Supplementary Material

1. Proof of the DCT Least Squares Approximation Theorem

Theorem 1 (DCT Least Squares Approximation Theorem). Given a set of N samples of a signal $X = \{x_0, ...x_N\}$, let $Y = \{y_0, ...y_N\}$ be the DCT coefficients of X. Then, for any $1 \le m \le N$, the approximation

$$p_m(t) = \frac{1}{\sqrt{n}} y_o + \sqrt{\frac{2}{n}} \sum_{k=1}^m y_k \cos\left(\frac{k(2t+1)\pi}{2n}\right)$$
 (1)

of X minimizes the least squared error

$$e_m = \sum_{i=0}^{n} (p_m(i) - x_i)^2$$
 (2)

Proof. First consider that since Equation 1 represents the Discrete Cosine Transform, which is a Linear map, we can write rewrite it as

$$D_m^T y = x \tag{3}$$

where D_m is formed from the first m rows of the DCT matrix, y is a row vector of the DCT coefficients, and x is a row vector of the original samples.

To solve for the least squares solution, we use the the normal equations, that is we solve

$$D_m D_m^T y = D_m x (4)$$

and since the DCT is an orthonormal transformation, the rows of D_m are orthogonal, so $D_m D_m^T = I$. Therefore

$$y = D_m x \tag{5}$$

Since there is no contradiction, the least squares solution must use the first m DCT coefficients.

2. Proof of the DCT Mean-Variance Theorem

Theorem 2 (DCT Mean-Variance Theorem). Given a set of samples of a signal X such that E[X] = 0, let Y be the DCT coefficients of X. Then

$$Var[X] = E[Y^2] \tag{6}$$

Proof. Start by considering Var[X]. We can rewrite this as

$$Var[X] = E[X^2] - E[X]^2$$
(7)

Since we are given E[X] = 0, this simplifies to

$$Var[X] = E[X^2]$$
 (8)

Next, we express the DCT as a linear map such that X = DY and rewrite the previous equation as

$$Var[X] = E[(DY)^2]$$
 (9)

Squaring gives

$$E[(DY)^2] = E[(D^T D)Y^2]$$
 (10)

Since D is orthogonal this simplifies to

$$E[(D^T D)Y^2] = E[(D^{-1}D)Y^2] = E[Y^2]$$
 (11)

3. Algorithms

We conclude by outlining in pseudocode the algorithms for the three layer operations described in the paper. Algorithm 1 gives the code for convolution explosion, Algorithm 2 gives the code for the ASM ReLu approximation, and Algorithm 3 gives the code for Batch Normalization.

Algorithm 1 Convolution Explosion. K is an initial filter, p, p' are the input and output channels, h, w are the image height and width, s is the stride, \star_s denotes the discrete convolution with stride s. J and \widetilde{J} are constants of shape (x, y, k, h, w) with y = h/8, x = w/8, k = 64.

$$\begin{aligned} & \textbf{function} \ \text{EXPLODE}(K, p, p', h, w, s) \\ & d_j \leftarrow \textbf{shape}(\widetilde{J}) \\ & d_b \leftarrow (d_j[0], d_j[1], d_j[2], 1, h, w) \\ & \widehat{J} \leftarrow \textbf{reshape}(\widetilde{J}, d_b) \\ & \widehat{C} \leftarrow \widehat{J} \star_s K \\ & d_c \leftarrow (p, p', d_j[0], d_j[1], d_j[2], h/s, h/s) \\ & \widetilde{C} \leftarrow \textbf{reshape}(\widehat{C}, d_c) \\ & \textbf{return} \ \widetilde{C}^{pxyk}_{p'hw} J^{hw}_{x'y'k'} \end{aligned}$$

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Algorithm 2 Approximated Spatial Masking for ReLu. F is a DCT domain block, ϕ is the desired maximum spatial frequencies, N is the block size.

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\begin{aligned} & \textbf{function} \ \text{ReLu}(F,\phi,N) \\ & M \leftarrow \text{ANNM}(F,\phi,N) \\ & \textbf{return} \ \ \text{ApplyMask}(F,M) \\ & \textbf{function} \ \text{ANNM}(F,\phi,N) \\ & I \leftarrow \textbf{zeros}(N,N) \\ & \textbf{for} \ i \in [0,N) \ \textbf{do} \\ & \textbf{for} \ j \in [0,N) \ \textbf{do} \\ & \textbf{for} \ \beta \in [0,N) \ \textbf{do} \\ & \textbf{for} \ \beta \in [0,N) \ \textbf{do} \\ & \textbf{if} \ \alpha + \beta \leq \phi \ \textbf{then} \\ & I_{ij} \leftarrow I_{ij} + F_{ij} D_{ij}^{\alpha\beta} \\ & M \leftarrow \textbf{zeros}(N,N) \\ & M[I>0] \leftarrow 1 \\ & \textbf{return} \ M \\ & \textbf{function} \ \text{ApplyMask}(F,M) \\ & \textbf{return} \ H_{\alpha'\beta'}^{\alpha\beta ij} F_{\alpha\beta} M_{ij} \end{aligned}
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Algorithm 3 Batch Normalization. F is a batch of JPEG blocks (dimensions $N \times 64$), S is the inverse quantization matrix, m is the momentum for updating running statistics, t is a flag that denotes training or testing mode. The parameters γ and β are stored externally to the function. $\hat{}$ is used to denote a batch statistic and $\hat{}$ is used to denote a running statistic.

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\begin{aligned} & \textbf{function BatchNorm}(F,S,m,t) \\ & \textbf{if } t \textbf{ then} \\ & \mu \leftarrow \textbf{mean}(F[:,0]) \\ & \widehat{\mu} \leftarrow F[:,0] \\ & F[:,0] = 0 \\ & D_g \leftarrow F_k S_k \\ & \widehat{\sigma^2} \leftarrow \textbf{mean}(F^2,1) \\ & \sigma^2 \leftarrow \textbf{mean}(\widehat{\sigma^2} + \widehat{\mu}^2) - \mu^2 \\ & \widetilde{\mu} \leftarrow \widetilde{\mu}(1-m) + \mu m \\ & \widehat{\sigma^2} \leftarrow \widehat{\sigma^2}(1-m) + \mu m \\ & F[:,0] \leftarrow F[:,0] - \mu \\ & F \leftarrow \frac{\gamma F}{\sigma} \\ & F[:,0] \leftarrow F[:,0] + \beta \end{aligned}  & \textbf{else}   F[:,0] \leftarrow F[:,0] + \beta   & \textbf{return } F
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