# Nonlinear Approximation of Spatiotemporal Data Using Diffusion Wavelets

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# Motivation of this talk

• Wavelet based methods:

proven to be successful in signal and image analysis main applications: edge-preserving smoothing and denoising of functions in  $L^2(\mathbb{R}^n)$ ,  $n \in \mathbb{N}$ 

• Recent concept of diffusion wavelets (Coifman et al.):

construction of wavelet bases for functions defined on other than  $\mathbb{R}^n$ , such as certain domains, manifolds and **graphs**.

• In this talk: study the use of classical wavelet algorithms in a graph based setting:

Input data: an image sequence, regarded as 2d + time data setModel: the whole image sequence as a weighted graph Output: Compressed data set, structure-preserving smoothing Further goal: Spatiotemporal segmentation via diffusion wavelets

# Outline of this talk

- 1. Wavelets and Multiresolution Analysis on  ${\mathbb R}$ 
  - (a) Orthonormal Wavelet Bases
  - (b) Nonlinear Wavelet Approximation
- 2. Wavelet Analysis on a Graph
- 3. Nonlinear Approximation of Spatiotemporal Data Using Diffusion Wavelets
- 4. Conclusion and Outlook Towards Spatiotemporal Segmentation

## 1. Wavelets and Multiresolution Analysis on $\mathbb R$

## (a) Orthonormal Wavelet Bases

### • Wavelet transform:

Decomposition of a function (1d signal or 2d image) into a series constituent of localized waves  $(\psi_{j,l})_{j,l\in\mathbb{Z}}$ 

 $f = \sum_{j,k \in \mathbb{Z}} \langle f, \psi_{j,l} \rangle \psi_{j,l}$ , where  $\psi_{j,l}$  are dilated (squeezed/stretched) and translated versions of a mother wavelet  $\psi \in L^2(\mathbb{R})$ .



Constituent wavelets of different scales and positions

## In applications:

Calculation of coefficients via fast wavelet transform, using a cascade of filters

 $f \stackrel{\mathrm{FWT}}{\longrightarrow} (d_{j,k})_{j,k \in \mathbb{Z}}$ ,

where each horizontal arrow represents the same filtering and subsampling step  $a_{j+1} = \downarrow_2 (a_j * g)$ , and similarly,  $d_{j+1} = \downarrow_2 (a_j * h)$ , g, h CMF.

 $(a_{j,l})_l$  approximation coefficients at scale (resolution) j,  $(d_{j,l})_l = (\langle f, \psi_{j,l} \rangle_l$  wavelet coefficients at scale j.

# (a) Nonlinear Wavelet Approximation

 $(\psi_{j,l})_{j \ge 1, l \in \mathbb{Z}} \text{ ONB} \Longrightarrow \text{ for } f \in L^2(\mathbb{R}),$  $\|f\|_{L^2(\mathbb{R})}^2 = \sum_{j,l} |\langle f, \psi_{j,l} \rangle|^2.$ 

 $\implies$  all the information of f maintained in the sequence of coefficients, salient information is reflected in the largest coefficients

 $\implies$  efficient approximation using only the N largest coefficients for reconstruction, realized by thresholding on the coefficients

 $\implies$  discontinuity preserving smoothing,

large theory relating the error of approximation to the function's properties

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- 2. Wavelet Analysis on a Graph
- How to extend wavelet analysis on a graph?:



Dilations (stretching and squeezing) like on  $\mathbb{R}$  cannot be used for scaling  $\Rightarrow$  use spectral methods to define a multiresolution analysis

FAN R.K. CHUNG: SPECTRAL GRAPH THEORY, CMBS-AMS, NO. 92, 1997

**Diffusion operator** *K*:

averaging operator acting on functions f on G:

$$Kf(u) = \frac{1}{\sqrt{d_u}} \sum_{v,v \sim u} \left( \frac{f(v)}{\sqrt{d_v}} - \frac{f(u)}{\sqrt{d_u}} \right) W(u,v)$$



# **Diffusion Wavelets**

R.R.COIFMAN, S. LAFON, A.B. LEE, M. MAGGIONI, B. NADLER, F. WARNER AND S.W. ZUCKER: **Geometric diffusions as a tool for harmonic analysis and structure definition of data**, Proc. Nat. Ac. of Sc., Vol 102(21), May 2005 R.R. COIFMAN, M. MAGGIONI: **Diffusion Wavelets**, ACHA, Vol. 21(1), July 2006

Diffusion operator K as dilation operator acting on functions on  $L^2(G)$ 

 $\Rightarrow$  define multiresolution structure via dyadic powers of K:  $K^{2^{j}}$ ,  $j \ge 0$ 

**Recipe**: Divide the spectrum (eigenvalues) of K into different 'frequency bands' and find orthonormal bases for the spaces spanned by the corresponding eigenvectors

 $\Rightarrow$  Multiresolution Analysis and ONB for functions on G

# 3. Nonlinear Approximation of Spatiotemporal Data Using Diffusion Wavelets

• build a weighted graph G from the 3d image data



 $\implies$  Encode local similarities in G

**vertices**: whole set of pixels, or due to complexity considerations: a subset (downsampled version of the sequences/ filtering/feature point selection)

edges and weights: difference of intensities, distance in space, feature point properties, information from a *motion prediction* or a combination of the above

function f on G: additional attributes on the vertices, for the 'pure' graph  $f \equiv 1$ . **Result:** abstract graph *G* from the data,  $f \in L^2(G)$ 



- Build diffusion wavelet basis  $(\psi_{j,l})_{j\geq 0,l\in\mathbb{Z}}$  on G
- Calculate wavelet coefficients ( $\langle f, \psi_{j,l} \rangle$ )

# $\implies$ **Result**:

sequence of coefficients like in classical wavelet transform, **but**: information encoded now defers to structural similarity of the data instead of properties on the fixed grid  $\mathbb{R}$ 

- Approximations on different scales available
- Structure-preserving compression via thresholding on the coefficients

## Example



- Function is **smoothed** where local changes of the weights are small, where '**discontinuities**' (large weight changes) are **preserved**
- Remember: weights encode local similarities (intensities, motion properties)

   structure-preserving compression

Structural approximation of the image sequence



# 4. Conclusion and Outlook Towards Spatiotemporal Segmentation with Diffusion Wavelets

• Diffusion wavelet bases lead to a true multiscale decomposition on a graph

 $\Rightarrow$  Opens the door for a multitude of (graph based) CV tasks

# Presented here as a first step:

Algorithm for structure-preserving compression using diffusion wavelets

 $\bullet$  derived from classical wavelet methods now lifted to a graph-based setting  $\Rightarrow$  theory relating properties of the function to the approximation error also available in this setting

• data smoothed by the approximation, abrupt changes in the edge weights (which can describe object borders in single images or the main direction of movement) are preserved

 $\Rightarrow$  Now working on implementation and experiments

# Next step:

 $\Rightarrow$  Future work: spatiotemporal segmentation using diffusion wavelets (labelling of vertices via a HMM on the coefficients)

Outlook: Spatiotemporal Structural Segmentation



Segmentation by labelling of graph vertices (different colors),

Grouping by local similarities (intensities/motion profile/combined) via classifying diffusion wavelet coefficients across scales