























































IMAGE TRANSFORMS - DFT2 GENERALIZATION

- In the general form, image transform can be expressed as :
- 1-D linear transform : Transform variable

1-D linear transform : $T(u) = \sum_{x=0}^{N-1} f(x)g(x,u) \qquad u = 0,1,...,N-1$ Forward transform : $f(x) = \sum_{u=0}^{N-1} T(u)h(x,u) \qquad x = 0,1,...,N-1$ Inverse transform : $\int_{u=0}^{N-1} T(u)h(x,u) \qquad x = 0,1,...,N-1$ Inverse transformation kernel

• 2-D linear transform:

Forward transform: $T(u,v) = \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x,y)g(x,y,u,v)$ u = 0,1,...,M-1 v = 0,1,...,N-1Inverse transform: $f(x,y) = \sum_{u=0}^{M-1} \sum_{v=0}^{N-1} T(u,v)h(x,y,u,v)$ x = 0,1,...,M-1 y = 0,1,...,M-1

IMAGE TRANSFORMS – DFT2 GENERALIZATION

- · Separable transform in the general form
- Transform kernel: 2D transform → Two 1D transform

$$g(x, y, u, v) = g_1(x, u)g_2(y, v)$$

• 1D transform across y dimension of f(x,y):

$$T(x,v) = \sum_{v=0}^{N-1} f(x,y)g_2(y,v) \qquad x,v = 0,1,...M-1$$

• 1D transform across x dimension of T(x,y):

$$T(u,v) = \sum_{x=0}^{M-1} T(x,v)g_1(x,u) \qquad u,v = 0,1,...N-1$$

IMAGE TRANSFORMS – DFT2 GENERALIZATION

• DFT2 kernel:
$$g(x, y, u, v) = \exp\left[-j2\pi\left(\frac{ux}{M} + \frac{vy}{N}\right)\right]$$

$$g(x, y, u, v) = g_1(x, u)g_1(y, v) = \exp\left[-j2\pi \frac{ux}{M}\right] \cdot \exp\left[-j2\pi \frac{vy}{N}\right]$$

DFT2 kernel:

$$F(u,v) = \frac{1}{\sqrt{MN}} \sum_{x=0}^{M-1} \exp\left[-j\frac{2\pi \cdot ux}{M}\right] \cdot \sum_{y=0}^{N-1} f(x,y) \exp\left[-j\frac{2\pi \cdot vy}{N}\right]$$

IMAGE TRANSFORMS – DFT2 GENERALIZATION

$$g(x, y, u, v) = \exp\left[-j2\pi\left(\frac{ux}{M} + \frac{vy}{N}\right)\right]$$
$$= \cos\left[2\pi\left(\frac{ux}{M} + \frac{vy}{N}\right)\right] - j\sin\left[2\pi\left(\frac{ux}{M} + \frac{vy}{N}\right)\right]$$

- Working in complex domain sometimes would be impractical if we had to implement those equations directly even by FFT
- Can we take the real part of the transformation kernel only? A
 new transform in real domain —— Discrete Cosine Transform