

# Transmitting, Compressing, and Denoising Images

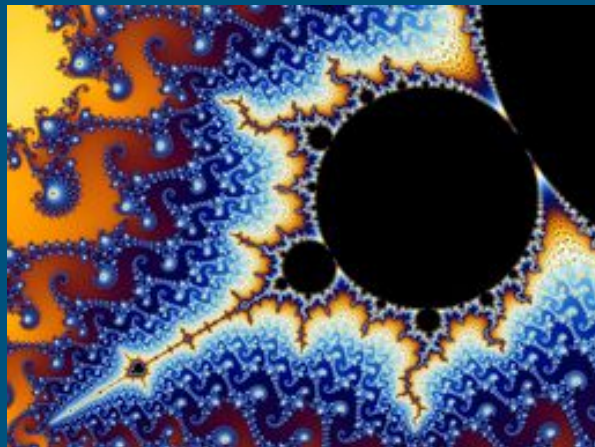
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Nathan, Maggie, André, Steven, and Bill  
Mentored by Dr. William Ross

# Overview

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- Denoising data
- Data compression



# Transmitting data and Images

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- Data sent by itself can be corrupted and pieces can be completely lost
- Can “over-send” the data through the use of a Parseval frame
- This way, the frame coefficients could get corrupted, but the changes made to the data are smaller (more diluted).

# Method

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Dealing with data corruption  
with and without a frame and  
compare both to original data

- $$d = \sum_{i=1}^N \langle d, F_i \rangle F_i$$

- Where  $d$  is the data,  $F$  is the frame,  $N$  is the number of elements in the frame
- Corrupt a percent of the frame coefficients using the normal distribution

- $$\hat{d} = \sum_{i=1}^N \widehat{\langle d, F_i \rangle} F_i$$

- $\hat{d}$  is corrupt data received from corrupt coefficients

# Results

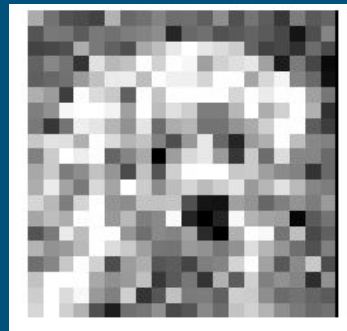
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Original Image  
(20 x 20)



C1: Corruption without a  
frame  
Error: 4.2356



C2: Corruption with a  
frame  
Error: 3.3337

The error was calculated using the norm of the difference between the corrupt image and the original, so the smaller, the better.

# Compressing Data

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- Storage is limited, how to store less? - Data compression
- Fourier Discrete Cosine Transform (DCT) Matrix dotted with image data gives Fourier coefficients
- Fourier coefficients are organized by low to high frequency with the bigger numbers at the start and smaller at the end.
- The end numbers correlate to miniscule details in the image and without them our eyes will barely discern a difference.

# Method

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- Fourier DCT Matrix dotted with image data
- Keep only a percent of the Fourier coefficients, set the rest (at the end) to zero
- Would only have to store the non-zero Fourier coefficients
- Inverse/Transpose Fourier DCT Matrix to get back to the image data (slightly altered)

# Results

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Original Image  
(100 x 100)



Compressed  
Image (using  
only 80% of  
coefficients)



Error: 46.53



# Denoising Data

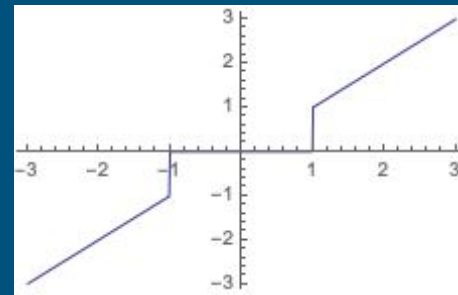
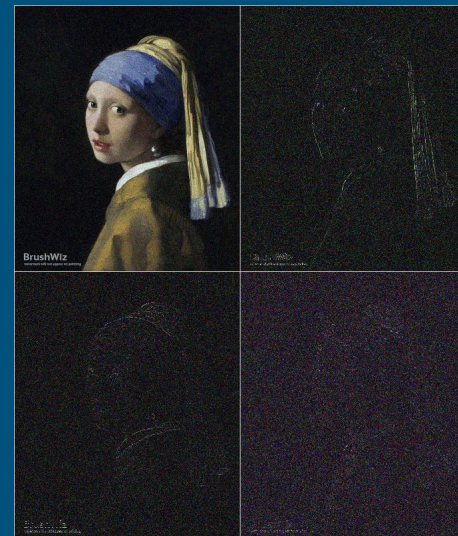
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- Data can be corrupted with noise
- Use wavelets to smooth or denoise data

# Method

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- Take the discrete wavelet transform of the image or data
- Threshold the discrete wavelet transform
- Take the inverse wavelet transform of the thresholded data

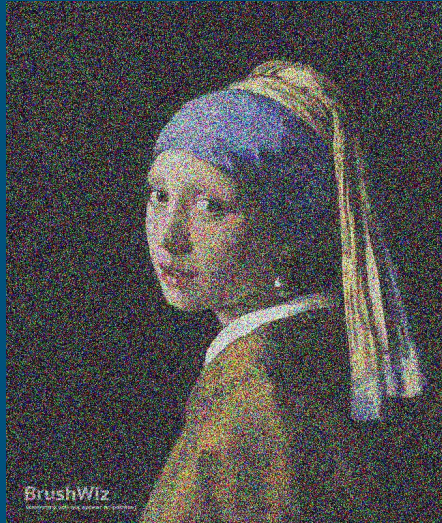


# Results

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Original



Noised



Denoised

# Thanks!

