

Contents

1	Introduction: Signals and Transforms	1
1.1	Continuous-Time Decaying Signals	1
1.1.1	One-Dimensional Signals	1
1.1.2	Two-Dimensional Signals	4
1.2	Discrete-Time Signals	5
1.2.1	One-Dimensional Discrete-Time Signals	5
1.2.2	Two-Dimensional Discrete Signals	7
	References	8
2	Introduction: Digital Filters and Filter Banks	9
2.1	Filtering Decaying Signals	9
2.1.1	Filters	9
2.1.2	Filter Banks	13
2.1.3	Polyphase Representation	13
2.1.4	Interpolating Filters	17
2.2	Bases and Frames Generated by Filter Banks	20
2.2.1	Examples of Filter Banks Implementation	21
2.2.2	Implementation of Causal—Anticausal IIR Filters with a Rational Transfer Function	25
2.3	Discrete-Time Butterworth Filters	27
	References	30
3	Mixed Convolutions and Zak Transforms	31
3.1	Mixed Discrete-Continuous Convolution and Zak Transform	31
3.1.1	Mixed Discrete-Continuous Convolution	31
3.1.2	Zak Transform of Continuous-Time Signals	32
3.2	A Leading Example: Polynomial Splines	35
3.2.1	B-Splines	35
3.2.2	Spline Spaces	37

3.3	Discrete-Discrete Convolution and Zak Transform	40
3.3.1	A Leading Example: Discrete Splines	43
	References.	49
4	Non-periodic Polynomial Splines	51
4.1	Integral Representation of Splines	51
4.1.1	Decaying Polynomial Splines	51
4.1.2	Zak Transform of B-Spline (Exponential Spline).	52
4.1.3	Integral Representation of Splines	54
4.2	Generators of Spline Spaces	58
4.2.1	Examples of the Spline Space Generators	59
4.3	Polynomial Interpolating Splines.	68
4.3.1	Example: Cubic Interpolating Spline	69
4.3.2	Exponential Decay of Generators of Spline Spaces	71
4.3.3	Minimal Norm Property of Even-Order Splines	73
4.4	Polynomial Smoothing Splines (Global).	74
4.4.1	Explicit Expression of Smoothing Splines	75
4.4.2	Computation of Smoothing Splines	78
4.4.3	Smoothing Generators for the Spline Spaces	79
4.4.4	Examples.	82
	References.	85
5	Quasi-interpolating and Smoothing Local Splines.	87
5.1	Moments of B-Splines.	87
5.2	Local Splines	90
5.2.1	Simplest (Variation-Diminishing) Splines.	90
5.2.2	Quasi-interpolating Splines.	91
5.2.3	Examples.	105
5.3	Approximation Properties of Splines	108
	References.	113
6	Cubic Local Splines on Non-uniform Grid	115
6.1	Preliminaries: Divided Differences and Interpolating Polynomials	115
6.2	B-Splines.	117
6.3	Cubic Splines.	117
6.3.1	Simplest Cubic Splines	118
6.3.2	Quasi-interpolating Cubic Splines	119
6.4	Examples.	123
	References.	125
7	Splines Computation by Subdivision	127
7.1	Interpolatory Subdivision for Non-periodic Splines	127
7.2	Binary Subdivision for Non-periodic Splines	128

7.2.1	Spline Filters for Binary Subdivision	129
7.2.2	Splines Computation at Dyadic Rational Points	131
7.2.3	Practical Implementation	132
7.3	Ternary Subdivision	135
7.3.1	Spline Filters for Ternary Subdivision	135
7.3.2	Splines Computation at Triadic Rational Points	137
7.3.3	Practical Implementation	140
7.4	Upsampling Examples	142
	References	144
8	Polynomial Spline-Wavelets	145
8.1	Two-scale Relations	147
8.1.1	Two-scale Relations for Exponential Splines	147
8.1.2	Exponential Wavelets	149
8.2	Spline-Wavelet Transforms	151
8.2.1	One Step of the Spline Wavelet Transforms	151
8.2.2	Multiscale Spline Wavelet Transforms	155
8.3	Generators of the Wavelet Space	156
8.3.1	B-Wavelets	157
8.3.2	Generators and Dual Generators	162
8.3.3	Examples of the Wavelet-space Generators	164
	References	169
9	Non-periodic Discrete Splines	171
9.1	Discrete Splines' Spaces	171
9.2	Integral Representation of Discrete Splines	173
9.2.1	Exponential Discrete Splines	173
9.2.2	Characteristic Functions of the Discrete Splines' Spaces	175
9.2.3	Implications of the Integral Representation of Discrete Splines	177
9.2.4	Computation of Discrete Splines	178
9.3	Generators of Discrete Splines' Spaces	181
9.3.1	Generators and Their Duals	181
9.3.2	Examples of Generators	183
	References	188
10	Non-periodic Discrete-Spline Wavelets	189
10.1	Discrete Splines' Spaces	189
10.2	Discrete Exponential Wavelets	191
10.3	Generators of the Discrete Spline Wavelet Spaces	193
10.3.1	Discrete B-Wavelets	194
10.3.2	Generators and Dual Generators of Discrete Spline Wavelet Spaces	196

10.4	Wavelet Transforms of Discrete Splines	202
10.4.1	Matrix Representation of the Two-Scale Relations	202
10.4.2	Transform of Splines' Coordinates	203
10.5	Discrete-Spline Wavelet Transform of Signals	206
10.5.1	One Step of Discrete-Spline Wavelet Transform	206
10.5.2	Multiscale Signal's Transform	211
10.5.3	Examples	211
	References	214
11	Biorthogonal Wavelet Transforms	215
11.1	Two-Channel Filter Banks	216
11.1.1	Matrix Expression of Filter Banks	216
11.1.2	Biorthogonal Bases Generated by PR Filter Banks	218
11.1.3	Multilevel Discrete-Time Wavelet Transforms	221
11.2	Compactly Supported Biorthogonal Wavelets	228
11.2.1	Design of the Biorthogonal Filter Bank	228
	References	237
12	Biorthogonal Wavelet Transforms Originating from Splines	239
12.1	Lifting Scheme of Wavelet Transforms	239
12.1.1	Primal Scheme	239
12.1.2	Dual Scheme	240
12.1.3	Filter Banks	241
12.2	Filter Banks Originating from Polynomial Splines	245
12.2.1	Prediction Filters Derived from Polynomial Splines	245
12.2.2	Filter Banks	247
12.2.3	Examples of Filters Originating from Splines	252
12.3	Filter Banks Originating from Discrete Splines	261
12.3.1	Summary for the Discrete Splines of Span 2	261
12.3.2	Prediction Filters	263
	References	273
13	Data Compression Using Wavelet and Local Cosine Transforms	275
13.1	Spatial and Spectral Meaning of Wavelet Transform Coefficients	275
13.2	SPIHT Coding Scheme	279
13.3	Local Cosine Transform for Data Compression	281
13.3.1	Local Cosine Transform (LCT)	281
13.3.2	A Hybrid Algorithm for Data Compression	282
13.4	Numerical Examples	286
13.4.1	Seismic Compression	287
13.4.2	Fingerprints	289

13.4.3	Compression of Multimedia Images	291
13.4.4	Conclusions	295
References.	296
14	Wavelet Frames Generated by Perfect Reconstruction	
	Filter Banks	299
14.1	Oversampled Filter Banks and Frames.	300
14.1.1	Matrix Expression of Filter Banks with the Downsampling Factor 2.	300
14.1.2	Frames Generated by Filter Banks	303
14.2	Design of Three-Channel Filter Banks Which Generate Frames.	308
14.2.1	Interpolating Filter Banks for Frame Generation	308
14.2.2	Frames Derived from Triangular Factorization	310
14.2.3	Design of Frames Using Spline Filters.	312
14.2.4	2D Frame Transforms	329
14.3	Design of Four-Channel Filter Banks Which Generate Frames.	331
14.3.1	Four-Channel Oversampled Filter Banks	331
14.3.2	Low-Pass Filters	336
14.4	Four-Channel Filter Banks Using Spline Filters	340
14.4.1	Summary of the Filter Bank Design Scheme	340
14.4.2	Outline of the Frame Transforms' Implementation	341
14.4.3	Examples of Filter Banks with FIR Filters	343
14.4.4	Four-Channel Filter Banks with IIR Filters.	350
References.	360
15	Biorthogonal Multiwavelets Originated from Hermite Splines	363
15.1	Preliminaries	364
15.1.1	Cubic Hermite Splines.	364
15.1.2	Multifilters.	365
15.2	Lifting Scheme of Wavelet Transform of Vector-Signals	368
15.3	Multifilter Banks.	370
15.3.1	Structure of Multifilter Banks.	370
15.3.2	Approximation Properties of Multifilters	372
15.4	Lifting Algorithms for Pre/Post-processing Phases.	374
15.4.1	An Orthogonal Scheme of Third Approximation Order (Haar Algorithm).	375
15.4.2	Schemes of the Fifth Approximation Order	376
15.5	Bases for the Space of Discrete-Time Signals.	380
15.5.1	Bases of Zero Level	380
15.5.2	Bases of the First Level.	381

15.6	Extension of the Multiwavelet Transforms to Coarser Levels	388
15.7	Two-Dimensional Multiwavelet Transforms	391
	References.	392
16	Multiwavelet Frames Originated From Hermite Splines	393
16.1	Oversampled Multifilter Banks	394
16.1.1	Three-Channel Multifilter Banks	394
16.1.2	Bases of Zero Level	395
16.1.3	Analysis Filter Banks of the First Level	396
16.1.4	Synthesis Filter Banks of the First Level	397
16.2	Multiwavelet Frames	398
16.2.1	Signal's Expansion Over the First-Level Multi-frame	398
16.2.2	Extension of the Multi-frame Transforms to Coarser Levels	399
16.3	Design of Multifilter Banks Generating Frames	401
16.3.1	Design Scheme.	401
16.3.2	Transfer Functions of the Multifilter Banks	402
16.3.3	Example: Framelets Originating From the Haar Pre-Post-processing Scheme ($j = 0$):	404
	References.	407
	Appendix A: Guide to SplineSoftN	409
	Glossary	421
	Index	423