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# ECE 4973/5973: Lecture 5

## Spatial Frequencies in Images

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Slide credits: James Thompkin

# Fourier series

A bold idea (1807):

*Any univariate function can be rewritten as a weighted sum of sines and cosines of different frequencies.*

Jean Baptiste Joseph Fourier (1768-1830)



# Fourier series

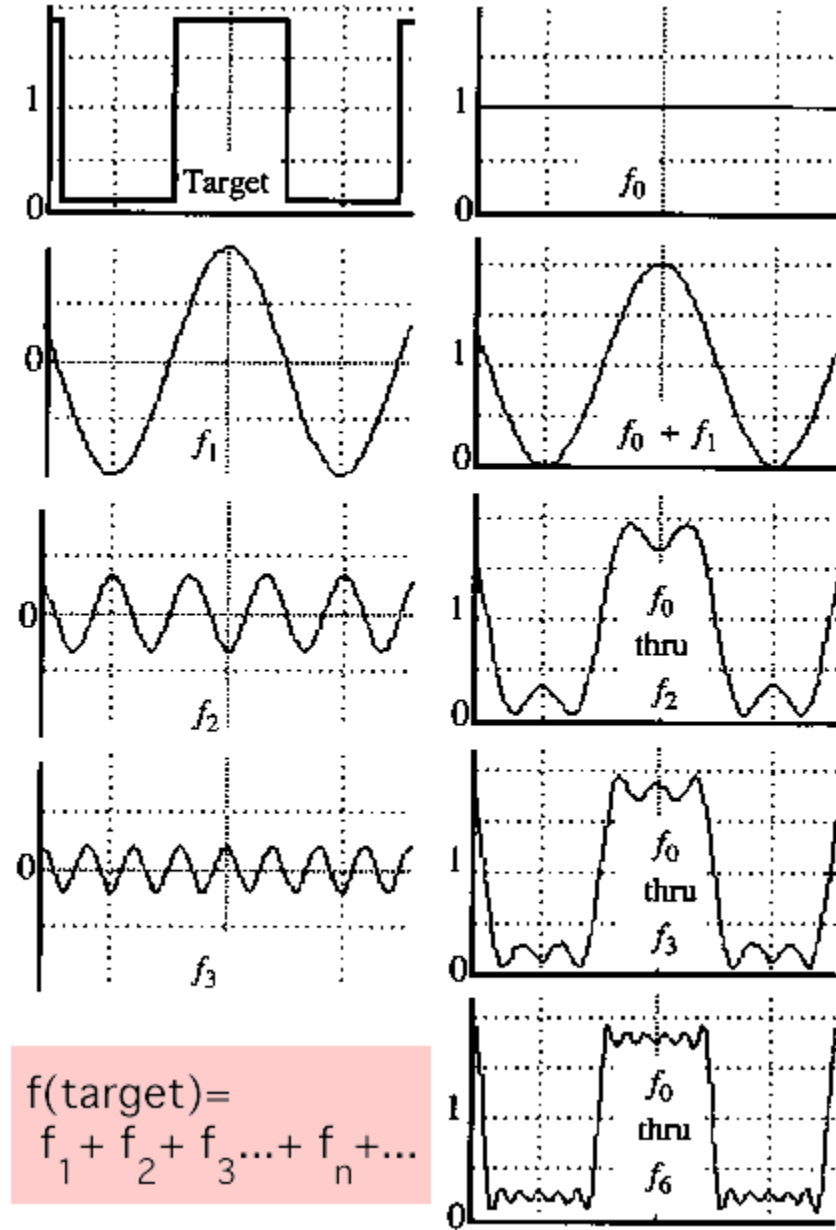
A bold idea (1807):

*Any univariate function can be rewritten as a weighted sum of sines and cosines of different frequencies.*

Our building block:

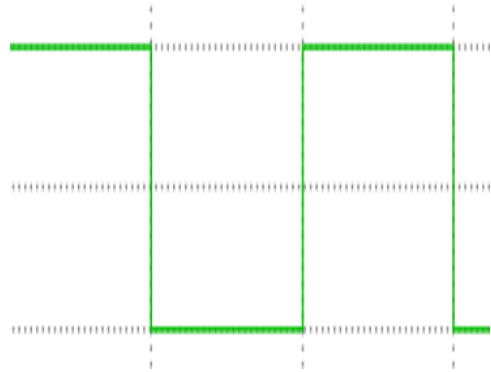
$$A \sin(\omega t) + B \cos(\omega t)$$

Add enough of them to get any signal  $g(t)$  you want!

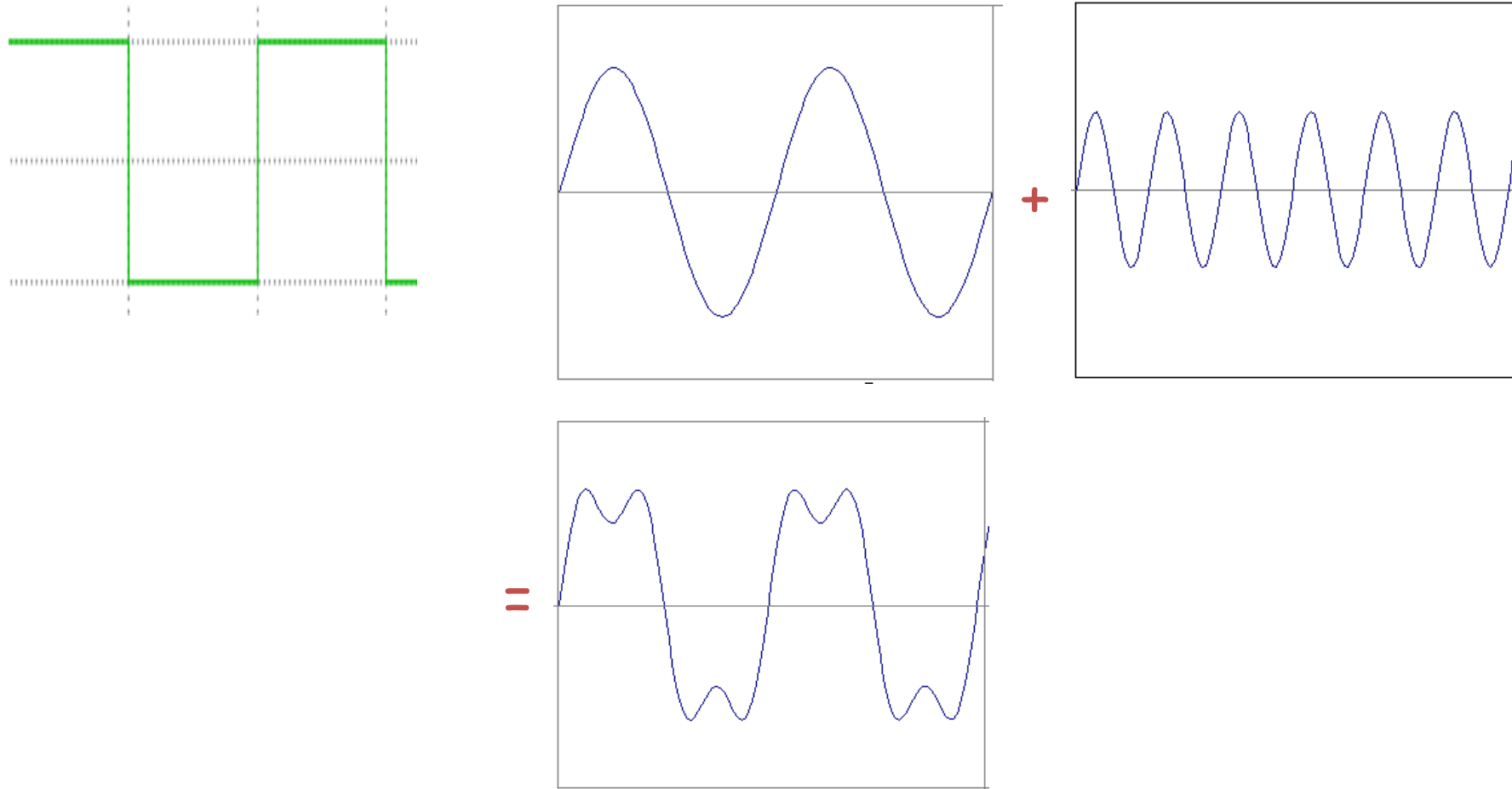


$$f(\text{target}) = f_1 + f_2 + f_3 + \dots + f_n + \dots$$

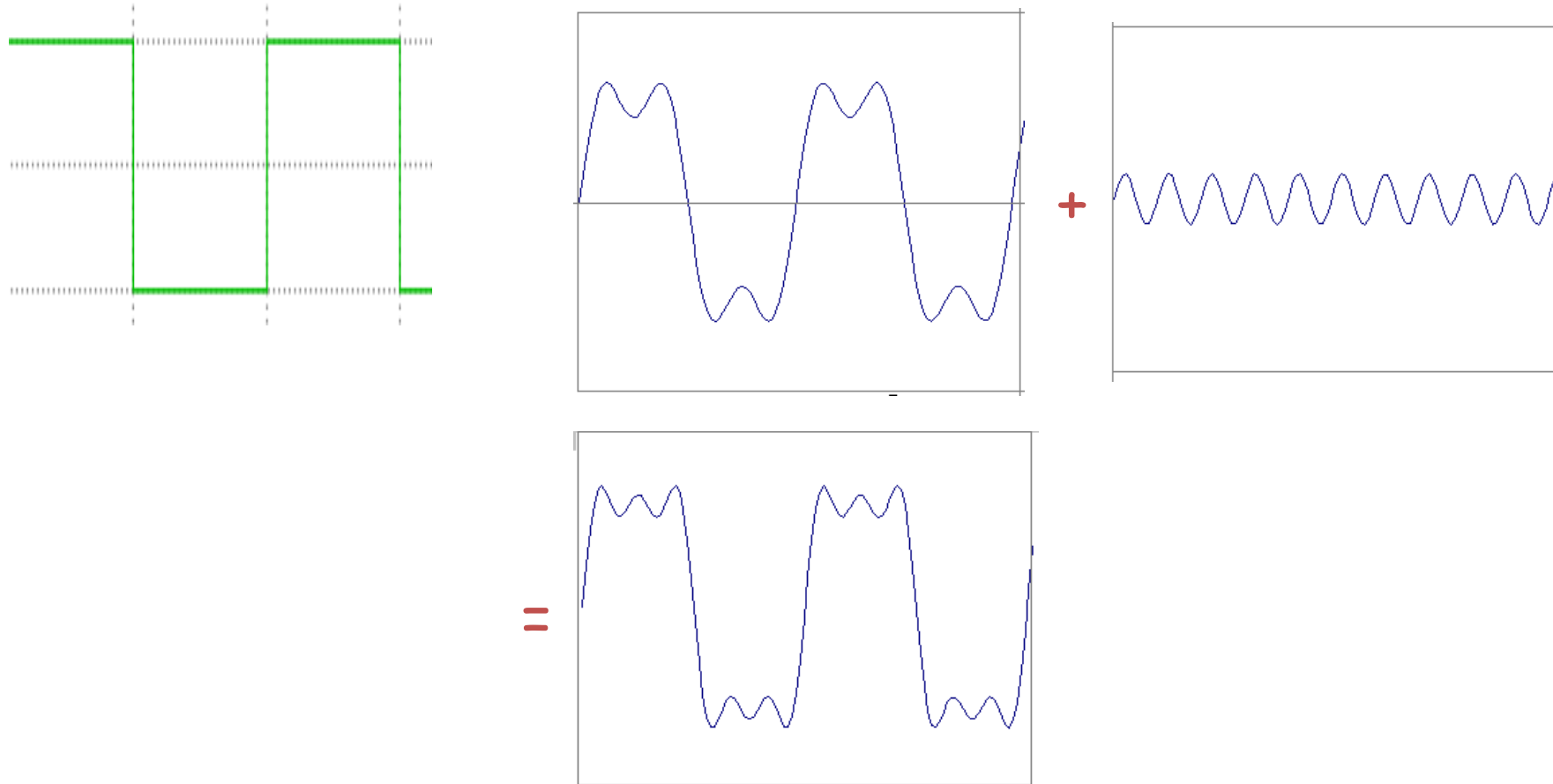
# Square wave spectra



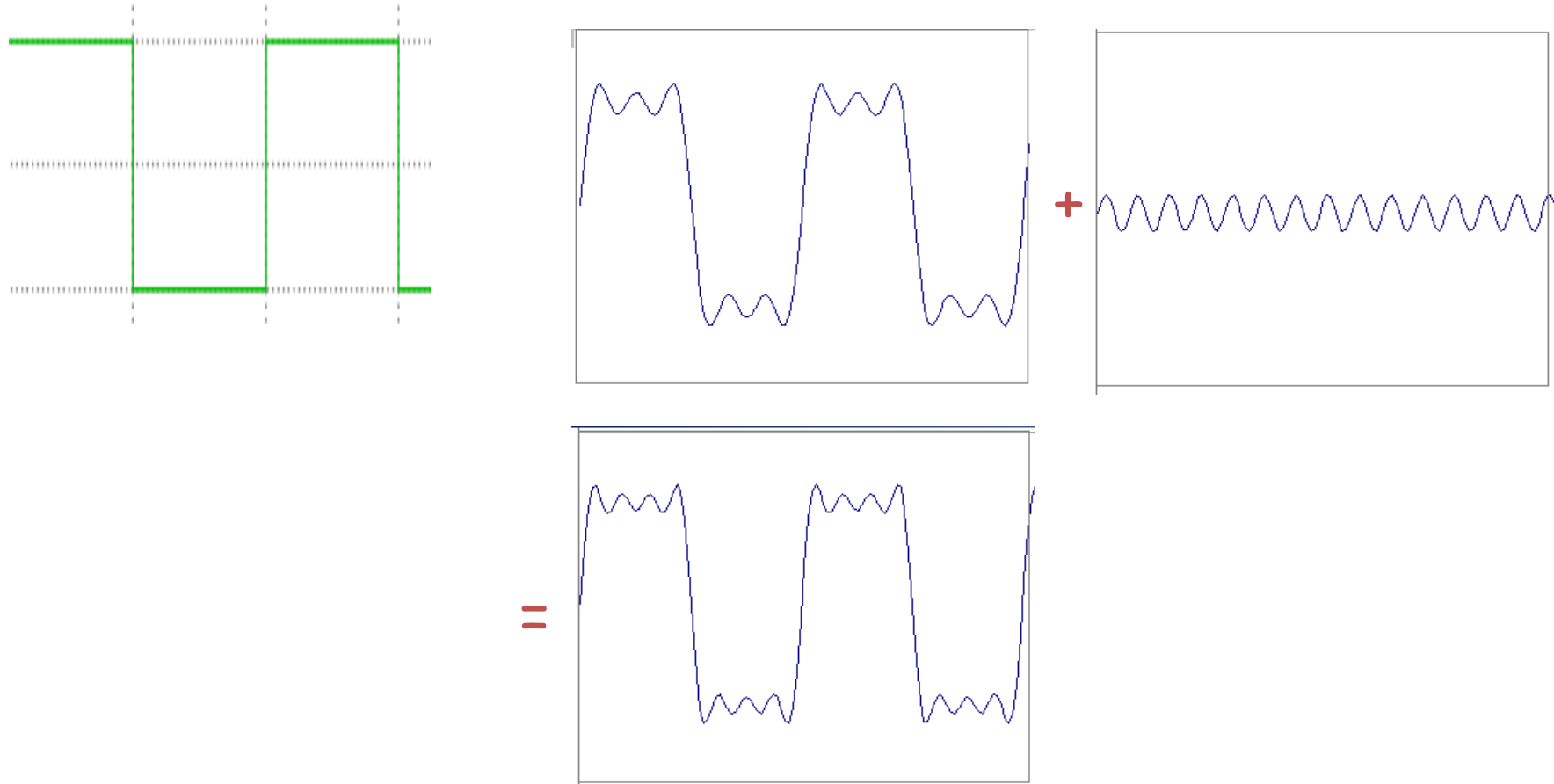
# Square wave spectra



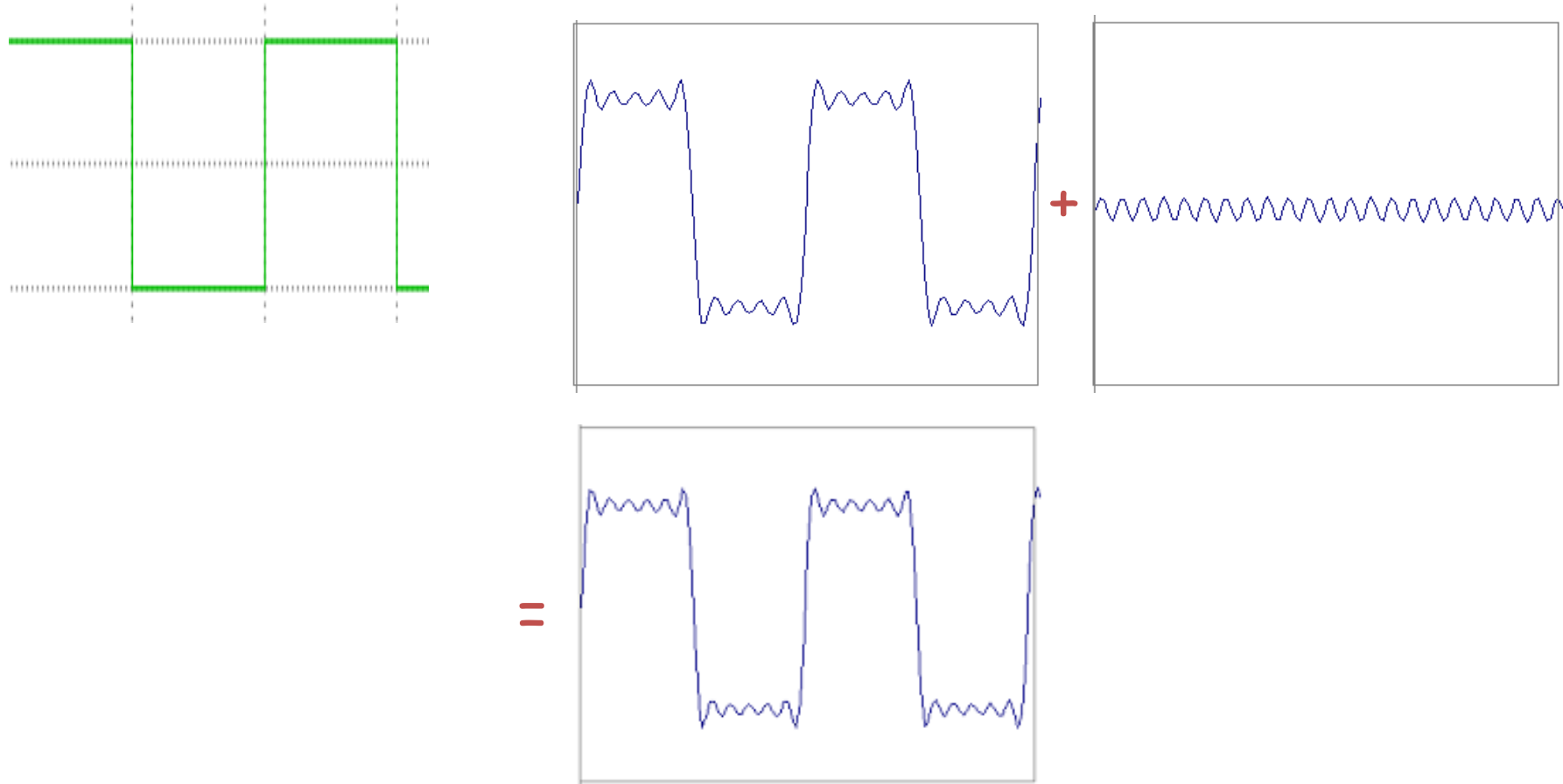
# Square wave spectra



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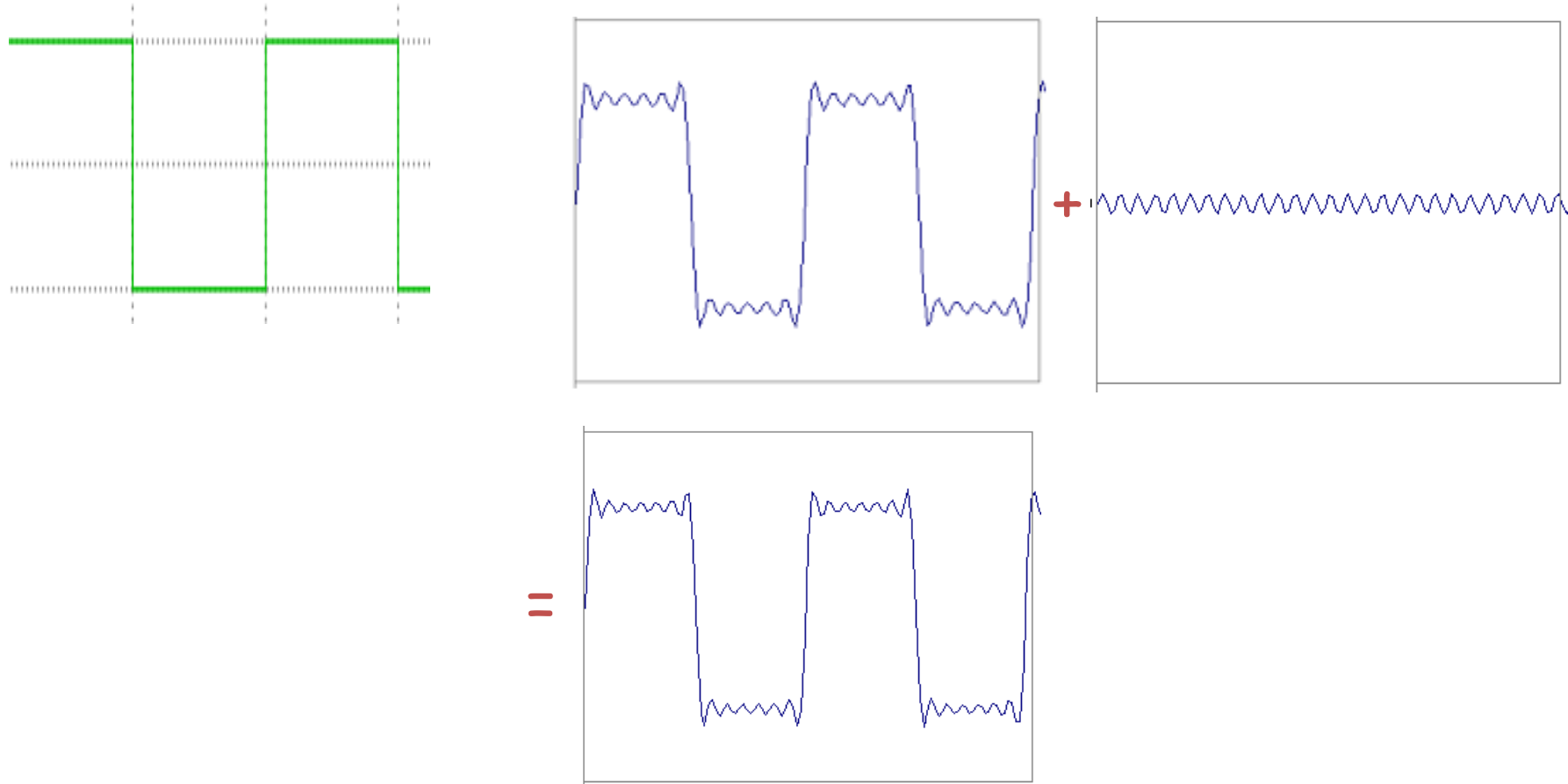


# Square wave spectra



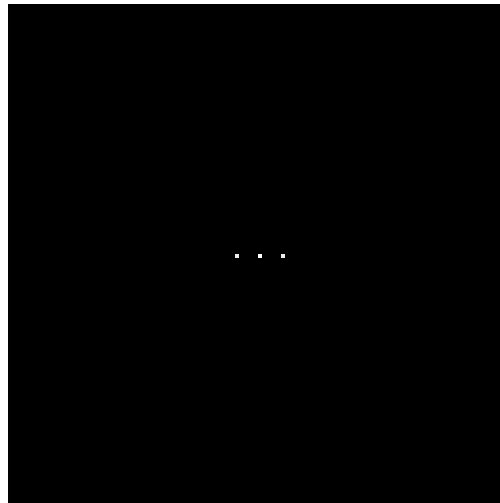
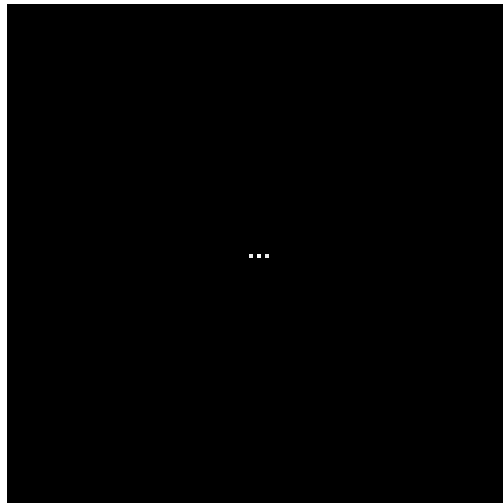
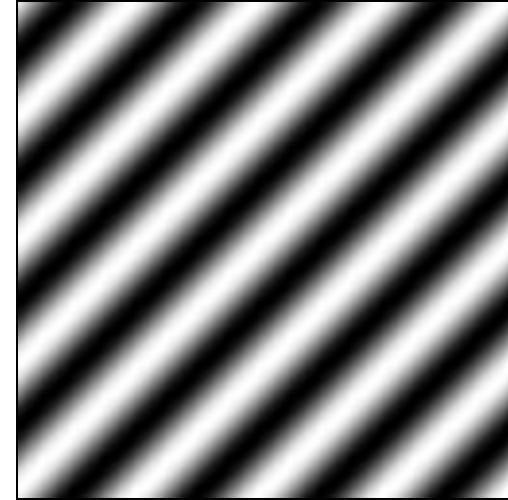
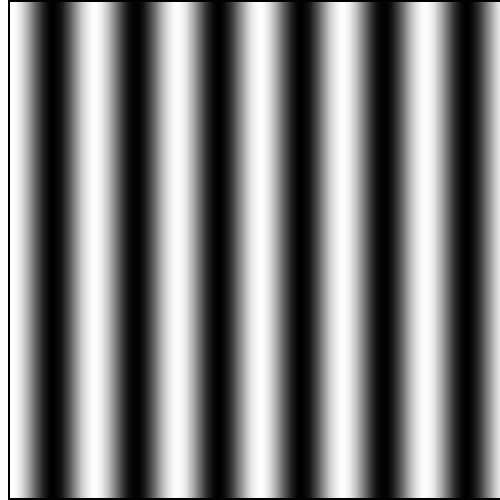
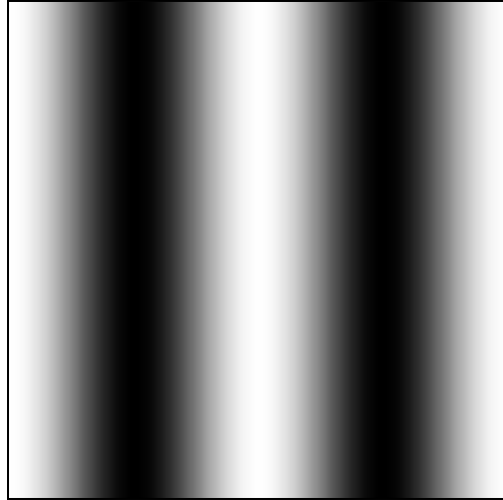


# Square wave spectra



# Fourier analysis in images

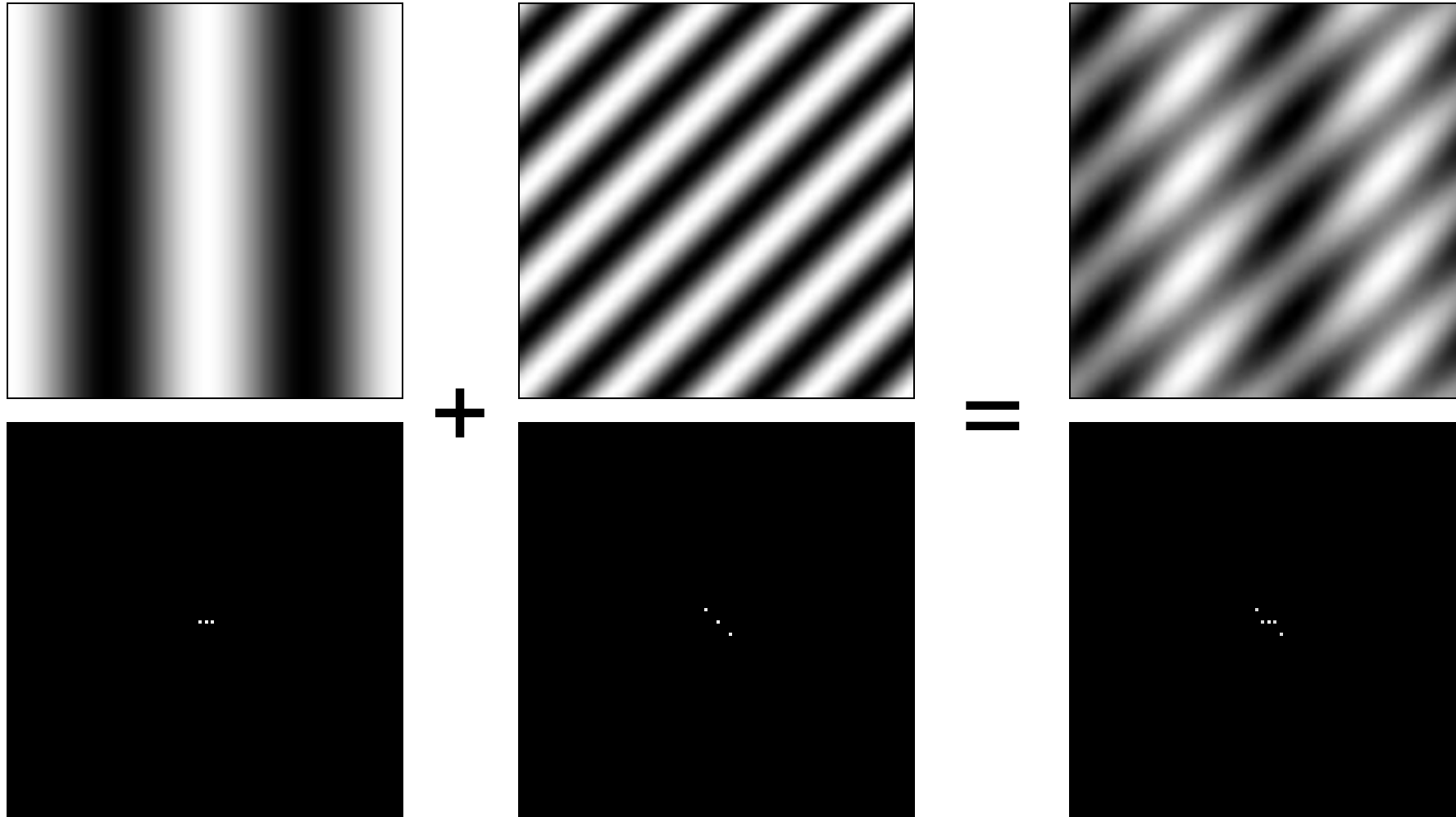
Spatial domain images



Fourier decomposition frequency amplitude images

# Signals can be composed

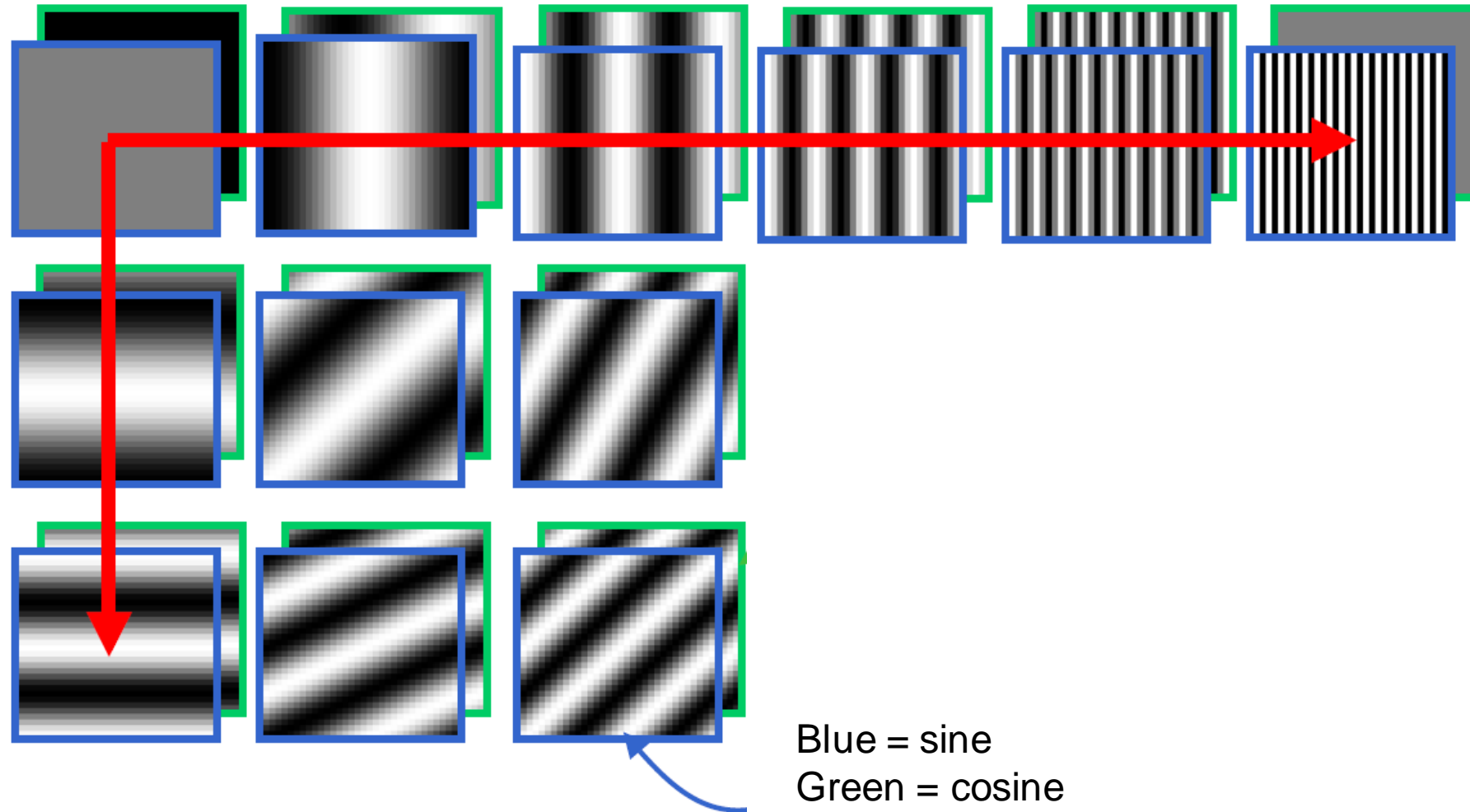
Spatial domain images



Fourier decomposition frequency amplitude images

# Fourier Bases

Teases away 'fast vs. slow' changes in the image.



This change of basis is the Fourier Transform

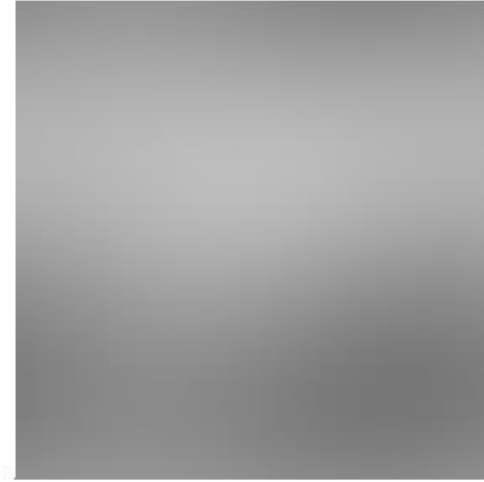
# Basis reconstruction



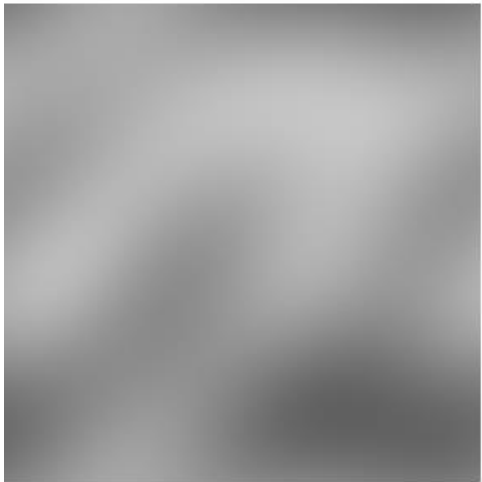
Full image



First 1 basis fn



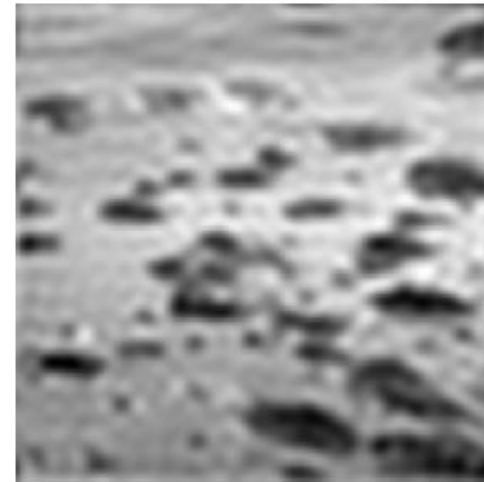
First 4 basis fns



First 9 basis fns



First 16 basis fns



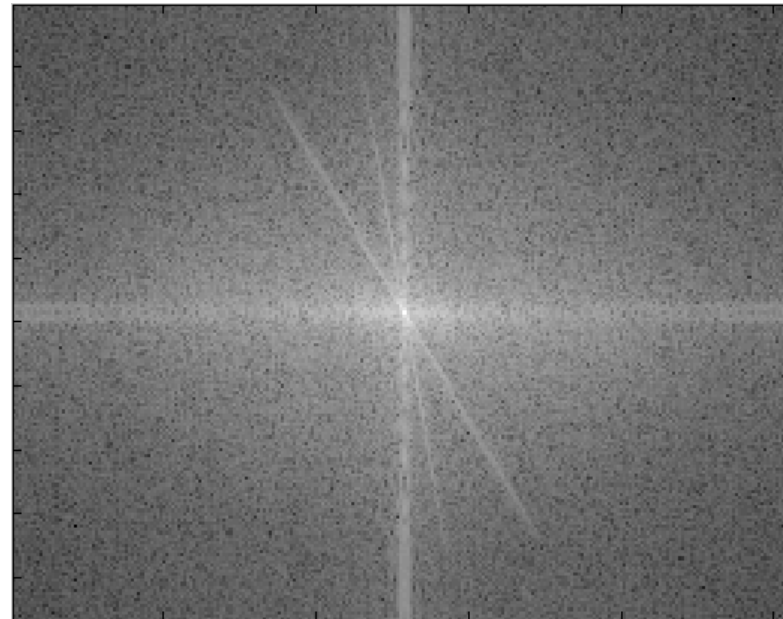
First 400 basis fns

# Natural image

Natural image



Fourier decomposition  
Frequency coefficients (amplitude)

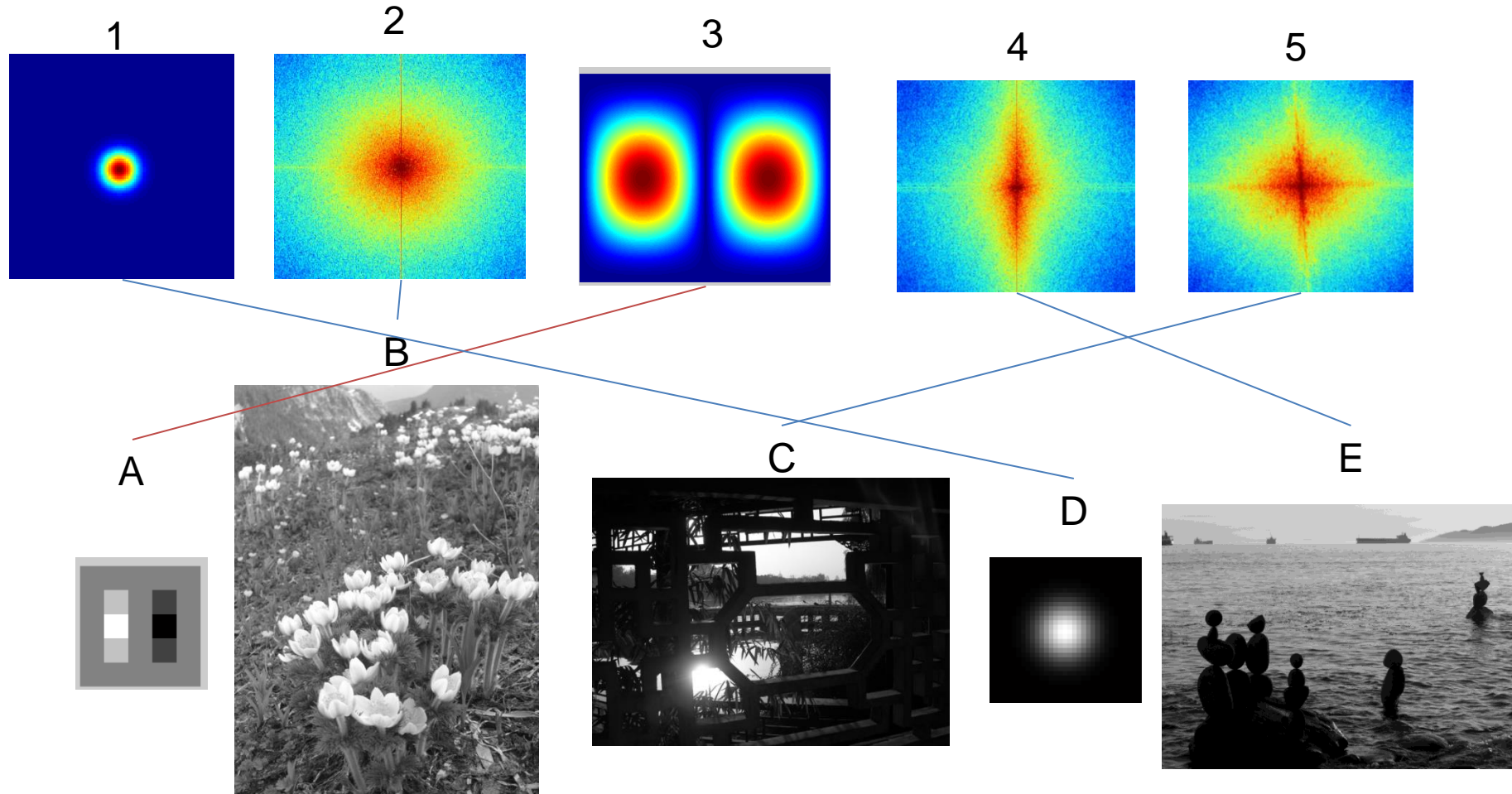


What does it mean to be at pixel  $x,y$ ?

What does it mean to be more or less bright in the Fourier decomposition image?

# Think-Pair-Share

Match the spatial domain image to the Fourier magnitude image



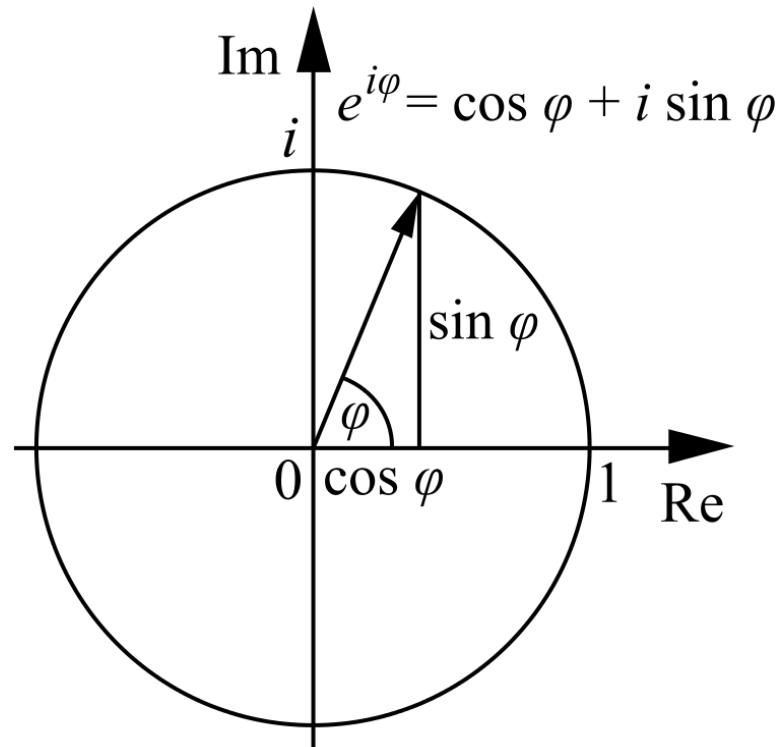
# Fourier Transform

- Stores the amplitude and phase at each frequency:
  - For mathematical convenience, this is often notated in terms of real and complex numbers
  - Related by Euler's formula



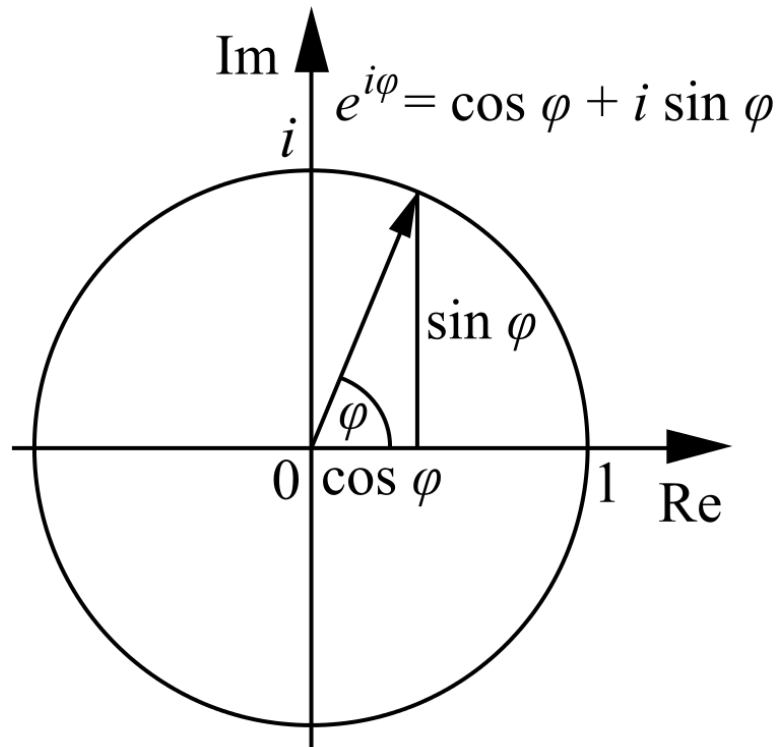
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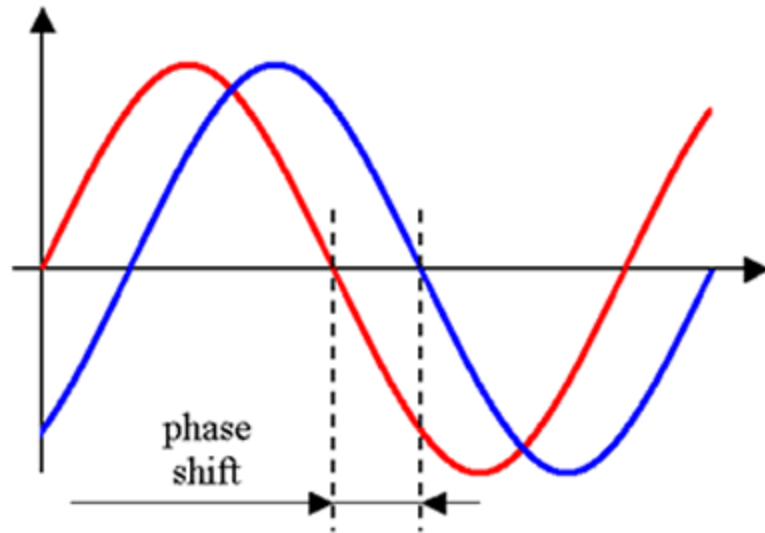
Amplitude encodes how much signal there is at a particular frequency:

$$A = \pm \sqrt{\text{Re}(\varphi)^2 + \text{Im}(\varphi)^2}$$

Phase encodes spatial information (indirectly):

$$\phi = \tan^{-1} \frac{\text{Im}(\varphi)}{\text{Re}(\varphi)}$$

# Amplitude / Phase



- Amplitude tells you “how much”
- Phase tells you “where”
- Translate the image?
  - Amplitude unchanged
  - Adds a constant to the phase.

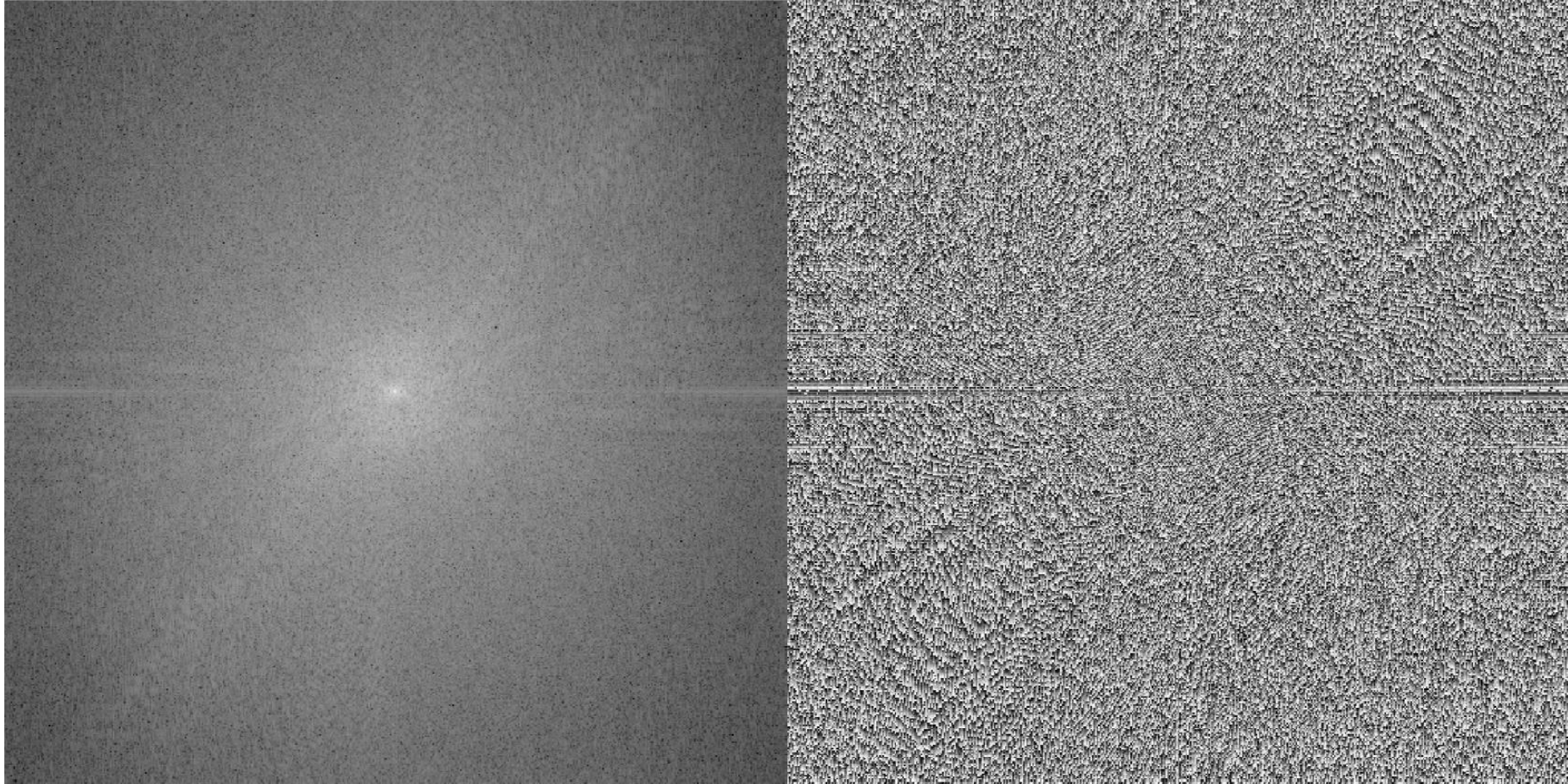
# What about phase?



# What about phase?

Amplitude

Phase

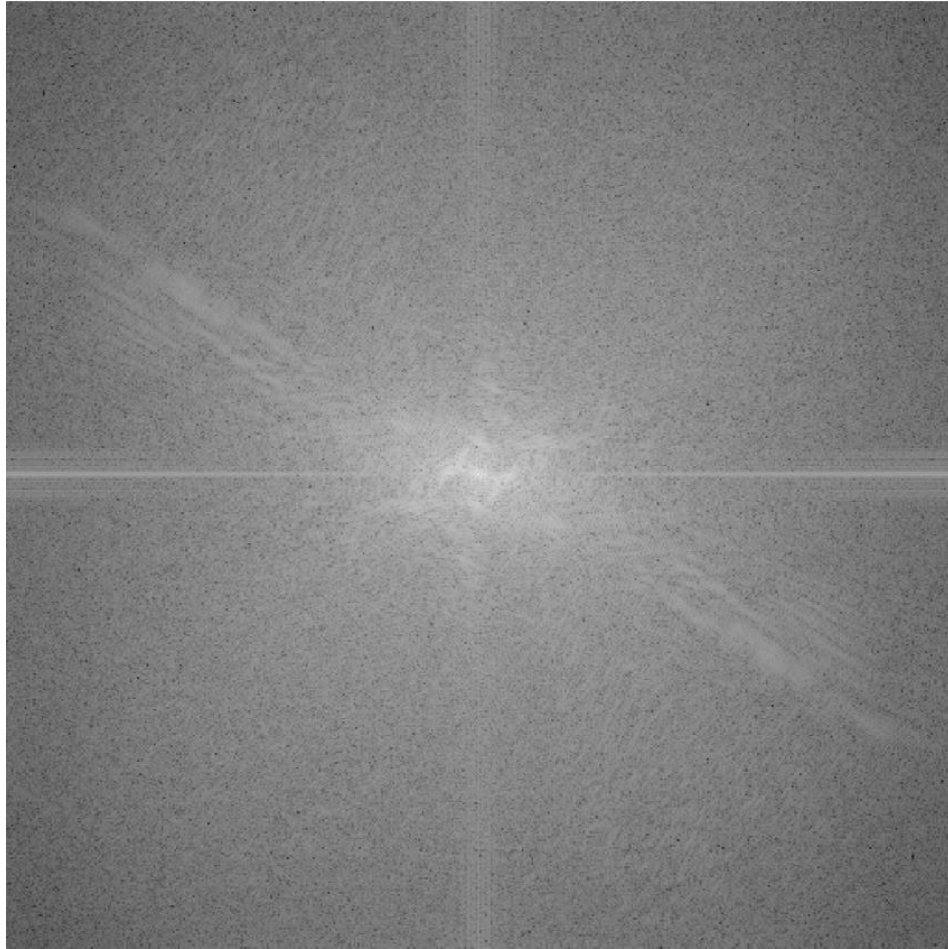


What about phase?



# What about phase?

Amplitude

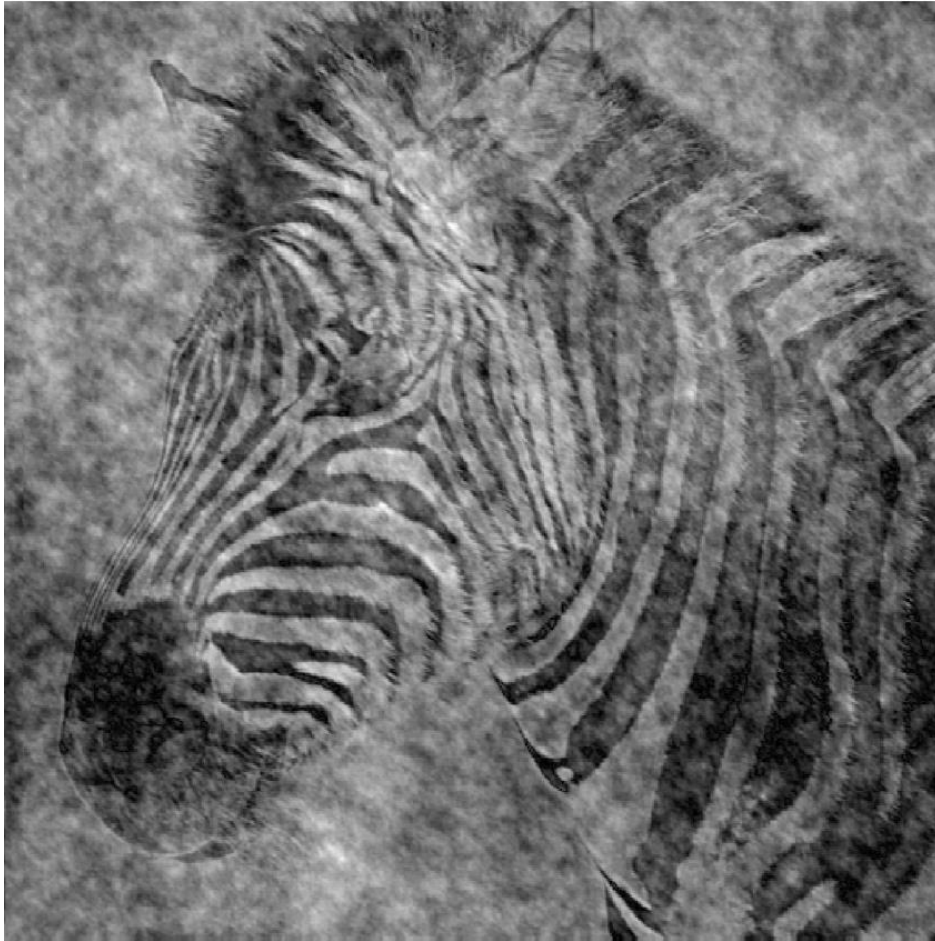


Phase

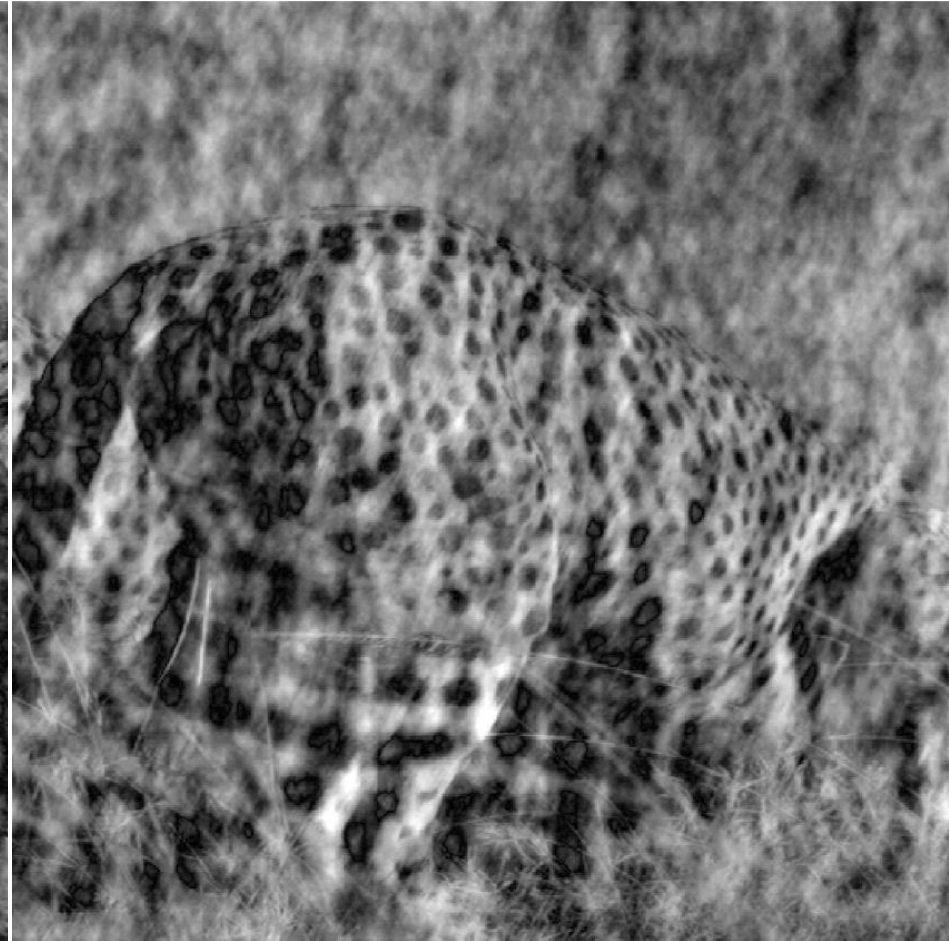


# Cheebra

~~Zebra~~ phase, ~~cheetah~~ amplitude



Cheetah phase, ~~zebra~~ amplitude

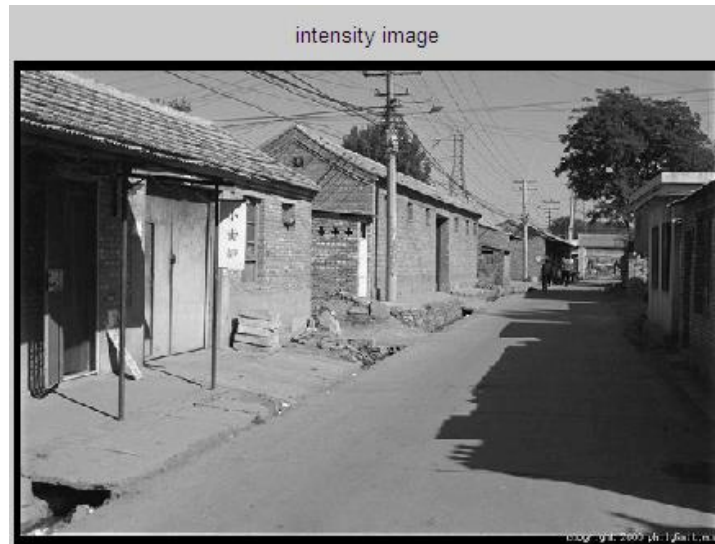




- The frequency amplitude of natural images are quite similar
  - Heavy in low frequencies, falling off in high frequencies
- Most information in the image is “carried” in the phase, not the amplitude
  - Not quite clear why

# Filtering in spatial domain

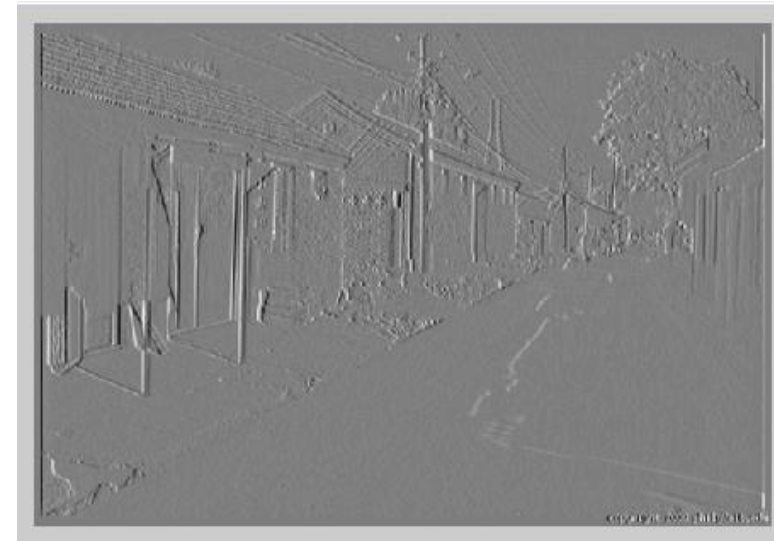
1	0	-1
2	0	-2
1	0	-1



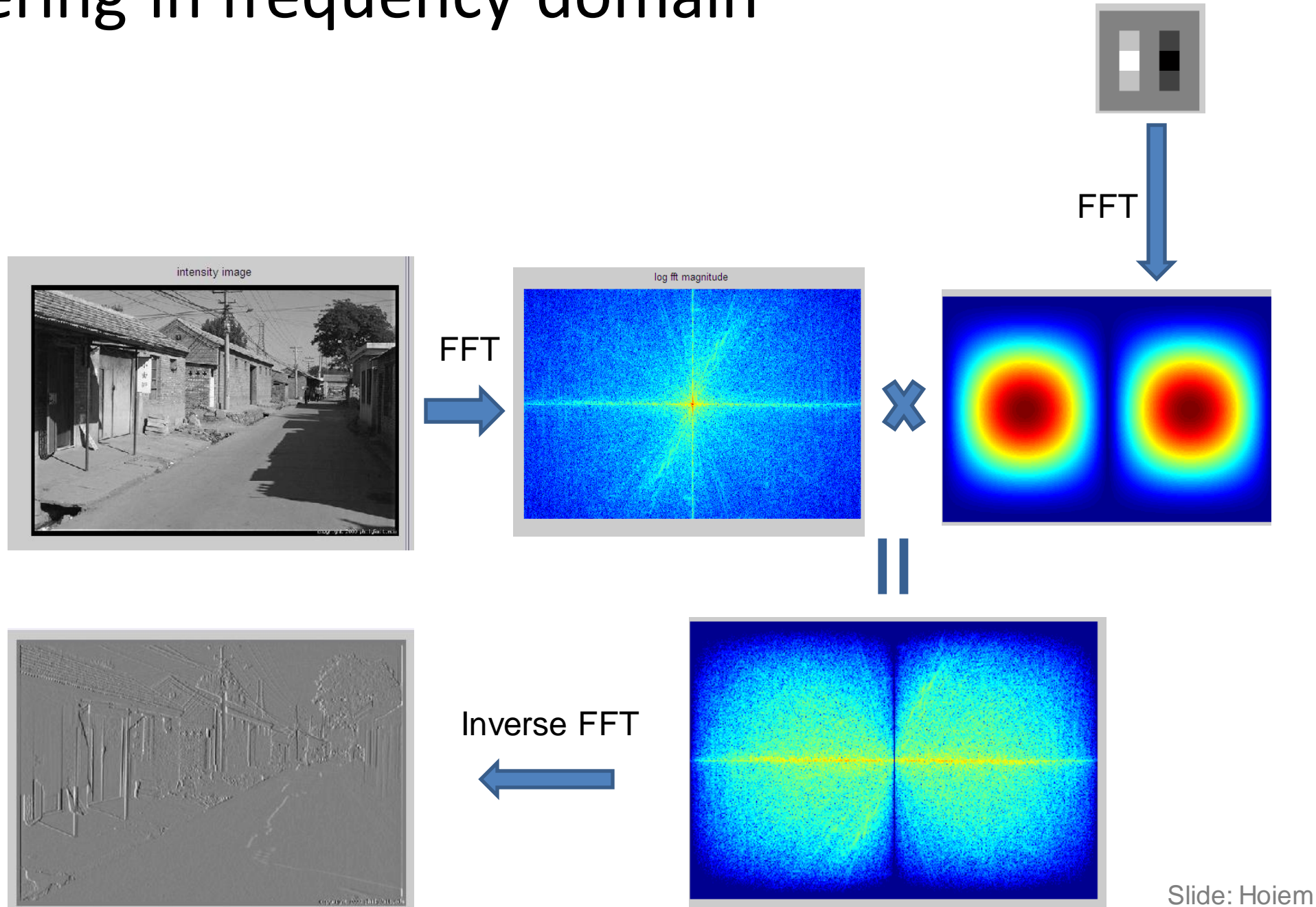
\*



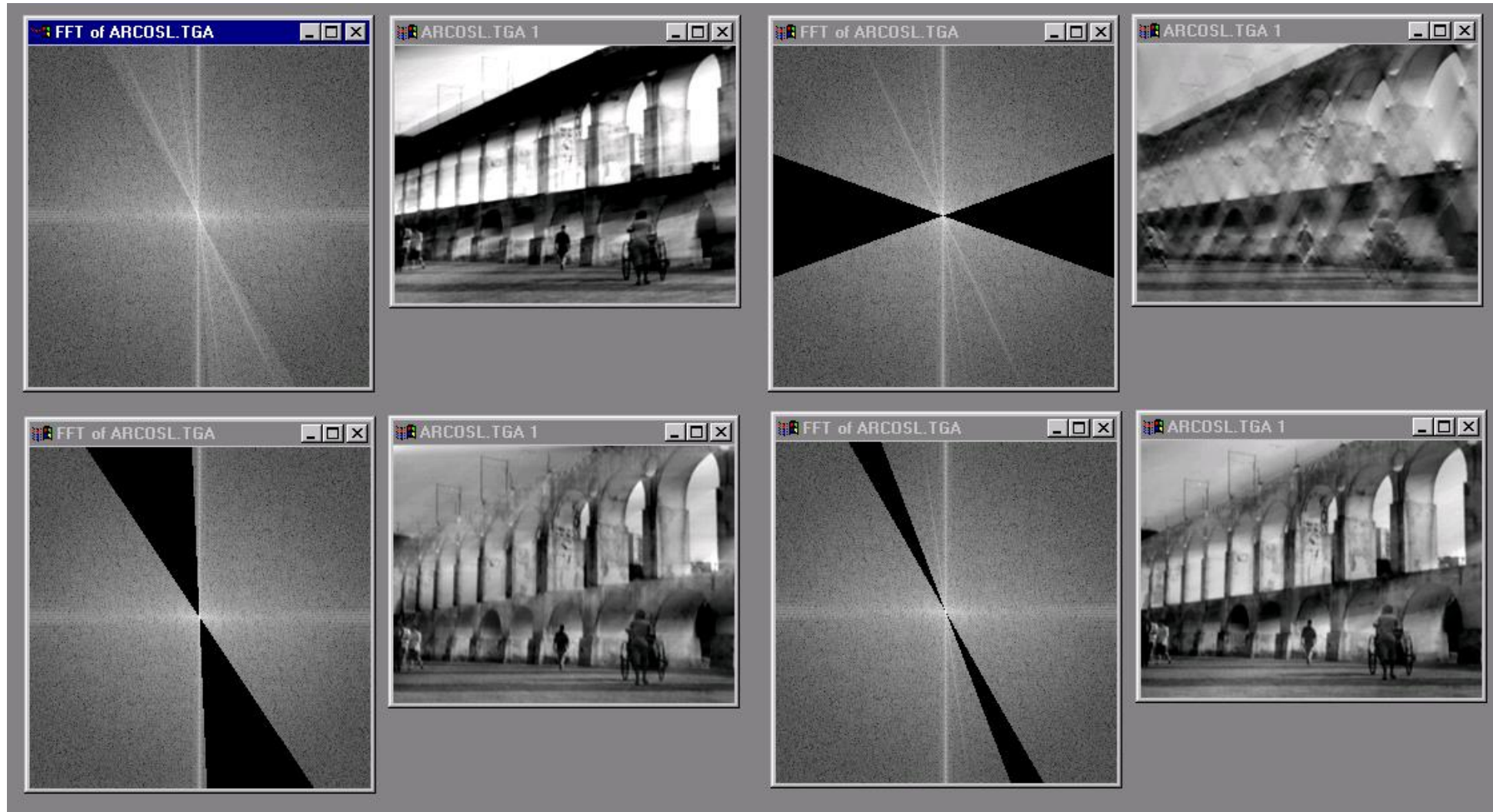
=



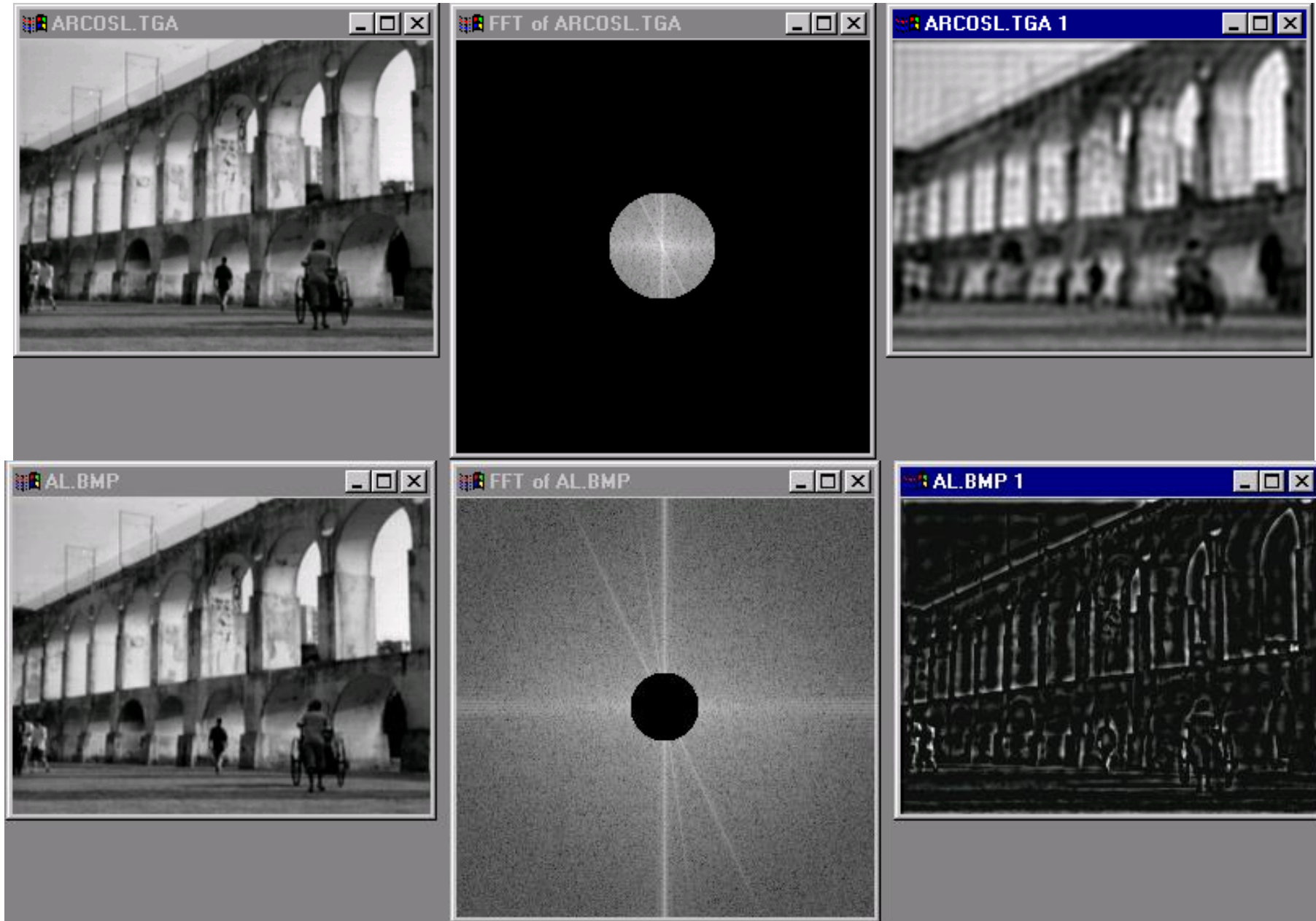
# Filtering in frequency domain



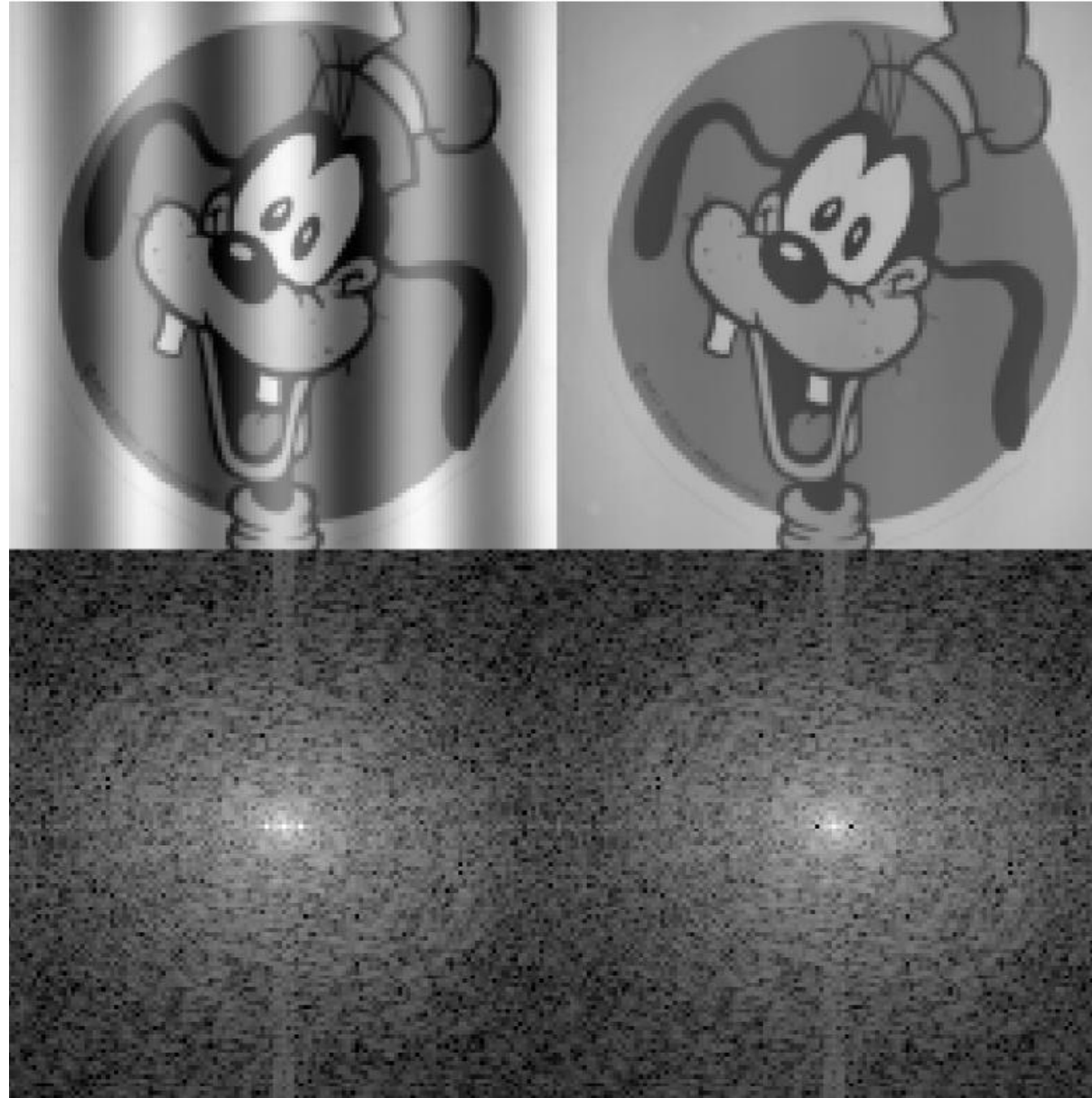
# Now we can edit frequencies!



# Low and High Pass filtering



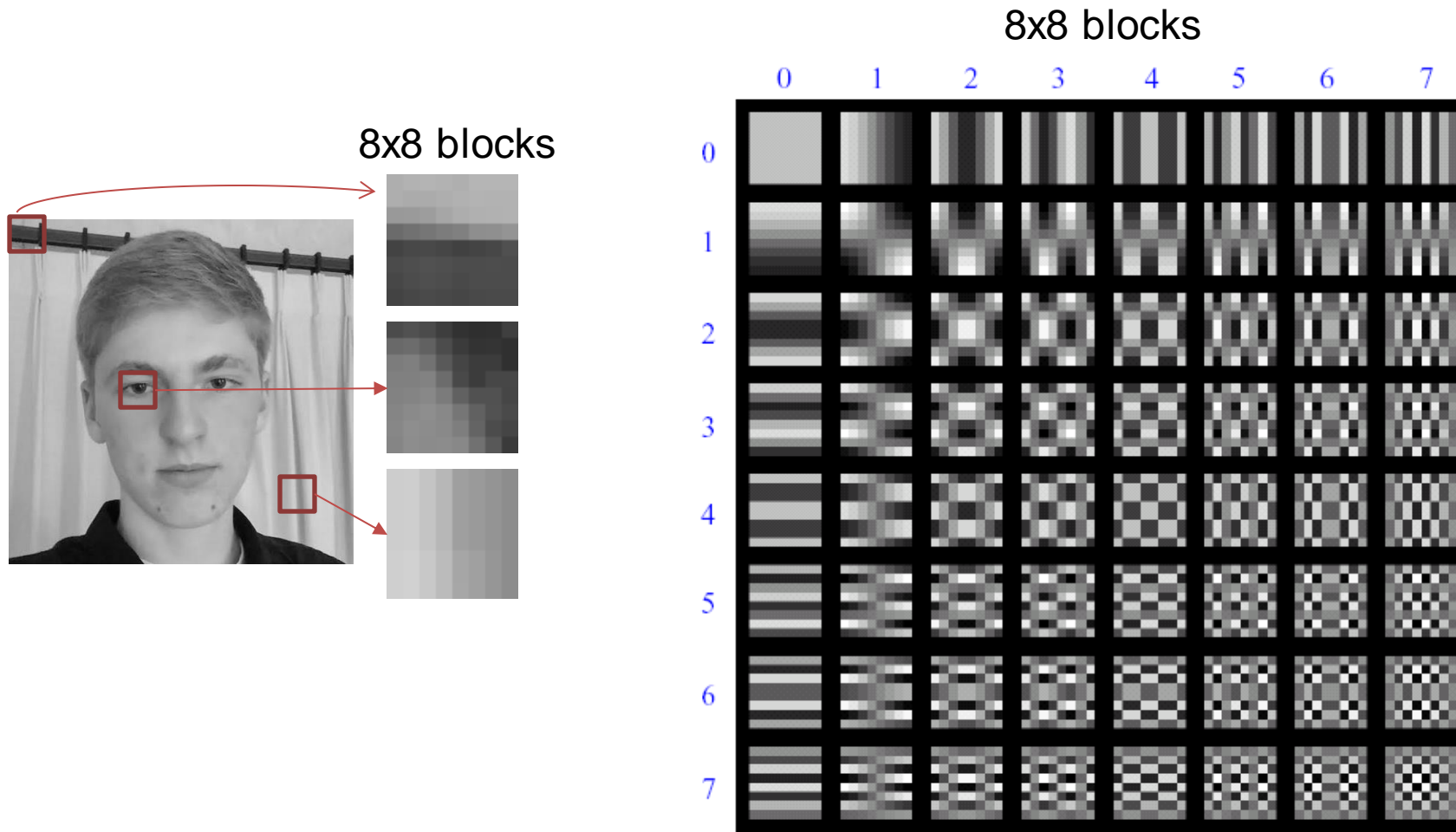
# Removing frequency bands



# JPEG Image Compression

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# Lossy Image Compression (JPEG)



Block-based Discrete Cosine Transform (DCT)



# Image compression using DCT

- Compute DCT filter responses in each 8x8 block

Filter responses

$$G = \begin{matrix} & & & \xrightarrow{u} & & & & & \\ \begin{matrix} \downarrow v \\ \end{matrix} & \begin{bmatrix} -415.38 & -30.19 & -61.20 & 27.24 & 56.13 & -20.10 & -2.39 & 0.46 \\ 4.47 & -21.86 & -60.76 & 10.25 & 13.15 & -7.09 & -8.54 & 4.88 \\ -46.83 & 7.37 & 77.13 & -24.56 & -28.91 & 9.93 & 5.42 & -5.65 \\ -48.53 & 12.07 & 34.10 & -14.76 & -10.24 & 6.30 & 1.83 & 1.95 \\ 12.12 & -6.55 & -13.20 & -3.95 & -1.88 & 1.75 & -2.79 & 3.14 \\ -7.73 & 2.91 & 2.38 & -5.94 & -2.38 & 0.94 & 4.30 & 1.85 \\ -1.03 & 0.18 & 0.42 & -2.42 & -0.88 & -3.02 & 4.12 & -0.66 \\ -0.17 & 0.14 & -1.07 & -4.19 & -1.17 & -0.10 & 0.50 & 1.68 \end{bmatrix} \end{matrix}$$

Quantization dividers (element-wise)

$$Q = \begin{bmatrix} 16 & 11 & 10 & 16 & 24 & 40 & 51 & 61 \\ 12 & 12 & 14 & 19 & 26 & 58 & 60 & 55 \\ 14 & 13 & 16 & 24 & 40 & 57 & 69 & 56 \\ 14 & 17 & 22 & 29 & 51 & 87 & 80 & 62 \\ 18 & 22 & 37 & 56 & 68 & 109 & 103 & 77 \\ 24 & 35 & 55 & 64 & 81 & 104 & 113 & 92 \\ 49 & 64 & 78 & 87 & 103 & 121 & 120 & 101 \\ 72 & 92 & 95 & 98 & 112 & 100 & 103 & 99 \end{bmatrix}$$

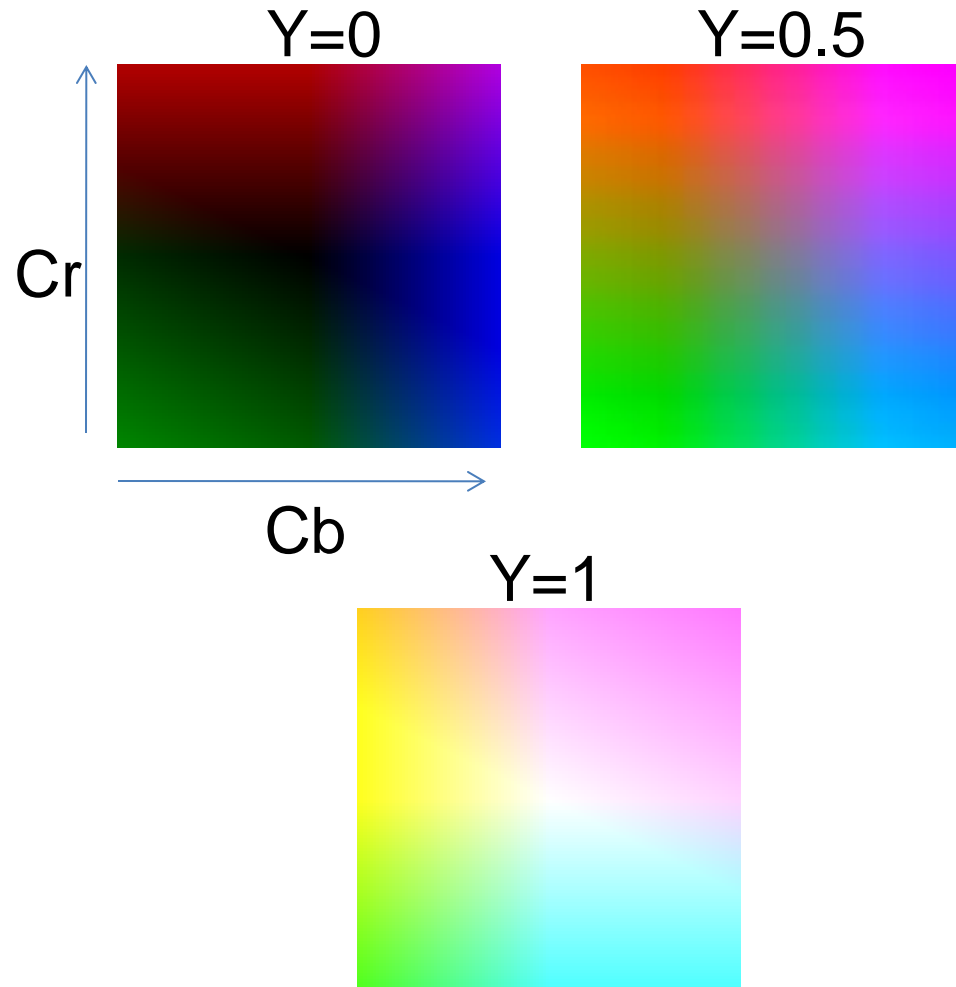
Quantized values

$$B = \begin{bmatrix} -26 & -3 & -6 & 2 & 2 & -1 & 0 & 0 \\ 0 & -2 & -4 & 1 & 1 & 0 & 0 & 0 \\ -3 & 1 & 5 & -1 & -1 & 0 & 0 & 0 \\ -3 & 1 & 2 & -1 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$



# Color spaces: YCbCr

Fast to compute, good for compression, used by TV



**Y**  
(Cb=0.5,Cr=0.5)



**Cb**  
(Y=0.5,Cr=0.5)



**Cr**  
(Y=0.5,Cb=0.5)

# Most JPEG images & videos subsample chroma



PSP Comp 3  
2x2 Chroma subsampling  
285K

Original  
1,261K lossless  
968K PNG

# Summary

- Signals and images can be decomposed into sinusoidal components (Fourier analysis/transform/spectral theorem)
  - High frequency components correspond to rough textures and edges
  - Low frequency components correspond to smooth regions
- Fourier coefficients are complex (with real and imaginary parts)
  - Can also be decomposed into amplitude and phase
  - Somehow phases carry more semantic information
- Can “filter” an image by removing some frequency components of an image
  - Low-pass filter (removing HP) tends to smooth out an image
- Images usually compressed more efficiently in frequency domain (e.g. JPEG)