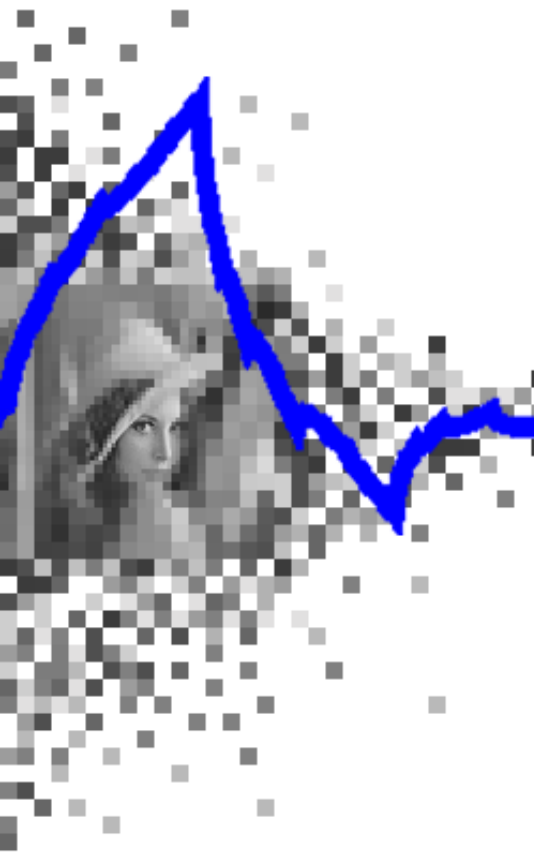




Linear and Non Linear Denoising

Gabriel Peyré

<http://www.ceremade.dauphine.fr/~peyre/numerical-tour/>



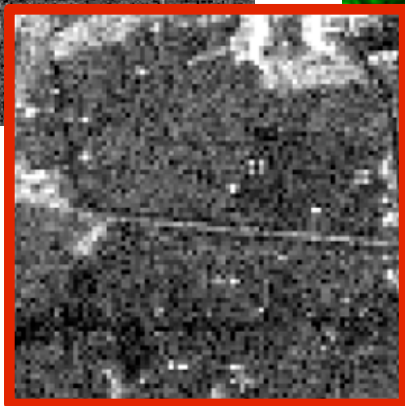


Overview

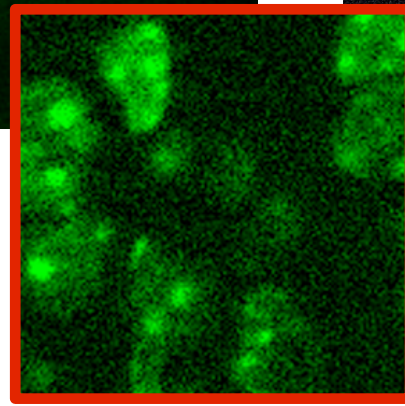
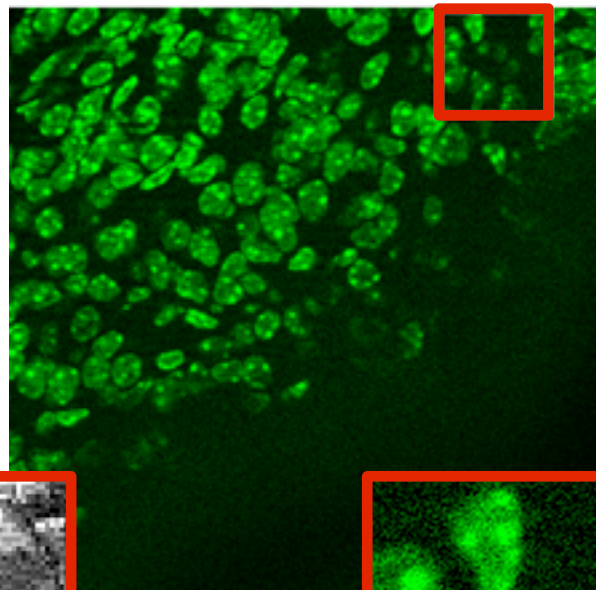
- **Noise in Signals and Images**
- Linear Denoising by Blurring
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Noise in Images

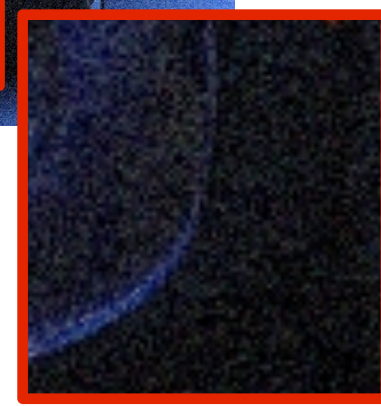
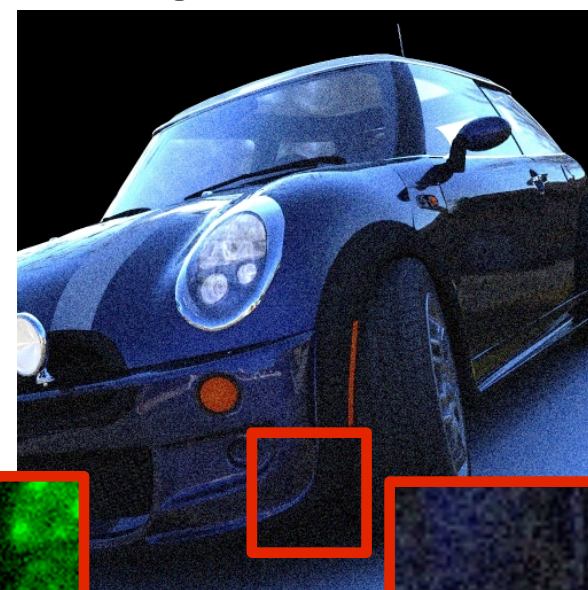
SAR imaging



Confocal microscopy



Digital camera



Data modeling (regularity, geometry, ...)

Noise modeling (statistics, parameter estimation, ...)

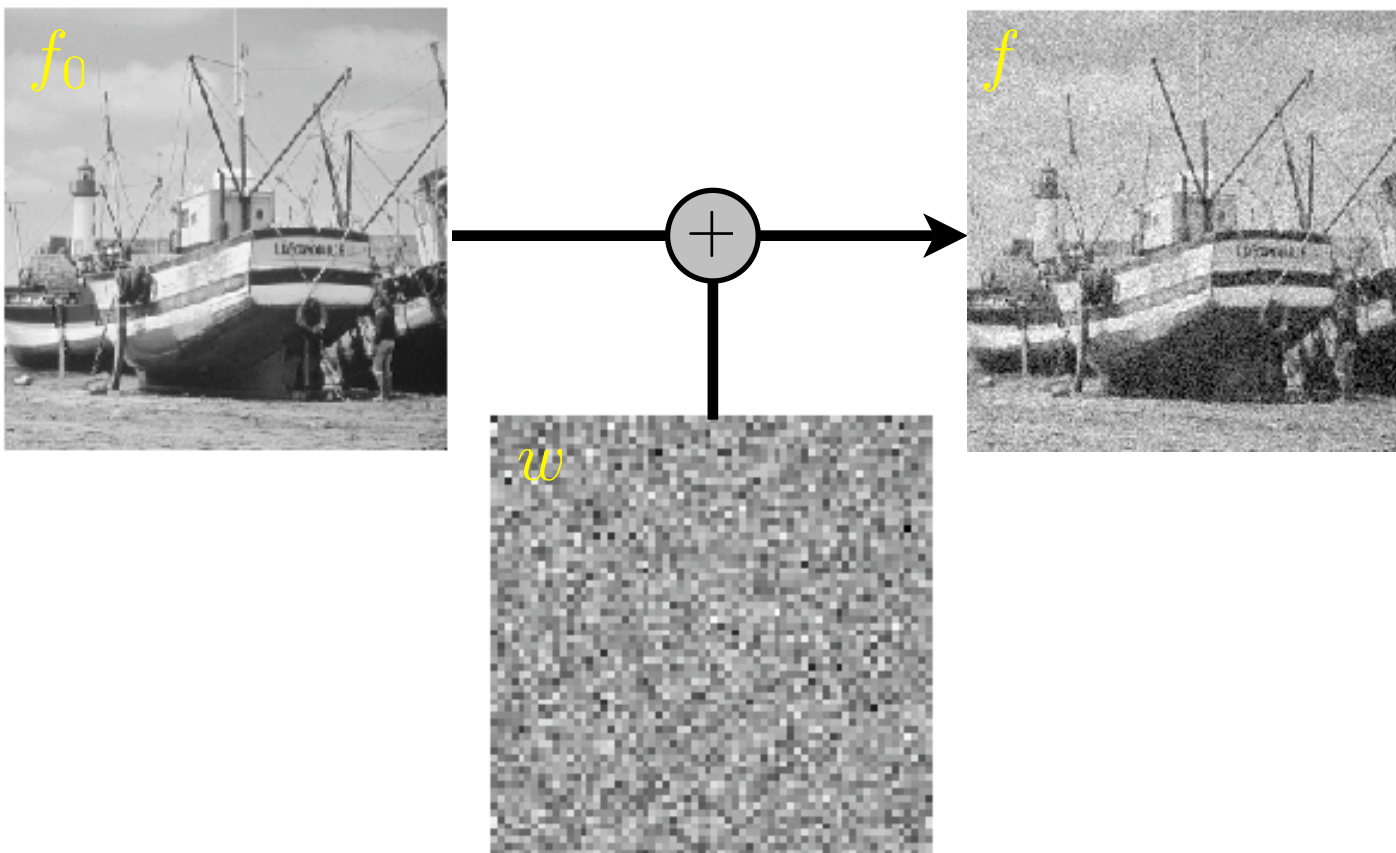
Image formation process (additive, multiplicative noise, ...)

Denoising Problem

Idealization: $f = f_0 \oplus w$

$\oplus$: mixing operator (addition, multiplication, ...)

w : (realization of) a random vector of known distribution.



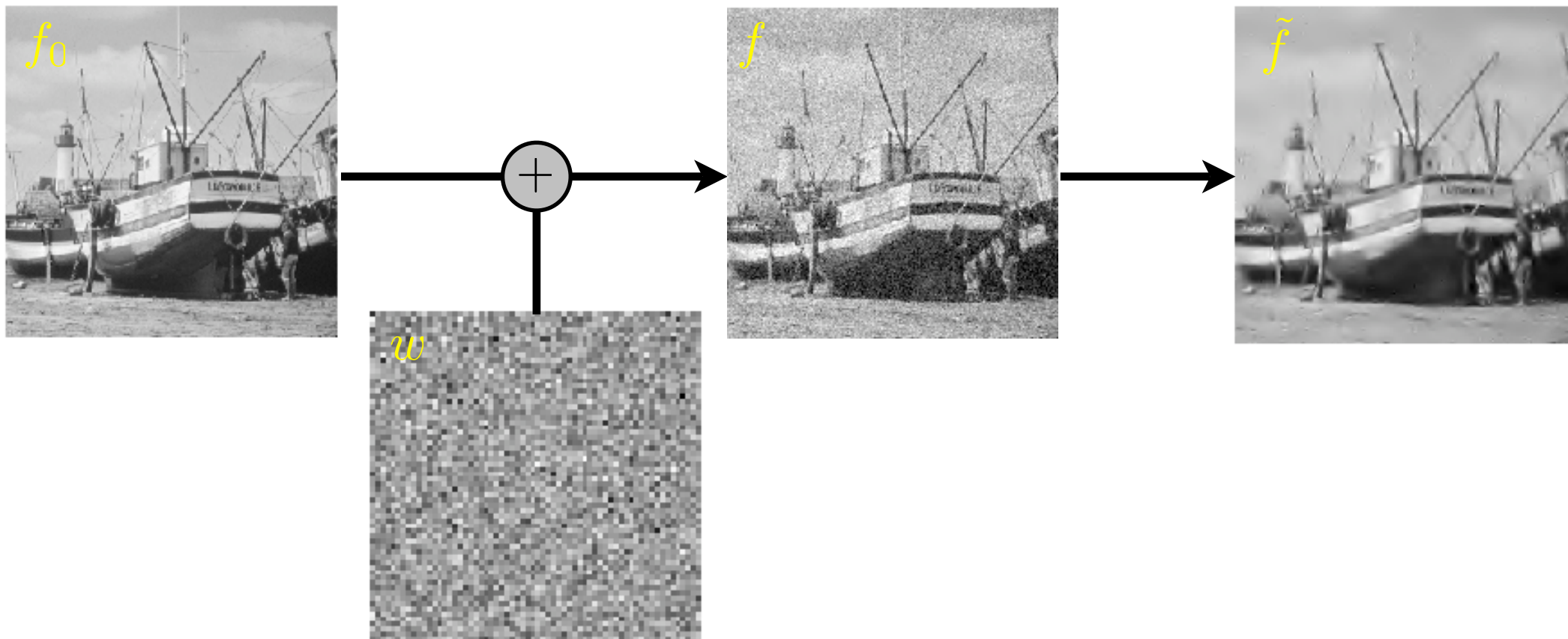
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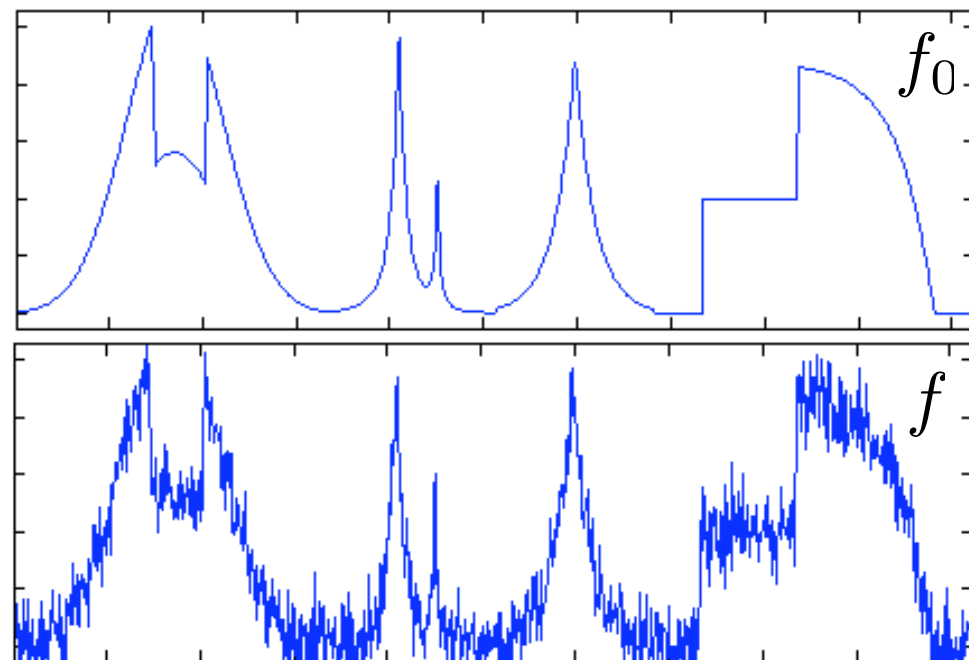
Denoising/estimation: $f \mapsto \tilde{f} \in \mathbb{R}^N$ $\tilde{f}$ depends only on f .



Additive Noise Model

Noisy signal $f = f_0 + w$, where $w[i] \sim W$ i.i.d, zero mean.

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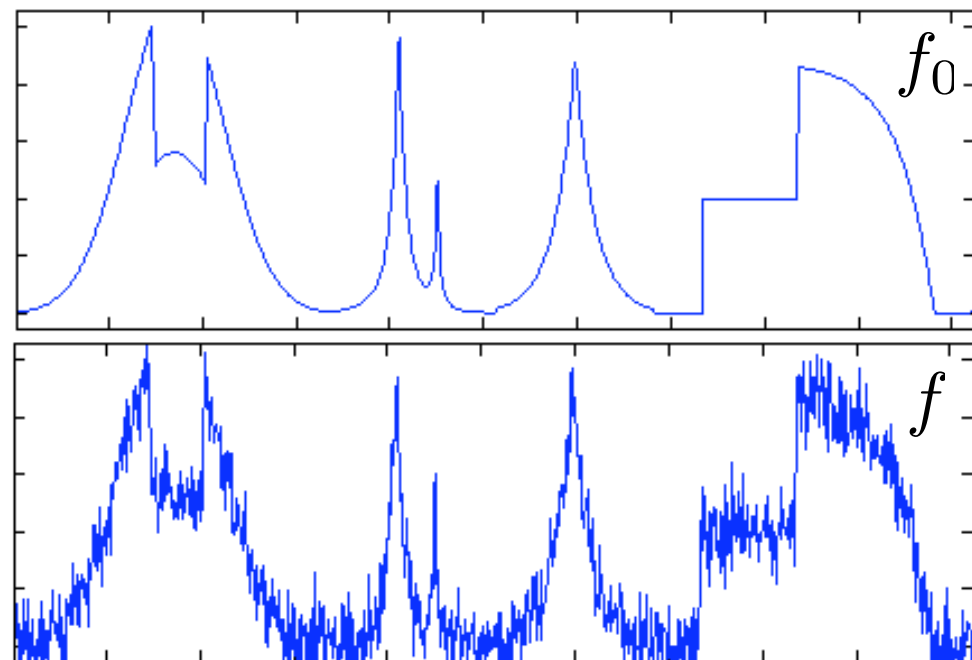
→ f is a realization of a random variable of mean f_0 .

Denoising $\iff$ estimating the mean from a single realization.

$$f \mapsto \tilde{f} \in \mathbb{R}^N \quad \tilde{f} \text{ depends only on } f.$$

→ exploit the redundancies/regularities in f_0 .

Probabilistic framework: minimize the risk $E_W(\|\tilde{f} - f_0\|^2)$
(average wrt. $w \sim W$)

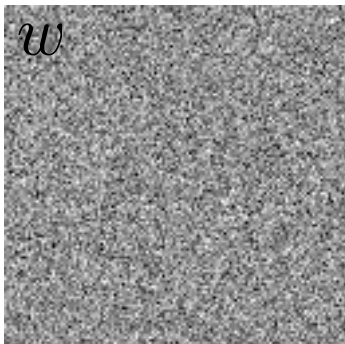
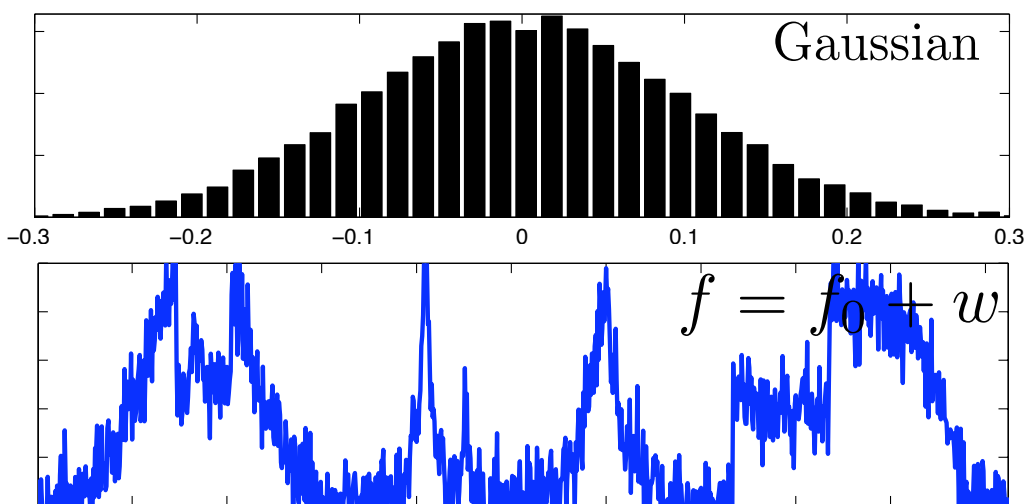


Noise Distributions

White noise: $w[i] \sim \mathcal{N}(0, \sigma)$.

Invariant under $U \in \mathcal{O}(n)$: $(Uw)[i] \sim \mathcal{N}(0, \sigma)$.

Uniform noise: $w[i] \in [-a, a]$.



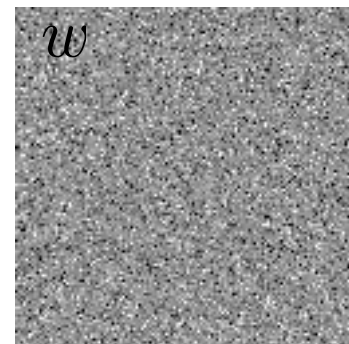
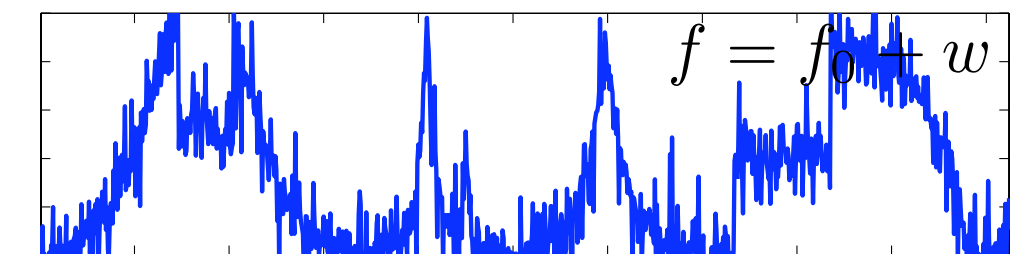
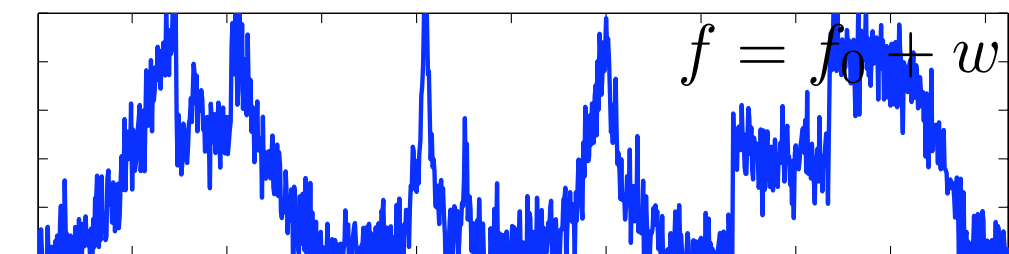
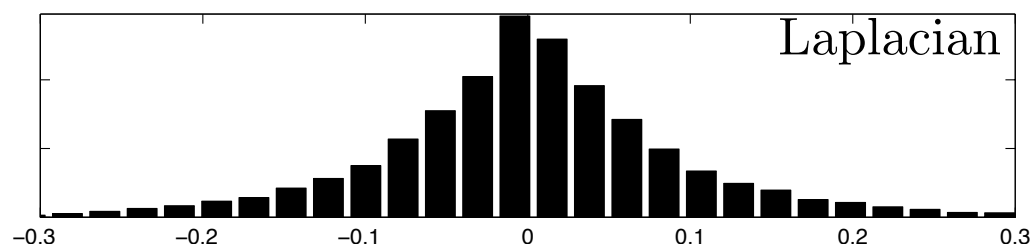
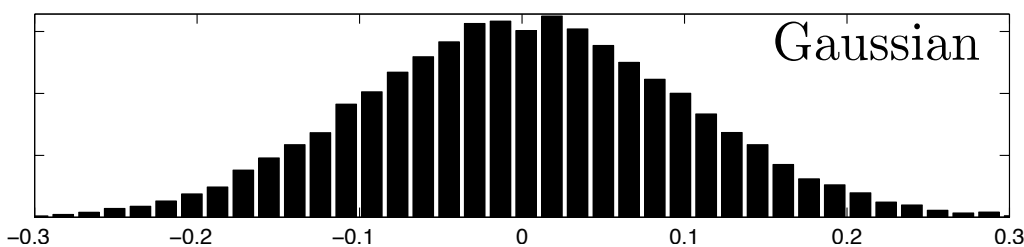
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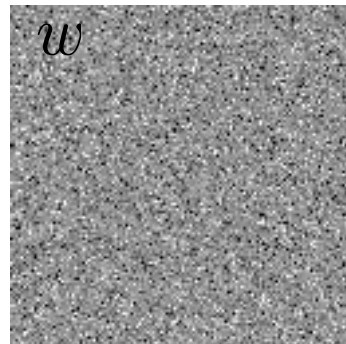
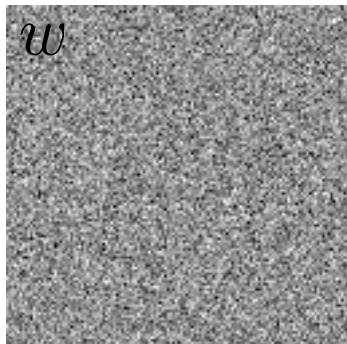
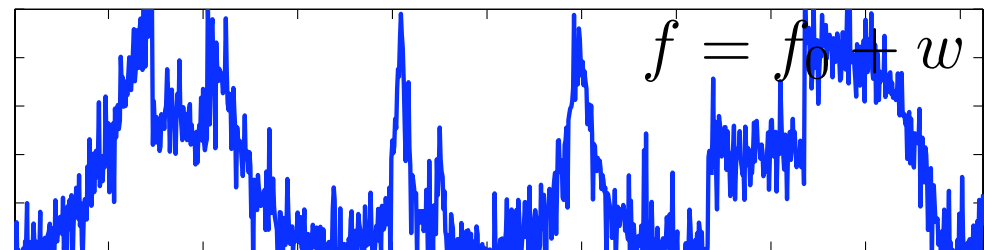
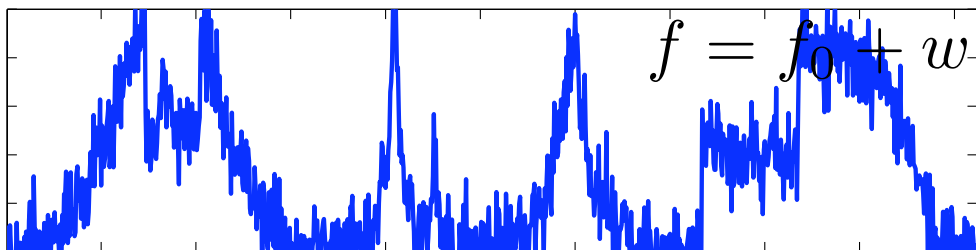
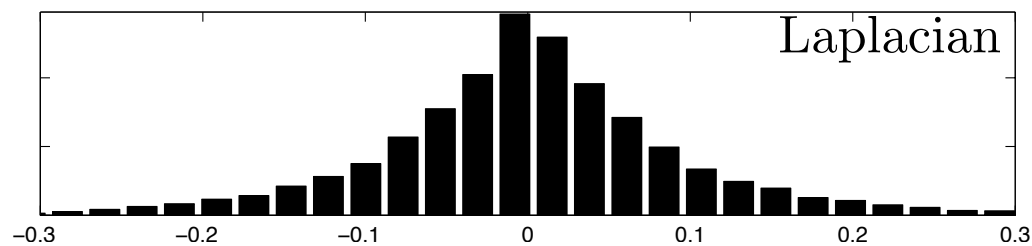
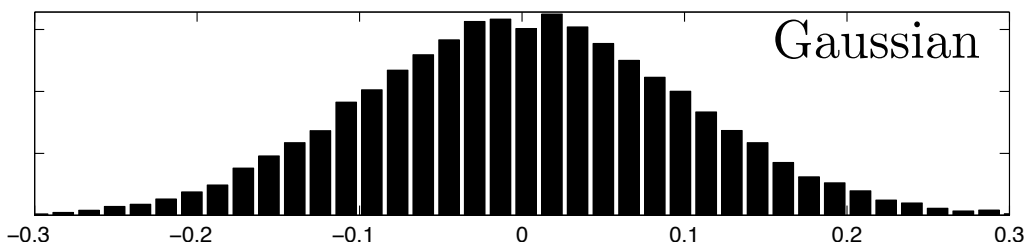
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Noise parameter estimation: from the image, from calibration.



Data-dependent Noise

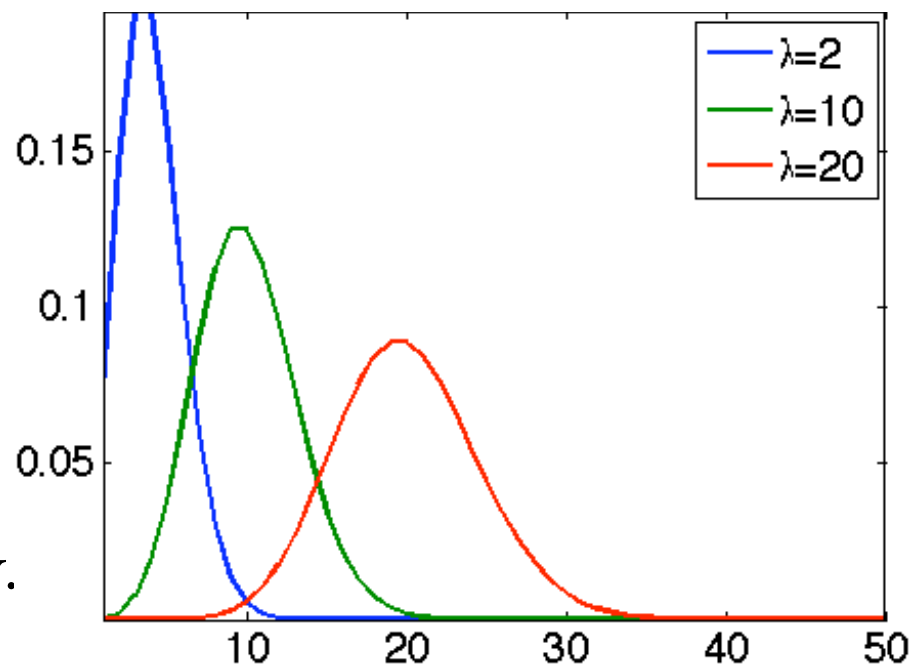
Poisson noise: $f[i] \sim \mathcal{P}(\lambda)$

where $\lambda = \lambda_i = f_0[i]$.

$$\mathbb{P}(f[i] = k) = \frac{\lambda^k e^{-\lambda}}{k!}$$

$$\mathbb{E}(f[i]) = \lambda \quad \text{Var}(f[i]) = \lambda$$

→ counting photons, $f_0[i]$ = intensity.



$\lambda_{\max} = 5$



$\lambda_{\max} = 10$



$\lambda_{\max} = 50$



$\lambda_{\max} = 100$

Data-dependent Noise

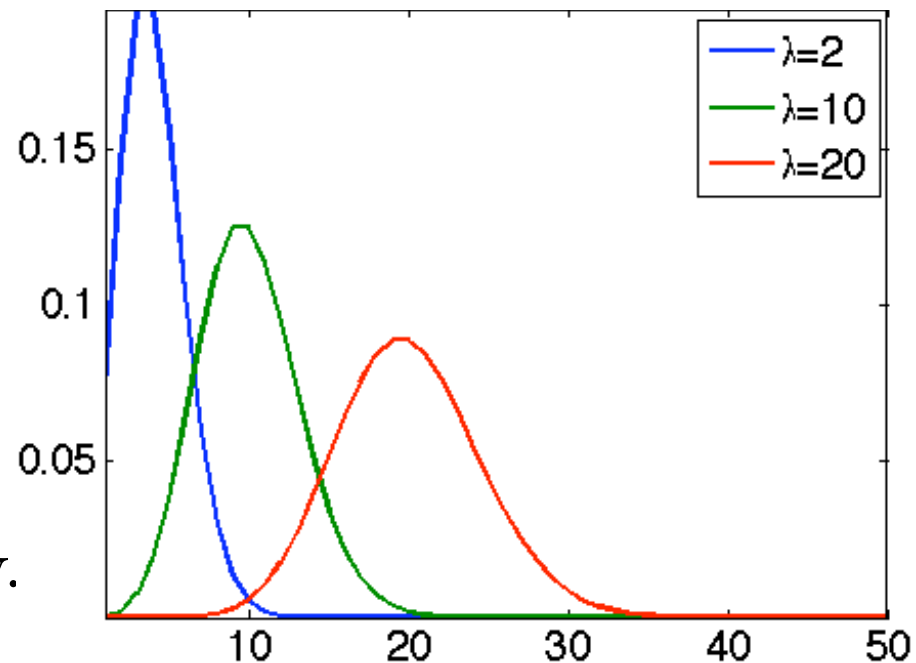
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Variance stabilization: non-linear mapping $\varphi : \mathbb{R} \rightarrow \mathbb{R}$

such that $\varphi(f[i]) \simeq \mathcal{N}(\varphi(a[i]), \sigma)$, σ fixed.



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Linear Denoising Estimator

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$\tilde{f} = f \star h$ where $h \in \mathbb{R}^N$ is a (low pass) filter.

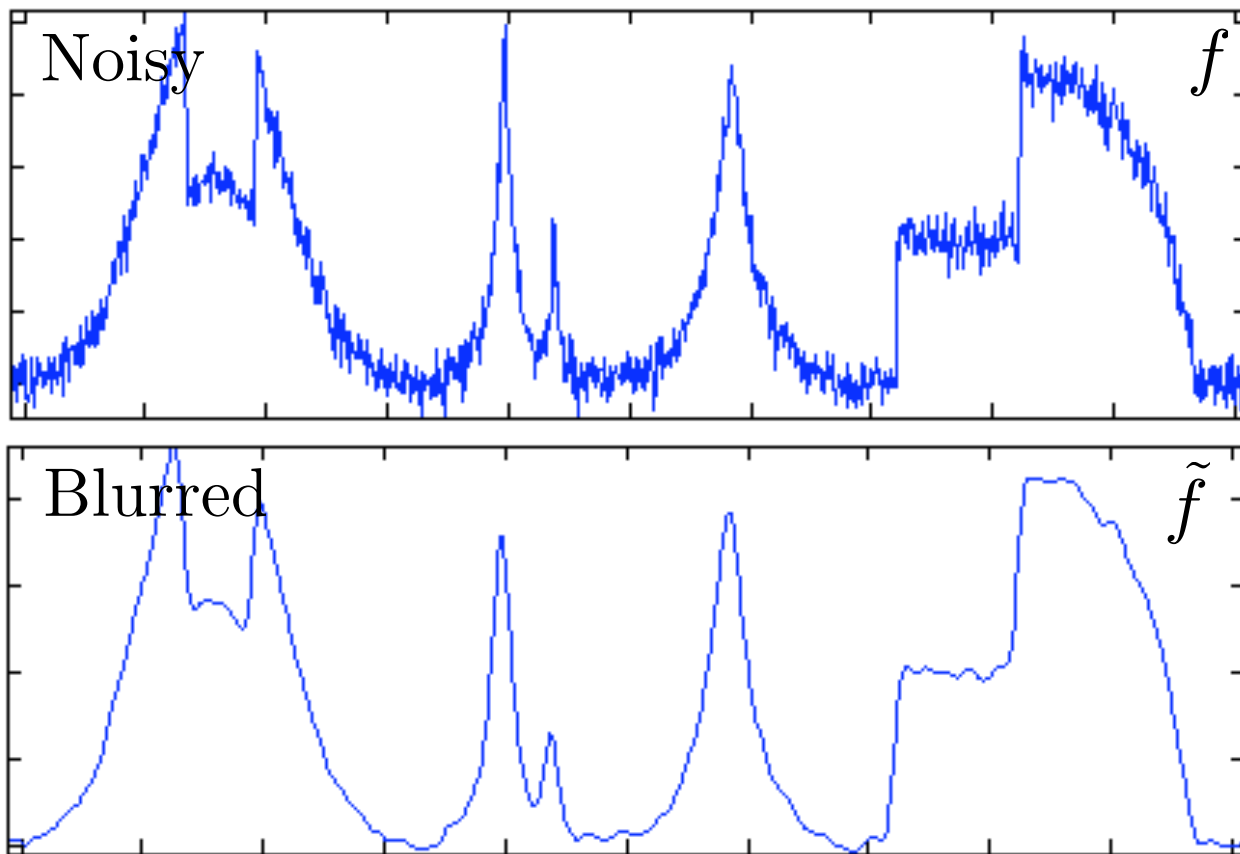
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Noisy



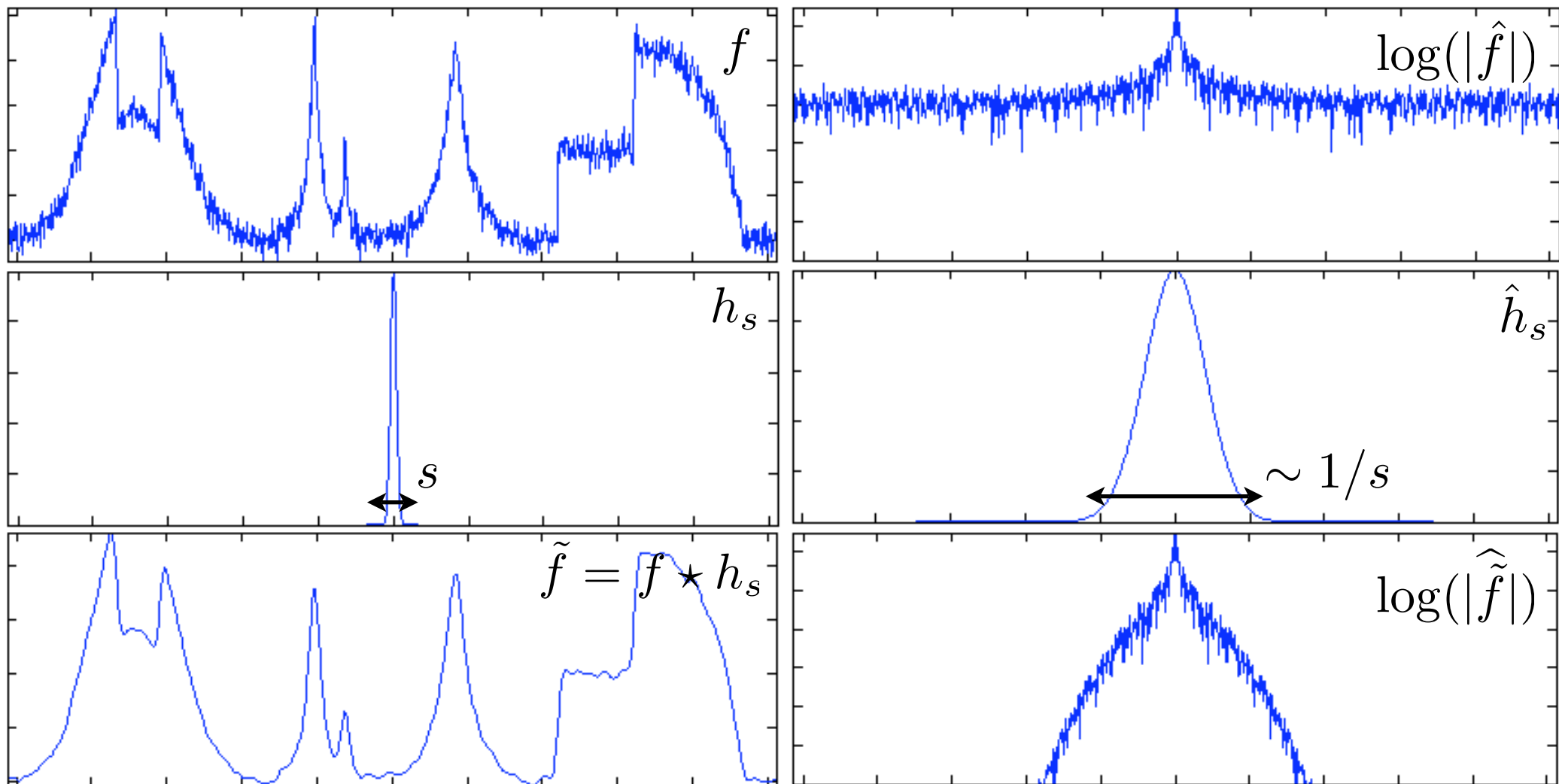
Blurred



Fourier and Denoising

Gaussian filter: for $-N/2 < i \leq N/2$, $h_s[i] = \frac{1}{Z_s} \exp\left(-\frac{i^2}{2s^2}\right)$

Z_s ensures that $\sum_i h_s[i] = 1$ (low pass). s = width of the filter.



Optimal Filter Choice

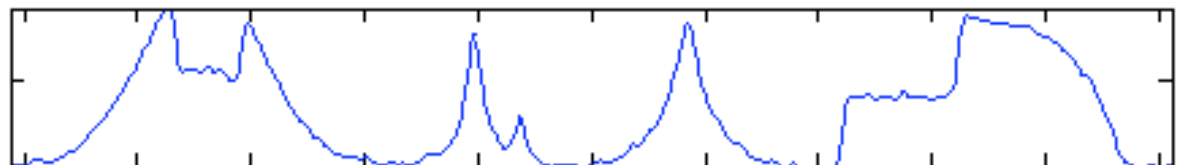
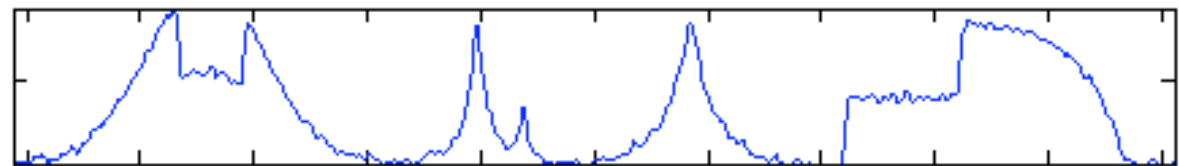
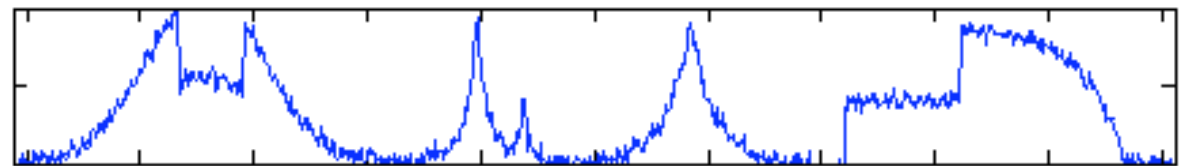
$$\|\tilde{f} - f_0\| \leq \|h_s \star f_0 - f_0\| + \|h_s \star w\|$$

Filter width s should be optimized to match:

- *Noise level σ* : $\|h_s \star w\|$ decreases with s .
- *Regularity of f_0* : (discontinuities, edges):
 $\|h_s \star f_0 - f_0\|$ increases with s .



↓ s



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Wiener filter: random model for $f_0 \sim F$, indep. of $w \sim W$

F stationary random vector, known spectra $|\hat{F}[\omega]|^2$

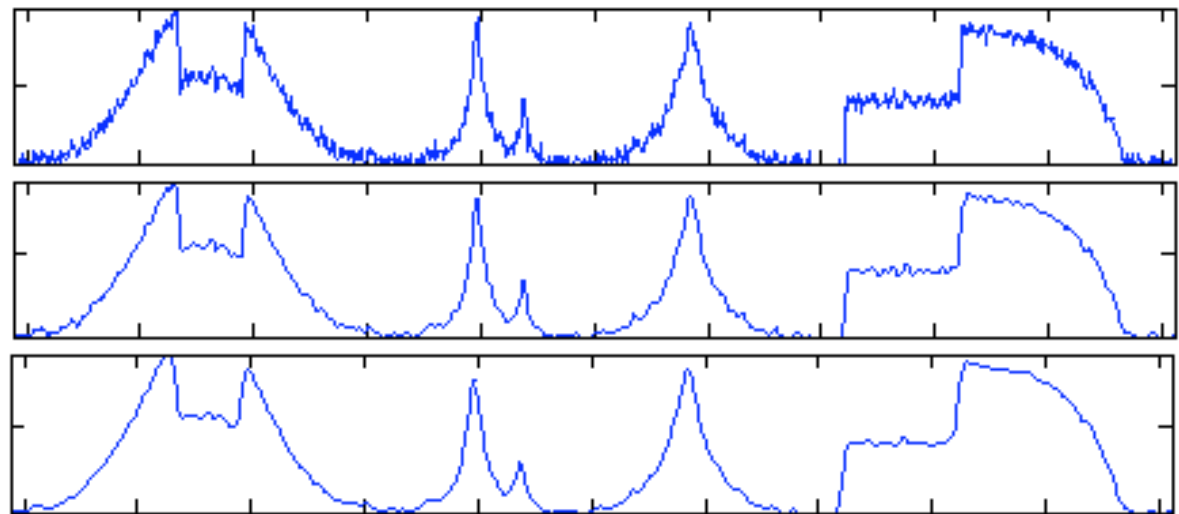
Optimal h , minimizes

$$E_{W,F}(\|h \star (F + W) - F\|^2)$$

$$\Rightarrow \hat{h}[\omega] = \frac{|\hat{F}[\omega]|^2}{|\hat{F}[\omega]|^2 + \sigma^2}$$



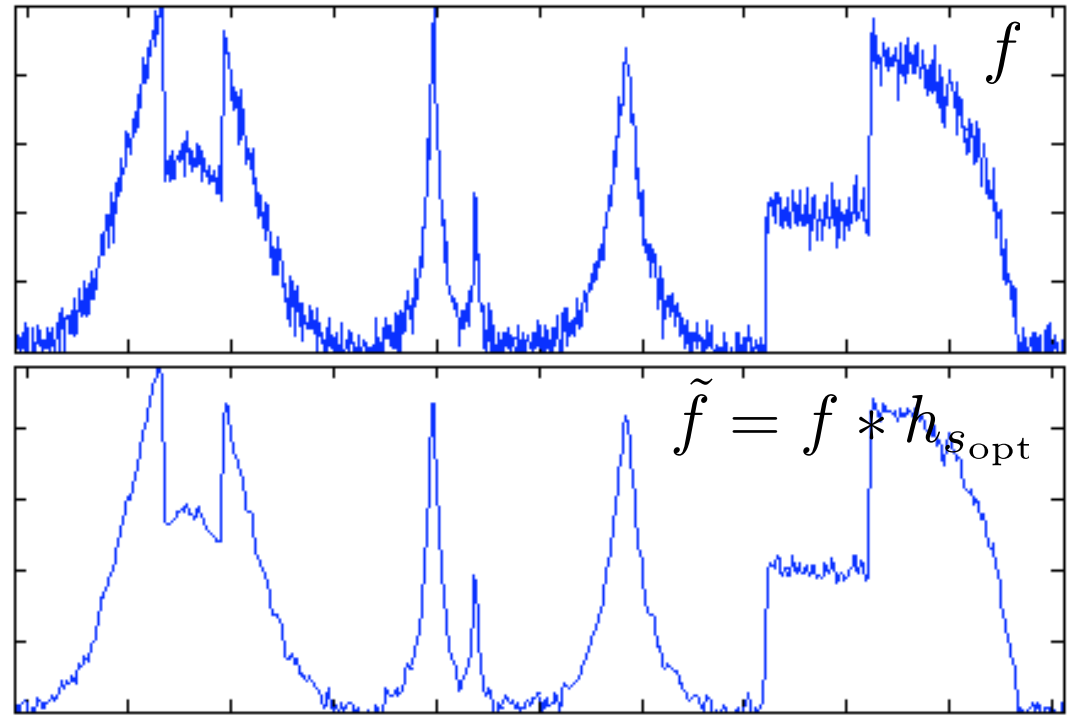
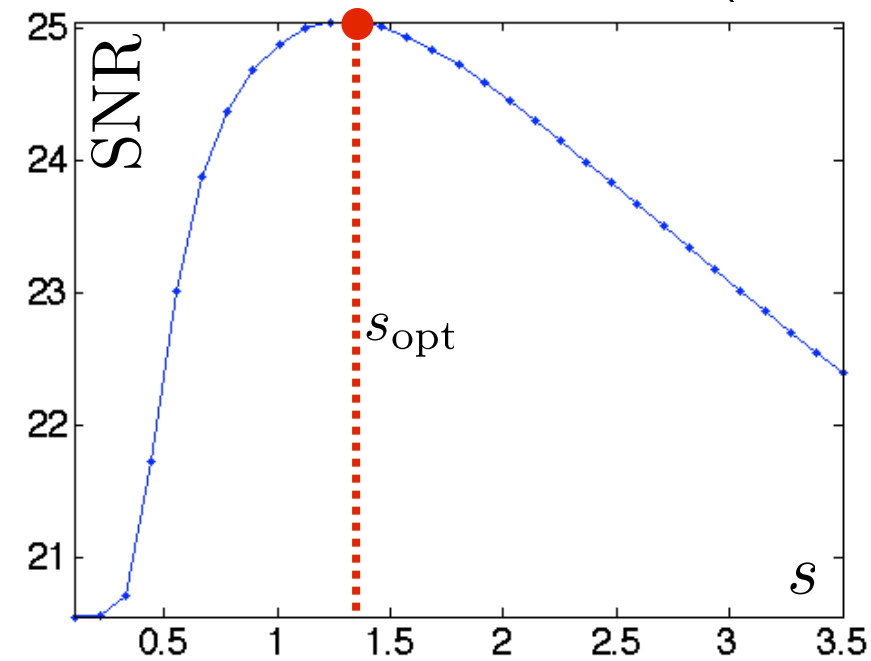
s



s

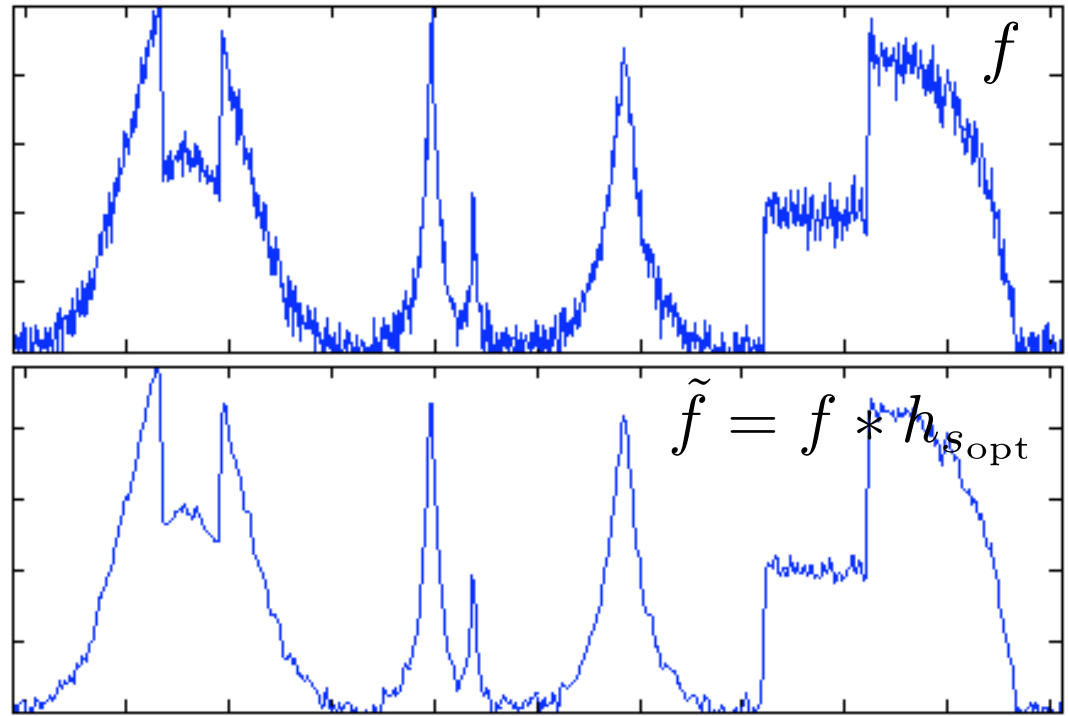
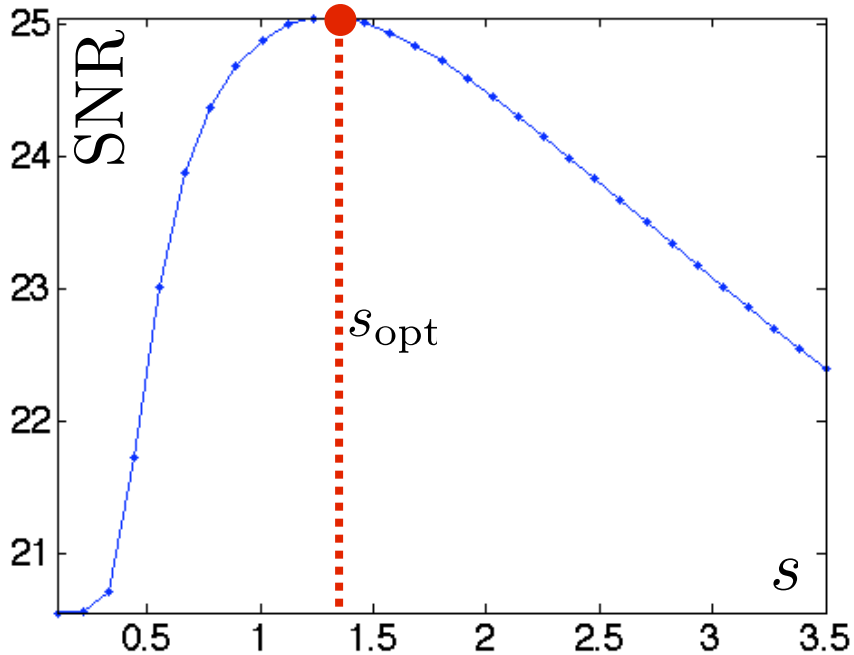
Oracle Estimation of Optimal Filter

$$\text{SNR}(f_0, \tilde{f}) = -10 \log_{10} \left(\frac{\|f_0 - \tilde{f}\|}{\|f_0\|} \right)$$



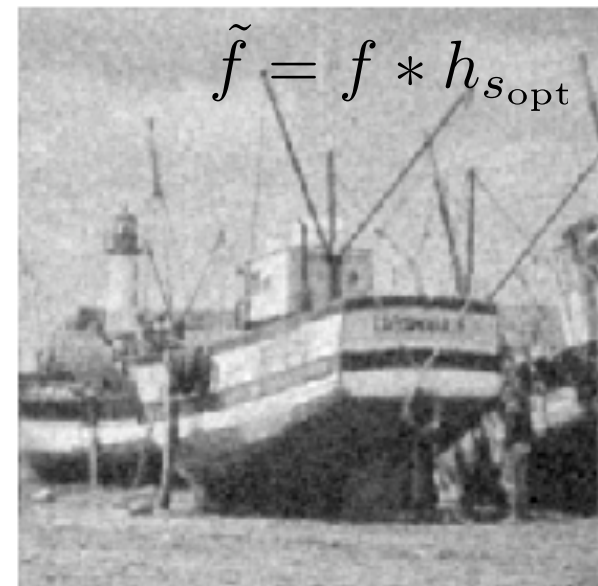
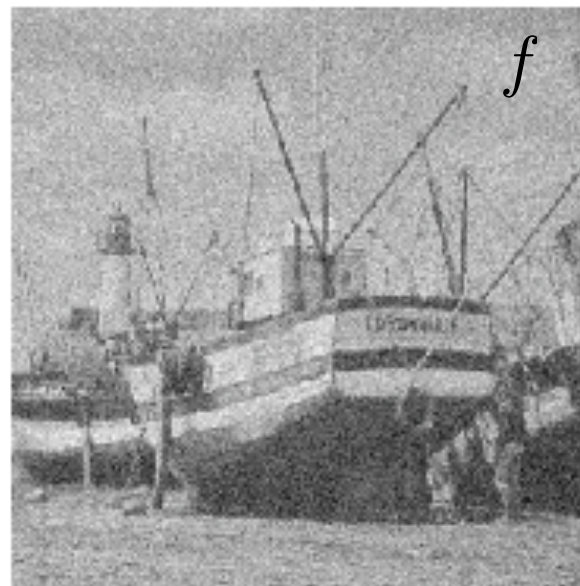
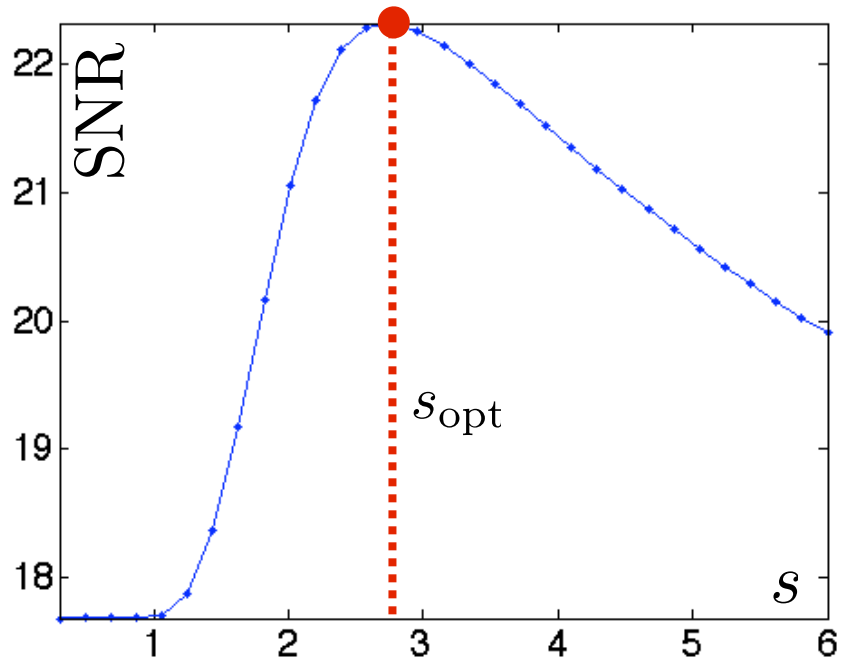
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Noisy, SNR=17.6dB

Denoised, SNR=22.3dB





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Diagonal Thresholding

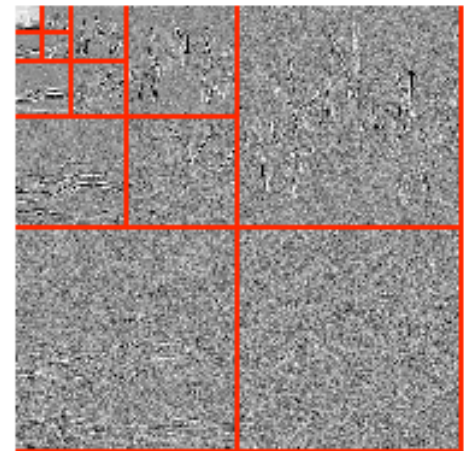
Orthogonal basis $\{\psi_m\}_m$ of $\mathbb{R}^N$ (e.g. wavelets).

$$\langle f, \psi_m \rangle = \langle f_0, \psi_m \rangle + \langle w, \psi_m \rangle$$

$$\langle w, \psi_m \rangle \sim \mathcal{N}(0, \sigma) \implies \text{white noise.}$$



$\langle f, \psi_m \rangle$



Diagonal Thresholding

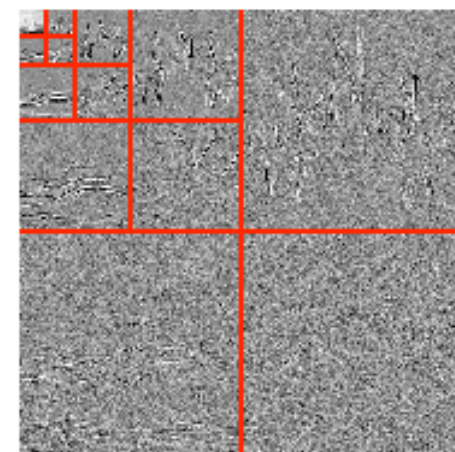
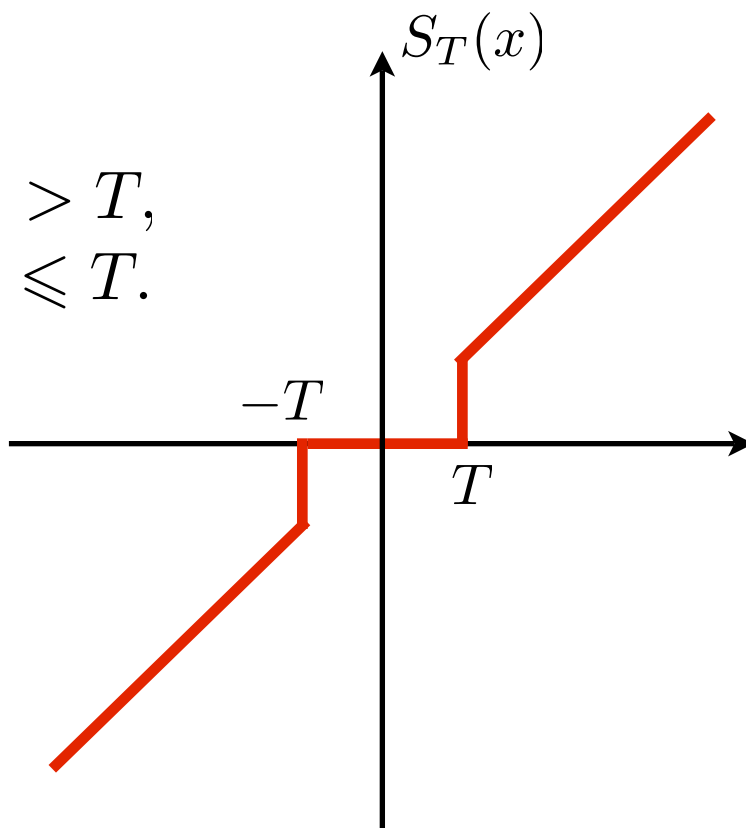
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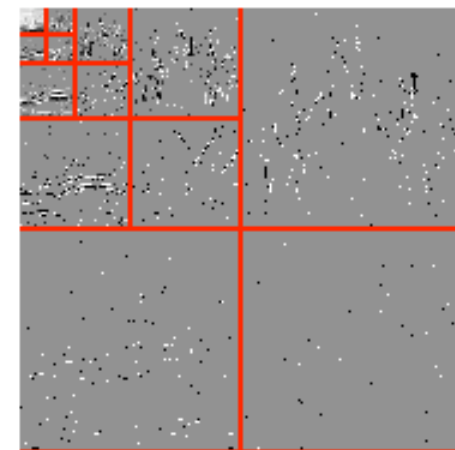
$$\langle w, \psi_m \rangle \sim \mathcal{N}(0, \sigma) \implies \text{white noise.}$$

$$\tilde{f} = \sum_{|\langle f, \psi_m \rangle| > T} \langle f, \psi_m \rangle \psi_m = \sum_m S_T(\langle f, \psi_m \rangle) \psi_m$$

$$S_T(x) = \begin{cases} x & \text{if } |x| > T, \\ 0 & \text{if } |x| \leq T. \end{cases}$$

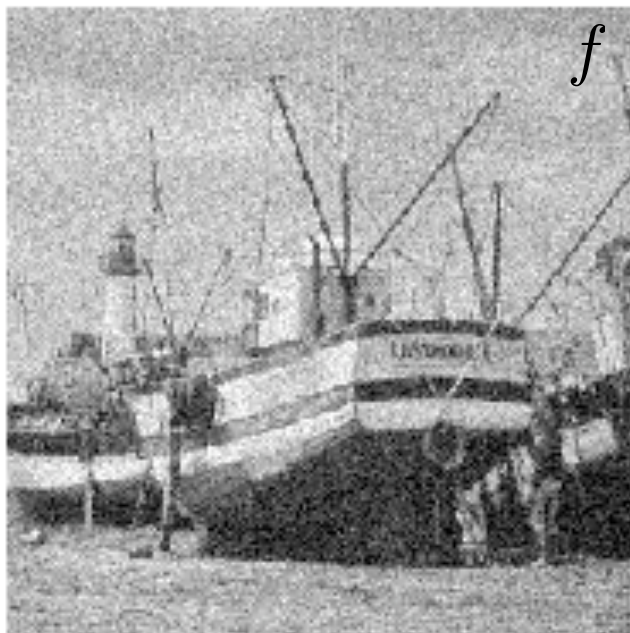
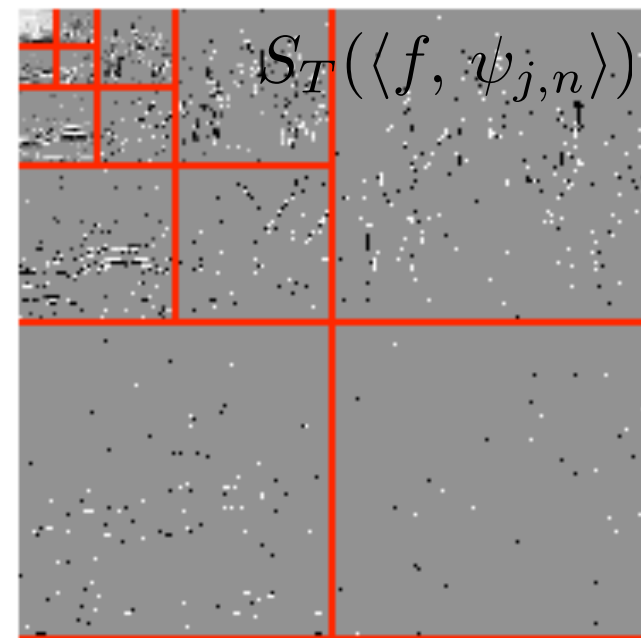
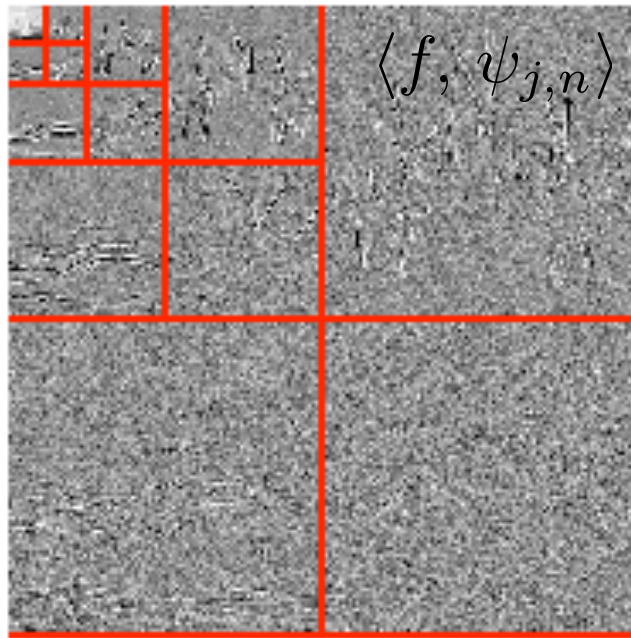


$\langle f, \psi_m \rangle$



$S_T(\langle f, \psi_m \rangle)$

Wavelet Diagonal Hard Thresholding



Hard thresholding
SNR=20.9dB

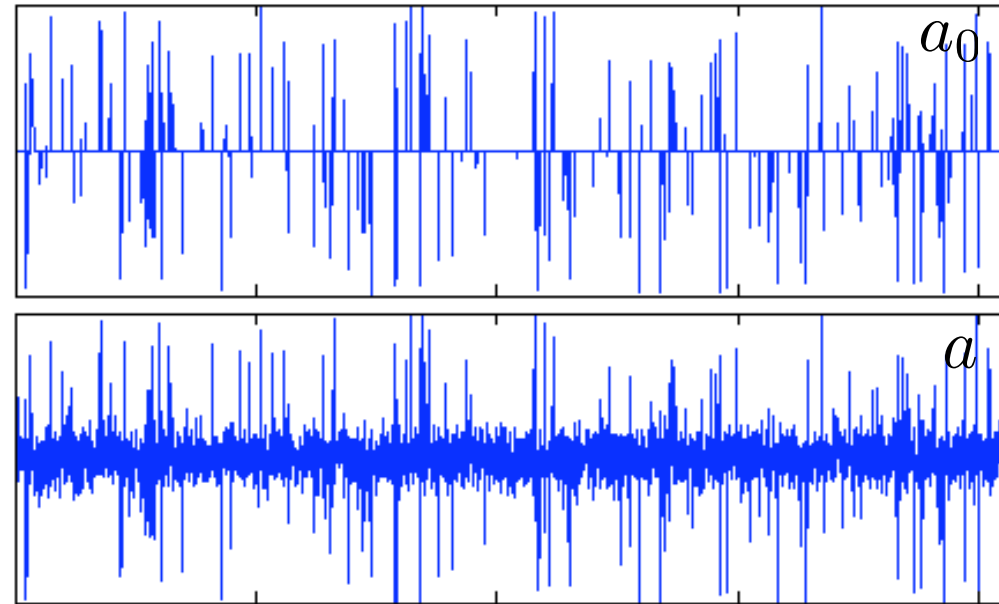
Sparse Signal Estimation

$a_0[m] = \langle f_0, \psi_m \rangle \in \mathbb{R}^N \approx$ sparse signal:

$\|a_0\|_0 = \# \{m \mid a_0[m] \neq 0\}$ is small.

$f = f_0 + w$, with $w[i] \sim \mathcal{N}(0, \sigma)$

$a = a_0 + z$, with $z[m] \sim \mathcal{N}(0, \sigma)$



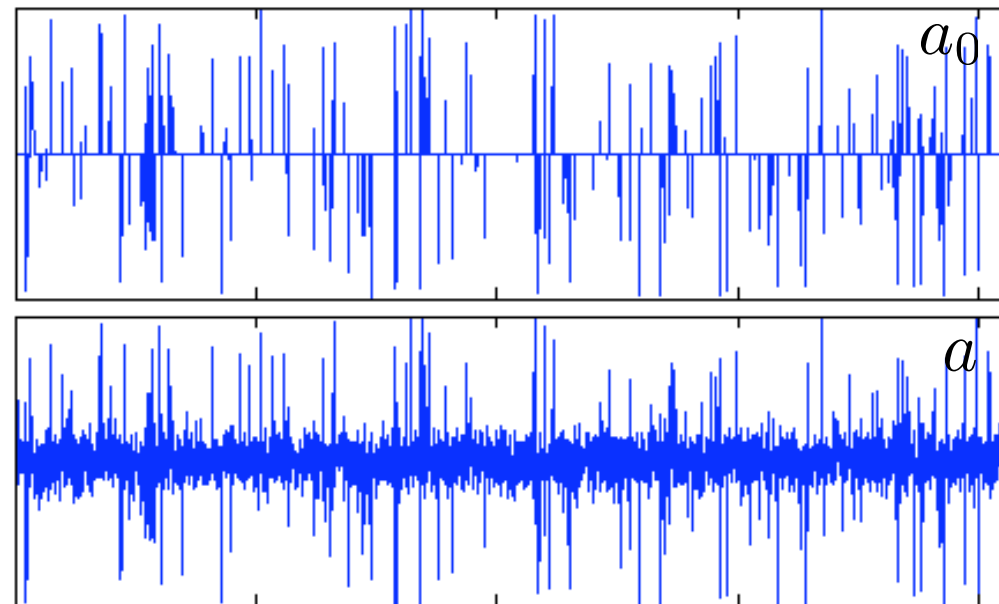
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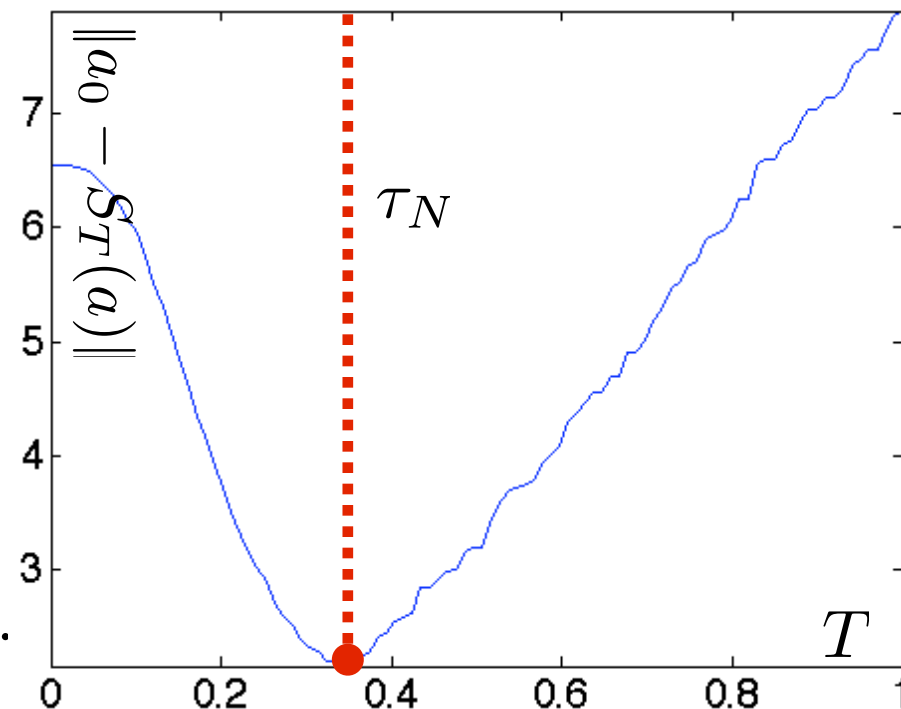


If $\min_{m: a_0[m] \neq 0} |a_0[m]|$ is large enough,

$\|f_0 - \tilde{f}\| = \|a_0 - S_T(a)\|$ minimum for

$$T \approx \tau_N = \max_{0 \leq m < N} |z[m]|$$

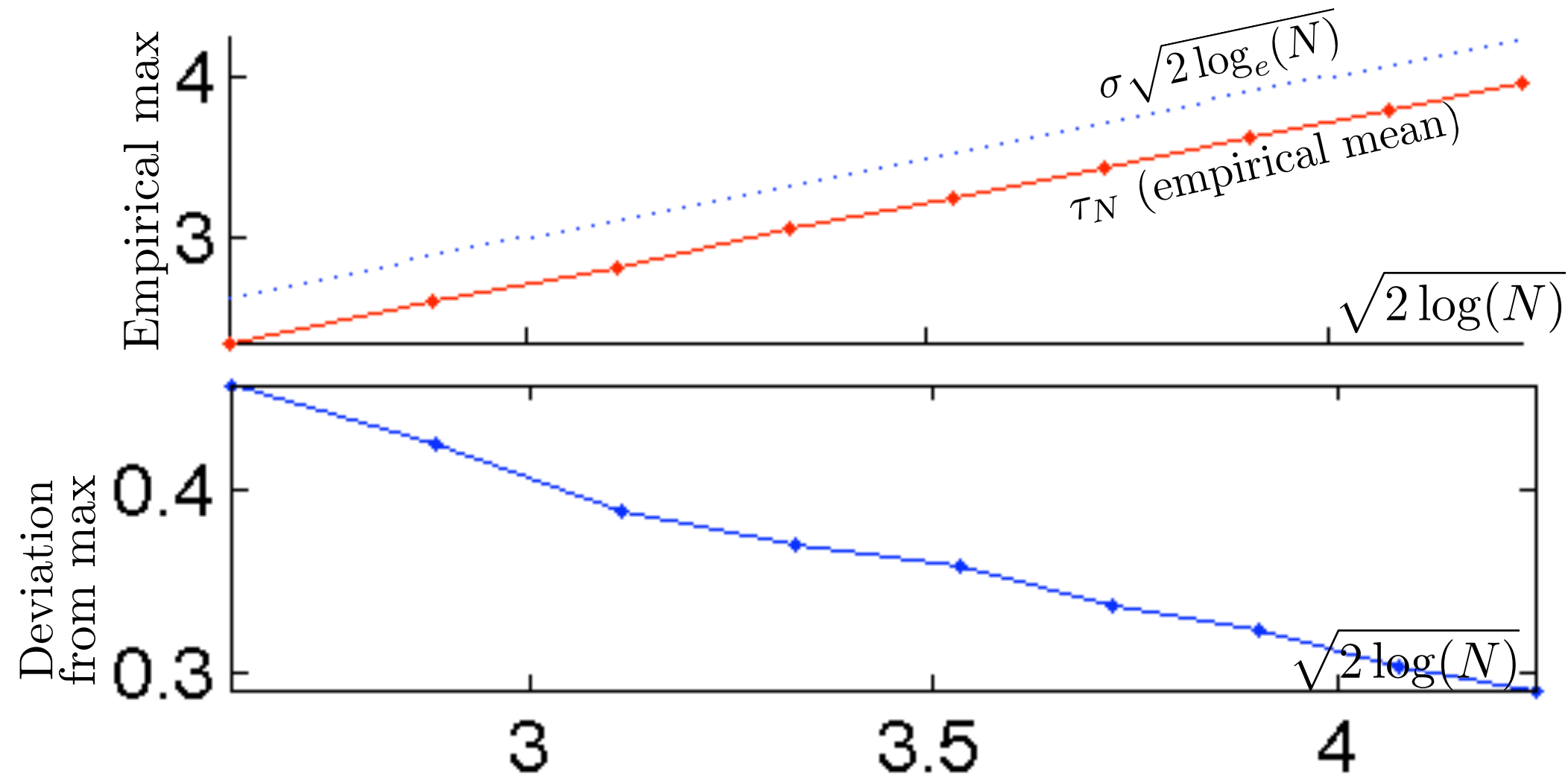
Maximum of N dimensional white noise.



Optimal Threshold Selection

If $z[m] \sim \mathcal{N}(0, \sigma)$ white noise:

Universal threshold: $\tau_N \sim \sigma \sqrt{2 \log_e(N)}$.



Non-linear Approximation and Estimation

Random vector: $F = f_0 + W$.
 W unit variance white noise.

Realization: $f = f_0 + w, w \sim W$.



Estimator (random vector):
$$\tilde{F} = \sum_{|\langle F, \psi_m \rangle| > T} \langle F, \psi_m \rangle \psi_m$$

Performance: decay of the average risk $E_W(\|f_0 - \tilde{F}\|^2)$.

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Choice of the threshold: universal $T = \sigma \sqrt{2 \log(N)}$.

Theorem: [Donoho, Johnstone]

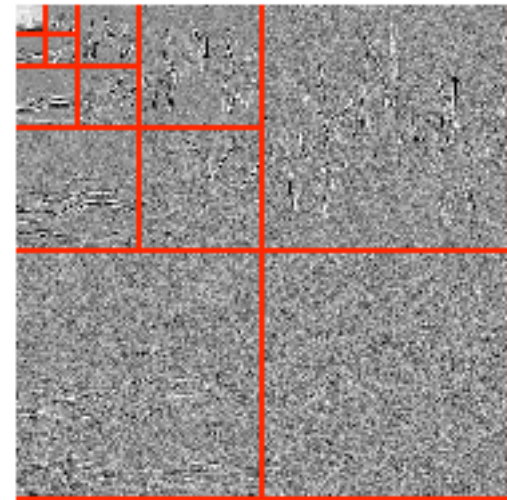
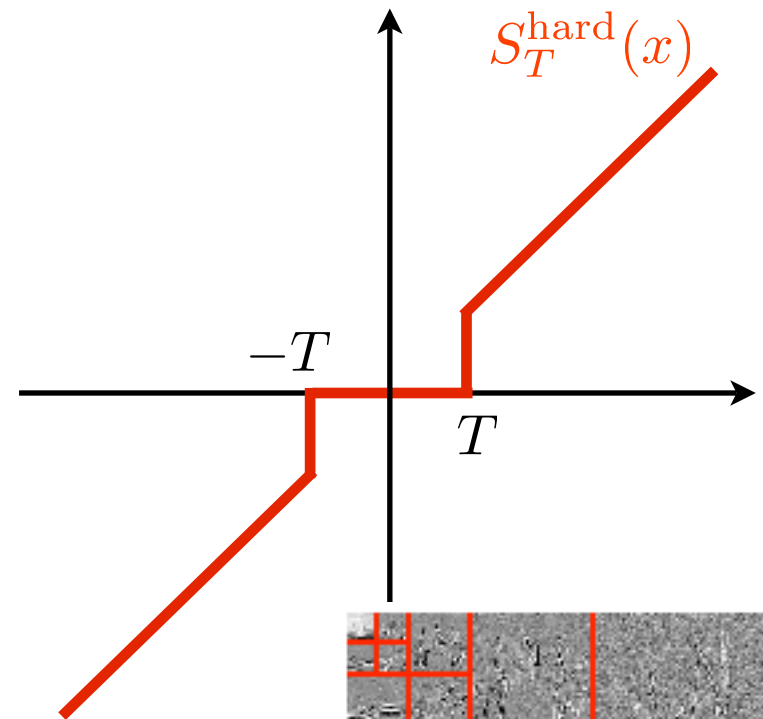
If $\|f_0 - f_{0,M}\|^2 = O(M^{-\alpha})$ then $E(\|f_0 - \tilde{F}\|^2) = O(\sigma^{\frac{2\alpha}{\alpha+1}})$.

Remark: If $\|f_0 - f_{0,M}\|^2 \sim M^{-\alpha}$, then $\|f_0 - f_{0,M}\|^2 \sim MT^2 \sim T^{\frac{2\alpha}{\alpha+1}}$.

Hard vs. Soft Thresholding

Hard thresholding: $S_T^{\text{hard}}(x) = \begin{cases} x & \text{if } |x| > T, \\ 0 & \text{if } |x| \leq T. \end{cases}$

$$\tilde{f}^h = \sum_m S_T^{\text{hard}}(\langle f, \psi_m \rangle) \psi_m$$



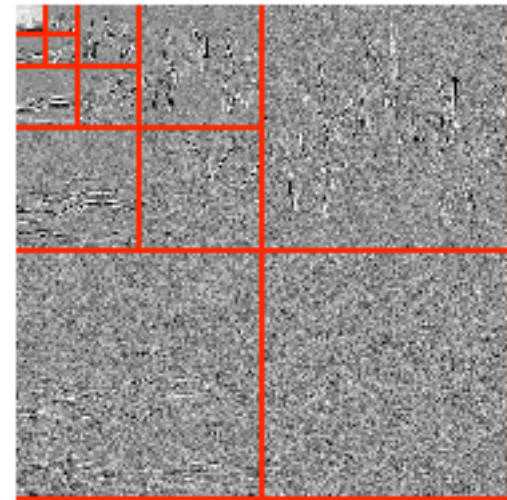
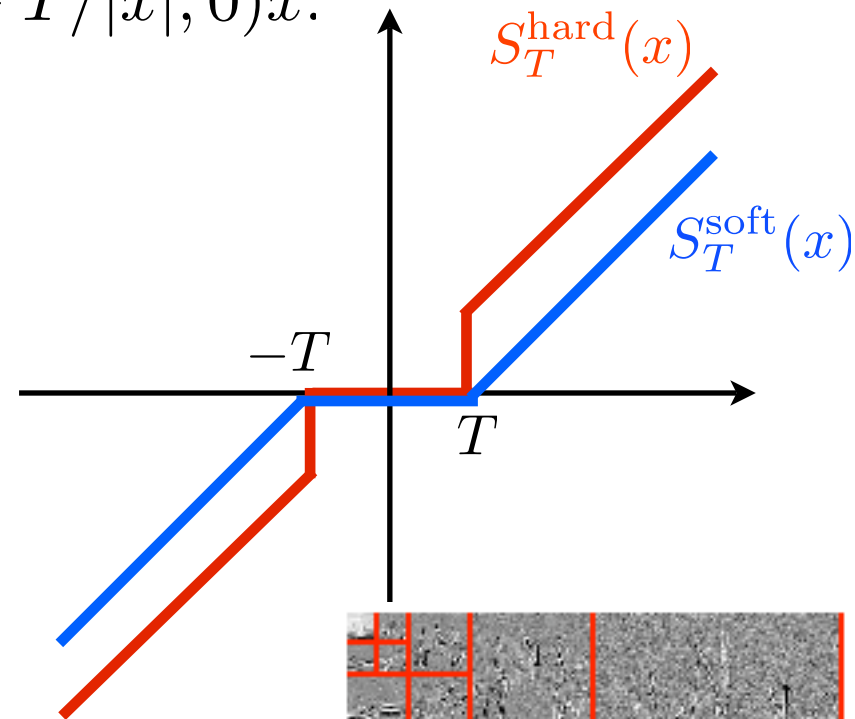
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Hard thresholding: $S_T^{\text{hard}}(x) = \begin{cases} x & \text{if } |x| > T, \\ 0 & \text{if } |x| \leq T. \end{cases}$

Soft thresholding: $S_T^{\text{soft}}(x) = \max(1 - T/|x|, 0)x.$

$$\tilde{f}^h = \sum_m S_T^{\text{hard}}(\langle f, \psi_m \rangle) \psi_m$$

$$\tilde{f}^s = \sum_m S_T^{\text{soft}}(\langle f, \psi_m \rangle) \psi_m$$



Hard vs. Soft Thresholding

Hard thresholding: $S_T^{\text{hard}}(x) = \begin{cases} x & \text{if } |x| > T, \\ 0 & \text{if } |x| \leq T. \end{cases}$

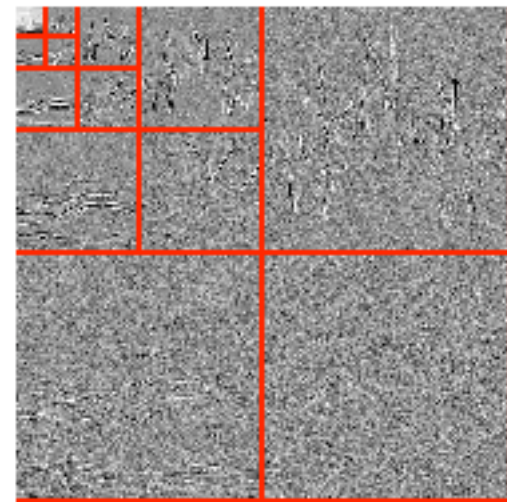
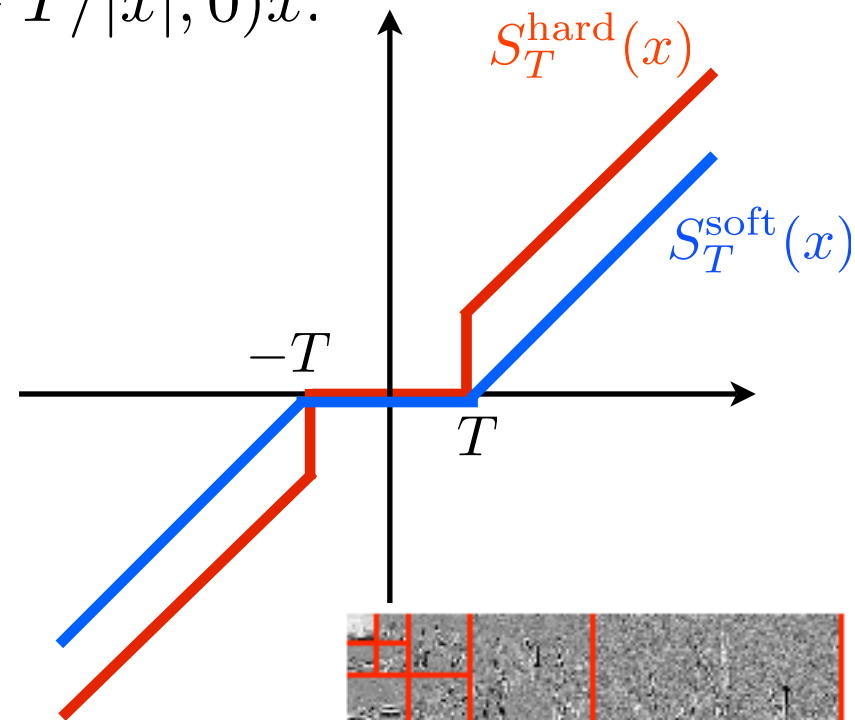
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Soft thresholding produces smoother denoising, but introduces a bias.

$\Rightarrow$ do not soft threshold low pass residual.



Optimal Threshold

“Oracle” threshold optimization: find $T = T_{\text{opt}}$ that minimizes

$$T_{\text{opt}}^{\text{hard}} = \underset{T}{\operatorname{argmin}} \|f_0 - \tilde{f}^h\|^2$$

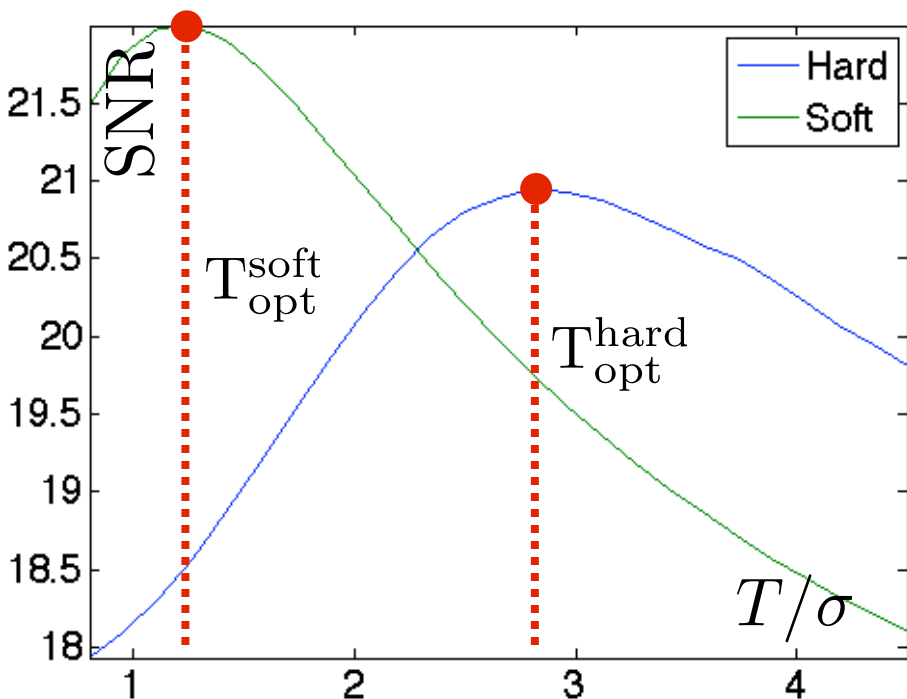
$$T_{\text{opt}}^{\text{soft}} = \underset{T}{\operatorname{argmin}} \|f_0 - \tilde{f}^s\|^2$$

$$\text{SNR}(f_0, \tilde{f}) = -10 \log_{10} \left(\frac{\|f_0 - \tilde{f}\|}{\|f_0\|} \right)$$

(expressed in dB)

Empirical finding: $T_{\text{opt}}^{\text{hard}} \approx 3\sigma$, $T_{\text{opt}}^{\text{soft}} \approx \frac{3}{2}\sigma$,

For natural images, orthogonal wavelets: “Hard < Soft”.



Hard, SNR=20.9dB



Soft, SNR=21.8dB





Overview

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Translation Invariant Denoising

Denoising: $\mathcal{D}(f) = \sum_m S_T(\langle f, \psi_m \rangle) \psi_m$.

Translation: $f_\tau(x) = f(x - \tau)$.

Translation invariant denoising: $\mathcal{D}(f) = \mathcal{D}(f_\tau)_{-\tau}$.

$$\begin{array}{ccc} f & \xrightarrow{\mathcal{D}} & \mathcal{D}(f) \\ \tau \downarrow & & \uparrow -\tau \\ f_\tau & \xrightarrow{\mathcal{D}} & \mathcal{D}(f_\tau) \end{array}$$

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Orthogonal wavelet frame $\{\psi_m = \psi_{j,n}\}_{j,n}$ of $\mathbb{R}^N$:

→ not translation invariant denoising.

$$\begin{array}{ccc} f & \xrightarrow{\mathcal{D}} & \mathcal{D}(f) \\ \tau \downarrow & & \uparrow -\tau \\ f_\tau & \xrightarrow{\mathcal{D}} & \mathcal{D}(f_\tau) \end{array}$$



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→ not translation invariant denoising.

Cycle spinning: “averaging to make invariant”.

$$\mathcal{D}_{\text{inv}}(f) = \frac{1}{N} \sum_{\tau=0}^{N-1} \mathcal{D}(f_{\frac{\tau}{N}})_{-\frac{\tau}{N}}$$

→ invariant by translations k/N .

→ $O(N^2)$ operations.

$$\begin{array}{ccc} f & \xrightarrow{\mathcal{D}} & \mathcal{D}(f) \\ \tau \downarrow & & \uparrow -\tau \\ f_\tau & \xrightarrow{\mathcal{D}} & \mathcal{D}(f_\tau) \end{array}$$



Translation Invariant Wavelets

Translation invariant redundant frame $\{\psi_m\}_m$ of $\mathbb{R}^N$:

$$\forall k, \forall \tau, (\psi_k)_\tau \in \{\psi_m\}_m.$$

Dyadic translation:

$$\left\{ \psi_{j,n}(x) = \frac{1}{2^{j/2}} \psi\left(\frac{x}{2^j} - \frac{n}{2^j}\right) \right\}_{j_0 \leq j < 0}^{0 \leq n < 2^{-j}}$$

→ orthogonal basis of a space $V_{j_0} \simeq \mathbb{R}^N$.

$$(\psi_{j,n})_\tau \notin \{\psi_{j,n}\} \quad \text{for} \quad \tau = 2^j/2$$

→ no translation invariance.

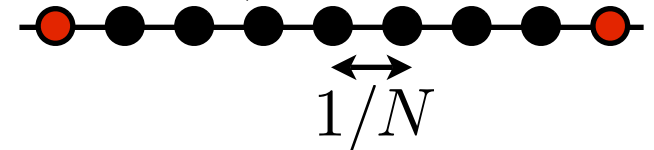
$$2^{-j} = N/2 :$$



$$2^{-j} = N/4 :$$



$$2^{-j} = N/8 :$$



Translation Invariant Wavelets

Translation invariant redundant frame $\{\psi_m\}_m$ of $\mathbb{R}^N$:

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→ orthogonal basis of a space $V_{j_0} \simeq \mathbb{R}^N$.

$$(\psi_{j,n})_\tau \notin \{\psi_{j,n}\} \quad \text{for} \quad \tau = 2^j/2$$

→ no translation invariance.

Uniform translation:

$$\left\{ \bar{\psi}_{j,n}(x) = \frac{1}{2^{j/2}} \psi\left(\frac{x}{2^j} - \frac{n}{N}\right) \right\}_{j_0 \leq j < 0}^{0 \leq n < N}$$

→ redundant family of a space $V_{j_0} \simeq \mathbb{R}^N$ with $N \log_2(N)$ vectors.

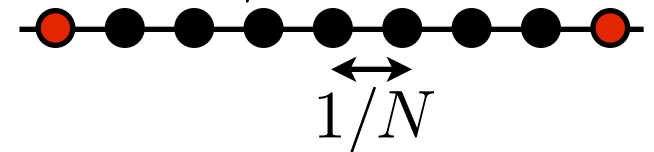
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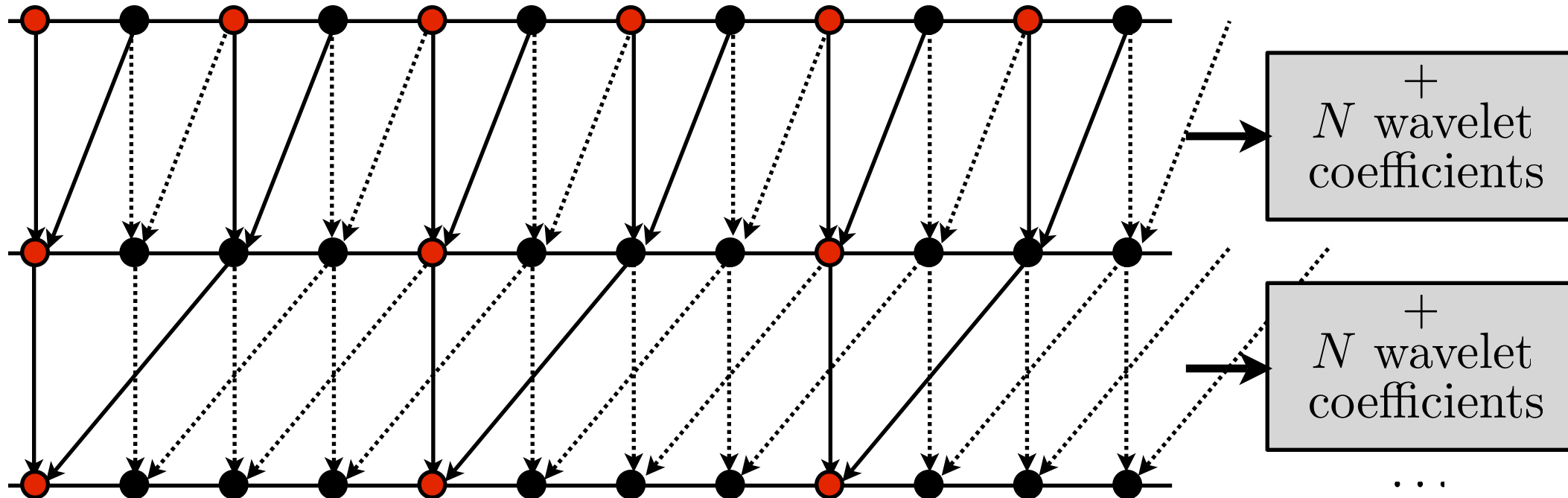
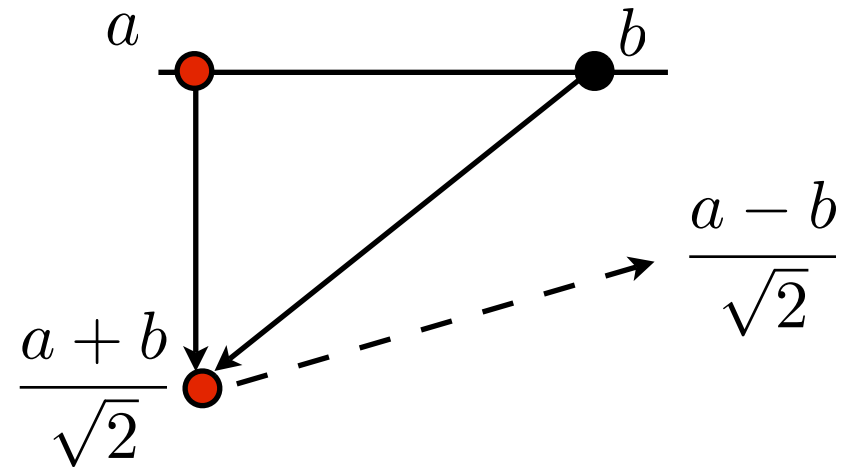
Translation Invariant Haar (1D)

Fast algorithm: no sub-sampling, $O(N \log_2(N))$ operations.

Computes the coefficients

$$\langle f, \psi_{j,n} \rangle \quad \text{for} \quad \begin{cases} -\log_2(N) < j \leq 0 \\ 0 \leq n < N \end{cases}$$

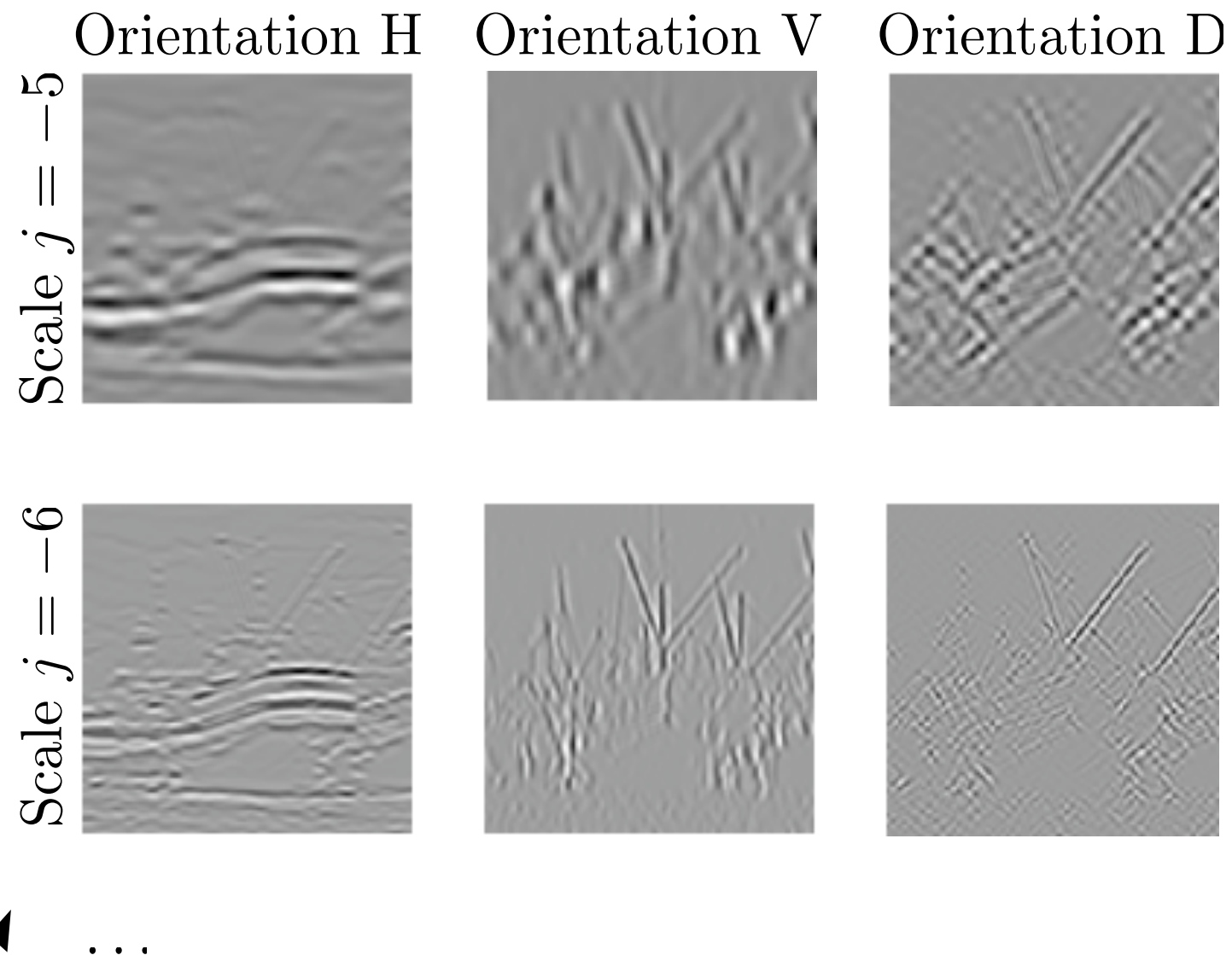
Basic step: average / difference.



Translation Invariant Transform (2D)

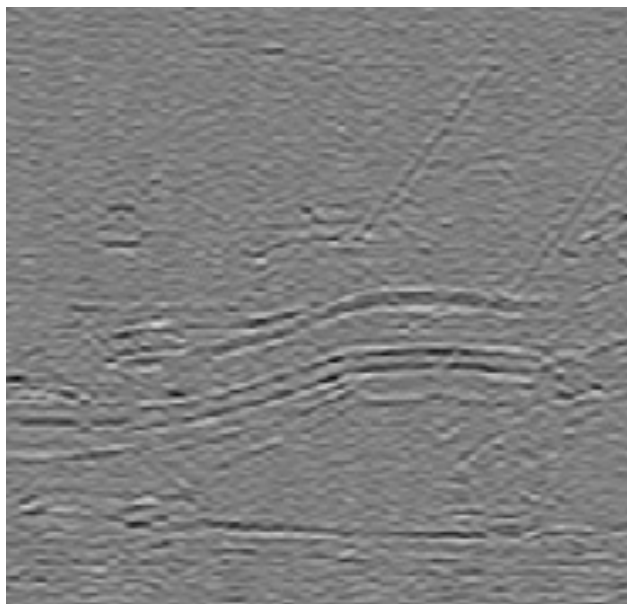


N pixels

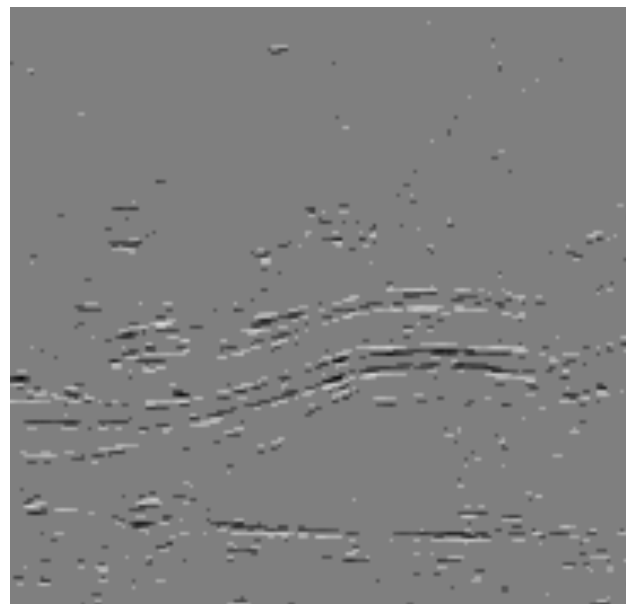


$(3J + 1)N$ coefficients, $J = \# \text{scales} \leq \log_2(N)/2$

Translation Invariant Thresholding



Noisy coefficients



Thresholded coefficients



Soft, orth. SNR=21.8dB



Hard, TI, SNR=22.7dB

Optimal Invariant Threshold

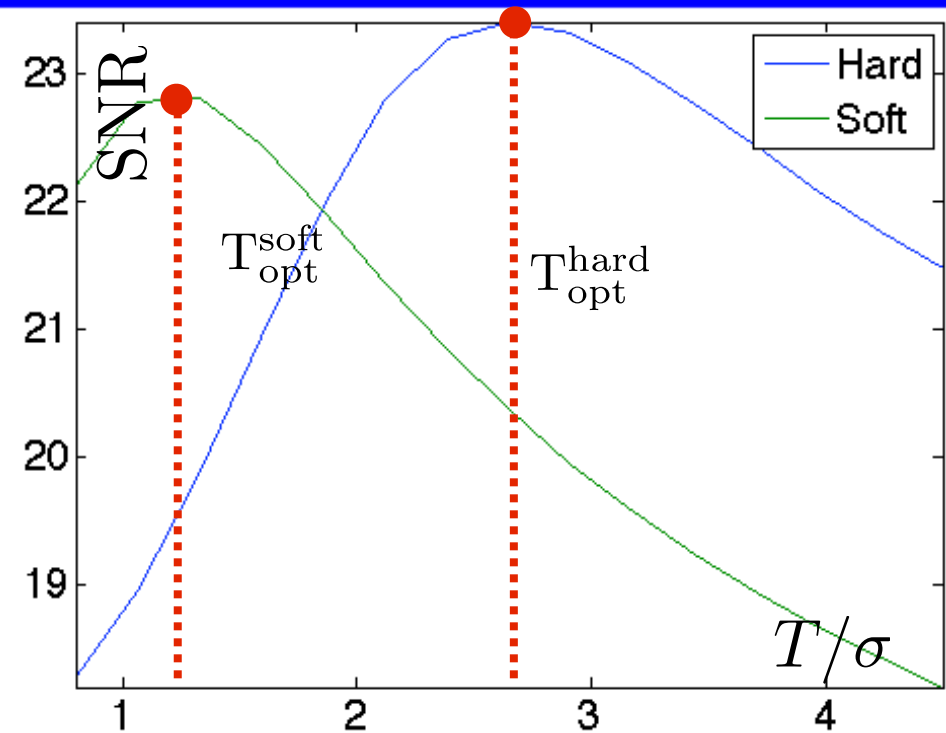
Empirical finding:

$$T_{\text{opt}}^{\text{hard}} \approx 3\sigma, \quad T_{\text{opt}}^{\text{soft}} \approx \frac{3}{2}\sigma,$$

For natural images,

translation invariant wavelets:

“Hard > Soft”.



Soft, orth. SNR=21.8dB



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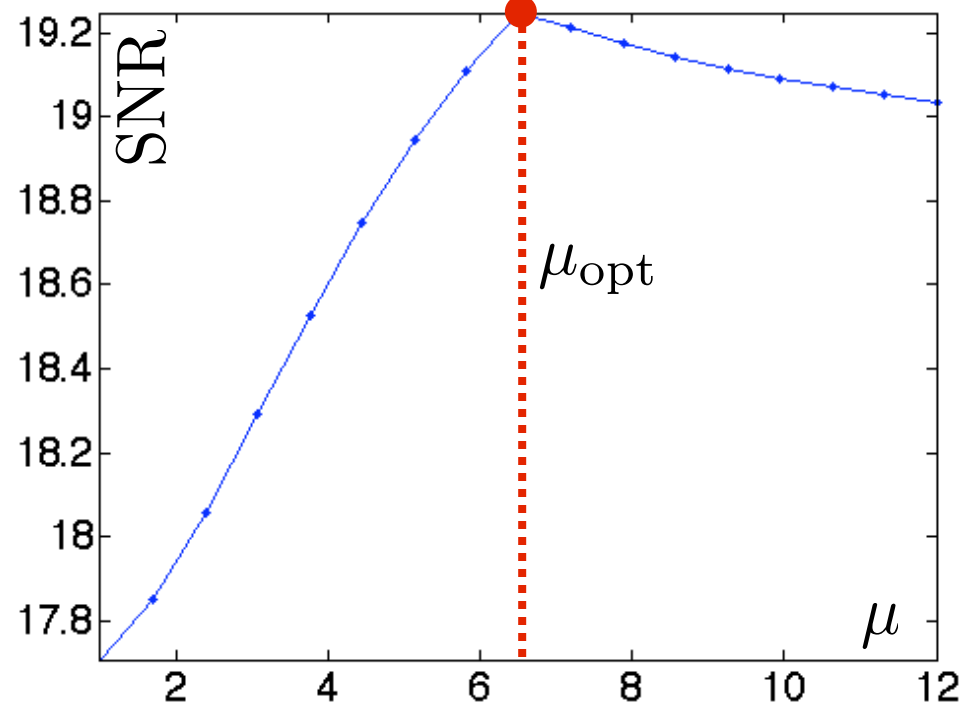
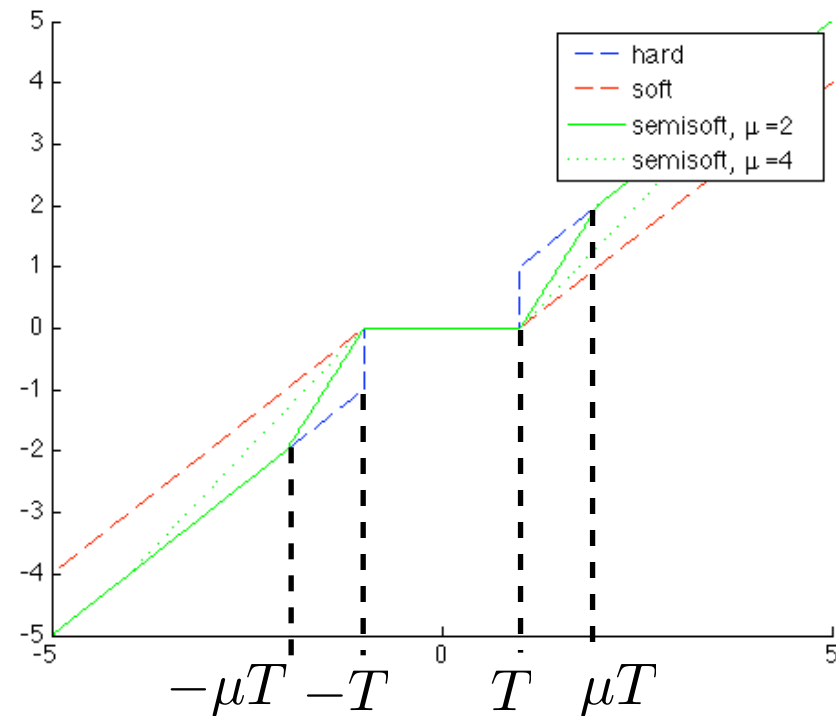
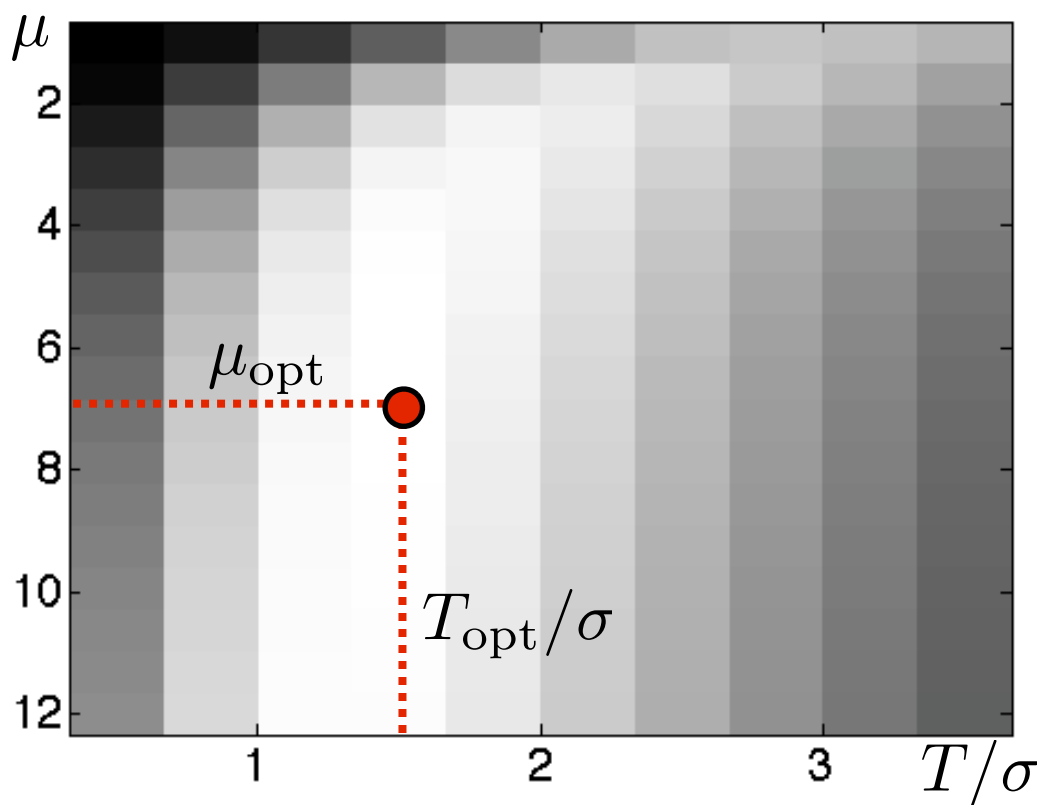
Between Hard and Soft Thresholding

Soft-hard thresholding:

S_T^μ parameterized by $\mu > 1$.

$\mu = 1$: hard thresholding.

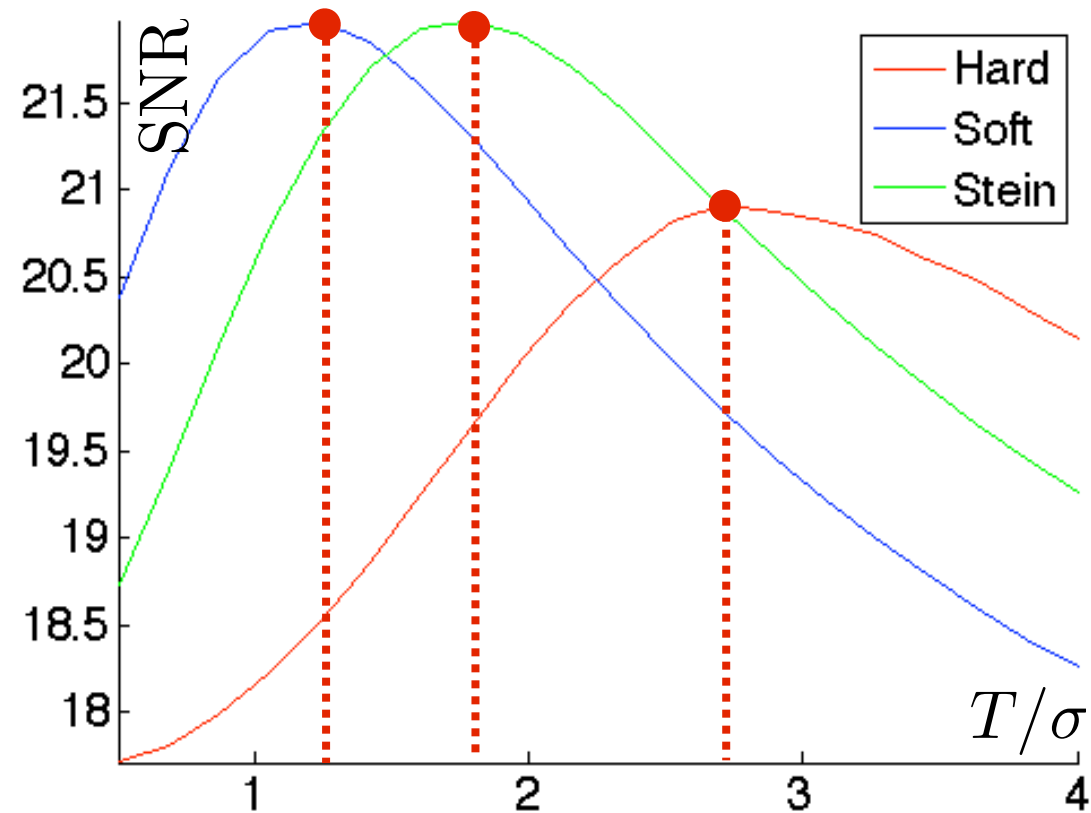
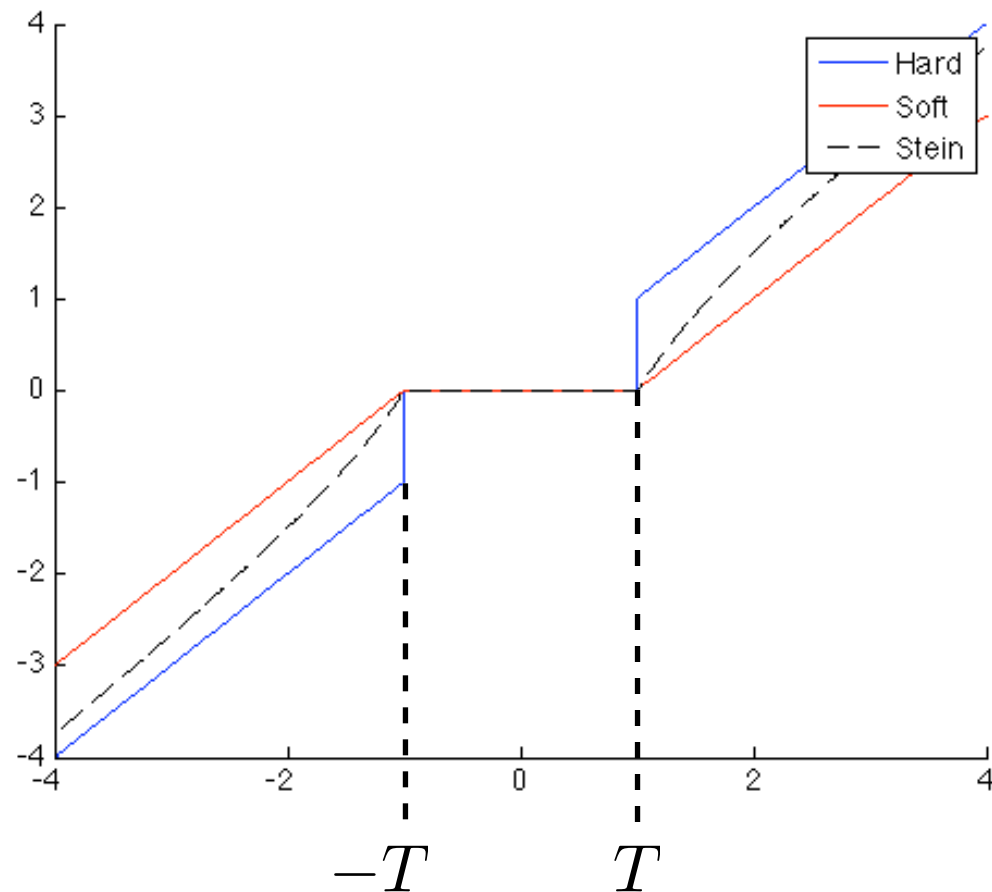
$\mu = +\infty$: soft thresholding.



Stein Quadratic-Soft Thresholder

Soft thresholding: $S_T^{\text{soft}}(x) = \max\left(1 - \frac{T}{|x|}, 0\right) x$

Stein thresholding: $S_T^{\text{Stein}}(x) = \max\left(1 - \frac{T^2}{|x|^2}, 0\right) x$





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Block Thresholding

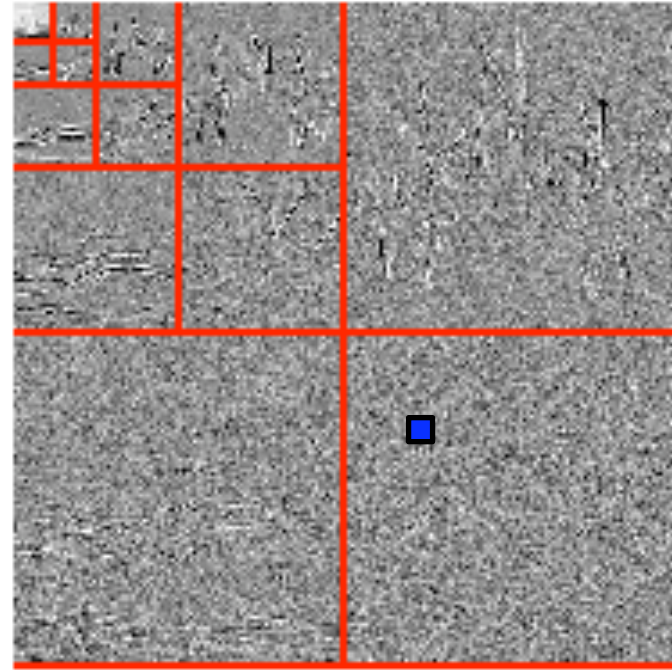
Block of $s \times s$ coefficients: $\{(j, n)\}_{j,n} = \bigcup_k B_k$

Block energy:
$$E_k = \frac{1}{s^2} \sum_{m \in B_k} |\langle f, \psi_m \rangle|^2$$

For $m = (j, n) \in B_k$, block thresholding:

$$S_T^{\text{block}}(\langle f, \psi_m \rangle) = A_T(E_k) \langle f, \psi_m \rangle$$

where A_T is an attenuation function



Block Thresholding

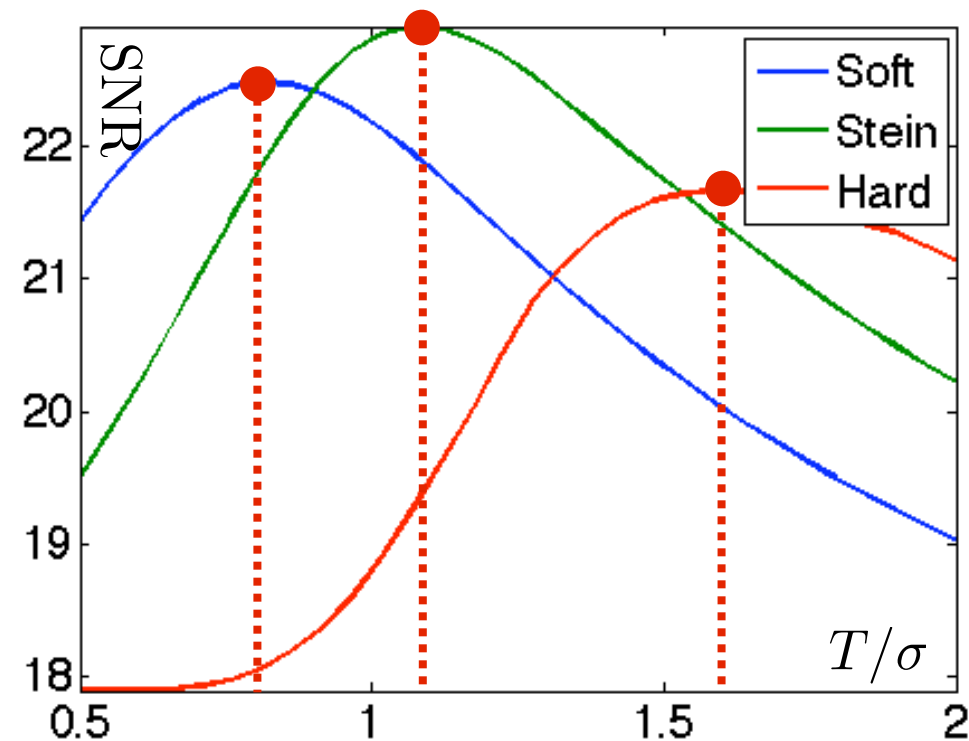
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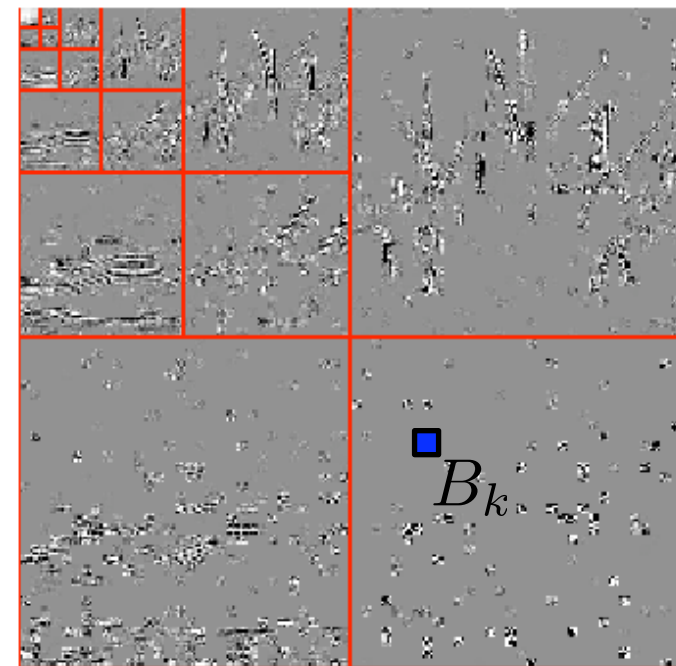
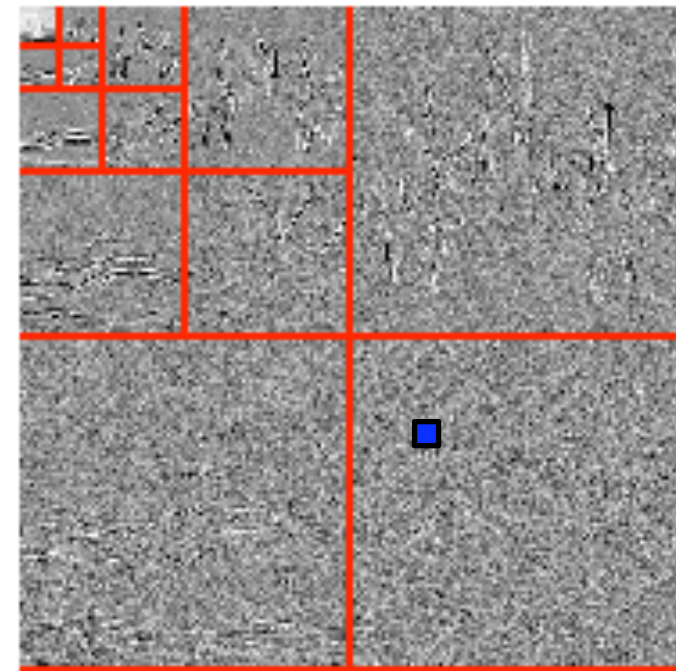
$$S_T^{\text{block}}(\langle f, \psi_m \rangle) = A_T(E_k) \langle f, \psi_m \rangle$$

where A_T is an attenuation function



$$A_T(x) = \begin{cases} \max(1 - \frac{x^2}{T^2}, 0) & \text{(Soft)} \\ \max(1 - \frac{|x|}{T}, 0) & \text{(Stein)} \end{cases}$$

$$1_{|x| > T}(x)$$



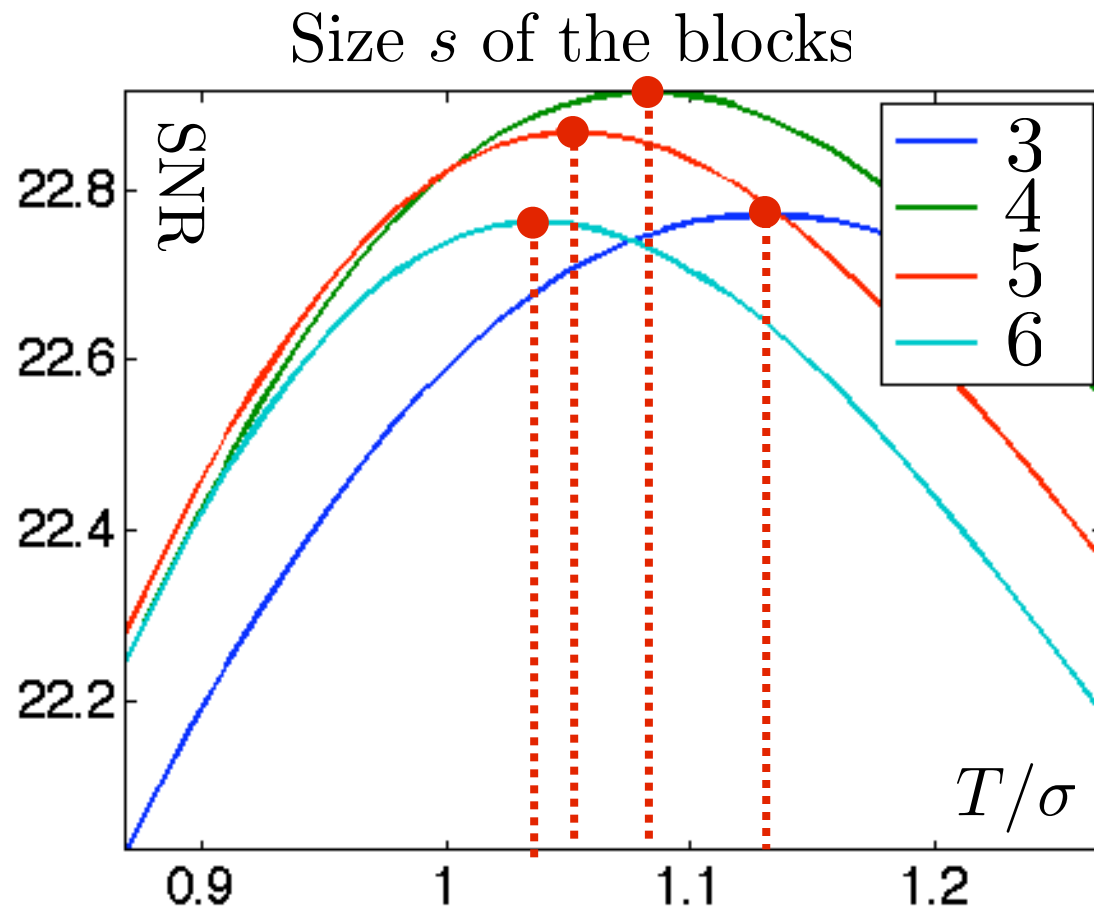
Optimal Block Choice

Non-diagonal (block) estimator.

Same thresholding decision for all $(j, n) \in B_k$.

Uses the structure (redundancies) of coefficients of natural images.

→ edges generate clusters of large coefficients.



Block denoising, SNR=22.8dB



Comparison

Hard orthogonal
Soft orthogonal
Stein block orthogonal
Hard invariant
Stein block invariant
↓
SNR

Orthogonal
Invariant

Diagonal



Block





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Poisson Noise

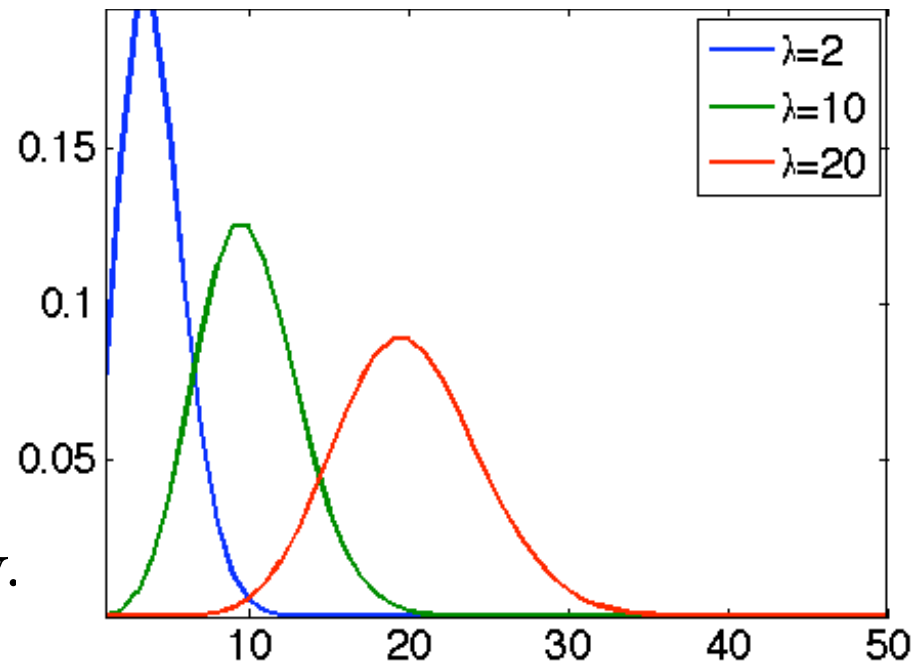
Poisson noise: $f[i] \sim \mathcal{P}(\lambda)$

where $\lambda = \lambda_i = f_0[i]$.

$$\mathbb{P}(f[i] = k) = \frac{\lambda^k e^{-\lambda}}{k!}$$

$$\mathbb{E}(f[i]) = \lambda \quad \text{Var}(f[i]) = \lambda$$

→ counting photons, $f_0[i]$ = intensity.



Example: digital camera, confocal microscopy,
TEP and SPECT tomography, ...



$\lambda_{\max} = 5$



$\lambda_{\max} = 10$



$\lambda_{\max} = 50$



$\lambda_{\max} = 100$

Poisson Noise Variance Stabilization

Variance stabilization: non-linear mapping $\varphi : \mathbb{R} \rightarrow \mathbb{R}$
such that $\varphi(f[i]) \simeq \mathcal{N}(\varphi(a[i]), \sigma)$, σ fixed.

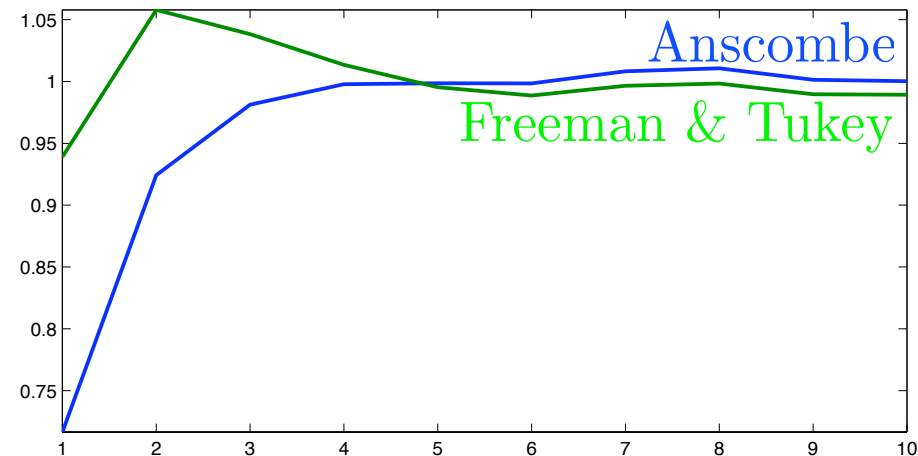


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Anscombes v.s.: $\varphi(x) = 2\sqrt{x + 3/8}$

Freeman & Tukey v.s.: $\varphi(x) = \sqrt{x + 1} + \sqrt{x}$



Poisson Noise Variance Stabilization

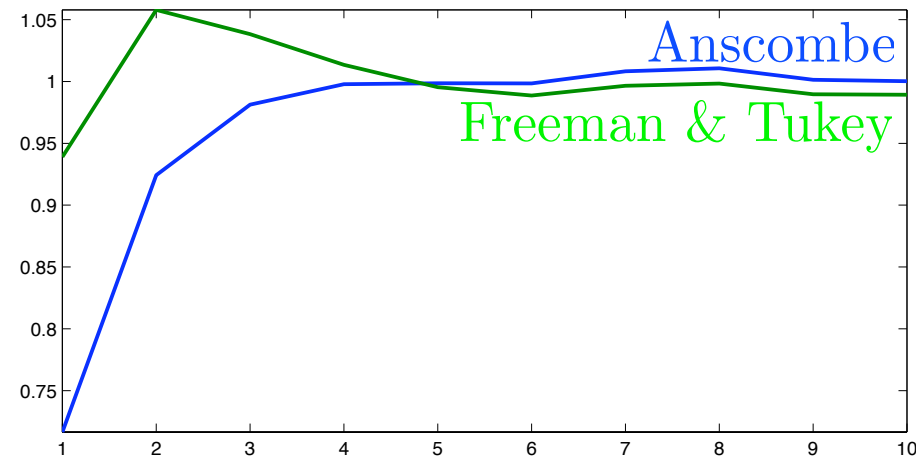
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Freeman & Tukey v.s.: $\varphi(x) = \sqrt{x + 1} + \sqrt{x}$

Stabilized denoising:

$$\tilde{f} = \varphi^{-1}(\text{Denoise}(\varphi(f)))$$



Un-stabilized
SNR=20.5dB

Stabilized
SNR=21.4dB

Multiplicative Noise

Multiplicative noise: $f = f_0 \cdot w$ where $w \sim W$, $E(W) = 1$.

$$E(f[i]) = f_0[i], \quad \text{Var}(f[i]) = f_0[i]^2 \sigma^2 \quad \text{where} \quad \sigma^2 = \text{Var}(W).$$

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Example: SAR images.

Each image: $f^{(s)} = f_0 \cdot w^{(s)} + n^{(s)}$

$n^{(s)}$: white additive noise

$w^{(s)}$: one-sided exponential

$$p(w^{(s)}[i] = x) \propto e^{-x} \mathbb{I}_{x>0}$$

Multiplicative Noise

Multiplicative noise: $f = f_0 \cdot w$ where $w \sim W$, $E(W) = 1$.

$$E(f[i]) = f_0[i], \quad \text{Var}(f[i]) = f_0[i]^2 \sigma^2 \quad \text{where} \quad \sigma^2 = \text{Var}(W).$$

Example: SAR images.

$$\text{Each image: } f^{(s)} = f_0 \cdot w^{(s)} + n^{(s)}$$

$n^{(s)}$: white additive noise
 $w^{(s)}$: one-sided exponential
 $p(w^{(s)}[i] = x) \propto e^{-x} \mathbb{I}_{x>0}$

$$\text{Averaging: } f = \frac{1}{S} \sum_{s=1}^S f^{(s)} \approx f_0 \cdot w$$

$$w \sim \Gamma(\sigma = K^{-\frac{1}{2}}, \mu = 1)$$

$$p(w = x) \propto x^{K-1} e^{-Kx}$$



$\sigma = 0.1$



$\sigma = 0.2$



$\sigma = 0.3$



$\sigma = 0.6$

Multiplicative Noise Stabilization

Γ -multiplicative noise model: $f = f_0 \cdot w$, $p(w = x) \propto x^{K-1} e^{-Kx}$

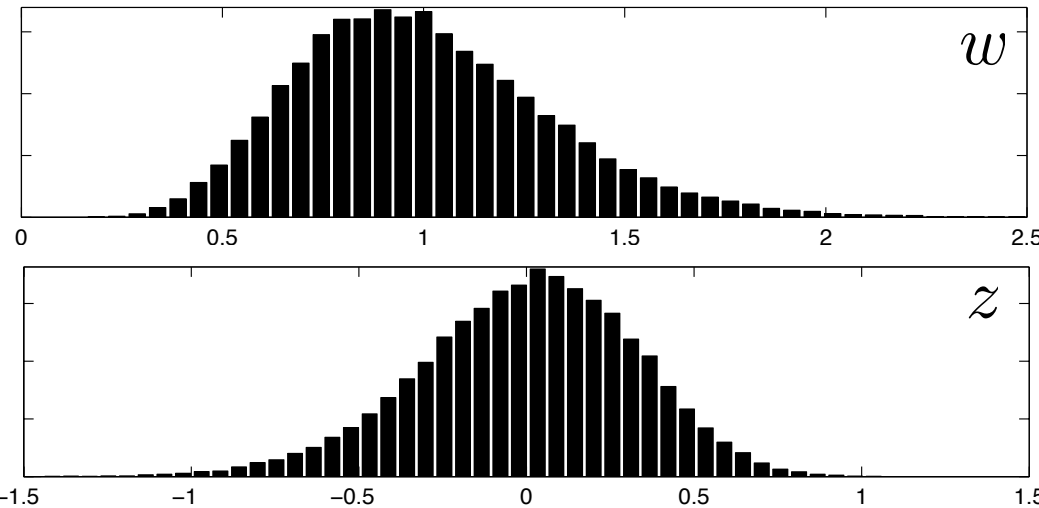
Variance stabilization:

$$\varphi(x) = \log(x) - c$$

where $c = E(\log(w)) = \psi(K) - \log(K)$;

$$\psi(x) = \Gamma'(x)/\Gamma(x)$$

$$f = f_0 \cdot w \implies \varphi(f) = \varphi(f_0) + z.$$



Multiplicative Noise Stabilization

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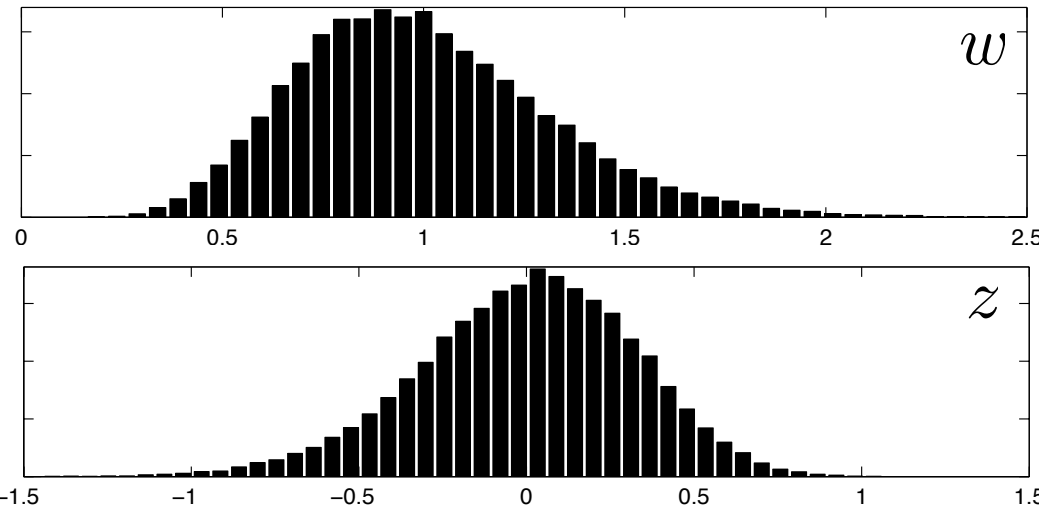
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Un-stabilized
SNR=18.4dB

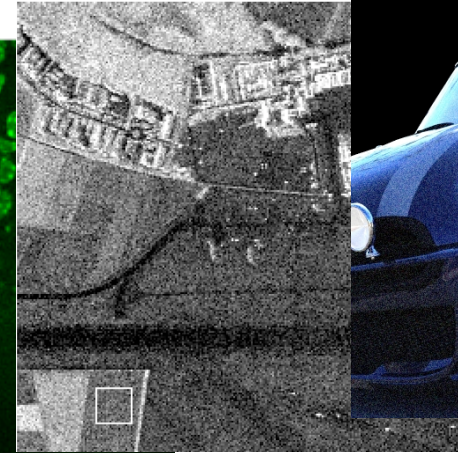
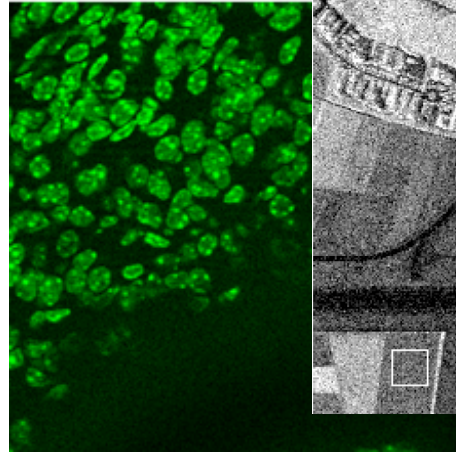


Stabilized
SNR=19.6dB

Conclusion

Noise modeling:

→ additive, multiplicative, etc.



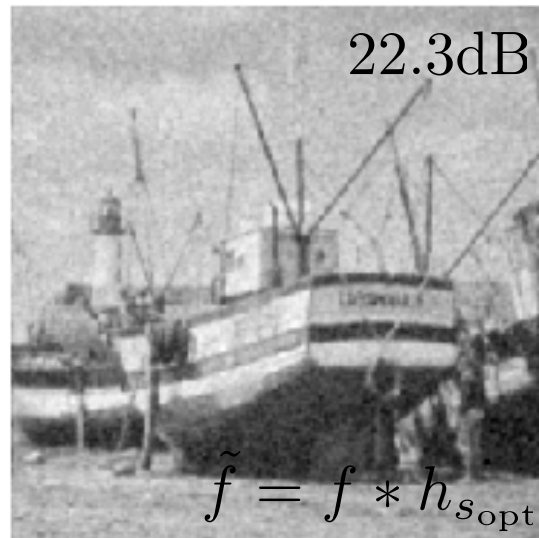
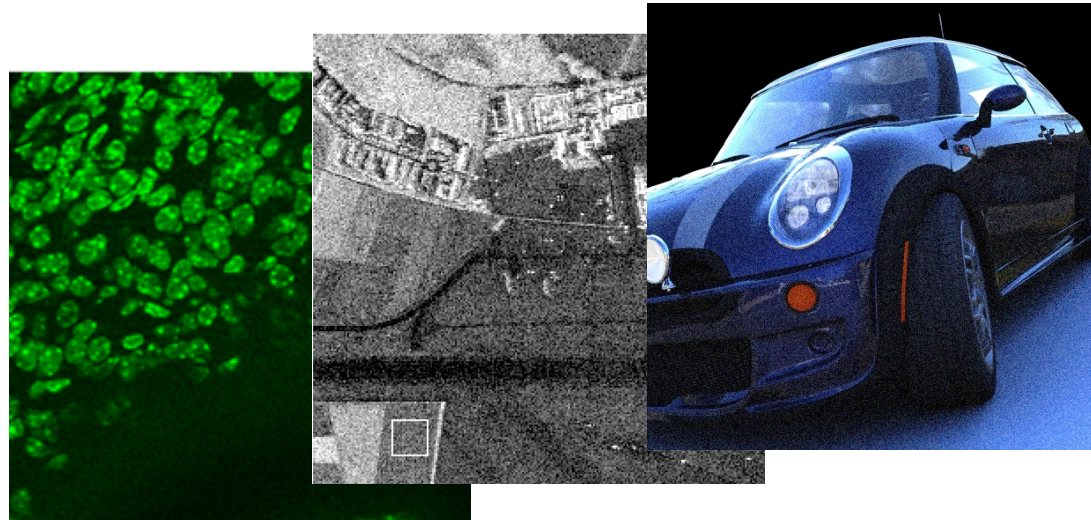
Conclusion

Noise modeling:

→ additive, multiplicative, etc.

Linear denoising:

→ low-pass filtering (blurring).



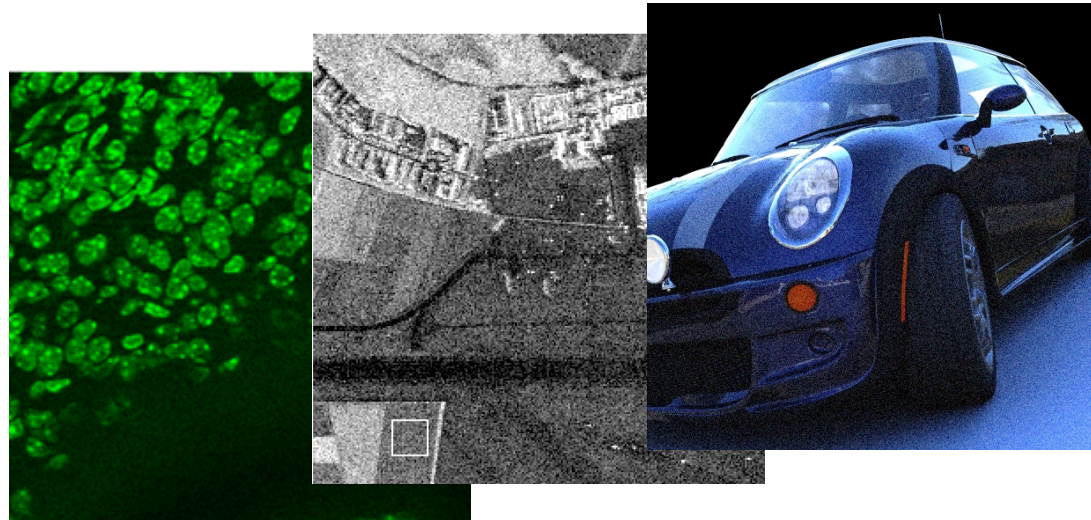
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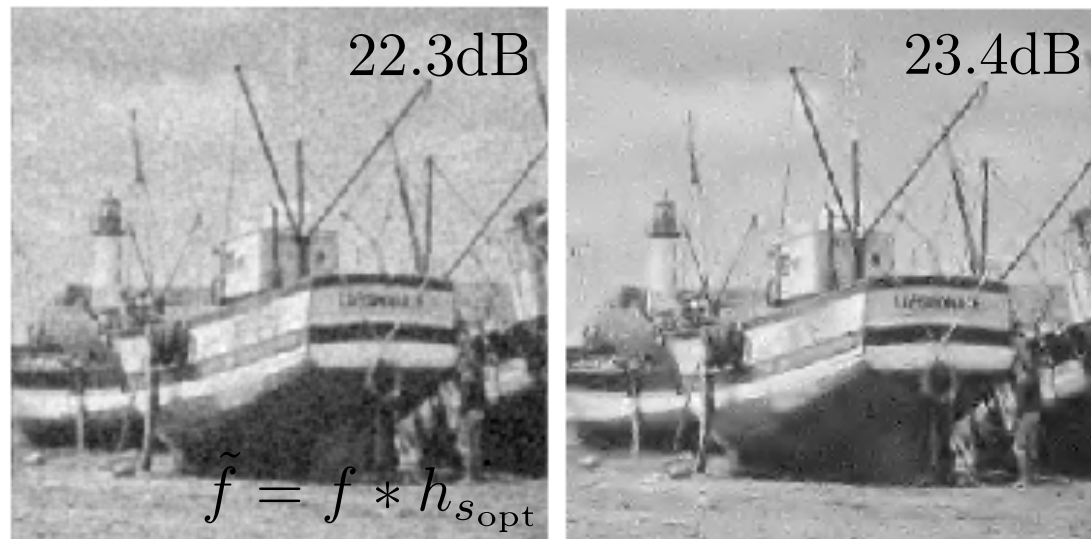
→ low-pass filtering (blurring).



Non-linear denoising:

→ thresholding small coefficients.

→ translation invariance.



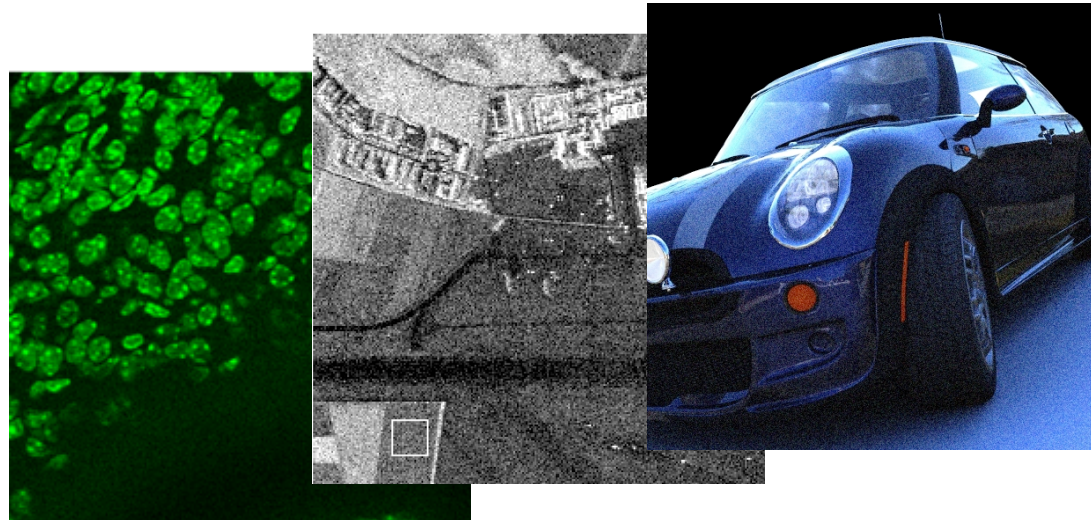
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Non-linear denoising:

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Exploiting wavelet structure:

→ block-thresholding.

