# DSAA ASSIGNMENT2 - REPORT PARYUL JAIN 20171083 IIIT-H

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
<b></b>
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.
new_image = flipdim(original_image,1) // vertical flip
new_image = flipdim(original_image,2) // horizontal flip
dftmtx(N) -> gives the W matrix

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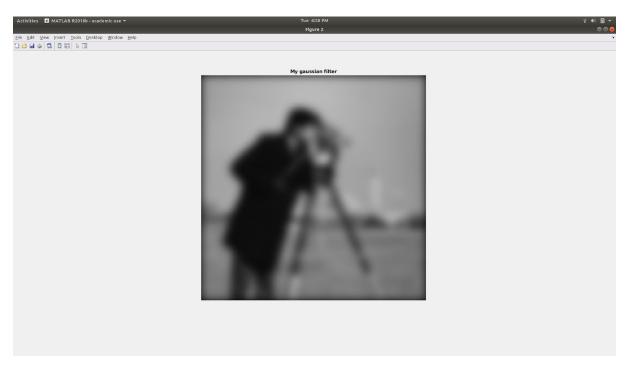
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### **QUESTION-1**

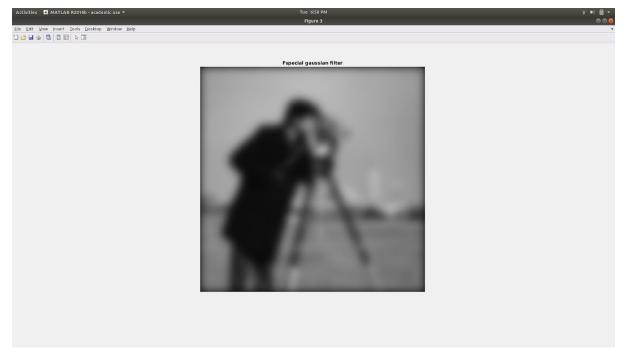
## **PART 1,3**



cameraman.tif -> ORIGINAL IMAGE



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



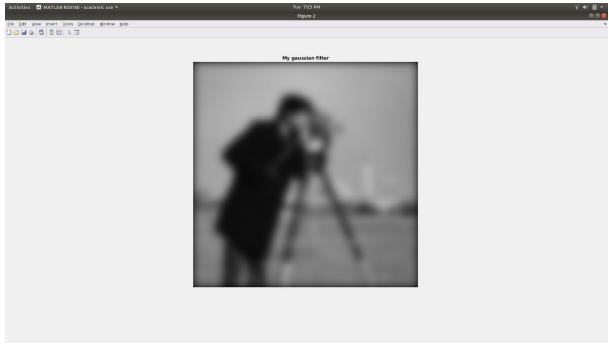
USING FSPECIAL(creates predefined 2d filter). GAUSSIAN FILTER with N=100, SIGMA=5



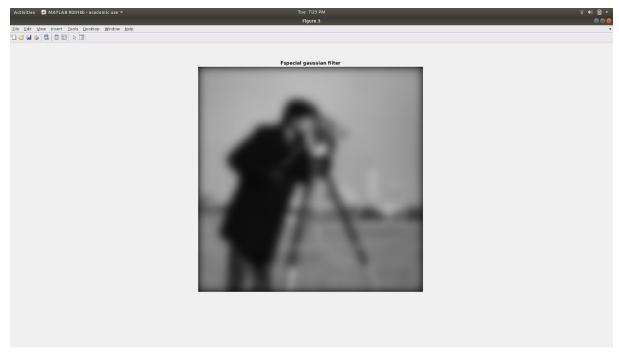
USING IMPLEMENTED GAUSSIAN FILTER with N=100, SIGMA=2



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



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



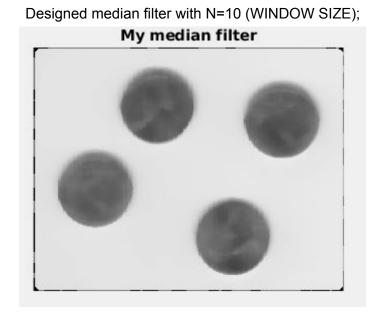
USING FSPECIAL(creates predefined 2d filter). GAUSSIAN FILTER with N=1000, SIGMA=5

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

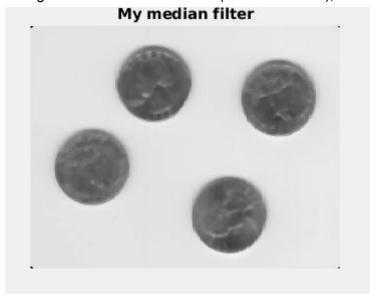
Also when we increase N , the value at any point is generated using values from very large areas, so we can see that distortion comes into play.

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.

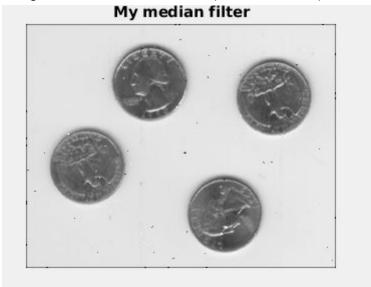
**PART 2,3** 



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



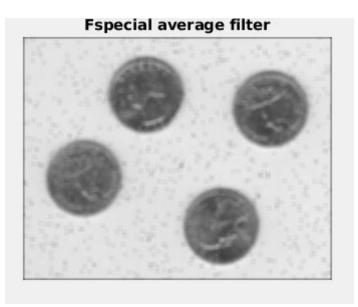
Designed median filter with N=2 (WINDOW SIZE);

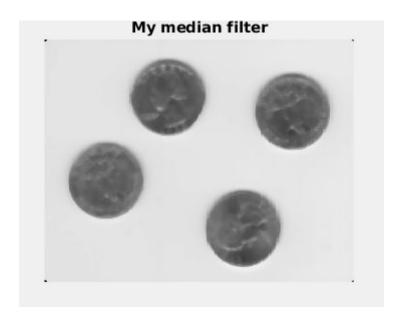


Median filter helps remove outliers. Since the median of a window is unaffected by an outlier , it helps remove 'salt and pepper' noise.

PART 4



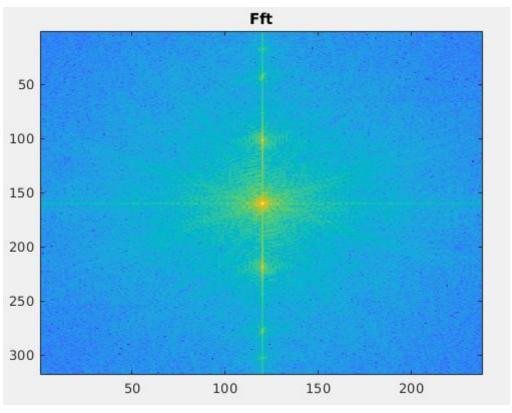


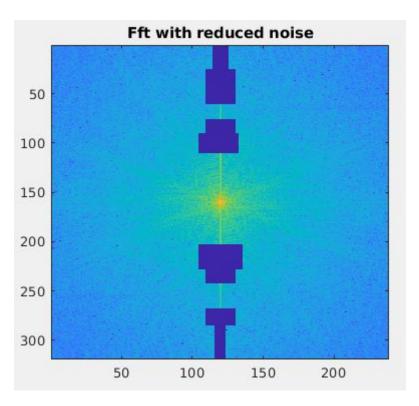


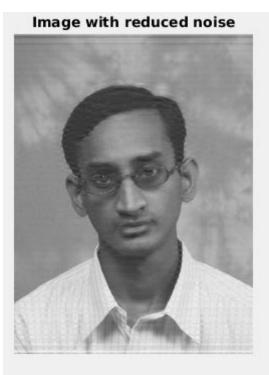
Median filter is the best as it removes salt and pepper noise from inp1.png

### 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.

### Α.

After convolution	the height ,w	idth and channe	els of the output a	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.

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

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

New\_channels = N \* Channels; //(No change.)

В.

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

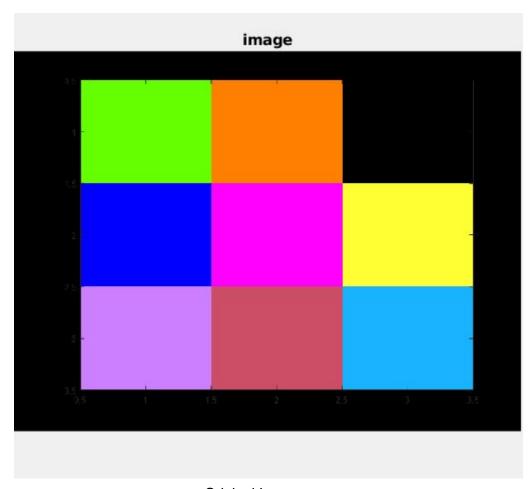
T = New\_height \* New\_width \* New\_Channels;

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

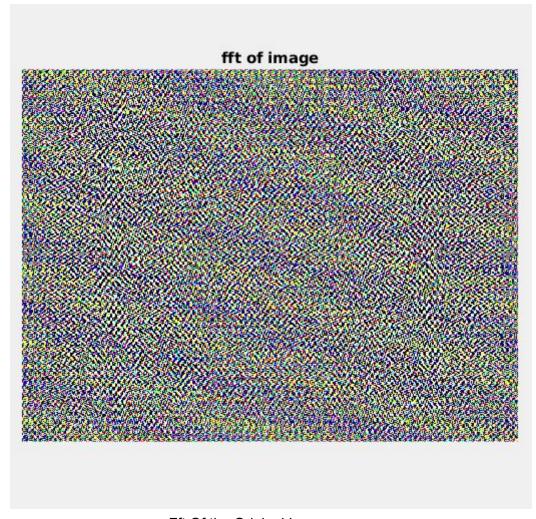
The total number of Operations of additions will be = T \* ((F \* F) - 1);

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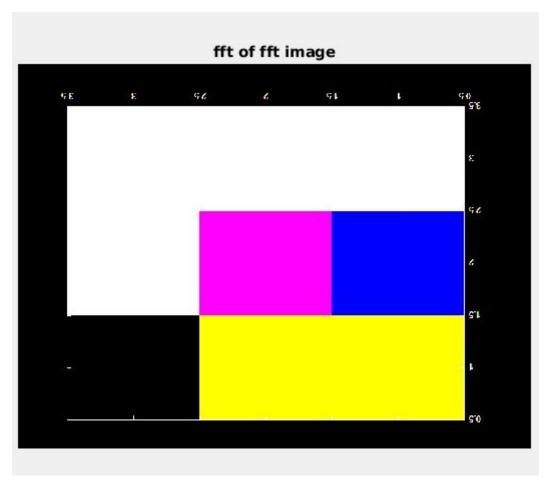
**QUESTION 6** 



Original Image



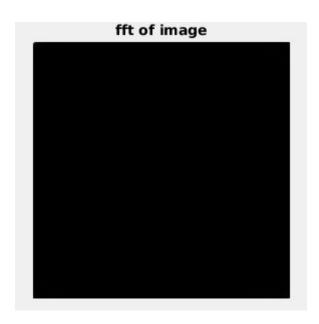
Fft Of the Original Image



Fft of fft of image

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







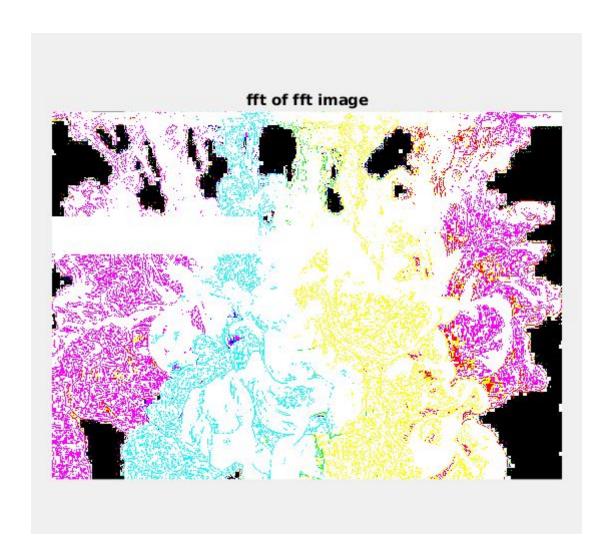
In the frequency domain (i.e after taking the first fft, we manually flip the image wrt to both x and y direction since we know (by observation)) that the final image is flipped in both x and y.



This effectively makes the image of the same orientation.



# fft of 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**