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15-826: Multimedia Databases and Data Mining

Lecture #24: DSP tools –
Fourier and Wavelets
C. Faloutsos



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Must-read Material

- DFT/DCT: In [PTVF](#) ch. 12.1, 12.3, 12.4; in [Textbook](#) Appendix B.
- Wavelets: In [PTVF](#) ch. 13.10; in [MM Textbook](#) Appendix C

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Outline

Goal: ‘Find **similar / interesting** things’

- Intro to DB
- ➡ • Indexing - similarity search
- ➡ • Data Mining

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Indexing - Detailed outline

- primary key indexing
- ..
- ➡ • Multimedia –
 - Digital Signal Processing (DSP) tools
 - Discrete Fourier Transform (DFT)
 - Discrete Wavelet Transform (DWT)

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DSP - Detailed outline

- DFT
 - what
 - why
 - how
 - Arithmetic examples
 - properties / observations
 - DCT
 - 2-d DFT
 - Fast Fourier Transform (FFT)

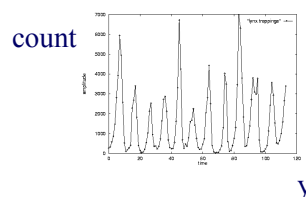
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Introduction

Goal: given a signal (eg., sales over time and/or space)

Find: patterns and/or compress



lynx caught per year

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What does DFT do?

A: highlights the periodicities

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Why should we care?

A: several real sequences are periodic

Q: Such as?

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Why should we care?

A: several real sequences are periodic
 Q: Such as?
 A:

- sales patterns follow seasons;
- economy follows 50-year cycle
- temperature follows daily and yearly cycles

Many real signals follow (multiple) cycles

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Why should we care?

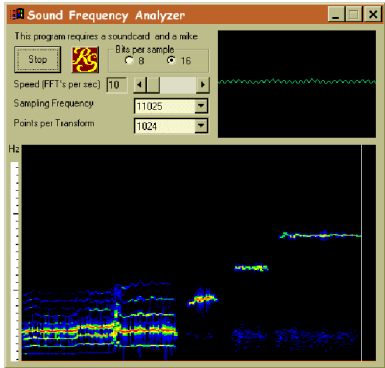
For example: human voice!

- Frequency analyzer
<http://www.relisoft.com/freeware/freq.html>
- speaker identification
- impulses/noise -> flat spectrum
- high pitch -> high frequency

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'Frequency Analyzer'



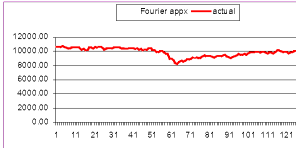
frequency

time

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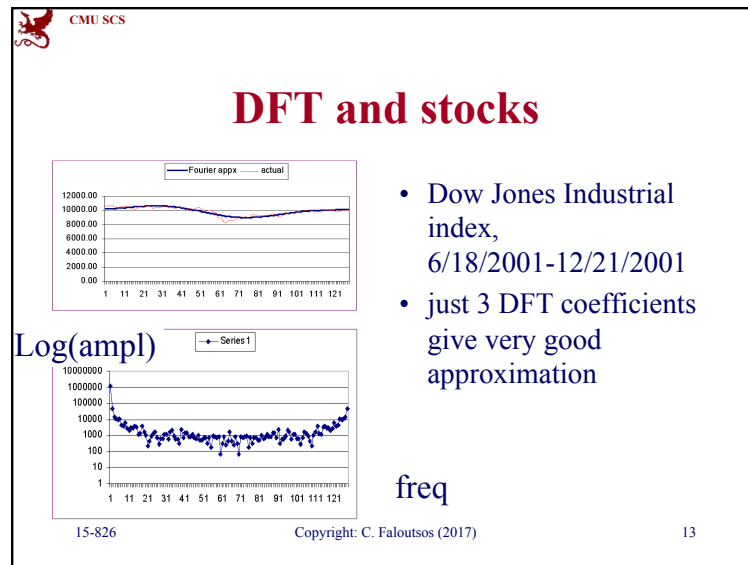
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DFT and stocks



- Dow Jones Industrial index,
 6/18/2001-12/21/2001

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DFT: definition

- Discrete Fourier Transform (n-point):

$$X_f = 1/\sqrt{n} \sum_{t=0}^{n-1} x_t * \exp(-j2\pi f t / n) \quad f = 0, \dots, n-1$$

($j = \sqrt{-1}$)

$$x_t = 1/\sqrt{n} \sum_{f=0}^{n-1} X_f * \exp(+j2\pi f t / n) \quad \text{inverse DFT}$$

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(Reminder)

$$\exp(\phi * j) = \cos(\phi) + j * \sin(\phi)$$

(fun fact: the equation with the 5 most important numbers:

$$e^{j\pi} + 1 = 0$$

)

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DFT: alternative definition

- Discrete Fourier Transform (n-point):

$$a_f = 1/\sqrt{n} \sum_{t=0}^{n-1} x_t * \cos(-2\pi f t / n) \quad f = 0, \dots, n-1$$

$$b_f = 1/\sqrt{n} \sum_{t=0}^{n-1} x_t * \sin(-2\pi f t / n)$$

$$x_t = 1/\sqrt{n} \sum_{f=0}^{n-1} [a_f * \cos(2\pi f t / n) + j * b_f * \sin(2\pi f t / n)] \quad \text{inverse DFT}$$

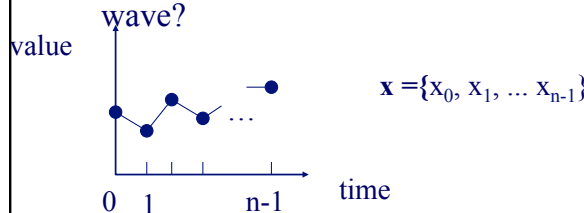
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How does it work?

Decomposes signal to a sum of sine (and cosine) waves.

Q: How to assess 'similarity' of x with a wave?



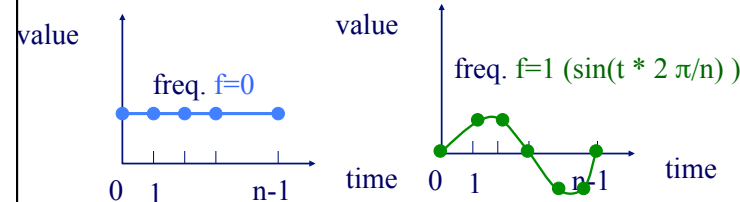
$x = \{x_0, x_1, \dots, x_{n-1}\}$

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How does it work?

A: consider the waves with frequency 0, 1, ...;
use the inner-product (\sim cosine similarity)

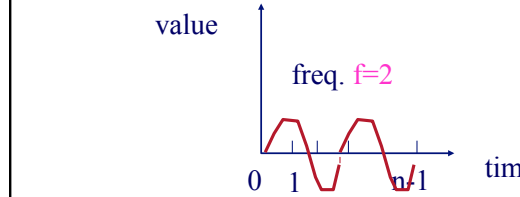


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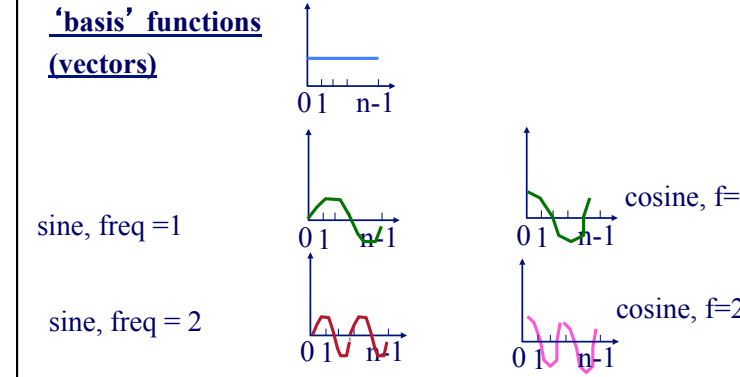


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How does it work?

'basis' functions
(vectors)



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How does it work?

- Basis functions are actually n -dim vectors, **orthogonal** to each other
- ‘similarity’ of \mathbf{x} with each of them: inner product
- DFT: \sim all the similarities of \mathbf{x} with the basis functions

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DFT: definition

- **Good** news: Available in **all** symbolic math packages, eg., in ‘mathematica’

```
x = [1,2,1,2];
X = Fourier[x];
Plot[ Abs[X] ];
```

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DFT: definition

(variations:

- $1/n$ instead of $1/\sqrt{n}$
- $\exp(-\dots)$ instead of $\exp(+\dots)$

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DFT: definition

Observations:

- X_f : are complex numbers except X_0 , who is real
- $\text{Im}(X_f)$: \sim amplitude of sine wave of frequency f
- $\text{Re}(X_f)$: \sim amplitude of cosine wave of frequency f
- \mathbf{x} : is the sum of the above sine/cosine waves

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DFT: definition details

Observation - SYMMETRY property:

$$X_f = (X_{n-f})^*$$

(“*”: complex conjugate: $(a + bj)^* = a - bj$)

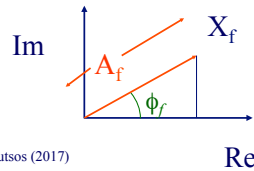
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DFT: definition

Definitions

- $A_f = |X_f|$: amplitude of frequency f
- $|X_f|^2 = \text{Re}(X_f)^2 + \text{Im}(X_f)^2 = \text{energy of frequency } f$
- phase ϕ_f at frequency f



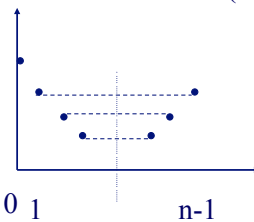
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DFT: definition details

Amplitude spectrum: $|X_f|$ vs f ($f=0, 1, \dots, n-1$)

SYMMETRIC (Thus, we plot the **first** half only)



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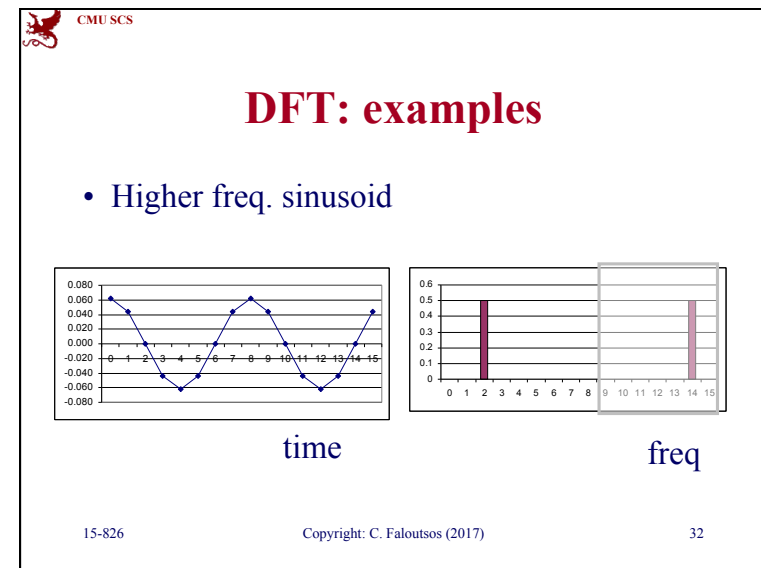
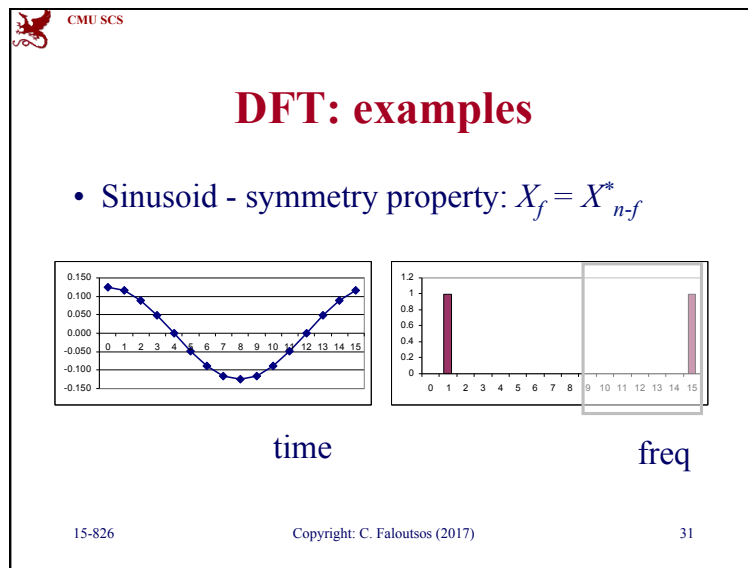
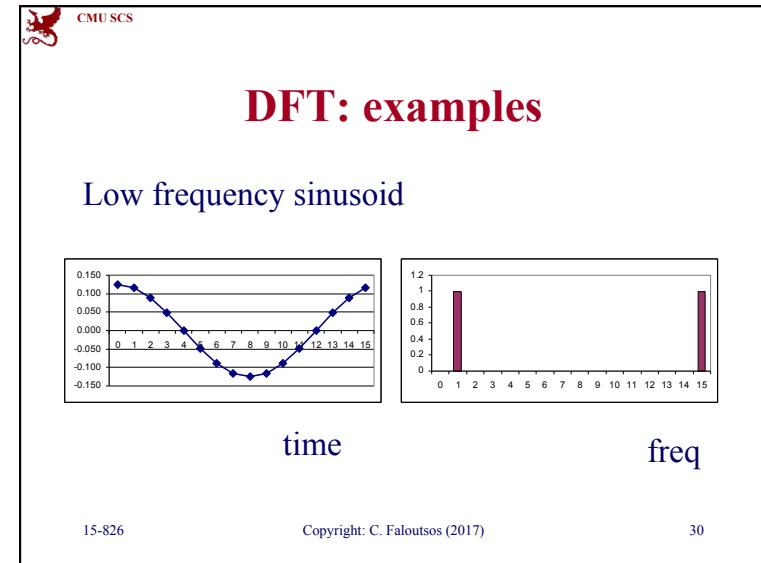
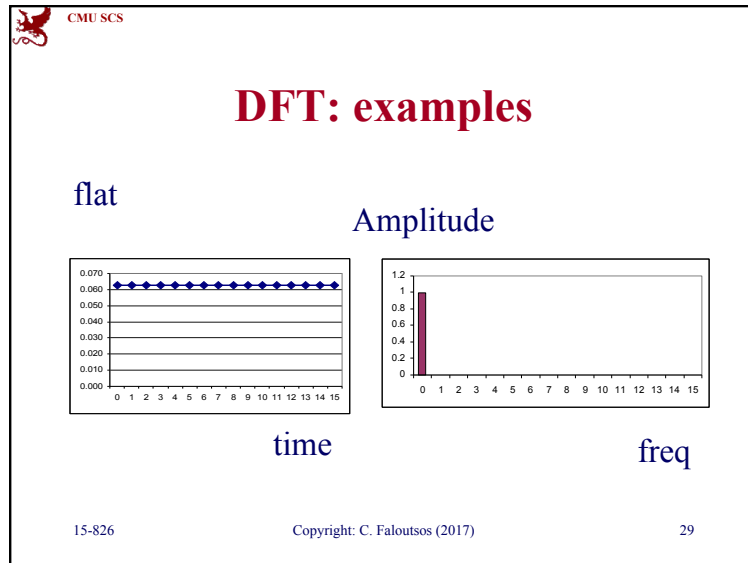
DFT: definition details

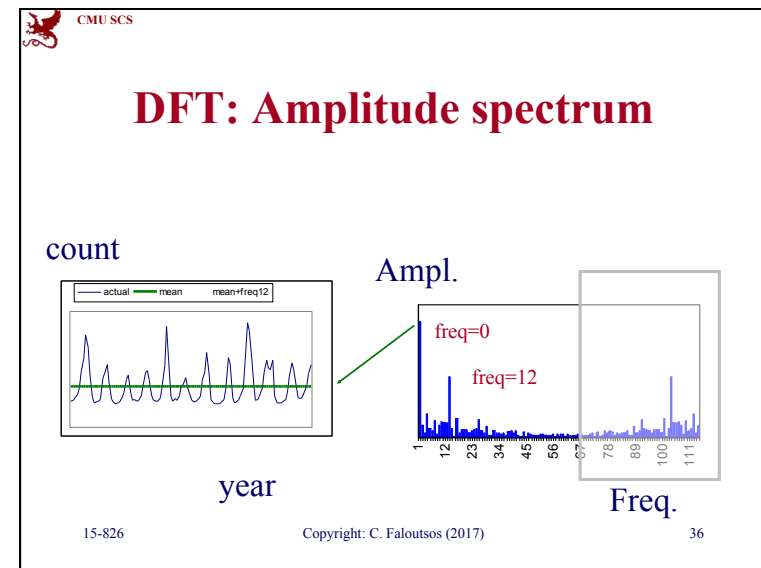
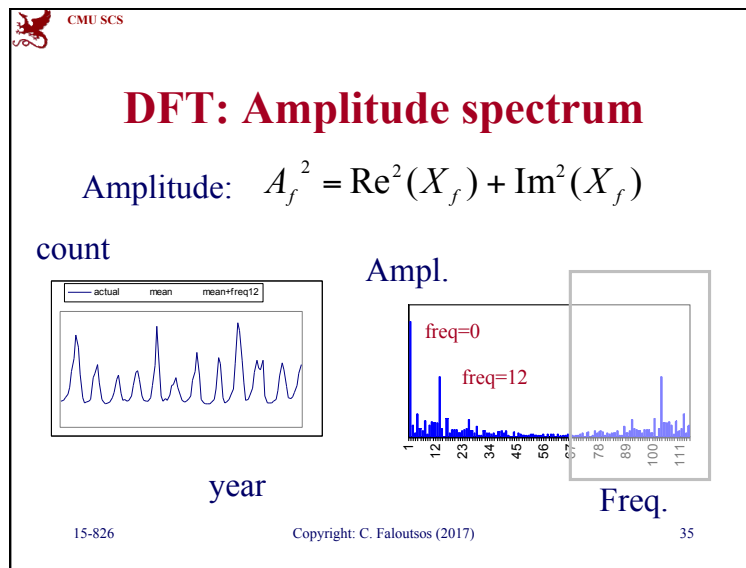
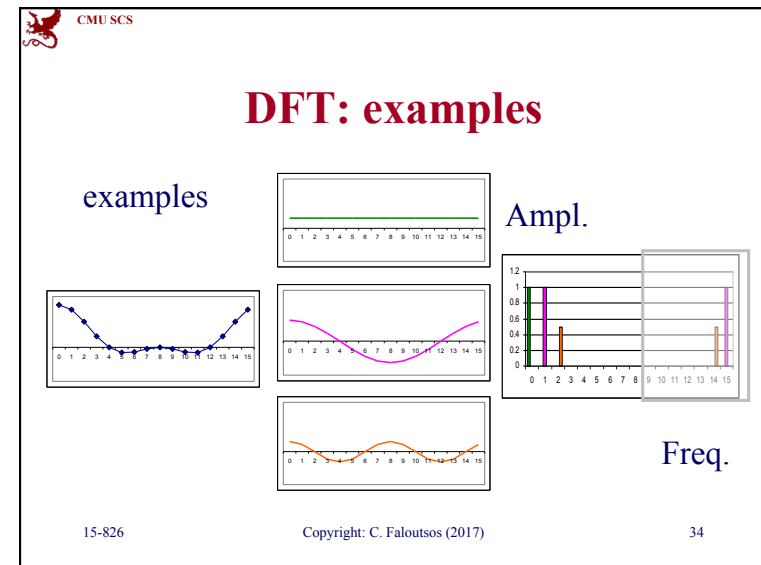
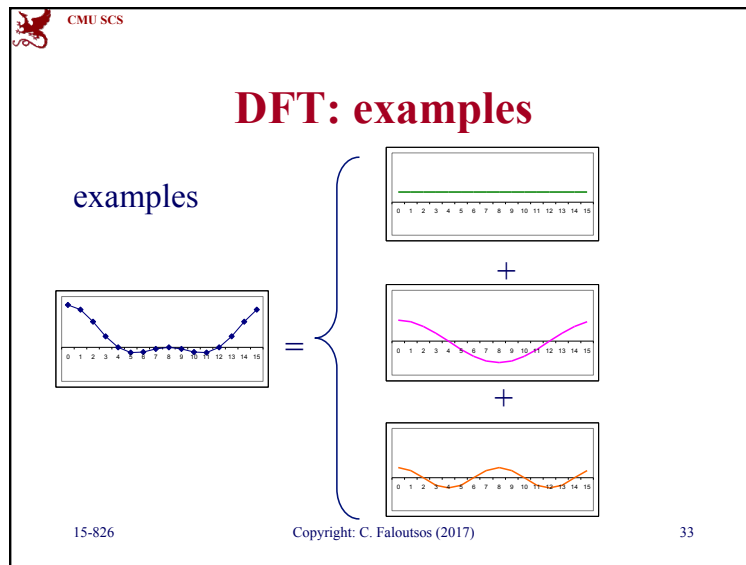
Phase spectrum $|\phi_f|$ vs f ($f=0, 1, \dots, n-1$):

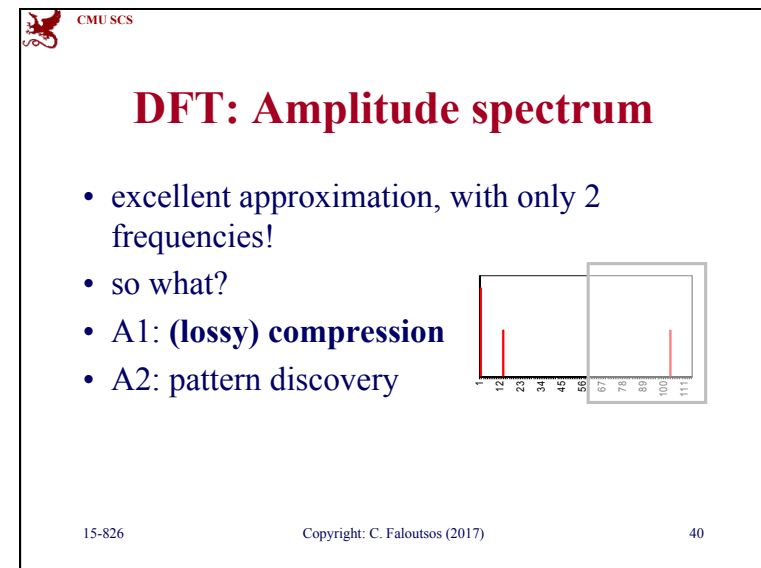
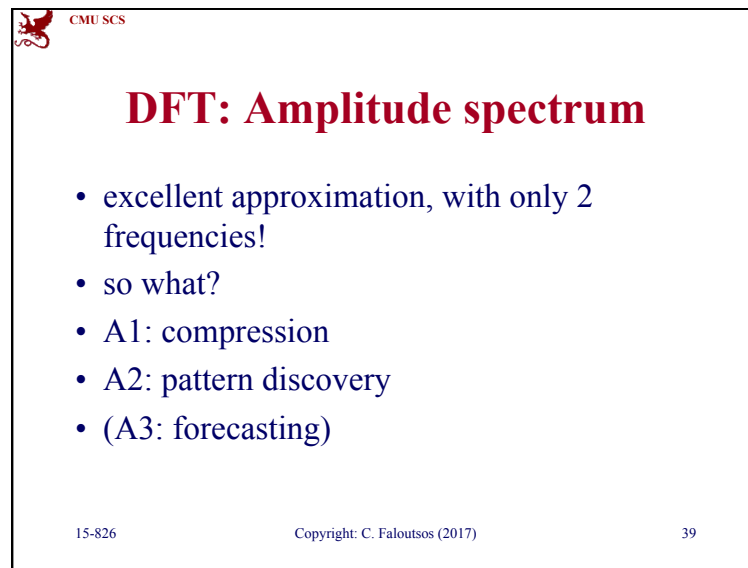
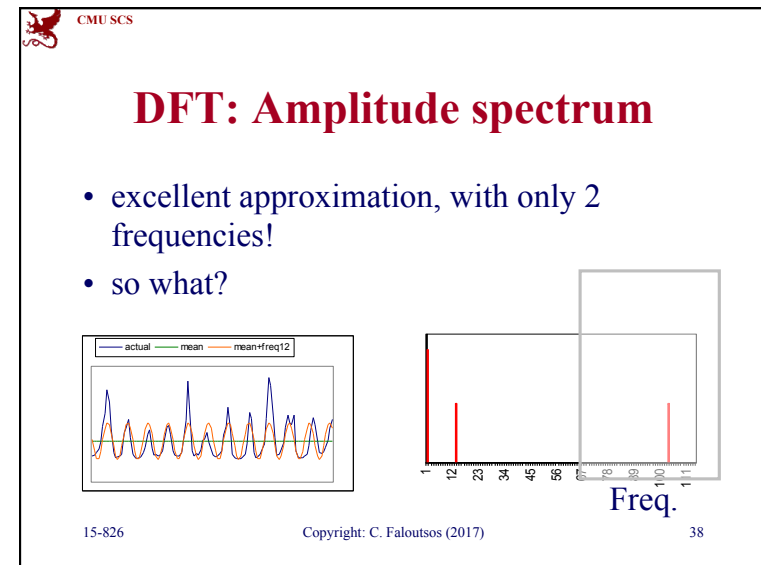
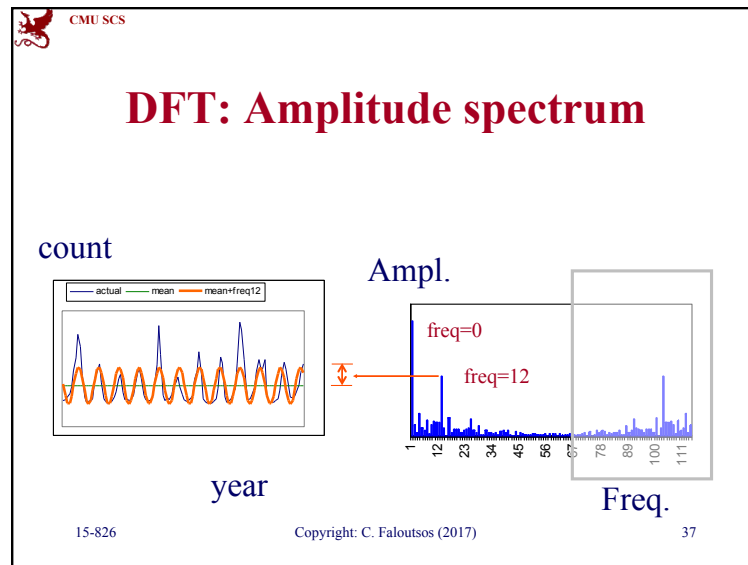
Anti-symmetric

(Rarely used)

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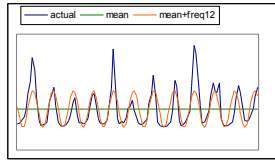




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DFT: Amplitude spectrum

- excellent approximation, with only 2 frequencies!
- so what?
- A1: (lossy) compression
- A2: **pattern discovery**



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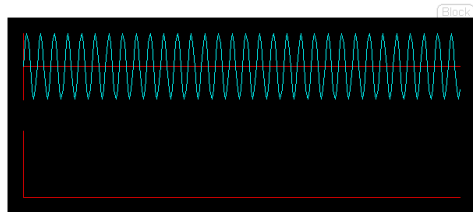
DFT: Amplitude spectrum

- Let's see it in action (defunct now...)
- <http://www.dsptutor.freeuk.com/jsanalyser/FFTSpectrumAnalyser.html>
- plain sine
- phase shift
- two sine waves
- the 'chirp' function
- <http://ion.researchsystems.com/>

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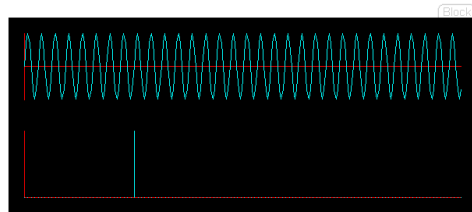
Plain sine



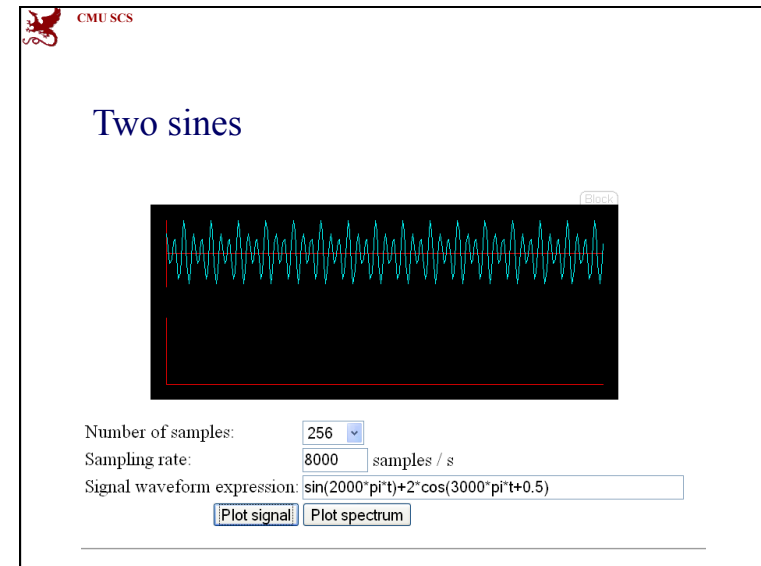
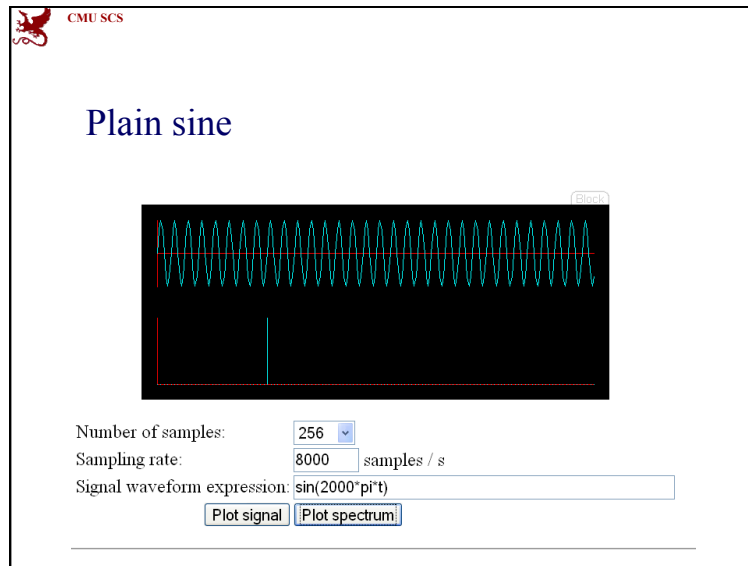
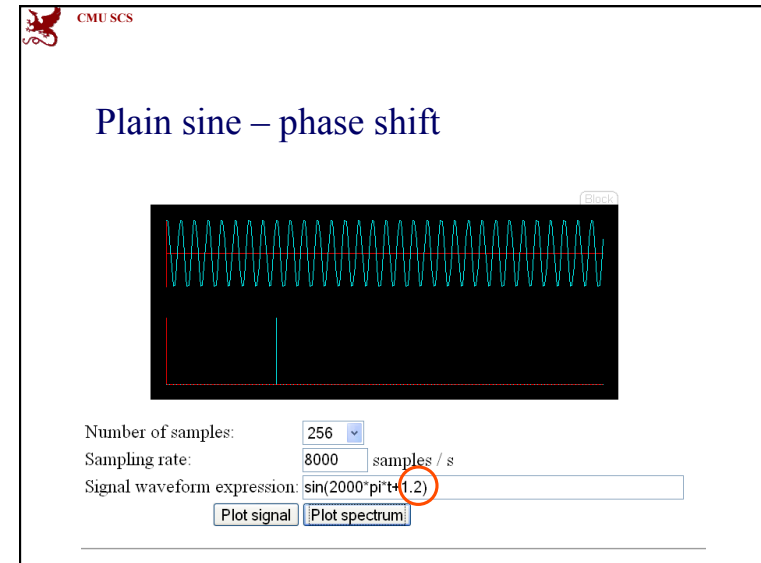
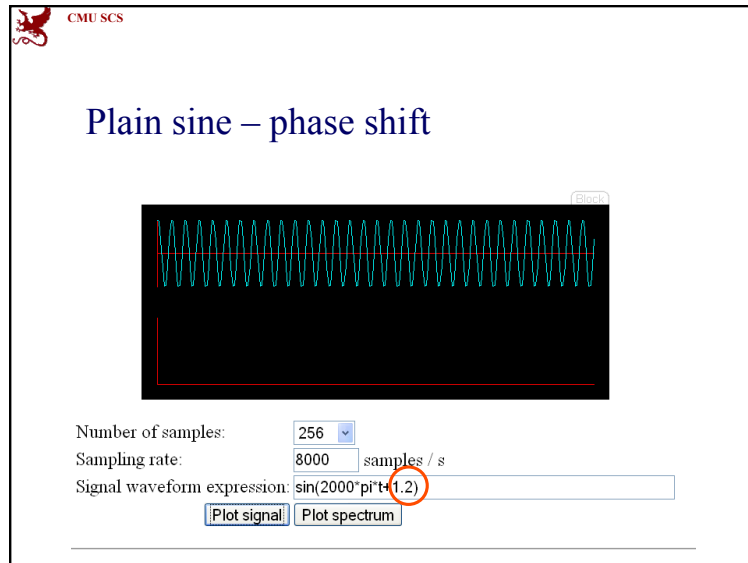
Number of samples: 256
 Sampling rate: 8000 samples / s
 Signal waveform expression: `sin(2000*pi*t)`
 [Plot signal] [Plot spectrum]

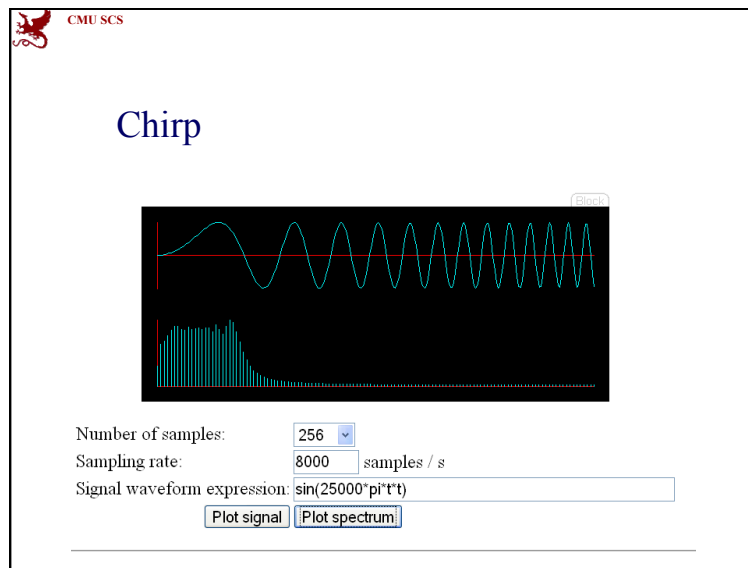
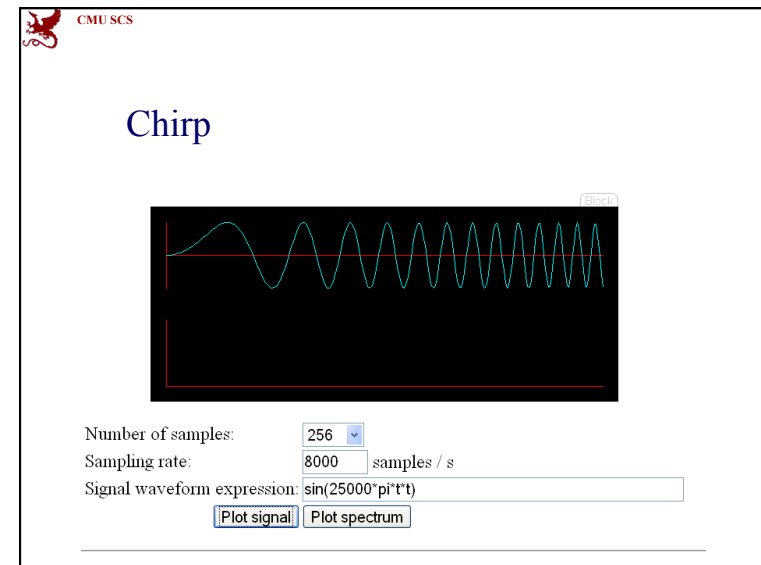
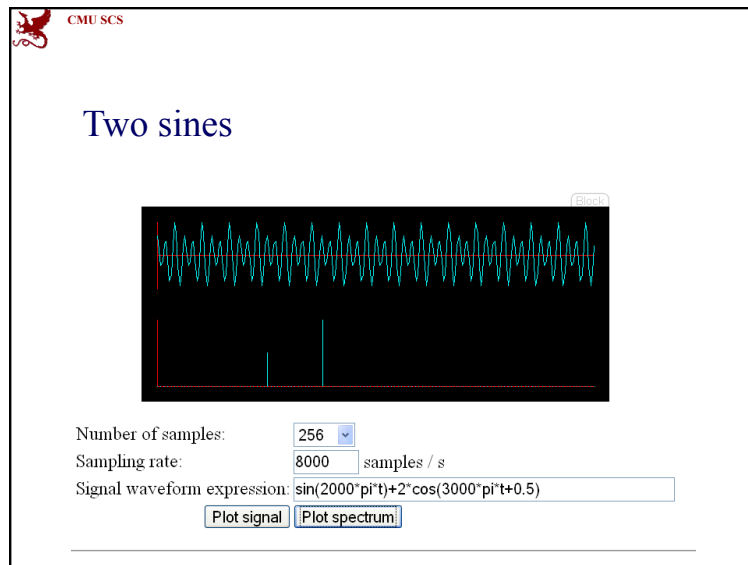
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Plain sine



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 Sampling rate: 8000 samples / s
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 [Plot signal] [Plot spectrum]





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Another applet

<http://www.falstad.com/fourier/>
 (seems virus-free – but scan, before you install)
 Local copy, INTERNAL @ CMU:
www.cs.cmu.edu/~christos/courses/826-resources/DEMOS/FFT_applet/

[Start DEMO](#)

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Properties

- Time shift sounds the same
 - Changes only phase, not amplitudes
- Sawtooth has almost all frequencies
 - With decreasing amplitude
- Spike has all frequencies

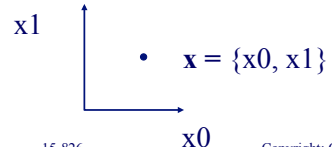
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DFT: Parseval's theorem

$$\sum (x_t^2) = \sum (|X_f|^2)$$

Ie., DFT preserves the 'energy'
or, alternatively: it does an axis rotation:



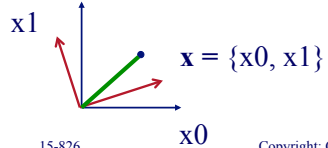
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DSP - Detailed outline

- DFT
 - what
 - why
 - how
- ➔ Arithmetic examples
- properties / observations
- DCT
- 2-d DFT
- Fast Fourier Transform (FFT)

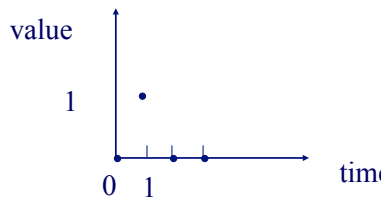
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details

Arithmetic examples

- Impulse function: $\mathbf{x} = \{0, 1, 0, 0\}$ ($n = 4$)
- $X_0 = ?$



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details

Arithmetic examples

- Impulse function: $\mathbf{x} = \{0, 1, 0, 0\}$ ($n = 4$)
- $X_0 = ?$
- A: $X_0 = 1/\sqrt{4} * 1 * \exp(-j 2 \pi 0 / n) = 1/2$
- $X_1 = ?$
- $X_2 = ?$
- $X_3 = ?$

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details

Arithmetic examples

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- $X_1 = -1/2 j$
- $X_2 = -1/2$
- $X_3 = +1/2 j$
- Q: does the 'symmetry' property hold?


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- $X_1 = -1/2 j$
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- $X_3 = +1/2 j$
- Q: does the 'symmetry' property hold?
- A: Yes (of course)



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details

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- Q: check Parseval's theorem

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Arithmetic examples

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- $X_3 = +1/2 j$
- Q: (Amplitude) spectrum?
- A: FLAT!

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Arithmetic examples

- Q: What does this mean?

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Arithmetic examples

- Q: What does this mean?
- A: All frequencies are equally important ->
 - we need n numbers in the frequency domain to represent just one non-zero number in the time domain!
 - “frequency leak”

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DSP - Detailed outline

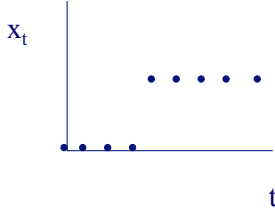
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Observations

- DFT of ‘step’ function:
 $x = \{ 0, 0, \dots, 0, 1, 1, \dots, 1 \}$

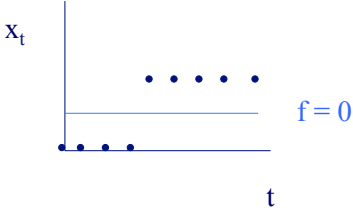


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Observations

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Observations

- DFT of 'step' function:
 $x = \{ 0, 0, \dots, 0, 1, 1, \dots, 1 \}$

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Observations

- DFT of 'step' function:
 $x = \{ 0, 0, \dots, 0, 1, 1, \dots, 1 \}$
- the more frequencies,
the better the approx.
- 'ringing' becomes worse
- reason: discontinuities; trends

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Observations

- Ringling for trends: because DFT 'sub-consciously' replicates the signal

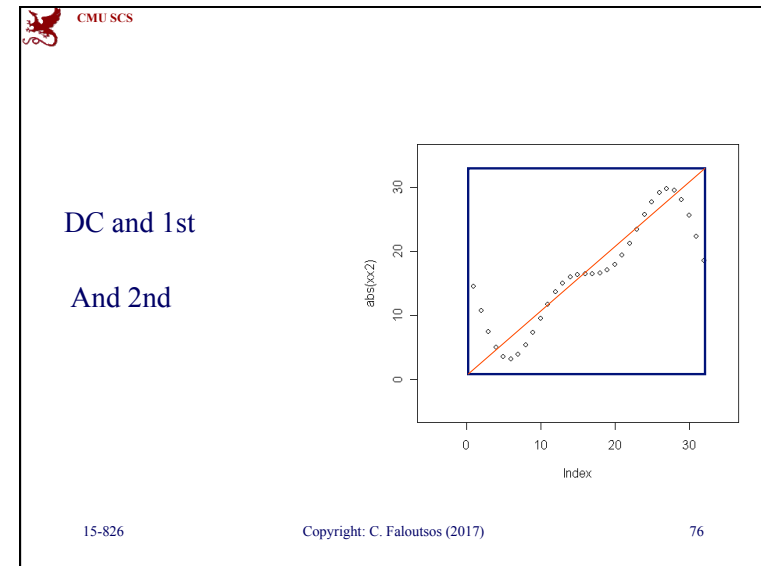
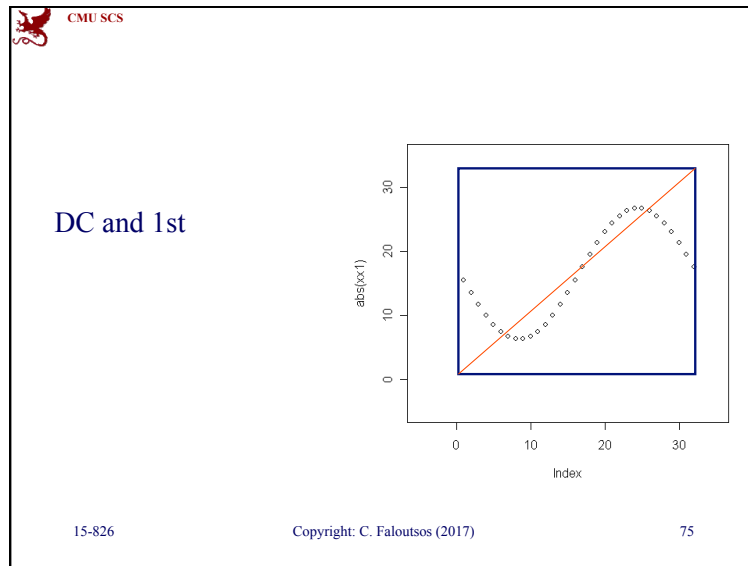
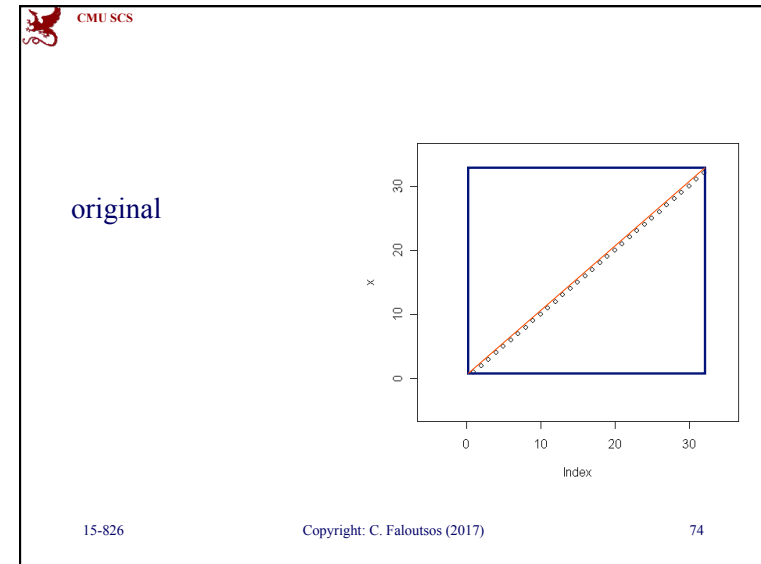
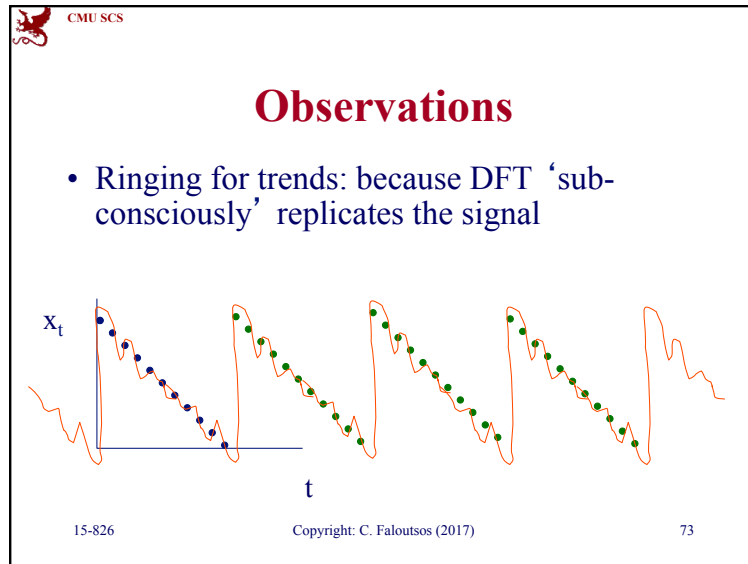
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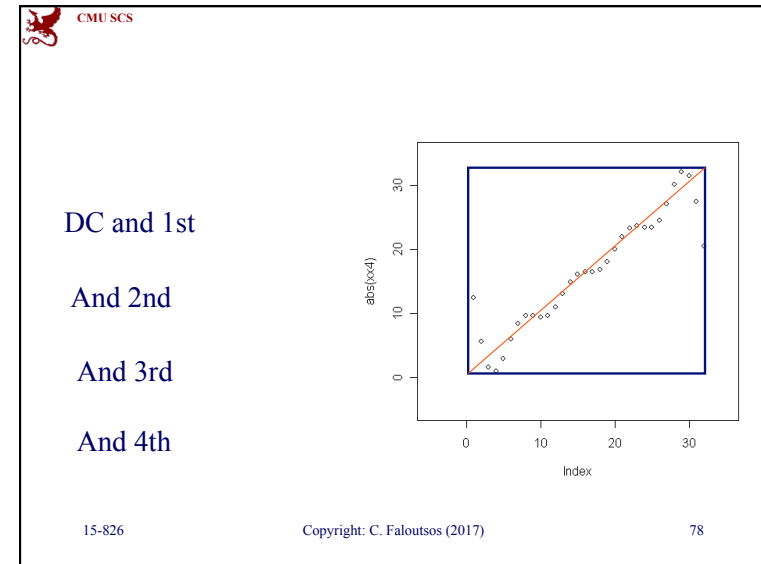
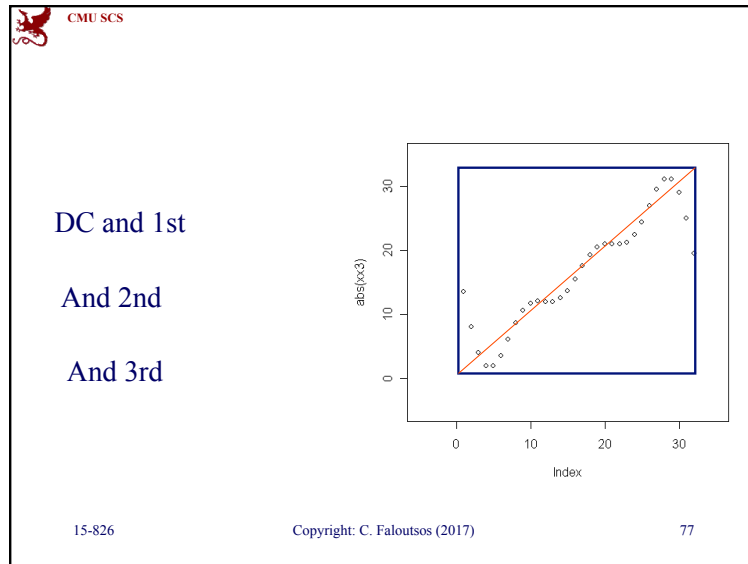
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Observations

- Ringling for trends: because DFT 'sub-consciously' replicates the signal

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Observations

- Q: DFT of a sinusoid, eg.

$$x_t = 3 \sin(2\pi / 4 t)$$
 $(t = 0, \dots, 3)$
 - Q: $X_0 = ?$
 - Q: $X_1 = ?$
 - Q: $X_2 = ?$
 - Q: $X_3 = ?$

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Observations

- Q: DFT of a sinusoid, eg.

$$x_t = 3 \sin(2\pi / 4 t)$$
 $(t = 0, \dots, 3)$
 - Q: $X_0 = 0$
 - Q: $X_1 = -3j$
 - Q: $X_2 = 0$
 - Q: $X_3 = 3j$

- check 'symmetry'
- check Parseval

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Observations

- Q: DFT of a sinusoid, eg.

$$x_t = 3 \sin(2\pi / 4 t)$$
 $(t = 0, \dots, 3)$
 - Q: $X_0 = 0$
 - Q: $X_1 = -3j$
 - Q: $X_2 = 0$
 - Q: $X_3 = 3j$

• Does this make sense?

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Property

- Shifting \mathbf{x} in time does NOT change the amplitude spectrum
- eg., $\mathbf{x} = \{0\ 0\ 0\ 1\}$ and $\mathbf{x}' = \{0\ 1\ 0\ 0\}$: same (flat) amplitude spectrum
- (only the phase spectrum changes)
- Useful property when we search for patterns that may 'slide'

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Summary of properties

- Spike in time: \rightarrow all frequencies
- Step/Trend: \rightarrow ringing (\sim all frequencies)
- Single/dominant sinusoid: \rightarrow spike in spectrum
- Time shift \rightarrow same amplitude spectrum


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DSP - Detailed outline

- DFT
 - what
 - why
 - how
 - Arithmetic examples
 - properties / observations
- ➔ DCT
- 2-d DFT
- Fast Fourier Transform (FFT)

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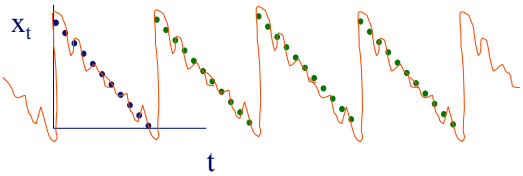

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details


DCT

Discrete Cosine Transform

- motivation#1: DFT gives complex numbers
- motivation#2: how to avoid the 'frequency leak' of DFT on trends?



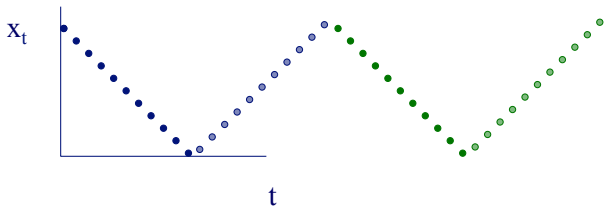
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details

DCT

- brilliant solution to both problems: mirror the sequence, do DFT, and drop the redundant entries!



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DCT

- (see Numerical Recipes for exact formulas)

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DCT - properties

- it gives real numbers as the result
- it has no problems with trends
- it is very good when x_t and $x_{(t+1)}$ are correlated

(thus, is used in JPEG, for image compression)

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DSP - Detailed outline

- DFT
 - what
 - why
 - how
 - Arithmetic examples
 - properties / observations
 - DCT
 - ➔ 2-d DFT
 - Fast Fourier Transform (FFT)

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2-d DFT

- Definition:

$$X_{f_1, f_2} = \frac{1}{\sqrt{n_1}} \frac{1}{\sqrt{n_2}} \sum_{i_1=0}^{n_1-1} \sum_{i_2=0}^{n_2-1} x_{i_1, i_2} \exp(-2\pi j i_1 f_1 / n_1) \exp(-2\pi j i_2 f_2 / n_2)$$

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2-d DFT

- Intuition:

do 1-d DFT on each row

and then 1-d DFT on each column

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2-d DFT

- Quiz: how do the basis functions look like?
- for $f_1 = f_2 = 0$
- for $f_1 = 1, f_2 = 0$
- for $f_1 = 1, f_2 = 1$

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2-d DFT

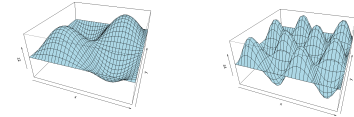
- Quiz: how do the basis functions look like?
- for $f_1 = f_2 = 0$ flat
- for $f_1 = 1, f_2 = 0$ wave on x; flat on y
- for $f_1 = 1, f_2 = 1$ ~ egg-carton

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2-d DFT

- Quiz: how do the basis functions look like?
- for $f_1 = f_2 = 0$ flat
- for $f_1 = 1, f_2 = 0$ wave on x; flat on y
- for $f_1 = 1, f_2 = 1$ ~ egg-carton



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DSP - Detailed outline

- DFT
 - what
 - why
 - how
 - Arithmetic examples
 - properties / observations
 - DCT
 - 2-d DFT
- ➡ Fast Fourier Transform (FFT)

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FFT

details

- What is the complexity of DFT?

$$X_f = 1/\sqrt{n} \sum_{t=0}^{n-1} x_t * \exp(-j2\pi tf/n)$$

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details


FFT

- What is the complexity of DFT?

$$X_f = 1/\sqrt{n} \sum_{t=0}^{n-1} x_t * \exp(-j2\pi tf/n)$$

- A: Naively, $O(n^2)$

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details


FFT

- However, if n is a power of 2 (or a number with many divisors), we can make it $O(n \log n)$

Main idea: if we know the DFT of the odd time-ticks, and of the even time-ticks, we can quickly compute the whole DFT

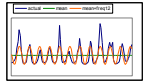
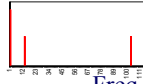
Details: in Num. Recipes

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DFT - Conclusions

- It spots periodicities (with the ‘**amplitude spectrum**’)
- can be quickly computed ($O(n \log n)$), thanks to the FFT algorithm.
- standard** tool in signal processing (speech, image etc signals)


Freq.

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Detailed outline

- primary key indexing
- ..
- multimedia
 - Digital Signal Processing (DSP) tools
 - Discrete Fourier Transform (DFT)
 - Discrete Wavelet Transform (DWT)

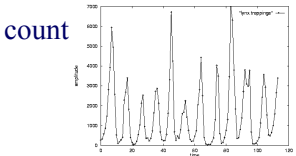


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Reminder: Problem:

Goal: given a signal (eg., #packets over time)
Find: patterns, periodicities, and/or compress



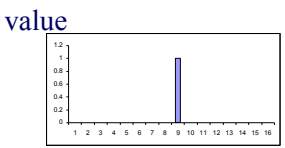
lynx caught per year
(packets per day;
virus infections per month)

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Wavelets - DWT

- DFT is great - but, how about compressing a spike?

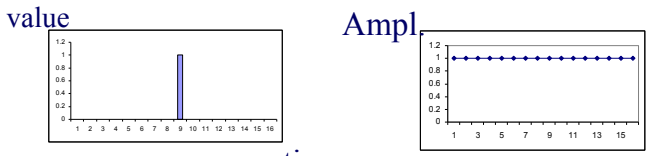


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Wavelets - DWT

- DFT is great - but, how about compressing a spike?
- A: Terrible - all DFT coefficients needed!

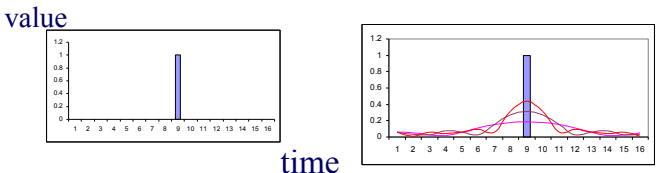


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Wavelets - DWT

- DFT is great - but, how about compressing a spike?
- A: Terrible - all DFT coefficients needed!

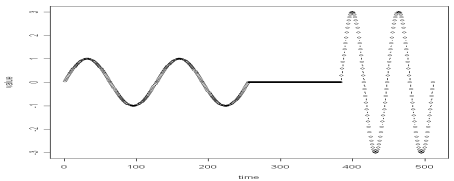


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Wavelets - DWT

- Similarly, DFT suffers on short-duration waves (eg., baritone, silence, soprano)



value

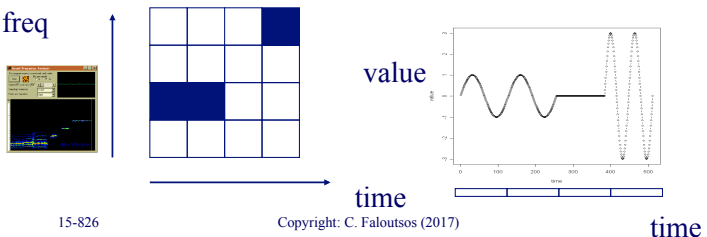
time

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Wavelets - DWT

- Solution#1: Short window Fourier transform (SWFT)
- But: how short should be the window?



freq

time

value

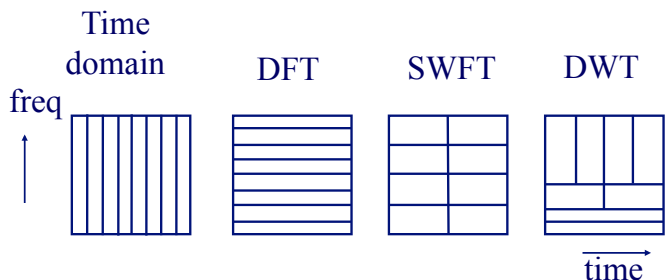
time

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Wavelets - DWT

- Answer: **multiple** window sizes! -> DWT



Time domain

DFT

SWFT

DWT

freq

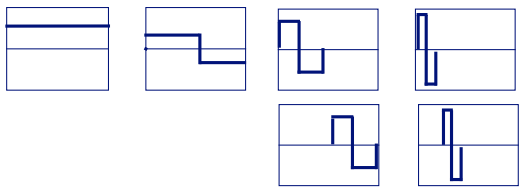
time

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Haar Wavelets

- subtract sum of left half from right half
- repeat recursively for quarters, eighthths, ...



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Wavelets - construction

$x_0 \ x_1 \ x_2 \ x_3 \ x_4 \ x_5 \ x_6 \ x_7$

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Wavelets - construction

level 1 $d_{1,0}$ $s_{1,0}$ $d_{1,1}$ $s_{1,1}$

$-$ $+$ $-$ $+$

$x_0 \ x_1 \ x_2 \ x_3 \ x_4 \ x_5 \ x_6 \ x_7$

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Wavelets - construction

level 2 $d_{2,0}$ $s_{2,0}$ $d_{1,0}$ $s_{1,0}$ $d_{1,1}$ $s_{1,1}$

$-$ $+$ $-$ $+$

$x_0 \ x_1 \ x_2 \ x_3 \ x_4 \ x_5 \ x_6 \ x_7$

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Wavelets - construction

etc ...

$d_{2,0}$ $s_{2,0}$ $d_{1,0}$ $s_{1,0}$ $d_{1,1}$ $s_{1,1}$

$-$ $+$ $-$ $+$

$x_0 \ x_1 \ x_2 \ x_3 \ x_4 \ x_5 \ x_6 \ x_7$

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Wavelets - construction

Q: map each coefficient on the time-freq. plane

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Wavelets - construction

Q: map each coefficient on the time-freq. plane

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Haar wavelets - code

```
#!/usr/bin/perl5
# expects a file with numbers
# and prints the dwt transform
# The number of time-ticks should be a power of 2
# USAGE
# haar.pl <fname>

my @vals=();
my @smooth; # the smooth component of the signal
my @diff; # the high-freq. component

# collect the values into the array @vals
while(<){
    @vals = ( @vals , split );
}

my $len = scalar(@vals);
my $half = int($len/2);
while($half >= 1){
    for(my $i=0; $i<$half; $i++){
        $diff[$i] = ($vals[2*$i] - $vals[2*$i+1])/sqrt(2);
        print "d", $diff[$i];
        $smooth[$i] = ($vals[2*$i] + $vals[2*$i+1])/sqrt(2);
    }
    print "n";
    @vals = @smooth;
    $half = int($half/2);
}
print "t", $vals[0], "n"; # the final, smooth component
```

Also at: www.cs.cmu.edu/~christos/SRC/DWT-Haar-all.tar

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Wavelets - construction

Observation1:

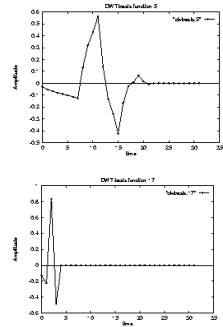
- '+' can be some weighted addition
- '-' is the corresponding weighted difference ('Quadrature mirror filters')

Observation2: unlike DFT/DCT,

there are **many** wavelet bases: Haar, Daubechies-4, Daubechies-6, Coifman, Morlet, Gabor, ...

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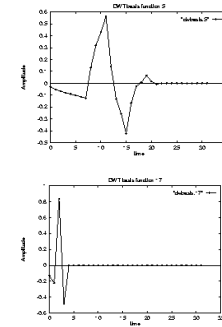
Wavelets - how do they look like?



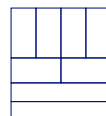
- E.g., Daubechies-4

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Wavelets - how do they look like?

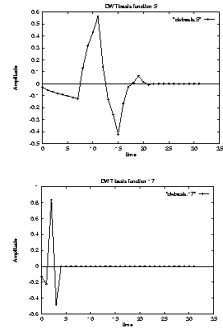


- E.g., Daubechies-4

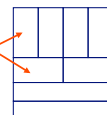


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Wavelets - how do they look like?



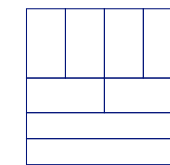
- E.g., Daubechies-4



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Wavelets - Drill#1:

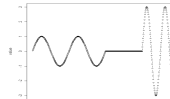
- Q: baritone/silence/soprano - DWT?



f

t

value



time

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Wavelets - Drill#1:

- Q: baritone/silence/soprano - DWT?

f

t

value

time

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Wavelets - Drill#2:

- Q: spike - DWT?

f

t

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Wavelets - Drill#2:

- Q: spike - DWT?

f

t

0.00 0.00 0.71 0.00

0.00 0.50

-0.35

0.35

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Wavelets - Drill#3:

- Q: weekly + daily periodicity, + spike - DWT?

f

t

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Wavelets - Drill#3:

- Q: **weekly** + daily periodicity, + spike - DWT?

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Wavelets - Drill#3:

- Q: weekly + **daily** periodicity, + spike - DWT?

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Wavelets - Drill#3:

- Q: weekly + daily periodicity, + **spike** - DWT?

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Wavelets - Drill#3:

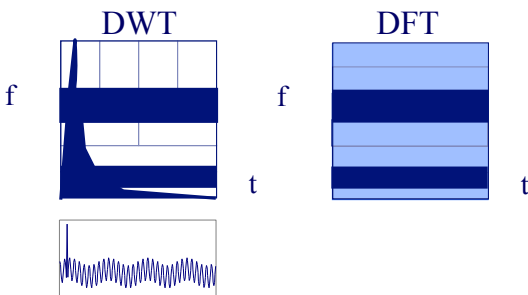
- Q: weekly + daily periodicity, + spike - DWT?

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Wavelets - Drill#3:

- Q: DFT?



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Wavelets - Drill:

Let's see it live:

<http://dsp.rice.edu/software/dsp-teaching-tools>

delta; cosine; cosine2; chirp

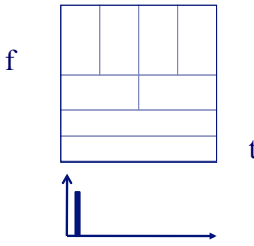
- Haar vs Daubechies-4, -6, etc

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Delta?

$x(0)=1$; $x(t)=0$ elsewhere

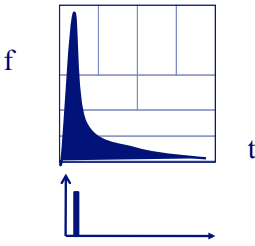


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Delta?

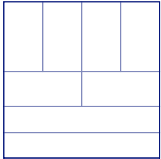
$x(0)=1$; $x(t)=0$ elsewhere



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2 cosines?

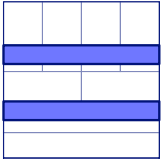
$$x(t) = \cos(2 * \pi * 4 * t / 1024) + 5 * \cos(2 * \pi * 8 * t / 1024)$$


f t

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2 cosines?

$$x(t) = \cos(2 * \pi * 4 * t / 1024) + 5 * \cos(2 * \pi * 8 * t / 1024)$$


f t

Which one is for freq.=4?

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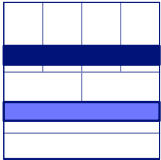
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2 cosines?

$$x(t) = \cos(2 * \pi * 4 * t / 1024) + 5 * \cos(2 * \pi * 8 * t / 1024)$$

f~8 → f

f~4 →



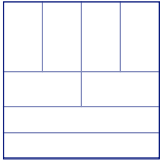
f t

Which one is for freq.=4?

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Chirp?

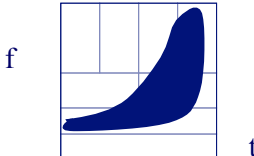
$$x(t) = \cos(2 * \pi * t * t / 1024)$$


f t

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Chirp?

$$x(t) = \cos(2 * \pi * t * t / 1024)$$


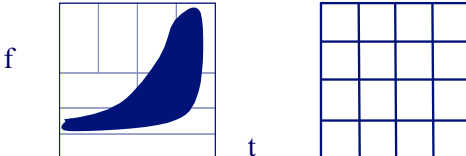
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Chirp?

$$x(t) = \cos(2 * \pi * t * t / 1024)$$

SWFT?



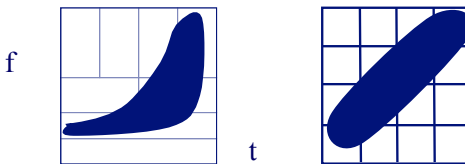
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Chirp?

$$x(t) = \cos(2 * \pi * t * t / 1024)$$

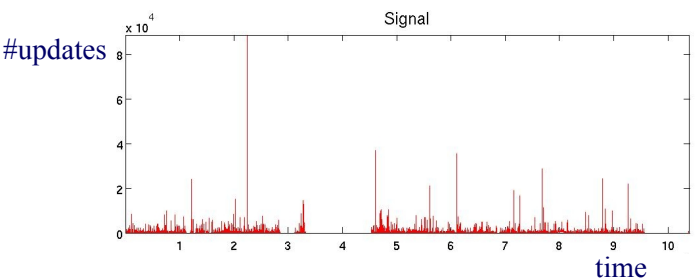
SWFT



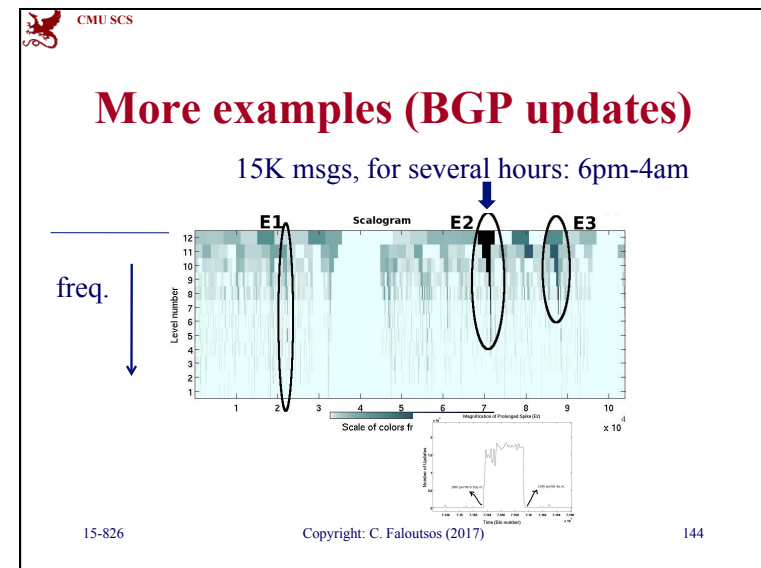
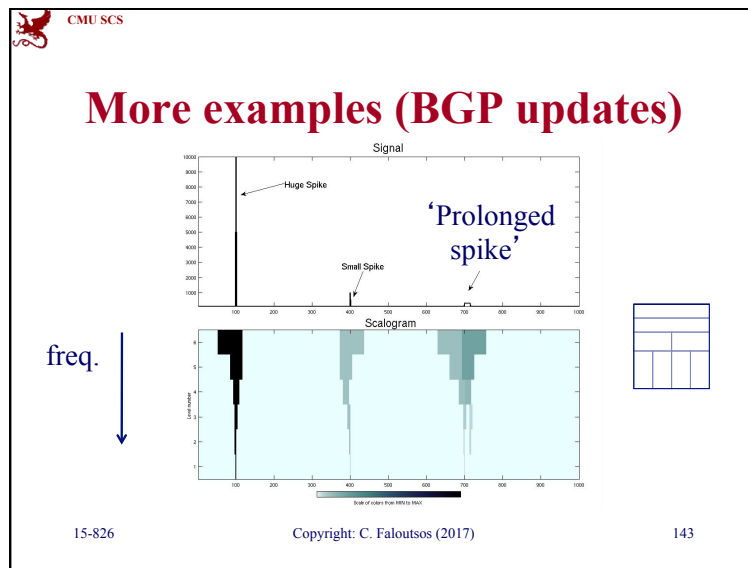
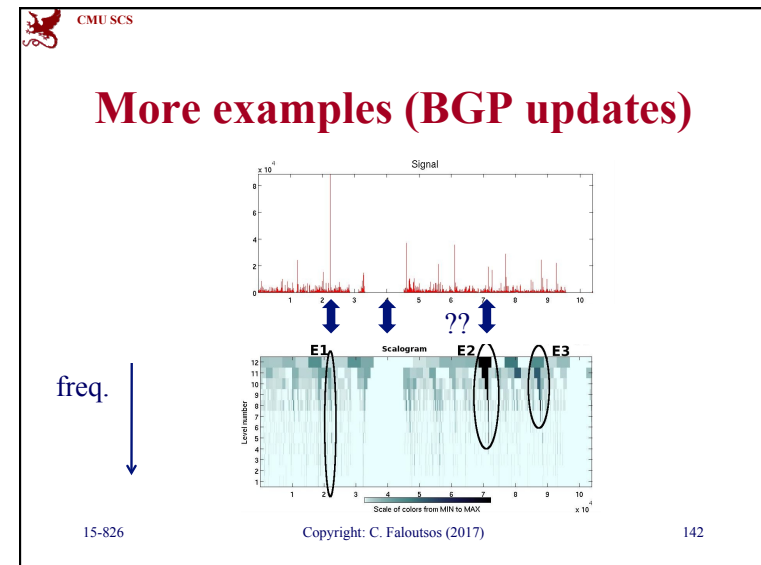
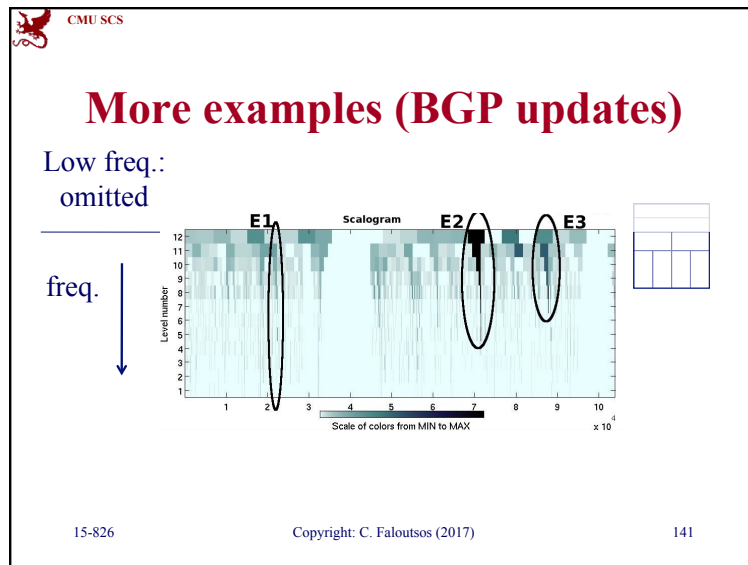
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More examples (BGP updates)



BGP-lens: Patterns and Anomalies in Internet Routing Updates B. Aditya Prakash et al, SIGKDD 2009



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Wavelets - Drill

- Or use 'R', 'octave' or 'matlab' – R:

```
install.packages("wavelets")
library("wavelets")
X1<-c(1,2,3,4,5,6,7,8)
dwt(X1, n.levels=3, filter="d4")
mra(X1, n.levels=3, filter="d4")
```

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Wavelets - k-dimensions?


- easily defined for any dimensionality (like DFT, DCT)

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Wavelets - example

<http://grail.cs.washington.edu/projects/query/>
Wavelets achieve *great* compression:



20 100 400 16,000

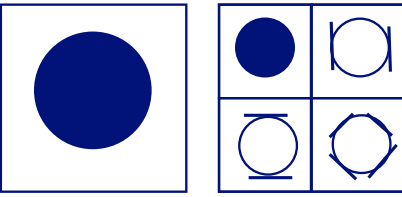
coefficients

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Wavelets - intuition

- Edges (horizontal; vertical; diagonal)

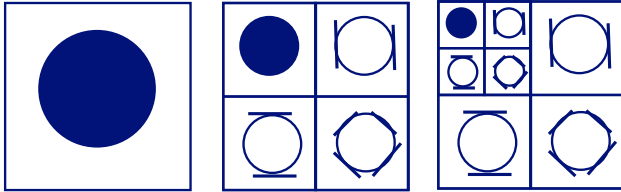


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Wavelets - intuition

- Edges (horizontal; vertical; diagonal)
- recurse

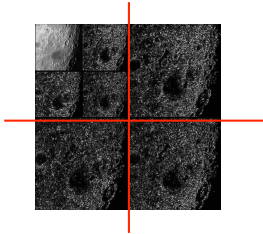


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Wavelets - intuition

- Edges (horizontal; vertical; diagonal)
- <http://www331.jpl.nasa.gov/public/wave.html>

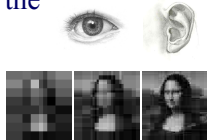


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Advantages of Wavelets

- Better compression (better RMSE with same number of coefficients)
- closely related to the processing of the mammalian eye and ear
- Good for progressive transmission
- handle spikes well
- usually, fast to compute ($O(n)$)




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Overall Conclusions

- DFT, DCT spot periodicities
- DWT : multi-resolution - matches processing of mammalian ear/eye better
- All three: powerful tools for compression, pattern detection in real signals
- All three: included in math packages (matlab, R, mathematica, ...)

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Resources

- Numerical Recipes in C: great description, intuition and code for all three tools
- *xwpl*: open source wavelet package from Yale, with excellent GUI.

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Resources (cont' d)

- (defunct?)
<http://www.dsptutor.freeuk.com/jsanalyser/FFTSpectrumAnalyser.html> : Nice java applets
- <http://www.relisoft.com/freeware/freq.html> : voice frequency analyzer (needs microphone – MSwindows only)

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Resources (cont' d)

- www-dsp.rice.edu/software/EDU/mra.shtml (wavelets and other demos)
- R ('install.packages("wavelets") ')

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