

# Topics in Mathematics of Information (A very brief overview)

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- **Webpage:** `www.damtp.cam.ac.uk/user/cmhsp2/teaching.html`
- There will be 3 example classes. First class in the week beginning 23rd October. Details to follow.
- There will be a 3 hour exam in June.

We are surrounded by technology that collects, transmits, process and interpret reams of data.

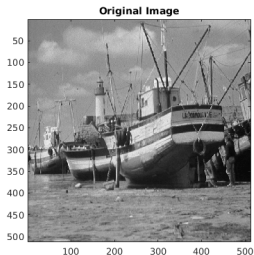
In this course, we shall cover some topics concerning:

- 1 How can we represent images/signals efficiently?
- 2 How do we exploit the structure of the underlying data to extract meaningful information?

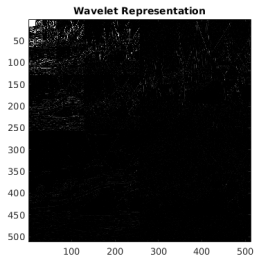
# I: Discrete representations

An important reason why we are able to handle huge volumes of data is that the data of interest is not random – it is inherently structured.

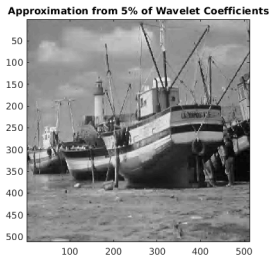
In particular, much of the data is sparse with respect to some representation system and can be compressed. Many of these representation systems are closely linked to **wavelet bases**.



$I$



$\{\langle I, \psi_{j,k} \rangle : k, j \in \mathbb{Z}\}$



$\sum_{k,j \in \mathbb{Z}} \langle I, \psi_{j,k} \rangle \psi_{j,k}$

## II: Compressed sensing

Candés, Romberg & Tao (2006); Donoho (2006)

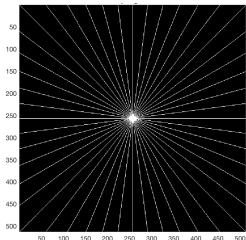
**Task:** Given  $y_0 = Ax_0$  where  $A : \mathbb{R}^N \rightarrow \mathbb{R}^m$  with  $N \gg m$ , recover  $x_0$ .

*This is impossible in general, since we have more unknowns than knowns.*

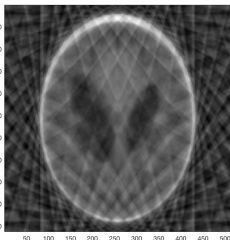
However, the key observation of compressed sensing is that one can exploit the fact that natural images have **sparse representations**.

Take the reconstruction  $\hat{x}$  as

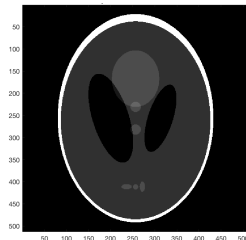
$$\underset{x}{\operatorname{argmin}} \|Wx\|_0 \text{ subject to } Ax = y_0$$



Sampling coefficients



Direct Fourier inversion

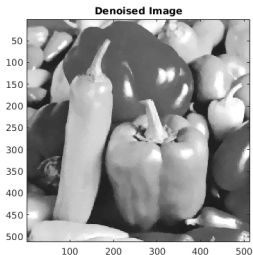
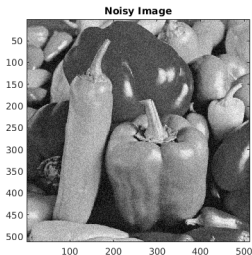


Sparse reconstruction

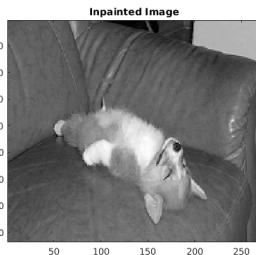
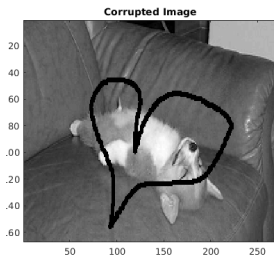
### III: Exploiting geometric structure in inverse problems

More generally, one can deal with ill-posed inverse problems by considering the **geometric structures** of the underlying objects, such as edges and curvature.

**Denoising:**



**Inpainting:**



## Wavelet representations: idea

218,228,215,223,221,225,226,127,106,106, 132,132,129,130,129,128.



## Wavelet representations: idea

218,228,215,223,221,225,226,127,106,106, 132,132,129,130,129,128.



{ *Averages* : 223, 219, 223, 176.5, 106, 132, 129.5, 128.5.



## Wavelet representations: idea

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$\left\{ \begin{array}{l} \text{Averages : } 223, 219, 223, 176.5, 106, 132, 129.5, 128.5. \\ \text{Differences : } 10, 8, 4, -99, 0, 0, 1, -1, \end{array} \right.$

## Wavelet representations: idea

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$$\begin{cases} A : 221, 199.75, 119, 129, \\ D : -4, -46.5, 26, -1, \end{cases}$$

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$$\begin{cases} A : 210.375, 124, \\ D : -21.25, 10, \end{cases}$$

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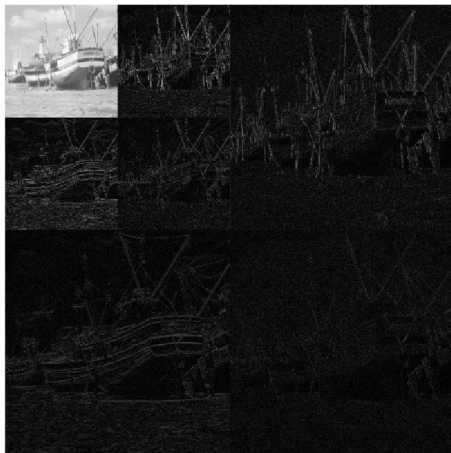
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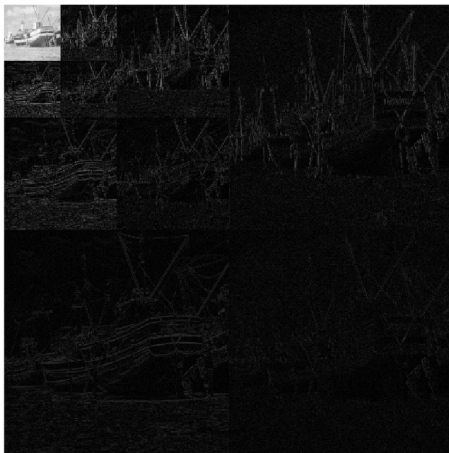
# Wavelet decomposition



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