

# 1D Discrete Fourier Transform

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Let  $x(n)$  be a signal of length  $N$ .

$$X(k) = \frac{1}{\sqrt{N}} \sum_{n=0}^{N-1} x(n) \exp \left( -j \frac{2\pi}{N} k n \right)$$
$$x(n) = \frac{1}{\sqrt{N}} \sum_{k=0}^{N-1} X(k) \exp \left( j \frac{2\pi}{N} k n \right)$$

DFT may be regarded as Sampled DTFT...

$$\text{DTFT} \{x\} = \sum_{n=0}^{N-1} x(n) \exp (-j \omega n) .$$

# Properties of 1D DFT

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## (1) Linearity

$$a x_1(n) + b x_2(n) \longleftrightarrow a X_1(k) + b X_2(k)$$

## (2) Periodic Convolution

$$x_1(n) \circledast x_2(n) \longleftrightarrow \sqrt{N} X_1(k) X_2(k)$$

## (3) Multiplication

$$\sqrt{N} x_1(n) x_2(n) \longleftrightarrow X_1(k) \circledast X_2(k)$$

## (4) Shift

$$x(n - m) \longleftrightarrow X(k) \exp \left( -j \frac{2\pi}{N} k m \right)$$

# Properties of 1D DFT

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(5) Parseval's Theorem

$$\sum_{n=0}^{N-1} |x(n)|^2 = \sum_{k=0}^{N-1} |X(k)|^2$$

(6) Symmetry for real  $x(n)$

$$X(k) = X^*(N - k)$$

# 2D Discrete Fourier Transform

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Let  $x(n_1, n_2)$  be a signal of length  $N_1 \times N_2$ .

$$X(k_1, k_2) = \frac{1}{\sqrt{N_1 N_2}} \sum_{n_1=0}^{N_1-1} \sum_{n_2=0}^{N_2-1} x(n_1, n_2) \exp \left[ -j \left( \frac{2\pi}{N_1} k_1 n_1 + \frac{2\pi}{N_2} k_2 n_2 \right) \right]$$

$$x(n_1, n_2) = \frac{1}{\sqrt{N_1 N_2}} \sum_{k_1=0}^{N_1-1} \sum_{k_2=0}^{N_2-1} X(k_1, k_2) \exp \left[ j \left( \frac{2\pi}{N_1} k_1 n_1 + \frac{2\pi}{N_2} k_2 n_2 \right) \right]$$

DFT may be regarded as Sampled DTFT...

$$\text{DTFT} \{x\} = \sum_{n_1=0}^{N_1-1} \sum_{n_2=0}^{N_2-1} x(n_1, n_2) \exp \left[ -j (\omega_1 n_1 + \omega_2 n_2) \right].$$

## 2D Discrete Fourier Transform

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Notice that the DFT is a separable transform.

To obtain  $X(k_1, k_2)$ ,

- (1) Apply (length  $N_1$ ) 1D DFT on the first (horizontal) variable of  $x(n_1, n_2)$  to get  $\tilde{X}(k_1, n_2)$ .
- (2) Apply (length  $N_2$ ) 1D DFT on the second (vertical) variable of  $\tilde{X}(k_1, n_2)$  to get  $X(k_1, k_2)$ .

# Properties of 2D DFT

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## (1) Linearity

$$a x_1(n_1, n_2) + b x_2(n_1, n_2) \longleftrightarrow a X_1(k_1, k_2) + b X_2(k_1, k_2)$$

## (2) Periodic Convolution

$$x_1(n_1, n_2) \circledast x_2(n_1, n_2) \longleftrightarrow \sqrt{N_1 N_2} X_1(k_1, k_2) X_2(k_1, k_2)$$

## (3) Multiplication

$$\sqrt{N_1 N_2} x_1(n_1, n_2) x_2(n_1, n_2) \longleftrightarrow X_1(k_1, k_2) \circledast X_2(k_1, k_2)$$

## (4) Shift

$$x(n_1 - m_1, n_2 - m_2) \longleftrightarrow X(k_1, k_2) \exp \left[ -j \left( \frac{2\pi}{N_1} k_1 m_1 + \frac{2\pi}{N_2} k_2 m_2 \right) \right]$$

# Properties of 2D DFT

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## (5) Separability

$$x(n_1, n_2) = x_1(n_1) x_2(n_2) \iff X(k_1, k_2) = X_1(k_1) X_2(k_2)$$

## (6) Parseval's Theorem

$$\sum_{n_1=0}^{N_1-1} \sum_{n_2=0}^{N_2-1} |x(n_1, n_2)|^2 = \sum_{k_1=0}^{N_1-1} \sum_{k_2=0}^{N_2-1} |X(k_1, k_2)|^2$$

## (7) Symmetry for real $x(n)$

$$X(k_1, k_2) = X^*(N_1 - k_1, N_2 - k_2)$$

# 1D Discrete Cosine Transform

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Let  $x(n)$  be a signal of length  $N$ .

$$C(k) = \sum_{n=0}^N x(n) 2 \cos \left[ \frac{\pi}{2N} k (2n + 1) \right]$$

$$x(n) = \frac{1}{N} \sum_{k=0}^N C(k) w(k) \cos \left[ \frac{\pi}{2N} k (2n + 1) \right]$$

where

$$w(k) = \begin{cases} 1/2, & \text{if } k = 0, \\ 1, & \text{if } 1 \leq k \leq N. \end{cases}$$



## Extension to 2D

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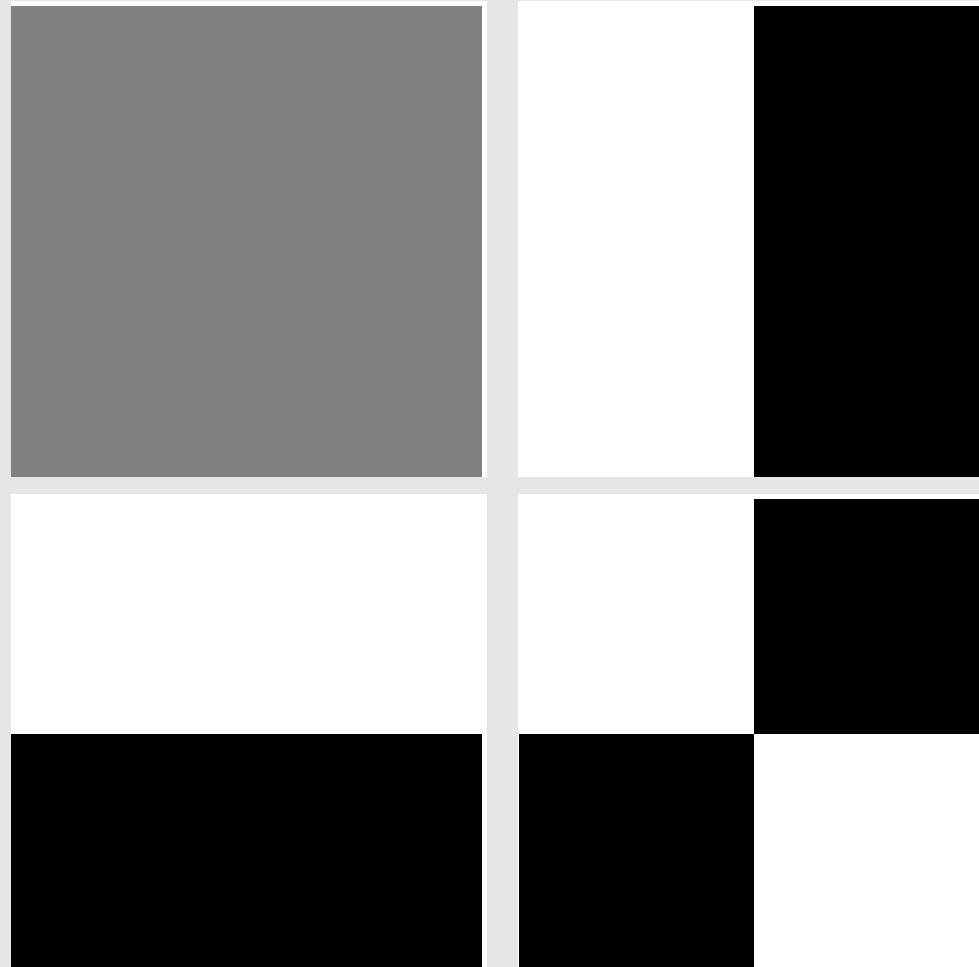
Extends as a separable transform.

For an  $N_1 \times N_2$  signal  $x(n_1, n_2)$ , to obtain  $C(k_1, k_2)$ ,

- (1) Apply (length  $N_1$ ) 1D DCT on the first (horizontal) variable of  $x(n_1, n_2)$  to get  $\tilde{C}(k_1, n_2)$ .
- (2) Apply (length  $N_2$ ) 1D DCT on the second (vertical) variable of  $\tilde{C}(k_1, n_2)$  to get  $C(k_1, k_2)$ .

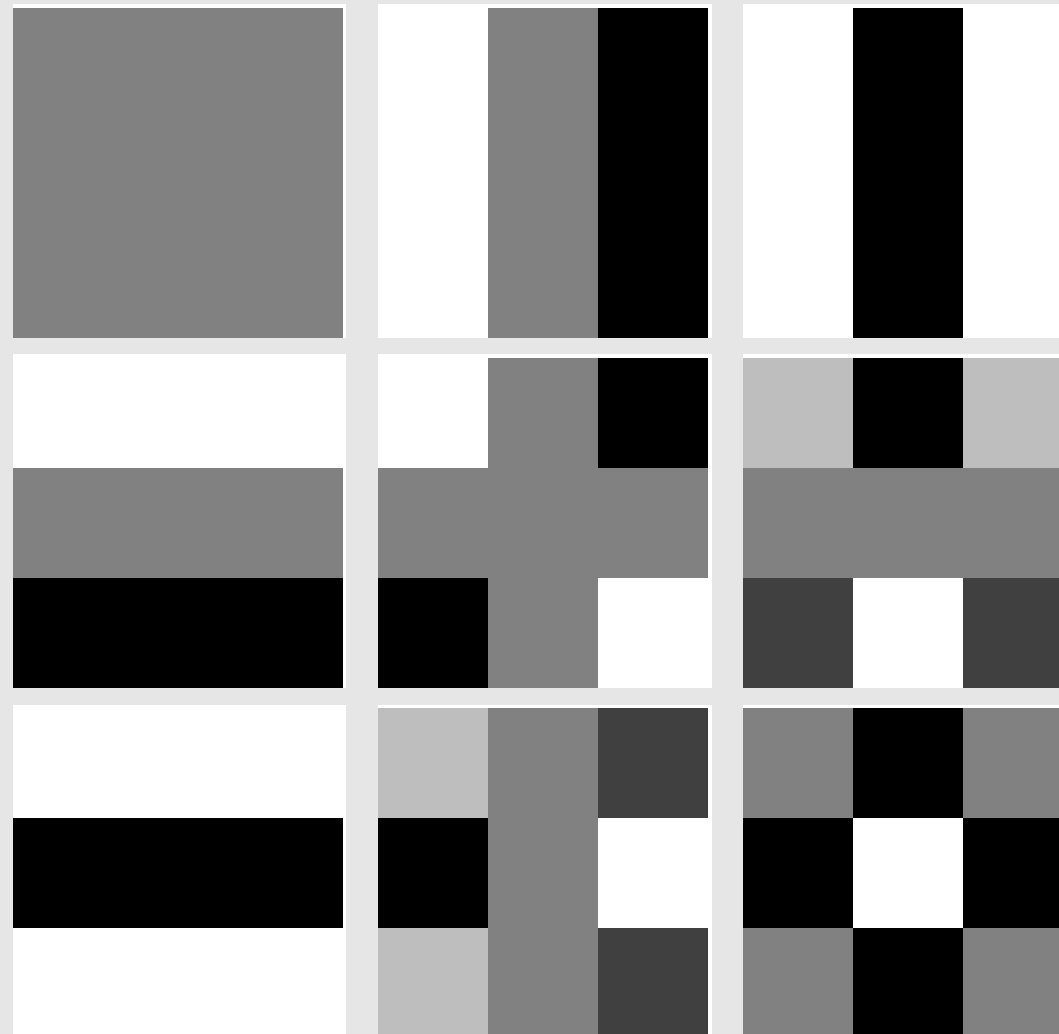
# Basis functions for the 2D DCT ( $2 \times 2$ )

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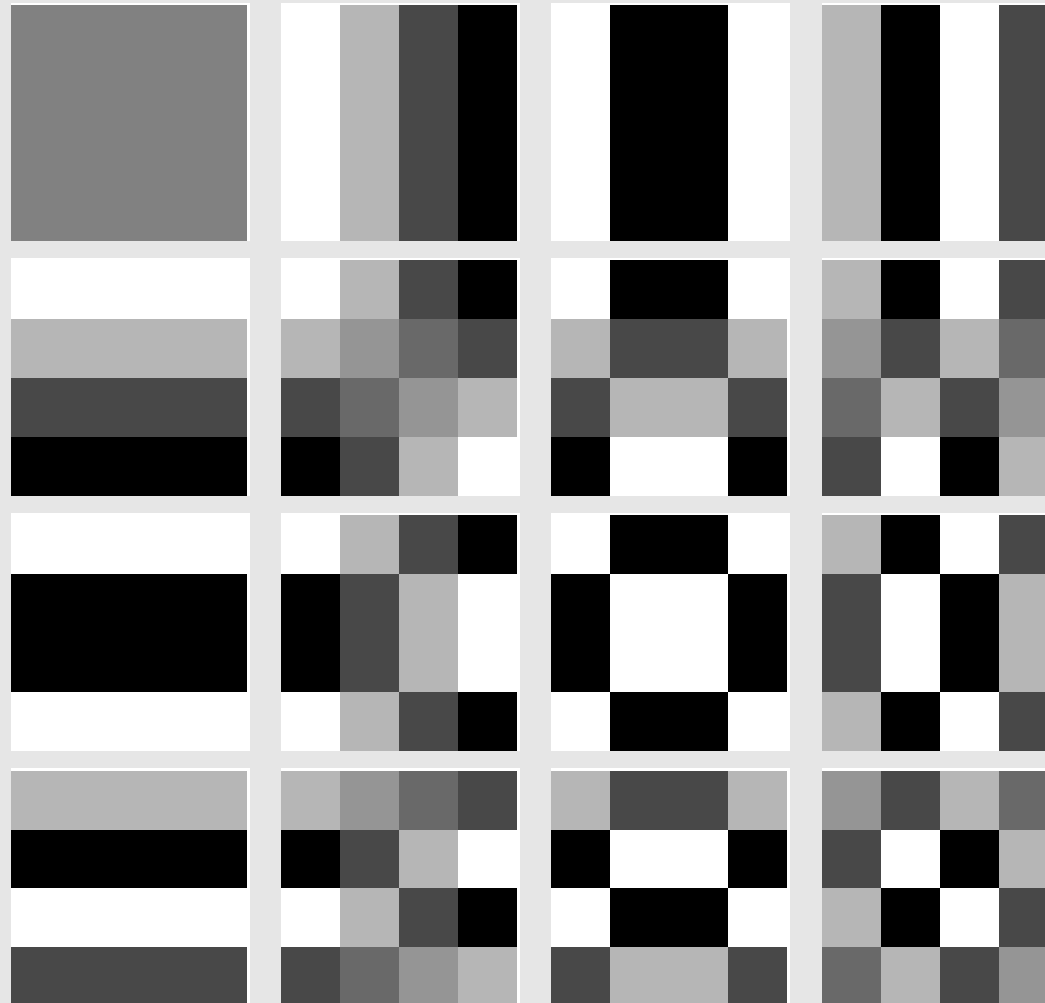
# Basis functions for the 2D DCT ( $3 \times 3$ )

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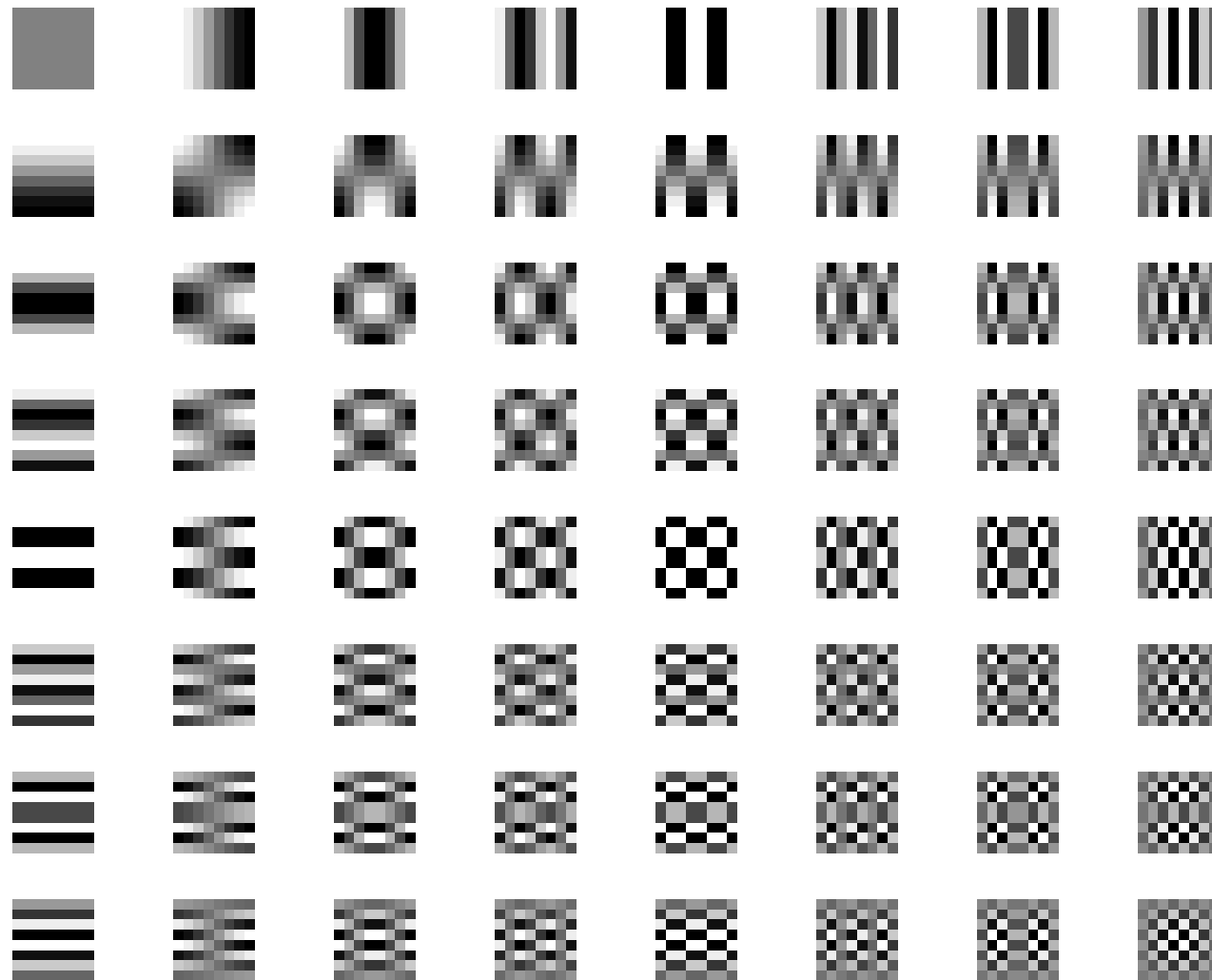
# Basis functions for the 2D DCT ( $4 \times 4$ )

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# Basis functions for the 2D DCT ( $8 \times 8$ )

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# Block DCT

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For an  $N \times N$  image, one typically does not apply an  $N \times N$  DCT.

Rather, the image is first cut into smaller blocks (like  $8 \times 8$ ) and block-size DCT is applied to each block separately.

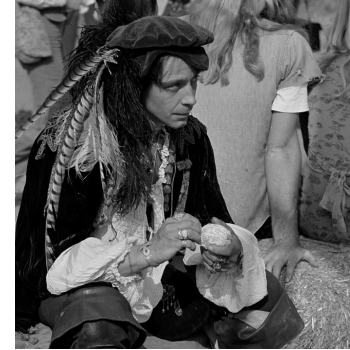
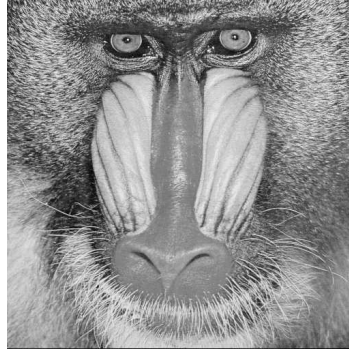
**Advantage :** This yields a more *local* transform.

**Disadvantage :** Blocking artifacts.

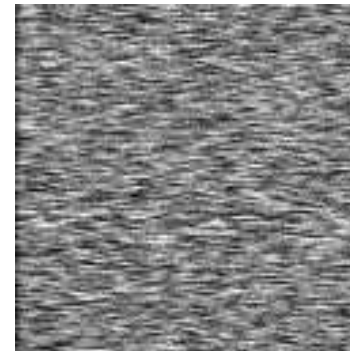
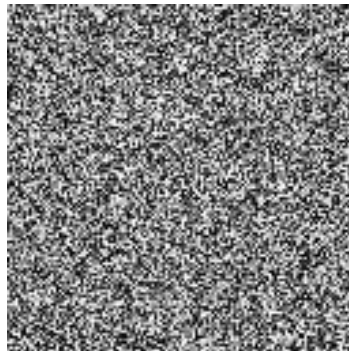
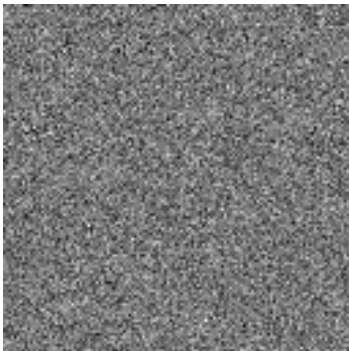
# Why Use Different Transforms?

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‘Natural’ Images



‘Unnatural’ Images



# Laplacian Pyramid

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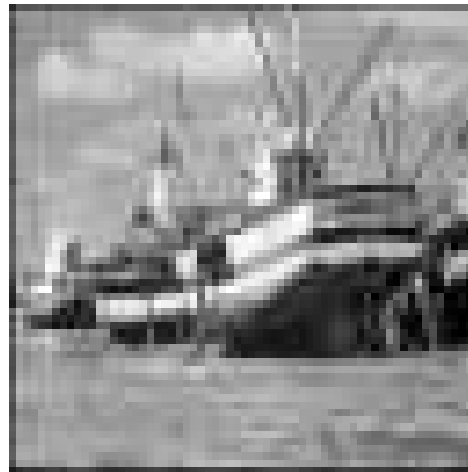
$g_1$



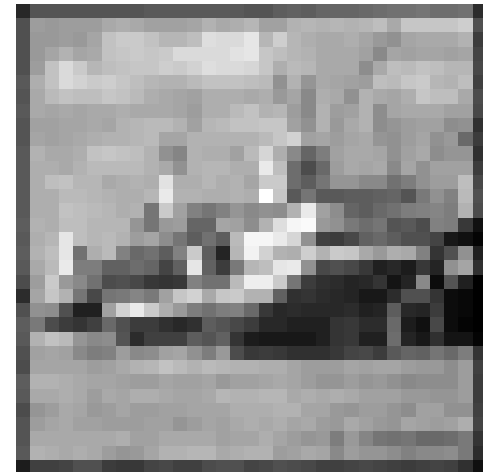
$g_2$



$g_3$



$g_4$





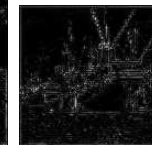
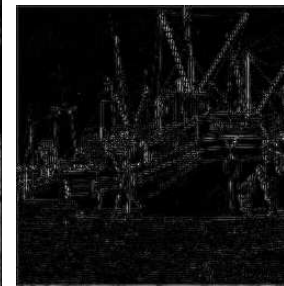
# Laplacian Pyramid

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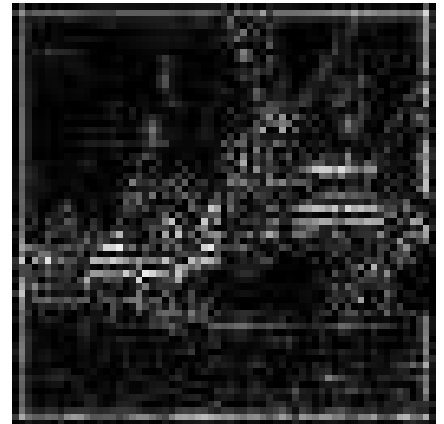
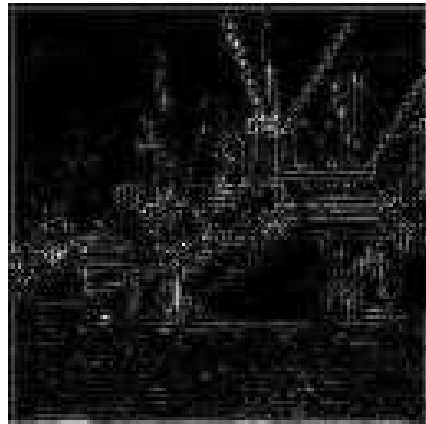
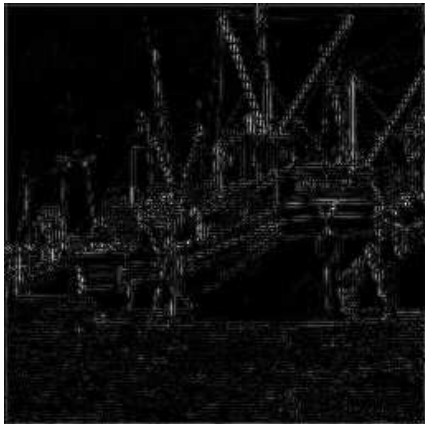
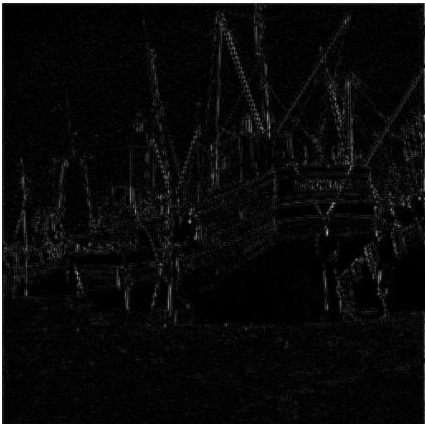
# Laplacian Pyramid

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# Laplacian Pyramid

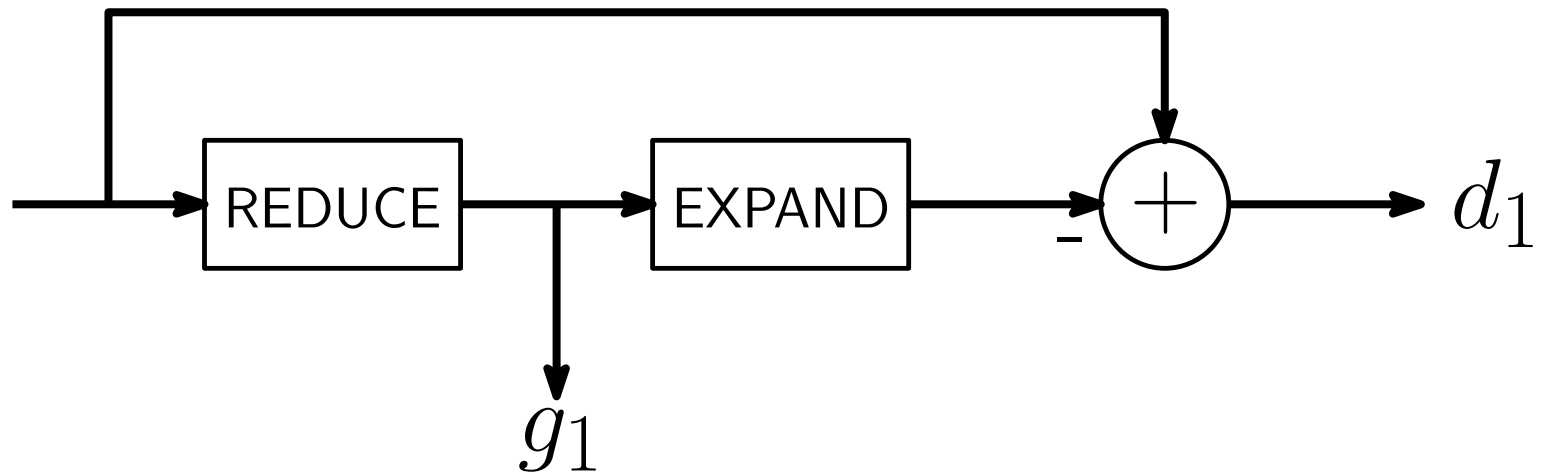
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# Laplacian Pyramid

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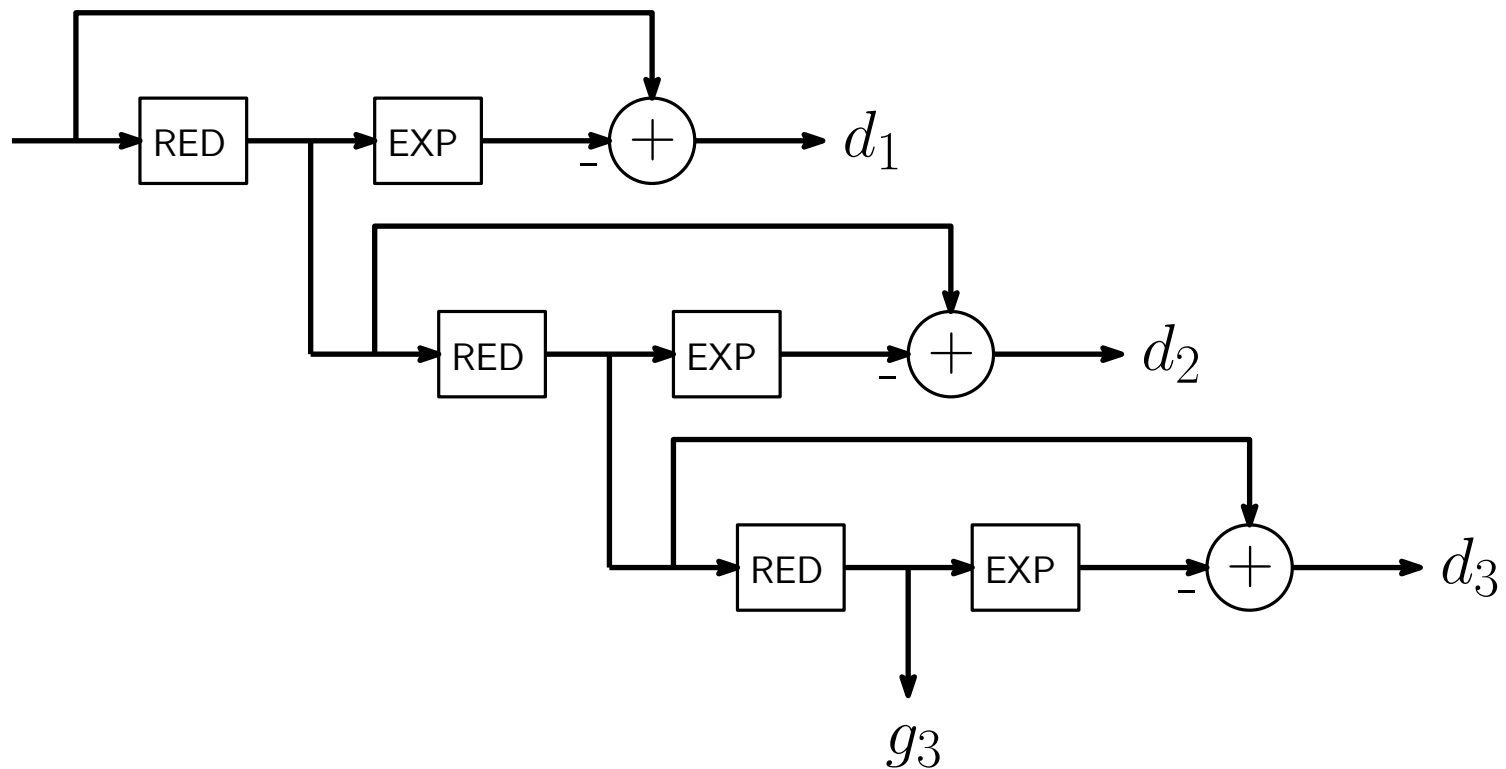
Decomposition into a Coarse and Detail Image



# Laplacian Pyramid

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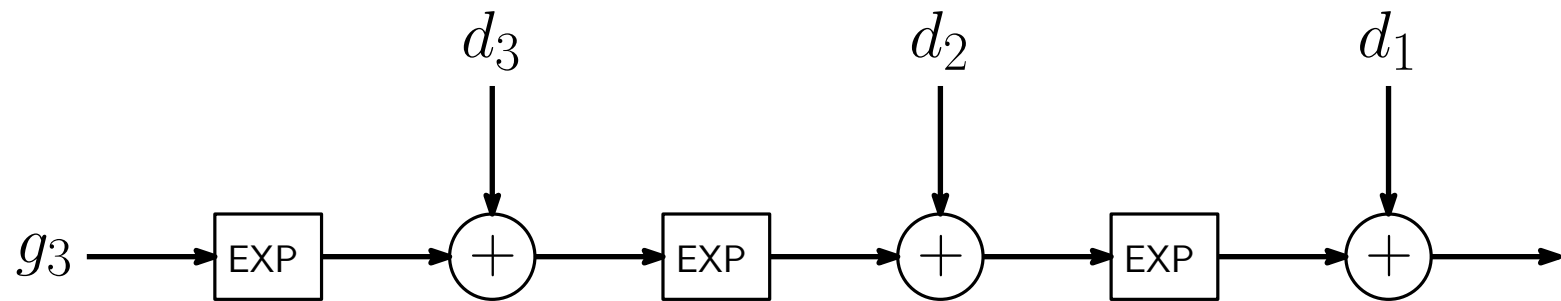
Iterate the Basic Block for a Multiresolution Decomposition



# Laplacian Pyramid

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Reconstruction





# Laplacian Pyramid of a Noise Image

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