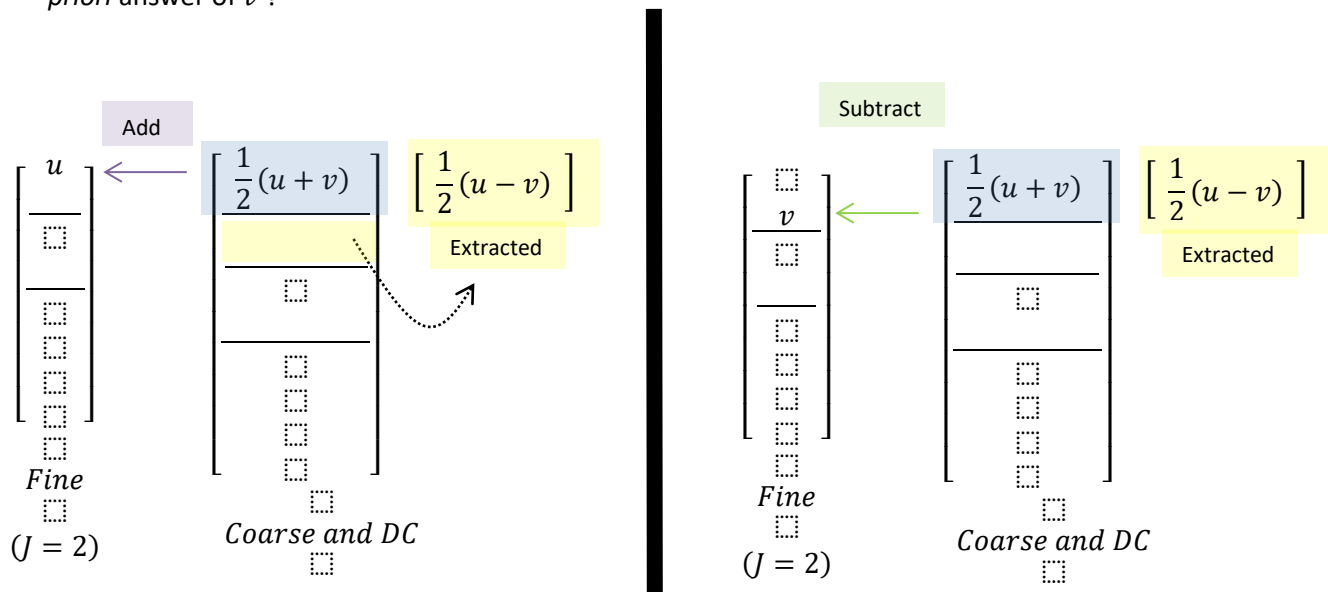
**Step #1d:** Finally, we copy all left-over gray bunk values over to the lower “basement” of the new “fine ( $J = 2$ )” stacks. These represent the hard-earned wavelet coefficients that we didn’t want to mess with when we were calculating the  $c$ ’s in the forward direction.



**The reason why it works:** To see what really happened in Steps 1b and 1c, we will reexamine the math by substituting the matrix values with dummy variables . For instance, you know *a priori* that the values within the “fine ( $J = 2$ )” and the “coarse & DC ( $J = 1$  and  $0$ )” stacks must look like this:



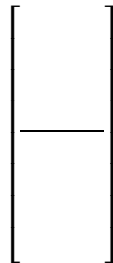
Hence, if we add the blue and yellow values together and insert the answer into the top bunk of the “fine ( $J = 2$ )” stack, it will match the *a priori* answer of  $u$ . Similarly, if we subtract the blue and yellow values and place the answer in the 2<sup>nd</sup> slot in the top bunk of “fine ( $J = 2$ )” stack, it will match the *a priori* answer of  $v$  !



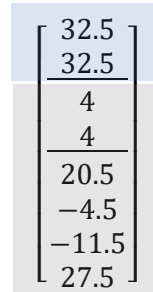
Getting ready for the next step: Now, we will focus on the transition from the “fine ( $J = 2$ )” stack to the “super-fine ( $J = 3$ )” stack. We notice that the top-most bunk (shaded in blue) is now a 2-membered bunk. Let’s colored that blue, and color the rest in gray.



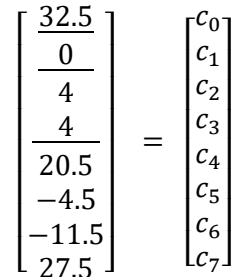
Target  
 $b$



Super – fine  
 $(J = 3)$

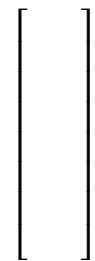


Fine  
 $(J = 2)$

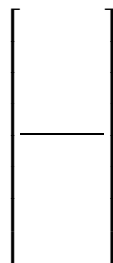


Coarse and DC  
 $(J = 1, 0)$

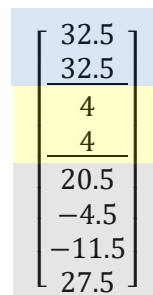
Step #2a: To begin, If the top-most bunk (shaded in blue) was a 2-membered bunk, we will “extract” a 2-membered bunk from the top of the gray stack and color it yellow.



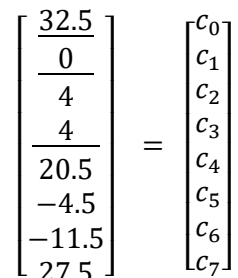
Target  
 $b$



Super – fine  
 $(J = 3)$

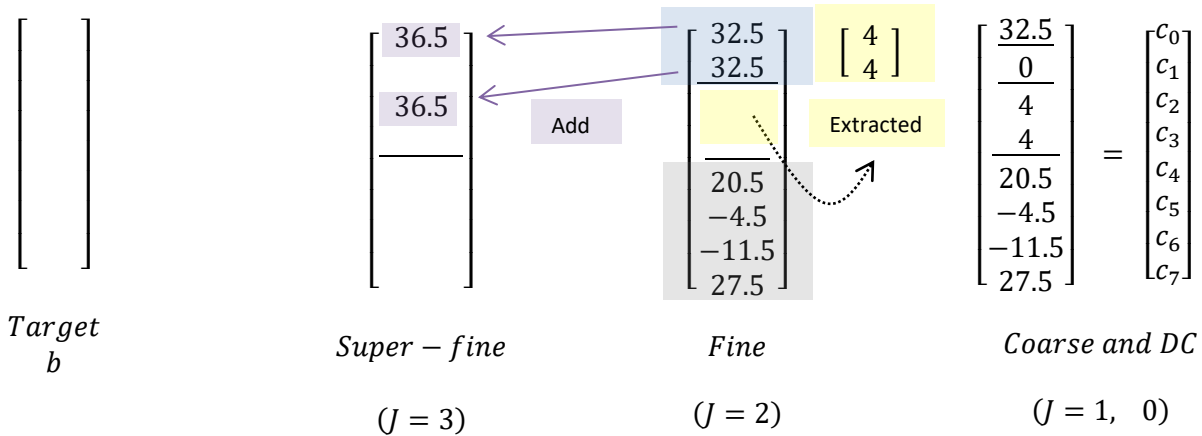


Fine  
 $(J = 2)$

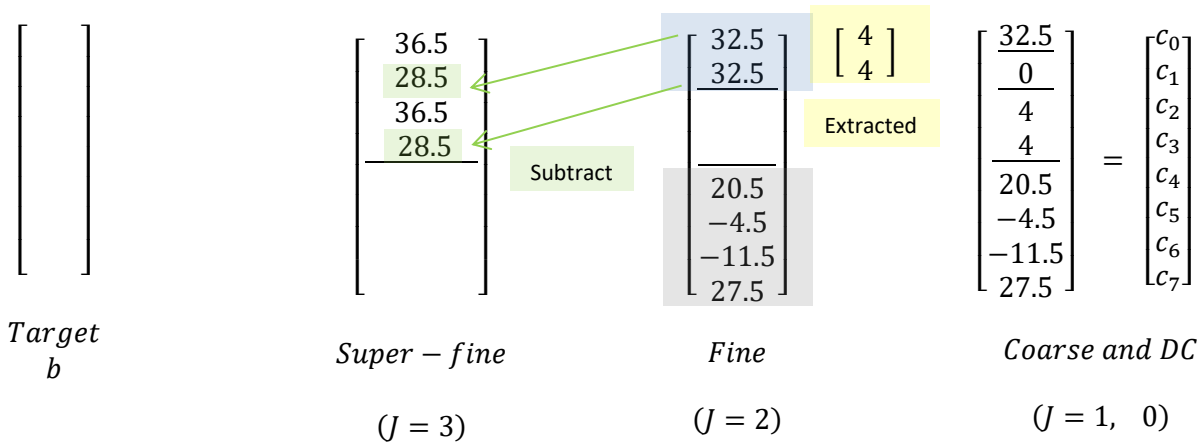


Coarse and DC  
 $(J = 1, 0)$

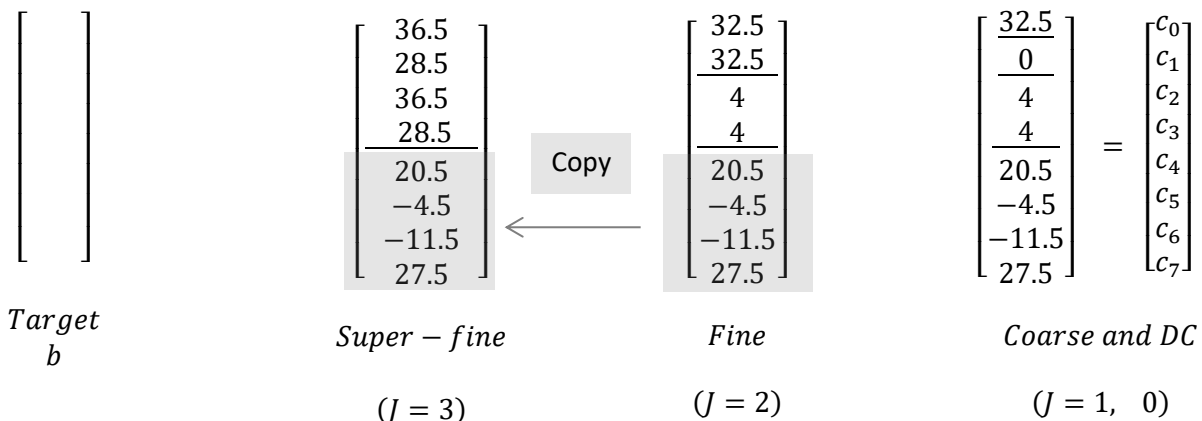
**Step #2b:** Now, we add the blue + yellow values and insert the answer in the 1<sup>st</sup> and 3<sup>rd</sup> elements within the top bunk of our new “super-fine ( $J = 3$ )” stack. Note that when we do these additions, we have to skip every other slot when we’re storing the sums !! In engineering, this is called **up-sampling**.



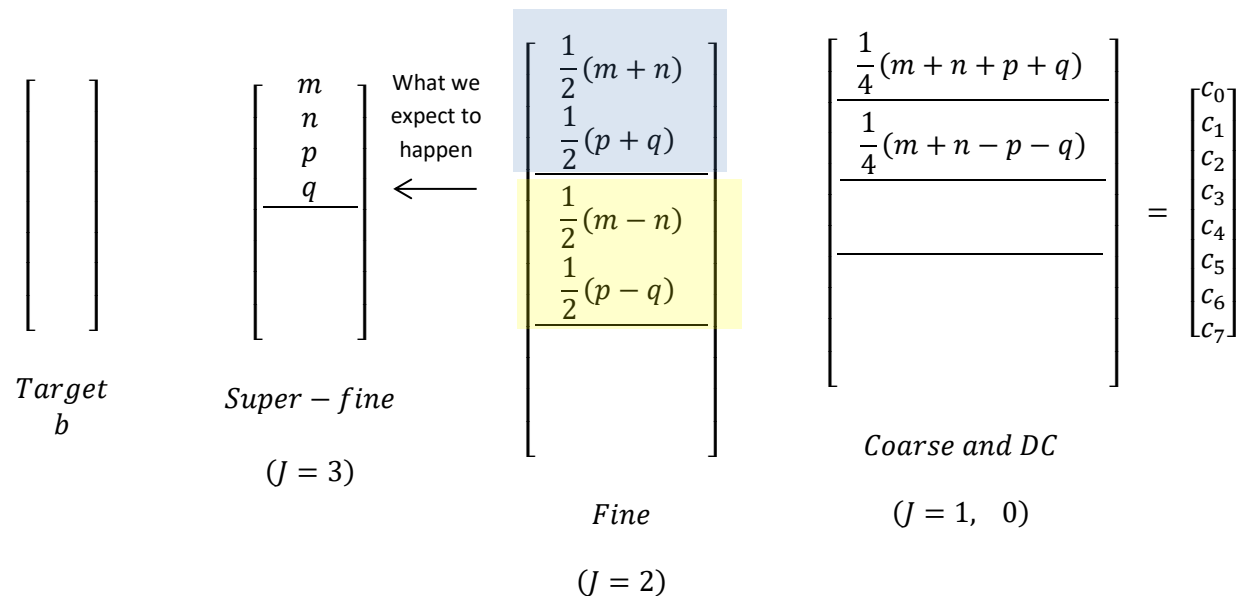
**Step #2c:** Then, we subtract the blue + yellow values and insert the answer in the 2<sup>nd</sup> and 4<sup>th</sup> elements within the top bunk of our new “super-fine ( $J = 3$ )” stack.



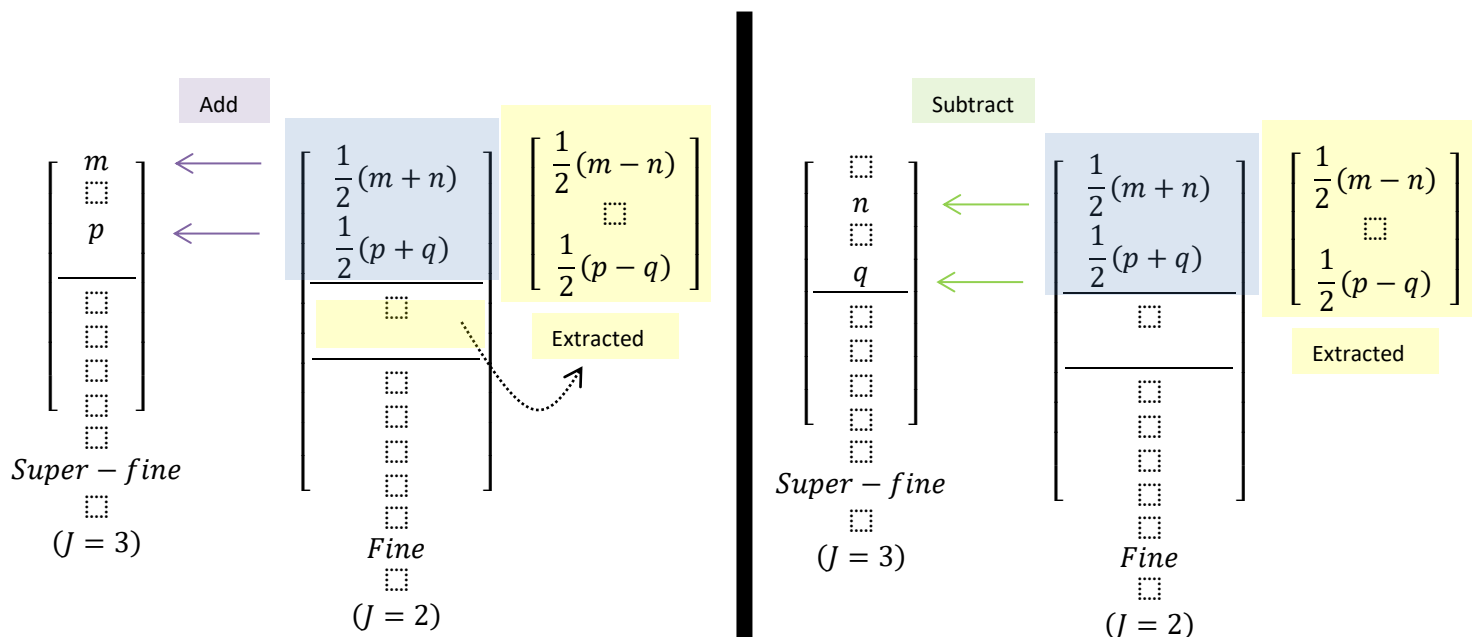
**Step #2d:** Finally, we copy all left-over gray bunk values over to the lower “basement” of the new “fine ( $J = 3$ )” stack.



**The reason why it works:** To see what really happened in Steps 2b and 2c, we will once again reexamine the math using dummy variables . . . For instance, you know *a priori* that the values within the “super-fine ( $J = 3$ )” and the “fine ( $J = 2$ )” stacks must look like this:



Hence, if we add or subtract the blue and yellow values together and place the answers in the correct slots within the “super-fine ( $J = 3$ )” stack, you will get back the expected answers of  $m, n, p$ , and  $q$ . Again, notice that when we are storing the addition results, we must up-sample the top bunk of the “super-fine ( $J = 3$ )” stack by skipping every other slot.





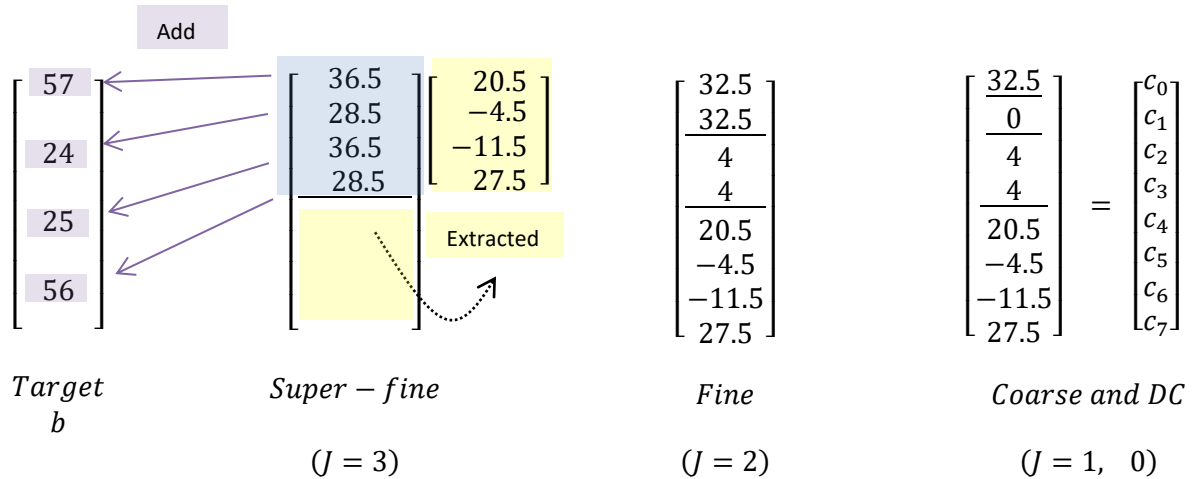
Getting ready for the final step: Now, we will focus on the transition from the “super-fine ( $J = 3$ )” stack to the target vector  $b$ . We notice that the top-most bunk (shaded in blue) is now a 4-membered bunk. Let’s colored that blue, and color the rest in gray.

$\begin{bmatrix} \\ \\ \\ \\ \\ \\ \end{bmatrix}$	$\begin{bmatrix} 36.5 \\ 28.5 \\ 36.5 \\ 28.5 \\ 20.5 \\ -4.5 \\ -11.5 \\ 27.5 \end{bmatrix}$	$\begin{bmatrix} 32.5 \\ 32.5 \\ 4 \\ 4 \\ 20.5 \\ -4.5 \\ -11.5 \\ 27.5 \end{bmatrix}$	$\begin{bmatrix} 32.5 \\ 0 \\ 4 \\ 4 \\ 20.5 \\ -4.5 \\ -11.5 \\ 27.5 \end{bmatrix} = \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ c_3 \\ c_4 \\ c_5 \\ c_6 \\ c_7 \end{bmatrix}$
<i>Target</i> $b$	<i>Super – fine</i>  ( $J = 3$ )	<i>Fine</i>  ( $J = 2$ )	<i>Coarse and DC</i>  ( $J = 1, 0$ )

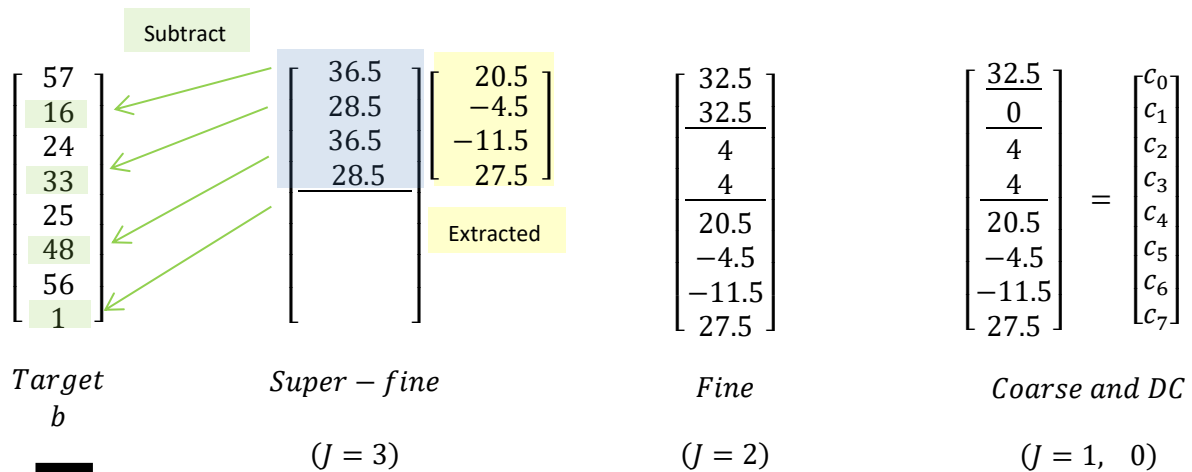
Step #3a: To begin, If the top-most bunk (shaded in blue) was a 4-membered bunk, we will “extract” a 4-membered bunk from the top of the gray stack and color it yellow.

$\begin{bmatrix} \\ \\ \\ \\ \\ \\ \end{bmatrix}$	$\begin{bmatrix} 36.5 \\ 28.5 \\ 36.5 \\ 28.5 \\ 20.5 \\ -4.5 \\ -11.5 \\ 27.5 \end{bmatrix}$	$\begin{bmatrix} 32.5 \\ 32.5 \\ 4 \\ 4 \\ 20.5 \\ -4.5 \\ -11.5 \\ 27.5 \end{bmatrix}$	$\begin{bmatrix} 32.5 \\ 0 \\ 4 \\ 4 \\ 20.5 \\ -4.5 \\ -11.5 \\ 27.5 \end{bmatrix} = \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ c_3 \\ c_4 \\ c_5 \\ c_6 \\ c_7 \end{bmatrix}$
<i>Target</i> $b$	<i>Super – fine</i>  ( $J = 3$ )	<i>Fine</i>  ( $J = 2$ )	<i>Coarse and DC</i>  ( $J = 1, 0$ )

elements in our  $b$ -vector stack. Once again, up-sampling



elements in our  $b$ -vector stack.



Yay !!!! We have successfully reconstructed our original target vector  $b$  =)

Now, we are ready to talk about *filtered reconstruction* of a target data set

## 2) Data filtering: Identify the “useless” wavelet coefficients in your problem

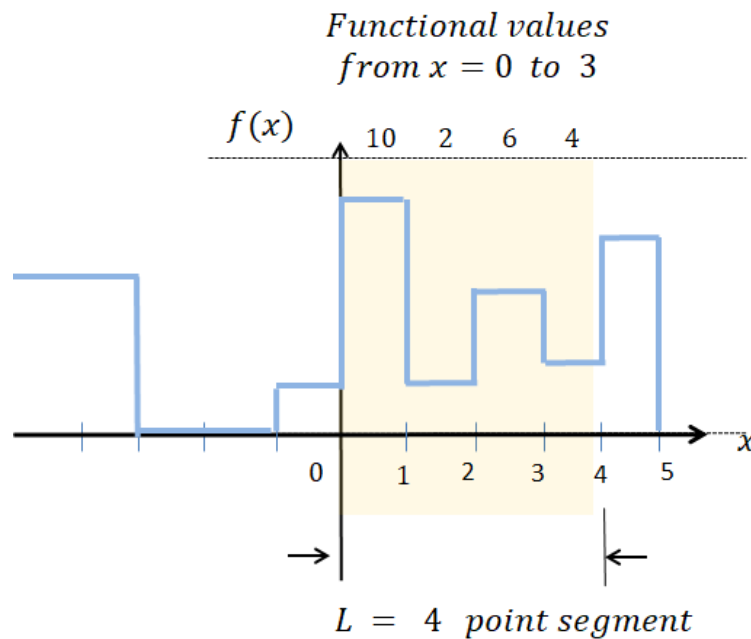


Figure 2: Our original wavelet problem, with a data word length of  $L = 4$ .

Recall our original, easy-peasy 4-point Haar matrix problem: We would like to reconstruct a target vector  $b$  as a linear combo of the Haar wavelet basis:

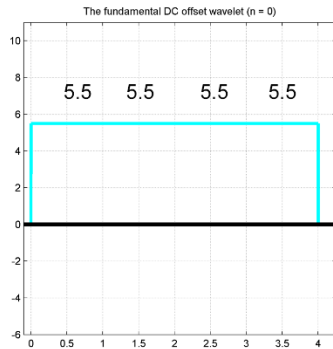
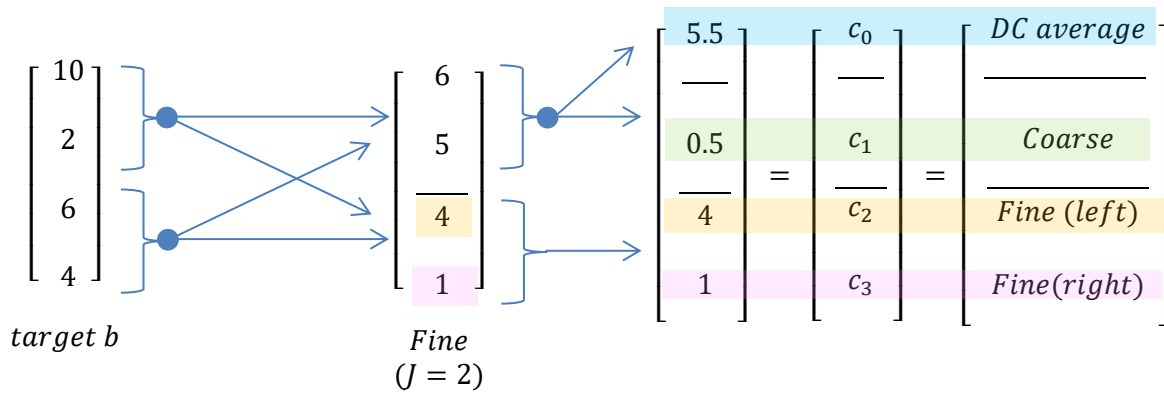
$$b = c_0 \overrightarrow{w_0} + c_1 \overrightarrow{w_1} + c_2 \overrightarrow{w_2} + c_3 \overrightarrow{w_3}$$

In matrix form, this equation becomes our familiar friend:

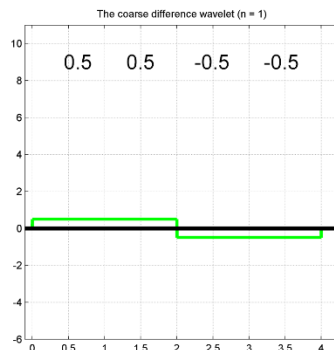
$$\begin{bmatrix} 10 \\ 2 \\ 6 \\ 4 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 0 \\ 1 & 1 & -1 & 0 \\ 1 & -1 & 0 & 1 \\ 1 & -1 & 0 & -1 \end{bmatrix} \cdot \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ c_3 \end{bmatrix}$$

$b \quad = \quad W \quad c$

In a previous overview file, we learned that the wavelet coefficients  $c_0$  thru  $c_3$  can be solved by using the high-school-style, “top-bunk addition / bottom-bunk subtraction” method:



$c_0 \vec{w}_0 =$  Contribution of the DC average component towards our target data vector  $b$



$c_1 \vec{w}_1 =$  Contribution of the coarse ( $J = 1$ ) component towards our target data vector  $b$

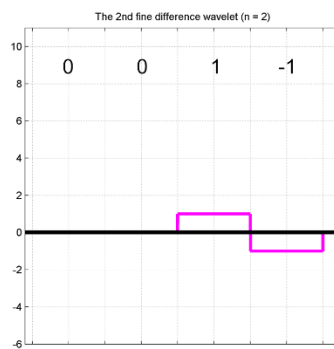
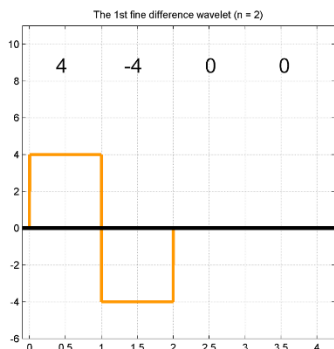


Figure 3: The  $c_1 \vec{w}_1$  and  $c_3 \vec{w}_3$  components contribute relatively little in the overall wavelet reconstruction of our target data vector  $b$

$c_2 \vec{w}_2 + c_3 \vec{w}_3 =$  Contributions of the fine ( $J = 2$ ) components toward our target data vector  $b$

From Figure 1, we can immediately see that the components associated with  $c_1$  and  $c_3$  are relatively useless in the overall reconstruction of our target vector  $b$  because the data values of  $c_1 \overrightarrow{w_1}$  and  $c_3 \overrightarrow{w_3}$  are so small. This suggests:

- 1) Maybe we can delete the data associated with  $c_1$  and  $c_3$  by setting both wavelet coefficients to zero
- 2) Then, we'll just try to reconstruct the target vector  $b$  with only contributions from  $c_0$  and  $c_2$ .
- 3) The hope is that our simplified reconstruction from (2) will be good enough.... and at the same time, maybe we can also save a lot of computer memory !!! =>

## 2b) Removing unwanted wavelet coefficients $c_n$ using a “filter” matrix $D$

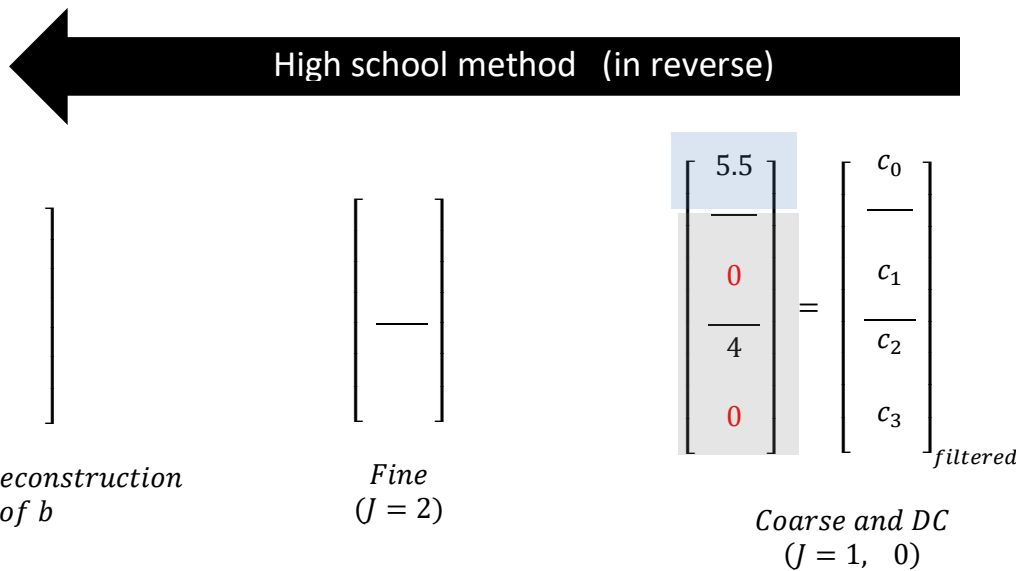
To remove any unwanted wavelet coefficients from your analysis, all you have to do is to “shrink” those coefficients to zero ! In matrix language, this means you can remove  $c_1$  and  $c_3$  using a diagonal matrix  $\Lambda$ , where you place the zeros in the appropriate positions along the diagonal:

$$\begin{aligned}
 c_{filtered} &= \Lambda c \\
 &= \begin{bmatrix} 1 & & & \\ & 0 & & \\ & & 1 & \\ & & & 0 \end{bmatrix} \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ c_3 \end{bmatrix}
 \end{aligned}$$

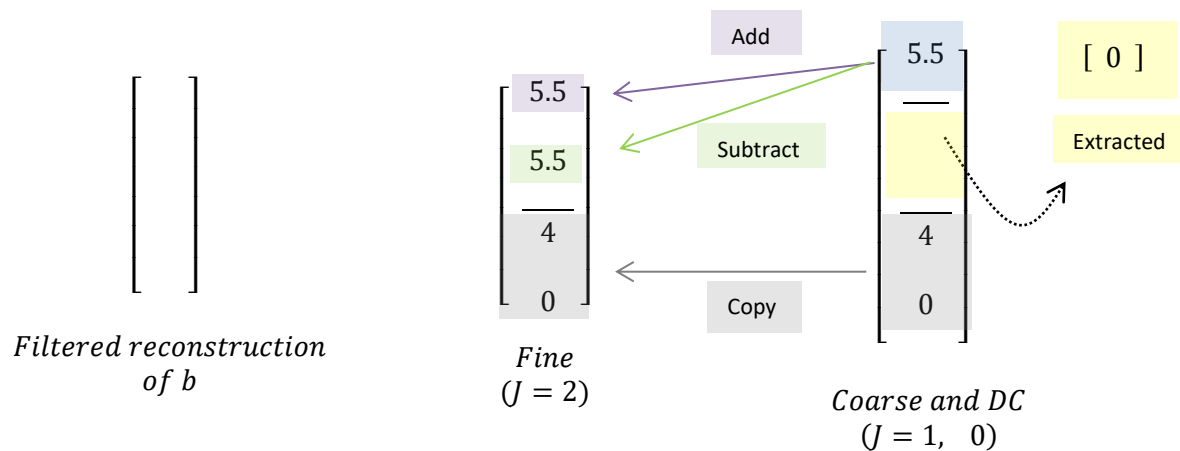
$$c_{filtered} = \begin{bmatrix} c_0 \\ 0 \\ c_2 \\ 0 \end{bmatrix} = \text{Easy as pie !!! } =>$$

## 2c) “Filtered” reconstruction of target data $b$ (using reverse high-school math)

Using our filtered wavelet coefficients  $c_{filtered}$ , we can use the high-school math method to reconstruct our target data  $b$ . Let’s draw out our bins and identify the top-most bunk, and note that our post-filtered  $c_1 = c_3 = 0$ .

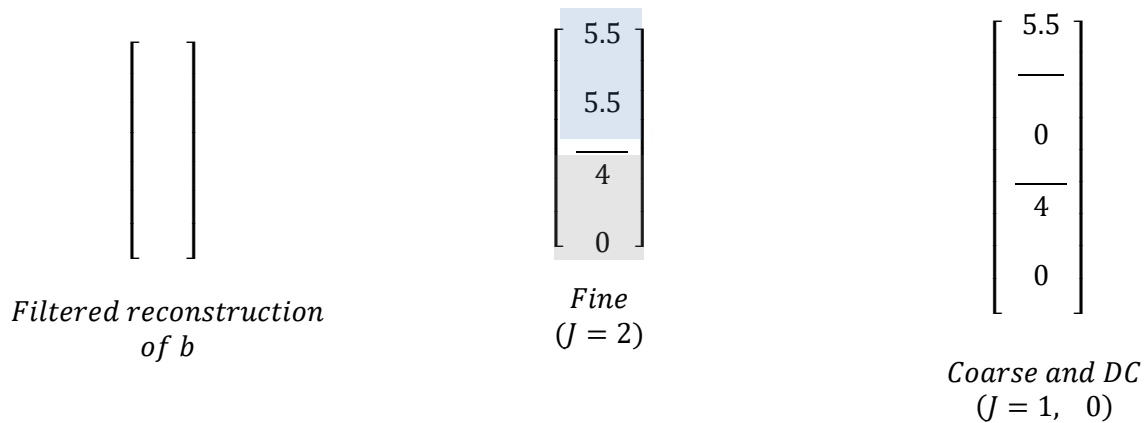


Since the top blue bunk is a single-membered bunk, we will extract out a yellow single-membered bunk from the top of the gray stack. Then, we’ll fill in the “fine ( $J = 2$ )” stack via a combination of addition, subtraction, and copying operations !

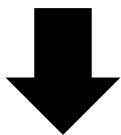
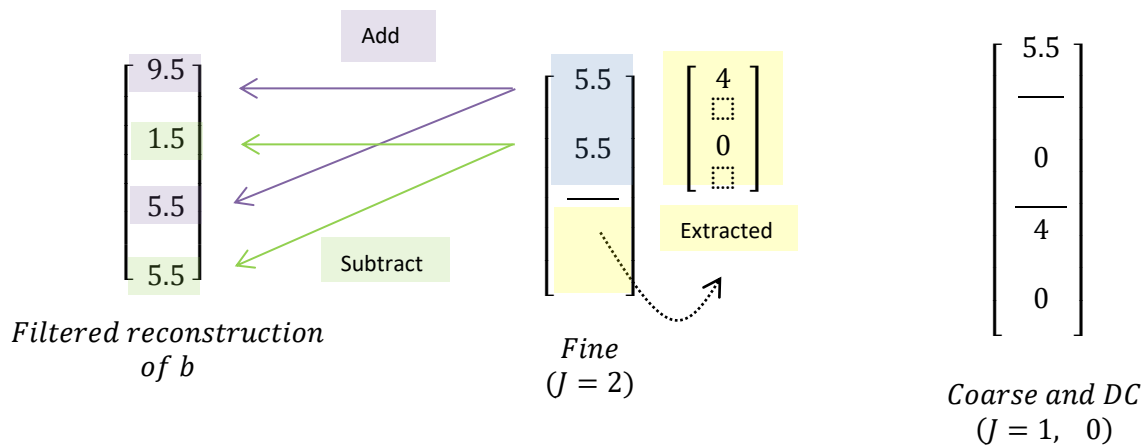


Then, we can repeat the process, where:

- 1) We identify the top blue bunk in the “fine ( $J = 2$ )” stack, and note how many members it contains
- 2) We “extract” out the necessary yellow bunk from the top of the gray stack
- 3) Fill in the filtered reconstruction of  $b$  by perform addition, subtraction, and copy operations (if any)



Note that we have nothing to “copy” at this step.... and as always, when we’re first storing the purple addition results, we need to up-sample the reconstruction stack first !!



Our filtered reconstruction of target data  $b$ :

$$b_{recon} = \begin{bmatrix} 9.5 \\ 1.5 \\ 5.5 \\ 5.5 \end{bmatrix} = c_0 \overline{w_0} + \cancel{c_1 \overline{w_1}} + c_2 \overline{w_2} + \cancel{c_3 \overline{w_3}}$$

2 components removed from our reconstruction

2d) Compare the original vs. filtered data

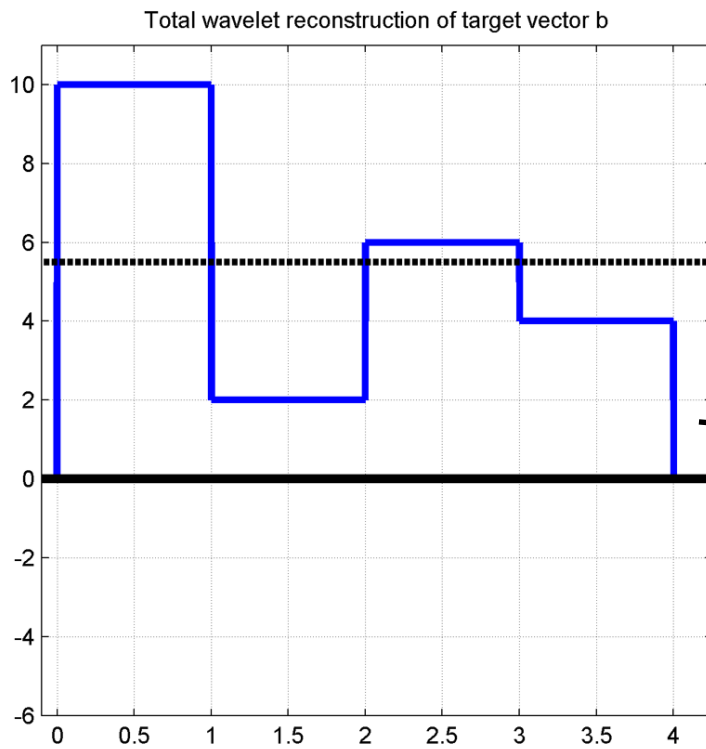


Figure 4  
Original target data  $b$

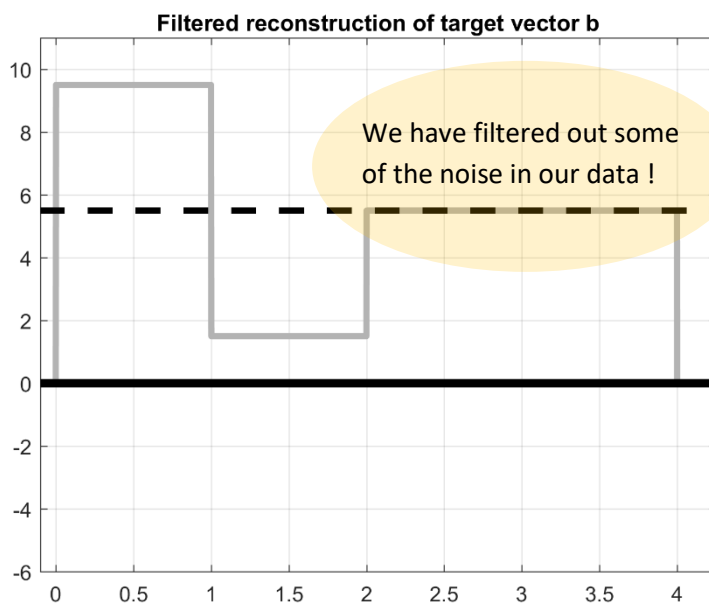


Figure 5  
Filtered reconstruction of target data  $b$  by removing  $c_1$  and  $c_3$  components