

# **Geometrical Image Compression with Bandelets**

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- Need to take advantage of geometrical image regularity to improve representations.
- Second generation image coding dream: a bridge between *Image Processing* and *Computer Vision*.
- Building harmonic analysis representations adapted to complex *geometry*.

# Edge Detection

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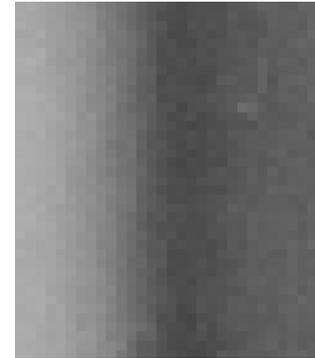
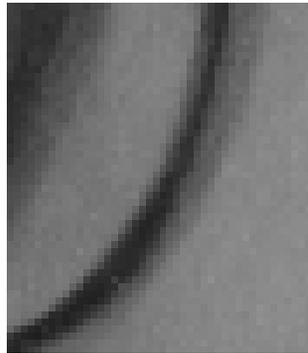
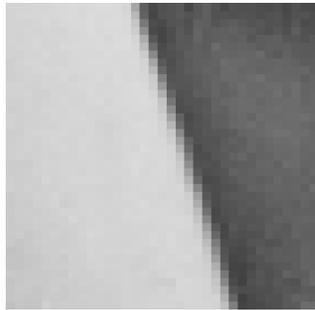


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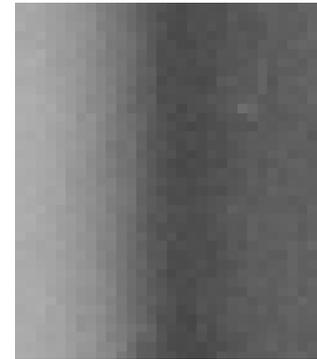
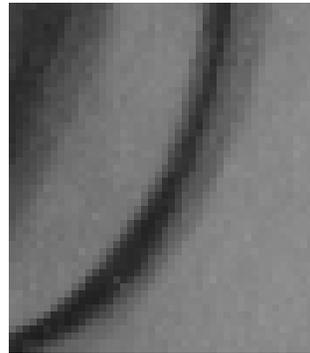
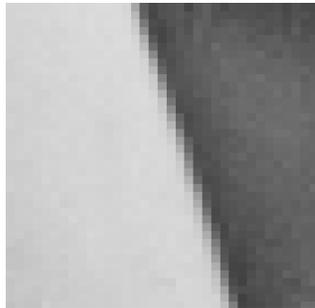


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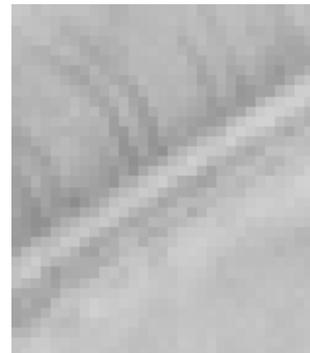
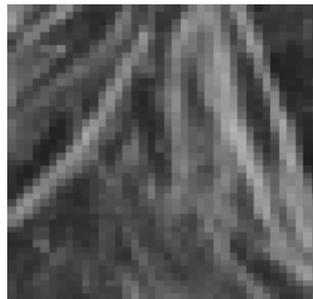
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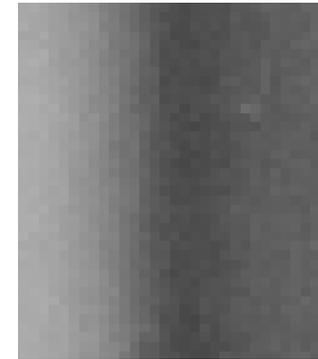
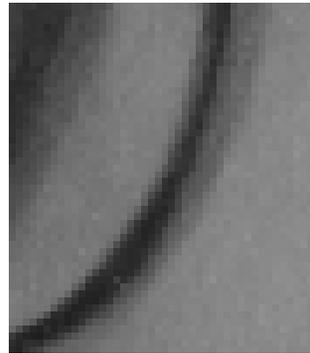
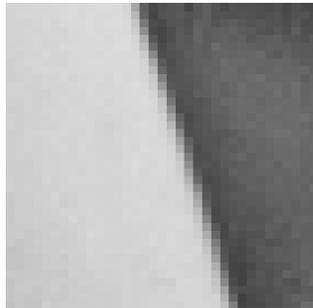


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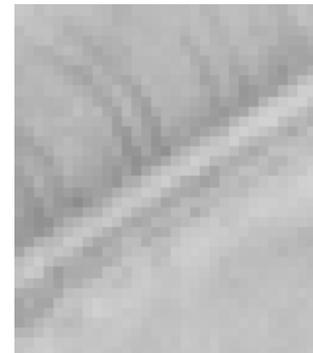
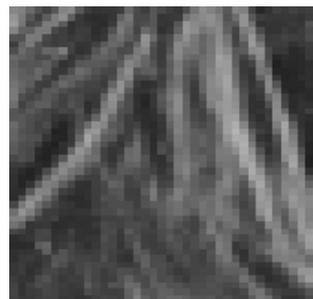
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- How can the estimation of geometry become well-posed ?

# Overview

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- Geometric flow and bandelet bases.
- Approximations in bandelet bases.
- Image compression.

# **Sparse Representation in a Basis**

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- **Problem** : How to choose the basis  $\mathcal{B}$  so that

$$\|f - f_M\|^2 \leq CM^{-\alpha} \quad \text{with } \alpha \text{ large ?}$$

# Separable 2D Wavelet Basis

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- The family

$$\left\{ \begin{array}{l} \phi_{j,n_1}(x_1) \psi_{j,n_2}(x_2) \quad , \quad \psi_{j,n_1}(x_1) \phi_{j,n_2}(x_2) \\ \psi_{j,n_1}(x_1) \psi_{j,n_2}(x_2) \end{array} \right\}_{(j,n_1,n_2) \in \mathbb{Z}^3}$$

is an orthonormal basis of  $\mathbf{L}^2[0, 1]^2$ .



# Successes and Failures of Wavelet Bases

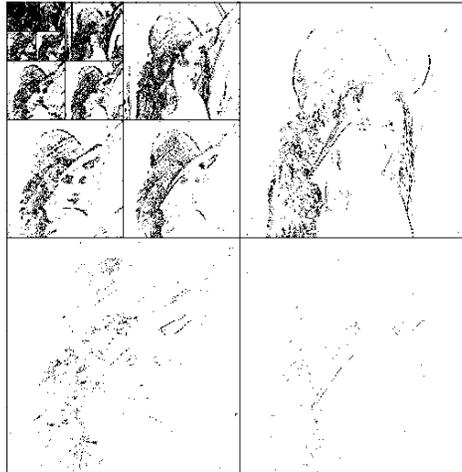
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$f$



M largest coeff.

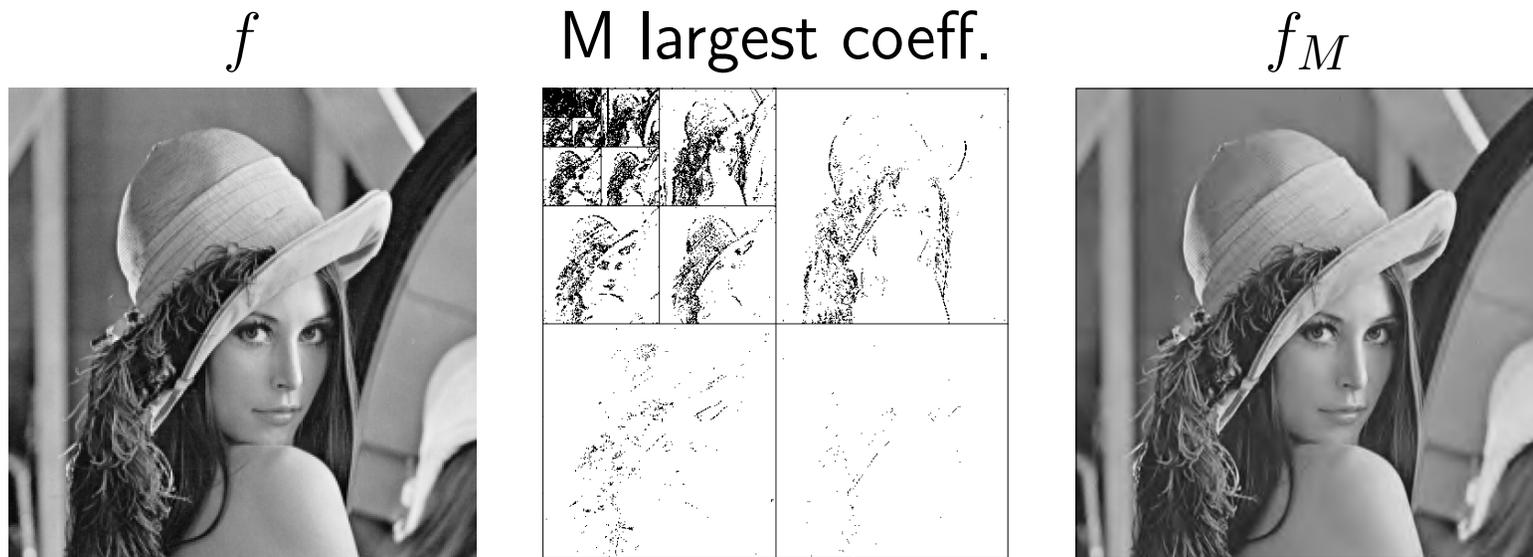


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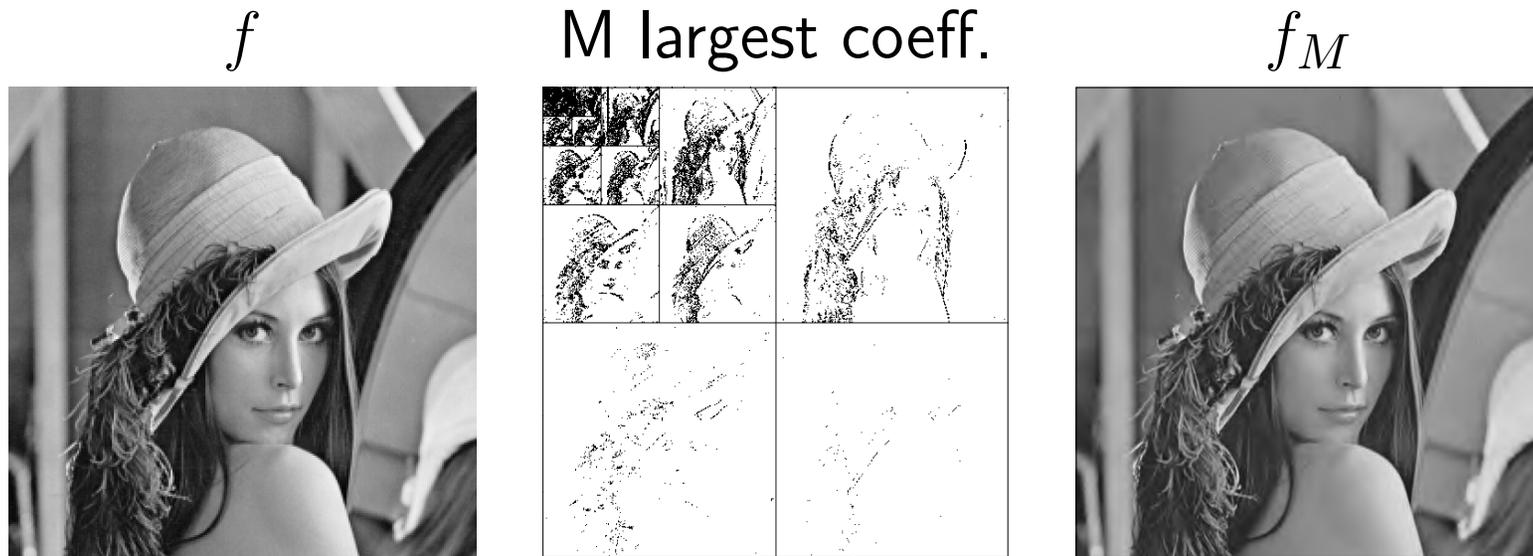
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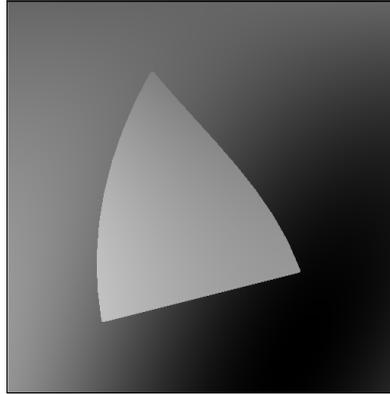


- (Cohen, DeVore, Petrushev, Xue): Optimal for bounded variation functions:  $\|f - f_M\|^2 \leq C \|f\|_{TV} M^{-1}$ .
- But: does not take advantage of any geometric regularity.

# Using the Geometrical Regularity

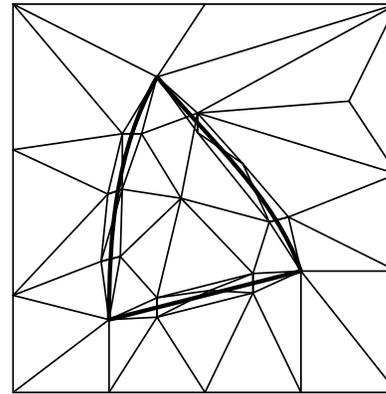
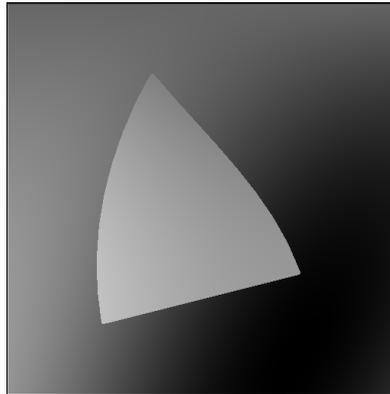
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- Approximations of  $f$  which is  $C^\alpha$  away from “edges” which are piecewise  $C^\alpha$  curves ( $\alpha \geq 2$ ):

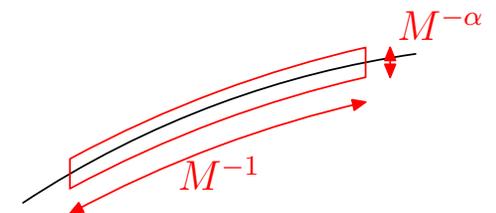
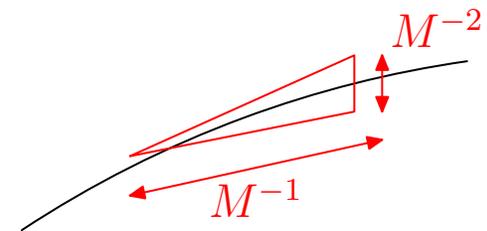


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- with  $M$  wavelets :  $\|f - f_M\|^2 \leq C M^{-1}$ ,
- with  $M$  triangles :  $\|f - f_M\|^2 \leq C M^{-2}$ ,
- with  $M$  curvelets (*Candes, Donoho*) :  
 $\|f - f_M\|^2 \leq C (\log M)^3 M^{-2}$ ,
- other approaches: (*Cohen, Matei*), (*Kingsbury*),  
(*Baraniuk*), (*Dragotti, Vetterli, Do*)...
- with  $M$  higher order geometric elements :  
 $\|f - f_M\|^2 \leq C M^{-\alpha}$



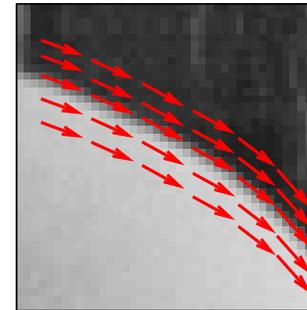
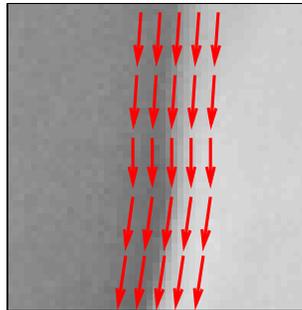
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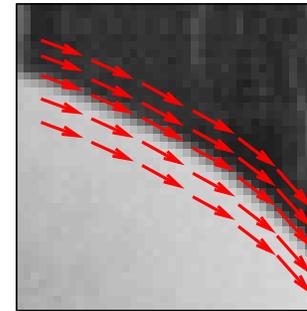
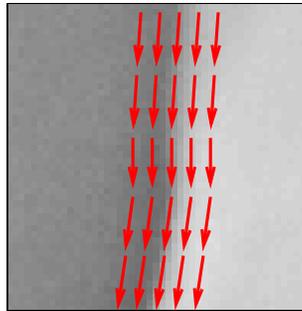
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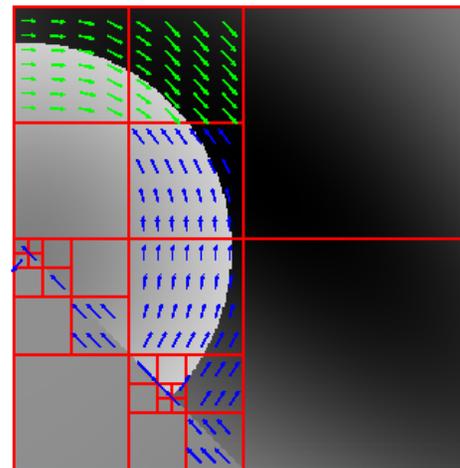
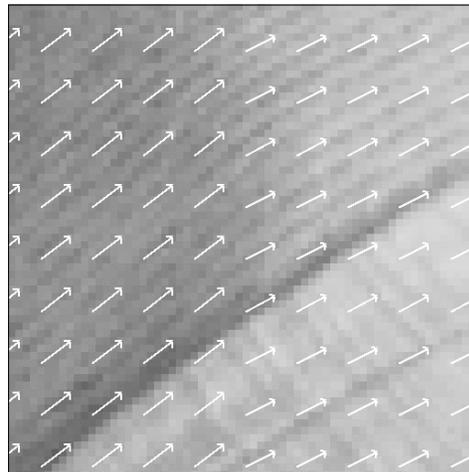


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- The image is divided in multiple regions where the flow is parallel:

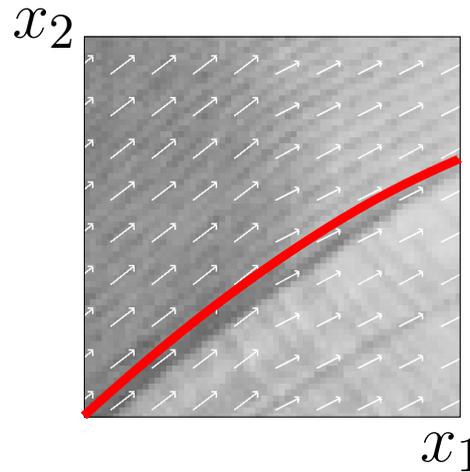


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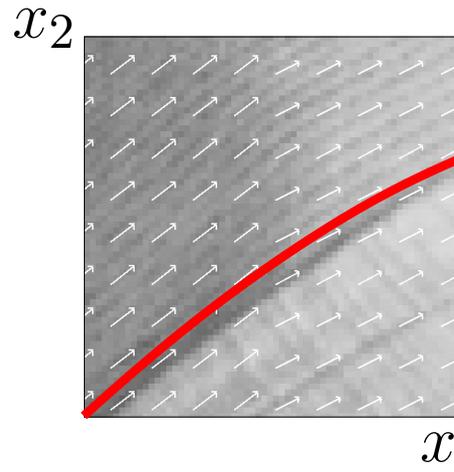


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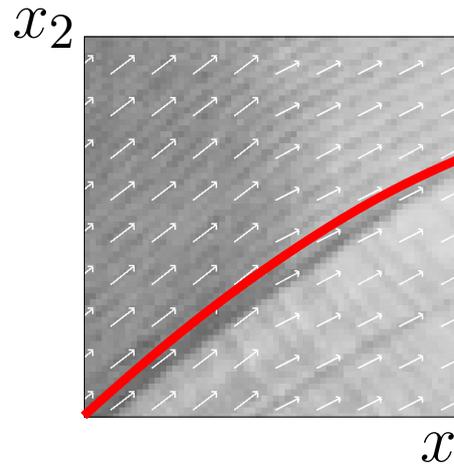
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- $\langle f(x_1, x_2 + c(x_1)), \Psi(x_1, x_2) \rangle = \langle f(x_1, x_2), \Psi(x_1, x_2 - c(x_1)) \rangle .$



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- Warped wavelet basis of  $L^2(\Omega)$ :

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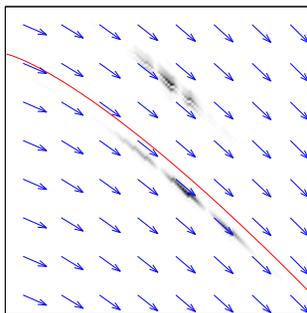
Isotropic
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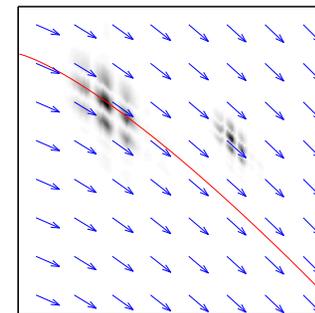
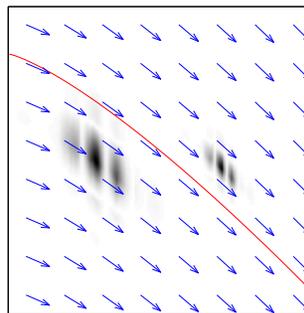
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Anisotropic



Isotropic



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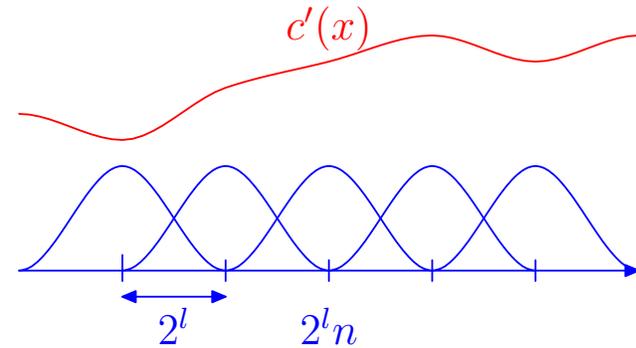
- Fast bandelet transform ( $O(N^2)$ ) :
  - resampling, warped wavelet transform, bandeletization.
- No discontinuities at boundaries with an adapted lifting scheme.

# Computation of a Parameterized Flow

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- A vertically parallel flow  $\vec{\tau}(x_1, x_2) = (1, c'(x_1))$  in  $\Omega$  is parameterized by:

$$c'(x) = \sum_{n=1}^{L2^{-l}} \alpha_n \phi(2^{-l}x - n)$$

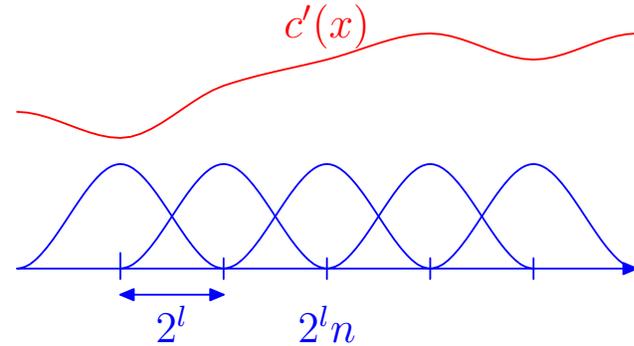


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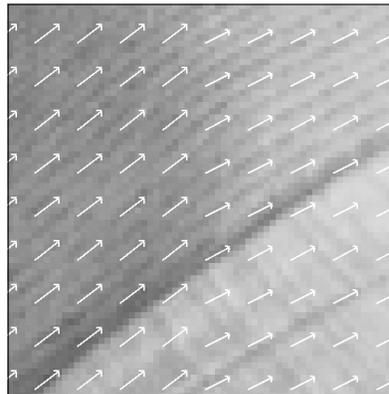
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$$\int_{\Omega} \left| \vec{\nabla} f(x_1, x_2) \cdot \vec{\tau}(x_1, x_2) \right|^2 dx_1 dx_2 = \int_{\Omega} \left| \frac{\partial f(x_1, x_2)}{\partial \vec{\tau}(x_1, x_2)} \right|^2 dx_1 dx_2 .$$



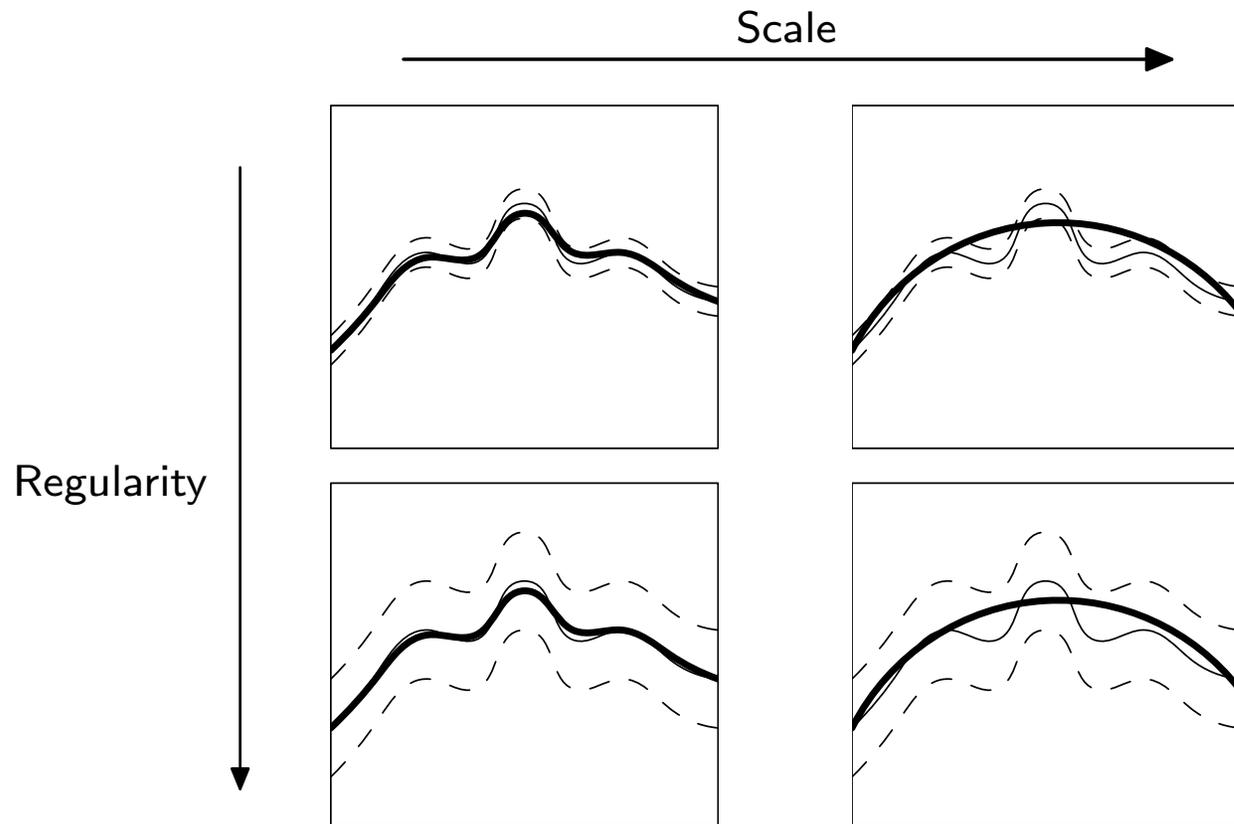
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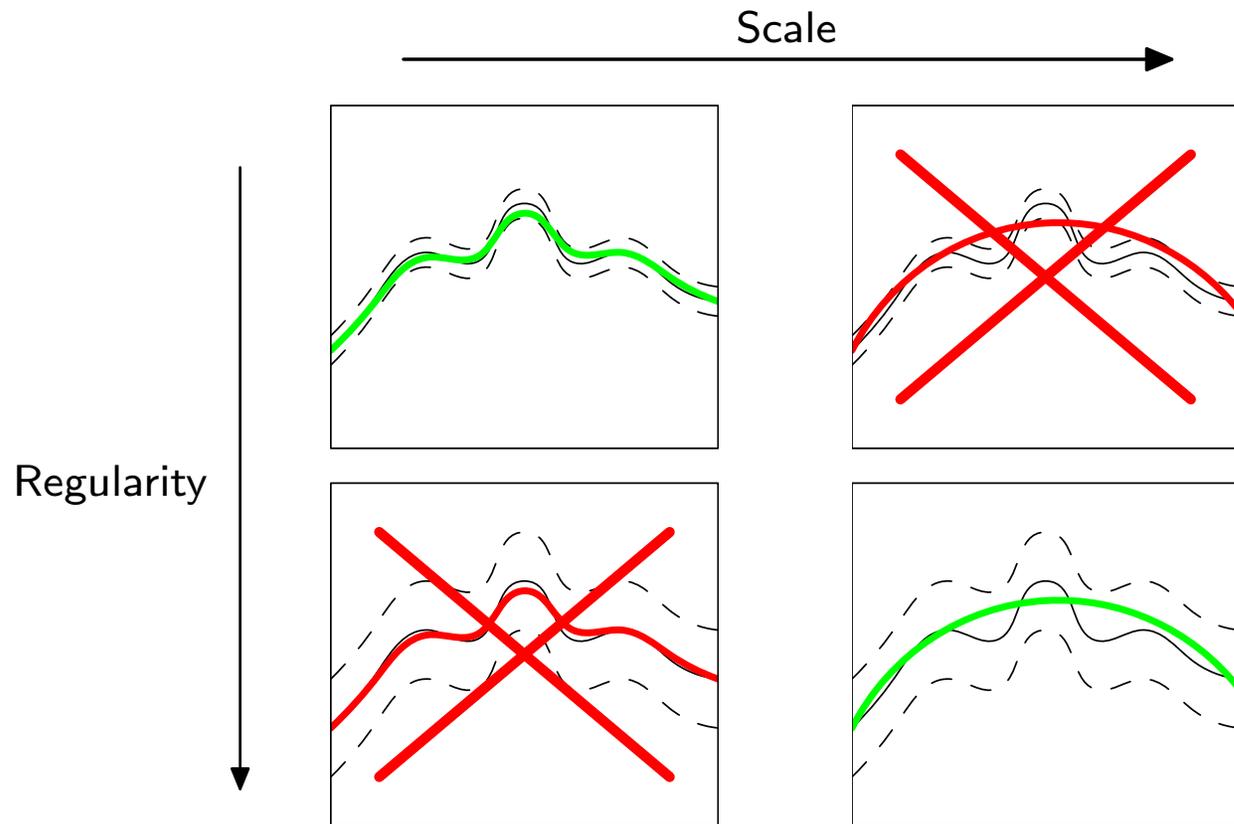
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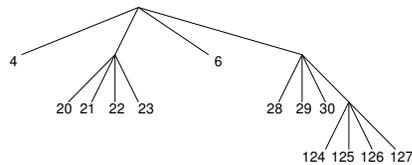
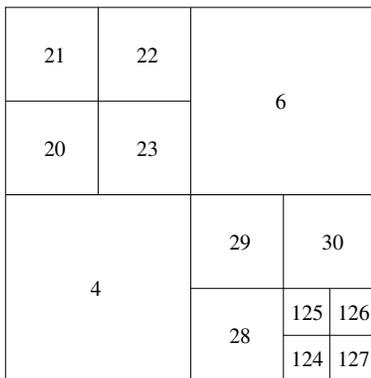
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- A bandelet image approximation  $f_M$  is specified by:
  - a dyadic square image segmentation, represented by the  $M_s$  inside nodes of the segmentation quad-tree,
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- Total number of parameters:

$$M = M_s + \sum_i \left( M_{g,i} + M_{b,i} \right) .$$



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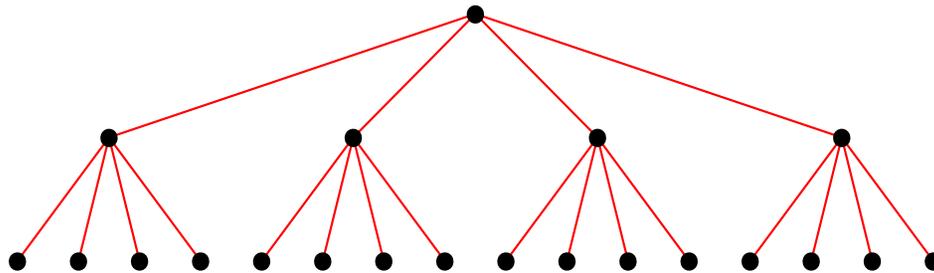
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- Fast algorithm (CART): dynamic programming from bottom to top of the segmentation quad-tree.
- Computational complexity:  $O(N^2 (\log N)^2)$  for  $N^2$  pixels.

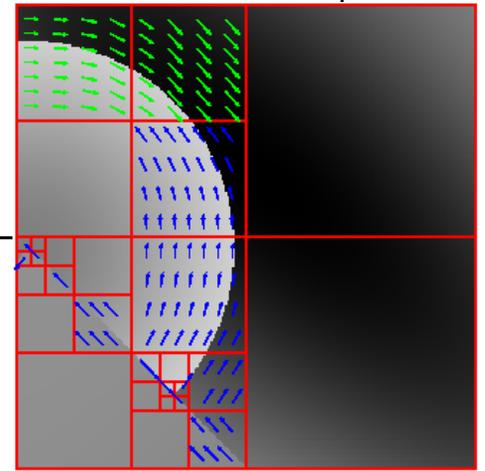


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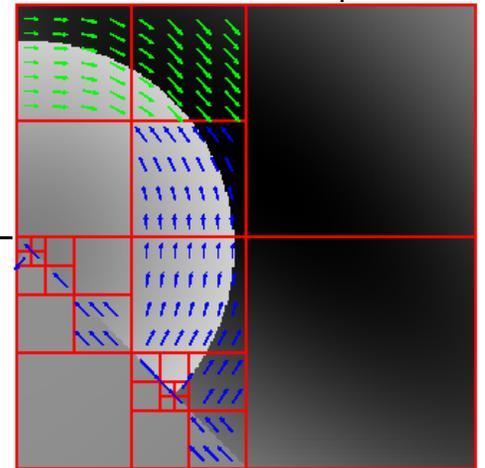


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- Unknown degree of smoothness  $\alpha$ .

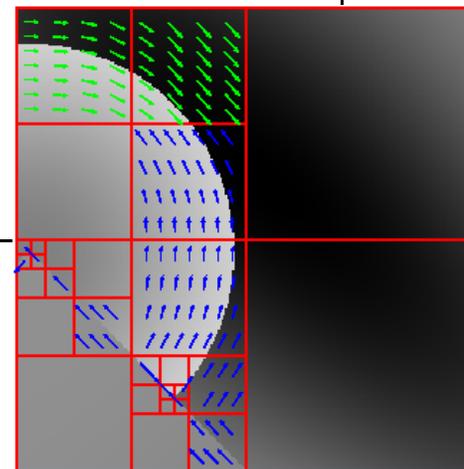


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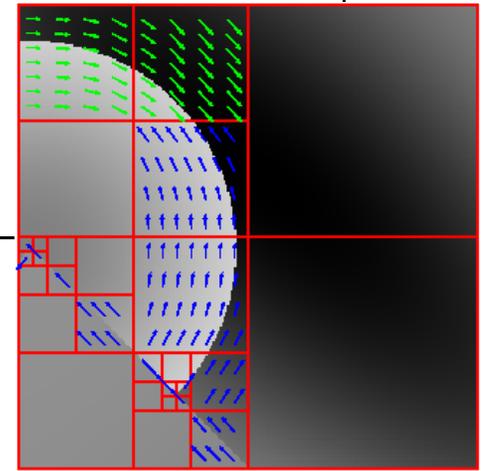
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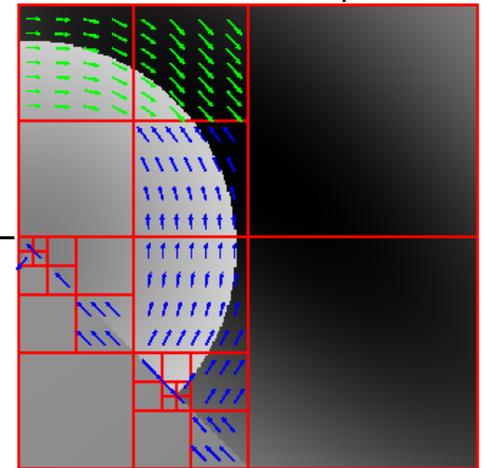


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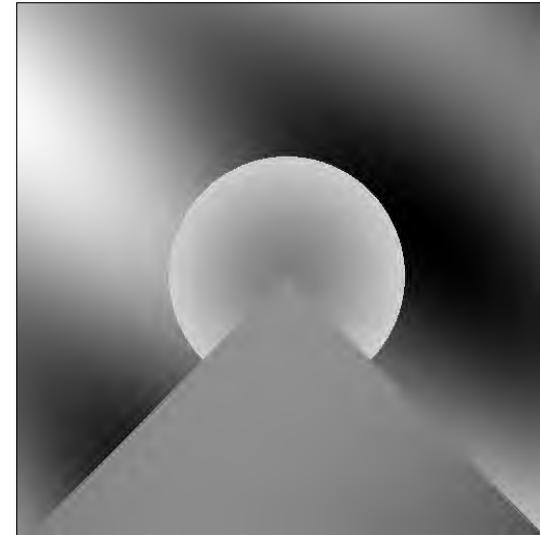
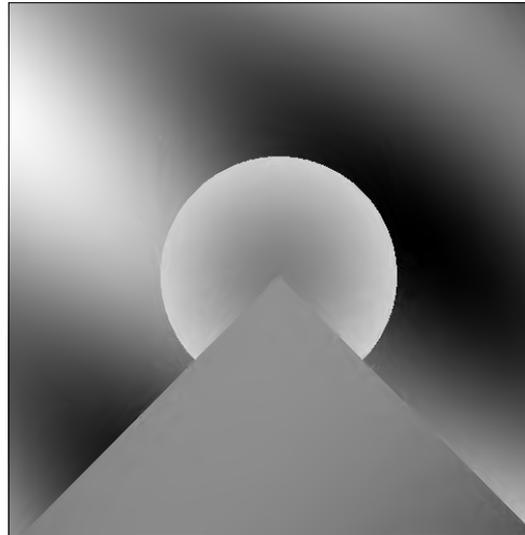
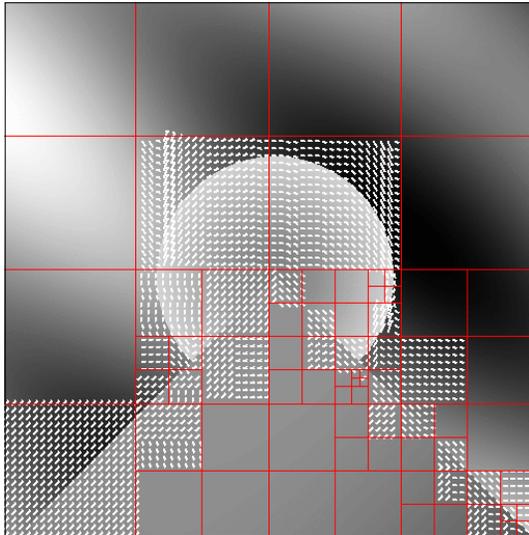
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M=2650

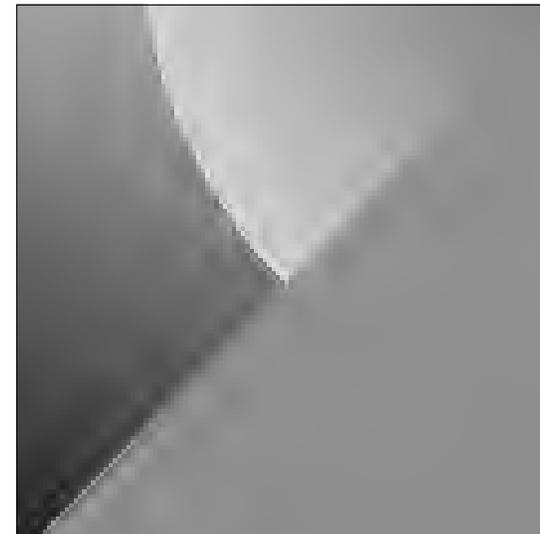
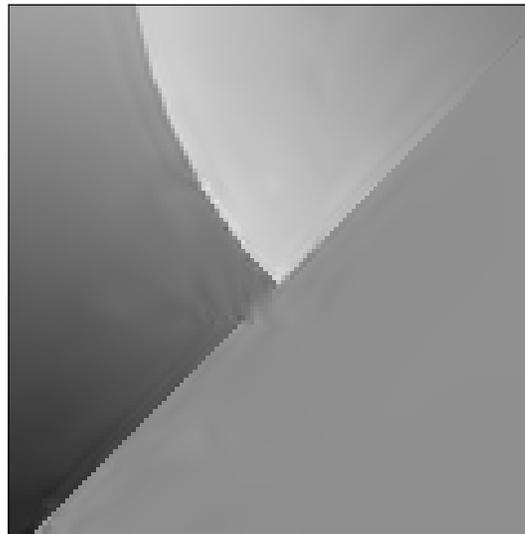
PSNR = 45.97 dB

PSNR = 40.17 dB



Bandelets

Wavelets



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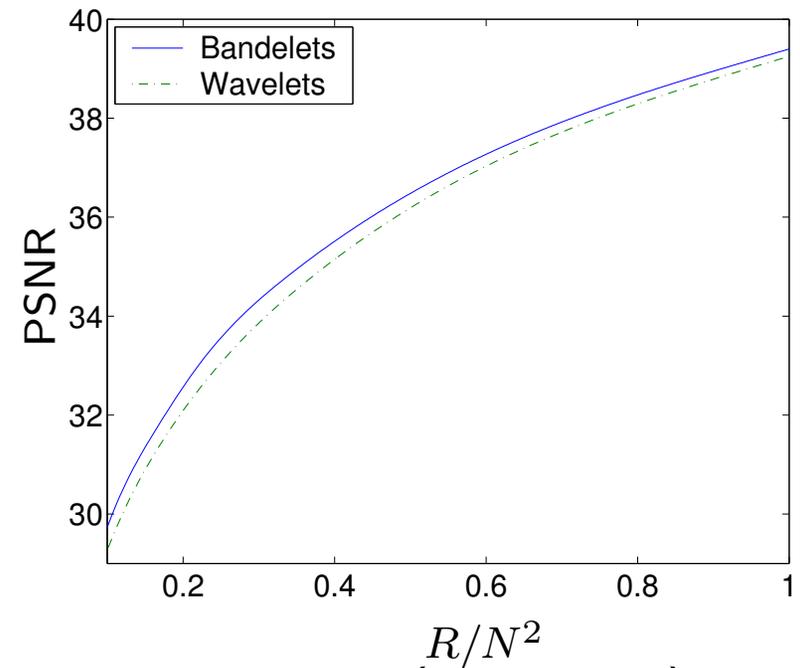
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- $O(N^2 (\log_2 N)^2)$  operations.

Original



Distortion-Rate



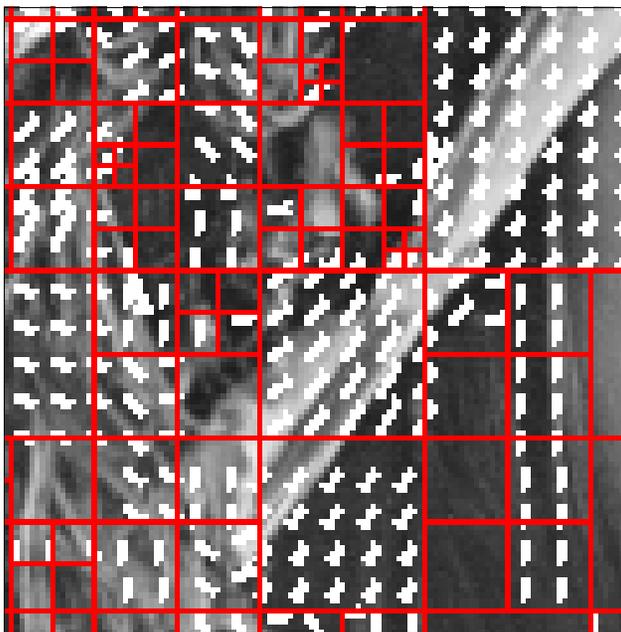
$R/N^2 = 0.22$  bpp

Bandelets (33.05 db)

Wavelets (32.54 db)



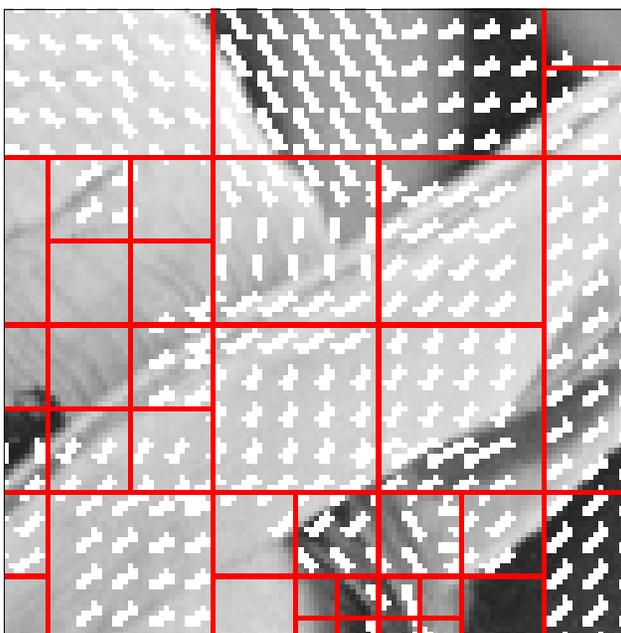
Original



Bandelets



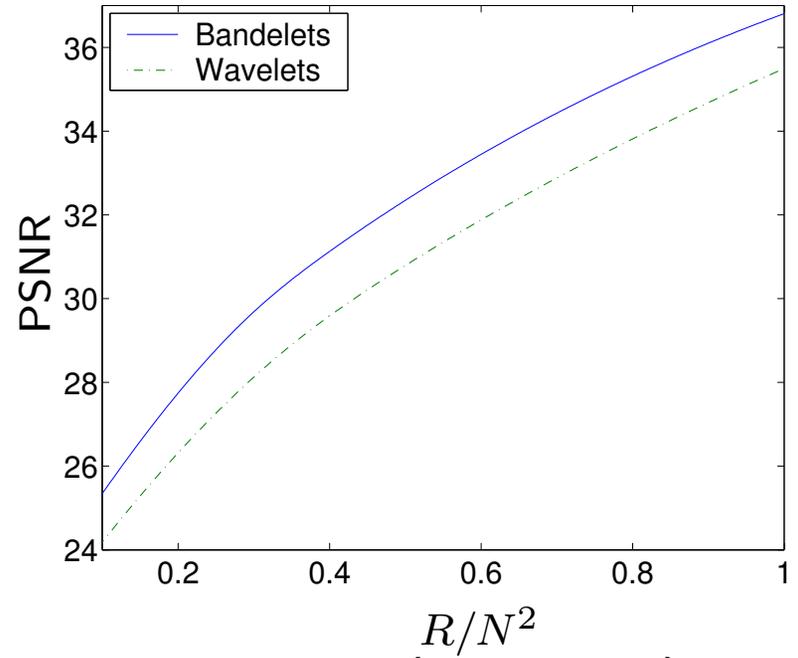
Wavelets



Original



Distortion-Rate



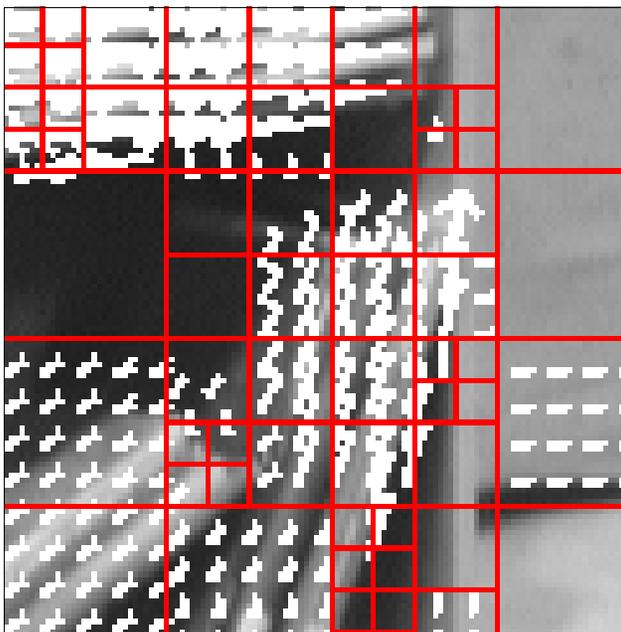
$R/N^2 = 0.40$  bpp

Bandelets (31.22 db)

Wavelets (29.68 db)



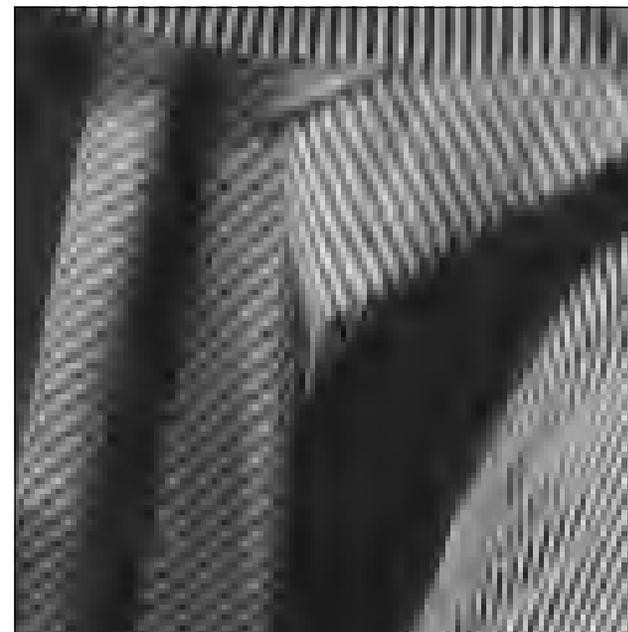
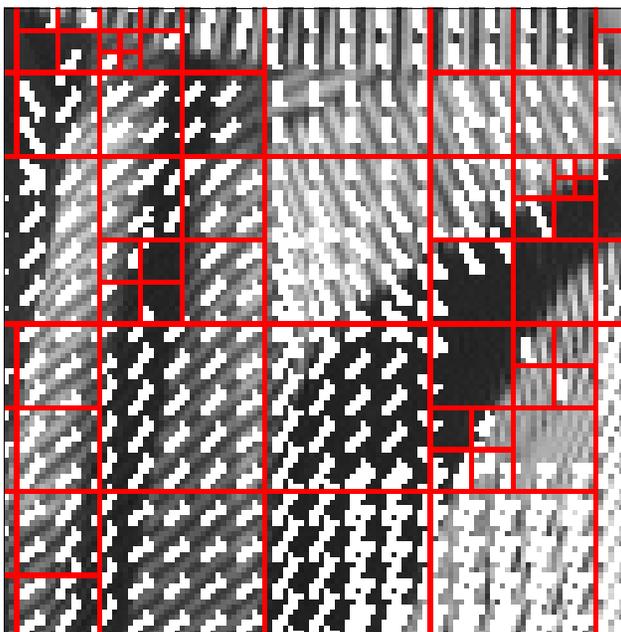
Original



Bandelets



Wavelets



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- Paper: <http://www.cmap.polytechnique.fr/~lepenec>