

# 281 Live Session

Week 6 – 2023/2/15

# Agenda

Final Project Q&A

Intro to Assignment 4

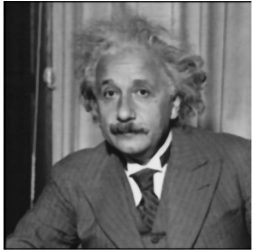
Overview of Fourier Decomposition

Practical applications of frequency analysis

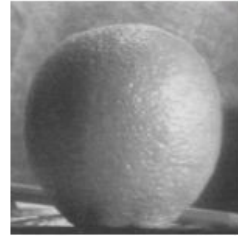
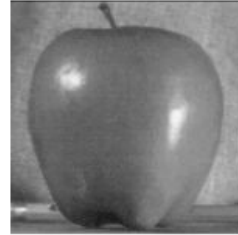
Exercise on Frequencies

# Assignment 4 – Frequencies

Part 1: Hybrid Images



Part 2: Multi-Resolution Blending



# Discussion Questions

1: Perspective Projection

2: Image Formation

3: Image Artifacts

4: Convolution

5: Fourier

6: Pyramids, Edges, and Features

7: Image Analysis

8: Least-Squares

9: Total and Iterative Least-Squares

10: Clustering

11: Dimensionality Reduction

12: Linear Classifiers

13: Nonlinear Classifiers

- What is a linear time invariant system?
- Why are LTIs useful for image processing?
- What is the basis used for Fourier decomposition?
- Why is frequency decomposition useful for image processing?
- What is being plotted in a Fourier diagram? What is omitted?
- What are edge artifacts? How can they be avoided?
- What is a discrete Fourier transform?
- How does sampling rate influence signal reconstruction in a DFT?
- What is the Nyquist limit?

# Linear Time Invariant Systems

Image filters can be separated out and recombined independently at lower cost

$$I_b = k_b * I$$

$$I_s = I + [I - I_b]$$

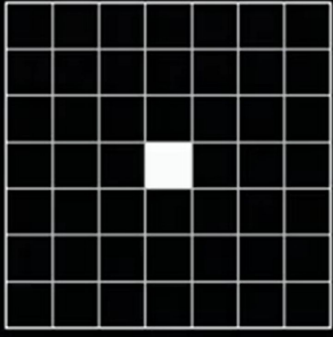
$$I_s = 2I - I_b$$

$$I_s = [k_{2x} * I] - [k_b * I]$$

$$I'_s = [k_{2x} - k_b] * I$$

$$\delta[x, y] = \begin{cases} 1, & x = \frac{m}{2}, y = \frac{n}{2} \\ 0, & \text{otherwise} \end{cases}$$

unit-impulse



Linear → obeys superposition

Time Invariant → input shifted == output shifted

# Fourier Basis

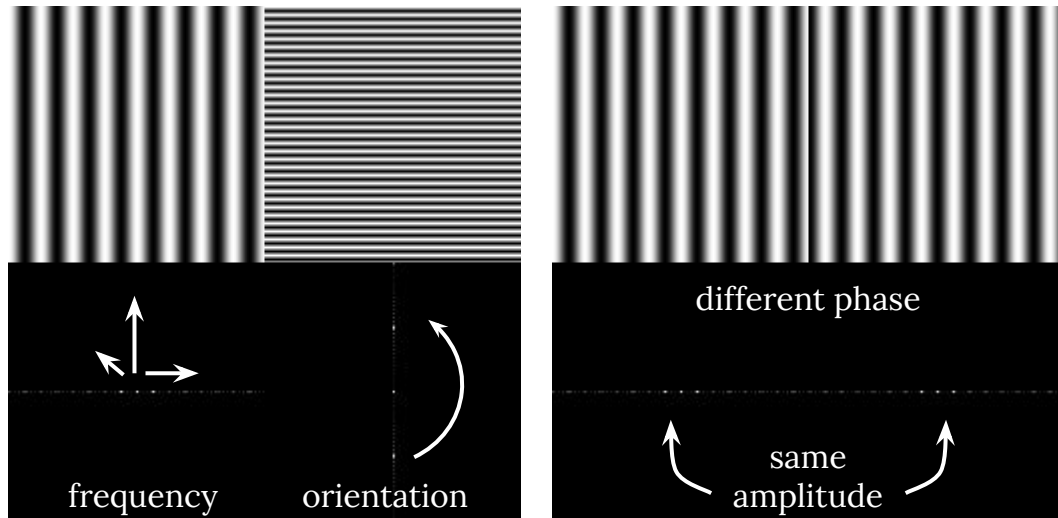
Sine & Cosine are translated into a complex exponential

Phase information is discarded

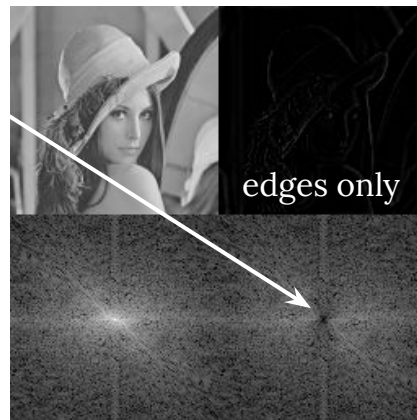
$$f_{\text{Magnitude}} = \text{sqrt}(f_{\text{Real}}^2 + f_{\text{Imaginary}}^2)$$

$$f_{\text{Phase}} = \text{atan}(f_{\text{Imaginary}} / f_{\text{Real}})$$

$$f[x] = \frac{1}{m} \sum_{k=0}^{m-1} a_k \cos(\omega_k x) + b_k \sin(\omega_k x) \quad \text{Fourier series}$$
$$a_k = \sum_{l=0}^{m-1} f[l] \cos(\omega_k l) \quad \text{and} \quad b_k = \sum_{l=0}^{m-1} f[l] \sin(\omega_k l)$$
$$e^{i\omega x} = \cos(\omega x) + i \sin(\omega x) \quad \text{Fourier transform}$$



center = lowest freq  
(average value)



# Phase Misalignment

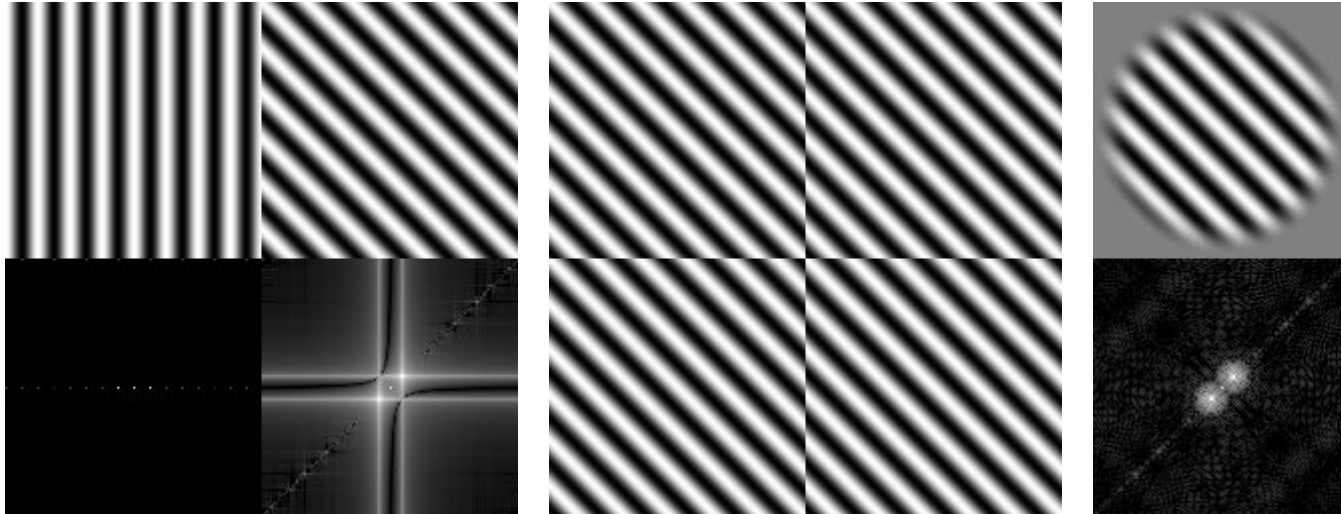


# Edge Artifacts

All images are treated as periodic signals across the image boundary

Mismatched boundaries produce false edges

Windowing can reduce artifacts



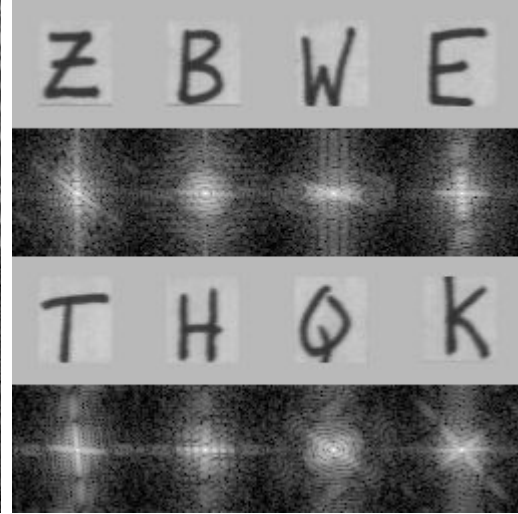
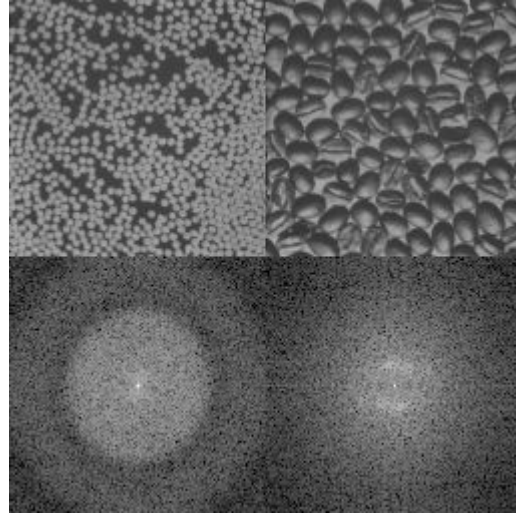
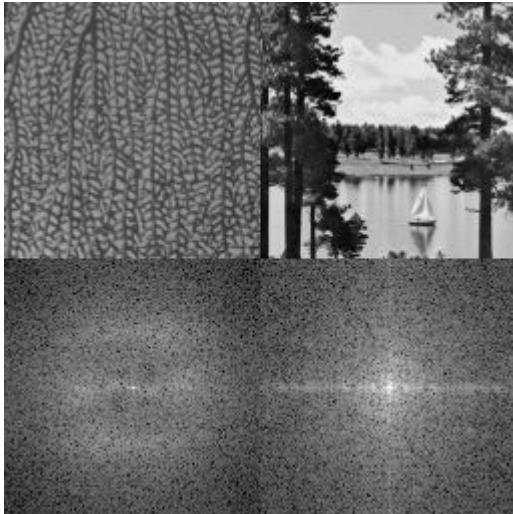
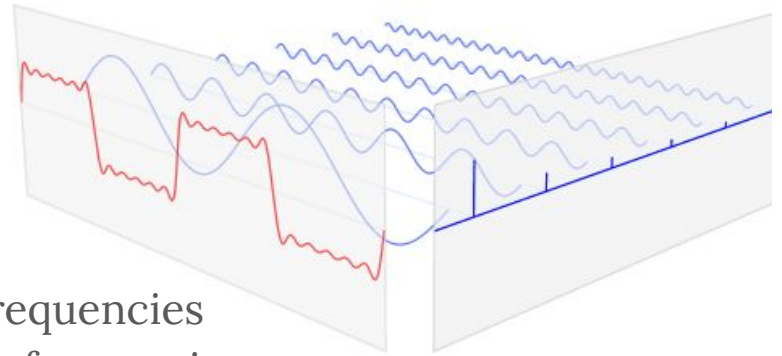


# Natural Images

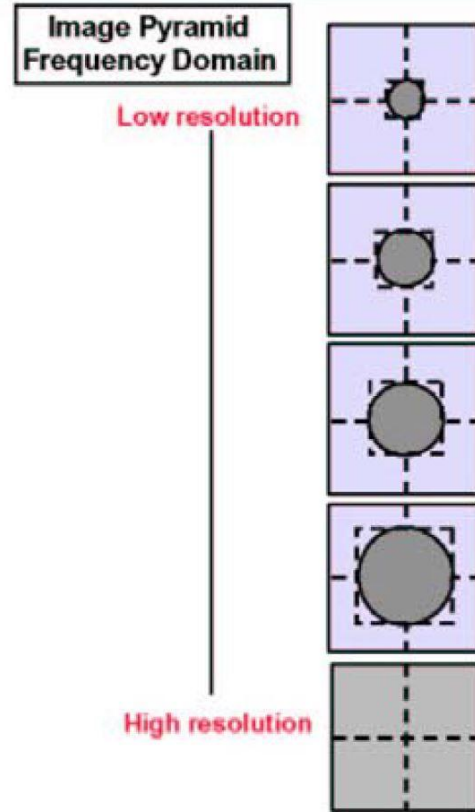
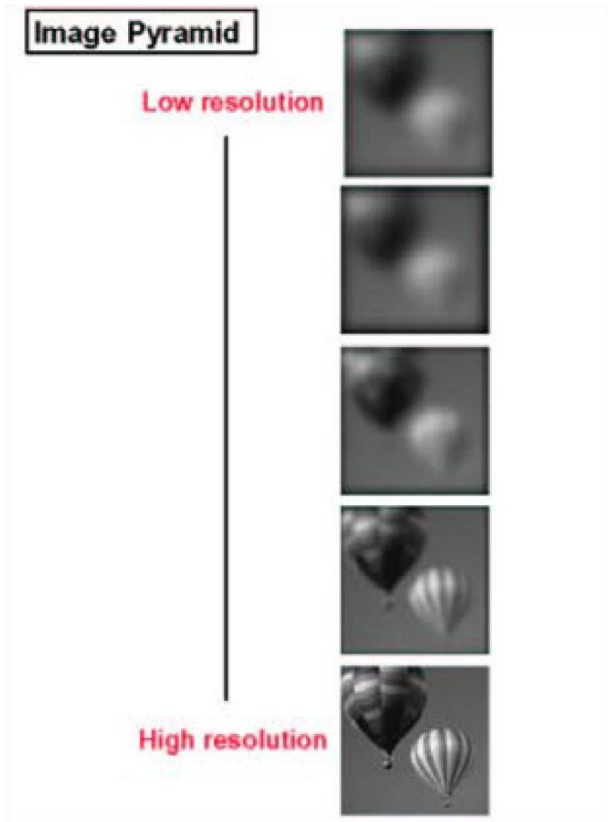
Usually power at many spatial frequencies

Sharp low frequency edges are composed of high frequencies

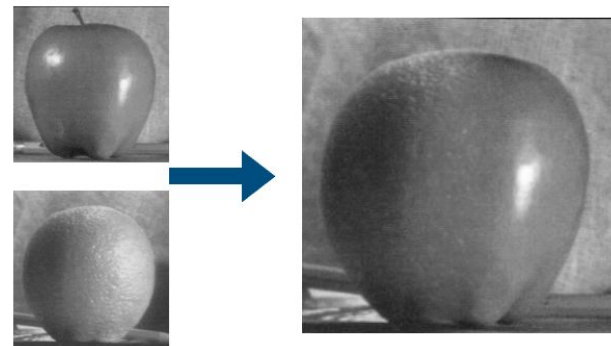
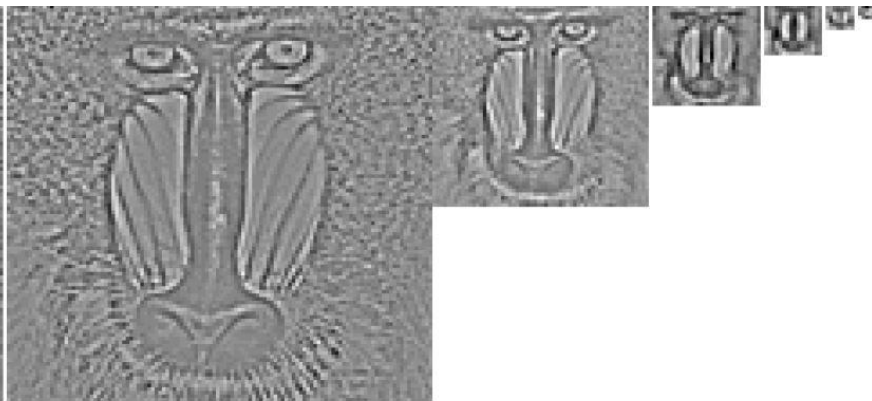
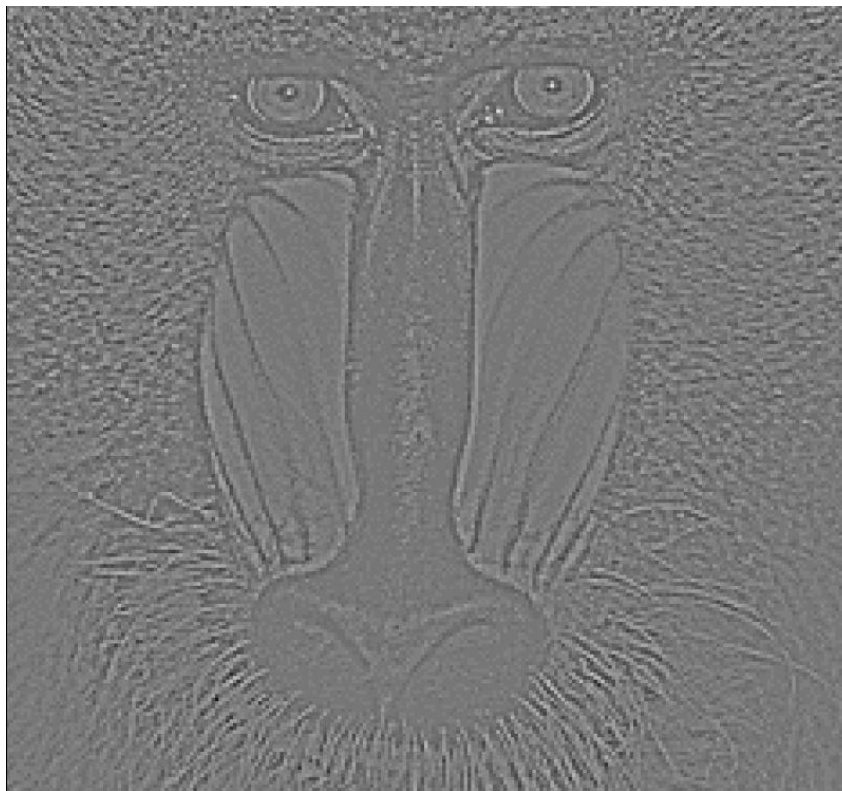
Specific frequencies can be used to extract features from an image



# Image vs Frequency Domain



# Laplacian Pyramid



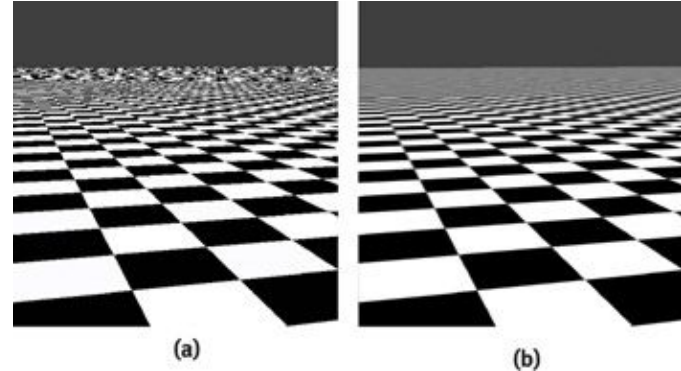
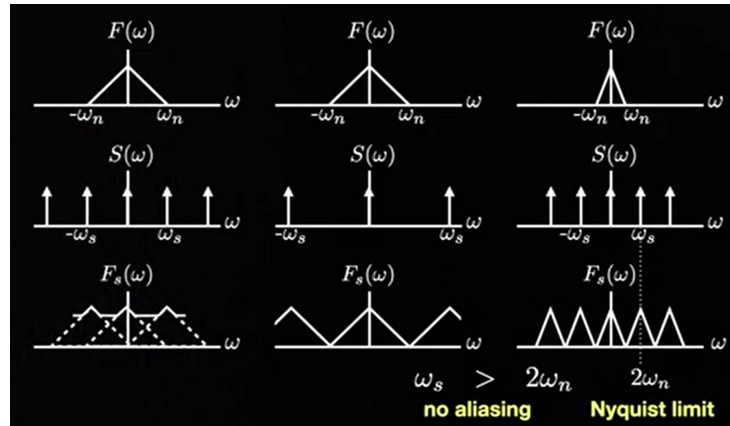
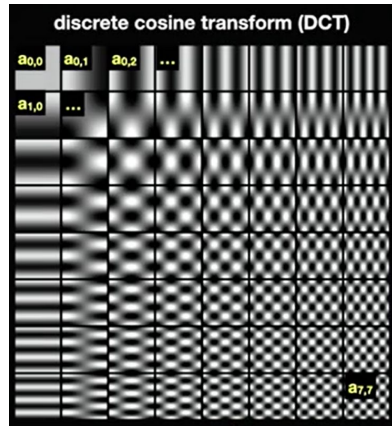
# DCT and Nyquist Frequency

Pixels are discrete signals, usually also sampled by discrete frequency decomposition

When sampling frequencies are not aligned, you get aliasing (corrupted signal)

Nyquist limit – maximum frequency that can be represented given a sampling interval

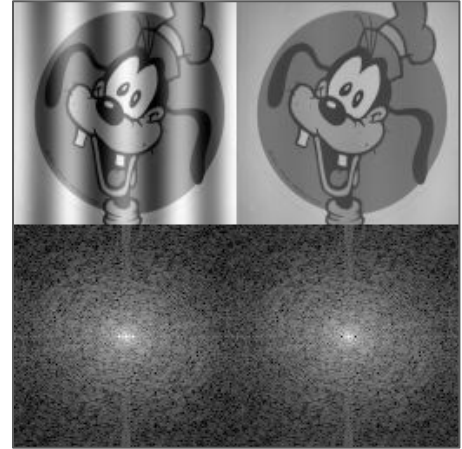
Blurring before sampling (removing high frequencies) can prevent aliasing



# Applications of Fourier Transform

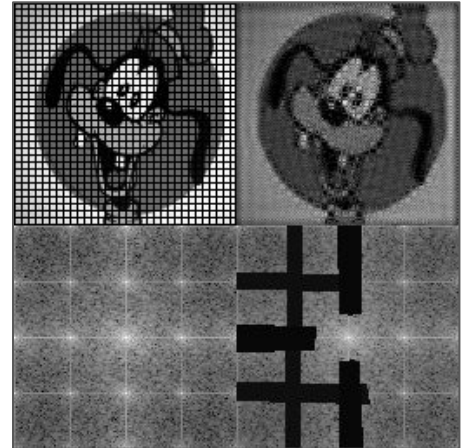
## Image Analysis

- detecting images that have a particular frequency distribution



## Image Processing

- faster convolution
- filtering out specific frequencies from images



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# Practical applications of frequency analysis

## Eulerian Video Magnification for Revealing Subtle Changes in the World

Hao-Yu Wu<sup>1</sup>

Michael Rubinstein<sup>1</sup>

Eugene Shih<sup>2</sup>

John Guttag<sup>1</sup>

Frédo Durand<sup>1</sup>

William Freeman<sup>1</sup>

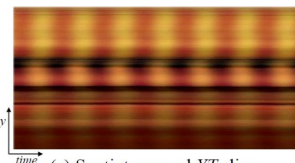
<sup>1</sup>MIT CSAIL    <sup>2</sup>Quanta Research Cambridge, Inc.



(a) Input



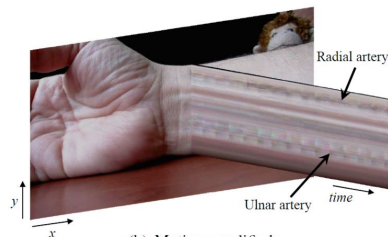
(b) Magnified



(c) Spatiotemporal YT slices



(a) Input (*wrist*)



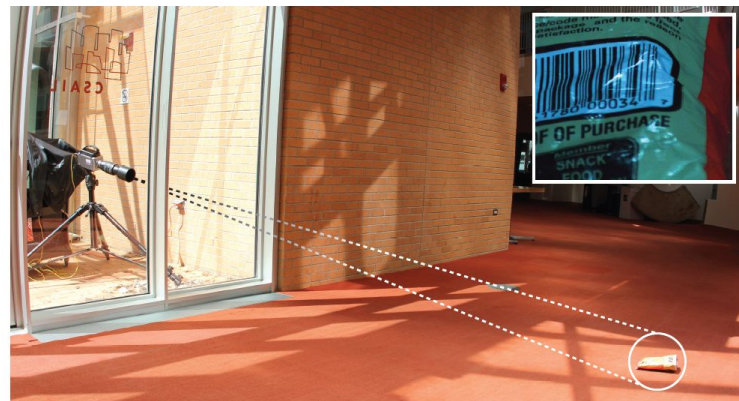
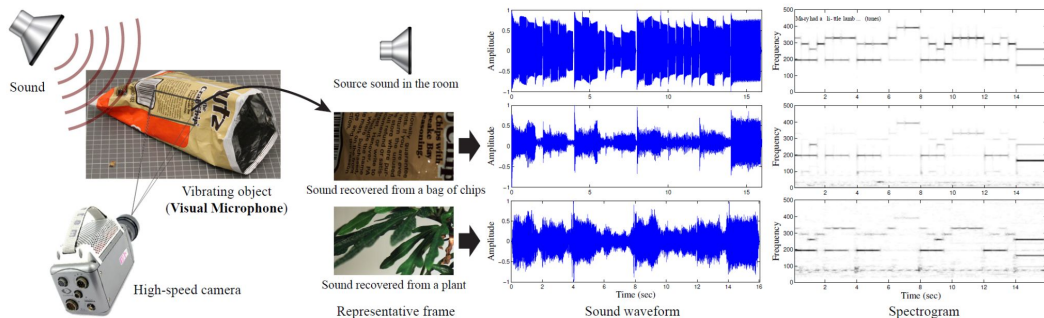
(b) Motion-amplified

# Practical applications of frequency analysis

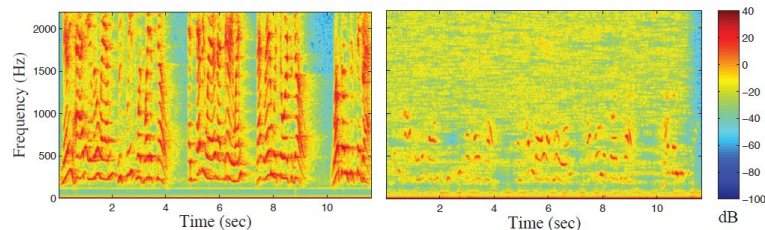
## The Visual Microphone: Passive Recovery of Sound from Video

Abe Davis<sup>1</sup> Michael Rubinstein<sup>2,1</sup> Neal Wadhwa<sup>1</sup> Gautham J. Mysore<sup>3</sup> Frédo Durand<sup>1</sup> William T. Freeman<sup>1</sup>

<sup>1</sup>MIT CSAIL <sup>2</sup>Microsoft Research <sup>3</sup>Adobe Research



(a) Setup and representative frame



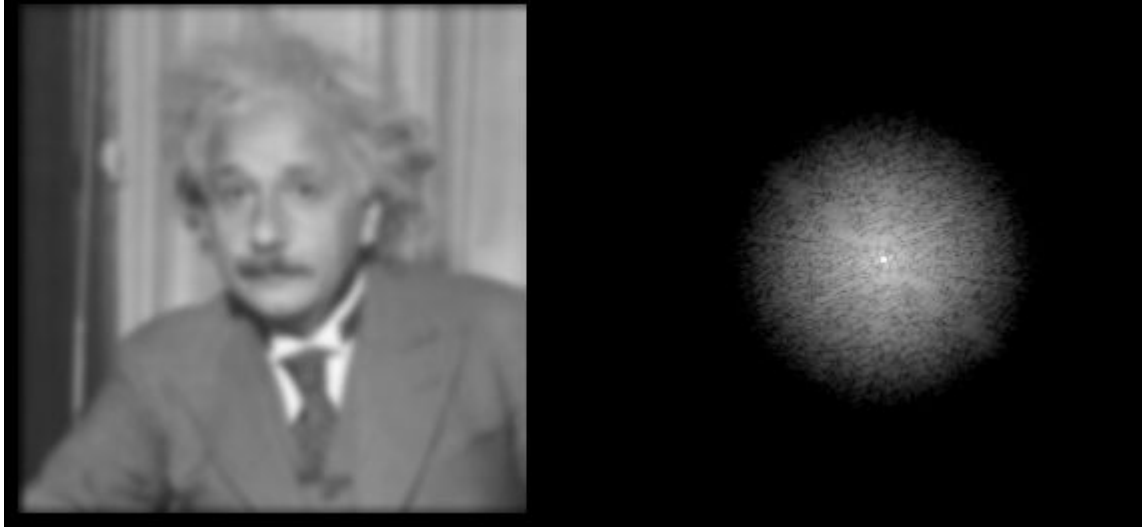
(b) Input sound

(c) Recovered sound

<http://people.csail.mit.edu/mrub/VisualMic/>



# Group Exercise – Frequencies



# Upcoming ToDo's

Assignment 4 due Feb 27<sup>th</sup>

Watch Async lectures for Unit 6

Continue work on final project proposals