

CMPE 362

Digital Image Processing

Frequency Domain Techniques – Part I

Image processing techniques

1. Spatial domain operations
 - operate on the pixels of an image
2. Frequency domain operations
 - operate on the Fourier transform of an image
 - 1) Compute the Fourier transform of an image
 - 2) Operate
 - 3) Take the inverse transform

Fourier Transform



- Named after Joseph Fourier (1768-1830)
- Any periodic function can be represented as a weighted sum of sines and/or cosines of different frequencies.
- Fourier's ideas were initially met with skepticism.
 - At the time it first appeared, the concept that complicated functions can be represented as a sum of simple sines and cosines was not at all intuitive.

A sum of sines

Our building block: $A \sin(\omega x + \phi)$

Add enough of them to get any periodic function $f(x)$

Our building block: $A\sin(\omega x + \phi)$

<https://www.desmos.com/calculator>

$\sin(x) \rightarrow T = 2\pi, f = 1/2\pi, A = 1$

$\sin(2\pi x) \rightarrow T = 1, f = 1, A = 1$

$\sin(2\pi 2x) \rightarrow T = 0.5, f = 2, A = 1$

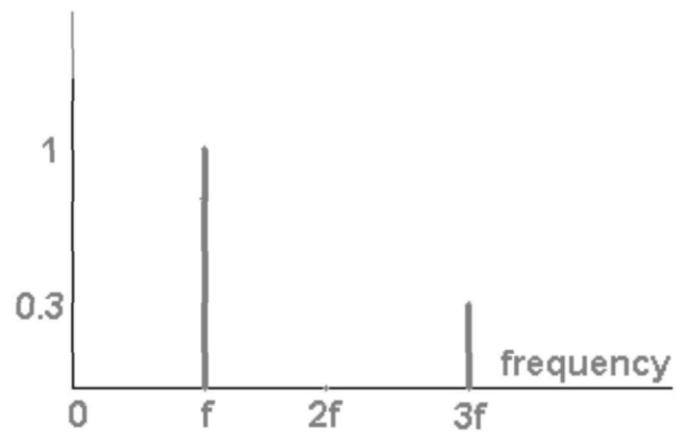
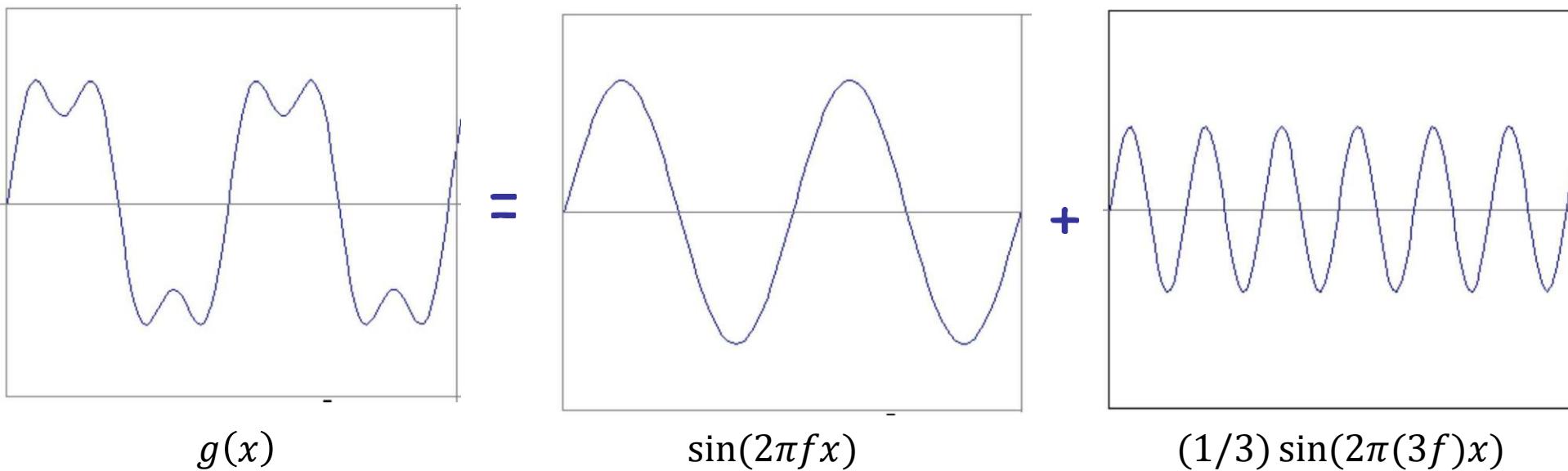
$2 \sin(2\pi 2x) \rightarrow T = 0.5, f = 2, A = 2$

$\sin(2\pi x + 1) \rightarrow T = 1, f = 1, A = 1, \phi = 1$

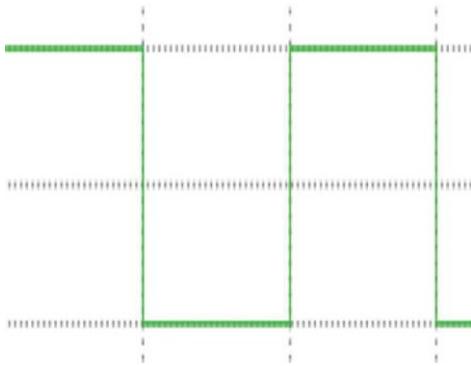
$\sin(2\pi x + 2) \rightarrow T = 1, f = 1, A = 1, \phi = 2$

Frequency Spectra

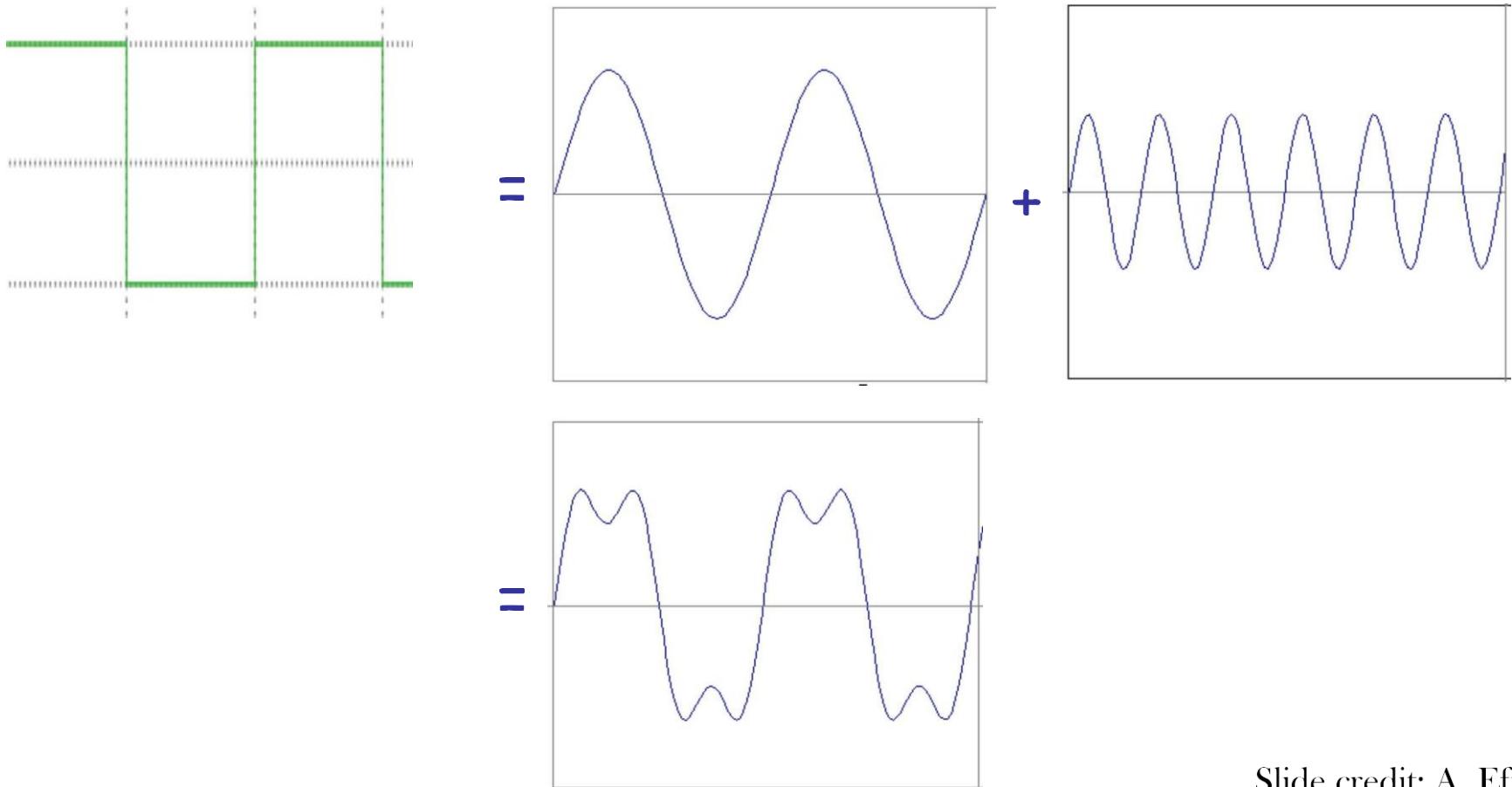
Example: $g(x) = \sin(2\pi f x) + (1/3) \sin(2\pi(3f)x)$



Frequency Spectra

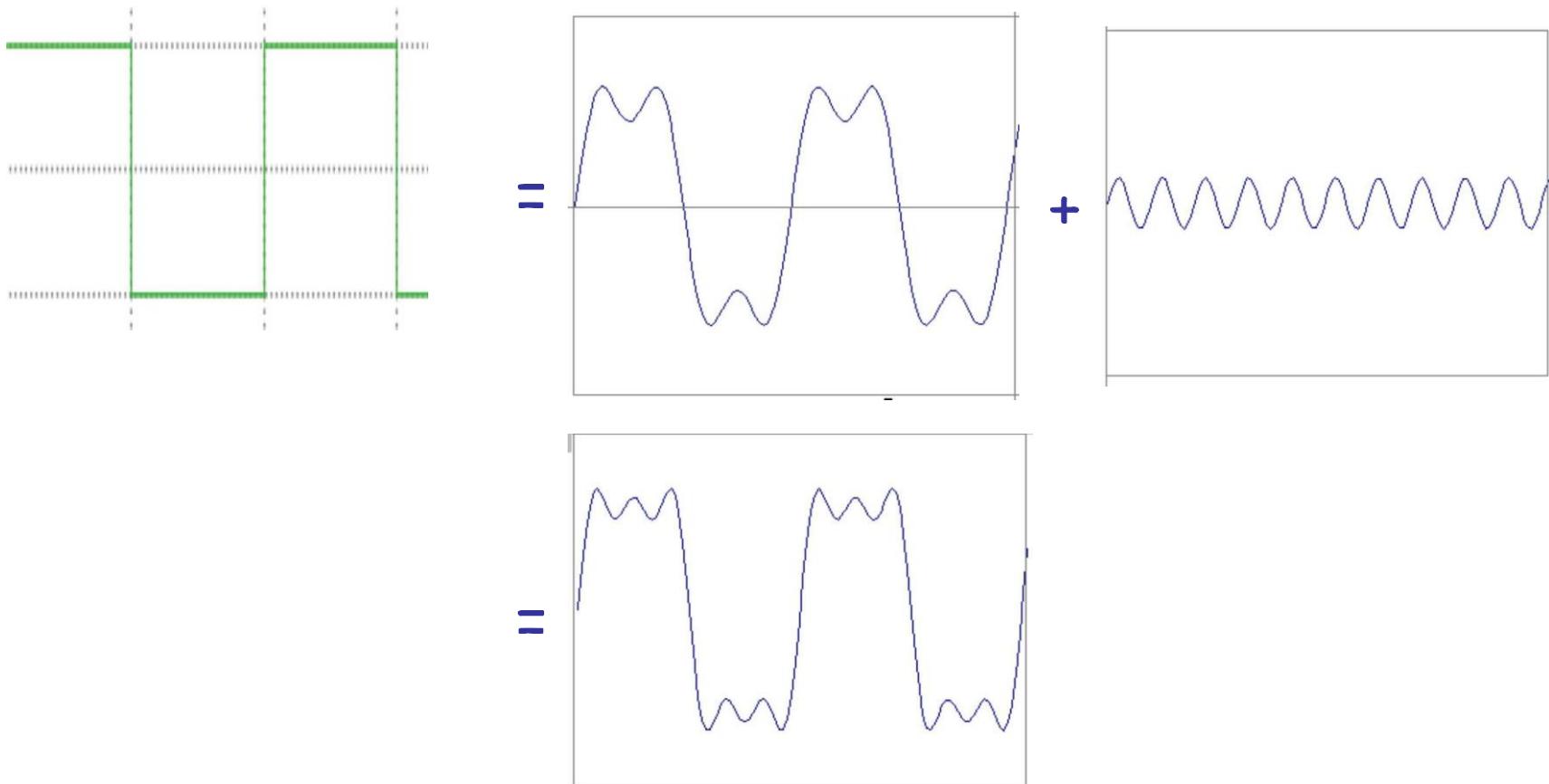


Frequency Spectra



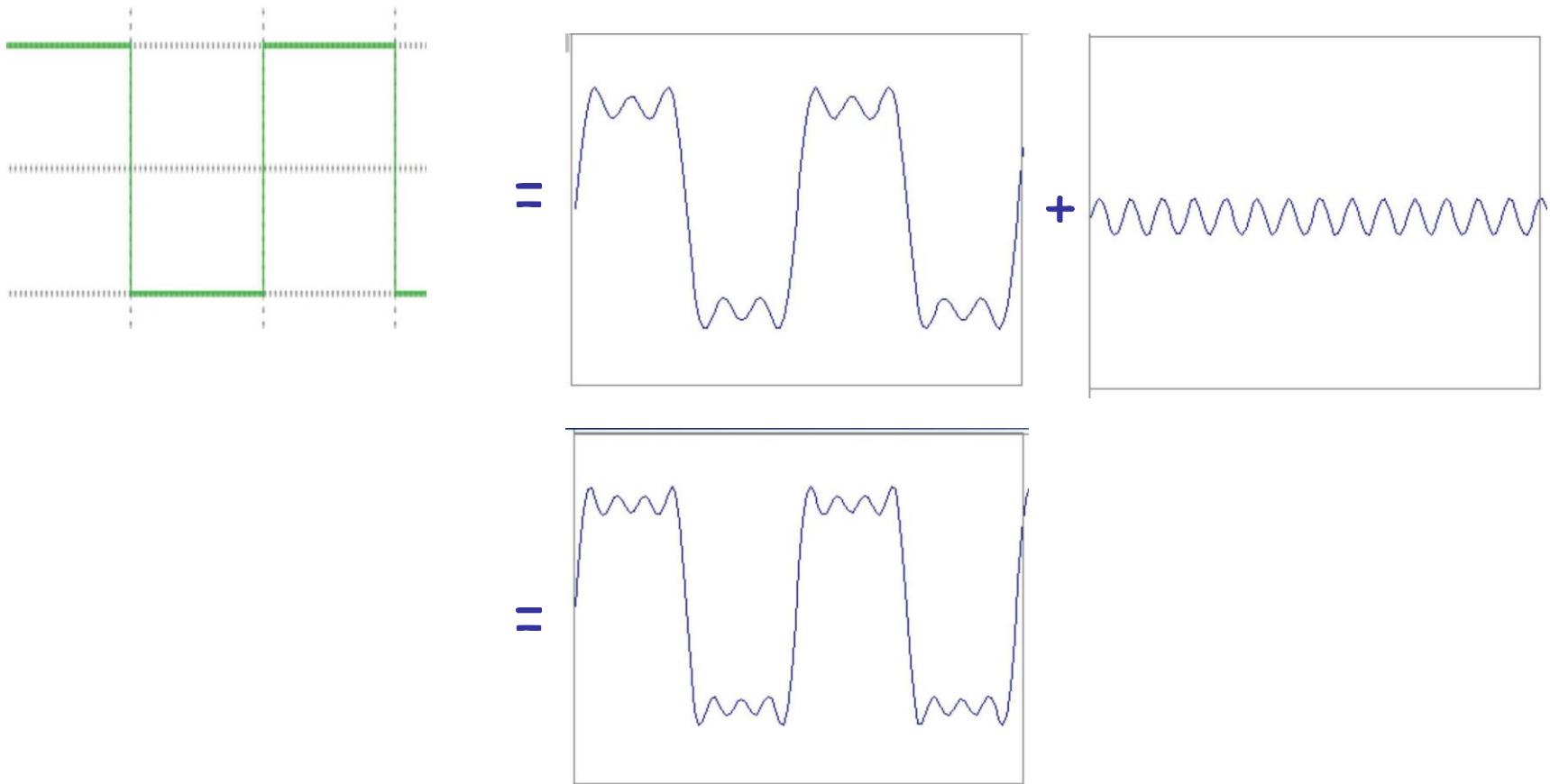
Slide credit: A. Efros

Frequency Spectra



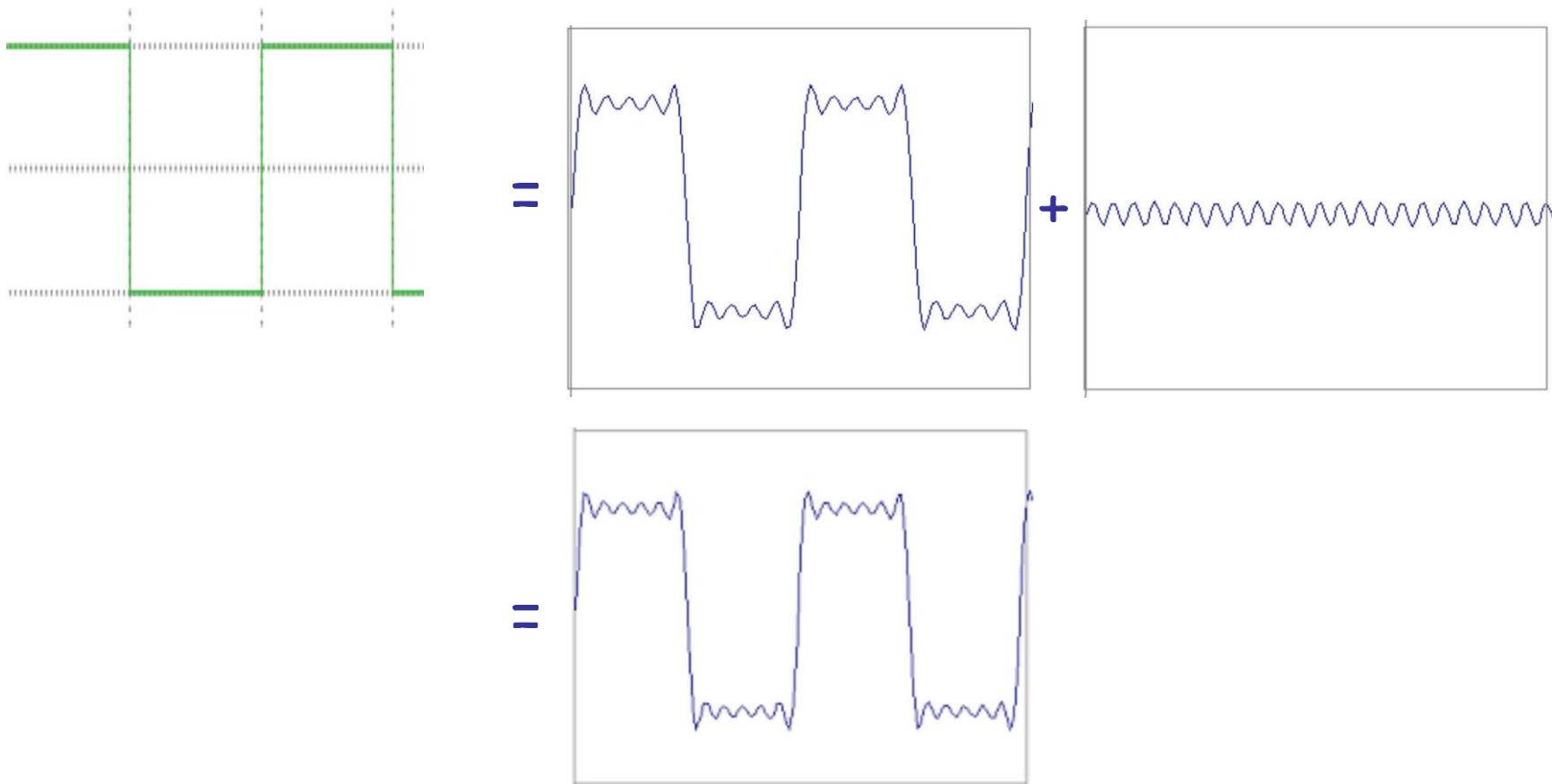
Slide credit: A. Efros

Frequency Spectra



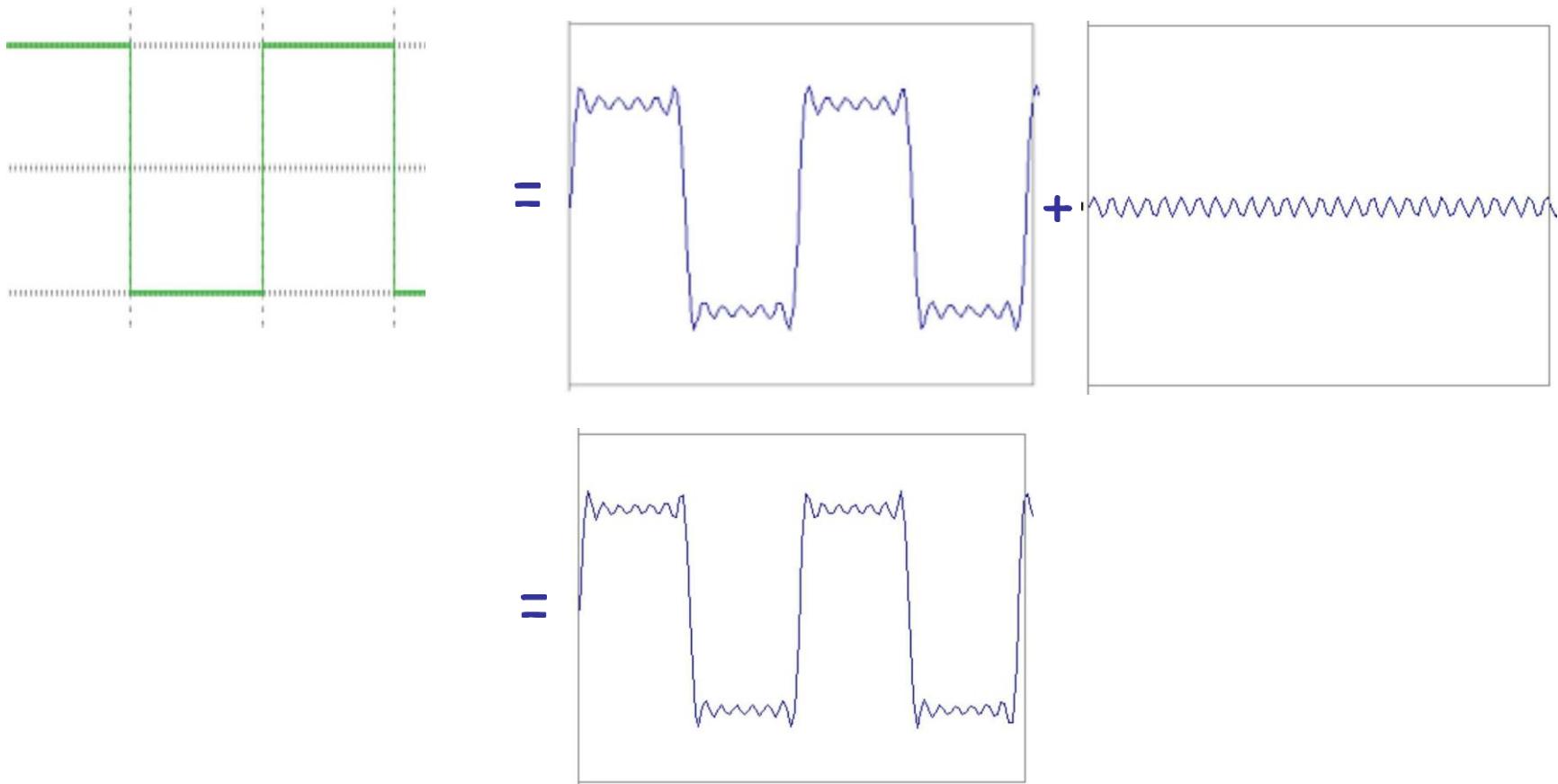
Slide credit: A. Efros

Frequency Spectra



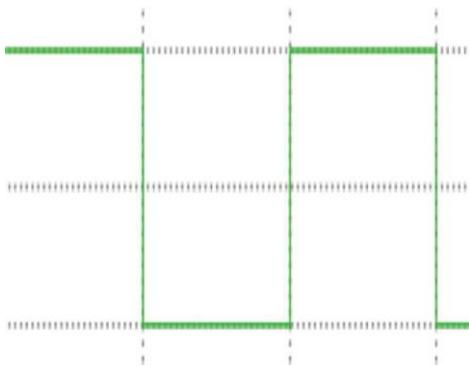
Slide credit: A. Efros

Frequency Spectra



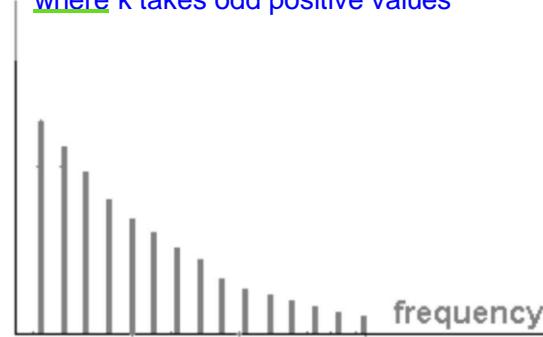
Slide credit: A. Efros

Frequency Spectra



$$= A \sum_{k=1}^{\infty} \frac{1}{k} \sin(2\pi kt)$$

where k takes odd positive values



Fourier Transform

We want to understand the frequency w of our signal. So, let's reparametrize the signal by w instead of x :



For every w from 0 to inf, $F(w)$ holds the amplitude A and phase f of the corresponding sine

$$A \sin(\omega x + \phi)$$

- How can F hold both? Complex number trick!

$$F(\omega) = R(\omega) + iI(\omega)$$

$$A = \pm \sqrt{R(\omega)^2 + I(\omega)^2} \quad \phi = \tan^{-1} \frac{I(\omega)}{R(\omega)}$$

We can always go back:



Fourier Transform

- Fourier transform stores the magnitude and phase at each frequency
 - Magnitude encodes how much signal there is at a particular frequency
 - Phase encodes spatial information (indirectly)
 - For mathematical convenience, this is often notated in terms of real and complex numbers

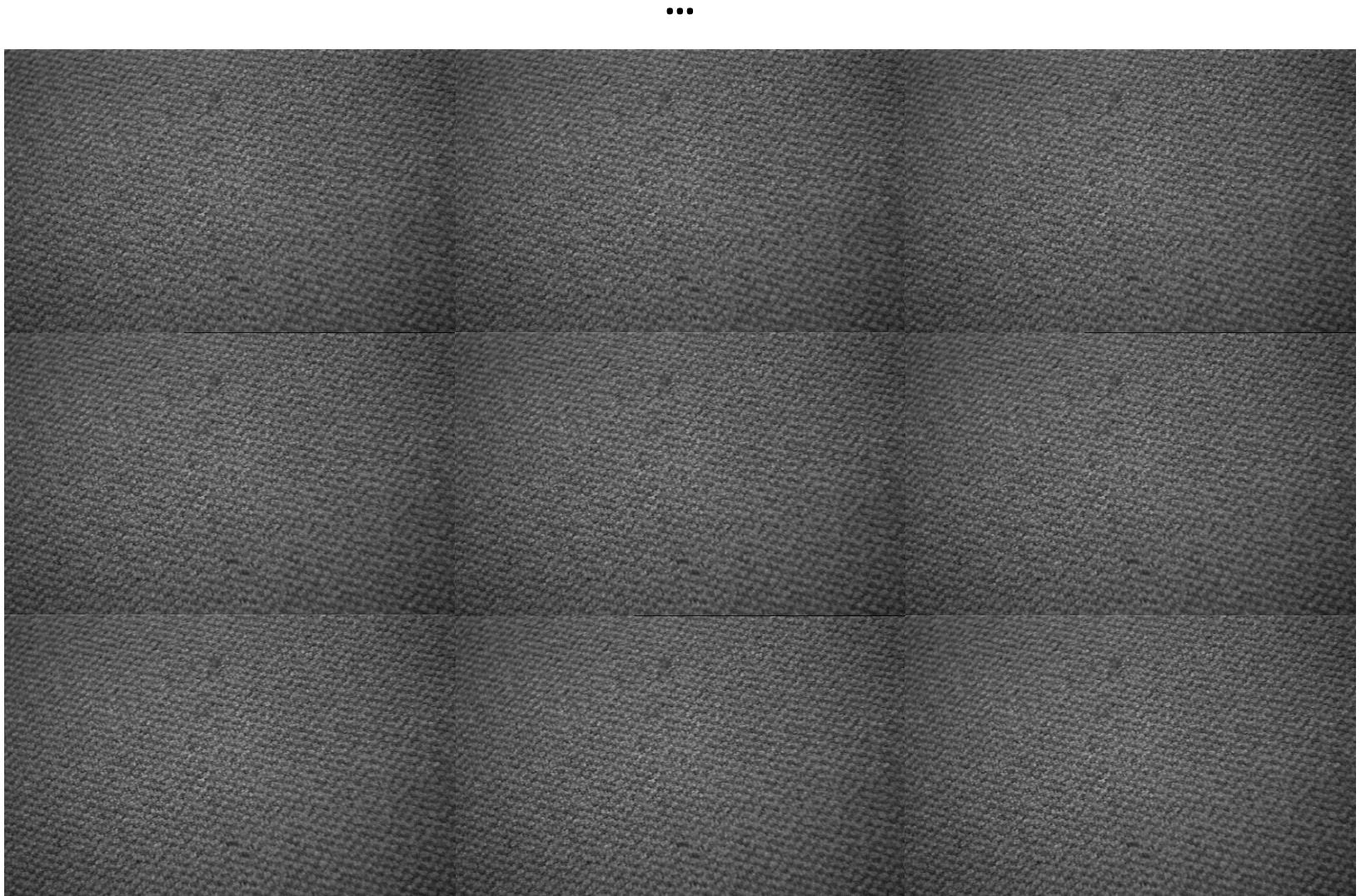
$$\text{Amplitude: } A = \pm \sqrt{R(\omega)^2 + I(\omega)^2}$$

$$\text{Phase: } \phi = \tan^{-1} \frac{I(\omega)}{R(\omega)}$$

We treat images as infinite-size, continuous periodic functions.



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Discrete Fourier transform

- Forward transform

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

for $u = 0, 1, 2, \dots, M-1, v = 0, 1, 2, \dots, N-1$

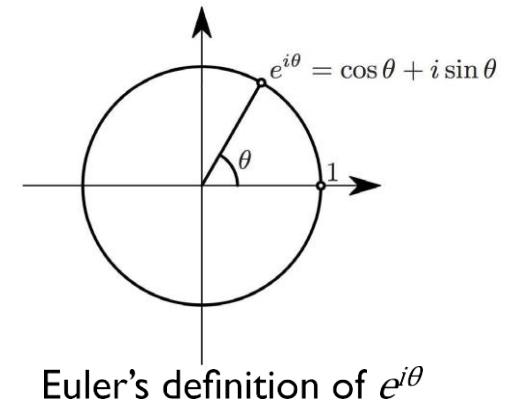
- Inverse transform

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

for $x = 0, 1, 2, \dots, M-1, y = 0, 1, 2, \dots, N-1$

u, v : the transform or frequency variables

x, y : the spatial or image variables



What is $F(0, 0)$?

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

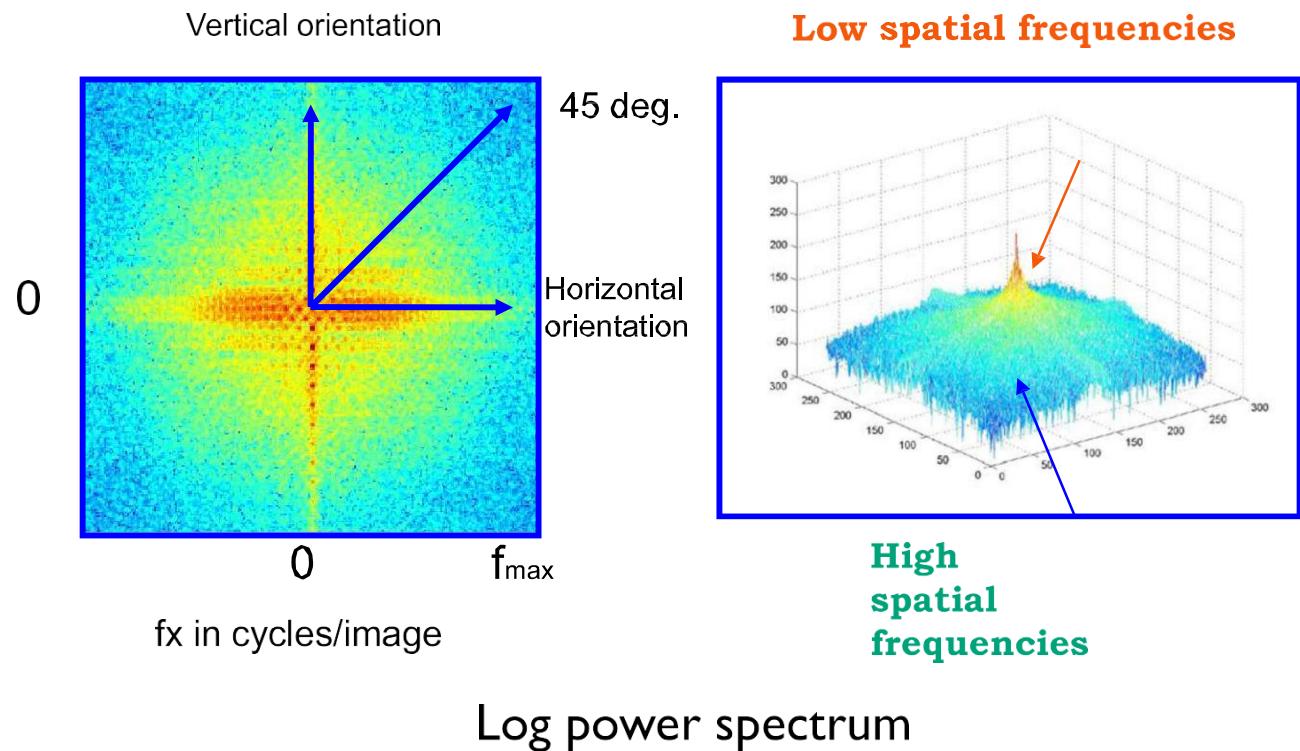
for $u = 0, 1, 2, \dots, M - 1, v = 0, 1, 2, \dots, N - 1$

$F(0, 0)$ refers to the mean intensity of the image.

The Fourier Transform

- Represent function on a new basis
 - Think of functions as vectors, with many components
 - We now apply a linear transformation to transform the basis
 - dot product with each basis element
- In the expression, u and v select the basis element, so a function of x and y becomes a function of u and v
- basis elements have the form $e^{-i2\pi(ux+vy)}$

How to interpret 2D Fourier Spectrum



Fourier basis element

$$e^{-i2\pi(ux+vy)}$$

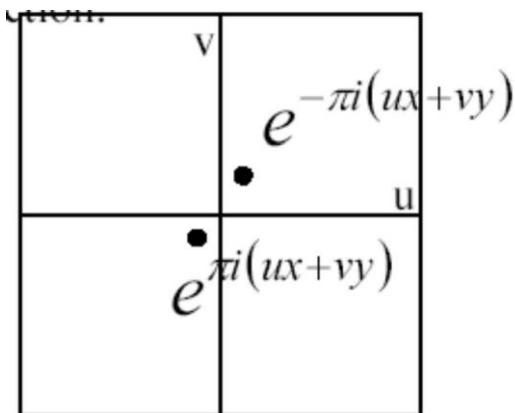
example, real part

$$F^{u,v}(x,y)$$

$F^{u,v}(x,y) = \text{const.}$ for $(ux+vy) = \text{const.}$

Vector (u,v)

- Magnitude gives frequency
- Direction gives orientation.

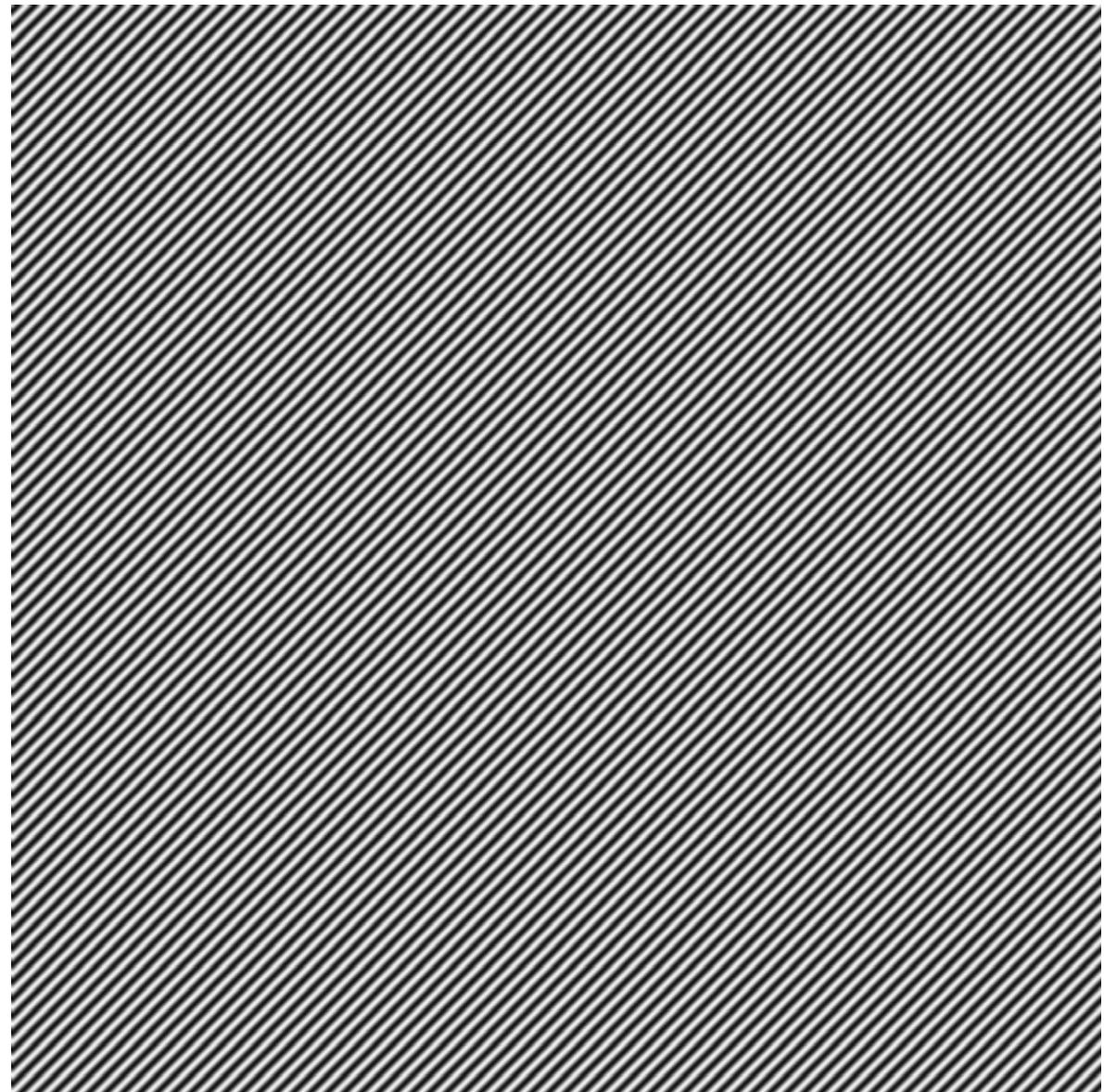
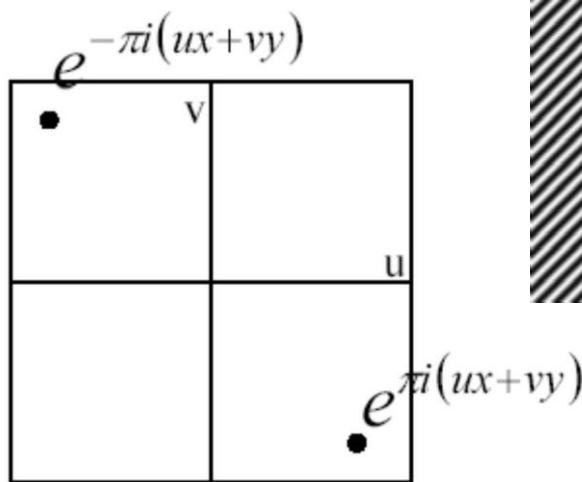


Here u and v are larger than in the previous slide.

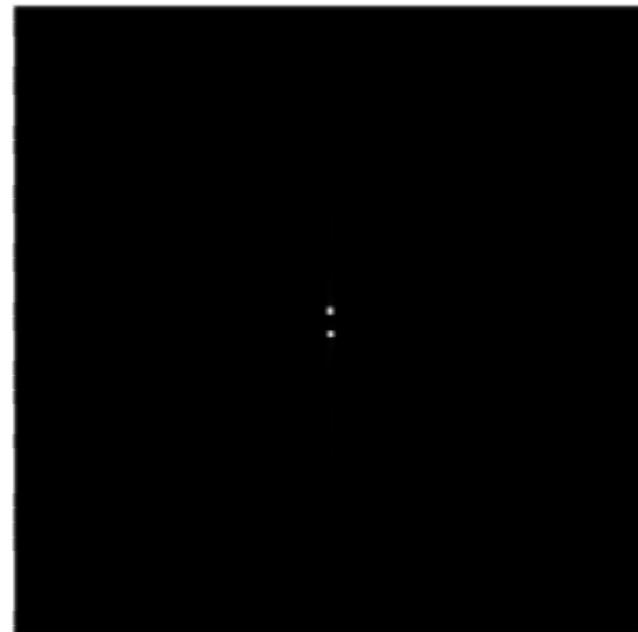
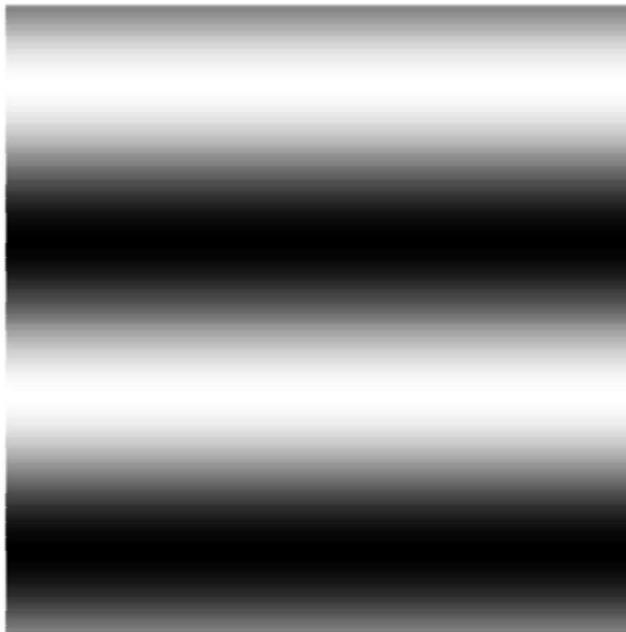
$$\begin{array}{|c|c|} \hline e^{-\pi i(\frac{y}{u}x+vy)} & \\ \hline \bullet & u \\ \hline & e^{\pi i(\frac{y}{u}x+vy)} \\ \bullet & \\ \hline \end{array}$$



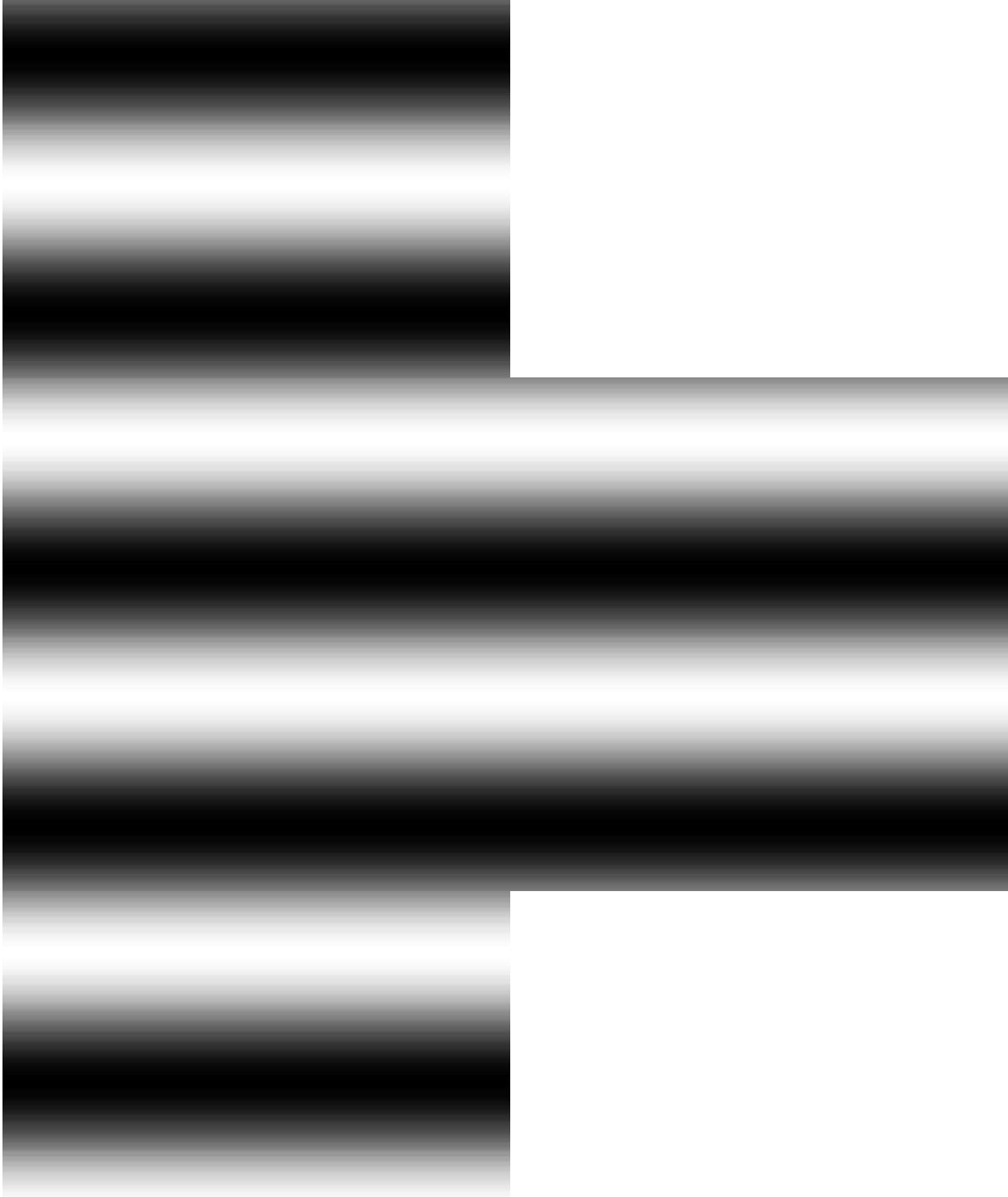
And larger still...



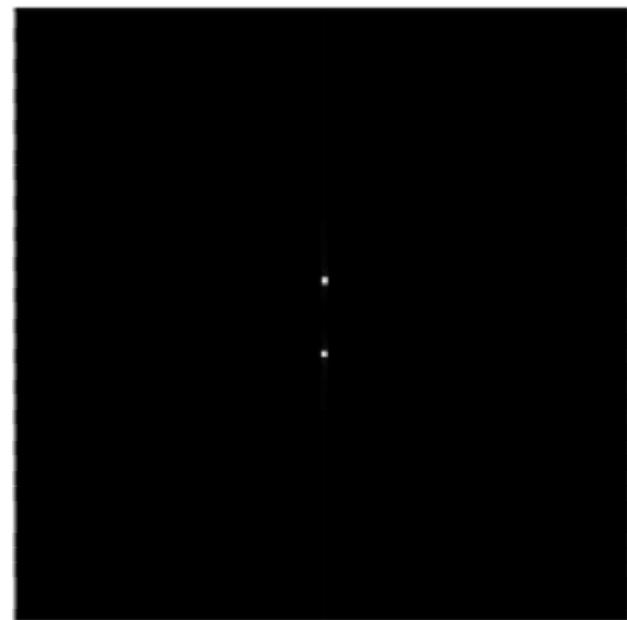
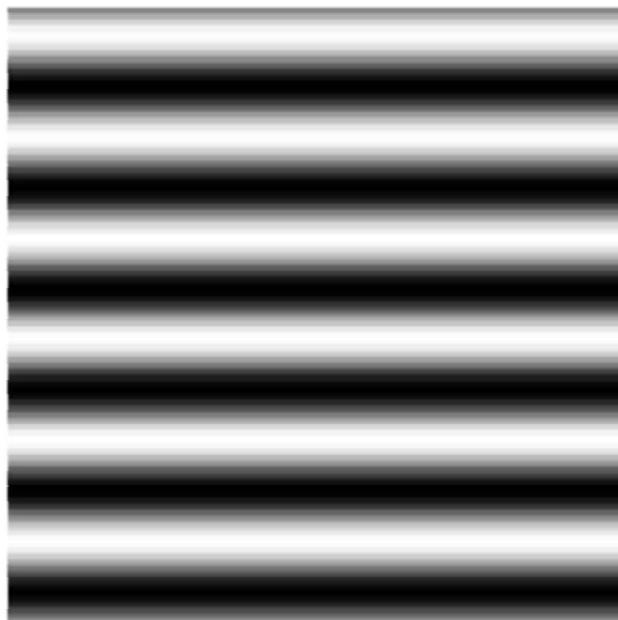
2D FFT



Sinusoid with frequency = 1 and its FFT

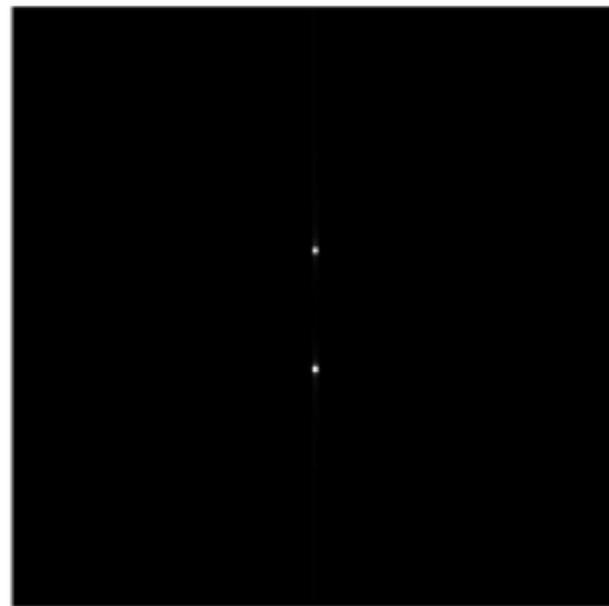
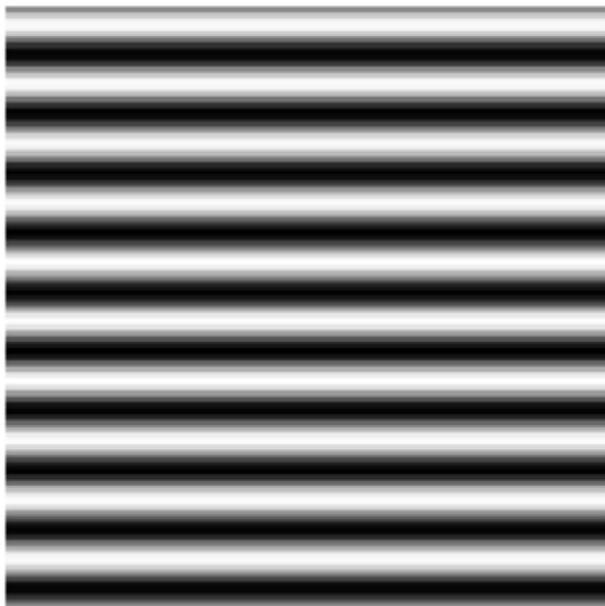


2D FFT



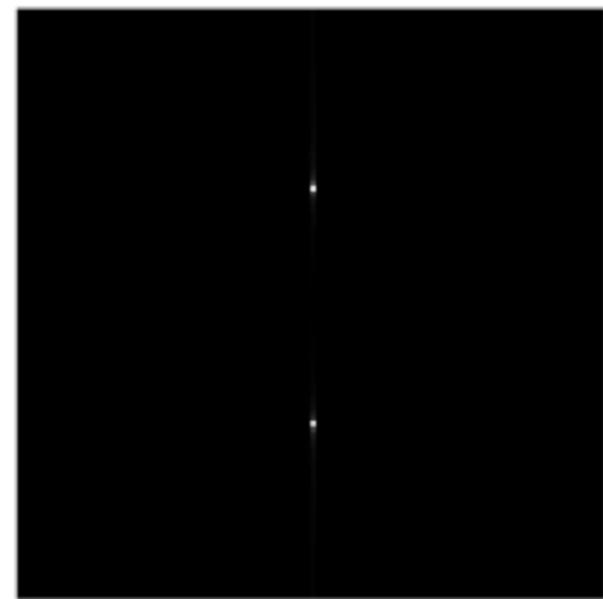
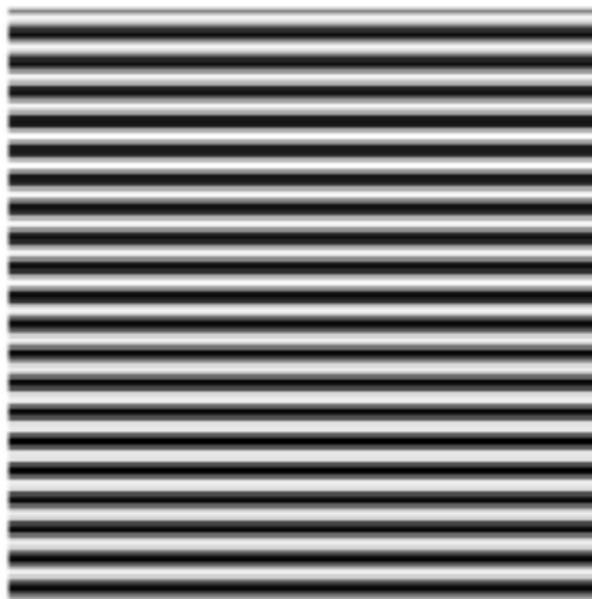
Sinusoid with frequency = 3 and its FFT

2D FFT



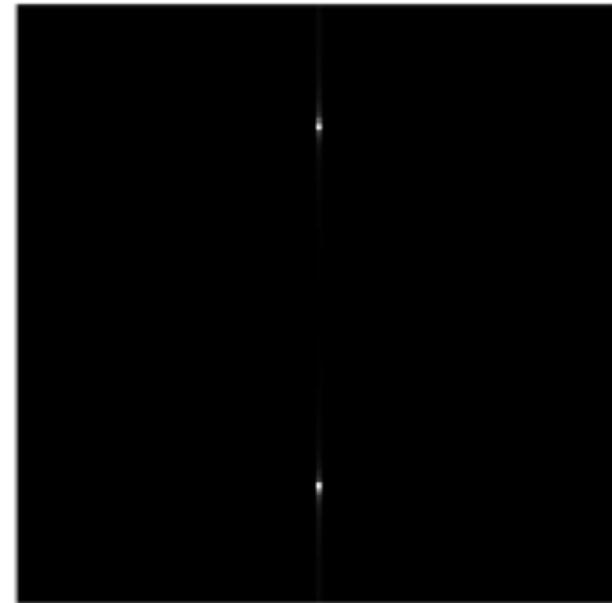
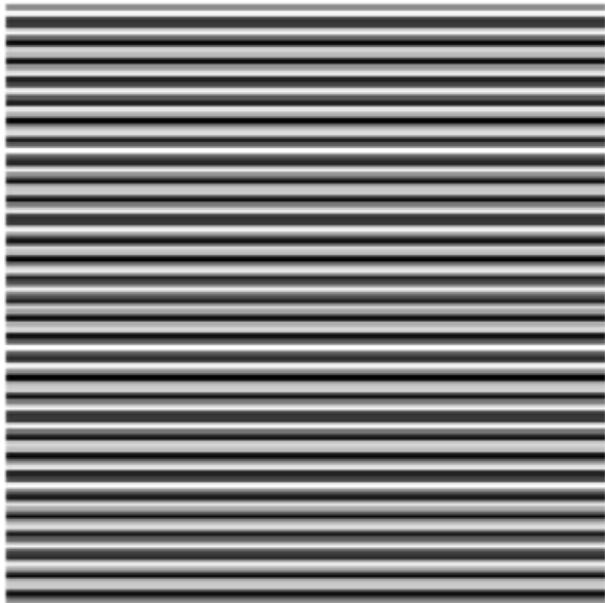
Sinusoid with frequency = 5 and its FFT

2D FFT



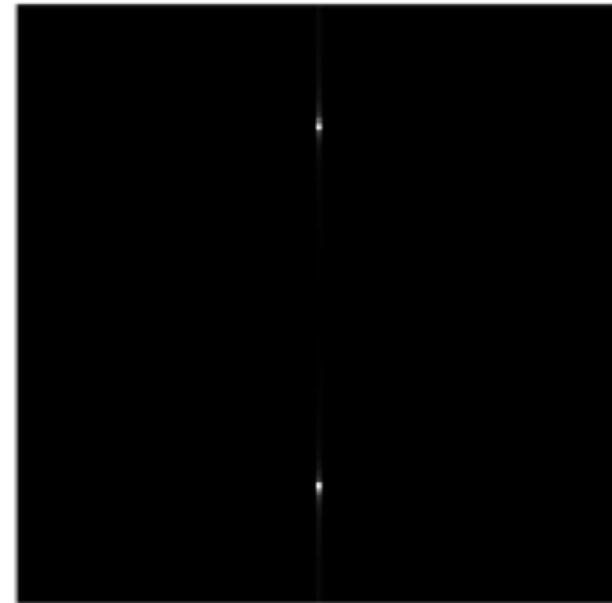
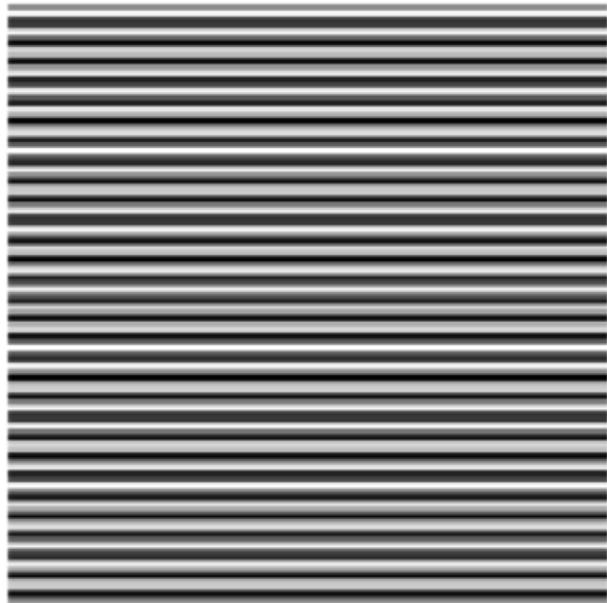
Sinusoid with frequency = 10 and its FFT

2D FFT



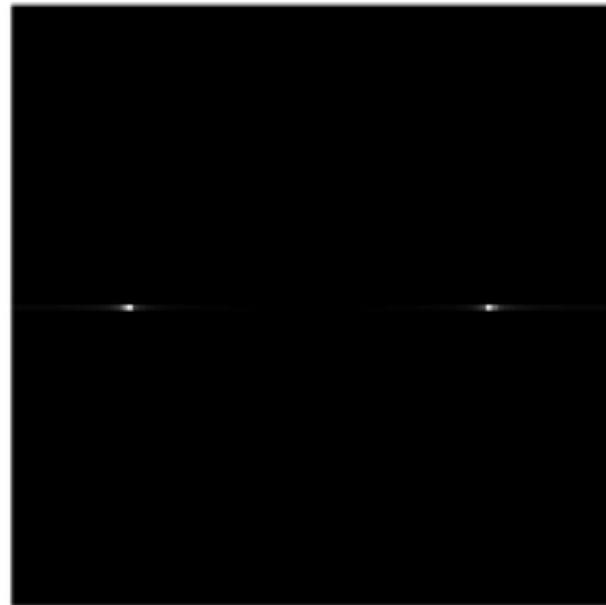
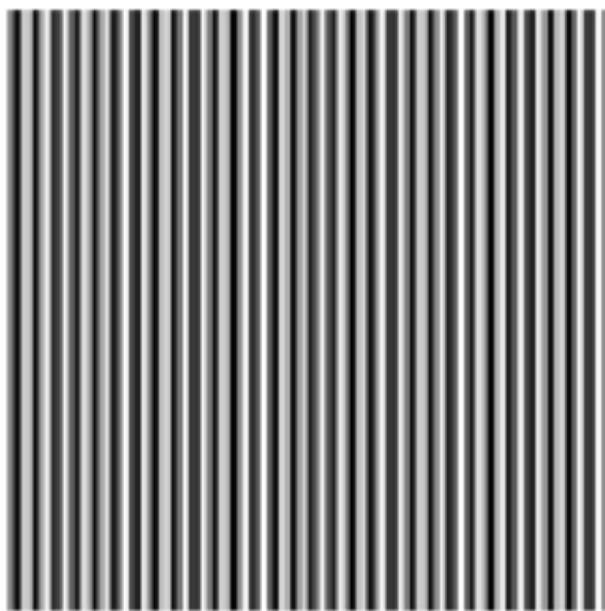
Sinusoid with frequency = 15 and its FFT

2D FFT



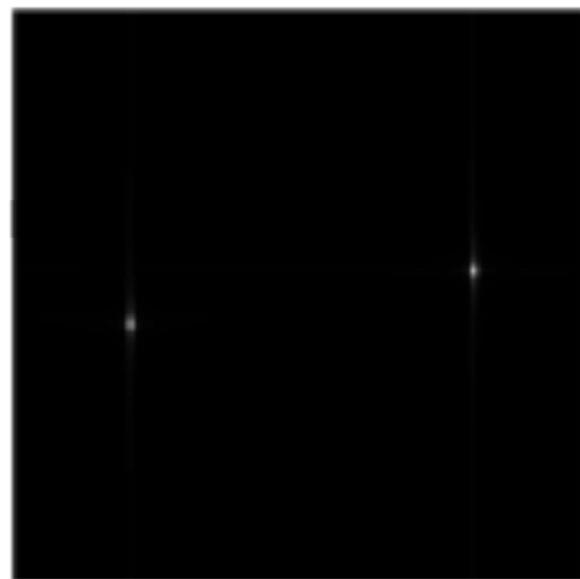
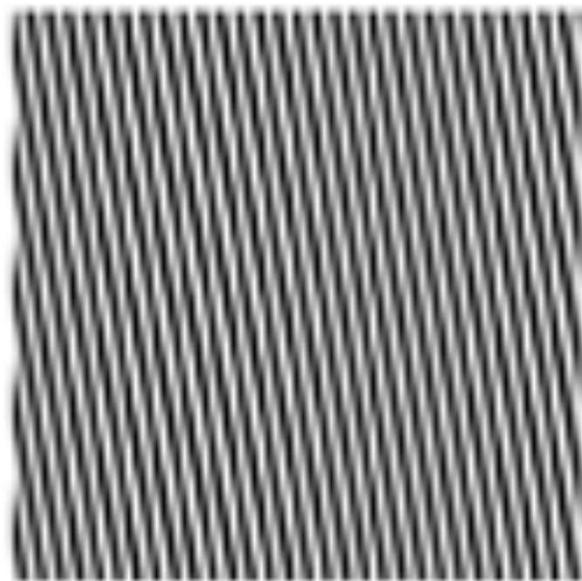
Sinusoid with frequency = 15 and its FFT

2D FFT



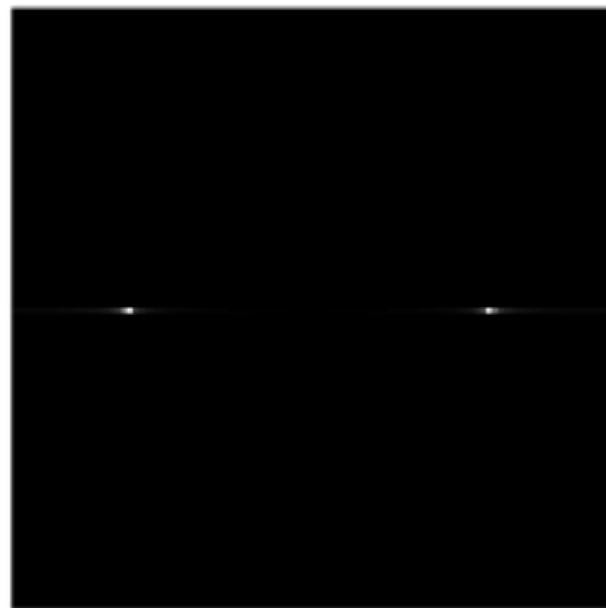
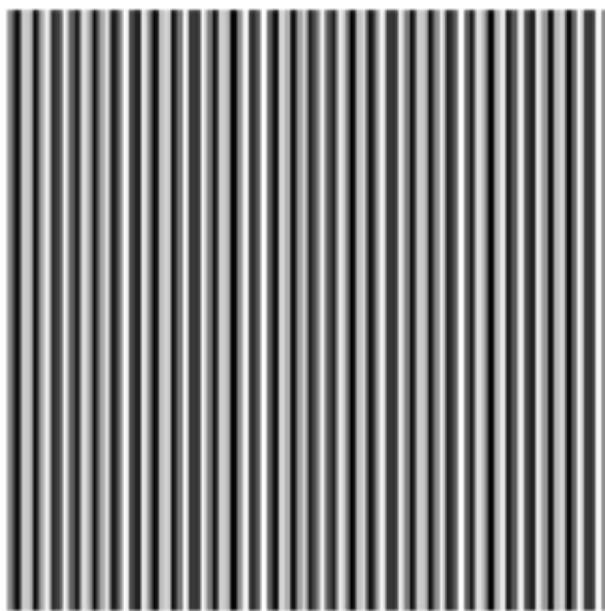
Sinusoid with frequency = 15 and its FFT

Rotation



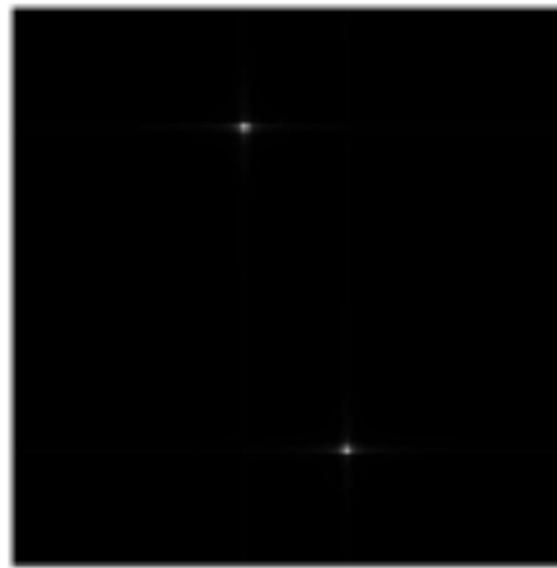
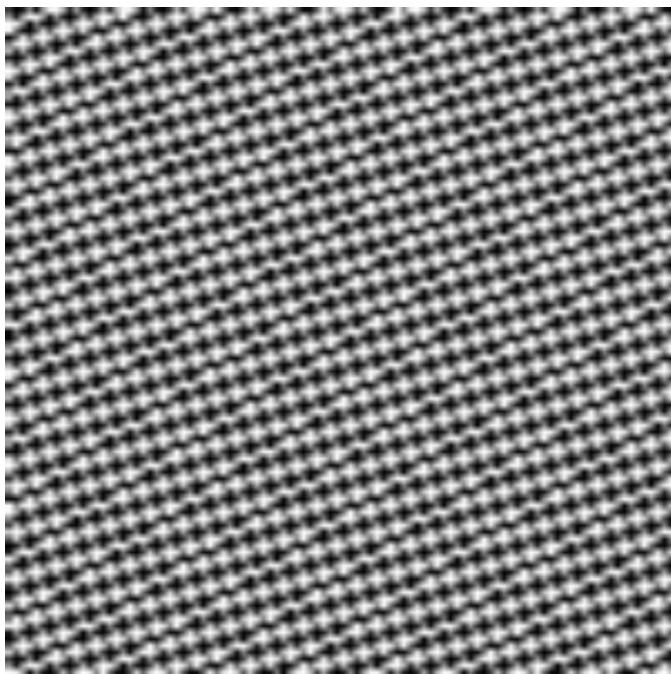
Sinusoid rotated at 30 degrees and its FFT

2D FFT



Sinusoid with frequency = 15 and its FFT

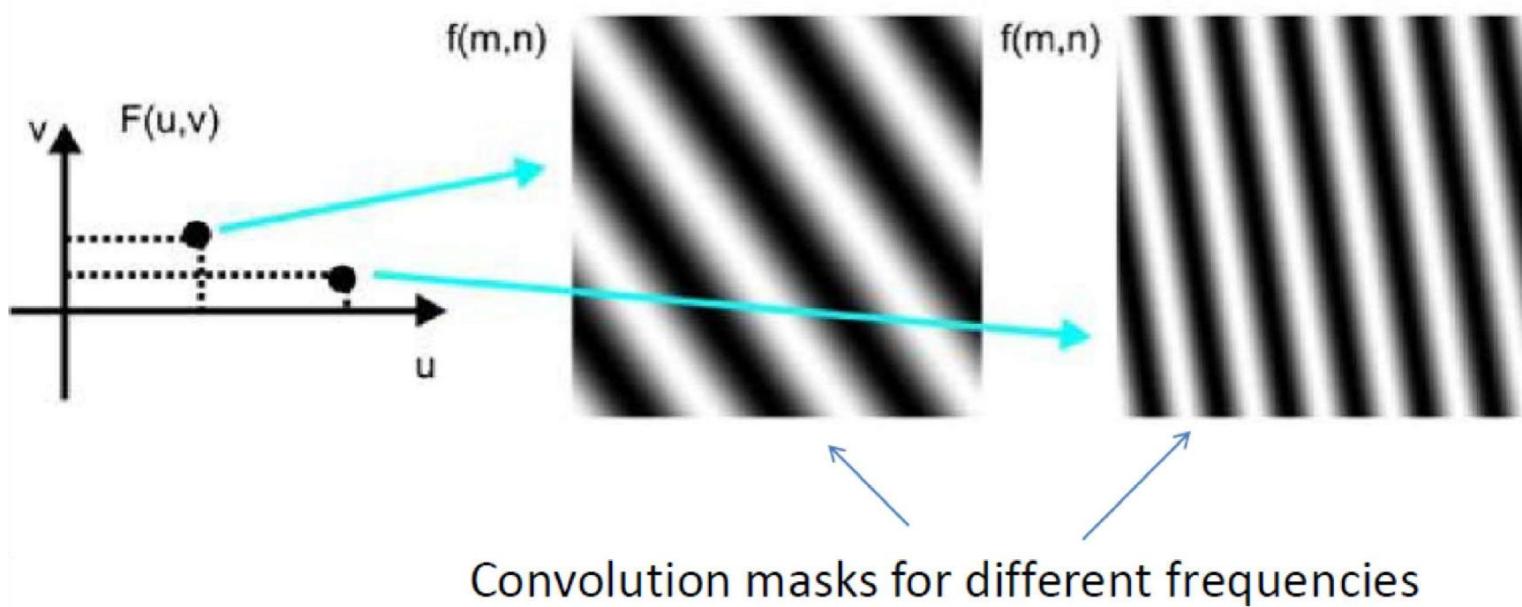
2D FFT



Sinusoid rotated at 60 degrees and its FFT

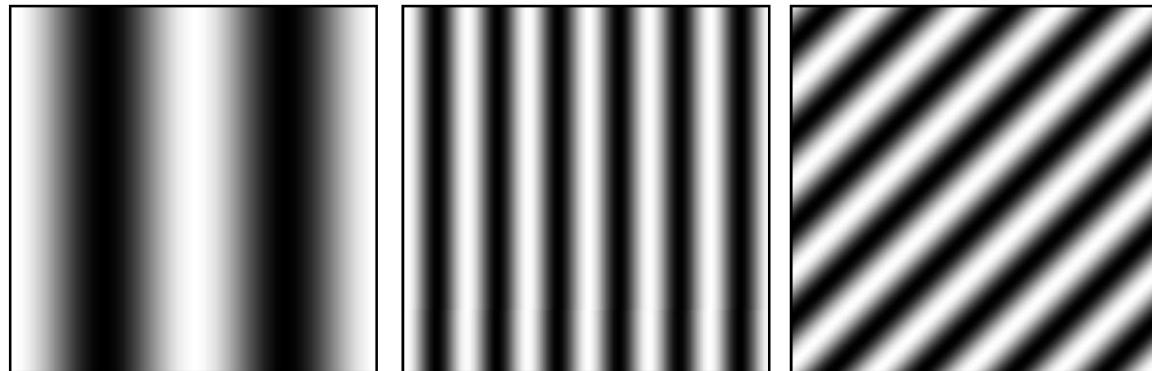
2D FFT

$$F(u, v) = \frac{1}{MN} \cdot \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x, y) e^{-i2\pi(xu/M + yv/N)}$$



Fourier analysis in images

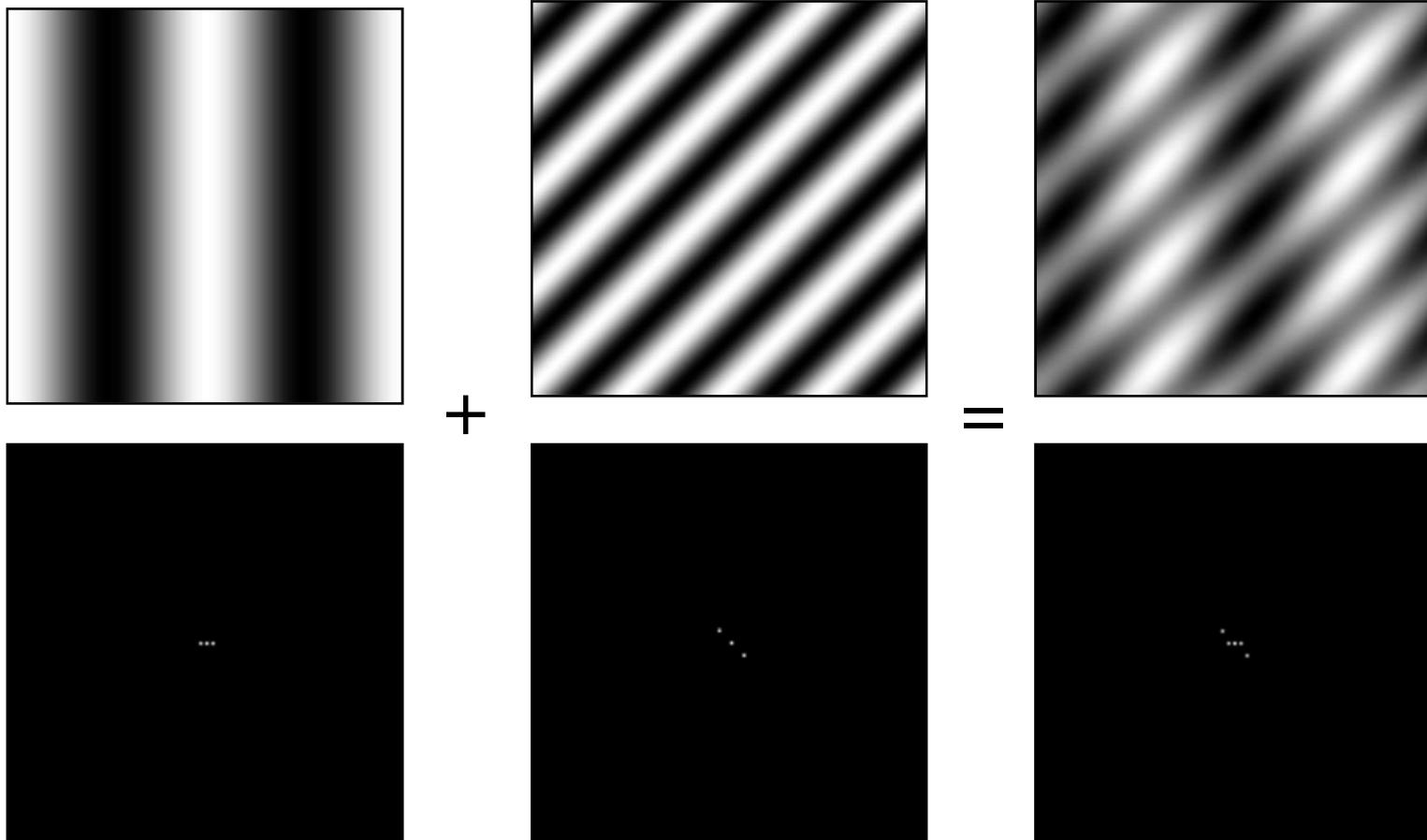
Intensity Image



Fourier Image



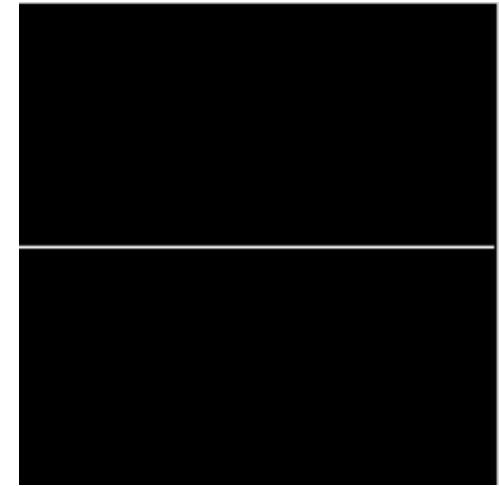
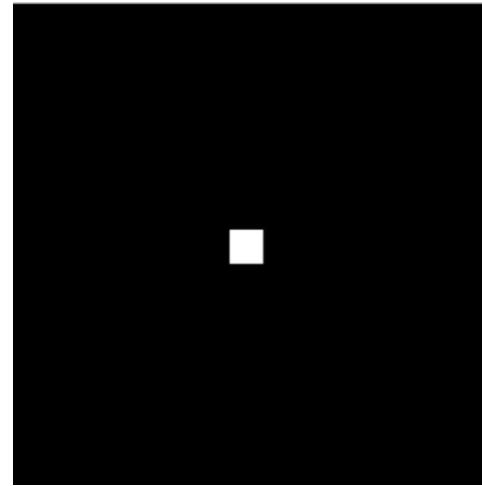
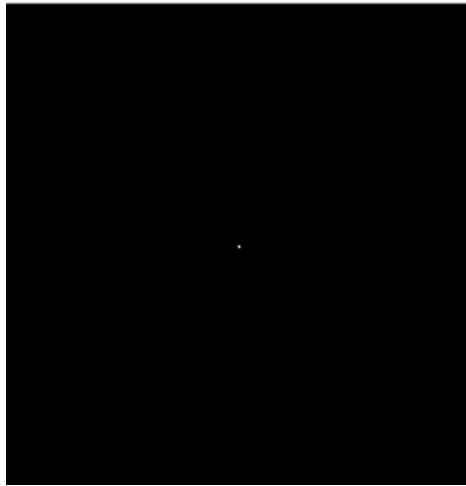
Signals can be composed



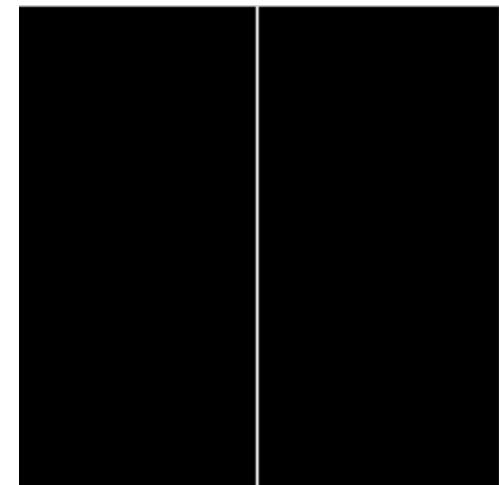
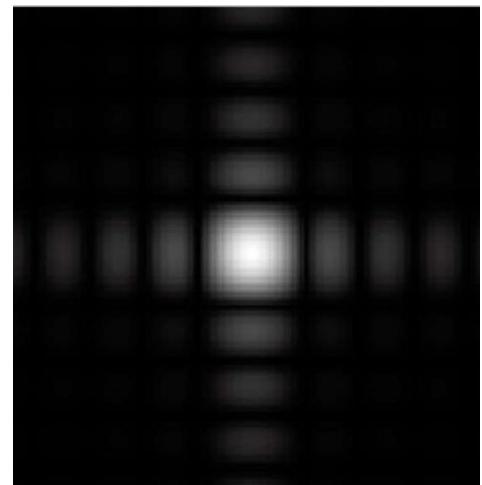
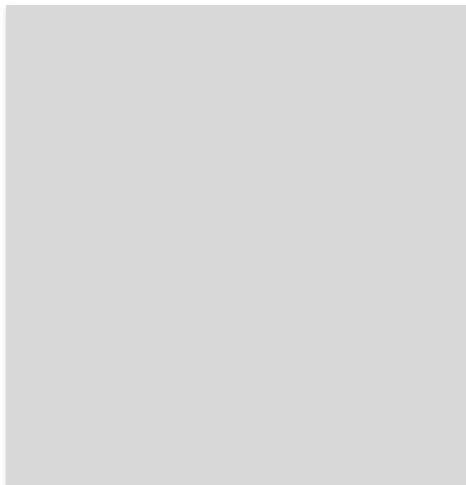
<http://sharp.bu.edu/~slehar/fourier/fourier.html#filtering>
More: <http://www.cs.unm.edu/~brayer/vision/fourier.html>

Some important Fourier Transforms

Image

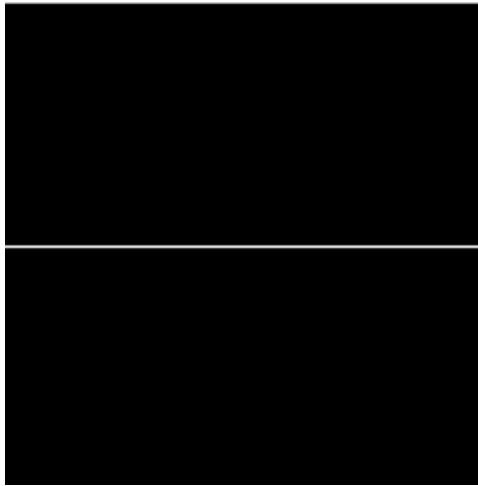


Magnitude FT

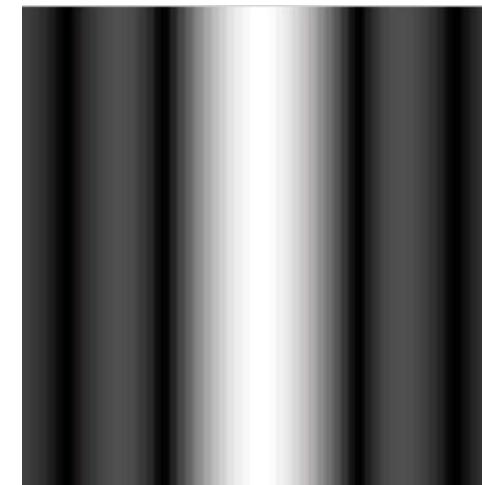
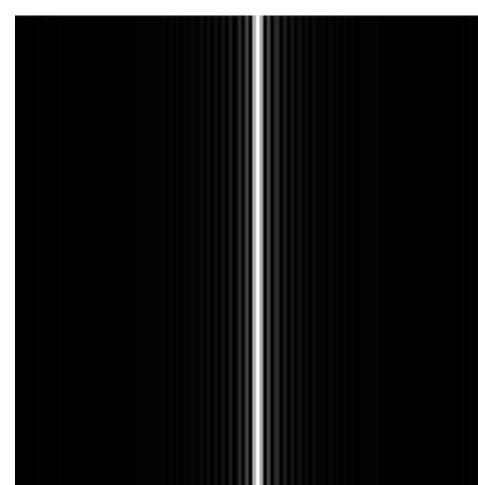
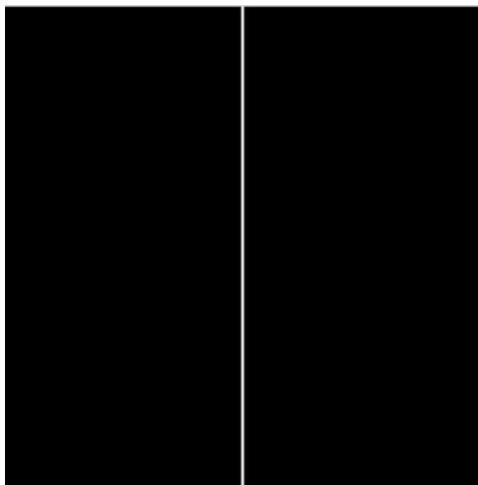


Some important Fourier Transforms

Image



Magnitude FT

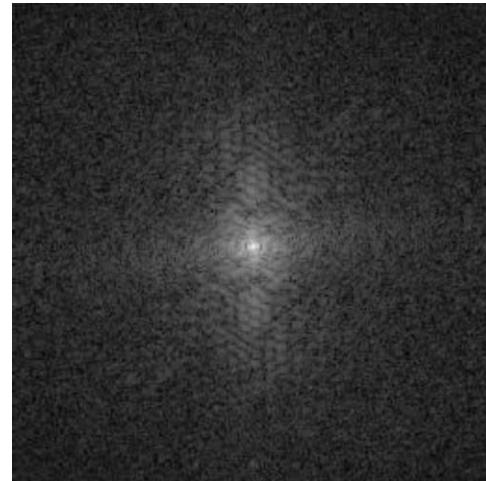
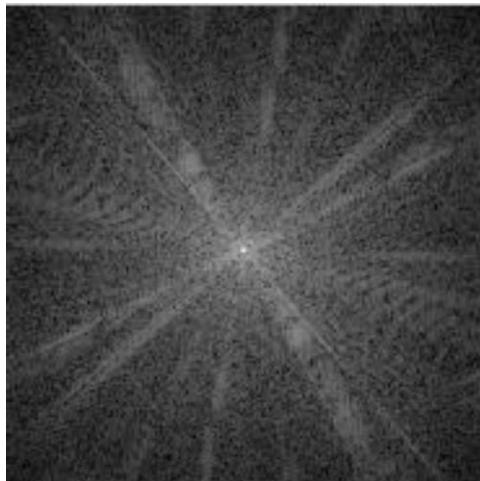


The Fourier Transform of some well-known images

Image



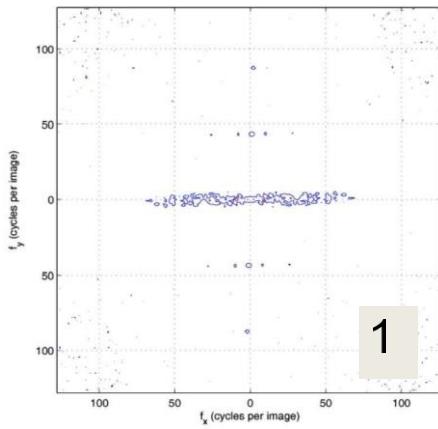
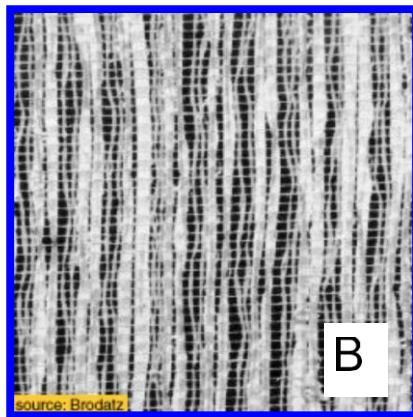
$\text{Log}(1+\text{Magnitude FT})$



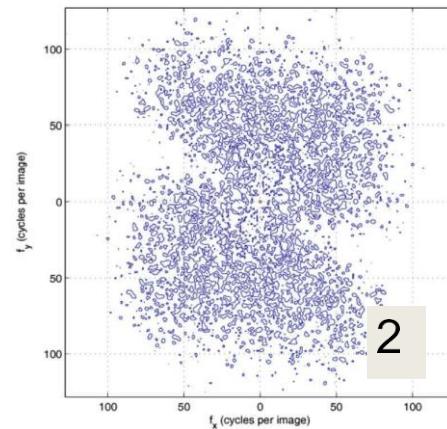
Slide credit: B. Freeman and A. Torralba

Fourier Amplitude Spectrum

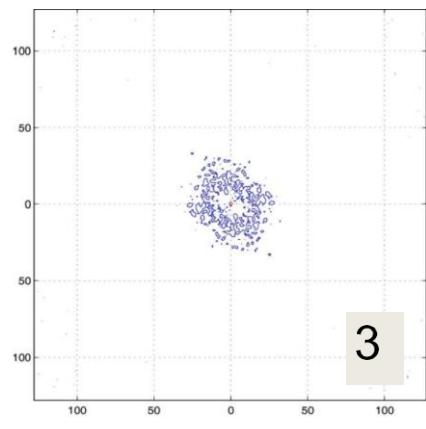
Poll



f_x (cycles/image pixel size)



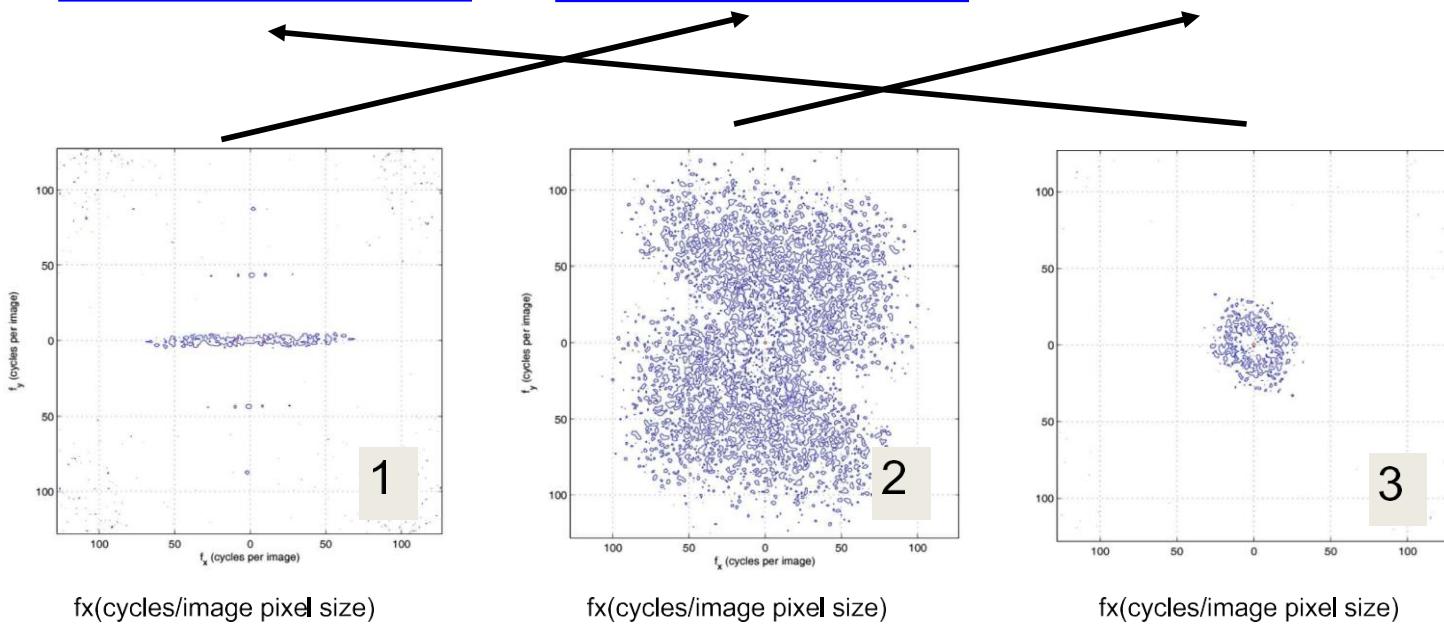
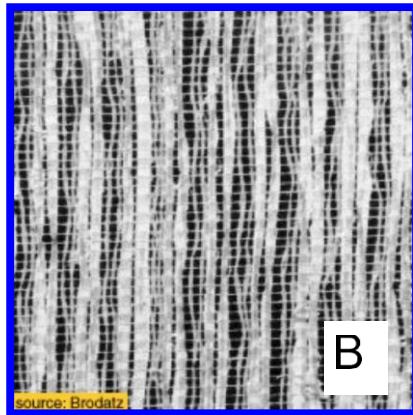
f_x (cycles/image pixel size)



f_x (cycles/image pixel size)

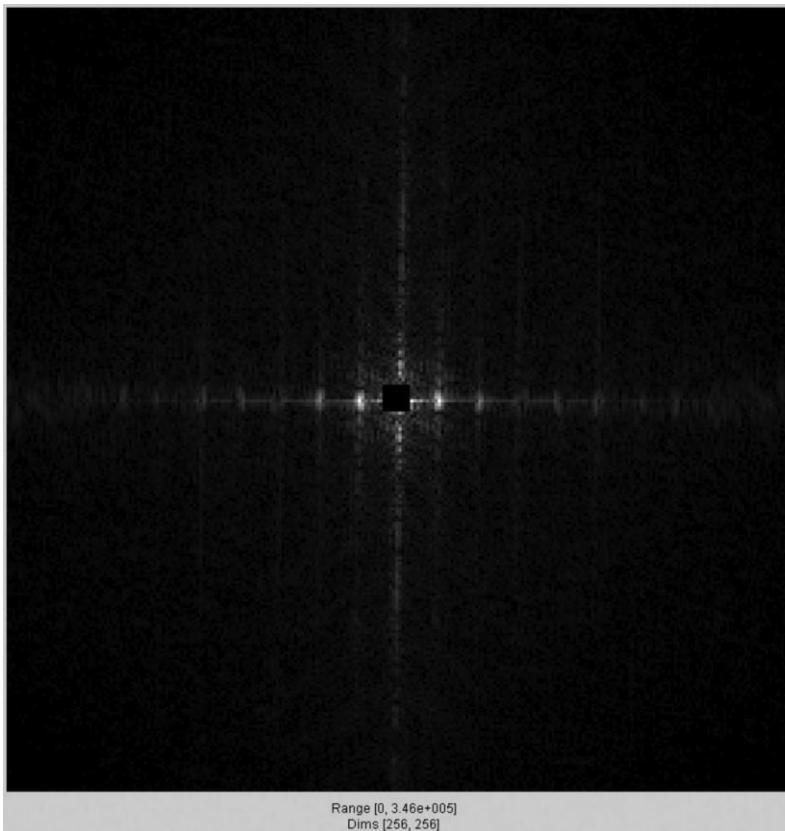
Slide credit: B. Freeman and A. Torralba

Fourier Amplitude Spectrum



Slide credit: B. Freeman and A. Torralba

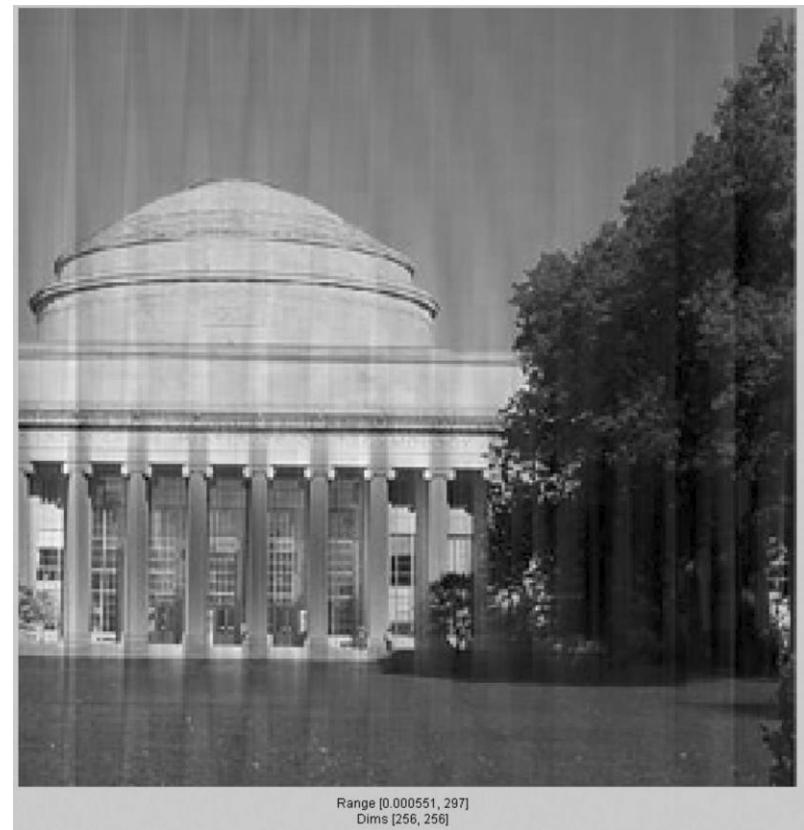
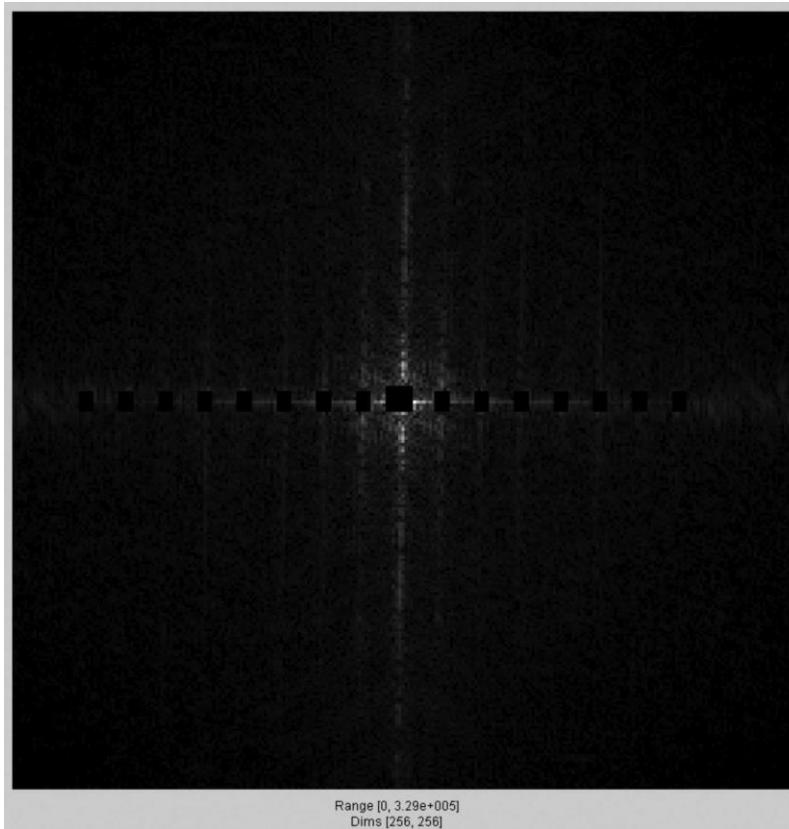
Fourier transform magnitude



What in the image causes the dots?

Slide credit: B. Freeman and A. Torralba

Masking out the fundamental and harmonics from periodic pillars



The Convolution Theorem

- The Fourier transform of the convolution of two functions is the product of their Fourier transforms

$$F[g * h] = F[g].F[h]$$

→ Convolution in spatial domain is equivalent to multiplication in frequency domain.

- The Fourier transform of the product of two functions is the convolution of their Fourier transforms

$$F[g.h] = F[g] * F[h]$$

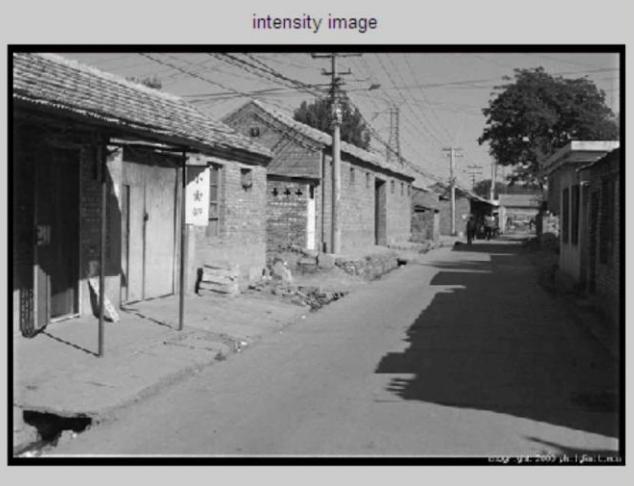
→ Multiplication in spatial domain is equivalent to convolution in frequency domain.

Properties of Fourier Transform

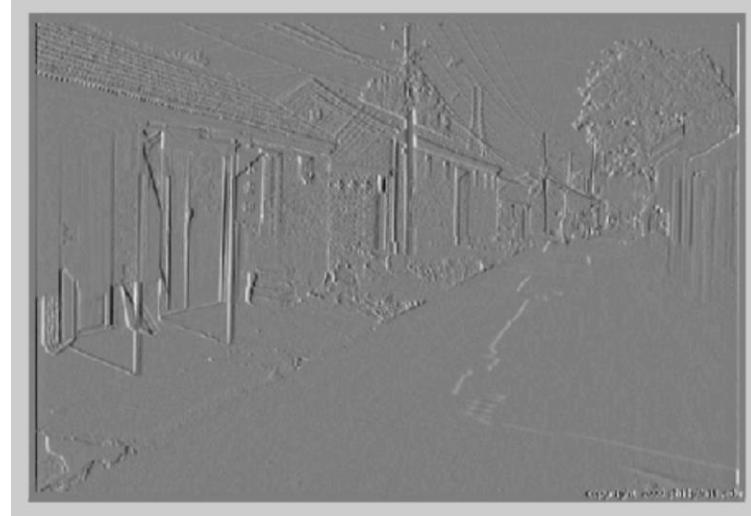
- Linearity:
$$F[a g(x) + b h(x)] = a F[g(x)] + b F[h(x)]$$
- Fourier transform of a real signal is symmetric about origin.

Filtering in spatial domain

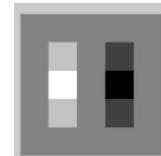
1	0	-1
2	0	-2
1	0	-1



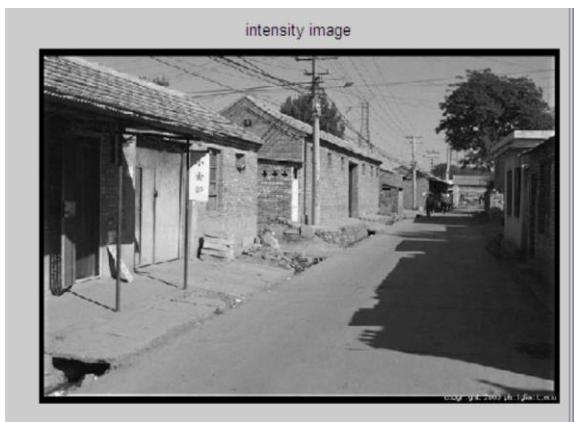
$$\ast \quad \begin{matrix} \text{---} \\ \text{---} \\ \text{---} \end{matrix} =$$



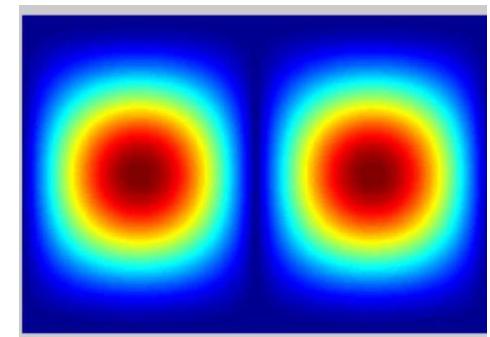
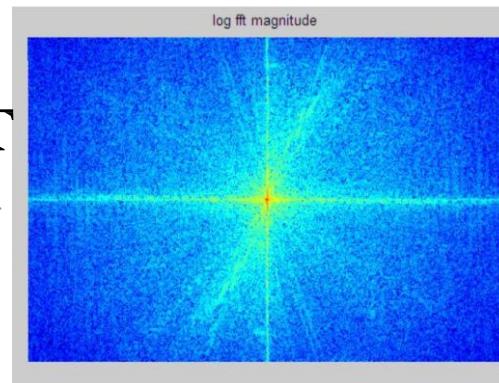
Filtering in frequency domain



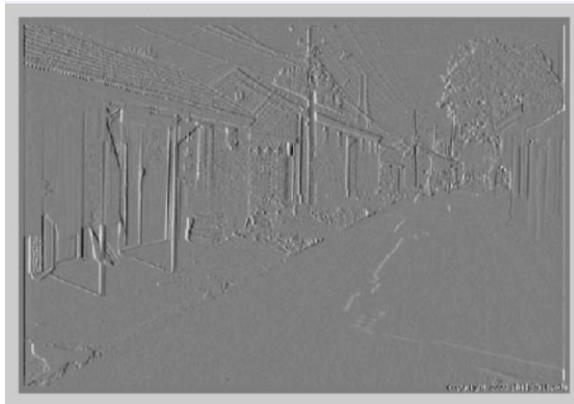
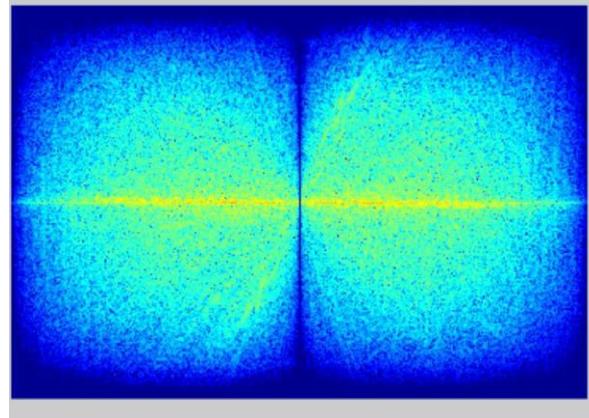
FFT



FFT



Inverse FFT



Slide credit: D. Hoiem

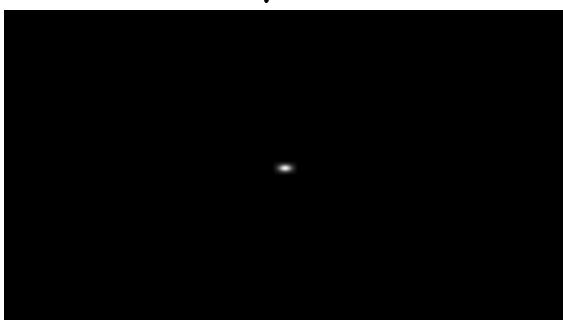
2D convolution theorem example

$f(x,y)$



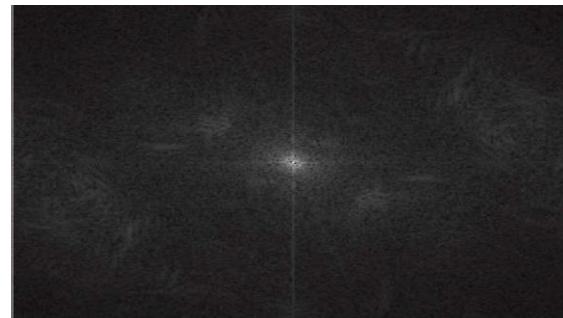
*

$h(x,y)$



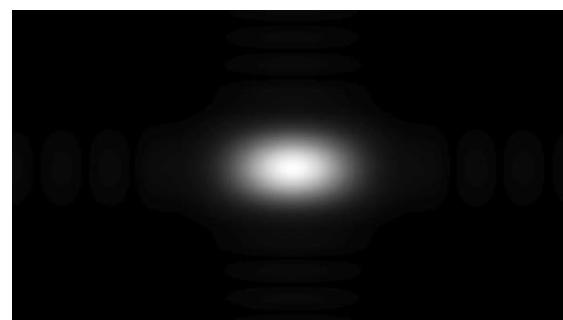
↓

$g(x,y)$



×

$|F(s_x, s_y)|$



↓

$|H(s_x, s_y)|$

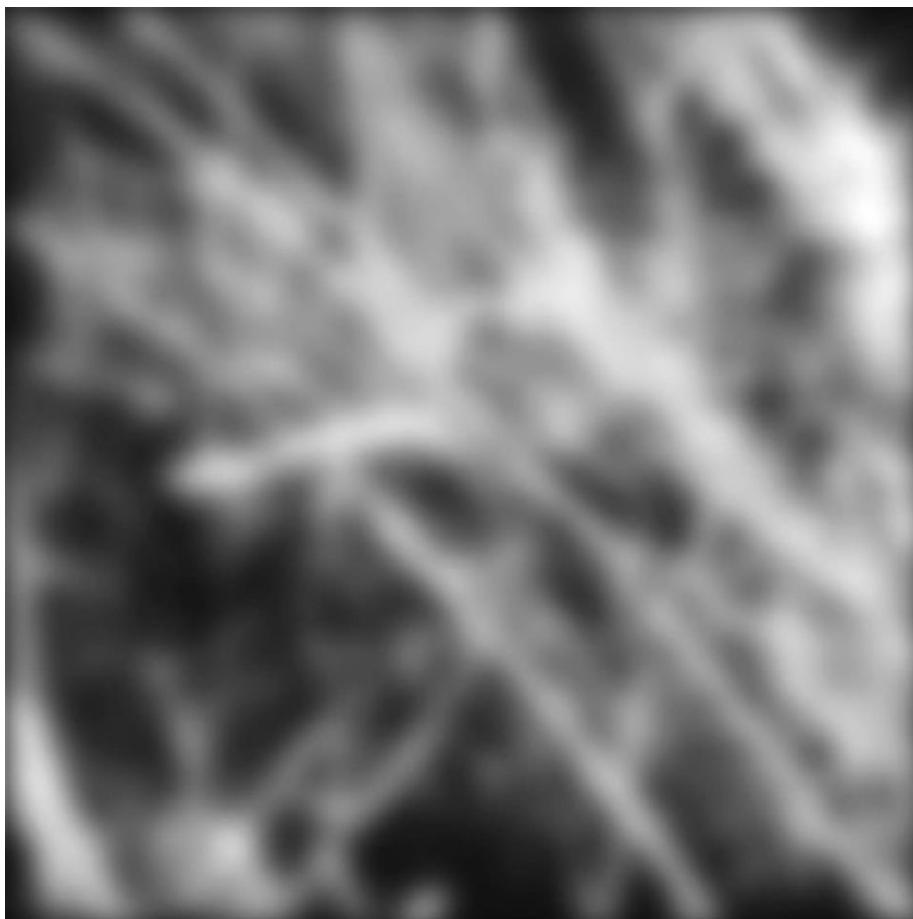


$|G(s_x, s_y)|$

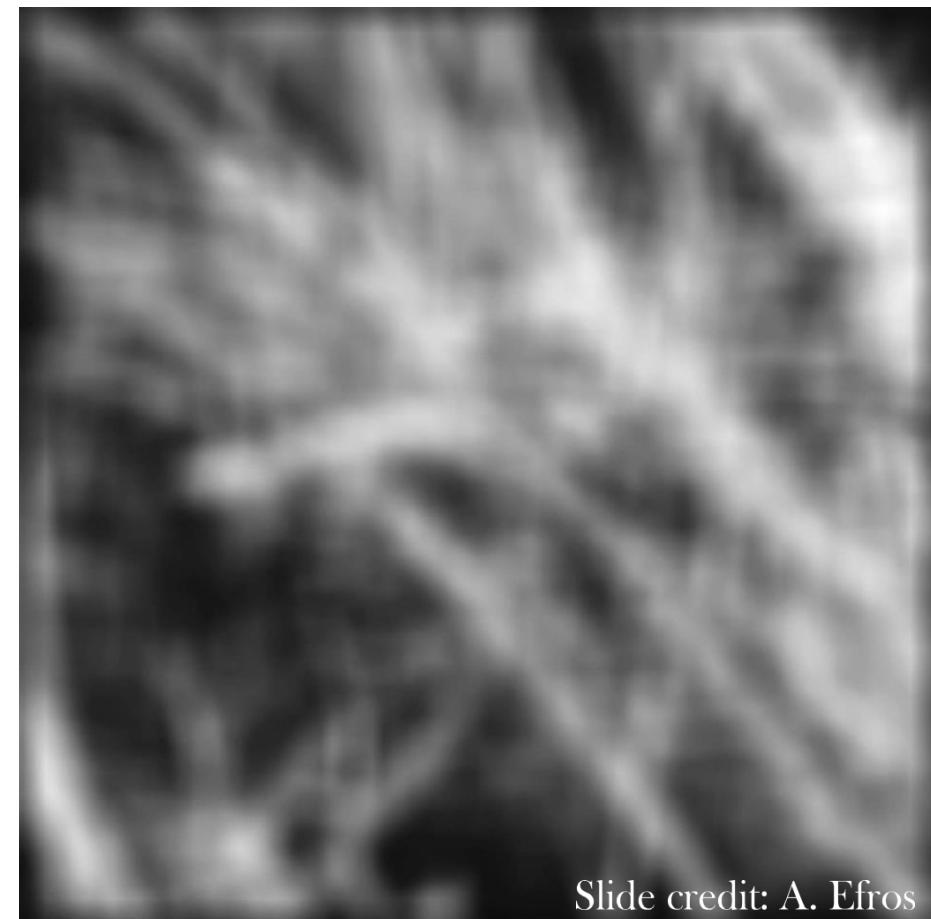
Filtering

Why does the Gaussian give a nice smooth image, but the square filter give edgy artifacts?

Gaussian

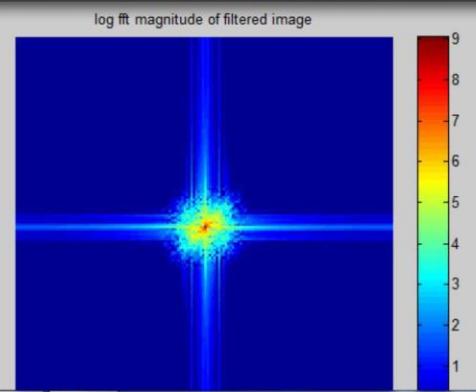
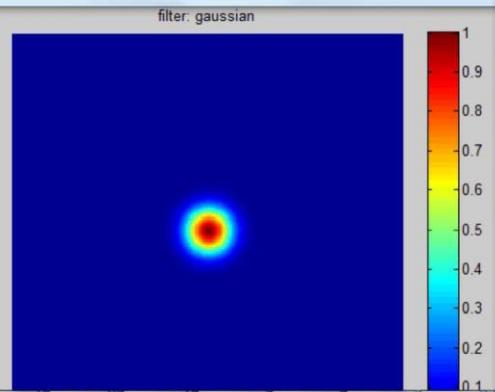
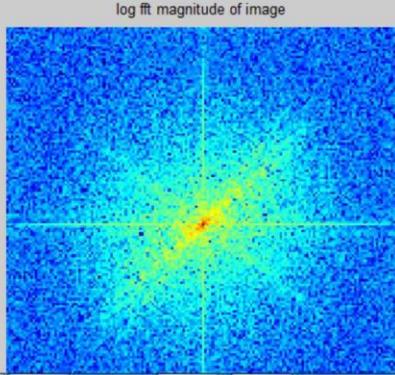
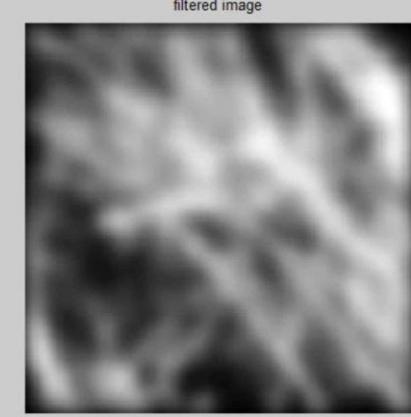
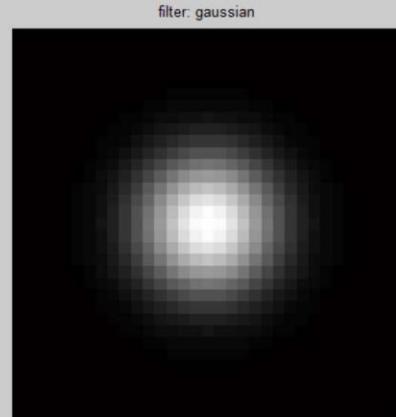


Box filter



Filtering

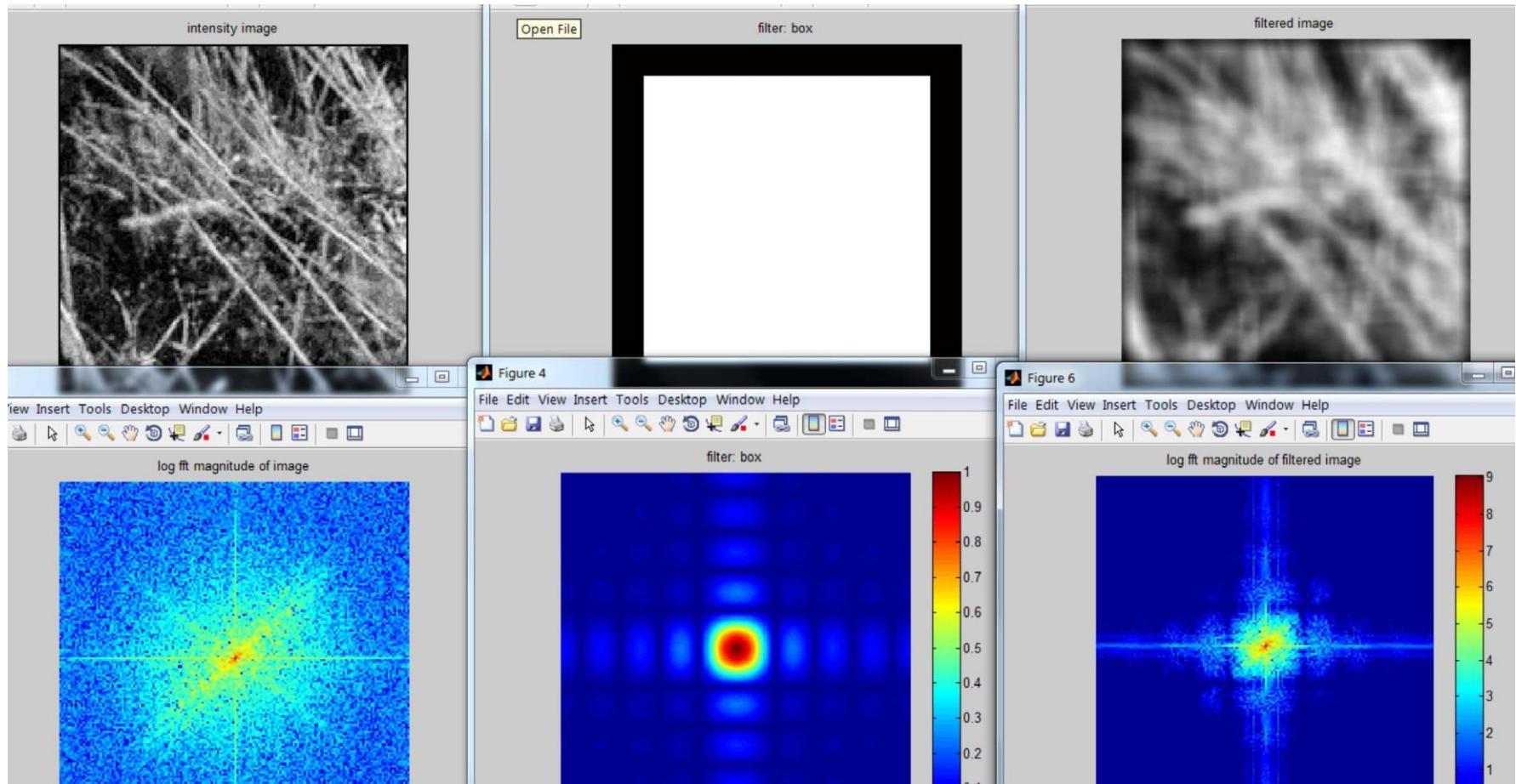
Gaussian



Slide credit: A. Efros

Filtering

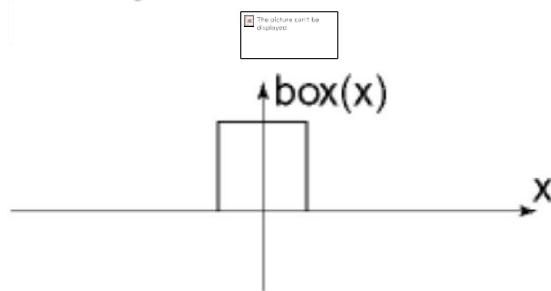
Box Filter



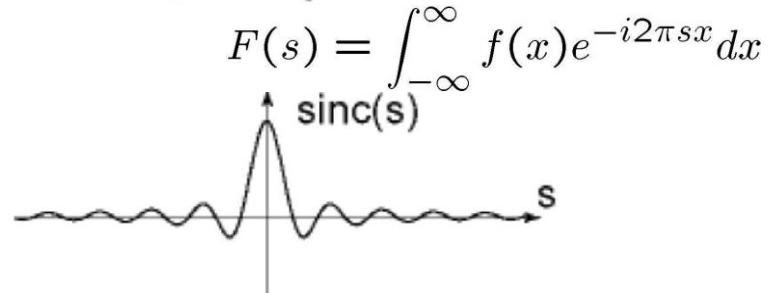
Slide credit: A. Efros

Fourier Transform pairs

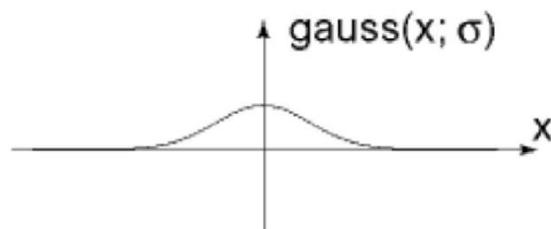
Spatial domain



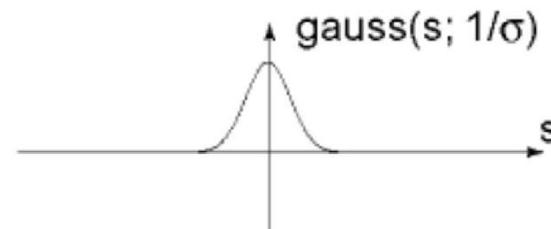
Frequency domain



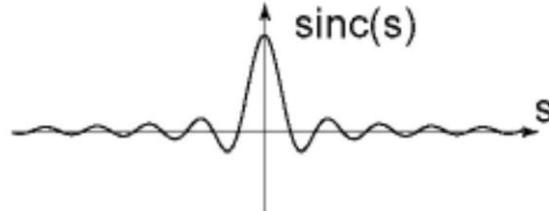
$\text{gauss}(x; \sigma)$



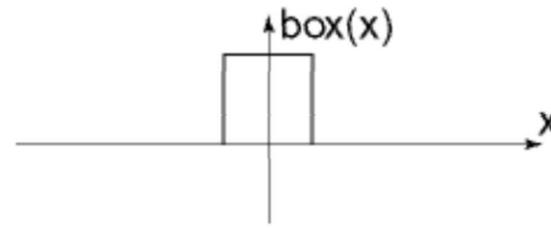
$\text{gauss}(s; 1/\sigma)$



$\text{sinc}(s)$

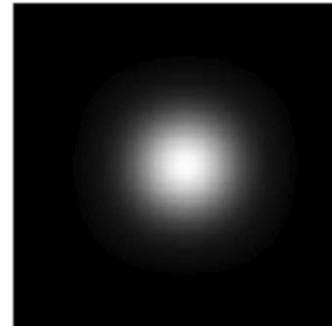
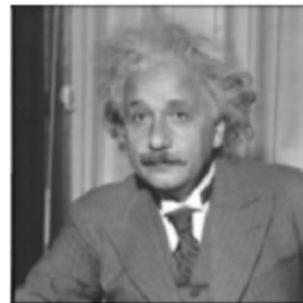
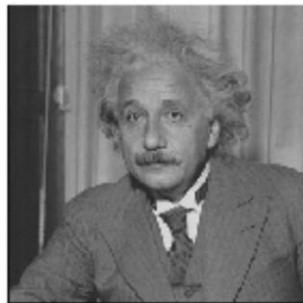


$\text{box}(x)$

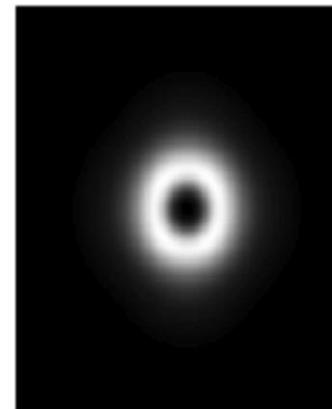
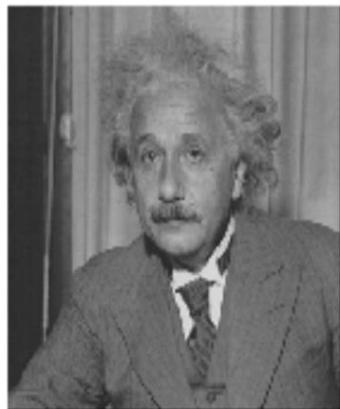


Low-pass, Band-pass, High-pass filters

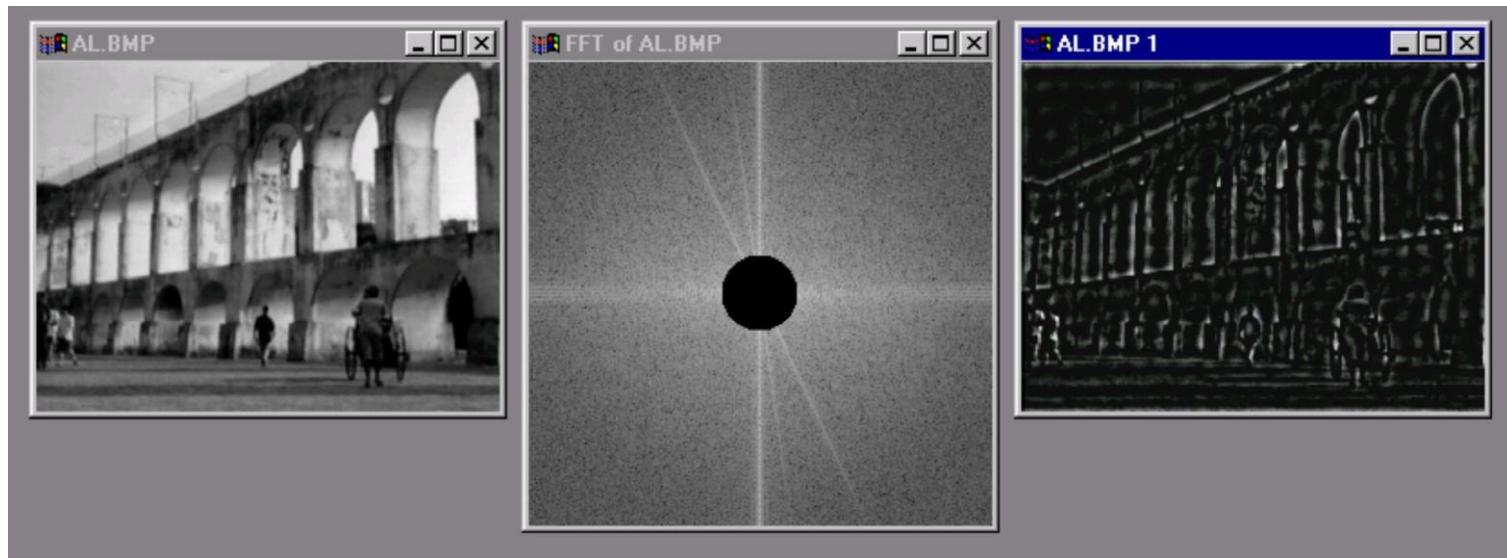
low-pass:



High-pass / band-pass:



Edges in images



Slide credit: A. Efros

Phase and Magnitude

- Curious fact
 - all natural images have about the same magnitude transform
 - hence, phase seems to matter, but magnitude largely doesn't
- Demonstration
 - Take two pictures, swap the phase transforms, compute the inverse - what does the result look like?



Image with cheetah phase
(and zebra magnitude)

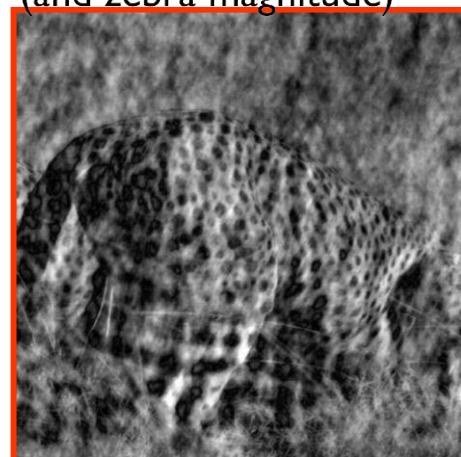


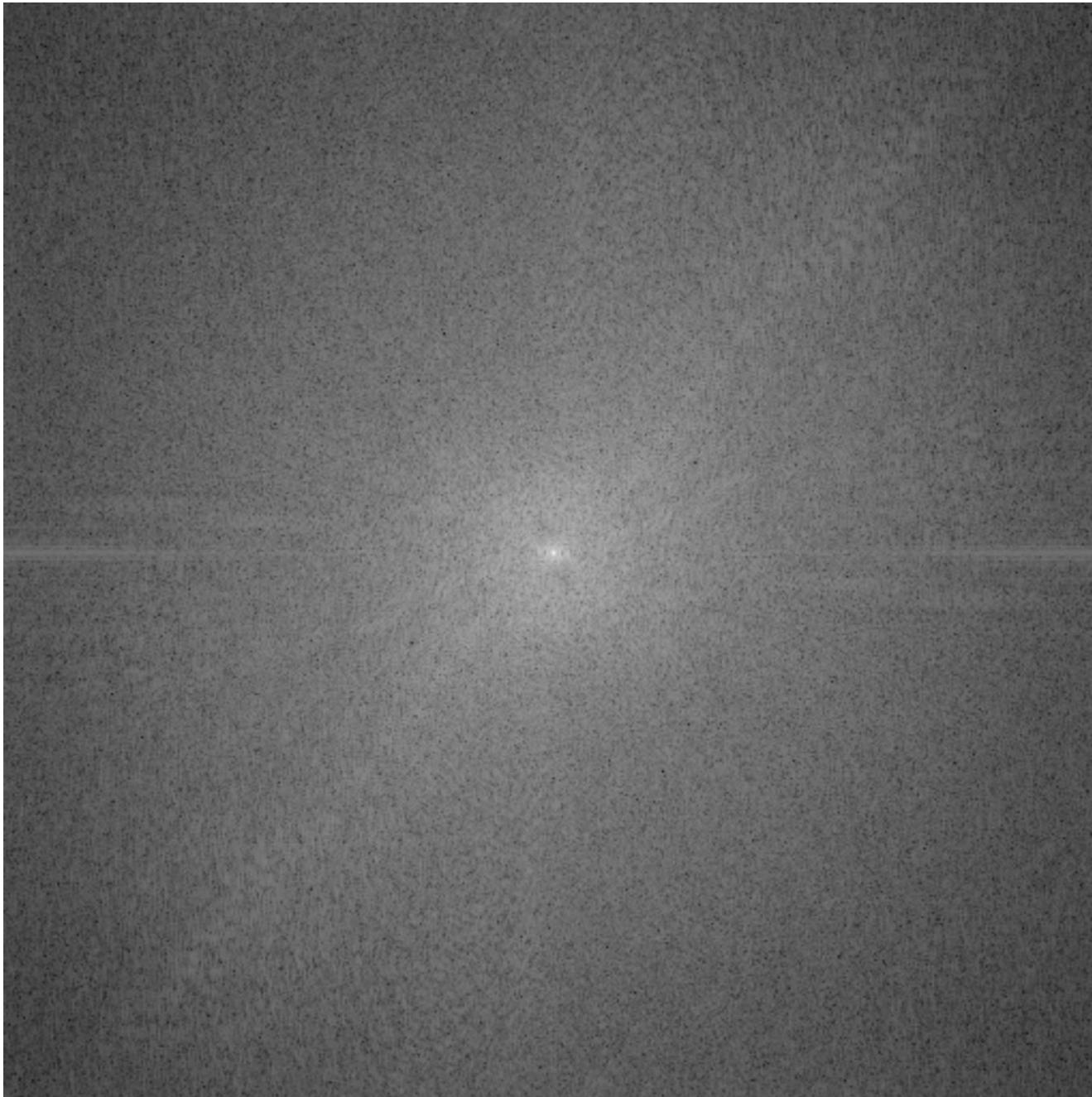
Image with zebra phase
(and cheetah magnitude)





Slide credit: B. Freeman and A. Torralba

This is the
magnitude
transform of
the cheetah
picture

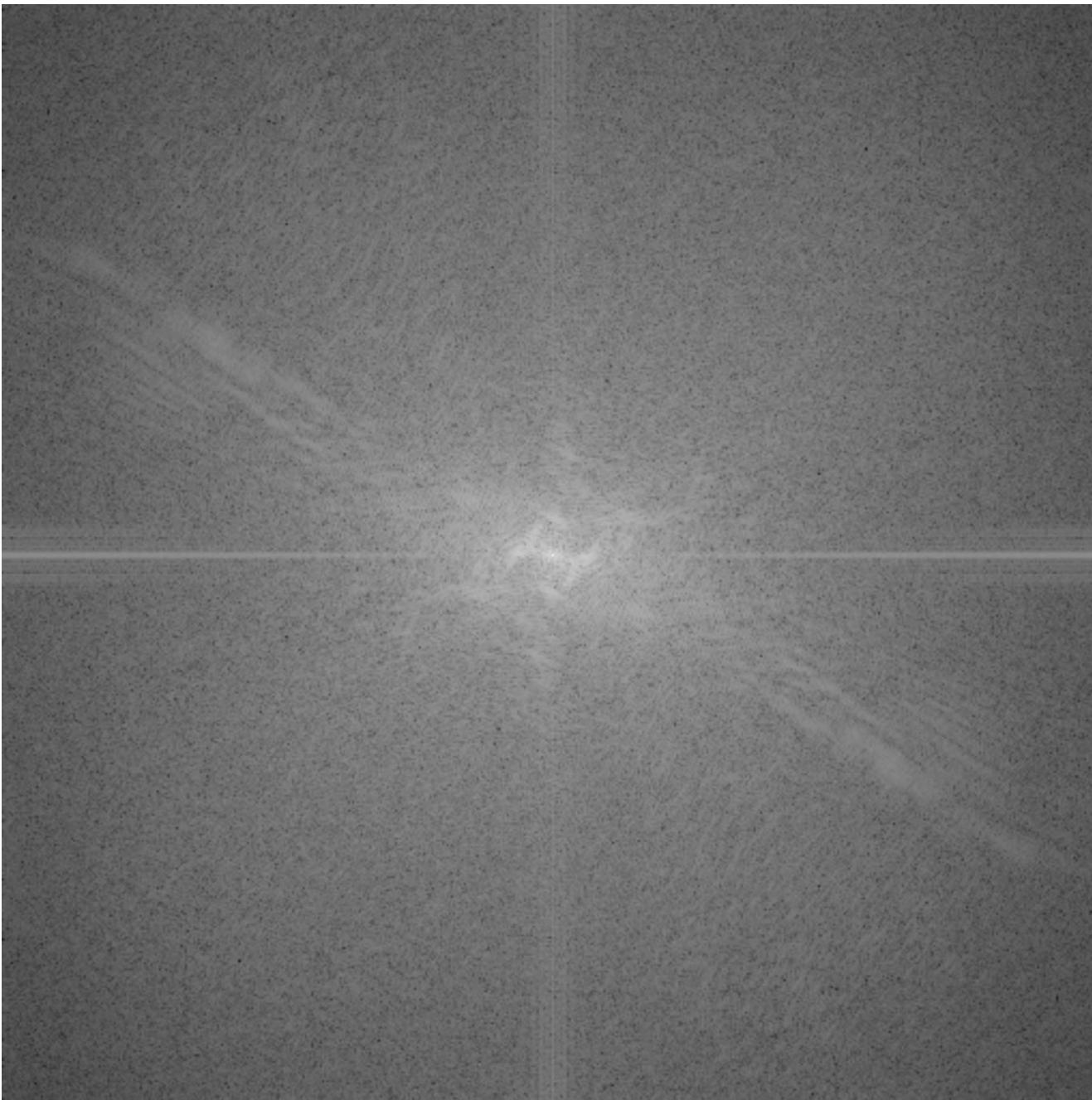


Slide credit: B. Freeman and A. Torralba



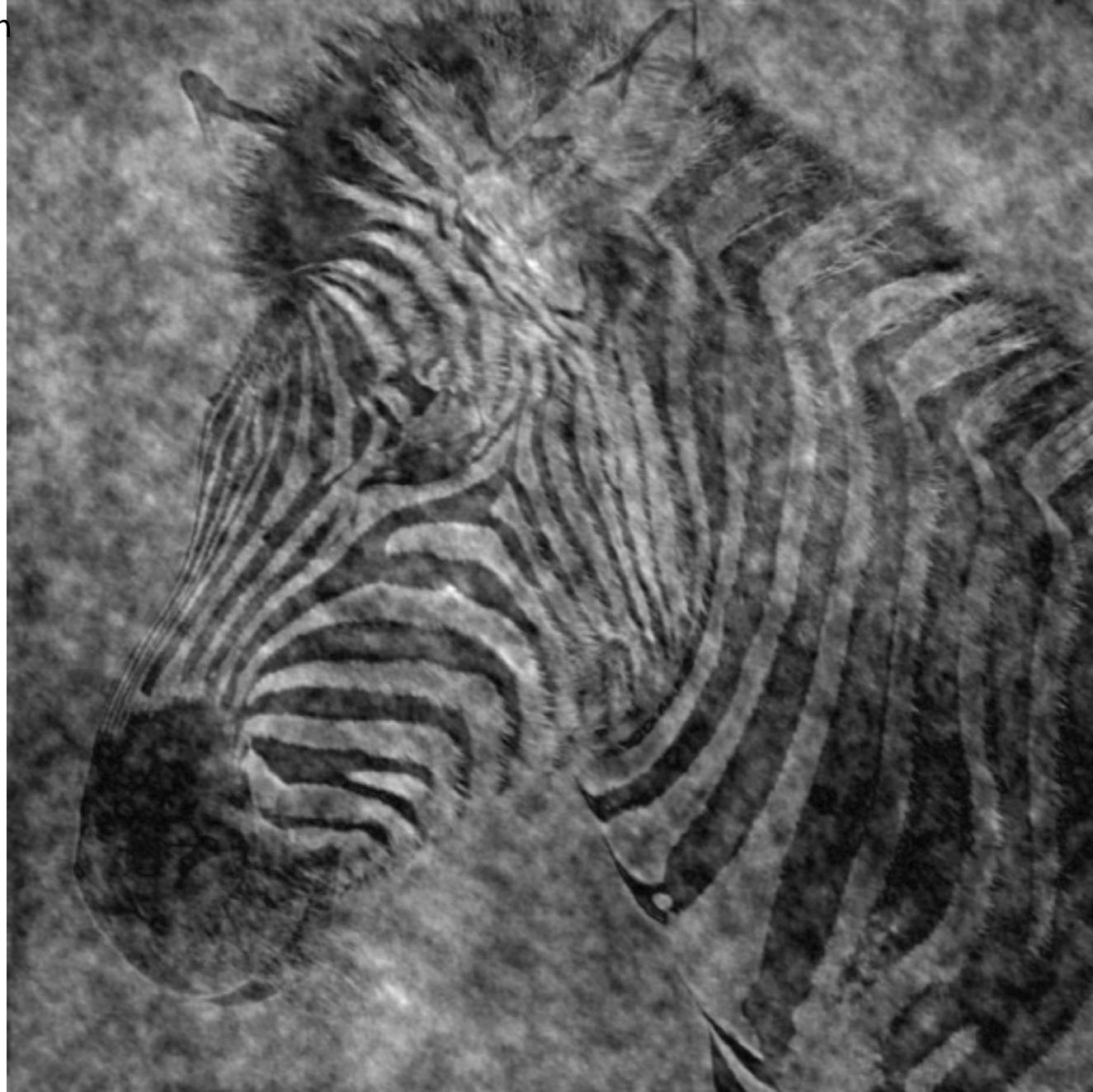
Slide credit: B. Freeman and A. Torralba

This is the
magnitude
transform of
the zebra
picture



Slide credit: B. Freeman and A. Torralba

Reconstruction
with zebra
phase, cheetah
magnitude



Slide credit: B. Freeman and A. Torralba

Reconstruction
with cheetah
phase, zebra
magnitude



Slide credit: B. Freeman and A. Torralba