IA

IB

PiB

PA i

HB

;;;

;;;

…

…

HA

…

HF

Vi A

Vi B

…

Max rule

;;;

Pi F

IF

Sparse code

Reconstructed image

Max rule

Apply threshold

Apply threshold

I1

I2

IF

Patch vector

Patch vector

Sparse coeffiient

Sparse coeffiient

Fused sparse coeffiient

Patch vector