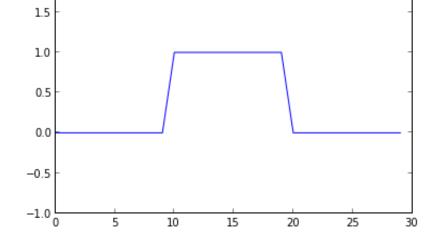
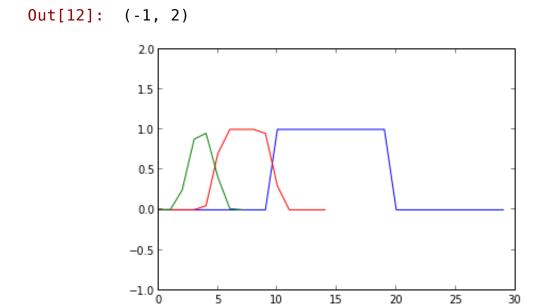
Reduce and Expand operations

```
Reduce - take a signal of length N and return a signal of length N/2.
Simple! Just take every other point.
Slightly less simple - smooth it first, then take every other point.
How to choose smoothing kernel w?
"The Generating Kernel"
- A special kernel that satisfies some nice constraints:
1) normalized (sums to 1)
2) symmetric
3) equal contribution - each pixel contributes 1/2 of the information to the next
For neighborhood size = 2,
W = [1/4-a/2, 1/4, a, 1/4, 1/4-a/2]
For a = 0.4, this closely approximates a Gaussian.
 In [11]: w = np.array([.05, .25, .4, .25, .05])
          X = np.zeros(30)
          X[10:20] = 1
          plt.plot(X)
```

```
Out[11]: (-1, 2)
```

plt.ylim(-1, 2)





Expand - take a signal of length N and return a signal of length 2*N.

Uses the same kernel.

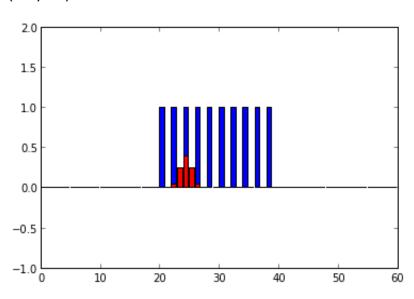
Opposite operation - sample, then smooth.

In [43]: $X_{spaced} = np.zeros(X.shape[0] * 2)$

```
X_spaced[::2] = X[:]

bar(arange(X_spaced.shape[0]), X_spaced, color='blue')
bar(arange(22,27), w, color='red')
plt.xlim(0, 60)
plt.ylim(-1, 2)
```

Out[43]: (-1, 2)



```
Think about the output at location 23.
```

It gets 0.4 of the third blue bar.

It gets 0.05 of the second blue bar.

It gets 0.05 of the fourth blue bar.

Total weight = 0.5

Consider the output at location 22.

It gets .25 of the second blue bar.

It gets .25 of the third blue bar.

Total weight = 0.5

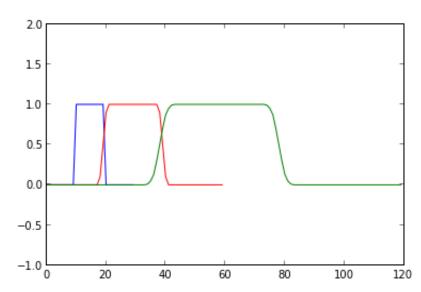
(This is the equivalent contribution constraint from our kernel).

So, multiply the output by two!

```
In [45]: def expand(X):
    out = np.zeros(X.shape[0]*2)
    out[::2] = X
    return 2*np.convolve(out, w, 'same')
```

```
In [46]: E_1 = expand(X)
E_2 = expand(E_1)
plt.plot(X, 'b', E_1, 'r', E_2, 'g')
plt.ylim(-1,2)
```

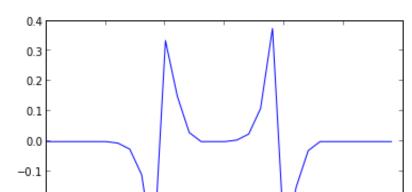
Out[46]: (-1, 2)

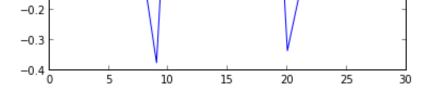


A quick note on laplacians:

```
In [49]: L = X - expand(reduce(X))
plt.plot(L)
```

Out[49]: [<matplotlib.lines.Line2D at 0x416c650>]





woot	