

Signal Denoising of 1-D Signal with Optimal Base Wavelet

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Abstract

Signal denoising is the process of removing noise from a signal for efficiency of getting information. The Signal denoising is implemented in software using MATLAB's Wavelet Toolbox. The study is carried out on 1-D bump signal. First of all we select the optimal base wavelet for the given signal. Thereafter Shanon Entropy cost function thresholding is applied. This paper includes the discussion on the basics of wavelet, discrete wavelet transforms, selection of optimal wavelet, Shanon entropy cost function thresholding, signal denoising with results and conclusion.

1. Introduction

Wavelet is a new development in the emerging field of data analysis for Physicists, Engineers, and Environmentalists [1, 2, 4]. It represents an efficient computational algorithm under the interest of a broad community. Fourier sine's extracts only frequency information from a time signal, thus losing time information [7], while wavelet extracts both time evolution and frequency composition of a signal. Wavelet is a special kind of the functions which exhibits oscillatory behavior for a short time interval and then dies out. In wavelet we use a single function and its dilation and translation to generate a set of ortho normal basis functions to represent a signal. Number of such functions is infinite and we choose one that suits to our application. The range of interval over which scaling function and wavelet function are defined is known as support of wavelet. Beyond this interval (support) the functions should be identically zero. There is an interesting relation between length of support and number of coefficients in the refinement relation. For orthogonal wavelet system, the length of support is always less than no. of coefficients in the refinement relation. It is also very helpful to require that the mother function have a certain number of zero moments, according to:

$$\int_{-\infty}^{\infty} \psi(t) dt = 0$$

The mother function can be used to generate a whole family of wavelets by translating and scaling the mother wavelet.

$$\psi_{a,b}(t) = \frac{1}{\sqrt{a}} \psi\left(\frac{t-b}{a}\right) = T_b D_a \psi$$

Here b is the translation parameter and a is the dilation or scaling parameter. Provided that $\psi(t)$ is real-valued, this collection of wavelets can be used as an orthonormal basis. A critical sampling of the continuous wavelet transform is

$$W_{a,b} = \int f(t) \frac{1}{\sqrt{a}} \psi\left(\frac{t-b}{a}\right) dt$$

is obtained via $a = 2^{-j}$, where j and k are integers representing the set of discrete translations and discrete dilations. Upon this substitution, we can write discrete wavelet transform as;

$$W_{j,k} = \int f(t) 2^{j/2} \psi(2^j t - k) dt$$

Wavelet coefficients for every (a, b) combination whereas in discrete wavelet transform, we find wavelet coefficients only at very few points by the dots and the wavelets that follow these values are given by

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$$\psi_{j,k}(t) = 2^{j/2} \psi(2^j t - k)$$

These wavelet coefficient for all j and k produce an orthonormal basis. We call $\psi_{0,0}(t) = \psi(t)$ as mother wavelet. Other wavelets are produced by translation and dilation of mother wavelet. The wavelet transform of a signal captures the localized time frequency information of the signal. Suppose we are given a signal or sequences of data $S = \{S_n\}_{n \in \mathbb{Z}}$ sampled at regular time interval Δt . S is split into a "blurred" version a_1 at the coarser interval Δt and "detail" d_1 at scale Δt . This process is repeated and gives a sequence $S_n, a_1, a_2, a_3, a_4, \dots$ of more and more blurred versions together with the details $d_1, d_2, d_3, d_4, \dots$ removed at every scale ($\Delta t = 2^m \tau$ in a_m and d_m). Here a_m s and d_m s are approximation and details of original signal. After N iteration the original signal S can be reconstructed as

$$S = a_N + d_1 + d_2 + d_3 + \dots + d_N$$

2. Multi resolution Analysis and Signal decomposition & Reconstruction

A multiresolution analysis for $L^2(\mathbb{R})$ introduced by Mallat [9, 10] consists of a Sequence $V_j, j \in \mathbb{Z}$ of closed subspaces of $L^2(\mathbb{R})$. Let $f(x)$ be a function in $L^2(\mathbb{R})$. We can write $f(x)$ in V_{j+1} space, i.e.,

$$f(x) = \sum c_{j+1,k} \phi_{j+1,k}(x)$$

Since

$$V_{j+1} = V_j \oplus W_j$$

where

$$V_{j+1} = \text{span} \left(\phi_{j+1,k}(x) \right)$$

and

$$V_j = \text{span} \left(\phi_{j,k}(x) \right)$$

$$W_j = \text{span} \left(\psi_{j,k}(x) \right)$$

Therefore

$$f(x) = \sum_k c_{j,k} \phi_{j,k}(x) + \sum_{j_0}^j \sum_k d_{j,k} \psi_{j,k}(x)$$

where

$$c_{j,k} = \langle f, \phi_{j,k} \rangle = \int f(x) \phi_{j,k}(x) dx, \quad \forall k \in \mathbb{Z}$$

and

$$d_{j,k} = \langle f, \psi_{j,k} \rangle = \int f(x) \psi_{j,k}(x) dx$$

are collectively known as approximation and detailed coefficients.

Thus given signal takes place a new version such as

$$f(1) = a_1 + d_1$$

$$f(2) = a_2 + d_2 + d_1$$

$$f(3) = a_3 + d_3 + d_2 + d_1$$

$$f(4) = a_4 + d_4 + d_3 + d_2 + d_1$$

$$f(5) = a_5 + d_5 + d_4 + d_3 + d_2 + d_1$$

$$f(6) = a_6 + d_6 + d_5 + d_4 + d_3 + d_2 + d_1$$

$$f(7) = a_7 + d_7 + d_6 + d_5 + d_4 + d_3 + d_2 + d_1$$

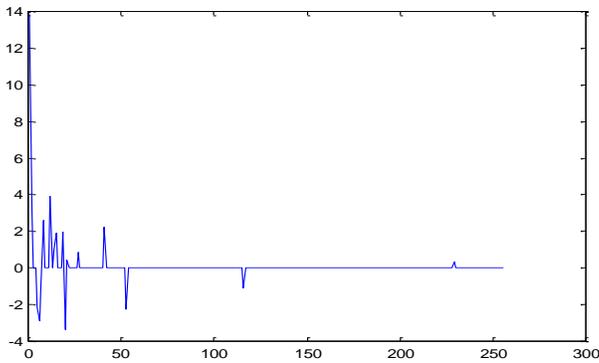


Fig. 4: Wavelet coefficients for noised bumps signal

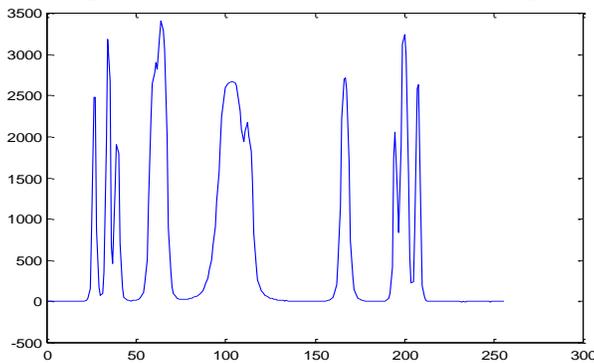


Fig. 5: Denoised signal

5. Conclusions

The structure of discrete wavelet transforms provides a natural tool for denoising. Daubechies4 wavelet is the optimal base wavelet for given bump signal. Our approach of signal denoising is helpful for data compression as well as modulation and demodulation. Quantized coefficients are used to reconstruct a version of input via an appropriate reconstruction algorithm.

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