

OBSAH

1	INTRODUCTION	5
2	STATE OF THE ART	6
3	SPARSE REPRESENTATIONS	7
3.1	Frames	7
3.2	Sparse representations	8
3.3	Audio Inpainting	9
3.4	Dictionaries	10
4	ALGORITHMS FOR SPARSE APPROXIMATIONS	11
4.1	Greedy algorithms	12
4.2	Relaxation algorithms	12
4.3	Structured sparsity	14
5	EXPERIMENTS AND EVALUATION OF AUDIO RESTORATION	14
5.1	State-of-the-Art interpolation methods	15
5.2	Greedy algorithm	16
5.3	Dictionary learning	18
5.4	l_1 -relaxation algorithm	18
5.5	Structured Sparsity	21
5.6	Audio Denoising	21
6	CONCLUSION	23
7	ABSTRACT	30