

Project

# Robustness of Hidden Information in Digital Data



PD Dr.Andreas Jakoby

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## Discrete Wavelet Transform

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# Overview

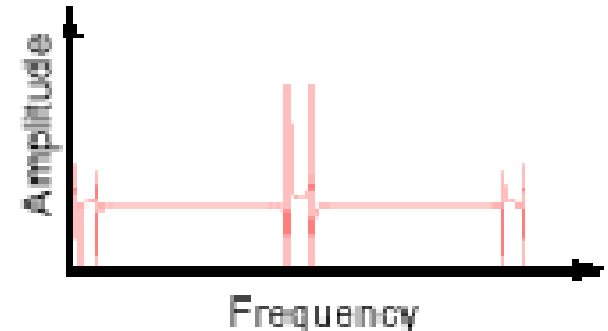
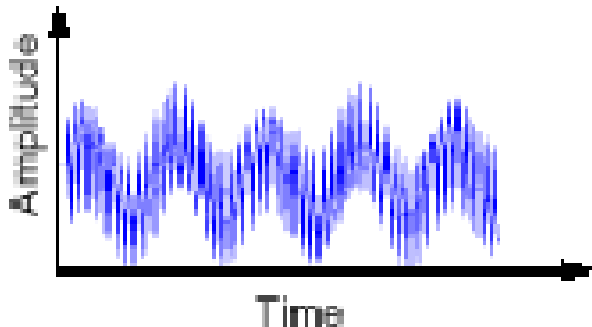
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- Introduction
- Limitations of FFT
- FFT vs Wavelets
- Wavelets
- Types fo Wavelets
- Discrete Wavelet Transfrom

# Introduction

- Signal decomposition
- Fourier Transform
  - Frequency domain 😊
  - Temporal domain 😞

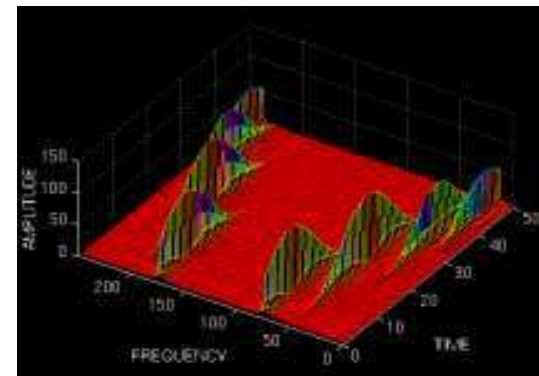
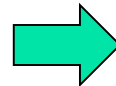
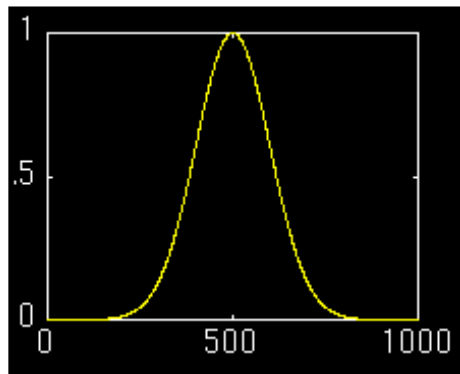
Time information?



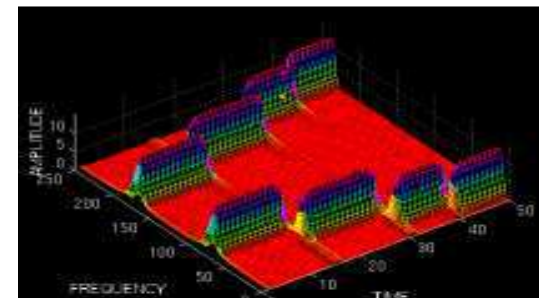
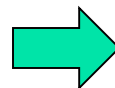
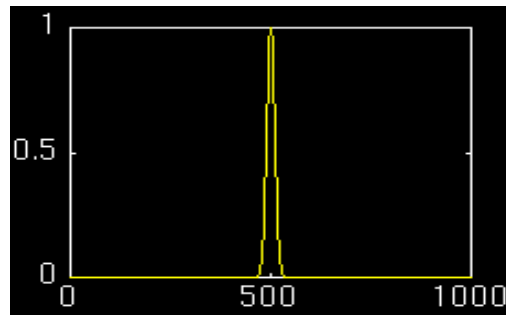
# STFT (Window size Limitation)

Time -Frequency localization depends on window size.

–Wide window good frequency localization, poor time localization



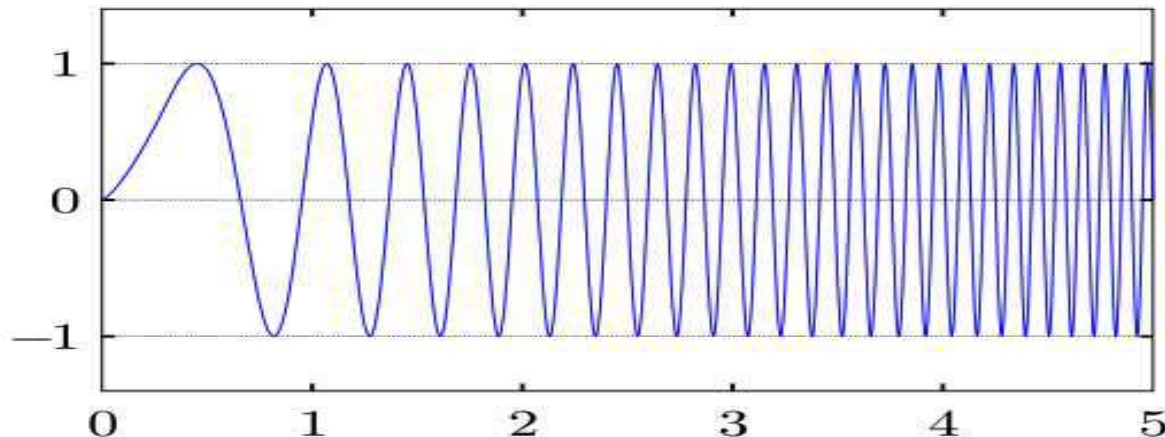
–Narrow window good time localization, poor frequency localization.



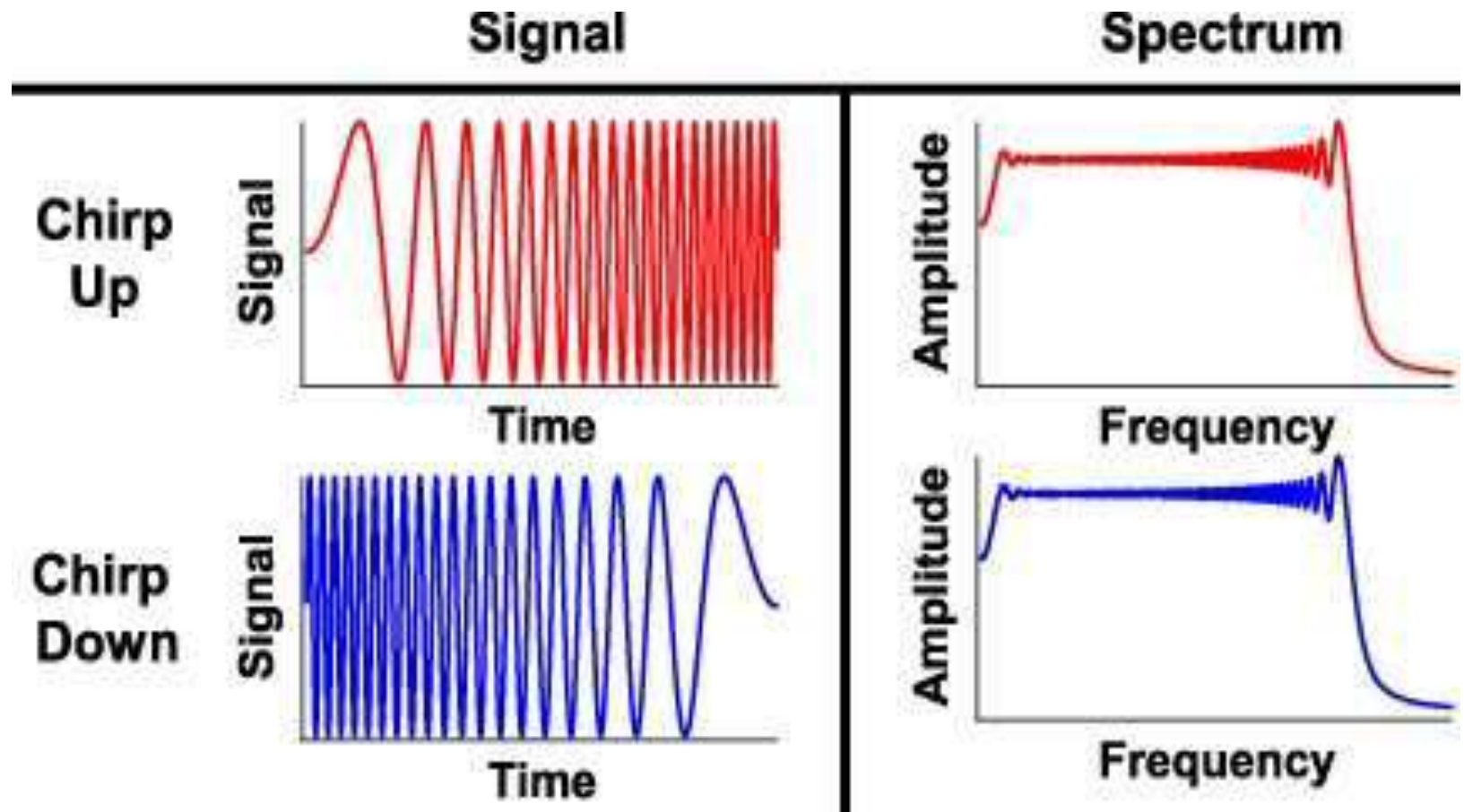
# Limitations of Fourier Transform:

To show the limitations of Fourier Transform, we chose a well-known signal in **SONAR** and **RADAR** applications, called the **Chirp**.

A Chirp is a signal in which the frequency increases ('up-chirp') or decreases ('down-chirp').



# Limitations of Fourier Transform:

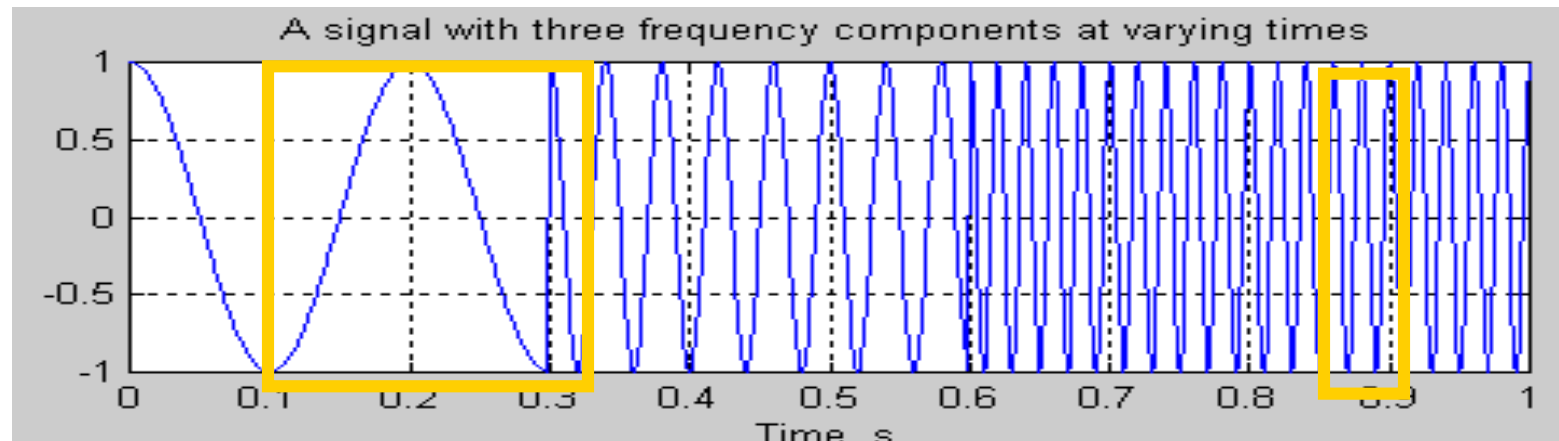


# Wavelet Transform

Uses a **variable** length window, e.g.:

**Narrower** windows are more appropriate at **high** frequencies

**Wider** windows are more appropriate at **low** frequencies



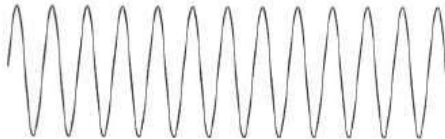
# What is wavelet?

A function that “waves” above and below the x-axis with the following properties:

- Varying frequency
- Limited duration
- Zero average value

•This is in contrast to sinusoids, used by FT, which have infinite duration and constant frequency.

Sinusoid



Wavelet

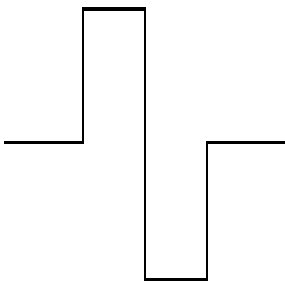




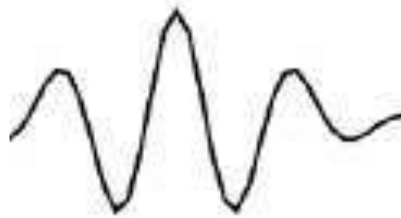
# Types of Wavelets

There are many different wavelets, for example:

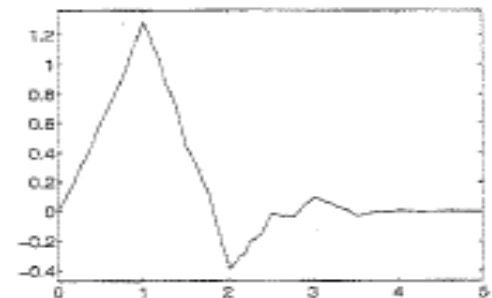
Haar



Morlet



Daubechies





# Basis Functions Using Wavelets

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Like  $\sin(\ )$  and  $\cos(\ )$  functions in the Fourier Transform, wavelets can define a set of **basis** functions  $\psi_k(t)$ :

$$f(t) = \sum_k a_k \psi_k(t)$$

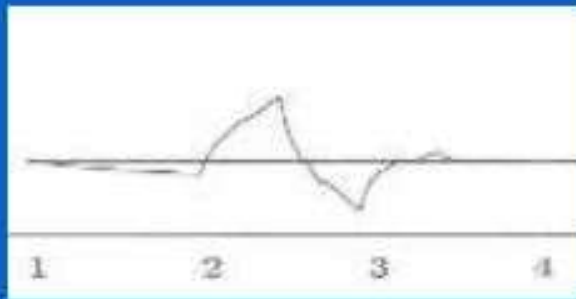
**Span of  $\psi_k(t)$ :** vector space  $S$  containing all functions  $f(t)$  that can be represented by  $\psi_k(t)$ .

# Basis Construction – “Mother” Wavelet

The basis can be constructed by applying **translations** and **scaling's** (stretch/compress) on the “**mother**” wavelet  $\psi(t)$ :

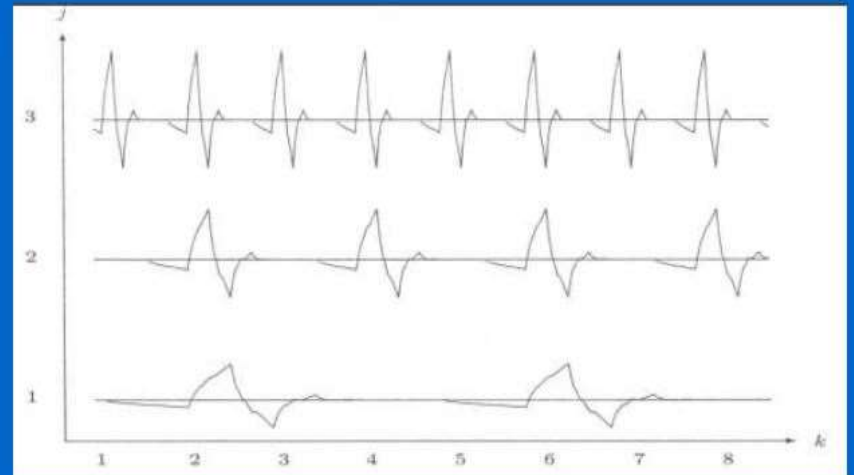
$$\psi(s, \tau, t) = \frac{1}{\sqrt{s}} \psi\left(\frac{t - \tau}{s}\right)$$

# Example



$\psi(t)$

scale



translate



# Discrete wavelet transforms

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Discrete wavelet transform (DWT), which transforms a discrete time signal to a discrete wavelet representation.

It converts an input series  $x_0, x_1, \dots, x_m$ , into one **high-pass** wavelet coefficient series and one **low-pass** wavelet coefficient series (of length  $n/2$  each) given by:

$$\mathbf{H}_i = \sum_{m=0}^{k-1} x_{2i-m} \cdot s_m(z) \quad (1)$$

$$\mathbf{L}_i = \sum_{m=0}^{k-1} x_{2i-m} \cdot t_m(z) \quad (2)$$



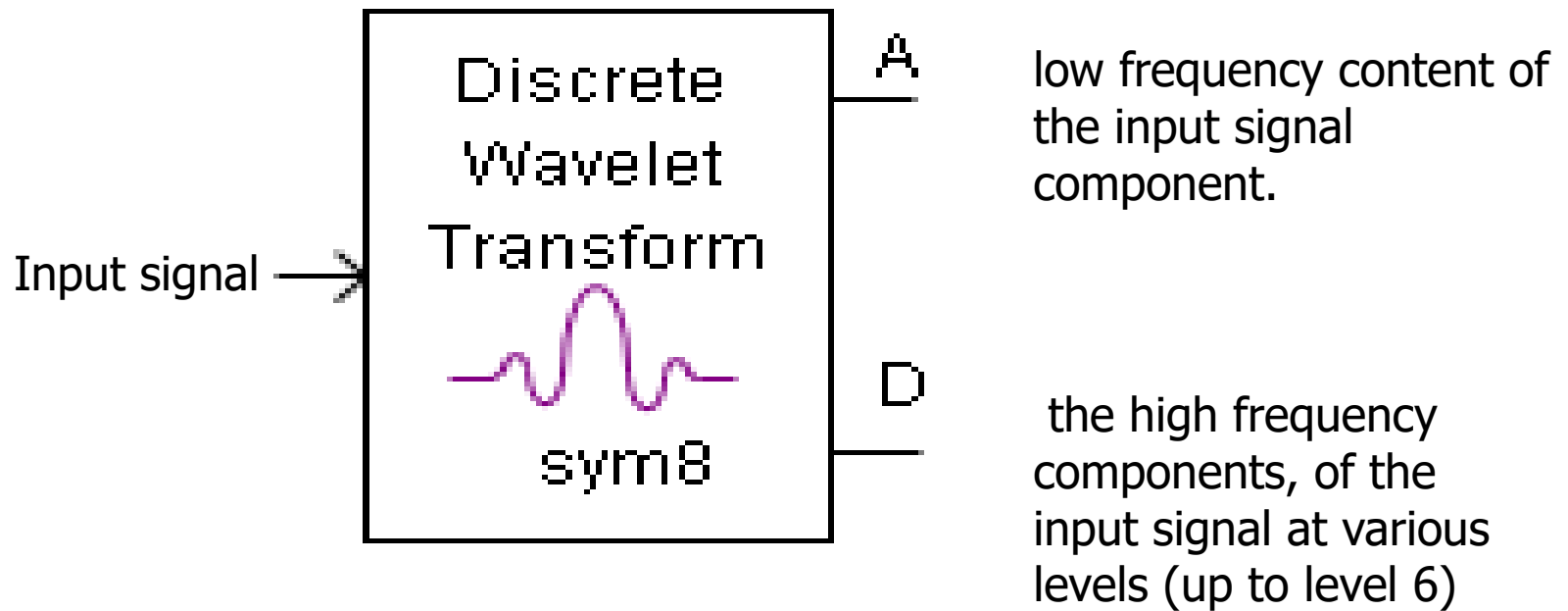
# Discrete wavelet transforms (cont..d)

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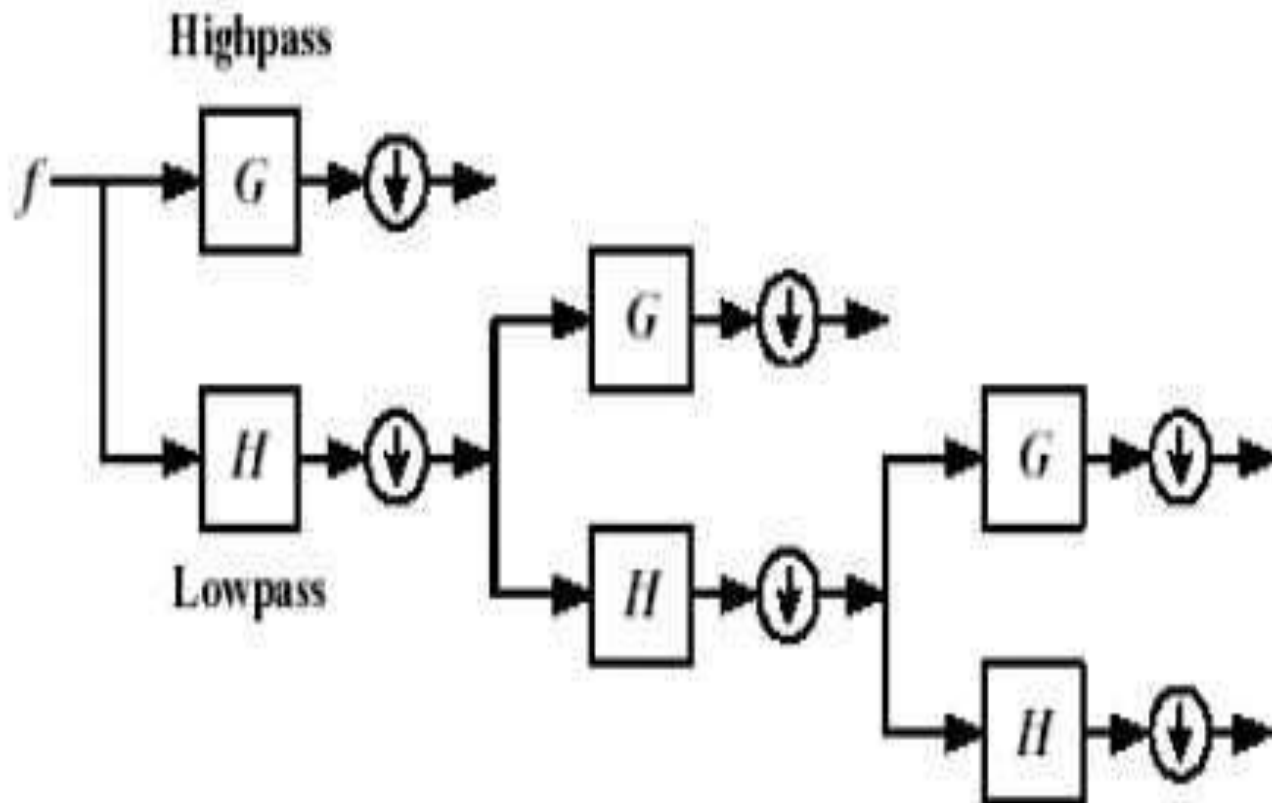
where  $s_m(Z)$  and  $t_m(Z)$  are called *wavelet filters*,  $K$  is the length of the filter, and  $i=0, \dots, [n/2]-1$ .

In practice, such transformation will be applied recursively on the **low-pass series** until the desired number of iterations is reached.

# DWT

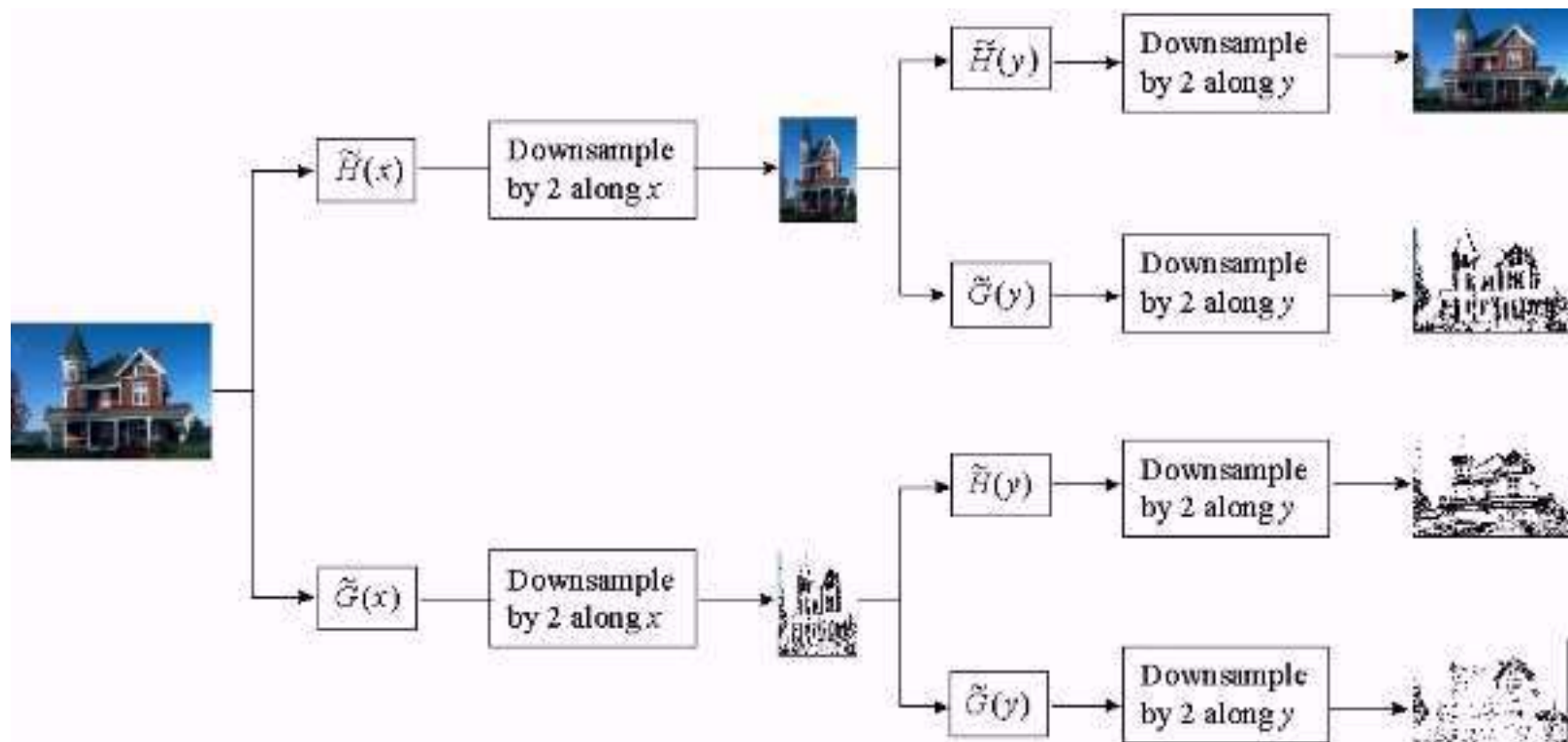


# 2-D DWT for Image

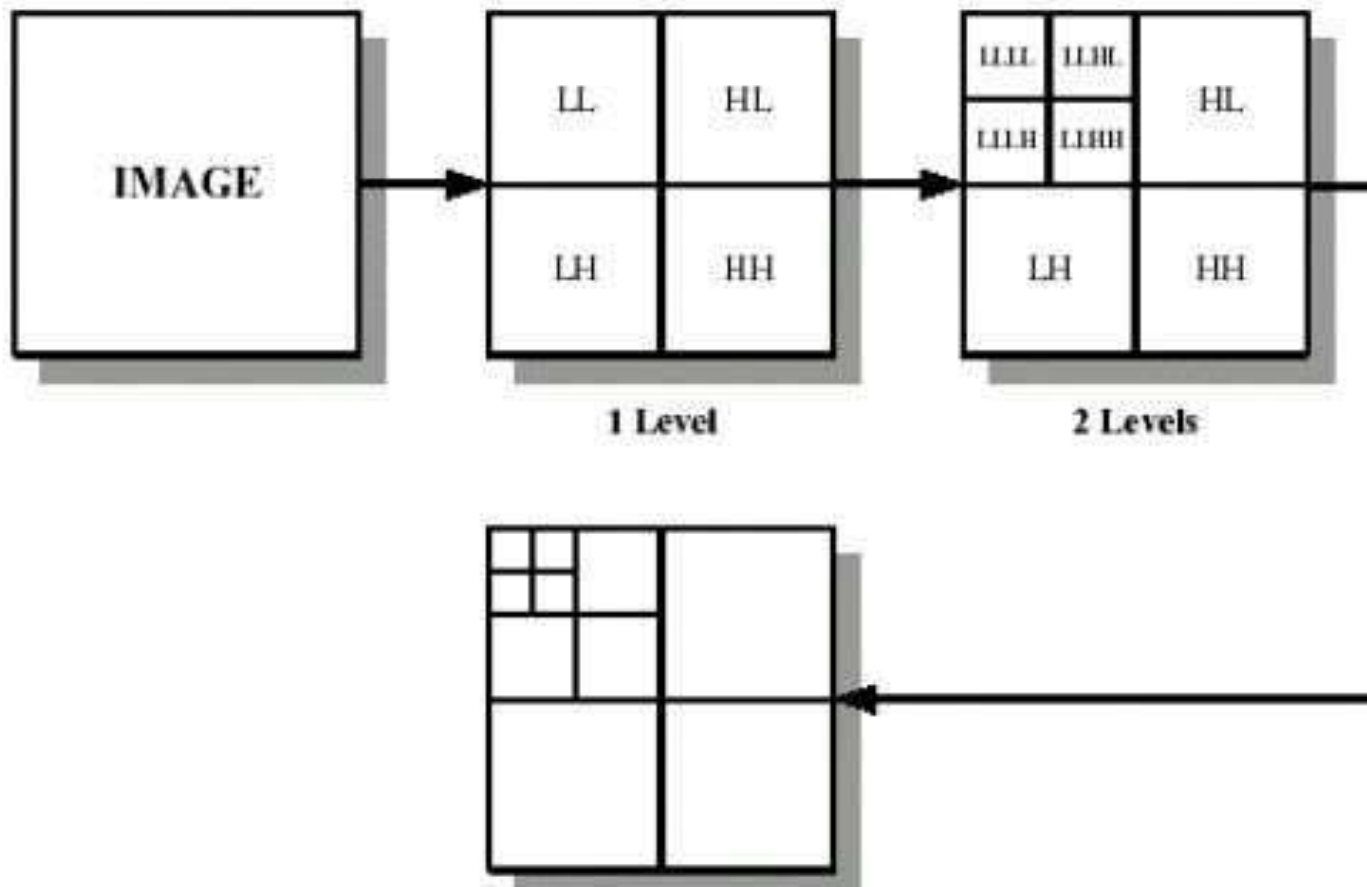




# 2-D DWT for Image



# 2-D DWT for Image





# Compression algorithms using DWT

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## Embedded zero-tree (EZW)

- Use DWT for the decomposition of an image at each level.
- Scans wavelet coefficients subband by subband in a zigzag manner.

## Set partitioning in hierarchical trees (SPHIT)

- Highly refined version of EZW.  
Perform better at higher compression ratio for a wide variety of images than EZW.



# Compression algorithms using DWT (cont..)

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## Zero-tree entropy (ZTE)

- Quantized wavelet coefficients into wavelet trees to reduce the number of bits required to represent those trees.
- Quantization is explicit instead of implicit, make it possible to adjust the quantization according to where the transform coefficient lies and what it represents in the frame.
- Coefficient scanning, tree growing, and coding are done in one pass.
- Coefficient scanning is a depth first traversal of each tree



# Performance

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- Peak Signal to Noise ratio used to be a measure of image quality.
- The PSNR between two images having 8 bits per pixel or sample in terms of decibels(dBs) is given by:

$$\text{PSNR} = 10 \log_{10} \left( \frac{255^2}{\text{MSE}} \right)$$

mean square error (MSE)

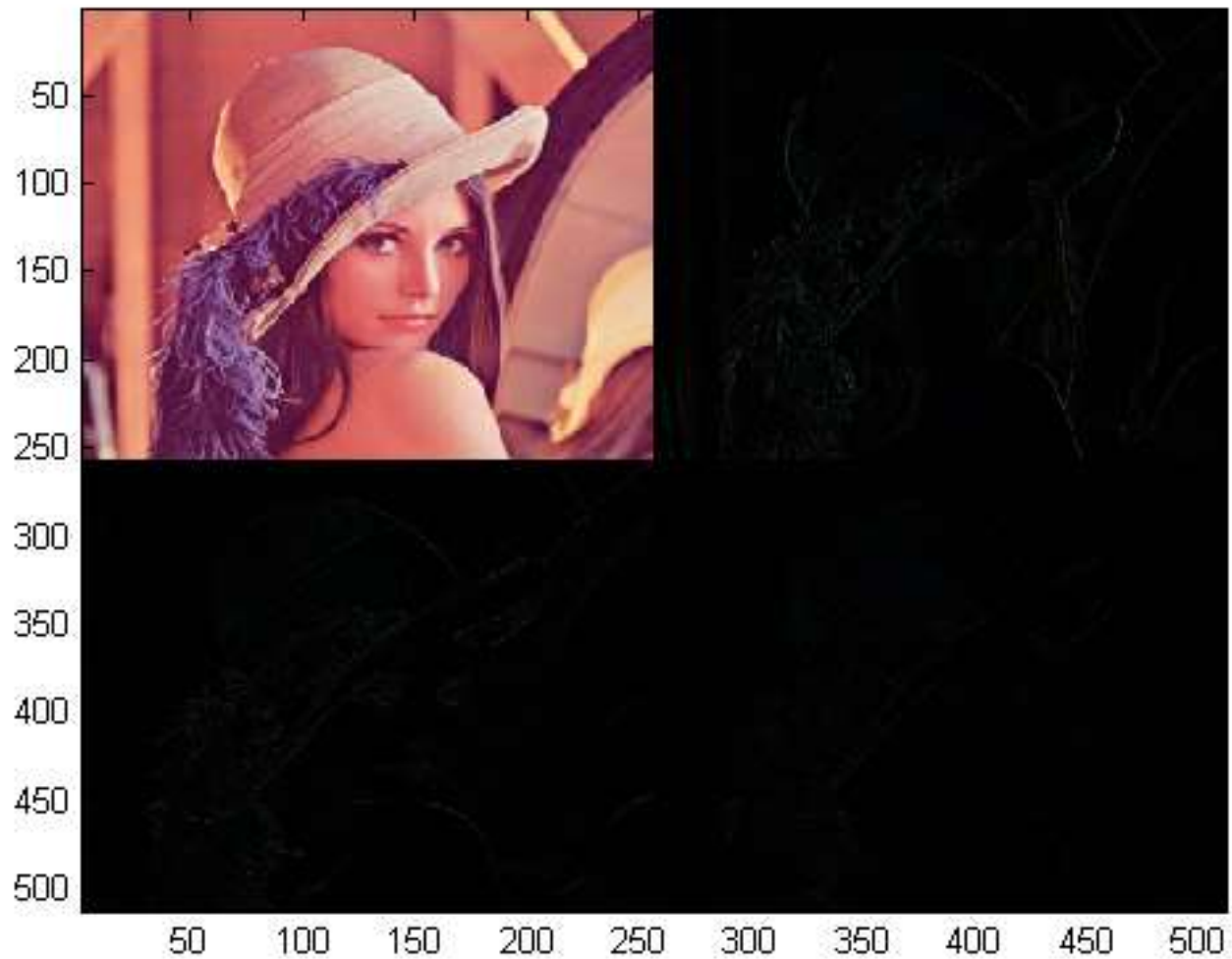
- Generally when PSNR is 40 dB or greater, then the original and the reconstructed images are virtually indistinguishable by human observers

# Lenna Image



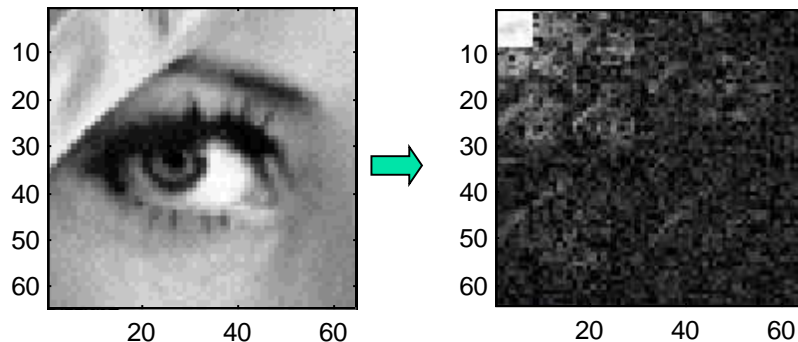
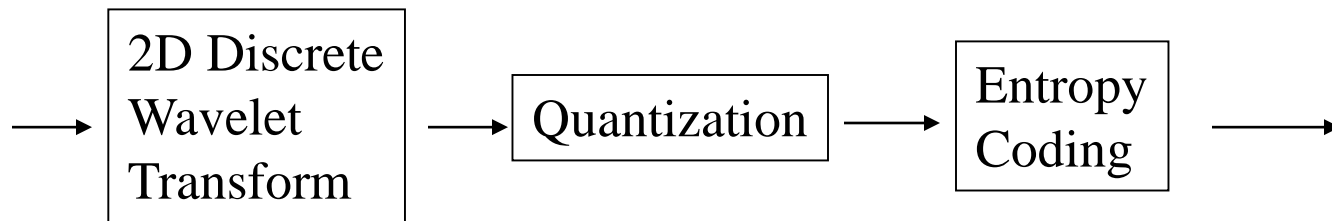
Source: <http://sipi.usc.edu/database/>

# Lenna DWT



# DWT for Image Compression

## ■ Block Diagram



2D discrete wavelet transform (1D DWT applied alternatively to vertical and horizontal direction line by line ) converts images into “sub-bands”  
Upper left is the DC coefficient  
Lower right are higher frequency sub-bands.





# DWT for Image Compression

- Image Decomposition
  - Scale 1

$LL_1$	$HL_1$
$LH_1$	$HH_1$

- 4 subbands:  $LL_1, HL_1, LH_1, HH_1$
- Each coeff.  $\leftrightarrow$  a  $2 \times 2$  area in the original image
- Low frequencies:  $0 < |\omega| < \pi/2$
- High frequencies:  $\pi/2 < \omega < \pi$



# DWT for Image Compression

## ■ Image Decomposition

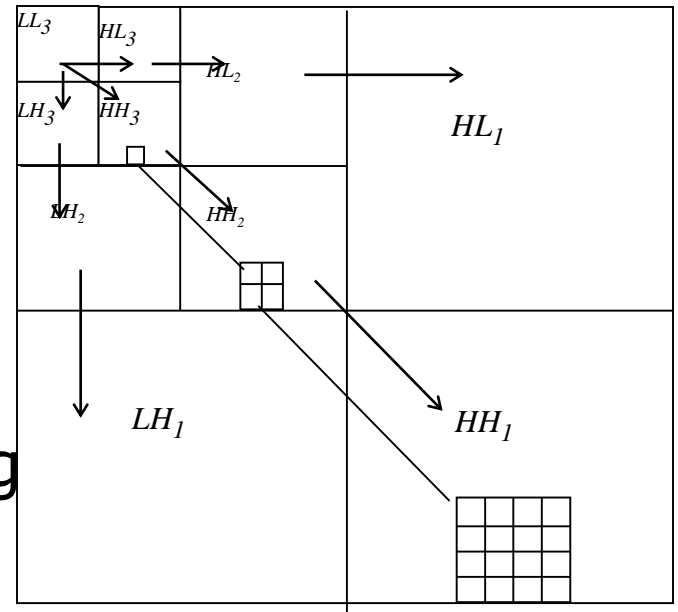
- Scale 2  $LL_2, HL_2, LH_2, HH_2$
- 4 subbands:
  - Each coeff.  $\leftrightarrow$  a  $2 \times 2$  area in scale 1 image
  - Low Frequency:  $0 < |\omega| < \pi/4$
  - High frequencies:  $\pi/4 < \omega < \pi/2$

$LL_2$	$HL_2$	$HL_1$
$LH_2$	$HH_2$	
$LH_1$		$HH_1$

# DWT for Image Compression

## ■ Image Decomposition

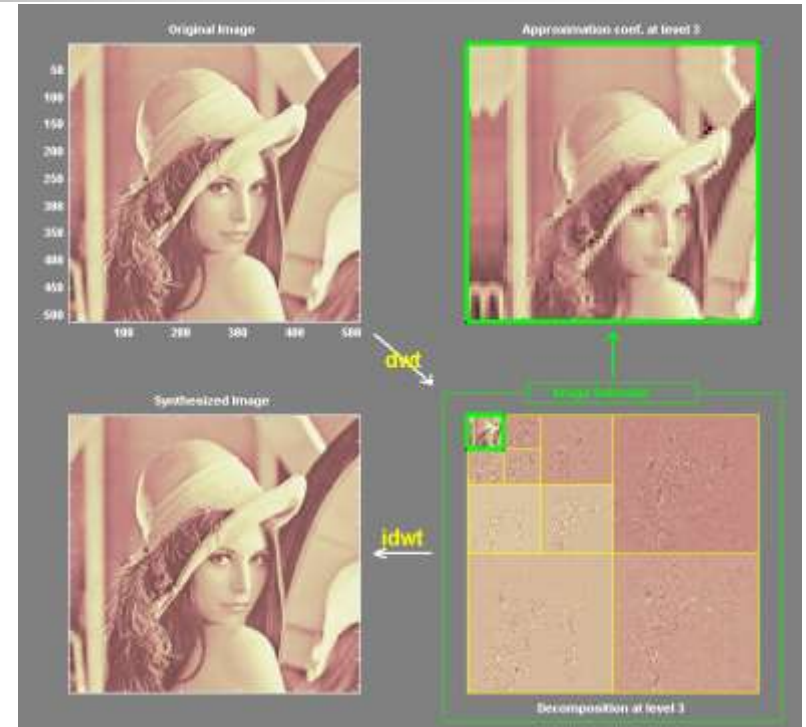
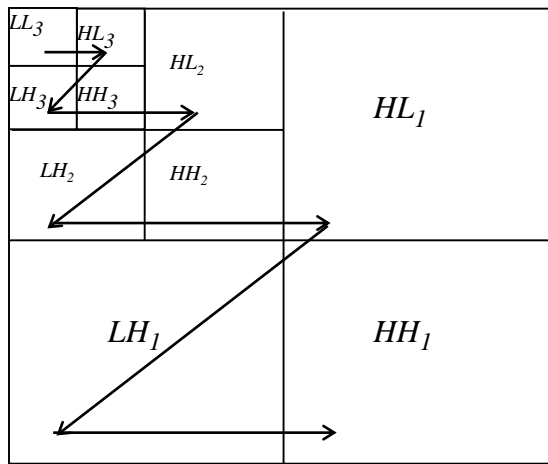
- Parent
- Children
- Descendants: corresponding coeff. at finer scales
- Ancestors: corresponding coeff. at coarser scales



# DWT for Image Compression

## Image Decomposition

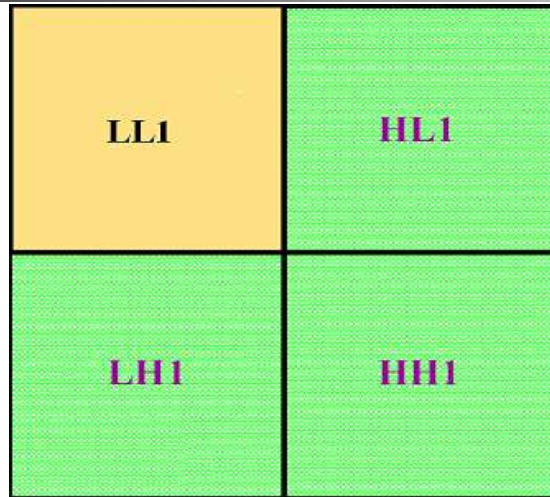
- Feature 1:
  - Energy distribution similar to other TC: Concentrated in low frequencies
- Feature 2:
  - Spatial self-similarity across subbands



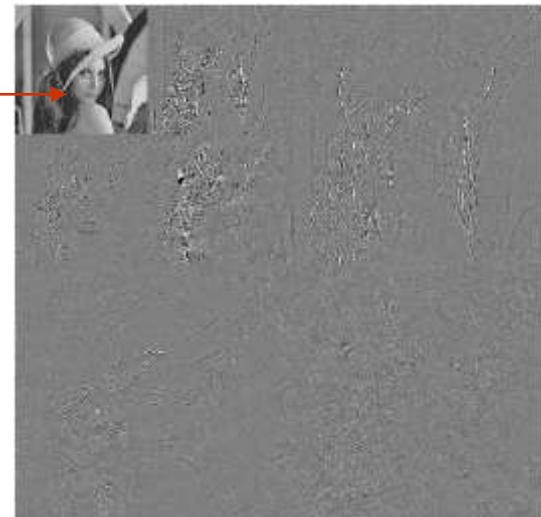
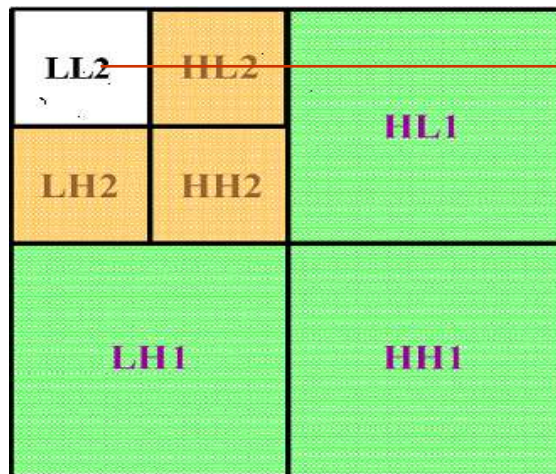
**The scanning order of the subbands for encoding the significance map.**

# Resolution and Resolution-Increments

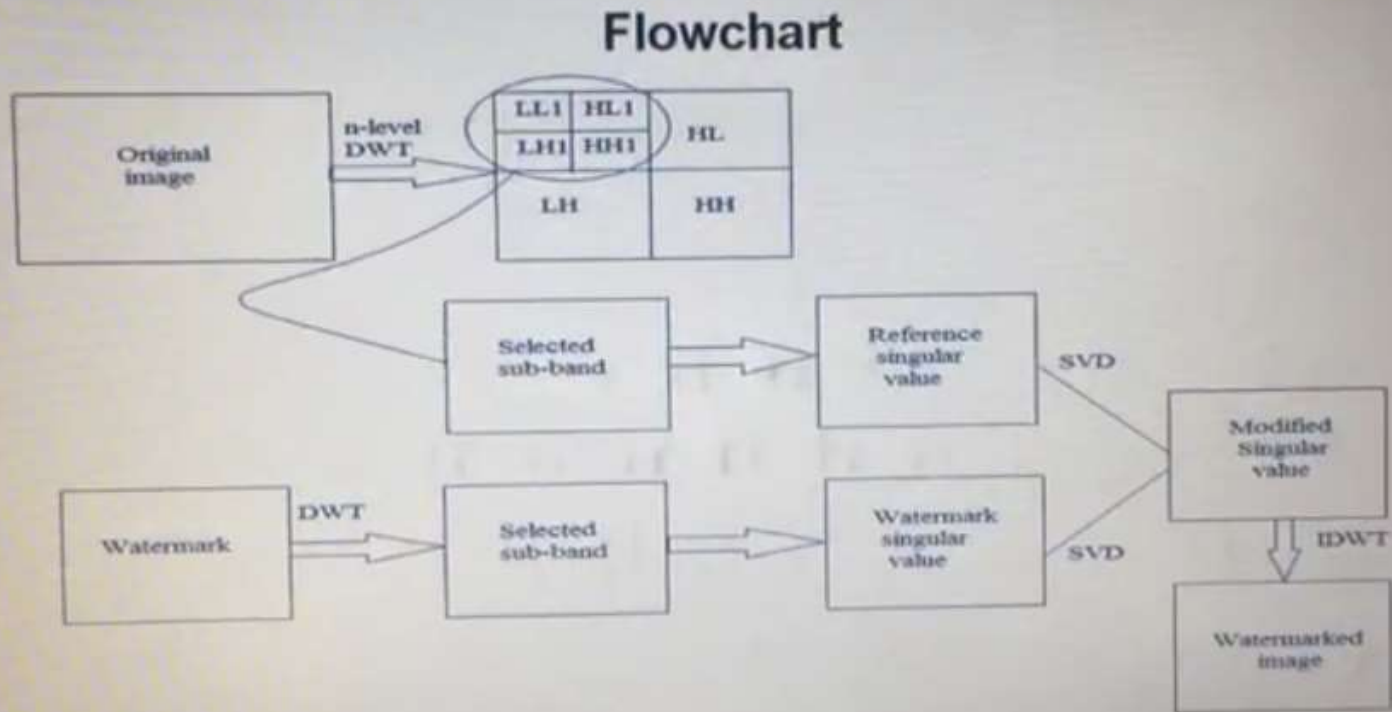
1-level DWT



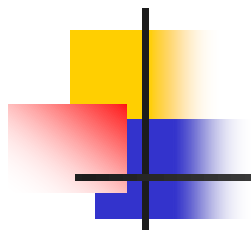
2-level DWT



# DWT Watermarking



SVD (Singular Value Decomposition)  
DWT (Discrete Wavelet Transform)



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# Thank You!

Any question ??