

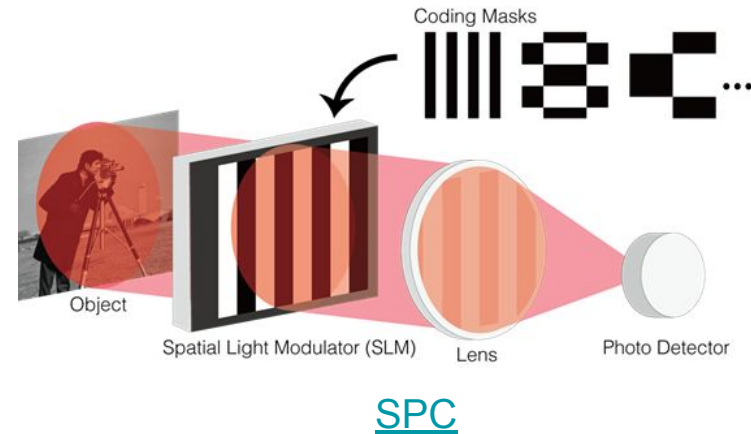
Compressive Sensing in Single Pixel Cameras

Mohammed Adib Oumer

Kaustubh Milind Kulkarni

Single Pixel Camera (SPC)

- Uses measurements from a single photosensor
 - Photoresistor, phototransistor or photodiode
- Images are focused onto sensor through a mask
 - Mask is used to select parts of the image to measure
 - Mask can be built with digital micromirror devices (DMD) or LCD
- Images are measured using the mask
 - $\mathbf{b} = \Phi \mathbf{s}$, where \mathbf{s} is a vector of the object



Simulation of single pixel camera with digital camera

- Simulation steps:
 - Construct masks using $M \times N$ sensing matrix Φ ($M \ll N$)
 - M = # desired measurements, N = number of pixels in image
 - Vectorize original input image s (from webcam) into 1D array
 - Represent $s = \Psi x$
 - Ψ = orthonormal $N \times N$ basis matrix made of N $N \times 1$ orthonormal vectors
 - x = K -sparse coefficient vector
 - Calculate/Obtain measurements using $b = \Phi s = \Phi \Psi x = Ax$
 - $A = \Phi \Psi$ where Φ, Ψ are two incoherent bases
 - Find x using Compressive Sensing (CS) algorithms
 - BP (Basis Pursuit), BPDN (Basis Pursuit Denoising), LASSO
 - We only have access to b, Φ, Ψ
 - Recover image $s = \Psi x$

Incoherence Property (IP)

- Want Φ, Ψ to be "incoherent" bases:
 - Their vectors are incoherent: less overlap between the set of basis vectors
- Measure of how "different" two bases are:

$$\mu(\bar{\Psi}, \Phi) = \sqrt{n} \max_{i,j} |\psi_i^T \phi_j|$$

μ here ranges between 1 and \sqrt{n}

- Small μ = any vector sparse in one basis cannot be sparse in the other \rightarrow important to avoid sensing problems & to capture as much information about our sparse vector \mathbf{x}

Restricted Isometry Property (RIP)

- Concept was introduced by Emmanuel Candès and Terence Tao
- Important property used in Compressive Sensing (MSP)
- **Definition 2.** $k \in N$, $\epsilon \in (0, 1/3)$, A is (k, ϵ) - *Restricted Isometry Property (RIP)*

if $\forall x \in \mathbb{R}^n$ k -sparse, $\|Ax\|_2 = (1 \pm \epsilon)\|x\|_2$

- (simply: want an $M \times N$ matrix A that behaves like an orthogonal matrix.)
 - Note: the norm of a vector is invariant under multiplication by an orthogonal matrix
- Having a matrix satisfying RIP \rightarrow LP problem can be solved \rightarrow we can recover the signal with much fewer measurements

Choice of Φ, Ψ

- Ψ = sparse basis. Usually, a structured orthonormal basis is chosen
 - **DCT (4 types. Type 2 chosen)**
 - *Hadamard*
 - *Identity*
 - DFT
- Φ = want it to be incoherent with Ψ .
 - **Random Gaussian**
 - *Bernoulli* - not highly likely to be incoherent
- Want $A = \Phi\Psi$ to satisfy RIP.
 - Luckily Gaussian multiplied with structured bases happens to empirically satisfy RIP.

CS (Compressive Sensing) Algorithms

Basis Pursuit (BP):

$$\begin{array}{ll} \min & \|\mathbf{x}\|_1 \\ \text{s.t.} & A\mathbf{x} = \mathbf{b} \end{array}$$

Basis Pursuit Denoising (BPDN):

$$\begin{array}{ll} \min & \|\mathbf{x}\|_1 \\ \text{s.t.} & \|A\mathbf{x} - \mathbf{b}\|_2 \leq \sigma \end{array} \xrightarrow{\ell_1\text{-equivalent}} \begin{array}{ll} \min & \|\mathbf{x}\|_1 \\ \text{s.t.} & \|A\mathbf{x} - \mathbf{b}\|_1 \leq \sigma \quad (\sigma = 0.01) \end{array}$$

LASSO:

$$\begin{array}{ll} \min & \|A\mathbf{x} - \mathbf{b}\|_2 \\ \text{s.t.} & \|\mathbf{x}\|_1 \leq \tau \end{array} \xrightarrow{\ell_1\text{-equivalent}} \begin{array}{ll} \min & \|A\mathbf{x} - \mathbf{b}\|_1 \\ \text{s.t.} & \|\mathbf{x}\|_1 \leq \tau \quad (\tau \approx 2) \end{array}$$

ℓ_1 -norm to LP formulation

$$\|\mathbf{x}\|_1 = \sum_i |x_i|$$

$$\Rightarrow \sum_i t_i, \quad |x_i| \leq t_i, \quad t_i \geq 0$$

$$\Rightarrow \mathbf{1}^T \mathbf{t}, \quad \mathbf{x} - \mathbf{t} \leq 0, \quad -\mathbf{x} - \mathbf{t} \leq 0, \quad \mathbf{t} \geq 0 \quad (\text{dimension } n).$$

$$\|A\mathbf{x} - \mathbf{b}\|_1 = \sum_i |A_{i,:}\mathbf{x} - b_i|$$

$$\Rightarrow \sum_i s_i, \quad |A_{i,:}\mathbf{x} - b_i| \leq s_i, \quad s_i \geq 0$$

$$\Rightarrow \mathbf{1}^T \mathbf{s}, \quad -\mathbf{s} \leq A\mathbf{x} - \mathbf{b} \leq \mathbf{s}, \quad \mathbf{s} \geq 0$$

$$\Rightarrow \mathbf{1}^T \mathbf{s}, \quad -A\mathbf{x} - \mathbf{s} \leq -\mathbf{b}, \quad A\mathbf{x} - \mathbf{s} \leq \mathbf{b}, \quad \mathbf{s} \geq 0 \quad (\text{dimension } m).$$

Conversions to LP

$$\begin{array}{ll} \min ||\mathbf{x}||_1 & \xrightarrow{LP} \min \begin{bmatrix} \mathbf{0} \\ \mathbf{1} \end{bmatrix}^T \begin{bmatrix} \mathbf{x} \\ \mathbf{t} \end{bmatrix} \text{ s.t. } \begin{bmatrix} A & 0 \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ \mathbf{t} \end{bmatrix} = \mathbf{b}, \begin{bmatrix} I_n & -I_n \\ -I & -I_n \\ 0 & -I_n \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ \mathbf{t} \end{bmatrix} \leq 0 \\ \text{s.t. } A\mathbf{x} = \mathbf{b} & \mathbf{x} \rightarrow (\mathbf{x} \ \mathbf{t})^T \end{array}$$

$$\begin{array}{ll} \min ||\mathbf{x}||_1 & \xrightarrow{LP} \min \begin{bmatrix} \mathbf{0} \\ \mathbf{1} \\ \mathbf{0} \end{bmatrix}^T \begin{bmatrix} \mathbf{x} \\ \mathbf{t} \\ \mathbf{s} \end{bmatrix} \text{ s.t. } \begin{bmatrix} I_n & -I_n & 0 \\ -I_n & -I_n & 0 \\ A & 0 & -I_m \\ -A & 0 & -I_m \\ \mathbf{0}^T & \mathbf{0}^T & \mathbf{1}^T \\ 0 & -I_n & 0 \\ 0 & 0 & -I_m \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ \mathbf{t} \\ \mathbf{s} \end{bmatrix} \leq \begin{bmatrix} 0 \\ 0 \\ \mathbf{b} \\ -\mathbf{b} \\ \sigma \\ 0 \\ 0 \end{bmatrix} \\ \text{s.t. } ||A\mathbf{x} - \mathbf{b}||_1 \leq \sigma & \mathbf{x} \rightarrow (\mathbf{x} \ \mathbf{t} \ \mathbf{s})^T \end{array}$$

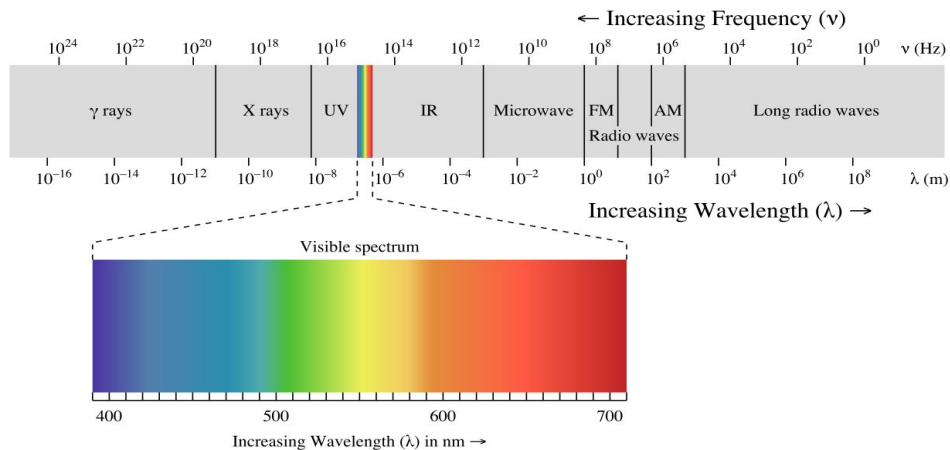
$$\begin{array}{ll} \min ||A\mathbf{x} - \mathbf{b}||_1 & \xrightarrow{LP} \min \begin{bmatrix} \mathbf{0} \\ \mathbf{1} \\ \mathbf{0} \end{bmatrix}^T \begin{bmatrix} \mathbf{x} \\ \mathbf{s} \\ \mathbf{t} \end{bmatrix} \text{ s.t. } \begin{bmatrix} A & -I_m & 0 \\ -A & -I_m & 0 \\ I_n & 0 & -I_n \\ -I_n & 0 & -I_n \\ \mathbf{0}^T & \mathbf{0}^T & \mathbf{1}^T \\ 0 & -I_m & 0 \\ 0 & 0 & -I_n \end{bmatrix} \begin{bmatrix} \mathbf{x} \\ \mathbf{s} \\ \mathbf{t} \end{bmatrix} \leq \begin{bmatrix} \mathbf{b} \\ -\mathbf{b} \\ 0 \\ 0 \\ \tau \\ 0 \\ 0 \end{bmatrix} \\ \text{s.t. } ||\mathbf{x}||_1 \leq \tau & \mathbf{x} \rightarrow (\mathbf{x} \ \mathbf{s} \ \mathbf{t})^T \end{array}$$

Why compressive sensing?

- Underdetermined linear system ($M \ll N$ for A $M \times N$)
 - Multiple solutions possible but able to narrow it down further if we insist on sparse solutions
- Takes advantage of the redundancy
 - many coefficients for images are close to zero that barely affect signal (in this case image quality)

Why compressive sensing?

- wrt SPC:
 - SPC can be built without a lens
 - Compressing while imaging
 - Photon detector can be modified
 - Wider range of ER spectrum – UV, Infrared (eg: [SWIR camera](#)).



Implementation

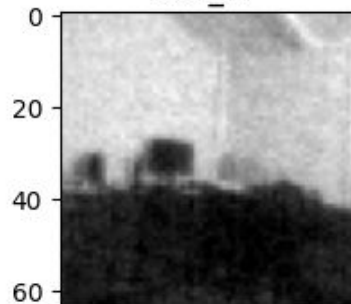
- Used custom implementations
 - LP versions of the algorithms
- Used dedicated solver: SPGL1
 - For comparison. Solves the original L2 and L1 norm formulation
- Assessment Metrics:
 - Computation Time
 - Sparsity of coefficient vector
 - $$MSE = \frac{\sum_{M,N} [I_1(m,n) - I_2(m,n)]^2}{M * N}$$
 - $$PSNR = 10 \log_{10} \left(\frac{R^2}{MSE} \right) \quad R = 1 \text{ (for pixel values [0,1]), or 255 (for pixel values [0,255])}$$
- Better compression/reconstruction = small MSE, large PSNR

Original



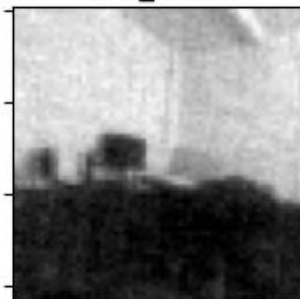
64x64 images
 $M/N = 0.5$

SPG_BP



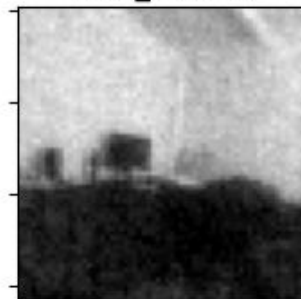
Time:
9.73s
MSE:
0.472
PSNR:
3.262

SPG_BPDN



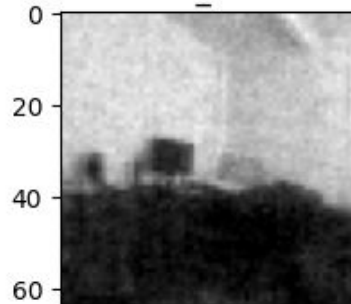
Time:
6.71s
MSE:
0.471
PSNR:
3.274

SPG_LASSO



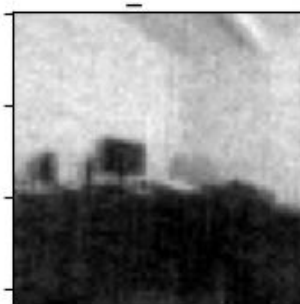
Time:
7.16s
MSE:
0.470
PSNR:
3.281

LP_BP



Time:
4m,23s
MSE:
0.475
PSNR:
3.229

LP_BPDN



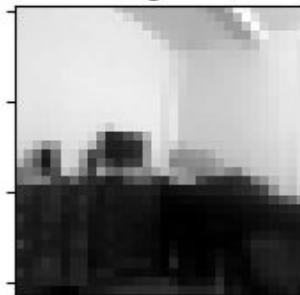
***Time:**
17m,30s
MSE:
0.469
PSNR:
3.285

LP_LASSO



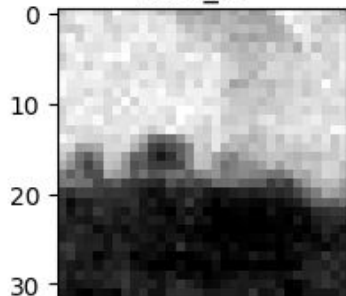
Time:
11m,36s
MSE:
0.467
PSNR:
3.303

Original



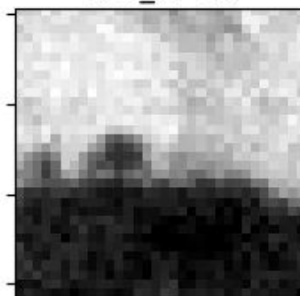
32x32 images
 $M/N = 0.5$

SPG_BP



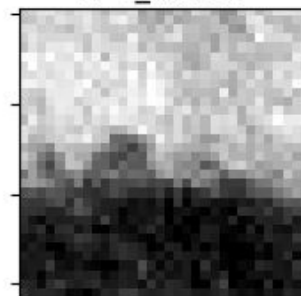
Time:
1.77s
MSE:
0.518
PSNR:
2.860

SPG_BPDN



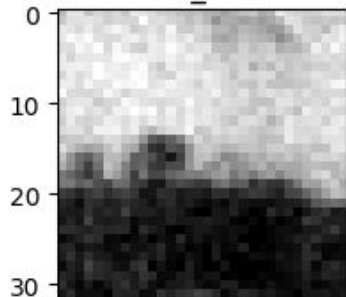
Time:
1.52s
MSE:
0.514
PSNR:
2.891

SPG_LASSO



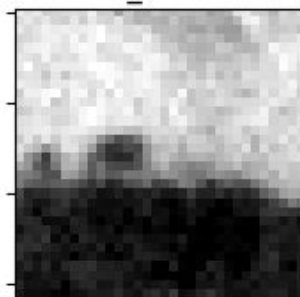
Time:
1.27s
MSE:
0.497
PSNR:
3.034

LP_BP



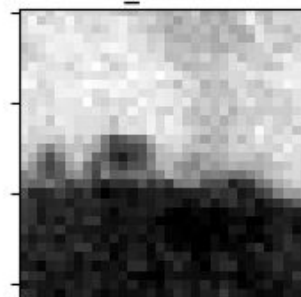
Time:
13.78s
MSE:
0.514
PSNR:
2.893

LP_BPDN



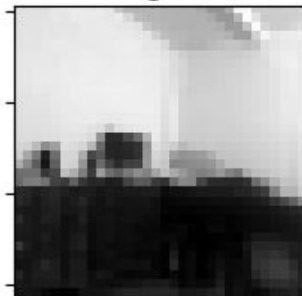
Time:
22.55s
MSE:
0.518
PSNR:
2.853

LP_LASSO



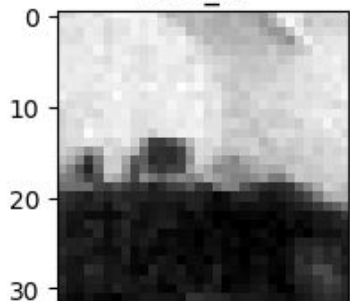
Time:
29.23s
MSE:
0.509
PSNR:
2.931

Original



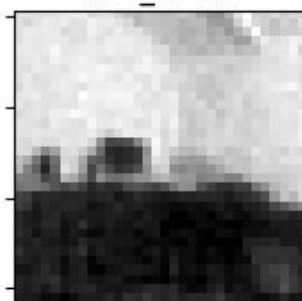
32x32 images
 $M/N = 0.75$

SPG_BP



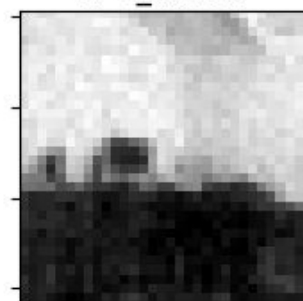
Time:
2.64s
MSE:
0.524
PSNR:
2.808

SPG_BPDN



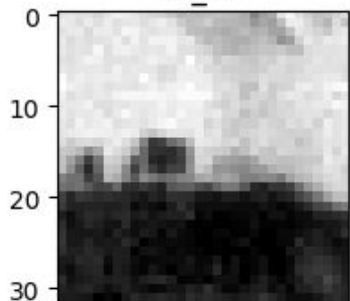
Time:
1.78s
MSE:
0.517
PSNR:
2.865

SPG_LASSO



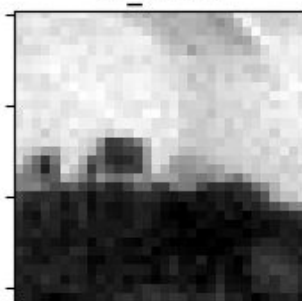
Time:
5.50s
MSE:
0.521
PSNR:
2.832

LP_BP



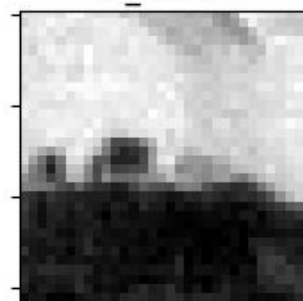
Time:
9.48s
MSE:
0.526
PSNR:
2.794

LP_BPDN



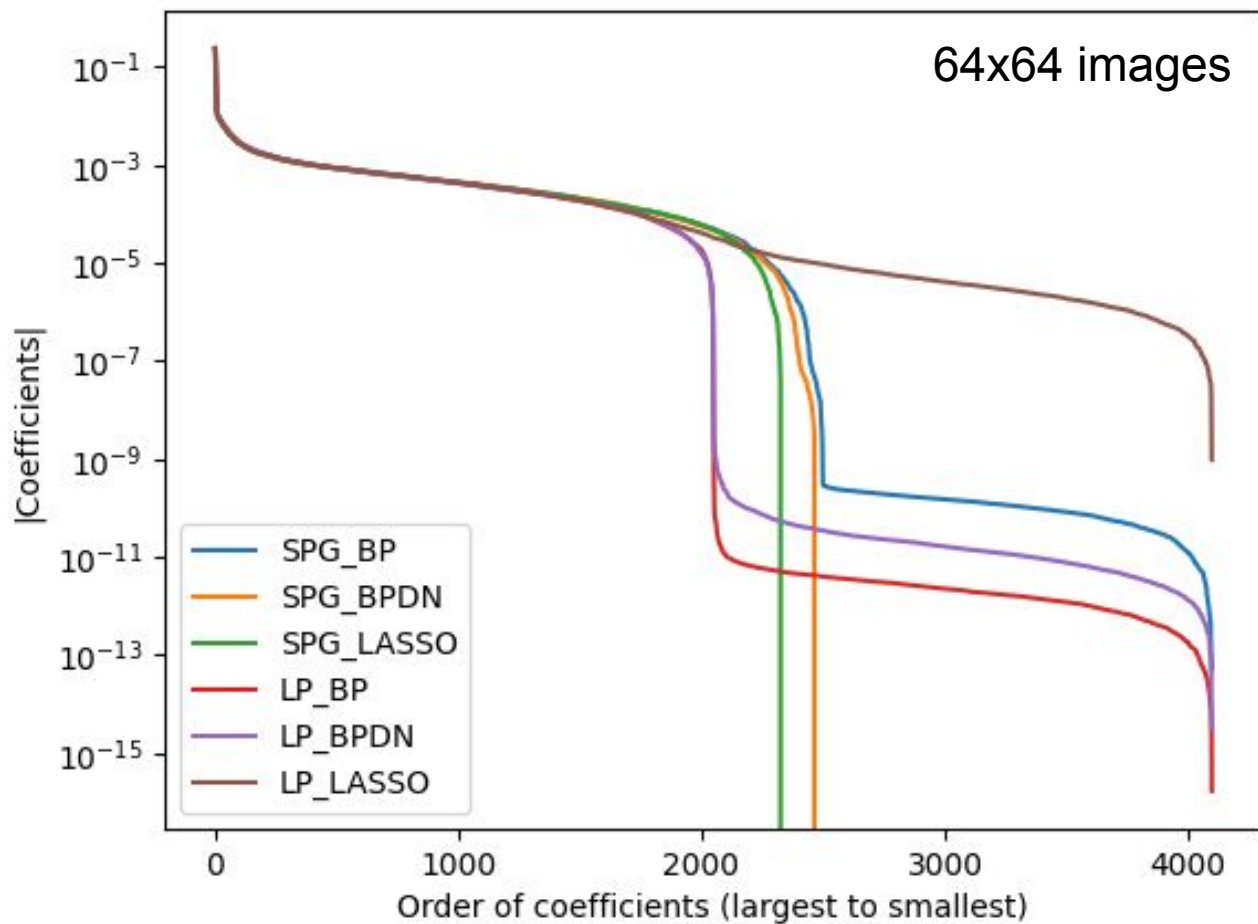
***Time:**
57.05s
MSE:
0.523
PSNR:
2.818

LP_LASSO



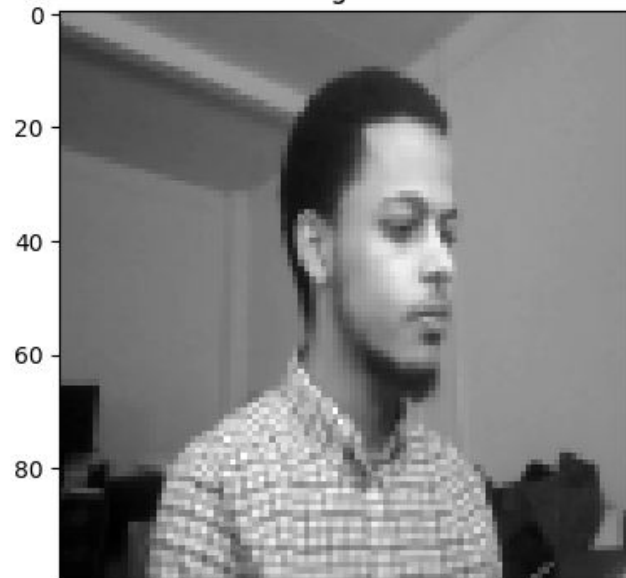
Time:
1m,6s
MSE:
0.523
PSNR:
2.815

Coefficient Plot



100x100, $M/N = 0.5$

Original



BP

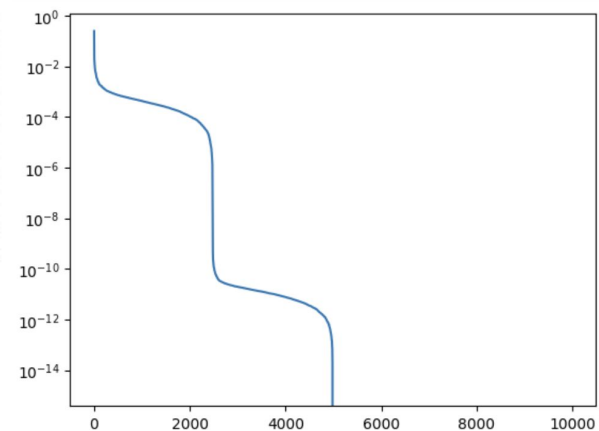


Time = 1hr 20m

MSE = 0.2621554

PSNR = 5.8144114

$K = 2475$



Challenges of producing real-time images

- Reconstruction is computationally intensive
 - Number of samples M affects computation time

Disadvantages of CS

- ℓ_1 -norm, ℓ_2 -norm minimization are extremely slow and return a not-so-perfect reconstruction of the signal
 - Perhaps good for storage of images (space needed only for coefficients and identifying the orthonormal basis kind)

References

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- <https://www.mathworks.com/help/vision/ref/psnr.html>

Thank you!!!