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Recovery of partially occluded objects by applying compressive Fresnel holography

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A compressive Fresnel holography approach is suggested for the recovery of partially occluded objects. Reconstruction guarantees are analyzed and the effectiveness of the method is demonstrated using simulations and an experimental result showing the reconstruction of a partially occluded resolution chart. © 2012 Optical Society of America
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The reconstruction of partially occluded objects has been a subject of research in recent years. Generally, one wishes to see through a partially occluding plane in order to get a clear image of a specific target object. In the last decades, advancements in digital image sensors and computation capabilities have yielded several opportunities to tackle this problem, where most techniques involve the sensing of the scene from different directions [1-4]. These techniques rely on the fact that by scanning the object volume, we get new perspectives of the object. Thus, a proper synthesis of the perspectives enables the object's recovery. Synthesizing different object perspectives to reconstruct an object was also adapted to holography [5]. However, each perspective has degraded resolution compared with the original hologram, which may impair the overall performance of the method.

In this letter we offer a general technique to recover a partially occluded object from its digitally recorded single hologram, using the compressive sensing (CS) approach. Compressive sensing has already gained ground in the realm of holography [6-10]. The CS approach asserts that given the fact that a signal is sparse, or compressible in some (known) transform domain, Ψ , it can be fully recovered by taking only a subset of its measurements, using some sensing operator, which should hold low coherence with the sparsifying operator. Fig.1 depicts our basic setup: a coherently illuminated object field, u_m , with wavelength λ , propagates a distance z_1 and hits a partially occluding plane which is made of opaque and clear or scattering regions, and given by $p(x)$. This may be regarded as a subsampling of the object's Fresnel field, hence the motivation of using the compressive Fresnel holography approach. The wavefield then propagates another distance z_2 and interferes with a reference wave on a CCD. The **object's field**, $u_{ccd}(x)$, can be extracted using standard techniques, such as filtering out the unwanted diffraction terms [11], and is described by:

$$u_{ccd}(x) = \left[u_m * \frac{\exp\{j\pi x^2 / (\lambda z_1)\}}{\sqrt{\lambda z_1}} \times p(x) \right] * \frac{\exp\{j\pi x^2 / (\lambda z_2)\}}{\sqrt{\lambda z_2}} \quad (1)$$

where For simplicity, we derive our equations for a 1D system. Equation (1) is often described in CS literature as a vector-matrix multiplication form:

$$\mathbf{u}_{ccd} = \mathbf{\Phi} \mathbf{u}_m, \quad (2)$$

where $\mathbf{\Phi}$ denotes the sensing matrix.

In [9] we have determined reconstruction guarantees when the Fresnel transform is used as a compressive sensing mechanism, where the hologram plane is subsampled. Therefore, it can be viewed as the scheme in Fig. 1, with $z_2=0$ and $p(x)$ binary with its "1"-s and "0"-s are assigned *uniformly at random*. Here, we consider realistic general occluding planes, thus, we allow $p(x)$ to receive any value between 0 and 1 and also allow deterministic structures as well. Often, CS literature deals with non-random subsampling schemes by analyzing the sensing matrix columns coherence [12,13], given by:

$$\mu = \mu(\mathbf{\Phi}) = \max_{m \neq l} \left\langle \phi_m, \phi_l^* \right\rangle / \left\{ \|\phi_m\|_2 \|\phi_l\|_2 \right\}, \quad (3)$$

where ϕ_l denotes the l -th column vector of $\mathbf{\Phi}$. The smaller μ is the less number of samples is needed in order to accurately reconstruct the signal [12,13]. We note that the second propagation along z_2 can be expressed as a unitary transform, which does not subsample the signal and has no effect on the coherence of the sensing system (though it may have a preconditioning effect on the system [14]). Therefore, we may analyze the coherence of the sensing operator, from two subsampled fields originated from two different source points, m and l , and hitting the occluding plane, as follows:

$$\mu = \max_{m \neq l} \left\langle \tilde{\phi}_m, \tilde{\phi}_l^* \right\rangle / \left\{ \|\tilde{\phi}_m\|_2 \|\tilde{\phi}_l\|_2 \right\}, \quad (4)$$

where:

$$\tilde{\phi}_l = \delta(x-l) * \exp\{j\pi x^2 / (\lambda z_1)\} / \sqrt{\lambda z_1} \times p(x). \quad (5)$$

In digital holography the signal is reconstructed using numerical back propagation, which is normally carried out by the far field (direct method) numerical approximation or near field (convolution method) numerical approximation [11,15]. Following the approach in [9], defining Δx_o as the object's pixel pitch, Δx_{z_1} as the occluding plane pixel pitch and N as the number of pixels, the far field numerical approximation is given by:

$$\begin{aligned}\tilde{\phi}_l(q\Delta x_{z_1}) &= \frac{1}{\sqrt{\lambda z_1}} p(q\Delta x_{z_1}) e^{\frac{j\pi}{\lambda z_1}(l\Delta x_o - q\Delta x_{z_1})^2} = \\ &= \frac{1}{\sqrt{\lambda z_1}} p(q\Delta x_{z_1}) e^{\frac{j\pi}{\lambda z_1}(\Delta x_o)^2} e^{\frac{j\pi}{\lambda z_1}(q\Delta x_{z_1})^2} e^{-\frac{j2\pi}{\lambda z_1}lq\Delta x_o\Delta x_{z_1}},\end{aligned}\quad (6)$$

where $0 \leq l \leq N-1$. Substituting Eq. (6) in Eq. (4) we find that μ for the far field numerical approximation is given by:

$$\begin{aligned}\mu_{FF} &= \max_{m \neq l} \frac{\frac{1}{\lambda z_1} \left| \sum_{q=1}^N |p(q\Delta x_{z_1})|^2 e^{-\frac{j2\pi}{\lambda z_1}\Delta x_o\Delta x_{z_1}q(m-l)} \right|}{\sqrt{\frac{1}{\lambda^2 z_1^2} \sum_{q=1}^N |p(q\Delta x_{z_1})|^2 \sum_{q=1}^N |p(q\Delta x_{z_1})|^2}} = \\ &= \max_{m \neq l} \left| \hat{P} \left(\frac{m-l}{\lambda z_1} \Delta x_o \Delta x_{z_1} \right) \otimes \hat{P} \left(\frac{m-l}{\lambda z_1} \Delta x_o \Delta x_{z_1} \right) \right| \left/ \sum_{q=1}^N |p(q\Delta x_{z_1})|^2 \right.\end{aligned}\quad (7)$$

where $\hat{P} = \mathbf{F}\{p\}$, \mathbf{F} is the discrete Fourier transform, \otimes is the correlation operator, and FF stands for far field.

As for the near-field numerical approximation where the diffraction is small and $\Delta x_o = \Delta x_{z_1}$, we obtain from [15]:

$$\begin{aligned}\tilde{\phi}_l &= p(q\Delta x_o) \mathbf{F}^{-1} \left\{ \exp \left\{ -j\pi\lambda z_1 (n\Delta v)^2 \right\} \mathbf{F} \left\{ \delta[(s-l)\Delta x_o] \right\} \right\} \approx \\ &\approx e^{-\frac{j\pi}{4} \frac{\Delta x_o}{\lambda z_1}} p(q\Delta x_o) e^{\frac{j\pi}{\lambda z_1} \Delta x_o^2 (q-l)^2} \text{rect} \left[\frac{(q-l)N\Delta x_o^2}{\lambda z_1(N-1)} \right],\end{aligned}\quad (8)$$

with $0 \leq s \leq N-1$ and $0 \leq n \leq N-1$ defined as discrete space and spatial frequency index variables, respectively, and $\Delta v = 1/(N\Delta x_o)$. By substituting Eq. (8) to Eq. (4) we get:

$$\begin{aligned}\mu_{NF} &\approx \max_{m \neq l} \left| \frac{\Delta x_o^2}{\lambda z_1} \sum_{q=1}^N |p(q\Delta x_o)|^2 \text{rect} \left[\frac{(q-l)N\Delta x_o^2}{(N-1)\lambda z_1} \right] \right. \\ &\quad \left. \times \text{rect} \left[\frac{(q-m)N\Delta x_o^2}{(N-1)\lambda z_1} \right] e^{-j2\pi \frac{\Delta x_o^2}{\lambda z_1} q(m-l)} \right| \left/ \|\tilde{\phi}_m\|_2 \|\tilde{\phi}_l\|_2 \right.\end{aligned}\quad (9)$$

The result of Eq. (9) depends on the object's Fresnel number, which dictates the width of the two $\text{rect}\{\}$ functions and the structure of the occluding plane, p . In general, an analytical result cannot be obtained, and each case should be considered separately. However, in the case that occluding plane is composed from binary entries generated uniformly at random, we have shown in [9] that $\mu_{FF} \leq \mu_{NF}$. Empirically, we have witnessed that $\mu_{FF} \leq \mu_{NF}$ in numerous numerical experiments we have performed.

In order to demonstrate the dependence of μ on the occluding structure we have created two 128×128 random binary masks, where 80% of the pixels are opaque. The first subsampling mask was composed from 2×2 opaque patches (Fig. 2 (a)), where the second was composed from 8×8 opaque patches (Fig. 2 (c)). From Fig. 2 (b) and (d) we witness that μ_{FF} increases as the size of the patches increase. This was also verified with a numerical simulation with different occluding planes and subsampling ratio, with the results shown in Fig. 3. The occluding planes were composed from different sizes of opaque squares (1×1 , 8×8 , 16×16 and 32×32 pixels). The object was 256×256 Lena image, and we have chosen parameters such that the numerical far field approximation model is valid. After simulating both field propagations, signal reconstruction is obtained by solving the following problem:

$$\min \|\Psi \mathbf{u}_{in}\|_1 + \alpha TV(\mathbf{u}_{in}) \quad s.t. \quad \|\mathbf{u}_{out} - \Phi \mathbf{u}_{in}\|_2 < \varepsilon, \quad (11)$$

where:

$$TV(x) = \sum_{i,j} \sqrt{(x_{i+1,j} - x_{i,j})^2 + (x_{i,j+1} - x_{i,j})^2}. \quad (12)$$

We set the estimated noise level with ε , Ψ , is the sparsifying operator, which in our case was the Haar wavelet transform, and α is a regularization parameter. The TV functional is well-known in signal and image processing for its ability to preserve edges while promoting smooth textures. In order to solve the problem formulated in Eq. (11) we have used the SolveTV solver [12,16]. A successful image reconstruction threshold was set to 30dB PSNR. From Fig. 3 it is evident that the reconstruction success drops as the occluding plane is getting more structured, and μ increases.

We have also validated the applicability of the method by an experiment. An Edmund Optics 1951 USAF transmission resolution chart, was illuminated using a collimated HeNe laser beam with wavelength of 632nm. As a partially occluding object we have used a twisted, blackened barb wire. The distance between the object and occluding plane was approximately 10cm. An $f=250$ mm lens was used in order to increase the field of view. It was set 12cm away from the occluding barb wire and 40cm from an Allied Vision Tech. Manta G-145 CCD camera with 1390×1038 pixels and pixel size of $6.45 \mu\text{m}$. This setup yields reconstruction distance of $z_r \approx 4\text{cm}$, which corresponds to a numerical near field approximation regime [9]. An off-axis holography setup was used with a slightly tilted reference wave. Prior to the reconstruction stage the unwanted orders were filtered out. By focusing on the occluding plane, p , we have found $\mu_{NF} \approx 0.175$, where approximately 59% of the object field is obscured by the occluding plane. Generally, a joint estimation of both signal and system is a non-trivial problem requiring a priori information. In our case we assumed that the occluding plane, p , can be modeled as a binary function (since we expect no light has passed through the wires) with completely unknown spatial distribution. This a priori knowledge enabled the estimation of the occluding plane using a thresholding procedure.

Fig. 4 (a)-(j) shows the reconstruction results. It is evident that the reconstruction with the suggested CS based approach reveals details that are lost in the reconstruction with numerical back propagation.

In conclusion, we have analytically derived reconstruction bounds for partially occluded Fresnel field, when applying the compressive sensing framework. These results are a generalization of previous results [9]. We then demonstrated by simulations and an experiment the effectiveness of using the compressive sensing framework in order for the reconstruction of partially occluded objects from their hologram recording. The object reconstruction is owed to the holographic acquisition process, which allows the sensing of the object's partially occluded field using a single shot. This would otherwise be impossible with a respective incoherent imaging system which uses a single shot and a single aperture. Further future works can generalize the concept to 3D obstacles, or compensate

for occluding planes measurement uncertainties, which is essential for successful reconstruction.

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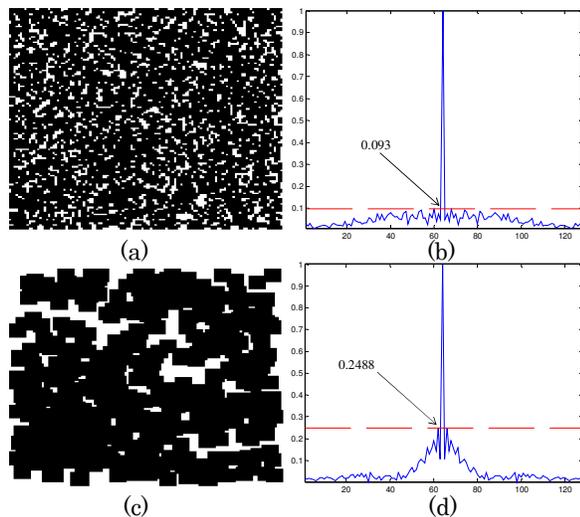


Fig. 2. (color online) 80% opaque 128x128 partially occluding planes with a 2x2 (a) and 8x8 (c) patches. (b) and (d) are the corresponding cross section of $|\langle \phi_m, \phi_1^* \rangle| / \{\|\phi_m\|_2 \|\phi_1\|_2\}$ of (a) and (c) evaluated using Eq. (7) respectively. μ_{FF} is marked in dotted line.

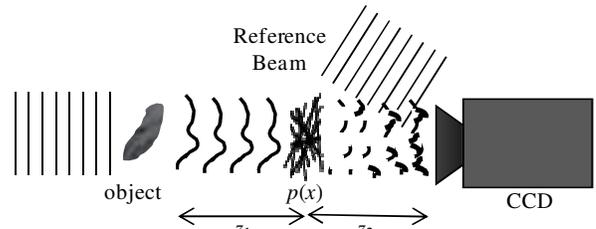


Fig. 1. A schematic setup for the of a partially occluded object's wavefield acquisition.

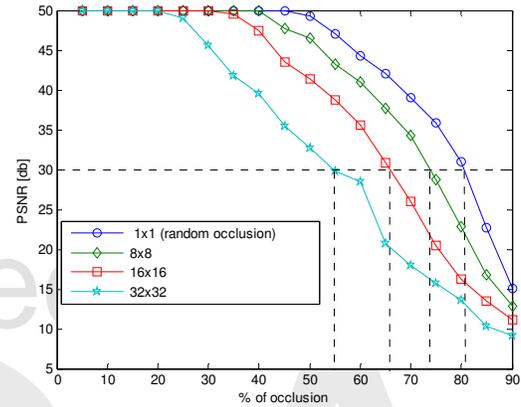


Fig. 3. (color online) Reconstruction PSNR as a function of occluding percentage for occluding planes with different square sizes, which yield different μ_{FF} .

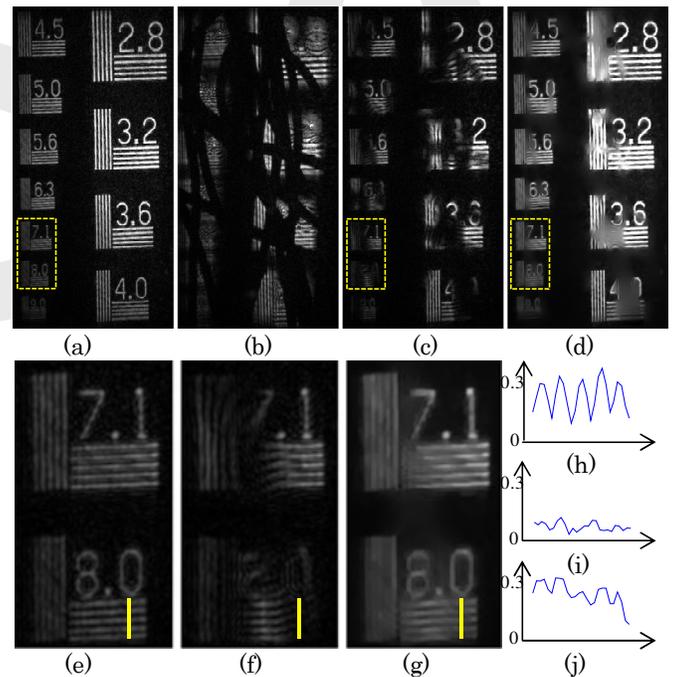


Fig. 4. Experimental results for transmission USAF resolution chart. (a) Reconstruction of the chart without the occluding plane, using standard Fresnel back propagation, for reference sake. (b) Focusing on the occluding plane, from which the occluding function was extracted. (c) Same as (a), but this time the occluding plane distorts the reconstructed object plane. (d) The same experiment as (c), but applying the CS framework to reconstruct the object plane. (e)-(g) Zoom-in on the highlighted parts of (a),(c),(d) respectively. (h)-(j) corresponding highlighted cross-section of (e)-(g).

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