



TÉCNICO LISBOA

# Principles of Biosignals and Biomedical Imaging

3<sup>rd</sup> year, P<sub>3</sub> (ECTS: 3.0), LEBiom  
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# Resizing

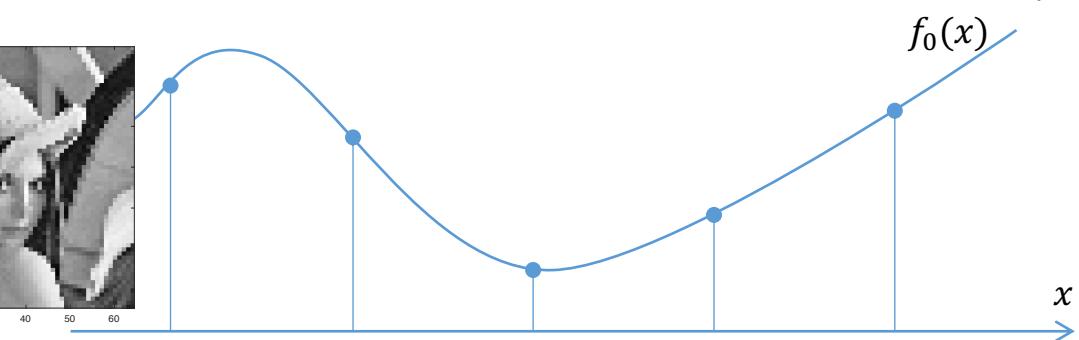
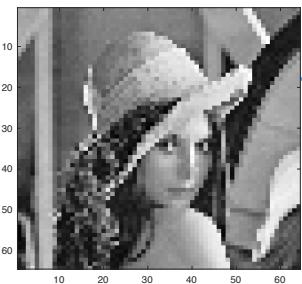
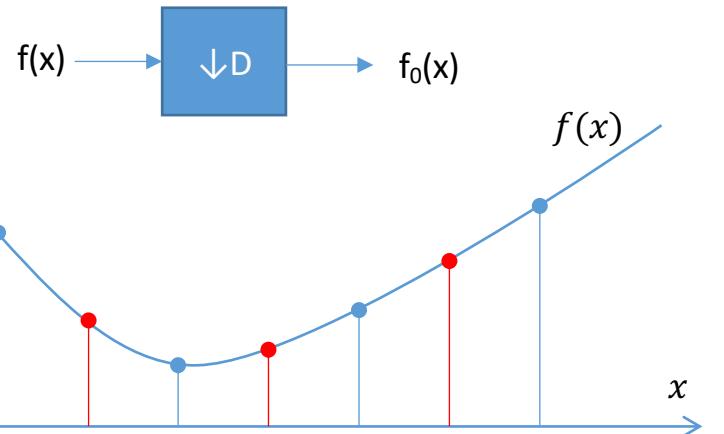
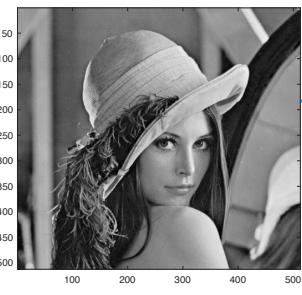
**DownSampling and Decimation**  
**UpSampling and Interpolation**

# Downsampling

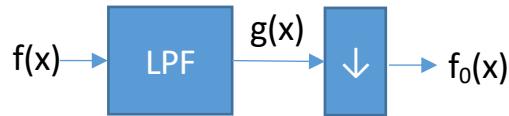
- Downsampling ratio D:  
D-1 out D are removed
- Aliasing problem

% Original

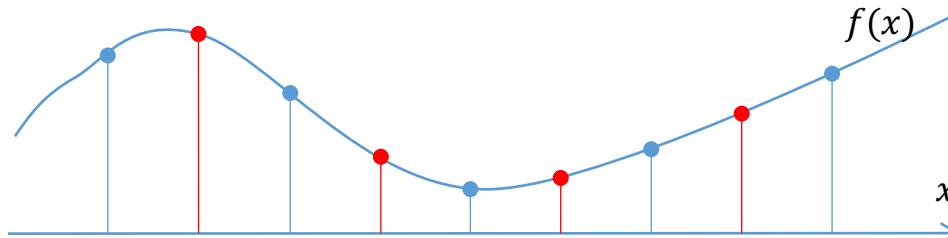
```
x=double(imread('len_gray.jpg'));
D=8;
xDow=x(1:D:end, 1:D:end);
```



# Decimation



- Downsampling ratio D: D-1 out D are removed
- Aliasing problem



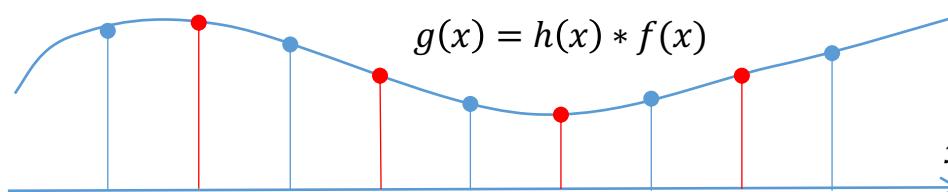
**%% Decimation**

```
xDec=zeros(size(x));
```

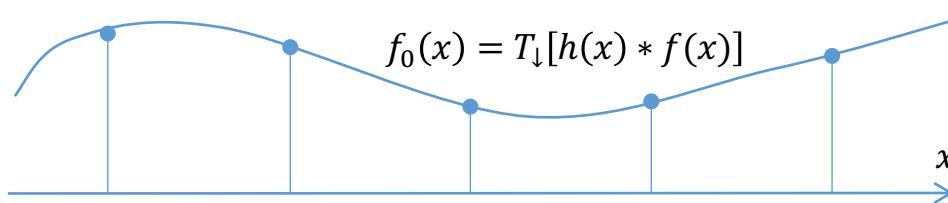
**%filter design and definition**  
 $B=fir1(100,0.1);$

**%filtering**  
 $xLP=conv2(B,B',x,'same');$

**%Downsampling**  
 $xDec=xLP(1:D:end, 1:D:end);$



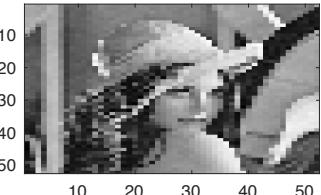
$$f_0(x) = T_{\downarrow}[h(x) * f(x)]$$



Original



Downsampling



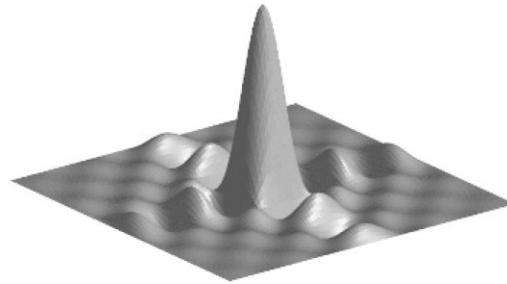
Antialiasing FIR filtered



Decimation



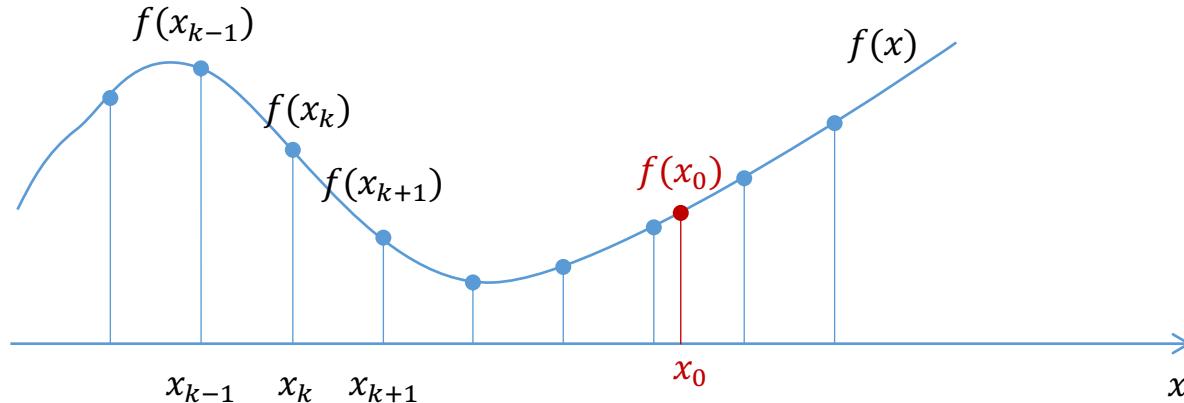
# Interpolation



# Interpolation

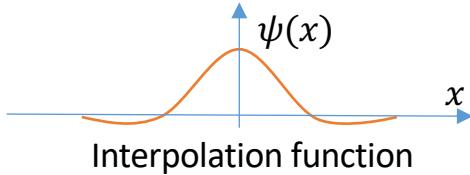
Problem:

Given a set of samples of a continuous function  $f(x)$ ,  $y_k=f(x_k)$ , compute  $f(x_0)$  at an arbitrary location  $x_0$



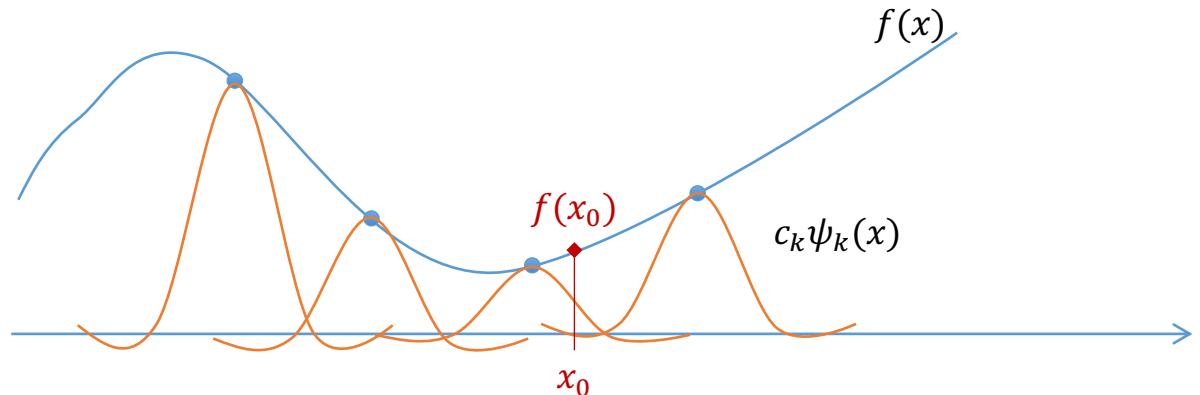
# Interpolation functions

How to represent continuous functions from a set of discrete values – discrete signals

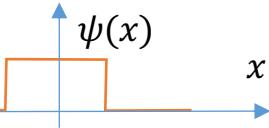


$$f(x) = \sum_k c_k \psi_k(x)$$

$$\psi_k(x) = \psi(\alpha_k x - \beta_k)$$



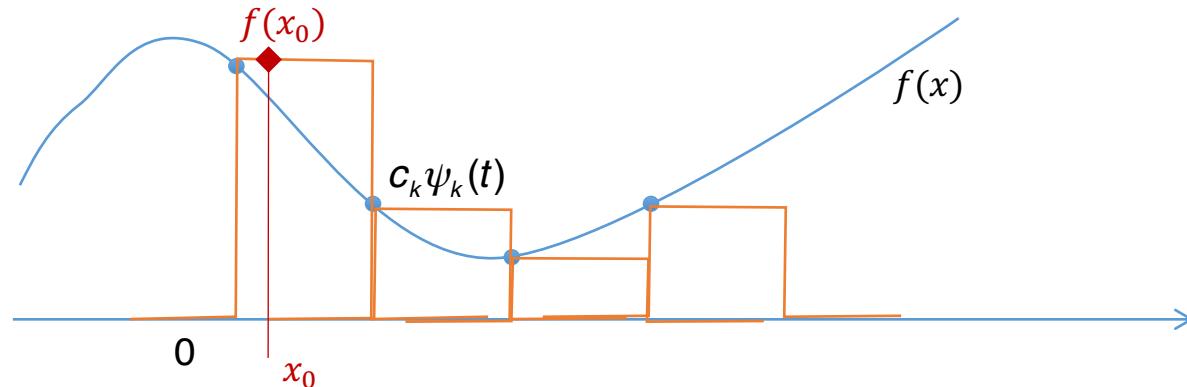
# Zero order



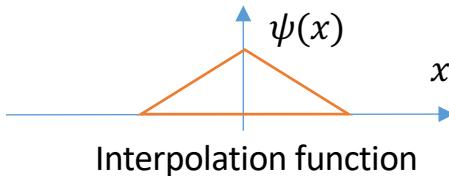
Interpolation function

$$f(x) = \sum_k c_k \psi_k(x)$$

$$\psi_k(x) = \psi(\alpha_k x - \beta_k)$$



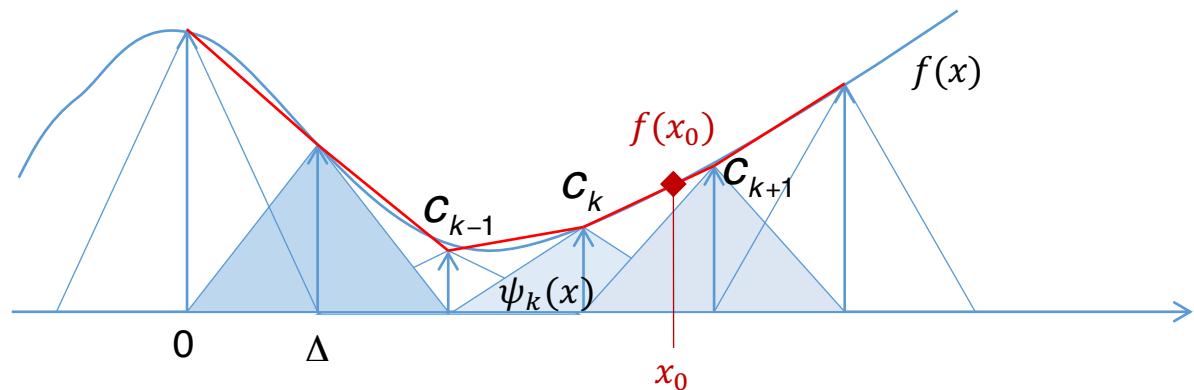
# Piecewise linear interpolation



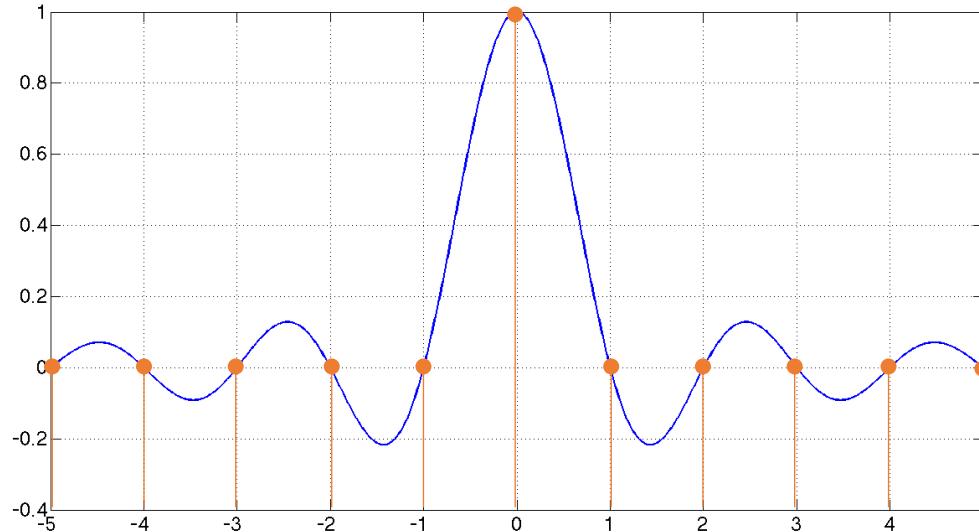
$$\psi(x) = \begin{cases} 1+x & -1 \leq x < 0 \\ 1-x & 0 \leq x \leq 1 \\ 0 & otherwise \end{cases}$$

$$f(x) = \sum_k c_k \psi_k(x)$$

$$\psi_k(x) = \psi(\alpha_k x - \beta_k)$$



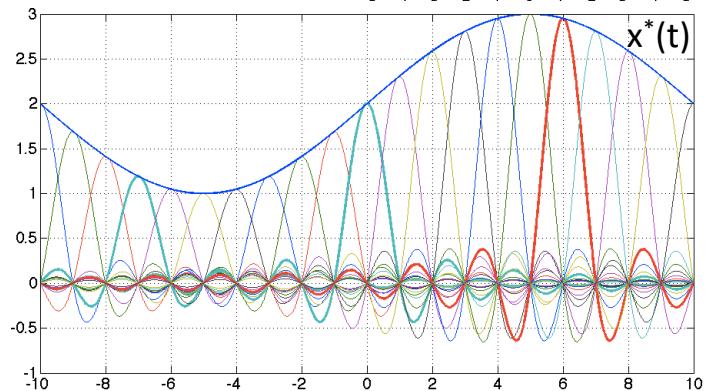
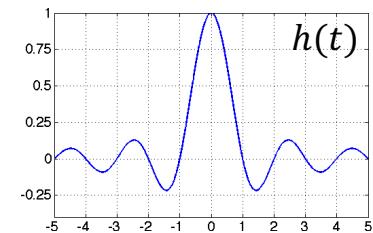
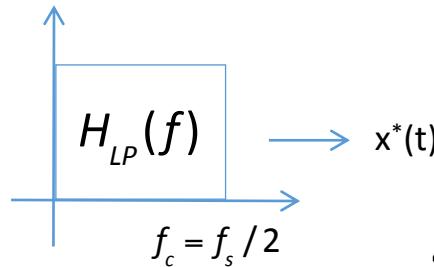
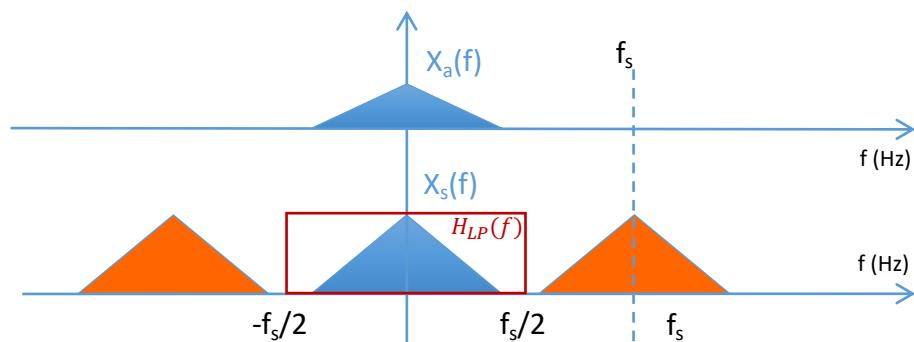
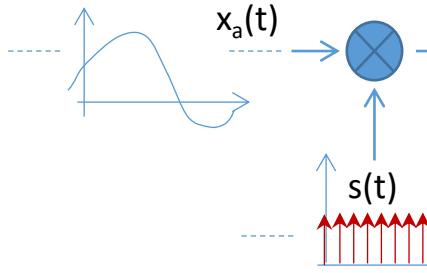
# (Ideal?) Sinc basis functions



$$\psi(x) = \frac{\sin(\pi x)}{\pi x}$$

$$\psi_k(x) = \text{sinc}\left(\frac{x}{\Delta} - k\right)$$

# Ideal Interpolation



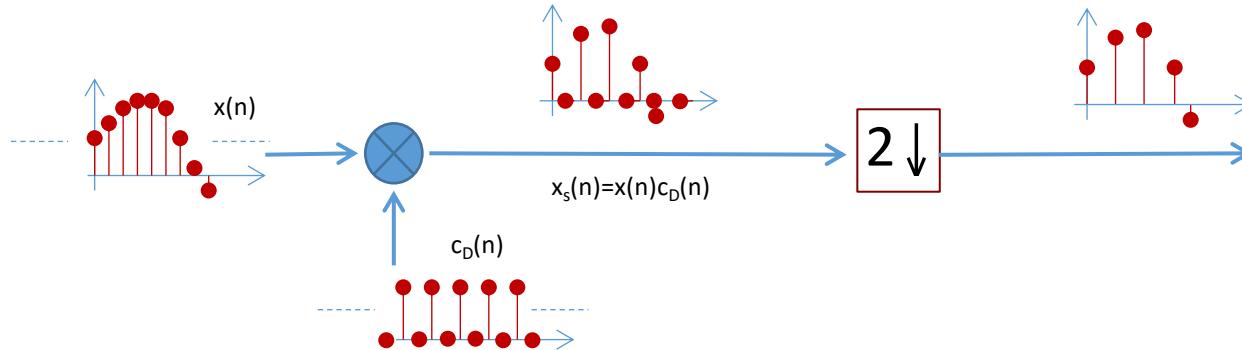
# Interval

# Digital sampling

# Down-sampling

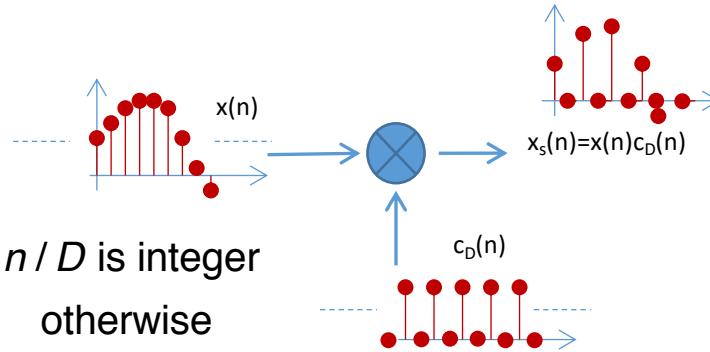
Sample removal  
=

Ideal Sampling + zero sample removal



# Ideal discrete sampling

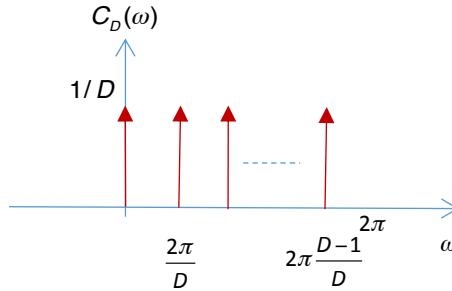
- Dirac combo/train



$$c_D(n) = \frac{1}{D} \sum_{k=0}^{D-1} e^{j \frac{2\pi}{D} kn} = \begin{cases} 1 & \text{if } n / D \text{ is integer} \\ 0 & \text{otherwise} \end{cases}$$

Which means that the spectral components are complex exponentials with frequencies  $\omega_k = 2\pi k / D$  with  $k = 0, \dots, D-1$ .

$$C_D(\omega) = \frac{1}{D} \sum_{k=0}^{D-1} \delta\left(\omega - \frac{2\pi}{D} k\right)$$



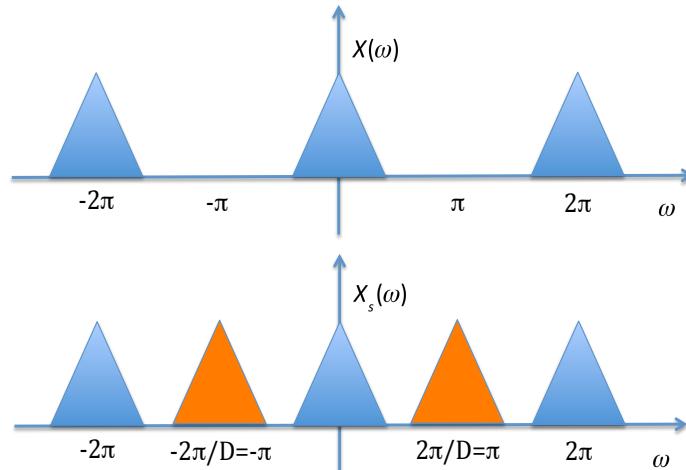
# Ideal discrete sampling

By the convolution theorem:

$$FT[x_s(n) = x(n)c_D(n)] = X(\omega) * C_D(\omega)$$

$$c(n) = \frac{1}{D} \sum_{k=0}^{D-1} e^{j\frac{2\pi}{D}kn}$$

$$X_s(\omega) = \frac{1}{D} \sum_{k=0}^{D-1} X\left(\omega - \frac{2\pi}{D}k\right)$$

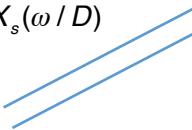


2 ↓

# Down-sampling

$$y(n) = x(nD) \quad (\text{zeros discarded})$$

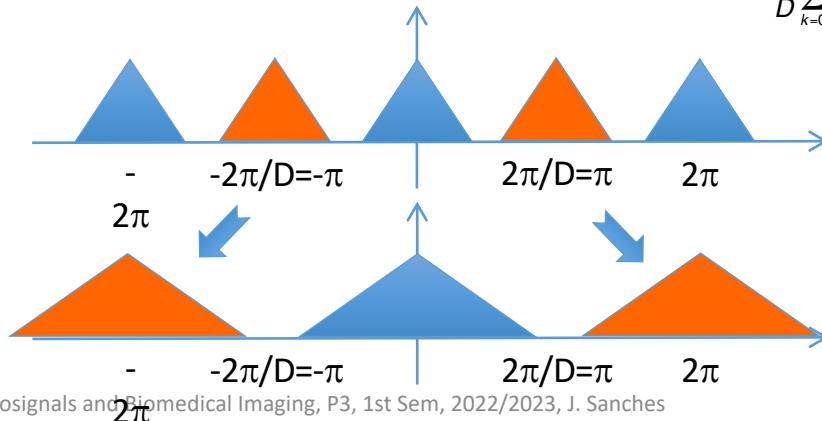
$$Y(\omega) = \dots + \underbrace{y(0)}_{x(0)} + \underbrace{y(1)e^{-j\omega}}_{x(D)} + \dots + \underbrace{y(n)e^{-j\omega n}}_{x(nD)} + \dots = \sum_n x(nD)e^{-j\omega n} = \sum_m x_s(m)e^{-j\omega m/D} = X_s(\omega / D)$$



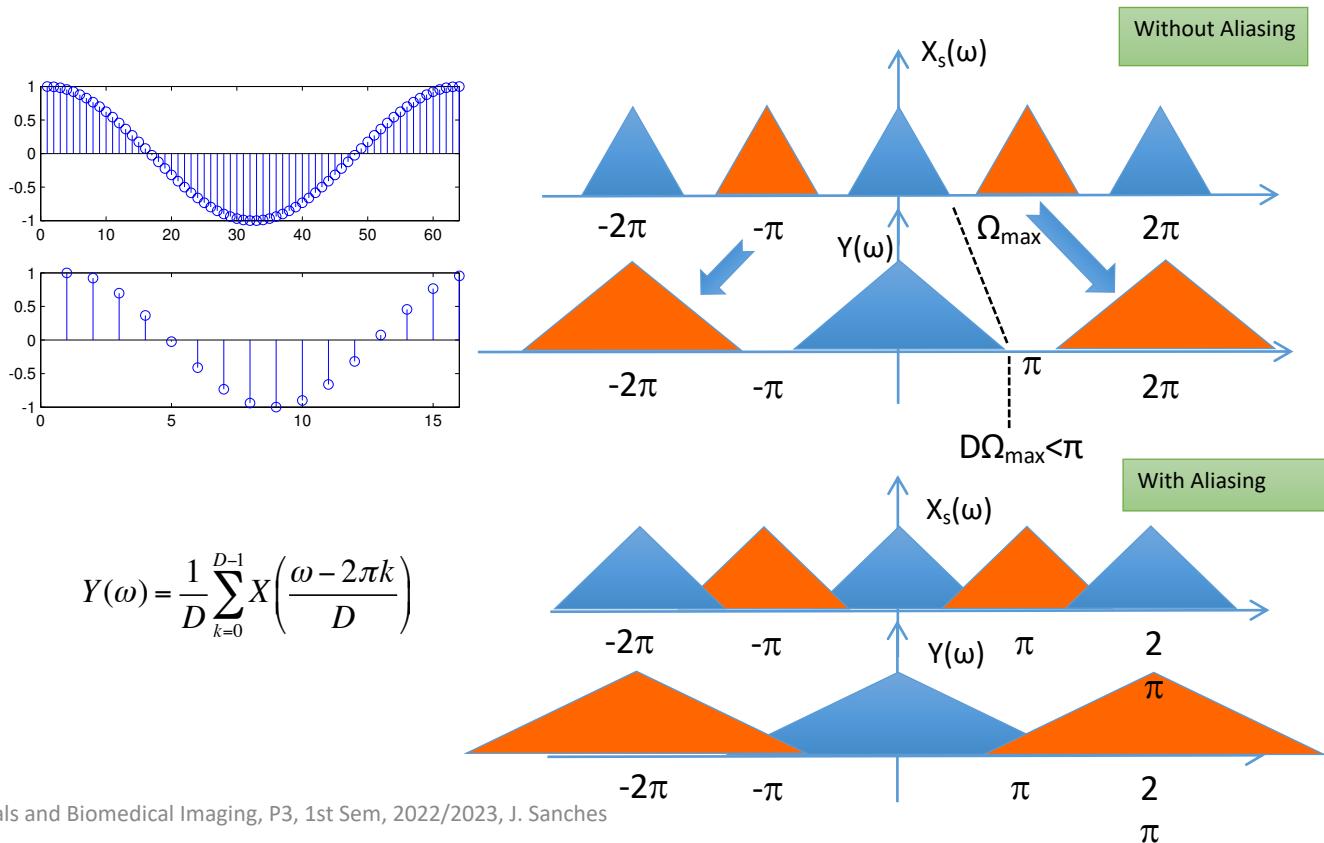
$$Y(\omega) = X_s(\omega / D) = \frac{1}{D} \sum_{k=0}^{D-1} X\left(\frac{\omega - 2\pi k}{D}\right) = \frac{1}{D} \sum_{k=0}^{D-1} X\left(\frac{\omega - 2\pi k}{D}\right)$$

$$D = 2: \frac{1}{D} \sum_{k=0}^{D-1} X\left(\frac{\omega - 2\pi k}{D}\right) \xrightarrow{!2} \frac{1}{2} \left[ X\left(\frac{\omega}{2}\right) + X\left(\frac{\omega}{2} - \pi\right) \right]$$

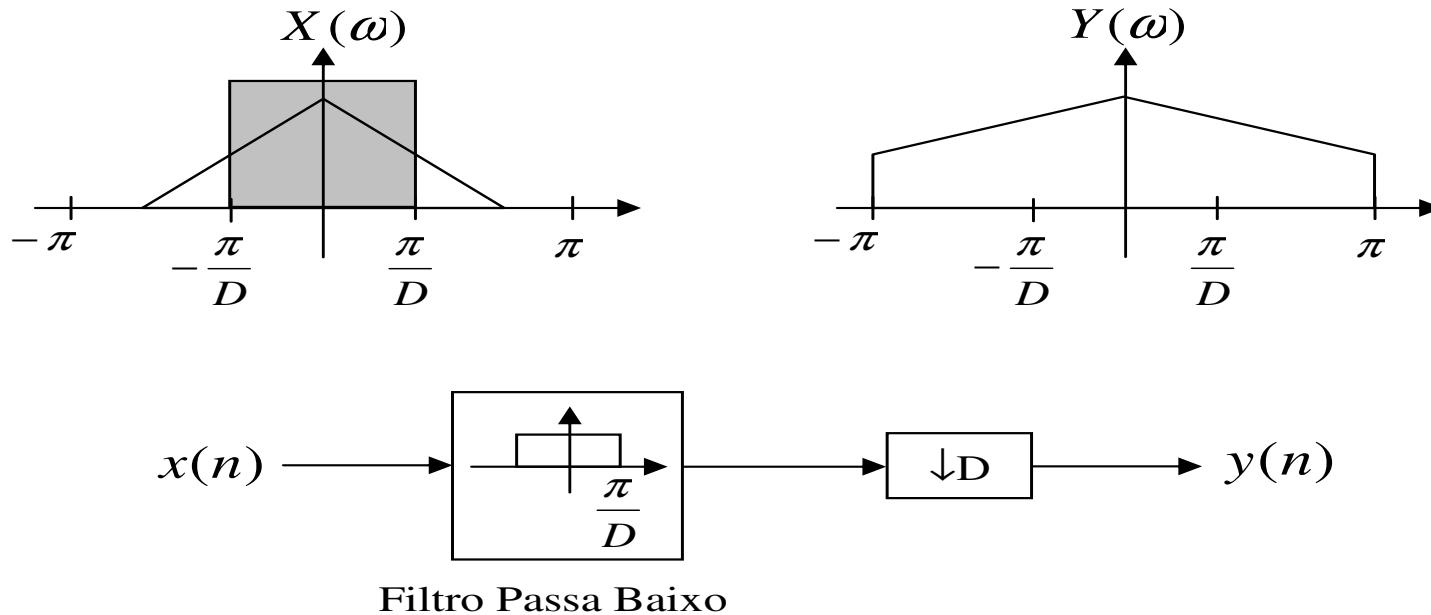
$$D = 3: \frac{1}{D} \sum_{k=0}^{D-1} X\left(\frac{\omega - 2\pi k}{D}\right) \xrightarrow{!3} \frac{1}{3} \left[ X\left(\frac{\omega}{3}\right) + X\left(\frac{\omega}{3} - \frac{2}{3}\pi\right) + X\left(\frac{\omega}{3} - \frac{4}{3}\pi\right) \right]$$



# Digital Aliasing



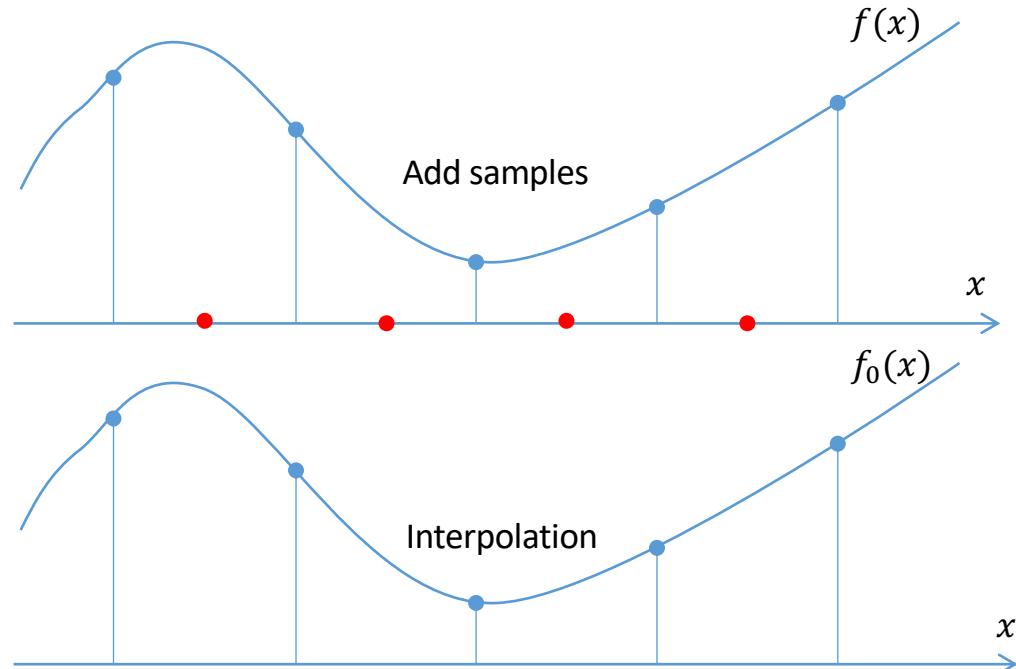
# Decimation



2 ↑

# Up-sampling

- Upsampling ratio L:  
L-1 new zero samples per each sample are added
- The new samples are interpolated
- No aliasing problem

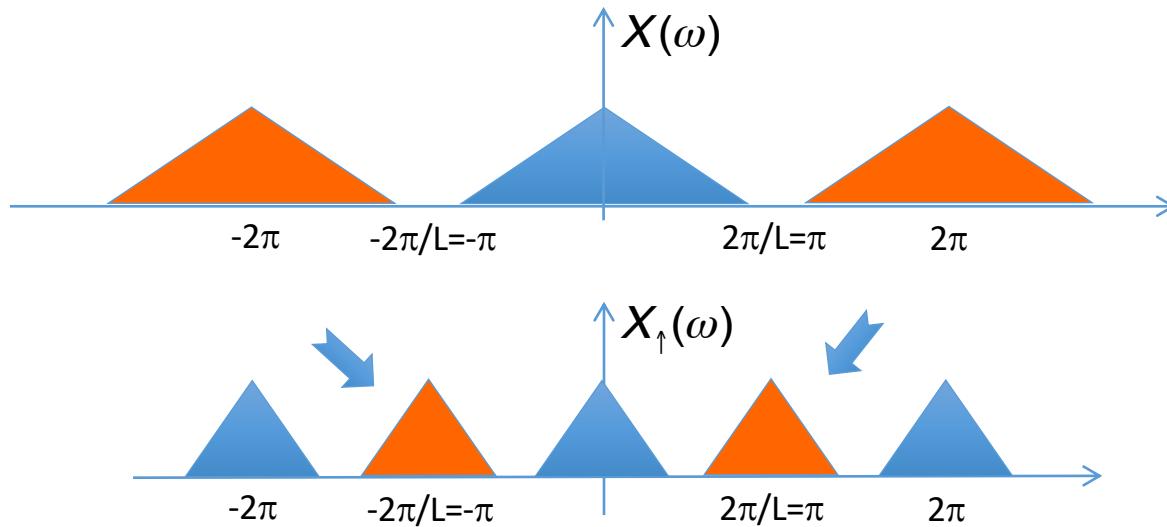


%% Upsampling

```
L=10;  
xUp=zeros(L*size(xDec));  
xUp(1:L:end,1:L:end)=xDec;
```

# Up-sampling

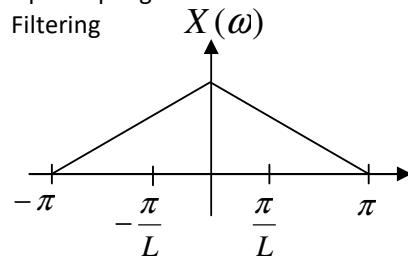
$$X_{\uparrow}(\omega) = \sum_n x_{\uparrow}(n) e^{-j\omega n} = \sum_m \underbrace{x_{\uparrow}(mL)}_{x(m)} e^{-j\omega mL} = \sum_n x(n) e^{-j\omega nL} = X(\omega L)$$



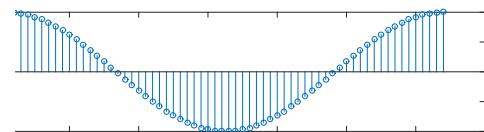
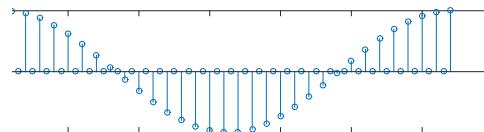
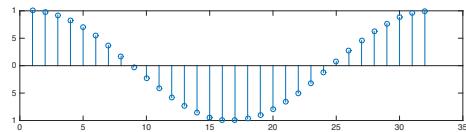
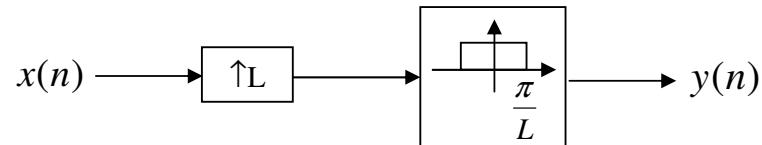
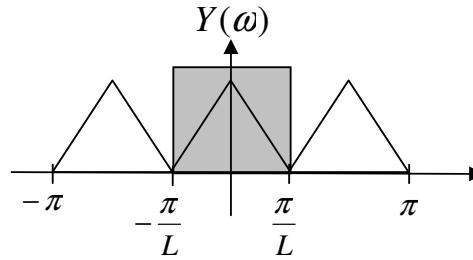
2 ↑

# Interpolation

Up-Sampling  
Filtering



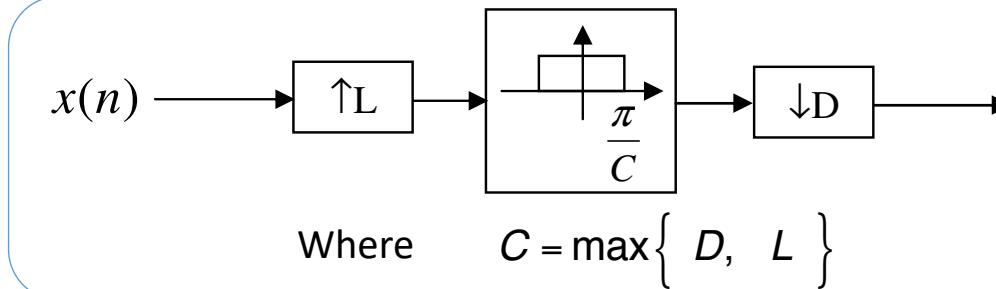
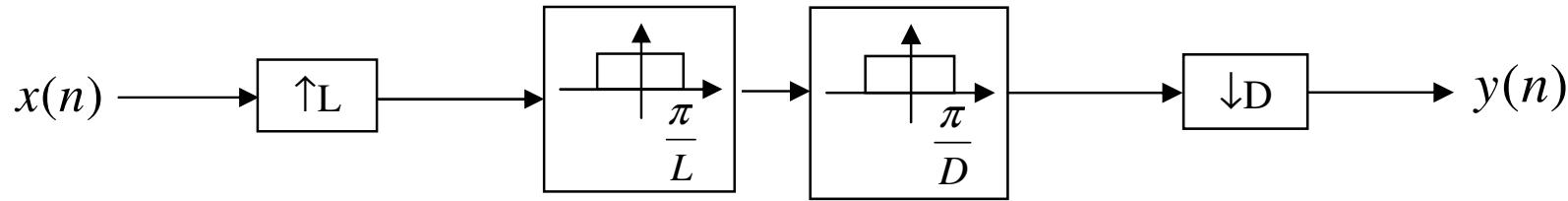
$Y(\omega)$



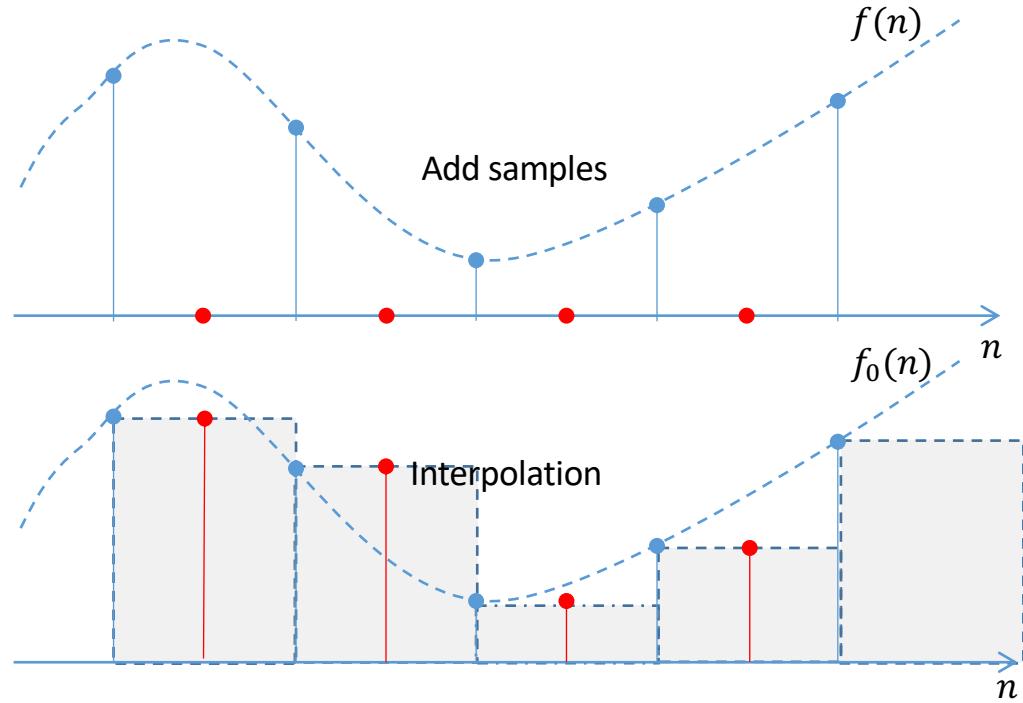
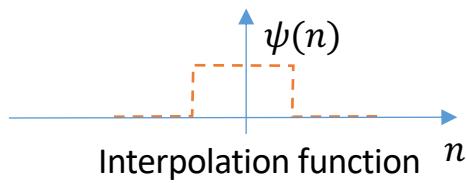
# Sampling rate changing by a rational non integer factor

$R \uparrow$

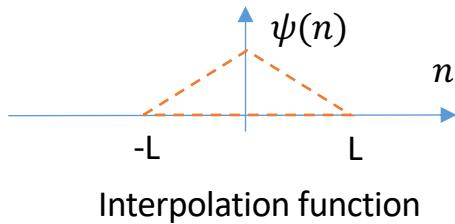
Sampling rate increasing by a factor L followed by a decreasing by a factor D, that is,  $R = L/D$ .



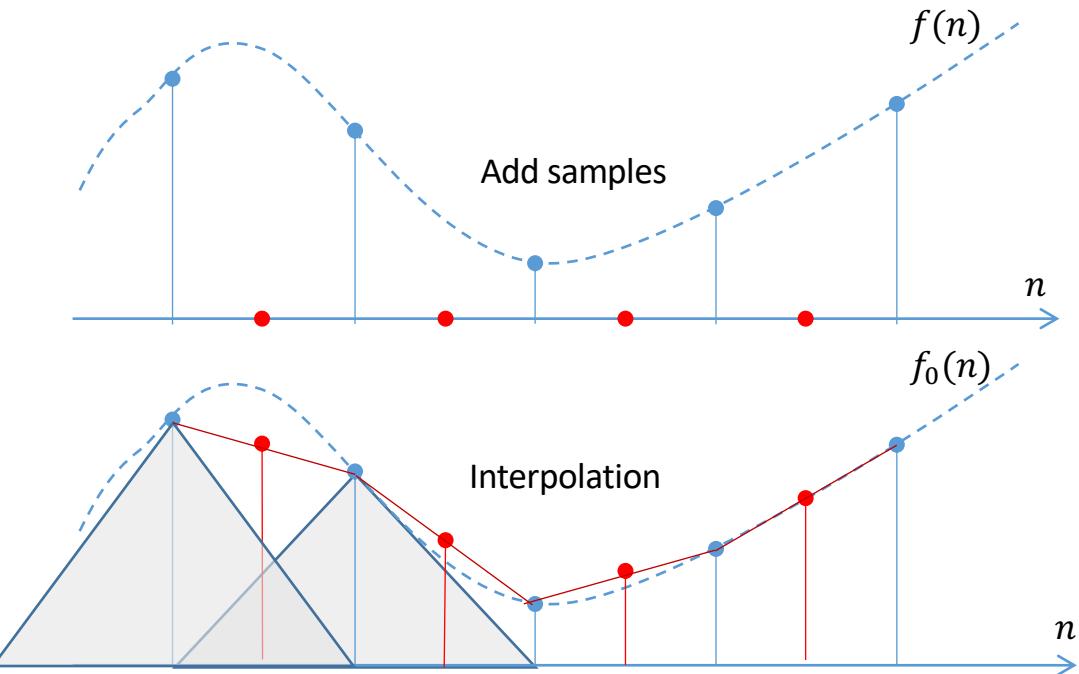
# Zero order interpolation



# First order interpolation



$$\psi(n) = \begin{cases} 1 + n/L & -L \leq n < 0 \\ 1 - n/L & 0 \leq n \leq L \\ 0 & otherwise \end{cases}$$



# Image resize

## imresize

Resize image

### Syntax

```
B = imresize(A,scale)
B = imresize(A,[numrows numcols])
[Y,newmap] = imresize(X,map,__)
__ = imresize(__,method)
__ = imresize(__,Name,Value)
```

#### method — Interpolation method

'bicubic' (default) | character vector | two-element cell array

Interpolation method, specified as a character vector or two-element cell array.

When method is a character vector, it identifies a particular method or named interpolation kernel, listed in the following table.

Method	Description
'nearest'	Nearest-neighbor interpolation; the output pixel is assigned the value of the pixel that the point falls within. No other pixels are considered.
'bilinear'	Bilinear interpolation; the output pixel value is a weighted average of pixels in the nearest 2-by-2 neighborhood
'bicubic'	Bicubic interpolation; the output pixel value is a weighted average of pixels in the nearest 4-by-4 neighborhood
<p> <b>Note</b></p> <p>Bicubic interpolation can produce pixel values outside the original range.</p>	
Interpolation Kernel	Description
'box'	Box-shaped kernel
'triangle'	Triangular kernel (equivalent to 'bilinear')
'cubic'	Cubic kernel (equivalent to 'bicubic')
'lanczos2'	Lanczos-2 kernel
'lanczos3'	Lanczos-3 kernel



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