

# **Wavelet Denoising and Speech Enhancement**

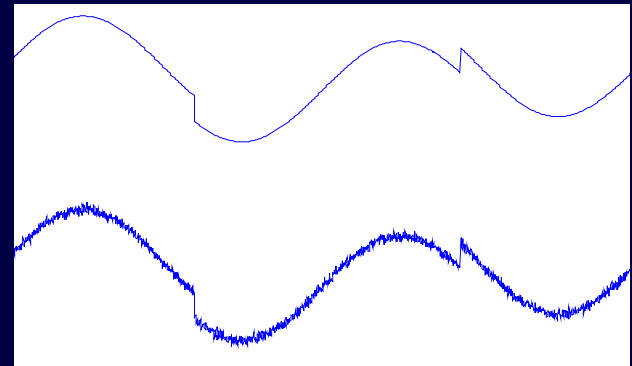
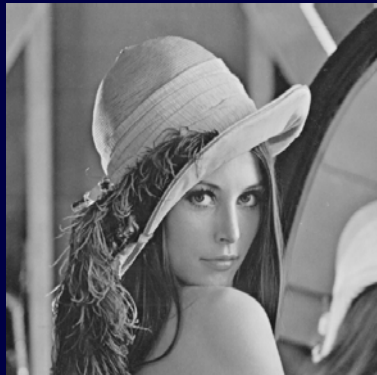
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Nash Borges

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# Motivation

- Signals and Images are often corrupted by noise
  - thermal channel noise, background noise, etc
- Follow on algorithms (classifiers, compression) work best on clean data



# Thresholding

- Signals of interest (images, speech, etc) have redundancy which results in sparse wavelet coefficients
- AWGN has no such redundancy and therefore is not compressible
  - Noisy samples result in noisy wavelet coefficients
- Properly thresholding the wavelet coefficients of a signal corrupted by noise can remove the noise and preserve the signal

# Noise Estimation

- Most denoising algorithms require an estimate of the noise variance
- For images, we can estimate the noise level from the highpass coefficients
- If you assume the noise is Gaussian, the robust median estimate applies asymptotically:

$$\sigma = \frac{\text{median}(|HH_1|)}{0.6745}$$

# Thresholding Algorithms

- VisuShrink
  - D. L. Donoho, I. M. Johnstone, G. Kerkyacharian, and D. Picard, “Wavelet shrinkage: Asymptopia?” *Journal of the Royal Statistics Society, Series B*, vol. 57, pp. 301-369, 1995.
- SureShrink
  - D. L. Donoho, and I. M. Johnstone, “Adapting to unknown smoothness via wavelet shrinkage.” *J. Am. Statist. Ass.*, vol. 90, no. 432, pp 1200-1224, 1995.
- BayesShrink
  - G. Chang, B. Yu and M. Vetterli “Adaptive Wavelet Thresholding for Image Denoising and Compression.” *IEEE Trans of Image Processing*, vol. 9, no. 9, pp1532-1546, 2000.

# VisuShrink

- Minimizes the probability that any noise sample will exceed the threshold
- Given a sequence of Gaussian random variables, the expected value of the maximum increases with the length of the signal

$$\lambda_{\text{UNIV}} = \sigma \sqrt{2 \log N}$$

- Same threshold applied to all decomposition levels

# SureShrink

- Stein's unbiased risk estimate (SURE)
- For each subband, find the threshold:

$$\lambda_{\text{SURE}} = \arg \min_{0 \leq \lambda \leq \sqrt{\log d}} \text{SURE}(\lambda; \mathbf{x})$$

which minimizes the risk:

$$\text{SURE}(\lambda; \mathbf{x}) = d - 2 \#(i : |\mathbf{x}_i| \leq \lambda) + \sum_{i=1}^d \min(|\mathbf{x}_i|, \lambda)^2$$

# BayesShrink

- Assuming generalized Gaussians, for each subband find the threshold

$$\lambda_{\text{BAYES}} = \frac{\hat{\sigma}_{\text{noise}}^2}{\hat{\sigma}_{\text{signal}}}$$

that minimizes the Bayesian risk

$$r(\lambda) = \mathbb{E}(\hat{X} - X)^2 = \mathbb{E}_X \mathbb{E}_{Y|X}(\hat{X} - X)^2$$

- Nearly optimal and independent of shaping parameter  $\beta$

Does not threshold the  $LL_n$  coefficients

# BayesShrink

- Assuming no signal in  $HH_1$ , estimate the noise variance from these coefficients

– Given the model and assuming GGD,

$$Y = \text{signal} + \text{noise} \Rightarrow \sigma_Y^2 = \sigma_{\text{signal}}^2 + \sigma_{\text{noise}}^2$$

for each subband

$$\hat{\sigma}_{\text{signal}} = \sqrt{\max\left(\hat{\sigma}_Y^2 - \hat{\sigma}_{\text{noise}}^2, 0\right)}$$

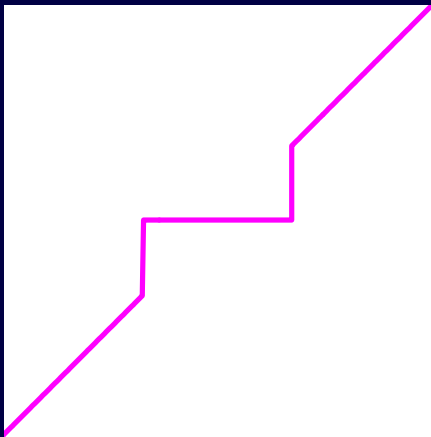
$$\hat{\sigma}_Y^2 = \frac{1}{d} \sum_{i=1}^d Y_i^2$$

$$\hat{\sigma}_{\text{noise}}^2 = \left( \frac{\text{median}(|HH_1|)}{0.6745} \right)^2$$

# Thresholding

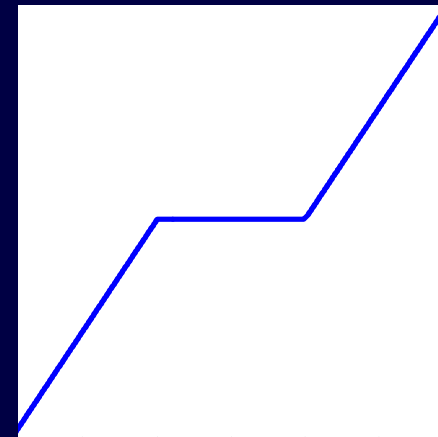
Hard Thresholding

$$W(Y, \lambda) = Y \cdot u(|Y| - \lambda)$$



Soft Thresholding

$$W(Y, \lambda) = \text{sign}(Y) \max(0, |Y| - \lambda)$$

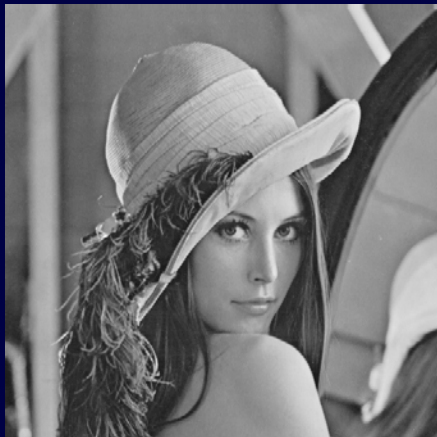


# Image Denoising Example

VisuShrink

SureShrink

BayesShrink



Original

Hard



17.2 dB



15.9 dB



17.2 dB

Soft



Noisy (4.3 dB)



12.2 dB



19.2 dB



19.2 dB

# 1D Results

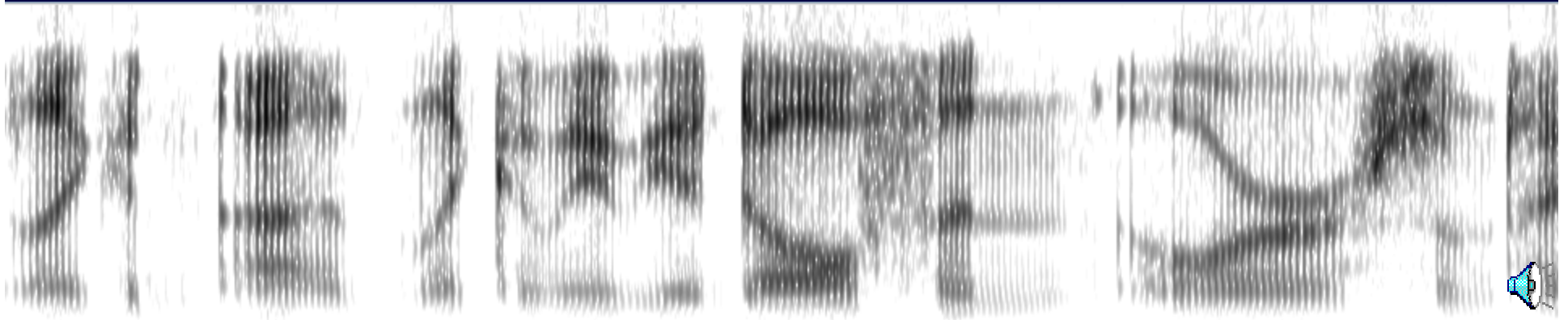
SNRs		VisuShrink		SureShrink		BayesShrink	
	Noisy Signal	Hard	Soft	Hard	Soft	Hard	Soft
blocks							
var = 0.001	23.4	28.8	21.2	25.7	<b>29.0</b>	24.1	27.5
var = 0.01	13.4	19.0	12.9	16.9	<b>20.4</b>	17.8	20.1
var = 0.1	3.4	10.3	5.6	10.2	<b>13.1</b>	11.7	<b>13.1</b>
bumps							
var = 0.001	13.0	18.7	13.7	16.4	<b>20.0</b>	16.3	18.7
var = 0.01	3.0	10.7	6.9	8.6	<b>12.1</b>	9.2	11.2
var = 0.1	-7.0	3.2	1.5	1.2	<b>5.3</b>	2.1	3.4
heavisine							
var = 0.001	24.1	32.8	23.5	30.0	<b>33.8</b>	31.0	33.1
var = 0.01	14.1	23.2	14.1	21.7	24.8	24.1	<b>24.9</b>
var = 0.1	4.1	10.9	5.3	12.3	15.5	15.1	<b>15.7</b>
doppler							
var = 0.001	25.3	32.3	23.8	29.7	<b>32.6</b>	28.5	30.8
var = 0.01	15.3	22.9	14.7	20.7	<b>23.8</b>	20.8	23.0
var = 0.1	5.3	12.3	6.0	12.3	<b>15.2</b>	13.4	<b>15.2</b>

# 2D Results

SNRs		VisuShrink		SureShrink		BayesShrink	
	Noisy Signal	Hard	Soft	Hard	Soft	Hard	Soft
lena							
var = 0.001	24.3	25.6	22.7	26.6	<b>28.9</b>	26.8	28.8
var = 0.01	14.3	20.9	18.1	20.7	<b>23.7</b>	21.4	23.6
var = 0.1	4.3	17.2	12.2	15.9	<b>19.2</b>	17.2	<b>19.2</b>
boat							
var = 0.001	24.7	23.5	20.9	26.2	<b>27.6</b>	26.4	27.5
var = 0.01	14.7	19.2	17.0	19.3	<b>22.2</b>	19.8	22.1
var = 0.1	4.7	16.2	12.1	14.5	<b>17.8</b>	15.8	<b>17.8</b>
tank							
var = 0.001	24.2	22.3	20.6	25.3	<b>26.6</b>	25.4	<b>26.6</b>
var = 0.01	14.2	19.6	17.8	19.4	<b>21.9</b>	20.0	<b>21.9</b>
var = 0.1	4.2	18.2	12.4	15.8	18.8	17.2	<b>18.9</b>
aerial							
var = 0.001	27.2	23.8	21.0	27.9	<b>29.2</b>	28.0	<b>29.2</b>
var = 0.01	17.2	19.1	17.2	20.1	<b>22.8</b>	20.7	22.7
var = 0.1	7.2	16.2	13.3	15.1	<b>18.2</b>	16.0	<b>18.2</b>

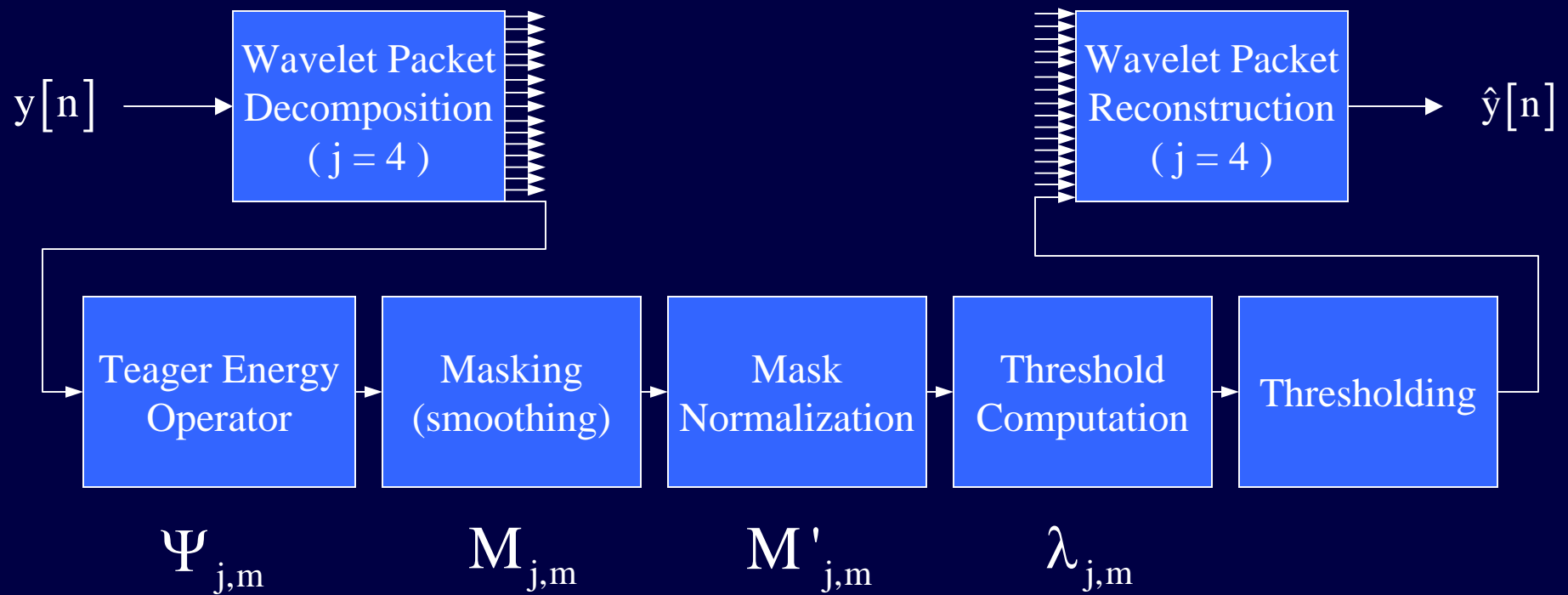
# Speech Enhancement

- Unlike images, band-limited speech occupies most of the frequency range



- Want higher thresholds for noise/silence
- Lower/zero threshold for speech
  - preserve speech quality/intelligibility

# Time-Adapted Thresholding



# Masking Speech

- Teager Energy Operator

$$\Psi_{j,m} = w_{j,m}^2 - w_{j,m-1} \cdot w_{j,m+1}$$

- Smooth TEOs with window

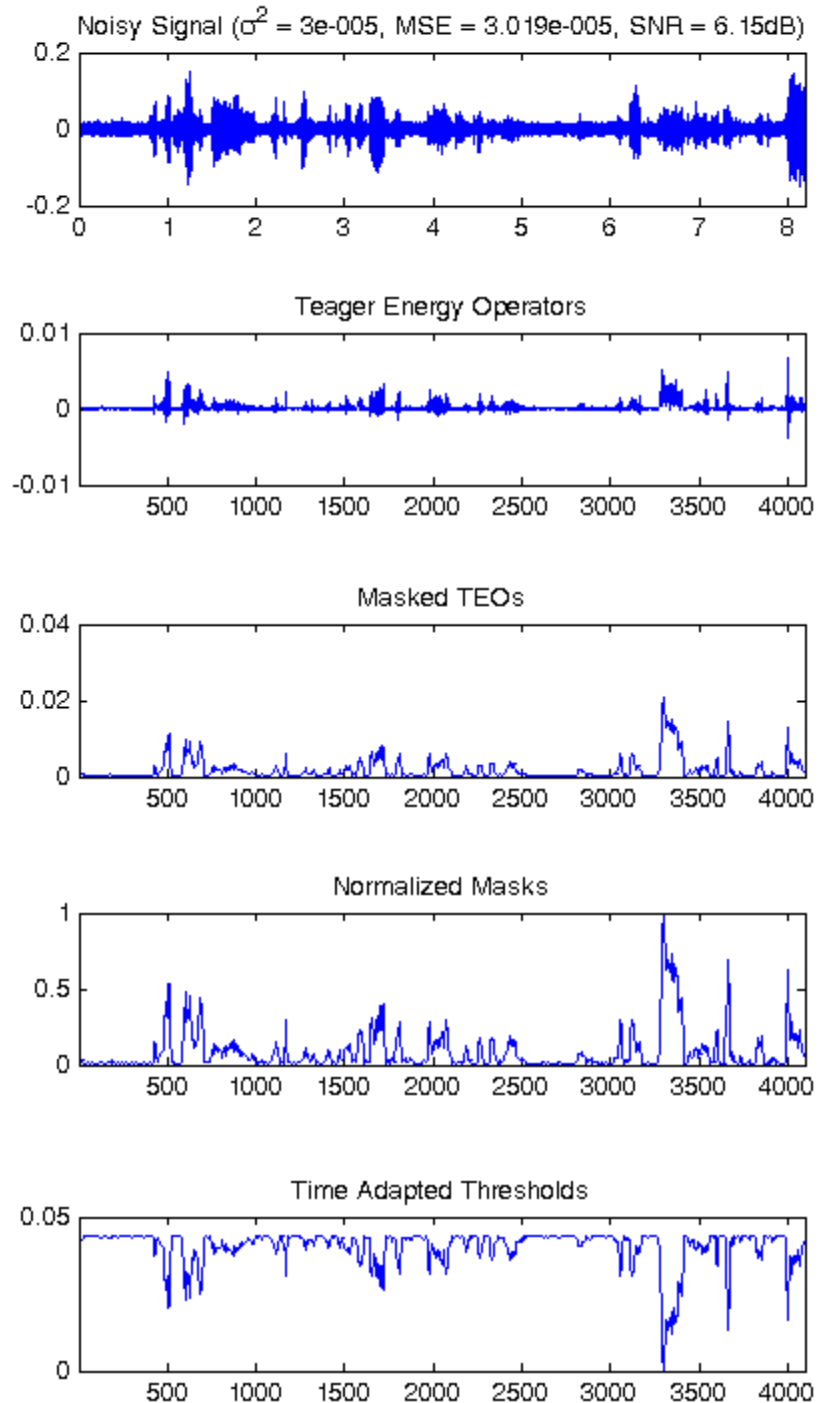
$$M_{j,m} = \Psi_{j,m} * h_j$$

- Normalize smoothed TEOs

$$M'_{j,m} = \frac{M_{j,m}}{\max(M_{j,m})}$$

- Time-Adapted Thresholds

$$\lambda_{j,m} = \lambda_j (1 - M'_{j,m})$$



# Time Adapted Thresholding

- Level-dependent noise estimate

$$\hat{\sigma}_j = \frac{\text{median}(|Y_j - \text{median}(Y_j)|)}{0.6745}$$

- Level-dependent universal threshold

$$\lambda_j = \hat{\sigma}_j \sqrt{2 \log d}$$

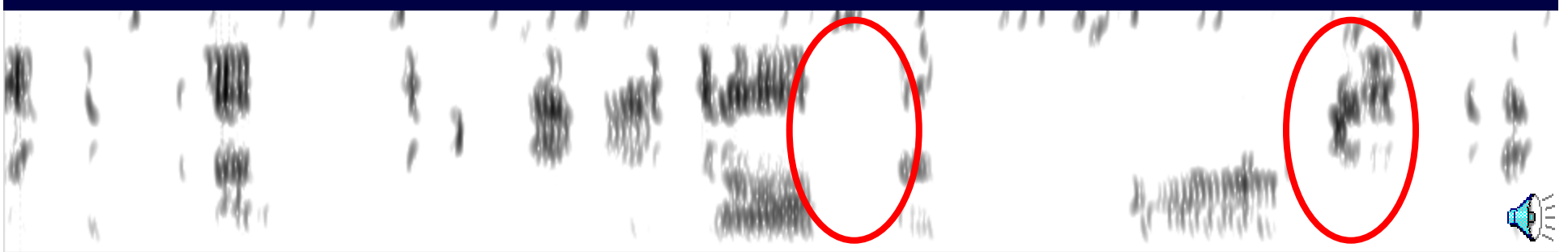
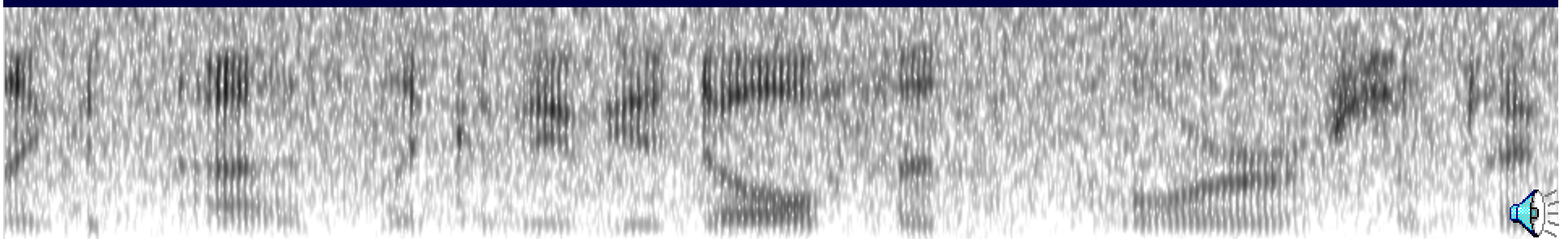
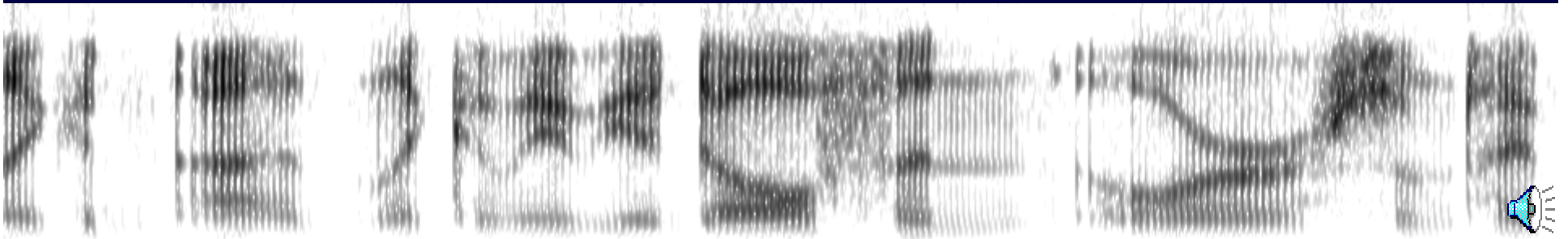
- Time-adapted threshold

$$\lambda_{j,m} = \lambda_j (1 - M'_{j,m})$$

- Soft thresholding, point by point

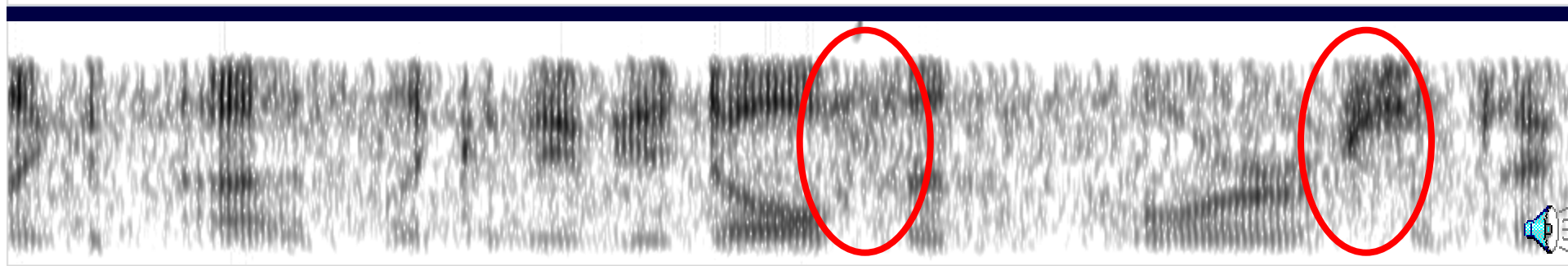
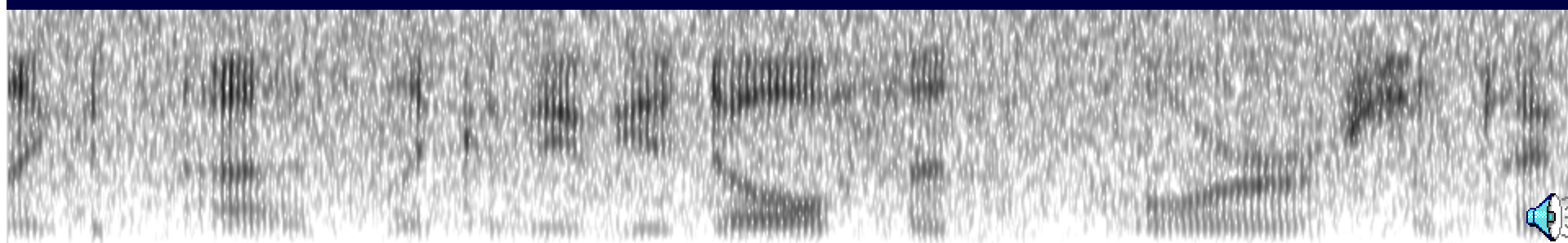
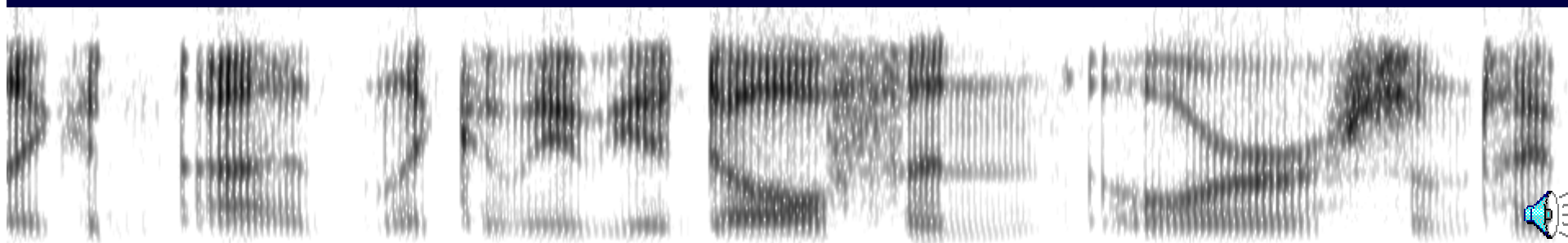
# Distortion Problems

- Universal-based thresholding can be overly aggressive leading to distortions

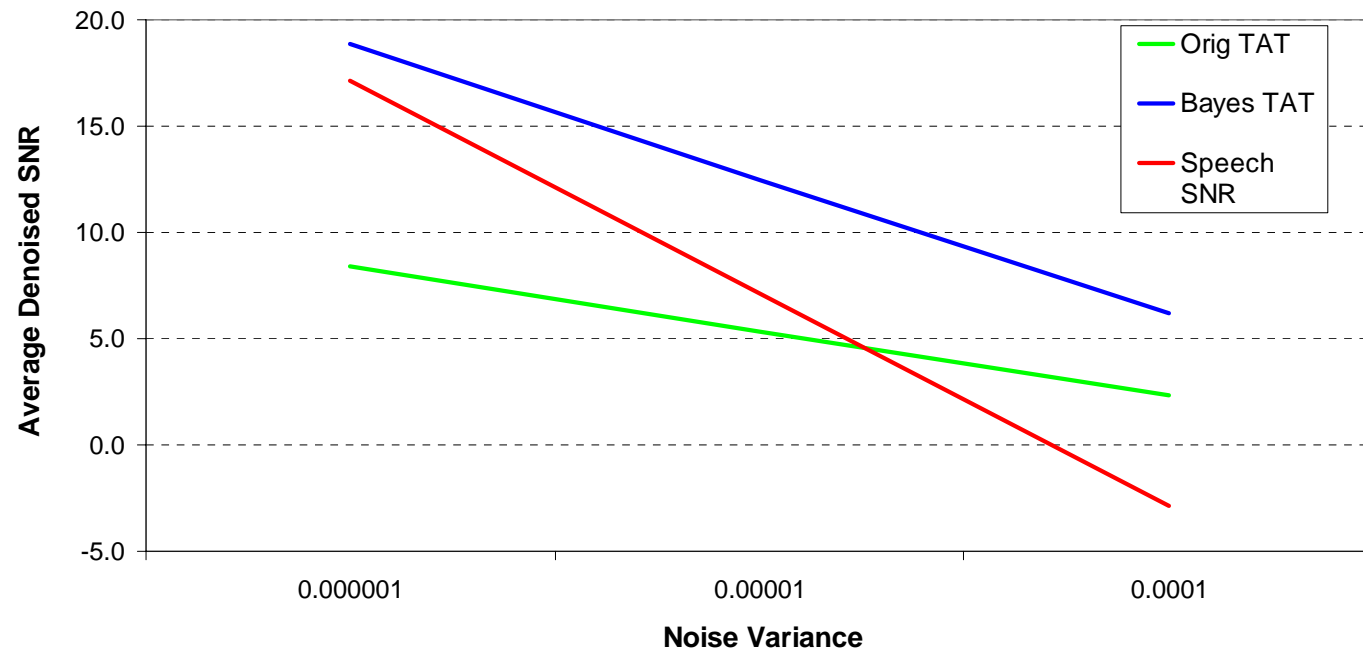


# What about TAT w/ BayesShrink?

- BayesShrink leaves slightly more noise, but preserves speech intelligibility



# Speech Enhancement Results



# Speech Enhancement References

- M. Bahoura and J. Rouat, “Wavelet Speech Enhancement Based on the Teager Energy Operator.” *IEEE Sig. Proc. Letters*, vol. 8, no. 1, pp. 10-12, 2001.
- S. Chen and J. Wang, “Speech Enhancement Using Perceptual Wavelet Packet Decomposition and Teager Energy Operator.” *Journal of VLSI Sig. Proc.*, vol. 32, pp. 125-139, 2004.

Demo

# Avoiding Edge Effects

- Mirror the image/signal before applying DWT since we don't care about compression
- Throw away extra after IDWT

