

A Bayesian Super-Resolution Approach to Demosaicing of Blurred Images

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Most of the available digital color cameras use a single image sensor with a color filter array (CFA) in acquiring an image. In order to produce a visible color image, a demosaicing process must be applied, which produces undesirable artifacts. An additional problem appears when the observed color image is also blurred. This paper addresses the problem of deconvolving color images observed with a single coupled charged device (CCD) from the super-resolution point of view. Utilizing the Bayesian paradigm, an estimate of the reconstructed image and the model parameters is generated. The proposed method is tested on real images.

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1. INTRODUCTION

Most digital color cameras use a single coupled charge device (CCD), or a single CMOS sensor, with a color filter array (CFA) to acquire color images. Unfortunately, the color filter generates different spectral responses at every CCD cell. The most widely used CFA is the Bayer one [1]. It imposes a spatial pattern of two G cells, one R, and one B cell, as shown in Figure 1.

Bayer camera pixels convey incomplete color information which needs to be extended to produce a visible color image. Such color processing is known as demosaicing (or demosaicking). From the pioneering work of Bayer [1] to nowadays, a lot of work has been devoted to the demosaicing topic (see [2] for a review). The use of a CFA and the corresponding demosaicing process produce undesirable artifacts, which are difficult to avoid. Among such artifacts are the zipper effect, also known as color fringe, and the appearance of *moiré* patterns.

Different interpolation techniques have been applied to demosaicing. Cok [3] applied bilinear interpolation to the G channel first, since it is the most populated and is supposed to apport information about luminance, and then applied bilinear interpolation to the chrominance ratios R/G and B/G. Freeman [4] applied a median filter to the differences between bilinearly interpolated values of the different channels, and based on these and the observed channel at every pixel,

the intensities of the two other channels are estimated. An improvement of this technique was to perform adaptive interpolation considering chrominance gradients, so as to take into account edges between objects [5]. This technique was further improved in [6] where steerable inverse diffusion in color was also applied. In [7], interchannel correlations were considered in an alternating-projections scheme. Finally in [8], a new orthogonal wavelet representation of multivalued images was applied. No much work has been reported on the problem of deconvolving single-CCD observed color images.

Over the last two decades, research has been devoted to the problem of reconstructing a high-resolution image from multiple undersampled, shifted, degraded frames with sub-pixel displacement errors (see, e.g., [9–17]). Super-resolution has only been applied recently to demosaicing problems [18–21]. Unfortunately, again, few results (see [19–21]) have been reported on the deconvolution of such images. In our previous work [22, 23], we addressed the high-resolution problem from complete and also from incomplete observations within the general framework of frequency-domain multi-channel signal processing developed in [24]. In this paper, we formulate the demosaicing problem as a high-resolution problem from incomplete observations, and therefore we propose a new way to look at the problem of deconvolution.

The rest of the paper is organized as follows. The problem formulation is described in Section 2. In Section 3, we describe the model used to reconstruct each band of the color

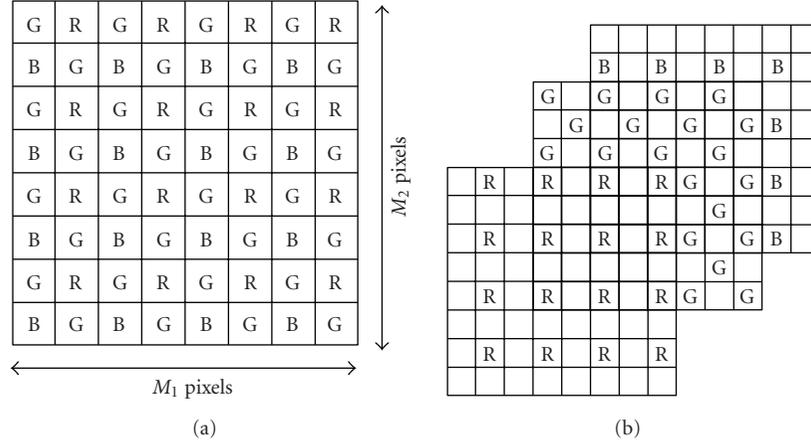


FIGURE 1: (a) Pattern of channel observations for a Bayer camera with CFA; (b) observed low-resolution channels (the array in (a) and all the arrays in (b) are of the same size).

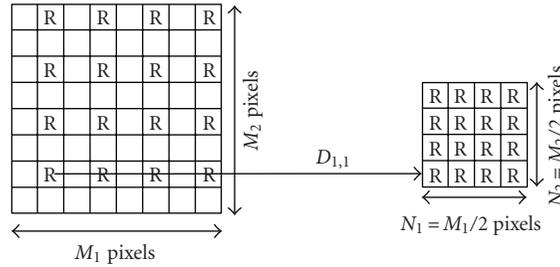


FIGURE 2: Process to obtain the low-resolution observed R channel.

image and then examine how to iteratively estimate the high-resolution color image. The consistency of the global distribution on the color image is studied in Section 4. Experimental results are described in Section 5. Finally, Section 6 concludes the paper.

2. PROBLEM FORMULATION

Consider a Bayer camera with a color filter array (CFA) over one CCD with $M_1 \times M_2$ pixels, as shown in Figure 1(a). Assuming that the camera has three $M_1 \times M_2$ CCDs, one for each of the R, G, B channels, the observed image is given by

$$\mathbf{g} = (\mathbf{g}^{Rt}, \mathbf{g}^{Gt}, \mathbf{g}^{Bt})^t, \quad (1)$$

where t denotes the transpose of a vector or a matrix and each one of the $M_1 \times M_2$ column vectors \mathbf{g}^c , $c \in \{R, G, B\}$, results from the lexicographic ordering of the two-dimensional signal in the R, G, and B channels, respectively.

Due to the presence of the CFA, we do not observe \mathbf{g} but an *incomplete* subset of it, see Figure 1(b). Let us characterize these observed values in the Bayer camera. Let $N_1 = M_1/2$ and $N_2 = M_2/2$; then the 1D downsampling matrices \mathbf{D}_1^x and \mathbf{D}_1^y are defined by

$$\mathbf{D}_1^x = \mathbf{I}_{N_1} \otimes \mathbf{e}_1^t, \quad \mathbf{D}_1^y = \mathbf{I}_{N_2} \otimes \mathbf{e}_1^t, \quad (2)$$

where \mathbf{I}_{N_i} is the $N_i \times N_i$ identity matrix, \mathbf{e}_l is a 2×1 unit vector whose nonzero element is in the l th position, $l \in \{0, 1\}$, and \otimes denotes the Kronecker product operator. The $(N_1 \times N_2) \times (M_1 \times M_2)$ 2D downsampling matrix is now given by $\mathbf{D}_{1,1,2} = \mathbf{D}_{1,1}^x \otimes \mathbf{D}_{1,2}^y$.

Using the above downsampling matrices, the subimage of \mathbf{g} which has been observed, \mathbf{g}^{obs} , may be viewed as the incomplete set of $N_1 \times N_2$ low-resolution images

$$\mathbf{g}^{\text{obs}} = (\mathbf{g}_{1,1}^{Rt}, \mathbf{g}_{1,0}^{Gt}, \mathbf{g}_{0,1}^{Gt}, \mathbf{g}_{0,0}^{Bt})^t, \quad (3)$$

where

$$\begin{aligned} \mathbf{g}_{1,1}^R &= \mathbf{D}_{1,1} \mathbf{g}^R, & \mathbf{g}_{1,0}^G &= \mathbf{D}_{1,0} \mathbf{g}^G, \\ \mathbf{g}_{0,1}^G &= \mathbf{D}_{0,1} \mathbf{g}^G, & \mathbf{g}_{0,0}^B &= \mathbf{D}_{0,0} \mathbf{g}^B. \end{aligned} \quad (4)$$

As an example, Figure 2 illustrates how $\mathbf{g}_{1,1}^R$ is obtained. Note that the origin of coordinates is located in the bottom-left side of the array. We have one observed $N_1 \times N_2$ low-resolution image at R, two at G, and one at B channels.

In order to deconvolve the observed image, the image formation process has to take into account the presence of blurring. We assume that \mathbf{g} in (1) can be written as

$$\mathbf{g} = \begin{pmatrix} \mathbf{g}^R \\ \mathbf{g}^G \\ \mathbf{g}^B \end{pmatrix} = \begin{pmatrix} \mathbf{Bf}^R \\ \mathbf{Bf}^G \\ \mathbf{Bf}^B \end{pmatrix} + \begin{pmatrix} \mathbf{n}^R \\ \mathbf{n}^G \\ \mathbf{n}^B \end{pmatrix} = \begin{pmatrix} \mathbf{B} & \mathbf{0} & \mathbf{0} \\ \mathbf{0} & \mathbf{B} & \mathbf{0} \\ \mathbf{0} & \mathbf{0} & \mathbf{B} \end{pmatrix} \mathbf{f} + \mathbf{n}, \quad (5)$$

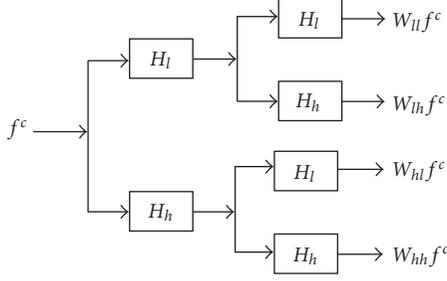


FIGURE 3: Two-level filter bank.

where \mathbf{B} is an $(M_1 \times M_2) \times (M_1 \times M_2)$ matrix that defines the systematic blur of the camera, assumed to be known and approximated by a block circulant matrix, \mathbf{f} denotes the real underlying high-resolution color image we are trying to estimate, and \mathbf{n} denotes white independent uncorrelated noise between and within channels with variance $1/\beta^c$ in channel $c \in \{\text{R, G, B}\}$. See [25] and references therein for a complete description of the blurring process in color images. Substituting this equation in (4), we have that the discrete low-resolution observed images can be written as

$$\begin{aligned} \mathbf{g}_{1,1}^{\text{R}} &= \mathbf{D}_{1,1} \mathbf{B} \mathbf{f}^{\text{R}} + \mathbf{D}_{1,1} \mathbf{n}^{\text{R}}, & \mathbf{g}_{1,0}^{\text{G}} &= \mathbf{D}_{1,0} \mathbf{B} \mathbf{f}^{\text{G}} + \mathbf{D}_{1,0} \mathbf{n}^{\text{G}}, \\ \mathbf{g}_{0,1}^{\text{G}} &= \mathbf{D}_{0,1} \mathbf{B} \mathbf{f}^{\text{G}} + \mathbf{D}_{0,1} \mathbf{n}^{\text{G}}, & \mathbf{g}_{0,0}^{\text{B}} &= \mathbf{D}_{0,0} \mathbf{B} \mathbf{f}^{\text{B}} + \mathbf{D}_{0,0} \mathbf{n}^{\text{B}}, \end{aligned} \quad (6)$$

where we have the following distributions for the subsampled noise:

$$\begin{aligned} \mathbf{D}_{1,1} \mathbf{n}^{\text{R}} &\sim N(0, (1/\beta^{\text{R}} I_{N_1 \times N_2})), & \mathbf{D}_{1,0} \mathbf{n}^{\text{G}} &\sim N(0, (1/\beta^{\text{G}} I_{N_1 \times N_2})), \\ \mathbf{D}_{0,1} \mathbf{n}^{\text{G}} &\sim N(0, (1/\beta^{\text{G}} I_{N_1 \times N_2})), & \mathbf{D}_{0,0} \mathbf{n}^{\text{B}} &\sim N(0, (1/\beta^{\text{B}} I_{N_1 \times N_2})). \end{aligned} \quad (7)$$

From the above formulation, our goal has become the reconstruction of a complete RGB $M_1 \times M_2$ high-resolution image \mathbf{f} from the incomplete set of observations, \mathbf{g}^{obs} in (3). In other words, our deconvolution problem has taken the form of a super-resolution reconstruction one. We can therefore apply the theory developed in [23, 26], by taking into account that we are dealing with multichannel images, and therefore the relationship between channels has to be included in the deconvolution process [25].

3. BAYESIAN RECONSTRUCTION OF THE COLOR IMAGE

Let us consider first the reconstruction of channel c assuming that the observed data $\mathbf{g}^{\text{obs } c}$ and also the real images \mathbf{f}^c and $\mathbf{f}^{c'}$, with $c' \neq c$ and $c'' \neq c$, are available.

In order to apply the Bayesian paradigm to this problem, we define $p_c(\mathbf{f}^c)$, $p_c(\mathbf{f}^{c'} | \mathbf{f}^c)$, $p_c(\mathbf{f}^{c''} | \mathbf{f}^c)$, and $p_c(\mathbf{g}^{\text{obs } c} | \mathbf{f}^c)$ and use the global distribution

$$\begin{aligned} p_c(\mathbf{f}^c, \mathbf{f}^{c'}, \mathbf{f}^{c''}, \mathbf{g}^{\text{obs } c}) \\ = p_c(\mathbf{f}^c) p_c(\mathbf{f}^{c'} | \mathbf{f}^c) p_c(\mathbf{f}^{c''} | \mathbf{f}^c) p_c(\mathbf{g}^{\text{obs } c} | \mathbf{f}^c). \end{aligned} \quad (8)$$

Smoothness within channel c is modelled by the introduction of the following prior distribution for \mathbf{f}^c :

$$p(\mathbf{f}^c | \alpha^c) \propto (\alpha^c)^{M_1 \times M_2 / 2} \exp \left[-\frac{1}{2} \alpha^c \|\mathbf{C} \mathbf{f}^c\|^2 \right], \quad (9)$$

where $\alpha^c > 0$ and \mathbf{C} denotes the Laplacian operator.

To define $p_c(\mathbf{f}^{c'} | \mathbf{f}^c)$ and similarly $p_c(\mathbf{f}^{c''} | \mathbf{f}^c)$, we proceed as follows. A two-level bank of undecimated separable two-dimensional filters constructed from a lowpass filter H_l (with impulse response $h_l = [1 \ 2 \ 1]/4$) and a highpass filter H_h ($h_h = [1 \ -2 \ 1]/4$) is applied to $\mathbf{f}^{c'} - \mathbf{f}^c$ obtaining the approximation subband $W_{ll}(\mathbf{f}^{c'} - \mathbf{f}^c)$, and the horizontal $W_{lh}(\mathbf{f}^{c'} - \mathbf{f}^c)$, vertical $W_{hl}(\mathbf{f}^{c'} - \mathbf{f}^c)$, and diagonal $W_{hh}(\mathbf{f}^{c'} - \mathbf{f}^c)$ detail subbands [7] (see Figure 3), where

$$W_{uv} = H_u \otimes H_v, \quad \text{for } uv \in \{ll, lh, hl, hh\}. \quad (10)$$

With these decomposition differences between channels, for high-frequency components are penalized by the introduction of the following probability distribution:

$$\begin{aligned} p_c(\mathbf{f}^{c'} | \mathbf{f}^c, \gamma^{cc'}) &\propto |A(\gamma^{cc'})|^{-1/2} \\ &\times \exp \left[-\frac{1}{2} \sum_{uv \in \mathcal{H}B} \gamma_{uv}^{cc'} \|W_{uv}(\mathbf{f}^{c'} - \mathbf{f}^c)\|^2 \right], \end{aligned} \quad (11)$$

where $\mathcal{H}B = \{lh, hl, hh\}$, $\gamma_{uv}^{cc'}$ measures the similarity of the uv band of the c and c' channels, $\gamma^{cc'} = \{\gamma_{uv}^{cc'} | uv \in \mathcal{H}B\}$, and

$$A(\gamma^{cc'}) = \sum_{uv \in \mathcal{H}B} \gamma_{uv}^{cc'} W_{uv}^t W_{uv}. \quad (12)$$

Before proceeding with the description of the observation model used in our formulation, we provide a justification of the prior model introduced at this point. The model is based on prior results in the literature. It was observed, for example, in [7] that for natural color images, there is a high correlation between red, green, and blue channels and that this correlation is higher for the high-frequency subbands (lh, hl, hh). The effect of CFA sampling on these subbands was also examined in [7], where it was shown that the high-frequency subbands of the red and blue channels, especially the lh and hl subbands, are the ones affected the most by the downsampling process. Based on these observations, constraint sets were defined, within the POCS framework, that forced the high-frequency components of the red and blue channels to be similar to the high-frequency components of the green channel.

We initially followed the results in [7] within the Bayesian framework for demosaicing by introducing a prior that forced red and blue high-frequency components to be similar to those of the green channel. Using this prior, the improvements of the red and blue channels were in most cases higher, however, than the improvement corresponding to the green channel. This led us to introduce a prior, see (8) and (11), that favors similarity between the high-frequency components of all the three channels. The relative weights of the similarities between different channels are modulated by the $\gamma_{uv}^{cc'}$ parameters, which are determined automatically by the proposed method, as explained below.

From the model in (6), we have

$$p_c(\mathbf{g}^{\text{obs } c} | \mathbf{f}^c, \beta^c) \propto \begin{cases} \beta^{\text{R} N_1 \times N_2 / 2} \exp \left[-\frac{\beta^{\text{R}}}{2} \|\mathbf{g}_{1,1}^{\text{R}} - \mathbf{D}_{1,1} \mathbf{B} \mathbf{f}^{\text{R}}\|^2 \right] & \text{if } c = \text{R}, \\ \beta^{\text{G} N_1 \times N_2} \exp \left[-\frac{\beta^{\text{G}}}{2} (\|\mathbf{g}_{1,0}^{\text{G}} - \mathbf{D}_{1,0} \mathbf{B} \mathbf{f}^{\text{G}}\|^2 \right. \\ \quad \left. + \|\mathbf{g}_{0,1}^{\text{G}} - \mathbf{D}_{0,1} \mathbf{B} \mathbf{f}^{\text{G}}\|^2) \right] & \text{if } c = \text{G}, \\ \beta^{\text{B} N_1 \times N_2 / 2} \exp \left[-\frac{\beta^{\text{B}}}{2} \|\mathbf{g}_{0,0}^{\text{B}} - \mathbf{D}_{0,0} \mathbf{B} \mathbf{f}^{\text{B}}\|^2 \right] & \text{if } c = \text{B}. \end{cases} \quad (13)$$

Note that from the above definitions of the probability density functions, the distribution in (8) depends on a set of unknown parameters and has to be properly written as

$$p_c(\mathbf{f}^c, \mathbf{f}^{c'}, \mathbf{f}^{c''}, \mathbf{g}^{\text{obs } c} | \Theta^c), \quad (14)$$

where

$$\Theta^c = (\alpha^c, \gamma^{cc'}, \gamma^{cc''}, \beta^c). \quad (15)$$

Having defined the involved distributions and the unknown parameters, the Bayesian analysis is performed to estimate the parameter vector Θ^c and the unknown high-resolution band \mathbf{f}^c . It is important to remember that we are assuming that $\mathbf{f}^{c'}$ and $\mathbf{f}^{c''}$ are known.

The process to estimate Θ^c and \mathbf{f}^c is described by the following algorithm which corresponds to the so-called *evidence analysis* within the Bayesian paradigm [27].

Given $\mathbf{f}^{c'}$ and $\mathbf{f}^{c''}$

(1) Find

$$\begin{aligned} \hat{\Theta}^c(\mathbf{f}^{c'}, \mathbf{f}^{c''}) &= \arg \max_{\Theta^c} p_c(\mathbf{f}^{c'}, \mathbf{f}^{c''}, \mathbf{g}^{\text{obs } c} | \Theta^c) \\ &= \arg \max_{\Theta^c} \int_{\mathbf{f}^c} p_c(\mathbf{f}^c, \mathbf{f}^{c'}, \mathbf{f}^{c''}, \mathbf{g}^{\text{obs } c} | \Theta^c) d\mathbf{f}^c \end{aligned} \quad (16)$$

(2) Find an estimate of channel c using

$$\hat{\mathbf{f}}^c(\hat{\Theta}^c(\mathbf{f}^{c'}, \mathbf{f}^{c''})) = \arg \max_{\mathbf{f}^c} p_c(\mathbf{f}^c | \mathbf{f}^{c'}, \mathbf{f}^{c''}, \mathbf{g}^{\text{obs } c}, \hat{\Theta}^c(\mathbf{f}^{c'}, \mathbf{f}^{c''})) \quad (17)$$

ALGORITHM 1: Estimation of Θ^c and \mathbf{f}^c assuming that $\mathbf{f}^{c'}$ and $\mathbf{f}^{c''}$ are known.

In order to find the hyperparameter vector $\hat{\Theta}^c$ and the reconstruction of channel c , we use the iterative method described in [22, 23].

We now proceed to estimate the whole color image from the incomplete set of observations provided by the single-CCD camera.

Let us assume that we have initial estimates of the three channels $\mathbf{f}^{\text{R}}(0)$, $\mathbf{f}^{\text{G}}(0)$, and $\mathbf{f}^{\text{B}}(0)$; then we can improve the quality of the reconstruction by using the following procedure.

- (1) Given $\mathbf{f}^{\text{R}}(0)$, $\mathbf{f}^{\text{G}}(0)$, and $\mathbf{f}^{\text{B}}(0)$, initial estimates of the bands of the color image and $\Theta^{\text{R}}(0)$, $\Theta^{\text{G}}(0)$, and $\Theta^{\text{B}}(0)$ of the model parameters

(2) Set $k = 0$

(3) Calculate

$$\mathbf{f}^{\text{R}}(k+1) = \hat{\mathbf{f}}^{\text{R}}(\hat{\Theta}^{\text{R}}(\mathbf{f}^{\text{G}}(k), \mathbf{f}^{\text{B}}(k))) \quad (18)$$

by running Algorithm 1 on channel R with $\mathbf{f}^{\text{G}} = \mathbf{f}^{\text{G}}(k)$ and $\mathbf{f}^{\text{B}} = \mathbf{f}^{\text{B}}(k)$

- (4) Calculate

$$\mathbf{f}^{\text{G}}(k+1) = \hat{\mathbf{f}}^{\text{G}}(\hat{\Theta}^{\text{G}}(\mathbf{f}^{\text{R}}(k+1), \mathbf{f}^{\text{B}}(k))) \quad (19)$$

by running Algorithm 1 on channel G with $\mathbf{f}^{\text{R}} = \mathbf{f}^{\text{R}}(k+1)$ and $\mathbf{f}^{\text{B}} = \mathbf{f}^{\text{B}}(k)$

- (5) Calculate

$$\mathbf{f}^{\text{B}}(k+1) = \hat{\mathbf{f}}^{\text{B}}(\hat{\Theta}^{\text{B}}(\mathbf{f}^{\text{R}}(k+1), \mathbf{f}^{\text{G}}(k+1))) \quad (20)$$

by running Algorithm 1 on channel B with $\mathbf{f}^{\text{R}} = \mathbf{f}^{\text{R}}(k+1)$ and $\mathbf{f}^{\text{G}} = \mathbf{f}^{\text{G}}(k+1)$

- (6) Set $k = k + 1$ and go to step 3 until a convergence criterion is met.

ALGORITHM 2: Reconstruction of the color image.

4. ON THE CONSISTENCY OF THE GLOBAL DISTRIBUTION ON THE COLOR IMAGE

In this section, we examine the use of one global prior distribution on the whole color image instead of using one distribution for each channel.

We could replace the distribution $p_c(\mathbf{f}^c, \mathbf{f}^{c'}, \mathbf{f}^{c''}, \mathbf{g}^{\text{obs } c})$ in (8), tailored for channel c , by the global distribution

$$p(\mathbf{f}^{\text{R}}, \mathbf{f}^{\text{G}}, \mathbf{f}^{\text{B}}, \mathbf{g}^{\text{obs}}) = p(\mathbf{f}^{\text{R}}, \mathbf{f}^{\text{G}}, \mathbf{f}^{\text{B}}) \prod_{c \in \{\text{R}, \text{G}, \text{B}\}} p_c(\mathbf{g}^{\text{obs } c} | \mathbf{f}^c), \quad (21)$$

with

$$\begin{aligned} p(\mathbf{f}^{\text{R}}, \mathbf{f}^{\text{G}}, \mathbf{f}^{\text{B}}) &\propto \exp \left\{ -\frac{1}{2} \sum_{c \in \{\text{R}, \text{G}, \text{B}\}} \alpha^c \|C \mathbf{f}^c\|^2 \right. \\ &\quad \left. - \frac{1}{2} \sum_{cc' \in \{\text{RG}, \text{GB}, \text{RB}\}} \sum_{uv \in \mathcal{H}^{\mathcal{B}}} \gamma_{uv}^{cc'} \|W_{uv}(\mathbf{f}^{c'} - \mathbf{f}^c)\|^2 \right\}, \end{aligned} \quad (22)$$

where W_{uv} has been defined in (10), α^c measures the smoothness within channel c , and $\gamma_{uv}^{cc'}$ measures the similarity of the uv band in channels c and c' (see (9) and (11)), respectively.

Note that the difference between the models for each channel c in (8) and the one in (21) is that we are not allowing in this new model the case $\gamma_{uv}^{cc'} \neq \gamma_{uv}^{c'c}$.

We have also used this approach in the experiments. This consistent model can easily be implemented by using Algorithm 2 and forcing $\gamma_{uv}^{cc'} = \gamma_{uv}^{c'c}$. The results obtained were poorer in terms of improvement in the signal-to-noise

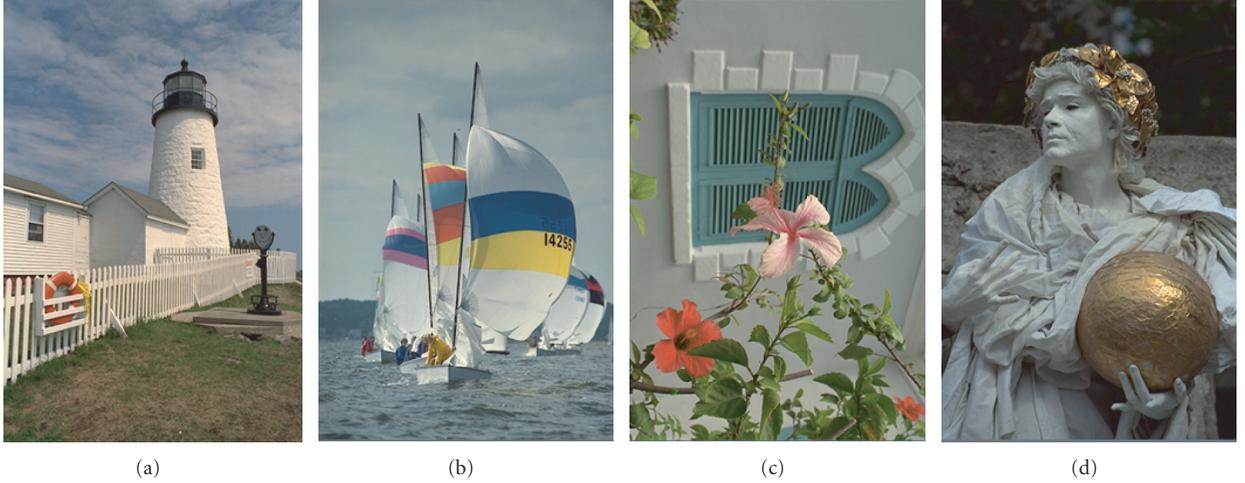


FIGURE 4: First image set used in the experiments.

ratio. We conjecture that this is due to the fact that the number of observations in each channel is not the same, and therefore each channel has to be responsible for the estimation of the associated hyperparameters.

5. EXPERIMENTAL RESULTS

Experiments were carried out with RGB color images in order to evaluate the performance of the proposed method and compare it with other existing ones. Although visual inspection of the restored images is a very important quality measure, in order to get quantitative image quality comparisons, the signal-to-noise ratio improvement (Δ_{SNR}) for each channel is used, given in dB by

$$\Delta_{\text{SNR}}^c = 10 \times \log_{10} \left[\frac{\|\mathbf{f}^c - \mathbf{g}^{\text{pad } c}\|^2}{\|\mathbf{f}^c - \hat{\mathbf{f}}^c\|^2} \right], \quad (23)$$

for $c \in \{R, G, B\}$, where \mathbf{f}^c and $\hat{\mathbf{f}}^c$ are the original and estimated high-resolution images, and $\mathbf{g}^{\text{pad } c}$ is the result of padding missing values at the incomplete observed image $\mathbf{g}^{\text{obs } c}$ (3) with zeroes. The mean metric distance ΔE_{ab}^* [28] in the perceptually uniform CIE- $L^*a^*b^*$ color space, between restored and original images, was also used as a figure of merit. In transforming from RGB to CIE- $L^*a^*b^*$ color space, we have used the CIE standard illuminant D65 as reference white and assumed *Rec. 709* RGB primaries (see [29]).

Results obtained for two image sets are reported. The first image set is formed by four images of size 256×384 taken from [6] and shown in Figure 4. Four images of size 640×480 taken with a 3 CCD color camera (shown in Figure 5) are also used in the experiments.

In order to test the deconvolution method proposed in Algorithm 2, the original images were blurred and then sampled applying a Bayer pattern to get the observed images that were to be reconstructed. Figure 6 illustrates the procedure used to simulate the observation process with a Bayer camera.

It is interesting to observe how blurring and the application of a Bayer pattern interact (see also [21]). Figure 7(a) shows the reconstruction of one CCD observed out-of-focus color image while Figure 7(b) shows the reconstruction of one CCD observed color image (no blur present), using in both cases zero-order hold interpolation. As it can be observed, Figure 7(b) image suffers from the zipper effect in the whole image and exhibits a moiré pattern on the wall on the left part of the image. Figure 7(a) shows how blurring may cancel these effects even in the absence of a demosaicing step, at the cost of information loss.

There is not much work reported on the deconvolution of color images acquired with a single sensor. In order to compare our method with others, we have applied a deconvolution step to the output of well-known demosaicing methods. For this deconvolution step, a simultaneous autoregressive (SAR) prior model was used on each channel independently. The underlying idea is that for these methods, the demosaicing step reconstructs, from the incomplete observed \mathbf{g}^{obs} (3), the blurred image \mathbf{g} that would have been observed with a 3 CCD camera. The degradation model for \mathbf{f} is given by (5). We then performed a Bayesian restoration for every c channel with the probability density

$$p_c(\mathbf{f}^c, \mathbf{g}^c | \alpha^c, \beta^c) = p_c(\mathbf{f}^c | \alpha^c) p_c(\mathbf{g}^c | \mathbf{f}^c, \beta^c), \quad (24)$$

with $p_c(\mathbf{f}^c | \alpha^c)$ given by (9) and (see [27] for details)

$$p_c(\mathbf{g}^c | \mathbf{f}^c, \beta^c) \propto (\beta^c)^{(N_1 \times N_2)/2} \exp \left[-\frac{\beta^c}{2} \|\mathbf{g}^c - \mathbf{Bf}^c\|^2 \right]. \quad (25)$$

Let us now examine the experiments. For the first one, we used an out-of-focus blur with radius $R = 2$. The blurring function is given by

$$h(r) \propto \begin{cases} 1 & \text{if } 0 \leq r \leq R, \\ 0 & \text{if } r > R, \end{cases} \quad (26)$$

with normalization needed for conserving the image flux.



FIGURE 5: Second image set used in the experiments.

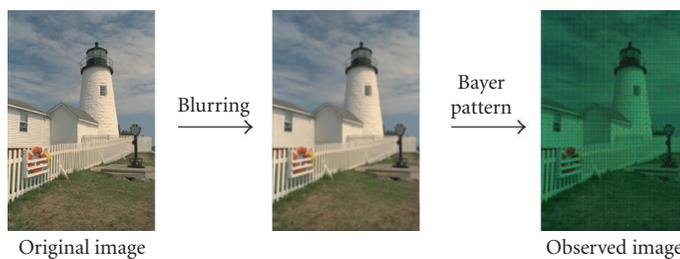


FIGURE 6: Observation process of a blurred image using a Bayer camera.



FIGURE 7: (a) Zero-order hold reconstruction with blur present, and (b) without blur.

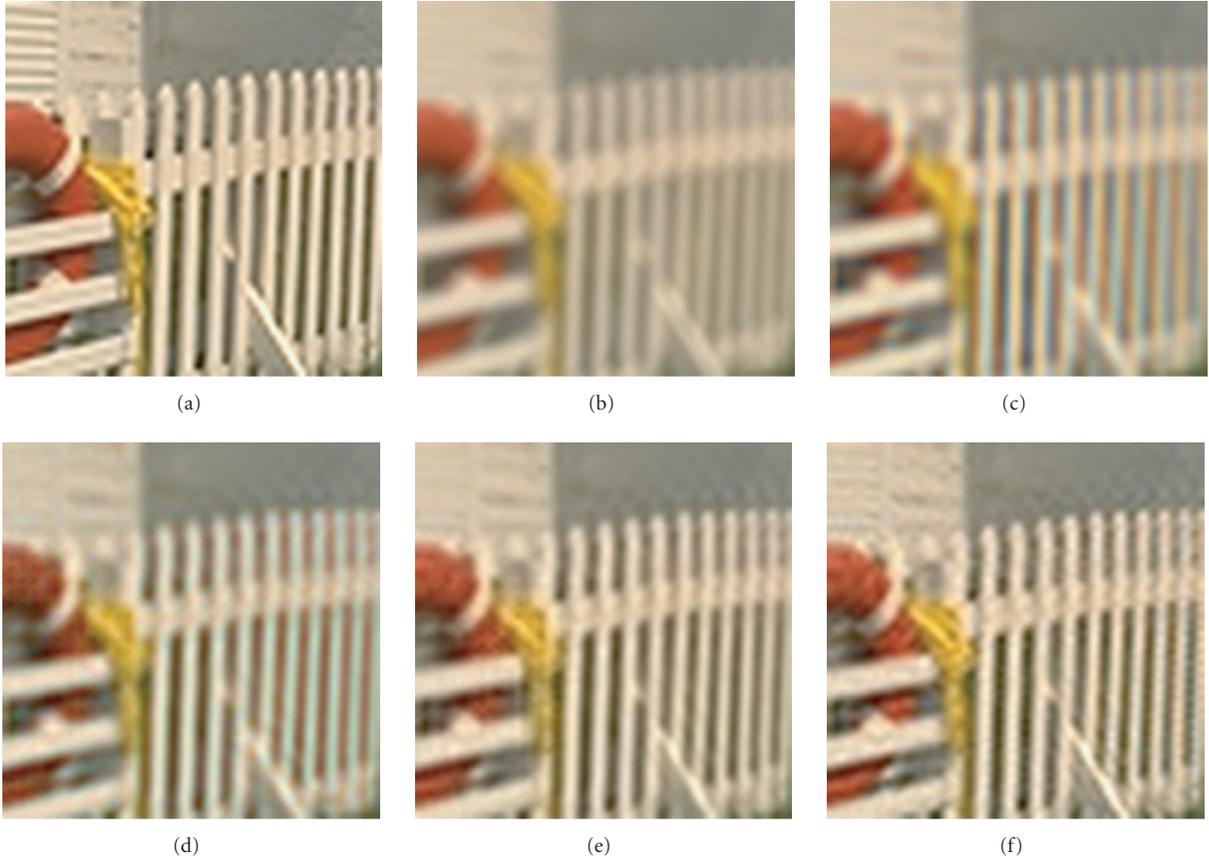


FIGURE 8: (a) Details of the original image of Figure 4(a), (b) blurred image, (c) deconvolution after applying bilinear reconstruction, (d) deconvolution after applying the method of Laroche and Prescott [5], (e) deconvolution after applying the method of Gunturk et al. [7], and (f) our method.

TABLE 1: Out-of-focus deblurring Δ_{SNR} (dB).

Original image	Bilinear	Laroche and Prescott [5]	Gunturk et al. [7]	Our method
Figure 4(a) ^R	18.1	18.0	19.6	21.5
Figure 4(a) ^G	16.7	17.0	17.4	19.4
Figure 4(a) ^B	16.4	17.4	18.1	19.9
Figure 4(b) ^R	20.9	20.8	22.8	24.7
Figure 4(b) ^G	20.6	20.8	21.1	23.5
Figure 4(b) ^B	20.8	22.1	22.2	24.5
Figure 4(c) ^R	19.6	18.8	21.8	24.6
Figure 4(c) ^G	18.8	19.1	19.6	22.3
Figure 4(c) ^B	17.2	18.4	19.7	21.8
Figure 4(d) ^R	18.4	18.0	18.2	22.3
Figure 4(d) ^G	17.0	17.1	17.6	20.3
Figure 4(d) ^B	16.9	18.2	18.3	20.9
Figure 5(a) ^R	21.2	21.8	24.9	25.4
Figure 5(a) ^G	20.6	22.4	23.1	23.3
Figure 5(a) ^B	19.8	23.1	23.4	23.3
Figure 5(b) ^R	21.2	23.3	25.1	25.5
Figure 5(b) ^G	21.5	23.2	23.9	24.0
Figure 5(b) ^B	21.9	25.2	25.8	25.1
Figure 5(c) ^R	22.3	21.8	23.4	26.2
Figure 5(c) ^G	22.8	21.8	21.9	25.4
Figure 5(c) ^B	22.2	23.3	23.6	27.2
Figure 5(d) ^R	18.7	19.8	22.2	24.5
Figure 5(d) ^G	18.9	20.2	21.0	23.1
Figure 5(d) ^B	18.5	21.4	22.2	24.4

TABLE 2: Out-of-focus deblurring ΔE_{ab}^* .

Original image	Bilinear	Laroche and Prescott [5]	Gunturk et al. [7]	Our method
Figure 4(a)	3.0	3.5	2.8	2.2
Figure 4(b)	1.9	2.4	2.0	1.4
Figure 4(c)	3.3	3.8	2.9	2.2
Figure 4(d)	3.2	3.7	3.2	2.6
Figure 5(a)	2.4	2.3	1.6	1.4
Figure 5(b)	4.5	5.3	5.2	3.6
Figure 5(c)	1.6	2.9	2.9	1.1
Figure 5(d)	8.1	13.4	14.7	7.4

Figure 8 shows the image of Figure 4(a) and its blurred observation, just before the application of the Bayer pattern. Figure 8 shows also the reconstruction obtained by bilinear interpolation followed by deconvolution, and deconvolutions of the results of demosaicing the blurred image with the methods proposed by Laroche and Prescott [5] and Gunturk et al. [7]. Figure 8(f) shows the result obtained with the application of Algorithm 2. Figure 8 shows how demosaicing may introduce the undesirable effects that blurring had cancelled. This fact is more noticeable for bilinear interpolation but remains in the Laroche and Prescott method [5]. The method of [7] is very efficient in demosaicing, but our method gives better results in demosaicing while recovering

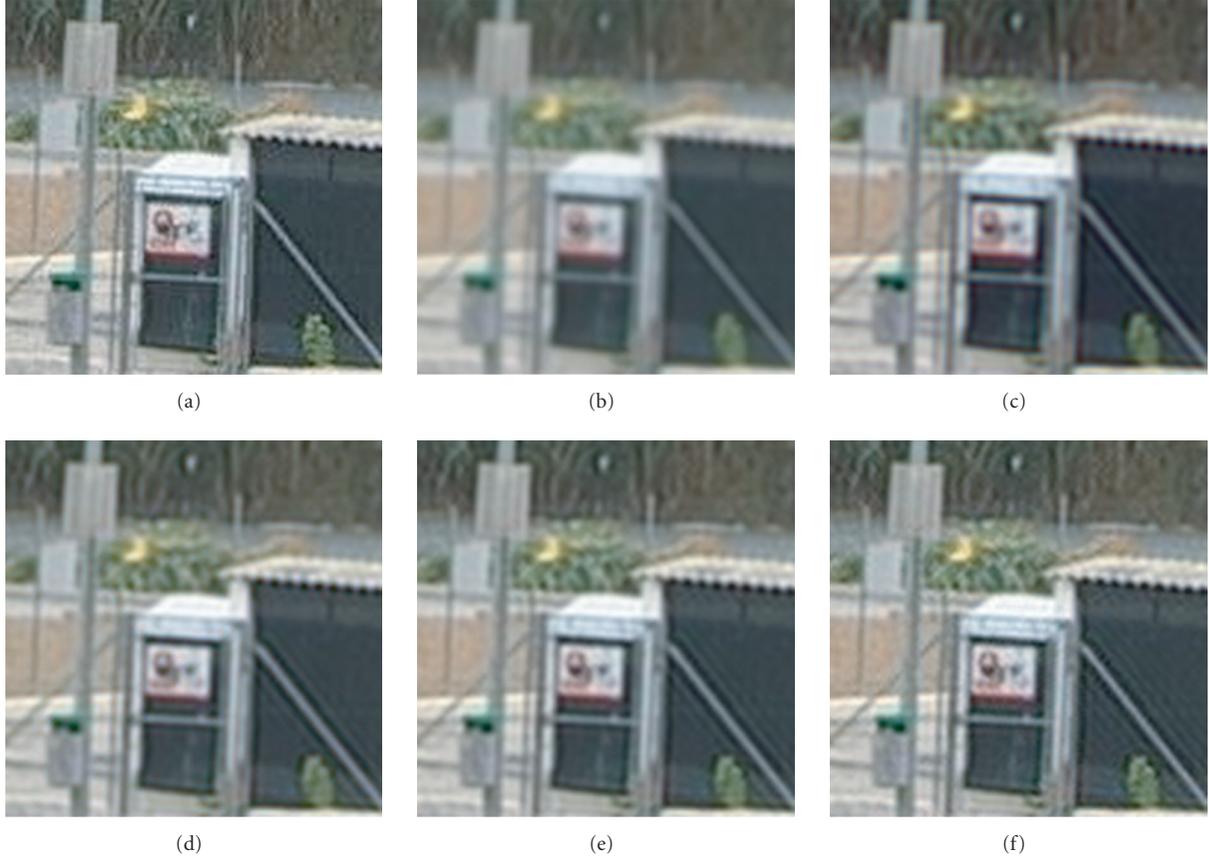


FIGURE 9: (a) Details of the original image of Figure 5(a), (b) out-of-focus image, (c) deconvolution after applying bilinear reconstruction, (d) deconvolution after applying the method of Laroche and Prescott [5], (e) deconvolution after applying the method of Gunturk et al. [7], and (f) our method.

TABLE 3: Motion deblurring Δ_{SNR} (dB).

Original image	Bilinear	Laroche and Prescott [5]	Gunturk et al. [7]	Our method
Figure 4(a) ^R	18.1	17.1	17.9	22.8
Figure 4(a) ^G	18.4	15.8	15.6	21.1
Figure 4(a) ^B	16.3	16.4	16.7	21.2
Figure 4(b) ^R	21.0	19.1	19.9	26.4
Figure 4(b) ^G	22.6	19.0	18.6	25.6
Figure 4(b) ^B	21.0	19.8	19.8	26.3
Figure 4(c) ^R	20.1	17.0	19.4	27.0
Figure 4(c) ^G	21.1	17.4	17.3	25.3
Figure 4(c) ^B	17.5	17.3	18.0	23.8
Figure 4(d) ^R	19.0	16.9	17.4	24.9
Figure 4(d) ^G	19.3	16.1	15.7	23.6
Figure 4(d) ^B	17.0	16.9	16.8	24.0
Figure 5(a) ^R	21.0	19.7	22.6	25.6
Figure 5(a) ^G	21.7	20.6	20.7	23.8
Figure 5(a) ^B	19.6	21.5	21.5	24.0
Figure 5(b) ^R	20.7	21.4	22.6	24.6
Figure 5(b) ^G	22.0	21.0	21.1	23.5
Figure 5(b) ^B	21.4	22.6	22.8	24.6
Figure 5(c) ^R	21.6	20.3	23.4	23.7
Figure 5(c) ^G	22.4	22.0	21.8	22.7
Figure 5(c) ^B	21.4	23.2	23.3	23.8
Figure 5(d) ^R	18.2	17.5	20.3	23.3
Figure 5(d) ^G	19.9	18.8	18.7	21.9
Figure 5(d) ^B	18.0	20.2	20.2	22.9

TABLE 4: Motion deblurring ΔE_{ab}^* .

Original image	Bilinear	Laroche and Prescott [5]	Gunturk et al. [7]	Our method
Figure 4(a)	3.7	4.2	3.1	1.9
Figure 4(b)	2.3	3.0	2.4	1.2
Figure 4(c)	3.8	4.0	3.2	1.9
Figure 4(d)	3.7	4.9	4.5	2.1
Figure 5(a)	3.0	3.4	1.8	1.3
Figure 5(b)	4.9	6.1	6.0	3.3
Figure 5(c)	1.8	2.4	1.6	1.4
Figure 5(d)	8.8	13.2	13.8	6.9

the information lost with blurring, probably at the cost of a light aliasing effect.

Table 1 compares, in terms of Δ_{SNR} , the results obtained by deconvolved bilinear interpolation and by the above-mentioned methods to deconvolve single-CCD observed color images. Table 2 compares the results obtained in terms of ΔE_{ab}^* color differences. Figure 9 shows details corresponding to the reconstruction of Figure 5(a), and Figure 10 shows the reconstructions corresponding to Figure 5(c). It can be observed that in all cases, the proposed method produces better reconstructions both in terms of perceptual quality ΔE_{ab}^* and Δ_{SNR}^c values. Figure 11 shows the convergence rate of Algorithm 2 in the reconstruction of an image from the first set (see Figure 4(a)).

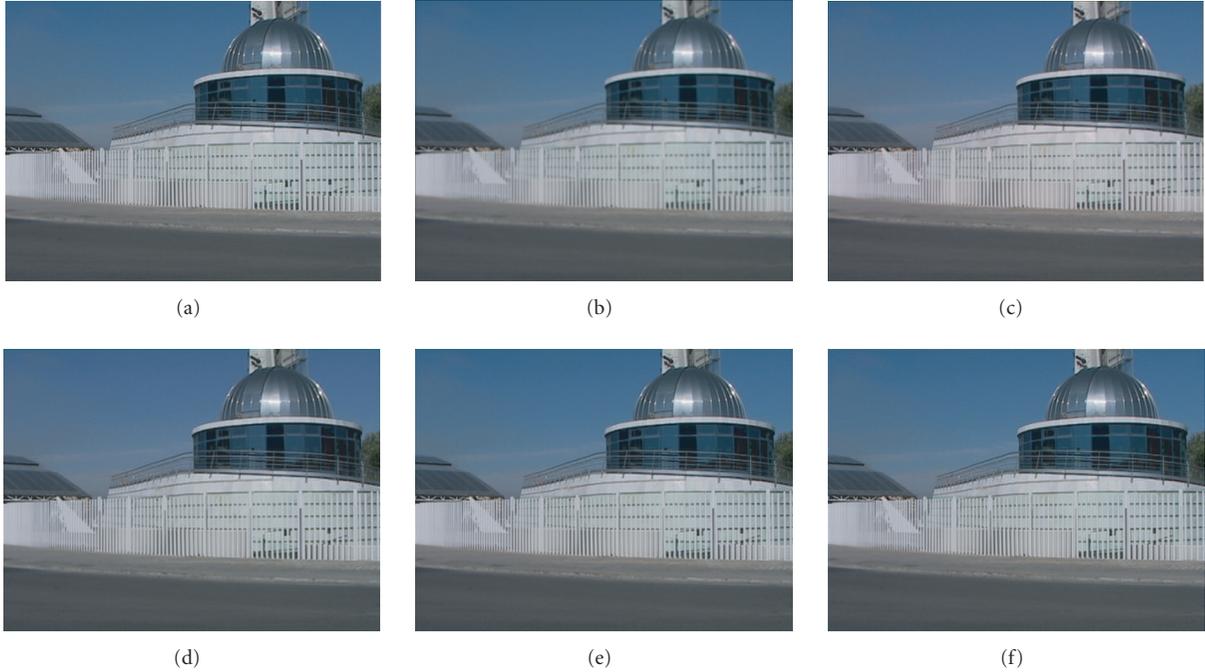


FIGURE 10: (a) Original image of Figure 5(c), (b) out-of-focus image, (c) deconvolution after applying bilinear reconstruction, (d) deconvolution after applying the method of Laroche and Prescott [5], (e) deconvolution after applying the method of Gunturk et al. [7], and (f) our method.

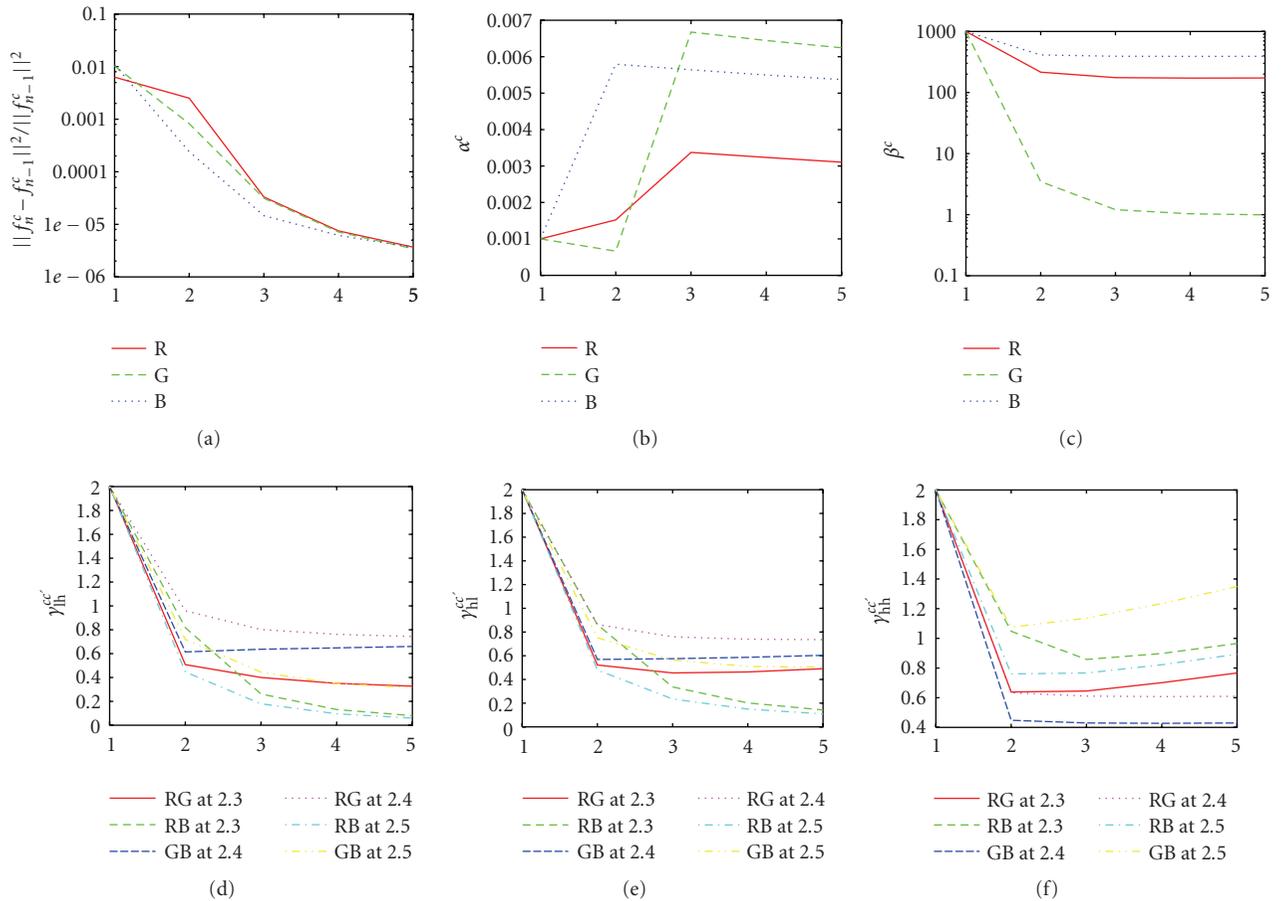


FIGURE 11: Several plots (a) convergence rate, (b) α^c , (c) β^c , (d) $\gamma_{lh}^{cc'}$, (e) $\gamma_{hl}^{cc'}$, and (f) $\gamma_{hh}^{cc'}$ versus iterations corresponding to the application of Algorithm 2 to the reconstruction of the image of Figure 4(a), for out-of-focus blurring.

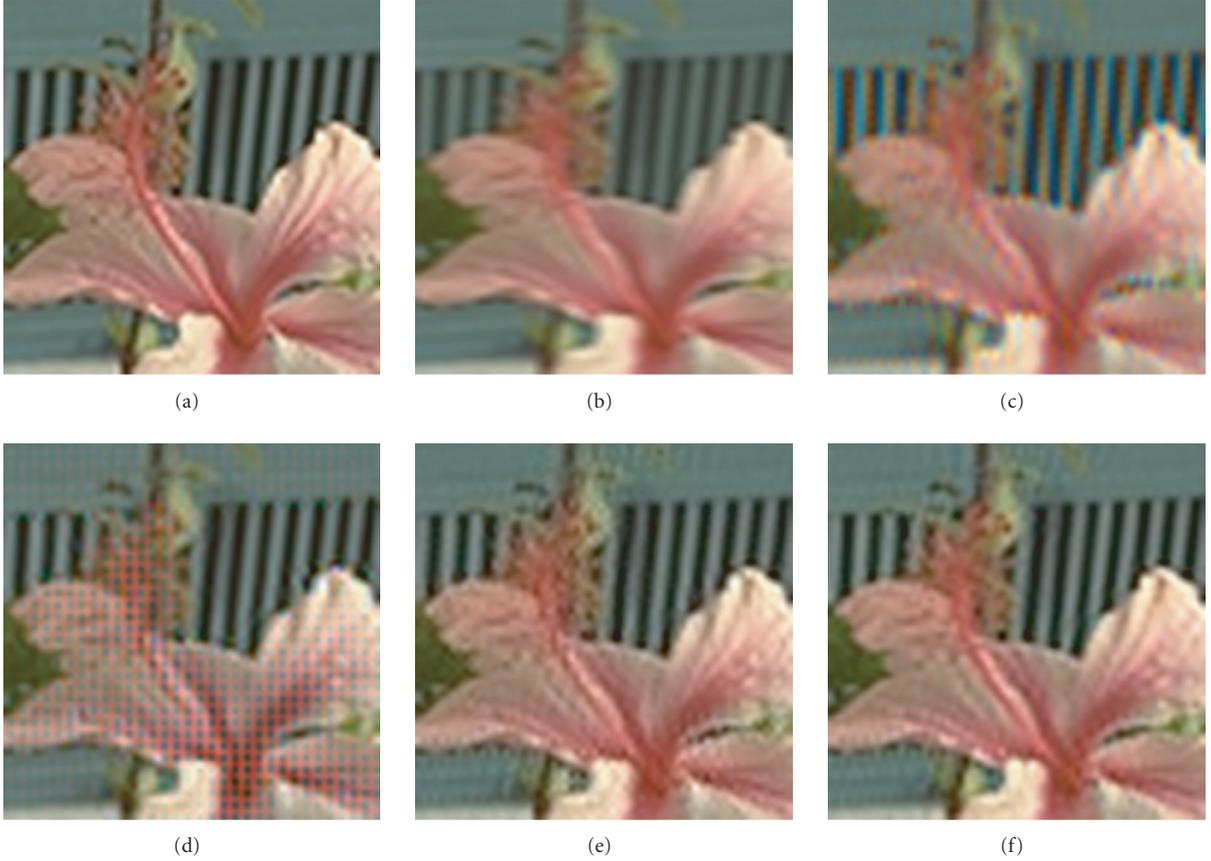


FIGURE 12: (a) Details of the original image of Figure 4(c), (b) image blurred with horizontal motion, (c) deconvolution after applying bilinear reconstruction, (d) deconvolution after applying the method of Laroche and Prescott [5], (e) deconvolution after applying the method of Gunturk et al. [7], and (f) our method.

In the second experiment, we investigated the behavior of our method under motion blur. The blurring function used is given by

$$h(x, y) = \begin{cases} \frac{1}{L} & \text{if } (0 \leq x < L), (y = 0), \\ 0 & \text{otherwise,} \end{cases} \quad (27)$$

L is the displacement by the horizontal motion. A displacement of $L = 3$ pixels was used. A Bayer pattern was also applied to the images, as in the first experiment.

Table 3 compares the $\Delta_{\text{SNR}}^{\xi}$ values obtained by the above mentioned methods to deconvolve single-CCD observed color images for the different images under consideration. Table 4 compares the results obtained in terms of ΔE_{ab}^* color differences. Figures 12 and 13 show details of the images of Figures 4(d) and 5(b), respectively, their observations, and their corresponding restorations. Algorithm 2 obtains, in this case again, better reconstructions than deconvolved bilinear interpolation and the methods in [5] and [7], based on visual examination, and in the numeric values in Tables 3 and 4.

In all experiments, the proposed Algorithm 2 was run using as initial image estimates bilinearly interpolated images, and the initial values $\alpha^{c(0)} = 0.001$, $\beta^{c(0)} = 1000.0$,

and $\gamma_{uv}^{cc'(0)} = 2.0$ (for all $uv \in \mathcal{HB}$ and $c' \neq c$) for all $c \in \{R, G, B\}$. The convergence criterion utilized was

$$\frac{\|\mathbf{f}^c(k+1) - \mathbf{f}^c(k)\|^2}{\|\mathbf{f}^c(k)\|^2} \leq \epsilon, \quad (28)$$

with values for ϵ between 10^{-5} and 10^{-7} .

It has been very helpful for the elaboration of this experimental section the description in [2] of the method in [5], and the code for the method in [7] accessible in [30].

6. CONCLUSIONS

In this paper, the deconvolution problem of color images acquired with a single sensor has been formulated from a super-resolution point of view. A new method for estimating both the reconstructed color images and the model parameters, within the Bayesian framework, was obtained. Based on the presented experimental results, the new method outperforms the application of deconvolution techniques to well-established demosaicing methods.

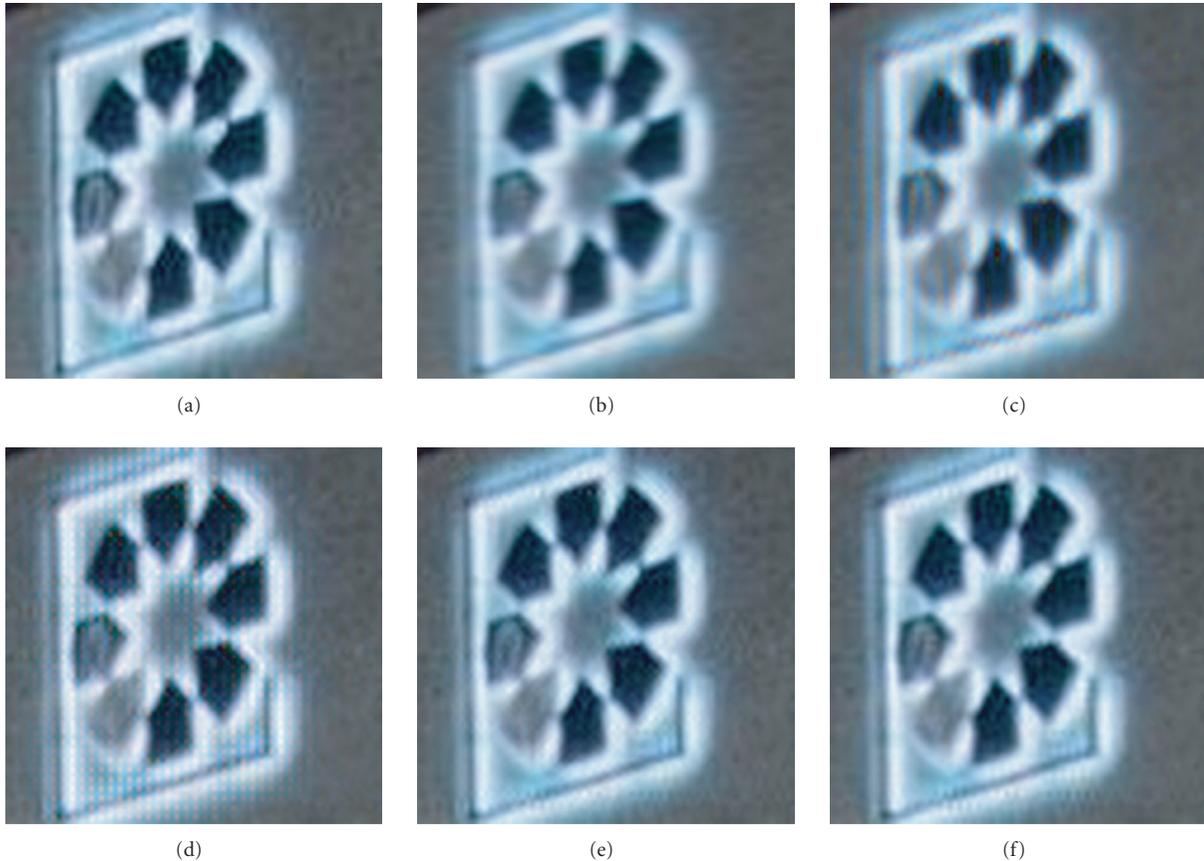


FIGURE 13: (a) Details of the original image of Figure 5(b), (b) image blurred with horizontal motion, (c) deconvolution after applying bilinear reconstruction, (d) deconvolution after applying the method of Laroche and Prescott [5], (e) deconvolution after applying the method of Gunturk et al. [7], and (f) our method.

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Special Issue on Transforming Signal Processing Applications into Parallel Implementations

Call for Papers

There is an increasing need to develop efficient “system-level” models, methods, and tools to support designers to quickly transform signal processing application specification to heterogeneous hardware and software architectures such as arrays of DSPs, heterogeneous platforms involving microprocessors, DSPs and FPGAs, and other evolving multiprocessor SoC architectures. Typically, the design process involves aspects of application and architecture modeling as well as transformations to translate the application models to architecture models for subsequent performance analysis and design space exploration. Accurate predictions are indispensable because next generation signal processing applications, for example, audio, video, and array signal processing impose high throughput, real-time and energy constraints that can no longer be served by a single DSP.

There are a number of key issues in transforming application models into parallel implementations that are not addressed in current approaches. These are engineering the application specification, transforming application specification, or representation of the architecture specification as well as communication models such as data transfer and synchronization primitives in both models.

The purpose of this call for papers is to address approaches that include application transformations in the performance, analysis, and design space exploration efforts when taking signal processing applications to concurrent and parallel implementations. The Guest Editors are soliciting contributions in joint application and architecture space exploration that outperform the current architecture-only design space exploration methods and tools.

Topics of interest for this special issue include but are not limited to:

- modeling applications in terms of (abstract) control-dataflow graph, dataflow graph, and process network models of computation (MoC)
- transforming application models or algorithmic engineering
- transforming application MoCs to architecture MoCs
- joint application and architecture space exploration

- joint application and architecture performance analysis
- extending the concept of algorithmic engineering to architecture engineering
- design cases and applications mapped on multiprocessor, homogeneous, or heterogeneous SOCs, showing joint optimization of application and architecture

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Special Issue on Video Adaptation for Heterogeneous Environments

Call for Papers

The explosive growth of compressed video streams and repositories accessible worldwide, the recent addition of new video-related standards such as H.264/AVC, MPEG-7, and MPEG-21, and the ever-increasing prevalence of heterogeneous, video-enabled terminals such as computer, TV, mobile phones, and personal digital assistants have escalated the need for efficient and effective techniques for adapting compressed videos to better suit the different capabilities, constraints, and requirements of various transmission networks, applications, and end users. For instance, Universal Multimedia Access (UMA) advocates the provision and adaptation of the same multimedia content for different networks, terminals, and user preferences.

Video adaptation is an emerging field that offers a rich body of knowledge and techniques for handling the huge variation of resource constraints (e.g., bandwidth, display capability, processing speed, and power consumption) and the large diversity of user tasks in pervasive media applications. Considerable amounts of research and development activities in industry and academia have been devoted to answering the many challenges in making better use of video content across systems and applications of various kinds.

Video adaptation may apply to individual or multiple video streams and may call for different means depending on the objectives and requirements of adaptation. Transcoding, transmoding (cross-modality transcoding), scalable content representation, content abstraction and summarization are popular means for video adaptation. In addition, video content analysis and understanding, including low-level feature analysis and high-level semantics understanding, play an important role in video adaptation as essential video content can be better preserved.

The aim of this special issue is to present state-of-the-art developments in this flourishing and important research field. Contributions in theoretical study, architecture design, performance analysis, complexity reduction, and real-world applications are all welcome.

Topics of interest include (but are not limited to):

- Heterogeneous video transcoding
- Scalable video coding
- Dynamic bitstream switching for video adaptation

- Signal, structural, and semantic-level video adaptation
- Content analysis and understanding for video adaptation
- Video summarization and abstraction
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- Crossmedia techniques for video adaptation
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Special Issue on Knowledge-Assisted Media Analysis for Interactive Multimedia Applications

Call for Papers

It is broadly acknowledged that the development of enabling technologies for new forms of interactive multimedia services requires a targeted confluence of knowledge, semantics, and low-level media processing. The convergence of these areas is key to many applications including interactive TV, networked medical imaging, vision-based surveillance and multimedia visualization, navigation, search, and retrieval. The latter is a crucial application since the exponential growth of audiovisual data, along with the critical lack of tools to record the data in a well-structured form, is rendering useless vast portions of available content. To overcome this problem, there is need for technology that is able to produce accurate levels of abstraction in order to annotate and retrieve content using queries that are natural to humans. Such technology will help narrow the gap between low-level features or content descriptors that can be computed automatically, and the richness and subjectivity of semantics in user queries and high-level human interpretations of audiovisual media.

This special issue focuses on truly integrative research targeting of what can be disparate disciplines including image processing, knowledge engineering, information retrieval, semantic, analysis, and artificial intelligence. High-quality and novel contributions addressing theoretical and practical aspects are solicited. Specifically, the following topics are of interest:

- Semantics-based multimedia analysis
- Context-based multimedia mining
- Intelligent exploitation of user relevance feedback
- Knowledge acquisition from multimedia contents
- Semantics based interaction with multimedia
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Special Issue on Super-resolution Enhancement of Digital Video

Call for Papers

When designing a system for image acquisition, there is generally a desire for high spatial resolution and a wide field-of-view. To achieve this, a camera system must typically employ small f-number optics. This produces an image with very high spatial-frequency bandwidth at the focal plane. To avoid aliasing caused by undersampling, the corresponding focal plane array (FPA) must be sufficiently dense. However, cost and fabrication complexities may make this impractical. More fundamentally, smaller detectors capture fewer photons, which can lead to potentially severe noise levels in the acquired imagery. Considering these factors, one may choose to accept a certain level of undersampling or to sacrifice some optical resolution and/or field-of-view.

In image super-resolution (SR), postprocessing is used to obtain images with resolutions that go beyond the conventional limits of the uncompensated imaging system. In some systems, the primary limiting factor is the optical resolution of the image in the focal plane as defined by the cut-off frequency of the optics. We use the term “optical SR” to refer to SR methods that aim to create an image with valid spatial-frequency content that goes beyond the cut-off frequency of the optics. Such techniques typically must rely on extensive a priori information. In other image acquisition systems, the limiting factor may be the density of the FPA, subsequent postprocessing requirements, or transmission bitrate constraints that require data compression. We refer to the process of overcoming the limitations of the FPA in order to obtain the full resolution afforded by the selected optics as “detector SR.” Note that some methods may seek to perform both optical and detector SR.

Detector SR algorithms generally process a set of low-resolution aliased frames from a video sequence to produce a high-resolution frame. When subpixel relative motion is present between the objects in the scene and the detector array, a unique set of scene samples are acquired for each frame. This provides the mechanism for effectively increasing the spatial sampling rate of the imaging system without reducing the physical size of the detectors.

With increasing interest in surveillance and the proliferation of digital imaging and video, SR has become a rapidly growing field. Recent advances in SR include innovative algorithms, generalized methods, real-time implementations,

and novel applications. The purpose of this special issue is to present leading research and development in the area of super-resolution for digital video. Topics of interest for this special issue include but are not limited to:

- Detector and optical SR algorithms for video
- Real-time or near-real-time SR implementations
- Innovative color SR processing
- Novel SR applications such as improved object detection, recognition, and tracking
- Super-resolution from compressed video
- Subpixel image registration and optical flow

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Special Issue on

Advanced Signal Processing and Computational Intelligence Techniques for Power Line Communications

Call for Papers

In recent years, increased demand for fast Internet access and new multimedia services, the development of new and feasible signal processing techniques associated with faster and low-cost digital signal processors, as well as the deregulation of the telecommunications market have placed major emphasis on the value of investigating hostile media, such as powerline (PL) channels for high-rate data transmissions.

Nowadays, some companies are offering powerline communications (PLC) modems with mean and peak bit-rates around 100 Mbps and 200 Mbps, respectively. However, advanced broadband powerline communications (BPLC) modems will surpass this performance. For accomplishing it, some special schemes or solutions for coping with the following issues should be addressed: (i) considerable differences between powerline network topologies; (ii) hostile properties of PL channels, such as attenuation proportional to high frequencies and long distances, high-power impulse noise occurrences, time-varying behavior, and strong inter-symbol interference (ISI) effects; (iv) electromagnetic compatibility with other well-established communication systems working in the same spectrum, (v) climatic conditions in different parts of the world; (vii) reliability and QoS guarantee for video and voice transmissions; and (vi) different demands and needs from developed, developing, and poor countries.

These issues can lead to exciting research frontiers with very promising results if signal processing, digital communication, and computational intelligence techniques are effectively and efficiently combined.

The goal of this special issue is to introduce signal processing, digital communication, and computational intelligence tools either individually or in combined form for advancing reliable and powerful future generations of powerline communication solutions that can be suited with for applications in developed, developing, and poor countries.

Topics of interest include (but are not limited to)

- Multicarrier, spread spectrum, and single carrier techniques
- Channel modeling

- Channel coding and equalization techniques
- Multiuser detection and multiple access techniques
- Synchronization techniques
- Impulse noise cancellation techniques
- FPGA, ASIC, and DSP implementation issues of PLC modems
- Error resilience, error concealment, and Joint source-channel design methods for video transmission through PL channels

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Special Issue on Numerical Linear Algebra in Signal Processing Applications

Call for Papers

The cross-fertilization between numerical linear algebra and digital signal processing has been very fruitful in the last decades. The interaction between them has been growing, leading to many new algorithms.

Numerical linear algebra tools, such as eigenvalue and singular value decomposition and their higher-extension, least squares, total least squares, recursive least squares, regularization, orthogonality, and projections, are the kernels of powerful and numerically robust algorithms.

The goal of this special issue is to present new efficient and reliable numerical linear algebra tools for signal processing applications. Areas and topics of interest for this special issue include (but are not limited to):

- Singular value and eigenvalue decompositions, including applications.
- Fourier, Toeplitz, Cauchy, Vandermonde and semi-separable matrices, including special algorithms and architectures.
- Recursive least squares in digital signal processing.
- Updating and downdating techniques in linear algebra and signal processing.
- Stability and sensitivity analysis of special recursive least-squares problems.
- Numerical linear algebra in:
 - Biomedical signal processing applications.
 - Adaptive filters.
 - Remote sensing.
 - Acoustic echo cancellation.
 - Blind signal separation and multiuser detection.
 - Multidimensional harmonic retrieval and direction-of-arrival estimation.
 - Applications in wireless communications.
 - Applications in pattern analysis and statistical modeling.
 - Sensor array processing.

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Special Issue on

Wavelets in Source Coding, Communications, and Networks

Call for Papers

Wavelet transforms are arguably the most powerful, and most widely-used, tool to arise in the field of signal processing in the last several decades. Their inherent capacity for multiresolution representation akin to the operation of the human visual system motivated a quick adoption and widespread use of wavelets in image-processing applications. Indeed, wavelet-based algorithms have dominated image compression for over a decade, and wavelet-based source coding is now emerging in other domains. For example, recent wavelet-based video coders exploit techniques such as motion-compensated temporal filtering to yield effective video compression with full temporal, spatial, and fidelity scalability. Additionally, wavelets are increasingly used in the source coding of remote-sensing, satellite, and other geospatial imagery. Furthermore, wavelets are starting to be deployed beyond the source-coding realm with increasing interest in robust communication of images and video over both wired and wireless networks. In particular, wavelets have been recently proposed for joint source-channel coding and multiple-description coding. This special issue will explore these and other latest advances in the theory and application of wavelets.

Specifically, this special issue will gather high-quality, original contributions on all aspects of the application of wavelets and wavelet theory to source coding, communications, and network transmission of images and video. Topics of interest include (but are not limited to) the theory and applications of wavelets in:

- Scalable image and video coding
- Motion-compensated temporal filtering
- Source coding of images and video via frames and overcomplete representations
- Geometric and adaptive multiresolution image and video representations
- Multiple-description coding of images and video
- Joint source-channel coding of images and video
- Distributed source coding of images and video
- Robust coding of images and video for wired and wireless packet networks

- Network adaption and transcoding of images and video
- Coding and communication of images and video in sensor networks

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