

Image Denoising via Low-Rank Approximation and Optimal Hard Thresholding

MAT 167 - Applied Linear Algebra

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Overview

1. Theory
2. Simple Example - Kingfisher
3. Hard Application - Medical Imaging

Singular Value Decomposition

- Suppose we want to decompose a matrix with a method analogous to Eigenvalue decomposition, but applied to all matrices, not just square matrices [1].
- **Singular value decomposition** provides ability to generalize from $A = \Phi\Lambda\Phi^{-1}$ to $A = U\Sigma V^T$
- For a given matrix A which is size $m \times n$, U is the left unitary matrix forming an orthonormal basis for \mathbb{R}^m while V is the right unitary matrix forming an orthonormal basis for \mathbb{R}^n
- Σ is an $m \times n$ diagonal matrix of the singular values where $\sigma_1 \geq \sigma_2 \geq \sigma_n$.
- Each combination of \mathbf{u}_i , σ_i , and \mathbf{v}_i for $1 \leq i \leq \text{rank}(\Sigma)$ creates a rank one matrix $A_i = \sigma_i \mathbf{u}_i \mathbf{v}_i^T$.
- We can then approximate the original matrix A by performing a **low rank approximation** of rank k with $A_k = \sum_{i=1}^k \sigma_i \mathbf{u}_i \mathbf{v}_i^T$

Low Rank Approximation

- One way to look at singular values is the amount that a specific pair of $\mathbf{u}_i, \mathbf{v}_i$ contributes to the reconstruction of A .
- We know from properties of the SVD, that the number of singular values in Σ is the rank of the matrix.
- Suppose we have a matrix A that is not full rank. A sufficient low rank approximation, would be to **truncate** U and V to only use a number of columns equal to the rank of our matrix. Then $A = \hat{U}\hat{\Sigma}\hat{V}^T = \sum_{i=1}^r \sigma_i \mathbf{u}_i \mathbf{v}_i^T$.
- This lets us use less data to store the same or approximately similar information for A .
- So, what if we want to use even less space to store the same or approximately similar information?
- Additionally, what if we have some undesired variation of information called **noise** within the dataset, can we remove this unnecessary data by doing a low rank approximation?

Thresholding

- In essence, we want to find an approximation where if a singular value does not contribute enough to the matrix A , we disregard it.

Note

To simplify notation and reduce confusion we will refer to singular values as y and noise level as σ going forward

- How can we determine this?
- Choose a threshold τ , if a singular value σ_i is below our threshold ($y_i < \tau$), then set $y_i = 0$
- In doing so, we find an estimation of A which uses less data and is of lower rank. For the values of $y_i = 0$, the corresponding $\mathbf{u}_i \mathbf{v}_i$
- In general we can choose $\tau = \lambda \sqrt{n} \sigma[2]$ where n is the size of a square matrix and λ is some coefficient typically between 1 and 10.

Finding our Threshold τ based on λ

- Bulk Edge Thresholding which excludes any singular values below the 'gap' or 'elbow' when plotted. $\lambda = (1 + \sqrt{\beta})$ where $\beta = \frac{m}{n}$.
- Chatterjee proposed that there exists some λ regardless of rank or shape of matrix which would give a near optimal mean square error between the original matrix A and the reconstructed low rank approximation. In his paper, Chatterjee suggested $\lambda \approx 2.02$ [2].
- In 2013, Gavish & Donoho defined two methods:
 1. For an arbitrary $m \times n$ matrix where σ is unknown: $\tau = 2.858y_{\text{med}}$ and y_{med} is the median of the singular values.
 2. For a square $m \times n$ matrix where σ is known: $\tau = \lambda_\beta \sqrt{n}\sigma$
 - When matrix is $n \times n$, $\beta = 1$ and they define the optimal $\lambda_\beta = \frac{4}{\sqrt{3}} \approx 2.3094$
 - When matrix is $m \times n$, $\beta \neq 1$, use different λ_β see paper for more[3]

Simple Example - Kingfisher



A Noisy Image

- Suppose we have noise in an image. We can simulate this by adding noise to our beautiful picture of a Kingfisher in MATLAB with `imnoise(I)`
- Image Properties: 1724×1724 in full JPG RGB color scale from 0 to 255 for Red, Green, and Blue.



Measuring Noise in an Image

- **Mean Squared Error:** Measure the average difference between two matrices by performing $MSE = \frac{1}{mn} \sum_{i=1}^m \sum_{j=1}^n (a_{ij} - \hat{a}_{ij})^2$
- **Frobenius Norm:** Calculate $\|A - \hat{A}\|_F$ to find the 'distance' between the two matrices[4].
- **Signal-Noise Ratio:** In general $SNR = \frac{P_{signal}}{P_{noise}}$ where P refers to the power of the signal or noise. More specifically this could be $SNR = \frac{s^2}{EN^2}$ where E is the expected value and N is the random noise.

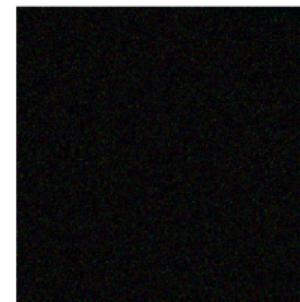


Figure: Comparison of Zoomed in Beak between Original, Noisy, and Noise only Images

Removing Noise with Arbitrary Thresholding

- Methods for Arbitrary Thresholding:
 1. Calculate SVD of Noisy Image for each color channel Red, Green, and Blue
 2. Find y_{med}
 3. Apply threshold $\tau = 2.858y_{\text{med}}$
 4. Find $\hat{A} = \hat{U}\hat{\Sigma}\hat{V}^T$



Figure: Comparison of Original, Noisy, and Arbitrary Threshold Denoised Images

Removing Noise with Non-arbitrary Thresholding

- Methods for Non-arbitrary Thresholding:
 1. Calculate SVD of Noisy Image for each color channel Red, Green, and Blue
 2. Find signal to noise ratio σ
 3. Since the image is $n \times n$, Apply threshold $\tau = \frac{4}{\sqrt{3}}\sqrt{n}\sigma$
 4. Find $\hat{A} = \hat{U}\hat{\Sigma}\hat{V}^T$



Figure: Comparison of Original, Noisy, and Non-arbitrary Threshold Denoised Images

Removing Noise with Bulk Edge Thresholding

- Methods for Bulk Edge Thresholding:
 1. Calculate SVD of Noisy Image for each color channel Red, Green, and Blue
 2. Find $\beta = \frac{m}{n}$
 3. Apply threshold $\tau = (1 + \sqrt{\beta})\sqrt{n}\sigma$
 4. Find $\hat{A} = \hat{U}\hat{\Sigma}\hat{V}^T$



Figure: Comparison of Original, Noisy, and Bulk Edge Threshold Denoised Images

Performance

- A keen eye might notice that there does **not** appear to be a large amount of difference between the results of our three thresholding methods.
- By evaluating original MSE of the raw image in comparison to the noisy image we find $MSE(I, I_{noisy}) = 0.0066$, a small but not insignificant amount of variance.
- When calculating the MSE of the raw image in comparison to all three of the denoised images, we find the exact same value $MSE(I, I_{denoised}) = 0.0022$ for an overall reduction of variance by 60%.
- However none of the three methods, despite having slightly different threshold values, had significant difference in results.

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- When calculating the MSE of the raw image in comparison to all three of the denoised images, we find the exact same value $MSE(I, I_{denoised}) = 0.0022$ meaning that approximately 2/3rds of the variance or noise in the image remained.
- However none of the three methods, despite having slightly different threshold values, had significant difference in results.
- Another important note is that in losing a lot of noise, we've also lost some amount of signal (See pixelation on the branch and elsewhere). This is less noticeable since our image is already high resolution aka the matrix is large but will be easily noticeable in images that begin with significantly lower resolution.

Results

Method	MSE	Frobenius	Signal to Noise (Db)	Approximation Rank k
Arbitrary	0.0022	79.963	$r_{red} = 15.5806$ $r_{green} = 12.3801$ $r_{blue} = 11.7773$	$k_{red} = 54$ $k_{green} = 45$ $k_{blue} = 56$
Non-Arbitrary	0.0022	80.781	$r_{red} = 15.3444$ $r_{green} = 12.3539$ $r_{blue} = 11.7583$	$k_{red} = 33$ $k_{green} = 41$ $k_{blue} = 41$
Bulk Edge	0.0022	81.282	$r_{red} = 15.5387$ $r_{green} = 12.1211$ $r_{blue} = 11.6600$	$k_{red} = 44$ $k_{green} = 71$ $k_{blue} = 75$

Table: Comparison of results when denoising and approximating $r = 1724$ Red, Green, and Blue color matrices

References

- [1] C. Eckart and G. Young, "The approximation of one matrix by another of lower rank," *Psychometrika*, vol. 1, no. 3, pp. 211–218, Sep. 1936. DOI: [10.1007/bf02288367](https://doi.org/10.1007/bf02288367).
- [2] S. Chatterjee, "Matrix estimation by universal singular value thresholding," *The Annals of Statistics*, vol. 43, no. 1, Feb. 2015. DOI: [10.1214/14-aos1272](https://doi.org/10.1214/14-aos1272).
- [3] M. Gavish and D. L. Donoho, "The optimal hard threshold for singular values is $4/\sqrt{3}$.", May 2013. arXiv: [1305.5870 \[stat.ME\]](https://arxiv.org/abs/1305.5870).
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