

Fourier Transform and Its Applications

Instructor

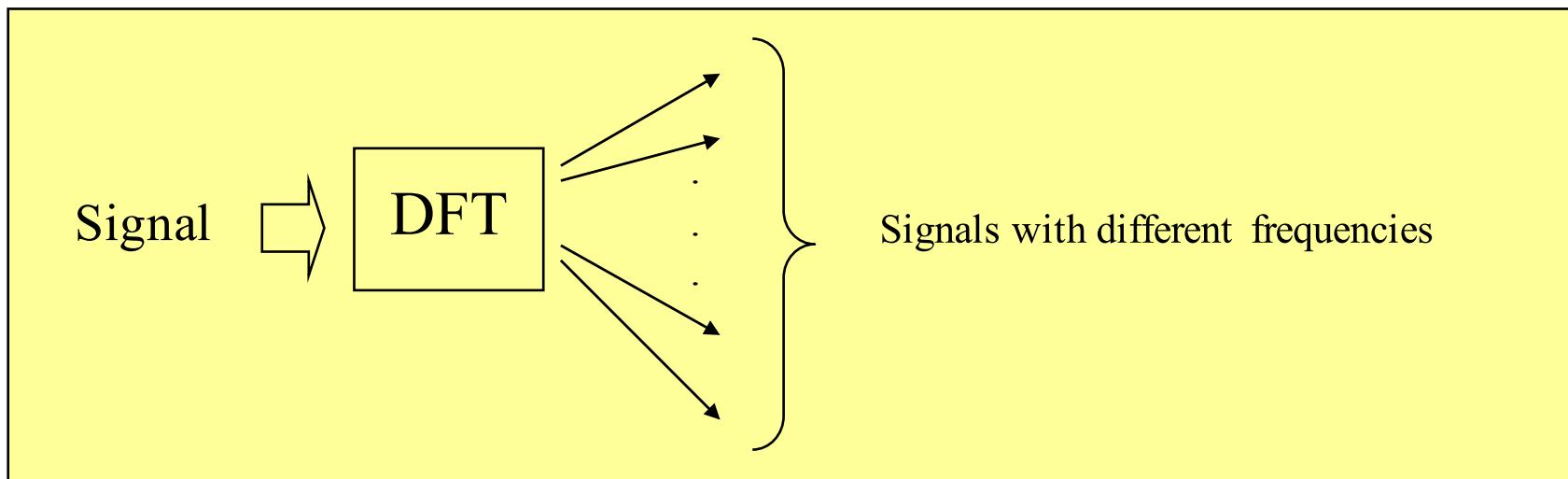
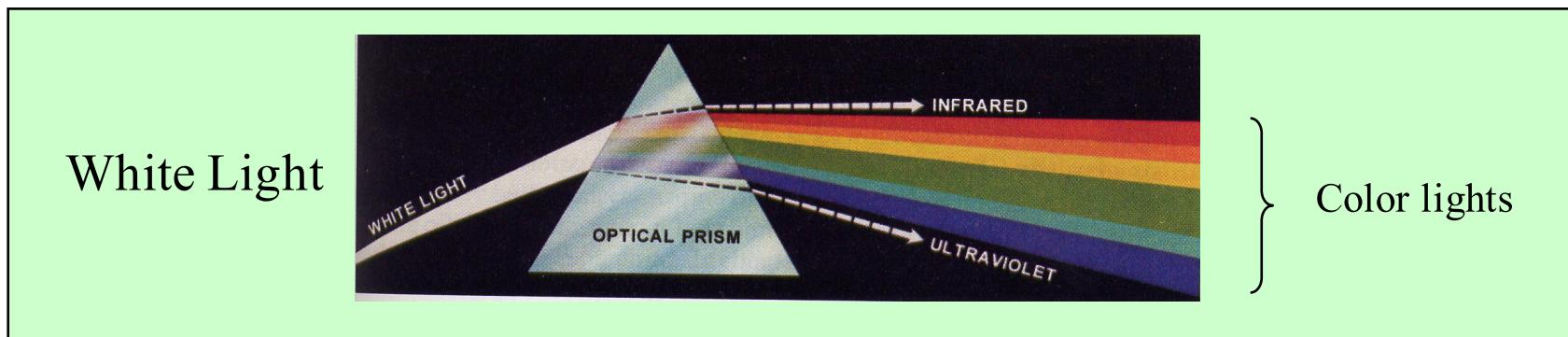
LE Thanh Sach, Ph.D.

Ltsach@cse.hcmut.edu.vn

Outline

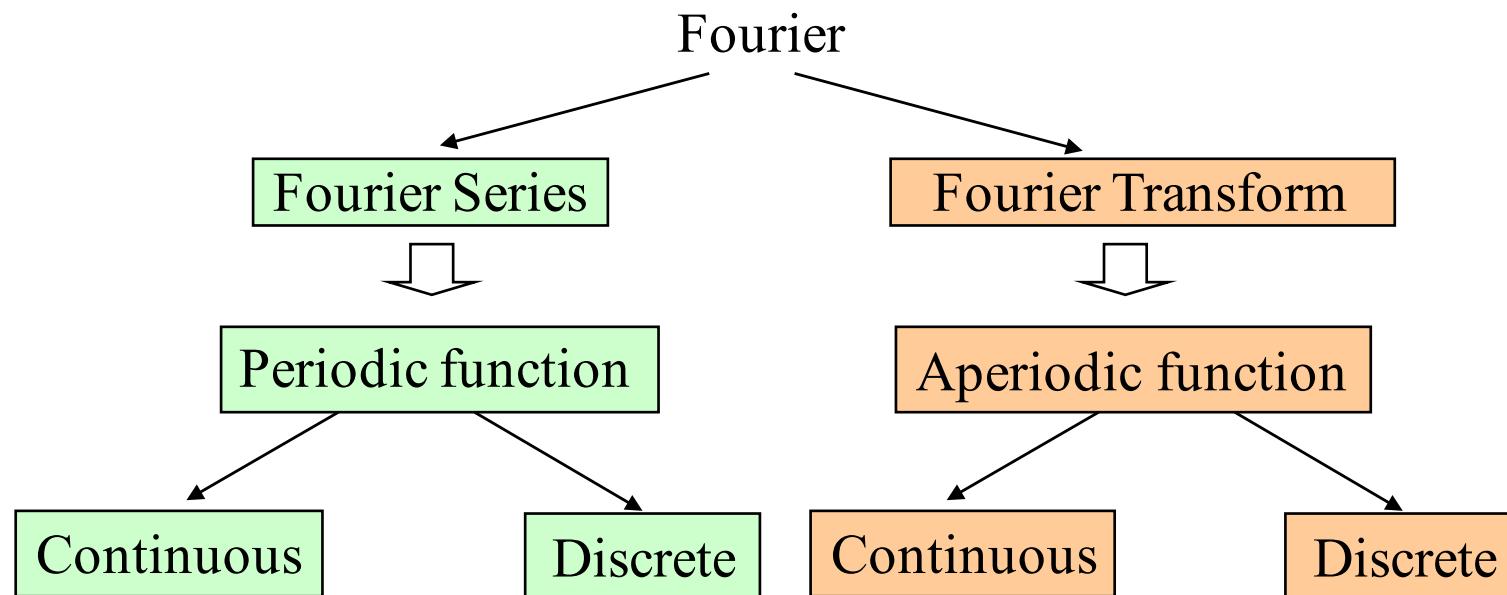
- ❖ Fourier Transform
- ❖ Its Applications

Fourier Analysis



Fourier Theory

Any functions or signals = $\sum_{u,v} A\sin(\theta) + B\cos(\theta)$



1D Discrete Fourier Transform Formula

Forward Transform:

from space domain to frequency domain (Fourier Domain)

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j \frac{2\pi}{M} ux} \quad u = 0, 1, \dots, M$$

Backward Transform (Inverse Transform):

from space domain to frequency domain (Fourier Domain)

$$f(x) = \frac{1}{M} \sum_{u=0}^{M-1} F(u) e^{j \frac{2\pi}{M} ux} \quad x = 0, 1, \dots, M$$

1D Discrete Fourier Transform

Interpretation

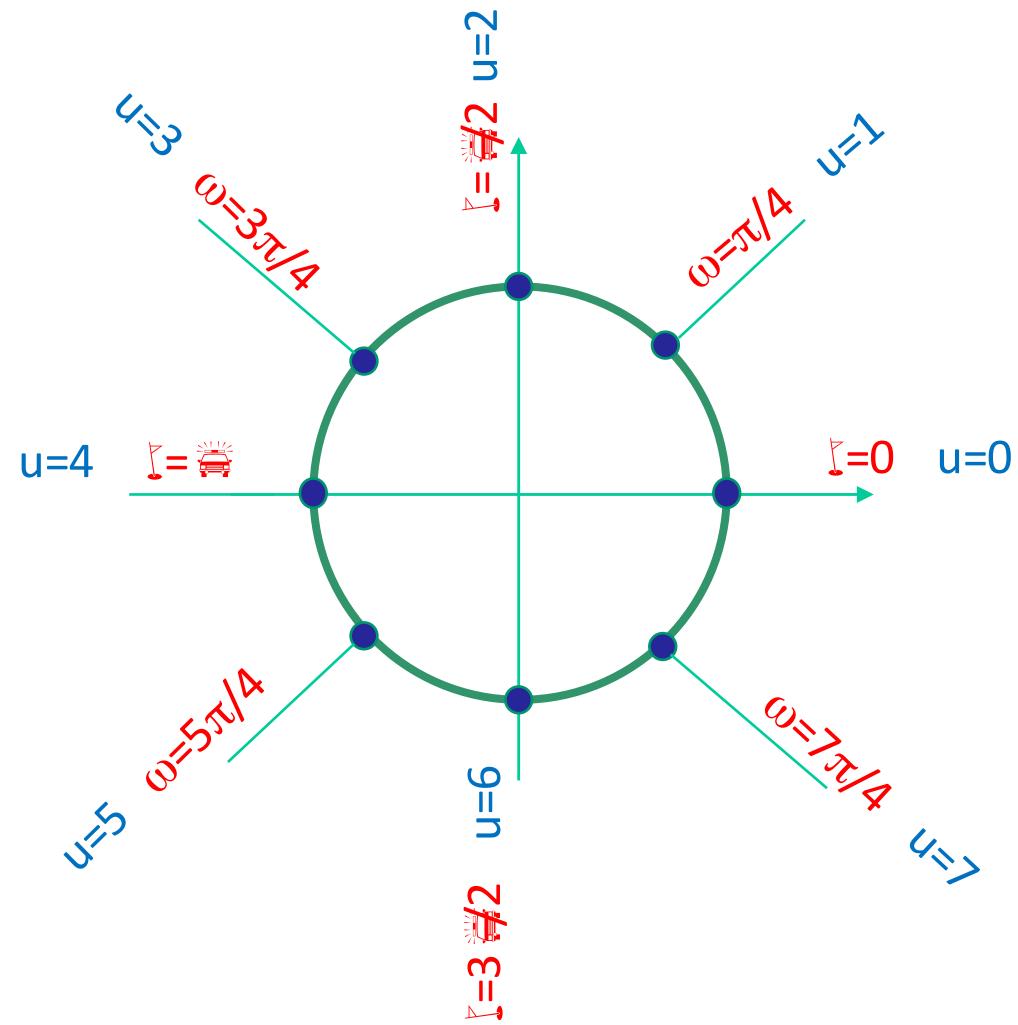
Forward Transform:

$$F(u) = \frac{1}{M} \sum_{x=0}^{M-1} f(x) e^{-j2\pi \left(\frac{ux}{M} \right)}$$

- M : Number of frequencies that we want to decompose $f(x)$ into them
- u : index of decomposed frequencies, $u = 1..M-1$
- For example, $M = 8$, i.e., to decompose into 8 components that their frequencies are $\frac{2\pi}{8}u$, $u = 0..7$

1D Discrete Fourier Transform Interpretation

M frequencies
in a trigonometric circle,
For $M = 8$:



1D Discrete Fourier Transform Interpretation

Fourier transform's meaning:

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j \frac{2\pi}{M} ux} \quad u = 0, 1, \dots, M$$

$F(u)$ tells that how much frequency component $\frac{2\pi}{M}u$ contribute to signal $f(x)$. In the case that $F(u) = 0$ then there is no frequency $\frac{2\pi}{M}u$ in the input signal. Otherwise, if the magnitude of $F(u)$ is significantly larger than other frequencies' then frequency $\frac{2\pi}{M}u$ contribute much to the signal, and the shape of the signal tends to be similar with the shape of frequency $\frac{2\pi}{M}u$.

1D Discrete Fourier Transform Interpretation

Fourier transform meaning:

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j \frac{2\pi}{M} ux} \quad u = 0, 1, \dots, M$$

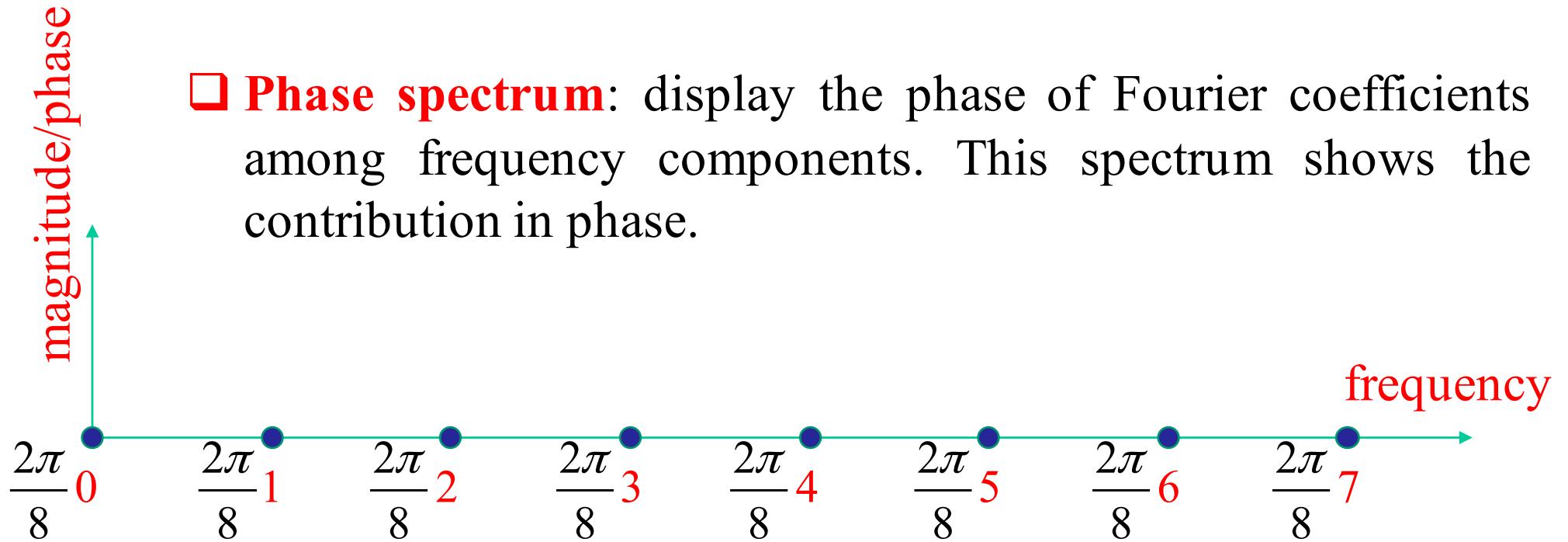
In dot product/ correlation

1D Discrete Fourier Transform Interpretation

Fourier transform's meaning:

□ **Magnitude spectrum**: display the magnitude of Fourier coefficients among frequency components. This spectrum can tell how much a frequency contribute to the input signal.

□ **Phase spectrum**: display the phase of Fourier coefficients among frequency components. This spectrum shows the contribution in phase.



1D Discrete Fourier Transform Interpretation

Fourier transform's meaning:

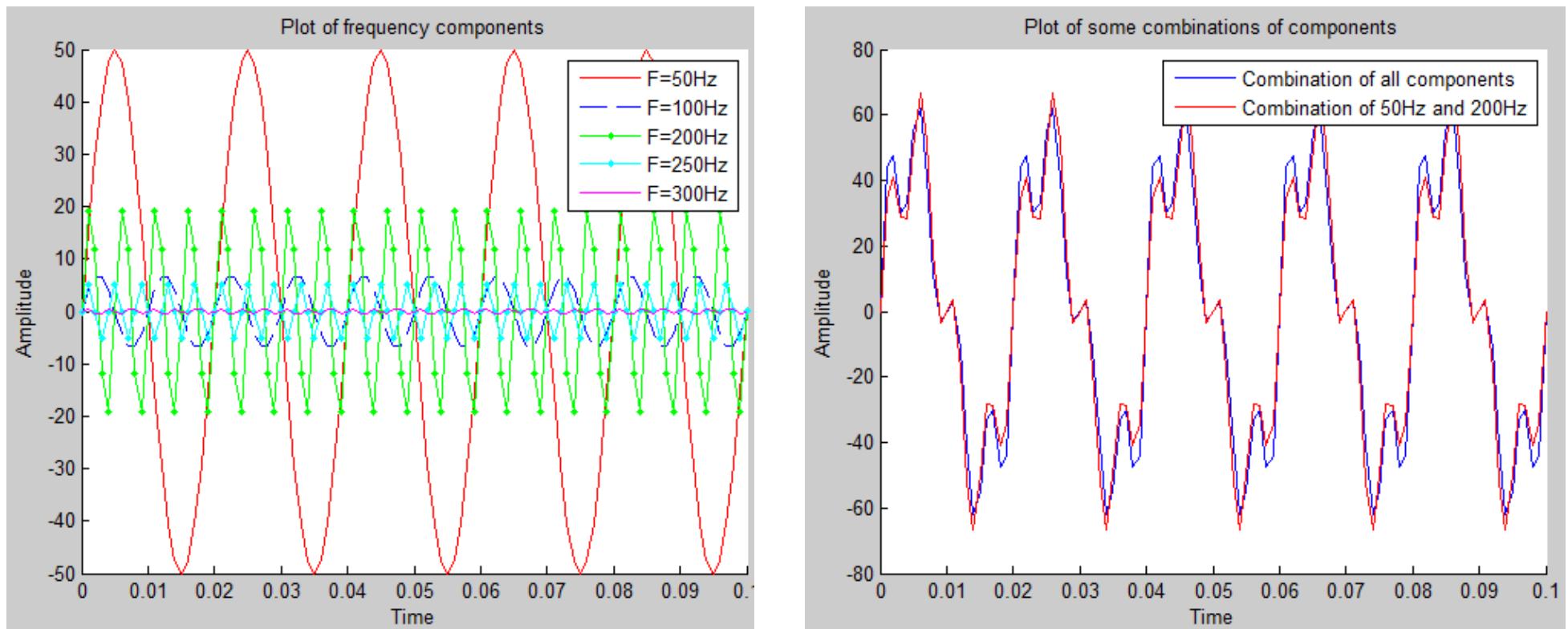
Consider the following signals

$y_k(t) = C_k * \sin(2\pi F_k t)$; where, C_k and F_k are given in the following table.

k	F_k (Hertz)	C_k
1	50	50
2	100	7
3	200	20
4	250	5
5	300	0.5

1D Discrete Fourier Transform Interpretation

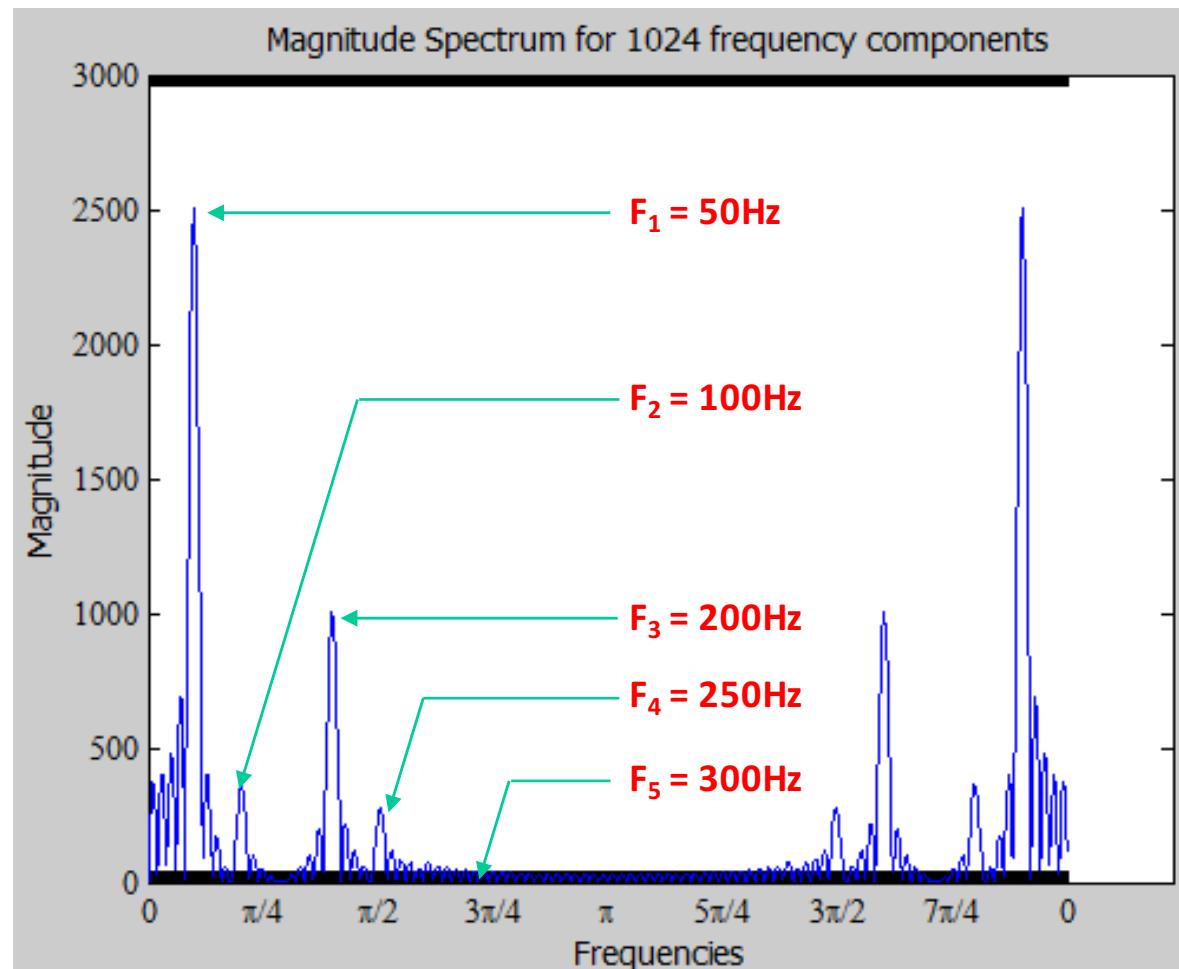
Fourier transform's meaning:



A combination of only significantly contributed components can approximate the signal that contains all the components.

1D Discrete Fourier Transform Interpretation

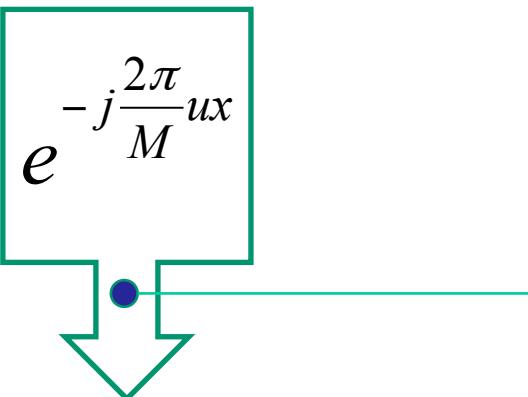
Fourier transform's meaning:



1D Discrete Fourier Transform

Matrix form

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j \frac{2\pi}{M} ux}$$



Example for $M = 4$

Kernel Matrix:

$$W_4 = \begin{bmatrix} e^{-j \frac{2\pi}{4} 0} & e^{-j \frac{2\pi}{4} 0} & e^{-j \frac{2\pi}{4} 0} & e^{-j \frac{2\pi}{4} 0} \\ e^{-j \frac{2\pi}{4} 0} & e^{-j \frac{2\pi}{4} 1} & e^{-j \frac{2\pi}{4} 2} & e^{-j \frac{2\pi}{4} 3} \\ e^{-j \frac{2\pi}{4} 0} & e^{-j \frac{2\pi}{4} 2} & e^{-j \frac{2\pi}{4} 4} & e^{-j \frac{2\pi}{4} 6} \\ e^{-j \frac{2\pi}{4} 0} & e^{-j \frac{2\pi}{4} 3} & e^{-j \frac{2\pi}{4} 6} & e^{-j \frac{2\pi}{4} 9} \end{bmatrix} \quad \begin{array}{l} u=0 \\ u=1 \\ u=2 \\ u=3 \end{array}$$

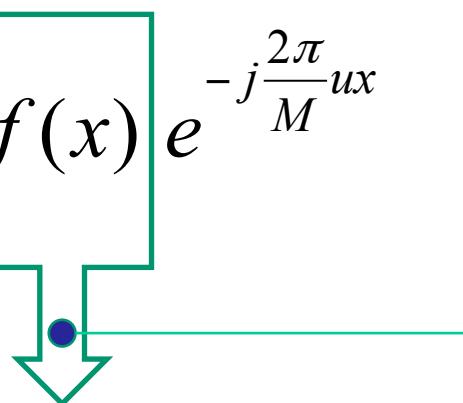
1D Discrete Fourier Transform

Matrix form

$$\begin{aligned}
 W_4 &= \begin{bmatrix} e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}1} & e^{-j\frac{2\pi}{4}2} & e^{-j\frac{2\pi}{4}3} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}2} & e^{-j\frac{2\pi}{4}4} & e^{-j\frac{2\pi}{4}6} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}3} & e^{-j\frac{2\pi}{4}6} & e^{-j\frac{2\pi}{4}9} \end{bmatrix} = \\
 &= \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & e^{-j\frac{\pi}{2}} & e^{-j\pi} & e^{-j\frac{3\pi}{2}} \\ 1 & e^{-j\pi} & e^{-j2\pi} & e^{-j\pi} \\ 1 & e^{-j\frac{3\pi}{2}} & e^{-j\pi} & e^{-j\frac{\pi}{2}} \end{bmatrix} \\
 &= \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -j & -1 & j \\ 1 & -1 & 1 & -1 \\ 1 & j & -1 & -j \end{bmatrix}
 \end{aligned}$$

1D Discrete Fourier Transform

Matrix form

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j \frac{2\pi}{M} ux}$$


Example for $M = 4$

Vector signal:

$$f = \begin{bmatrix} 2 \\ 0 \\ 3 \\ 0 \end{bmatrix}$$

1D Discrete Fourier Transform

Matrix form

$$\begin{aligned} F(u) &= \sum_{x=0}^{M-1} f(x) e^{-j \frac{2\pi}{M} ux} \\ &= \underbrace{W_M}_{\text{Matrix}} * \underbrace{f}_{\text{Vector}} \end{aligned}$$

1D Discrete Fourier Transform Example

Example:

- $f(x) = \{2 \ 0 \ 3 \ 0\}$
- $M = 4$: to decompose into 4 frequency components
- $x = 0, 1, 2, 3$
- $u = 0, 1, 2, 3$

- So, $e^{-j\frac{2\pi}{M}ux}$ forms a matrix of W_4 , size of 4×4

1D Discrete Fourier Transform

Example

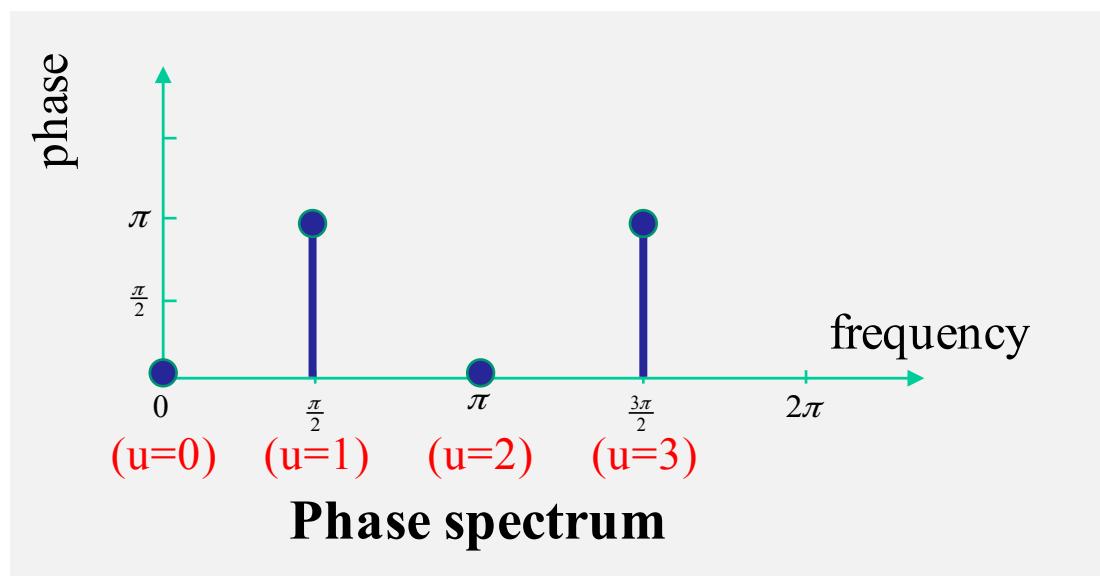
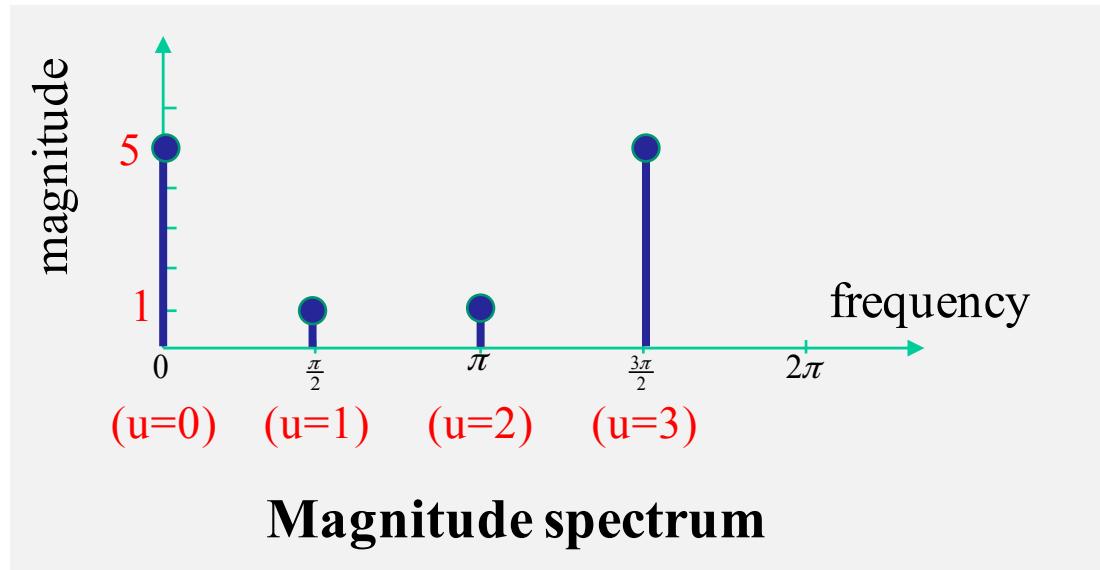
$$f = [2 \ 0 \ 3 \ 0]^T$$

→ $F(u) = W_4 f$

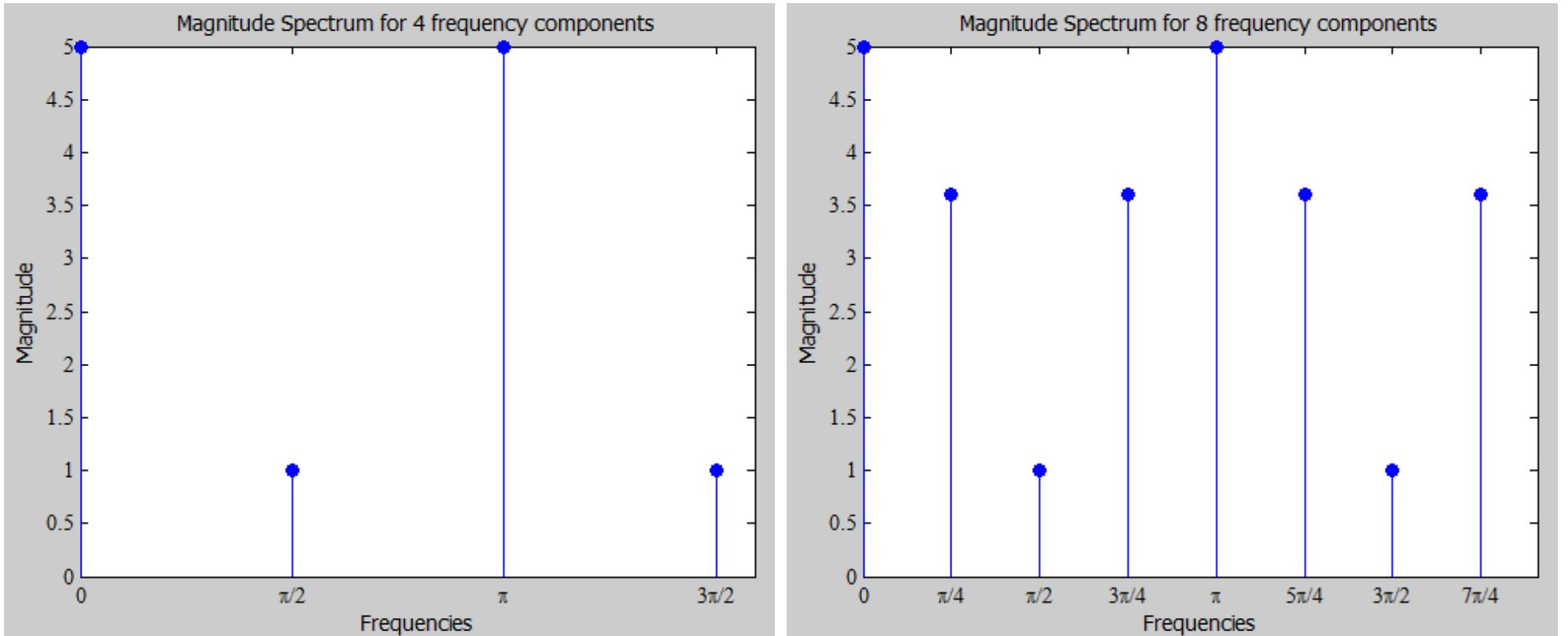
$$= \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -j & -1 & j \\ 1 & -1 & 1 & -1 \\ 1 & j & -1 & -j \end{bmatrix} \begin{bmatrix} 2 \\ 0 \\ 3 \\ 0 \end{bmatrix} = \begin{bmatrix} 5 \\ -1 \\ 5 \\ -1 \end{bmatrix}$$

1D Discrete Fourier Transform Example

$$F(u) = \begin{bmatrix} 5 \\ -1 \\ 5 \\ -1 \end{bmatrix}$$

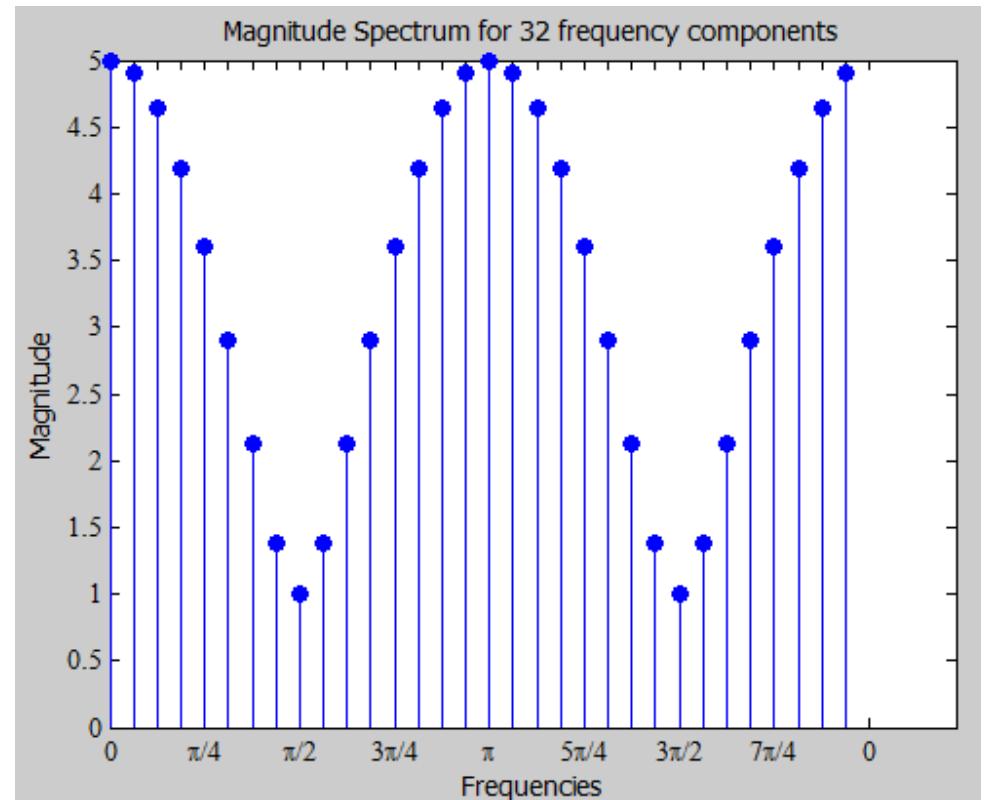
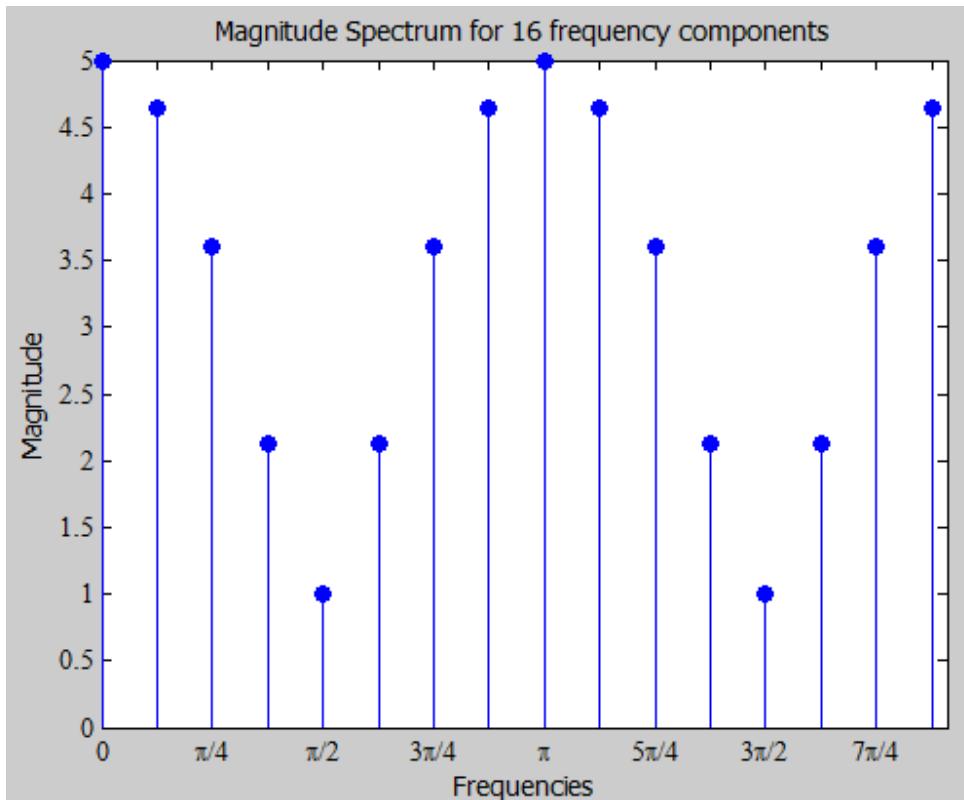


1D Discrete Fourier Transform Example



$$F(\underline{k}=0) = F(\underline{k}=\frac{\pi}{2}) = 5$$
$$F(\underline{k}=\frac{\pi}{2}) = F(\underline{k}=3\frac{\pi}{2}) = 1$$

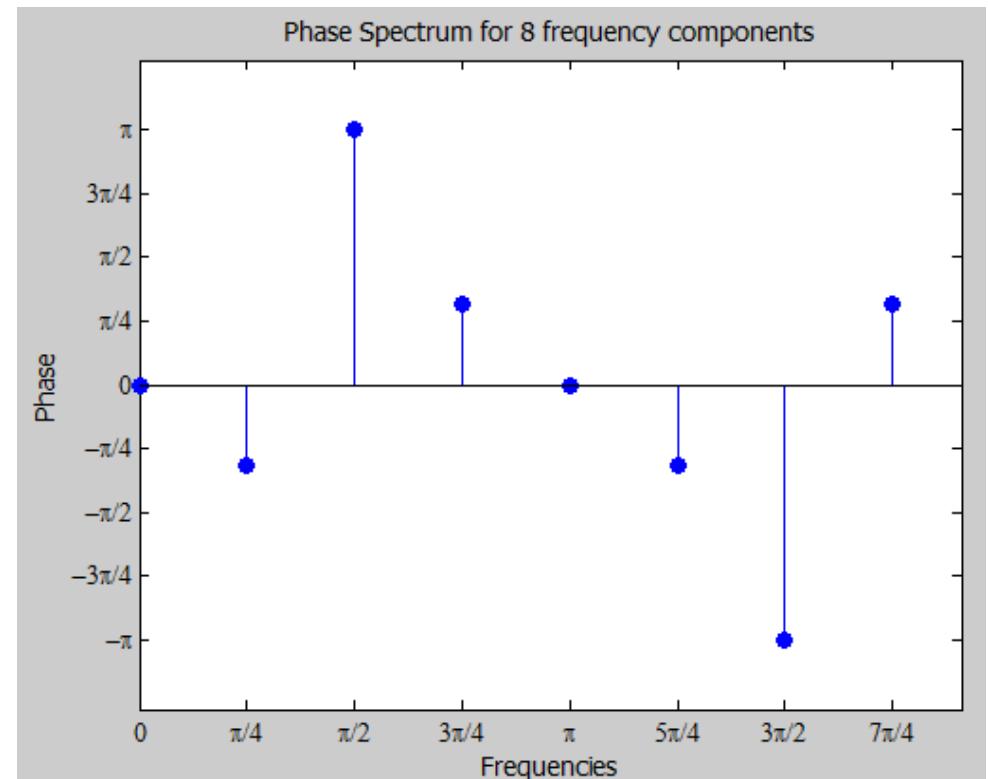
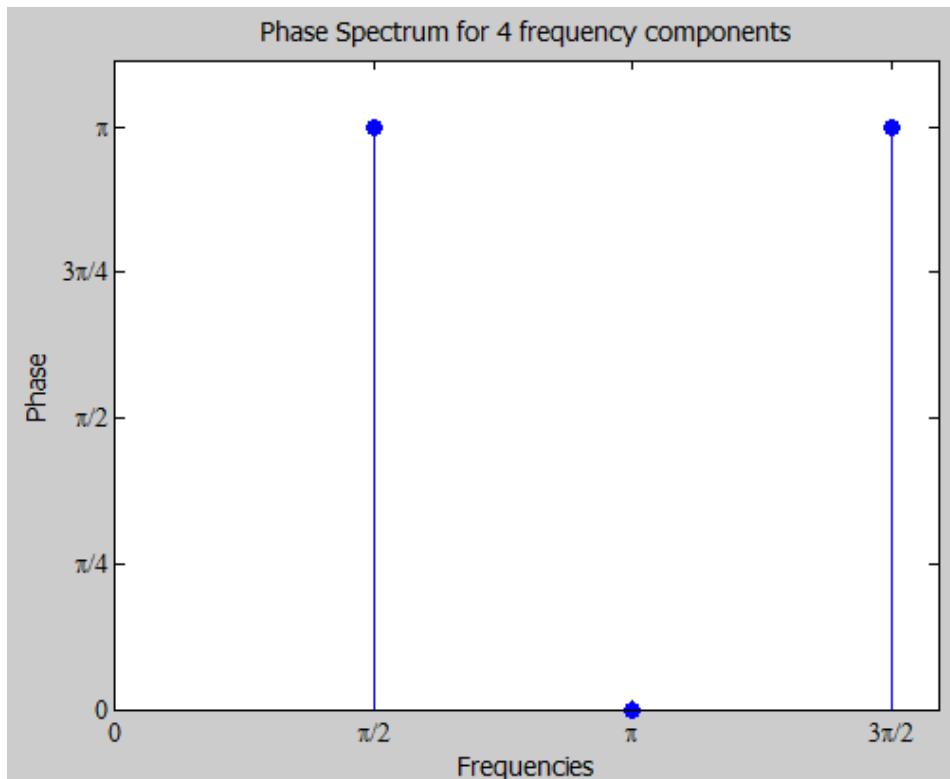
1D Discrete Fourier Transform Example



$$F(\underline{\text{ } \text{ }} = 0) = F(\underline{\text{ } \text{ }} = \underline{\text{ } \text{ }} / 2) = 5$$

$$F(\underline{\text{ } \text{ }} = \underline{\text{ } \text{ }} / 2) = F(\underline{\text{ } \text{ }} = 3 \underline{\text{ } \text{ }} / 2) = 1$$

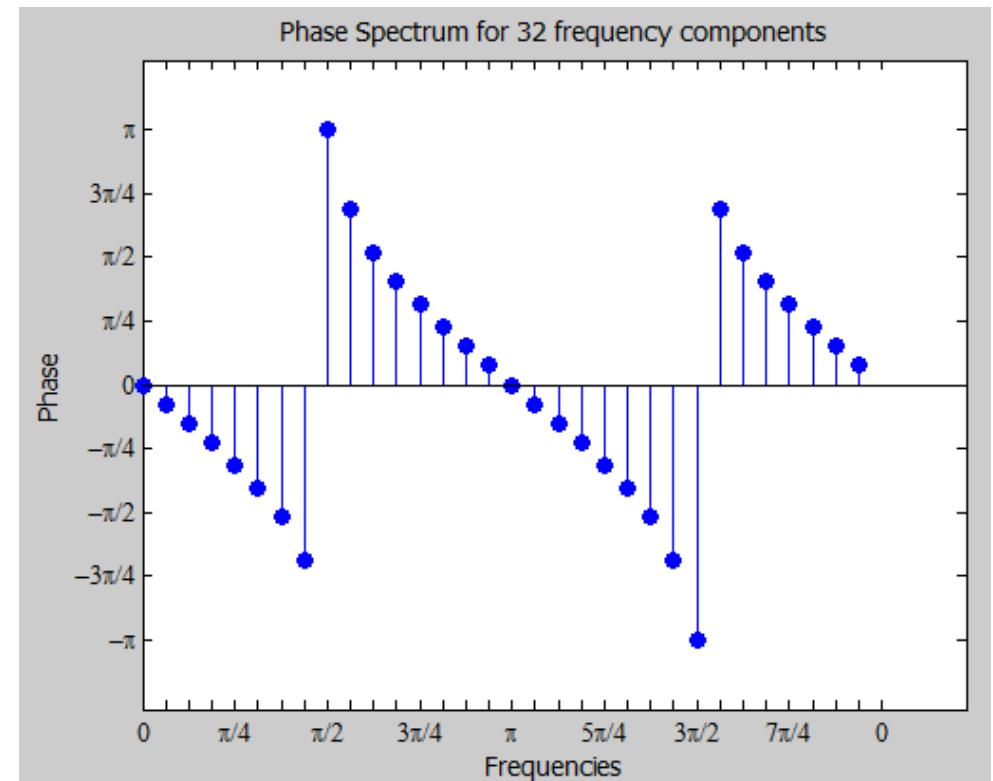
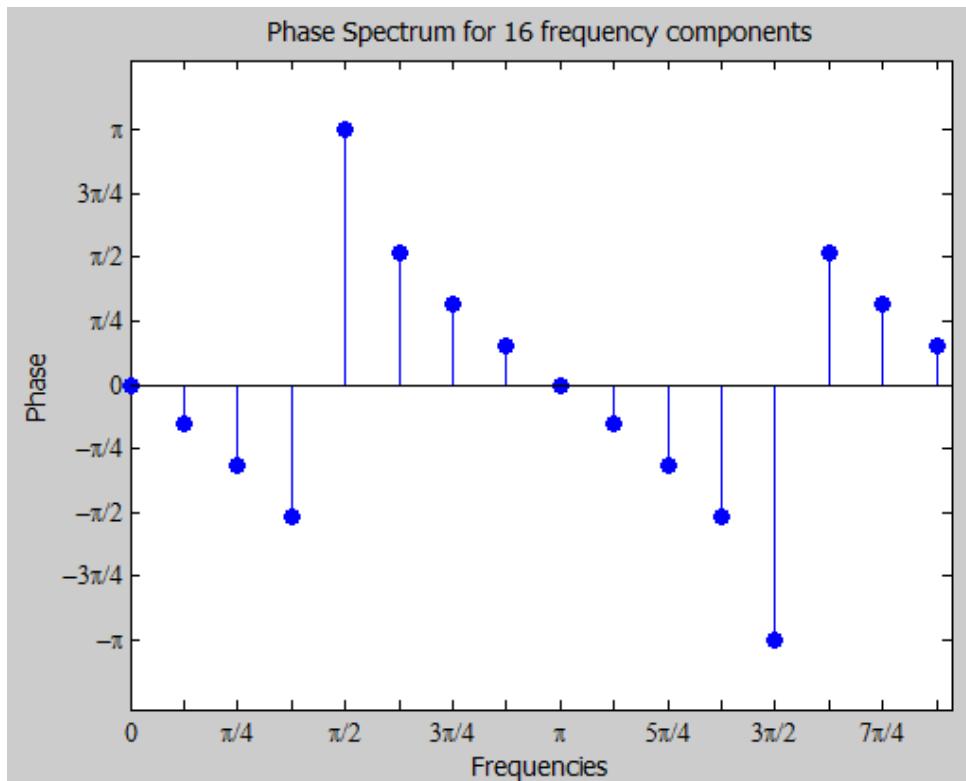
1D Discrete Fourier Transform Example



$$F(\underline{\text{f}} = 0) = F(\underline{\text{f}} = \underline{\text{f}}) = 0 \text{ (radian)}$$

$$F(\underline{\text{f}} = \underline{\text{f}}/2) = F(\underline{\text{f}} = 3\underline{\text{f}}/2) = \underline{\text{f}} \text{ (or } -\underline{\text{f}} \text{, the same value)}$$

1D Discrete Fourier Transform Example



$$F(\underline{\text{f}} = 0) = F(\underline{\text{f}} = \underline{\text{0}}) = 0 \text{ (radian)}$$

$$F(\underline{\text{f}} = \underline{\text{1}}/2) = F(\underline{\text{f}} = 3\underline{\text{1}}/2) = \underline{\text{1}} \text{ (or } -\underline{\text{1}} \text{, the same value)}$$

1D Discrete Fourier Transform

Matrix form

Kernel Matrix:

$$W_8 = \begin{bmatrix} e^{-j\frac{\pi}{4}0} & e^{-j\frac{\pi}{4}0} \\ e^{-j\frac{\pi}{4}0} & e^{-j\frac{\pi}{4}1} & e^{-j\frac{\pi}{4}2} & e^{-j\frac{\pi}{4}3} & e^{-j\frac{\pi}{4}4} & e^{-j\frac{\pi}{4}5} & e^{-j\frac{\pi}{4}6} & e^{-j\frac{\pi}{4}7} \\ e^{-j\frac{\pi}{4}0} & e^{-j\frac{\pi}{4}2} & e^{-j\frac{\pi}{4}4} & e^{-j\frac{\pi}{4}6} & e^{-j\frac{\pi}{4}8} & e^{-j\frac{\pi}{4}10} & e^{-j\frac{\pi}{4}12} & e^{-j\frac{\pi}{4}14} \\ e^{-j\frac{\pi}{4}0} & e^{-j\frac{\pi}{4}3} & e^{-j\frac{\pi}{4}6} & e^{-j\frac{\pi}{4}9} & e^{-j\frac{\pi}{4}12} & e^{-j\frac{\pi}{4}15} & e^{-j\frac{\pi}{4}18} & e^{-j\frac{\pi}{4}21} \\ e^{-j\frac{\pi}{4}0} & e^{-j\frac{\pi}{4}4} & e^{-j\frac{\pi}{4}8} & e^{-j\frac{\pi}{4}12} & e^{-j\frac{\pi}{4}16} & e^{-j\frac{\pi}{4}20} & e^{-j\frac{\pi}{4}24} & e^{-j\frac{\pi}{4}28} \\ e^{-j\frac{\pi}{4}0} & e^{-j\frac{\pi}{4}5} & e^{-j\frac{\pi}{4}10} & e^{-j\frac{\pi}{4}15} & e^{-j\frac{\pi}{4}20} & e^{-j\frac{\pi}{4}25} & e^{-j\frac{\pi}{4}30} & e^{-j\frac{\pi}{4}35} \\ e^{-j\frac{\pi}{4}0} & e^{-j\frac{\pi}{4}6} & e^{-j\frac{\pi}{4}12} & e^{-j\frac{\pi}{4}18} & e^{-j\frac{\pi}{4}24} & e^{-j\frac{\pi}{4}30} & e^{-j\frac{\pi}{4}36} & e^{-j\frac{\pi}{4}42} \\ e^{-j\frac{\pi}{4}0} & e^{-j\frac{\pi}{4}7} & e^{-j\frac{\pi}{4}14} & e^{-j\frac{\pi}{4}21} & e^{-j\frac{\pi}{4}28} & e^{-j\frac{\pi}{4}35} & e^{-j\frac{\pi}{4}42} & e^{-j\frac{\pi}{4}49} \end{bmatrix}$$

$x=0 \quad x=1 \quad x=2 \quad x=3 \quad \dots$

$u=0 \quad u=1 \quad u=2 \quad u=3 \quad \vdots$

1D Discrete Fourier Transform

Matrix form

Kernel Matrix:

$$W_8 = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & e^{-j\frac{\pi}{4}} & e^{-j\frac{\pi}{2}} & e^{-j\frac{3\pi}{4}} & e^{-j\pi} & e^{-j\frac{5\pi}{4}} & e^{-j\frac{3\pi}{2}} & e^{-j\frac{7\pi}{4}} \\ 1 & e^{-j\frac{\pi}{2}} & e^{-j\pi} & e^{-j\frac{3\pi}{2}} & e^{-j2\pi} & e^{-j\frac{\pi}{2}} & e^{-j\pi} & e^{-j\frac{3\pi}{2}} \\ 1 & e^{-j\frac{3\pi}{4}} & e^{-j\frac{3\pi}{2}} & e^{-j\frac{\pi}{4}} & e^{-j\pi} & e^{-j\frac{7\pi}{4}} & e^{-j\frac{\pi}{2}} & e^{-j\frac{5\pi}{4}} \\ 1 & e^{-j\pi} & e^{-j2\pi} & e^{-j\pi} & e^{-j2\pi} & e^{-j\pi} & e^{-j2\pi} & e^{-j\pi} \\ 1 & e^{-j\frac{5\pi}{4}} & e^{-j\frac{\pi}{2}} & e^{-j\frac{7\pi}{4}} & e^{-j\pi} & e^{-j\frac{\pi}{4}} & e^{-j\frac{3\pi}{2}} & e^{-j\frac{3\pi}{4}} \\ 1 & e^{-j\frac{3\pi}{2}} & e^{-j\pi} & e^{-j\frac{\pi}{2}} & e^{-j2\pi} & e^{-j\frac{3\pi}{2}} & e^{-j\pi} & e^{-j\frac{\pi}{2}} \\ 1 & e^{-j\frac{7\pi}{4}} & e^{-j\frac{3\pi}{2}} & e^{-j\frac{5\pi}{4}} & e^{-j\pi} & e^{-j\frac{3\pi}{4}} & e^{-j\frac{\pi}{2}} & e^{-j\frac{\pi}{4}} \end{bmatrix}$$

$x=0$ $x=1$ $x=2$ $x=3$... $u=0$
 $u=1$
 $u=2$
 $u=3$
 \vdots

1D Discrete Fourier Transform

Matrix form

Kernel Matrix:

$$W_8 = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & \frac{\sqrt{2}}{2}(1-j) & -j & -\frac{\sqrt{2}}{2}(1+j) & -1 & -\frac{\sqrt{2}}{2}(1-j) & j & \frac{\sqrt{2}}{2}(1+j) \\ 1 & -j & -1 & j & 1 & -j & -1 & j \\ 1 & -\frac{\sqrt{2}}{2}(1+j) & j & \frac{\sqrt{2}}{2}(1-j) & -1 & \frac{\sqrt{2}}{2}(1+j) & -j & -\frac{\sqrt{2}}{2}(1-j) \\ 1 & -1 & 1 & -1 & 1 & -1 & 1 & -1 \\ 1 & -\frac{\sqrt{2}}{2}(1-j) & -j & \frac{\sqrt{2}}{2}(1+j) & -1 & \frac{\sqrt{2}}{2}(1-j) & j & -\frac{\sqrt{2}}{2}(1+j) \\ 1 & j & -1 & -j & 1 & -j & -1 & -j \\ 1 & \frac{\sqrt{2}}{2}(1+j) & j & -\frac{\sqrt{2}}{2}(1+j) & -1 & -\frac{\sqrt{2}}{2}(1+j) & -j & \frac{\sqrt{2}}{2}(1-j) \end{bmatrix}$$

1D Discrete Fourier Transform

Matrix form

Kernel Matrix's Properties:

- Symmetric on the main diagonal
- Let $c_M^u = e^{-j\frac{2\pi}{M}u}$
Then

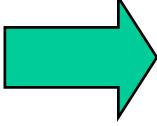
$$c_M^{u+\frac{M}{2}} = -c_M^u$$

$$c_M^{u+M} = c_M^u$$

1D Discrete Fourier Transform

Question

Signal: $f = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \\ 7 \\ 8 \end{bmatrix}$


$$F(u) = W_8 f$$

= ?

1. Draw magnitude and phase spectrum for $F(u)$
2. How much does frequency $\tilde{\omega} = 3\pi/4$ contribute to the signal (in magnitude and in phase)?
3. Write Matlab/C/CPP function program to compute DFT/FFT.
4. Let $M_1 = 256$ and $M_2 = 8$ be number of frequency into which we decompose, and $F_{256}(u)$ and $F_8(u)$ are Fourier coefficients for those two transforms. Assume that we already have $F_{256}(u)$, how can obtain $F_8(u)$ from $F_{256}(u)$?

2D Discrete Fourier Transform

Formula

Forward transform:

$$F(u, v) = \sum_{y=0}^{N-1} \sum_{x=0}^{M-1} f(x, y) e^{-j2\pi(\frac{ux}{M} + \frac{vy}{N})}$$

$u=0..M-1$ $v=0..N-1$

Backward transform:

$$f(x, y) = \sum_{v=0}^{N-1} \sum_{u=0}^{M-1} F(u, v) e^{j2\pi(\frac{ux}{M} + \frac{vy}{N})}$$

$x=0..M-1$ $y=0..N-1$

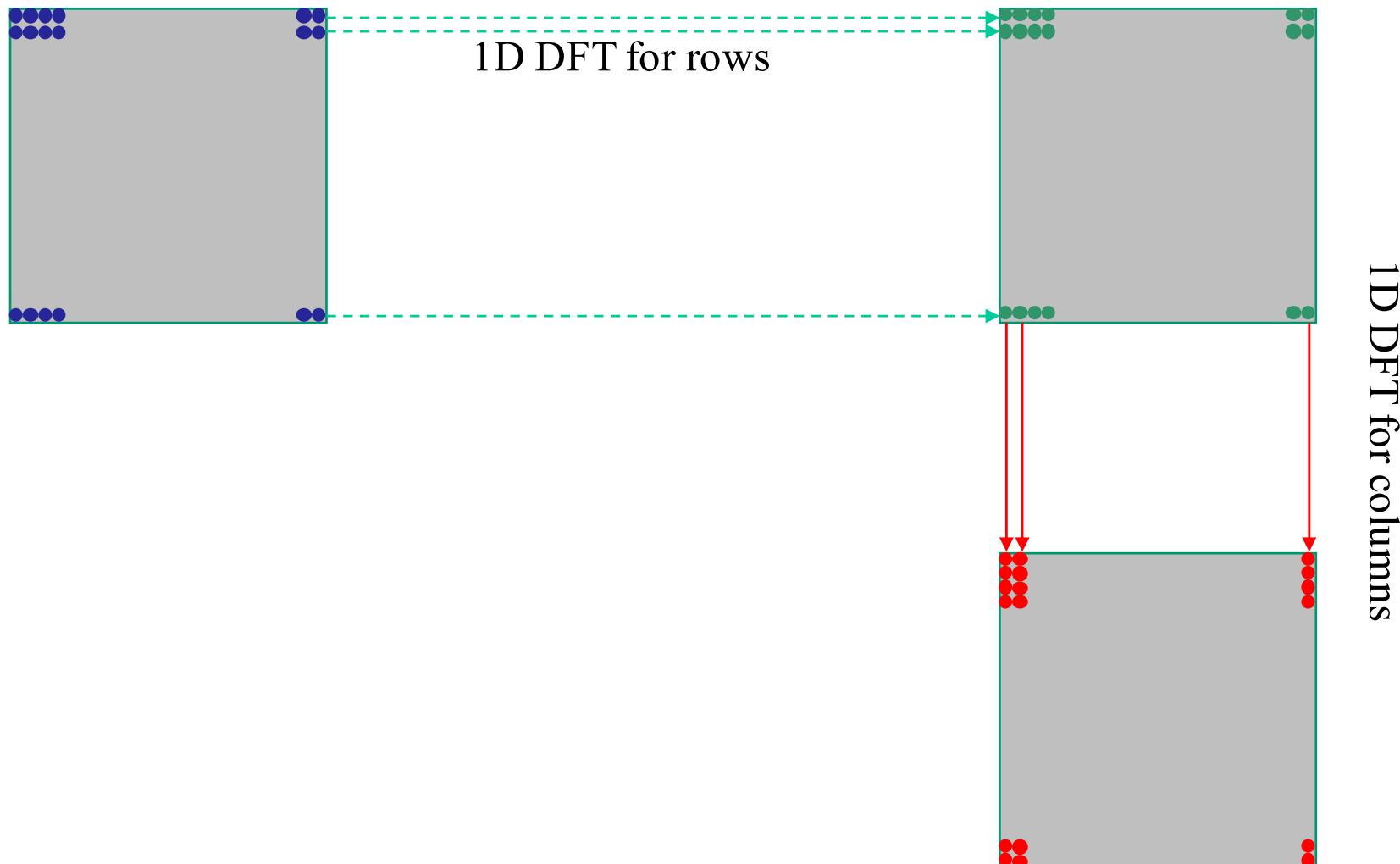
2D Discrete Fourier Transform

Computation

$$\begin{aligned} F(u, v) &= \sum_{y=0}^{N-1} \sum_{x=0}^{M-1} f(x, y) e^{-j2\pi(\frac{ux}{M} + \frac{vy}{N})} \\ &= \sum_{y=0}^{N-1} \underbrace{\sum_{x=0}^{M-1} f(x, y) e^{-j\frac{2\pi}{M}ux}}_{\text{1D DFT for rows}} e^{-j\frac{2\pi}{N}vx} \\ &= \underbrace{\sum_{y=0}^{N-1} F(u, y) e^{-j\frac{2\pi}{N}vx}}_{\text{1D DFT for columns}} \end{aligned}$$

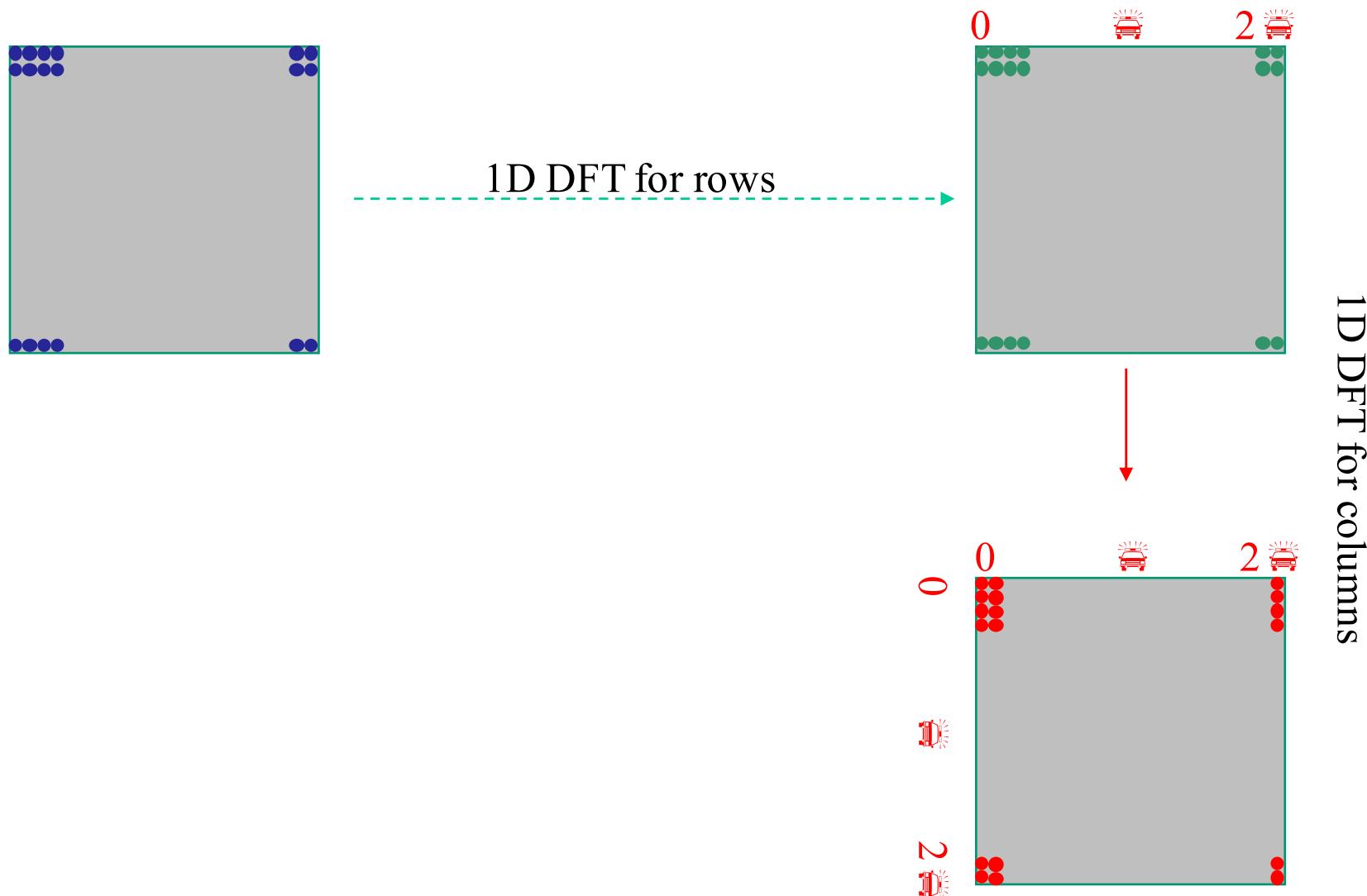
2D Discrete Fourier Transform

Computation



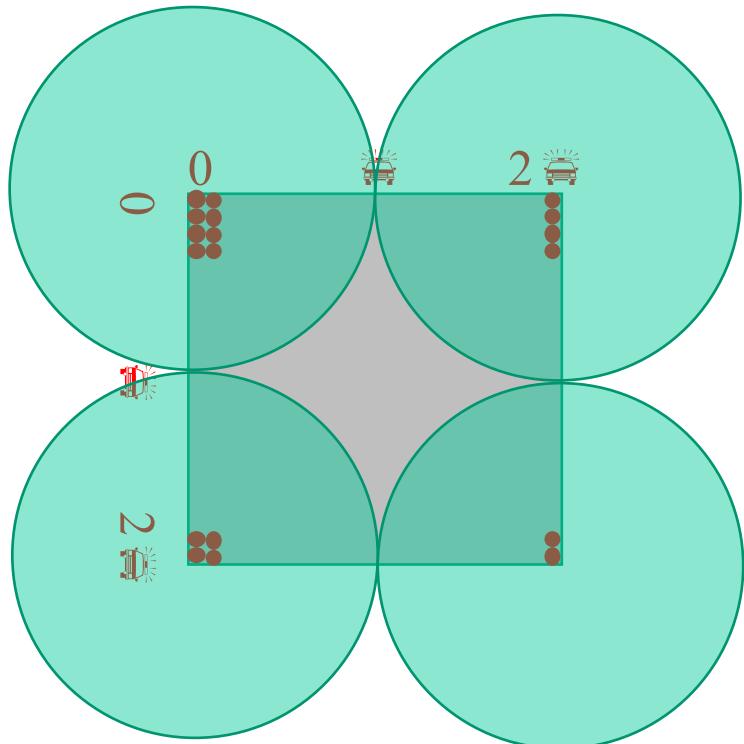
2D Discrete Fourier Transform

Computation



2D Discrete Fourier Transform

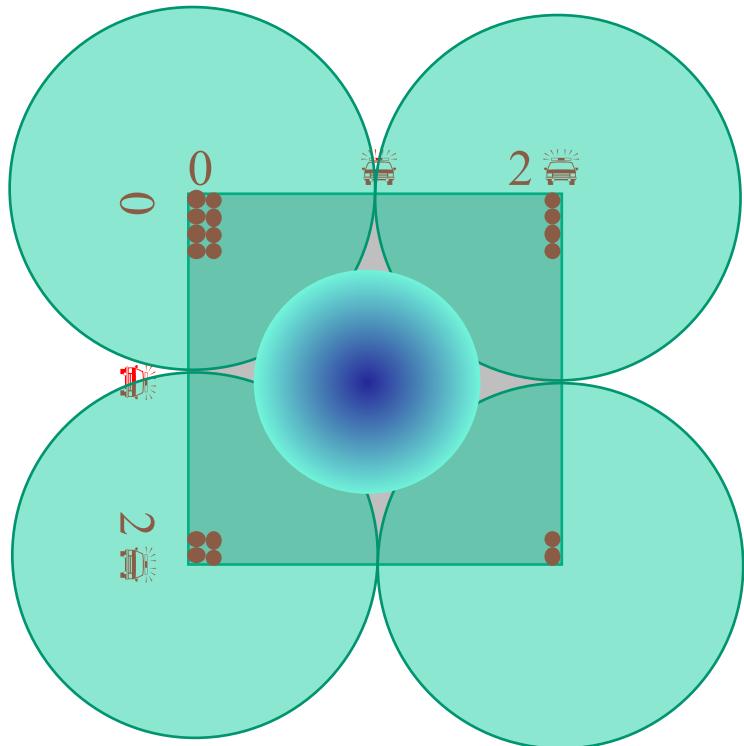
Computation



- ❖ Low frequencies are at four corners
- ❖ High frequencies are at the center
- ❖ Low frequencies mean intensities inside the input images have small variation. For example, perfectly smooth image has only one frequency, 0 radian.

2D Discrete Fourier Transform

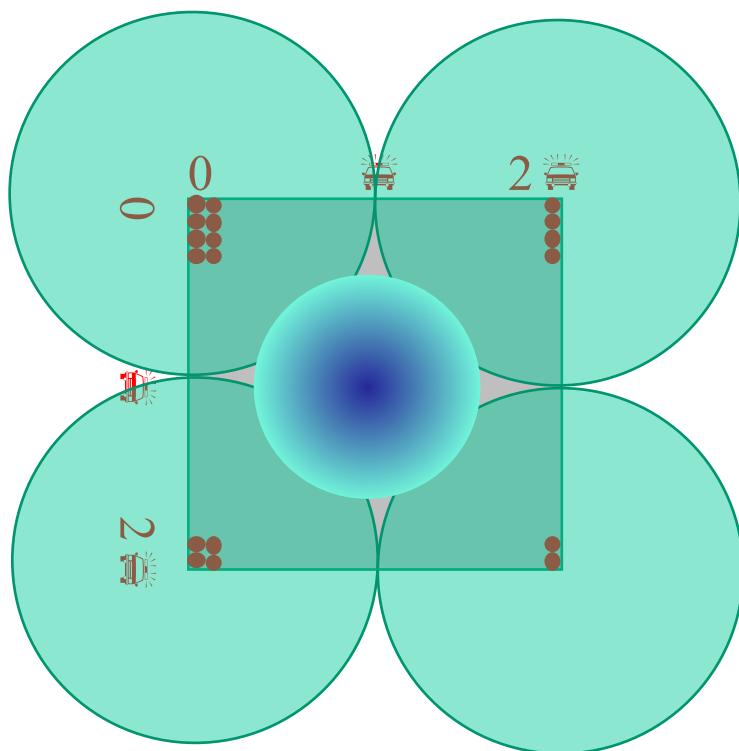
Computation



- ❖ Low frequencies are at four corners
- ❖ High frequencies are at the center
- ❖ High frequencies mean the image has a large variation. For example, images have high variation around their edges.

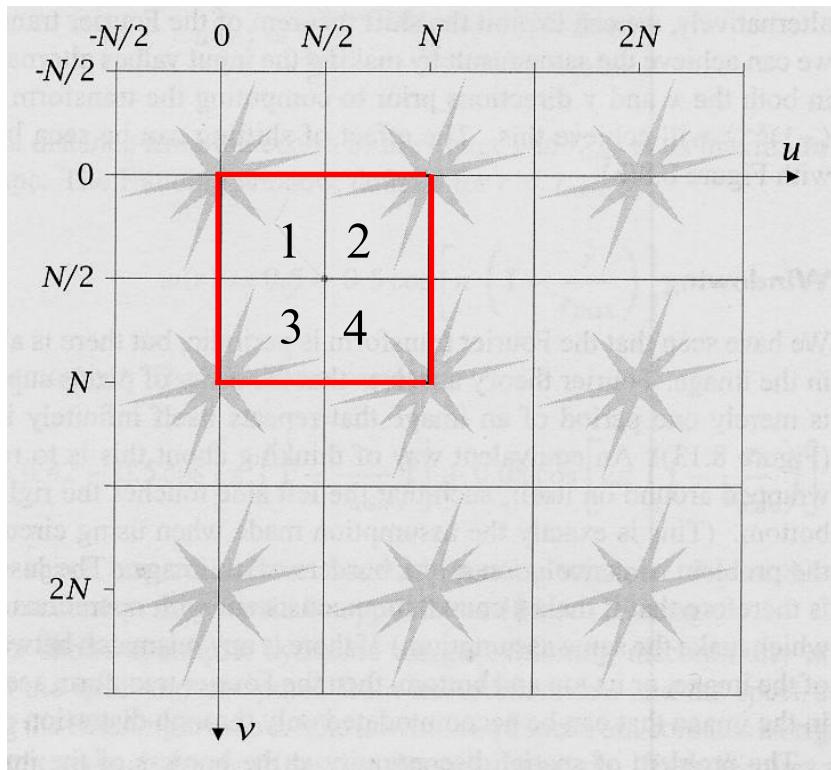
2D Discrete Fourier Transform

Computation



- ❖ DFT are periodic on both of horizontal and vertical directions, as shown in the next slide
- ❖ So, SHIFT (or swap) the diagonal direction to place low frequencies at the center of spectrum.
- ❖ Why shift? Coefficients (or contribution) of low frequencies are usually significant larger than high frequencies'

Fourier Transform property (1)



(*: conjugate)

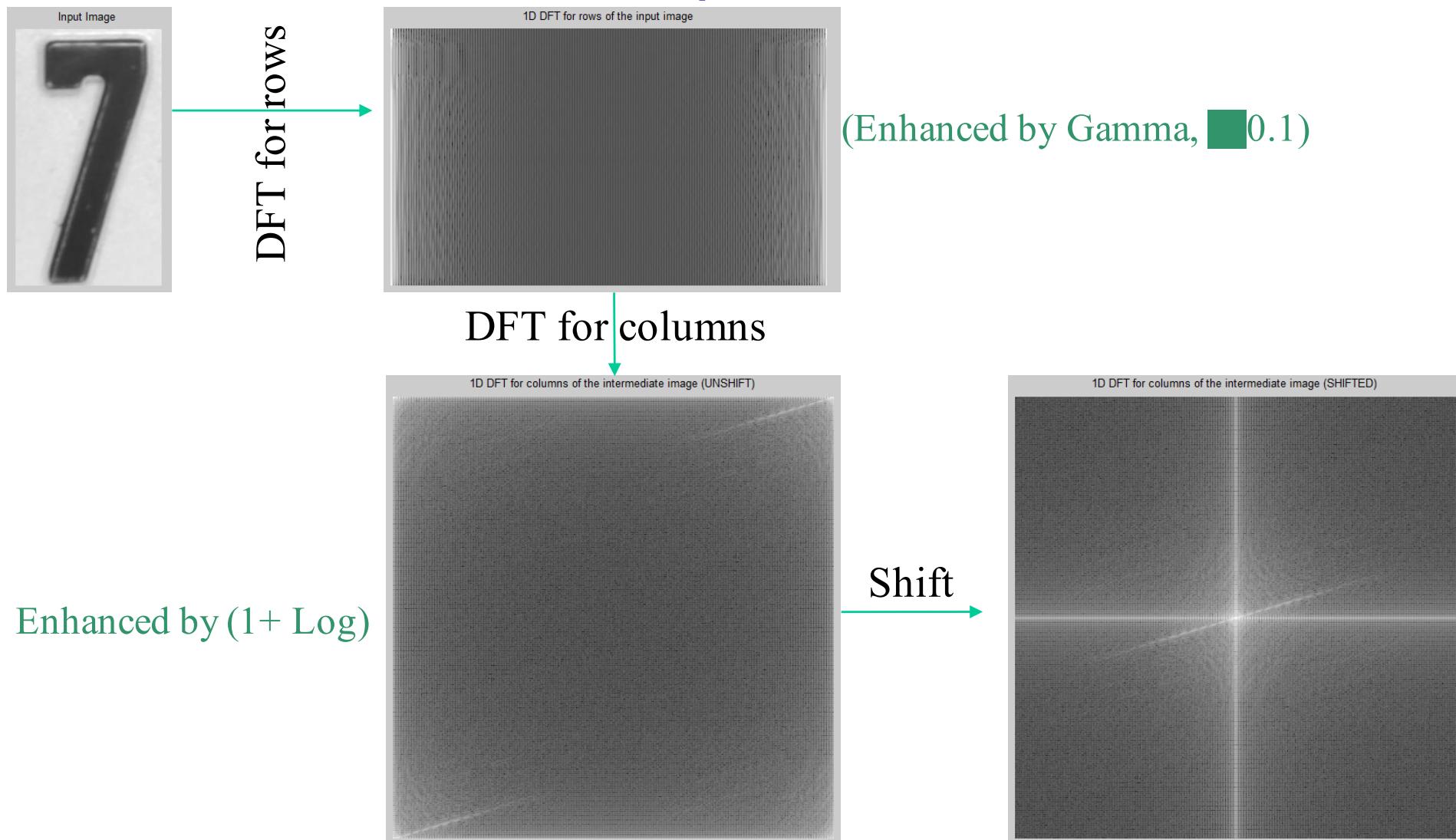
$$1 = 4^*$$

$$2 = 3^*$$

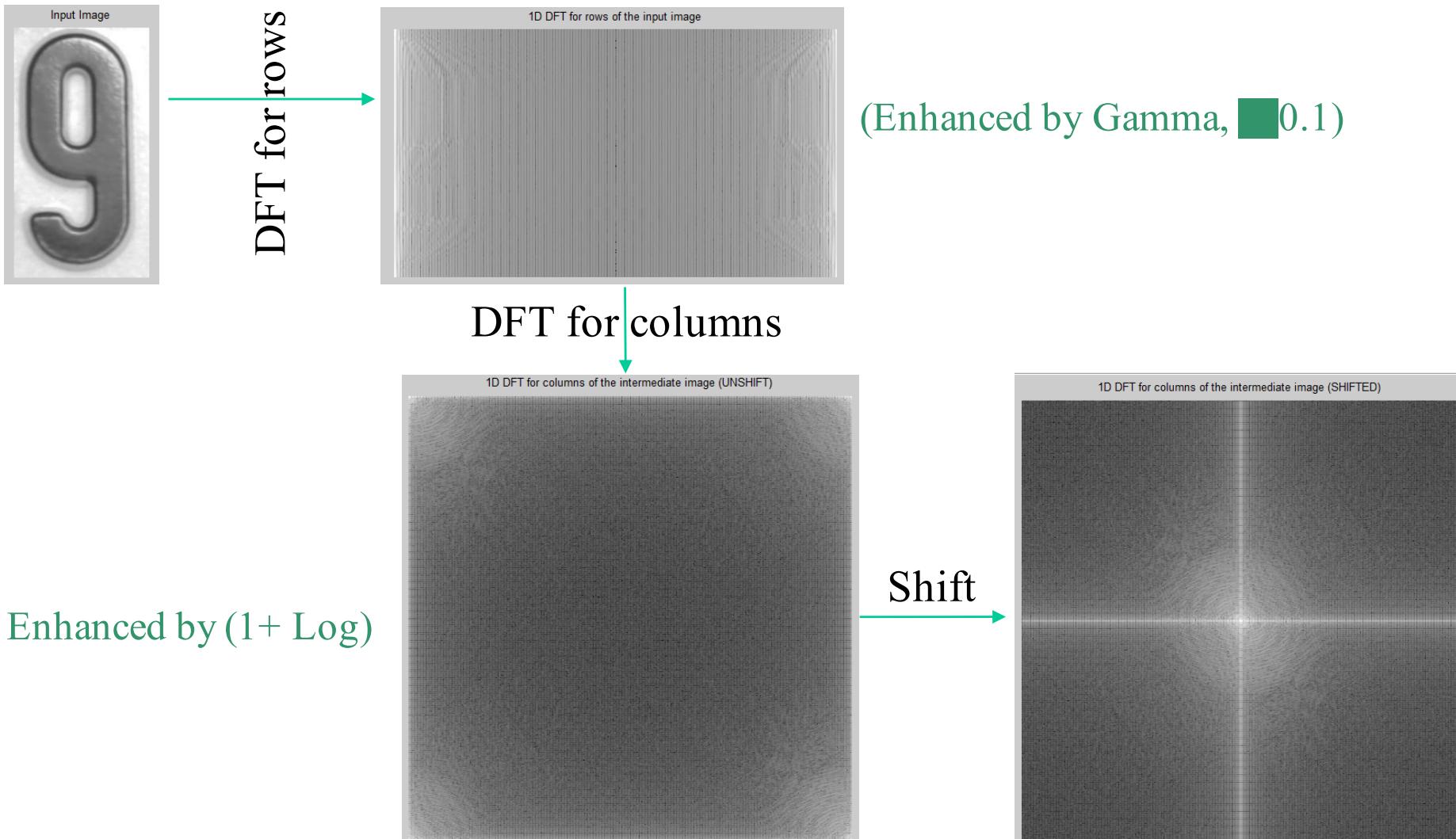
$$F(u, v) = F(-u, -v)^*$$

$$F(u, v) = F(u + M, v) = F(u, v + N) = F(u + M, v + N)$$

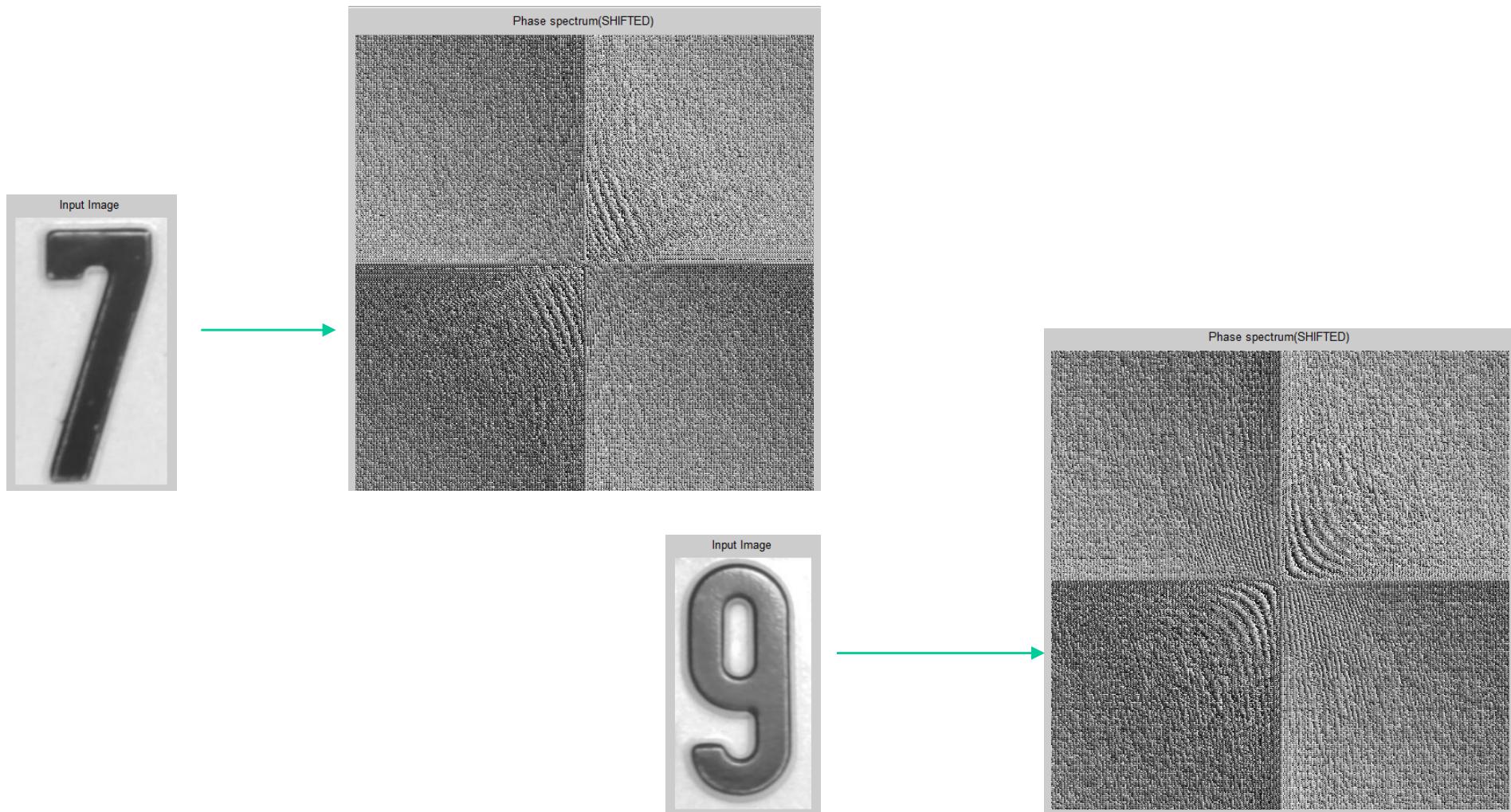
2D Discrete Fourier Transform Computation



2D Discrete Fourier Transform Computation



2D Discrete Fourier Transform Computation



Fast Fourier Transform

Computation

Let $w = e^{-j\frac{2\pi}{M}}$.

If $M = 2N$ (even, actually $M = 2^k$), then:

$$\begin{aligned} F(u) &= \sum_{x=0}^{M-1} f(x)w_M^{ux} \\ &= \sum_{x=0}^{N-1} f(2x)w_M^{u2x} + \sum_{x=0}^{N-1} f(2x+1)w_M^{u(2x+1)} \end{aligned}$$

Fast Fourier Transform

Computation

$$\begin{aligned}W_M^{u2x} &= e^{-j\frac{2\pi}{2N}2ux} \\&= e^{-j\frac{2\pi}{N}ux} \\&= W_N^{ux}\end{aligned}$$

$$\begin{aligned}W_M^{u(2x+1)} &= e^{-j\frac{2\pi}{2N}u(2x+1)} \\&= e^{-j\frac{\pi}{N}(2ux+u)} \\&= e^{-j\frac{2\pi}{N}ux} e^{-j\frac{2\pi}{2N}u} \\&= e^{-j\frac{2\pi}{M}u} e^{-j\frac{2\pi}{N}ux} \\&= W_M^u W_N^{ux}\end{aligned}$$

Fast Fourier Transform

Computation

$$\begin{aligned} F(u) &= \sum_{x=0}^{M-1} f(x) w_M^{ux} \\ &= \sum_{x=0}^{N-1} f(2x) w_M^{u2x} + \sum_{x=0}^{N-1} f(2x+1) w_M^{u(2x+1)} \\ &= \underbrace{\sum_{x=0}^{N-1} f(2x) w_N^{ux}}_{F_{even}(u)} + w_M^u \underbrace{\sum_{x=0}^{N-1} f(2x+1) w_N^{ux}}_{F_{odd}(u)} \end{aligned}$$

\downarrow \downarrow \downarrow

$u = 0..M-1$
 $= 0..2N-1$

$u = 0..N-1$

$u = 0..N-1$

Fast Fourier Transform

Computation

$$\begin{aligned} \mathcal{W}_M^{u+N} &= e^{-j\frac{2\pi}{2N}(u+N)} \\ &= e^{-j\frac{\pi}{N}(u+N)} \\ &= e^{-j\pi} e^{-j\frac{2\pi}{2N}u} \\ &= -\mathcal{W}_M^u \end{aligned}$$

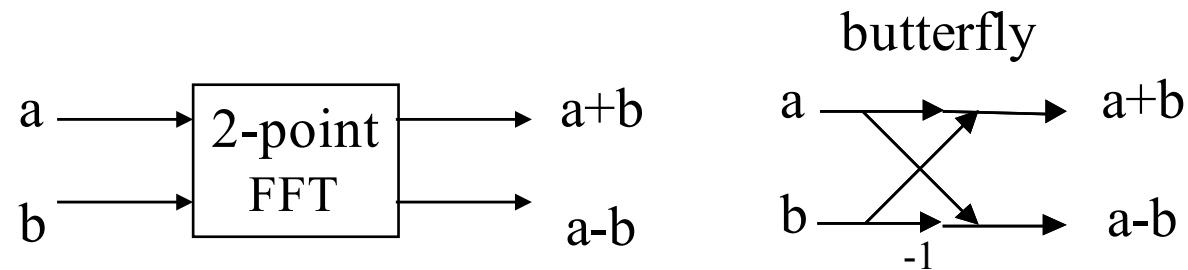
Fast Fourier Transform

Computation

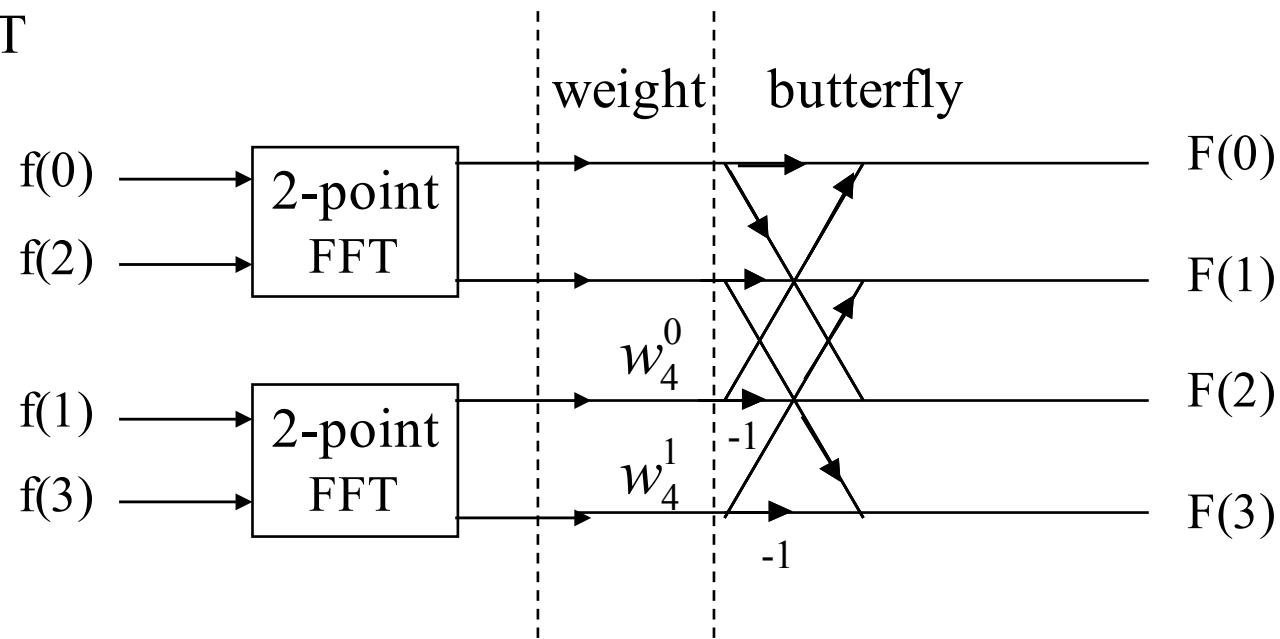
$$F(u) = \begin{cases} F_{even}(u) + w_M^u F_{odd}(u) & | u = 0..(N-1) \\ F_{even}(u) - w_M^u F_{odd}(u) & | u = N..(2M-1) \end{cases}$$

DIT-FFT (Scalable) (1)

2-point FFT

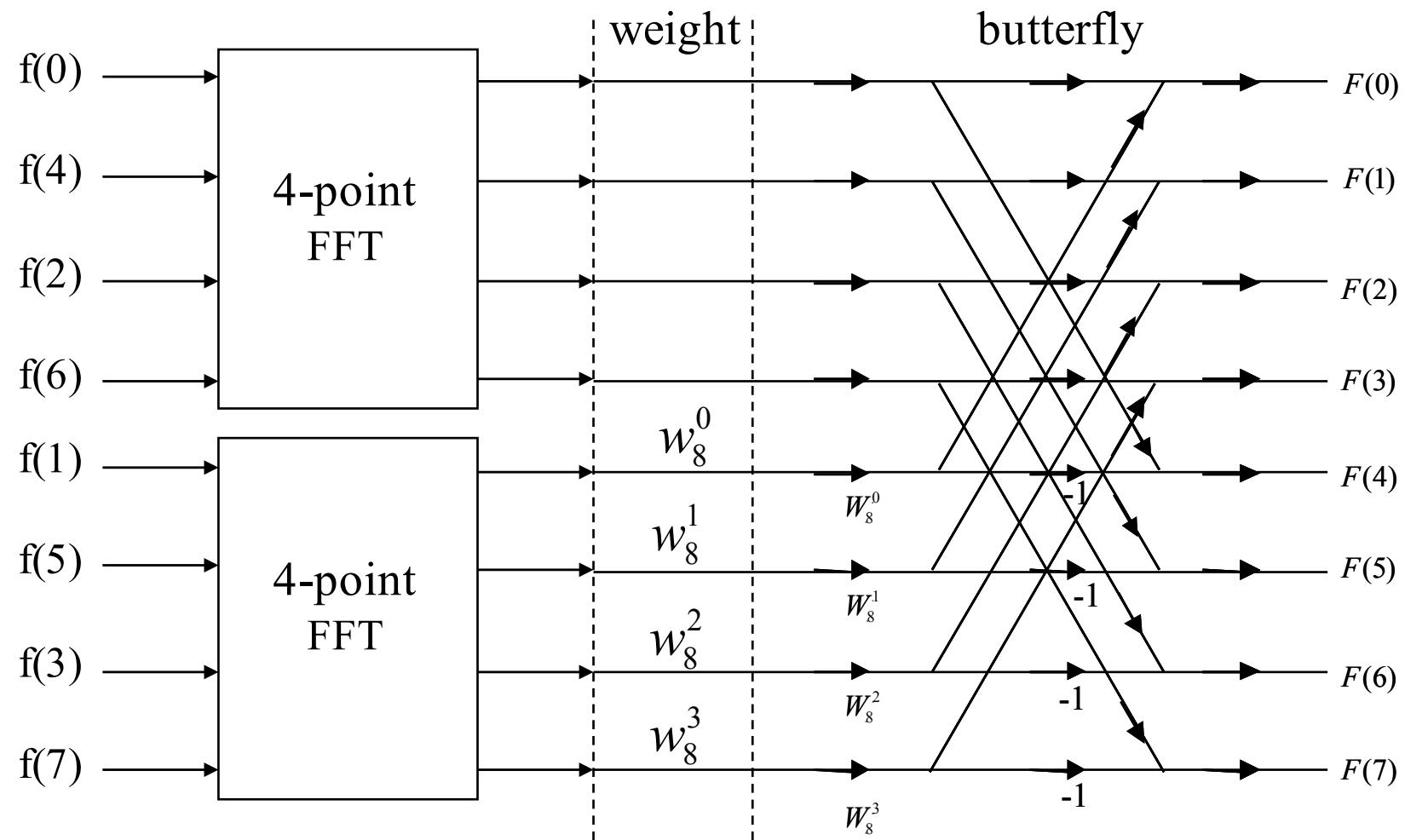


4-point FFT



DIT-FFT (Scalable) (2)

8-point FFT

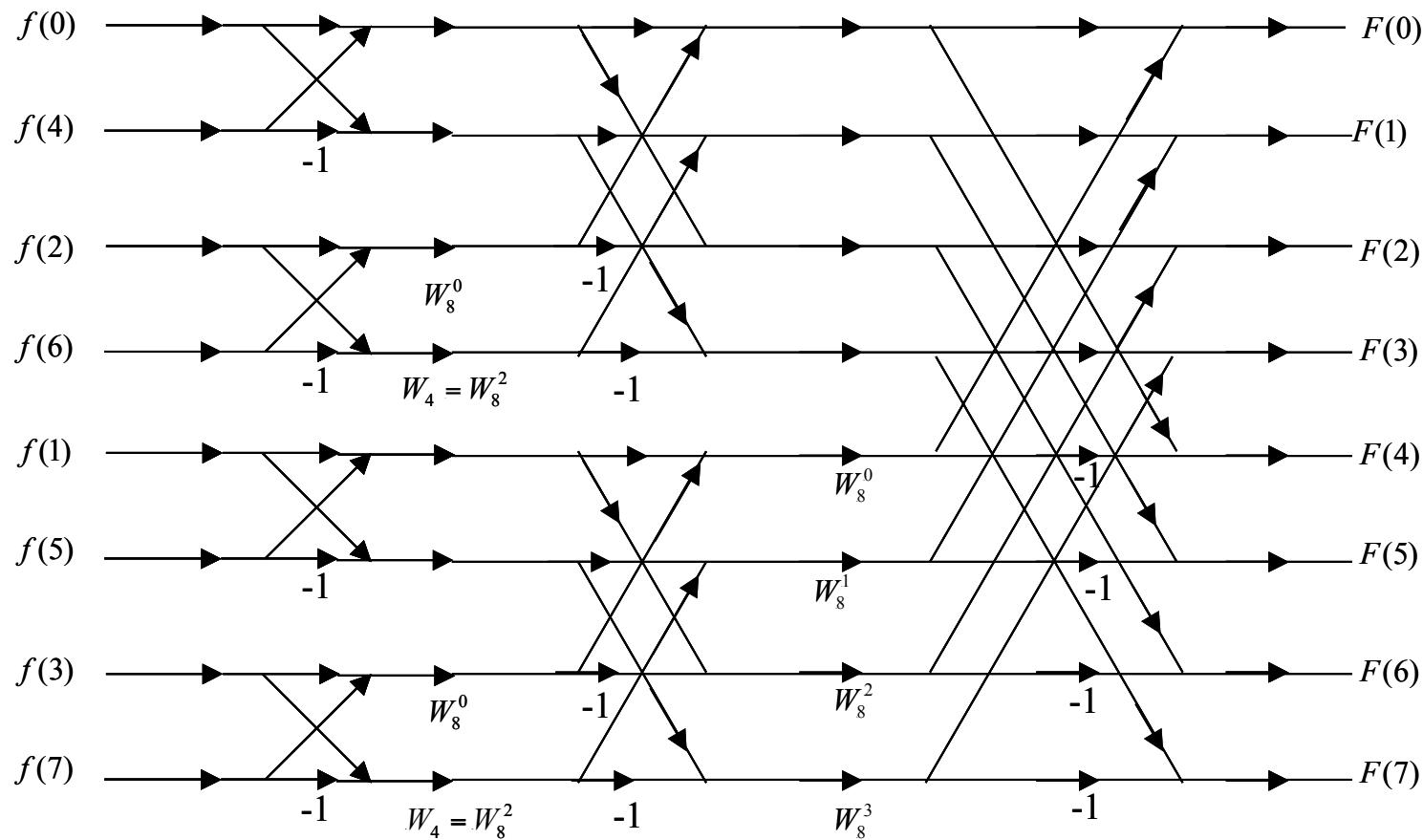


Fast Fourier Transform (DIT-FFT)

Direct calculation = N^2

$\text{FFT} = N \log_2 N$

8-point FFT



Fast Fourier Transform

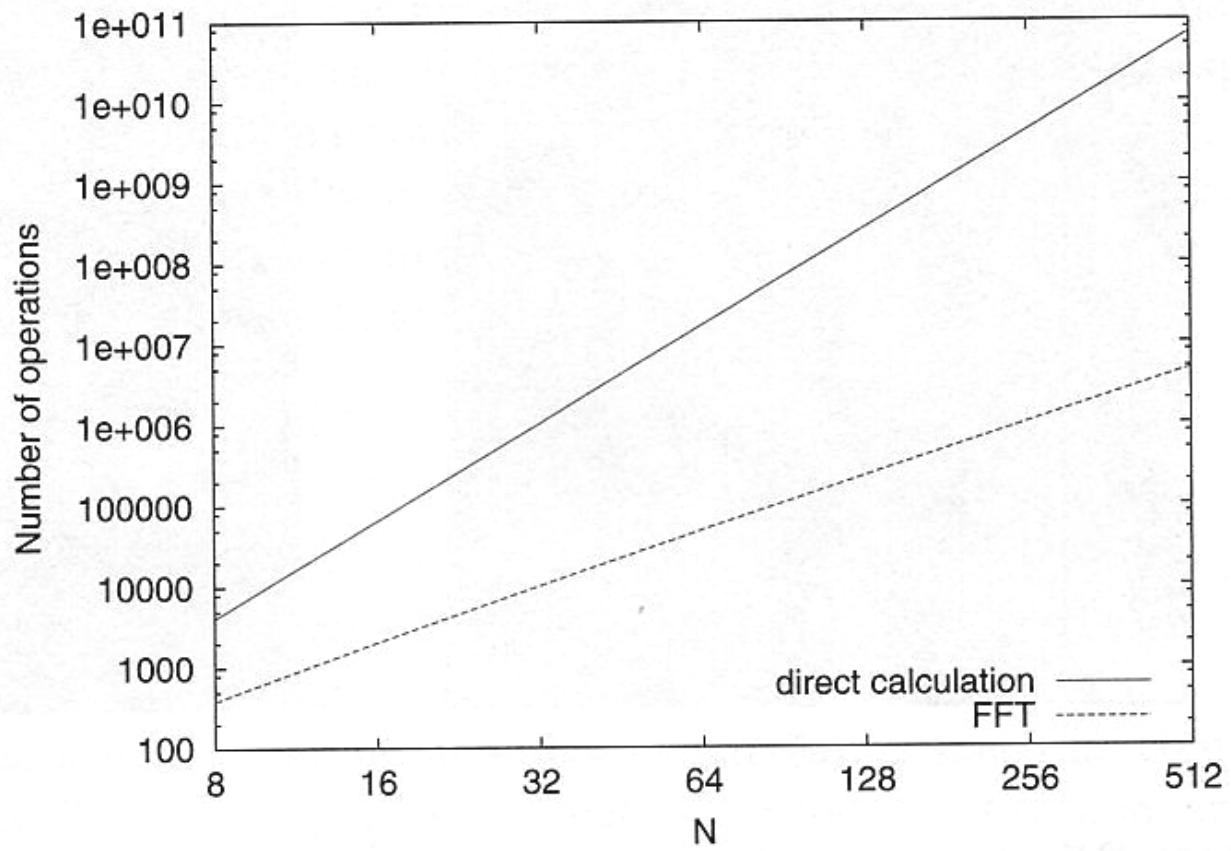
Computational Complexity:

Discrete Fourier Transform → $O(N^2)$

Fast Fourier Transform → $O(N \log N)$

Remember: The Fast Fourier Transform is just a faster **algorithm** for computing the Discrete Fourier Transform — it does *not* produce a different result.

Processing Time (DFT vs FFT)



Relationship between Convolution and DFT

$$f(x, y) * h(x, y) \Leftrightarrow F(u, v)H(u, v)$$

$$g(x, y) = f(x, y) * h(x, y) = \frac{1}{MN} \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f(m, n)h(x - m, y - n)$$

$$\begin{aligned} DFT[g(x, y)] &= G(u, v) = \sum_{y=0}^{M-1} \sum_{x=0}^{N-1} g(x, y) W_M^{ux} W_N^{vy} ; \quad W_M^{ux} = e^{-j \frac{2\pi ux}{M}}; W_N^{vy} = e^{-j \frac{2\pi vy}{N}} \\ &= \sum_{y=0}^{M-1} \sum_{x=0}^{N-1} \left[\frac{1}{MN} \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f(m, n)h(x - m, y - n) \right] W_M^{ux} W_N^{vy} \\ &= \frac{1}{MN} \sum_{y=0}^{M-1} \sum_{x=0}^{N-1} \left[\sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f(m, n)h(x - m, y - n) \right] W_M^{mu} W_N^{nv} W_M^{(x-m)u} W_N^{(y-n)v} \\ &= \frac{1}{MN} \left[\sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f(m, n) W_M^{mu} W_N^{nv} \right] \sum_{y=0}^{M-1} \sum_{x=0}^{N-1} h(x - m, y - n) W_M^{(x-m)u} W_N^{(y-n)v} \\ &= \frac{1}{MN} F(u, v)H(u, v) \end{aligned}$$

$$IDFT\left[\frac{1}{MN} F(u, v)H(u, v)\right] = g(x, y) = f(x, y) * h(x, y)$$

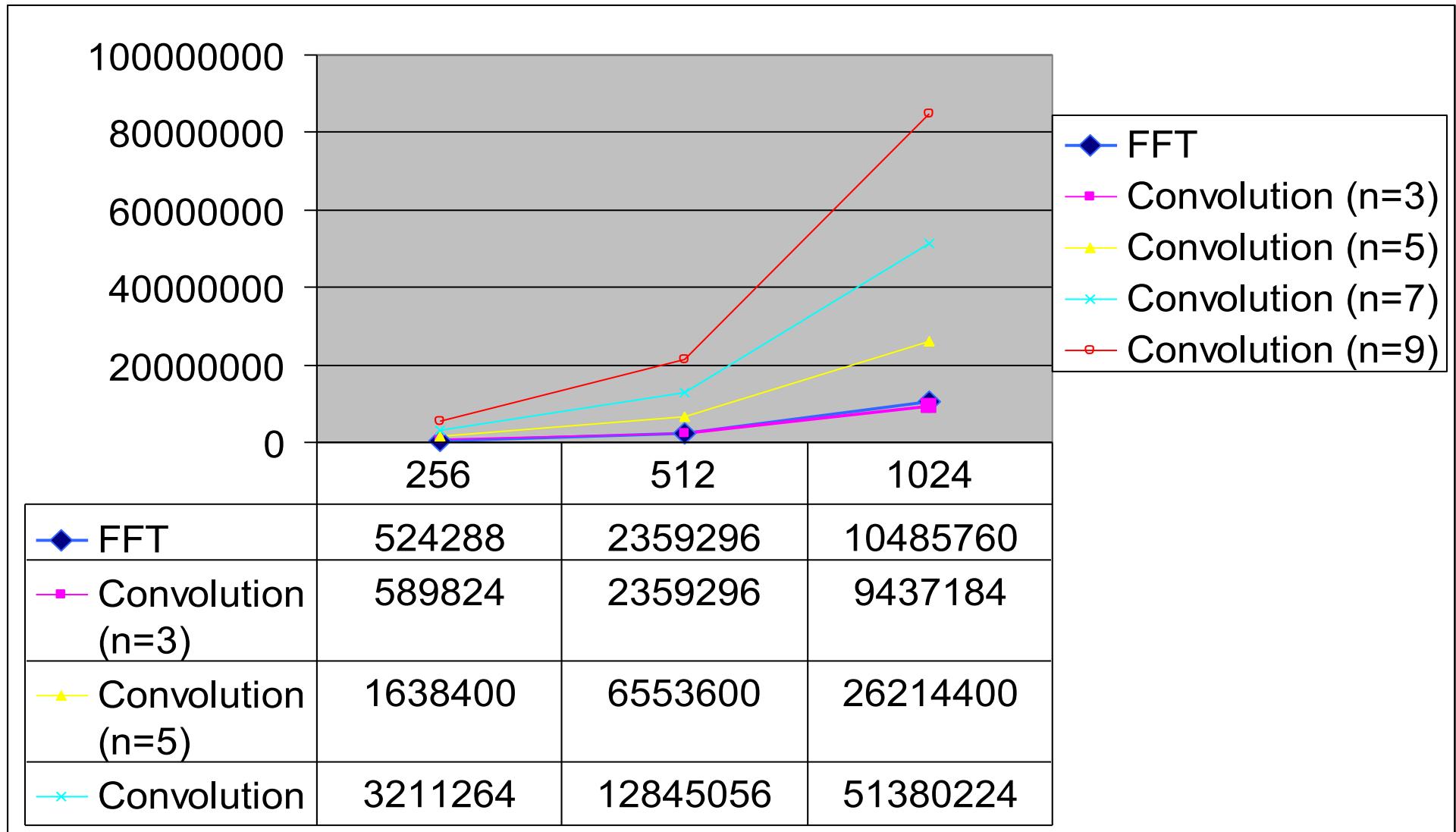
Comparison of Convolution and FFT

	Convolution	FFT
Computational Process	Simple	Complex with many steps
Number of Multiplications	$N^2 n^2$	$< N^2 (\log_2 N)$

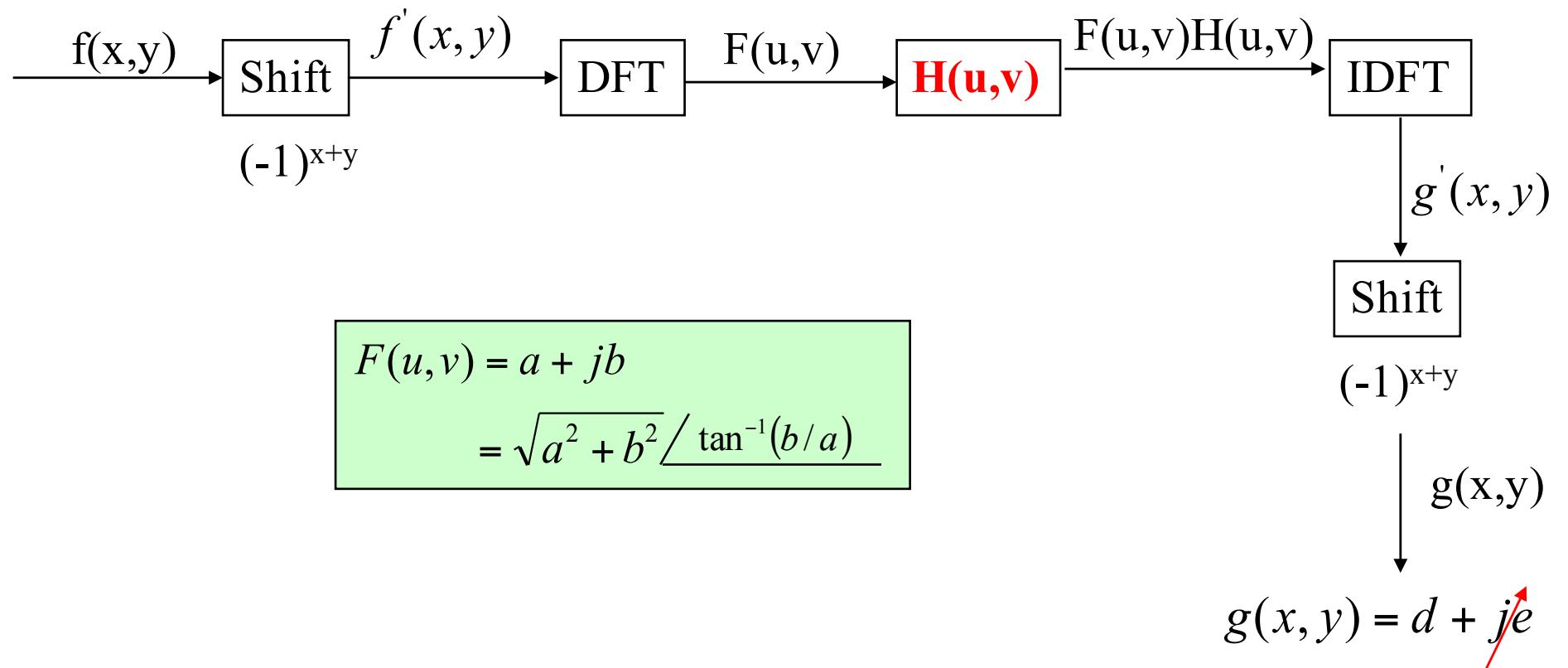
$N \times N \rightarrow$ image size

$n \times n \rightarrow$ filter window size

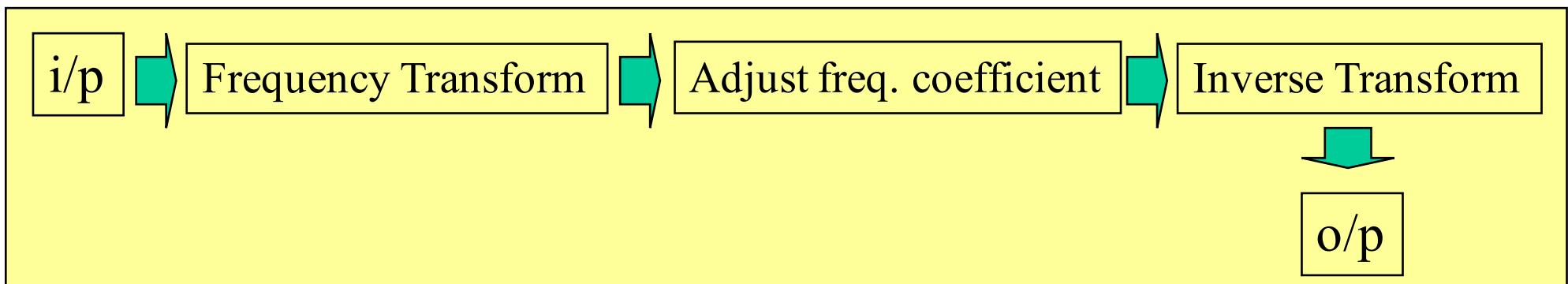
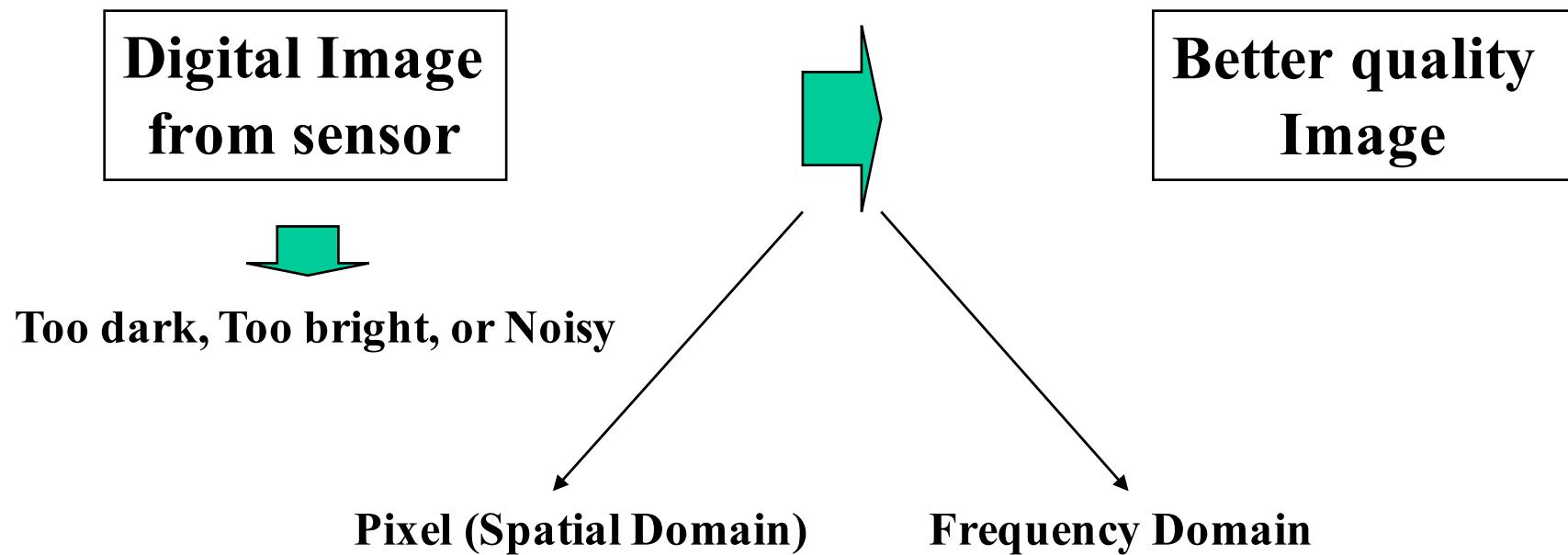
Number of Multiplication (FFT vs Convolution)



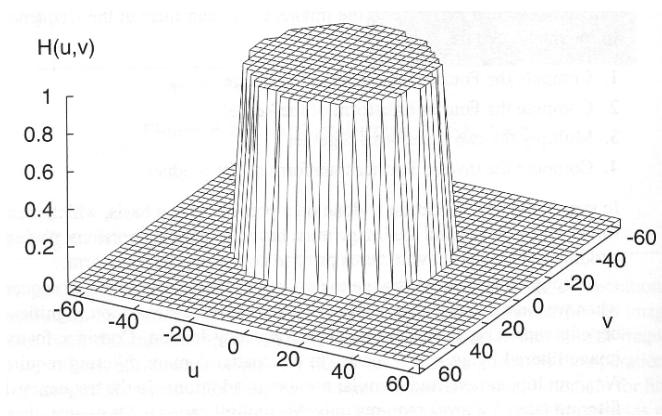
Filtering in Frequency Domain



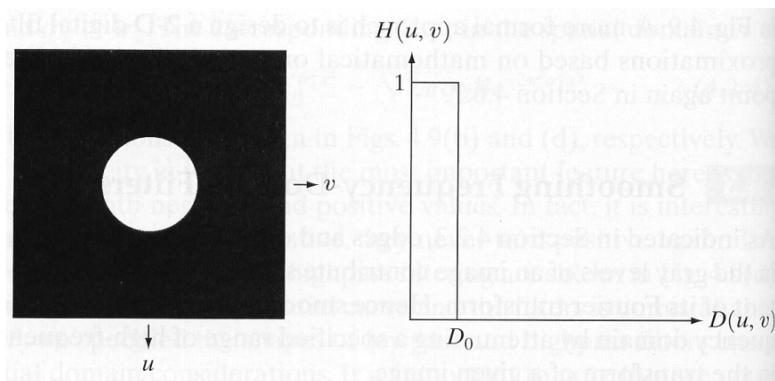
Fourier Transform Applications: Image Enhancement and Restoration



Ideal Low Pass Filter (ILPF)

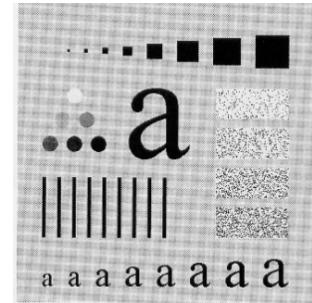


$$H(u, v) = \begin{cases} 1 & r(u, v) \leq r_0 \\ 0 & r(u, v) > r_0 \end{cases}$$

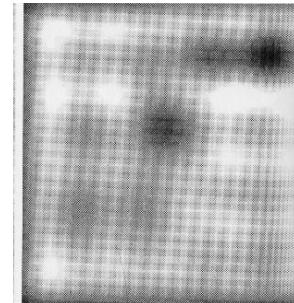


$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$

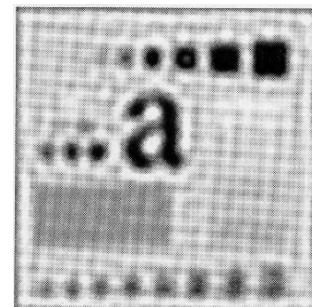
ILPF results



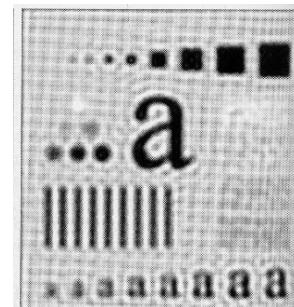
Original image



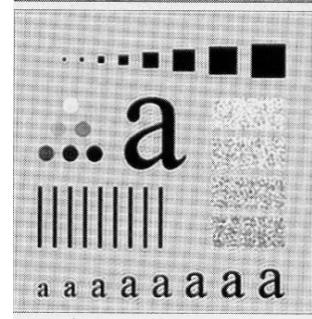
$r_0 = 5$



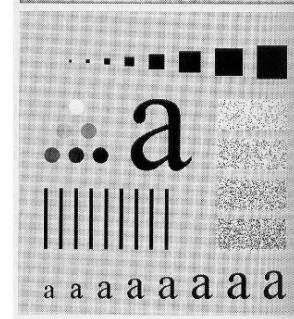
$r_0 = 15$



$r_0 = 30$

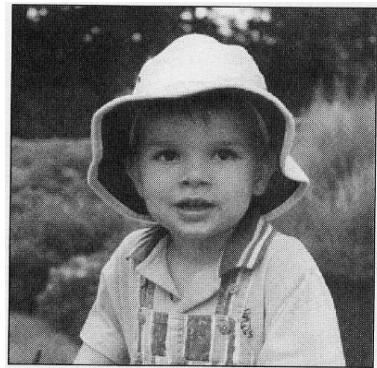


$r_0 = 80$



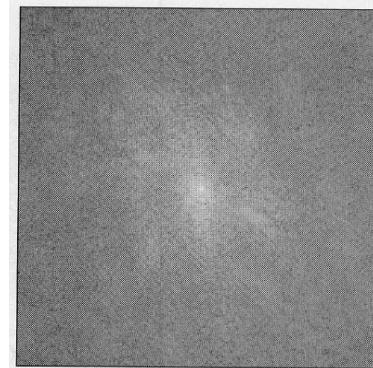
$r_0 = 230$

ILPF ripple effects

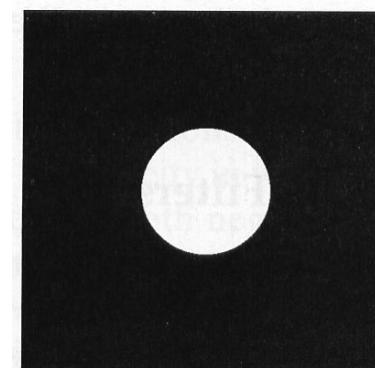


Original image $[f(x,y)]$

DFT
→

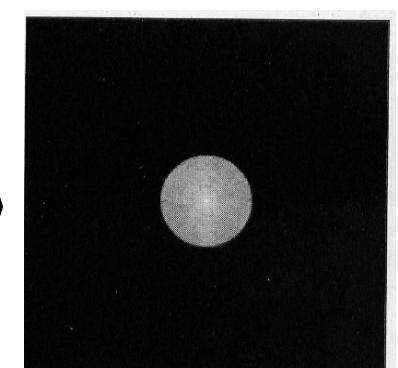


$F(u,v)$



$H(u,v)$

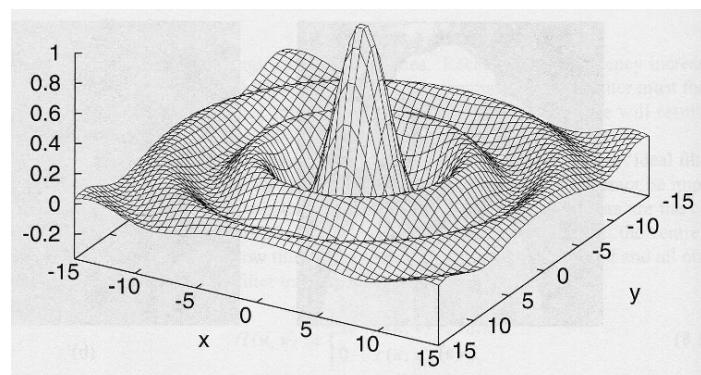
→



$G(u,v) = F(u,v) H(u,v)$

↓
 $f * h$

Inverse DFT
↓



$h(x,y)$

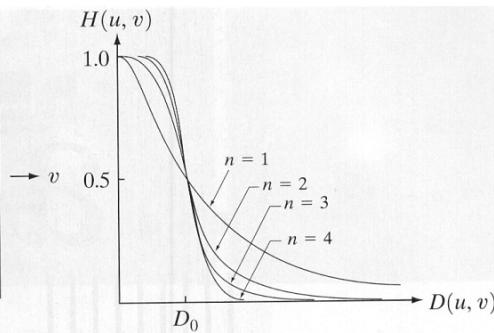
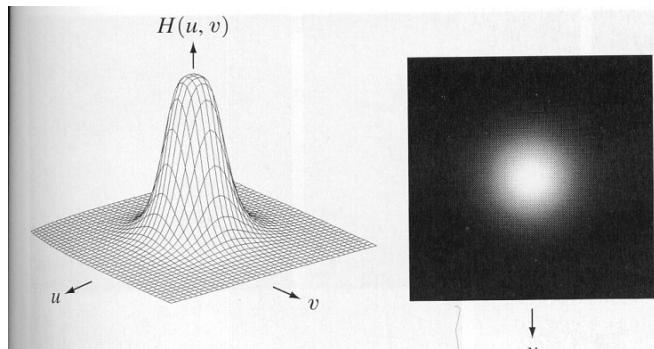
$$f * h = \text{inverse DFT}[FH]$$

→



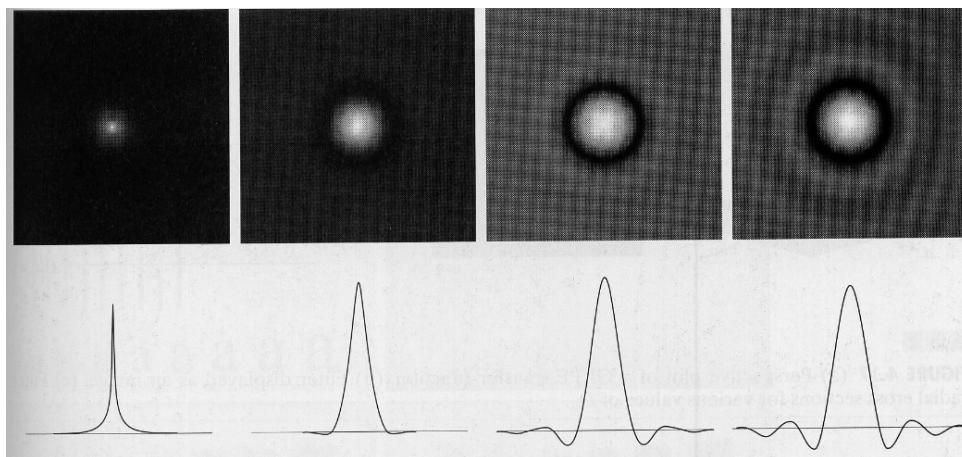
$g(x,y)$

Butterworth Low Pass Filter (BLPF)



$$H(u, v) = \frac{1}{1 + [r(u, v)/r_0]^{2n}}$$

$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$



$n = 1$

$n = 2$

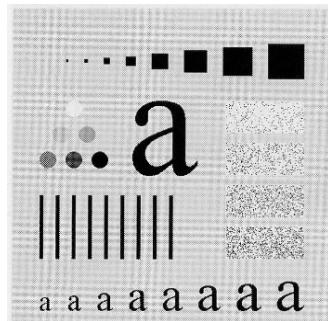
$n = 3$

$n = 4$

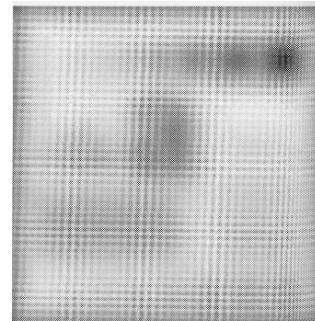
$h(x, y)$

BLPF results

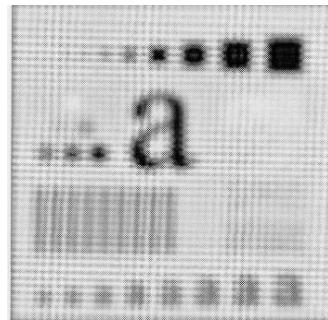
$n = 2$



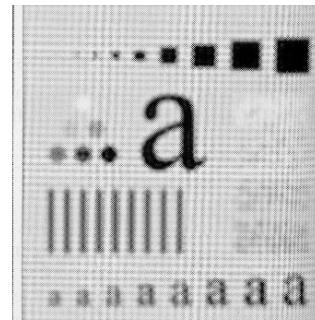
Original image



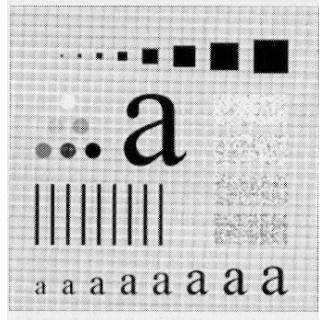
$r_0 = 5$



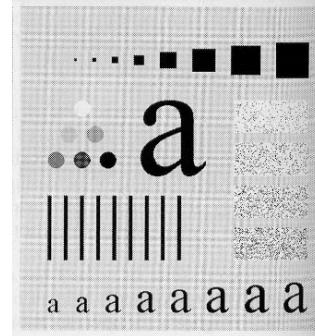
$r_0 = 15$



$r_0 = 30$

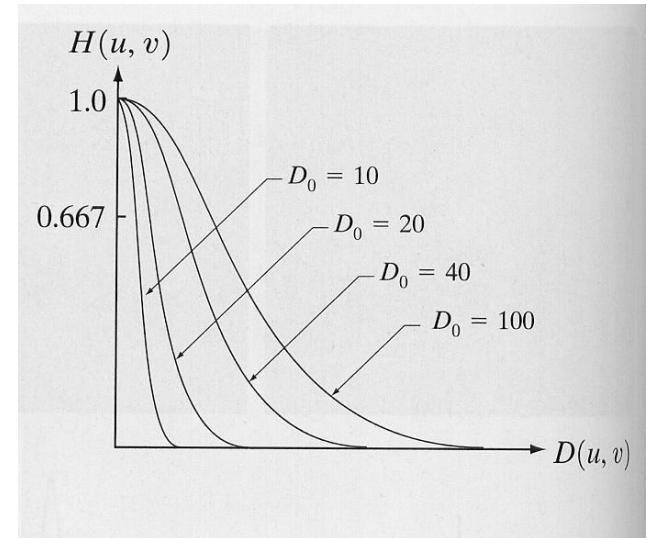
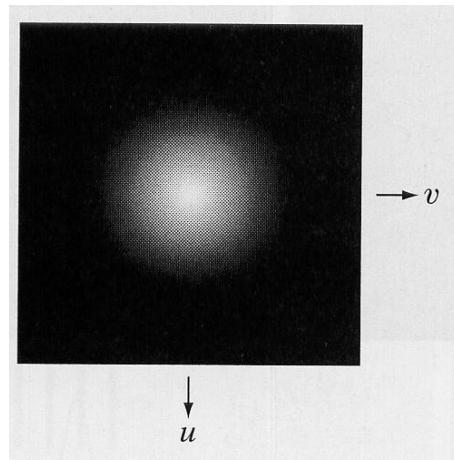
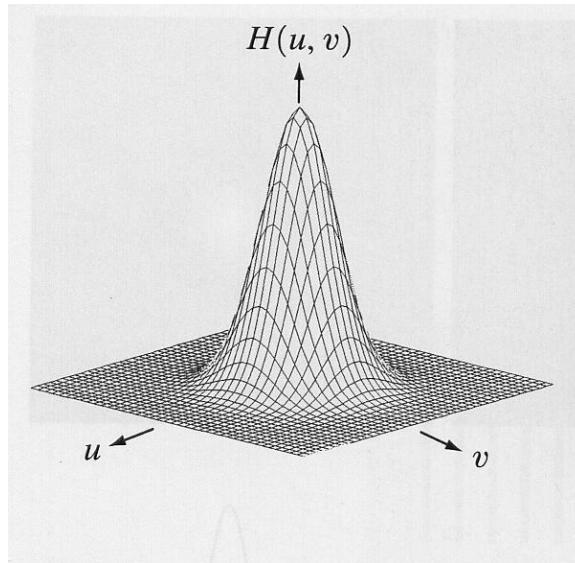


$r_0 = 80$



$r_0 = 230$

Gaussian Low Pass Filter (GLPF)



$$H(u, v) = e^{-r^2(u,v)/2r_0^2}$$

$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$

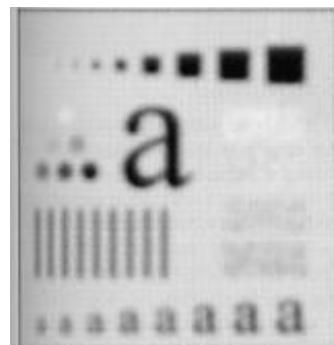
GLPF results



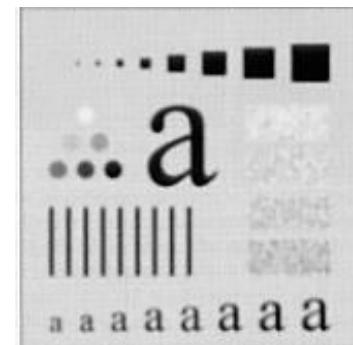
Original image



$r_0 = 5$



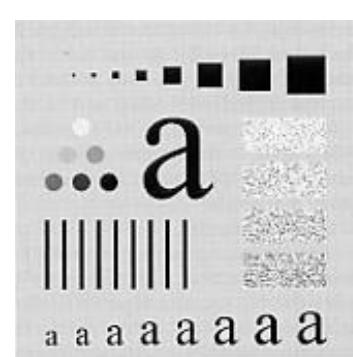
$r_0 = 15$



$r_0 = 30$



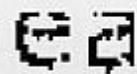
$r_0 = 80$



$r_0 = 230$

Applications of Low Pass Filter

Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.



Historically, certain computer programs were written using only two digits rather than four to define the applicable year. Accordingly, the company's software may recognize a date using "00" as 1900 rather than the year 2000.

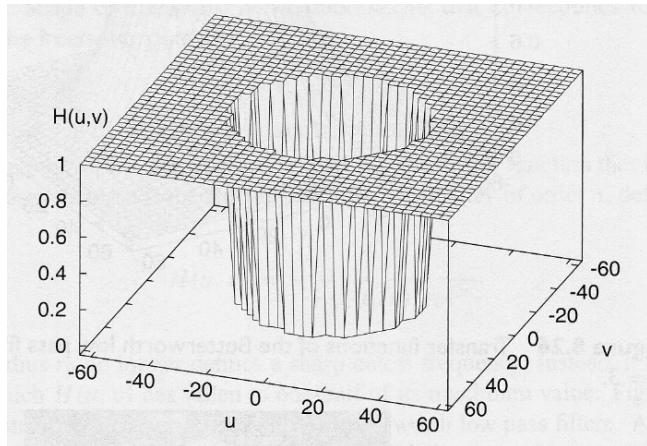


Character recognition



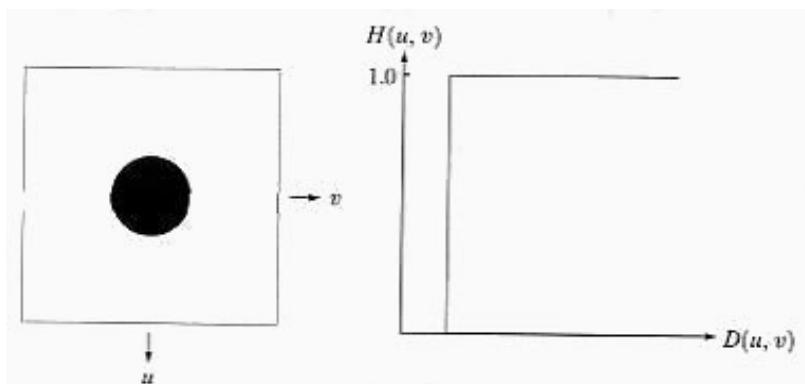
Picture Studio Decoration

Ideal High Pass Filter (IHPF)

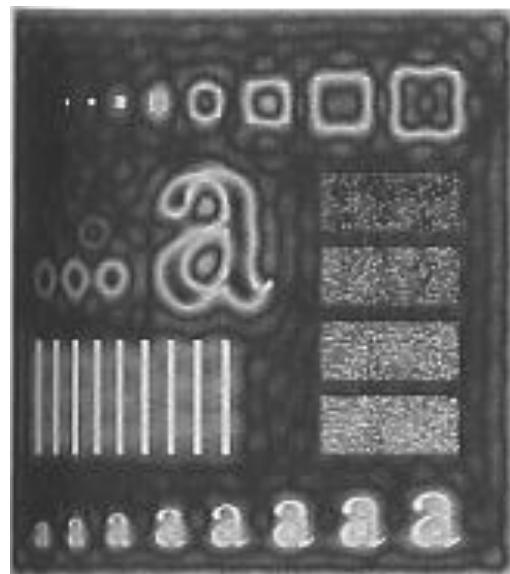


$$H(u,v) = \begin{cases} 0 & r(u,v) \leq r_0 \\ 1 & r(u,v) > r_0 \end{cases}$$

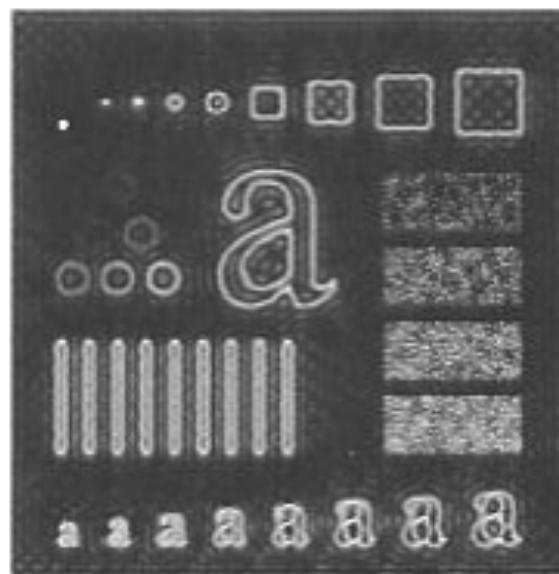
$$r(u,v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$



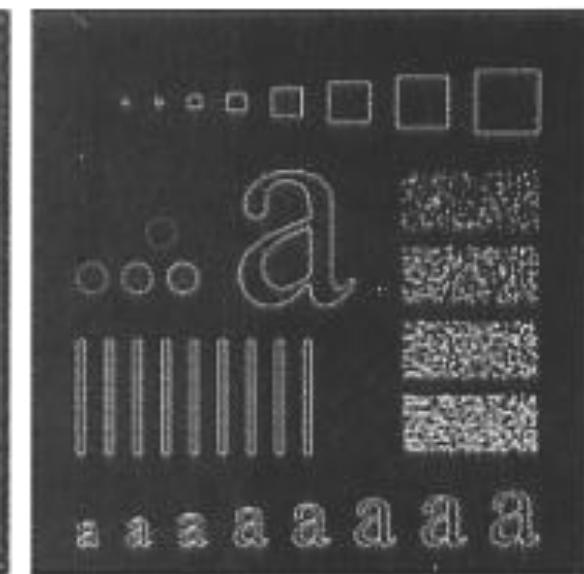
IHPF results



$$r_0 = 15$$

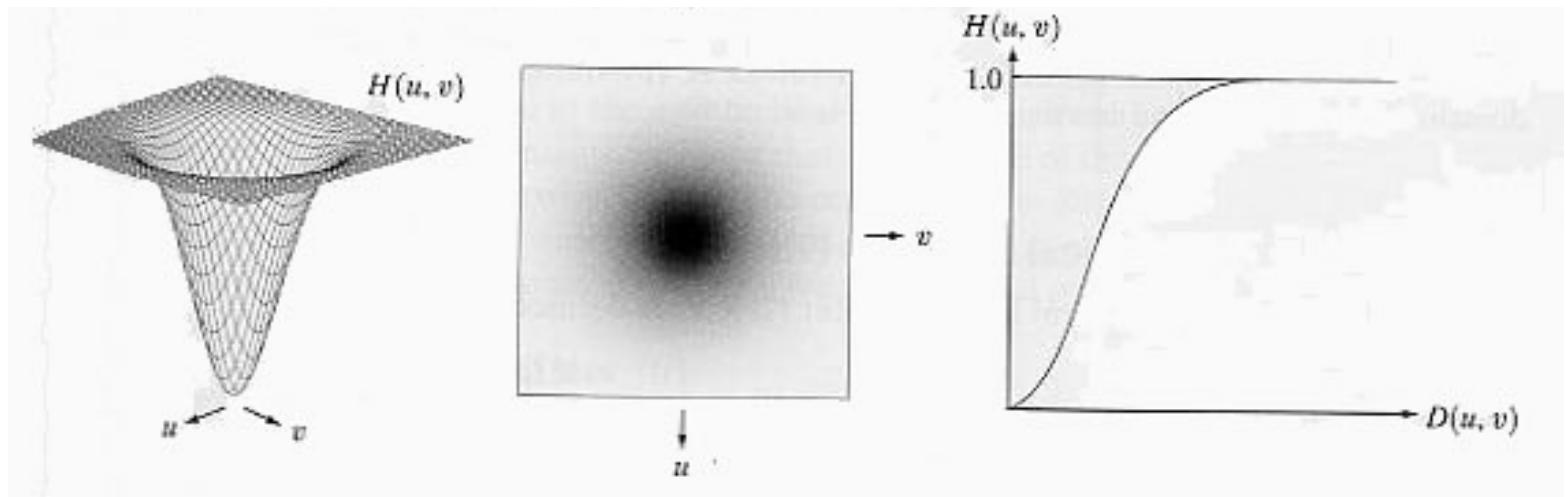


$$r_0 = 30$$



$$r_0 = 80$$

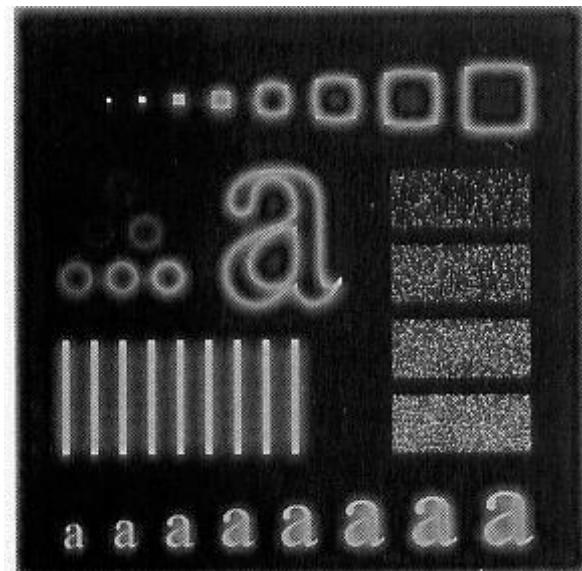
Butterworth High Pass Filter (BHPF)



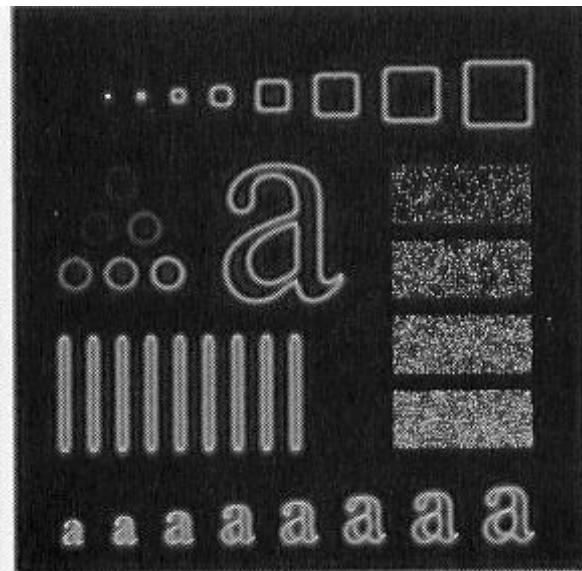
$$H(u, v) = \frac{1}{1 + [r_0 / r(u, v)]^{2n}}$$

$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$

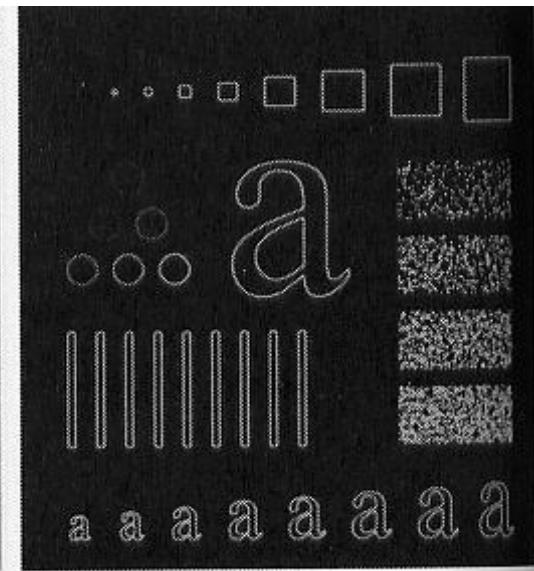
BHPF results



$$r_0 = 15$$

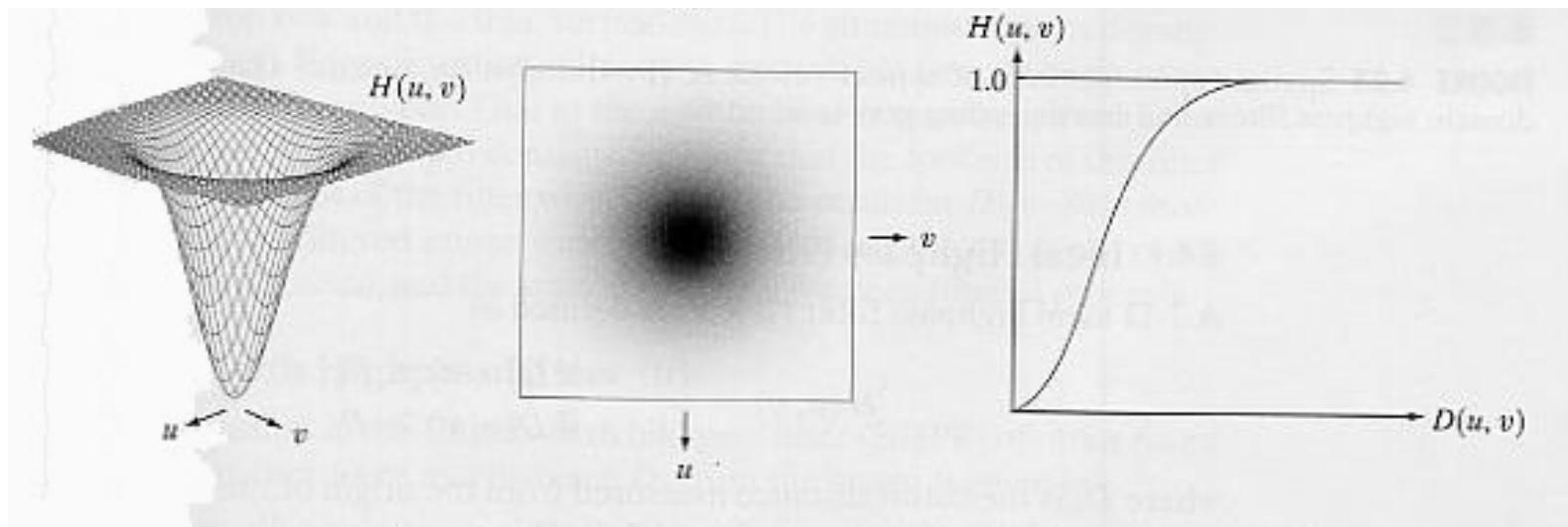


$$r_0 = 30$$



$$r_0 = 80$$

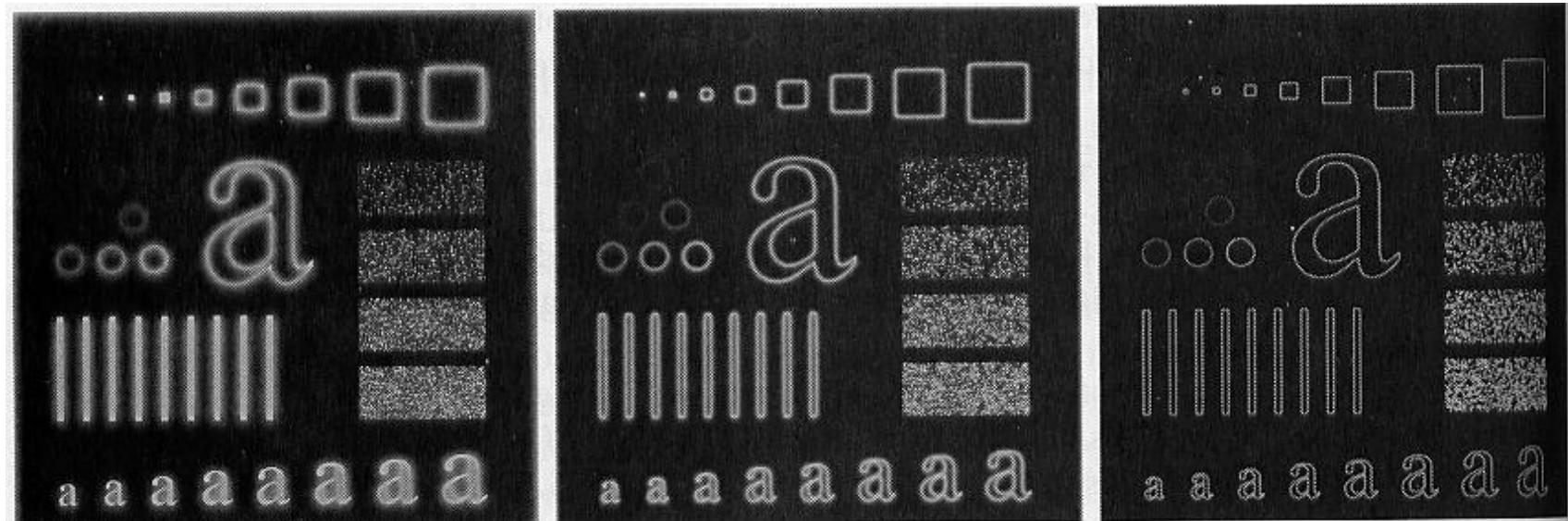
Gaussian High Pass Filter (GHPF)



$$H(u, v) = 1 - e^{-r^2(u,v)/2r_0^2}$$

$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$

GHPF results

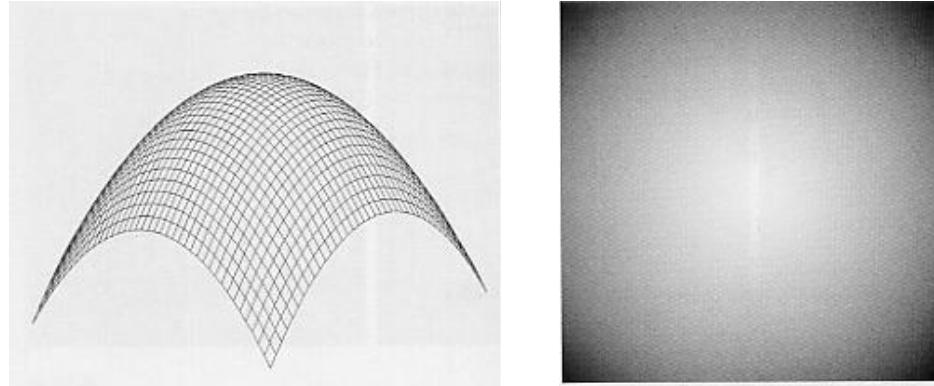


$$r_0 = 15$$

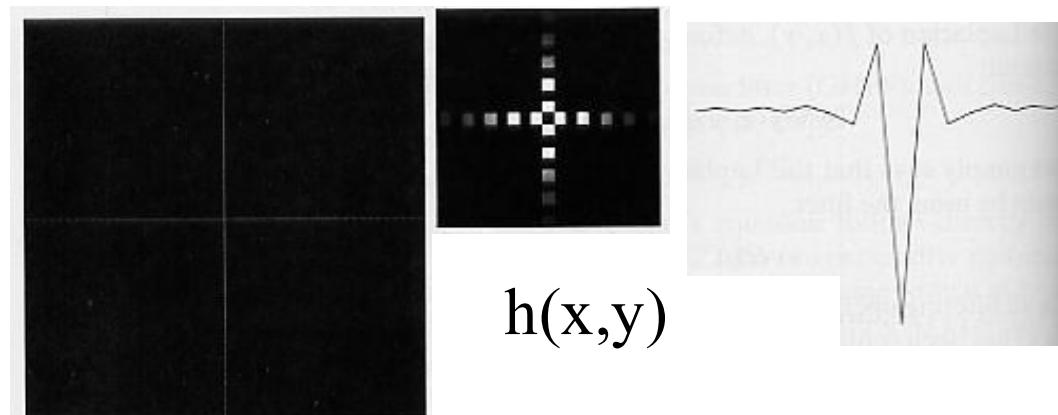
$$r_0 = 30$$

$$r_0 = 80$$

Laplacian Filter (Second-order Filter)



$$H(u, v) = -[(u - M/2)^2 + (v - N/2)^2]$$

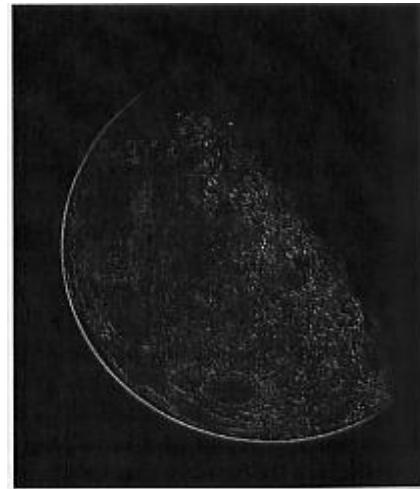


Laplacian Filter results

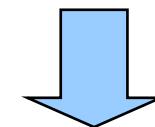


Original image

Laplacian
filter



Laplacian filtered
image



$$g(x, y) = f(x, y) - \nabla^2 f(x, y)$$

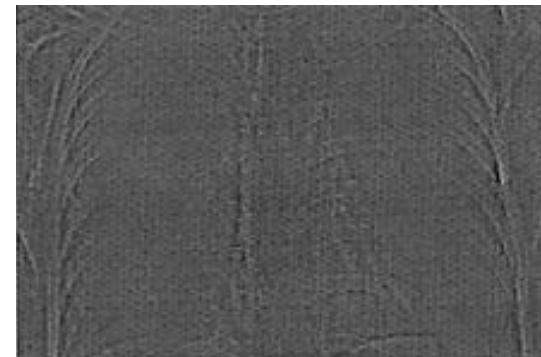


High Frequency Emphasis Filter

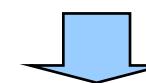


$f(x,y)$

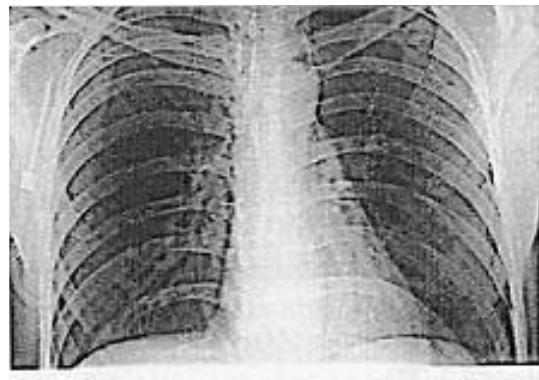
$$H_{hp}(u,v)$$



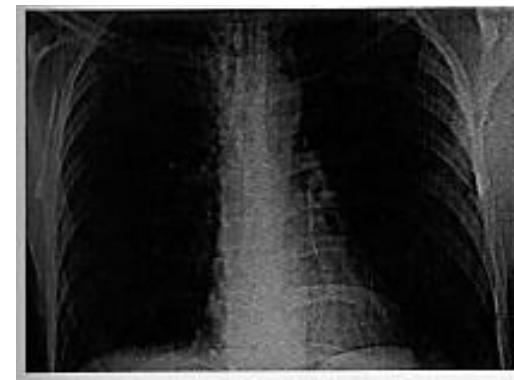
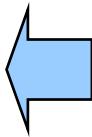
BHPF



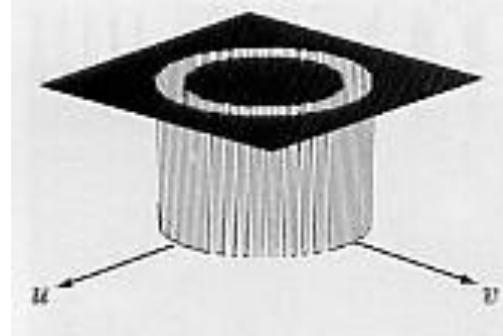
$$H_{hfe}(u,v) = a + bH_{hp}(u,v)$$



Histogram
equalization

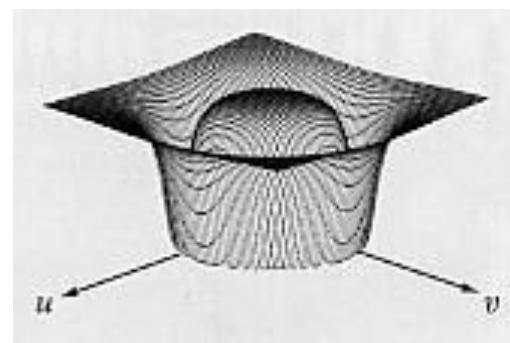


Band Reject Filter (BRF)

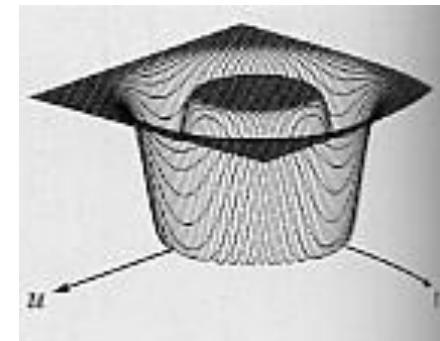


$$H(u,v) = \begin{cases} 1 & ; r(u,v) < r_0 - \frac{BW}{2} \\ 0 & ; r_0 - \frac{BW}{2} \leq r(u,v) \leq r_0 + \frac{BW}{2} \\ 1 & ; r(u,v) > r_0 + \frac{BW}{2} \end{cases}$$

Ideal BRF



Butterworth BRF



Gaussian BRF

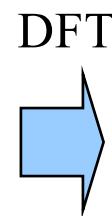
$$H(u,v) = \frac{1}{1 + \left[\frac{r(u,v).BW}{r^2(u,v) - r_0^2} \right]}$$

$$H(u,v) = 1 - e^{-\frac{1}{2} \left[\frac{r^2(u,v) - r_0^2}{r(u,v).BW} \right]}$$

BRF results



$f(x,y)$



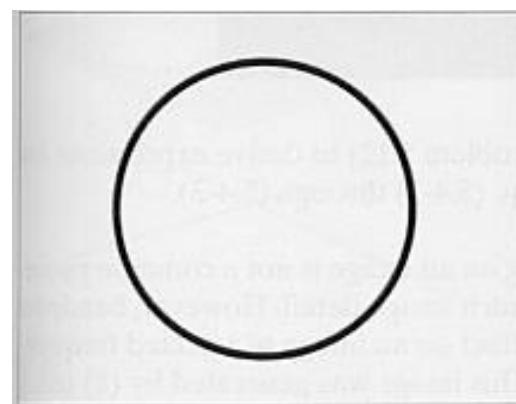
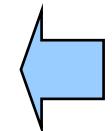
$F(u,v)$



$g(x,y)$

Inverse DFT

$F(u,v)H(u,v)$



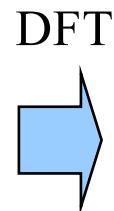
$H(u,v)$

Band Pass Filter (BPF)

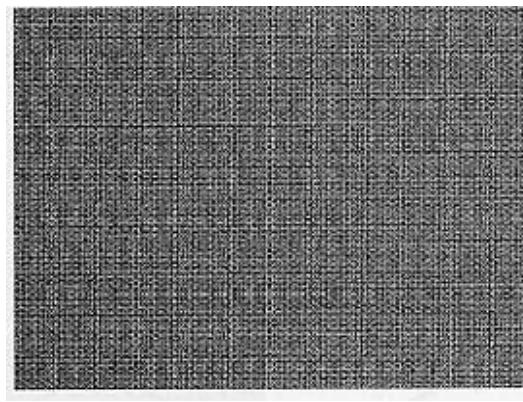
$$H_{BP}(u,v) = 1 - H_{BR}(u,v)$$



$f(x,y)$



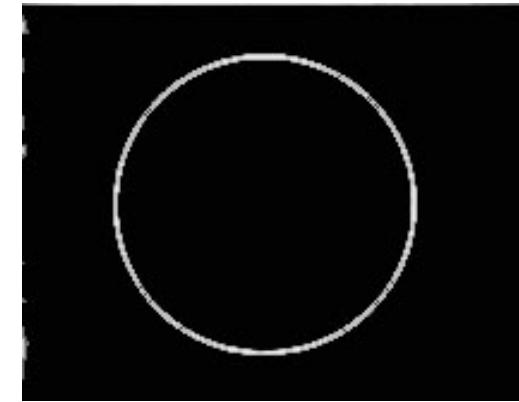
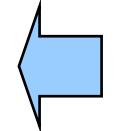
$F(u,v)$



$g(x,y)$

Inverse DFT

$F(u,v)H(u,v)$



$H(u,v)$