



Fig. 4 The reconstructed image of scene1 using two methods at sampling rate 30%. (First row: Original image; Second row: Reconstruct images.) Reconstruct image PSNR: 2DCS (left): 24.7726 dB, 3DCS (right): 34.0355 dB)

IV. Conclusion

In this paper, a three-dimensional compressed sampling (3DCS) method has been proposed to compress a hyperspectral data cube to meet the need of real-time process at a very low sampling rate, which consists of 3D circulant sampling and an efficient reconstruct algorithm with convergence guarantee. There are two major contributions in the paper. Firstly, circulant sampling is extended from 2D to 3D, utilizing the spectral correlation of HSI between the adjacent bands in the sampling process directly. Secondly, three-dimensional total variation (3DTV) is used as the regularization term to reconstruct HSI from the incomplete sampled data by taking advantage of the highly spatial and spectral correlation of HSI.

Experimental results demonstrate that our proposed 3DCS has a huge advantage on improving the image quality of reconstruct images. Even when the sampling rate decreases to a lower level, the method 3DCS can also give a better reconstruct image than 2DCS. The method presented here can be used widely in Hyperspectral CS techniques to reduce the measurement number and reduce the transmission and storage difficulties to meet the needs of real-time processing. Therefore, the method has a great significance on the design of the hyperspectral imaging spectrometer with a simpler hardware and a higher processing velocity.

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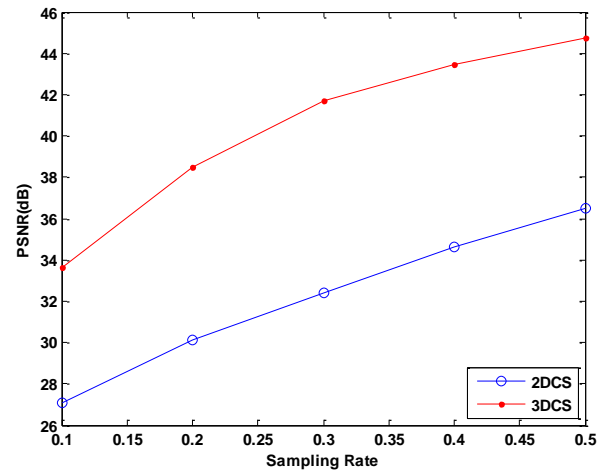


Fig. 5 Average recovery PSNR of all bands at different sampling rate for scene2.

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