

**ECE472/572 - Lecture 13**

Wavelets and Multiresolution  
Processing  
11/15/11

Reference: Wavelet Tutorial  
<http://users.rowan.edu/~polikar/WAVELETS/WTpart1.html>

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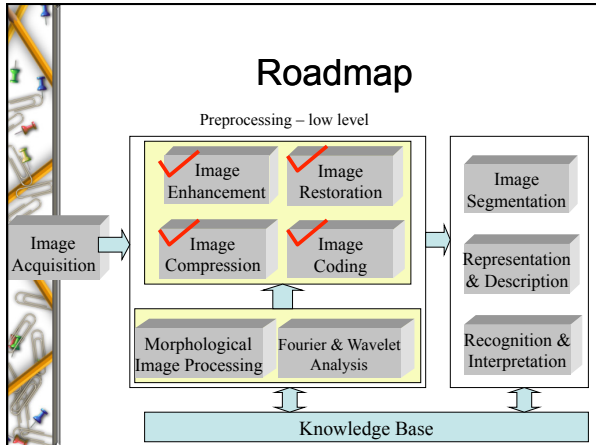
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### Questions

- Why wavelet analysis? Isn't Fourier analysis enough?
- What type of signals needs wavelet analysis?
- What is stationary vs. non-stationary signal?
- What is the Heisenberg uncertainty principle?
- What is MRA?
- Understand the process of DWT

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## Non-stationary Signals

- Stationary signal
  - All frequency components exist at all time
- Non-stationary signal
  - Frequency components do not exist at all time

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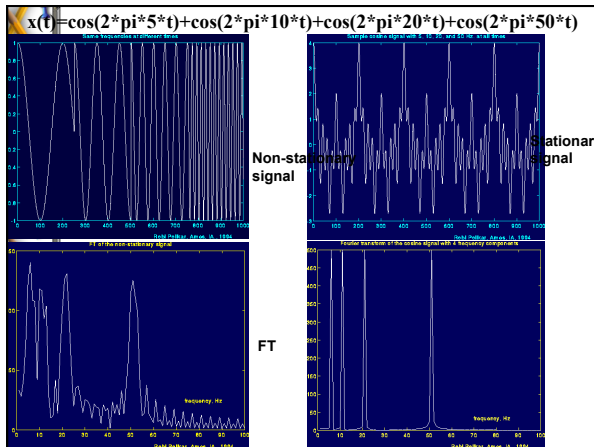
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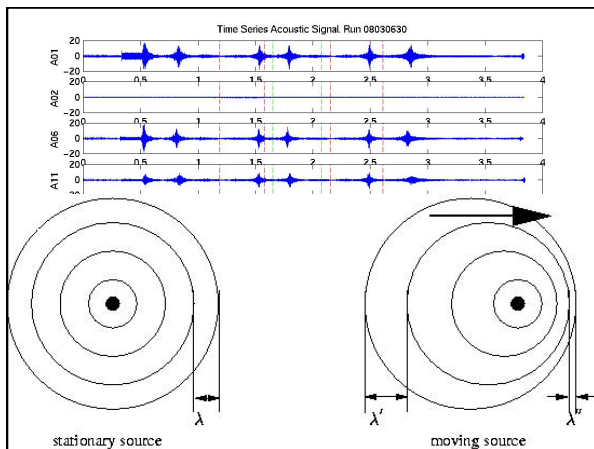
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## Short-time Fourier Transform (STFT)

- Insert time information in frequency plot

© Wavelet Tutorial Robi Poltor, Arxiv.EA, 1998

$$X(f) = \int_{-\infty}^{\infty} x(t) \exp(-j2\pi ft) dt$$

$$STFT_X^w(t, f) = \int_{-\infty}^{\infty} x(t) w(t-t') \exp(-j2\pi ft) dt$$


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## Problem of STFT

- The Heisenberg uncertainty principle
  - One cannot know the exact time-frequency representation of a signal (**instance** of time)
  - What one can know are the time **intervals** in which certain band of frequencies exist
  - This is a **resolution** problem
- Dilemma
  - If we use a window of infinite length, we get the FT, which gives perfect frequency resolution, but no time information.
  - in order to obtain the stationarity, we have to have a short enough window, in which the signal is stationary. The narrower we make the window, the better the time resolution, and better the assumption of stationarity, but poorer the frequency resolution
- Compactly supported
  - The width of the window is called the **support** of the window

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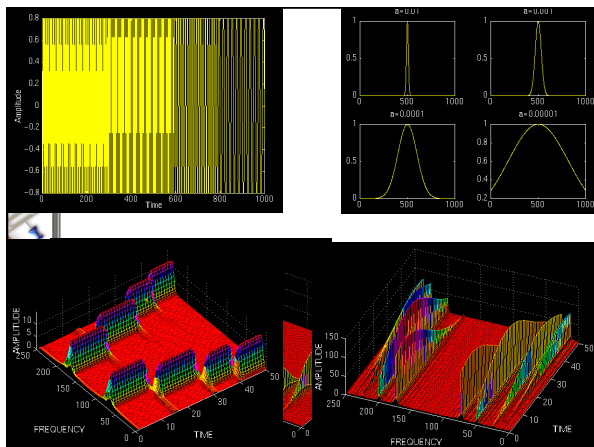
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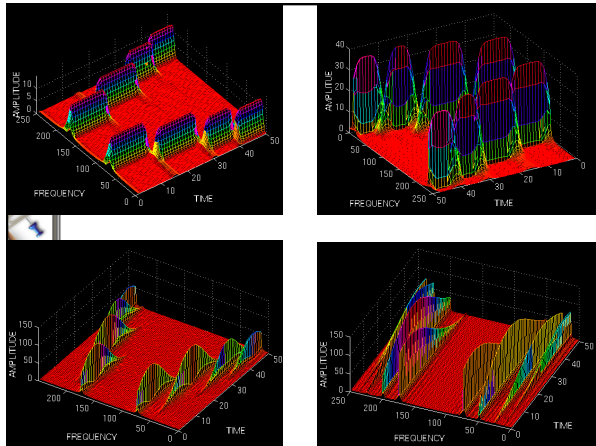
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## Multi-Resolution Analysis

- MRA is designed to give good time resolution and poor frequency resolution at high frequencies and good frequency resolution and poor time resolution at low frequencies.
- This approach makes sense especially when the signal at hand has high frequency components for short durations and low frequency components for long durations.
- The signals that are encountered in practical applications are often of this type.

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## Continuous Wavelet Transform

$$X(f) = \int_{-\infty}^{\infty} x(t) \exp(-j2\pi ft) dt$$

$$STFT_x^w(t, f) = \int_{-\infty}^{\infty} x(t) w(t-t') \exp(-j2\pi ft) dt$$

$$CWT_x^w(\tau, s) = \frac{1}{\sqrt{s}} \int_{-\infty}^{\infty} x(t) \psi^*\left(\frac{t-\tau}{s}\right) dt$$

$\psi(t)$ : mother wavelet

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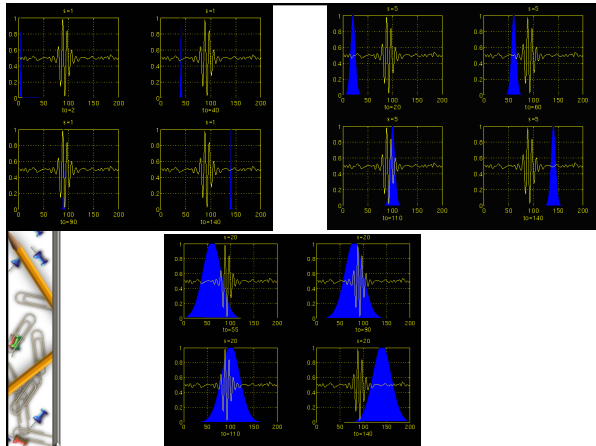
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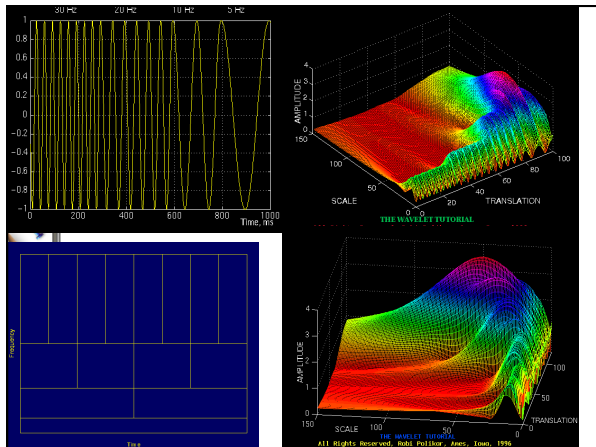
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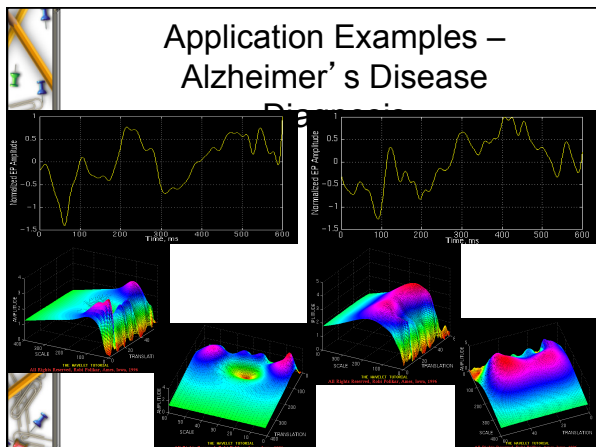
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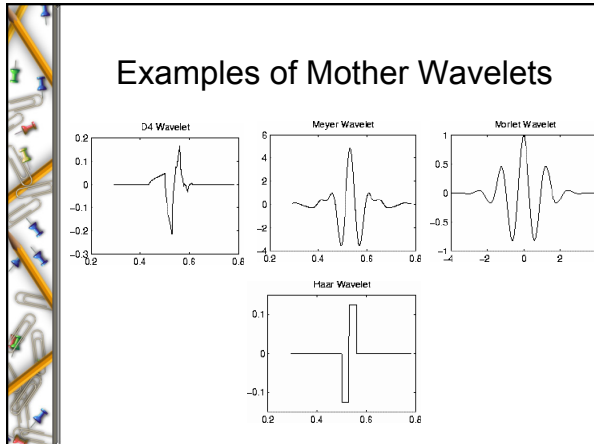
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### Wavelet Synthesis

$$CWT_x^\psi(\tau, s) = \frac{1}{\sqrt{s}} \int_{-\infty}^{\infty} x(t) \psi\left(\frac{t-\tau}{s}\right) dt$$

**orthonormal**

$$\int_{-\infty}^{\infty} \psi_k(t) \psi_l^*(t) dt = 0 \quad \text{for } k \neq l \quad \text{and} \quad \int_{-\infty}^{\infty} \{\psi_k(t)\}^2 dt = 1$$

$$x(t) = \frac{1}{c_\psi^2} \iint_{s, \tau} CWT_x^\psi(\tau, s) \frac{1}{s^2} \psi\left(\frac{t-\tau}{s}\right) d\tau ds$$

$$c_\psi = \left\{ 2\pi \int_{-\infty}^{\infty} \frac{|\hat{\psi}(\xi)|^2}{|\xi|} d\xi \right\}^{1/2} < \infty \quad \text{The admissibility condition}$$

$$\int \psi(t) dt = 0 \quad \text{oscillatory}$$


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### Discrete Wavelet Transform

- The continuous wavelet transform was computed by changing the scale of the analysis window, shifting the window in time, multiplying by the signal, and integrating over all times.
- In the discrete case, filters of different cutoff frequencies are used to analyze the signal at different scales. The signal is passed through a series of highpass filters to analyze the high frequencies, and it is passed through a series of lowpass filters to analyze the low frequencies.
  - The **resolution** of the signal, which is a measure of the amount of detail information in the signal, is changed by the **filtering operations**.
  - The **scale** is changed by **upsampling** and **downsampling** operations.

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## Discrete Wavelet Transform

The process **halves** time resolution, but **doubles** frequency resolution

Level 1 DWT coefficients

Level 2 DWT coefficients

Level 3 DWT coefficients

$g[L-1-n] = (-1)^n \cdot h[n]$   
Quadrature Mirror Filters (QMF)

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## Examples

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## DWT and IDWT

$g[L-1-n] = (-1)^n h[n]$  Quadrature Mirror Filters (QMF)

$$y_{high}[k] = \sum_n x[n] \cdot g[-n+2k]$$

$$y_{low}[k] = \sum_n x[n] \cdot h[-n+2k]$$

IDWT

$$x[n] = \sum_{k=-\infty}^{\infty} (y_{high}[k] \cdot g[-n+2k]) + (y_{low}[k] \cdot h[-n+2k])$$

Perfect reconstruction – needs ideal halfband filters  
Daubechies wavelets

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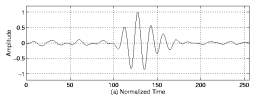
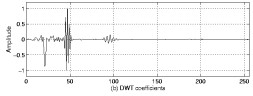
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## DWT and Image Processing

- Image compression
- Image enhancement

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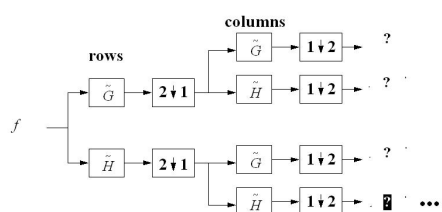
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## 2D Wavelet Transforms




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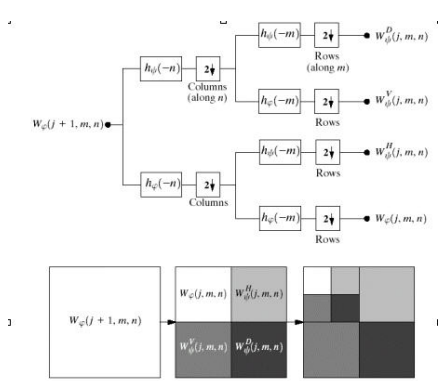
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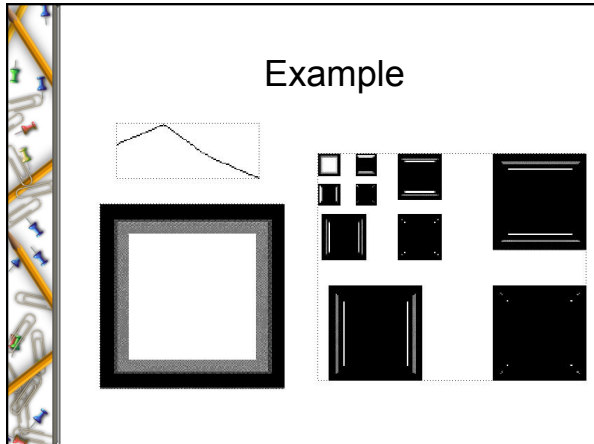
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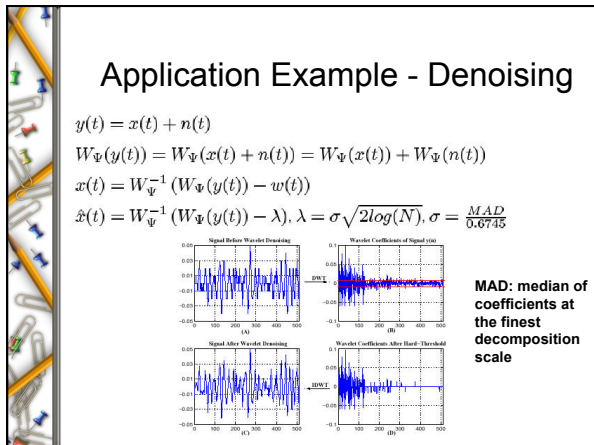
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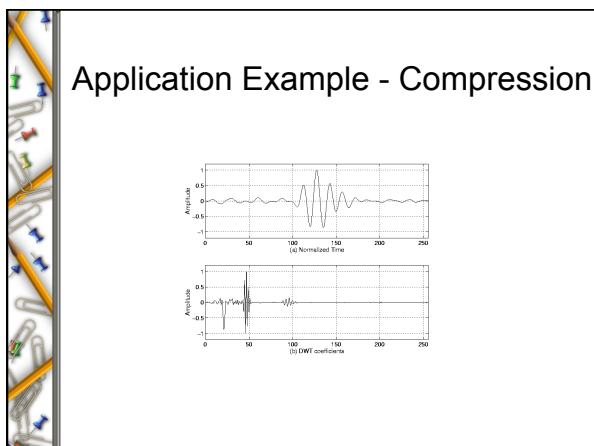
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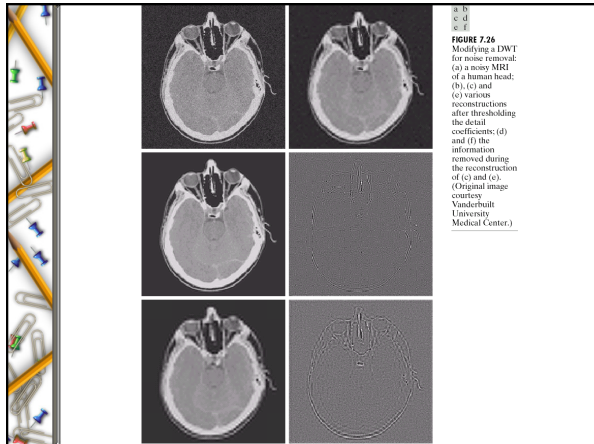
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### A Bit of History

- 1976: Croiser, Esteban, Galand devised a technique to decompose discrete time signals
- 1976: Crochiere, Weber, Flanagan did a similar work on coding of speech signals, named subband coding
- 1983: Burt defined pyramidal coding (MRA)
- 1989: Vetterli and Le Gall improves the subband coding scheme

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### Acknowledgement

The instructor thanks the contribution from Dr. Robi Polikar for an excellent tutorial on wavelet analysis, the most readable and intuitive so far.

<http://engineering.rowan.edu/~polikar/WAVELETS/WTtutorial.html>

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