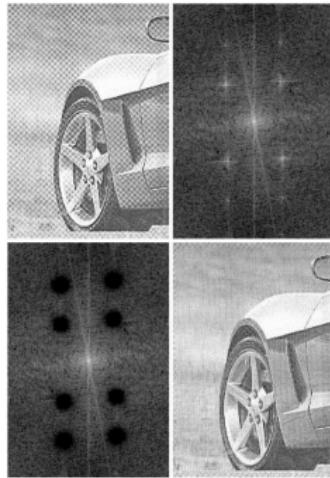


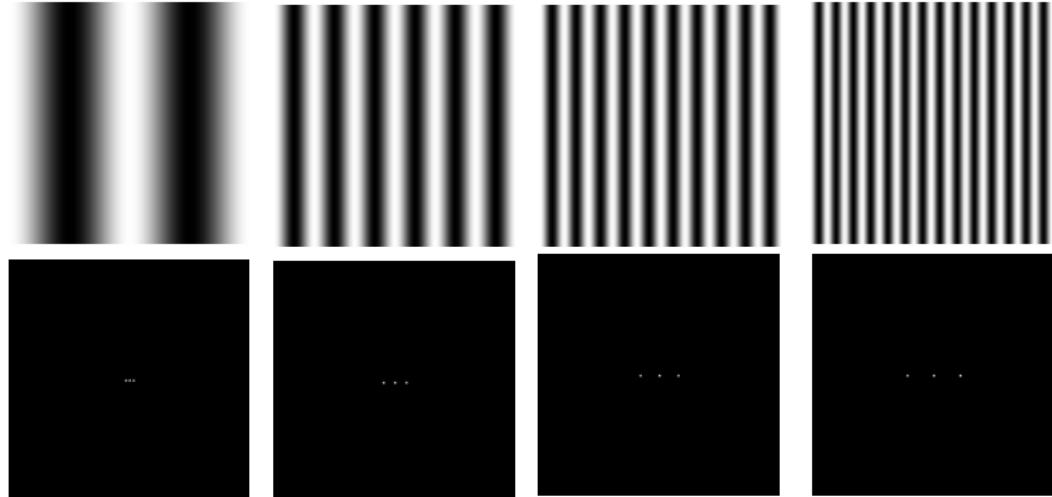
# COMS20011 – Data-Driven Computer Science



**Lecture Video MM10 – Frequency Domain Fundamentals  
(and Frequencies as Features)**

March 2021  
**Majid Mirmehdi**

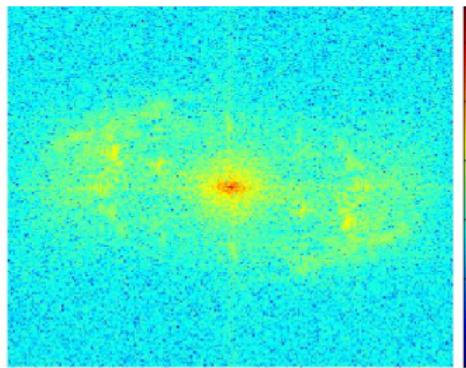
## Next in DDCS



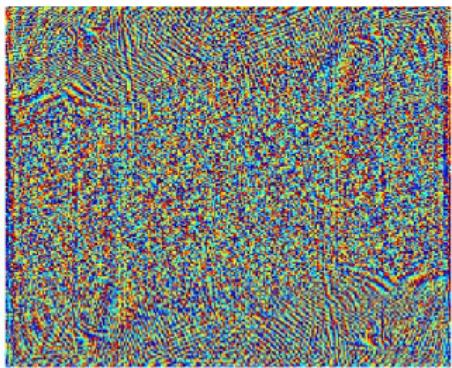
## Feature Selection and Extraction

- Signal basics and Fourier Series
- 1D and **2D Fourier Transform**
- Another look at features
- Convolutions

# Viewing Magnitude and Phase

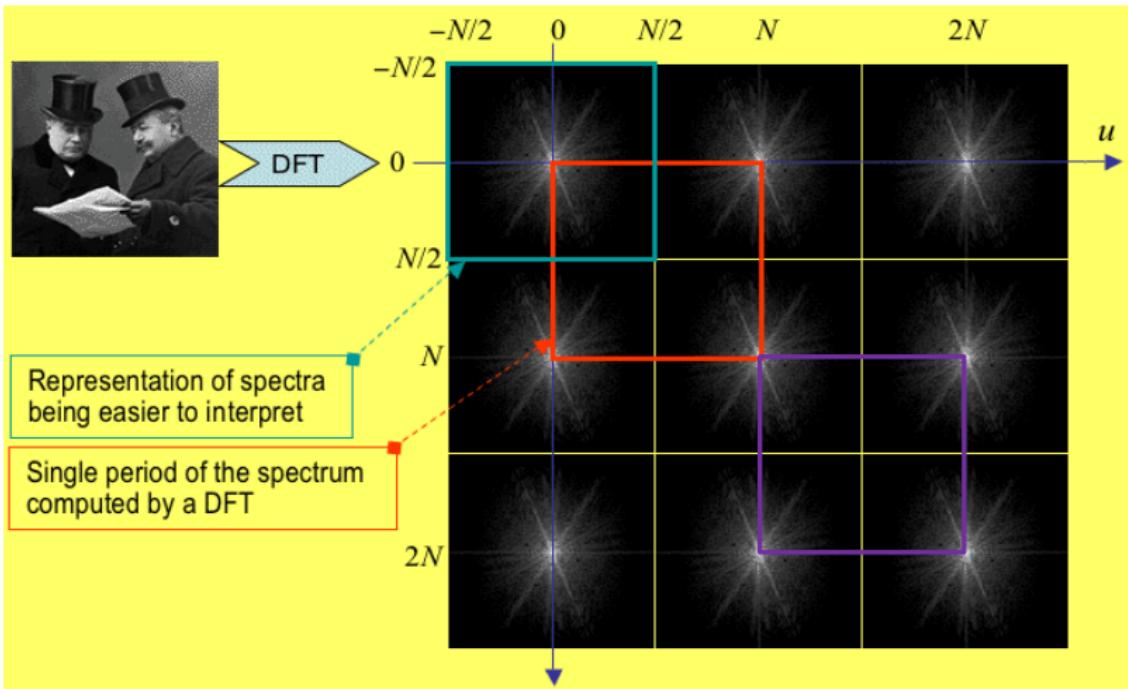


$$\log(|F(I)| + 1)$$



$$\varphi[F(I)]$$

# Periodic Spectrum

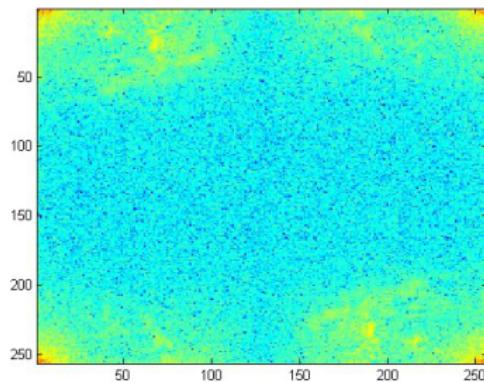


# Symmetry

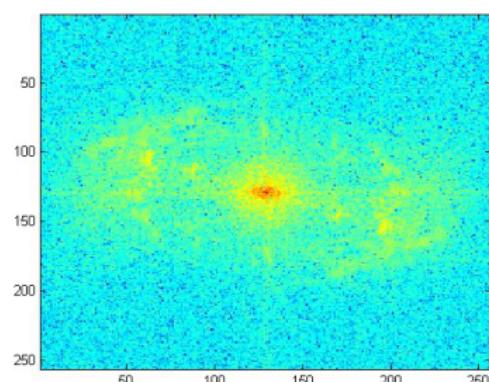
Important property of the FT: *Conjugate Symmetry*

The FT of a real function  $f(x,y)$  gives:

$$F(u, v) = F^*(-u, -v) \quad \longrightarrow \quad |F(u, v)| = |F^*(-u, -v)|$$



Before shift

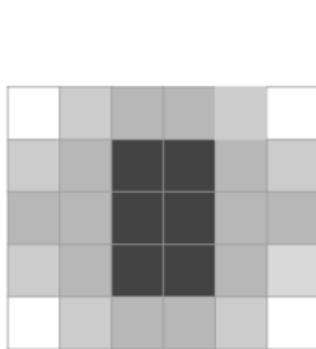


After shift

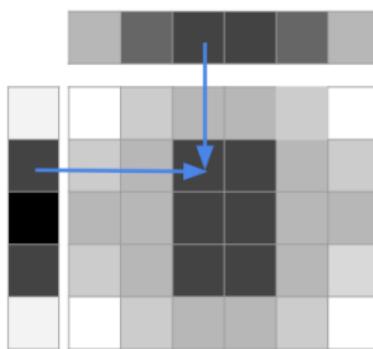
# Separability

Important property of the FT: *Separability*

If a 2D transform is separable, the result can be found by successive application of two 1D transforms.



Original matrix:  $M \times N$



Separable:  $M \times 1 \times 1 \times N$

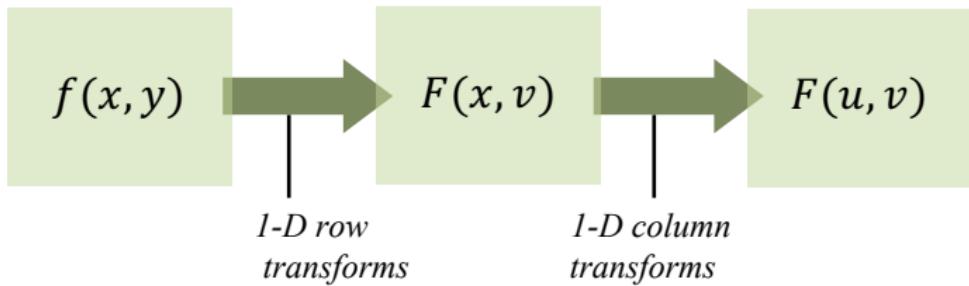
Faster Computation: multiplying an  $N \times N$  image with an  $m \times m$  matrix would require  $N^2m^2$  operations. In 1D separable form, only  $\Rightarrow N^2m$

# Separability

Important property of the FT: *Separability*

If a 2D transform is separable, the result can be found by successive application of two 1D transforms. This is a principle aspect of the Fast Fourier Transform (FFT).

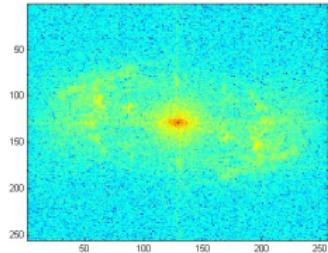
$$F(u, v) = \frac{1}{N} \sum_{x=0}^{N-1} F(x, v) e^{\frac{-j2\pi ux}{N}} \text{ where } F(x, v) = \frac{1}{N} \sum_{y=0}^{N-1} f(x, y) e^{\frac{-j2\pi vy}{N}}$$



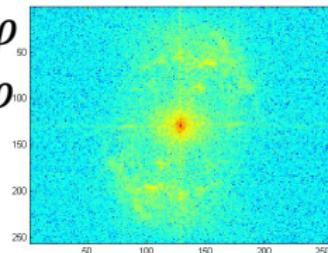
# Rotation

Important property of the FT: *Rotation*

Rotate the image and the Fourier space rotates.



$$u = \omega \cos \varphi$$
$$v = \omega \sin \varphi$$



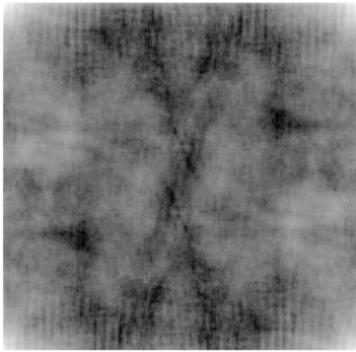
$$f(r, \theta + \rho_0) \quad \Rightarrow \quad F(\omega, \varphi + \rho_0)$$

# Importance of Phase

Andrew



$\text{ifft}(\text{mag only})$



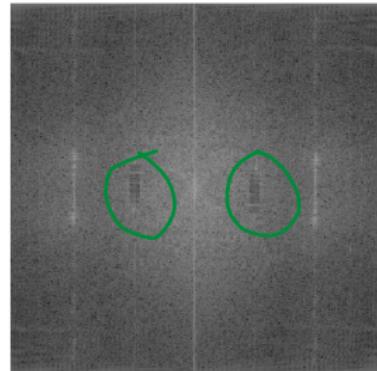
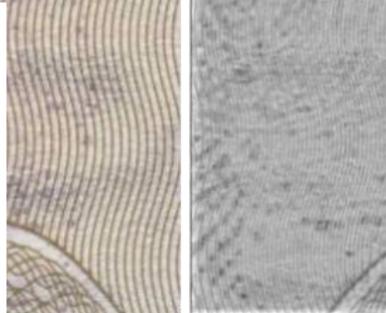
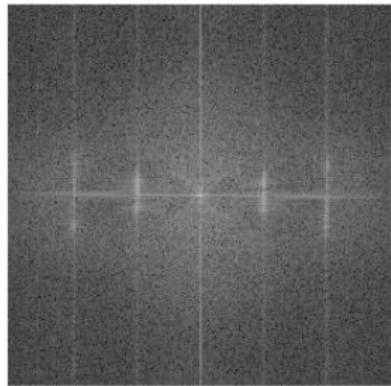
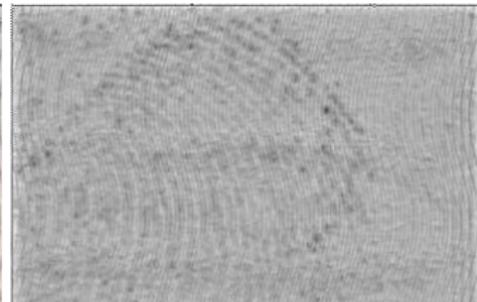
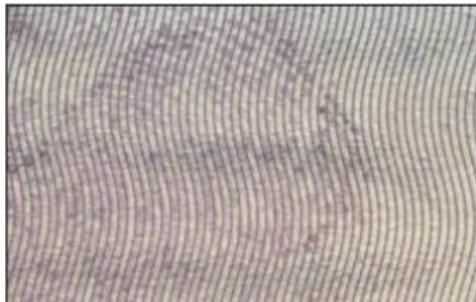
$\text{ifft}(\text{phase only})$



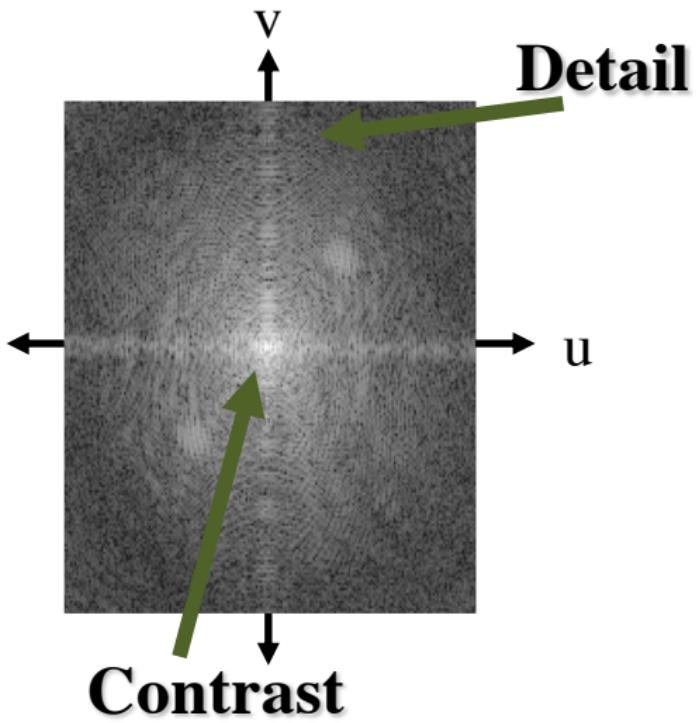
Peter

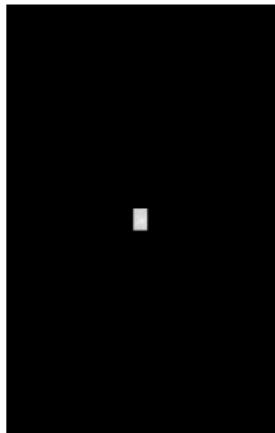
$\text{ifft}(\text{mag(Peter)} \text{ and } \text{phase(Andrew)})$     $\text{ifft}(\text{mag(Andrew)} \text{ and } \text{phase(Peter)})$

# Changing the frequency values! By hand!

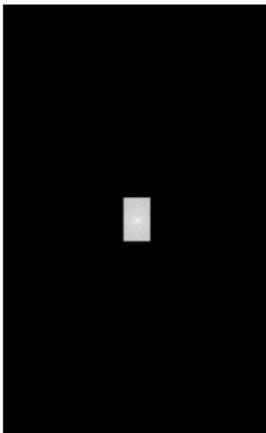


# Manipulating the Fourier Frequencies

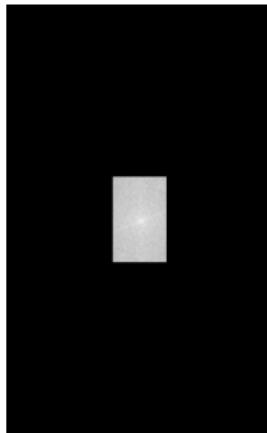




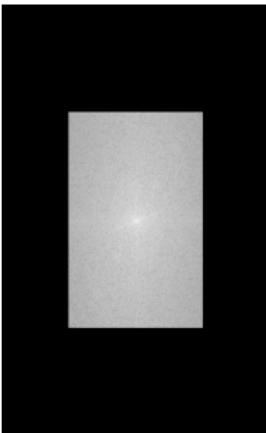
5 %



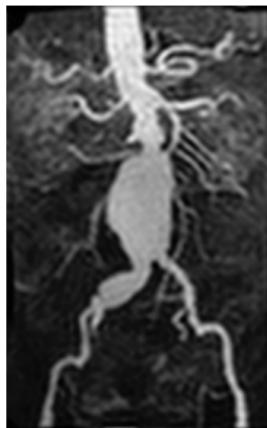
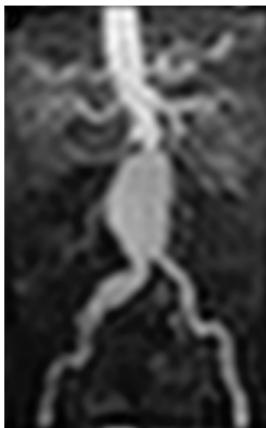
10 %



20 %



50 %

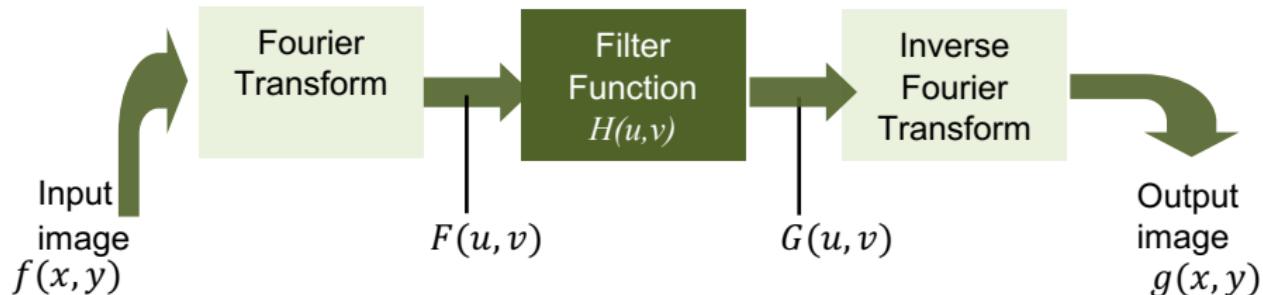


## Filtering the Fourier Frequencies

Filtering → to manipulate the (signal/image/etc) data.

$$1D: G(u) = F(u)H(u)$$

$$2D: G(u, v) = F(u, v)H(u, v)$$



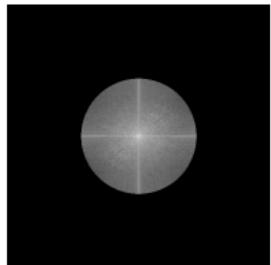
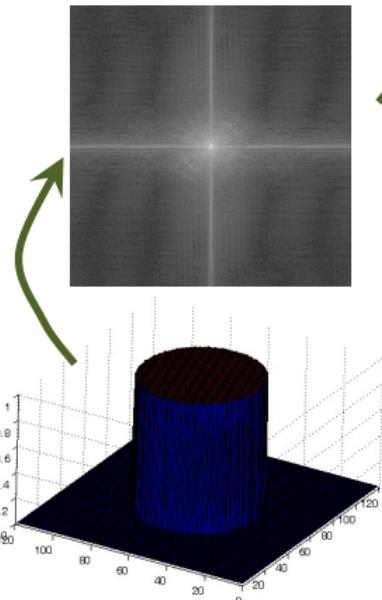
# Low Pass Filtering

1D: turning the “treble” down on audio equipment!

2D: smooth image



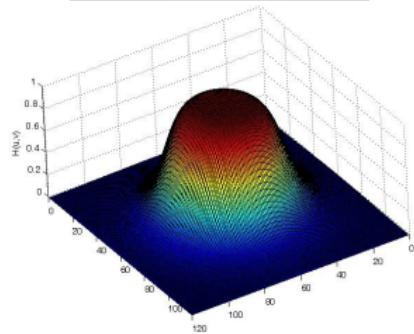
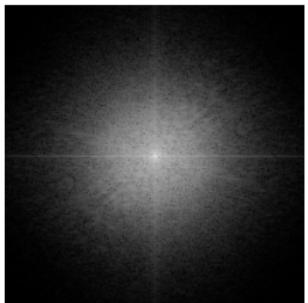
Apply to freq. domain



$$H(u, v) = \begin{cases} 1 & r(u, v) \leq r_0 \\ 0 & r(u, v) > r_0 \end{cases} \quad r(u, v) = \sqrt{u^2 + v^2}, \quad r_0 \text{ is the filter radius}$$

# Butterworth's Low Pass Filter

After applying filter to freq. domain

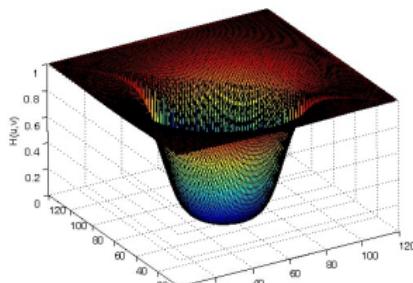


$$H(u, v) = \frac{1}{1 + [r(u, v)/r_0]^{2n}} \quad \text{of order } n$$

# Butterworth's High Pass Filter

1D: turning the bass down on audio equipment!

2D: sharpen image



$$H(u, v) = \frac{1}{1 + [r_0/r(u, v)]^{2n}} \quad \text{of order } n$$

Order of  $n=3$

# Butterworth's Low and High Pass Filtering Examples



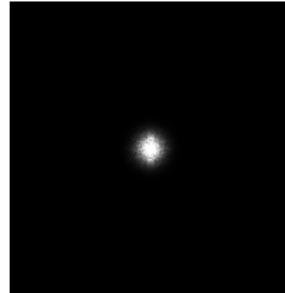
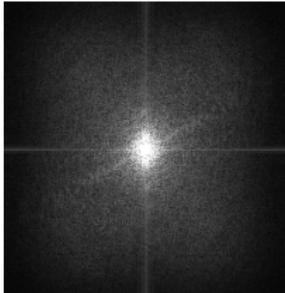
Low Pass



High Pass

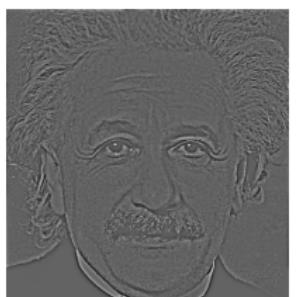
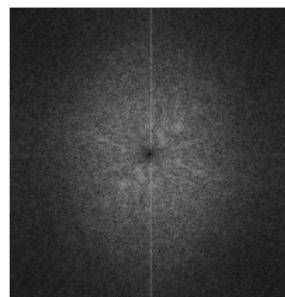
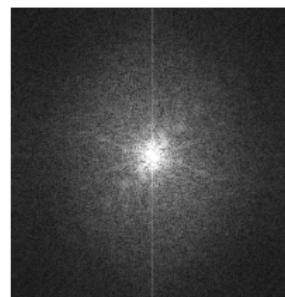
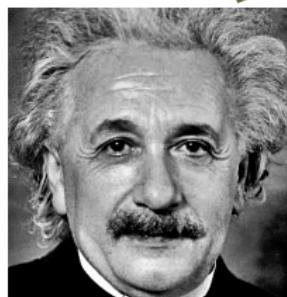


## Filtering Examples



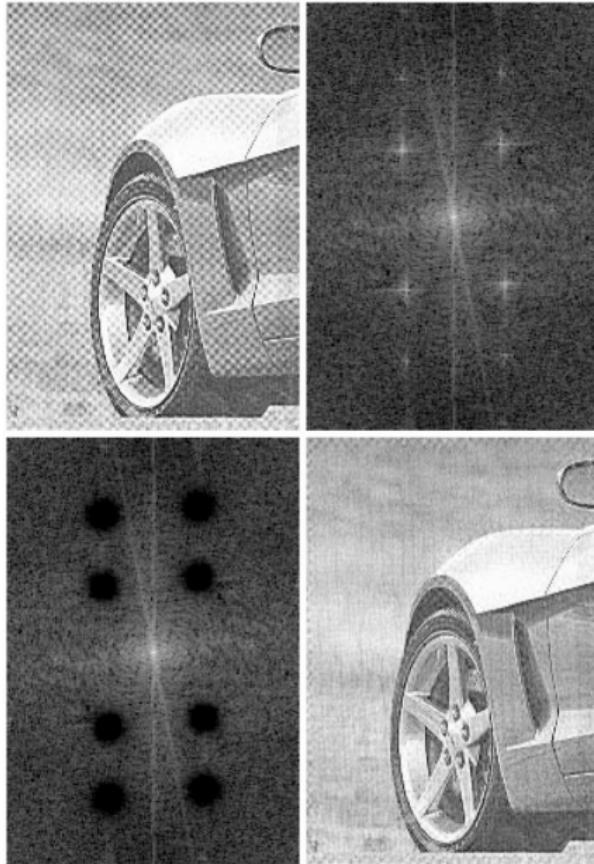
$\log(|F(I)| + 1)$

Filtered



## Filtering to Remove Periodic Noise

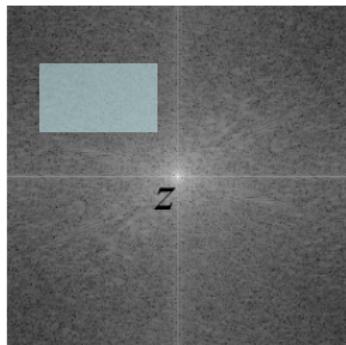
$$\log(|F(I)| + 1)$$



Butterworth's Notch Reject Filtered

# Spectral Features from Spectral Regions

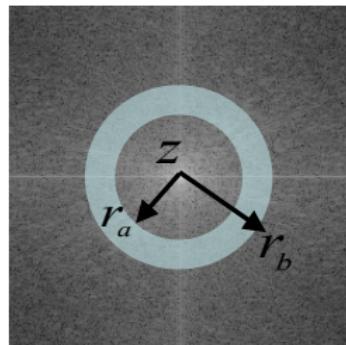
- Fourier space, with origin at  $z=(u=0, v=0)$ .



$$a \leq u \leq b$$

$$c \leq v \leq d$$

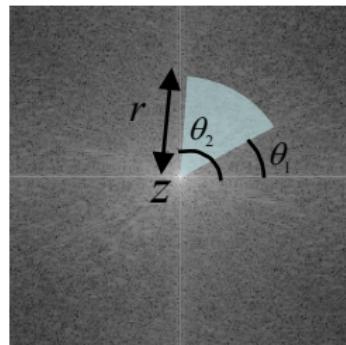
box



$$-r_b \leq u \leq r_b$$

$$\pm\sqrt{r_a^2 - u^2} \leq v \leq \pm\sqrt{r_b^2 - u^2}$$

ring



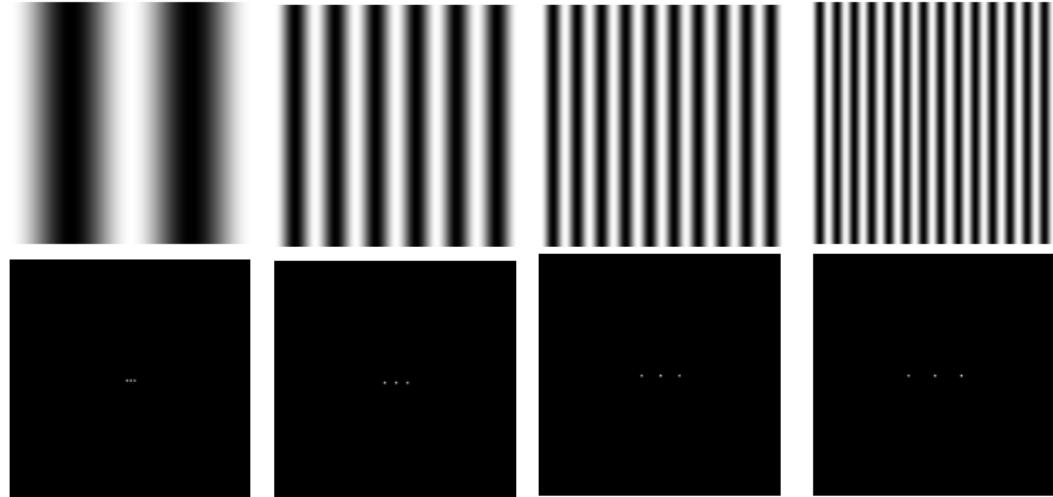
$$u^2 + v^2 = r^2$$

$$\theta_1 \leq \tan^{-1} \frac{v}{u} \leq \theta_2$$

sector

Sum the magnitudes for  $u, v \in \Re$

## Next in DDCS



## Feature Selection and Extraction

- Signal basics and Fourier Series
- 1D and 2D Fourier Transform
- **Another look at features**
- Convolutions