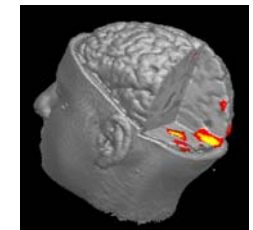
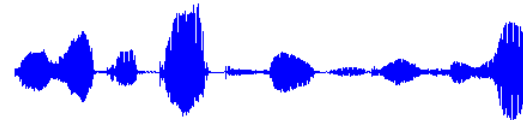
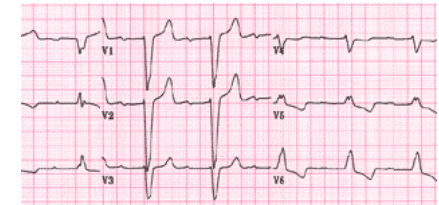
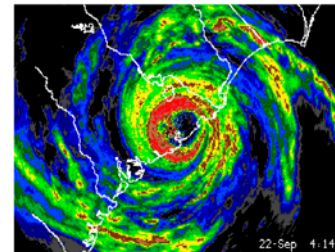
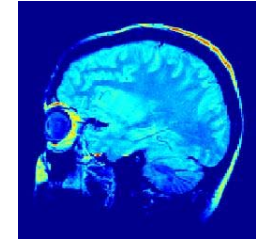


# DMD Implementation of a Single Pixel Camera Based on Compressed Sensing

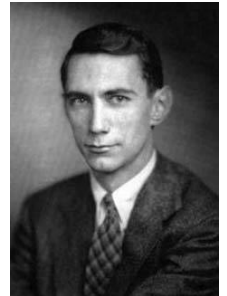
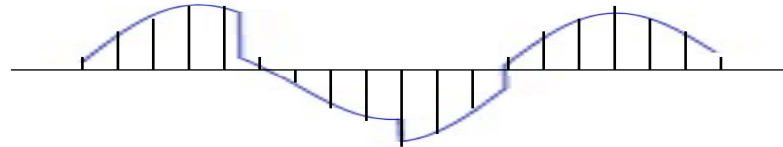
*Dharmpal Takhar*

ECE Department  
Rice University  
[dsp.rice.edu/cs](http://dsp.rice.edu/cs)



# Pressure is on Digital Signal Processing

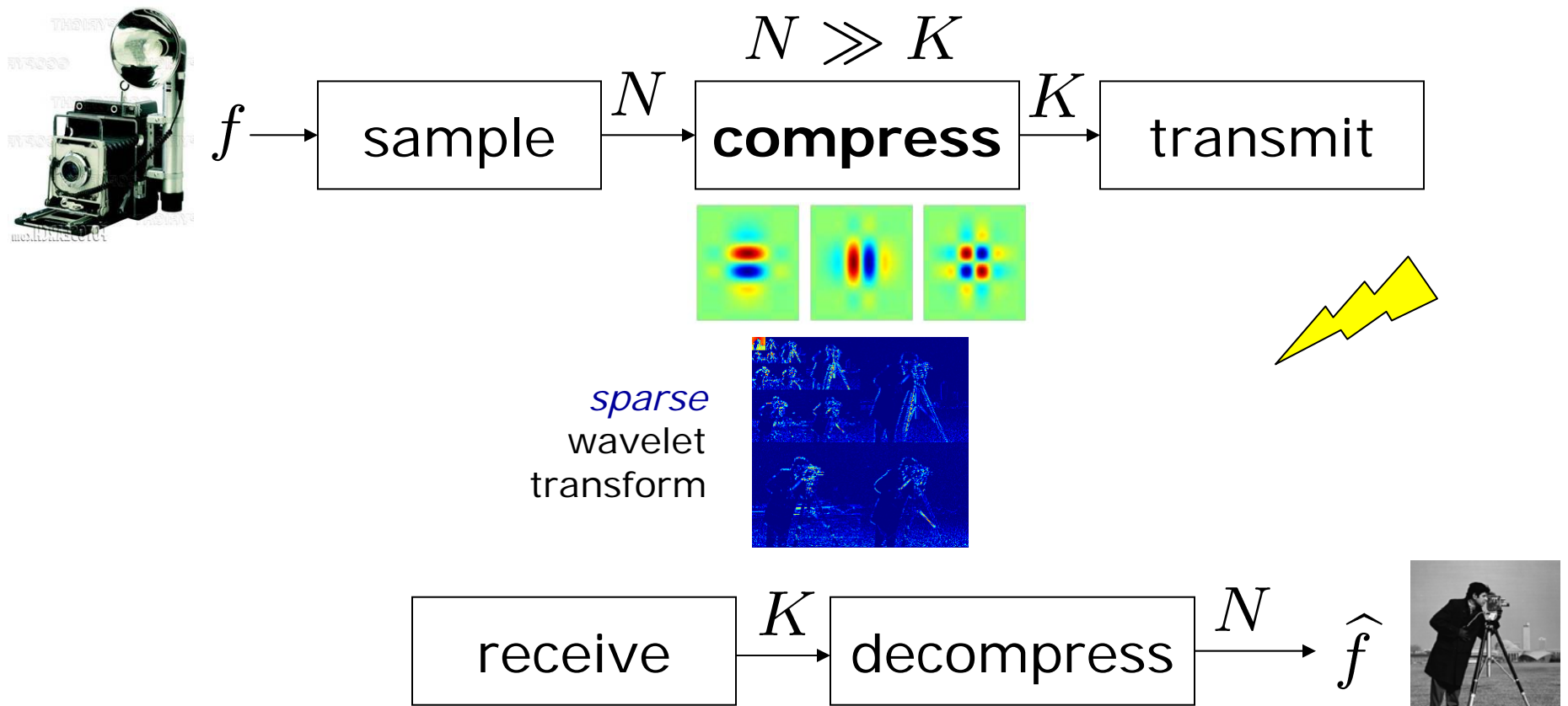
- Shannon/Nyquist sampling theorem
  - no information loss if we sample at 2x signal bandwidth
- DSP revolution:  
*sample first and ask questions later*



- Increasing *pressure* on DSP hardware, algorithms
  - ever faster sampling and processing rates
  - ever larger dynamic range
  - ever larger, higher-dimensional data
  - ever lower energy consumption
  - ever smaller form factors
  - multi-node, distributed, networked operation
  - radically new sensing modalities
  - communication over ever more difficult channels

# Sensing by *Sampling*

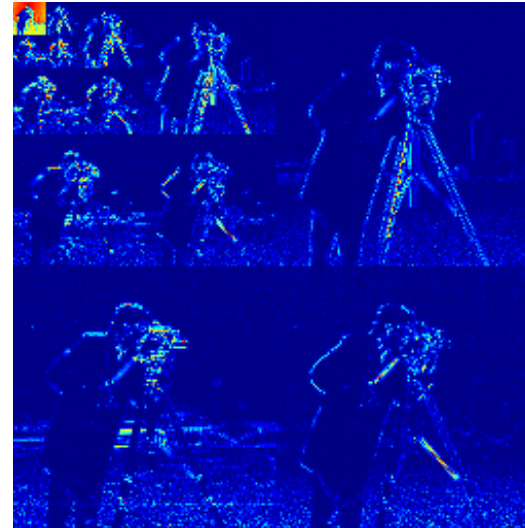
- Long-established paradigm for digital data acquisition
  - *sample* data (A-to-D converter, digital camera, ...)
  - *compress* data (signal-dependent, nonlinear)
  - brick wall to performance of modern acquisition systems



# Sparsity

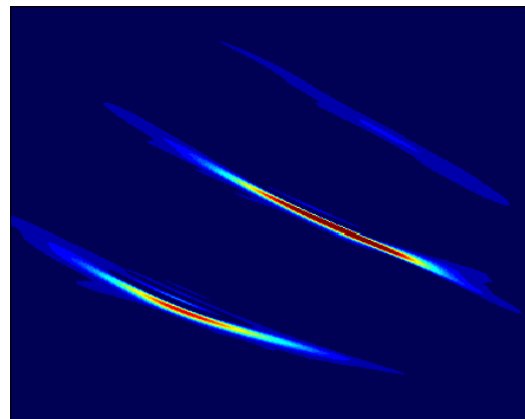
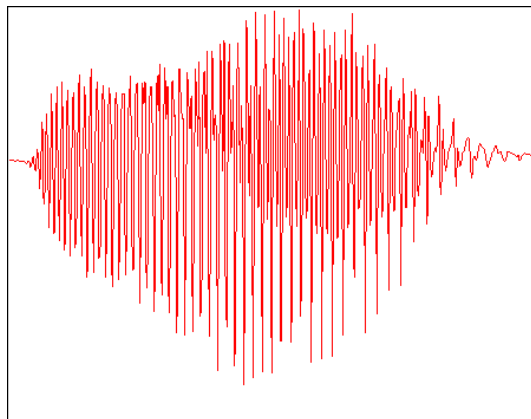
- Many signals can be *sparsely represented* in some representation/basis (Fourier, wavelets, ...)

$N$   
pixels



$K \ll N$   
large  
wavelet  
coefficients

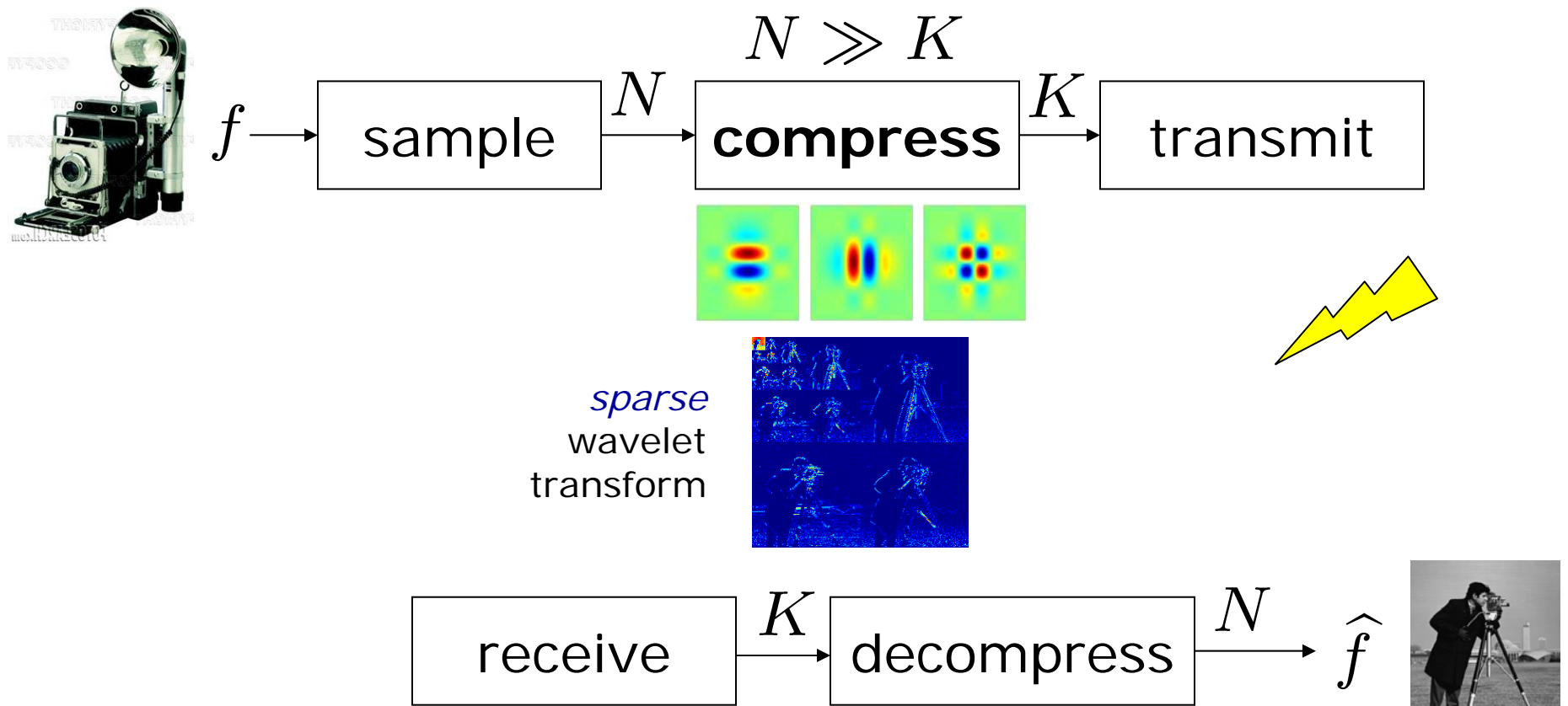
$N$   
wideband  
signal  
samples



$K \ll N$   
large  
Gabor  
coefficients

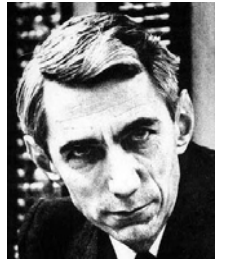
# Sensing by *Sampling*

- Long-established paradigm for digital data acquisition
  - *sample* data (A-to-D converter, digital camera, ...)
  - *compress* data (signal-dependent, nonlinear)
  - *brick wall* to performance of modern acquisition systems



# From Samples to *Measurements*

- Shannon/Nyquist sampling theorem
  - must sample at 2x signal bandwidth
  - *too pessimistic for many signal classes*
  - worst case bound for *any* bandlimited data



- *Compressive sensing* (CS) principle

[Donoho; Candes, Romberg, Tao; Rice, ...]

“sparse signal statistics can be recovered from a small number of *non-adaptive linear measurements*”

- ***integrates sensing, compression, processing***
- enables sub-Nyquist “measuring”
- leverages new *sparse* data representations
- based on new *uncertainty principles* that extend Heisenberg’s
- features *random* projections/measurements
- signal recovery via *optimization* (linear programming)



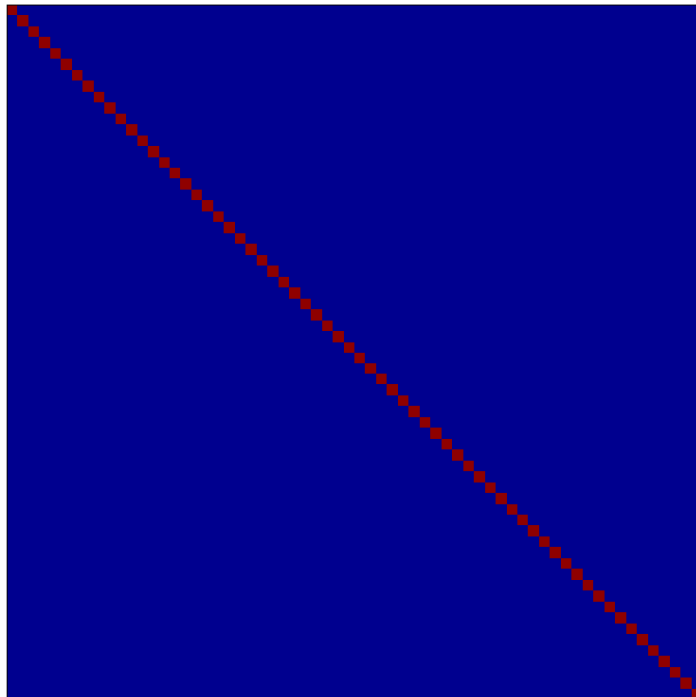
# Incoherent Bases

- Spikes and sines (Fourier)

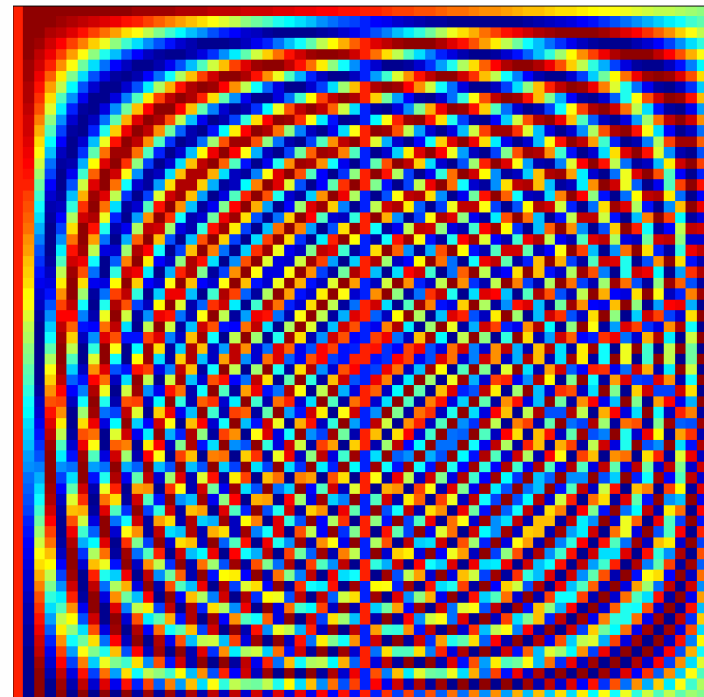
(Heisenberg)



$$\Psi = I$$



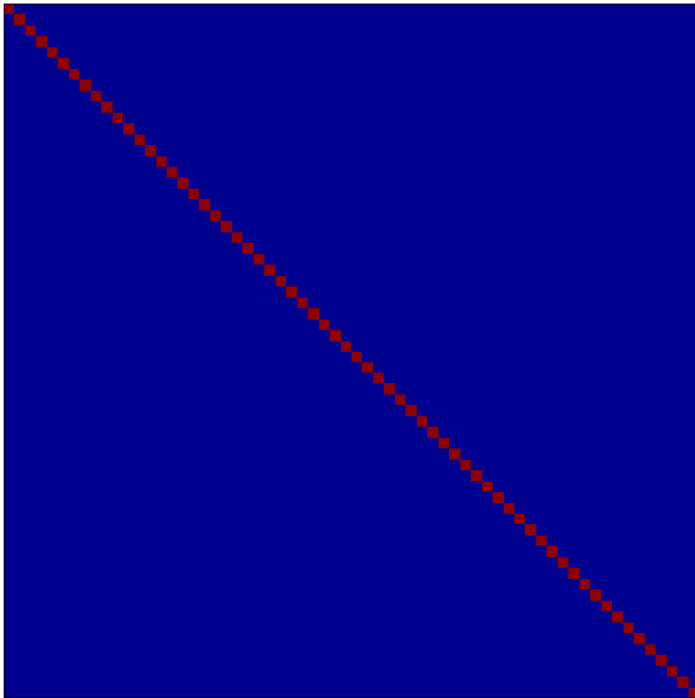
$$\Phi = \text{idct}(I)$$



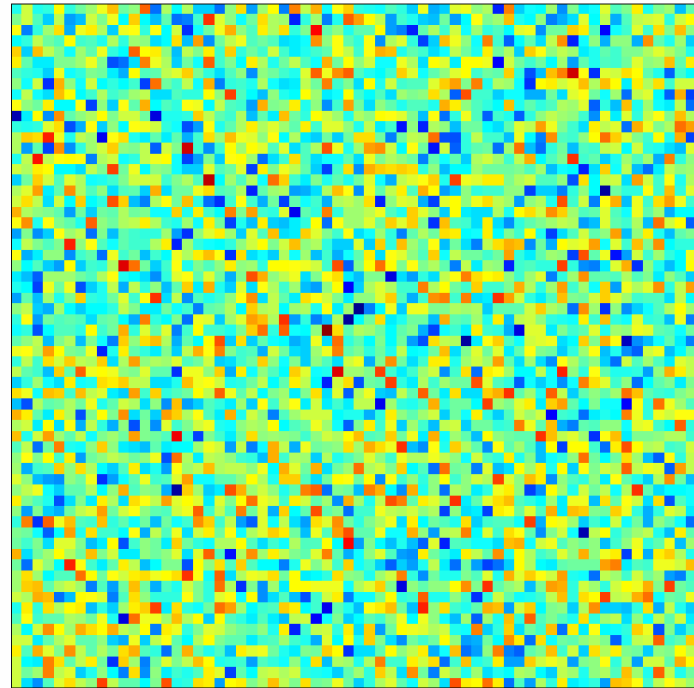
# Incoherent Bases

- Spikes and “random basis”

$$\Psi = I$$



$$\Phi = \text{randn}(N, N)$$

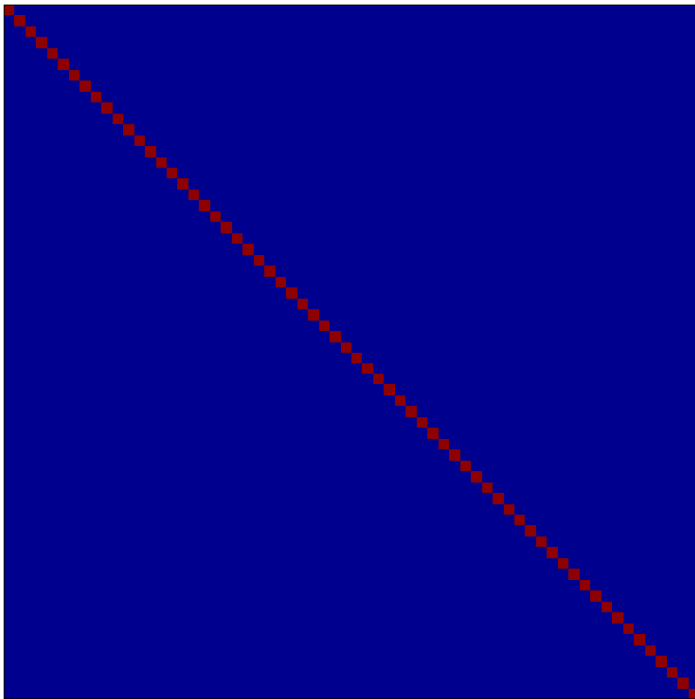




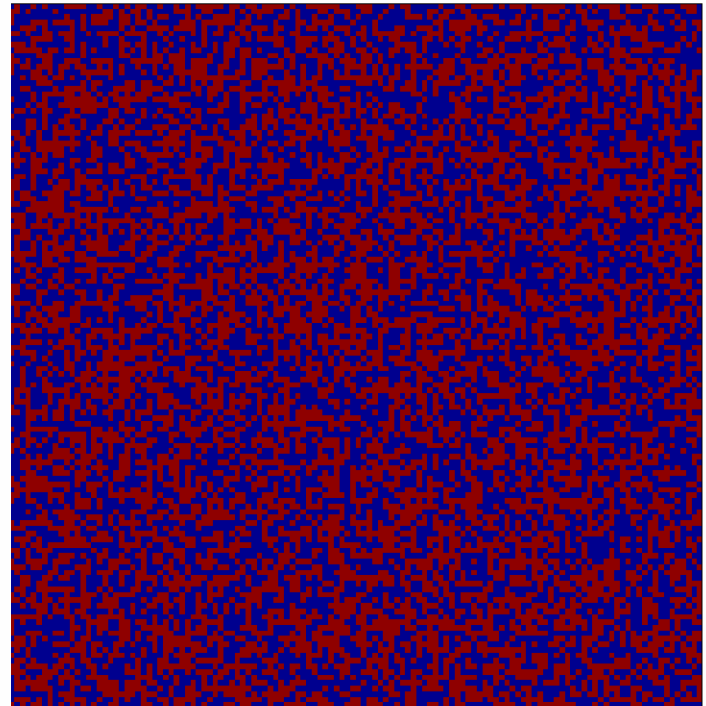
# Incoherent Bases

- Spikes and “random sequences” (codes)

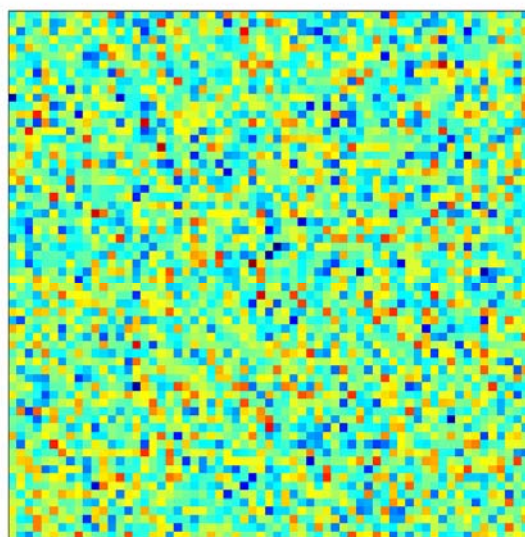
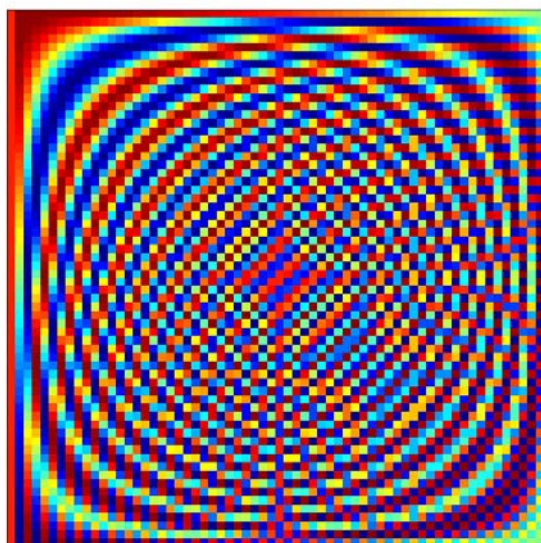
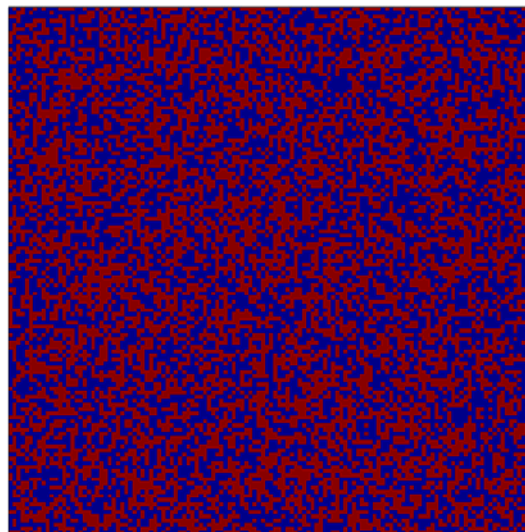
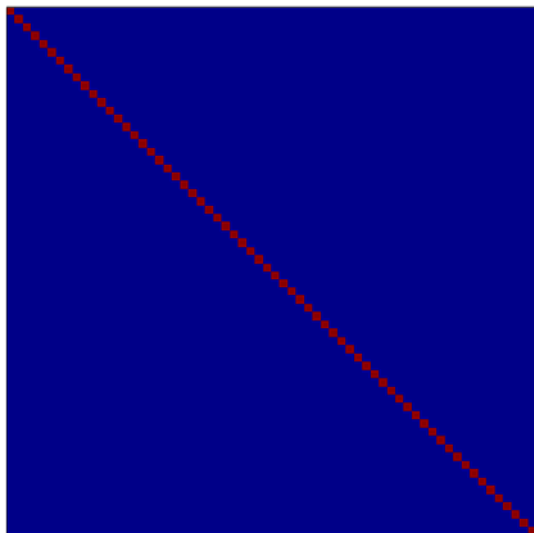
$$\Psi = I$$



$$\Phi$$

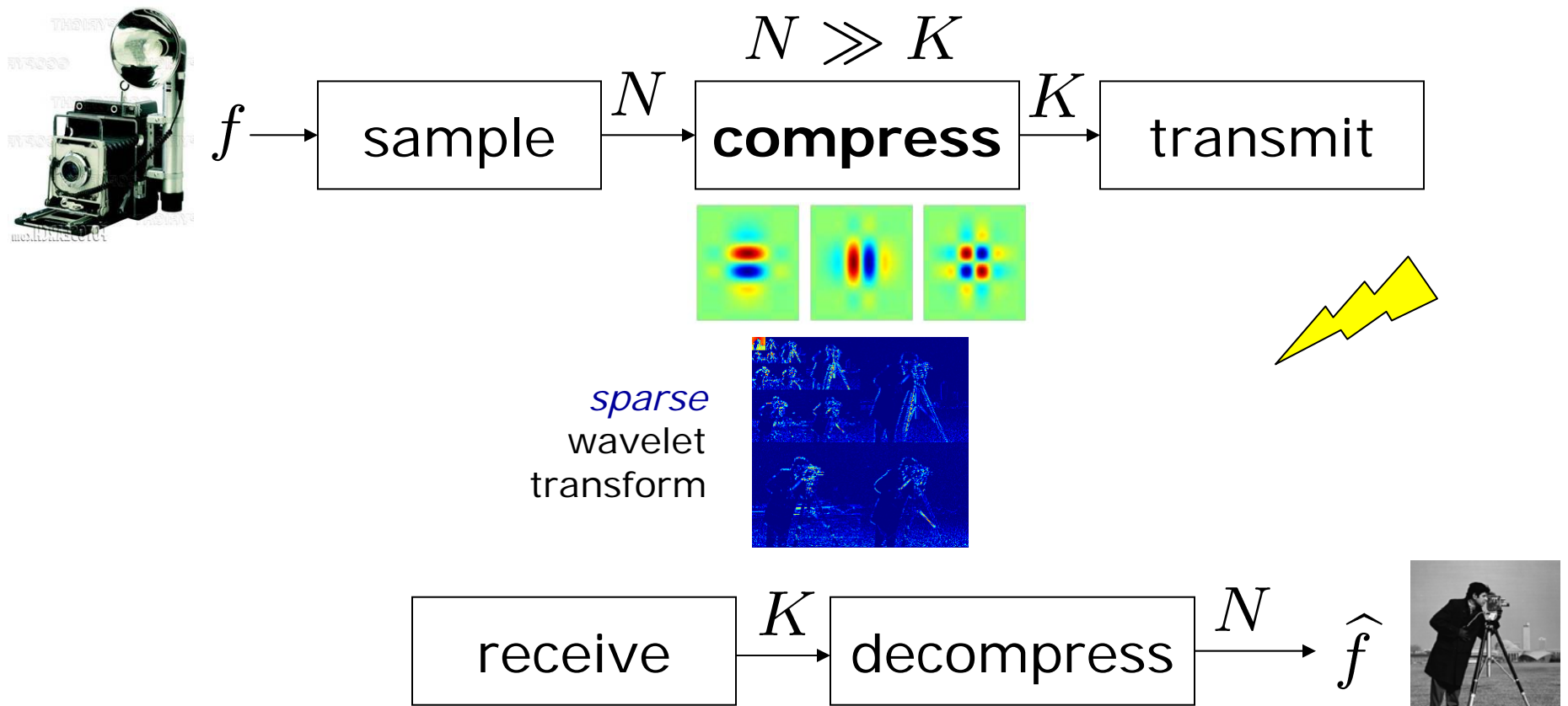


# Incoherent Bases



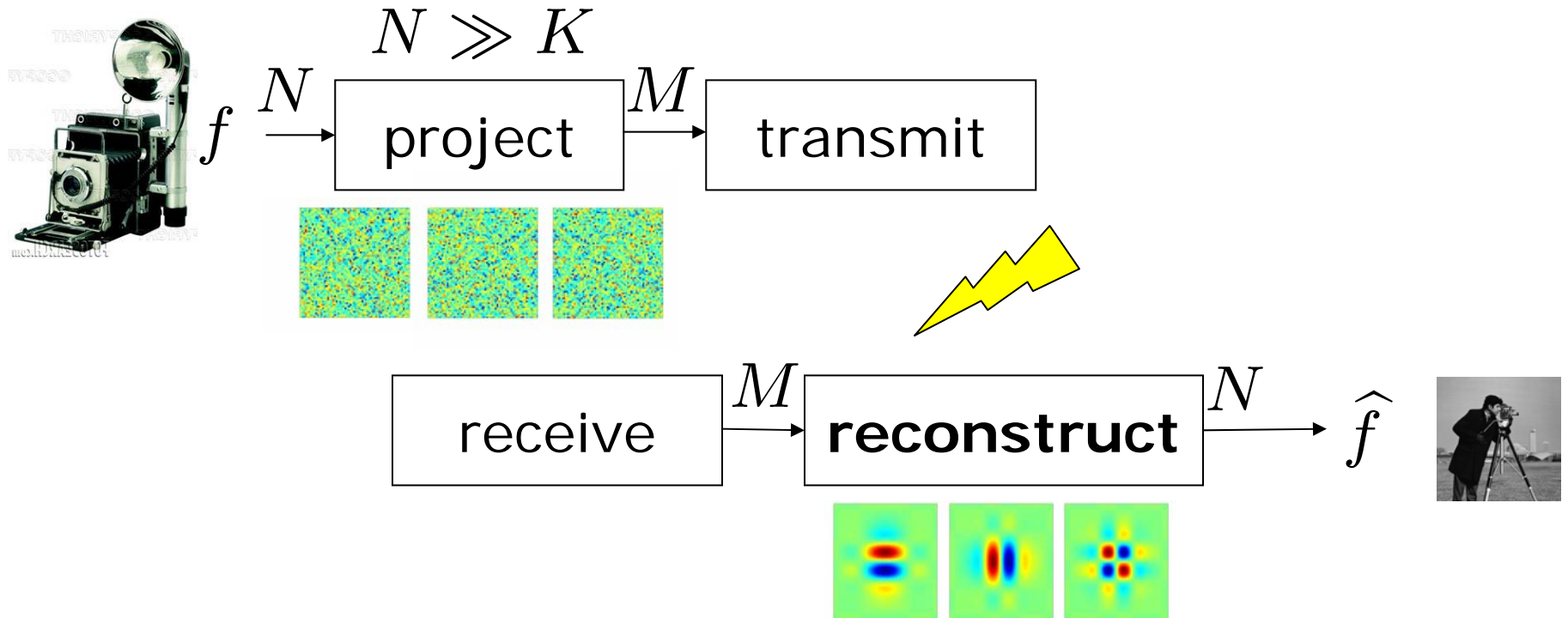
# Sensing by *Sampling*

- Long-established paradigm for digital data acquisition
  - *sample* data (A-to-D converter, digital camera, ...)
  - *compress* data (signal-dependent, nonlinear)
  - *brick wall* to performance of modern acquisition systems



# Compressive Sensing

- Measure linear projections onto *incoherent* basis where data is *not sparse*
  - random “white noise” is *universally incoherent*
  - mild “over-sampling”  $M \approx O(K \log(N/K)) \ll N$

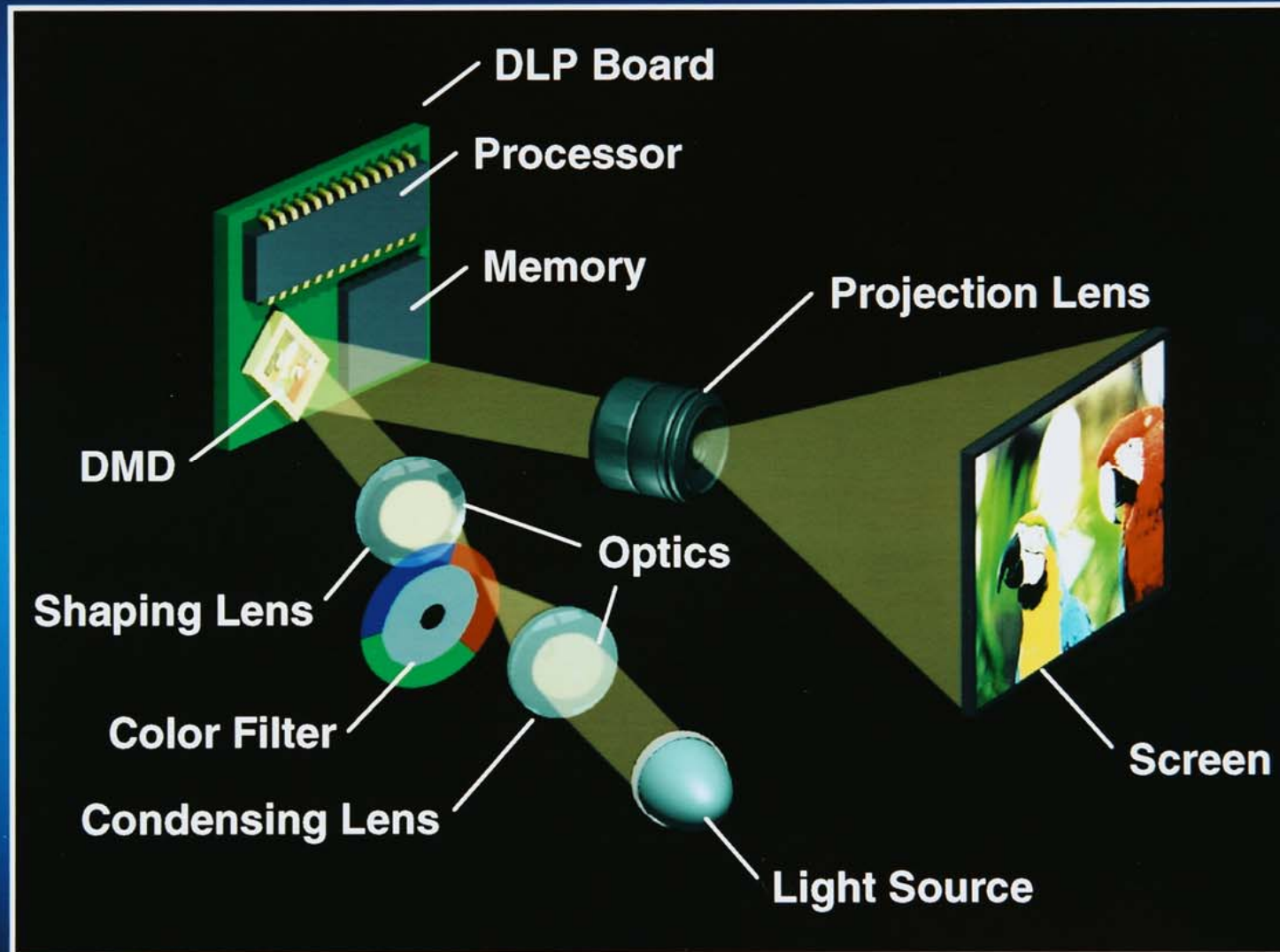


- Reconstruct via nonlinear optimization (linear programming)

# CS Hallmarks

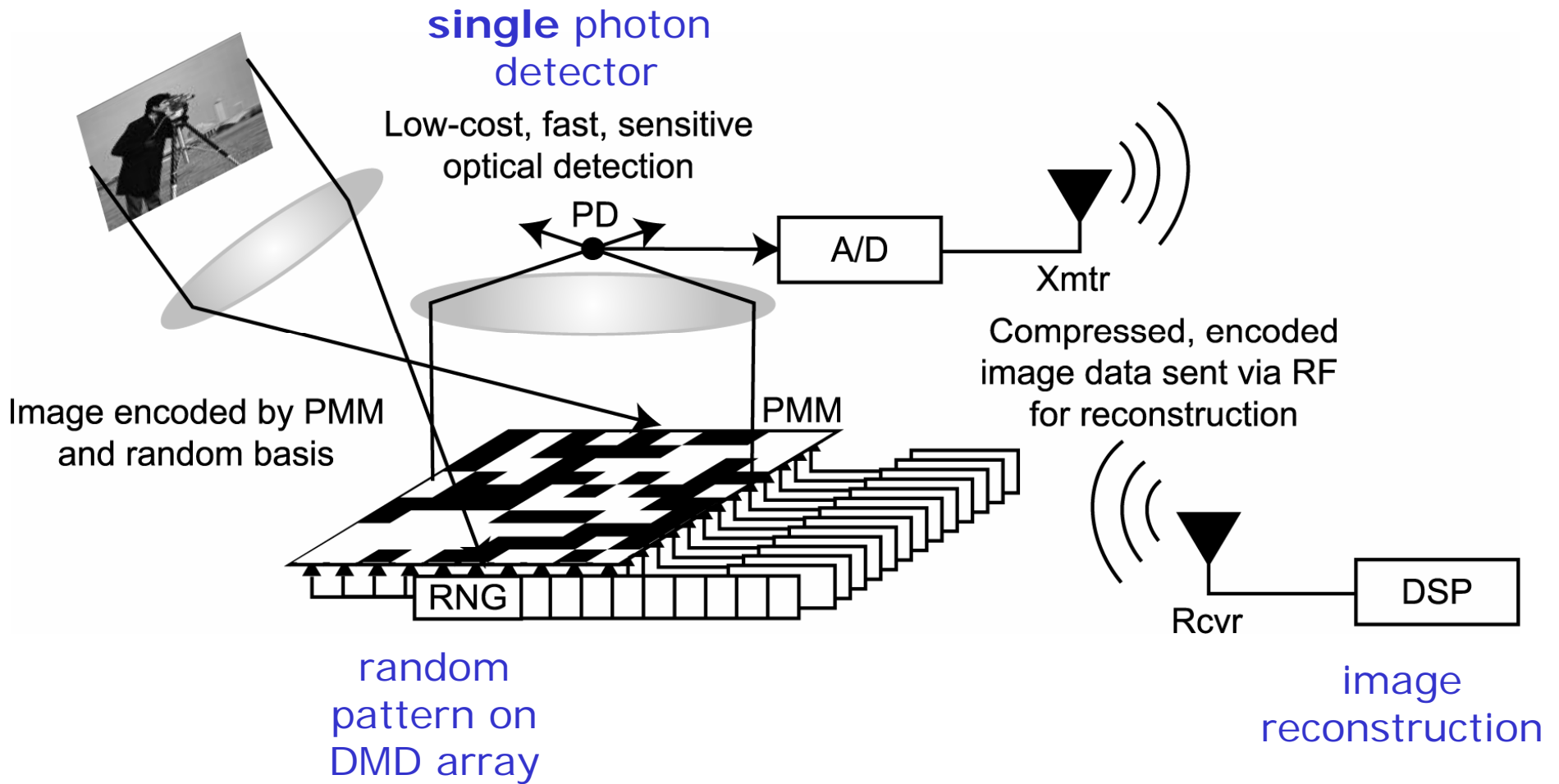
- CS changes the rules of the data acquisition game
  - beats the Nyquist limit
  - exploits a priori signal *sparsity* information
  - slogans: “sample less, compute more”
- Universal
  - same random projections / hardware can be used for *any* compressible signal class (*generic*)
- Democratic
  - each measurement carries the same amount of information
  - simple encoding
  - robust to measurement loss and quantization
  - natural “dimensionality reduction” for posing *vision* tasks
- Asymmetrical (most processing at decoder)
- Random projections weakly encrypted

# 1 Chip DLP™ Projection

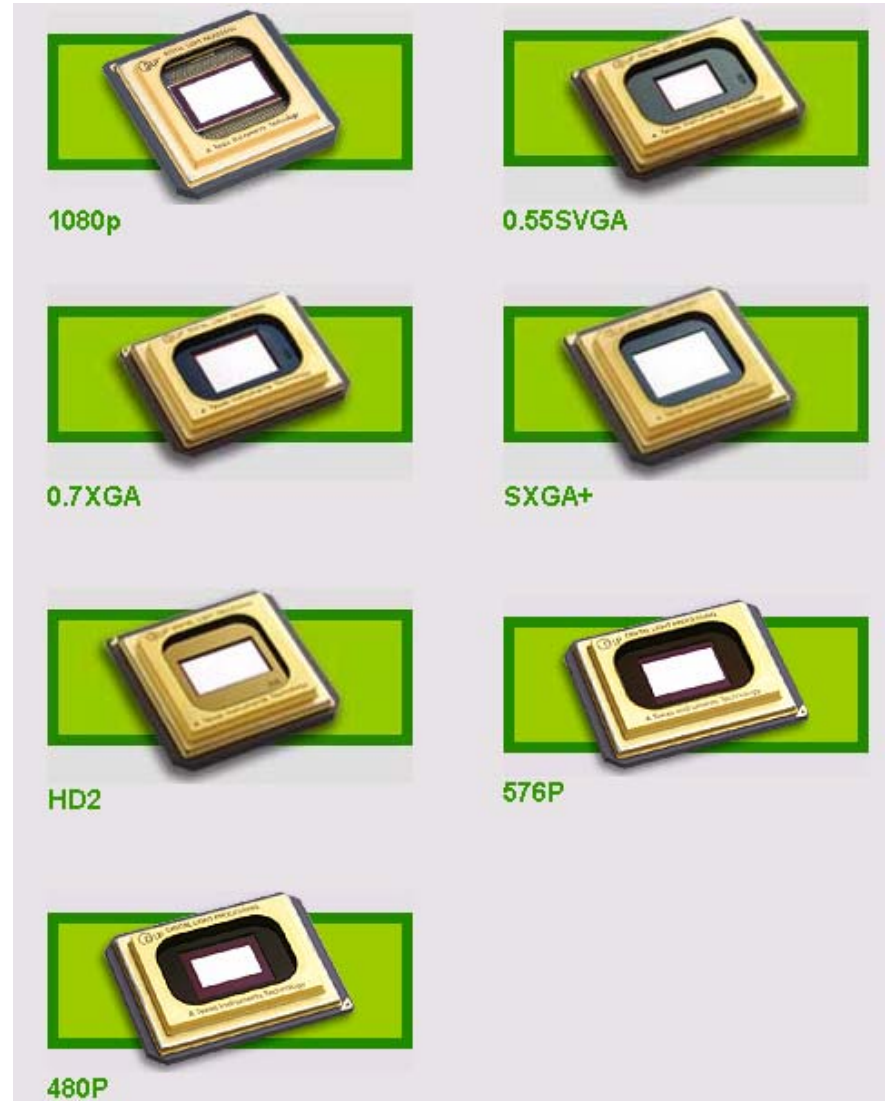
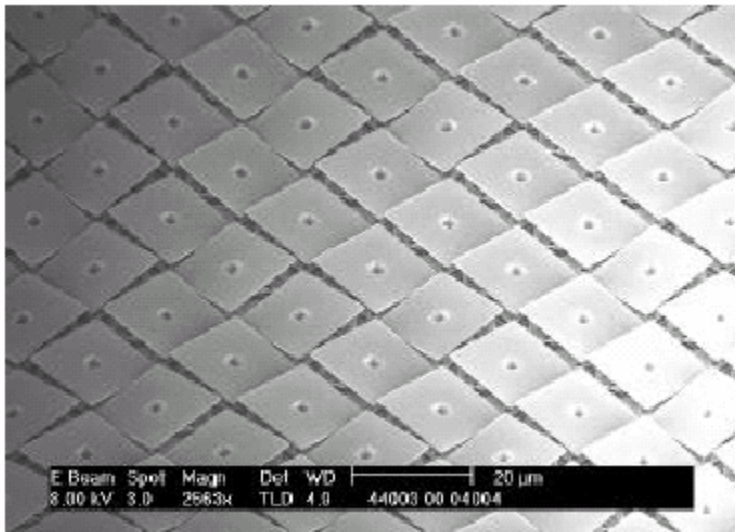
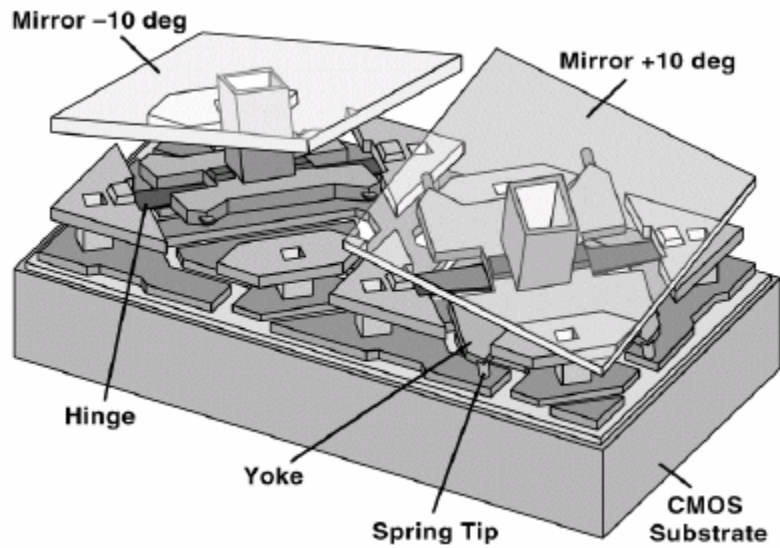




# DLP/DSP CS Camera



# TI Digital Micromirror Device (DMD)

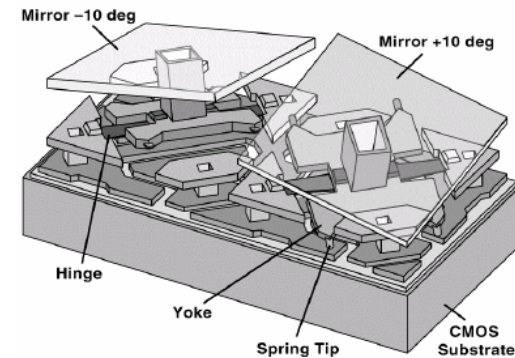


DLP 1080p --> 1920 x 1080 resolution



# (Pseudo) Random Optical Projections

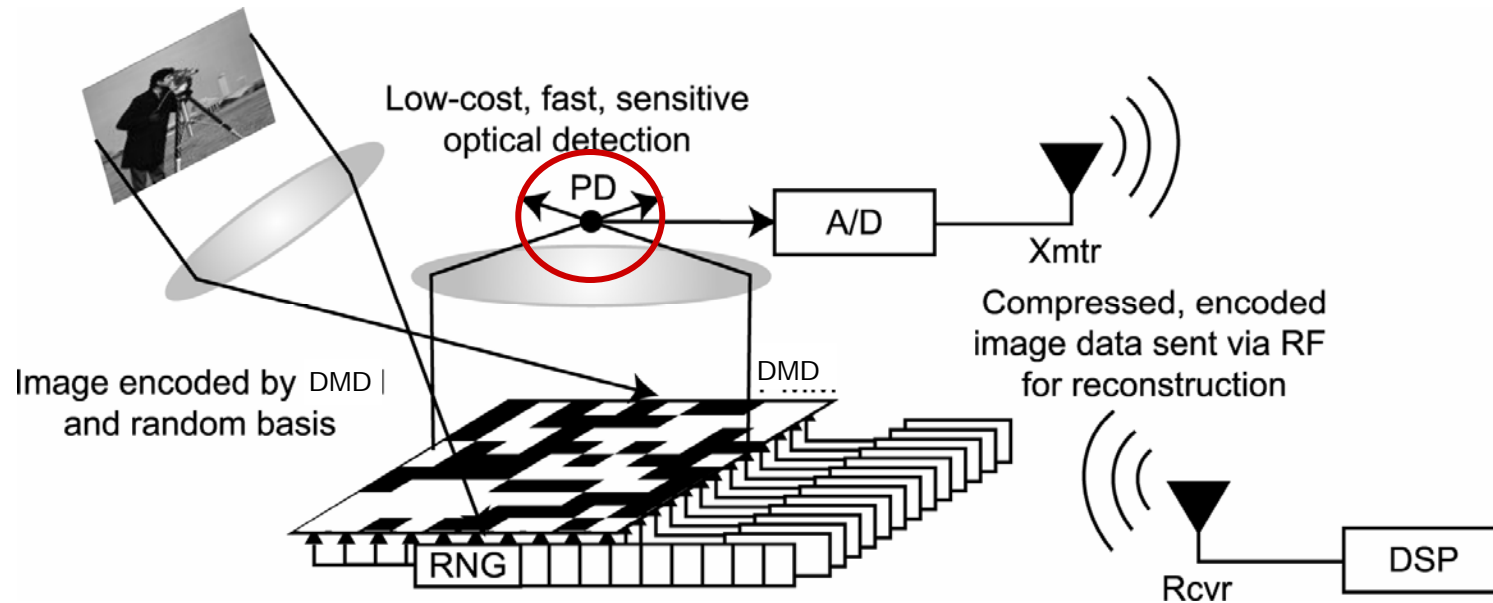
- Binary patterns are loaded into mirror array:
  - light reflected towards the lens/photodiode (1)
  - light reflected elsewhere (0)
  - pixel-wise products summed by lens



- Pseudorandom number generator outputs measurement basis vectors
- Mersenne Twister [Matsumoto/Nishimura, 1997]
  - Binary sequence (0/1)
  - Period  $2^{19937}-1$



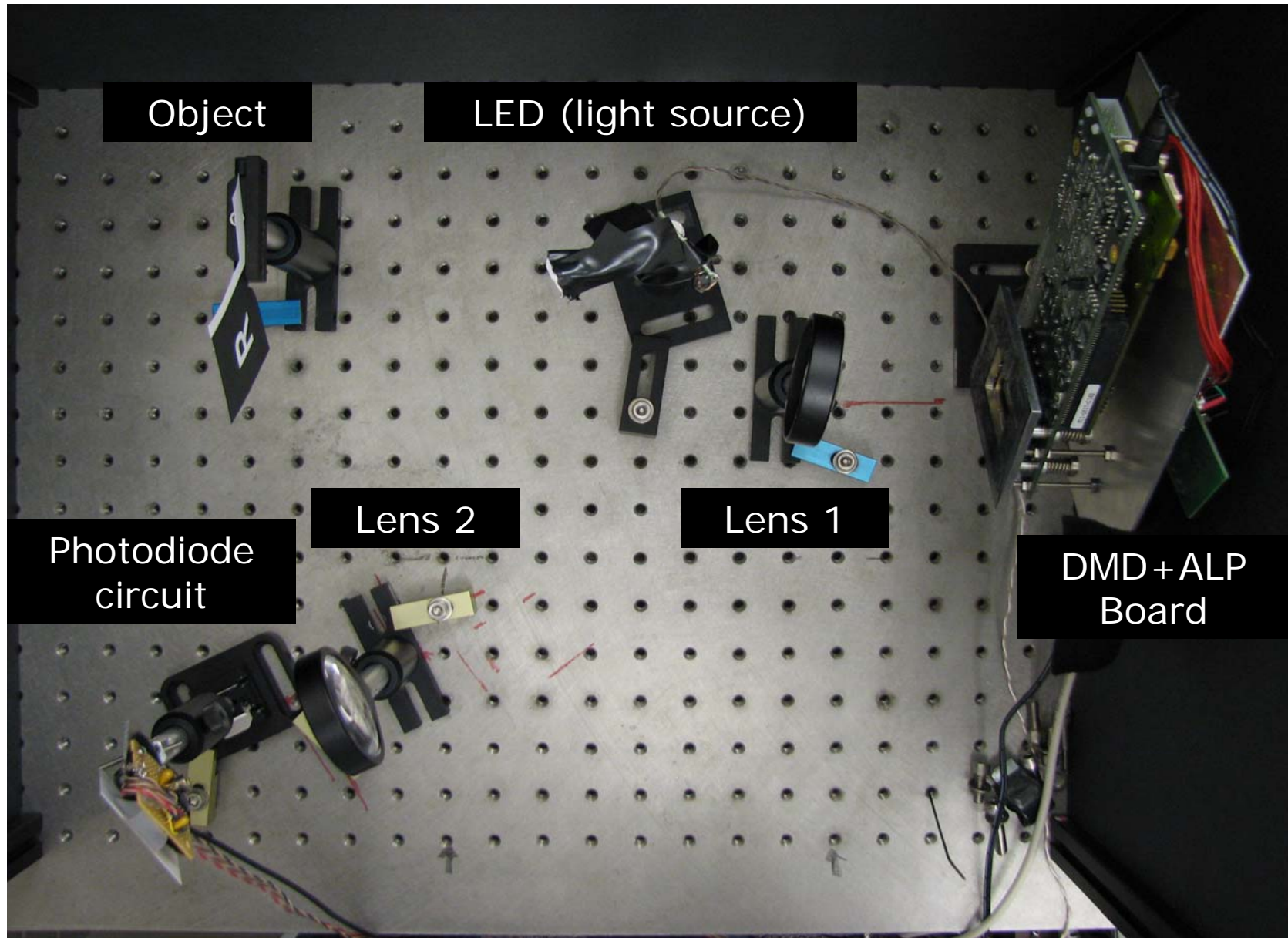
# Single Sensor Camera



## Potential for:

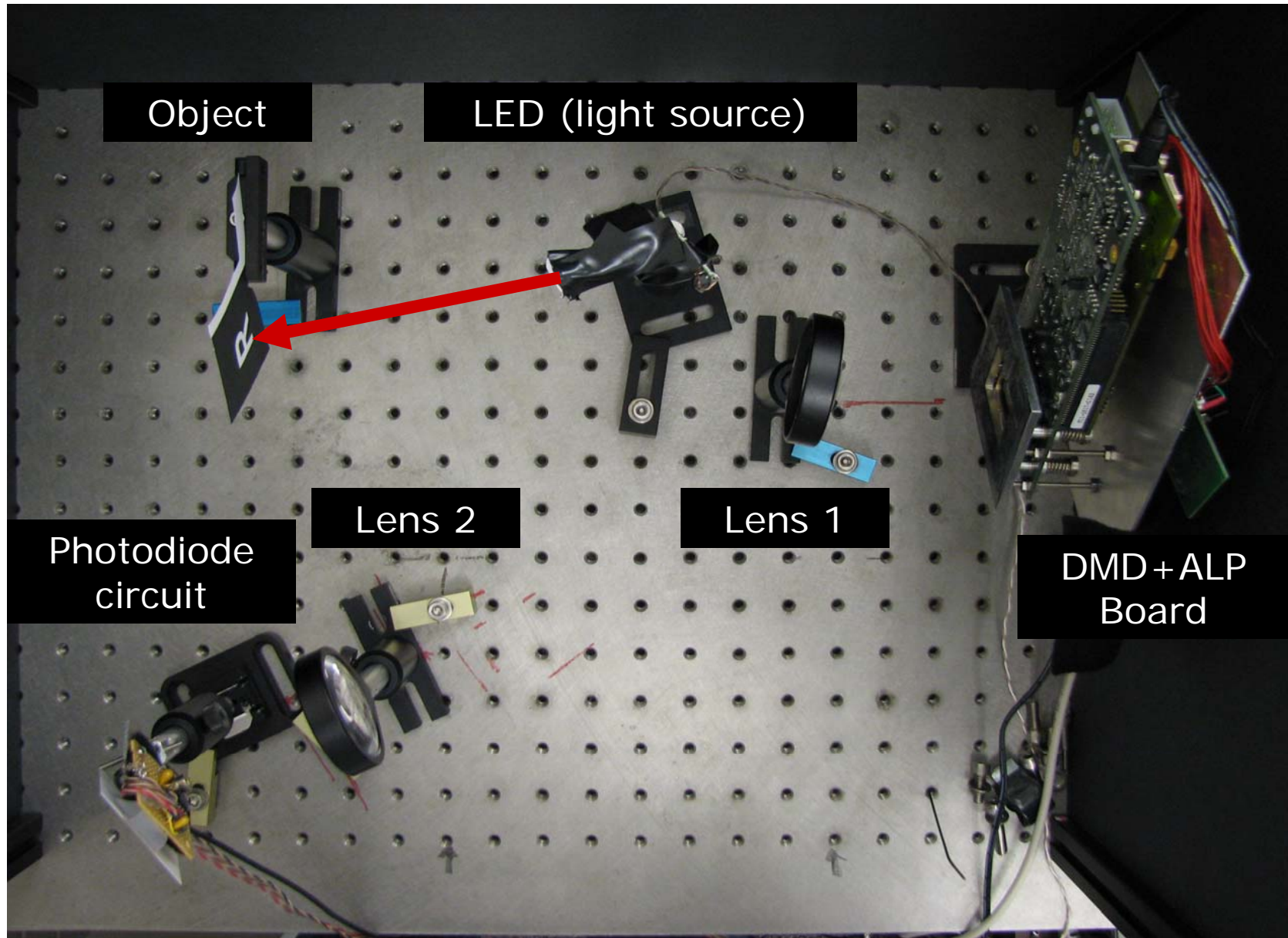
- new modalities  
beyond what can be sensed by CCD or CMOS imagers
- low cost
- low power

# DLP/DSP CS Camera

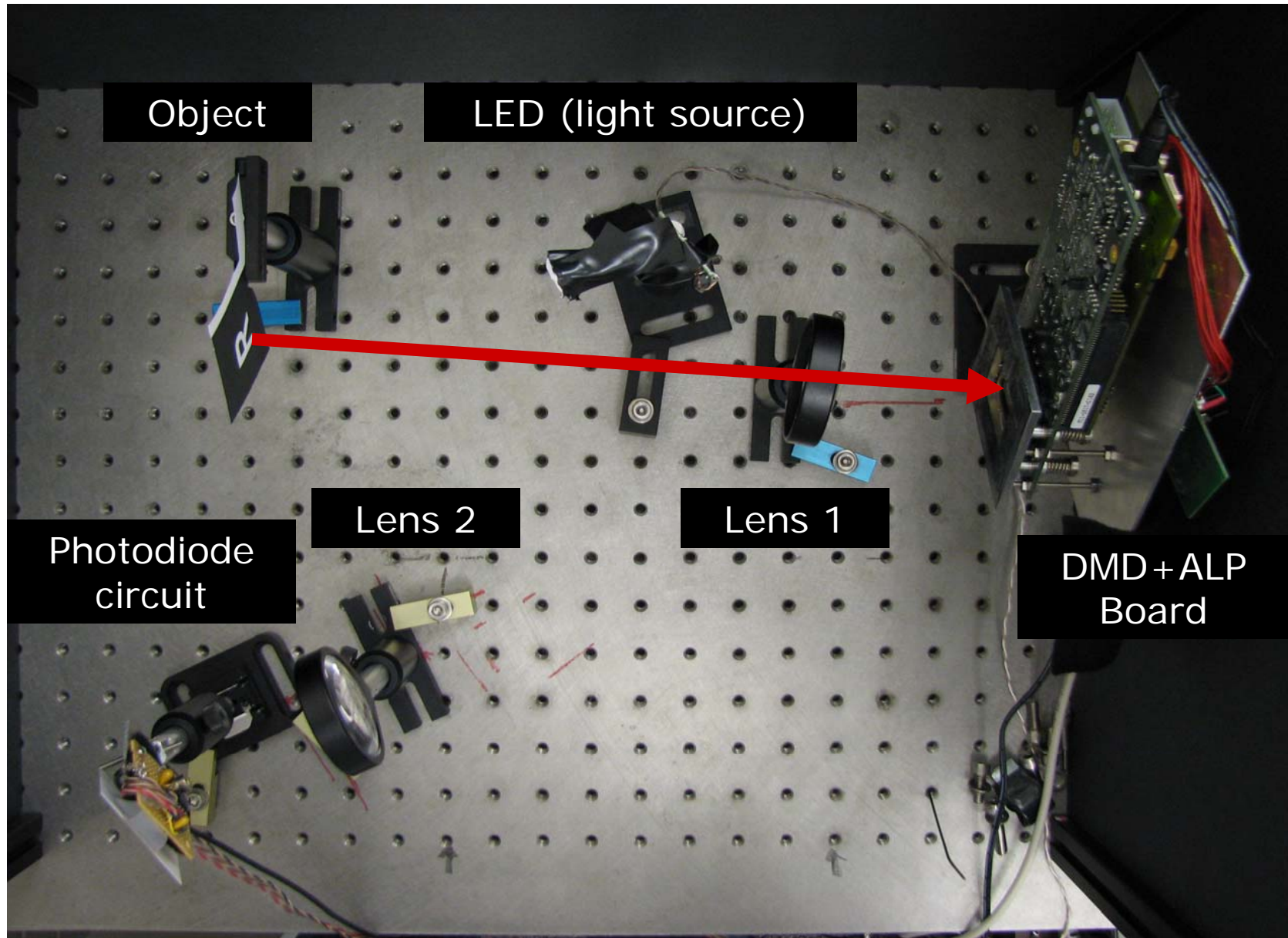




# DLP/DSP CS Camera

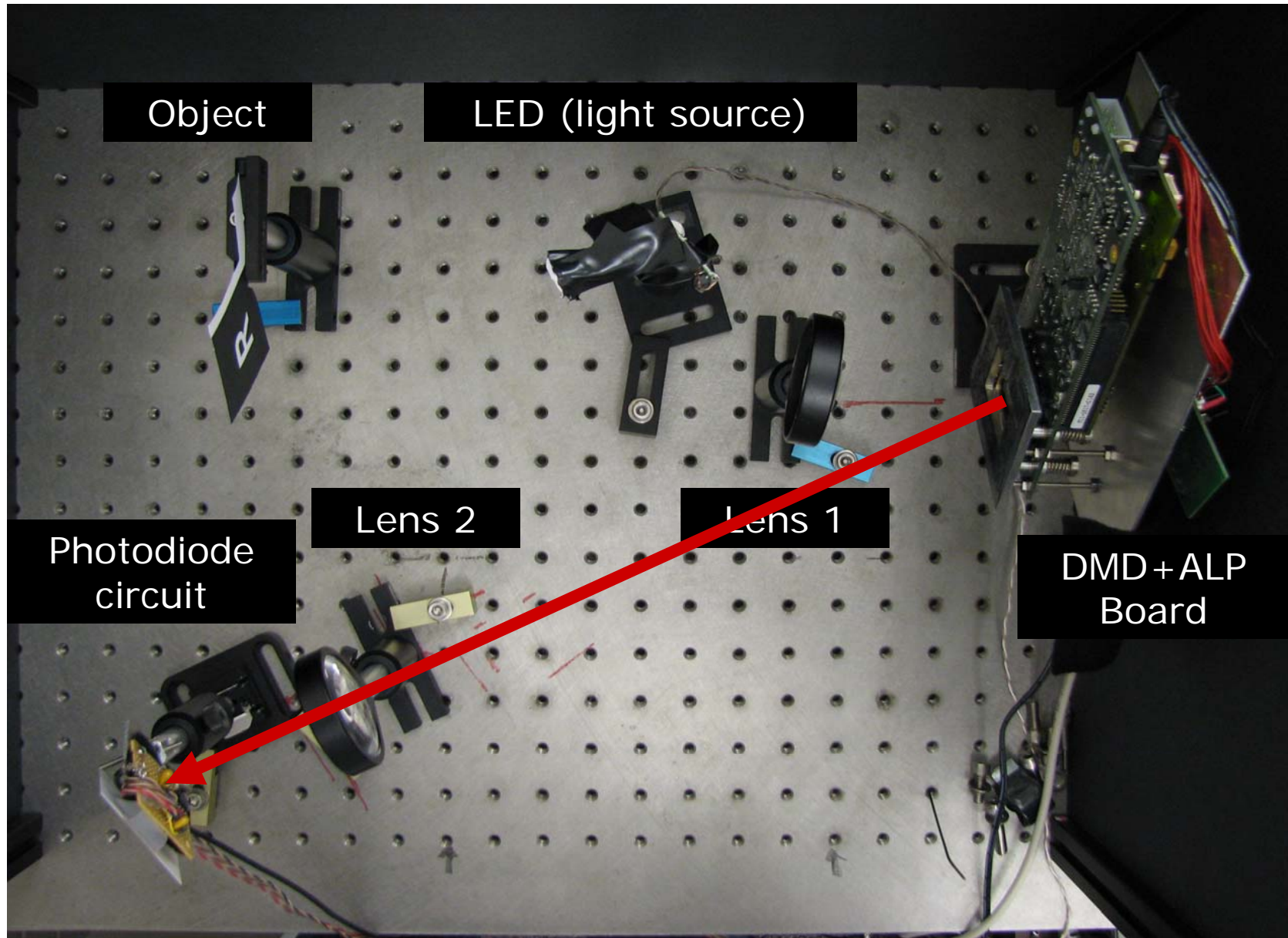


# DLP/DSP CS Camera





# DLP/DSP CS Camera



# First Image Acquisition

ideal 4096 pixels



205 wavelets



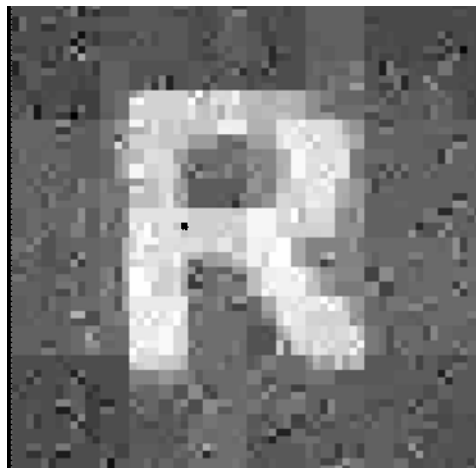
409 wavelets



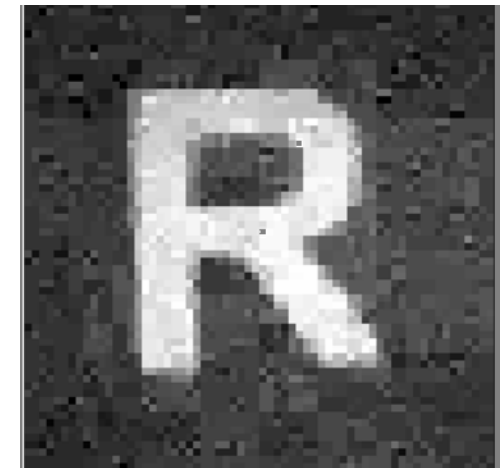
image at  
DMD array



820  
random meas.

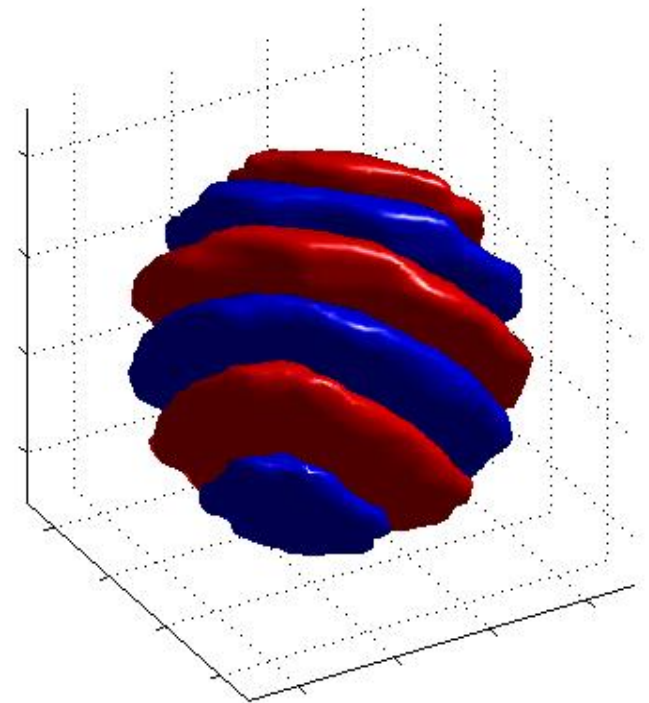
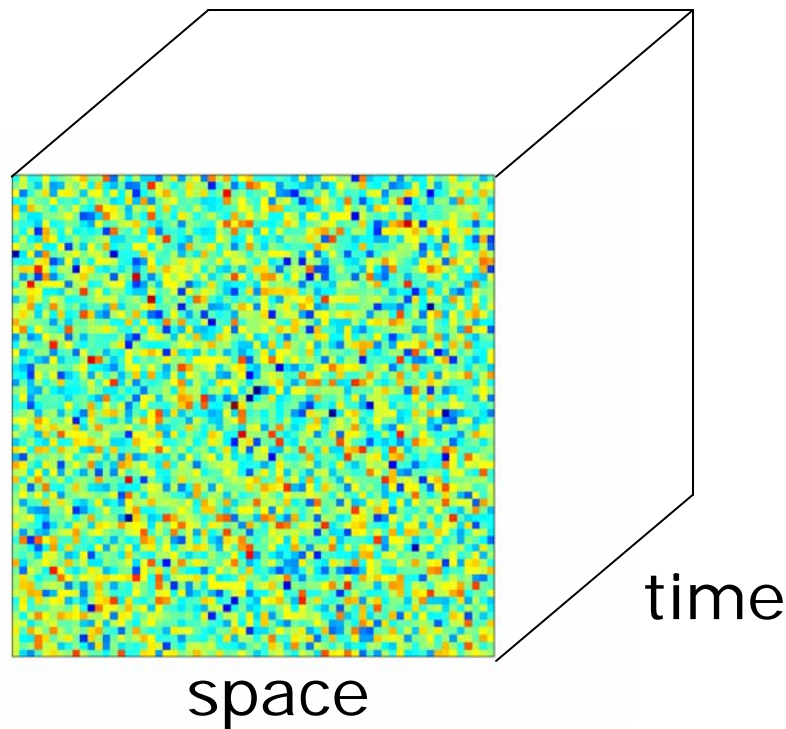


1638  
random meas.



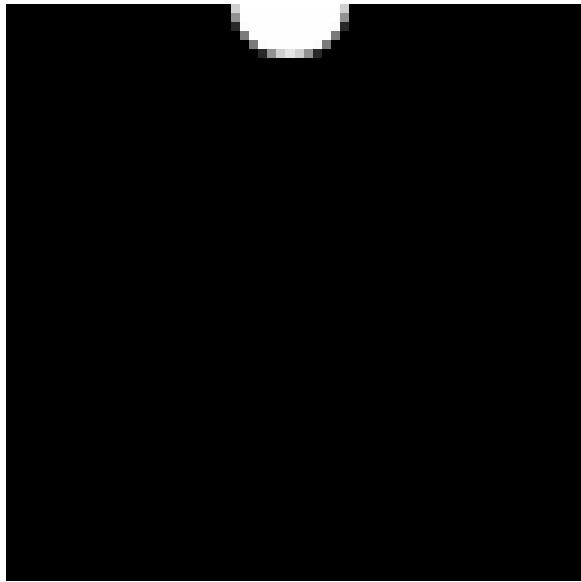
# CS Video Imaging

- Incoherent projections in space-time (random)
- Reconstruct using 3-D wavelets (localized in space-time)



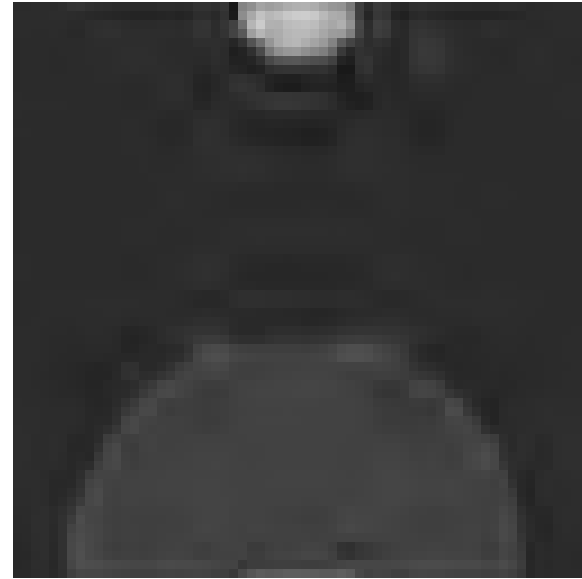


original 64x64x64



**3-D wavelet thresholding**

2000 coeffs, MSE = 3.5



**frame-by-frame 2-D CS recon**

20000 coeffs, MSE = 18.4



**joint 3-D CS recon**

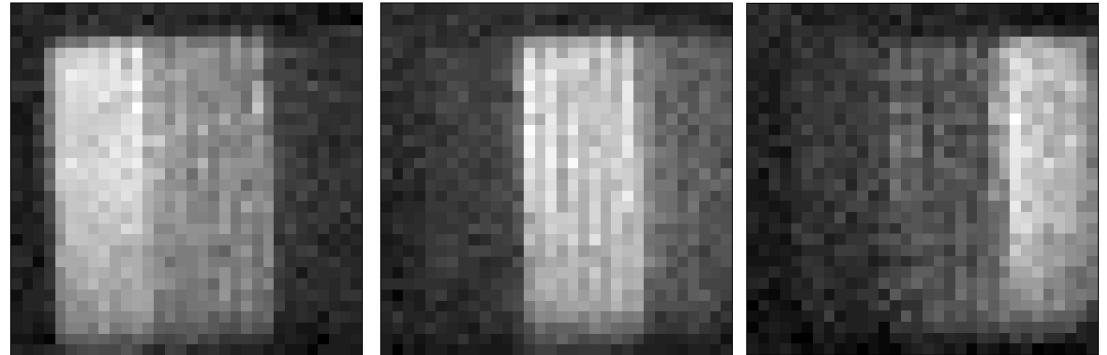
20000 coeffs, MSE = 3.2



# Color CS Camera



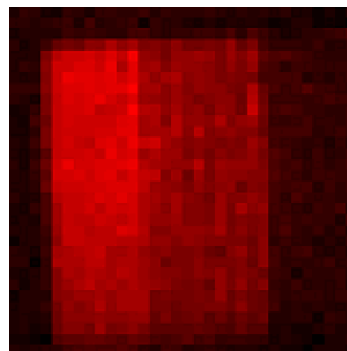
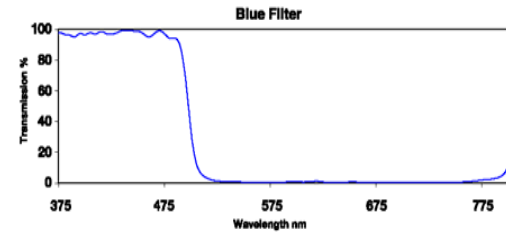
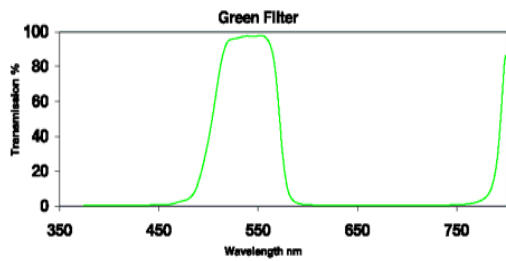
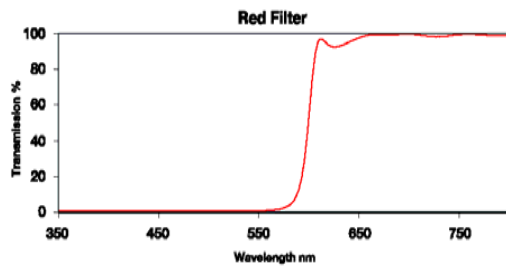
**Color  
Filter  
Wheel**



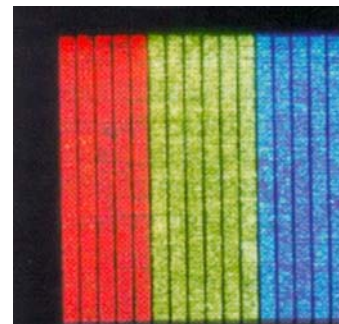
**R**

**G**

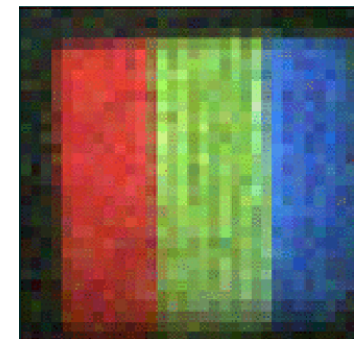
**B**



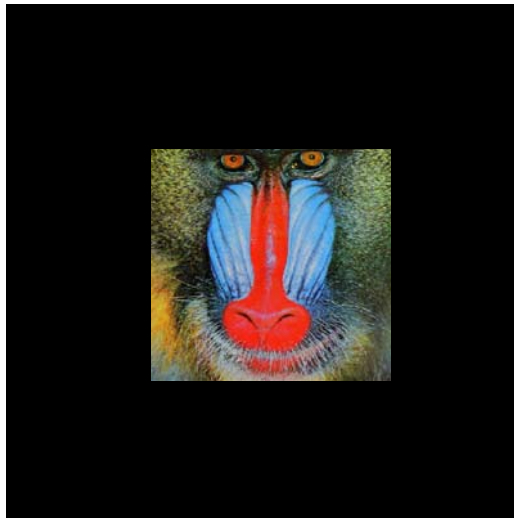
**Original**



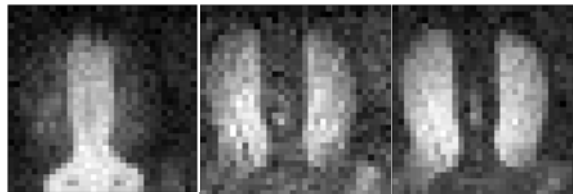
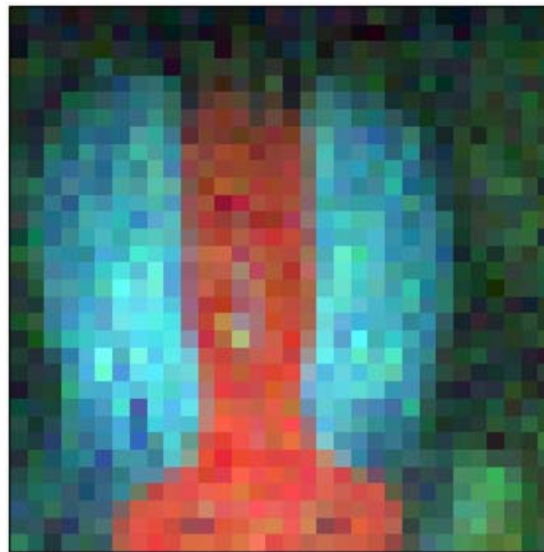
**Reconstructed**



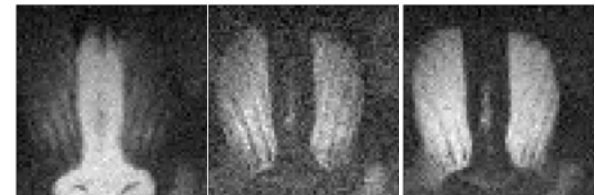
# Color Imaging with CS Camera



**Mandrill 32x32**

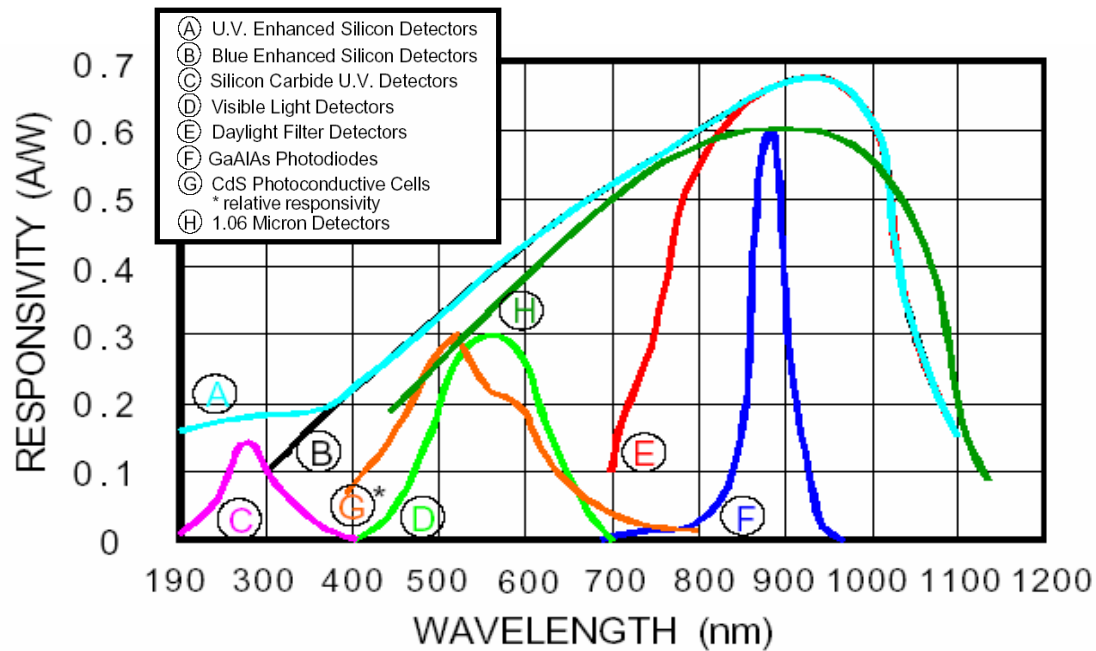


**Mandrill 64x64**

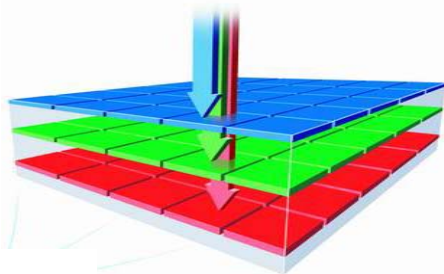


# Multispectral/Hyperspectral Imaging

## Carousel of Differing Photodiodes



Broadband vs.  
Narrow-Region (*Near-IR/UV*)

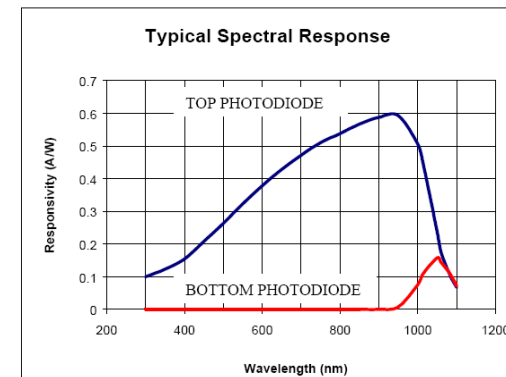
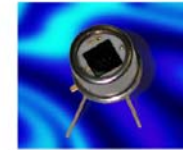


ala the Foveon  
Image Array

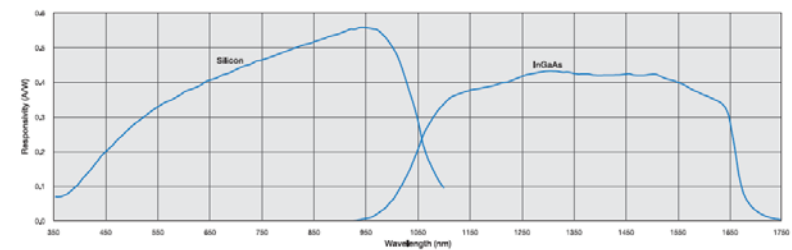
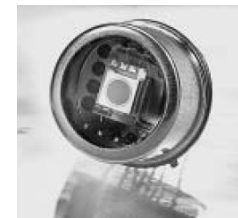
## Dual Photodiode Sandwich



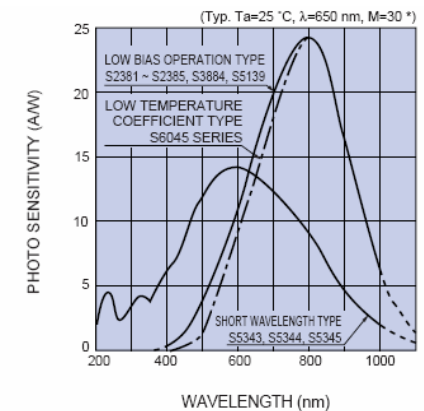
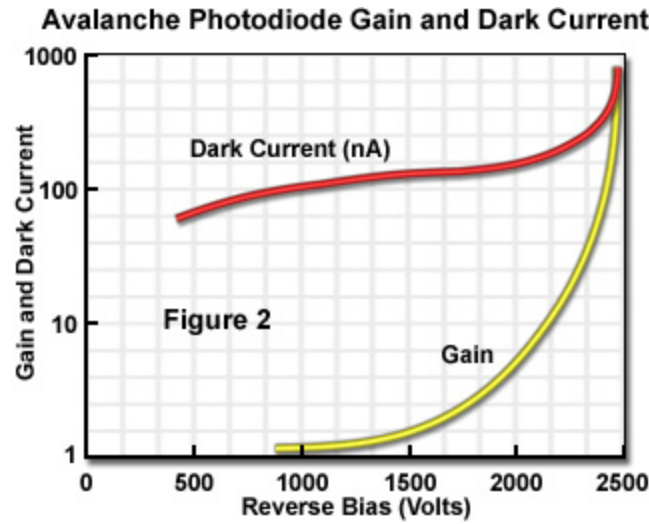
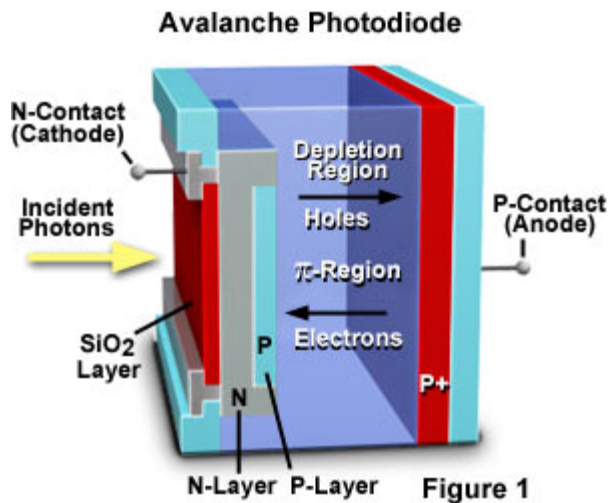
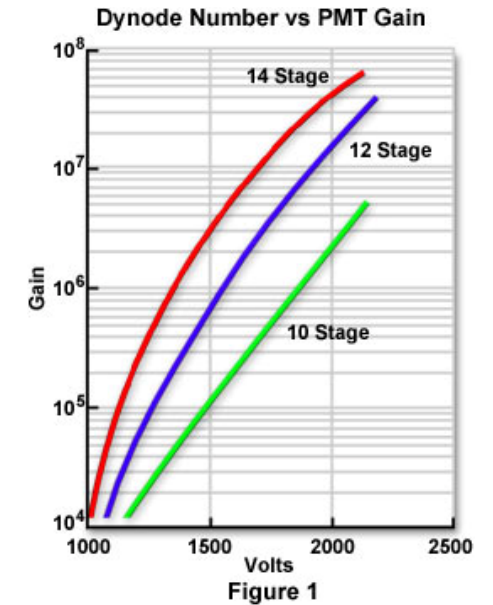
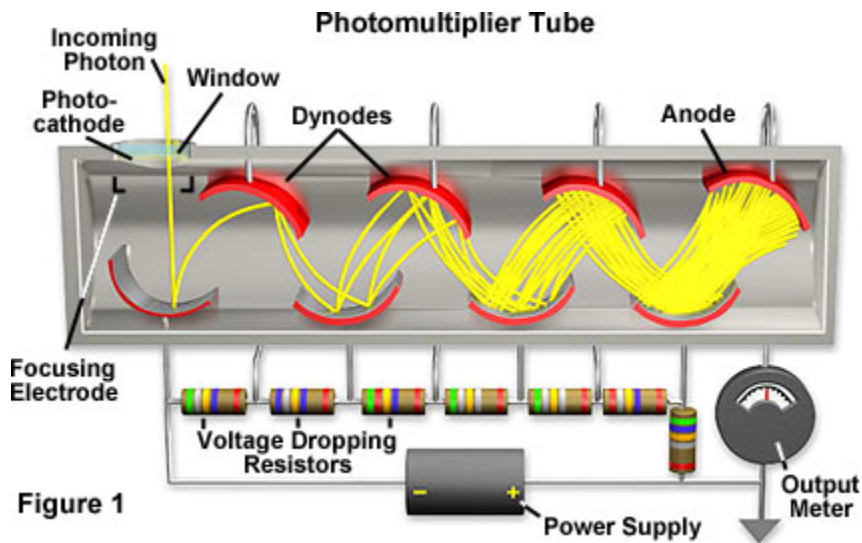
SD138-11-31-211  
Silicon PIN Photodiode Sandwich Detector



UDT Sensors, Inc.

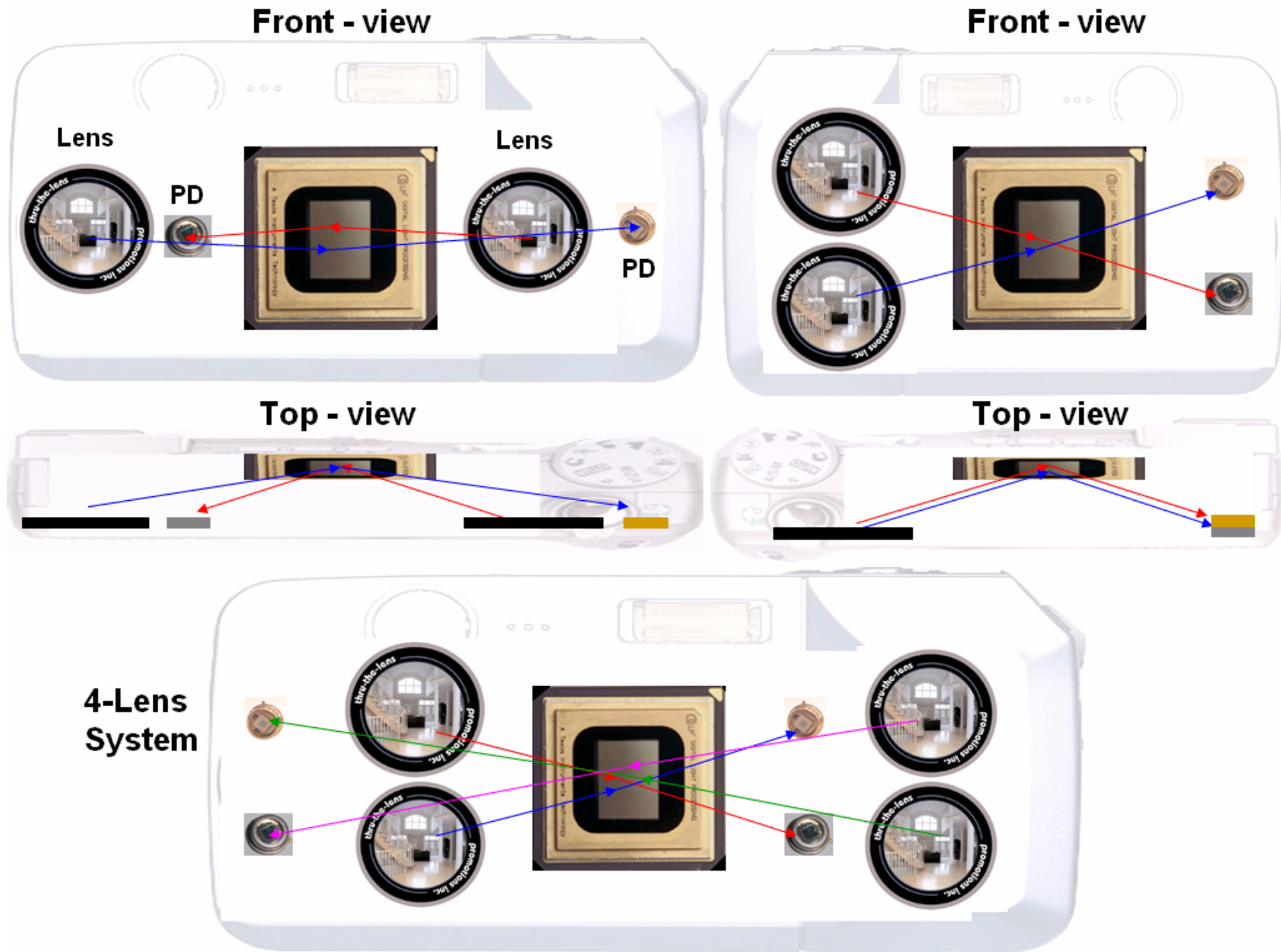


# More Complex Photodetectors





# Multisensor DMD Camera



# Conclusions

- **Compressive sensing**

- exploit image sparsity information; beat Nyquist
- based on new uncertainty principles
- “sample smarter”, “universal hardware”
- integrates sensing, compression, processing

- **Ongoing research**

- new kinds of *imagers*: image and video
- *information scalability* for vision applications  
reconstruction > approximation > estimation > classification > detection
- multi-camera *light field* acquisition and processing (3-D)
- *fast algorithms* (DSP)
- *R/D* analysis of CS (quantization)
- new “*analog-to-information*” converters (analog CS)

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Interface	<a href="http://interface.ti.com">interface.ti.com</a>
Logic	<a href="http://logic.ti.com">logic.ti.com</a>
Power Mgmt	<a href="http://power.ti.com">power.ti.com</a>
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Digital Control	<a href="http://www.ti.com/digitalcontrol">www.ti.com/digitalcontrol</a>
Military	<a href="http://www.ti.com/military">www.ti.com/military</a>
Optical Networking	<a href="http://www.ti.com/opticalnetwork">www.ti.com/opticalnetwork</a>
Security	<a href="http://www.ti.com/security">www.ti.com/security</a>
Telephony	<a href="http://www.ti.com/telephony">www.ti.com/telephony</a>
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