

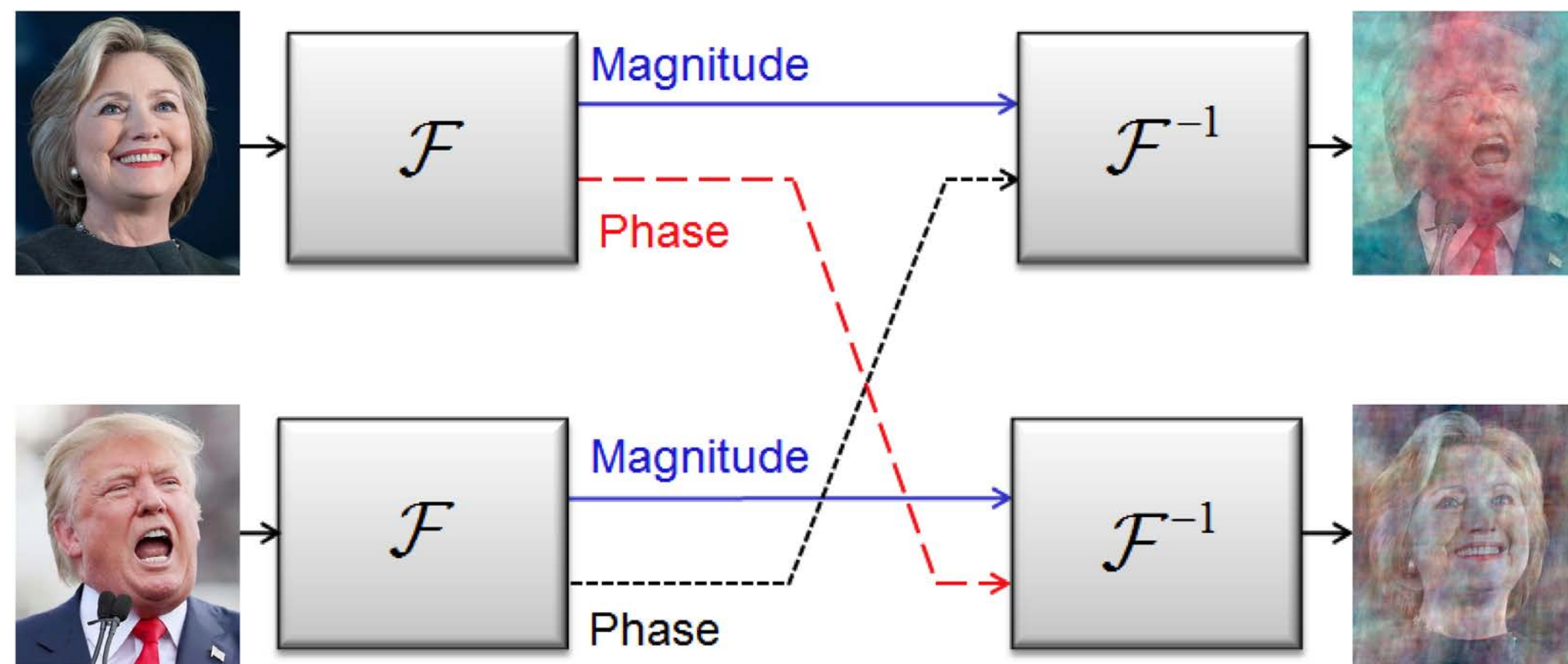
A Proximal Algorithm for Total Variation-Based Phase Retrieval

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Motivation

- In many applications, we can only measure the magnitude of the Fourier transform of a signal
- Examples: Optical imaging, X-ray crystallography, astronomy
- However, phase contains important information!

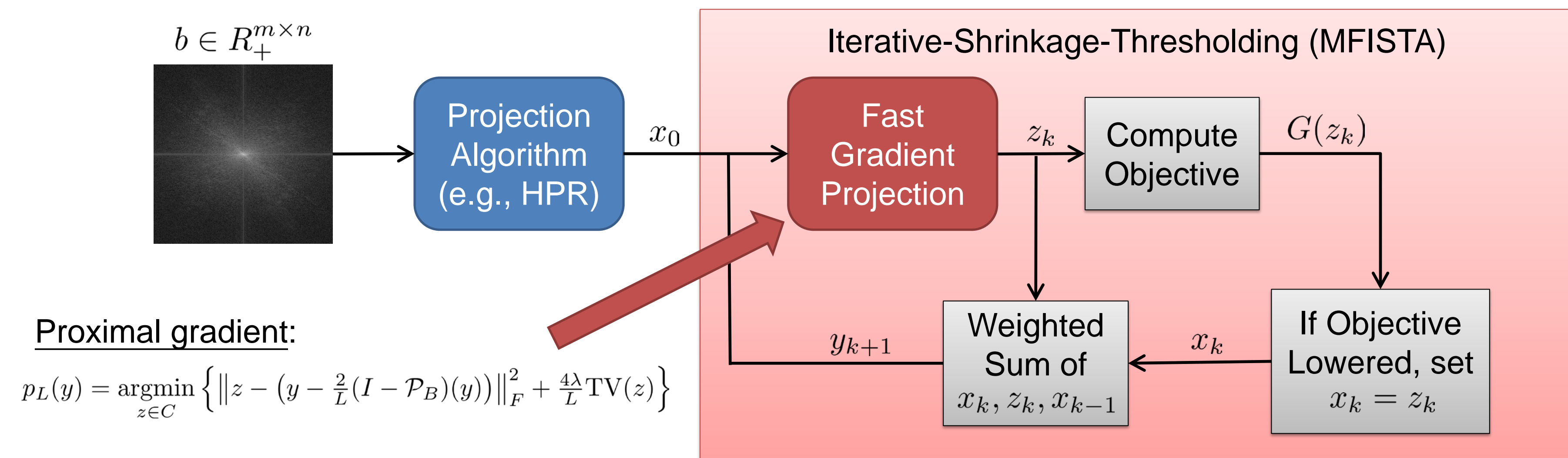


- Given Fourier magnitude $b \equiv |\mathcal{F}v|$, recover signal v

Optimization with Total Variation Penalty

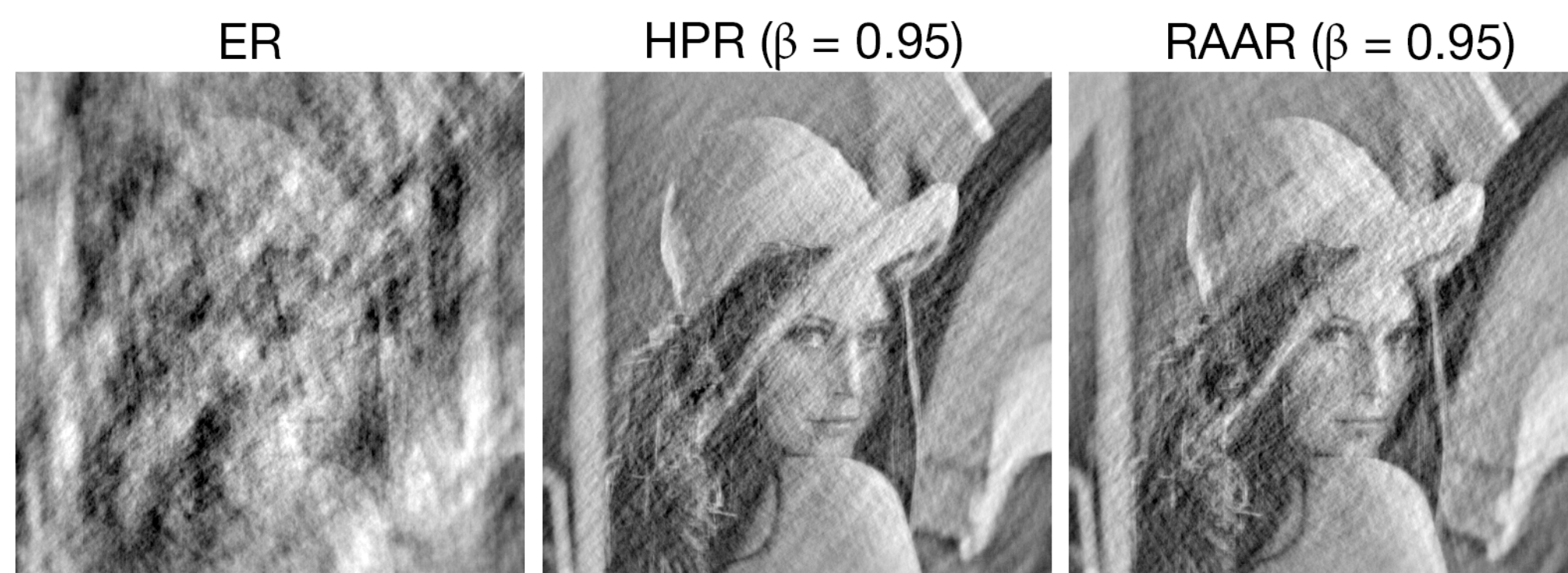
$$\min_{x \in C} \{G(x) \equiv \|\mathcal{F}x - b\|_F^2 + 2\lambda \text{TV}(x)\} \text{ where } \text{TV}(x) = \|\nabla x\|_1$$

- TV penalizes difference between neighboring pixels, smoothing/denoising signal
- Solve with proximal gradient method using dual approach on convex sub-problem



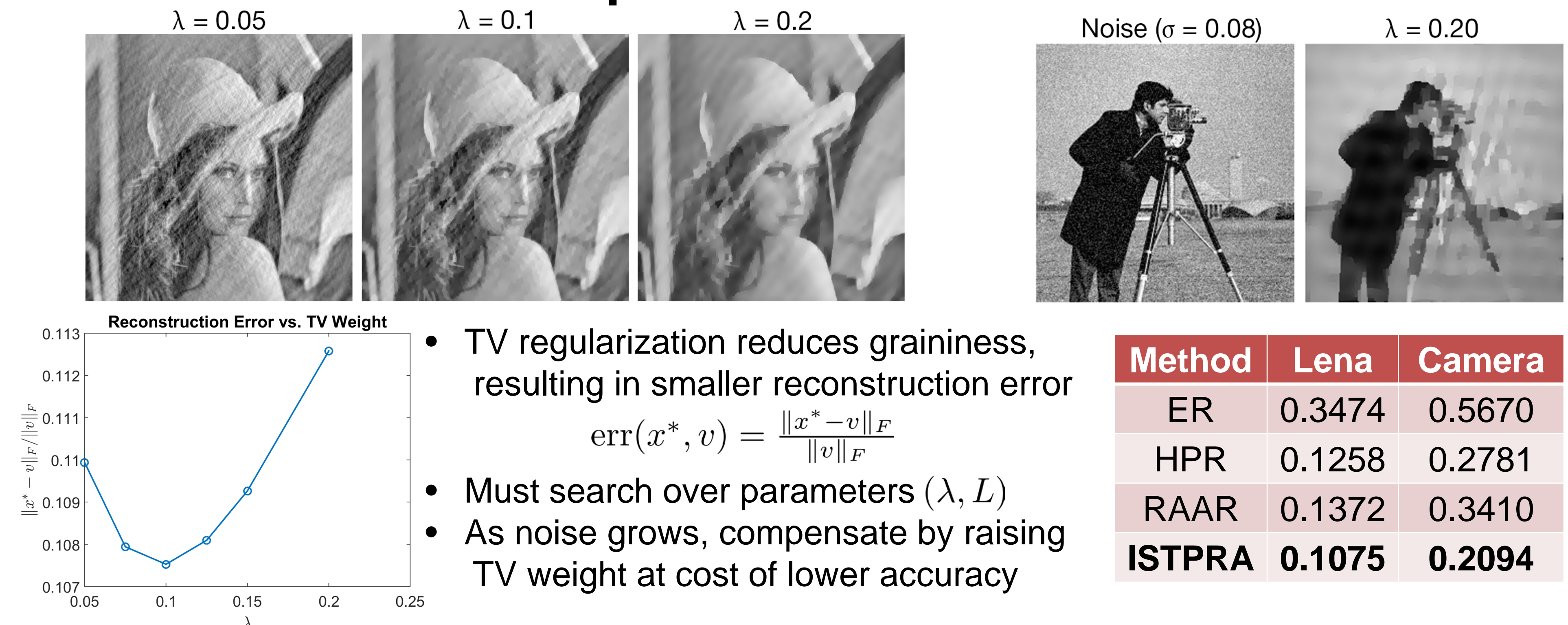
Related Work

- Projection algorithms
 - \mathcal{P}_S : Project into set of signals with same support
 - \mathcal{P}_B : Project into set of signals with same Fourier magnitude
 - Combine in weighted sum and iterate



- Fienup (1982): Error Reduction (ER)
- Bauschke (2003): Hybrid Reflection Projection (HPR)
- Luke (2005): Relaxed Avg Alternating Reflection (RAAR)

Experimental Results



- TV regularization reduces graininess, resulting in smaller reconstruction error

$$\text{err}(x^*, v) = \frac{\|x^* - v\|_F}{\|v\|_F}$$

- Must search over parameters (λ, L)
- As noise grows, compensate by raising TV weight at cost of lower accuracy