Centre for Image Analysis
Swedish University of Agricultural Sciences
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Computer Assisted Image Analysis I

Exercise 2, HT2020: Local Operators and Fourier Analysis

The aim of this exercise is to make you familar you with filtering in the spatial domain and in the Fourier domain.

Formalities

- We **strongly** recommend that you work together in groups of two or three people. This way you can get help quicker, and have someone to discuss the lab with.
- The exercise is corrected by handing in a written report with the group's answer to the questions `1-14` on Studium. Entitle your report **Lab2_LastName1_LastName2**.
- Each question is awarded **2 points**. A total of **22 points** out of **26 points** is required to complete the exercise.
- **Deadline:** November 27, 2020.
- The status of your reports will be found in Studium.

1 Convolution

Use the function `conv2` or `imfilter` to apply different convolution operators to an image. Using the function `fspecial` you may create different filter kernels to be used. Using the option `'same'` in `conv2` you get a result that has the same size as the first argument of the function (typically your image). The commands `conv2` and `imfilter` are similar, but to use `conv2` you need to convert the image and the kernel to double before. The `imfilter` command can filter `uint8` images directly.

1. ***Examine at least 3 different filter kernels, among which there should be at least one sharpening (edge enhancing) and one smoothing filter and apply them in different sizes to the image*** **cameraman.png**, ***e.g. sizes*** 3×3, 7×7 ***and*** 31×31. ***Note that some filters are only available in one size when using*** `fspecial`. ***Include at least three figures in your report. One showing the original image, one figure showing the image after sharpening, and one figure showing the image after smoothing. For each filter, explain what the filter does to the image, and explain the effect of the different filter sizes.***
2. ***Are the filters with filter kernels*** `'average'`, `disk'` ***and*** `gaussian'` ***examples of low-pass, band-pass or high-pass filters?***
3. ***Demonstrate how you can synthesize low-pass, band-pass and high-pass filtered images using simple arithmetics and filter kernels mentioned in Question 2.***

2 The Sobel Filter

The Matlab function `fspecial` can produce filter kernels for Sobel filters.

4. ***Use this functionality to demonstrate Sobel filtering on*** **cameraman.png** ***and*** **wagon.png**.

You will need to do some arithmetics, since the Sobel filter is not a linear filter and cannot be implemented using convolution alone. You may flip the x- and y-direction of a filter kernel using the matrix transpose command, e.g. `A'`.

3 The Median Filter

Median filter is not included in `fspecial` function and to calculate this filter you can use function `medfilt2`.

5. ***Open the image*** **wagon_shot_noise.png**. ***Perform median filtering on the image using different sizes of the filter masks.***

6. ***Compare visually the effect of median filtering to the effect of mean and Gauss filtering. Explain the differences on the image*** **wagon_shot_noise.png**. ***How does median filtering work compared to mean and Gauss filtering?***

7. ***In general the median filter is more time consuming, why?***

8. ***Implement your own code for*** $3x3$ ***median filtering. You may use the Matlab function*** `median` ***that computes the median element of a vector. Use for instance two nested for-loops to iterate your filter for every neighborhood in the image. The exact behavior on the borders is not so important for this exercise and you may cut some corners here if it helps you.***

9. ***If you implement a Gaussian filter using a large filter mask (and a large standard deviation), why do you get a black border around the image?***

4 Fast Fourier Transform

Open the image **lines.png**. Transform the image using FFT and display it in the Fourier domain. Useful commands are `double` (because the transform does not like the integer data type), `fft2` (the transform), `fftshift` (to put the 0 frequency in the middle), `abs` (to visualize the norm of the resulting complex numbers) and `log` (to enhance numbers close to zero). Display the result using `imagesc`.

10. ***Repeat the same procedure with the image* cameraman.png*. Comment on the spectrum that you see and compare them to the ordinary representation of the image. You may also try other images, for example* circle.png *or* rectangle.png**

You can use the FFT to perform filtering in the frequency domain. To transform back to the image or spatial domain, you use the command `ifft2`. If you make modifications to the FFT representation, however, you need to take extra care in order to ensure that the end result is a real-valued signal. Also, remember to apply `ifftshift` again before you apply `ifft2`. The `i/fftshift` command is useful mainly for visualization purposes, to place the 0th frequency in the middle of the image as in the ordinary Fourier transform that you are familiar with. So make sure you either skip `i/fftshift` or apply it twice if you intend to manipulate your signal in the Fourier domain and transform it back using `ifft2`.

11. ***Experiment with FFT of an odd and even length signal (image) of small length. For creating such a signal (image) use simple commands* `fftshift(fft2(rand(1,5)))` *and* `fftshift(fft2(rand(1,6)))`*. What are the characteristic features of the result in each case?***

    Filter the resulting, complex valued, vectors you get so that you get a real valued signal when you transform it back using* `ifft2`*. For instance, you can blank out (set to 0) certain frequencies and thereby perform filtering. You will need to take into account the characteristic features when doing this. Write down your findings. For these signals, or very small "images", we recommend that you inspect the actual numbers by printing out the matrix in Matlab instead of viewing with* `imagesc`*.

12. ***Now modify the FFT representation of* cameraman.png*, setting certain frequencies to 0, to create a low-pass version of the image. Use a circular symmetric filter for best result, but feel free to simplify the task a square pattern of your filter. You may blank out a part of a matrix using slices, e.g.* `A(20:30, 50:60) = 0`*. The result image should be real valued after performing* `ifft2`*. You are not allowed to use the functions* `real` *or* `abs` *or similar ways to force a real valued result. In your report, clearly explain your algorithm or include your code and comment.***

Now open the image **freqdist.png**. There is a pattern present in the image that should be filtered out. Remove it using notch filters in the frequency domain. This is similar to the case above, but you may need to be slightly more artistic when you blank out frequencies. Remember to take extra care to ensure the proper symmetry, so that your end result is a real-valued image after doing `ifft2`. Sometimes filtering produces signals that are outside the [0,255] range, so take extra care when your display the results using `caxis` or perhaps the command `imcontrast`.

13. ***Create a filter in the frequency-domain that suppresses the pattern in* freqdist.png*, but leaves the rest of the image as intact as possible. What does the filter look like? What do you see in the filtered image? Like the previous question, the result image should be real valued after performing* `ifft`*. You are not allowed to use the functions* `real` *or* `abs` *or similar ways to force a real valued result.***

That's it. The exercise is done!

14. ***Any comments on the exercise?***