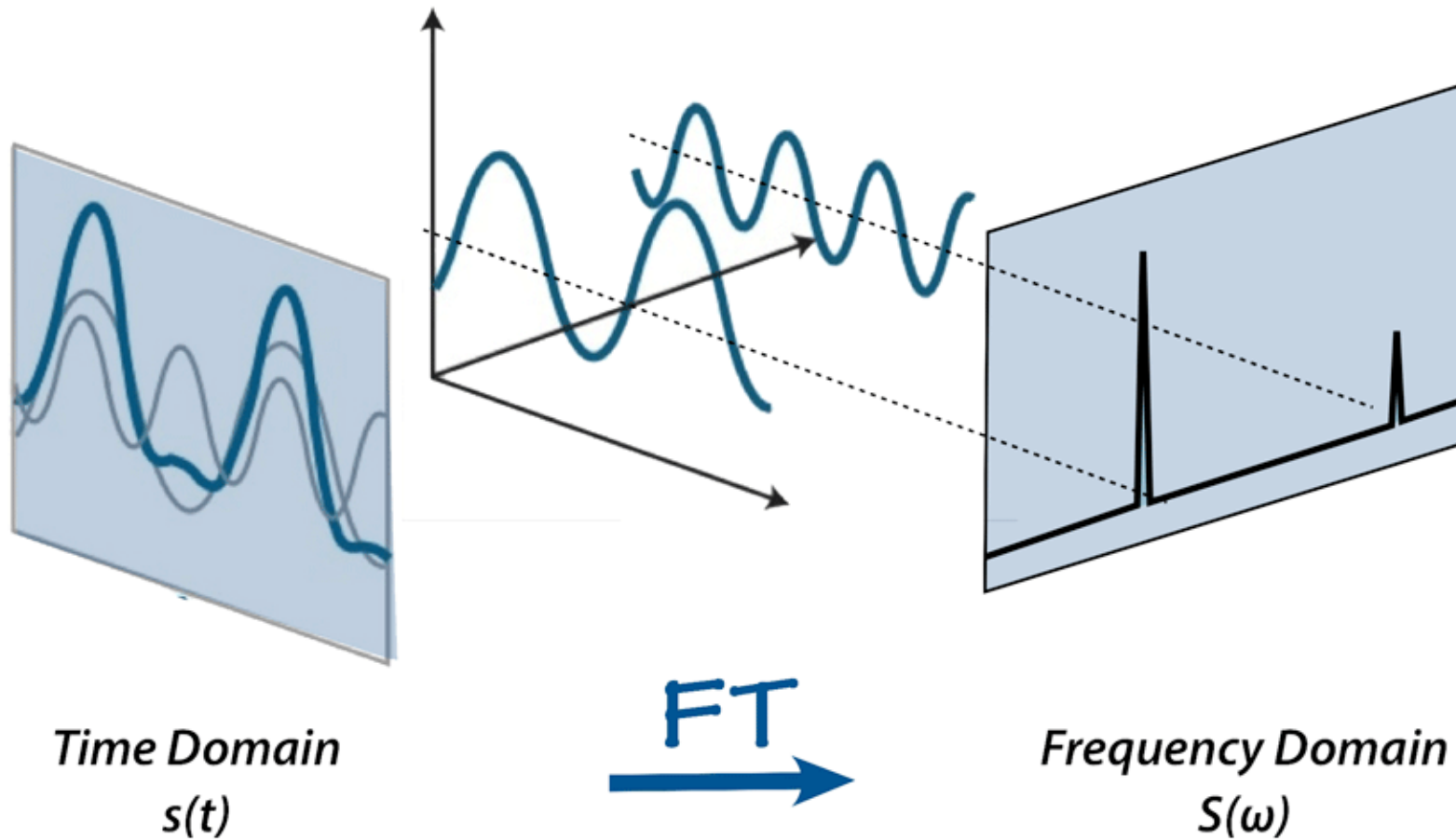


# Multimedia-Lecture-Five

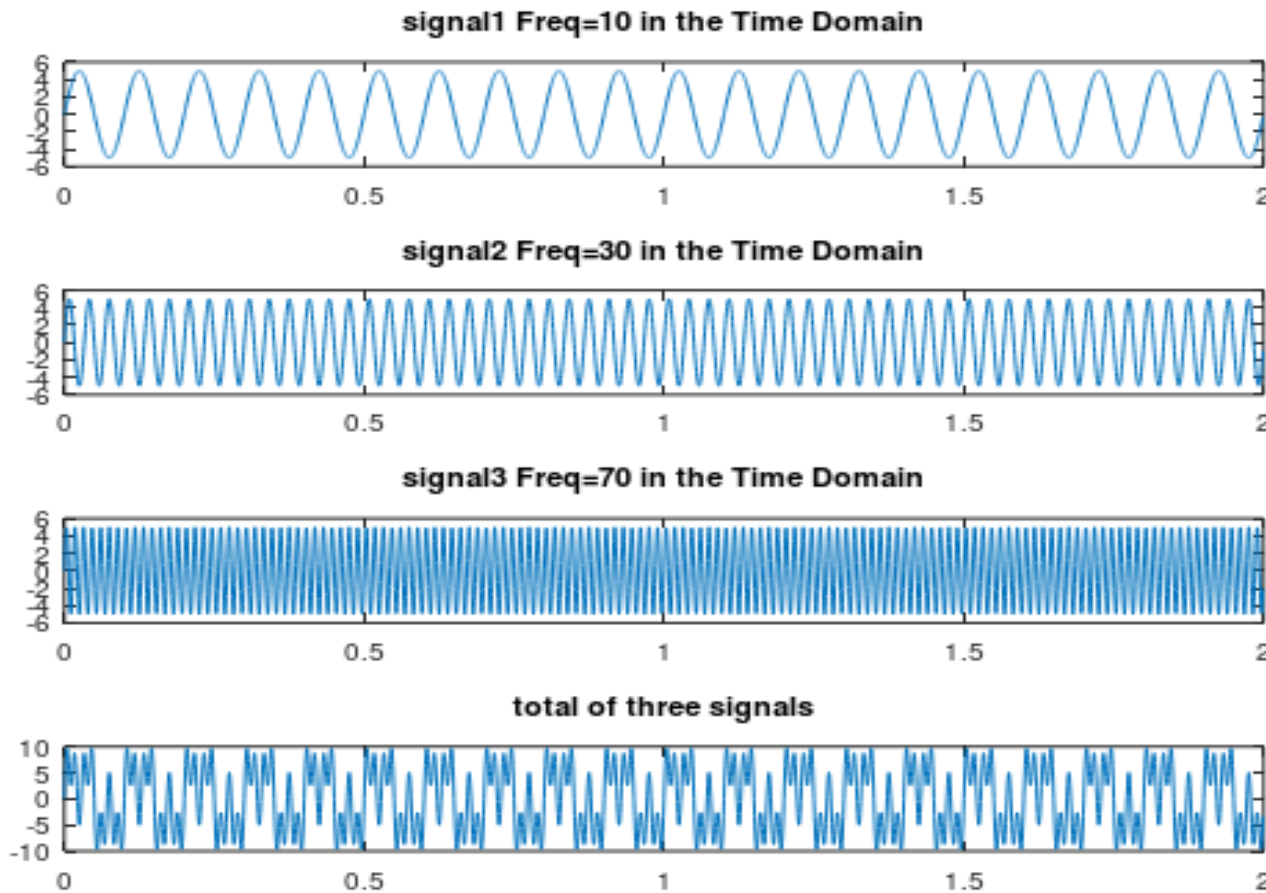
## Fourier Transformations



# Fourier Transformations

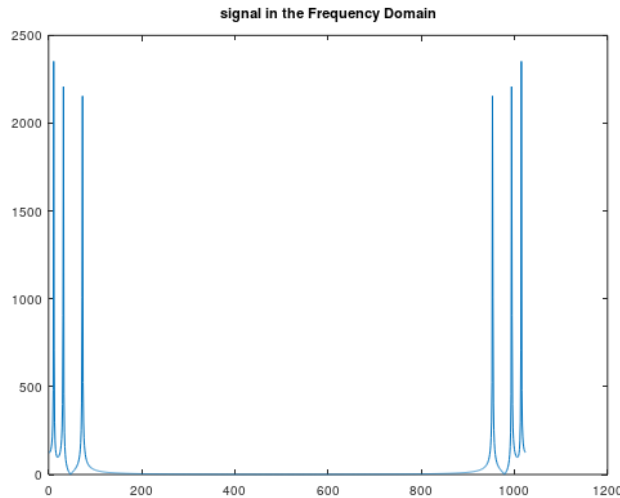


# Define a Random Signal

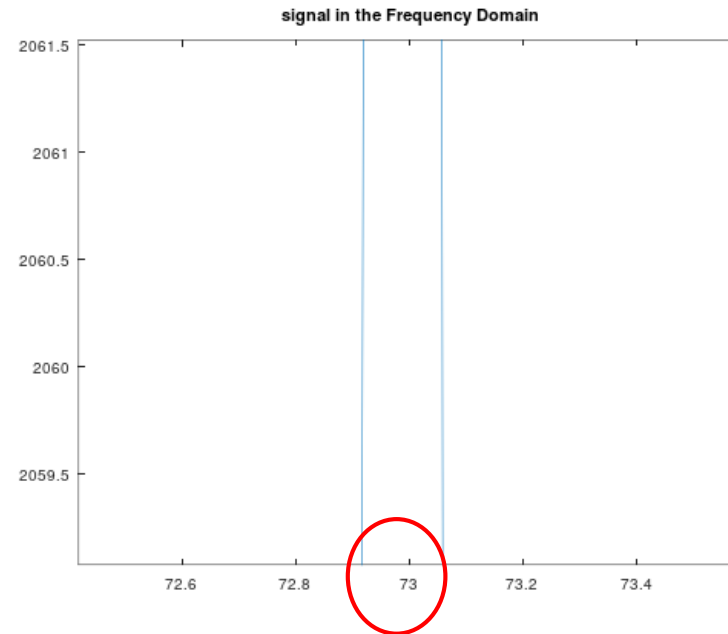
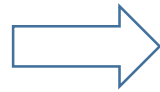


Sum of signal1, signal2, signal3

# FFT on a Random Signal



Zoom in



The Frequencies of three signal in frequency domain same or too close from frequencies in time domain

# Fast Fourier Transformations (FFT) on Signals using C#

- FFT on Audio Signal
- Plot FFt Audio Signal
- FFTshift on Audio Signal
- FFTshift on Image Signal
- Lowpass and Highpass Filter on Image.

# FFT on 1D signal

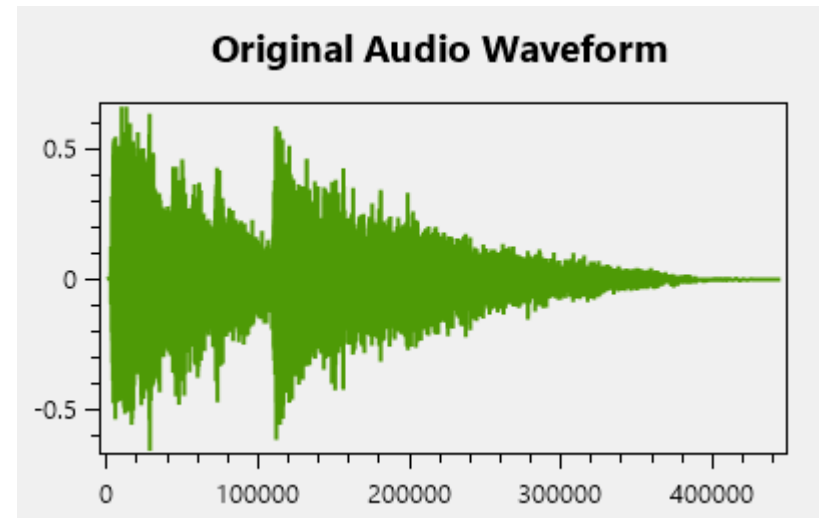
## Audio

## Plot the audio wave using OxyPlot

```
var plot = new PlotModel { Title = "Original Audio Waveform" };  
var series = new LineSeries();  
for (int i = 0; i < samples.Length; i++)  
{  
    series.Points.Add(new DataPoint(i, samples[i]));  
}  
plot.Series.Add(series);
```

Display the plot

```
var plotView = new PlotView  
{  
    Dock = DockStyle.Fill,  
    Model = plot  
};  
var form = new Form();  
form.Controls.Add(plotView);  
Application.Run(form);
```

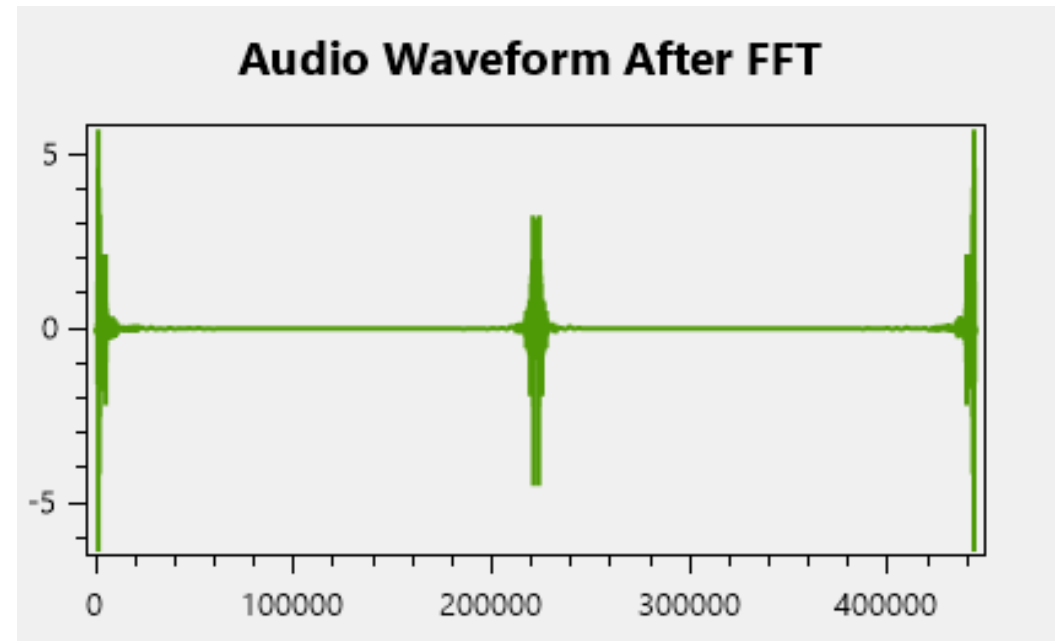


## Read an audio file, then apply FFT function on audio signal

```
using MathNet.Numerics.IntegralTransforms;
using System.Numerics;
WaveFileReader reader = new WaveFileReader(audioFile2);

// Read audio data into buffer
byte[] buffer = new byte[reader.Length];
reader.Read(buffer, 0, (int)reader.Length);
// Convert bytes to float samples
float[] samples = new float[buffer.Length / 2];
for (int i = 0; i < buffer.Length / 2; i++)
{
    short sample = BitConverter.ToInt16(buffer, i * 2);
    samples[i] = sample / 32768f;
}
// Perform FFT
Complex[] fft = new Complex[samples.Length];
for (int i = 0; i < samples.Length; i++)
{
    fft[i] = new Complex(samples[i], 0);
}
Fourier.Forward(fft);
```

Try to plot the audio signal after  
FFT using OxyPlot

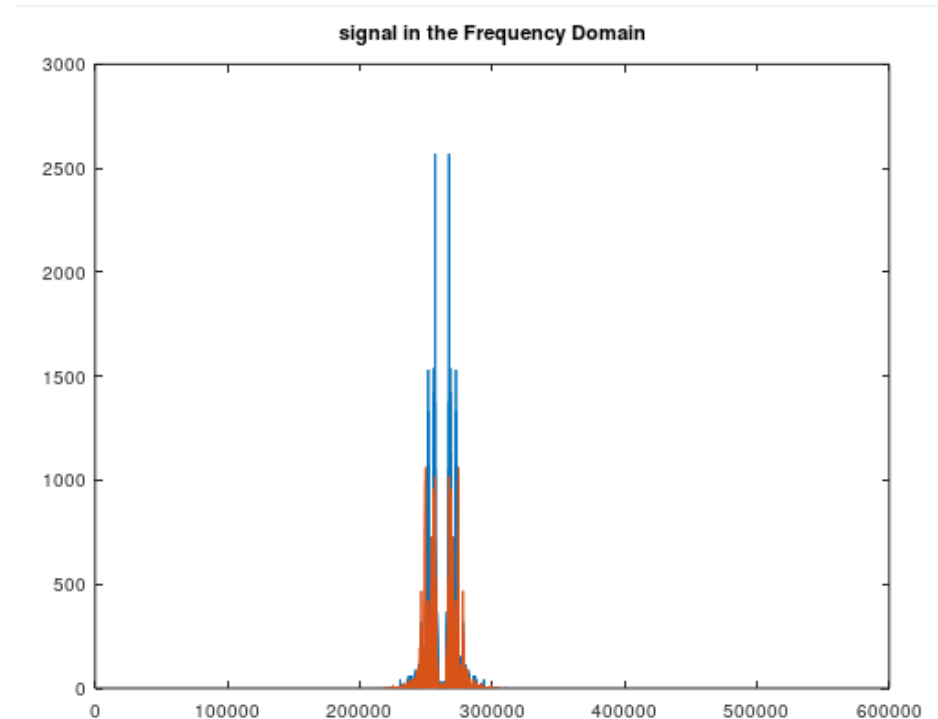




# FFTshift on Audio Signal

FFTshift is a method to rearranges the outputs of FFT by moving the zero-frequency component to the center of the array.

Try to apply fftshift on the previous example audio signal and see the result, it should be similar to the side plot.



FFT on 2D signal  
Image in gray scale

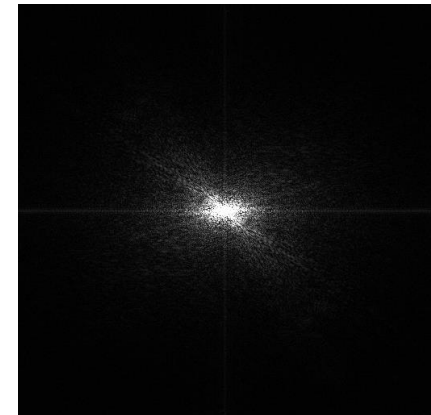
## Read an image in gray scale, then apply FFT on image signal

```
using AForge.Imaging;  
using AForge.Imaging.Filters;  
// Load the image  
Bitmap image = new Bitmap(imagePath);  
// Convert the image to grayscale  
Grayscale filter = new Grayscale(0.2125, 0.7154, 0.0721);  
Bitmap grayImage = filter.Apply(image);  
// Apply FFT to the grayscale image  
ComplexImage complexImage = ComplexImage.FromBitmap(grayImage);  
complexImage.ForwardFourierTransform();  
// Compute the magnitude spectrum for visualization  
Bitmap magnitudeImage = complexImage.ToBitmap();  
// Display or save the magnitude spectrum  
magnitudeImage.Save("magnitude_spectrum.jpg");
```

You should install these Libraries from NuGet:

AForge.Net  
AForge.Imaging  
AForge.Math

Original image

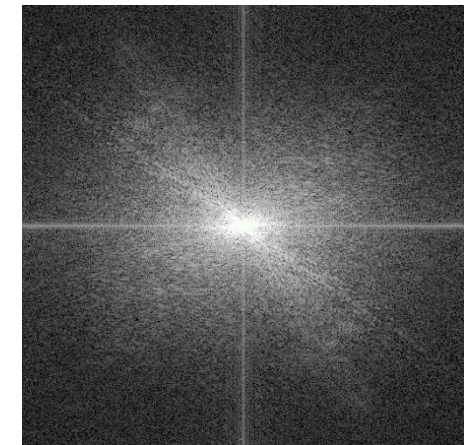


## Read an image in gray scale, then apply FFT on image signal

```
using AForge.Imaging;  
using AForge.Imaging.Filters;  
// Load the image  
Bitmap image = new Bitmap(imagePath);  
Grayscale filter = new Grayscale(0.2125, 0.7154, 0.0721);  
Bitmap grayImage = filter.Apply(image);  
// Apply FFT to the grayscale image  
ComplexImage complexImage = ComplexImage.FromBitmap(grayImage);  
complexImage.ForwardFourierTransform();  
// Compute the magnitude spectrum for visualization  
Bitmap logMagnitudeImage = LogTransform(complexImage.ToBitmap());  
// Display or save the magnitude spectrum  
logMagnitudeImage.Save("log_magnitude_spectrum.jpg");
```

Try to write the LogTransform function  
to show the output of FFTshift image

Original image



# Low/High Pass Filter on Image Using FFT

## Low pass Filter (LPF):

removes high-frequency noise from a digital image and preserves low-frequency components.

Note: Low frequencies are represent smooth parts of the image



## High pass Filter (HPF):

enhances the fine details and highlight the edges in a digital image.

Note: High frequencies are represent the rough parts (such as contours, lines and so on)



## Exercise:

Write a C#-code to:

- Apply Low pass filter using FFT and IFFT.
- Show the images after applying the filters.

Tip:  
Use AForge Library  
IFFT: Inverse Fast Fourier Transformation



That's All