

```

#include <stdio.h>
#include <stdlib.h>
// #include <complex.h>
#include <math.h>
#include <fftw3.h>

void transformer(double * in, int Rx, int Ry, double *res_re, double * res_im){
    fftw_complex * spatial_repr;
    fftw_complex * freq_repr;
    fftw_plan plan;

    /*double * res_re;
    double * res_im;*/

    int i,j,x,y;

    spatial_repr = malloc(sizeof(fftw_complex)*Rx*Ry);
    freq_repr = malloc(sizeof(fftw_complex)*Rx*Ry);
    //printf("spatial_repr\n");
    for(i=0;i<Rx*Ry;i++){
        spatial_repr[i][0] = in[i];
        spatial_repr[i][1] = 0;
        //printf("%f+i*(%f)\n",spatial_repr[i][0],spatial_repr[i][1]);
    }

    plan = fftw_plan_dft_2d(Rx,Ry,spatial_repr,freq_repr,FFTW_FORWARD,FFTW_ESTIMATE);
    fftw_execute(plan);

    /*res_re = malloc(sizeof(double)*Rx*Ry);
    res_im = malloc(sizeof(double)*Rx*Ry);*/

    //printf("freq_repr\n");
    for(i=0;i<Rx*Ry;i++){
        res_re[i] = freq_repr[i][0];
        res_im[i] = freq_repr[i][1];
        //printf("%f+i*(%f)\n",freq_repr[i][0],freq_repr[i][1]);
    }

    for(j=0;j<Ry;j++){
        for(i=0; i<Rx;i++){
            x=i;
            y=j;
            if(i<Rx/2 && j<Ry/2){
                x=i+Rx/2;
                y=j+Ry/2;
            }
            if(i>=Rx/2 && j<Ry/2){
                x=i-Rx/2;
                y=j+Ry/2;
            }
            if(i<Rx/2 && j>=Ry/2){
                x=i+Rx/2;
                y=j-Ry/2;
            }
            if(i>=Rx/2 && j>=Ry/2){
                x=i+Rx/2;
                y=j+Ry/2;
            }
            printf("y*Rx+x = %d, j*Rx+i = %d\n",y*Rx+x,j*Rx+i);
            res_re[y*Rx+x]=freq_repr[j*Rx+i][0];
            res_im[y*Rx+x]=freq_repr[j*Rx+i][1];
            //printf("%f+i*(%f)\n",res_re[i],res_im[i]);
        }
    }

    fftw_destroy_plan(plan);
    fftw_free(spatial_repr);
    fftw_free(freq_repr);
}

```

```

double* inverse(double * reIn, double * imIn, int Rx, int Ry){
    fftw_complex * spatial_repr;
    fftw_complex * freq_repr;
    fftw_plan plan;
    double * out;

    int i,j,x,y;

    spatial_repr = malloc(sizeof(fftw_complex)*Rx*Ry);
    freq_repr = malloc(sizeof(fftw_complex)*Rx*Ry);

    for(j=0;j<Ry;j++){
        for(i=0; i<Rx;i++){
            x=i;
            y=j;
            if(i<Rx/2 && j<Ry/2){
                x=i+Rx/2;
                y=j+Ry/2;
            }
            if(i>=Rx/2 && j<Ry/2){
                x=i-Rx/2;
                y=j+Ry/2;
            }
            if(i<Rx/2 && j>=Ry/2){
                x=i+Rx/2;
                y=j-Ry/2;
            }
            if(i>=Rx/2 && j>=Ry/2){
                x=i+Rx/2;
                y=j+Ry/2;
            }
            freq_repr[j*Rx+i][0]=reIn[y*Rx+x];
            freq_repr[j*Rx+i][1]=imIn[y*Rx+x];
        }
    }
    plan = fftw_plan_dft_2d(Rx,Ry,freq_repr,spatial_repr,FFTW_BACKWARD,FFTW_ESTIMATE);
    fftw_execute(plan);

    out = malloc(sizeof(double)*Rx*Ry);
    for(i=0;i<Rx*Ry;i++){
        out[i]=spatial_repr[i][0]/(Rx*Ry);
        //printf("%f\n",out[i]);
    }
    return out;
    fftw_destroy_plan(plan);
    fftw_free(spatial_repr);
    fftw_free(freq_repr);
}

void filtre(double* reImg,double*imImg, double *reFiltre,double * imFiltre, int Rx, int Ry){
    double a, b, c, d;
    int i;

    for(i=0; i<Rx*Ry;i++){
        a = reImg[i];
        b = imImg[i];
        c = reFiltre[i];
        d = imFiltre[i];

        reImg[i] = a*c-b*d;
        imImg[i] = b*c + a*d;
    }
}

void filtreRamLak(double * reFiltre, double * imFiltre, int Rx, int Ry){
    double * f;
    int i;
    f = malloc(sizeof(double)*Rx*Ry);
    for (i=0;i<Rx*Ry;i++){
        if(i<(Rx*Ry)/2){

```

```

    f[i] = i;
}
else{
    f[i] = (Rx*Ry)-i;
}
fftw_complex * filtre_av;
fftw_complex * filtre_ap;
fftw_plan plan;

filtre_av = fftw_malloc(sizeof(fftw_complex)*Rx*Ry);
filtre_ap = fftw_malloc(sizeof(fftw_complex)*Rx*Ry);

plan = fftw_plan_dft_1d(Rx*Ry,filtre_av,filtre_ap,FFTW_FORWARD,FFTW_ESTIMATE);
fftw_execute(plan);

for(i=0;i<Rx*Ry;i++){
    reFiltre[i]=filtre_ap[i][0];
    imFiltre[i]=filtre_ap[i][1];
}

}
}

double * miseForme(double ** matrice, int Rx, int Ry){
    double * out;
    int i,j;
    out = malloc(sizeof(double)*Rx*Ry);
    for(j=0;j<Ry;j++){
        for(i=0;i<Rx;i++){
            out[i+j*Rx]=matrice[i][j];
        }
    }
    return out;
}

double ** miseFormeInv(double * matrice, int Rx, int Ry){
    double ** out;
    int i,j;
    out = malloc(sizeof(double)*Ry);

    for(j=0;j<Ry;j++){
        out[j]=malloc(sizeof(double)*Rx);
        for(i=0;i<Rx;i++){
            printf("(%d,%d)\n",j,i);
            out[i][j]=matrice[i+j*Rx];
        }
    }
    return out;
}
}

```