

Lecture 9

Wavelet and Other Image Transforms

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Outline

- **2D Unitary transform**酉变换
- **Frequency Domain Extension**
 - Discrete Cosine Transform (余弦变换)
 - Hadamard Transform (哈德马变换)
 - Discrete Wavelet Transform (小波变换)
- **Discrete Wavelet Transform (DWT)**
 - An example for 1D-DWT
 - Generalization of 1D-DWT
 - 2D-DWT



Unitary Transform

□ Forward Transform:

$$t = Af$$

$\swarrow \begin{matrix} AA^T = I \\ A^T = A^{-1} \end{matrix}$ unitary Transform
 $A^H t = f$ $f = A^H t$

$$t[k] = \sum_{n=0}^{N-1} A[k, n]f[n]$$

□ Inverse Transform: 存在复数

$$f = A^H t \quad \text{if } A^H = (A^T)^* \text{ and } AA^H = I$$



Example for 1D Unitary Transform

$$A = \begin{bmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{bmatrix} \quad A^T = \begin{bmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{bmatrix}$$

□ Image rotation:

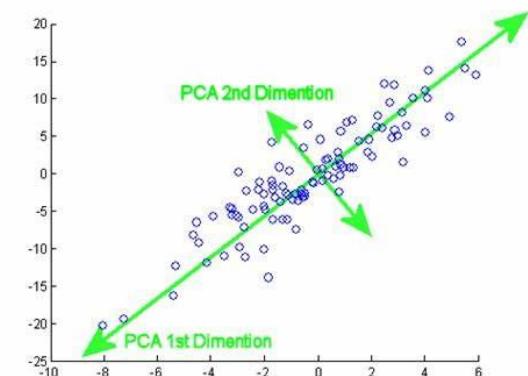
$$AA^T = \begin{bmatrix} \cos^2\theta + \sin^2\theta & -\sin\theta\cos\theta + \sin\theta\cos\theta \\ -\sin\theta\cos\theta + \sin\theta\cos\theta & \cos^2\theta + \sin^2\theta \end{bmatrix} = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} = I$$

$$\begin{bmatrix} x' \\ y' \end{bmatrix} = \begin{bmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{bmatrix} * \begin{bmatrix} x \\ y \end{bmatrix}$$

□ Principle Component Analysis (PCA):

$$Y = PX \text{ that satisfies } C = XX^T \quad D = PCP^T$$

$$\text{and } PP^T = I$$



Discrete Fourier Transform

➤ Forward Transform:

$$t = Af; \quad t[k] = \sum_{n=0}^{N-1} A[k, n]f[n]$$

➤ Inverse Transform:

$$f = A^H t; \quad f[n] = \sum_{k=0}^{N-1} A^H[k, n]t[k]$$

➤ 1-D DFT

basis function

\downarrow

$$X[k] = \sum_{n=0}^{N-1} x[n] e^{-j\frac{2\pi kn}{N}}, \quad (k = 1, 2, \dots, N)$$

$$A[k, n] = e^{-j\frac{2\pi kn}{N}} = \cos(2\pi \frac{kn}{N}) - j \sin(2\pi \frac{kn}{N})$$

$$A: e^{-j\frac{2\pi kn}{N}}$$

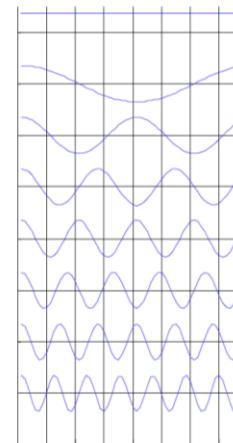
$$A^H: e^{j\frac{2\pi kn}{N}}$$

$$AA^H = I$$

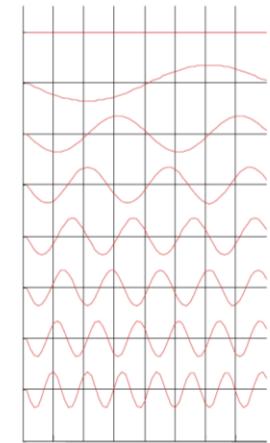
$$\begin{array}{ll} a_1 & a_1 a_1^H = 1 \\ a_2 & a_1 a_2^H = 0 \\ \vdots & a_1 a_3^H = 0 \end{array}$$

a_n 完备正交基

Real(A)



Imag(A)



2D Unitary Transform

□ Forward Transform:

$$F(u, v) = \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x, y) e^{-j2\pi(\frac{ux}{M} + \frac{vy}{N})}$$
$$= A_M f A_N$$

□ Inverse Transform

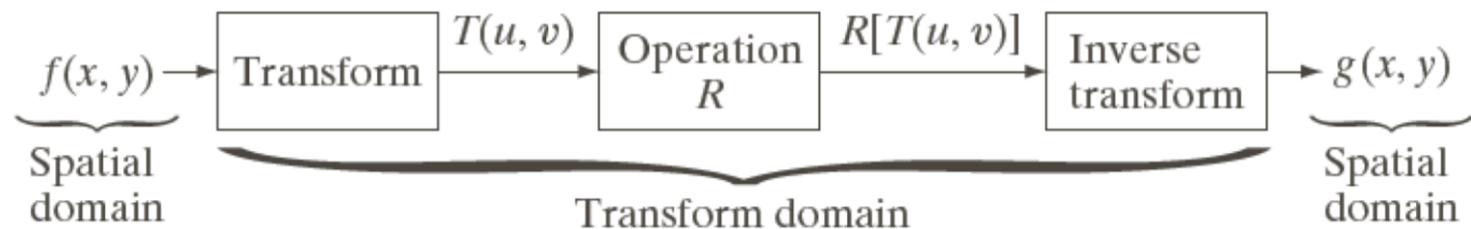
$$A_M A_M^H = I \quad A_N A_N^H = I$$

$$f = A_M^H F A_N^H \quad AA^H = I$$



Image Transform

- The general approach for operating in linear transform domain



- The unitary transform satisfies

$$\sum_{x=0}^M \sum_{y=0}^N (f[x, y])^2 = \sum_{u=0}^M \sum_{v=0}^N (\mathbf{F}[\mathbf{u}, \mathbf{v}])^2$$

➤ i.e., the energy is preserved.

Good and Bad things about DFT

□ Positive:

- Energy is usually packed into low-frequency coefficients
- Convolution property : 频率域 空间滤波
- Fast implementation FFT

□ Negative:

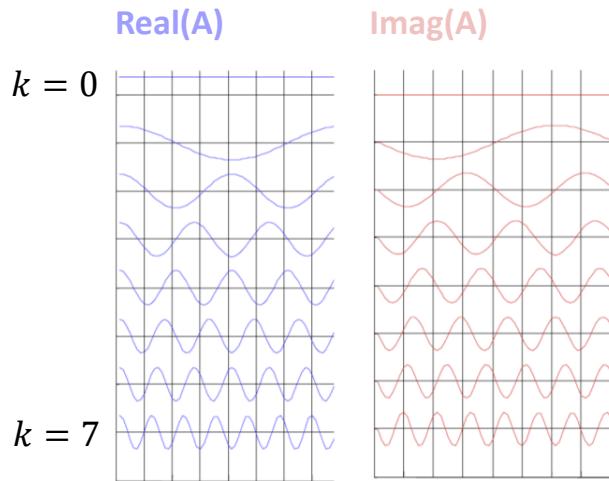
- Transform is complex, even if image is real
- The basis function span image height/width



DFT vs. DCT (Discrete Cosine Transform)

➤ 1D-DFT

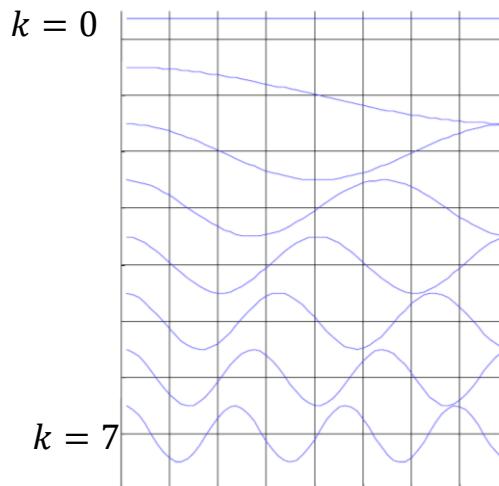
$$A[k, n] = e^{-j \frac{2\pi k n}{N}}$$
$$= \cos\left(2\pi \frac{kn}{N}\right) + j \sin\left(2\pi \frac{kn}{N}\right)$$



➤ 1D-DCT

$$A[k, n] = \sqrt{\frac{2}{N}} \cos \frac{\pi(2n+1)k}{2N}$$

不需要在实和复数空间切换



What's the difference???



2D DCT

□ Forward Transform

$$F(0,0) = \frac{1}{N} \sum_{x=0}^{N-1} \sum_{y=0}^{N-1} f(x,y)$$

$$F(u, 0) = \frac{\sqrt{2}}{N} \sum_{x=0}^{N-1} \sum_{y=0}^{N-1} f(x,y) \cos \frac{(2x+1)u\pi}{2N}$$

$$F(0, v) = \frac{\sqrt{2}}{N} \sum_{x=0}^{N-1} \sum_{y=0}^{N-1} f(x,y) \cos \frac{(2y+1)v\pi}{2N}$$

$$F(u, v) = \frac{2}{N} \sum_{x=0}^{N-1} \sum_{y=0}^{N-1} f(x,y) \cos \frac{(2x+1)u\pi}{2N} \cos \frac{(2y+1)v\pi}{2N}$$



2D IDCT

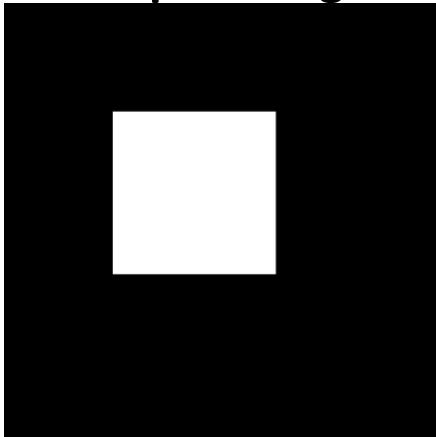
□ Inverse Transform

$$\begin{aligned} f(x, y) = & \frac{1}{N} F(0,0) \\ & + \frac{\sqrt{2}}{N} \sum_{u=1}^{N-1} F(u, 0) \cos \frac{(2x+1)u\pi}{2N} \\ & + \frac{\sqrt{2}}{N} \sum_{v=1}^{N-1} F(0, v) \cos \frac{(2y+1)v\pi}{2N} \\ & + \frac{2}{N} \sum_{x=1}^{N-1} \sum_{y=1}^{N-1} F(u, v) \cos \frac{(2x+1)u\pi}{2N} \cos \frac{(2y+1)v\pi}{2N} \end{aligned}$$

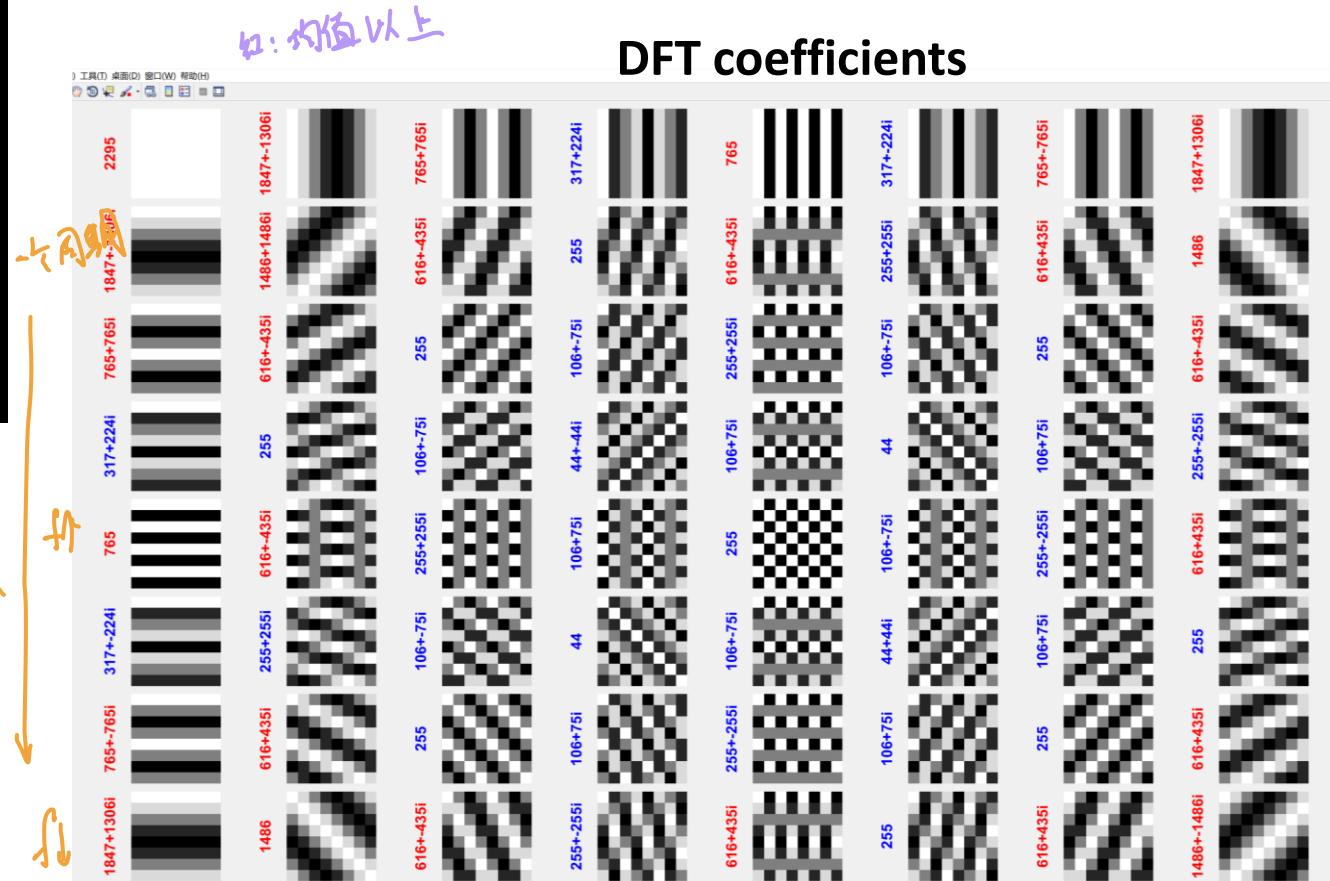


DFT example

Input image

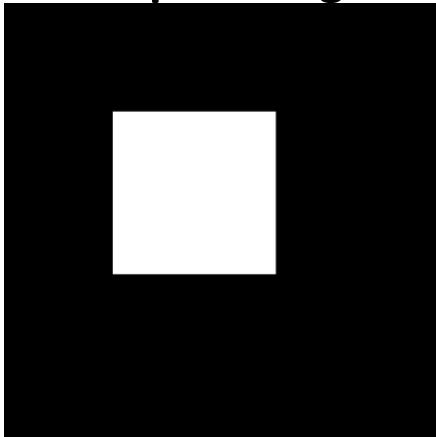


basis function 逐渐变复杂，
小→大→小

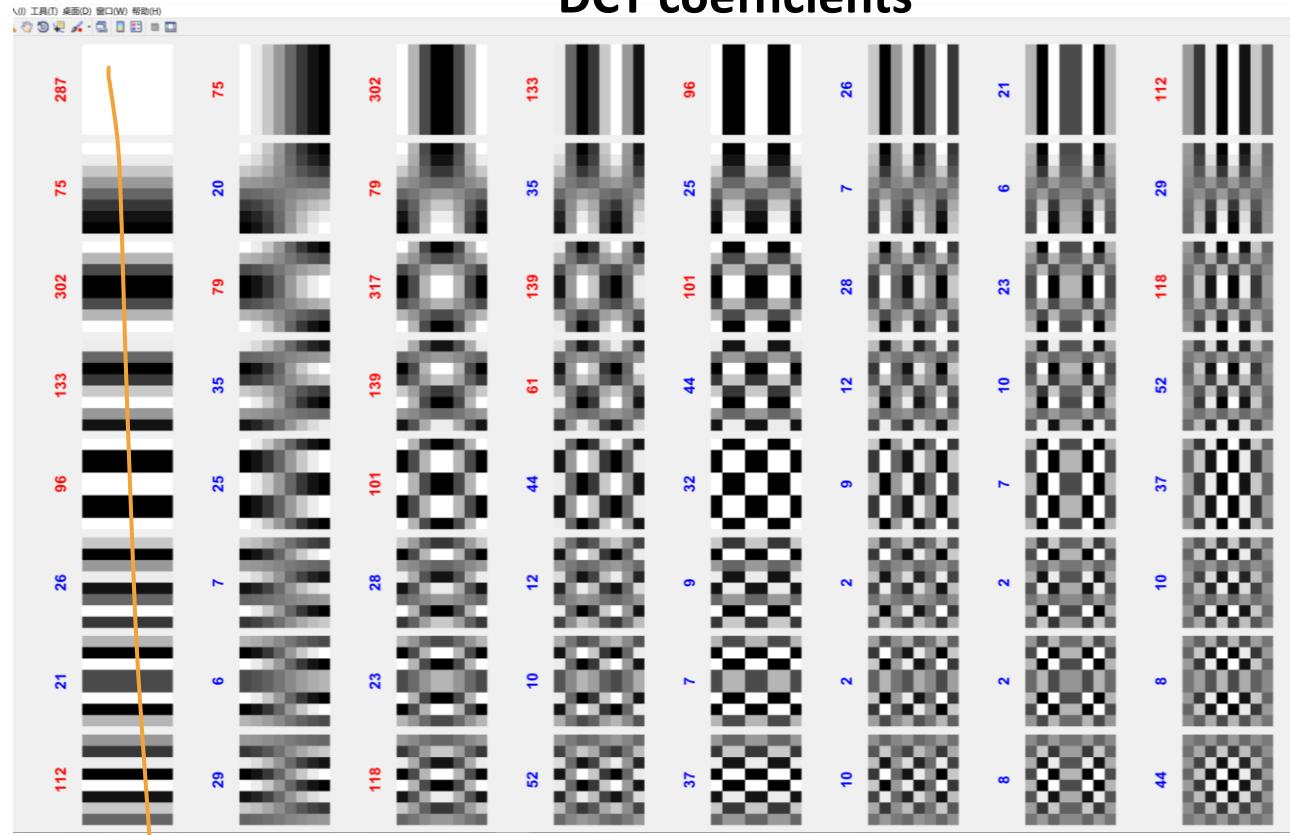


DCT example

Input image



DCT coefficients



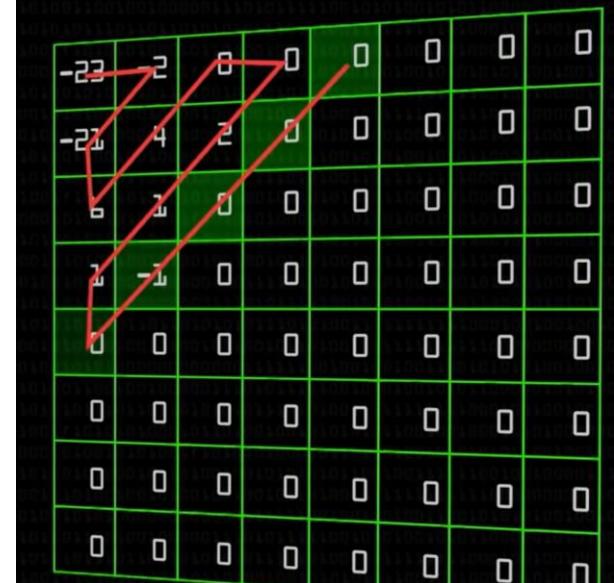
低频到高频
(更 compact)



Good things about DCT

□ Positive:

- Transform is real, $C^{-1} = C^T$ (unitary transform).
- Excellent energy compaction for nature images.
- Fast transform.
- JPEG algorithms. 能量在左上角



Walsh Transform

- Consist of ± 1 arranged in a checkerboard pattern.

- Transform:

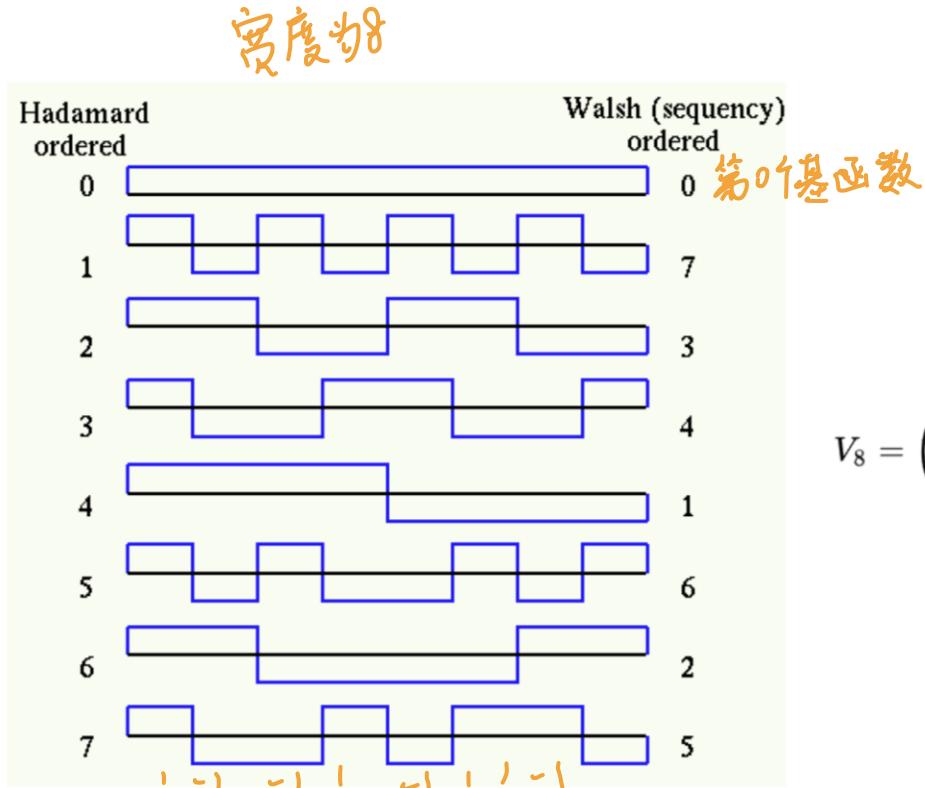
$$W(i) = \frac{1}{N} \sum_{t=0}^{N-1} f(t) \text{Wal}(i, t)$$
$$f(t) = \sum_{i=0}^{N-1} W(i) \text{Wal}(i, t)$$

- Types of $\text{Wal}(i, t)$.

- Walsh Ordering (沃尔什定序)
- Paley Ordering (佩利定序)
- Hadamard Matrix Ordering (哈达玛矩阵定序)



Hadamard Matrix Ordering



$$W_2 W_2^T = I \quad \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix} = \begin{bmatrix} 2 & 0 \\ 0 & 2 \end{bmatrix} = 2I$$

$$W_2 = \begin{bmatrix} w_1 & w_1 \\ w_1 & -w_1 \end{bmatrix} : \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

要保持能量不变, 2消掉

8x8 $W \in \mathbb{C}$ $W_{4x4} \times \frac{1}{\sqrt{2}}$

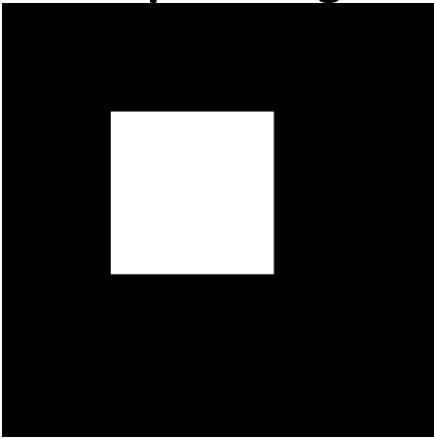
$$V_8 = \begin{pmatrix} W_4 & W_4 \\ W_4 & -W_4 \end{pmatrix} = \left(\begin{array}{c|ccccc|cccc}
1 & w_1 & 1 & 1 & w_1 & 1 & 1 & 1 & 1 \\
1 & -1 & 1 & 1 & -1 & -1 & 1 & -1 & 1 \\
1 & w_2 & 1 & -1 & -w_2 & -1 & 1 & 1 & -1 \\
1 & -1 & -1 & -1 & 1 & 1 & 1 & -1 & -1 \\
\hline 1 & 1 & 1 & 1 & 1 & 1 & -1 & -1 & -1 \\
1 & -1 & 1 & -1 & -1 & -1 & 1 & -1 & 1 \\
1 & 1 & -1 & -1 & -1 & -1 & -1 & 1 & 1 \\
1 & -1 & -1 & 1 & 1 & 1 & 1 & 1 & -1
\end{array} \right)$$

W4 $-W_4 \uparrow$

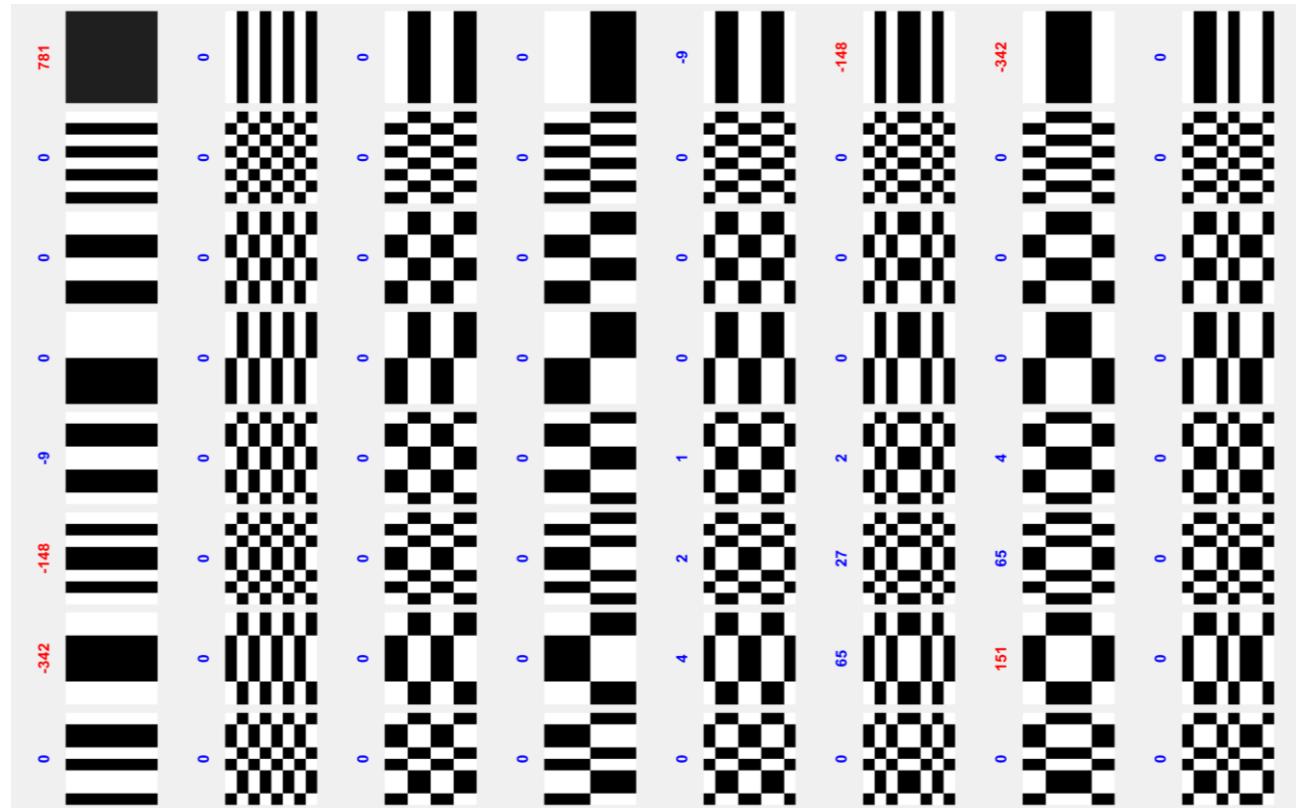


Hadarmad Transform

Input image



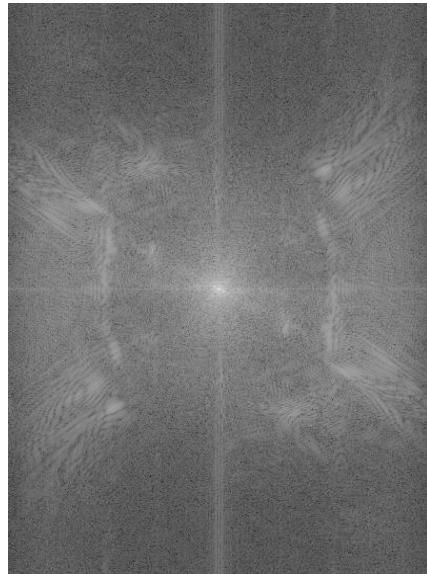
Hadarmad coefficients



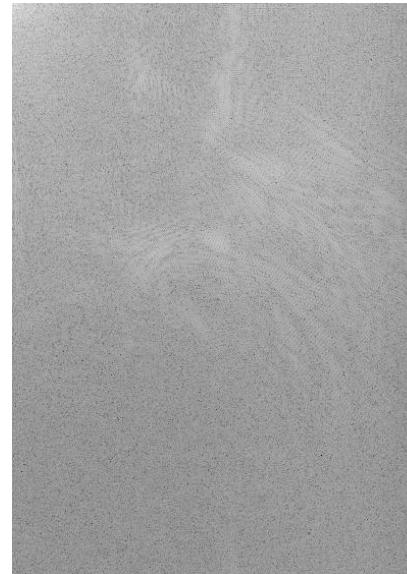
DFT, DCT, & Hadamard



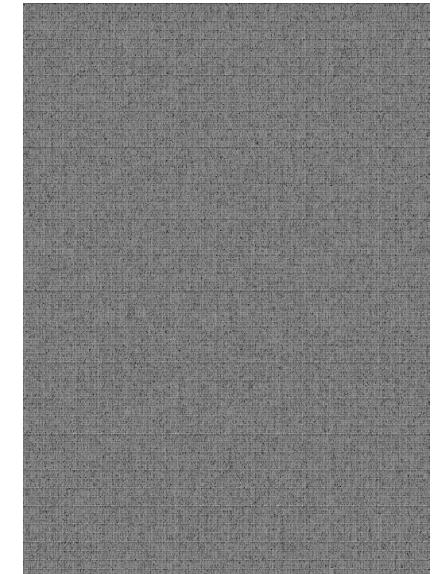
DFT



DCT



Hadamard



Any connection
between DFT and DCT? 莫象限相似

Take home message

- The key idea for unitary transform is to find a proper basis for data decomposition.
- DCT provides better frequency consistency than DFT.
- Hadamard transform is able to present a simple image with simple coefficients. But can not keep energy compact for image full of details.



Wavelet transform Outline

- Discrete Wavelet Transform (DWT) (小波变换)
 - An example for 1D-DWT
 - Generalization of 1D-DWT
 - 2D-DWT



Discrete Wavelet Transform (DWT)

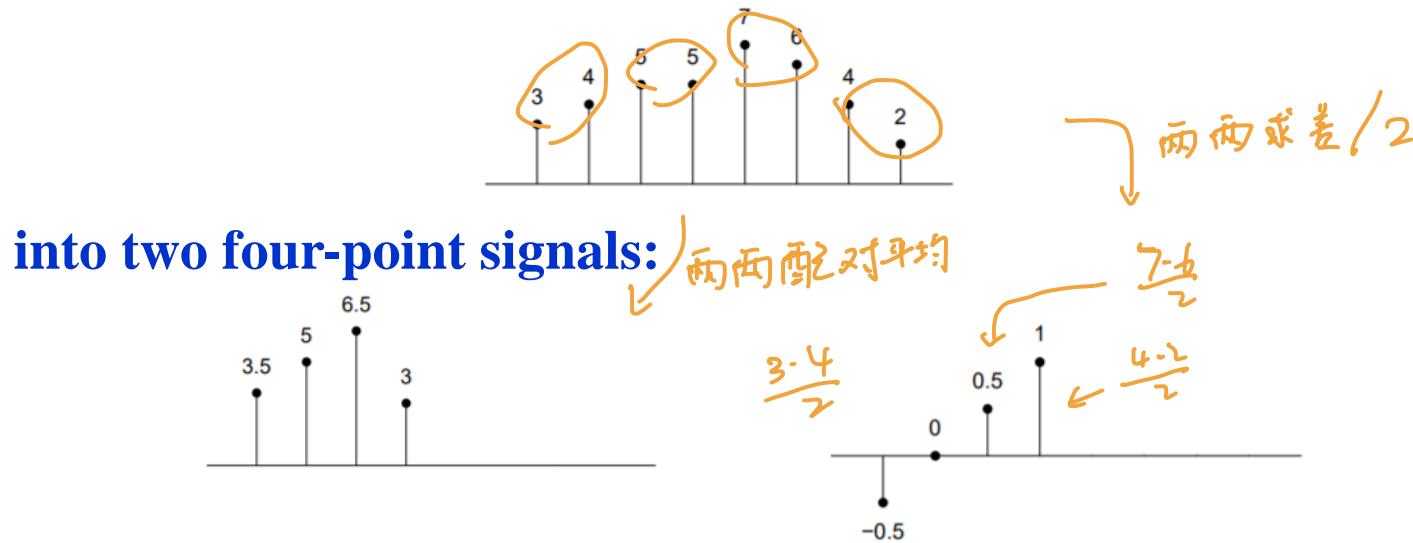
Jpeg 压缩, 视频压缩

- Based on small waves called Wavelets-1) limited; 2) oscillation.
- Key idea: Translation & Scaling.
- Localized both time/space and frequency.
- Efficient for noise reduction and image compression.
- Two types of DWT one for image processing (easy invertible) and one for signal processing (invertible but computational expensive).



A simple example

□ We can decompose an eight-point signal $x(n)$:



$$c(n) = 0.5 x(2n) + 0.5 x(2n + 1) \quad d(n) = 0.5 x(2n) - 0.5 x(2n + 1)$$

$$\begin{aligned} c[n] + d[n] &= x[2n] \\ c[n] - d[n] &= x[2n+1] \end{aligned} \Rightarrow x[n]$$

A simple example

- The above process can be represented by a block diagram:



It is clear that this decomposition can be easily reversed:

$$y(2n) = c(n) + d(n)$$

$$y(2n + 1) = c(n) - d(n)$$

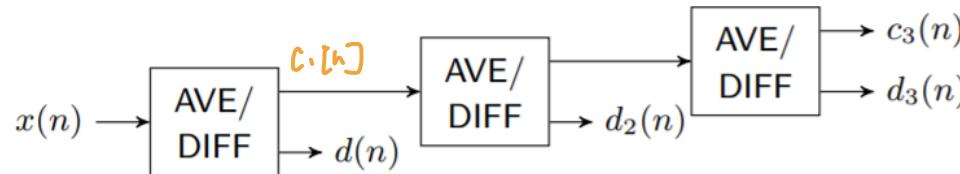
Which is also represented by a block diagram:



A simple example

$t: Af$
↑ Forward transform

- When we repeat the simple AVE/DIFF signal decomposition:



$$x(n) = [x_1, x_2, x_3, x_4, x_5, x_6, x_7, x_8] = [3, 4, 5, 5, 7, 6, 4, 2]$$

Level 1

求平均 \rightarrow 低频分量

$$c_1 = \frac{1}{2} [x_1 + x_2, x_3 + x_4, x_5 + x_6, x_7 + x_8]$$

diff \rightarrow 高频分量

$$d = d_1 = \frac{1}{2} [x_1 - x_2, x_3 - x_4, x_5 - x_6, x_7 - x_8]$$

Level 2

$$c_2 = \frac{1}{4} [x_1 + x_2 + x_3 + x_4, x_5 + x_6 + x_7 + x_8]$$

$$d_2 = \frac{1}{4} [x_1 - x_3 + x_2 - x_4, x_5 - x_7 + x_6 - x_8]$$

Level 3

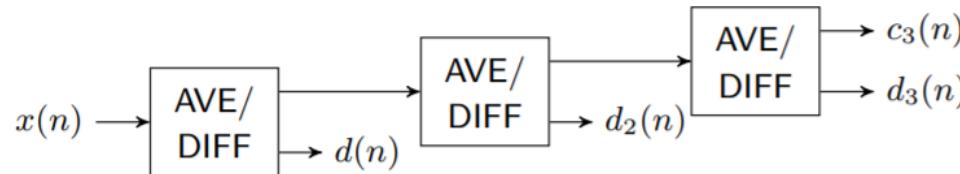
$$c_3 = \frac{1}{8} [x_1 + x_2 + x_3 + x_4 + x_5 + x_6 + x_7 + x_8]$$

$$d_3 = \frac{1}{8} [x_1 + x_2 + x_3 + x_4 - x_5 - x_6 - x_7 - x_8]$$



A simple example

- When we repeat the simple AVE/DIFF signal decomposition:



The Haar wavelet representation of the eight-point signal $x[n]$ is simply the set of four output signals produced by this three-level operation :

$$c_3 = H_8 \cdot X = x_1 + \dots + x_8$$

$$c_3 = [4.5]$$

$$d_3 = [-0.25]$$

$$d_2 = [-0.75, 1.75]$$

$$d = [-0.5, 0, 0.5, 1]$$

$$H_8 = \frac{1}{\sqrt{8}} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & -1 & -1 & -1 & -1 \\ \sqrt{2} & \sqrt{2} & -\sqrt{2} & -\sqrt{2} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & \sqrt{2} & \sqrt{2} & -\sqrt{2} & -\sqrt{2} \\ 2 & -2 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 2 & -2 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 2 & -2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 2 & -2 \end{bmatrix} \begin{array}{l} c_3 \\ d_3 \\ d_2(1) \\ d_2(2) \\ d(1) \\ d(2) \\ d(3) \\ d(4) \end{array}$$

$H_8 \cdot H_8^T$ 保证为单位阵
酉变换



Haar Transform matrix

➤ When N=2 we have:

$$\mathbf{H}_2 = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

➤ When N=4 we have:

$$\mathbf{H}_4 = \frac{1}{2} \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & -1 & -1 \\ \sqrt{2} & -\sqrt{2} & 0 & 0 \\ 0 & 0 & \sqrt{2} & -\sqrt{2} \end{bmatrix} \quad \text{← level 3 分离}$$

➤ When N=8 we have:

$$\begin{aligned} \mathbf{H}_4 \mathbf{H}_4^T &= \frac{1}{2} \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & 1 & -1 & -1 \\ \sqrt{2} & -\sqrt{2} & 0 & 0 \\ 0 & 0 & \sqrt{2} & -\sqrt{2} \end{bmatrix} \begin{bmatrix} 1 & 1 & \sqrt{2} & 0 \\ 1 & 1 & -\sqrt{2} & 0 \\ 1 & -1 & 0 & \sqrt{2} \\ 1 & -1 & 0 & -\sqrt{2} \end{bmatrix} \\ &\in \frac{1}{4} \begin{bmatrix} 4 & 0 & 0 & 0 \\ 0 & 4 & 0 & 0 \\ 0 & 0 & 4 & 0 \\ 0 & 0 & 0 & 4 \end{bmatrix} \\ &= I \end{aligned}$$

$$\mathbf{H}_8 = \frac{1}{\sqrt{8}} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & -1 & -1 & -1 & -1 \\ \sqrt{2} & \sqrt{2} & -\sqrt{2} & -\sqrt{2} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & \sqrt{2} & \sqrt{2} & -\sqrt{2} & -\sqrt{2} \\ 2 & -2 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 2 & -2 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 2 & -2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 2 & -2 \end{bmatrix}$$



Haar Transform matrix

- The family of N Haar functions $h_u(x)$, ($u = 0, \dots, N - 1$) are defined on the interval $0 \leq x < 1$. The shape of the specific function $h_u(x)$ of a given index u depends on two parameters p and q :

$$u: 7 = 4 + 3 = 2^2 + 3 \quad [p=2, q=3]$$

$N=4$

$$u=0 \quad [1, 1, 1, 1] = h_0(x)$$

$$u=1 \quad [1, 1, -1, -1] = h_1(x)$$

$$u=2 \quad [\sqrt{2}, \sqrt{2}, 0, 0] = h_2(x)$$

$$u = 2^p + q$$

u	p	q
1	0	0
2	1	0
3	1	1

- The Haar basis functions are defined by:

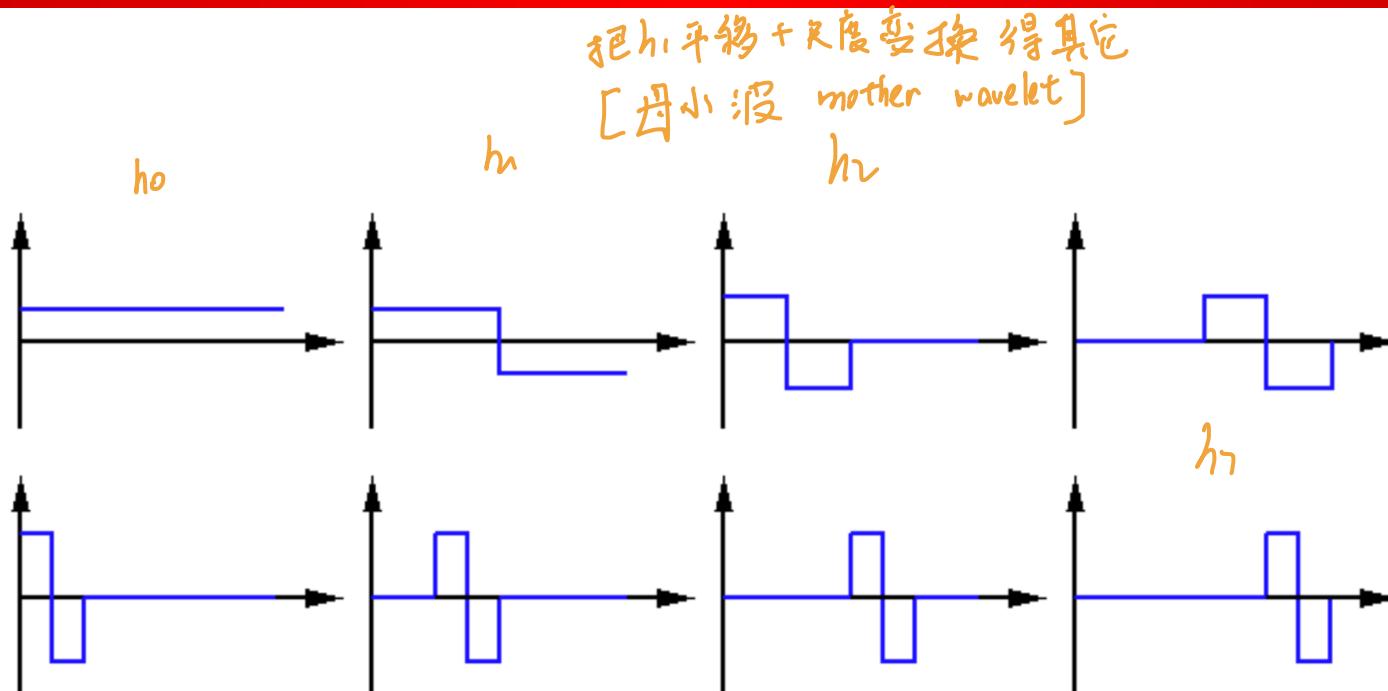
$$h_u(x) = \begin{cases} 1 & u = 0 \text{ and } 0 \leq x < 1 \\ 2^{p/2} & u > 0 \text{ and } q/2^p \leq x < (q + 0.5)/2^p \\ -2^{p/2} & u > 0 \text{ and } (q + 0.5)/2^p \leq x < (q + 1)/2^p \\ 0 & \text{otherwise} \end{cases}$$

$$\begin{aligned} u: 1 &\Rightarrow p=0, q=0 \\ &\Rightarrow 0/2^0 = 0 \quad 0.5/2^0 = 0.5 \\ &0 \leq x < 0.5 \\ &0.5 \leq x < 1 \end{aligned}$$

$$\begin{aligned} u: 2 &\Rightarrow p=1, q=0 \\ &\Rightarrow 0/2^1 = 0 \quad 0.5/2^1 = 0.25 \\ &0.25 \leq x < 0.5 \end{aligned}$$



Haar Transform matrix



$$\mathbf{H}_s = \frac{1}{\sqrt{8}} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & -1 & -1 & -1 & -1 \\ \sqrt{2} & \sqrt{2} & -\sqrt{2} & -\sqrt{2} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & \sqrt{2} & \sqrt{2} & -\sqrt{2} & -\sqrt{2} \\ 2 & -2 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 2 & -2 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 2 & -2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 2 & -2 \end{bmatrix}$$

Generalization of 1D-DWT

➤ Discrete Wavelet Transform (DWT):

小波变换系数
近似 (和)
 $W_\varphi(j_0, k) = \frac{1}{\sqrt{M}} \sum_n f(n) \underbrace{\varphi_{j_0, k}(n)}_{\text{basis function}}$

$$W_\psi(j, k) = \frac{1}{\sqrt{M}} \sum_n f(n) \underbrace{\psi_{j, k}(n)}_{\text{basis function}} \quad j \geq j_0$$

➤ Inverse Discrete Wavelet Transform (IDWT):

$$f(n) = \frac{1}{\sqrt{M}} \sum_k W_\varphi(j_0, k) \varphi_{j_0, k}(n) + \frac{1}{\sqrt{M}} \sum_{j=j_0}^{\infty} \sum_k W_\psi(j, k) \psi_{j, k}(n)$$

Where

$\varphi_{j_0, k}(n)$: scaling function (尺度函数)

$\psi_{j, k}(n)$: Wavelet (小波)

$W_\varphi(j_0, k)$: Approximation coefficients (近似系数)

[求平均]

$W_\psi(j, k)$: detail coefficients (细节系数)

[求差]

在数里第几个



2D-DWT

- Define 2D wavelet function: Directionally sensitive wavelet

$$\psi^H(x, y) = \underline{\psi(x)} \varphi(y) \quad \psi^V(x, y) = \varphi(x) \overset{y\text{方向系数}}{\psi(y)} \quad \psi^D(x, y) = \psi(x) \psi(y)$$

- 2D-DWT 下方向求差

$$W_\varphi(j_0, m, n) = \frac{1}{\sqrt{MN}} \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x, y) \varphi_{j_0, m, n}(x, y)$$

$$W_\psi(j, m, n) = \frac{1}{\sqrt{MN}} \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x, y) \psi_{j, m, n}^i(x, y) \quad i = \{H, V, D\}$$

- 2D-IDWT

$$f(x, y) = \frac{1}{\sqrt{MN}} \sum_m \sum_n W_\varphi(j_0, m, n) \varphi_{j_0, m, n}(x, y) \\ + \frac{1}{\sqrt{MN}} \sum_{i=\{H, V, D\}} \sum_{j=j_0}^{\infty} \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} W_\psi(j, m, n) \psi_{j, m, n}^i(x, y)$$



Haar Transform matrix

Input: image size 8X8 I_{in}

Generate a Haar matrix of 8X8 as shown right

Then clip it into 4 part:

H_{L1} (dim = 4 * 8); H_{L2} (dim = 2 * 8);
 H_{L3} (dim = 1 * 8); L_{L3} (dim = 1 * 8); ..

$$H_8 = \frac{1}{\sqrt{8}} \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & 1 & 1 & 1 & -1 & -1 & -1 & -1 \\ \sqrt{2} & \sqrt{2} & -\sqrt{2} & -\sqrt{2} & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & \sqrt{2} & \sqrt{2} & -\sqrt{2} & -\sqrt{2} \\ 2 & -2 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 2 & -2 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 2 & -2 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 2 & -2 \end{bmatrix} \begin{array}{l} \psi \rightarrow \\ \psi \downarrow \end{array} \begin{array}{l} H_{L3} \\ H_{L2} \\ H_{L1} \end{array}$$

For computing **level 1** components:

LL_1 is down-sample of I_{in} on both X and Y direction	$HL_1 = H_{L1} * I_{in}$ + downsample on Y direction
$LH_1 = I_{in} * H_{L1}$ + downsample on X direction	$HH_1 = H_{L1} * I_{in} * H_{L1}$

diff 不管

For computing **level 2** components:

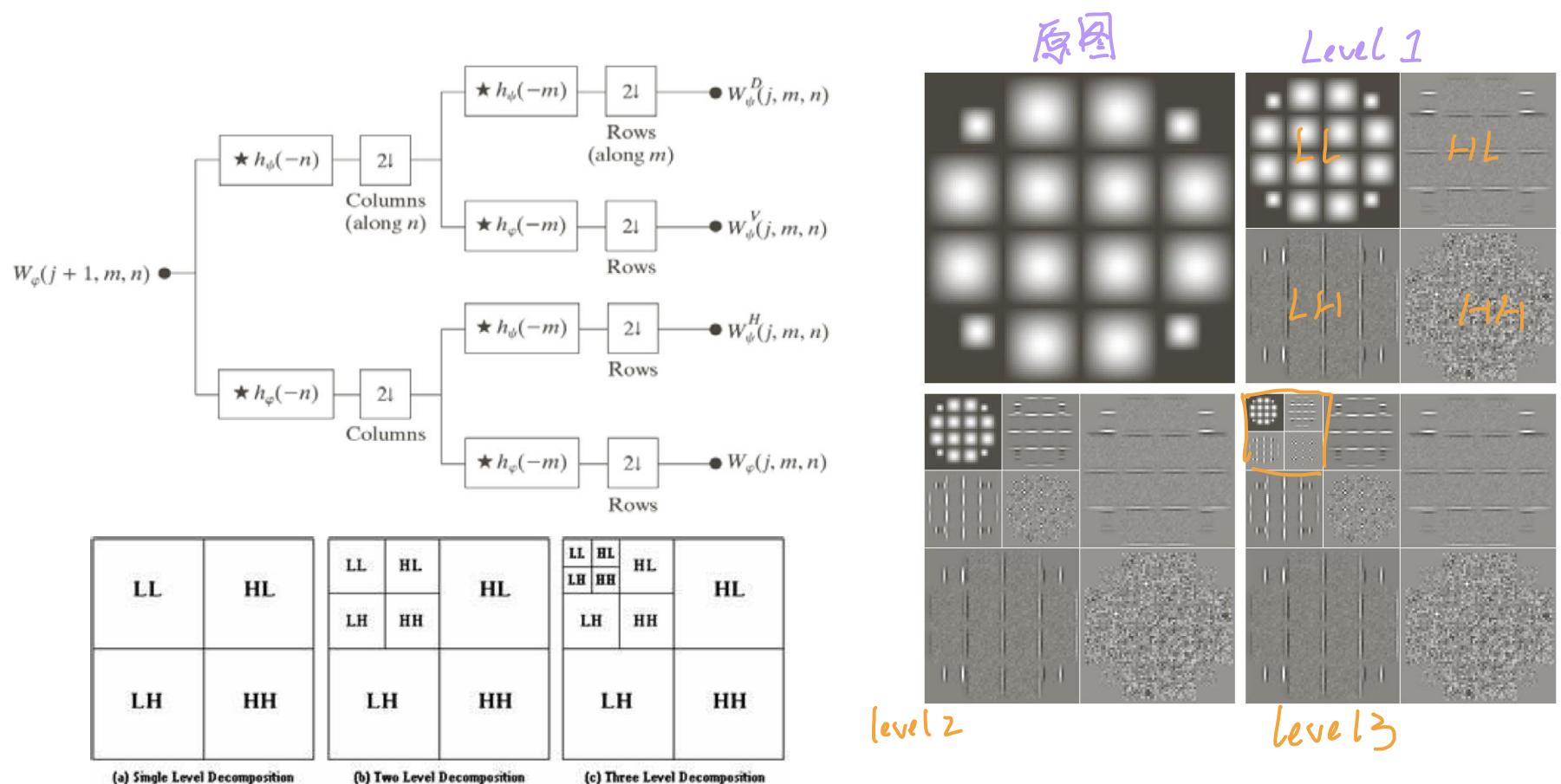
LL_2 is down-sample of LL_1 on both X and Y direction	$HL_2 = H_{L2} * I_{in}$ + downsample twice on Y direction
$LH_2 = I_{in} * H_{L2}$ + downsample twice on X direction	$HH_2 = H_{L2} * I_{in} * H_{L2}$

For computing **level 3** components:

LL_3 is down-sample of LL_2 on both X and Y direction	$HL_3 = H_{L3} * I_{in}$ + downsample 3 times on Y direction
$LH_3 = I_{in} * H_{L3}$ + downsample 3 times on X direction	$HH_3 = H_{L3} * I_{in} * H_{L3}$



2D-DWT



2D Haar Transform

$$A = \begin{pmatrix} 88 & 88 & 89 & 90 & 92 & 94 & 96 & 97 \\ 90 & 90 & 91 & 92 & 93 & 95 & 97 & 97 \\ 92 & 92 & 93 & 94 & 95 & 96 & 97 & 97 \\ 93 & 93 & 94 & 95 & 96 & 96 & 96 & 96 \\ 92 & 93 & 95 & 96 & 96 & 96 & 96 & 95 \\ 92 & 94 & 96 & 98 & 99 & 99 & 98 & 97 \\ 94 & 96 & 99 & 101 & 103 & 103 & 102 & 101 \\ 95 & 97 & 101 & 104 & 106 & 106 & 105 & 105 \end{pmatrix}$$

8x8

3-level Haar Transform for the first row

$$r_1 = (88 \quad 88 \quad 89 \quad 90 \quad 92 \quad 94 \quad 96 \quad 97)$$

Group r_1 in pair [88, 88], [89, 90], [92, 94], [96, 97]

$$r_1 h_1 = \underbrace{[88 \quad 89.5]}_{\text{Approximation coefficients}} \underbrace{[93 \quad 96.5]}_{\text{Detail coefficients}} \quad 0 \quad -0.5 \quad -1 \quad -0.5$$

Approximation coefficients
 近似
 Detail coefficients
 细节

Group the first 4 columns in pair [88, 89.5], [93, 96.5]

$$r_1 h_1 h_2 = (88.75 \quad 94.75) \quad -0.75 \quad -1.75 \quad 0 \quad -0.5 \quad -1 \quad -0.5$$

Group the first 2 columns in pair [88, 94.75]

$$r_1 h_1 h_2 h_3 = (91.75) \quad -3 \quad -0.75 \quad -1.75 \quad 0 \quad -0.5 \quad -1 \quad -0.5$$

detail

$$A' = \begin{pmatrix} 91.75 & -3 & -0.75 & -1.75 & 0 & -0.5 & -1 & -0.5 \end{pmatrix}$$

竖直方向滤波(每列)

↓ next page



2D Haar Transform

Repeat the same processing for all the columns and for the rows of the resulting matrix, we get

$$\begin{pmatrix} 96 & -2.0312 & -1.5312 & -0.2188 & -0.4375 & -0.75 & -0.3125 & 0.125 \\ -2.4375 & -0.0312 & 0.7812 & -0.7812 & 0.4375 & 0.25 & -0.3125 & -0.25 \\ -1.125 & -0.625 & 0 & -0.625 & 0 & 0 & -0.375 & -0.125 \\ -2.6875 & 0.75 & 0.5625 & -0.0625 & 0.125 & 0.25 & 0 & 0.125 \\ -0.6875 & -0.3125 & 0 & -0.125 & 0 & 0 & 0 & -0.25 \\ -0.1875 & -0.3125 & 0 & -0.375 & 0 & 0 & -0.25 & 0 \\ -0.875 & 0.375 & 0.25 & -0.25 & 0.25 & 0.25 & 0 & 0 \\ -1.25 & 0.375 & 0.375 & 0.125 & 0 & 0.25 & 0 & 0.25 \end{pmatrix}$$

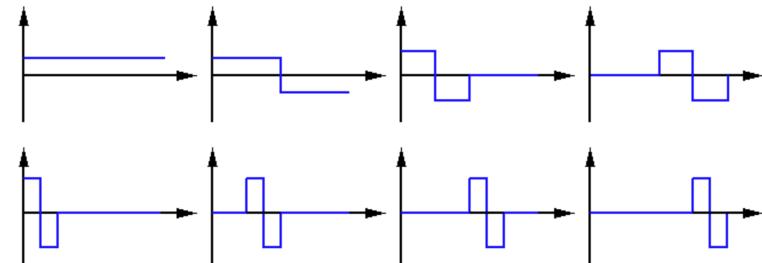
X方向做完的基础上再在y方向分解 类似傅立叶



Mother Wavelet (母小波)

➤ Mother Wavelet should satisfy:

- $\int_{-\infty}^{\infty} |\psi(t)|^2 dt = 1$
- $\int_{-\infty}^{\infty} |\psi(t)| dt < \infty$
- $\int_{-\infty}^{\infty} \psi(t) dt = 0$ 不改变信号本身能量

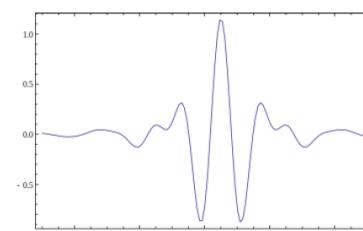
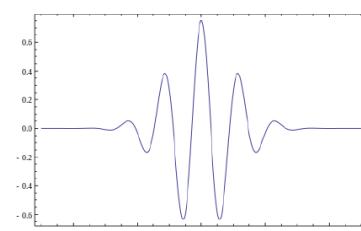
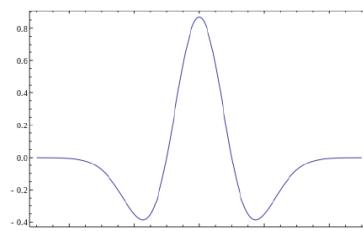
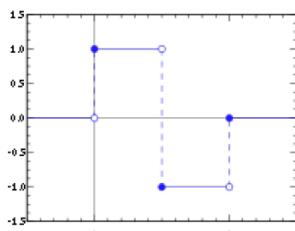


Haar

Mexican Hat

Morlet

Meyer



Take home message

- Based on small waves called 摆动 Wavelets-1) limited; 2) oscillation.
- Key idea: Translation & Scaling.
- Localized both time/space and frequency.
- Efficient for noise reduction and image compression.
- JPEG2000, FBI finger printing databased.

