

# Frames and Gabor Wavelets

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- A simple technical point:
  - With sufficient sampling density, a discrete family of Gabor wavelets is a frame, so the representation is 1-1
  - Gabor frames can be made to be (simultaneously) very snug and highly redundant
  - In cortex, redundancy is crucial for representational precision in the face of low SNR. Snugness comes for free
  - On the computer, redundancy may be undesirable, and 1-1 can be achieved by means other than redundancy (e.g., orthogonal wavelets, which are tight)

Discrete Gabor wavelets:

$$s(x) \in L^2(\mathcal{R}^2) \rightarrow S_{fp} = \langle g_{fp}, s \rangle \in \ell^2(\mathcal{R}^4)$$

where

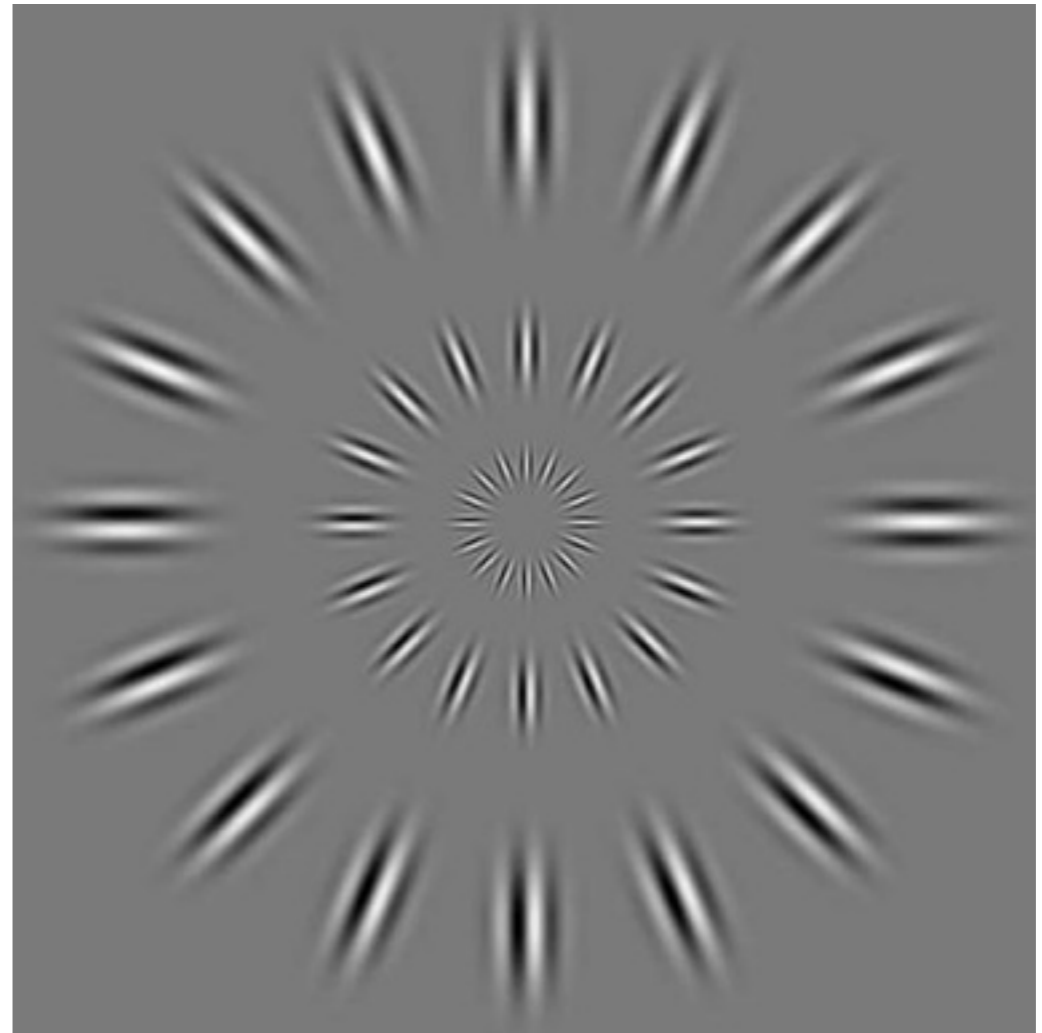
$$g_{fp}(x) \propto e^{-\frac{1}{2} \left(\frac{\omega}{\kappa}\right)^2 x^T \Sigma^{-1} x} \left( e^{i\omega u^T(\theta)p} - e^{-\frac{\kappa^2}{2}} \right)$$

$f = (\omega, \theta)$  is a point on the  
frequency plane

$p = (a, b)$  is a point on the  
image plane, and

$$\Sigma^{-1} = I - u(\theta)u^T(\theta)$$

$$u(\theta) = \begin{bmatrix} \cos \theta \\ \sin \theta \end{bmatrix}$$



A wavelet  $g_{sp}(x)$  is a *frame* if there exist  $A > 0$  and  $B < \infty$  such that

$$A \|s\|^2 \leq \sum_{f,p} |S_{fp}|^2 \leq B \|s\|^2$$

For any frame  $g_{sp}(x)$ , there exists a *dual frame*  $h_{sp}(x)$  such that

$$s(x) = \sum_{f,p} S_{fp} h_{sp}(x)$$

Frame property implies 1-1 representation: discriminative, complete

$B/A$  measures the conditioning of the problem of computing  $\{h_{sp}(x)\}$  from  $\{g_{sp}(x)\}$ .

*Snug* frame:

$$\frac{B}{A} \approx 1 \quad \Rightarrow \quad h_{s,p}(x) \approx \frac{2}{A+B} g_{s,p}(x)$$

Well-conditioned and easy!

With unit-energy wavelets,  $(A+B)/2$  measures frame redundancy. **With large redundancy, each  $S_{fp}$  can be encoded with lower precision** for similar reconstruction quality and representational accuracy

A Gabor frame is tightened (made more snug) by increasing both  $A$  and  $B$  and making them closer to each other: For Gabor, **snugness comes with redundancy**

- *Cortex:*
  - high redundancy is needed because of low representational precision
  - snugness comes for free
- *Computer:*
  - low redundancy is OK because of high representational precision
  - A loose frame requires more work for reconstruction
  - conditioning is less critical
  - choose between conciseness (orthogonal) and other desiderata (space/frequency localization, ...)
- On either architecture, reconstructability (1-1) is useful, but we may not need reconstruction