

基于模糊裁剪阈值的 SAMP 压缩感知算法

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摘要:稀疏度自适应匹配追踪(SAMP)算法是压缩感知(CS)中一种主流的图像重构算法。随着迭代次数的增加,SAMP算法的原子候选集将成倍增加,会导致系统空间的浪费和重构时间的增长。为此,提出了一种模糊裁剪阈值稀疏度自适应匹配追踪(FPTSAMP)算法。由于离散小波变换(DWT)在CS稀疏处理过程中破坏了低频逼近系数间的相关性,对信号的重构质量产生了一定的负面影响,因而采用小波高频子带变换(HFSBWT)来替代DWT,实现对信号的稀疏表示。仿真实验结果表明,相比于同一重构算法,采用HFSBWT方法得到的峰值信噪比更好;与SAMP算法相比,与HFSBWT相结合的FPTSAMP算法的重构效果有了明显提高,重构时间也减少了一半。

关键词:压缩感知;重构算法;高频子带小波变换;模糊裁剪阈值SAMP算法

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Sparsity Adaptive Matching Pursuit Algorithm for Compressed Sensing with Fuzzy Pruning Threshold

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Abstract: Sparsity Adaptive Matching Pursuit (SAMP) is a mainstream image reconstruction algorithm in Compressed Sensing (CS). However, with the increase of iterative times, it has multiplied atoms candidate set that lead to wasting storage capacities and lengthening reconstruction time. A method called Fuzzy Pruning Threshold Sparsity Adaptive Matching Pursuit (FPTSAMP) is proposed. The Discrete Wavelet Transform (DWT) destroys the correlation among low-frequency approximation coefficients in CS sparsity processing, which results in bad reconstruction quality, so a High Frequency Sub-Band Wavelet Transform (HFSBWT) is adopted instead of DWT to realize the sparse representation of signal. Simulation results show that compared with the same reconstruction algorithms the HFSBWT has achieved a better Peak Signal To Noise Ratio (PSNR) of images and that compared with SAMP algorithm the FPTSAMP combined with HFSBWT has lifted the reconstruction performance of images significantly with its reconstruction time cutting in half.

Key words: compressed sensing; reconstruction algorithm; high frequency sub-band wavelet transform; fuzzy pruning threshold sparsity adaptive matching pursuit

1 Summarization

Compressed Sensing (CS)^[1-3] theory had broken through the restriction of Nyquist sampling theorem on the sampling rate, and realized sampling and compressing data simultaneously. CS projects high-dimensional data to low-dimensional data, and recovers the signal by projection observation and reconstruction algorithm. It is described as follows:

$$y = \Phi x = \Phi \Psi \theta = A \theta \quad (1)$$

Where $x \in R^N$ is the K -sparse signal which can be represented sparsely in a certain transform domain Ψ , i. e. $x = \Psi \theta$, y denotes the measurement values vector with reduced dimension n , Φ is a measurement matrix with size $n \times N$, and $A = \Phi \Psi$ is called a $n \times N$ sensing matrix.

The signal can be reconstructed from relatively few incomplete measurements $b = Ax$ for a carefully chosen

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$\mathbf{A} \in \mathbb{R}^{m \times n}$ by solving the l_0 -minimization problem.

$$\min_{\hat{\boldsymbol{\theta}}} \|\hat{\boldsymbol{\theta}}\|_{l_0} \quad \text{s. t. } \mathbf{A}\hat{\boldsymbol{\theta}} = \boldsymbol{\Phi}\boldsymbol{\Psi}\hat{\boldsymbol{\theta}} = \mathbf{y} \quad (2)$$

Where $\|\cdot\|_{l_0}$ denotes l_0 -norm, and $\hat{\boldsymbol{\theta}}$ represents the approximation vector of the sampled sparse vector $\boldsymbol{\theta}$. Unfortunately, it is not convex and the computational complexity of optimizing is NP hard. Then, Donoho and Tao etc. have proposed that the solution \mathbf{x} of the problem(1) can be found by solving the Basis Pursuit (BP) problem, under some reasonable conditions on \mathbf{x} and \mathbf{A} .

$$\min_{\hat{\boldsymbol{\theta}}} \|\hat{\boldsymbol{\theta}}\|_{l_1} \quad \text{s. t. } \mathbf{A}\hat{\boldsymbol{\theta}} = \boldsymbol{\Phi}\boldsymbol{\Psi}\hat{\boldsymbol{\theta}} = \mathbf{y} \quad (3)$$

Where $\|\cdot\|_{l_1}$ denotes l_1 -norm, if $\boldsymbol{\Phi}$ and $\boldsymbol{\Psi}$ are incoherent and sensing matrix \mathbf{A} satisfies the Restricted Isometry Property (RIP), then the K -sparse signal x can be well reconstructed. Thus, the non-convex problem is transformed into a convex one to solve.

l_1 -linear programming problem has been found several algorithms including BP^[4], Gradient Projection for Sparse Reconstruction (GPSR)^[5], and Iterative Thresholding (IT)^[6]. For the l_0 -optimization problem, iterative greedy pursuit is a good idea that contains Orthogonal Matching Pursuit (OMP)^[7], Compressive Sampling Matching Pursuit (CoSaMP)^[8], Stagewise Orthogonal Matching Pursuit (StOMP)^[9] and Sparsity Adaptive Matching Pursuit (SAMP)^[10], etc.

The CS theory has three main steps: signal sparse representation, measurement matrix and reconstruction algorithm.

Signal sparse representation is premise of compressed sensing technique to ensure its effectiveness. In this paper, High-Frequency Sub-Band Wavelet Transform (HFSBWT) sparse representation has been provided instead of traditional image sparsity, wavelet basis or Discrete Wavelet Transform (DWT)^[11] to enhance sparsity property and to promote reconstruction effect of images.

The most critical step for compressed sensing is reconstruction, which determines performance and operation time of reconstruction. To deal with wasting storage capacity and time-consuming operation with Sparsity Adaptive Matching Pursuit (SAMP) algorithm, Fuzzy Pruning Threshold Sparsity Adaptive Matching Pursuit (FPT-SAMP) algorithm has been proposed, which adopts fuzzy threshold preliminary rule to avoid using a priori information of signals in primary election phase and then realizes adaptive recovery and achieves purpose of shrinking the

atoms selection space and cutting down iteration time.

In this paper, a novel transform named HFSBWT has been adopted to improve performance of traditional transform and then FPT-SAMP algorithm has been proposed to deal with wasting space and time-consuming on SAMP algorithm, which introduces the fuzzy preselected method, and pruning and stop threshold to eliminate redundant atom and reduce unnecessary iterations. The proposed algorithm has not only improved reconstruction precision but also accelerated convergence speed. In addition, some simulation experiments has been conducted to verify better performance of FPT-SAMP algorithm over others.

2 Improved FPT-SAMP Reconstruction Algorithm Based on HFSBWT Sparse Representation

2.1 The HFSBWT Sparse Representation

The first step of CS Theory is to transform the original non-sparse signal to sparse signal. To make the image signal sparse, universally the method of sparse transformation DWT^[3-4] is adopted. After having decomposed image with single-layer wavelet transform, four sub-band coefficient matrixes is acquired including average part, vertical detail, horizontal detail and diagonal detail, i. e. $\{c_A, c_V, c_H, c_D\}$, where average part should be deemed to frequency component of image, and the remaining three parts are considered as high frequency section. Low-frequency part can be regarded as an approach signal of the original image within the different scales, so the low-frequency component is non-sparse and difficult to be more sparse. Nevertheless, the remaining three high frequency parts are sparse relatively. If coefficients of the high-frequency and low-frequency sub-band simultaneously multiplied with measurement matrix to obtain the measured values the correlation among the low-frequency approximation coefficients would be destroyed, which could lead to a worse quality of the reconstructed signal.

So a novel kind of image sparse transform way is provided based on compressed sensing, called HDSBWT^[12-13]. First, the product of $\boldsymbol{\Phi}$ and c_V, c_H, c_D is calculated respectively with high frequency sub-band measurements c_v, c_h, c_d , while the low-frequency sub-band is remained in c_A , then setting a measuring number M , and constructing i. i. d. Gaussian matrix as measurement matrix $\boldsymbol{\Phi}$ with the size of $M \times Q$, where $Q \approx N/2$, further-

more in decoder side, reconstruction algorithm was used to recovery three high frequency coefficient matrixes c_V , c_H , c_D respectively. Finally inverse wavelet transform together with sub-band c_A was carried out to reconstruct image.

2.2 Improved FPTSAMP Reconstruction Algorithm

SAMP^[14] is a kind of typical algorithm to solve the optimization problem of l_0 -norm with two advantages of adaptive sparsity and involving retrospective thoughts. However, there are mainly two drawbacks that appeared during pre-selection and pruning atom:

(1) At pre-selection stage, when k is larger, index of new added atom is seldom due to the weak-correlation between the residual value r_{k-1} and the sensing matrix. Then the excessive collection of atom candidate index leads to choosing atom support set repeatedly, even causes large consuming of time, and impacts accuracy of least squares estimation method.

(2) At pruning atom stage, the iteration step would be doubled while there is a failure to meet the constraint, so that number of elements in candidate set would be S times that of original set at each stage. While candidate set are superfluous, it is bound to affect the composition of support set.

Aimed at the drawback of SAMP algorithm, an improved algorithm named FPTSAMP has been proposed. Where fuzzy pre-selection stage is set and the original candidate atom method is replaced by adding pruning threshold.

Having been inspired by stagewise weak threshold conjugate gradient algorithm and subspace pursuit algorithm, FCTSAMP adopts fuzzy threshold instead of the original pre-selection program.

$$\begin{cases} \text{Th} = \alpha_{\text{pr}} + \text{rand}(1) * (\beta_{\text{pr}} - \alpha_{\text{pr}}) \\ S = \{i \mid \text{idx}(\text{sort}(\text{Th} * \text{abs}(\mathbf{A}^T r_{k-1})), \text{'decend'})\} \end{cases} \quad (4)$$

Where $\text{sort}(\cdot, \text{'decend'})$ is descending order elements, and $\text{idx}(\cdot)$ is extracting element index, α_{pr} and β_{pr} are two fuzzy threshold parameters available for the user to set, and function $\text{rand}(1)$ can generate random numbers range from 0 to 1. Because of each iteration the weak-correlation of \mathbf{A} and r_{k-1} leads to uncertain number of new added subscript. Compared with the original preselected program the fuzzy threshold method promotes the correlation to manipulate more new subscript with common sense.

For the problem of repeated prune with SAMP in

each of iteration, FPTSAMP sets stop and pruning thresholds at the first time. When residual energy norm is less than the stop threshold $p_1 * \|\mathbf{y}\|_2$, which indicates that the current residual of iteration is small enough, no cutting operation is needed, or demonstration meets iteration termination conditions to avoid unnecessary cutting operation and to save calculations time. When residual energy norm is less than the pruning threshold $p_2 * \|\mathbf{y}\|_2$, this situation suggests pruning operation of atomic candidate set need to be implemented. To crop the redundant atoms accurately one subscript in candidate set at a time has been discarded and then it is determined whether change the residual value r or not. If the residual value r increases, it indicates that no need to perform pruning operation, the step size of candidate set has been doubled, then access to the next iteration. Otherwise, if the residual value is smaller or unchanged, indicating that the subscript being pruned is certainly redundant, then iterating the pruning step until redundancy is eliminated.

As mentioned above, there are four input parameters, α_{pr} , β_{pr} , p_1 and p_2 . Based on huge simulation experiments and balance between operation time and reconstruction accuracy, if setting $\alpha_{\text{pr}} = 0.8$, $\beta_{\text{pr}} = 1$, and selecting $p_1 = 6 \times 10^{-4}$, $p_2 = 1 \times 10^{-2}$, performance of signal reconstruction is better. In brief, the FPTSAMP execution process lists as follows:

(1) Input: sensing matrix \mathbf{A} , observation vector \mathbf{y} , fuzzy threshold $\alpha_{\text{pr}}, \beta_{\text{pr}}$, stopping threshold p_1 , pruning threshold p_2 , step factor S , tolerance error δ .

(2) Initialization: approximation signal $\hat{x} = \mathbf{0}$, residual value $r_0 = \mathbf{y}$, support set $F_0 = \emptyset$, size of support set $L = S$, let $n = 1$.

(3) For $k = 1, k = k + 1$ until meeting stopping criterion $\|r_k\|_2 \geq \delta$

(a) $J = \text{abs}(\mathbf{A}^T * r_{k-1})$, $\text{Th} = \alpha_{\text{pr}} + \text{rand}(1) * (\beta_{\text{pr}} - \alpha_{\text{pr}})$.

(b) $H = \text{abs}(\text{Th} * J)$, $H = \text{sort}(H, \text{'decend'})$.

(c) $S_k = \{i \mid i = \text{idx}(H(t)), 1 \leq t \leq L\}$, $C_k = F_{k-1} \cup S_k$.

(d) If ($\|r_{k-1}\|_2 \leq p_1 * \|\mathbf{y}\|_2$), break; else go on.

(e) If ($\|r_{k-1}\|_2 \leq p_2 * \|\mathbf{y}\|_2$), $G = A_{C_k}^\dagger * \mathbf{y}$, $G = \text{sort}(G, \text{'decend'})$, $F = \{j \mid j = \text{idx}(G(t)), 1 \leq t \leq L - k\}$, $r_{\text{res}} = \mathbf{y} - A_F A_F^\dagger \mathbf{y}$; if ($\|r_{k-1}\|_2 \geq \|r_{\text{res}}\|_2$), $n = n + 1, L = n * L$; else $C_k = F$, $r_{k-1} = r_{\text{res}}$, return back to sub

-step (e).

$$(f) r_{k+1} = y - A_{C_i} A_{C_i}^\dagger * y, F_k = F.$$

$$(4) \hat{x}_{F_i} = A_{F_i}^\dagger * y.$$

(5) Output: approximation of original signal $\hat{x} = \hat{x}_{F_i}$.

3 Experimental Results and Analysis

In order to verify the advantage of reconstruction ac-

curacy and time with FPTSAAMP over those with SAMP, in experiments, HFSBWT transform, sampling 256×256 Lena and Boat images respectively at rate $M/N = 0.3$, then image sparsity handled by HFSBWT transform, and measurement matrix is i. i. d. Gaussian matrix. Finally, reconstructed effect of Boat and Lena images have been completed by the FPTSAAMP and SAMP respectively, shown by Fig. 1.



Fig. 1 Reconstruction effect comparison of images

Contrast analyses of Fig. 1 shows that when sampling rate is 0.3, the reconstructed image achieved by SAMP reconstruction algorithm may have a significant fuzzy effect and there is a lot of interference when regardless of Lena or Boat image. However the reconstructed image achieved

by FPTSAAMP reconstruction algorithm, its texture pattern is visible clearly, only fuzzier than original image slightly. In order to illustrate the superior performance of FPTSAAMP, more effective comparison with SAMP and comparison charts in Fig. 2.

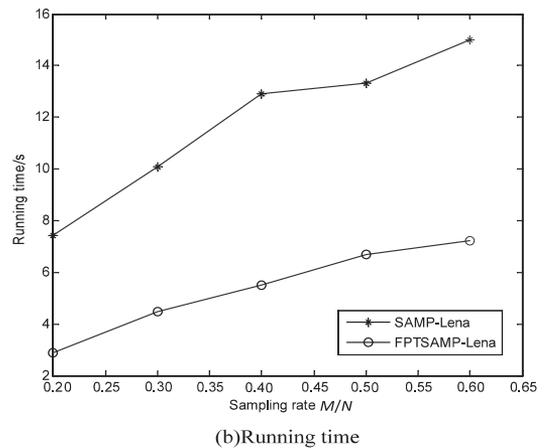
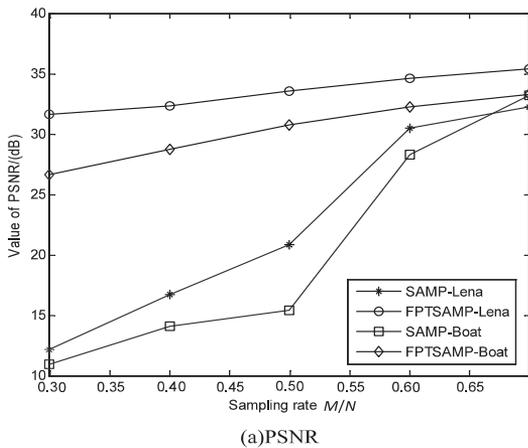


Fig. 2 Comparing reconstructed performance of SAMP and FPTSAAMP

As can be seen from Fig. 2 (a), when at the lower

sampling rate, the reconstruction PSNR of two algorithms

are relatively low, but with sampling rate increasing, the PSNR also improves significantly. And PSNR achieved by FPTSAMP is always higher than that achieved by SAMP. So the improved algorithm is much better than the original algorithm with advantageous reconstruction performance. Because of fuzzy pruning threshold taken into account in the improved algorithm, each iteration time could be shortened and convergence rate be sped up. Above all, Lena image for example, draw running time contrastive figure of two algorithms under various sampling rates shown in Fig. 2(b).

With increase of the sampling rate Fig. 2(b) shows that running time increases, but the increasing amplitude in FPTSAMP is always shorter than that in SAMP. Moreover, in terms of various sampling rates, the running time of FPTSAMP is significantly shorter than that of the SAMP so that time almost cut by half.

4 Conclusion

Based on the classical pursuit algorithm SAMP, FPTSAMP has been proposed, which introduces the fuzzy pre-selected method, pruning threshold and stop threshold to cut down redundant atom, to reduce unnecessary iterations, to improve reconstruction precision, and to accelerate convergence speed. In addition, the traditional DWT transform breaks the correlation among coefficients and leads to a poor reconstruction performance, the HFSBWT has been proposed. A large number of simulation experiments show that after having handled images with sparse transform HFSBWT and employed FPTSAMP for recovery images, the reconstruction performance has been improved significantly and its running time is cut by half.

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