

# Introduction to Wavelets

# Discrete Wavelet Transform

- A wavelet is a function of zero average centered in the neighborhood of  $t=0$  and is normalized

$$\int_{-\infty}^{+\infty} \psi(t) dt = 0$$
$$\|\psi\| = 1$$

- The translations and dilations of the wavelet generate a family of functions over which the signal is projected

$$\psi_{u,s}(t) = \frac{1}{\sqrt{s}} \psi\left(\frac{t-u}{s}\right)$$

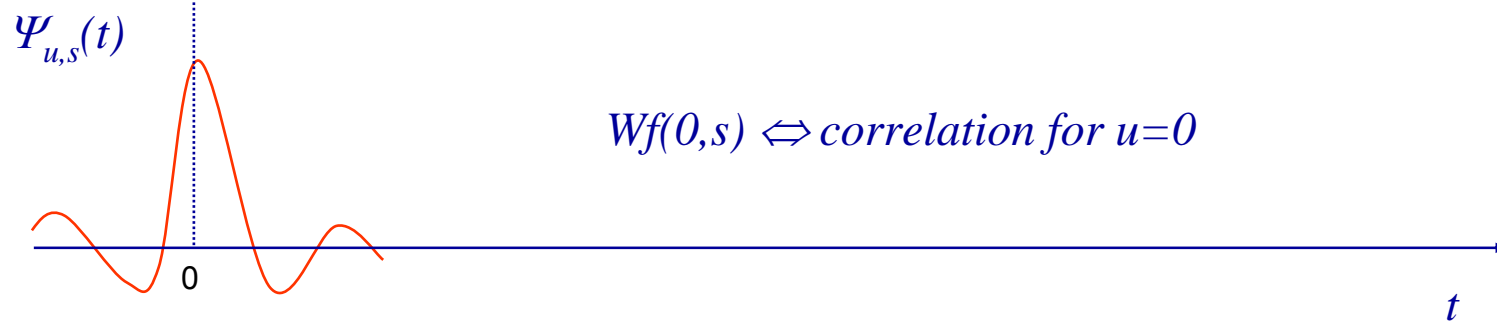
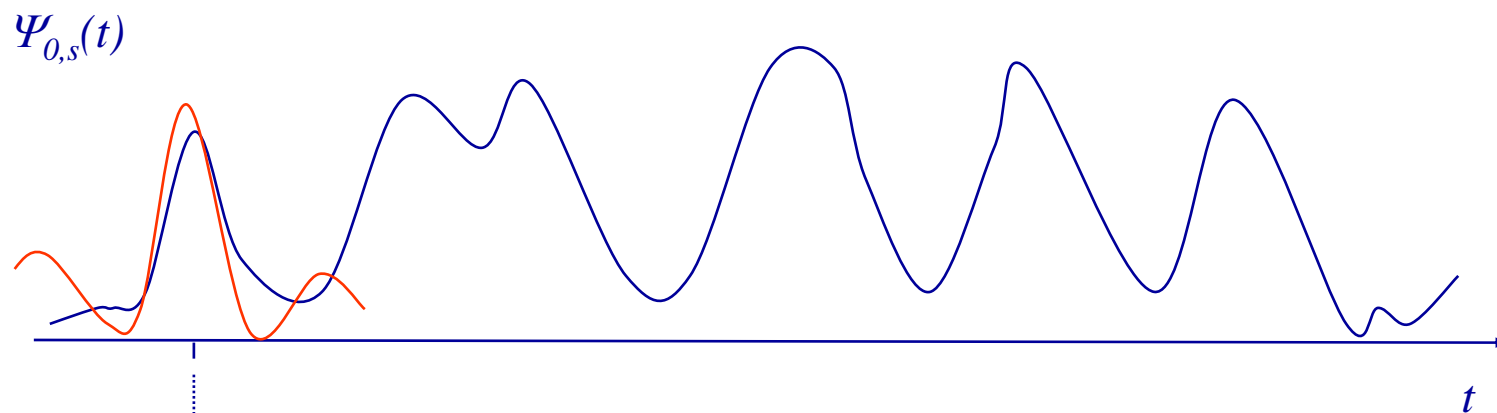
- Wavelet transform of  $f$  in  $L^2(\mathbb{R})$  at position  $u$  and scale  $s$  is

$$Wf(u, s) = \langle f, \psi_{u,s} \rangle = \int_{-\infty}^{+\infty} f(t) \frac{1}{\sqrt{s}} \psi^*\left(\frac{t-u}{s}\right) dt$$

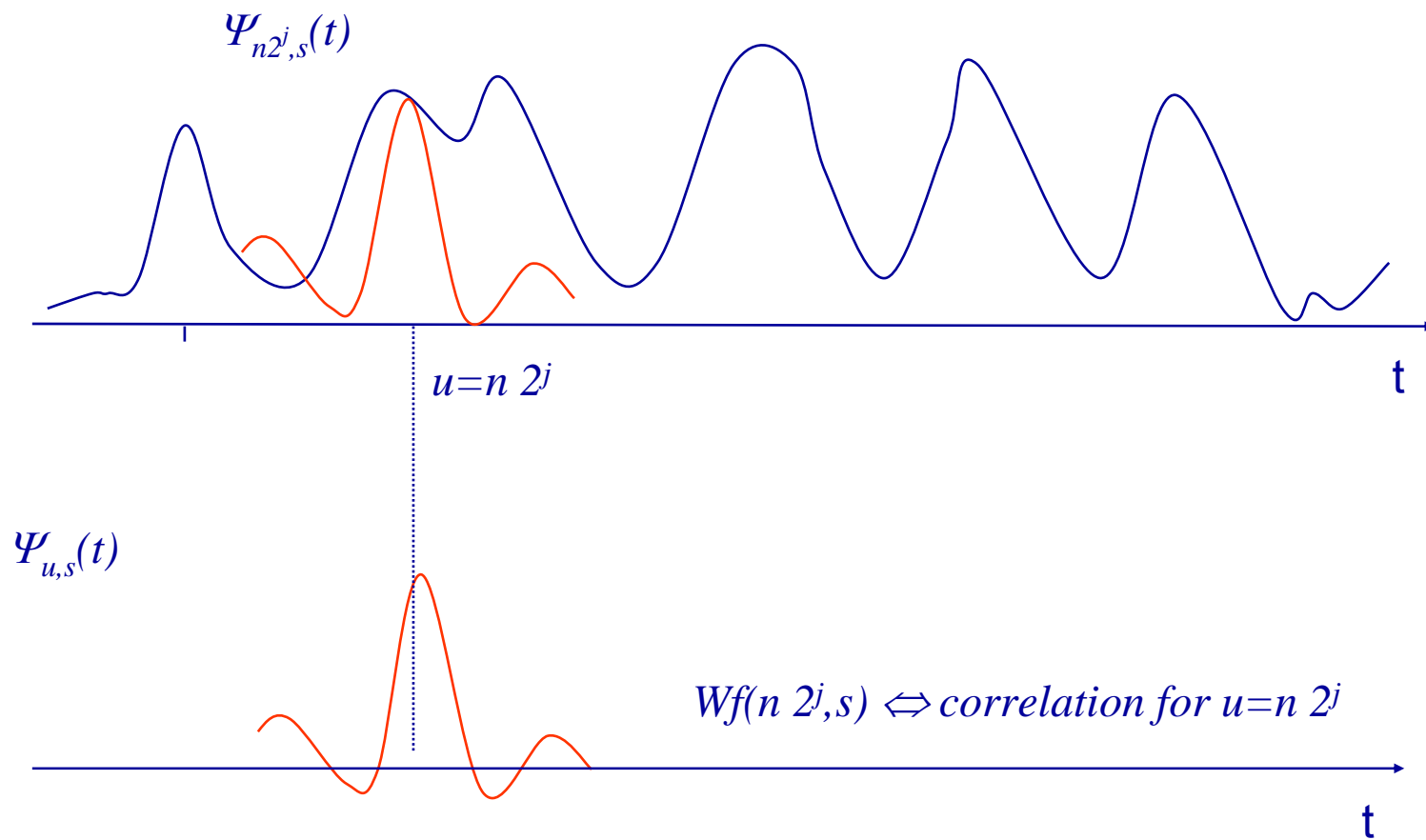
$$s = 2^j$$

$$u = k \cdot 2^j$$

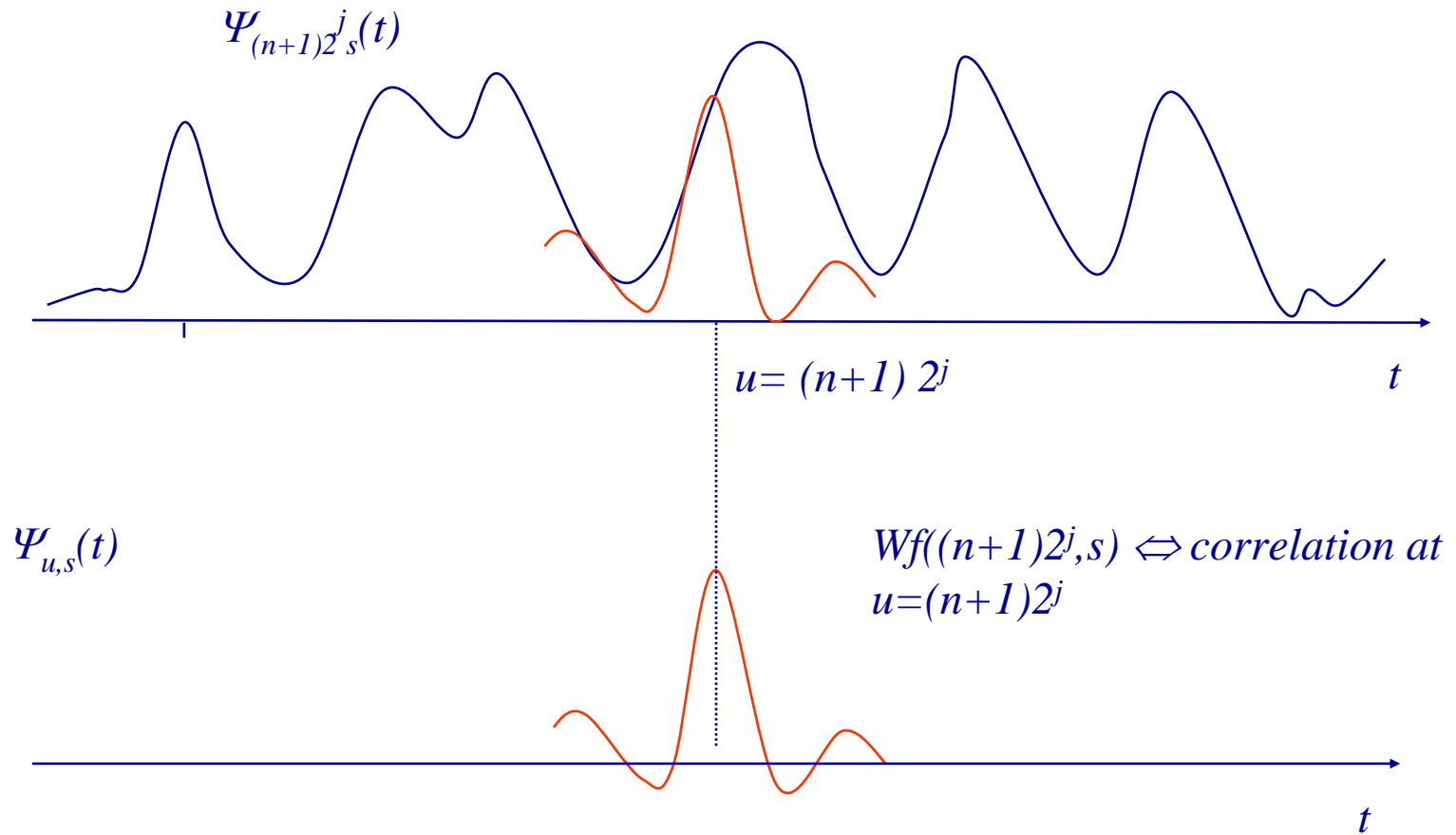
# Wavelet transform



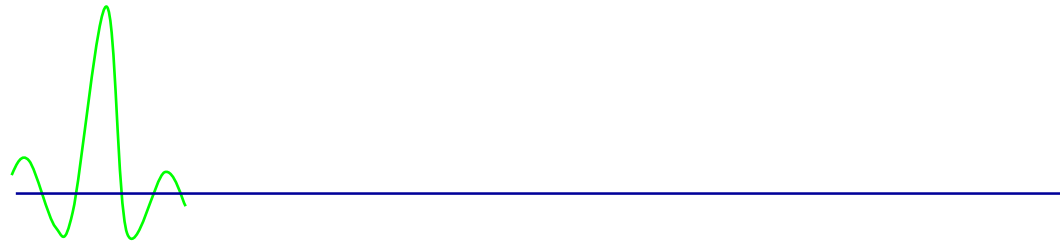
# Wavelet transform



# Wavelet transform



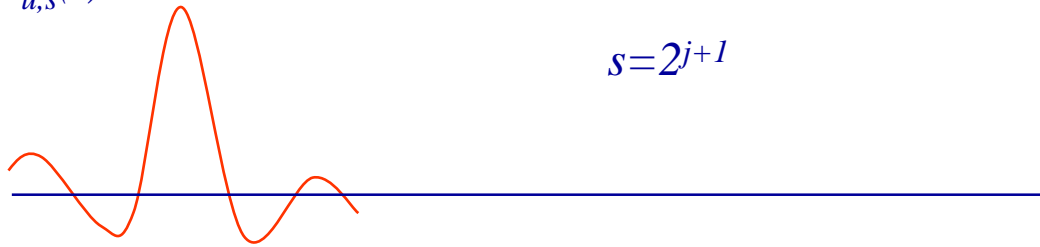
# Changing the scale



$\Psi_{u,s}(t)$

$s=2^{j+1}$

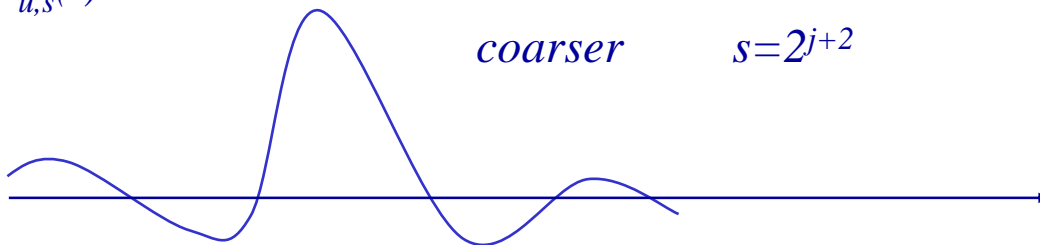
*multiresolution*



$\Psi_{u,s}(t)$

*coarser*

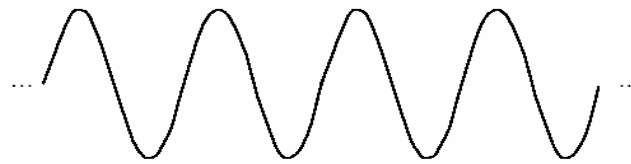
$s=2^{j+2}$



# Fourier versus Wavelets

$$F(\omega) = \int_{-\infty}^{\infty} f(t)e^{-j\omega t} dt$$

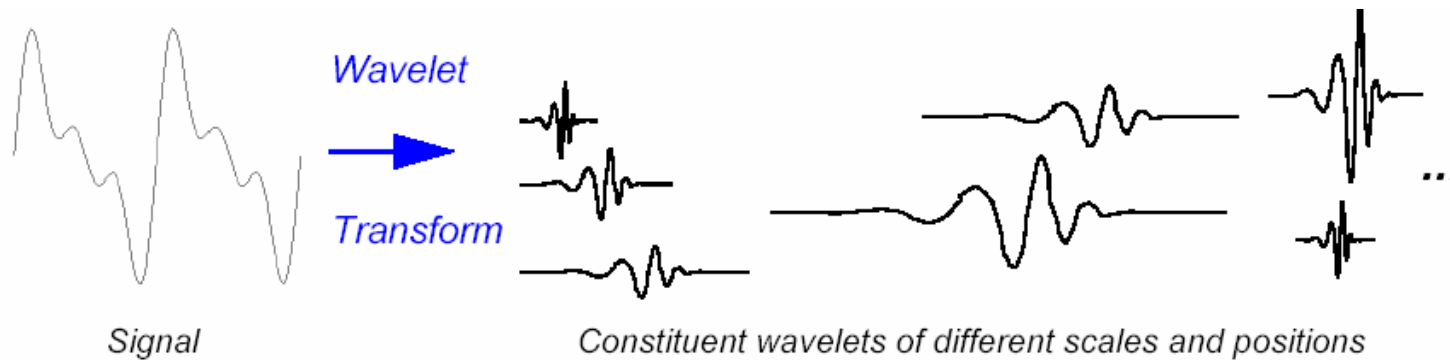
$$C(\text{scale}, \text{position}) = \int_{-\infty}^{\infty} f(t)\psi(\text{scale}, \text{position}, t)dt$$



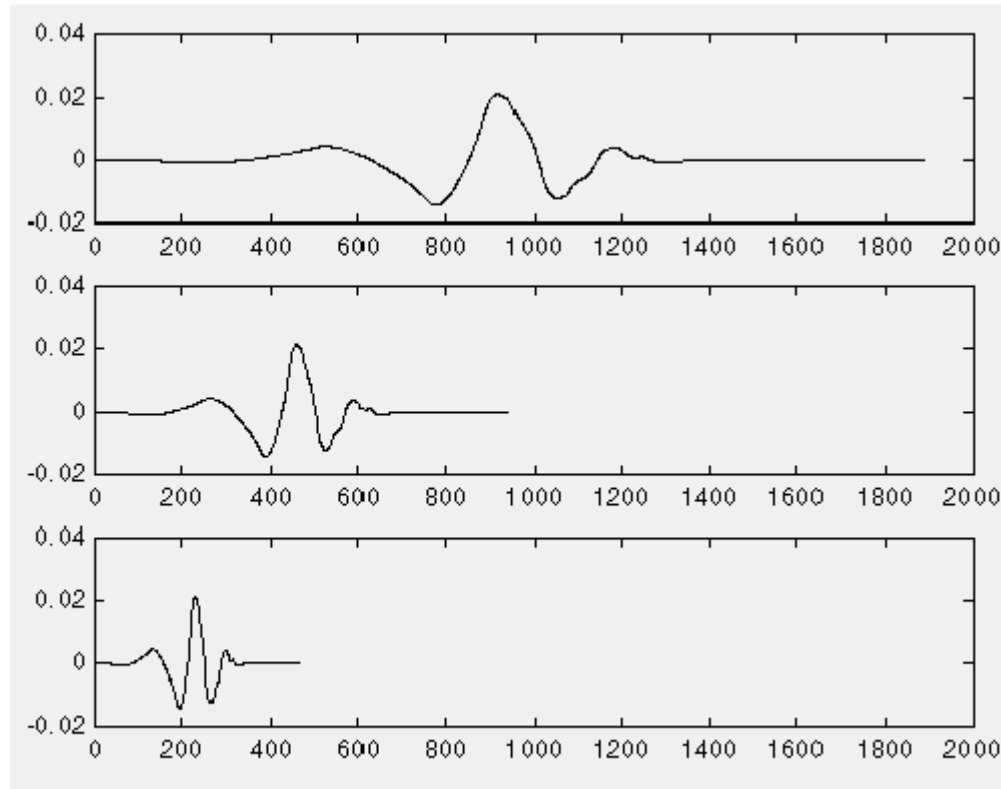
Sine Wave



Wavelet (db10)



# Scaling



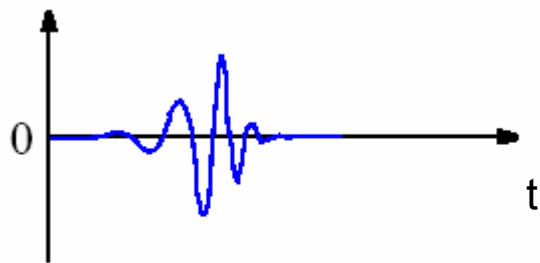
$$f(t) = \psi(t) \quad ; \quad a = 1$$

$$f(t) = \psi(2t) \quad ; \quad a = \frac{1}{2}$$

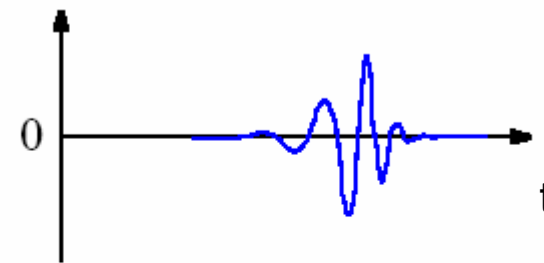
$$f(t) = \psi(4t) \quad ; \quad a = \frac{1}{4}$$



# Shifting



Wavelet function  
 $\psi(t)$

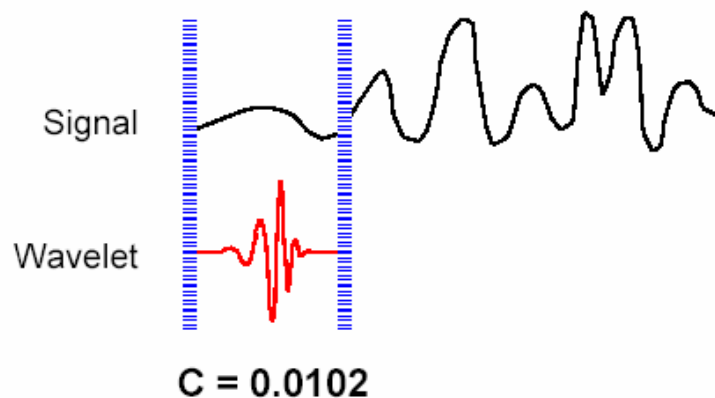


Shifted wavelet function  
 $\psi(t-k)$

# Recipe

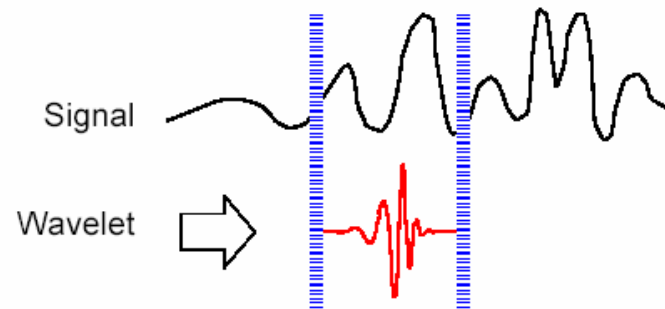
- 1 Take a wavelet and compare it to a section at the start of the original signal.
- 2 Calculate a number,  $C$ , that represents how closely correlated the wavelet is with this section of the signal. The higher  $C$  is, the more the similarity. More precisely, if the signal energy and the wavelet energy are equal to one,  $C$  may be interpreted as a correlation coefficient.

Note that the results will depend on the shape of the wavelet you choose.

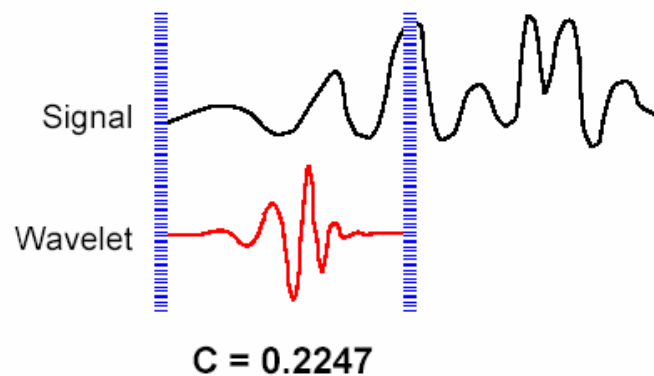


# Recipe

- 3 Shift the wavelet to the right and repeat steps 1 and 2 until you've covered the whole signal.



- 4 Scale (stretch) the wavelet and repeat steps 1 through 3.



- 5 Repeat steps 1 through 4 for all scales.

# Wavelet Zoom

- WT at position  $u$  and scale  $s$  measures the local correlation between the signal and the wavelet



Thus, there is a correspondence between wavelet scales and frequency as revealed by wavelet analysis:

- (small) • Low scale  $a \Rightarrow$  Compressed wavelet  $\Rightarrow$  Rapidly changing details  $\Rightarrow$  High frequency  $\omega$ .
- (large) • High scale  $a \Rightarrow$  Stretched wavelet  $\Rightarrow$  Slowly changing, coarse features  $\Rightarrow$  Low frequency  $\omega$ .

# Frequency domain

- Parseval 
$$Wf(u, s) = \int_{-\infty}^{+\infty} f(t)\psi_{u,s}^*(t)dt = \frac{1}{2\pi} \int_{-\infty}^{+\infty} F(\omega)\Psi_{u,s}^*(\omega)d\omega$$

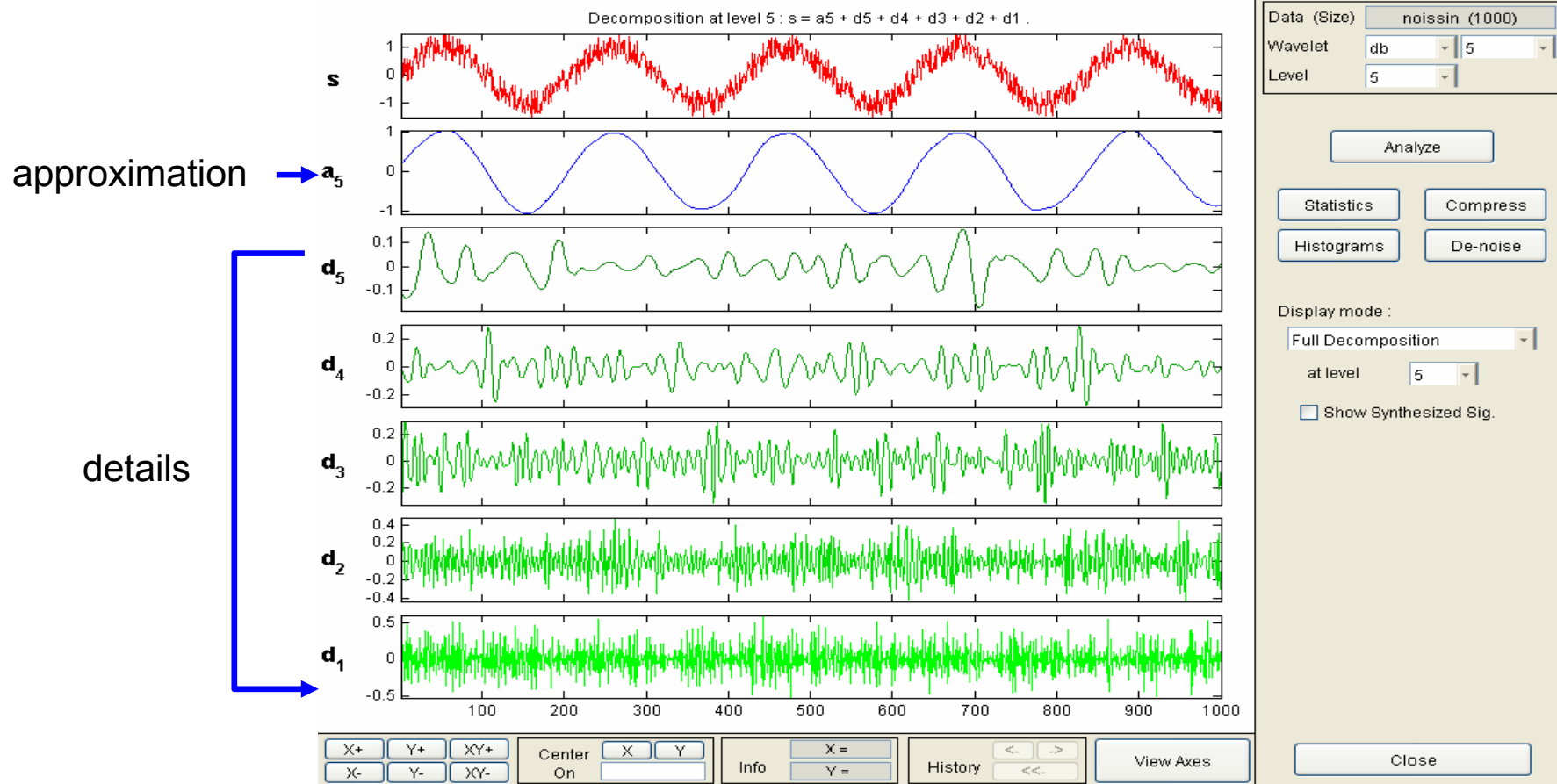
The wavelet coefficients  $Wf(u, s)$  depend on the values of  $f(t)$  (and  $F(\omega)$ ) in the time-frequency region where the energy of the corresponding wavelet function (respectively, its transform) is concentrated

- time/frequency localization*
- The *position and scale* of high amplitude coefficients allow to characterize the *temporal evolution* of the signal
- Time domain signals (1D) : Temporal evolution
- Spatial domain signals (2D) : Localize and characterize spatial singularities

$$\psi_{u,s}(t) = \frac{1}{\sqrt{s}}\psi\left(\frac{t-u}{s}\right) \Leftrightarrow \Psi_{u,s}(\omega) = \sqrt{s}\Psi(s\omega)e^{-j\omega s}$$

**Stretching in time  $\leftrightarrow$  Shrinking in frequency (and viceversa)**

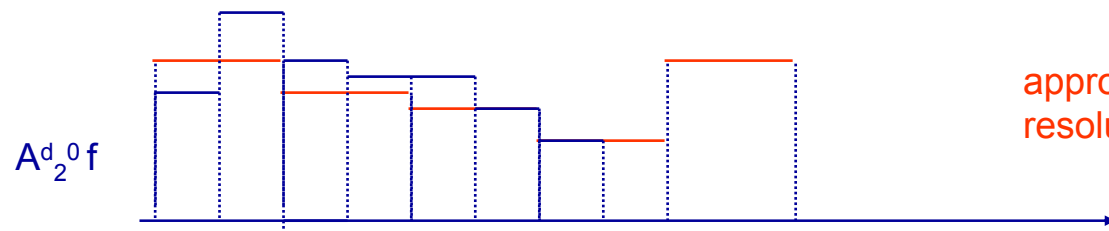
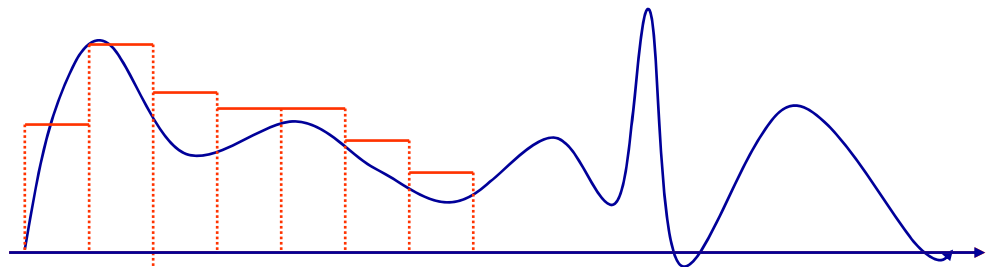
# Example



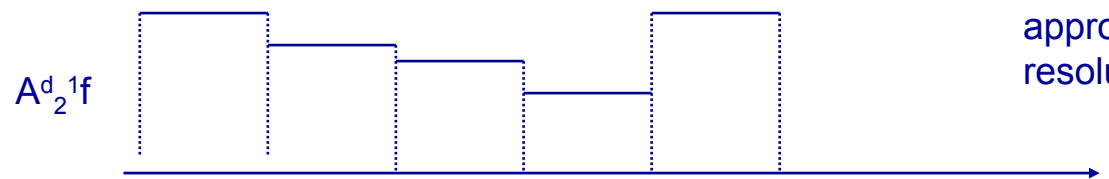
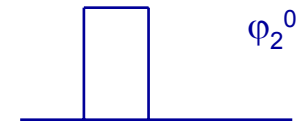
**Wavelet representation = approximation + details**

approximation ↔ scaling function  
 details ↔ wavelets

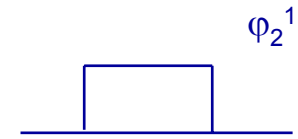
# A different perspective



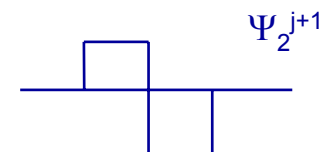
approximation at resolution  $2^0$



approximation at resolution  $2^1$



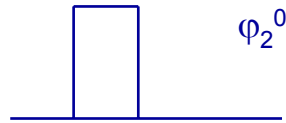
detail signal



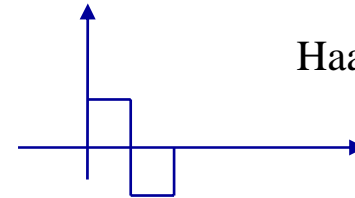
$$A_2^{d,j}f = A_2^{d,j+1}f + d_2^{j+1}f$$

# Haar pyramid [Haar 1910]

Haar basis function

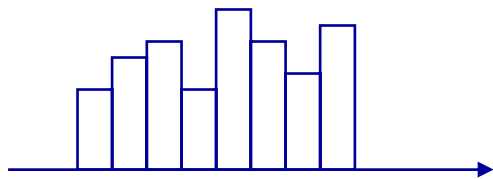


$\phi_2^0$

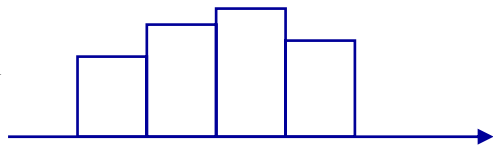


Haar wavelet

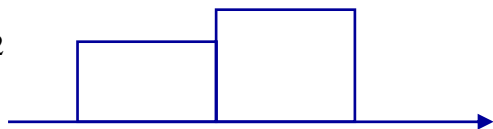
sig<sub>0</sub>



sig<sub>1</sub>



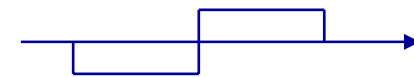
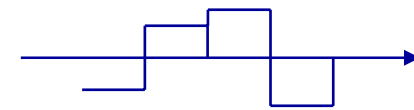
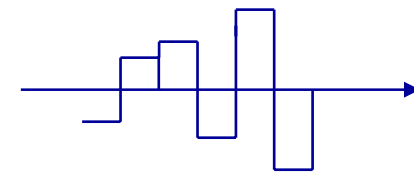
sig<sub>2</sub>



sig<sub>3</sub>



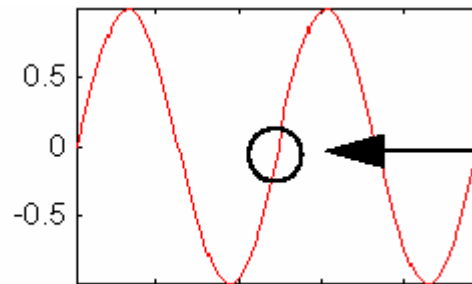
details



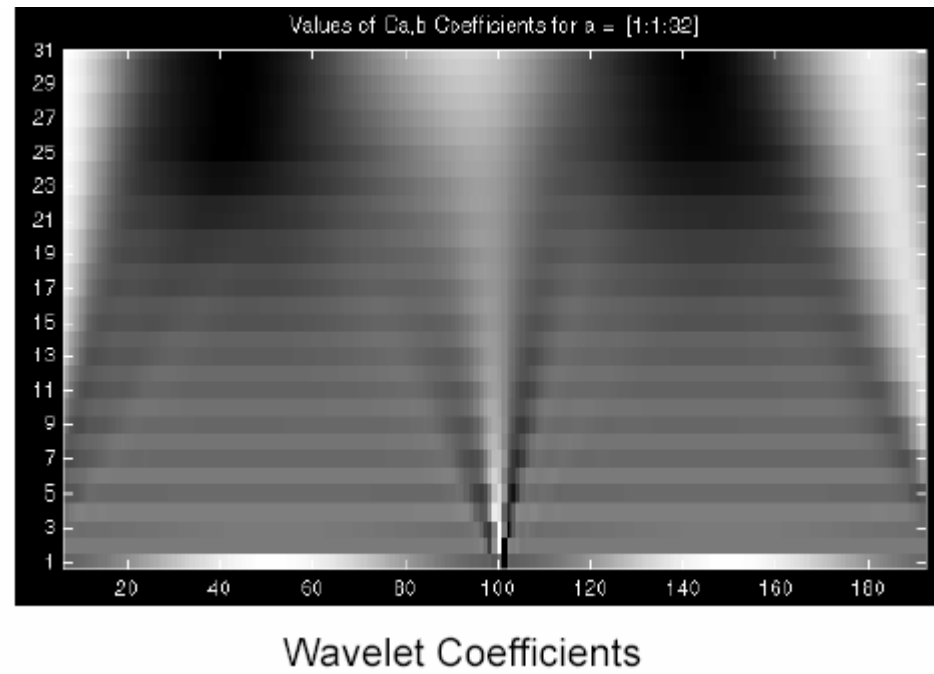
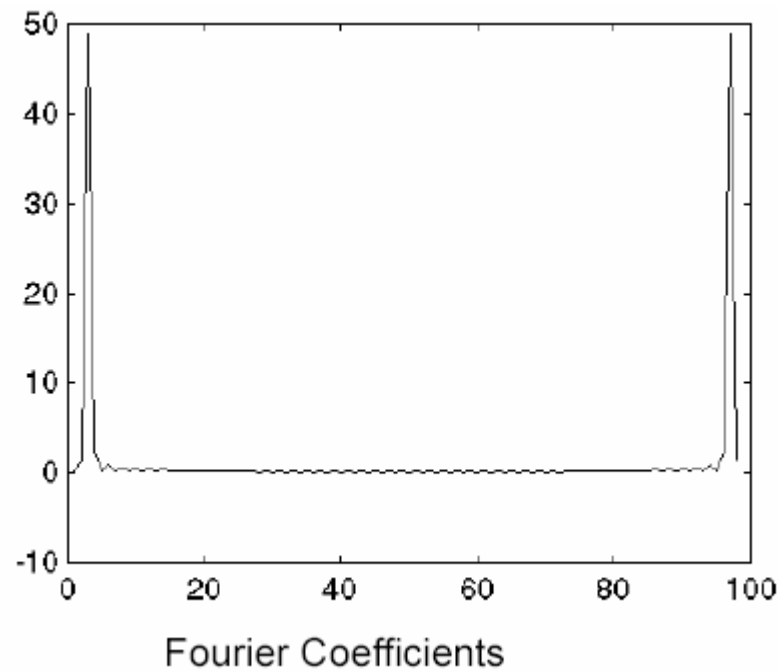
signal=approximation at scale n + details at scales 1 to n



# What wavelets can do?



Sinusoid with a small discontinuity



# Wavelets and linear filtering

- The WT can be rewritten as a convolution product and thus the transform can be interpreted as a linear filtering operation

$$Wf(u, s) = \langle f, \psi_{u,s} \rangle = \int_{-\infty}^{+\infty} f(t) \frac{1}{\sqrt{s}} \psi^* \left( \frac{t-u}{s} \right) dt = f * \bar{\psi}_s(u)$$

$$\bar{\psi}_s(t) = \frac{1}{\sqrt{s}} \psi^* \left( \frac{-t}{s} \right)$$

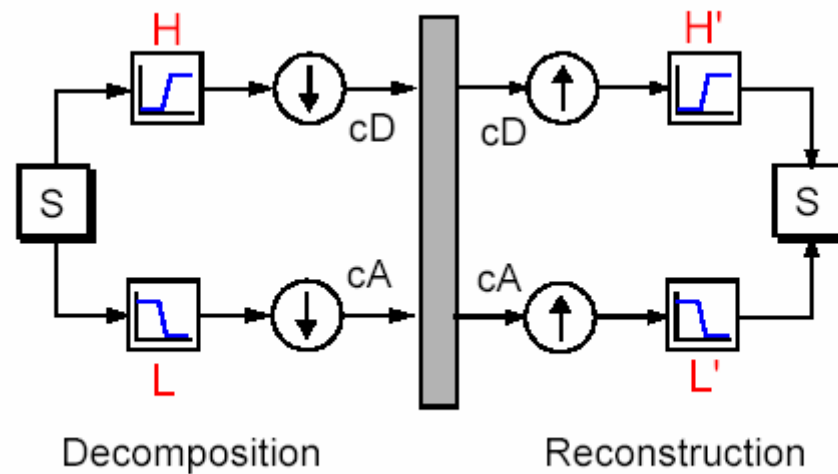
$$\hat{\bar{\psi}}_s(\omega) = \sqrt{s} \hat{\psi}^*(s\omega)$$

$$\hat{\psi}(0) = 0$$

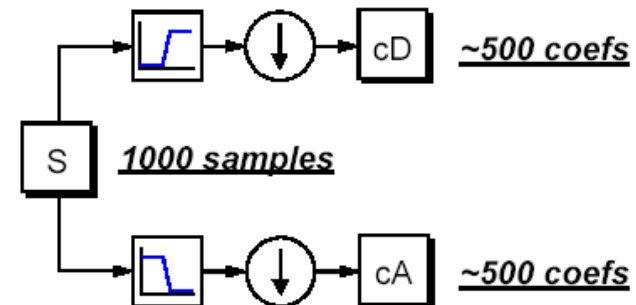
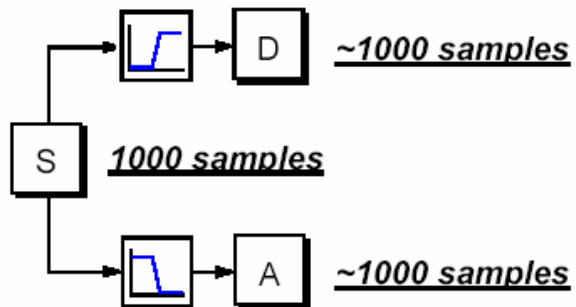
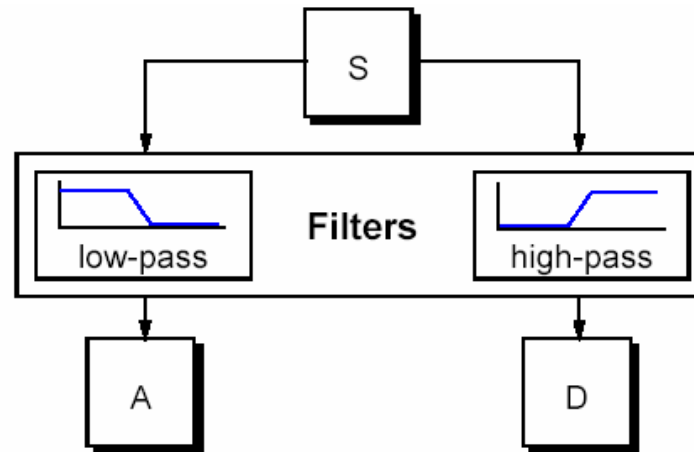
→ band-pass filter

# Wavelets & filterbanks

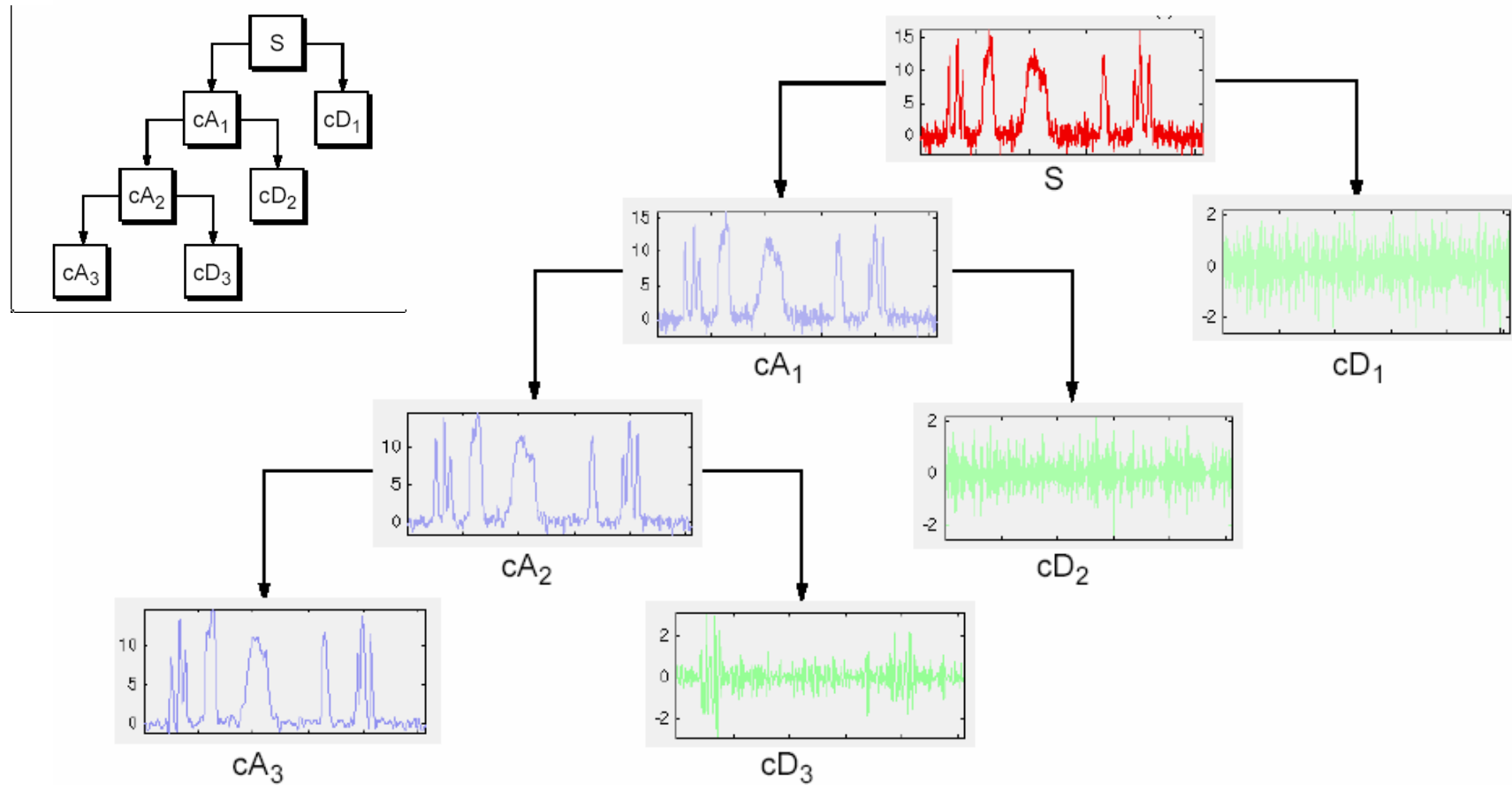
## Quadrature Mirror Filter (QMF)



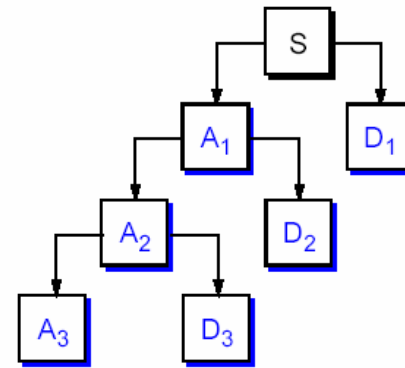
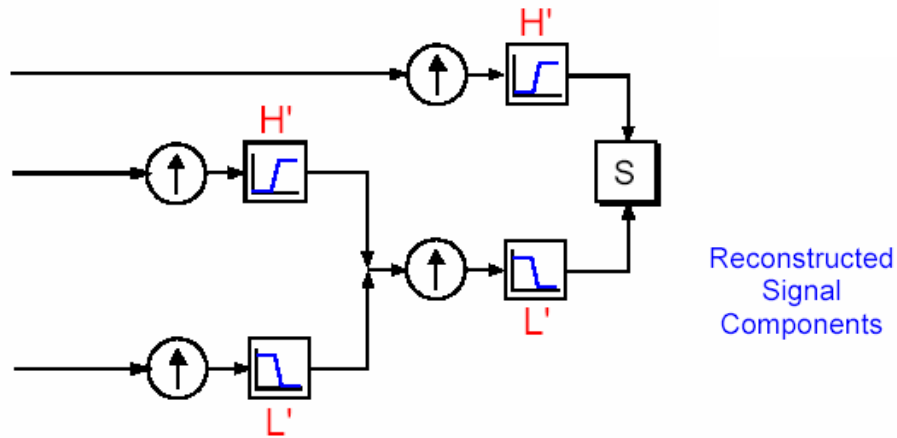
# Analysis or decomposition



# Analysis or decomposition

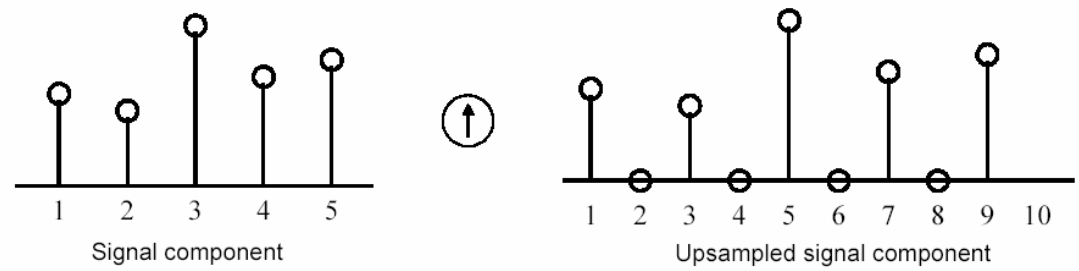


# Synthesis or reconstruction

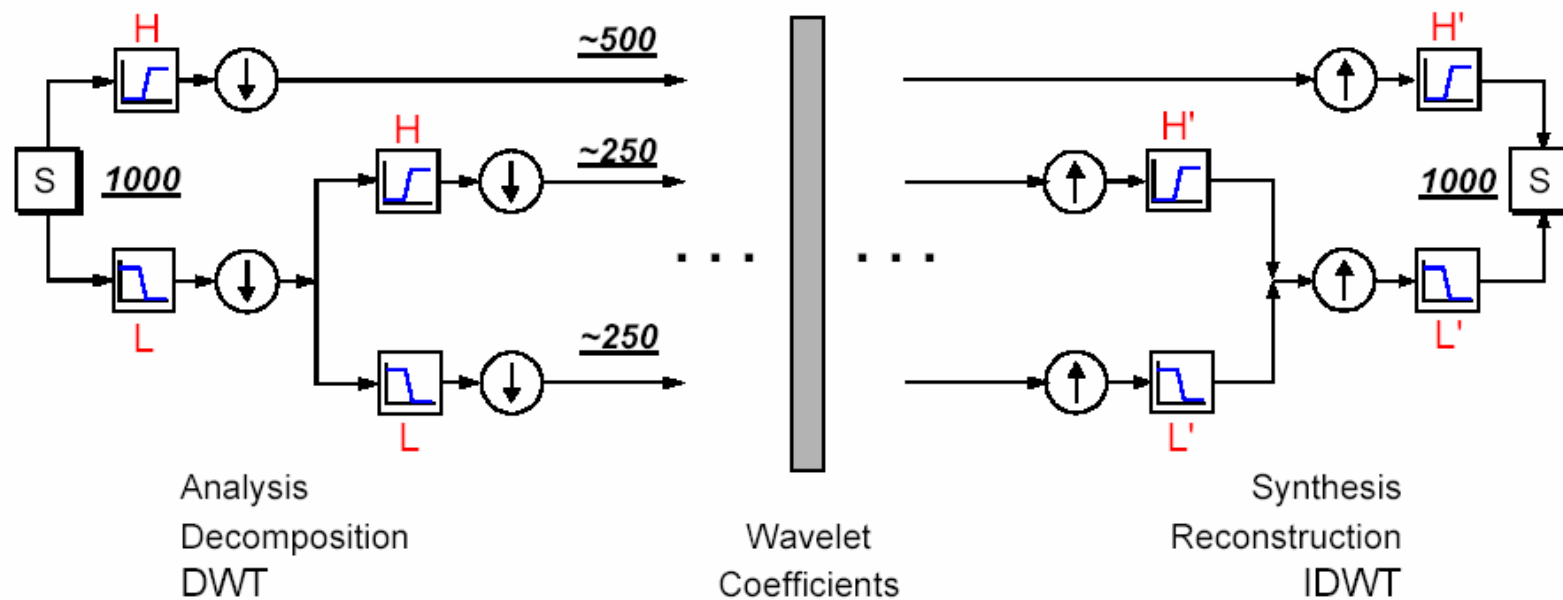


$$\begin{aligned}
 S &= A_1 + D_1 \\
 &= A_2 + D_2 + D_1 \\
 &= A_3 + D_3 + D_2 + D_1
 \end{aligned}$$

upsampling

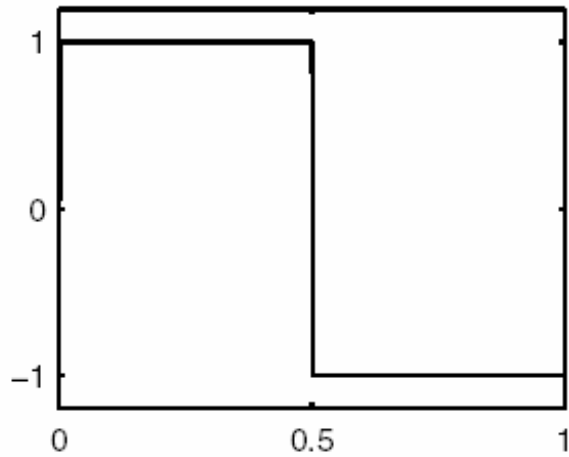


# Multi-scale analysis



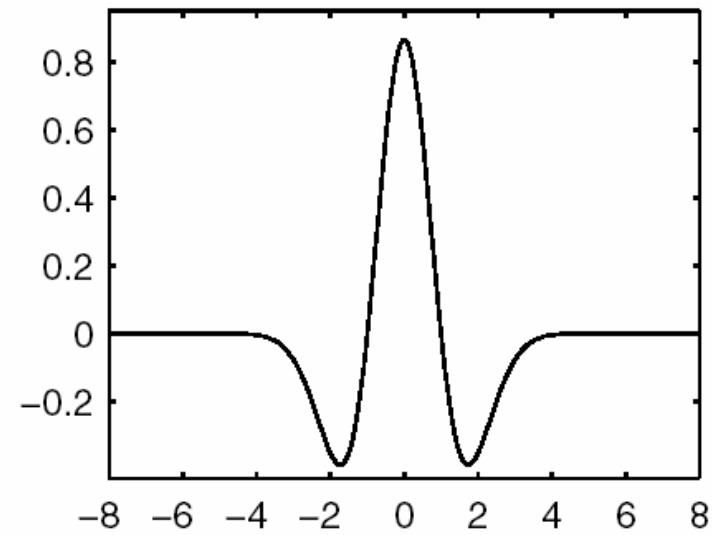
# Famous wavelets

Haar



Wavelet function  $\psi$

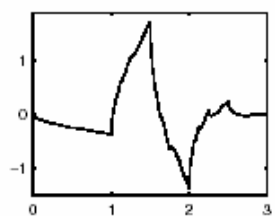
Mexican hat



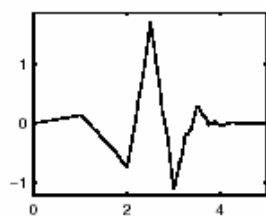
Wavelet function  $\psi$



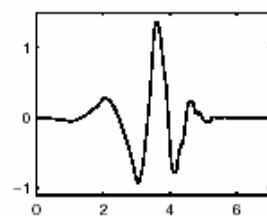
# Daubechie's



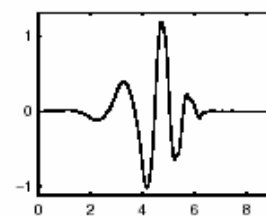
db2



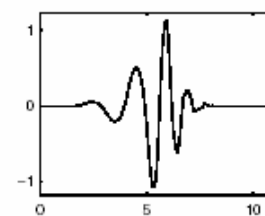
db3



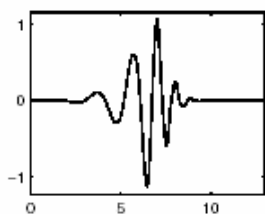
db4



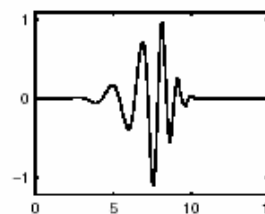
db5



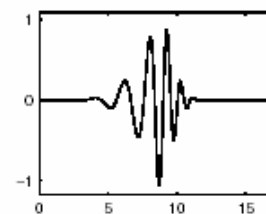
db6



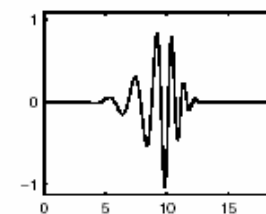
db7



db8



db9



db10

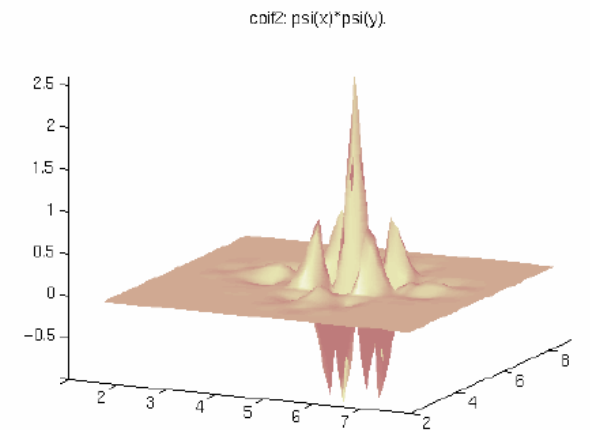
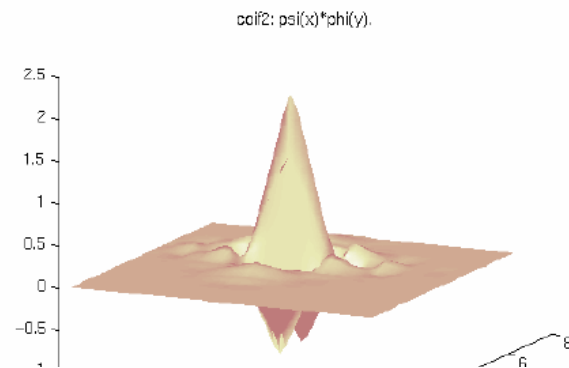
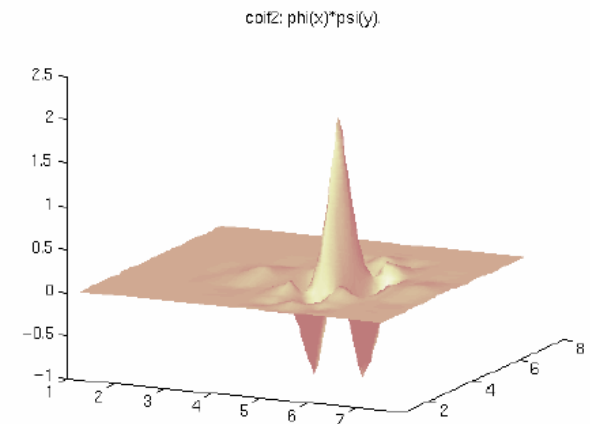
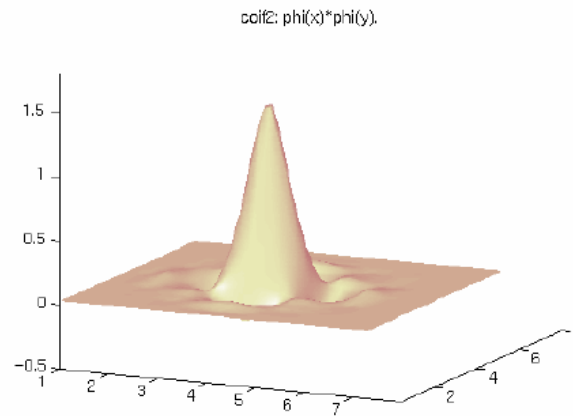
# Bi-dimensional wavelets

$$\varphi(x, y) = \varphi(x)\varphi(y)$$

$$\psi^1(x, y) = \varphi(x)\psi(y)$$

$$\psi^2(x, y) = \psi(x)\varphi(y)$$

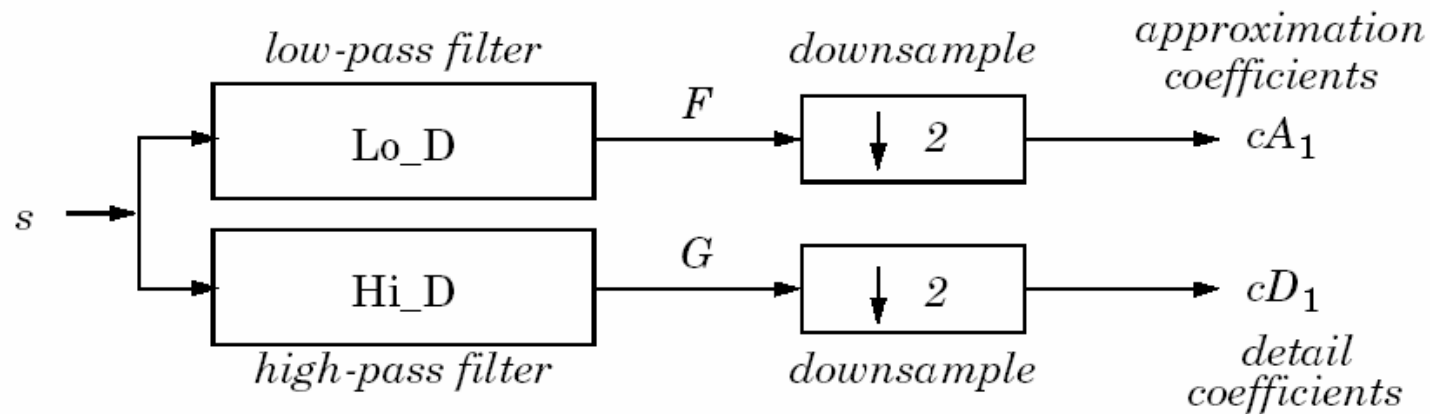
$$\psi^3(x, y) = \psi(x)\psi(y)$$



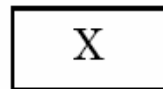
$$\frac{1}{\sqrt{a_1 a_2}} \psi\left(\frac{x_1 - b_1}{a_1}, \frac{x_2 - b_2}{a_2}\right) \text{ where } (x = (x_1, x_2) \in \mathbb{R}^2)$$

# Fast wavelet transform algorithm (DWT)

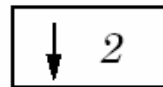
## Decomposition step



where



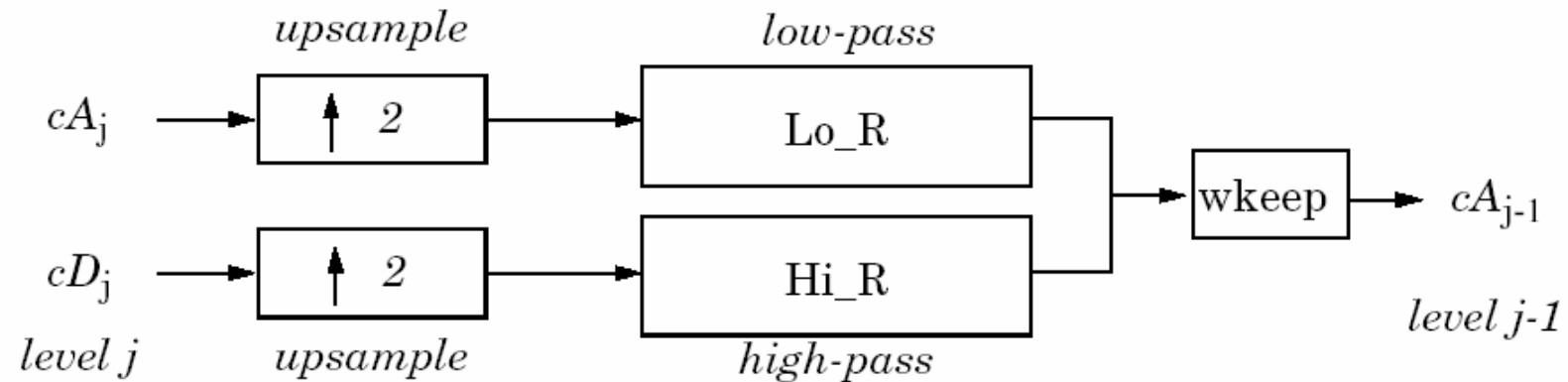
Convolve with filter X.



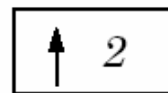
Keep the even indexed elements  
(see dyaddown).

# Fast wavelet transform algorithm (DWT)

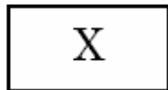
## Reconstruction Step



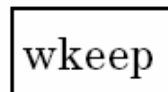
where



Insert zeros at odd-indexed elements.

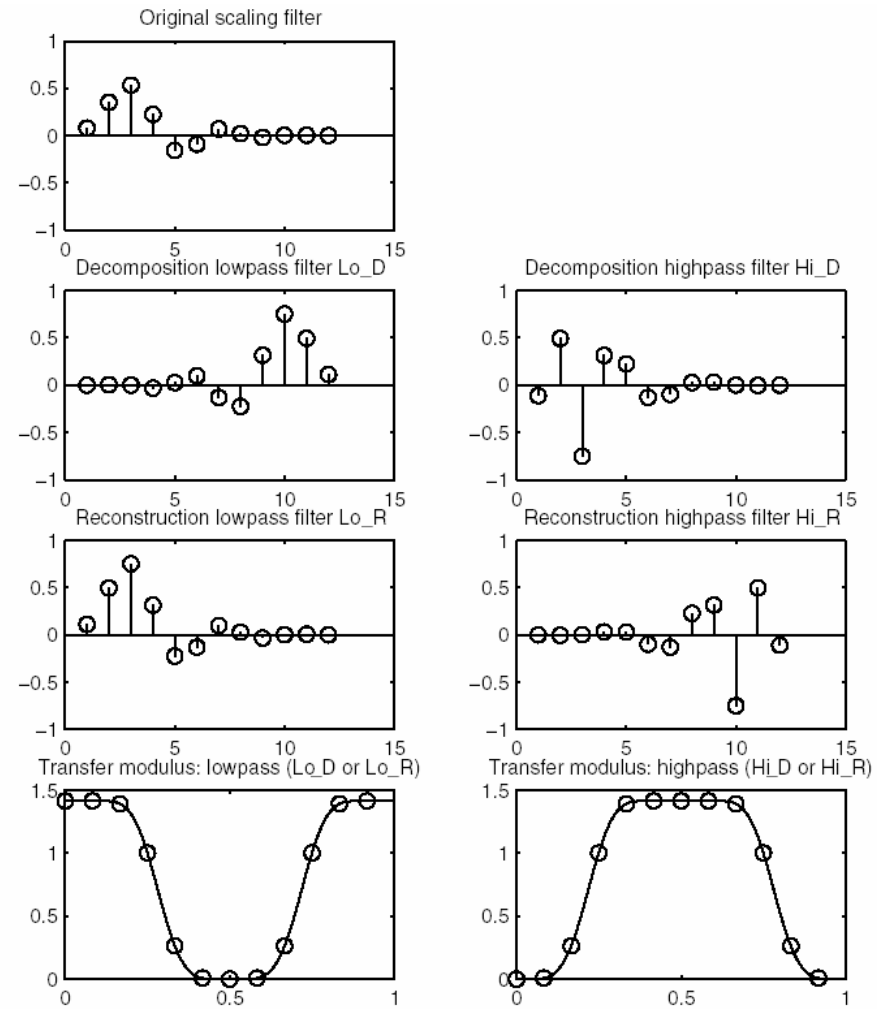


Convolve with filter X.



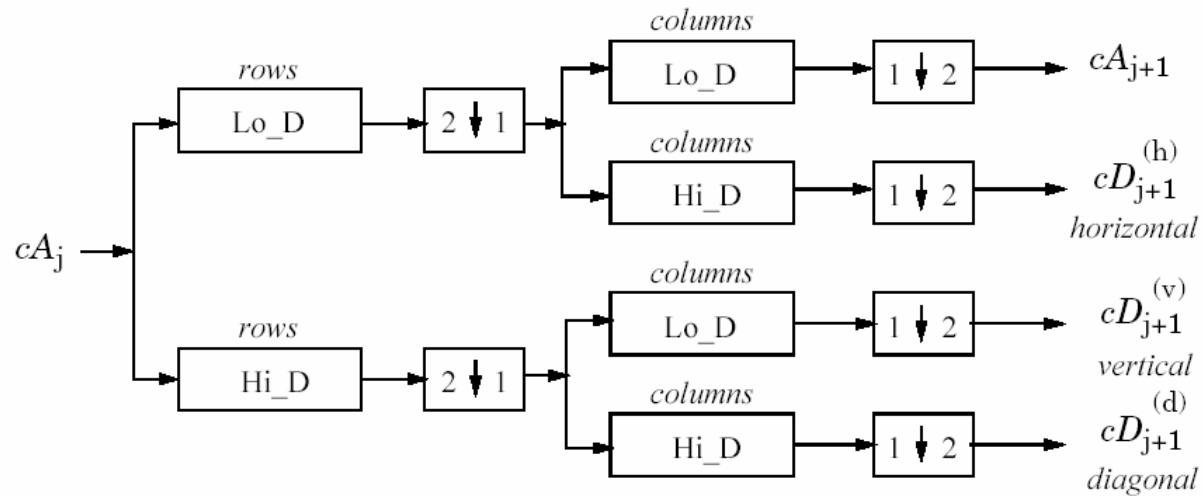
Take the central part of U with the convenient length.

# Filters



# Fast DWT for images

## Decomposition Step



where  $\begin{matrix} \boxed{2 \downarrow 1} \end{matrix}$  Downsample columns: keep the even indexed columns.

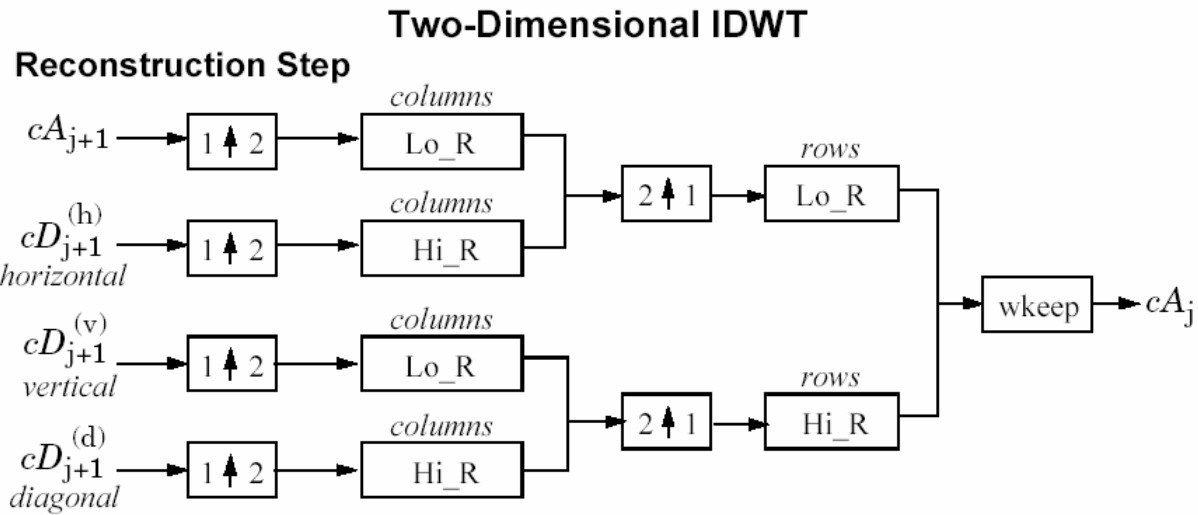
$\begin{matrix} \boxed{1 \downarrow 2} \end{matrix}$  Downsample rows: keep the even indexed rows.

$\begin{matrix} \text{rows} \\ \boxed{X} \end{matrix}$  Convolve with filter X the rows of the entry.

$\begin{matrix} \text{columns} \\ \boxed{X} \end{matrix}$  Convolve with filter X the columns of the entry.

**Initialization**  $CA_0 = s$  for the decomposition initialization.

# Fast DWT for images



where

- $2 \uparrow 1$  Upsample columns: insert zeros at odd-indexed columns.
- $1 \uparrow 2$  Upsample rows: insert zeros at odd-indexed rows.
- $\begin{matrix} rows \\ X \end{matrix}$  Convolve with filter X the rows of the entry.
- $\begin{matrix} columns \\ X \end{matrix}$  Convolve with filter X the columns of the entry.

# Subband structure for images

