Code flow

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1. $f(x,y)$ – a 2D image on the plane
2. We interpolate f on a new set of points $(\tilde{x},\tilde{y})$ to get $\tilde{f}(\tilde{x},\tilde{y})$. These set of points should fit the t-design points on the sphere after the projection. We implicitly assume that the image is smooth so the interpolation is exact.
3. Projection on the sphere. The new function $f_s(\theta,\phi)$ is defined according to the t-design.
4. Computing $\hat{f}_{\ell,m}$ –the spherical harmonics of f_s.
5. Computing the invariants to get (μ,P,B).