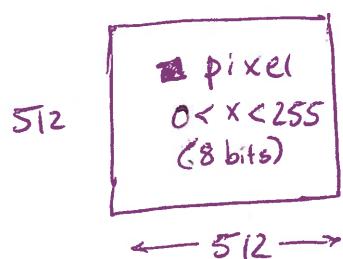


CHANGE OF BASIS, COMPRESSION OF IMAGES

IMAGE COMPRESSION

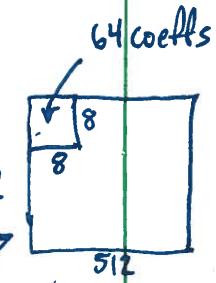
$$X \in \mathbb{R}^n$$

$$n = 512^2$$

(grayscale)

$$X = \begin{bmatrix} \vdots \\ 121 \\ 120 \\ \vdots \end{bmatrix} \quad \|X\| = 512$$

JPEG uses Fourier Basis

Standard Basis

$$\begin{bmatrix} 1 & 0 & 0 & \dots & 0 \\ 0 & 1 & 0 & \dots & 0 \\ 0 & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & 1 \end{bmatrix}$$

Better Basis

$$\begin{bmatrix} 1 & 0 & 0 & \dots & 0 \\ 0 & 1 & 0 & \dots & 0 \\ 0 & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & 0 & \dots & 1 \end{bmatrix}$$

Fourier Basis

$$\begin{bmatrix} 1 & 1 & 1 & \dots & 1 \\ 1 & w & w^2 & \dots & w^{n-1} \\ 1 & w^2 & w^4 & \dots & w^{2(n-1)} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & w^{n-1} & w^{2(n-1)} & \dots & w^{(n-1)(n-1)} \end{bmatrix}$$

see lect 24

JPEGWavelet Basis

$$\mathbb{R}^8$$

(all vectors are orthogonal!)

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & -1 & 1 & -1 & 0 & 0 & 0 & 0 \\ 1 & 1 & -1 & -1 & 0 & 0 & 0 & 0 \\ 1 & -1 & -1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & -1 & 0 & 0 & 0 & 0 \\ 1 & -1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & -1 & 1 & 0 & 0 & 0 & 0 \\ 1 & -1 & -1 & -1 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$w_1, w_2, w_3, w_4, w_5, w_6, w_7, w_8$

so w^{-1} is fast!

$$P = \begin{bmatrix} p_1 \\ \vdots \\ p_8 \end{bmatrix} = c_1 w_1 + \dots + c_8 w_8 \quad (\text{change of basis})$$

$$= \begin{bmatrix} w \\ \vdots \\ c \end{bmatrix} \quad (P = w c \rightarrow c = w^{-1} P)$$

CHANGE OF BASIS

- Must Be:
- ① Fast FFT (Fast Fourier Transform)
 - FWT (Fast Wavelet Transform)
 - ② Must be able to throw out a few basis vectors
bc, a few accurately describe signal (compression)

Idea: Let columns of W = new basis vectors

$$\begin{bmatrix} x \\ \text{old basis} \end{bmatrix} \longrightarrow \begin{bmatrix} c \\ \text{new basis} \end{bmatrix} \quad \underline{x = Wc}$$

Given a linear transformation T ($T: \mathbb{R}^d \rightarrow \mathbb{R}^d$)

w/ respect to a basis v_1, \dots, v_g it has a matrix A

w/ respect to a basis w_1, \dots, w_g it has a matrix B

We will compute a transformation in these 2 bases, but there must be a connection between A and B . They are similar!

$$\text{SIMILAR: } B = M^{-1} A M$$

Where here, M is the change of basis matrix.

Notice, When we change basis (v, w) , every vector (x) has new coordinates (c)

In these types of problems, a transformation matrix is given (T) and the basis vectors (x), we want to solve for matrix A so that

$$T = Ax$$

And A gives us a change of basis from T to x

What is A? using basis v_1, \dots, v_8

- We know T completely if we know how T behaves on the basis vectors. That is, we can solve for T in all space by knowing only 8 values, $T(v_1), \dots, T(v_8)$. We can do this because of linearity! Every vector is a linear combination of the basis vectors
- Because every

$$x = c_1 v_1 + c_2 v_2 + \dots + c_8 v_8$$

We know

$$T(x) = c_1 T(v_1) + \dots + c_8 T(v_8)$$

- So let's write

$$T(v_1) = a_{11} v_1 + a_{21} v_2 + \dots + a_{81} v_8$$

$$T(v_2) = a_{12} v_1 + a_{22} v_2 + \dots + a_{82} v_8$$

$$[A] = \begin{bmatrix} a_{11} & a_{21} & & \\ \vdots & \vdots & \ddots & \\ a_{81} & a_{82} & & \end{bmatrix}$$

so $\overrightarrow{T} = \overrightarrow{A} \cdot \overrightarrow{v}$

↑
transformation
vectors

↑
basis
vectors