

Image Denoising using Non-local Wavelet Basis

L. Jacques¹, D. K. Hammond², P. Vandergheynst³

¹ ICTEAM/ELEN ² Neuroinformatics Center, Univ. Oregon, USA

³ LTS2/EPFL, Lausanne, Switzerland

Outline

- * Introduction
- * Noising Model
- * What's Sparsity?
- * Denoising: Principle
- * Towards Non-locality
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 - * Non-local Spectral Decomposition
- * Graph Wavelets
- * Non-local Wavelets and Denoising

Introduction

- * Torrents of scientific data:
 - images, signals, volumes, ADN, graphs, ...
- * Sensors under “hard constraints”:
 - * few detected photons (gamma, rayon X, ...)
 - * low transmission, limited longevity, ...
- * Consequences:
 - * noisy or missing observations, saturation, blur, ...
 - * compressed and digitized data, ...
- * Problem of interest here: Image Denoising
(one data restoration method)

“Noising” an image:

- * Simple Model:

- * Noisy image f of N pixels:

(or other distribution)

$$f = f_{\text{pure}} + \varepsilon, \quad \varepsilon(\mathbf{m}) \sim \mathcal{N}(0, \sigma^2)$$



f

=

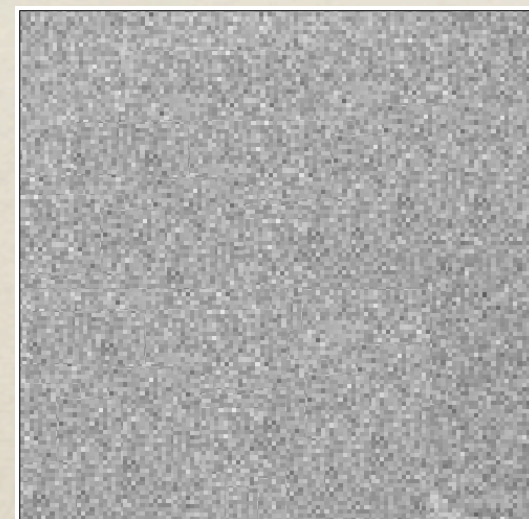


f_{pure}



structured

+



ε



not structured

“Noising” an image:

- * Simple Model:

- * Noisy image f of N pixels:

$$f = f_{\text{pure}} + \varepsilon, \quad \varepsilon(\mathbf{m}) \sim \mathcal{N}(0, \sigma^2)$$



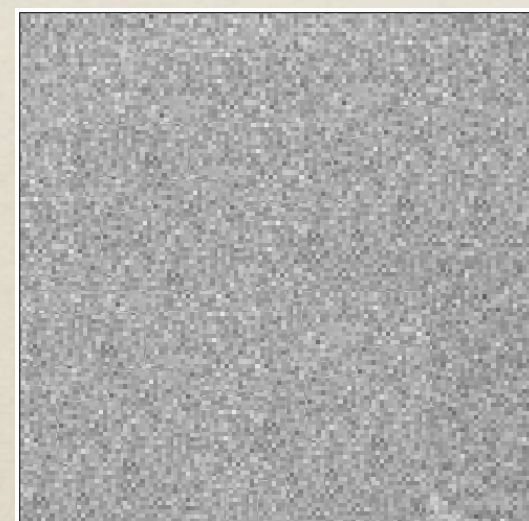
f

=



f_{pure}

+



ε

\Rightarrow Structure = “Sparsity”

What's sparsity?

- * Hypothesis: an image (or any signal) can be decomposed in a “sparsity basis” Ψ with few non-zero elements α :

$$f(\mathbf{n}) = \sum_{k=1}^d \alpha_k \psi_k(\mathbf{n}), \quad \mathbf{n} = (n, m), \quad \Psi = \{\psi_j : 1 \leq j \leq d\}$$

- * Ψ can be an ONB (e.g. Fourier, Wavelets) or a dictionary



16k pixels \Leftrightarrow 1k values

f is sparsely approximable

DeNoising: Principle

* **Signal is sparse (or compressible) in Ψ , noise is not!**

* For additive Gaussian Noise model, ($\mathbf{m} = (m, n)$)

$$f = f_{\text{pure}} + \varepsilon, \quad \varepsilon(\mathbf{m}) \sim \mathcal{N}(0, \sigma^2)$$

* For a ONB: $\Psi = \{\psi_j : 1 \leq j \leq N\}$

$$\alpha_j = \langle f, \psi_j \rangle = \langle f_{\text{pure}}, \psi_j \rangle + \langle \varepsilon, \psi_j \rangle$$

bounded amplitude:
 $|\langle \varepsilon, \psi_j \rangle| \propto \sigma \sqrt{N}$

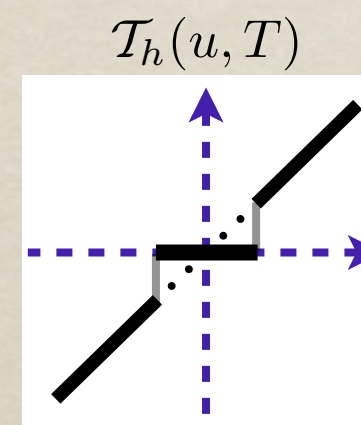
with $\langle u, v \rangle = \sum_{\mathbf{m}} u(\mathbf{m})v(\mathbf{m})$

► Shrinkage, or
thresholding:

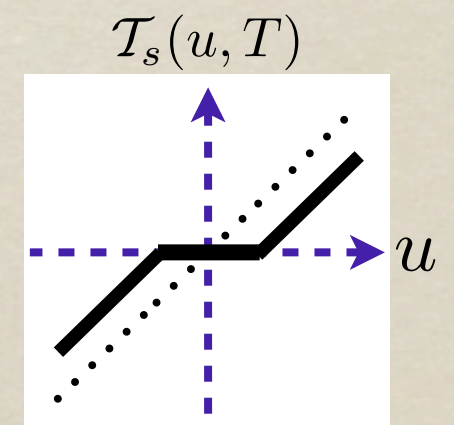
$$\alpha_j \rightarrow \mathcal{T}(\alpha_j, T(\sigma))$$

and reconstruct!

[Donoho, Johnstone, 98]



hard



soft

Denoising Example:

* Sparsity basis = directional wavelets

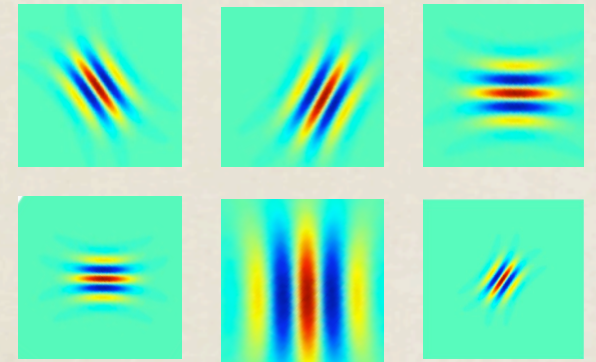
[Antoine, Vandergheynst, Jacques]

(or curvelets, or bandlets, or “*lets”)

[Candes, Donoho, Starck, Demanet]

[Mallat, Peyré]

[ask L. Duval, WITS]



Original



Noisy image, SNR: 22.13 dB



Reconstructed, SNR: 32.02 dB

► But most sparsity bases are *local* (in space)

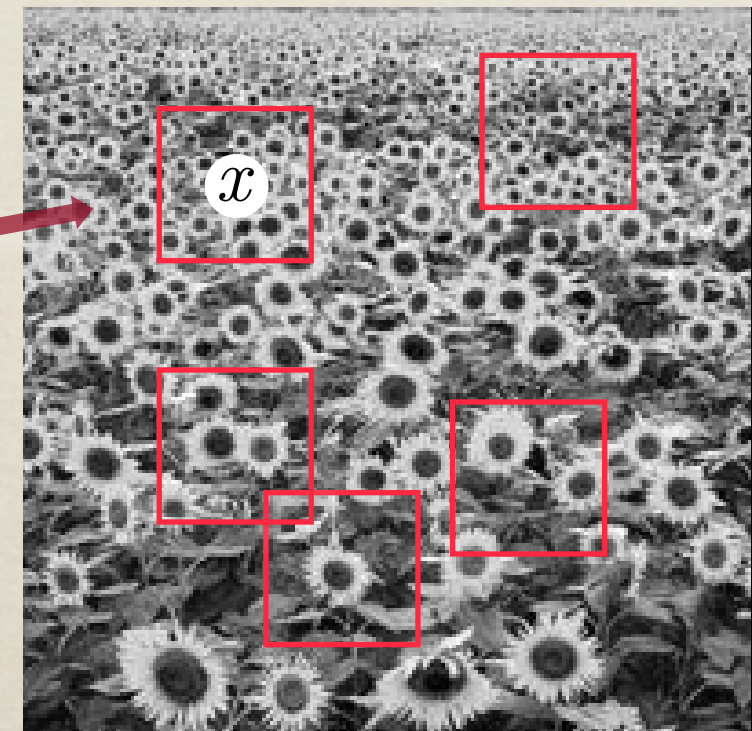
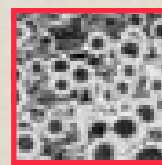
Towards non-locality ...

Towards non-locality ...

Non-local Means [Buades, Coll, Morel, 05]

- * Given an image f of N pixels, define *patches* of M pixels located on x :

$$p_x \in \mathbb{R}^M$$

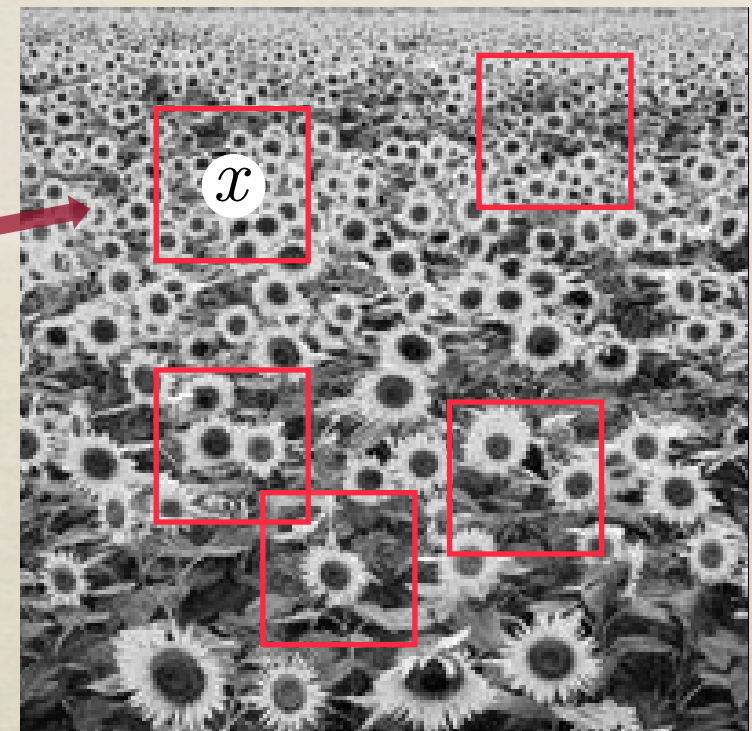
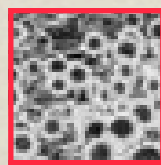
 f

Towards non-locality ...

Non-local Means [Buades, Coll, Morel, 05]

- * Given an image f of N pixels, define *patches* of M pixels located on x :

$$p_x \in \mathbb{R}^M$$



- * Define similarity (for $r > 0$):

$$w(x, y) = G_r(p_x - p_y)$$

$$G_r(v) := \exp -\frac{1}{2r^2} \sum_i |v_i|^2$$

- * NL Means:

$$[M_r f](x) = \frac{1}{\sum_y w(x, y)} \sum_y w(x, y) f(y)$$

Towards non-locality ...

* Example: Non-local Diffusion [Source: G. Peyré, 08]

Original image:
computing similarity

$$w(x, y)$$

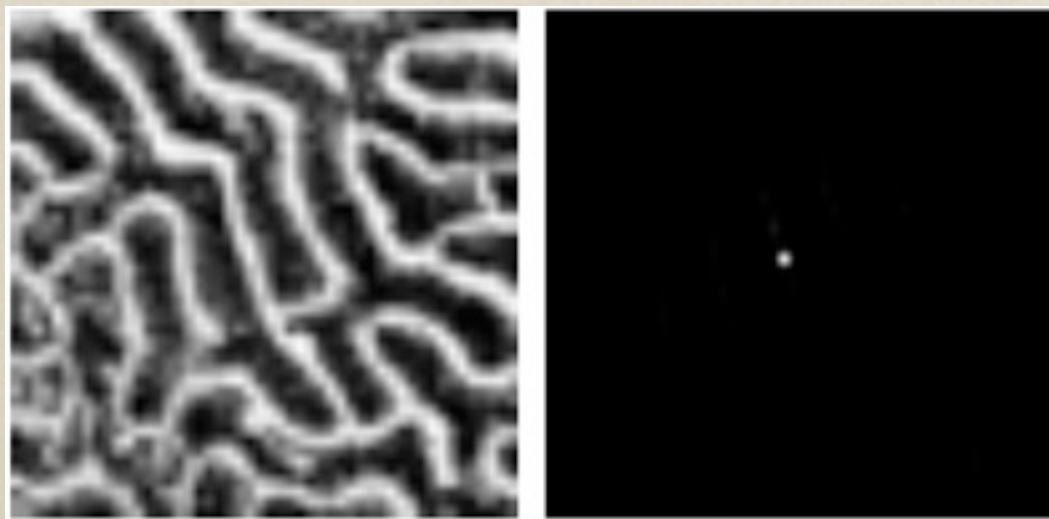


Towards non-locality ...

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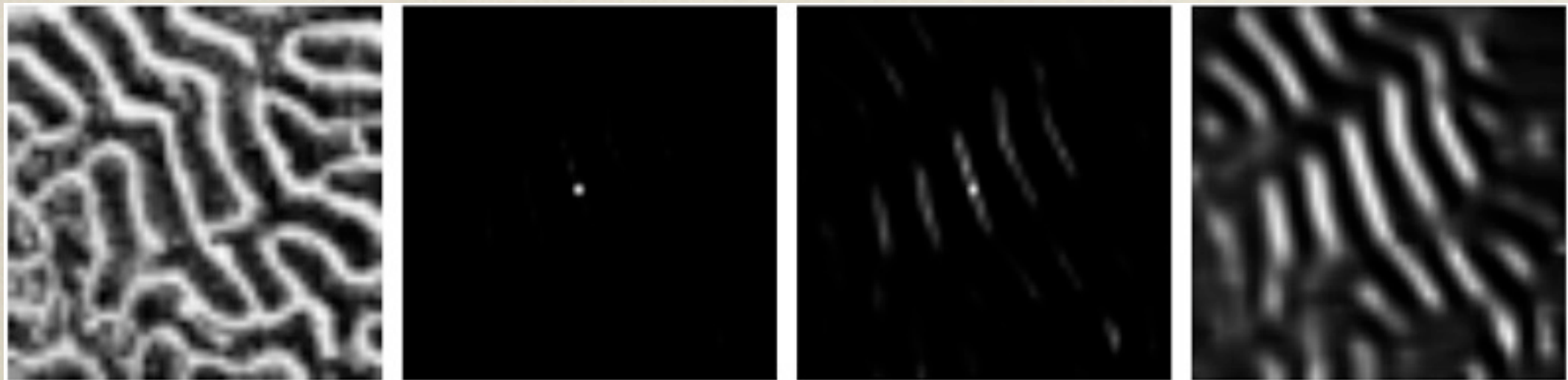
$$g = \delta(x - c)$$

Towards non-locality ...

* Example: Non-local Diffusion [Source: G. Peyré, 08]

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$$g = \delta(x - c)$$

$$M_4 g$$

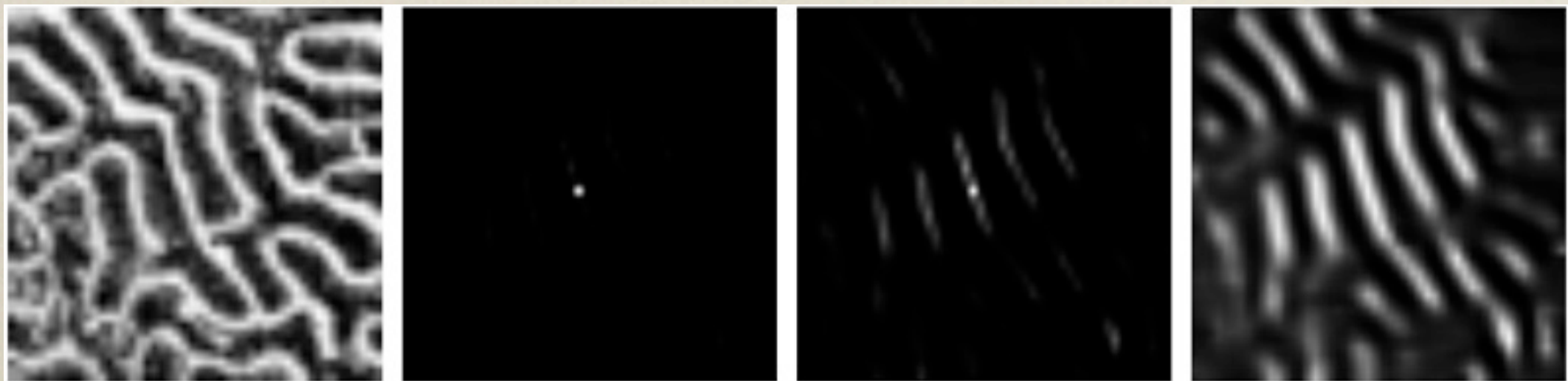
$$M_8 g$$

Towards non-locality ...

* Example: Non-local Diffusion [Source: G. Peyré, 08]

Original image:
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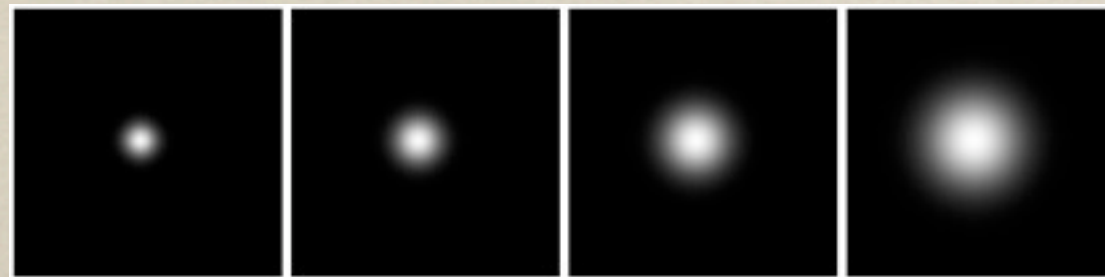


$$g = \delta(x - c)$$

$$M_4 g$$

$$M_8 g$$

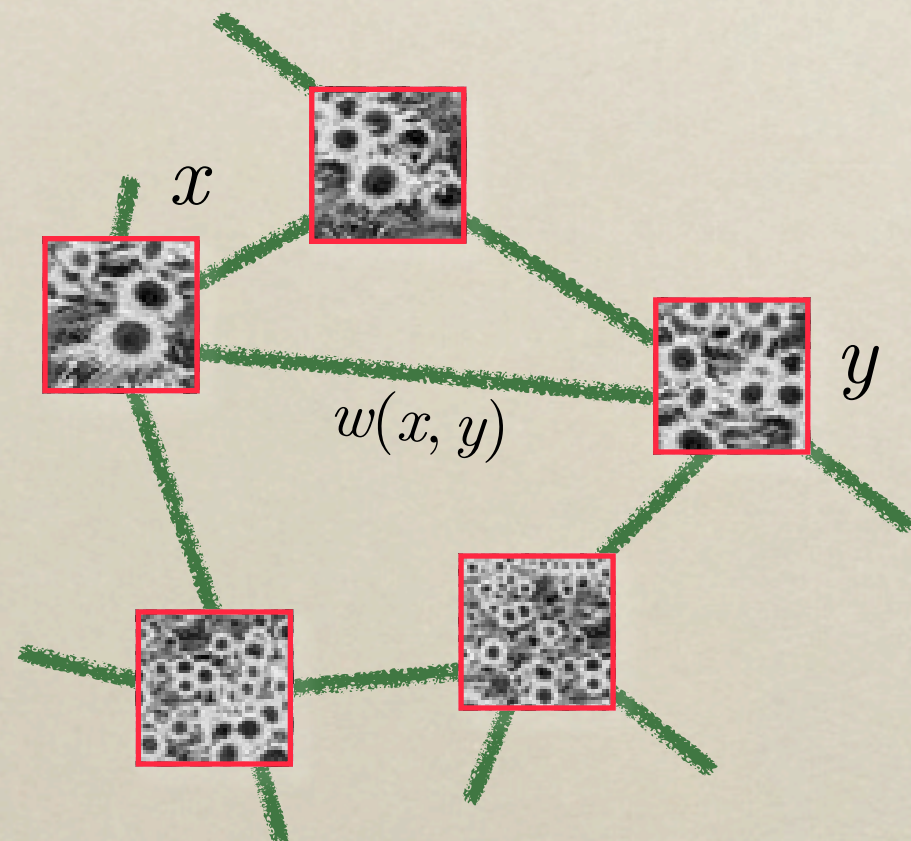
Same for Local diffusion:



Non-local Graph

- * Behind NL Means, a graph $G = (V, E, w)$ with:

$$V = \{x \in \text{im. dom.}\}, E \subset V \times V, w : E \rightarrow \mathbb{R}$$



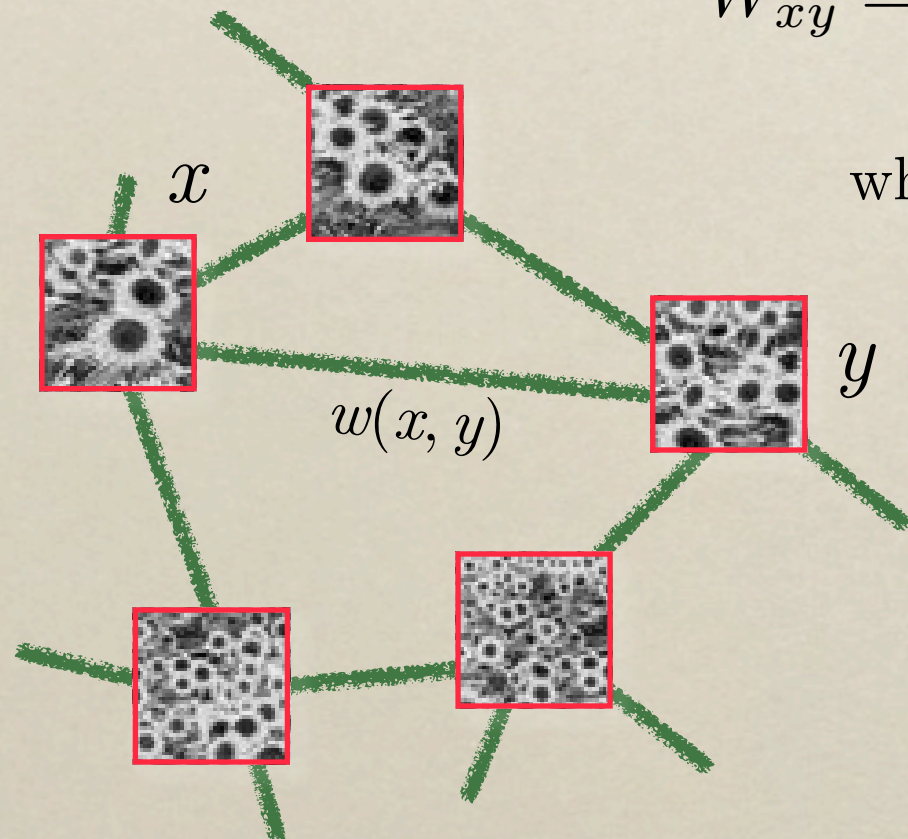
Non-local Graph

- * Behind NL Means, a graph $G = (V, E, w)$ with:
 $V = \{x \in \text{im. dom.}\}, E \subset V \times V, w : E \rightarrow \mathbb{R}$
- * Similarity is linked to the *connectivity* matrix W :

$$W_{xy} = \begin{cases} w(x, y) & \text{if } (x, y) \in E \\ 0 & \text{else.} \end{cases}$$

where: E is defined generally by thresholding w , and

$$M_r f = D^{-1} W f, \quad D_{xy} = \delta_{xy} \sum_y W_{xy}$$



Non-local Spectral Decomposition

- * Connectivity induces a Laplacian: (with $D_{ij} = \delta_{ij} \sum_k W_{ik}$)

$$\underline{L = D - W} \quad \text{or} \quad L^{\text{norm}} = \text{Id} - D^{-1/2} W D^{-1/2}$$

- * Eigenvectors of L , i.e. the set

$$\Gamma = \{\gamma_\ell \in \mathbb{R}^N : L \gamma_\ell = \lambda_\ell \gamma_\ell, \ 0 \leq \ell \leq N - 1\},$$

with $\lambda_0 = 0 \leq \lambda_1 \leq \dots \leq \lambda_{N-1}$, form an ONB for functions on V , i.e. \mathbb{R}^N

Example: Euclidean Graph \leftrightarrow 2-D Fourier

- * By analogy: The Fourier transform on a graph:

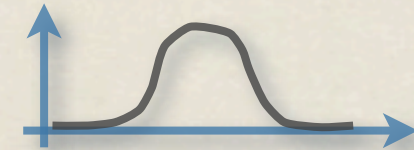
$$\hat{f}_\ell = \langle \gamma_\ell, f \rangle = \sum_i \gamma_\ell^*(i) f(i) \in \mathbb{C}, \quad (\text{forward})$$

$$f(i) = \sum_\ell \hat{f}_\ell \gamma_\ell(i), \quad (\text{inverse})$$

Graph Wavelets

- Use the Graph Wavelets [Hammond, Gribonval, Vandergheynst, 09]

- * Given a kernel $g : \mathbb{R}_+ \rightarrow \mathbb{R}_+$, \approx band pass



- * Extension of g to the L operator:

$$T_g^t := g(tL) \quad (\Leftrightarrow 1/t \text{ acts as a } \text{scale})$$

$$\widehat{g(tL)f} := g(t\lambda_\ell) \hat{f}_\ell \quad (\Leftrightarrow \text{convolution by } g \text{ in freq.})$$

$$[g(tL)f](i) = \sum_{\ell} g(t\lambda_\ell) \hat{f}_\ell \gamma_\ell(i) \quad (\Leftrightarrow \text{filtering of } f)$$

- * Wavelet? a wavelet localized on the graph node j is

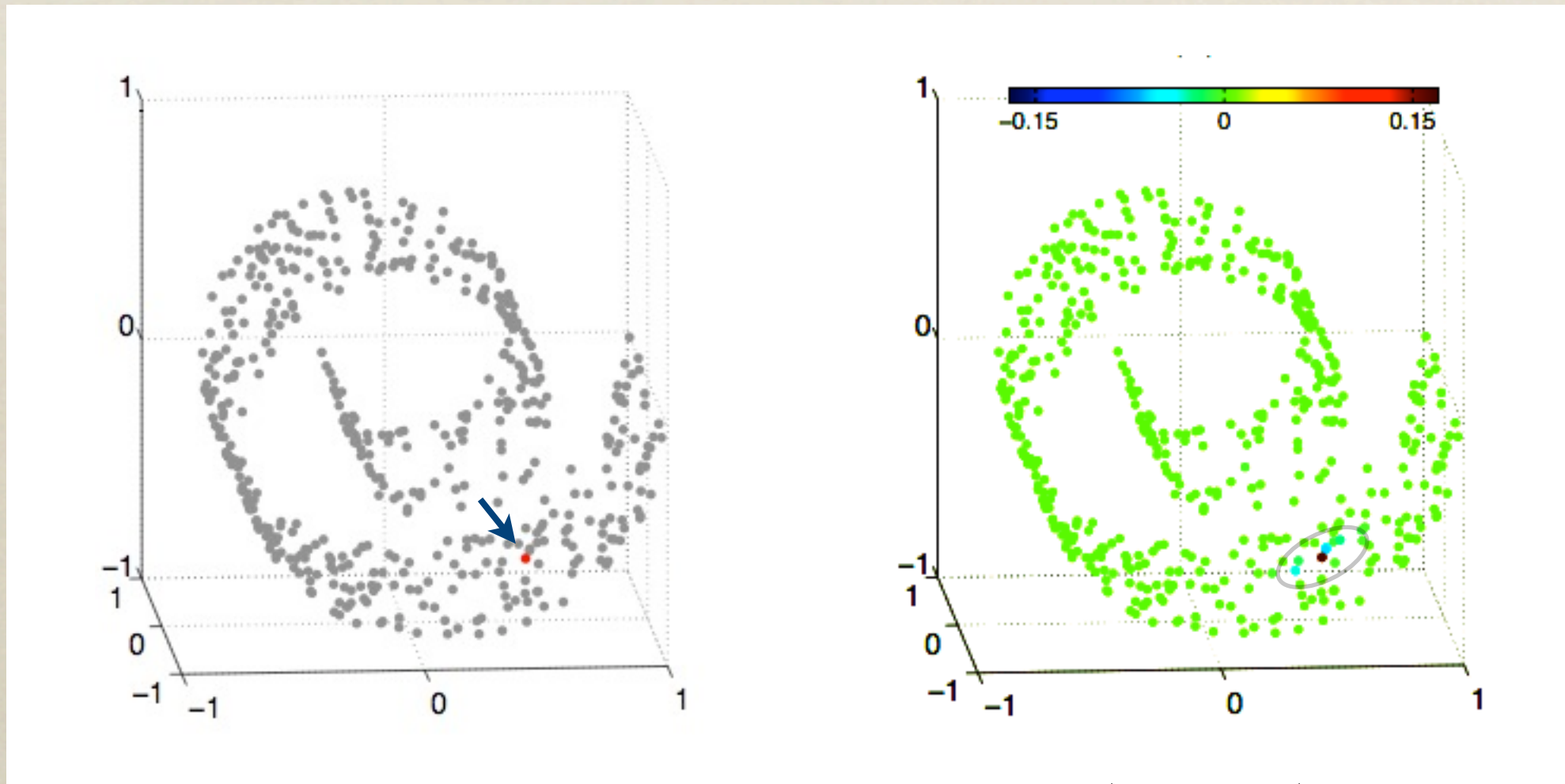
$$\psi_{t,j}(i) = T_g^t \delta_j(i)$$

- * and the Wavelet Transform:

$$W_f(t, j) = \langle \psi_{t,j}, f \rangle = T_g^t f$$

Graph Wavelets

- * Wavelet localization: (also proved theoretically)

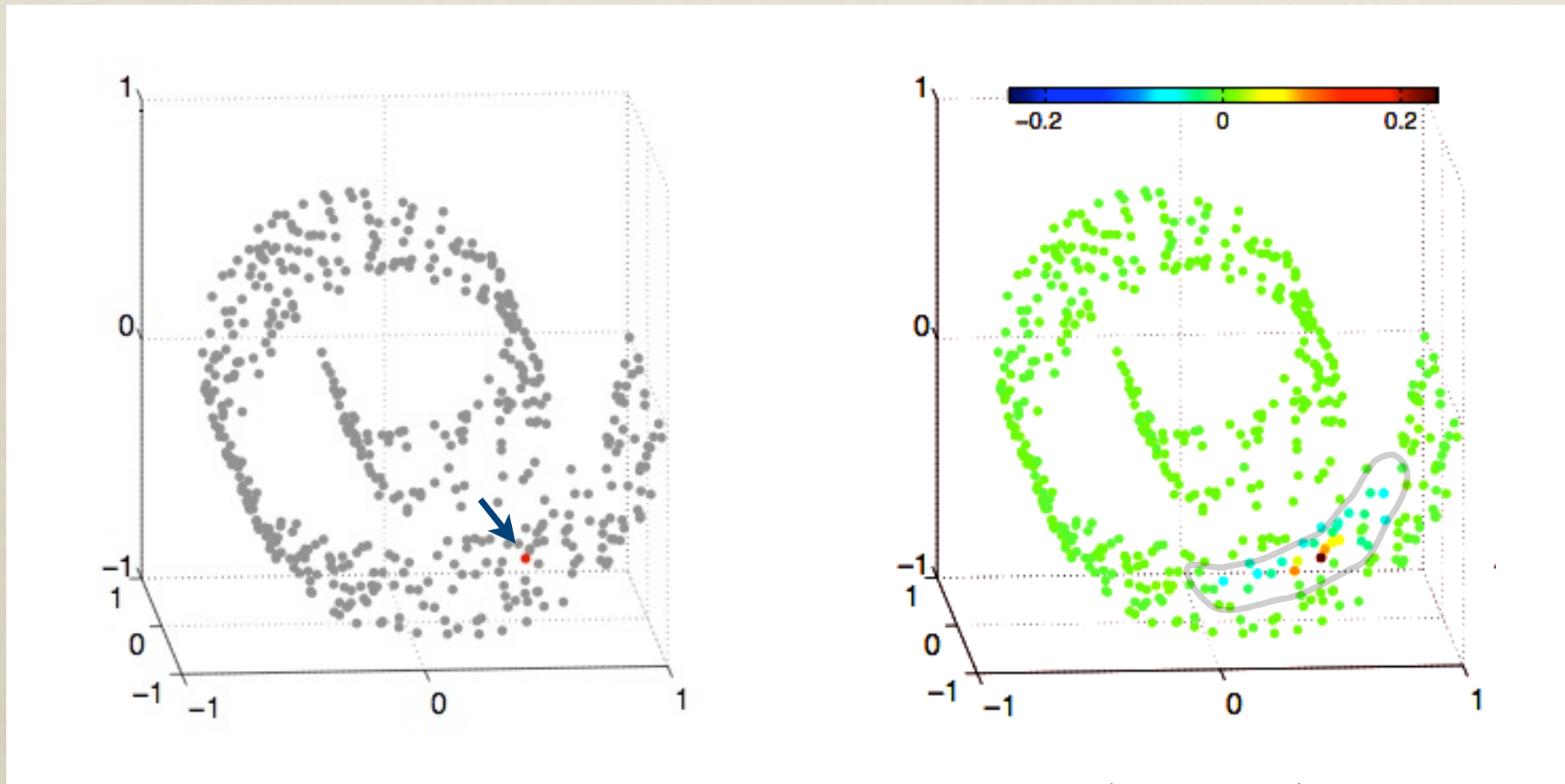


Swiss roll

$$1/t = 1/4$$

Graph Wavelets

- * Wavelet localization: (also proved theoretically)

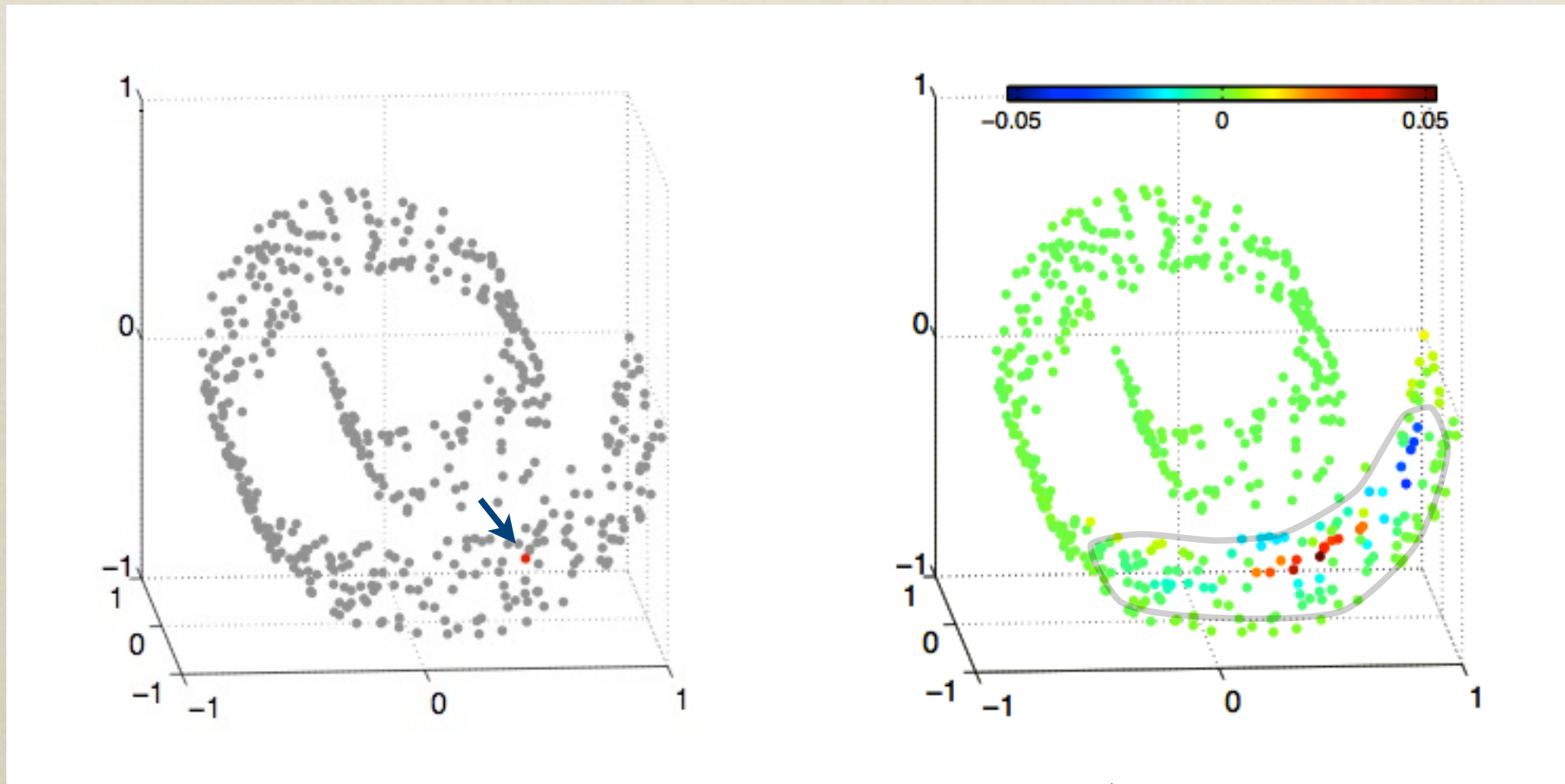


Swiss roll

$$1/t = 1/2$$

Graph Wavelets

- * Wavelet localization: (also proved theoretically)

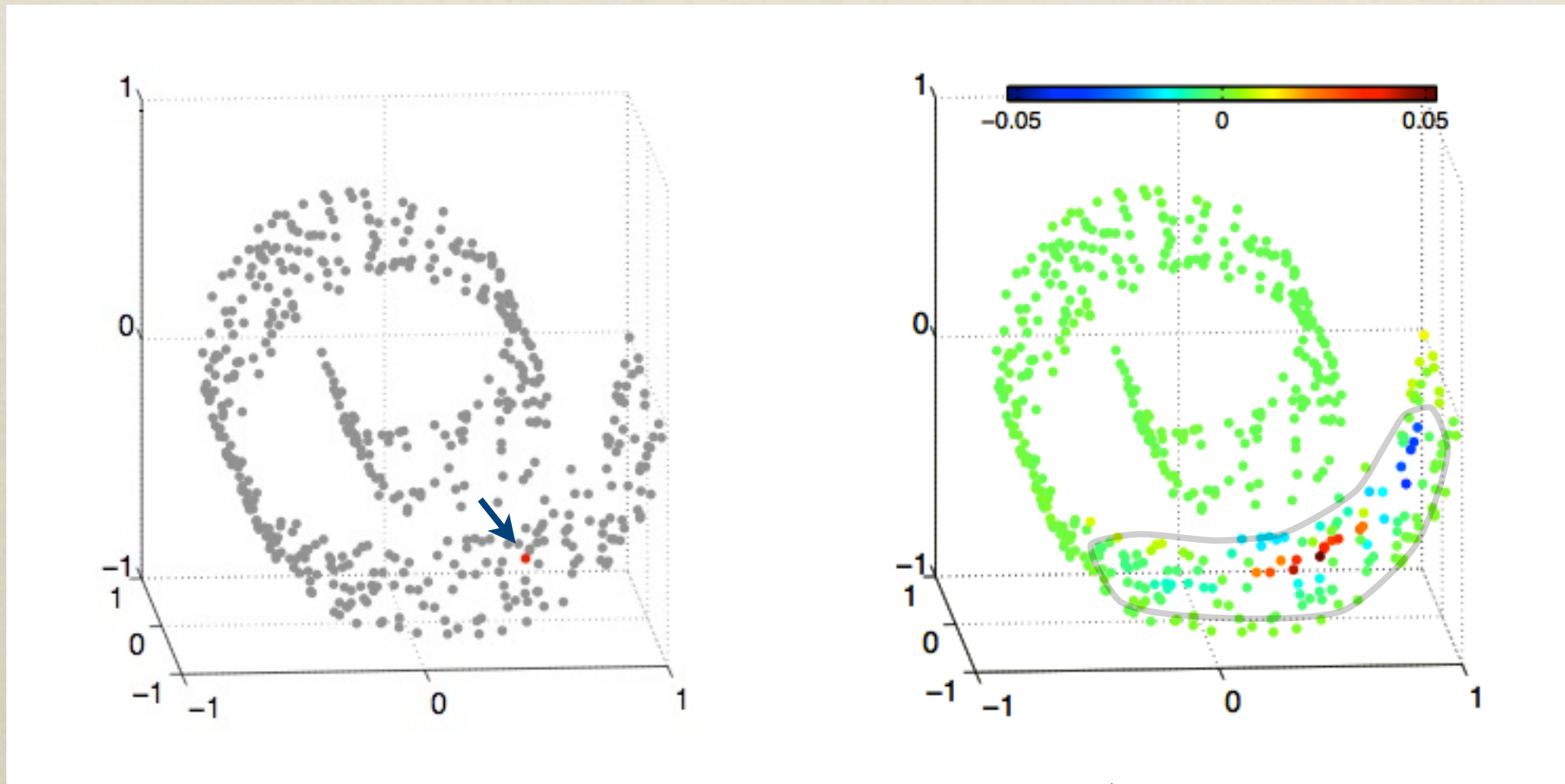


Swiss roll

$$1/t = 1$$

Graph Wavelets

- * Wavelet localization: (also proved theoretically)



Swiss roll

$$1/t = 1$$

- * Fast computation: $g(u) \approx \text{Pol}(u) \Leftrightarrow \text{Apply } (Lf)^n$ (with L very sparse)
e.g. Taylor, Chebyshev

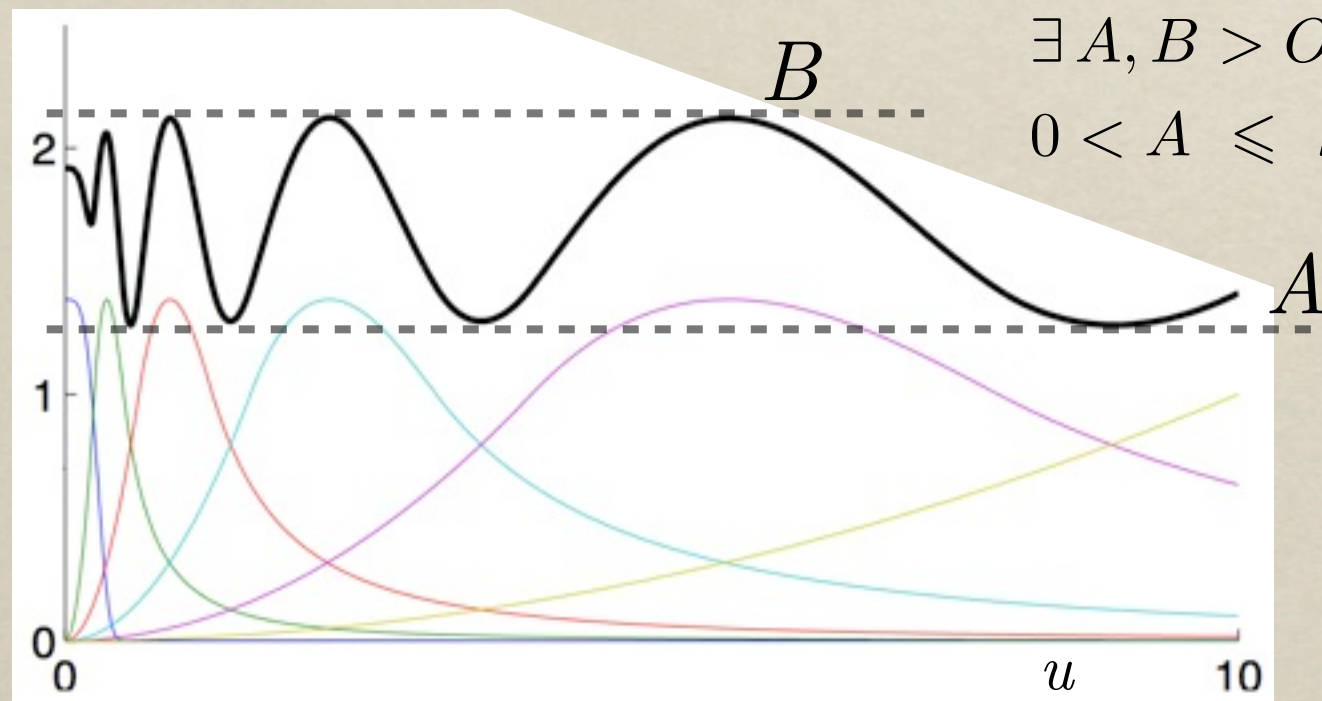
Graph Wavelets

- * Reconstruction possible (similar to common CWT):

$$f(j) = \langle \gamma_0, f \rangle \gamma_0 + \frac{1}{C_g} \sum_i \int_0^\infty W_f(t, i) \psi_{t,i}(j) \frac{dt}{t},$$

$$C_g = \int_0^\infty g^2(u)/u \, du$$

- * For finite scales, i.e. $\{t_s : 1 \leq s \leq J, t_s < t_{s+1}\}$,
reconstruction possible if frame (in scale), i.e.



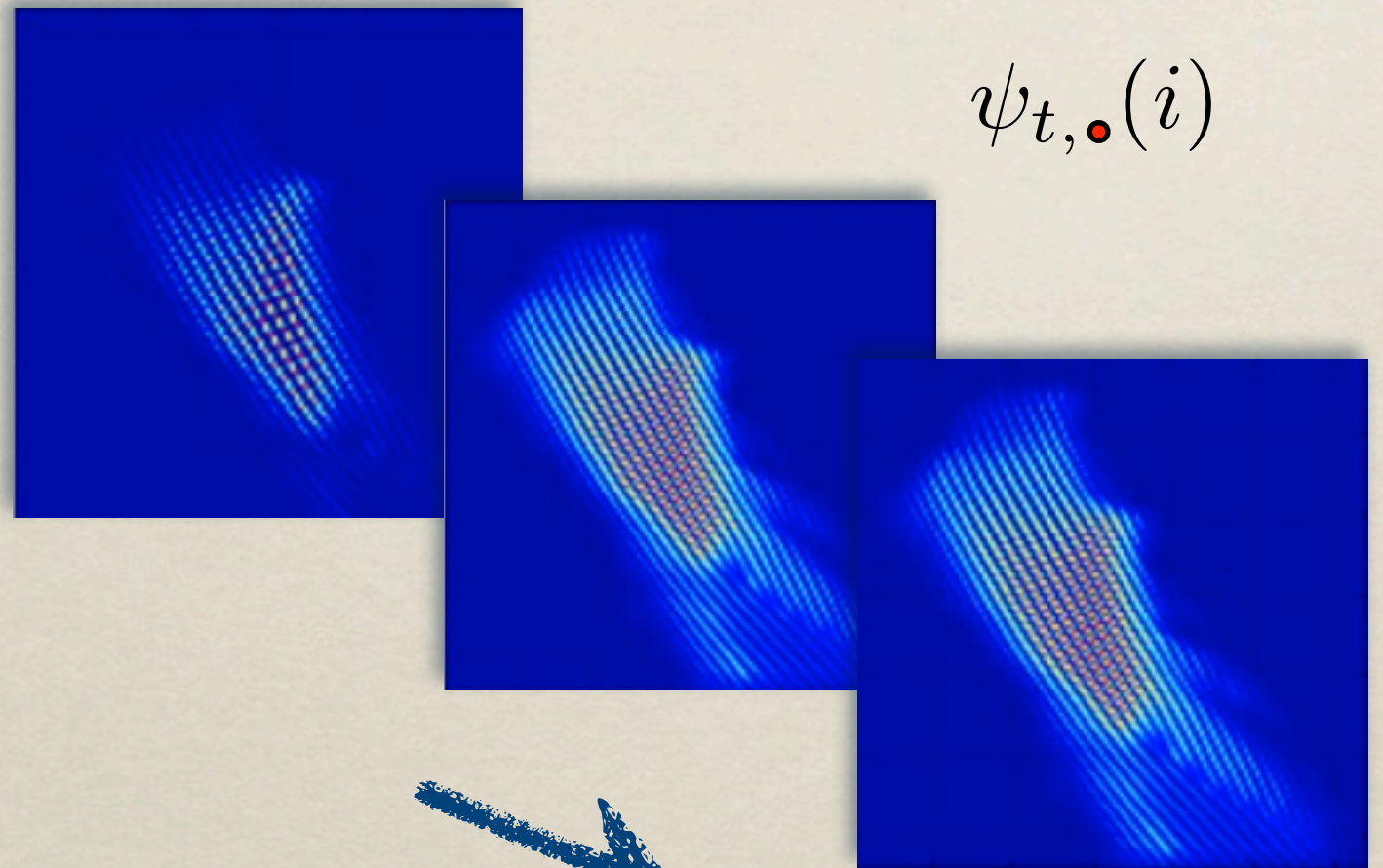
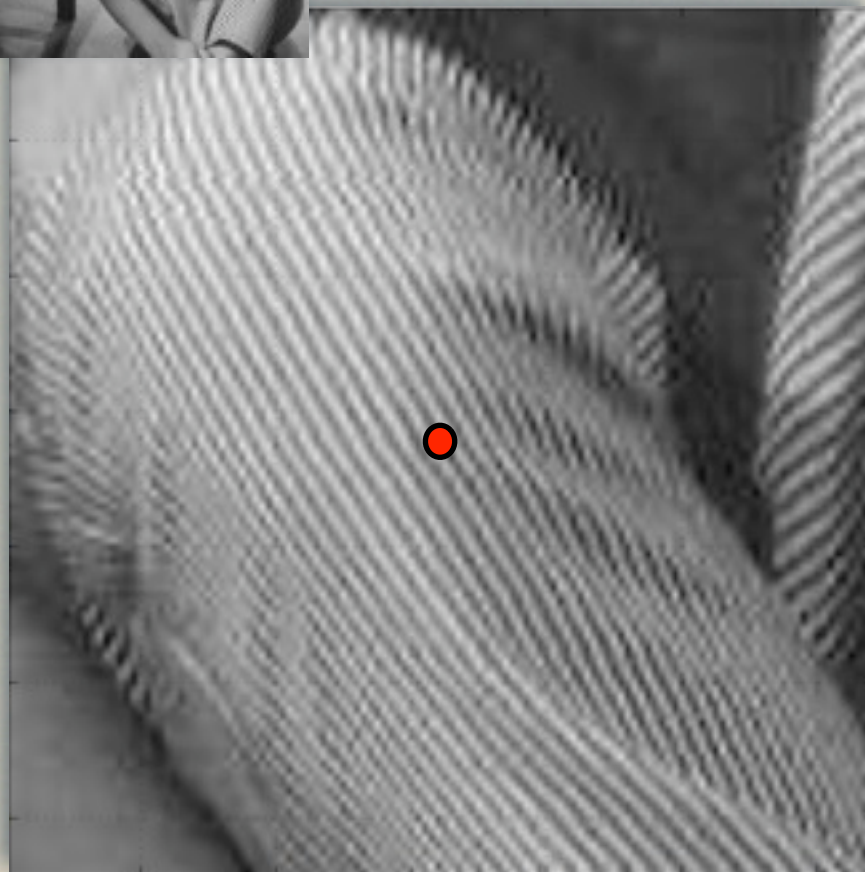
$$\exists A, B > 0, \exists h : \mathbb{R}_+ \rightarrow \mathbb{R}_+ \text{ (i.e. scaling function)}$$

$$0 < A \leq h^2(u) + \sum_s g(t_s u)^2 \leq B < \infty$$

Non-local Wavelet Basis (frame)

* Non-local Wavelets are ...

... Graph Wavelets on Non-Local Graph



$1/t$ increasing

Interest: good *adaptive* sparsity basis

Non-Local Wavelet Denoising

- * Of course graph depends on the (pure) image
- * But graph not too much affected by noise
- ▶ Denoising Method:
 1. (pre-filter the image for cleaner graph)
 2. Compute $G_f = (V, E, w)$ from $f = f_{\text{pure}} + \varepsilon$
 3. Decompose f on the wavelet frame
$$\Psi = \{\phi\} \cup \{\psi_{t_s, j} \in \mathbb{R}^N : t_s = 2^s, 1 \leq s \leq S, \leq j \leq N\}$$
 5. Threshold the coefficients
 6. Reconstruct f^* (by frame inversion, i.e. conjugate gradient)

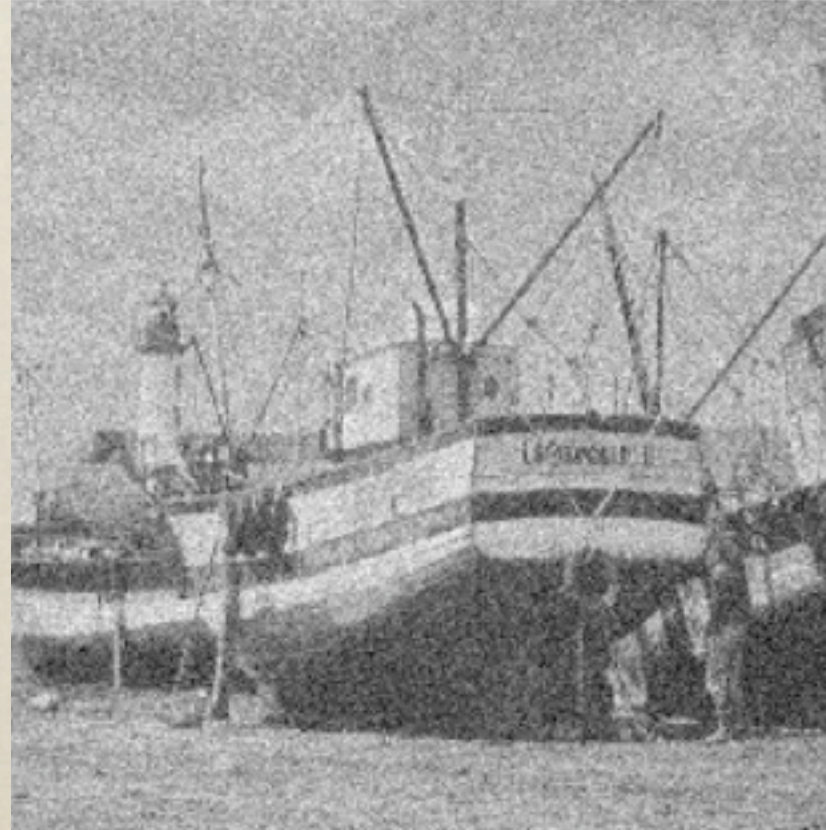
(remark: more general formulation available: e.g. Iterative Soft Thresholding)

Non-Local Wavelet Denoising

- * Boat Image Non-Local Denoising: (preliminary result)



Original



Noisy image, PSNR: 19.62dB



Reconstructed, PSNR: 25.78 dB

- * More tests to be done (comparisons, parameters influence, ...)

Conclusion and Perspectives

- * Sparsity is key feature of efficient denoising techniques.
- * Non-local Wavelets offer a good adaptive sparsity basis.
- * Non-local Wavelet Processing is a very promising.
- * However:
 - * Quantifying the effect on noise on graph structure?
 - * Other noise distributions? (e.g. NL means promising for Poisson)
 - * Application to other image restorations (e.g. deconvolution, inpainting, texture generation, ...)?

Thank you!

Some References:

- * A. Buades, B. Coll, and J.M. Morel. “A Non-Local Algorithm for Image Denoising”. Computer Vision and Pattern Recognition (CVPR). IEEE Computer Society Conference on, Vol. 2, 60, 2005.
- * D. K. Hammond, P. Vandergheynst, Rémi Gribonval. “Wavelets on graphs via spectral theory”, to be submitted.
- * D. L. Donoho and I. Johnstone. “Minimax estimation by wavelet shrinkage”. Ann. Statist., Vol. 26, pp. 879–921, 1998.
- * G. Peyré, “Image Processing with Non-local Spectral Bases”, SIAM Multiscale Modeling and Simulation, Vol. 7(2), p.703-730, 2008.
- * D. Hammond, K. Raoaroor, L. Jacques, P. Vandergheynst. “Image Denoising with Nonlocal Spectral Graph Wavelets”. SIAM Conference on Imaging Science (IS10), April 12-14, 2010 (+ Journal paper in preparation)