

Image Penalties Based on Neighborhood Statistics (+ Toward Variation)

Ross T. Whitaker

Scientific Computing and Imaging Institute
School of Computing
University of Utah



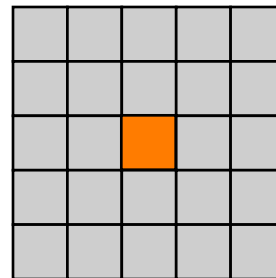
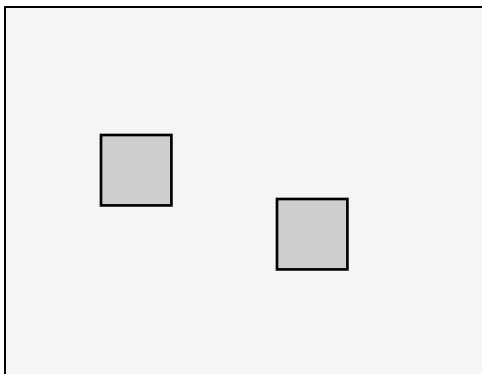
Talk Overview

- Algorithm
- NL Means and Optimal Estimators
- Alternate Formulation - Entropy
- Relationships to Other Methods, Extensions
- Toward a Variational Formulation

Denoising Algorithm

$$\hat{f}_i = \frac{\sum_{j \in A} w_{ij} f_j}{\sum_{j \in A} w_{ij}}$$

$$w_{ij} = \exp \left(\frac{\sum_{k \in \mathcal{N}} (f_{i+k} - f_{j+k})^2}{2\sigma^2} \right)$$



Typical Results



Denoising Algorithm

- **NL-means: Baudes, Coll, Morel 2005**
 - Optimal estimator
 - Single iteration
 - A is large block of pixels
 - σ is related to image noise
- **UINTA: Adate, Whitaker 2005**
 - Entropy formulation
 - Iterate
 - A is a random subset of image
 - σ optimized through cross validation

NL-Means Formulation

- **Markov random field**
 - Pixels are random variables
 - Conditional distributions depend on neighbors
 - $P(X_u | I \setminus X_u) = P(X_u | Y_u)$ (+consistency)
- **Stationarity**
- **Mixing property**

$$\lim_{\|u-v\| \rightarrow \infty} |P(X_u, X_v) - P(X_u)P(X_v)| = 0; \forall X_u, X_v \in \mathbf{X}$$

Image Model

- Noise model

$$\tilde{G} = G + N$$

- Goal: estimate f from I

- Strategy

- Construct function of pixel nbhd: $\hat{g}_i \leftarrow f(\tilde{y}_i)$
- Optimize f

$$\operatorname{argmin}_f E \left[(g_i - f(\tilde{y}_i))^2 \right]$$

$$f(\tilde{y}_i) = E \left[X | \tilde{Y} = \tilde{y}_i \right] = E \left[\tilde{X} | \tilde{Y} = \tilde{y}_i \right]$$

Estimating Conditional Expectation

- Nonparametric regression (Nadaraya-Watson)

$$E[X|Y = y] = \frac{1}{n} \frac{\sum_{i=1}^n x_i K(y - y_i)}{\sum_{i=1}^n K(y - y_i)}$$

- (x_i, y_i) independent samples from joint distribution
- Asymptotic convergence (pointwise) $n \rightarrow \infty$

Estimation From Image Neighborhoods

- MRF -> the image pixels are samples from the conditional
- Independence: strictly, not so
 - Mixing property (Levina 1998) => asymp. unbiased as $n \rightarrow \infty$
- So...
 - Can estimate $f(\tilde{y}_i)$ with lots of image samples
- NL-means
 - Each pixel becomes a weighted average of pixels with similar neighborhoods

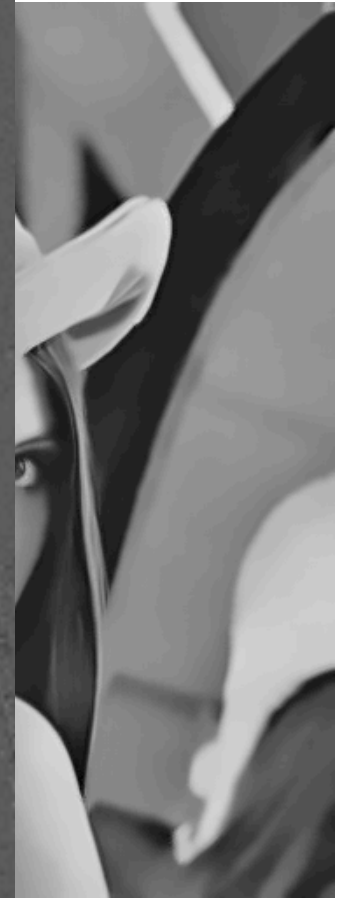
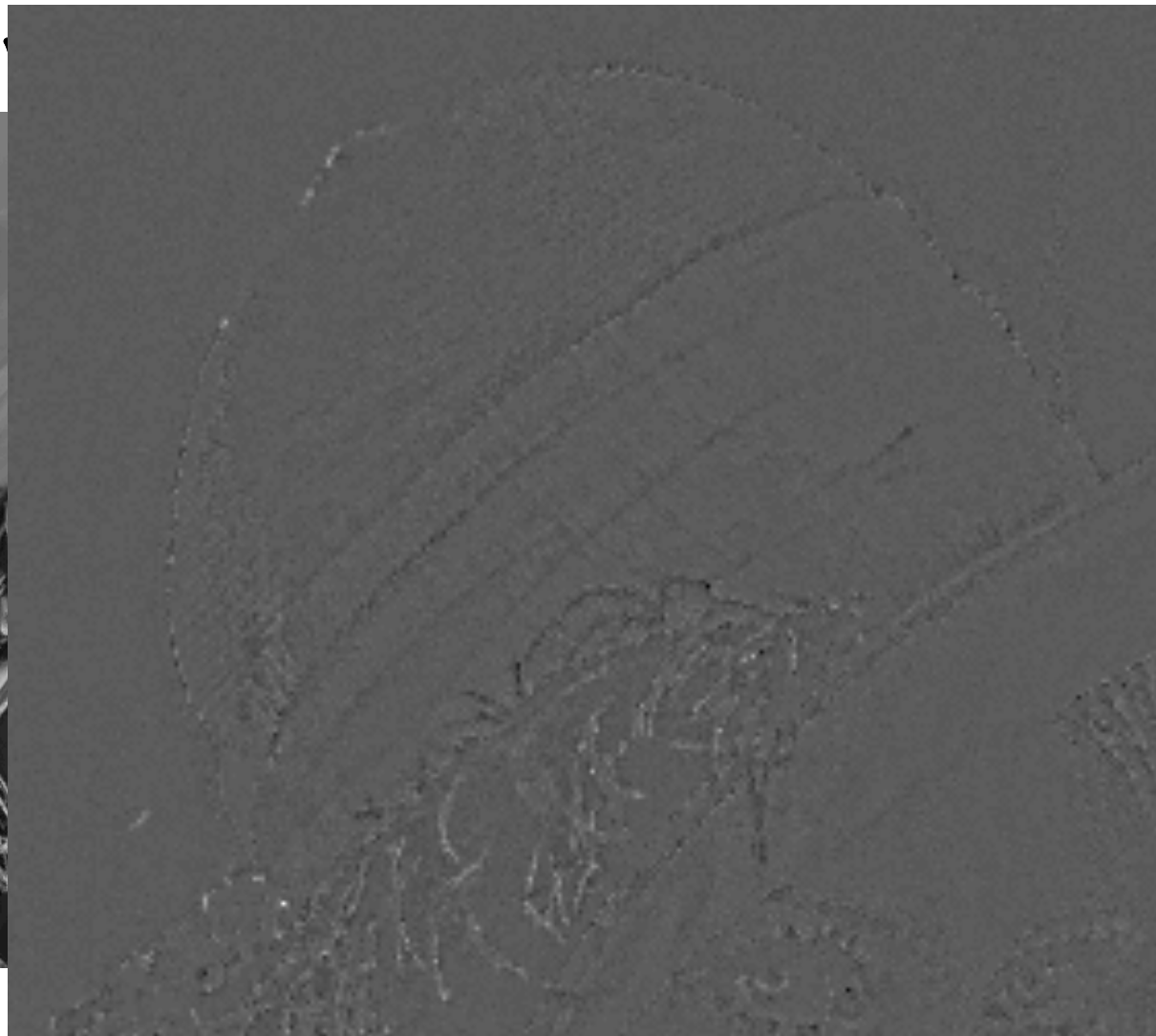
Practical Considerations

- **Set A need not be random**
 - Large block of pixels
- **Images are not fully stationary**
 - Nearby statistics dominate
 - Choose A to be near the pixel in question
- **Bandwidth of kernel (Gaussian) is important**
 - Too small -> estimates are noisy
 - Too large -> estimates are biased
- **Computation time is significant**

What Does the NL-Means Theory Tell Us?

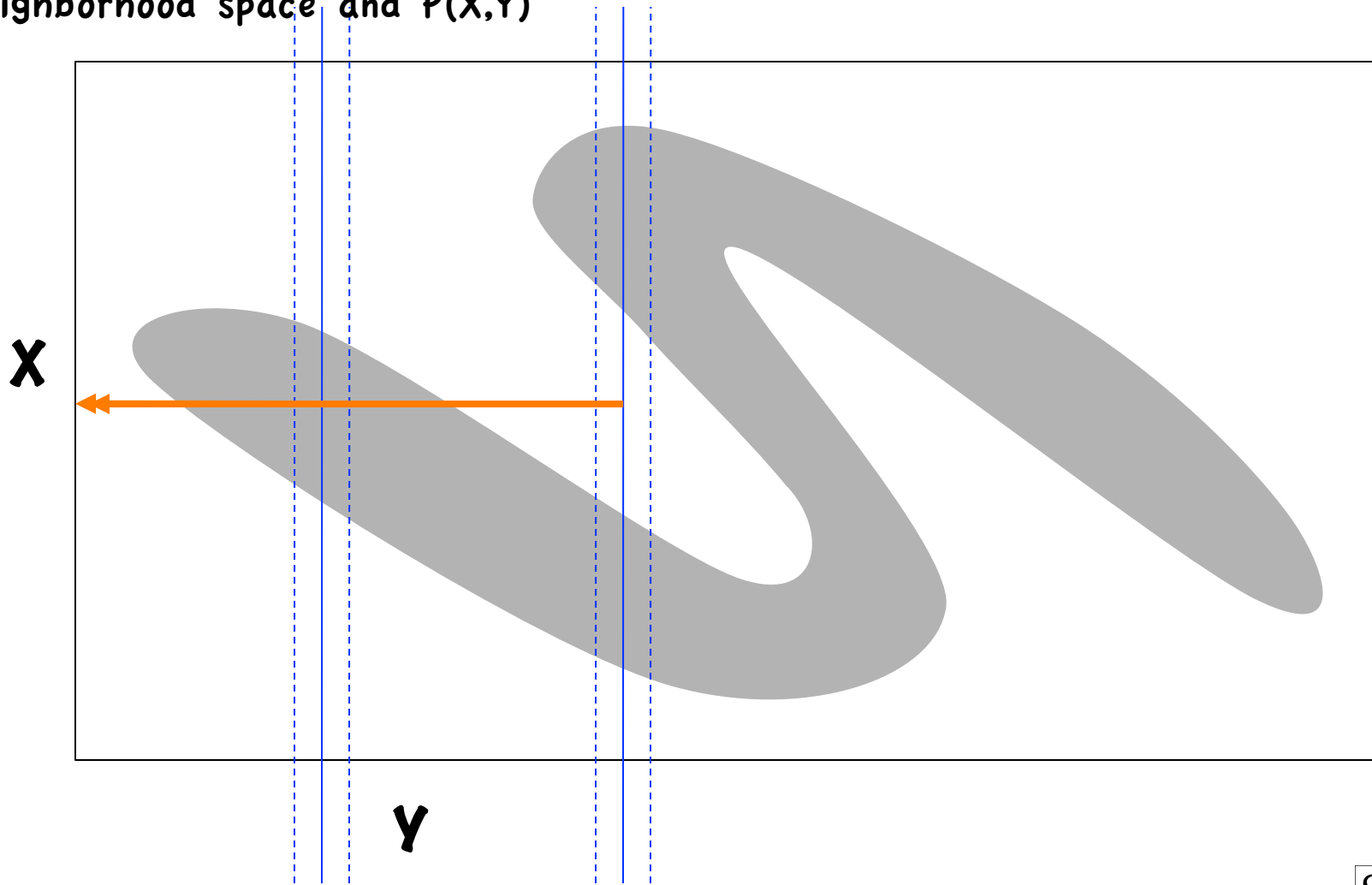
- One pass is enough
 - “optimal”
 - Yet, in practice, many people iterate
- What about the center pixel?
 - In theory, Y excludes the center pixel
 - You cannot condition a random variable on itself
 - In practice, everyone includes the center pixel in the nbhd comparisons
 - What better indicator is there of a pixels value?

Affects of Center Pixel



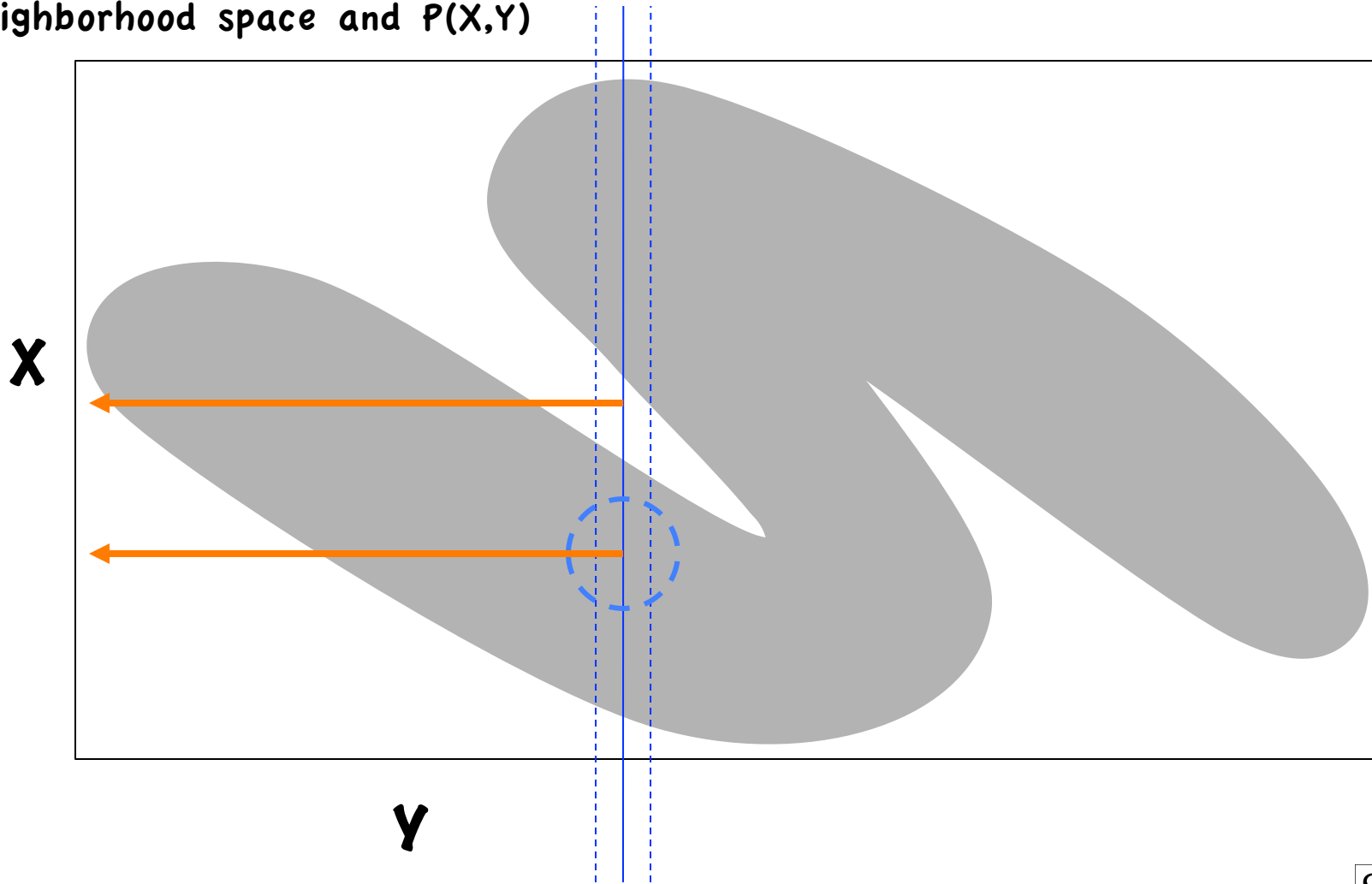
Visualizing NL-Means - No Center Pixel

Neighborhood space and $P(X,Y)$



Visualizing NL-Means - with Center Pixel

Neighborhood space and $P(X,Y)$



Center Pixel

- It makes “sense” to use the center pixel in comparing neighborhoods
 - Results are quantifiably better
- Is there a theory that explains why the center pixel helps?

Iterations

- Some researchers have noticed iterating helps in some cases

One iteration

One iteration - smaller σ

Multiples iterations
- smaller σ



Conditional Distributions of the Observed Image

- Optimal for $f(\tilde{y})$
 - But the neighborhoods are noisy

- W.r.t. the ideal image

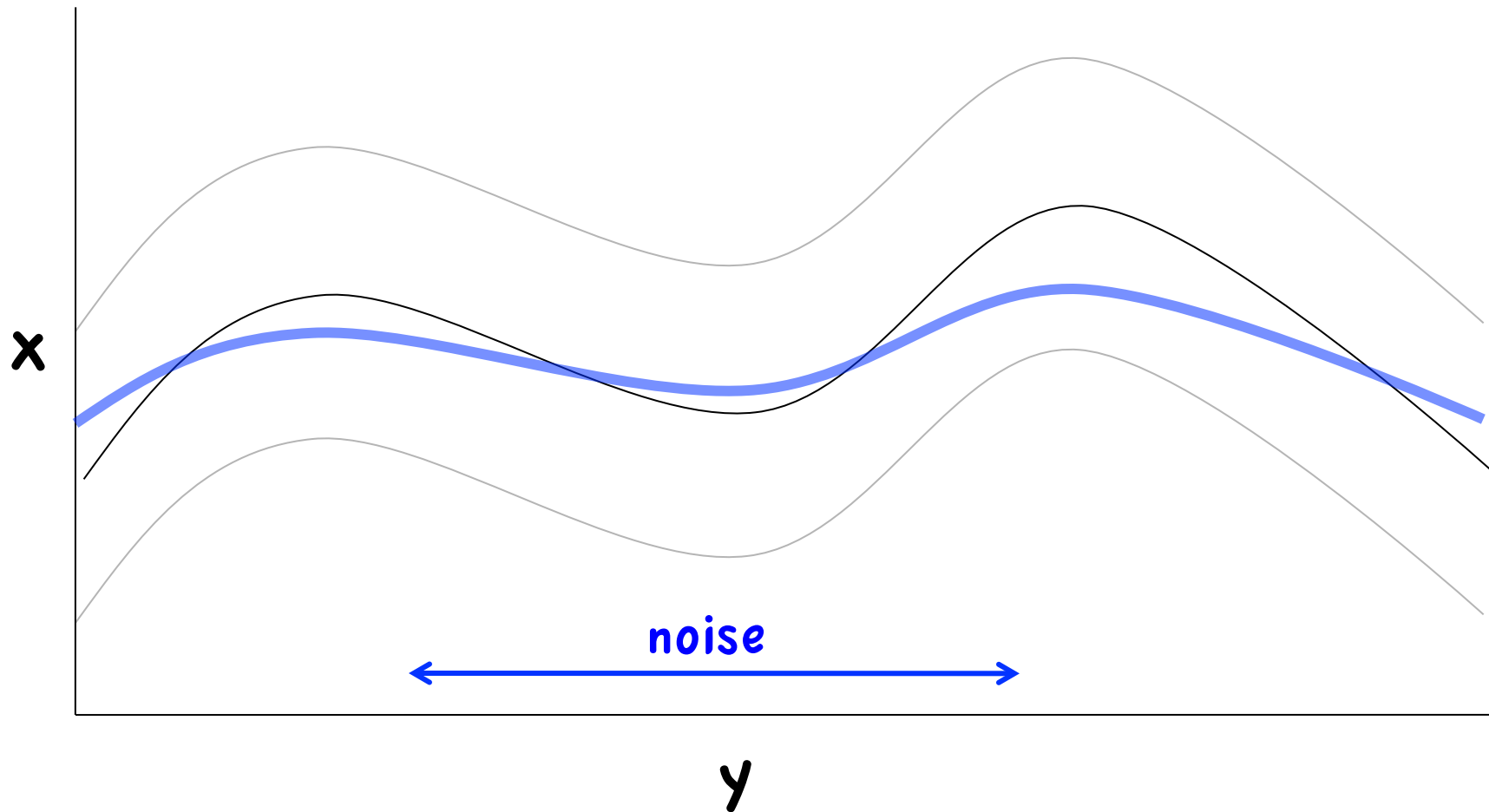
$$E \left[X | \tilde{Y} = \tilde{y}_i \right]$$

is biased (error beyond variability of G)

- Ideally we would like

$$E \left[X | Y = y \right]$$

Measurement Noise in Regression



Optimal Nonparametric Regression with Measurement Noise

- Difficult, open problem
- Some work in statistics
- Known noise \rightarrow deconvolution problem

An Alternate Formulation

- Consider the joint distribution of pixels and their neighborhoods

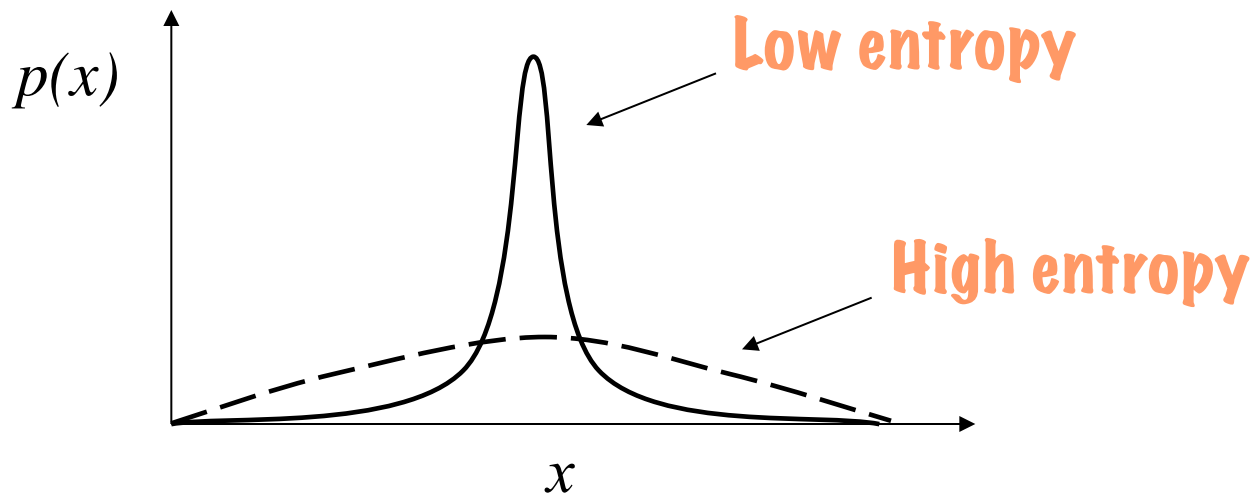
$$P(X, Y) = P(Z)$$

- The entropy of this distribution describes:
 - inherent stochasticity in image
 - the repeatability of image neighborhoods
 - the degree to which the image “looks like itself”
 - the amount of noise in the image

Entropy (Shannon 1948)

- Entropy of a random variable X (instance x)
 - Measure of *uncertainty* - information content of a

$$h(X) = - \int p(x) \log p(x) dx = -E_p [\log p(X)]$$



UINTA Strategy

Awate & Whitaker 2005

- Treat the entropy of the image as a measure of “regularity” or “goodness”
 - An alternative geometric quantities such as TV
- Estimate the entropy with nonparametric density estimation
- Use an iterative strategy to reduce entropy
 - Combine with other terms, noise models, etc.

Estimating Entropy Nonparametrically

- Expectation of $\log(P)$ via sample mean

$$h(X) \approx \frac{1}{n} \sum_{i=1}^n \left(-\log P(x_i) \right)$$

- Estimate P for neighborhoods (Z) using Parzen windowing

$$P(z_t) \approx \frac{1}{|\mathcal{A}_t|} \sum_{u \in \mathcal{A}_t} G_d(z_t - z_u; \Psi), \text{ where}$$

$t \notin \mathcal{A}_t.$

$G()$ - Gaussian kernel

Ψ Covariance/bandwidth

Estimating Entropy Nonparametrically

- Expectation of $\log(P)$ via sample mean

$$h(X) \approx \frac{1}{n} \sum_{i=1}^n \left(-\log P(x_i) \right)$$

- Estimate P for neighborhoods (Z) using Parzen windowing

$$P(z_t) \approx \frac{1}{|\mathcal{A}_t|} \sum_{u \in \mathcal{A}_t} G_d(z_t - z_u; \Psi), \text{ where}$$

$t \notin \mathcal{A}_t.$

$G()$ - Gaussian kernel

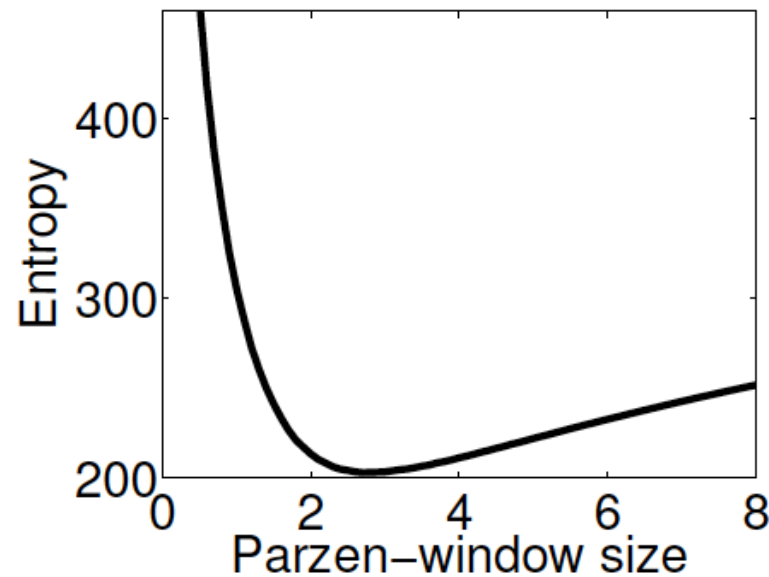
Ψ Covariance/bandwidth

Computations on Entropy

- Select kernel bandwidth to minimize entropy
 - Maximum likelihood with cross validation



(a)



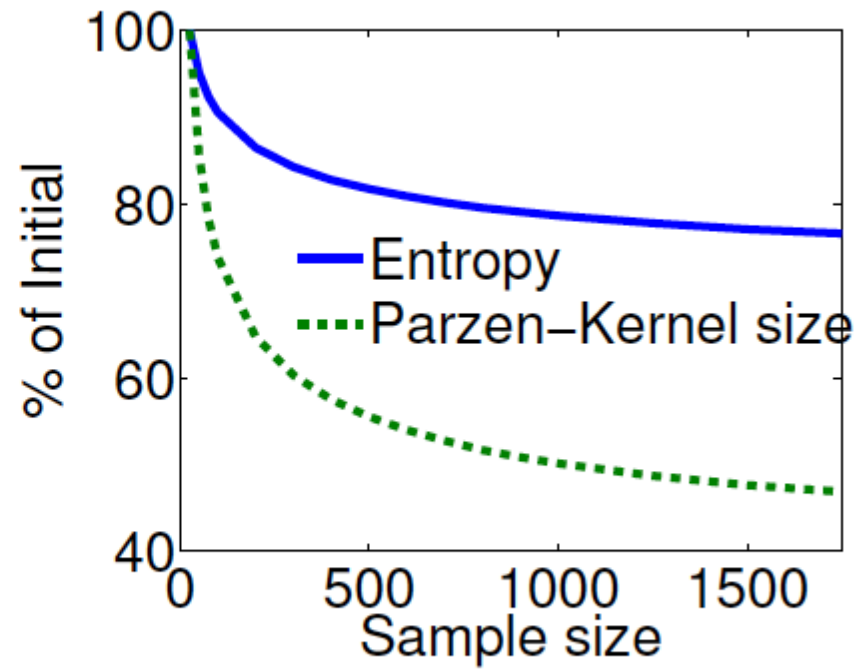
(b)

Figure 3.1. Optimal kernel bandwidth. (a) The *Lena* image. (b) The entropy estimate for the *Lena* image as a function of Parzen-window kernel σ .

Samples and Bandwidth



(a)



(b)

Entropy Minimization

- Entropy as sample mean

$$\begin{aligned}h(Z) &= -E_p[\log p(Z)] \\ &\approx \frac{1}{|B|} \sum_{i \in B} \log p(z_i) \\ &\approx \frac{1}{|B|} \sum_{i \in B} \log \left(\frac{1}{|A|} \sum_{j \in A} G(z_i - z_j, \psi) \right)\end{aligned}$$

- Set B : all pixels in image
- Set A : a small *random* selection of pixels
- z_i shorthand for $z(s_i)$

- Stochastic approximation

Entropy Minimization

- Stochastic approximation
 - Reduce $O(|B|^2)$ to $O(|A||B|)$
 - Efficient optimization
- Stochastic-gradient descent

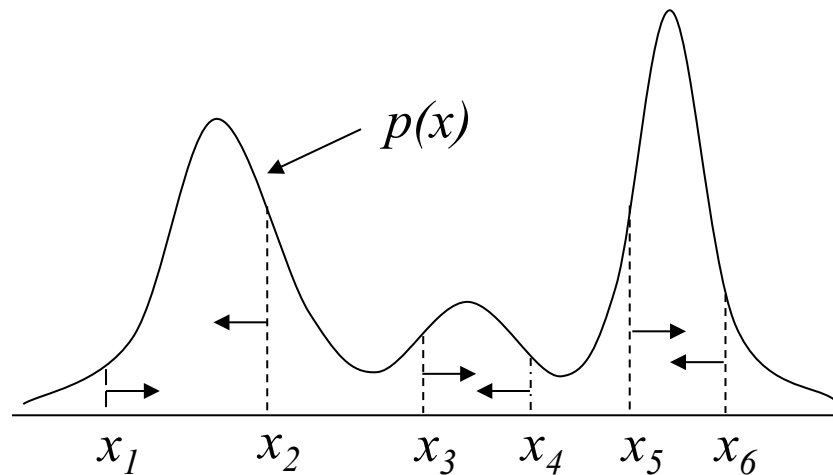
$$\begin{aligned}\Delta x &= -\lambda \frac{\partial h(X|Y=y)}{\partial x} \\ &\approx \frac{\lambda \psi^{-1}}{|B|} \left[\sum_{j \in A} \frac{G(z_j - z, \Psi)}{\sum_{k \in A} G(z_k - z, \Psi)} x_j - x \right]\end{aligned}$$

Mean-Shift Procedure (Fukunaga et al. 1975)

- Fixed point: derivative=0, weights lag \leftrightarrow mean shift

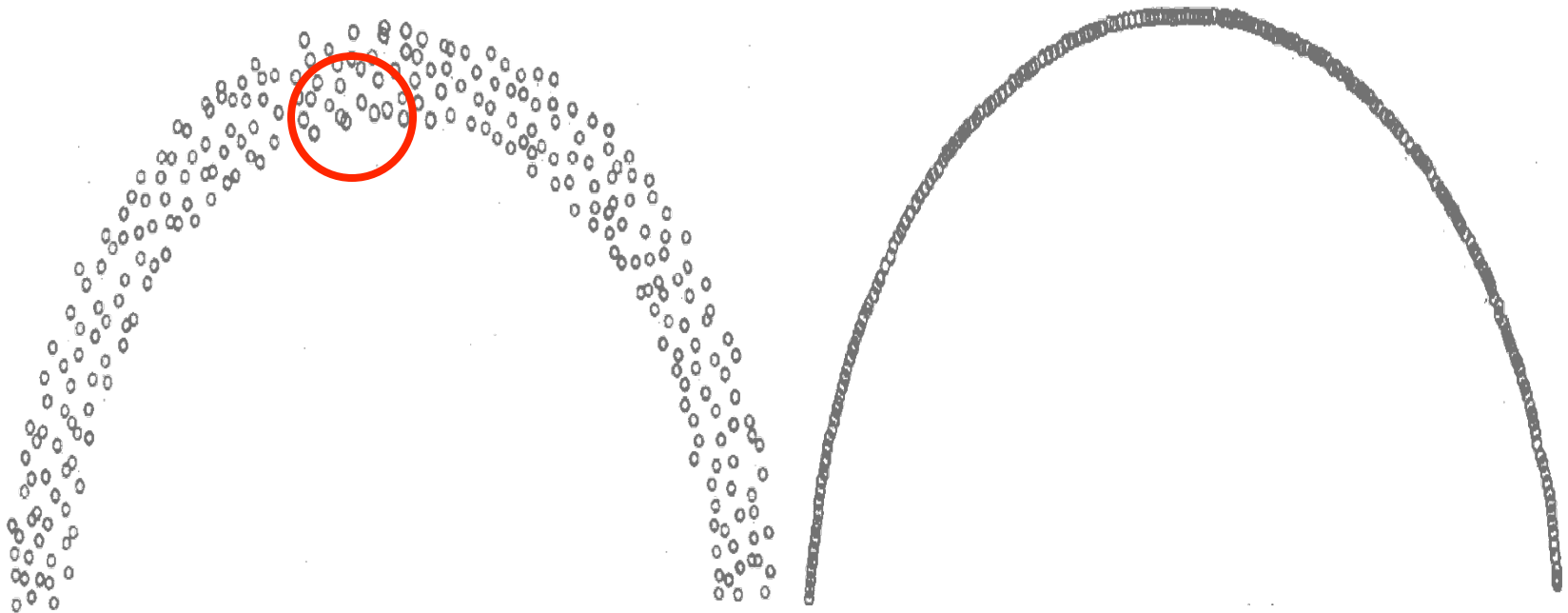
$$x_i \longleftarrow \sum_j w_{ij} x_j$$

- Mean-shift - a mode seeking procedure



Mean-Shift Procedure (Fukunaga et al. 1975)

- Data filtering to reduce noise
 - Hand tuned parameters



Relationships to Other Image Filters

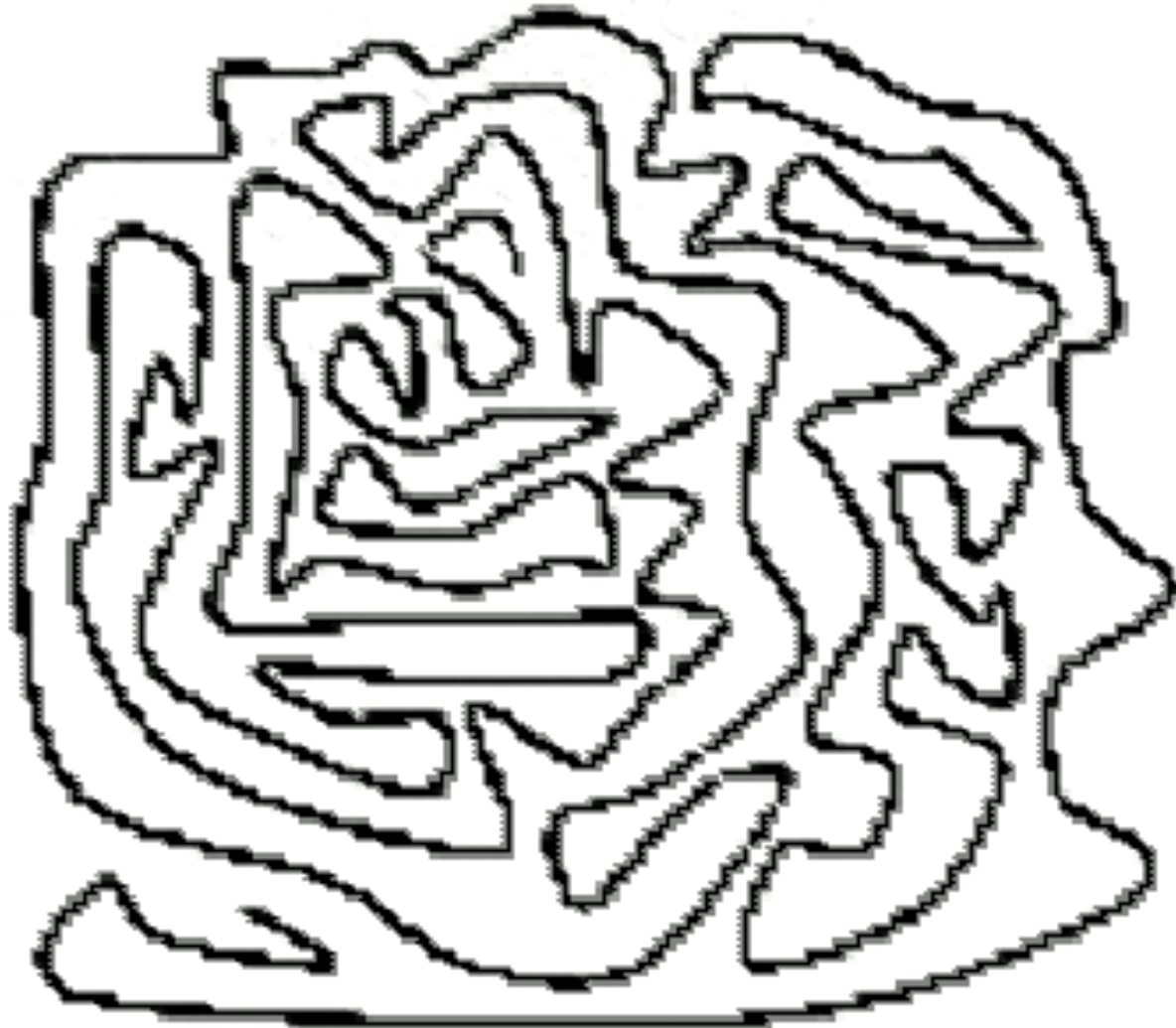
- **Bilateral filter**

- Lowpass blurring (averaging locally in image space)
- B.L. filter (averaging locally in space+intensity)

- **UINTA/NL-means**

- Averaging locally in the space if image neighborhoods

Entropy Scale Space?



Adding a Noise Model

$$E(u) = \lambda \int (u - g)^2 dx + \int |\nabla u|^2 dx \quad \text{Dirichlet}$$

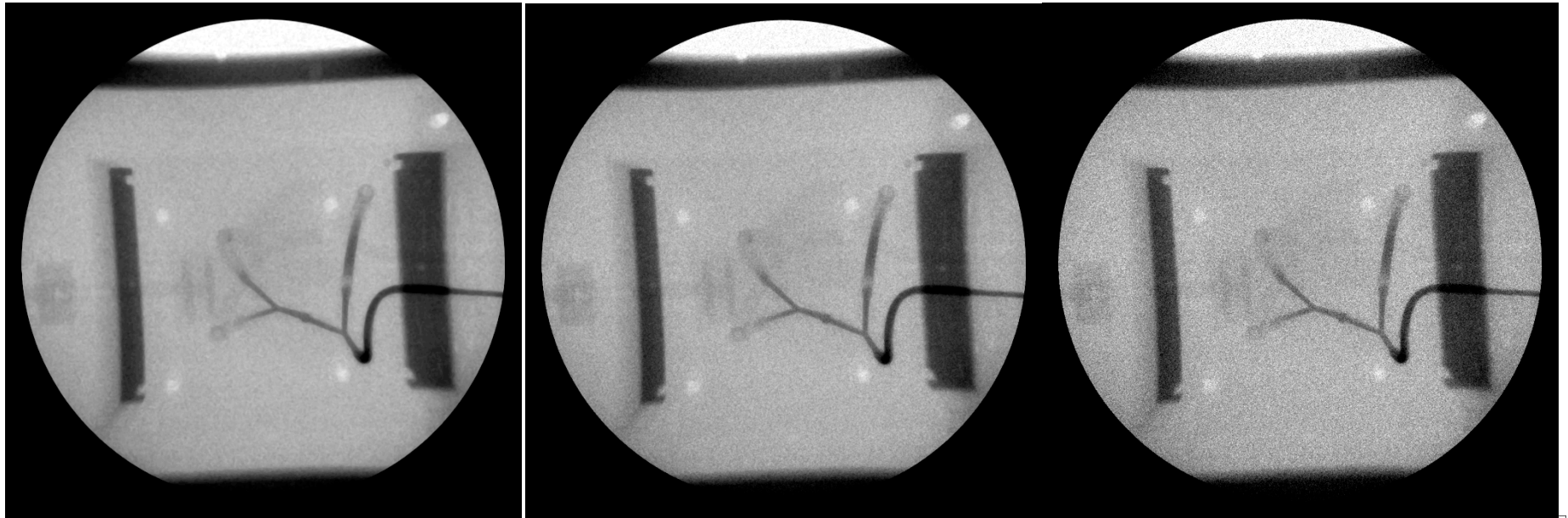
$$E(u) = \lambda \int (u - g)^2 dx + \int |\nabla u| dx \quad \text{Total Variation}$$

$$E(u) = \lambda \int (u - g)^2 dx + H(Z_u) \quad \text{Entropy}$$

Fixed Point Algorithm

- Control the effects of the input data

$$u_i^{k+1} = \frac{\lambda g_i + \sum_j w_{i,j} u_j}{\lambda + \sum_j w_{i,j}}$$

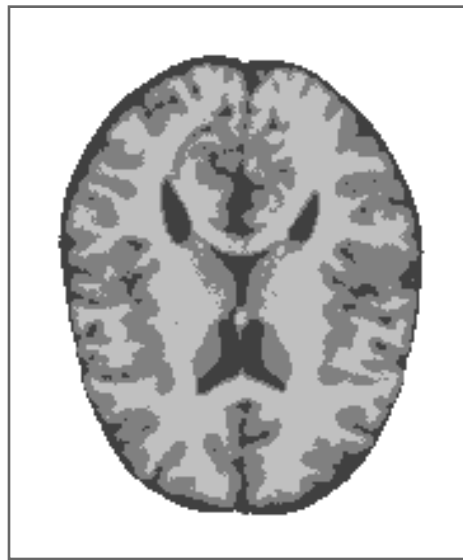


MRI Tissue Classification

- Algorithm: 1) initialize with atlas, 2) iteratively relabel to reduce tissue-wise nhd entropy

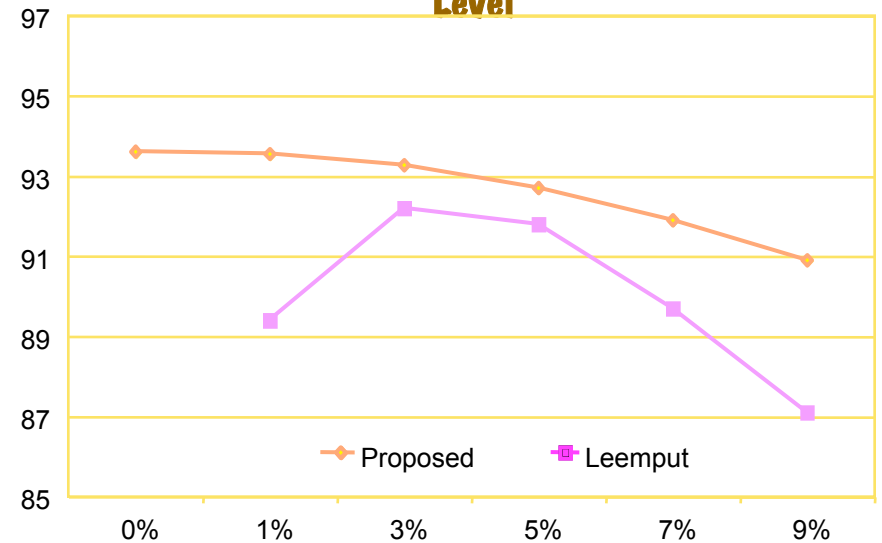


MRI Input



GM, WM, CSF Seg.

GM Classification Performance vs Noise Level

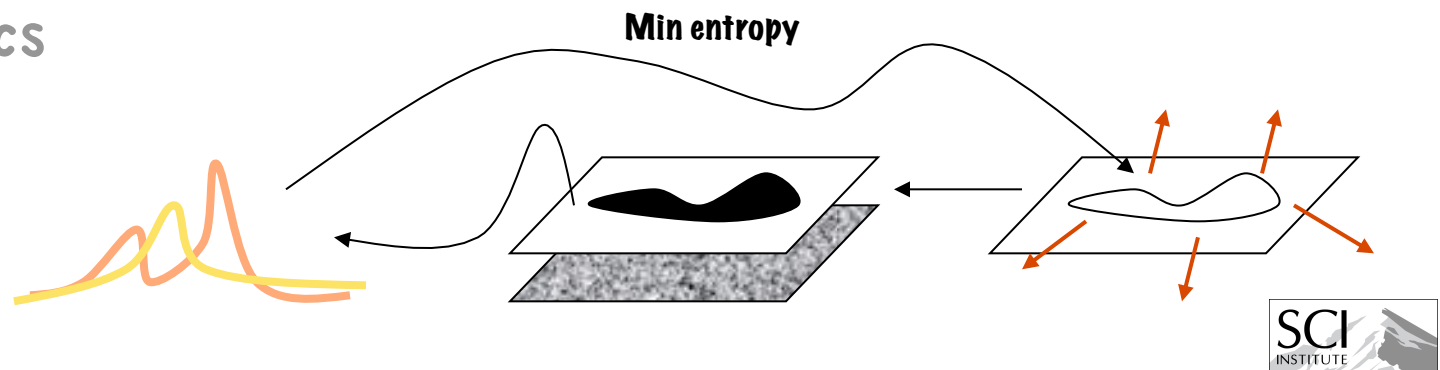


Comparison: SOTA-EM w/MRFs & Atlas (Leemput et al.)

Texture Segmentation

- Reassign class labels to reduce in-class entropy
 - Deformable model to keep spatial coherence
- Recompute pdfs from new class labels
 - Random samples + nonparametric nhd statistics

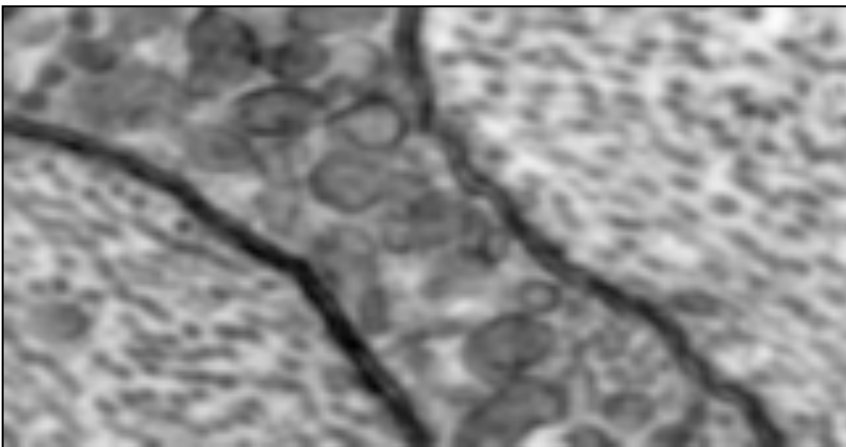
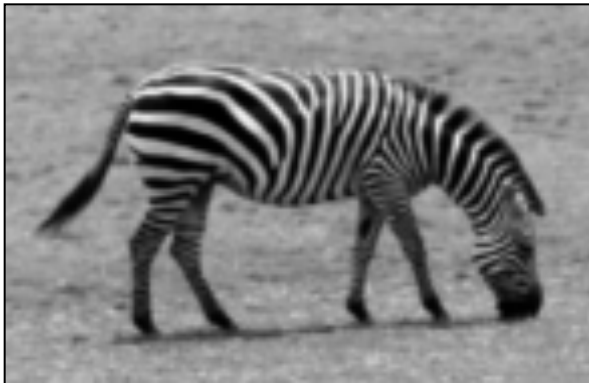
- Iterate



Texture Segmentation

Awate et al., 2005

- Initialization -> checkerboard
- Deformable model -> level sets (Tsai and Seglmi, 2004)



Is There A Variational Formulation?

Continuous Formulation

1. Convert updates to PDE
2. Entropy formulation directly to images/
functions

$$u(x), u : \mathbb{R}^2 \mapsto \mathbb{R} \quad \text{image}$$

$$n(x), n : \mathbb{R}^2 \mapsto \mathbb{R} \quad \text{Neighborhood
mask}$$

Differences of Neighborhoods

$$K : \mathfrak{R}^2 \times \mathfrak{R}^2 \mapsto \mathfrak{R}$$

$$k(x, y) = K \left(\int (u(x + \alpha) - u(y + \alpha))^2 n^2(\alpha) d\alpha \right)$$

$$P(z_x) \approx C \int k(x, y) dy$$

C is a normalization- something to do with supp(u)

$$H(Z) = \int P(z) \lg P(z) dz$$

Entropy

$$H(Z) = \int P(z) \lg P(z) dz$$

$$H(Z_u) \approx \int \lg \left[\int k(x, y) dy \right] dx + C$$

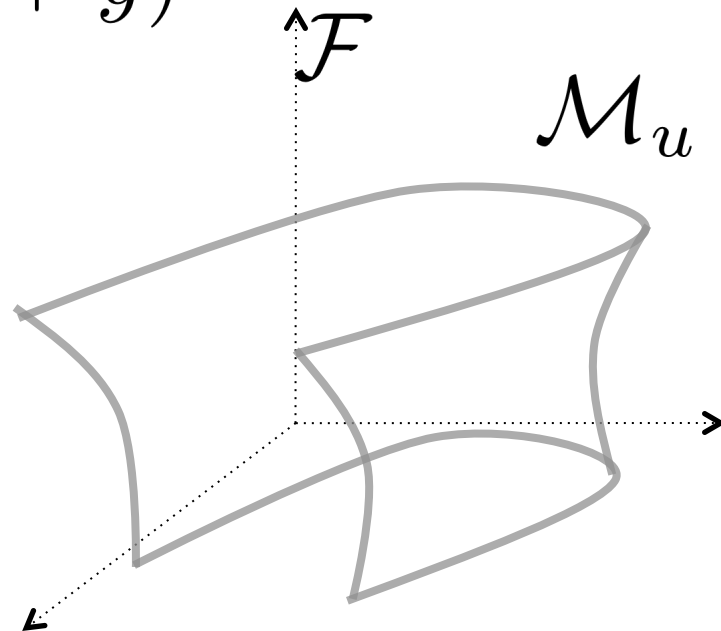
$$H(u) = \int \lg \left[\int K \left(\int (u(x + \alpha) - u(y + \alpha))^2 n^2(\alpha) d\alpha \right) dy \right] dx$$

How Do We Make Sense of This? (Hand Waving and Speculation)

$$N_u(y) : \mathbb{R}^2 \mapsto \mathcal{F}$$

$$N_u(y) : n(y)u(x + y)$$

$u(x)$



More Speculation on Continuous Case

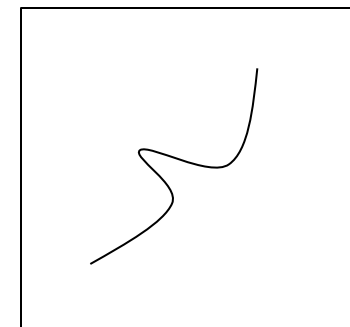
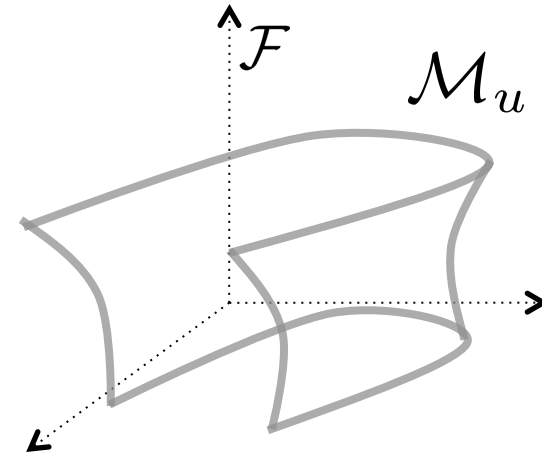
- Think of M_u as a measure
 - density dM_u from $u(x)$

- For z in \mathcal{F}
 - M induces a potential field

$$U(z) = \lg [\mathcal{M} \otimes \mathcal{K}]$$

- $U(z)$ is related to distance to a smoothed version of M

$$f \in \mathcal{F}, \quad \mathcal{K}(f) = K(\|f\|_{L2})$$



Continuous Continued...

- The entropy is an integral over \mathcal{M}
 - accounting for local density

$$H(u) = \int_{\mathcal{M}} U(f) df$$

$$\frac{dH}{du} = \frac{dH}{d\mathcal{M}} \cdot \frac{d\mathcal{M}}{du}$$

????