

# Discrete Fourier Transform of Images

图像的离散傅立叶变换

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# Discrete Fourier transform (DFT)

1-D: 
$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j2\pi ux/M}$$

$$u = 0, 1, 2, \dots, M - 1$$

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

$$u = 0, 1, 2, \dots, M - 1 \text{ and } v = 0, 1, 2, \dots, N - 1$$

# How to program DFT on images?

$$F(u, v) = \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x, y) e^{-j2\pi(ux/M + vy/N)} \quad u = 0, 1, 2, \dots, M-1 \text{ and } v = 0, 1, 2, \dots, N-1$$

Using Euler's formula,  $e^{j\theta} = \cos \theta + j \sin \theta$

$$\begin{aligned} F(u, v) &= \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} f(x, y) [\cos[-2\pi(ux/M + vy/N)] + j \sin[-2\pi(ux/M + vy/N)]] \\ &= \sum_{x=0}^{M-1} \sum_{y=0}^{N-1} [f(x, y) \cos[-2\pi(ux/M + vy/N)] + j f(x, y) \sin[-2\pi(ux/M + vy/N)]] \end{aligned}$$

Real part  $R(u, v)$       Imaginary part  $I(u, v)$

$$F(u, v) = R(u, v) + jI(u, v) = |F(u, v)|e^{j\phi(u, v)}$$

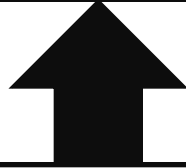
Amplitude spectrum :  $|F(u, v)| = [R(u, v)^2 + I(u, v)^2]^{1/2}$

Phase spectrum :  $\phi(u, v) = \tan^{-1}\left[\frac{I(u, v)}{R(u, v)}\right]$

Before DFT : shift centre

2-D

$$f(x, y)(-1)^{x+y} \Leftrightarrow F(u - \frac{M}{2}, v - \frac{N}{2})$$



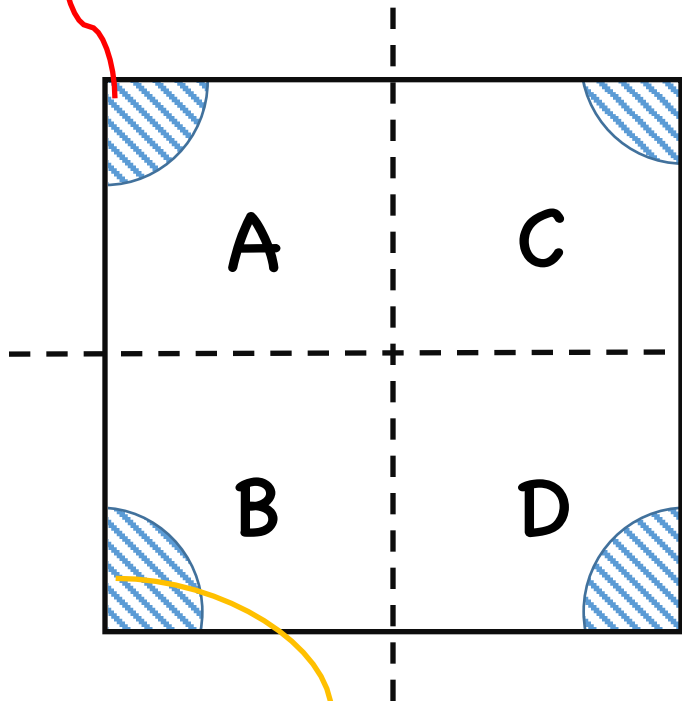
$$f(x, y)e^{j2\pi(u_0x/M)} \Leftrightarrow F(u - u_0)$$

Let  $u_0 = M/2$

$$f(x, y)(-1)^x \Leftrightarrow F(u - M/2)$$

1-D

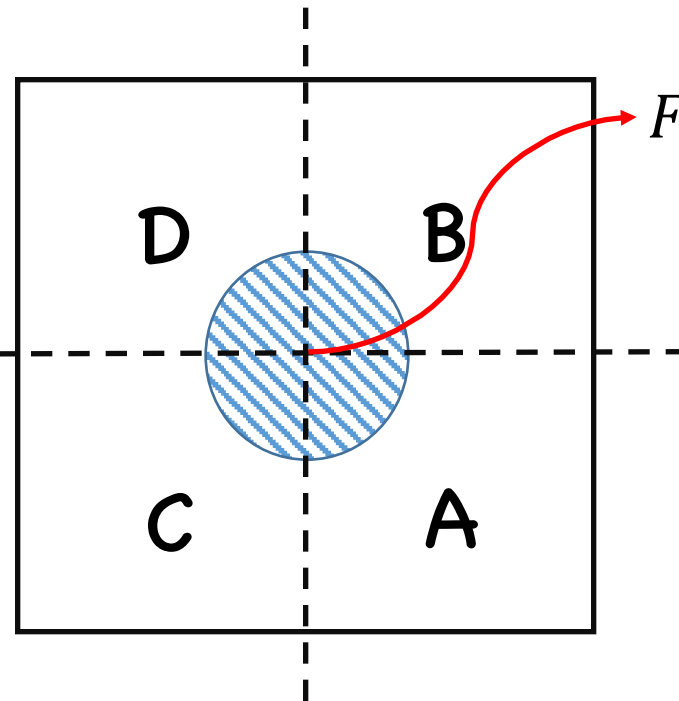
$F(0,0)$



Shift centre



$F(M/2, N/2)$

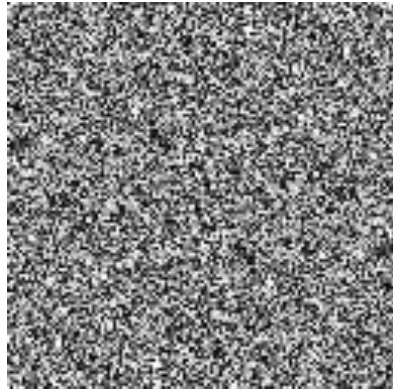
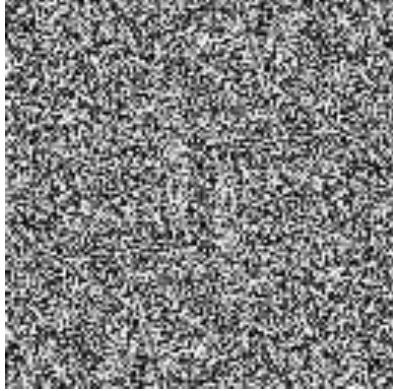


Low frequency

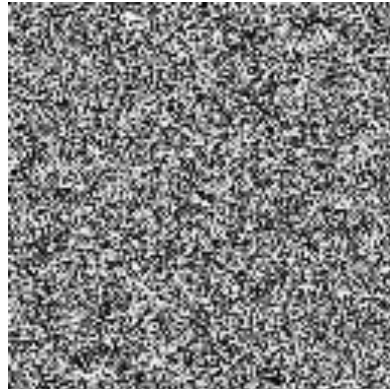
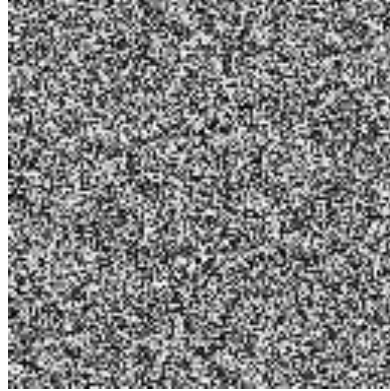
let's look at an example !



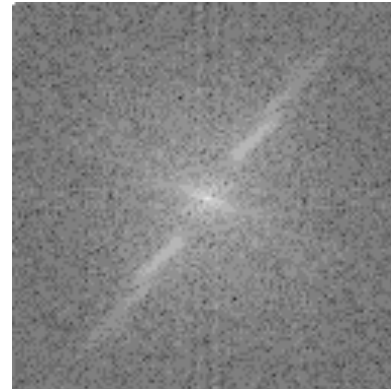
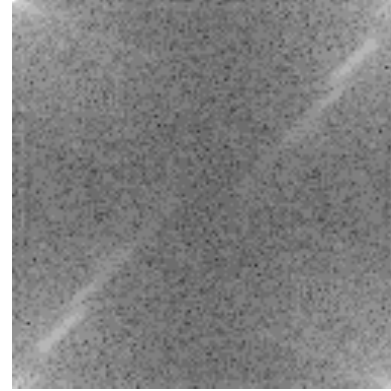
Original image



Real part



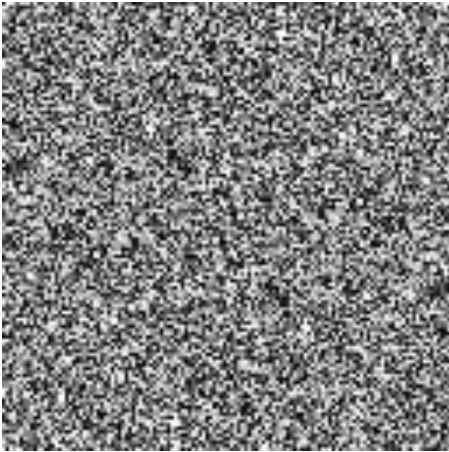
Imaginary part



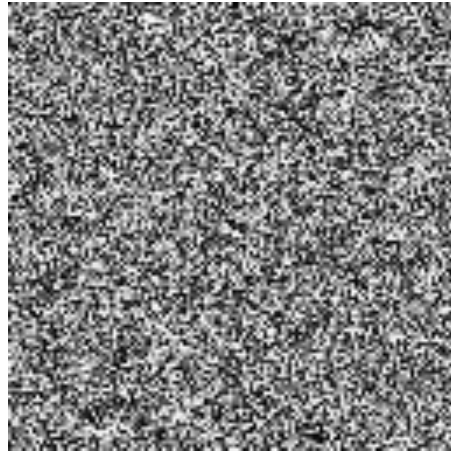
Final result

Shift centre

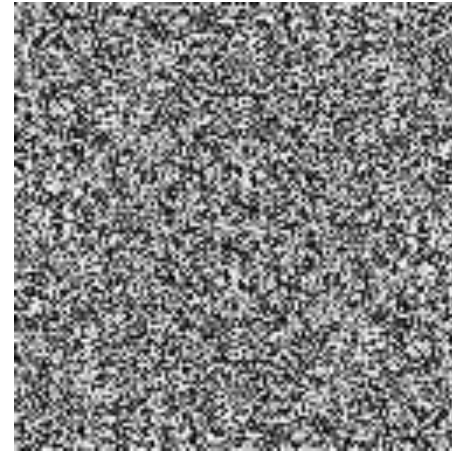
## After DFT : normalization



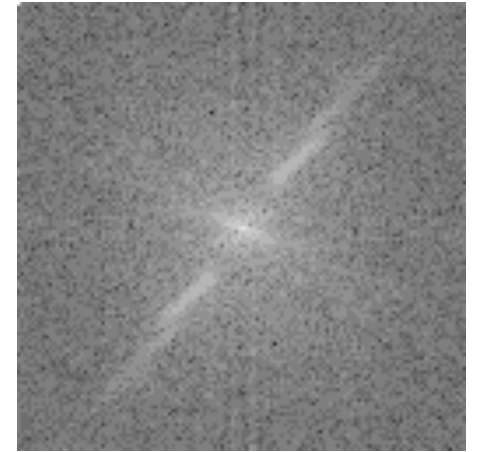
Real part



Imaginary part



After DFT

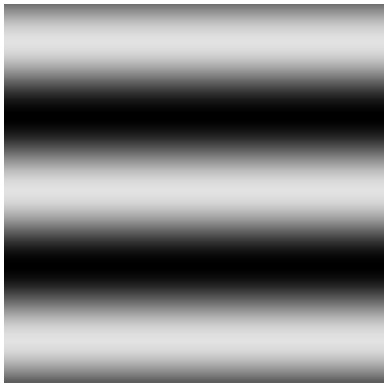


Final result

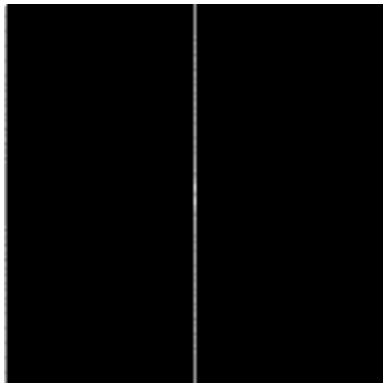
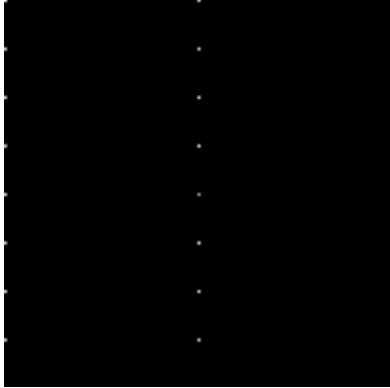
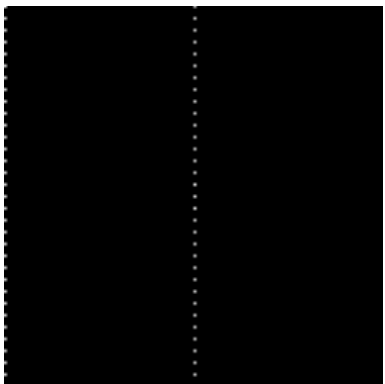


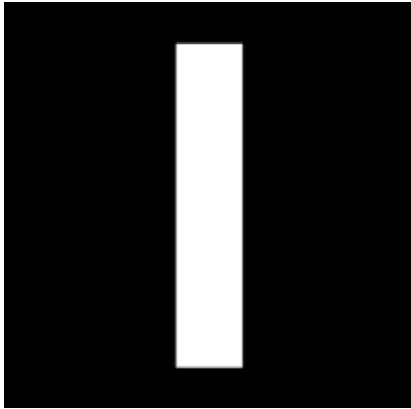
More examples :

sin image

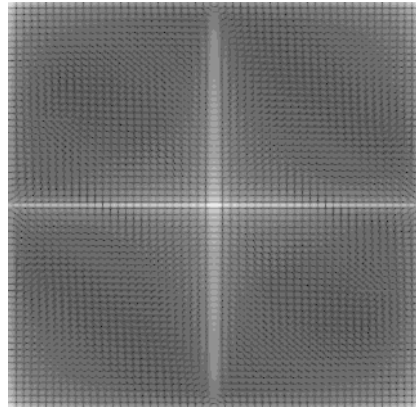


Final result

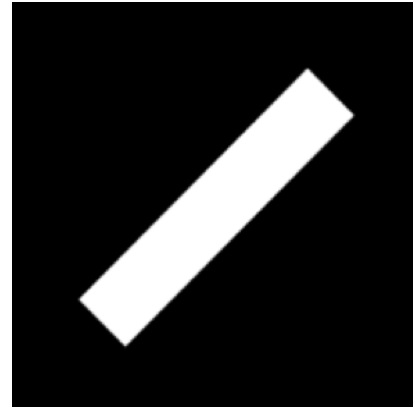




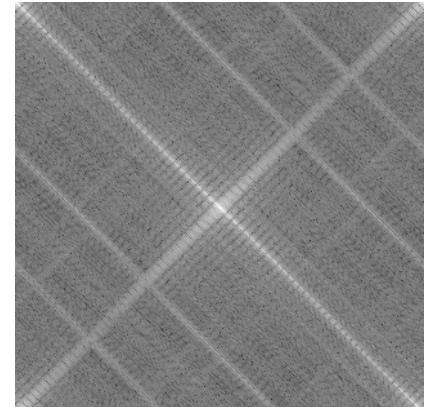
Original image



Final result



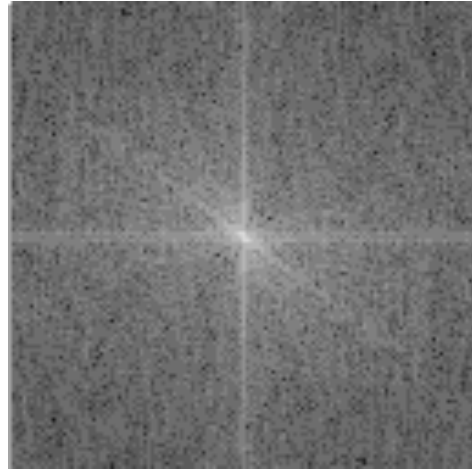
Original image  
after rotation



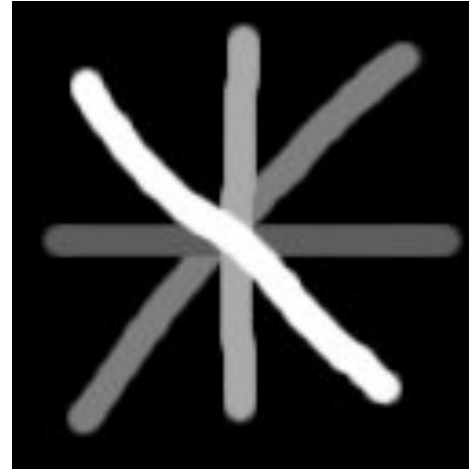
Final result



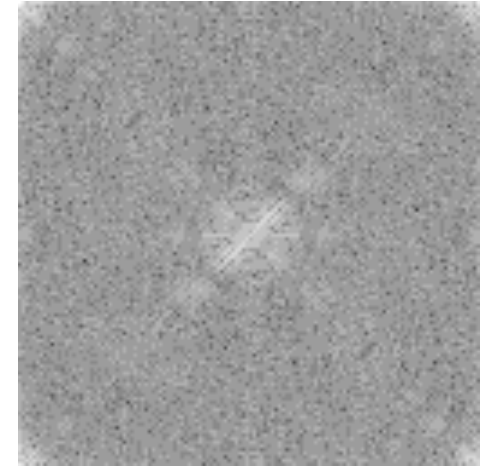
Original image



Final result



Original image



Final result

# Inverse Discrete Fourier transform (IDFT)

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

$$x = 0, 1, 2, \dots, M - 1$$

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

$$x = 0, 1, 2, \dots, M - 1 \text{ and } y = 0, 1, 2, \dots, N - 1$$

# How to program IDFT on images?

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

Using Euler's formula,  $e^{j\theta} = \cos \theta + j \sin \theta$

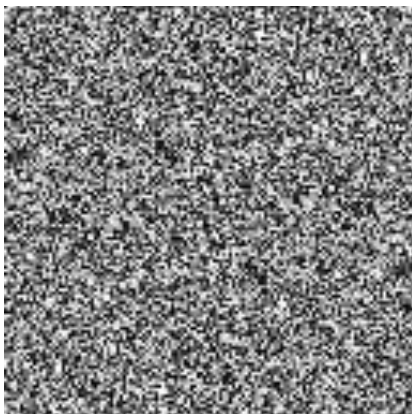
$$f(x, y) = \frac{1}{MN} \sum_{u=0}^{M-1} \sum_{v=0}^{N-1} [R(u, v) + jI(u, v)] [\cos[2\pi(ux/M + vy/N)] + j \sin[2\pi(ux/M + vy/N)]]$$



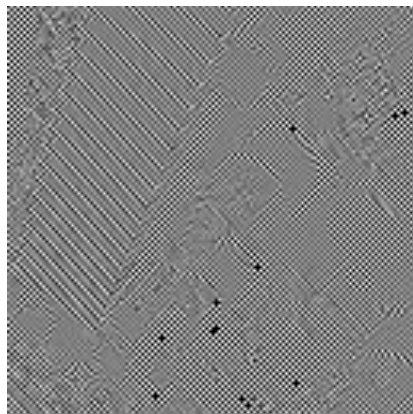
$$f(x, y) = R(x, y) + jI(x, y)$$

$$|f(x, y)| = [R(x, y)^2 + I(x, y)^2]^{1/2}$$

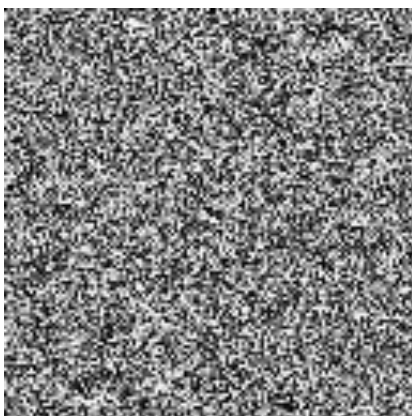
By doing shift to obtain the original image:  $f(x, y) = \frac{(-1)^{x+y} |f(x, y)|}{M}$



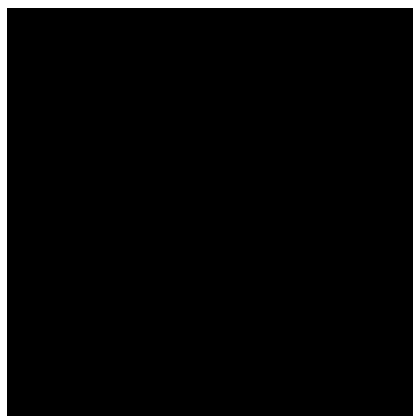
Real part



Real part after IDFT



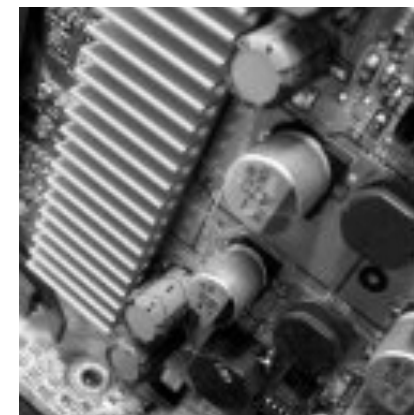
Imaginary part



Imaginary part after IDFT

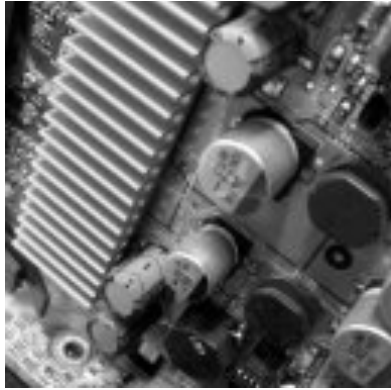


Before shift

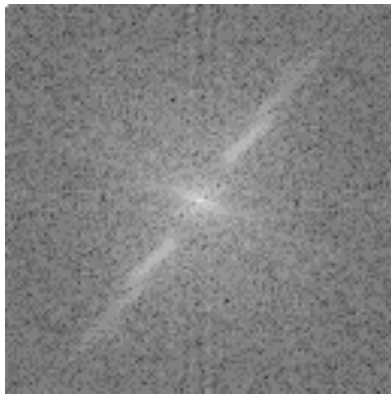


Final result

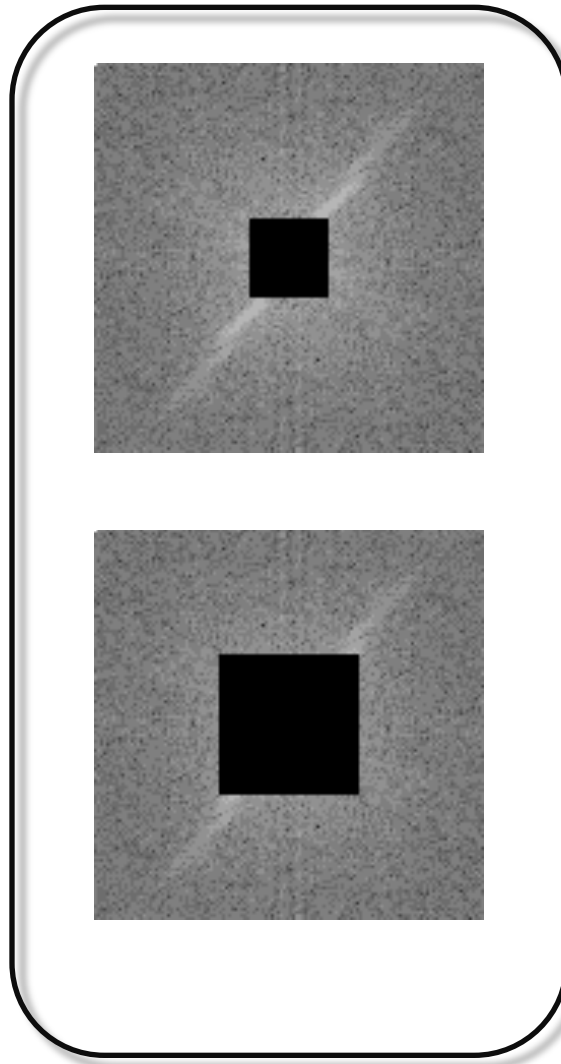
# The Physical Meaning of FT:



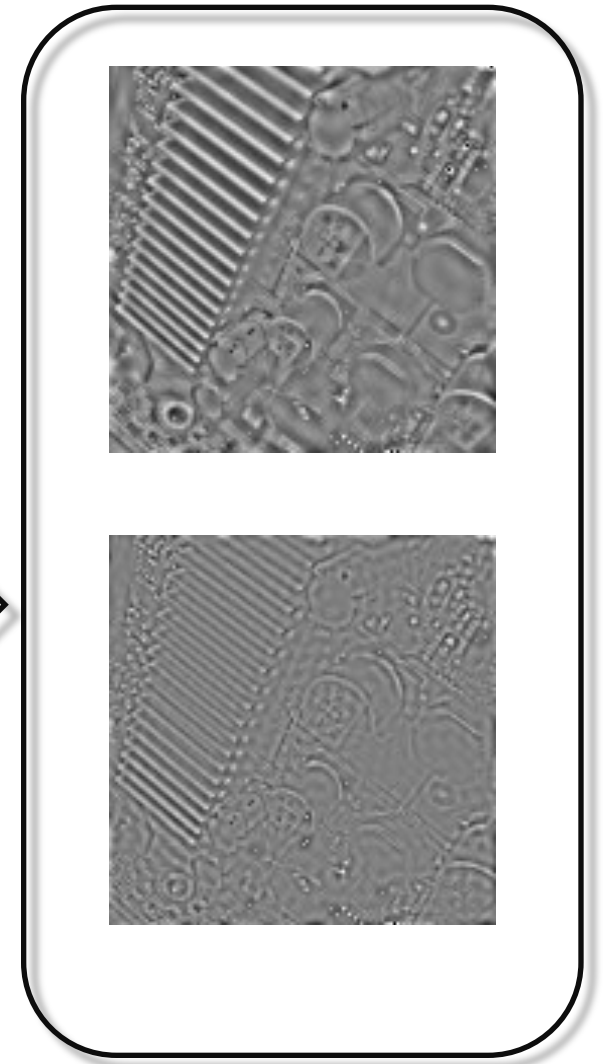
Original image



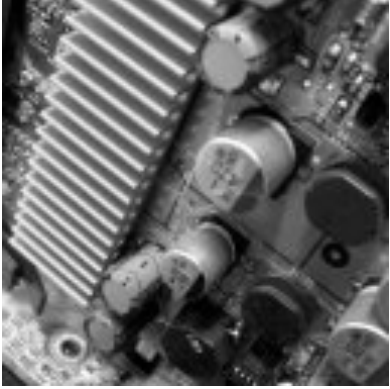
Amplitude map



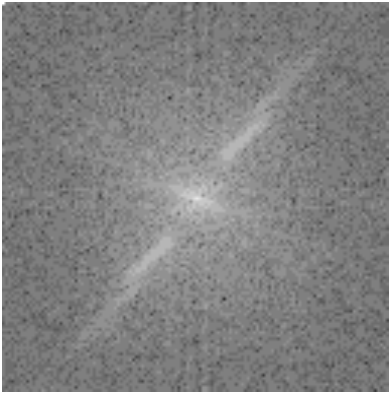
IDFT

A large, hollow arrow pointing from the left group of images to the right group of images, indicating the process of Inverse Discrete Fourier Transform (IDFT).

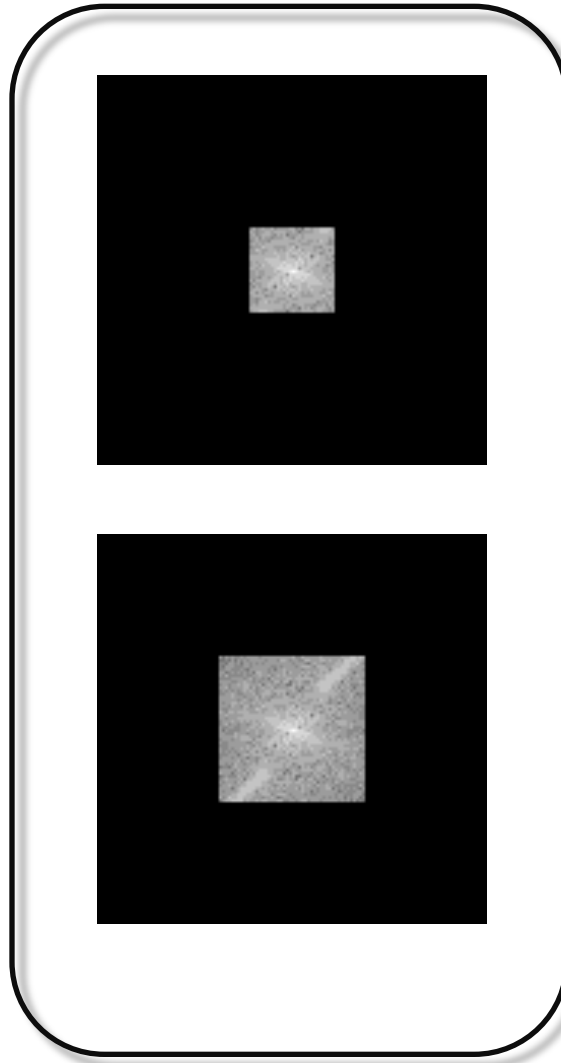
# The Physical Meaning of FT:



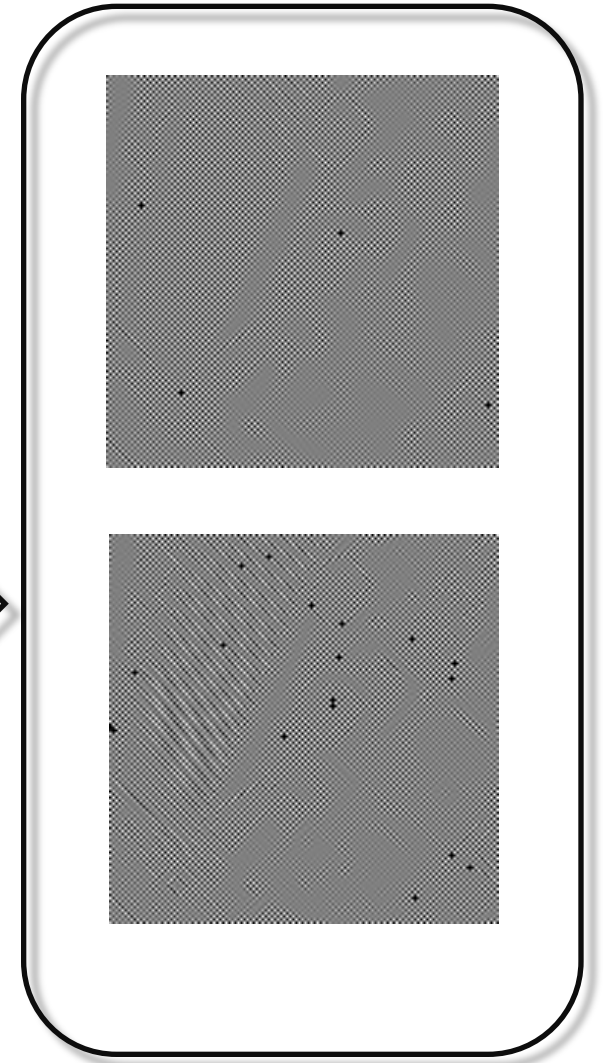
Original image



Amplitude map

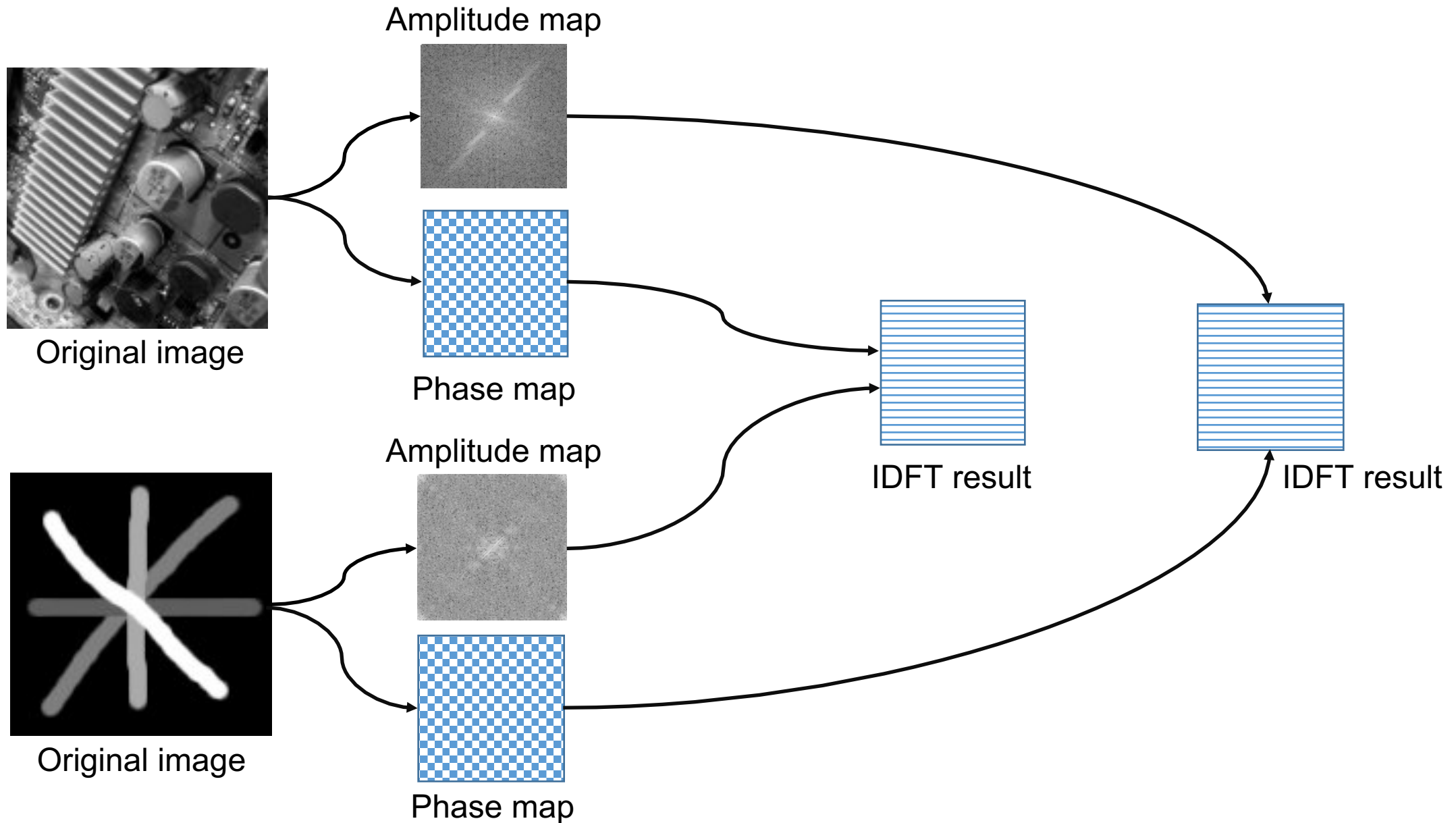


IDFT





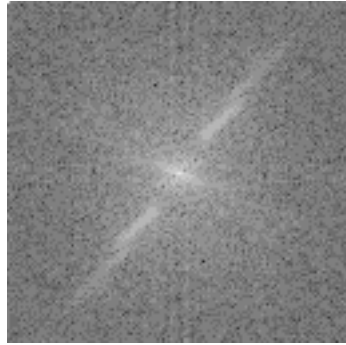
# The Physical Meaning of FT (to be solved):



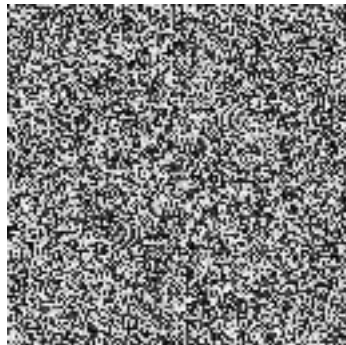
# My Wrong Result:



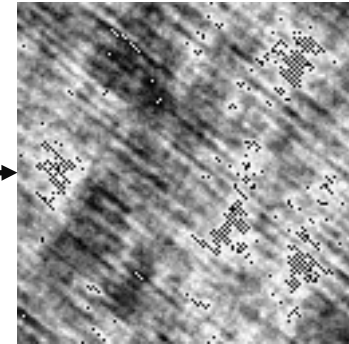
Original image



Amplitude map



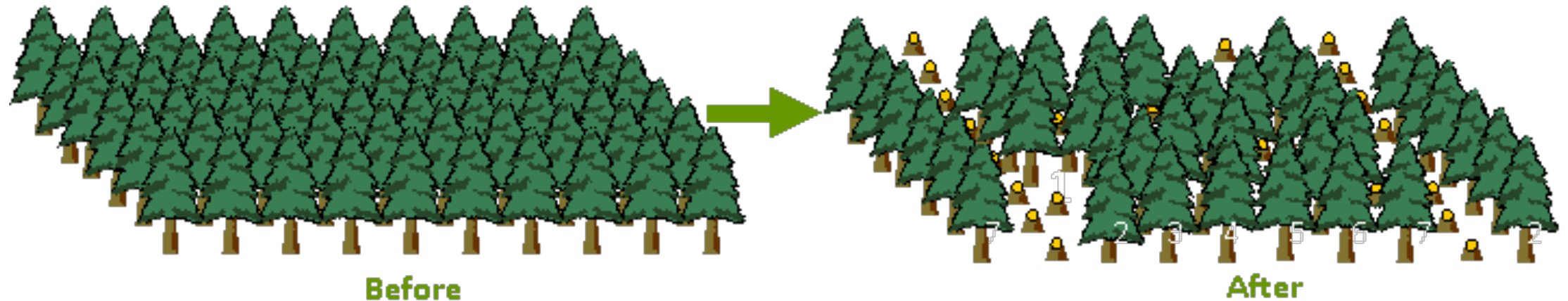
Phase map



IDFT result (wrong)

# Thinning:

Thinning is a **morphological operation** that is used to remove selected foreground pixels from binary images. It is particularly useful for skeletonization.



Thinning is just like that.

# One iteration:

$P_9$	$P_2$	$P_3$
$P_8$	$P_1$	$P_4$
$P_7$	$P_6$	$P_5$

In the first subiteration:

(a)  $2 \leq B(P_1) \leq 6$

(b)  $A(P_1) = 1$

(c)  $P_2 * P_4 * P_6 = 0$

(d)  $P_4 * P_6 * P_8 = 0$

$P_2$	$P_3$	$P_4$	$P_5$	$P_6$	$P_7$	$P_8$	$P_9$
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In the second subiteration:

(a)  $2 \leq B(P_1) \leq 6$

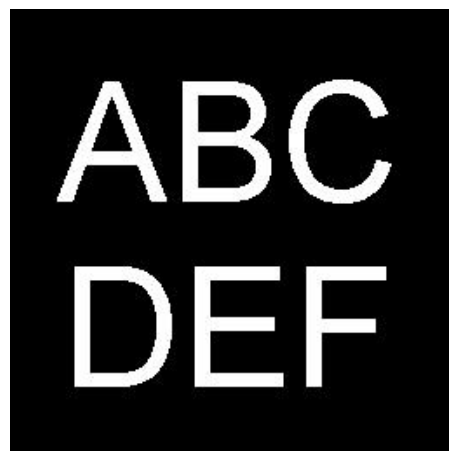
(b)  $A(P_1) = 1$

(c)  $P_2 * P_4 * P_8 = 0$

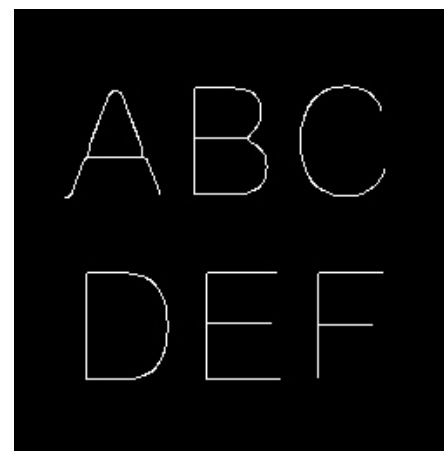
(d)  $P_2 * P_6 * P_8 = 0$

# Examples:

Original image



Final result



*Thanks*