LECTURE 12: STRUCTURE-TEXTURE DECOMPOSITION

4 OPTIMIZATION

Rudin - Osher - Fatemi (ROF) algorithm:

Model:

Goal:







Input

I's Structure Layer

It Texture Layer

Objective function:

$$I_s^* = \underset{x}{\operatorname{arg min}} \sum_{x} \left(I_s(x) - I(x) \right)^2 + \lambda |\nabla I_s(x)|_2$$

where:
$$|\nabla \Gamma_s(x)|_2 = \sqrt{\left(\frac{\partial}{\partial x} \Gamma_s\right)^2 + \left(\frac{\partial}{\partial y} \Gamma_s\right)^2}$$

$$= \sqrt{\Gamma_{sx}^2 + \Gamma_{sy}^2}$$

where:
$$J(I_s) = \int \int (I_s(x) - I(x))^2 + \lambda |\nabla I_s|_2 dx dy$$

Q: How to minimize J (Is)?

A: ROF's "Non-linear total variation based noise removal alg.", 1992.

$$E(ls) = (ls(x) - l(x))^{2} + \lambda |\nabla ls(x)|_{2}$$

$$J(ls) = \iint E(ls) dx dy = \sqrt{T_{sx}^{2} + T_{sy}^{2}}$$

Using the Euler-Lagrange equation:

$$\nabla J = 2 \left(I_{s(x)} - I_{(x)} \right) - \frac{\partial}{\partial x} \frac{\lambda}{\sqrt{I_{s_{x}}^{2}(x) + I_{s_{y}}^{2}(x)}} - \frac{\partial}{\partial y} \frac{\lambda}{\sqrt{I_{s_{x}}^{2}(x) + I_{s_{y}}^{2}(x)}} = 0$$

Gradient descent:

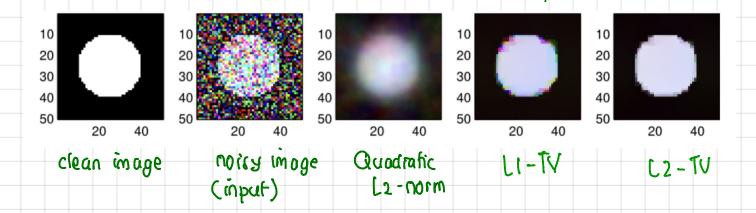
$$\begin{split} T_{\varepsilon}^{\text{new}} &= T_{\varepsilon}^{\text{old}} - \alpha \quad \nabla J(T_{\varepsilon}) \mid T_{\varepsilon} = T_{\varepsilon}^{\text{old}} \\ &= T_{\varepsilon(x)}^{\text{old}} - \alpha \left[2 \left(T_{\varepsilon(x)}^{\text{old}} - T_{\varepsilon(x)} \right) - \frac{\partial}{\partial} \quad \lambda \quad \frac{T_{s_{x}}^{\text{old}}(x)}{T_{s_{x}}^{2}(x)} - \frac{\partial}{\partial} \quad \lambda \quad \frac{T_{s_{y}}^{\text{old}}(x)}{T_{s_{x}}^{2}(x)} + \frac{\partial}{T_{s_{y}}^{2}(x)} \right] \\ &= \left(1 - 2\alpha \right) T_{\varepsilon}^{\text{old}} + 2\alpha T + \frac{\partial}{\partial} \quad \lambda \quad \frac{T_{s_{x}}^{\text{old}}(x)}{T_{s_{x}}^{2} + T_{s_{y}}^{2}} + \frac{\partial}{\partial y} \quad \sqrt{T_{s_{x}}^{2} + T_{s_{y}}^{2}} \right] \end{split}$$

Inthalization: Is = I

Q: Why don't we use $\|\nabla I_s(\bar{x})\|_2^2$, which is easy to optimize?

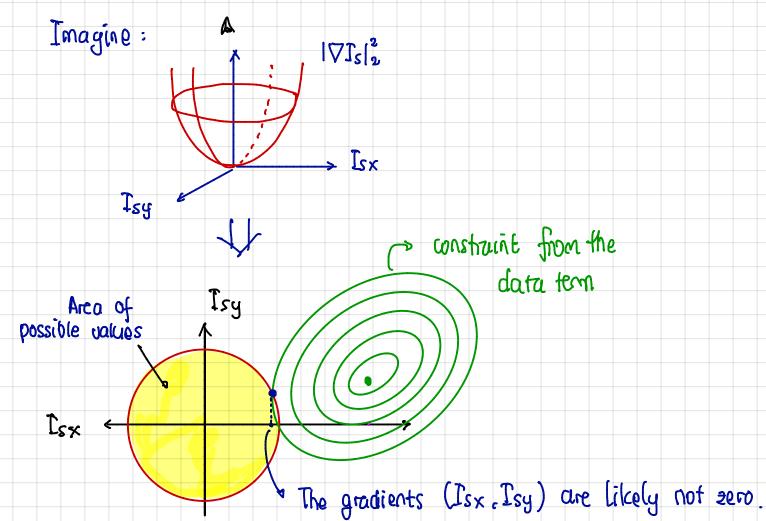
A: This quadratic L2-norm generates blurry outputs, while the

TV prior generate sharper edges.

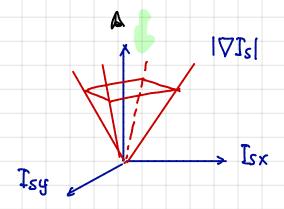


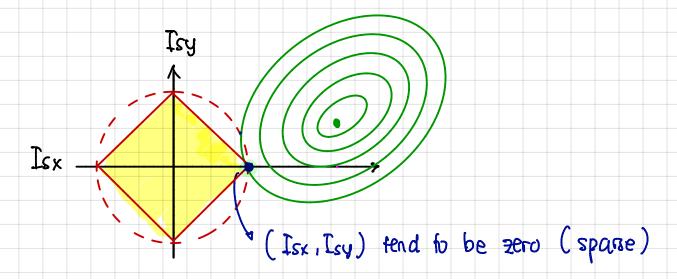
Q: Why does the quadratic L2-norm regularization cause the recovered mage to be blurry?

A: Quadratic L2 norm: | TIs | = Isx + Isy



[1-norm:





Note: If (Isx, Isy) are mostly zero (sparse), the values of Is will be sharper.

L2-TV ($|\nabla I_s|_2$) is not exactly L1 norm, but sparser than that of L2-norm ($|\nabla I_s|_2^2$).

GRADUATED MON-CONVEXITY

Problem: Robust objective functions are not convex

e.g. Lorentzian:

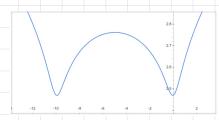
Charbonnier:

$$f(x) = \log\left(1 + \frac{1}{2}\left(\frac{x}{\sigma}\right)^2\right)$$

$$f(x) = \log \left(1 + \frac{1}{2} \left(\frac{x}{\sigma}\right)^2\right) \qquad f(x) = \left(x^2 + \varepsilon^2\right)^{\alpha} ; \quad \alpha < 0.5$$

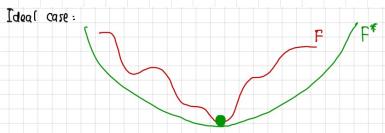


Non-convex: Many local minima cause the ophnization to be trapped.



e.g:
$$[(x_1(0)^2 + \varepsilon^2]^{0.1} + [x^2 + \varepsilon^2]^{0.1}$$

Solution: Graduate Mon-Convexity CGMC)

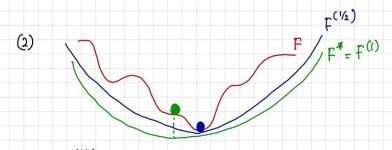


The approximation function F* provides the correct minimum.

Practically:



The approximation does not directly indicate the minimum but the approximated function Fa) is convex and generates the initial value of ΔU .



Since F (1/2) gets closer to the actual function F, and is convex, it can generate a beffer value of DV.

GNC for optical flow:

$$E_c(u,v) = \lambda E_q(u,v) + (i - \lambda) E(u,v)$$

Original non-convex Ruction

where:

• $E_Q(u, \sigma) = (I_X u + I_Y + I_C)^2 + \alpha (||\nabla u||_2^2 + ||\nabla v||_2^2)$ Convex function.

$$J(u,v) = \iint \left[\lambda \, E_{\alpha}(u,v) + (r-\lambda) \, E(u,v) \right] \, dx \, dy$$

- 2 is 1 in the beginning of the iteration, producing (u,o),
- λ is set h 0.5 in the second iteration, the initial $(u,v)_{init} = (u,v)_1$ producing $(u,v)_2$
- A is set to 0 in the third iteration, with initial $(U_3V)_2$, & producing $(U,V)_{final}$.