

NumCSE

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Exercise sheet 6

Convolution and fast Fourier transform

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### Problem 6.1: Convolution and FFT

We examine a computationally useful link between discrete and circular convolution via the fast fourier transform. We apply it to calculate the filtering of a noisy signal.

Template: `conv.cpp`

Let  $\mathbf{x} \in \mathbb{R}^m$  and  $\mathbf{y} \in \mathbb{R}^n$  be two vectors with  $n < m$ . Implement C++ functions which take as arguments Eigen vectors  $\mathbf{x}$  and  $\mathbf{y}$  and return:

- (a) the discrete convolution of  $\mathbf{x}$  and  $\mathbf{y}$  (implement the definition of convolution);
- (b) the vector given by `ifft(fft(x)fft(ym))`, where  $\mathbf{y}_m$  has been obtained by appending  $n - m$  zeros to  $\mathbf{y}$ ;
- (c) the vector given by `ifft(fft(xL)fft(yL))`, where  $\mathbf{x}_L$  and  $\mathbf{y}_L$  have been obtained by padding with zeros  $\mathbf{x}$  and  $\mathbf{y}$  to length  $L = m + n - 1$ .
- (d) Will the result of Point a coincide/differ with the result from Point b or Point c? Why?
- (e) Test your code for  $\mathbf{x}$  an input vector given by a constant signal with some random uniform noise and  $\mathbf{y}$  a Gaussian truncated filter (see the template). Does the application of the filter reduce the noise of the signal?

### Problem 6.2: 2D convolution, FFT2 and Laplace filter

We review two dimensional convolution, its relation with the discrete Fourier transform and we implement a discrete Laplacian filter.

Template: `conv2.cpp`

Consider the 2-dimensional infinite arrays  $X = (X_{k_1, k_2})_{k_1, k_2 \in \mathbb{Z}}$  and  $Y = (Y_{k_1, k_2})_{k_1, k_2 \in \mathbb{Z}}$ . We can define their convolution as the 2-dimensional infinite array  $X * Y$  such that

$$(X * Y)_{k_1, k_2} = \sum_{j_1=-\infty}^{\infty} \sum_{j_2=-\infty}^{\infty} X_{j_1, j_2} Y_{k_1-j_1, k_2-j_2}.$$

In the same way as in the 1-dimensional case, given two matrices  $X \in \mathbb{R}^{m_1, m_2}$  and  $Y \in \mathbb{R}^{n_1, n_2}$  we can define their *discrete convolution* as the convolution between the zero extensions of  $X$  and  $Y$  trimmed of unnecessary zeros, and their *circular convolution* as the smallest period of the convolution between the periodic extension of  $X$  and the zero extension of  $Y$ .

Consider two matrices  $A \in \mathbb{R}^{n, m}$  and  $F \in \mathbb{R}^{k, k}$  with  $k < n, m$ .

- (a) How should we extend  $A$  and  $F$  to larger matrices  $\tilde{A}$  and  $\tilde{F}$  so that the discrete convolution of  $A$  with  $F$  is equal to the circular convolution of  $\tilde{A}$  with  $\tilde{F}$ ?
- (b) By recalling to the 1-dimensional fast fourier transform, implement a C++ function `fft2` which returns the 2-dimensional fast fourier transform of a matrix.
- (c) Implement an efficient C++ function with arguments  $A$  and  $F$  which implements their discrete convolution.

Hint: use the result derived in the previous steps and the two dimensional circular convolution theorem.

The discrete Laplacian filter is defined as

$$F = \begin{pmatrix} 0 & -1 & 0 \\ -1 & 4 & -1 \\ 0 & -1 & 0 \end{pmatrix}.$$

It is often used to detect edges in images.

- (d) Test your filter on the black and white "picture" provided in the template.