

**DSAA ASSIGNMENT2 - REPORT**  
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**20171083**  
**IIIT-H**

```
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----  
t = timer('TimerFcn', 'stat=false; disp("Timer!")',...  
          'StartDelay',10);  
start(t)  
  
stat=true;  
while(stat==true)  
%  disp('.')  
    pause(1)  
end  
clear all; close all; clc
```

```
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----  
The FFT function will return a complex double array. If you read in a  
.JPG or a .TIF file, you will notice that they are UINT8 arrays. So,  
you will have to take the real part of the IFFT and then convert it  
back into UINT8.
```

```
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----  
new_image = flipdim(original_image,1) // vertical flip  
new_image = flipdim(original_image,2) // horizontal flip
```

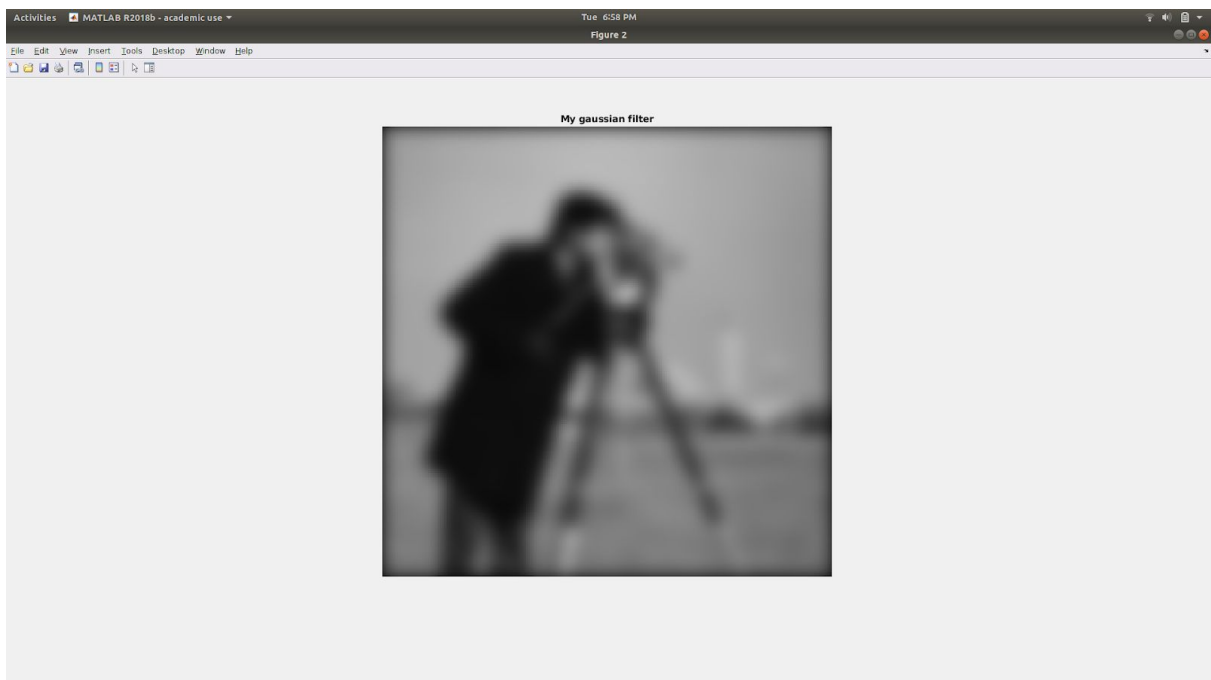
```
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----  
dftmtx(N) -> gives the W matrix  
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```

## QUESTION-1

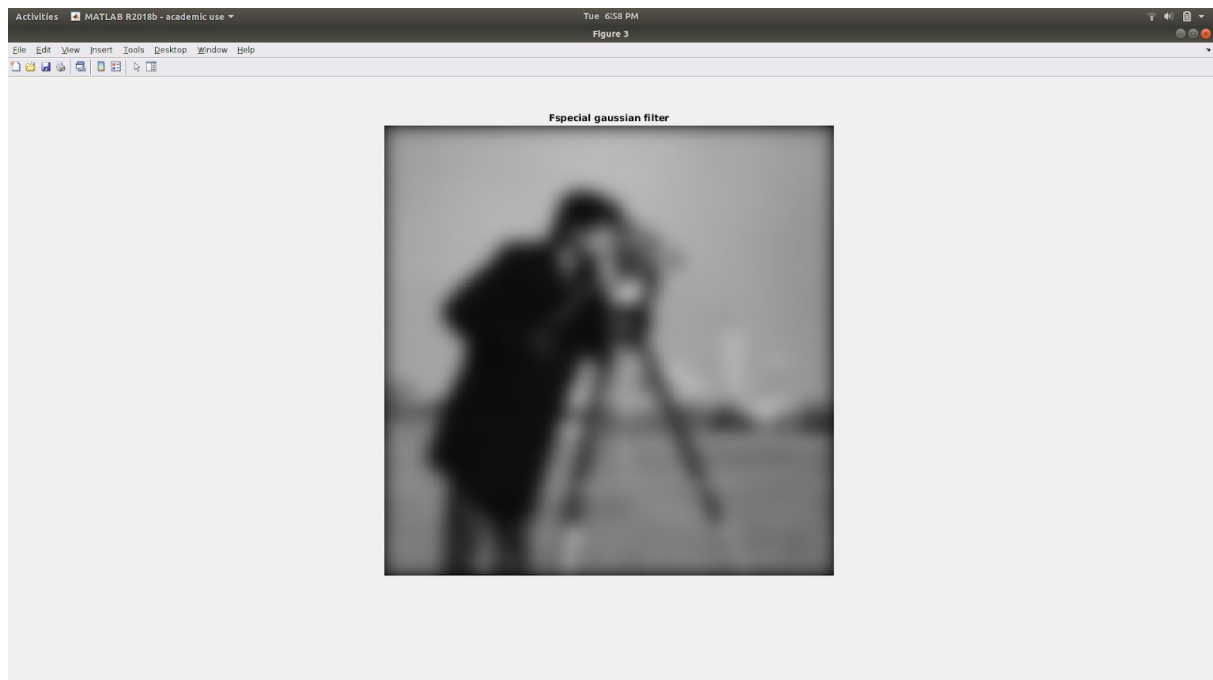
### PART 1,3



cameraman.tif -> ORIGINAL IMAGE



USING IMPLEMENTED GAUSSIAN FILTER with  $N=100$ ,  $SIGMA=5$



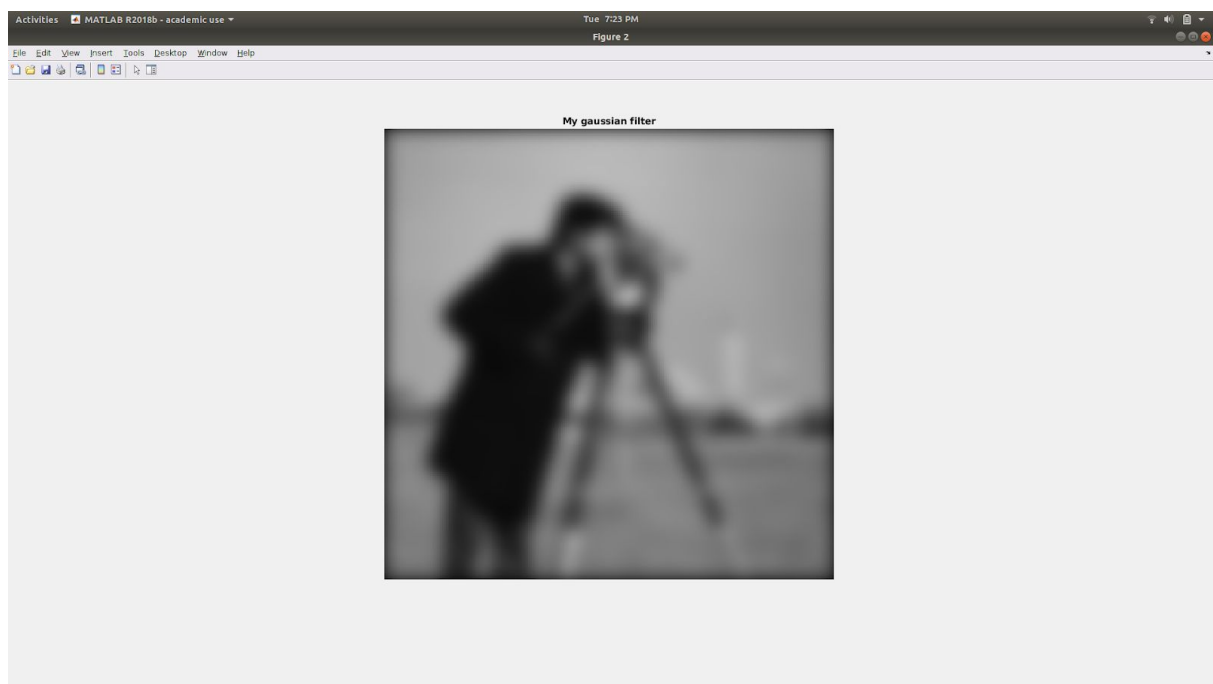
USING FSPECIAL(creates predefined 2d filter). GAUSSIAN FILTER with N=100, SIGMA=5



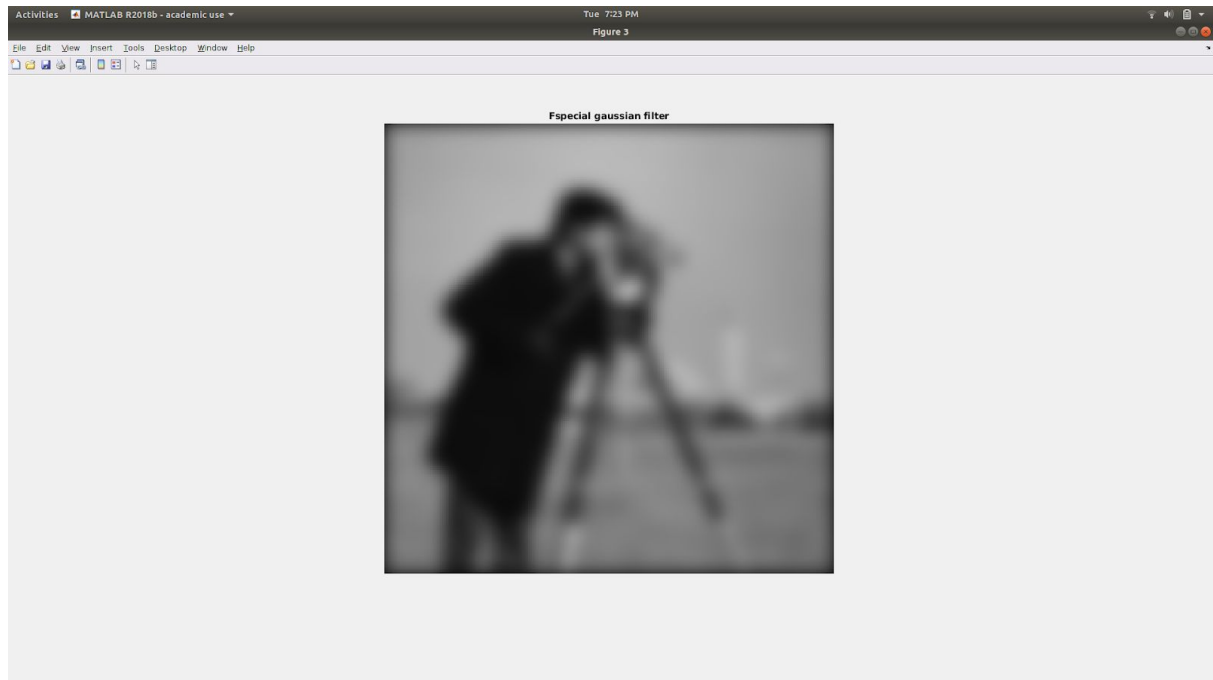
USING IMPLEMENTED GAUSSIAN FILTER with N=100, SIGMA=2



USING FSPECIAL(creates predefined 2d filter). GAUSSIAN FILTER with  $N=100$ ,  $SIGMA=2$



USING IMPLEMENTED GAUSSIAN FILTER with  $N=1000$ ,  $SIGMA=5$



USING FSPECIAL(creates predefined 2d filter). GAUSSIAN FILTER with  $N=1000$ ,  $SIGMA=5$

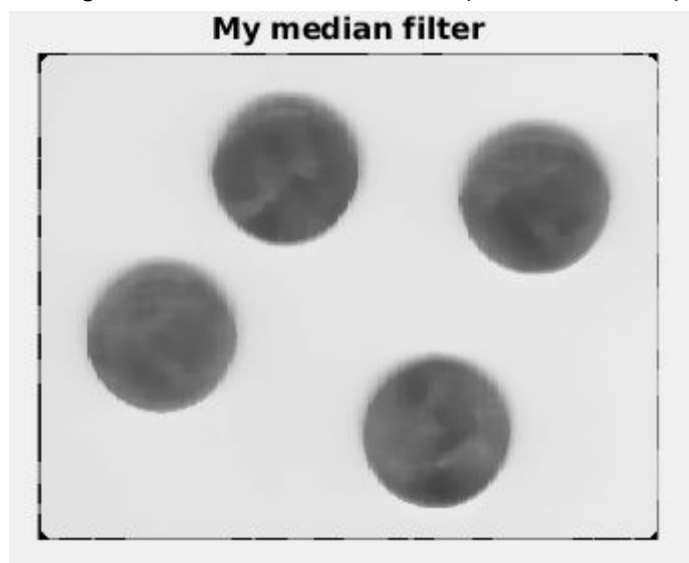
As we see that when we increase sigma, the distortion increases in both the implemented as well as the fspecial generated filter.

Also when we increase  $N$ , the value at any point is generated using values from very large areas, so we can see that distortion comes into play.

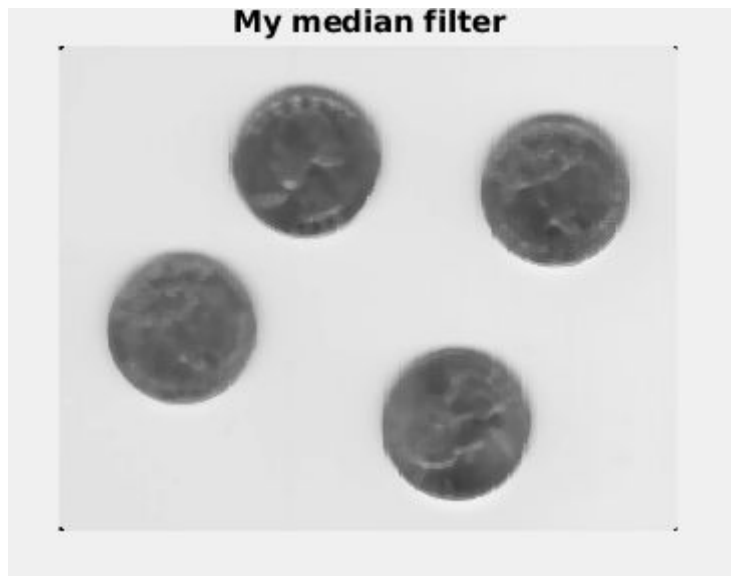
The only difference i could infer was that the values by the implemented gaussian filter tend to be lesser than the values obtained after passing thru the fspecial filter.

## PART 2,3

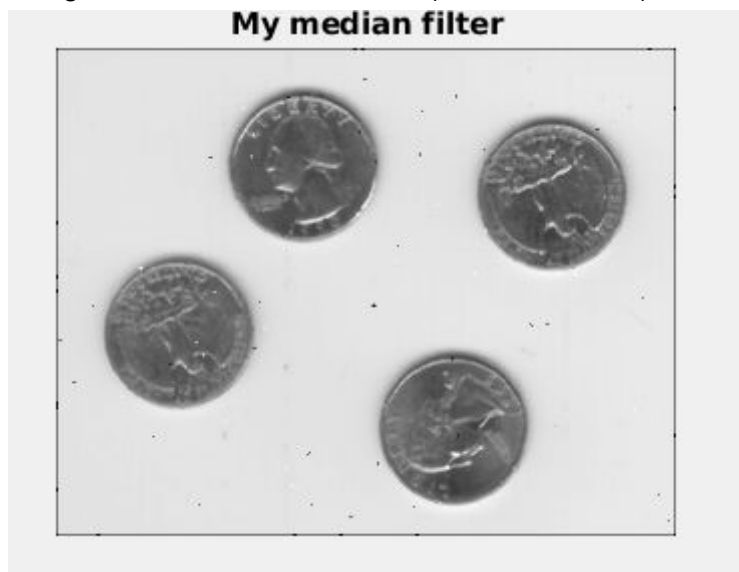
Designed median filter with  $N=10$  (WINDOW SIZE);



Designed median filter with N=5 (WINDOW SIZE);



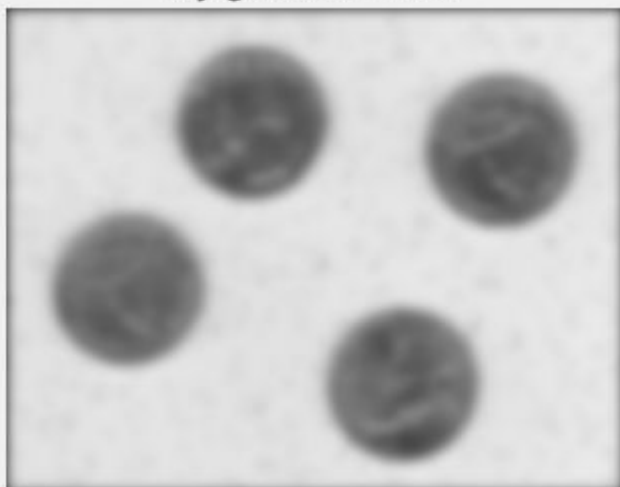
Designed median filter with N=2 (WINDOW SIZE);



Median filter helps remove outliers. Since the median of a window is unaffected by an outlier, it helps remove 'salt and pepper' noise.

PART 4

**My gaussian filter**



**Especial average filter**

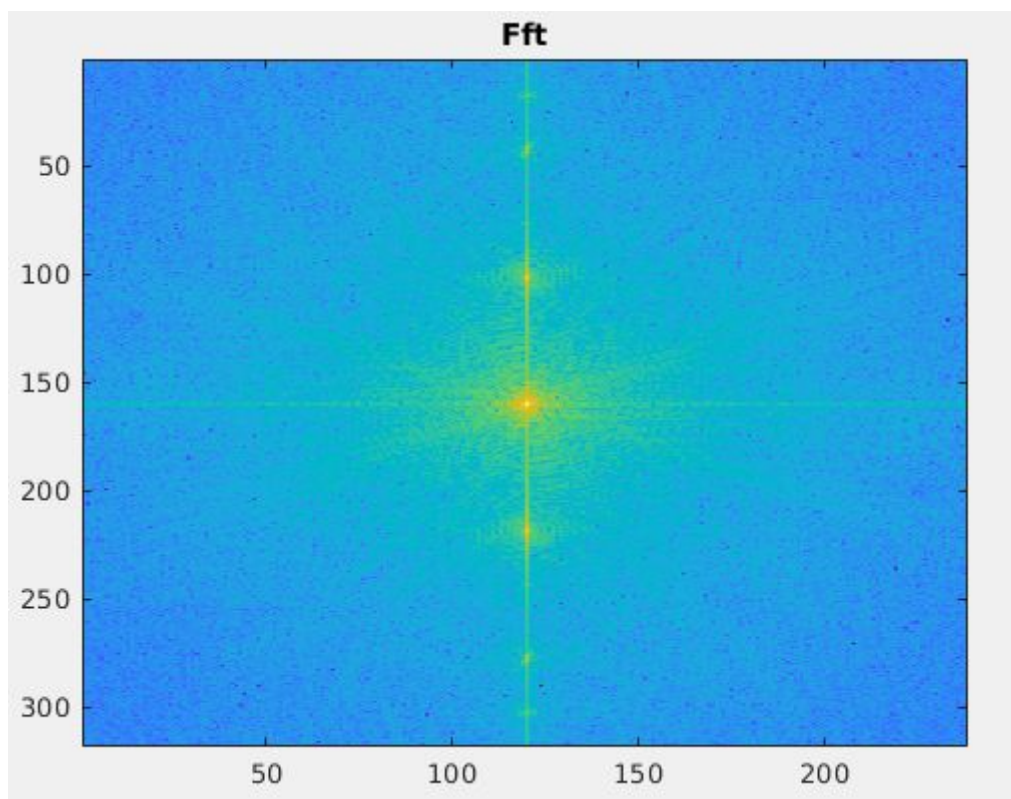


**My median filter**

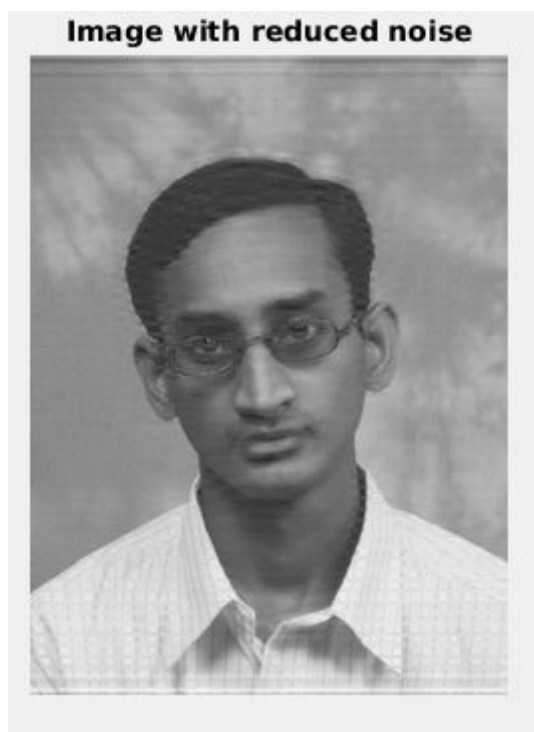
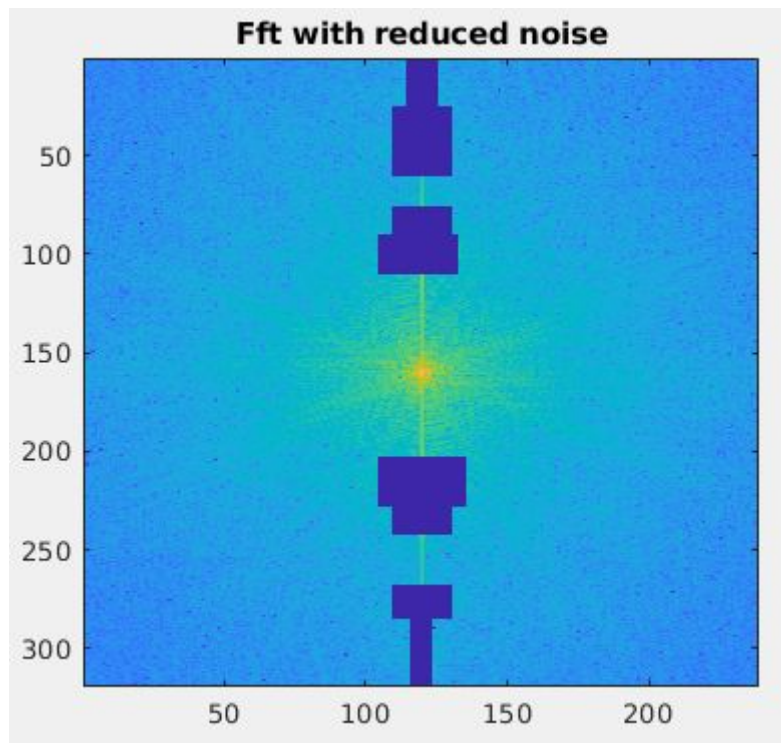


Median filter is the best as it removes salt and pepper noise from inp1.png

## PART 5







Notch filter will be best suitable .Since we can see the noise in figure 2, we need to remove the specific noise . So we filter out specific frequencies.

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## QUESTION 2

**A.**

After convolution the height ,width and channels of the output are as follows.

H = Height of the original image

W = Width of the original image

F = Filter Height and Width

Z = Zero Padding.

N = Number of filters.

$\text{New\_height} = \text{floor}((H + 2*Z - F)/S) + 1;$

$\text{New\_width} = \text{floor}((W + 2*Z - F)/S) + 1;$

$\text{New\_channels} = N * \text{Channels};$  //(No change.)

**B.**

So for each element there will be  $F * F$  multiplications and  $F * F - 1$  additions.

And now since the total number of elements in the resultant matrix are

$T = \text{New\_height} * \text{New\_width} * \text{New\_Channels};$

So total number of Operations of multiplications will be  $= T * F * F;$  and

The total number of Operations of additions will be  $= T * ((F * F) - 1);$

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**QUESTION 3**

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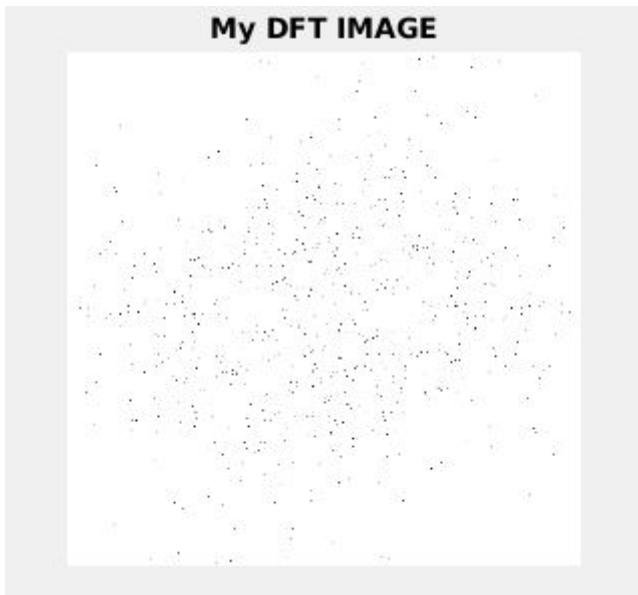
**QUESTION 4**

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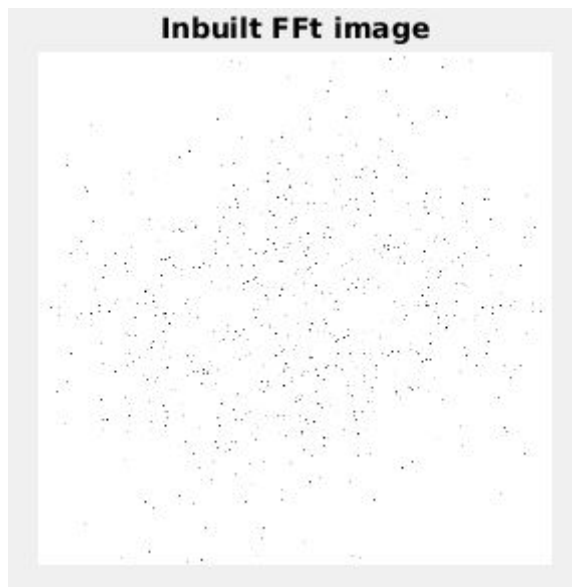
**QUESTION 5**



**Original Image**



**Output of Implemented DFT**



**Output of inbuilt Fft**

## **TIME COMPARISON**

### **1. IMPLEMENTED DFT VS INBUILT FFT**

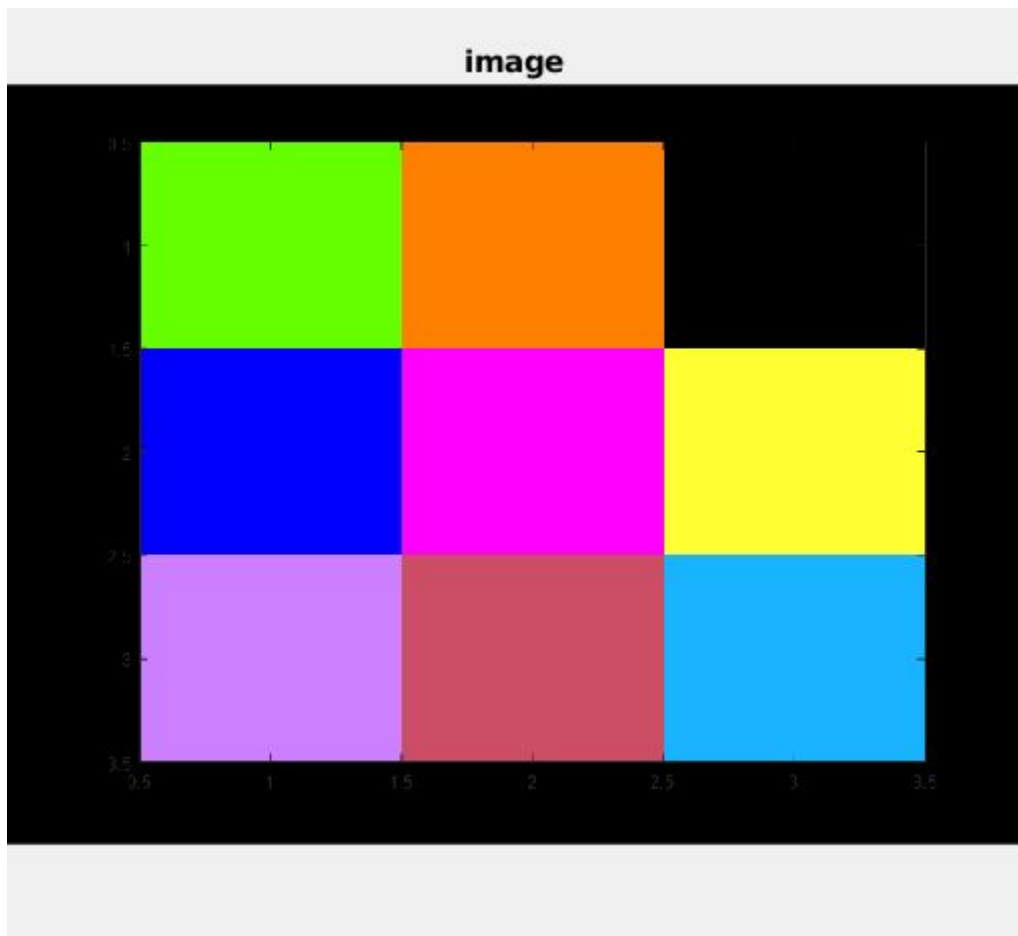
**A. size = 256\*256**

<b>IMPLEMENTED DFT -&gt;</b>	<b>Elapsed time is 0.278700 seconds.</b>
<b>INBUILT FFT -&gt;</b>	<b>Elapsed time is 0.196934 seconds.</b>

Time requirements are approximately the same.

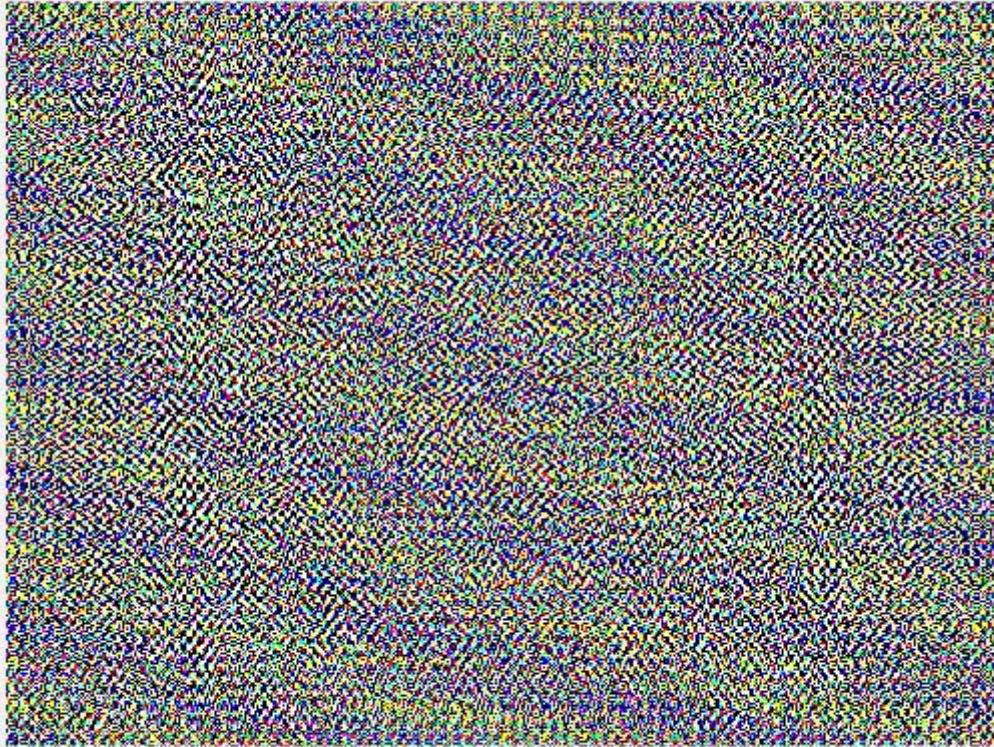
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## **QUESTION 6**

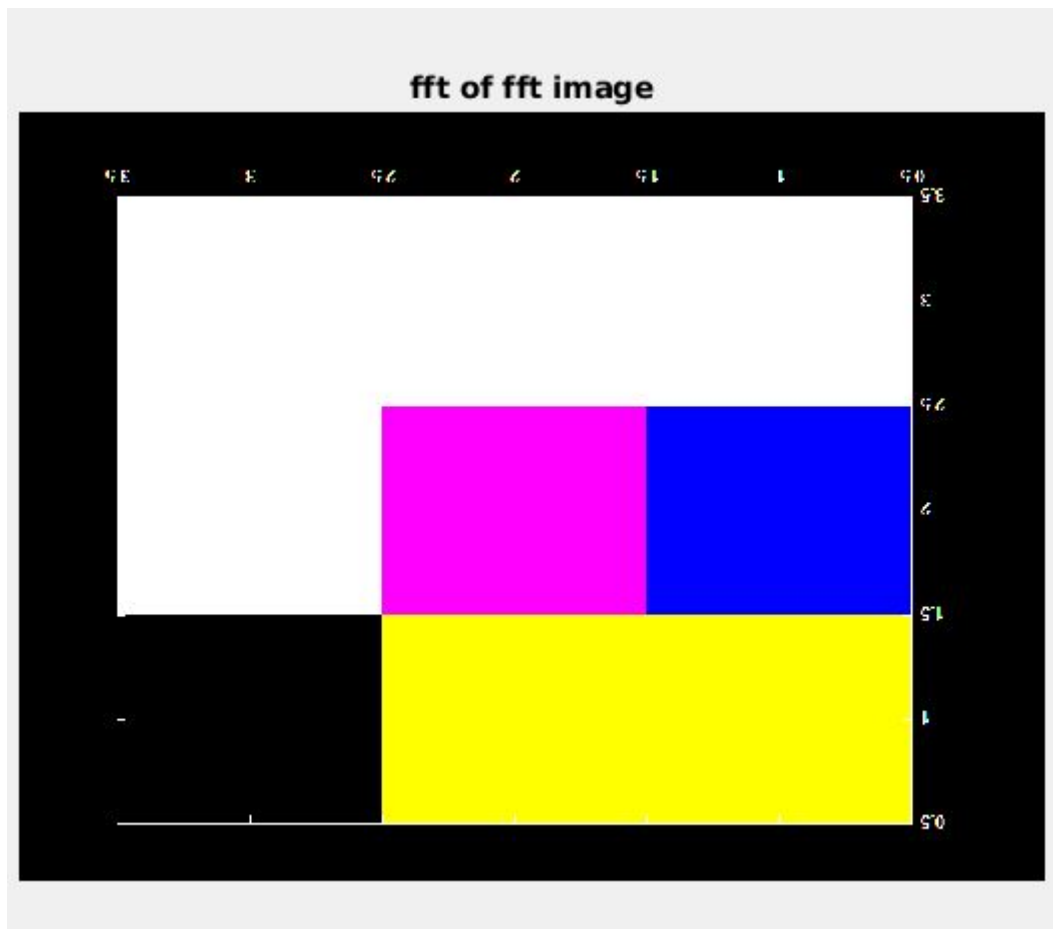


Original Image

**fft of image**



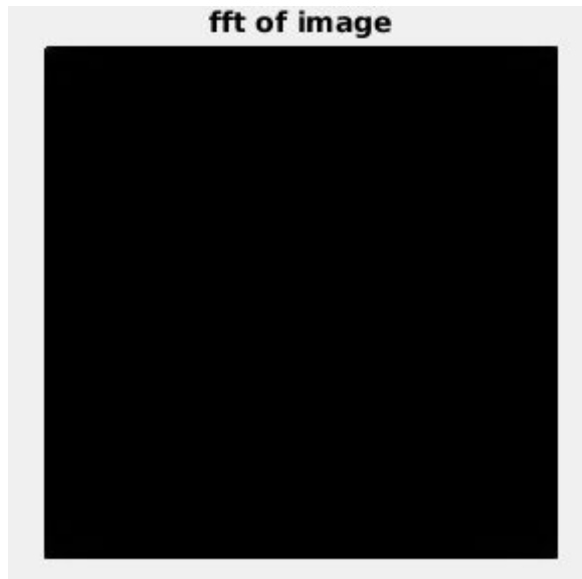
Fft Of the Original Image



Fft of fft of image

The most common observation is that the fft of fft is double flipped .





In the frequency domain (i.e after taking the first fft, we manually flip the image wrt to both x and y direction since we know (by observation)) that the final image is flipped in both x and y.



**fft of flipped fft image**



This effectively makes the image of the same orientation.

image

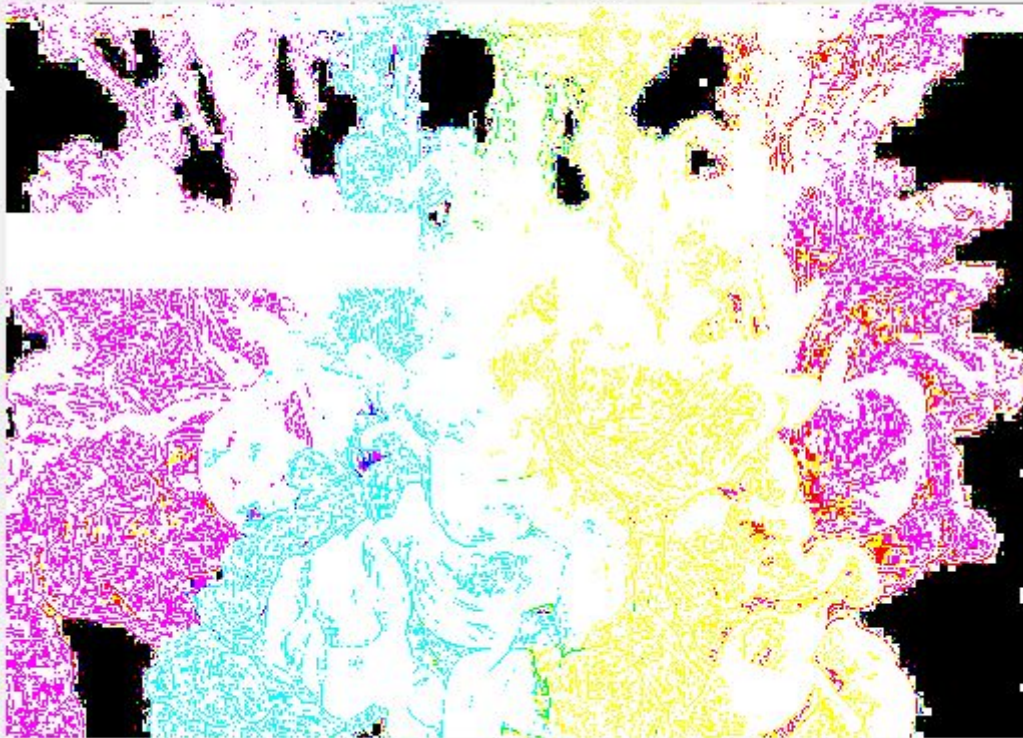


fft of image





fft of fft image



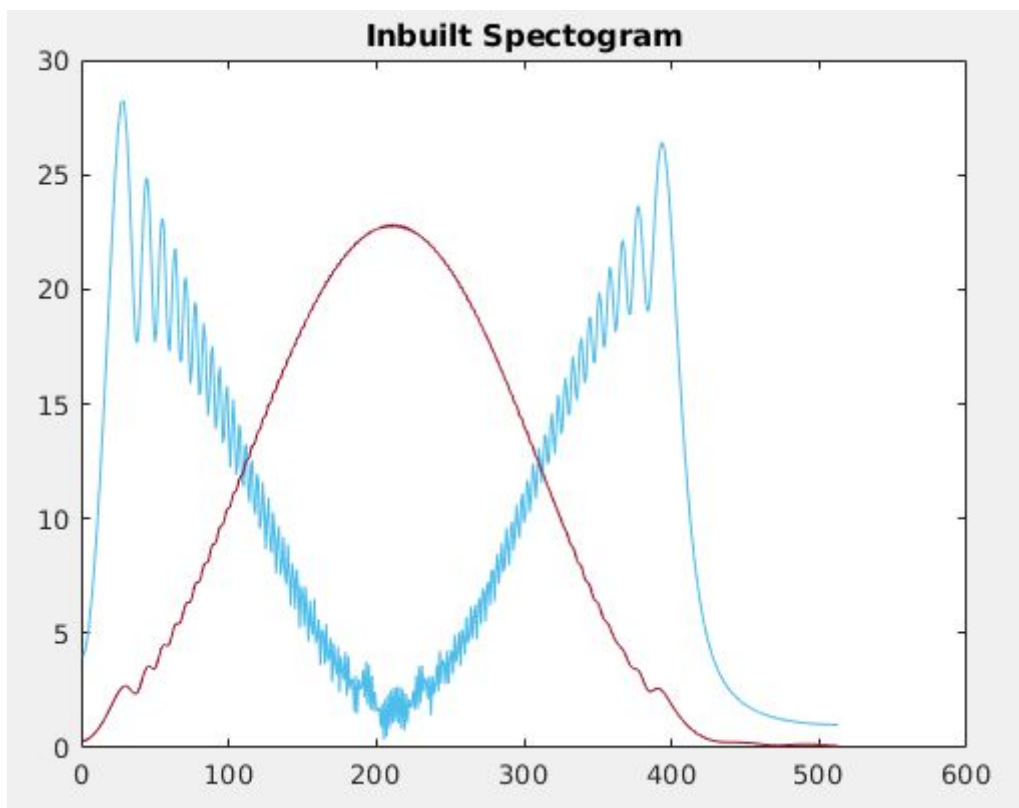
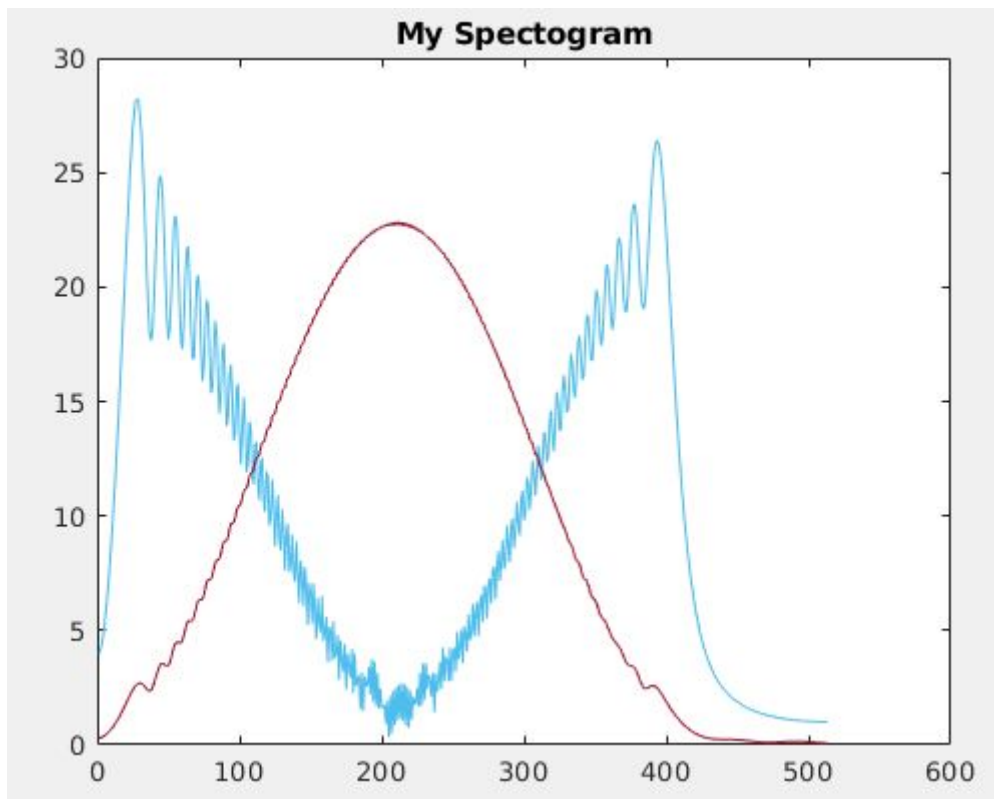
Q.What does fft of an image denote ?

A.It denotes the amplitudes and frequencies of the sines/cosines that, when added up, will give you the original image.

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## QUESTION 7

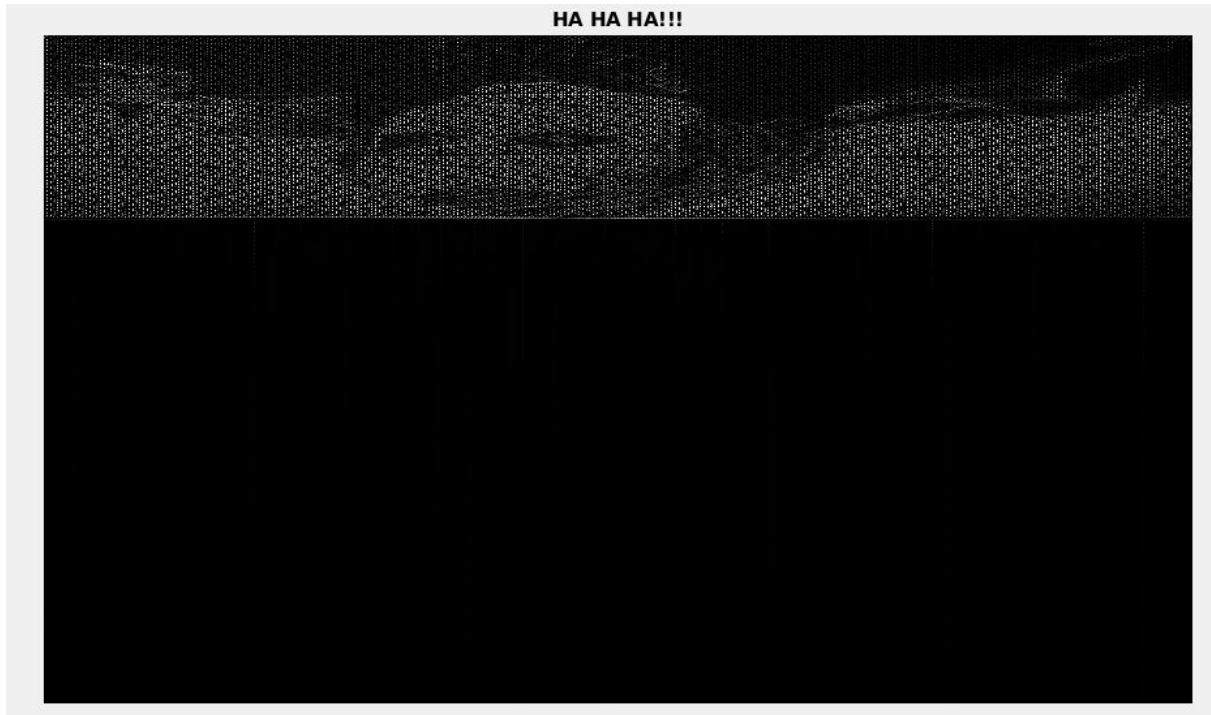
### PART 1



**Hamming -> rect function.**

Takes window size, stride and number of points at which fft needs to be calculated.

## PART 2



Just drew the spectrogram and found the key is 'JOKER'

## PART 3

## Dial Tone Spectrogram



We can see clearly the eight tones.

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