

# Matrix and Imaging

**Raymond Chan**  
陳漢夫

**Dean, College of Science**  
**City University of Hong Kong**



香港城市大學  
City University of Hong Kong

# OUTLINE

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Matrices and Images



Image Restoration

# THE MATRIX



[https://commons.wikimedia.org/wiki/File:Digital\\_rain\\_animation\\_medium\\_letters\\_shine.gif](https://commons.wikimedia.org/wiki/File:Digital_rain_animation_medium_letters_shine.gif)

<https://screenrant.com/matrix-4-original-movies-look-different-comparison-upgrades/>

# You know what I'm talking about?




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**THE MATRIX (1999)**

# Matrix is Everywhere

What social platform you use?

	Nay	What's that?	Yep
	13	25	62
	58	31	11
	29	44	27

matrix = table

but with  
 $+$ ,  $-$ ,  $\times$ ,  $\div$

# What is a Matrix

A matrix is a table of **related** numbers.

$$\begin{pmatrix} 1 & 2 & 3 & \textcircled{4} \\ 5 & 6 & 7 & 8 \\ 9 & \textcircled{10} & 11 & 12 \end{pmatrix}$$

$R, C$   
 $(1, 4)$ th entry

entry

A  $3 \times 4$  matrix (3 **rows** and 4 **columns**)

$R, C = \text{Raymond Chan}$

Large number of related data  $\Rightarrow$  matrices  $\Leftrightarrow$  big data

# Matrix Addition and Subtraction

$$\begin{pmatrix} \textcircled{1} & 2 & 3 \\ 4 & 5 & \textcircled{6} \end{pmatrix} + \begin{pmatrix} \textcircled{7} & 8 & 9 \\ 10 & 11 & \textcircled{12} \end{pmatrix} = \begin{pmatrix} \textcircled{1+7} & 2+8 & 3+9 \\ 4+10 & 5+11 & \textcircled{6+12} \end{pmatrix}$$

entry-wise addition

$$= \begin{pmatrix} 8 & 10 & 12 \\ 14 & 16 & 18 \end{pmatrix}$$

$$\begin{pmatrix} 5 & 2 & \textcircled{3} \\ 4 & 5 & 6 \end{pmatrix} - \begin{pmatrix} 7 & 8 & \textcircled{2} \\ 2 & 1 & 12 \end{pmatrix} = \begin{pmatrix} 5-7 & 2-8 & \textcircled{3-2} \\ 4-2 & 5-1 & 6-12 \end{pmatrix}$$

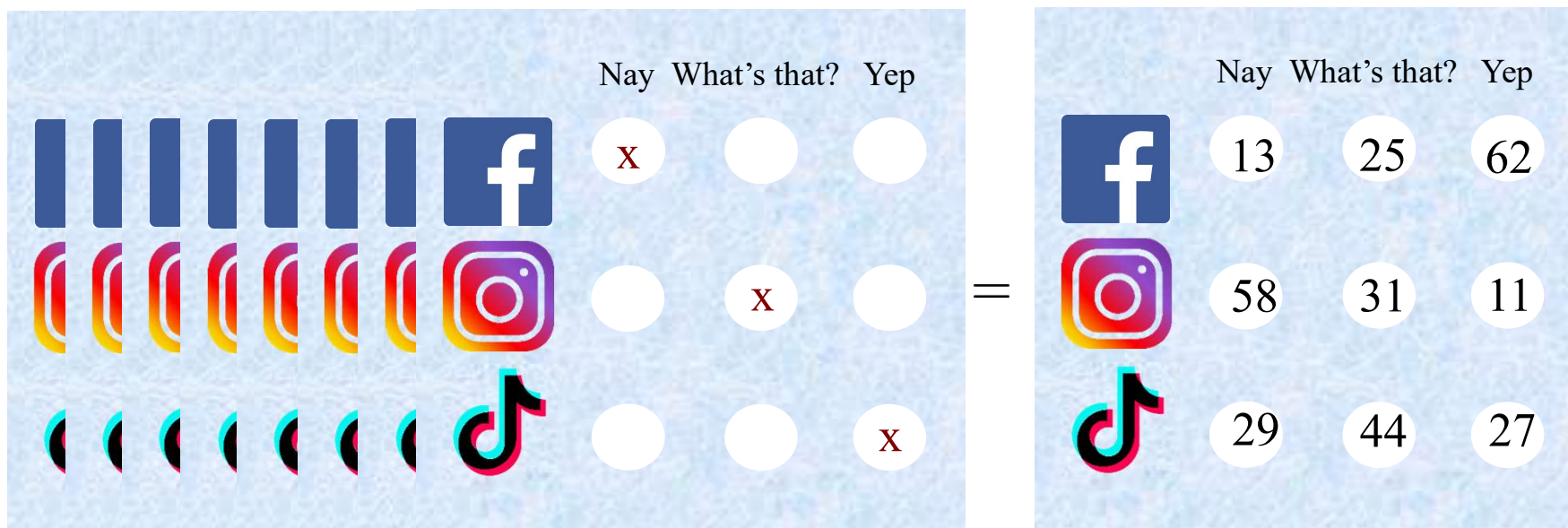
entry-wise subtraction

$$= \begin{pmatrix} -2 & -6 & 1 \\ 2 & 4 & -6 \end{pmatrix}$$



# Why Entry-wise Addition and Subtraction?

Final result



$$\begin{pmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} + \begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix} + \cdots + \begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix} = \begin{pmatrix} 13 & 25 & 62 \\ 58 & 31 & 11 \\ 29 & 44 & 27 \end{pmatrix}$$



# Matrix Multiplication

$$\begin{array}{c} \text{R} \\ \text{R} \end{array} \begin{pmatrix} \text{C} & \text{C} \\ 1 & 2 \\ 3 & 4 \end{pmatrix} \begin{pmatrix} \text{C} & \text{C} \\ 5 & 6 \\ 7 & 8 \end{pmatrix} = \begin{pmatrix} \begin{array}{cc} \text{R} & \text{C} \\ (1 & 2) \end{array} \begin{pmatrix} 5 \\ 7 \end{pmatrix} & \begin{array}{cc} \text{R} & \text{C} \\ (1 & 2) \end{array} \begin{pmatrix} 6 \\ 8 \end{pmatrix} \\ \begin{array}{cc} \text{R} & \text{C} \\ (3 & 4) \end{array} \begin{pmatrix} 5 \\ 7 \end{pmatrix} & \begin{array}{cc} \text{R} & \text{C} \\ (3 & 4) \end{array} \begin{pmatrix} 6 \\ 8 \end{pmatrix} \end{pmatrix} \\
 = \begin{pmatrix} 1 \times 5 + 2 \times 7 & 1 \times 6 + 2 \times 8 \\ 3 \times 5 + 4 \times 7 & 3 \times 6 + 4 \times 8 \end{pmatrix} \\
 = \begin{pmatrix} 19 & 22 \\ 43 & 50 \end{pmatrix}$$

Why not entry-wise?

inner products

# Inner Products

 聚寶華軒  
Gourmet Chinese Restaurant

點心記錄咭      年   月   日

樓號	經手人	茶	芥	
				68259
\$8	小點	⑤	⑤	
\$10	中點	⑧		
\$12	大點	③		
\$15	特點	⑦	⑦	
\$18	頂點			

Dim-sum record card

$$8 \times 2 + 10 \times 1 + 12 \times 1 \\ + 15 \times 2 + 18 \times 0$$

$$= \begin{pmatrix} 8 & 10 & 12 & 15 & 18 \\ & & R & & \end{pmatrix} \begin{pmatrix} 2 \\ 1 \\ 1 \\ 2 \\ 0 \end{pmatrix} \quad C$$

inner products

# Matrix Multiplication and Division

**Matrix** is a mathematical tool to represent the relationship between **action** and **reaction (observation)** of physical or economic phenomena.

$$\text{matrix} \longrightarrow A \mathbf{x} = \mathbf{b}$$

**action**                      **reaction**

Matrix multiplication enables us to do **prediction** and **forecasting**.

To know what **action**  $\mathbf{x}$  causes **reaction**  $\mathbf{b}$ , we need matrix division.

$$\mathbf{action} \longleftarrow \mathbf{x} = A^{-1} \mathbf{b} \longleftarrow \mathbf{reaction}$$

Reverse process enables us to do **planning** or **restoration**.

# Heat Equation

$$T(x, t)$$



$x$

Partial differential equation:



$$f(t)$$

$$A\mathbf{f} = \mathbf{T}$$

$$\mathbf{f} = A^{-1}\mathbf{T}$$

- ☐ Same equation for option pricing:  
(1997 Nobel Prize in Economics)
- ☐ Same equation for image denoising:  
(First picture of black holes)

Underlying Code	Underlying Name	HKATS Code	Call / Put	Expiry (D/M/Y)	Strike
00001	CKH Holdings	CKH	Call	28/05/20	52.50
00001	CKH Holdings	CKH	Call	28/05/20	55.00
00001	CKH Holdings	CKH	Call	28/05/20	57.50
00001	CKH Holdings	CKH	Put	28/05/20	52.50
00001	CKH Holdings	CKH	Put	28/05/20	55.00
00001	CKH Holdings	CKH	Put	28/05/20	57.50

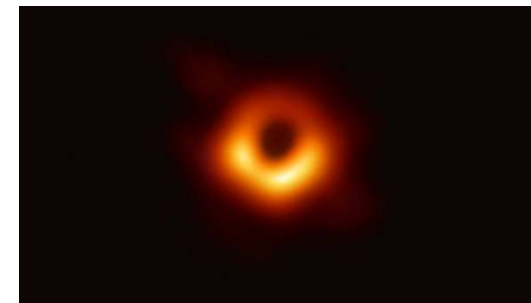
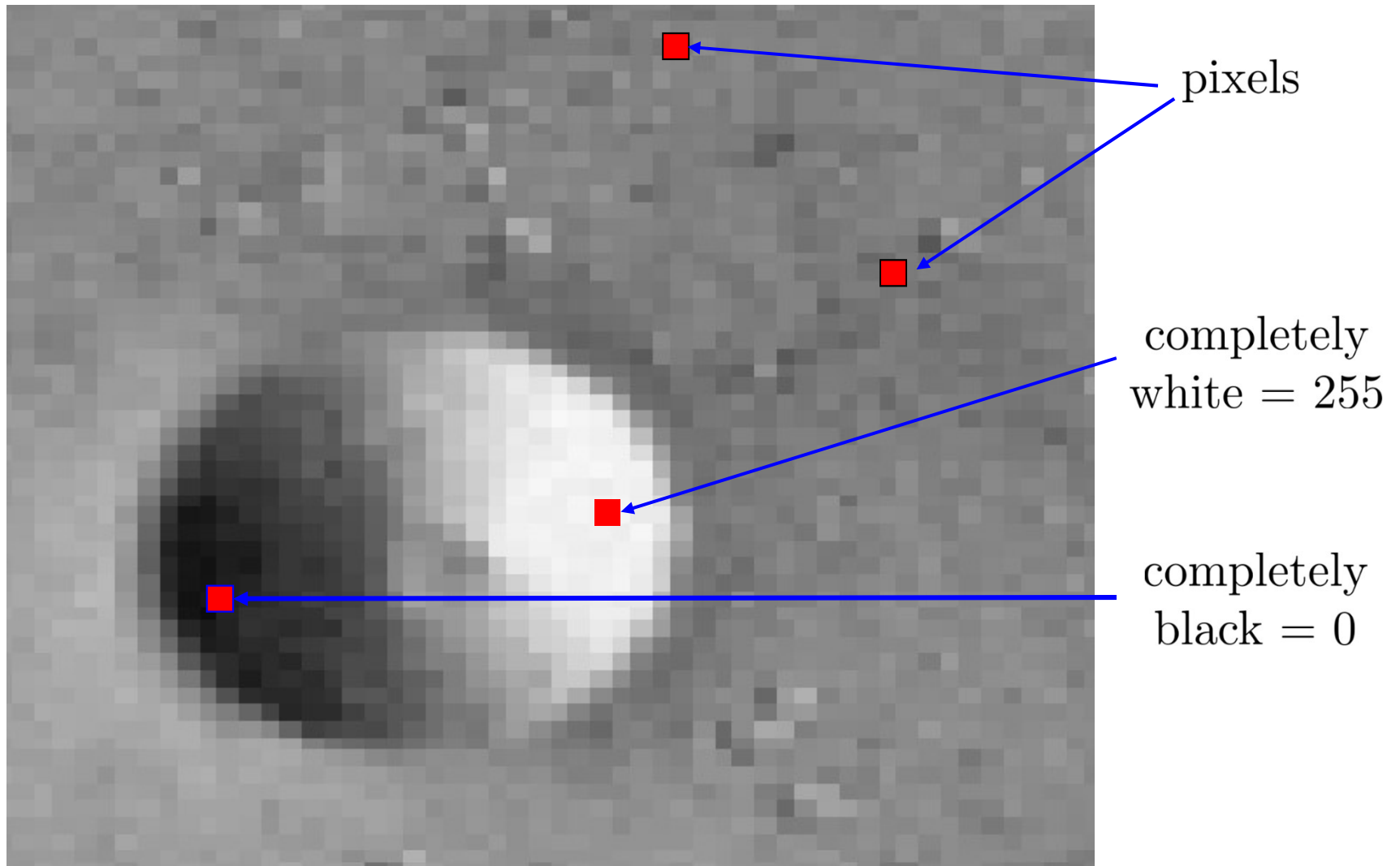


Image credit: <https://www.sciencenewsforstudents.org/>

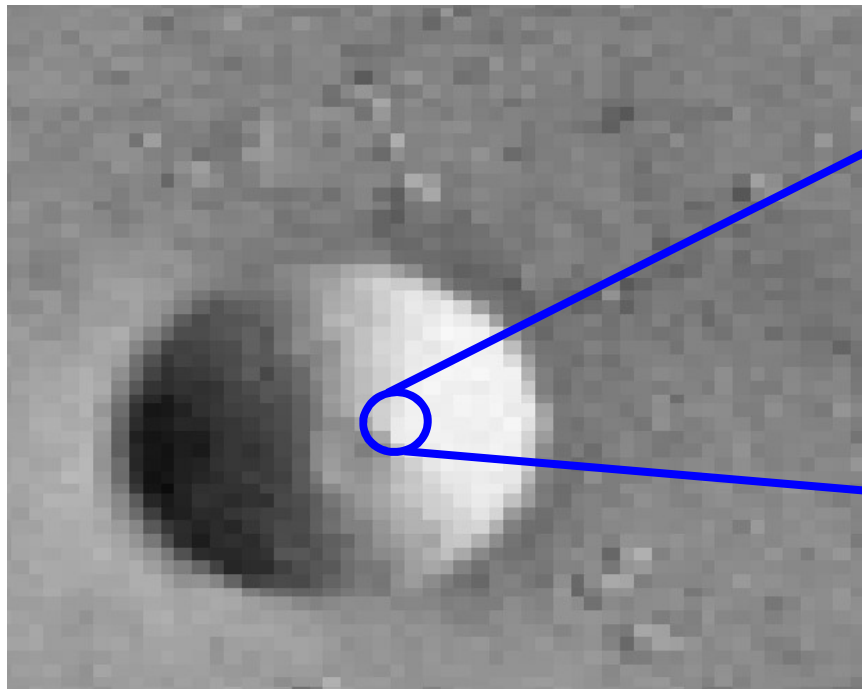
# What is an Image?

Grayscale image of the moon as seen by human.



# Image as Matrix

Grayscale image of the moon as seen by a computer.



			⋮			
	218	215	226	223	226	
	225	231	243	237	228	
⋯	235	236	245	236	229	⋯
	242	240	244	228	229	
	245	240	243	235	232	
			⋮			

pixel values  
between 0 and 255

pixel value between 0 and 255 = 8 bits/pixel

4000-by-4000 **image** = 4000-by-4000 **matrix** = 16 Mbyte

# Color Images

RGB (red, green and blue channels) 24-bit color:



4000-by-4000 color image = three 4000-by-4000 matrices  
= 48 MBytes memory



# OUTLINE

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Matrices and Images



Image Restoration

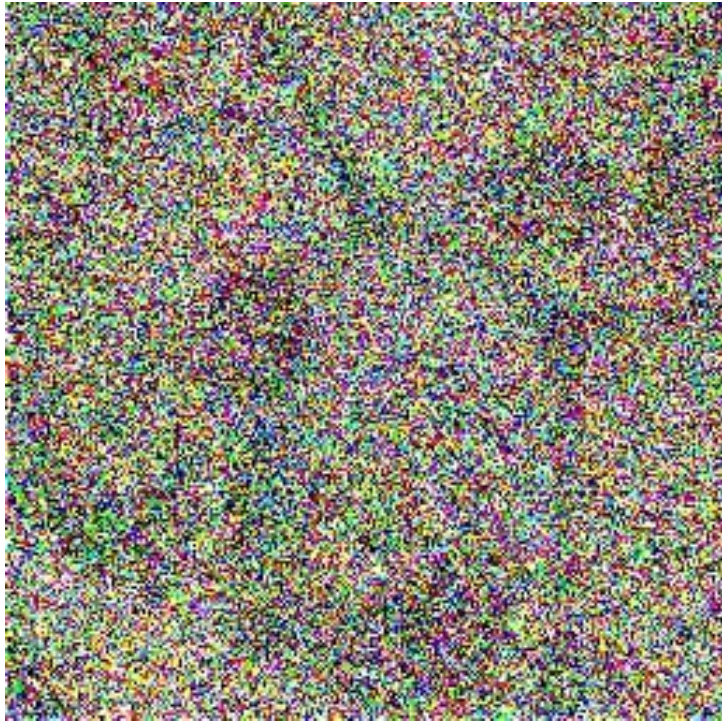
# Image Restoration

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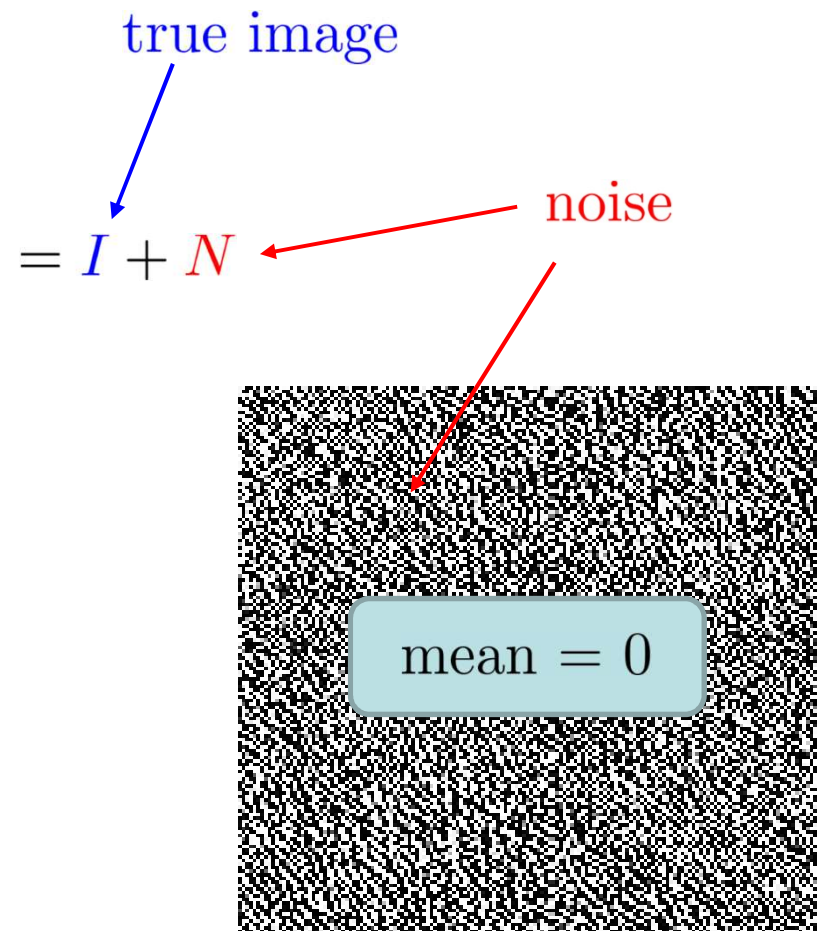


From dark to bright  
From blur to sharp

# Removing Random Noise



Cells under a microscope  
corrupted by random noise



# Averaging Out the Noise

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Since the noises are random with mean 0, we take  $k$  images and average them:

$$\frac{(I + N_1) + (I + N_2) + \dots + (I + N_k)}{k}$$
$$= I + \frac{N_1 + N_2 + \dots + N_k}{k} \approx I$$

Average of 1024 images

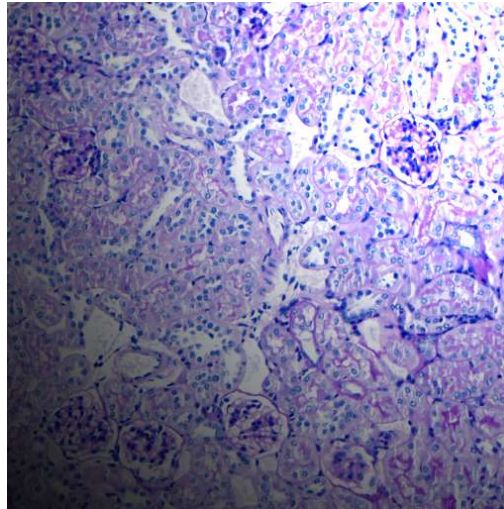
The noise will kill each other and we have an image with very little noise.

Matrix addition

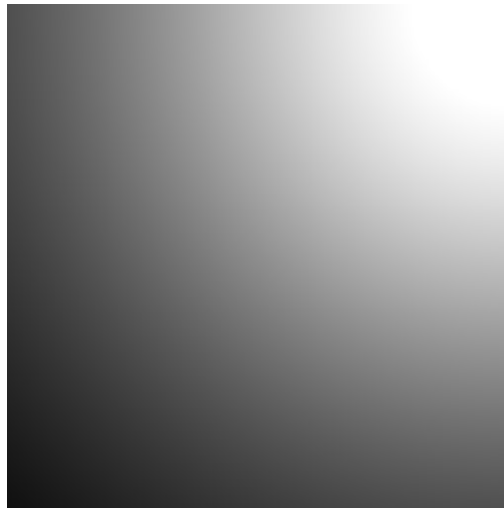


# Removing Background Noise

$A$  = Image with  
light from NE

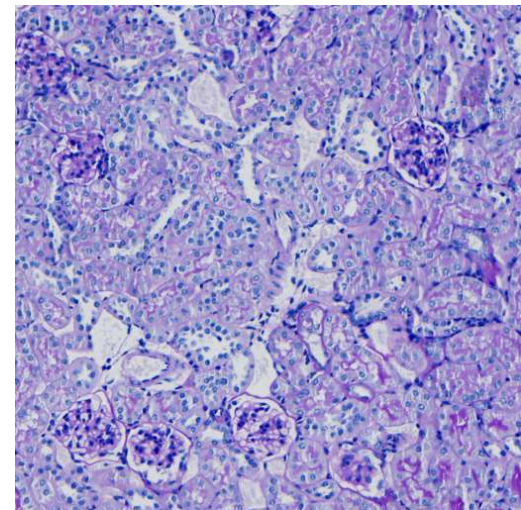


$B$  = background  
light source



Matrix subtraction

$$I = A - B$$

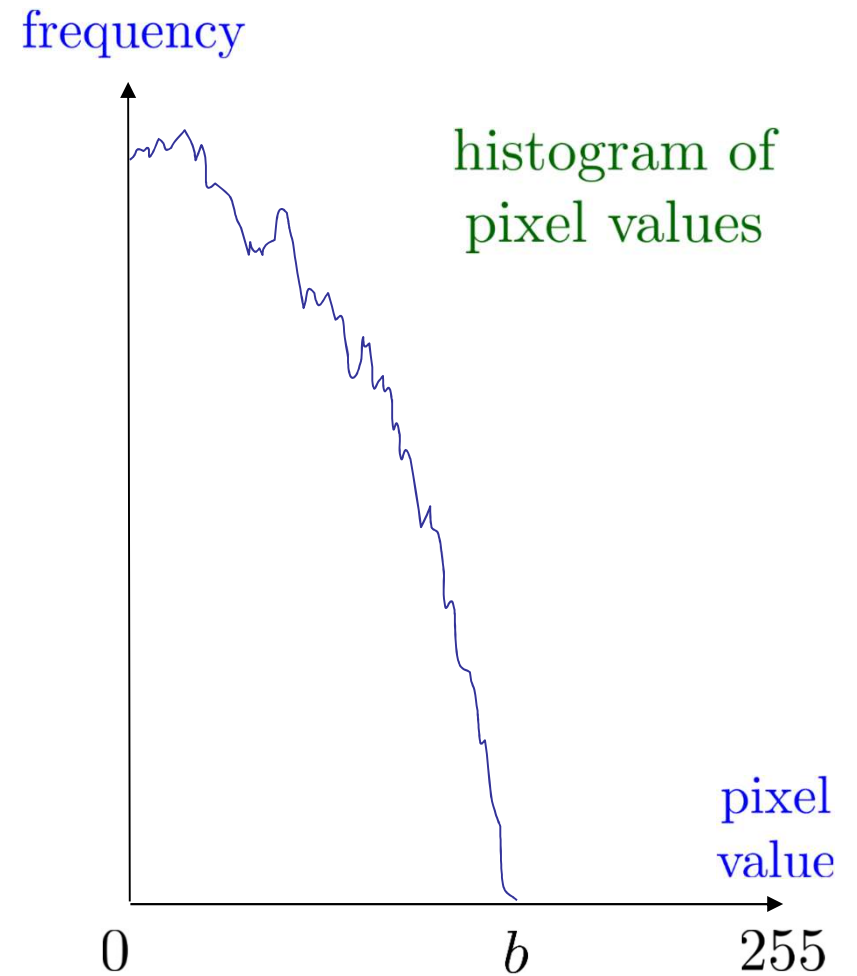


# Contrast Enhancement

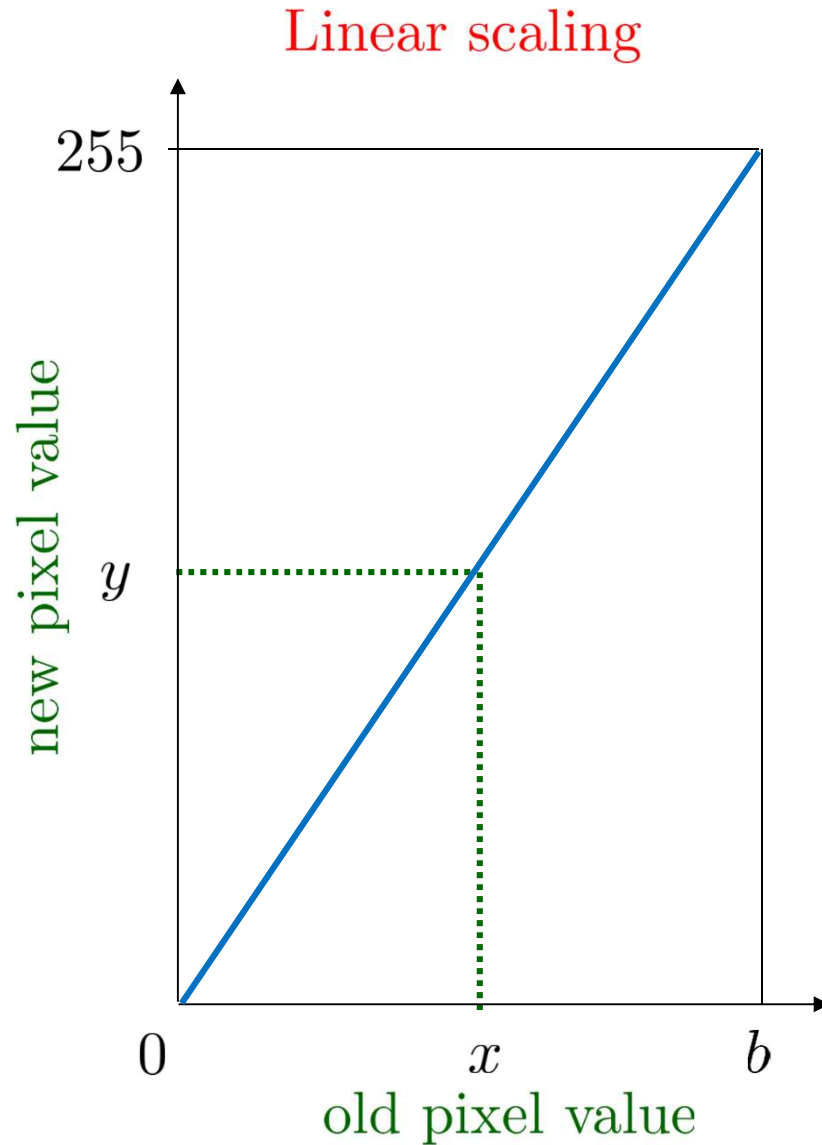


Picture with low contrast

Pixel values concentrate in  $(0, b)$ , where  $b \ll 255$ .



# Linear Scaling to Increase Contrast



Scalar Multiplication

$$Y = \frac{255}{b} \cdot x$$





# Deblurring

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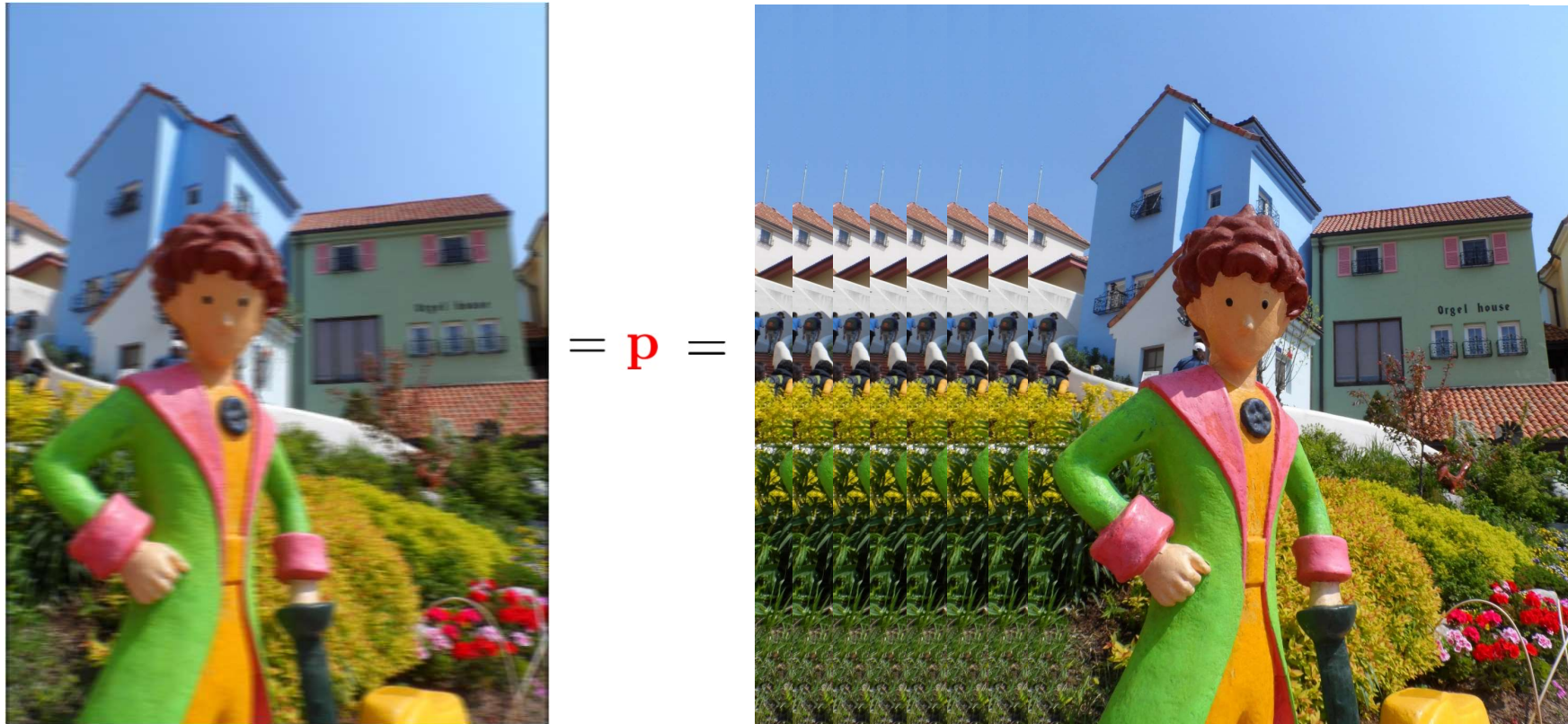
image due to  
motion to  
the right



Motion blur

# The Blurring Process

Observed image **p** is obtained from true image **q** as follows:



$$\mathbf{p}(i) = \mathbf{q}(i) + \mathbf{q}(i + 1) + \mathbf{q}(i + 2) + \cdots + \mathbf{q}(i + k)$$

**p** accumulates many translated copies of **q** before the shutter closes.

# The Blurring Matrix

Therefore:

$$\mathbf{p}(i) = \sum_t \mathbf{q}(i + t).$$

More generally, blurring process can be written as:

$$\mathbf{p}(i) = \sum_t B(t) \mathbf{q}(i + t).$$

This can be written as a matrix equation:

blurring matrix  $\rightarrow$   $B\mathbf{q} = \mathbf{p}$

true image  $\mathbf{q}$

blurred image  $\mathbf{p}$

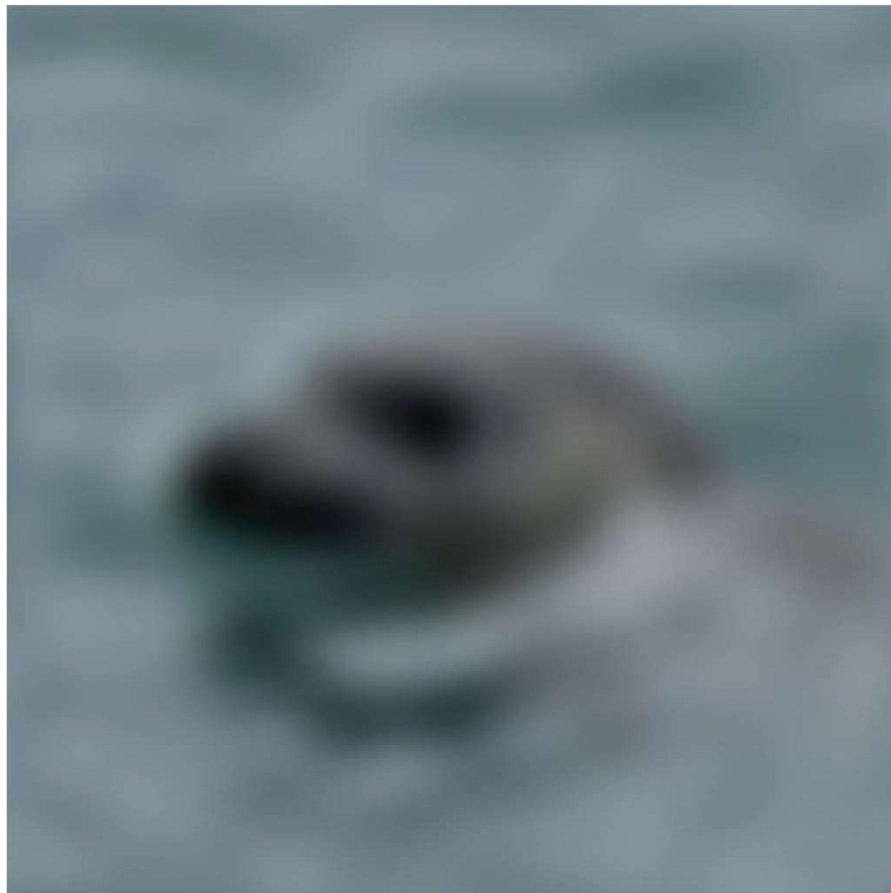
To obtain the true image  $\mathbf{q}$ :

$$\mathbf{q} = B^{-1} \mathbf{p}$$

Matrix division

# Out-of-Focus Blur

The observed image  $\mathbf{p}$  due to wrong focus:



- ☐ Difficult to invert  $F$ ?
- ☐ How big is matrix  $F$ ?
- ☐ How big is your image?
- ☐ For  $1000 \times 1000$  image  
 $F$  is  $1000^2 \times 1000^2$
- ☐ 1 trillion entries in  $F$
- ☐  $10^{18}$  operations to invert  $F$
- ☐ Need 100 years on a PC

another blurring  
matrix

$$F\mathbf{q} = \mathbf{p}$$

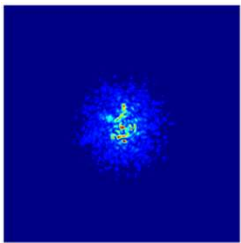
$$\mathbf{q} = F^{-1}\mathbf{p}$$

We need  
**mathematics!**

# Ground-based Astronomy

true image  $\mathbf{q}$

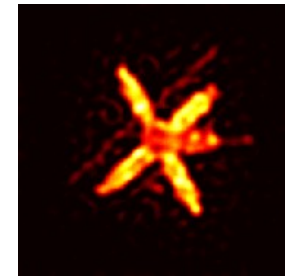
twinkle,  
twinkle,  
little star



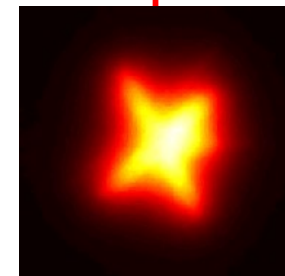
atmospheric  
blurring  
 $A$



restored image



$$\mathbf{q} = A^{-1}\mathbf{p}$$

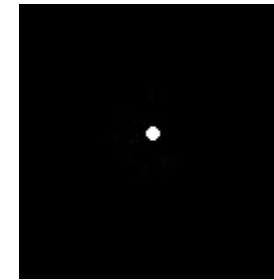
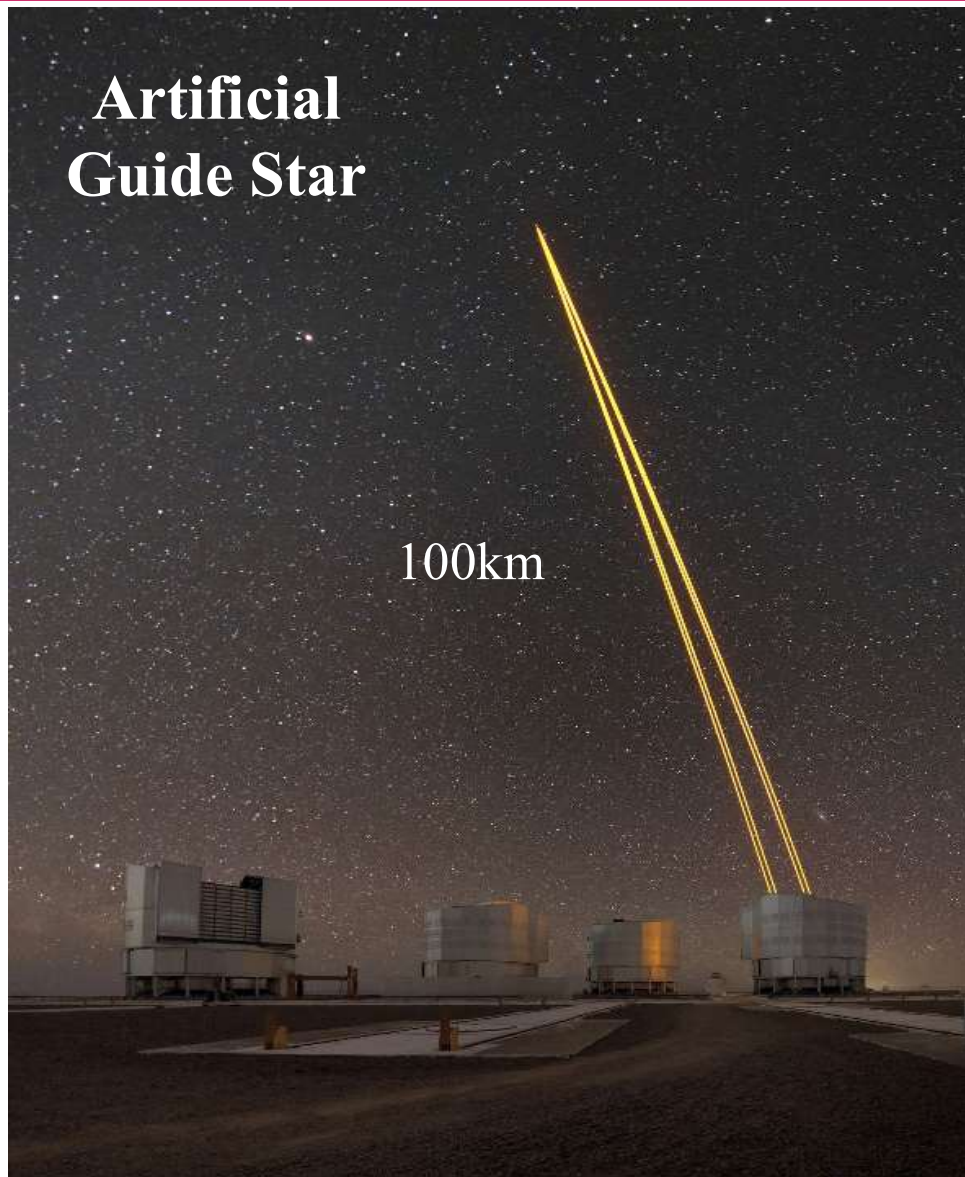


observed image

$$\mathbf{p} = A\mathbf{q}$$



# How to Determine Atmospheric Blurring?



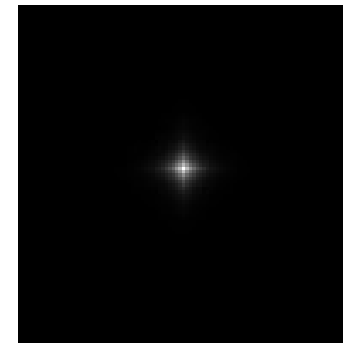
$q$

$\times$



$A$

$$A = p/q$$

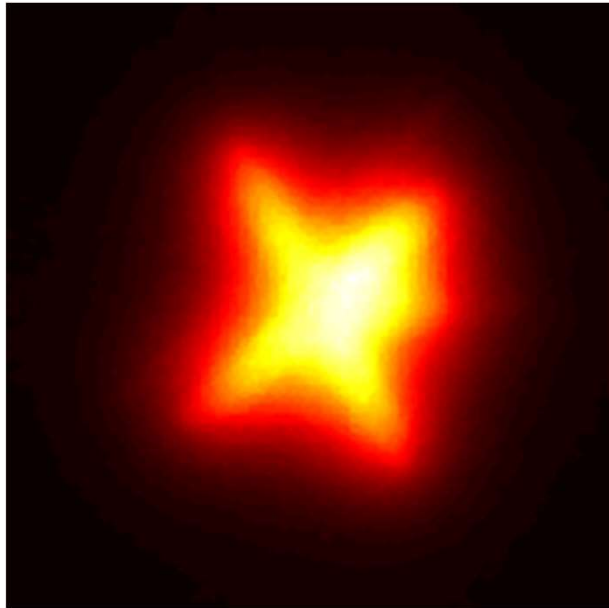


$$p = Aq$$

Image credits: National Geographic, European Southern Observatory

# Restoration of Satellite Image

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Satellite from  
Ground-based telescope

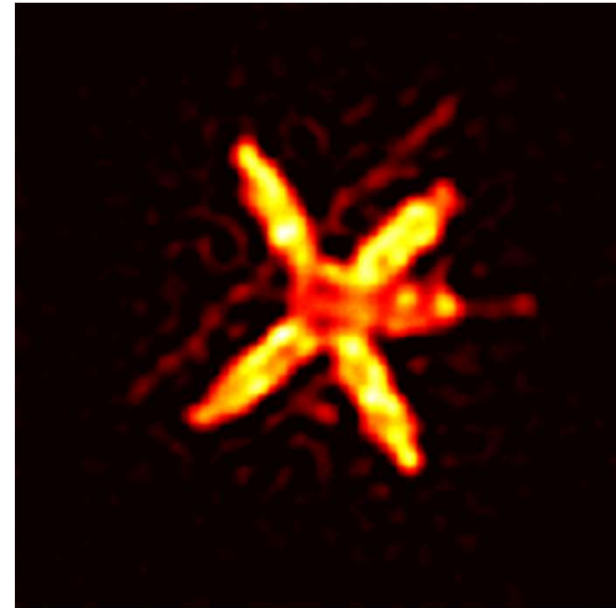
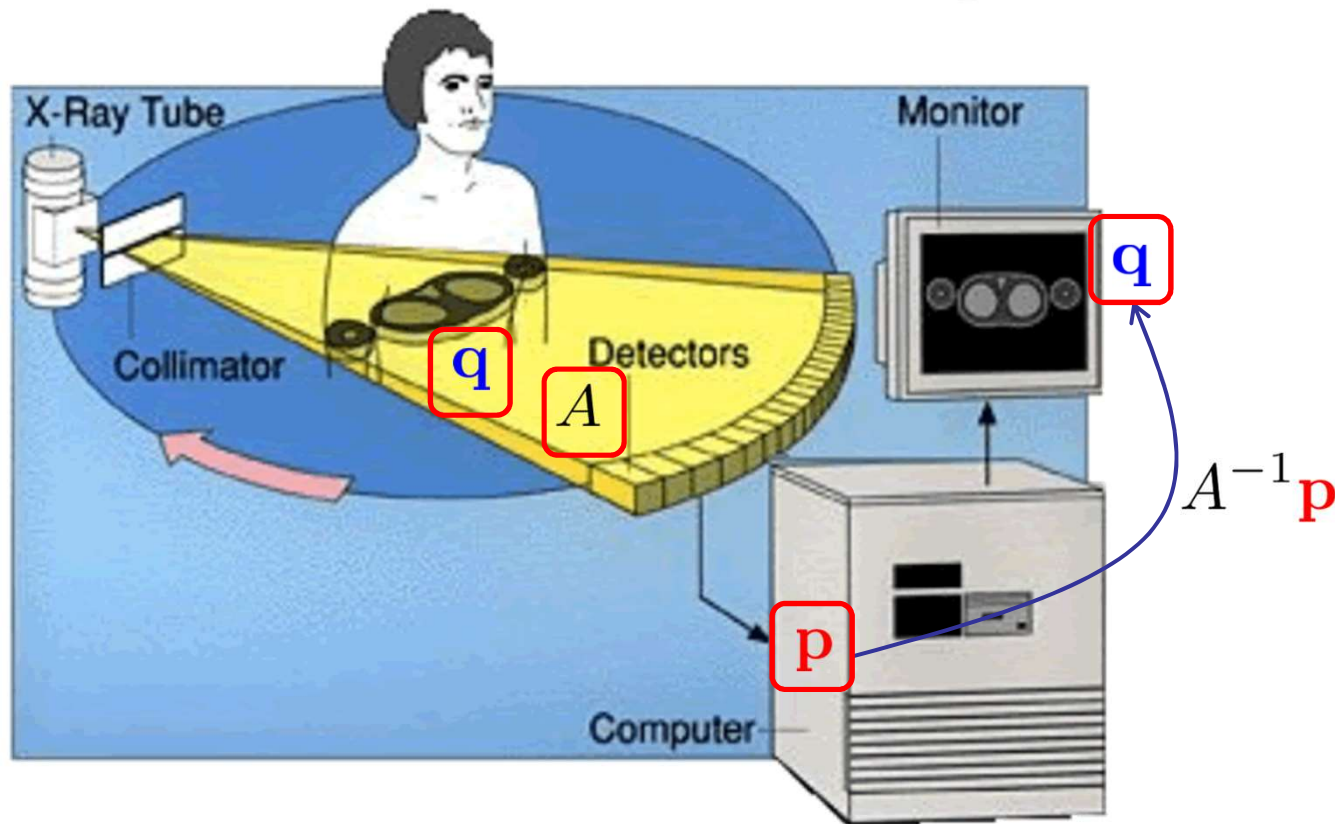


Image after  
reconstruction  
(1993)

<https://faculty.sites.wfu.edu/plemmons/a-clear-view-of-forever>  
<https://faculty.sites.wfu.edu/plemmons/congressional-testimony>



# Computed Tomography (CT) Scan

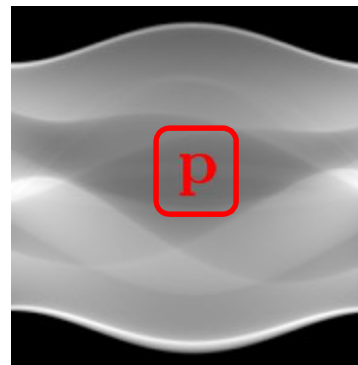


CT system

<https://global.medical.canon/>

Integral equation:

$$Aq = p$$

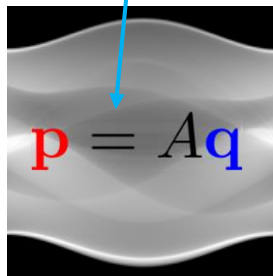
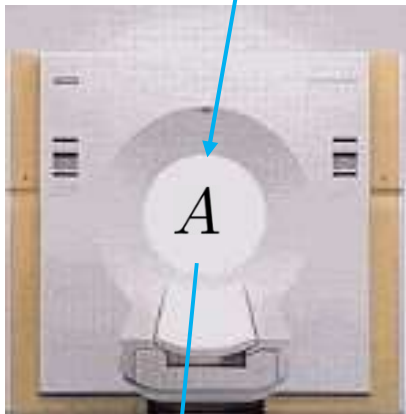
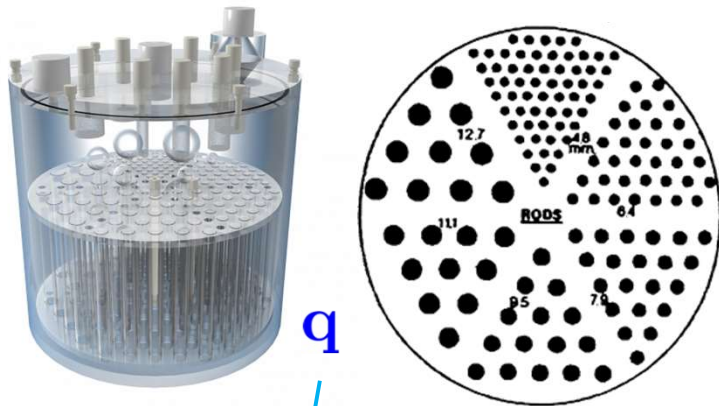


1979  
Nobel  
Prize in  
Medicine

<https://www.imaginis.com/ct-scan/how-does-ct-work>

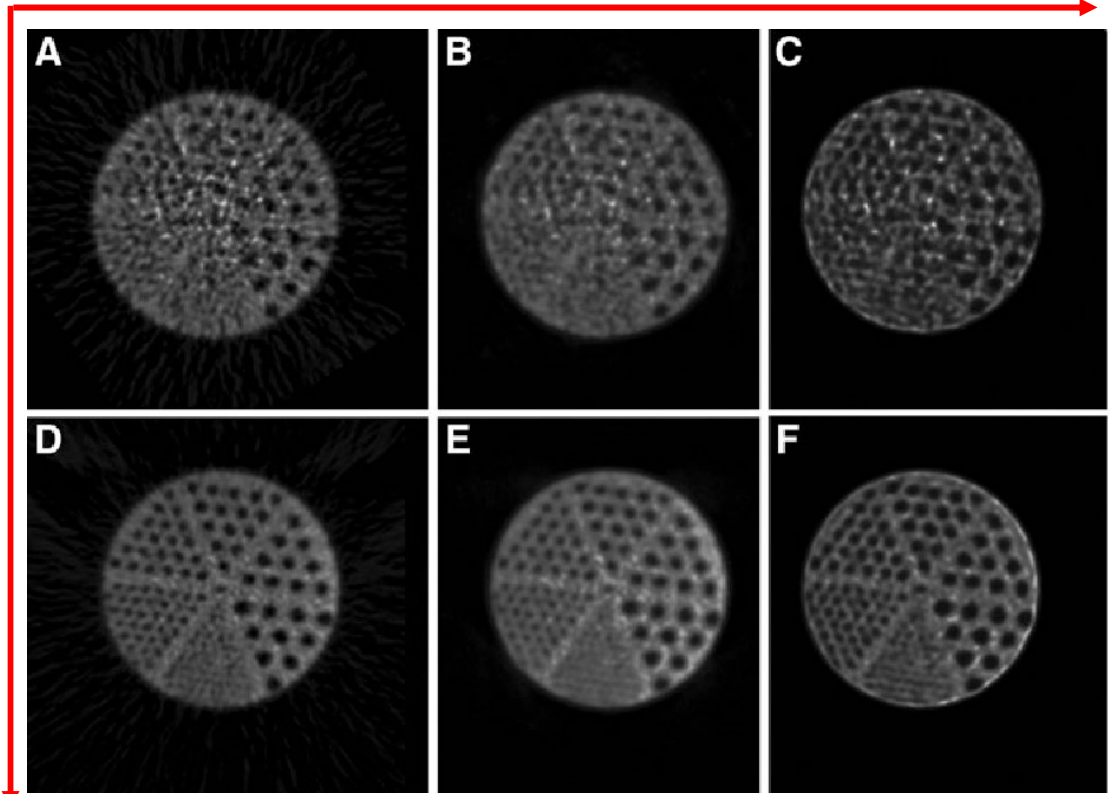
# Jaszczak Phantom

<https://www.nuclear-shields.com/>



better hardware

better software (math algo)



Lee et al., *Cancer Biotherapy*, 2016

$$A^{-1}p$$

toward better  $q$



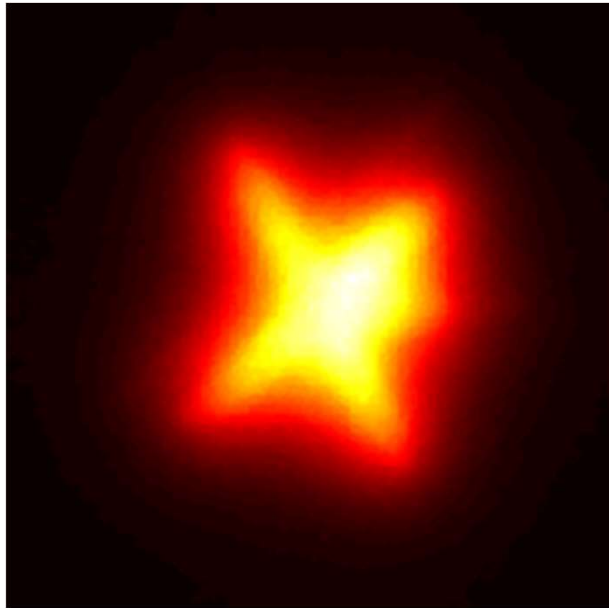
# Why need Math?

Know how  
vs  
Know why

<https://nuscimag.com/the-rosetta-stone-of-mathematics-8c15ea14652d/>

# Ground-based Astronomy Revisit

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Satellite from  
Ground-based telescope

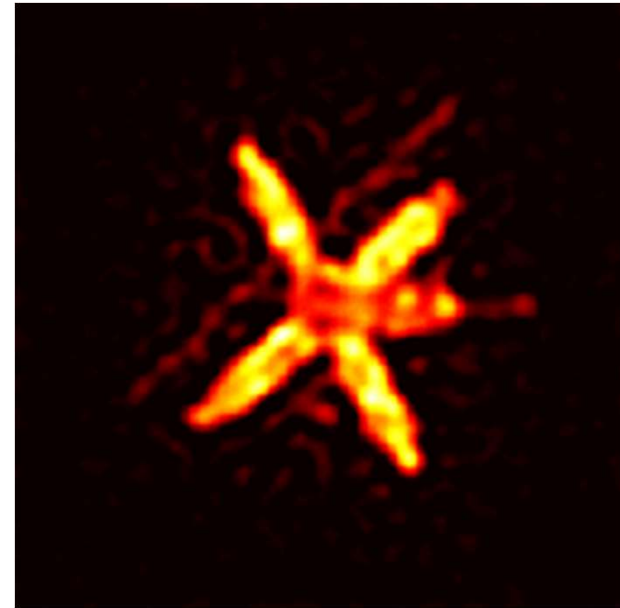


Image after  
reconstruction  
(1993)

Can we do better?

# Multi-frame Super-resolution



A 352-by-288 video  
from a video recorder

30 frames/second

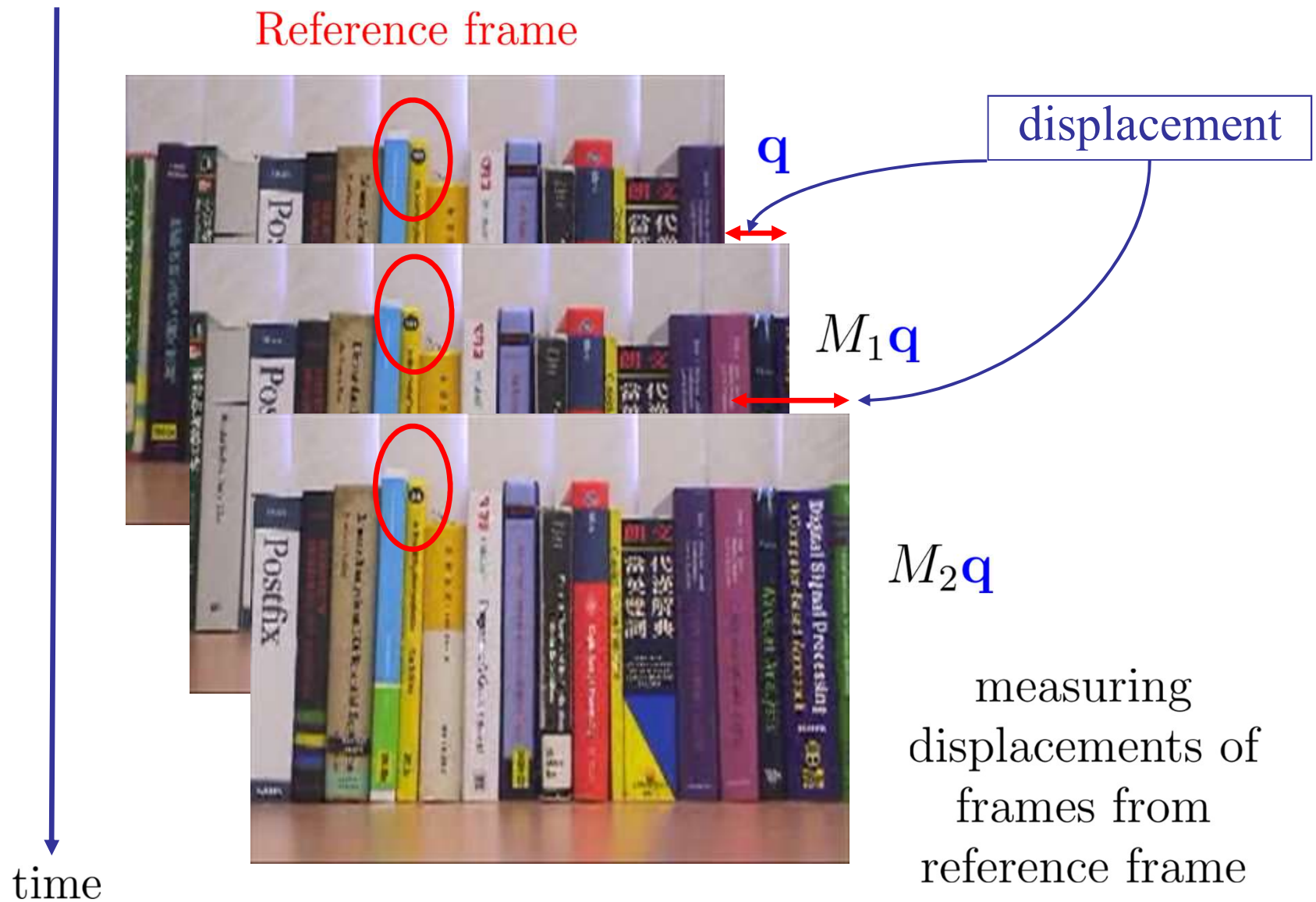


Blind frame interpolation  
using 21 frames

Chan, Shen, and Xia, *Applied Computational Harmonic Analysis*, 2007



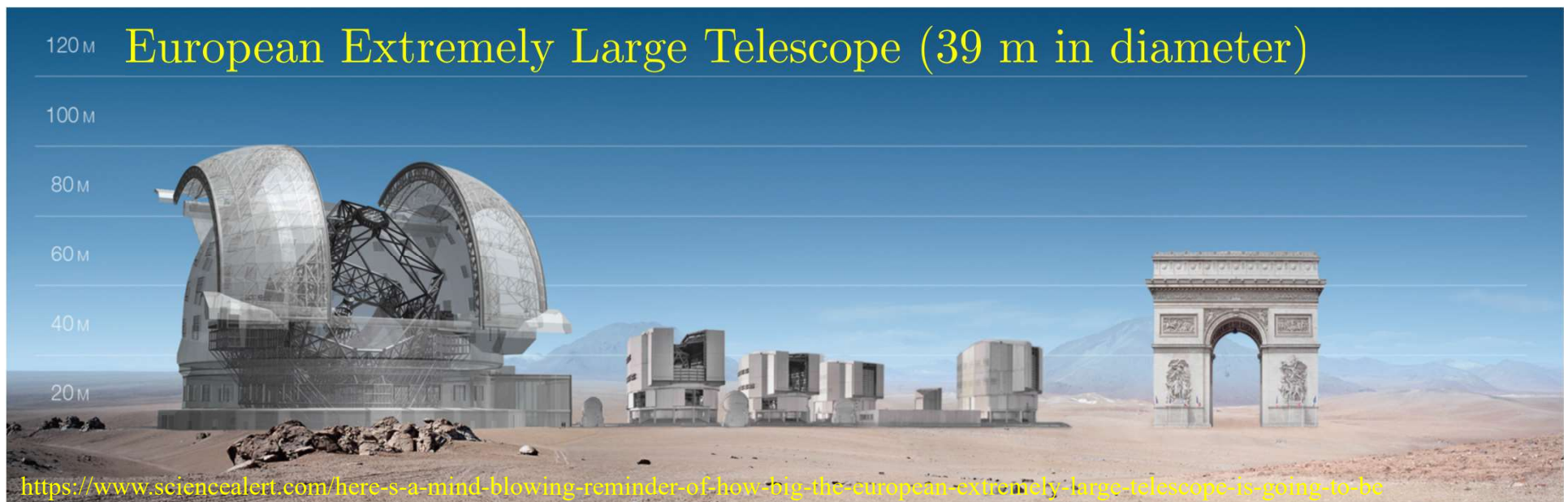
# Aligning the Frames



# Super-resolution for Ground-based Astronomy

How to get multiple frames of space objects?

- ☐ object itself is moving!
- ☐ move the telescope



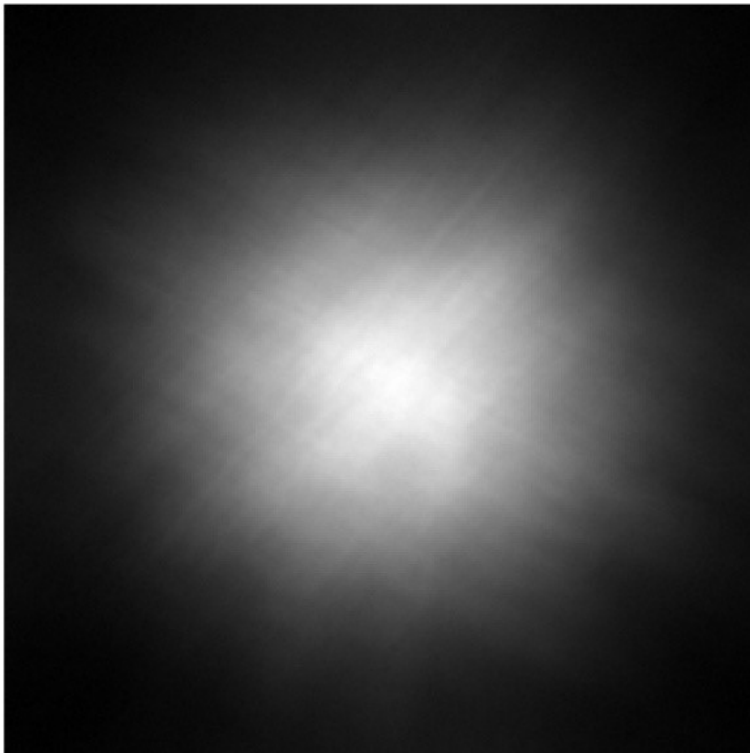
- ☐ air is moving!



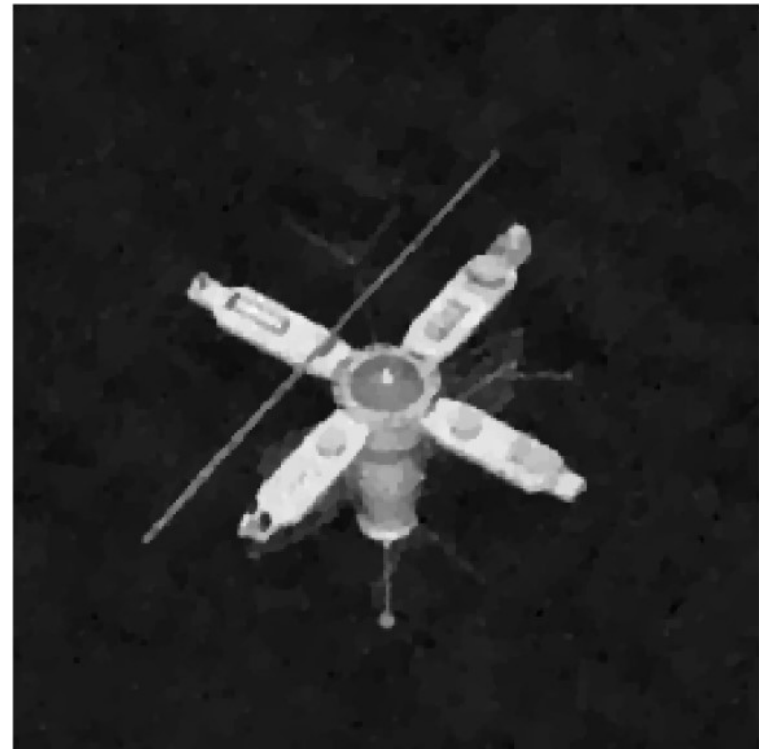
# Super-resolution of Satellite

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Clear image obtained by moving the telescope:



Observed image  
by Earth telescope



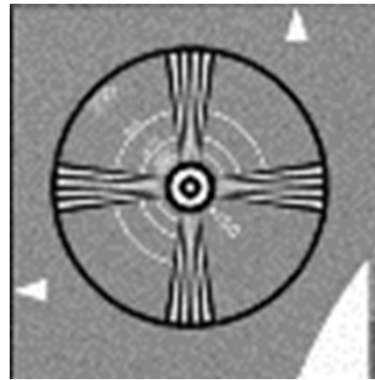
Our Method

Chan, Yuan & Zhang, *J. Opt. Soc. Am. A*, 29 (2012).

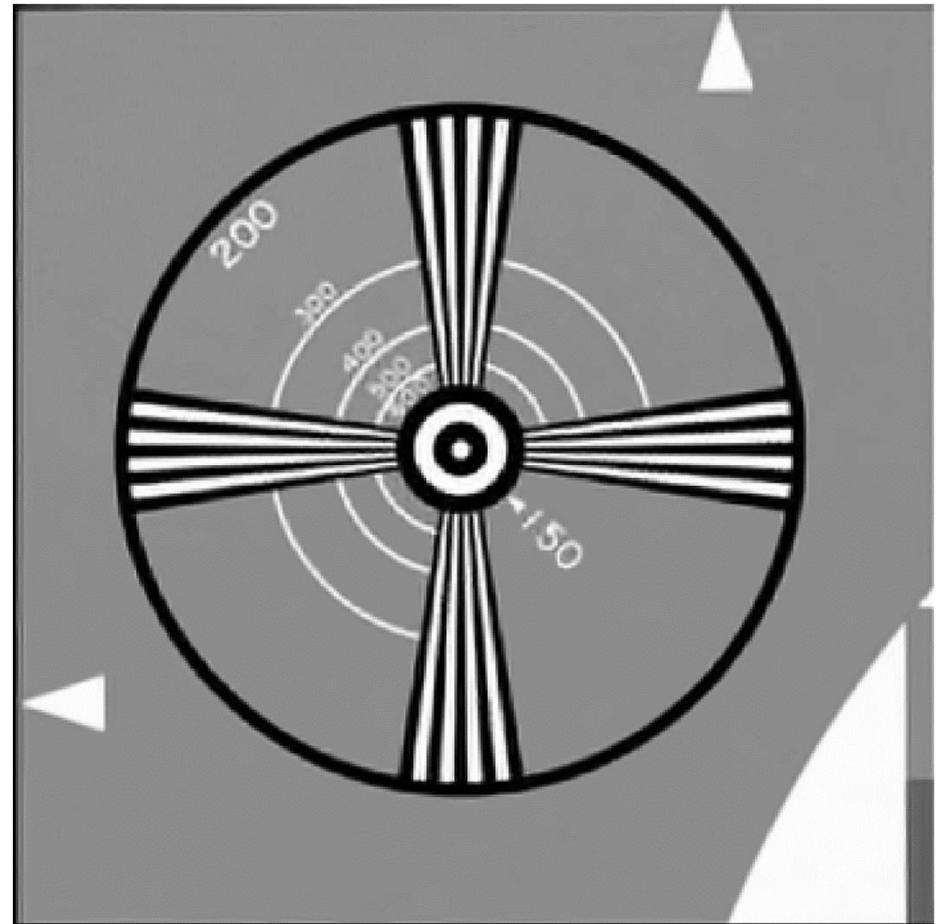
Ke, Wagner, Ramlau, & Chan, *SIAM Journal on Imaging Science* (2020).

# Video Still Enhancement

19 frames  
of size  
 $57 \times 49$



Low  
resolution  
video



Low resolution method-in image

Video source: <https://users.soe.ucsc.edu/~milanfar/software/sr-datasets.html>

Low resolution  
zoom-in image

21 frames of size  $96 \times 128$



Low  
resolution  
video

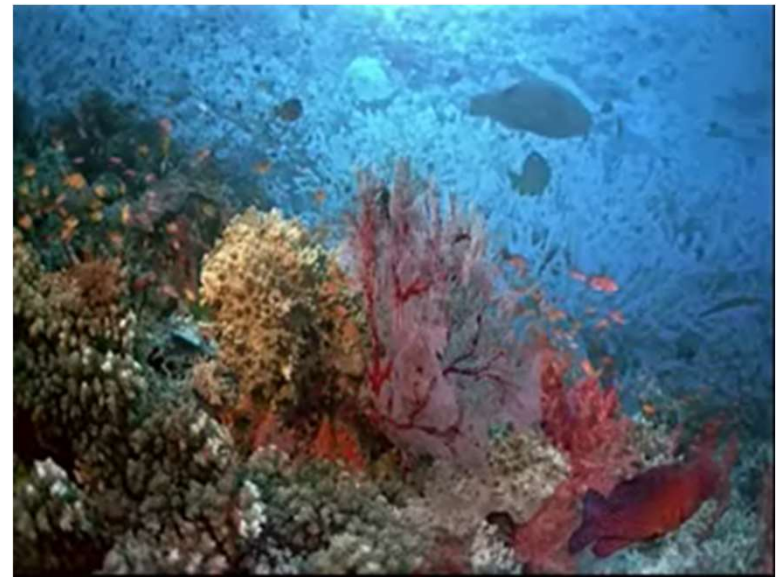
Our  
method







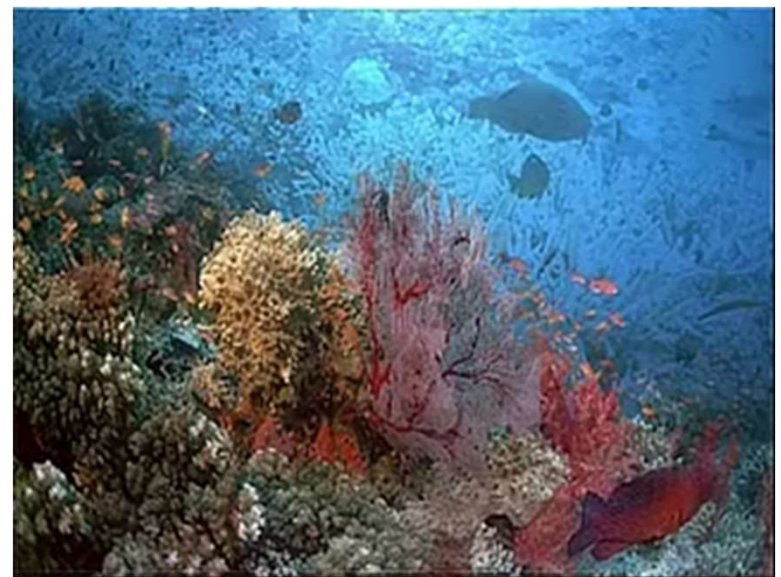
Input video



Qian *et al.* Siggraph 09



Upsampled by bicubic



Our method

# Artificial Intelligence or Human Intelligence

Let us solve the quadratic equation:

$$6x^2 - 78x + 252 = 0$$

Solution is

$$x = \frac{78 \pm \sqrt{78^2 - 4 \cdot 6 \cdot 252}}{2 \cdot 6} = 6,7$$

Who solved it?



Computer

or



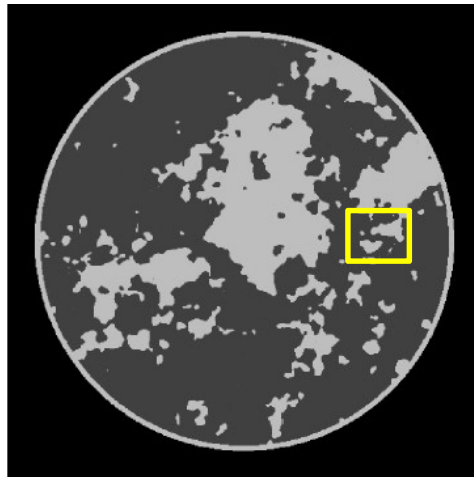
Math

AI algorithms are invented by **homosapiens!**

# Plug-and-Play Deep Neural Network

Convolution  
neural  
network

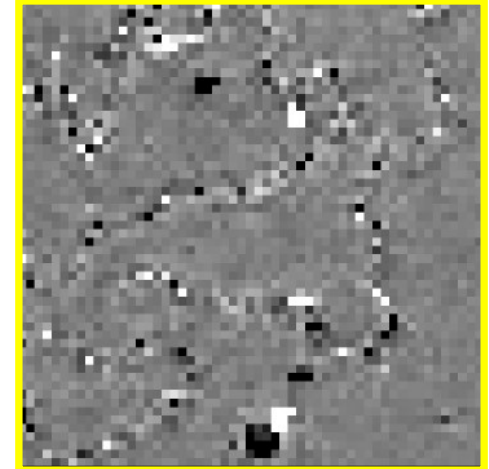
Breast CT Phantom



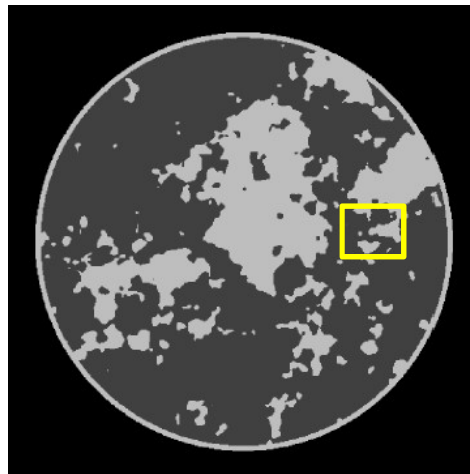
Zoom-in



Error



Mathematical  
method



*Do CNNs solve the CT inverse problem? Sidky, Lorente, Brankov, & Pan, ArXiv, 2020.*

Plug-and-Play or Plug-and-Pray ?



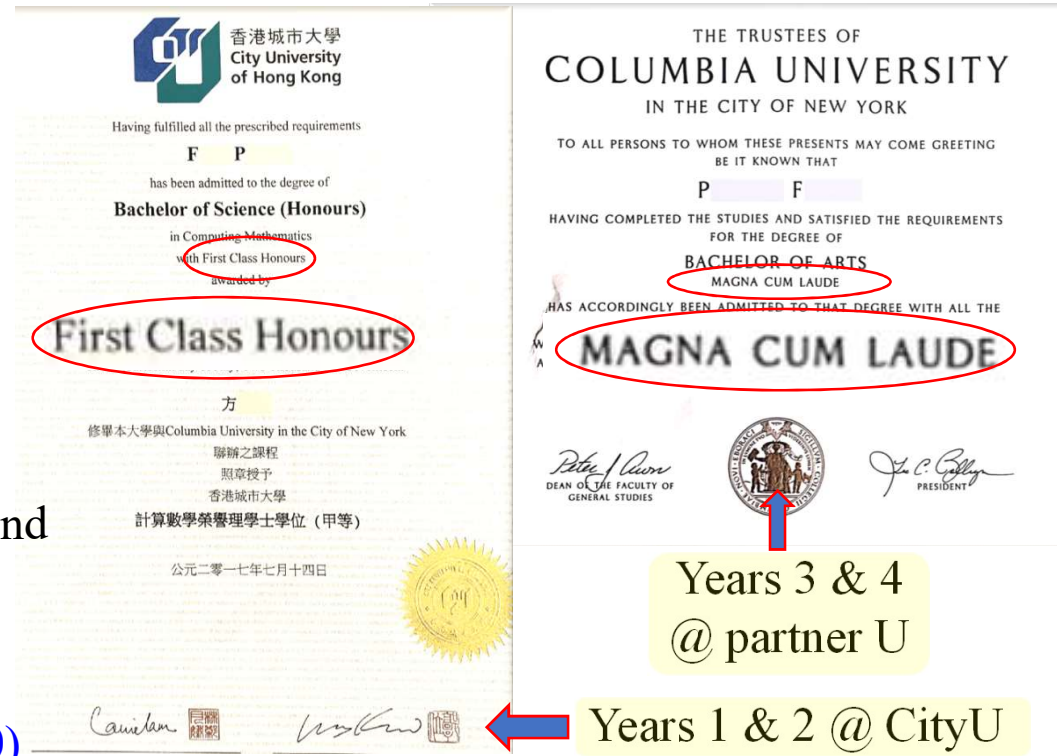
## New Programmes

- JUPAS option (JS1200) — Global Research Enrichment and Technopreneurship (GREAT)
- Double-degree Joint Bachelor's Programmes — with Columbia University, University of Edinburgh, and University of Manchester
- Double-degree Bachelor's Programme — Law and Math (confirm by Nov, 20)

## STEM Initiatives

- CityU Science Challenges – mock HKDSE assessments (Jan, 2021)
- Popular Stem Talks by our Professors

<https://www.cityu.edu.hk/csci/new-programmes-and-stem-initiatives>



# Thank You!

<http://staffweb1.cityu.edu.hk/rhfchan/>

**Raymond Chan:  
No. 1 on Google Search**



香港城市大學  
City University of Hong Kong