

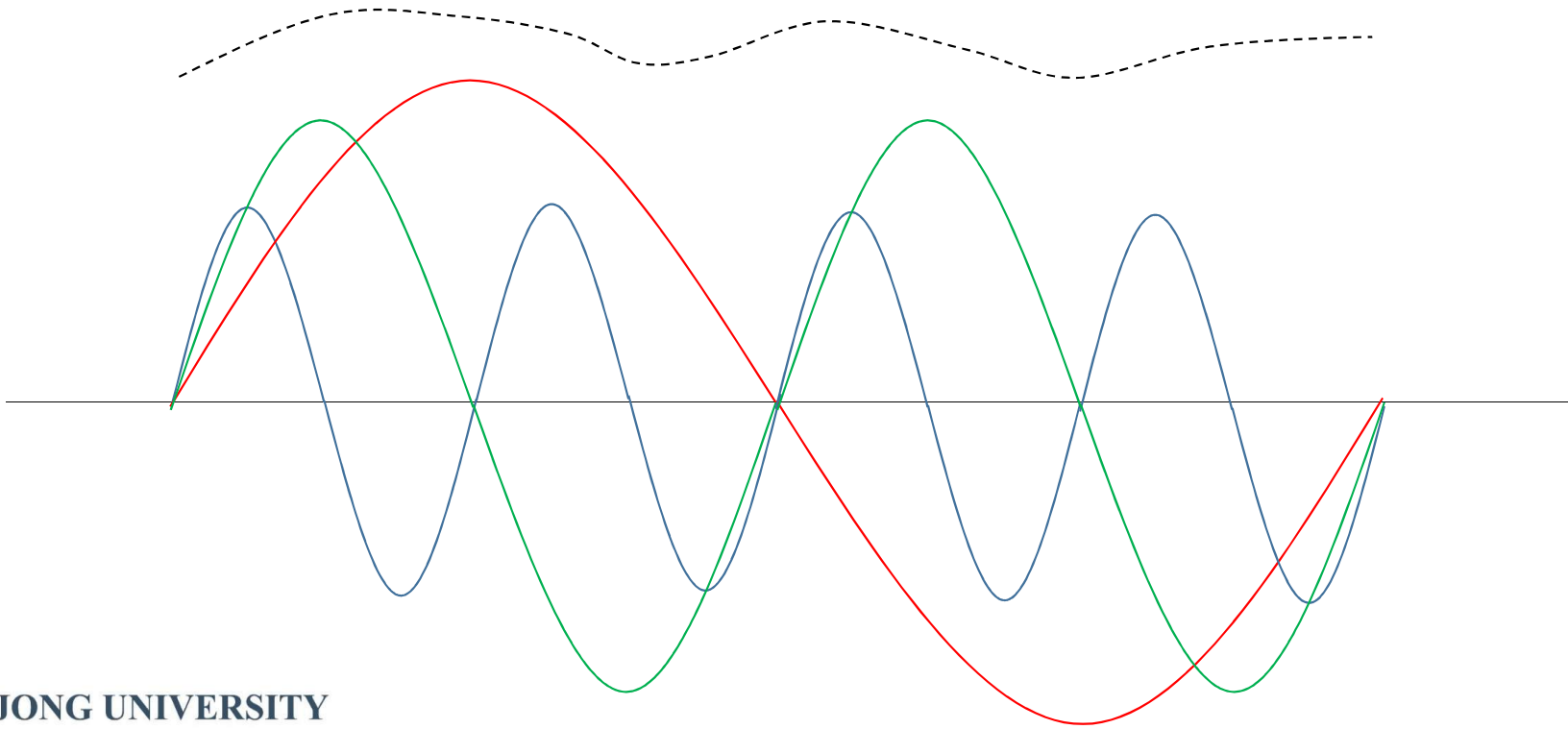
Transform

이진영



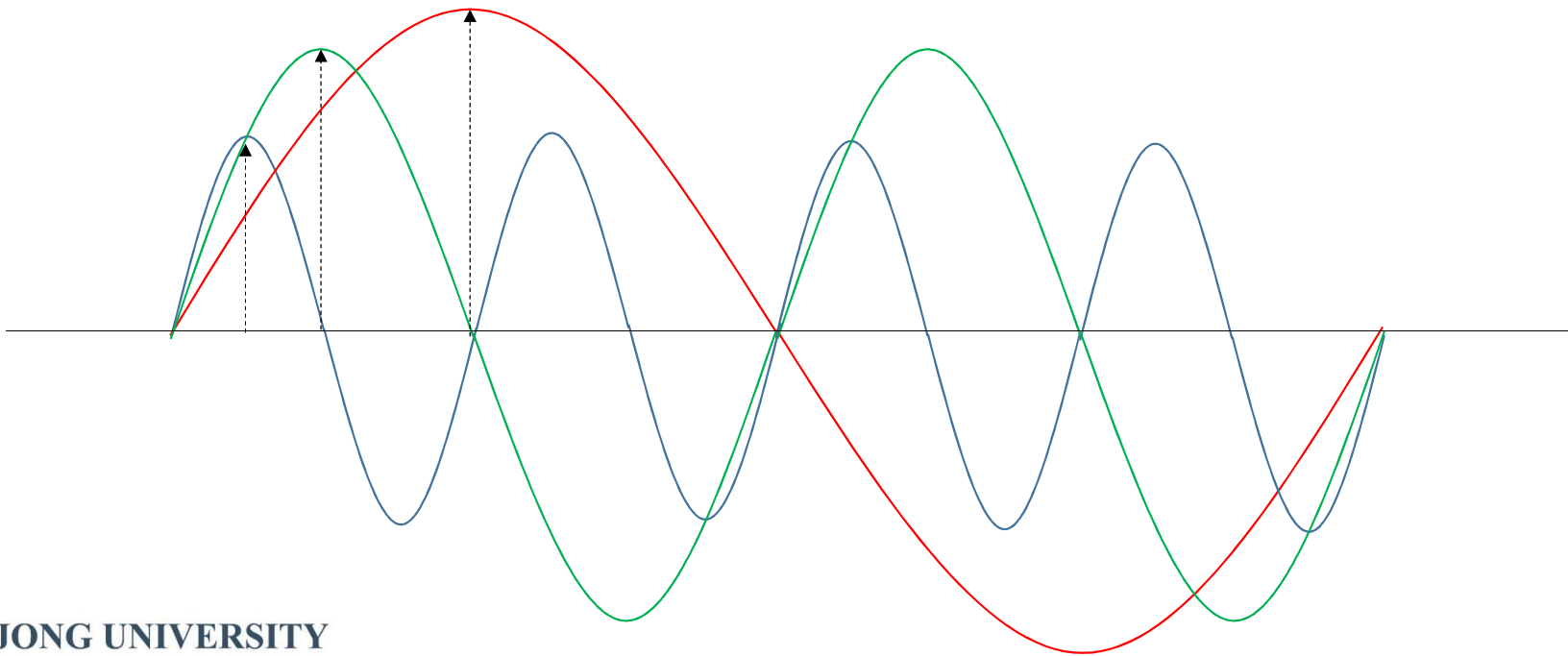
Signal

- Sum of sine waves of different frequencies



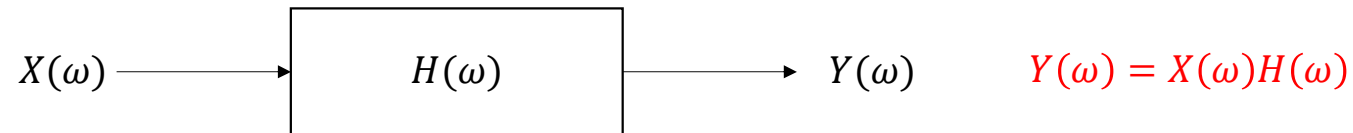
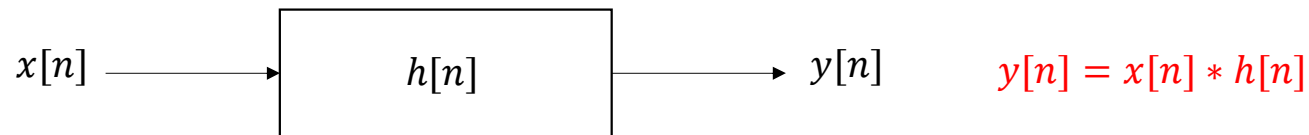
Frequency Domain

- Analysis of signals with respect to frequency, rather than time
- Representation of how much of the signal lies within each frequency



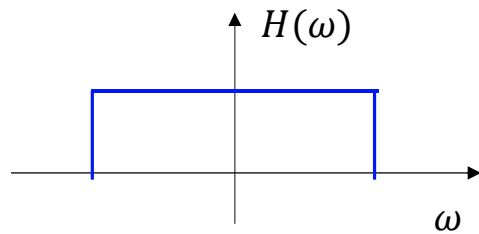
Digital Filter

- System that performs numerical operations on a discrete-time signal
- System that reduce, enhance, or restore certain aspects of a signal

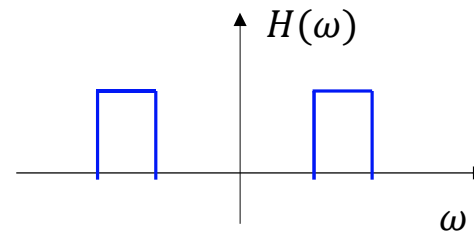


Frequency Selective Filter

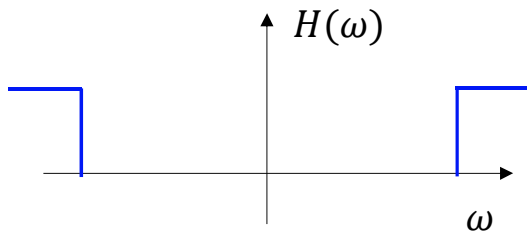
- Digital filter that passes or rejects desired frequency components in a signal
- Digital filter that separates a signal, based on frequencies



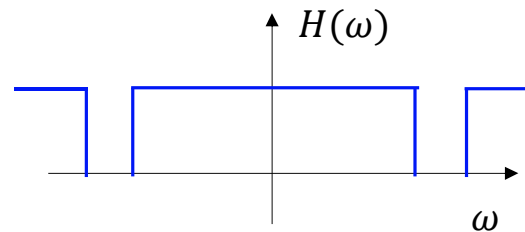
Low-Pass Filter (LPF)



Band-Pass Filter (BPF)



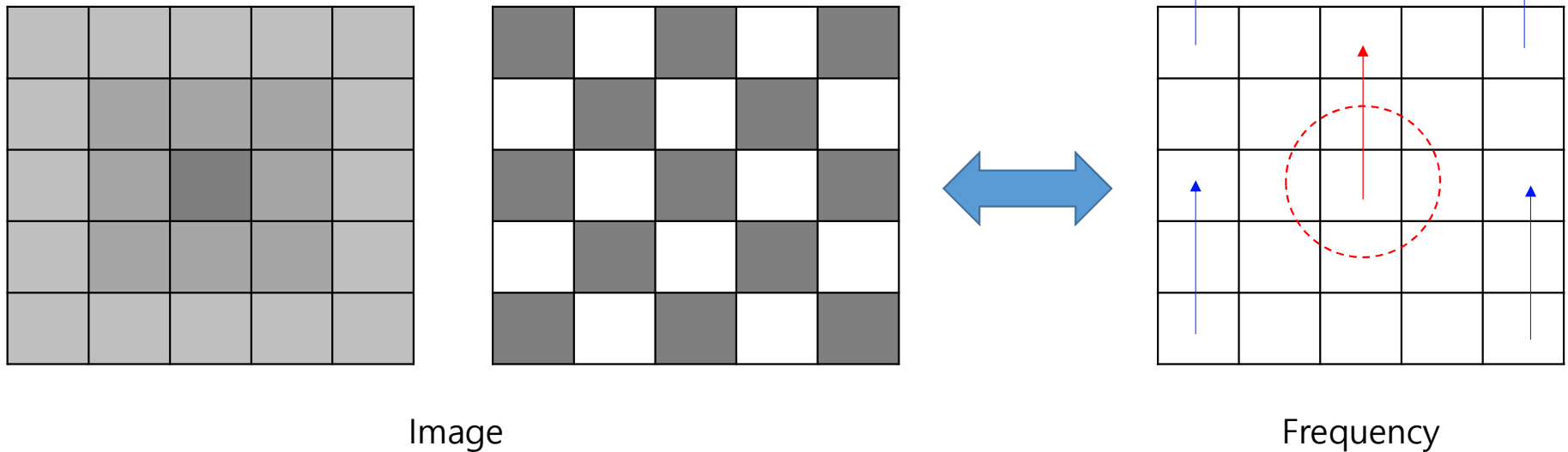
High-Pass Filter (HPF)



Band-Stop Filter (BSF)

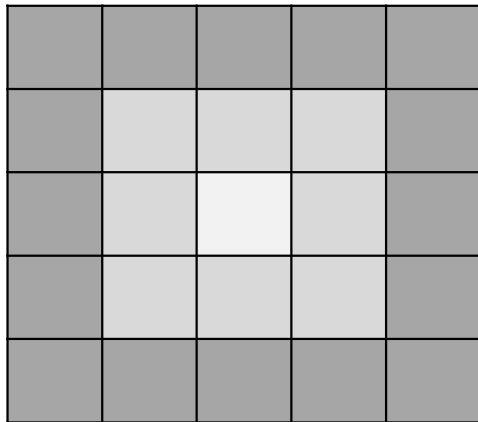
Fourier Transform

- Decomposition of an image function into a frequency function
- Pixel values in an image domain, but frequency magnitudes in a frequency domain

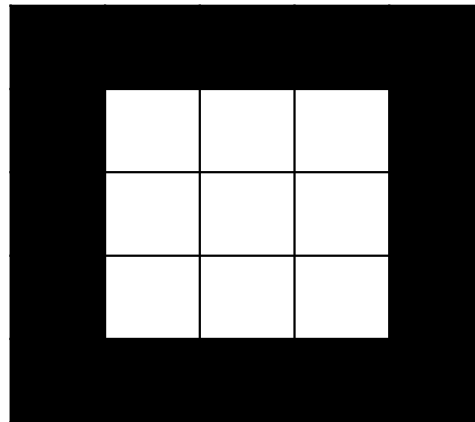


Loss-Pass Filter

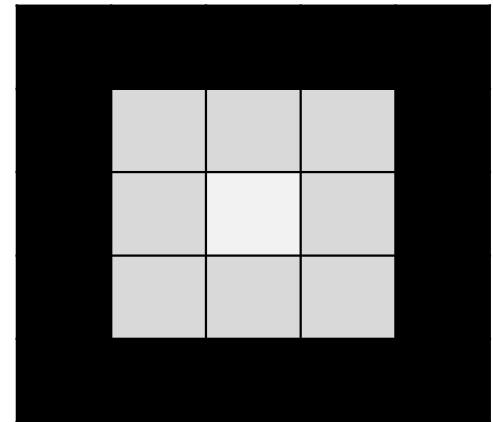
- Low-pass filter passing signals with frequencies lower than a cutoff frequency and blocking signals with frequencies higher than the cutoff frequency



Frequency (A)



Low-Pass Filter (B)

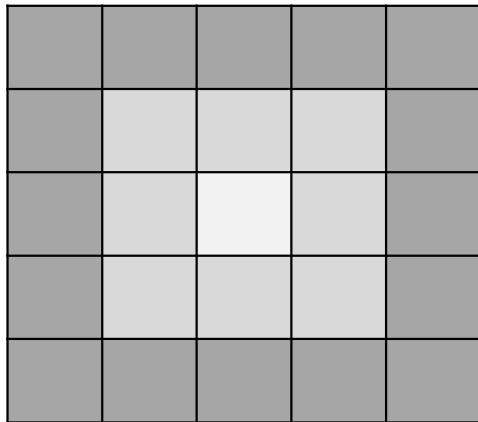


$A \cap B$

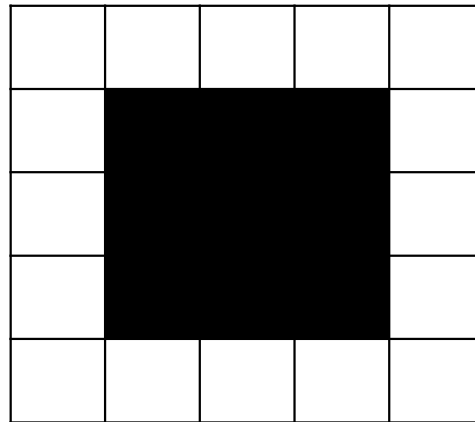


High-Pass Filter

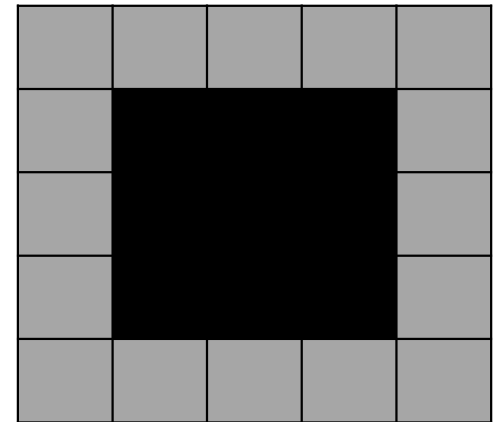
- High-pass filter passing signals with frequencies higher than a cutoff frequency and blocking signals with frequencies lower than the cutoff frequency



Frequency (A)



High-Pass Filter (B)



$A \cap B$

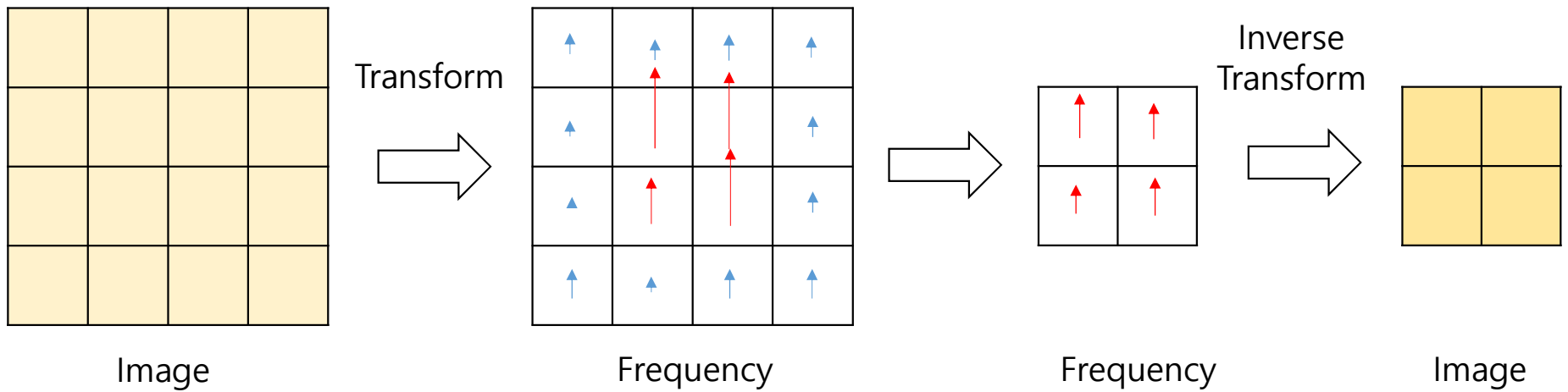


Application

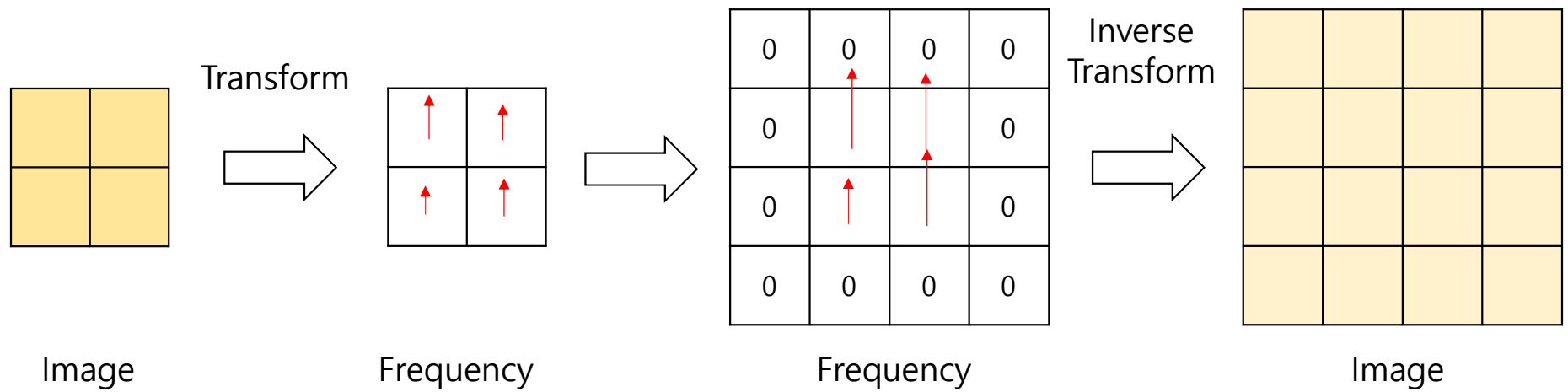
- Frequency analysis for efficient image processing
- For example,
 - Downsampling and upsampling in image resizing
 - Noise reduction in image restoration
 - Edge detection in image enhancement
 - Quantization in image compression (Original, prediction, transform, quantization, inverse quantization, inverse transform, and then reconstruction)



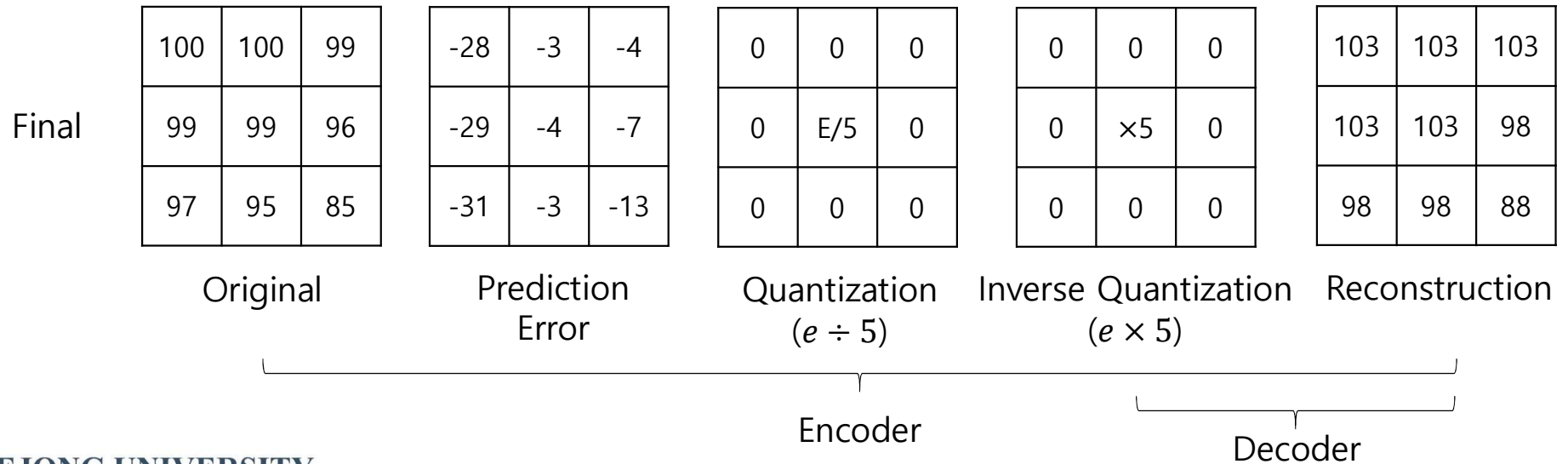
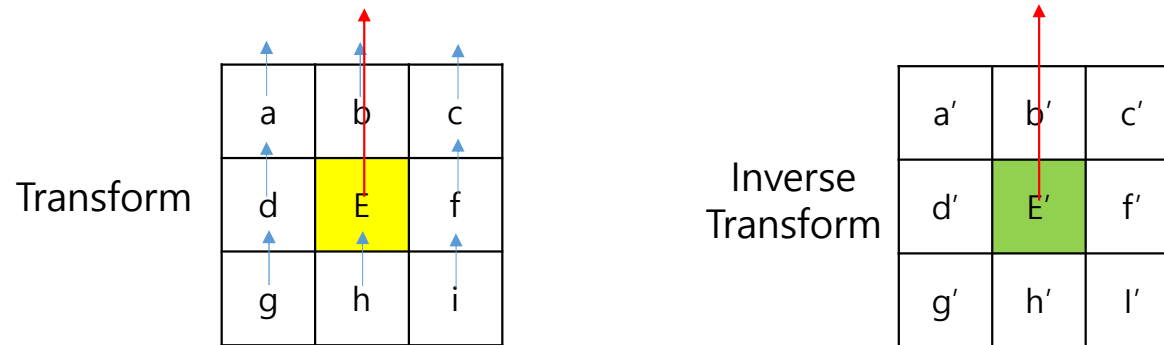
Downsampling



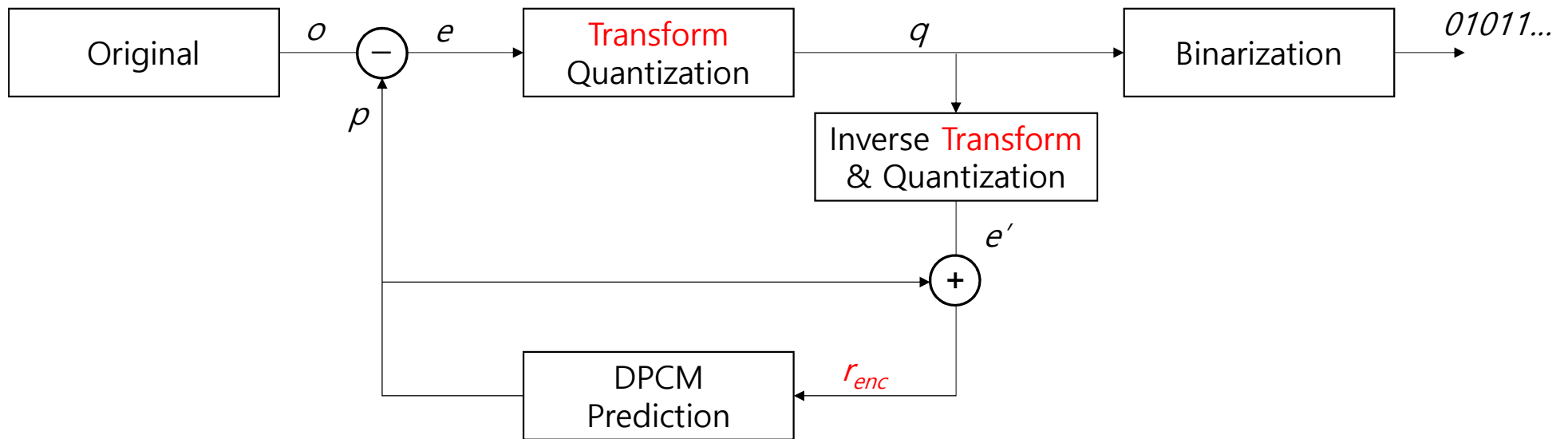
Upsampling



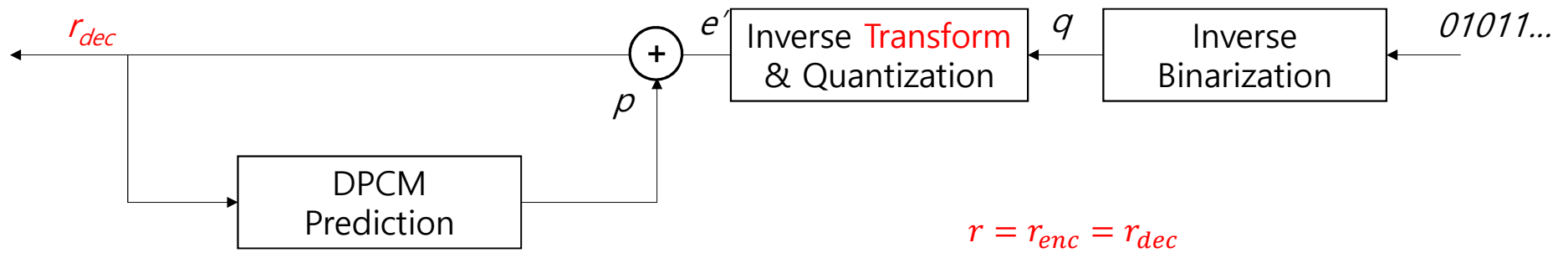
Transform in Compression



DPCM Based Encoder



DPCM Based Decoder



$$MSE = \frac{(o - r)^2}{\#Pixels}$$

$$PSNR = 10 \cdot \log\left(\frac{MAX^2}{MSE}\right)$$

