

# Sparse Coding

Meinhard Simon, Antonio Orvieto

# Overview

- ▶ Review: Orthogonality
- ▶ Fourier basis and Haar wavelets
- ▶ Matching pursuit
- ▶ Image processing

# Orthogonality

## Inner product

For  $\mathbf{u}, \mathbf{v} \in \mathbb{R}^d$ ,

$$\langle \mathbf{u}, \mathbf{v} \rangle = \mathbf{u}^\top \mathbf{v} = \sum_{i=1}^d \mathbf{u}_i \mathbf{v}_i,$$

## Orthogonality

Two vectors  $\mathbf{u}, \mathbf{v} \in H$  are **orthogonal** if and only if  $\langle \mathbf{u}, \mathbf{v} \rangle = 0$ .

# Orthogonal matrix

## Basis

A **basis** of a vector space is a set of vectors with the following two properties:

1. It is linearly independent
2. It spans the space

## Orthogonal matrix

A basis  $\mathbf{v}_1, \dots, \mathbf{v}_k$  is called **orthonormal** if

$$\mathbf{v}_i^\top \mathbf{v}_j = \begin{cases} 0 & \text{if } i \neq j \\ 1 & \text{if } i = j \end{cases}$$

A square matrix  $\mathbf{A}$  with orthonormal columns is called an **orthogonal matrix**. The special case of  $\mathbf{A}$  being an orthogonal matrix is important since the projection matrix becomes extremely simple since  $\mathbf{A}^\top \mathbf{A} = \mathbf{I}$ , where  $\mathbf{I}$  is the identity matrix.

# Projections and change of basis

Let  $\{\mathbf{u}_1, \mathbf{u}_2, \dots, \mathbf{u}_n\}$  be an orthonormal basis for  $\mathbb{R}^n$ .

**Goal:** write  $\mathbf{x} \in \mathbb{R}^n$  as  $\mathbf{x} = \sum_{i=1}^n a_i \mathbf{u}_i$  with real coefficients  $a_i$ .

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Observe that

$$\begin{aligned}\langle \mathbf{x}, \mathbf{u}_j \rangle &= \left\langle \sum_{i=1}^n a_i \mathbf{u}_i, \mathbf{u}_j \right\rangle \\ &= \sum_{\substack{i=1 \\ i \neq j}}^n a_i \langle \mathbf{u}_i, \mathbf{u}_j \rangle + a_j \langle \mathbf{u}_j, \mathbf{u}_j \rangle && \text{linearity} \\ &= a_j && \text{orthonormality}\end{aligned}$$

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This implies  $\mathbf{x} = \sum_{i=1}^n \langle \mathbf{x}, \mathbf{u}_i \rangle \mathbf{u}_i$ .

With  $\mathbf{U} = [\mathbf{u}_1 | \mathbf{u}_2 | \dots | \mathbf{u}_n]$ ,  $\mathbf{x} = \sum_{i=1}^n \langle \mathbf{x}, \mathbf{u}_i \rangle \mathbf{u}_i = \mathbf{U}^\top \mathbf{x}$ .

Orthonormality is nice!



# Energy Preservation

For an orthogonal matrix  $\mathbf{U} \in \mathbb{R}^{n \times n}$  and vectors  $\mathbf{x} \in \mathbb{R}^n$ ,

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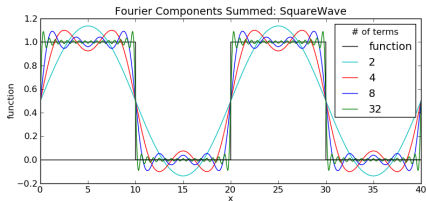
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This implies that distances are preserved as well!

# Basis for functions

$$f(k) = \sum_n a_n \sin(\omega_n k)$$



# DFT of a Signal

$$y = \sin(60 * 2\pi x) + 1.5 \sin(80 * 2\pi x)$$

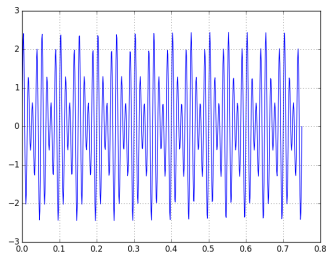


Figure: Original Signal

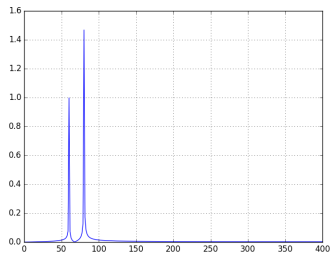


Figure: Fourier Transform

# Build a different basis

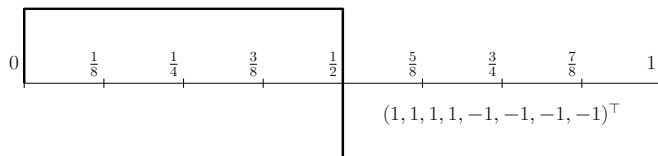
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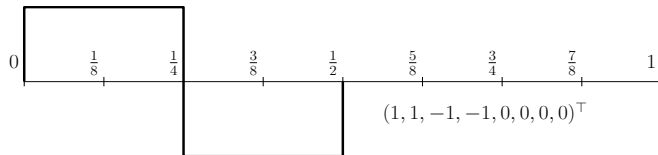
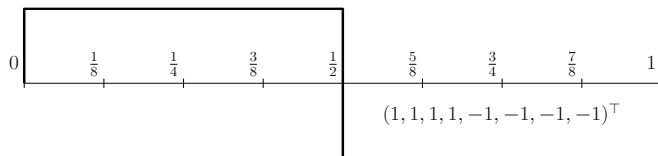
Want to build orthonormal basis for *nice* signals  $[0, 1] \mapsto \mathbb{R}$ .

# Haar Wavelets

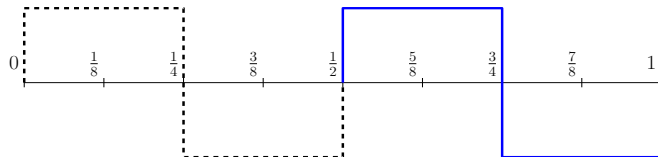
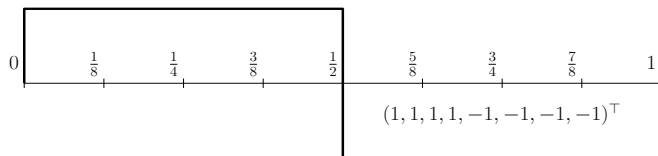




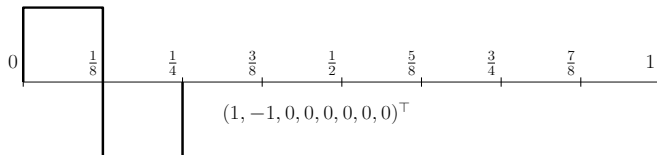
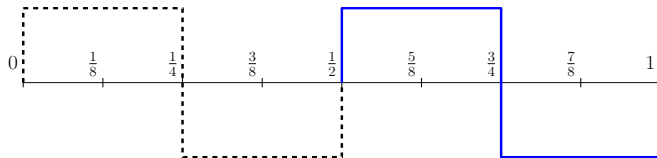
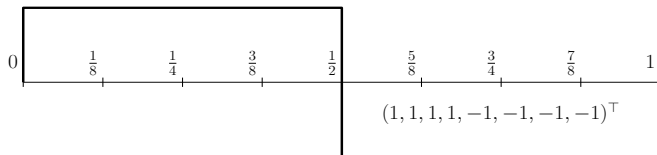
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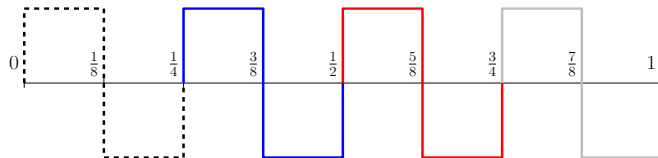
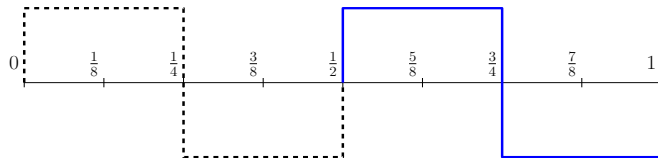
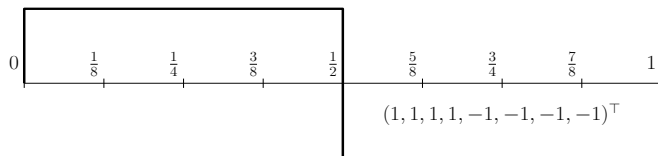
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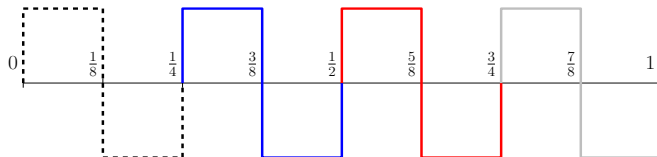
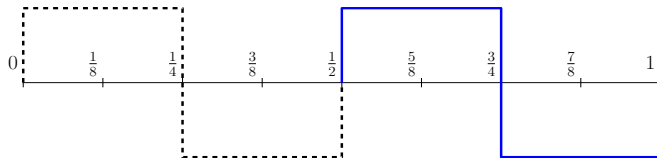
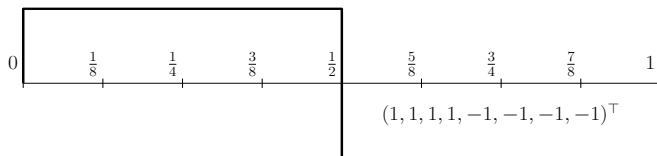
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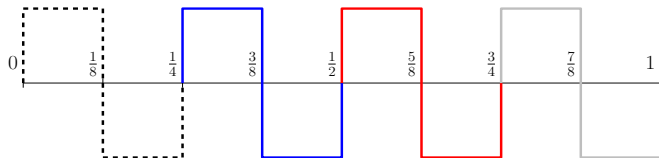
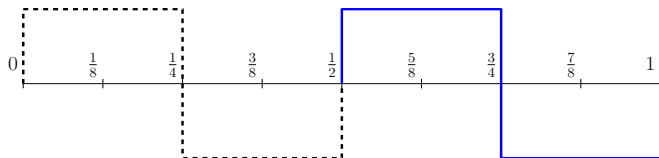
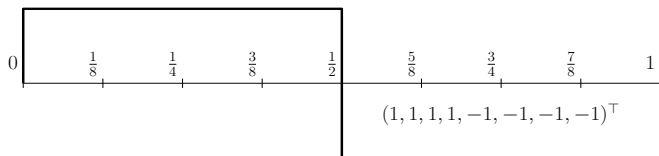


# Haar Wavelets



All functions have zero mean!

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All functions have zero mean! Add  $(1, 1, 1, 1, 1, 1, 1, 1)^T$ .

# Haar wavelets matrix notation

Scale the vectors obtained from before to make basis orthonormal:

$$\mathbf{U} = \frac{1}{2\sqrt{2}} \begin{bmatrix} 1 & 1 & \sqrt{2} & 0 & 2 & 0 & 0 & 0 \\ 1 & 1 & \sqrt{2} & 0 & -2 & 0 & 0 & 0 \\ 1 & 1 & -\sqrt{2} & 0 & 0 & 2 & 0 & 0 \\ 1 & 1 & -\sqrt{2} & 0 & 0 & -2 & 0 & 0 \\ 1 & -1 & 0 & \sqrt{2} & 0 & 0 & 2 & 0 \\ 1 & -1 & 0 & \sqrt{2} & 0 & 0 & -2 & 0 \\ 1 & -1 & 0 & -\sqrt{2} & 0 & 0 & 0 & 2 \\ 1 & -1 & 0 & -\sqrt{2} & 0 & 0 & 0 & -2 \end{bmatrix}$$

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$\mathbf{U}$  can be constructed recursively!



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$\psi_{n,k} : [0, 1] \mapsto \mathbb{R}$ ,  $\psi_{n,k}(t) = 2^{n/2} \psi(2^n t - k)$ ,  $\forall n, k \in \mathbb{N}_{\geq 0}$  such that  $0 \leq k < 2^n$ .

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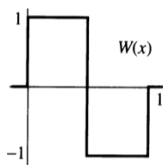
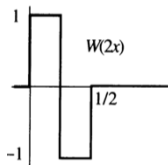
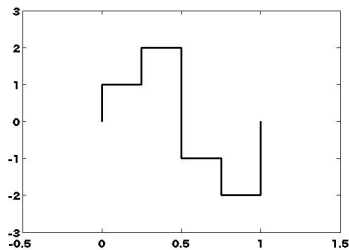
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- ▶ Forms an orthonormal basis
- ▶ (Spans the space of square integrable functions on the unit interval)

# Pen&Paper - Multiresolution Concept

Reconstruct the following signal with shifted and scaled Haar wavelets



# Overcomplete Dictionaries

Have a set of unit vectors (atoms)  $\mathbf{u}_1, \mathbf{u}_2, \dots, \mathbf{u}_l$  that span  $\mathbb{R}^n$  with  $l > n$ .

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NP hard! :-)

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With initial residual  $\mathbf{r}_0 = \mathbf{x}$  and initial approximation  $\hat{\mathbf{x}}_0 = \mathbf{0}$ ,  
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Does it converge and if so, how fast?



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- ▶ If  $\|\mathbf{r}_i\|_2^2$  converges to 0, then  $\mathbf{r}_i$  converges to  $\mathbf{0}$  and  $\hat{\mathbf{x}}_i$  converges to  $\mathbf{x}$

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- ▶ For  $\|\mathbf{r}_i\|_2 \neq 0$ , we have

$$\frac{\|\mathbf{r}_{i+1}\|_2^2}{\|\mathbf{r}_i\|_2^2} = 1 - \left| \left\langle \frac{\mathbf{r}_i}{\|\mathbf{r}_i\|_2}, \mathbf{u}_{j^*} \right\rangle \right|^2$$

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- ▶ If  $\|\mathbf{r}_i\|_2^2$  converges to 0, then  $\mathbf{r}_i$  converges to  $\mathbf{0}$  and  $\hat{\mathbf{x}}_i$  converges to  $\mathbf{x}$
- ▶ By the conservation of energy,

$$\begin{aligned}\|\mathbf{r}_i\|_2^2 &= \langle \mathbf{r}_{i+1} + \langle \mathbf{r}_i, \mathbf{u}_{j^*} \rangle \mathbf{u}_{j^*}, \mathbf{r}_{i+1} + \langle \mathbf{r}_i, \mathbf{u}_{j^*} \rangle \mathbf{u}_{j^*} \rangle \\ &= \|\mathbf{r}_{i+1}\|_2^2 + 2\langle \mathbf{r}_{i+1}, \langle \mathbf{r}_i, \mathbf{u}_{j^*} \rangle \mathbf{u}_{j^*} \rangle + \|\langle \mathbf{r}_i, \mathbf{u}_{j^*} \rangle \mathbf{u}_{j^*}\|_2^2 && \text{linearity} \\ &= \|\mathbf{r}_{i+1}\|_2^2 + \|\langle \mathbf{r}_i, \mathbf{u}_{j^*} \rangle \mathbf{u}_{j^*}\|_2^2 && \perp \\ &= \|\mathbf{r}_{i+1}\|_2^2 + |\langle \mathbf{r}_i, \mathbf{u}_{j^*} \rangle|^2\end{aligned}$$

- ▶ For  $\|\mathbf{r}_i\|_2 \neq 0$ , we have

$$\frac{\|\mathbf{r}_{i+1}\|_2^2}{\|\mathbf{r}_i\|_2^2} = 1 - \left| \left\langle \frac{\mathbf{r}_i}{\|\mathbf{r}_i\|_2}, \mathbf{u}_{j^*} \right\rangle \right|^2$$

- ▶ Want to bound  $\left| \left\langle \frac{\mathbf{r}_i}{\|\mathbf{r}_i\|_2}, \mathbf{u}_{j^*} \right\rangle \right|^2$

# Matching Pursuit Convergence

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<sup>1</sup>[https://en.wikipedia.org/wiki/Extreme\\_value\\_theorem](https://en.wikipedia.org/wiki/Extreme_value_theorem)

# Matching Pursuit Convergence

- ▶ With  $\mathbf{v} \in \mathbb{R}^n$  s.t.  $\|\mathbf{v}\|_2 = 1$ ,

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- ▶ Idea: as  $\mathbf{u}_1, \mathbf{u}_2, \dots, \mathbf{u}_l$  span  $\mathbb{R}^n$ , for  $\mathbf{w} \in \mathbb{R}^n$ ,  $\langle \mathbf{w}, \mathbf{u}_j \rangle = 0$  for all  $j$  if and only if  $\mathbf{w} = \mathbf{0}$

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- ▶ (Use extreme value theorem<sup>1</sup> to get rid of the infimum)

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# Matching Pursuit Convergence Recap

There is some  $\mu_{\min} \in ]0, 1]$  s.t.  $\|\mathbf{r}_i\|_2^2 \leq (1 - \mu_{\min}^2)^i \|\mathbf{r}_0\|_2^2$ .

# Matching Pursuit Convergence Recap

There is some  $\mu_{\min} \in ]0, 1]$  s.t.  $\|\mathbf{r}_i\|_2^2 \leq (1 - \mu_{\min}^2)^i \|\mathbf{r}_0\|_2^2$ .  
This implies convergence!

# Fourier Transform of an Image

## How to take FT in 2-D?

- ▶ Image can be considered as a signal in 2D
- ▶ First take FT of the columns then FT of the rows (You can interchange them)

# Fourier Transform of an Image

## How to take FT in 2-D?

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## How to interpret FT of an image?

- ▶ Large changes in the pixel values = High frequency
- ▶ Eg : edges, background objects

# FT Example

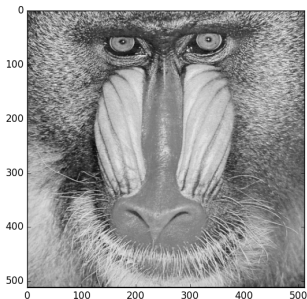


Figure: Original Image

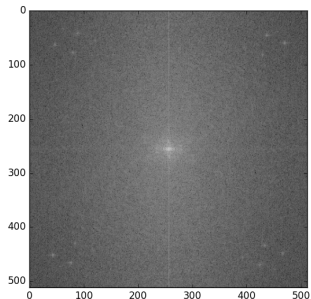


Figure: Frequency Spectrum

# Image Compression by FT

- Reconstruct image by Inverse Fourier Transform using only the frequencies with largest magnitude

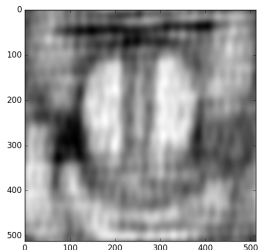


Figure: Using 0.1 percent

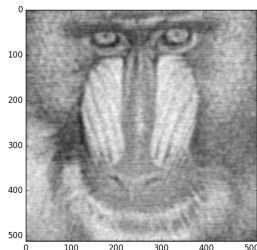


Figure: Using 1 percent

# Discrete cosine transform

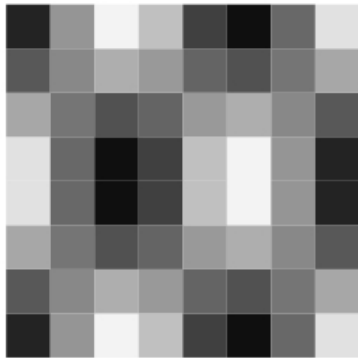
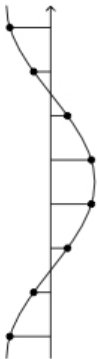
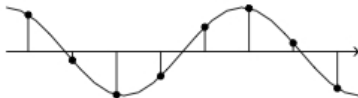
1D Discrete cosine transform:

$$z_k = \sum_{n=0}^{N-1} x_n \cos \left[ \frac{\pi}{N} \left( n + \frac{1}{2} \right) k \right] \quad k = 0, \dots, N-1$$

2D Discrete cosine transform:

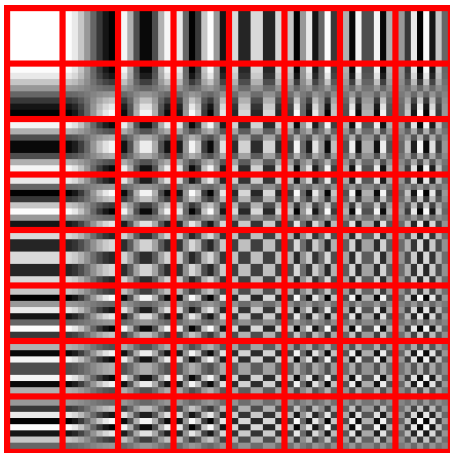
$$\begin{aligned} z_{k_1, k_2} &= \sum_{n_1=0}^{N_1-1} \left( \sum_{n_2=0}^{N_2-1} x_{n_1, n_2} \cos \left[ \frac{\pi}{N_2} \left( n_2 + \frac{1}{2} \right) k_2 \right] \right) \cos \left[ \frac{\pi}{N_1} \left( n_1 + \frac{1}{2} \right) k_1 \right] \\ &= \sum_{n_1=0}^{N_1-1} \sum_{n_2=0}^{N_2-1} x_{n_1, n_2} \cos \left[ \frac{\pi}{N_1} \left( n_1 + \frac{1}{2} \right) k_1 \right] \cos \left[ \frac{\pi}{N_2} \left( n_2 + \frac{1}{2} \right) k_2 \right]. \end{aligned}$$

## 2-D Cosine Basis





## 2-D Cosine Bases



Two-dimensional DCT frequencies from the JPEG DCT