

$$b = f(I, \text{Contexte})$$

- | | | |
|---|---|--|
| + | - | • # pour chacun d'entre nous |
| - | | • sensible aux illusions |
| + | | • robuste aux bruit |
| + | - | • phénomène de saturation |
| + | - | • zone de + ou - bonne discrimination de brillance |
| + | - | • accentue les contours |

COMPRESSION D'IMAGES

COMPRESSION FRACTALE (7)



Original
512x512 Boat Image



JPEG
512x512 Boat Image
Compression = 54.3:1 (0.147 bpp)
PSNR = 23.7dB



Fractal Encoding
512x512 Boat Image
Compression = 38.1:1 (0.137 bpp)
PSNR = 27.5dB



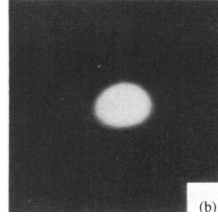
Epic Wavelet
512x512 Boat Image
Compression = 38.0:1 (0.138 bpp)
PSNR = 26.4dB

RESTAURATION

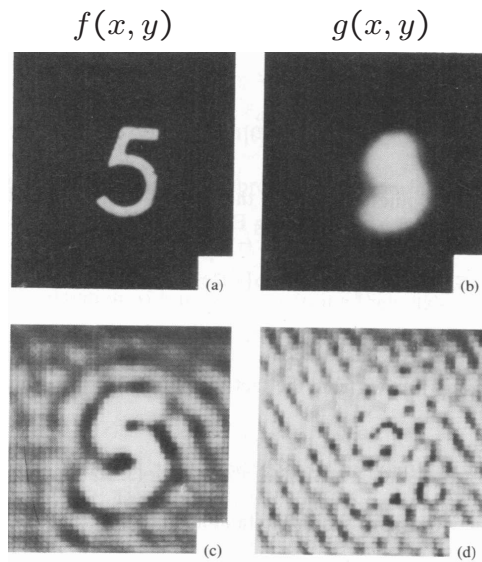
FILTRAGE INVERSE (2)

Solutions

- Si $H(u, \nu)$ petit $\hat{F}(u, \nu) = G(u, \nu)$ (ou 0) sinon G/H
- Au delà d'une certaine fréquence de coupure D_0
 - $\hat{F}(u, \nu) = 0$ sinon $G(u, \nu)/H(u, \nu)$



$h(x, y)$



D_0 bien choisi D_0 trop grand

Remarque

$$\frac{G(u, \nu)}{H(u, \nu)} = \frac{H^*(u, \nu) G(u, \nu)}{|H(u, \nu)|^2}$$