

Discrete Fourier Transform:

Definition: The 1D discrete Fourier Transform (DFT) of a function $f(k)$, defined at discrete points $k=0, 1, 2, \dots, N-1$ is defined as:

$$\hat{f}(m) = \frac{1}{N} \sum_{k=0}^{N-1} f(k) e^{-j \frac{2\pi m k}{N}} \quad \left(\text{where } j = \sqrt{-1}, e^{j\theta} = \cos \theta + j \sin \theta \right)$$

The 2D DFT of a $M \times N$ image $g = (g(k, l))_{k, l}$, where $0 \leq k \leq M-1$, $0 \leq l \leq N-1$ is defined as:

$$\hat{g}(m, n) = \frac{1}{MN} \sum_{k=0}^{M-1} \sum_{l=0}^{N-1} g(k, l) e^{-j 2\pi \left(\frac{k m}{M} + \frac{l n}{N} \right)}$$

Remark: The inverse of DFT is given by:

$$g(p, q) = \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} \hat{g}(m, n) e^{j 2\pi \left(\frac{p m}{M} + \frac{q n}{N} \right)}$$

\uparrow (no $\frac{1}{MN}!$) \uparrow DFT of g \uparrow (no -ve sign)

DFT of convolution:

$$\text{Recall: } g * w(n, m) = \sum_{n'=0}^{N-1} \sum_{m'=0}^{M-1} g(n-n', m-m') w(n', m') \quad (g, m \in M_{N \times M}(\mathbb{R}))$$

Then, the $\text{DFT}(g * w)(p, q) = MN \text{DFT}(g)(p, q) \text{DFT}(w)(p, q)$ for all $0 \leq p \leq N-1$
 $0 \leq q \leq M-1$

\therefore DFT of convolution can be reduced to simple multiplication!

Recall: Shift-invariant image transformation = 2D convolution.

\therefore Easy computation/manipulation of shift-invariant transf.
after DFT!!

Understanding convolution:

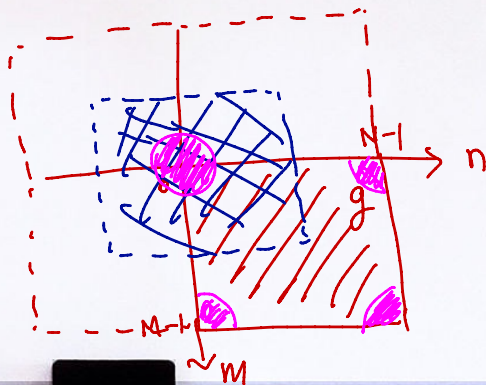
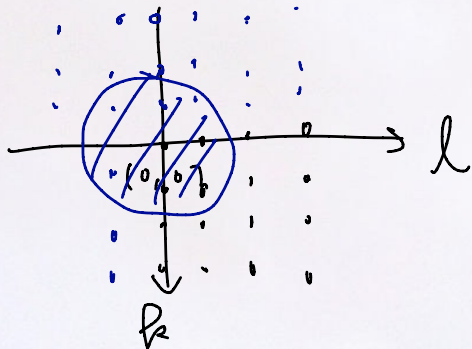
Recall: Discrete convolution:

$$V(n, m) = \sum_{n'=0}^{N-1} \sum_{m'=0}^{M-1} g(n-n', m-m') I(n', m')$$

$g \times I(n, m)$

Linear combination of pixel values of I

In particular, if $g(k, l)$ is only non-zero around $(0, 0)$, then, $g \times I(n, m)$ is a linear combination of pixel value of I around (n, m) !!



Example: Suppose g looks like the following:

$$g = \begin{pmatrix} \text{circle} & 1 & 2 & 3 & \text{circle} \\ 4 & 5 & 6 & & \\ 7 & 8 & 9 & & \end{pmatrix} \begin{matrix} \leftarrow R = -1 \\ \leftarrow R = 0 \\ \leftarrow R = 1 \end{matrix}$$

$$I * g(n, m) = \sum_{n'=0}^{N-1} \sum_{m'=0}^{N-1} \begin{matrix} \uparrow & \uparrow & \uparrow \\ l=-1 & l=0 & l=1 \end{matrix} g(n-n', m-m') I(n', m')$$

Linear combination of neighborhood pixel values

$$\begin{aligned} &= 1 \cdot I(n+1, m+1) + 2 \cdot I(n+1, m) + 3 \cdot I(n+1, m-1) \\ &+ 4 \cdot I(n, m+1) + 5 \cdot I(n, m) + 6 \cdot I(n, m-1) \\ &+ 7 \cdot I(n-1, m+1) + 8 \cdot I(n-1, m) + 9 \cdot I(n-1, m-1) \end{aligned}$$

Note:

(Spatial domain)

$I * g$

(Linear filtering:
Linear combination of
neighborhood pixel
values)

↓ DFT

(Frequency domain)

$MN \hat{I} \odot \hat{g}$
pixel-wise
multiplication

(Modifying the
Fourier coefficients
by multiplication)

Image enhancement in the frequency domain:

- Goal: 1. Remove high-frequency components (low-pass filter) for image denoising.
noise
2. Remove low-frequency components (high-pass filter) for the extraction of image details.
non-edge

High/Low frequency components of \hat{F}

Let F be a $N \times N$ image, $N = \text{even}$. Let $\hat{F} = \text{DFT of } F$.

$$\therefore \hat{F}(k, l) = \frac{1}{N^2} \sum_{m=0}^{N-1} \sum_{n=0}^{N-1} F(m, n) e^{-j2\pi \cdot \frac{(mk + nl)}{N}}$$

↑
Fourier coefficients of F at (k, l)

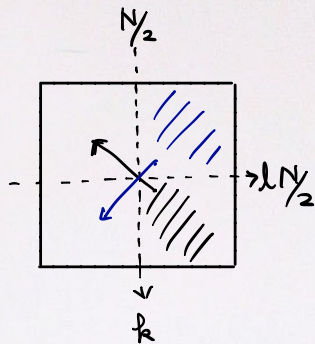
Observe that: for $0 \leq k, l \leq \frac{N}{2} - 1$

$$\begin{aligned} \hat{F}\left(\frac{N}{2} + k, \frac{N}{2} + l\right) &= \frac{1}{N^2} \sum_{m=0}^{N-1} \sum_{n=0}^{N-1} F(m, n) e^{-j\frac{2\pi}{N} \left(m\left(\frac{N}{2} + k\right) + n\left(\frac{N}{2} + l\right)\right)} \\ &= \frac{1}{N^2} \sum_{m=0}^{N-1} \sum_{n=0}^{N-1} F(m, n) (-1)^{m+n} e^{-j\frac{2\pi}{N} (m(-k) + n(-l))} \end{aligned}$$

$$= \frac{1}{N^2} \sum_{m=0}^{N-1} \sum_{n=0}^{N-1} F(m,n) e^{-j\frac{2\pi}{N}(m(\frac{N}{2}-k) + n(\frac{N}{2}-l))}$$

$$= \hat{F}\left(\frac{N}{2}-k, \frac{N}{2}-l\right)$$

\therefore Computing part of \hat{F} can determine the rest!!



Observation:

1. When k and l are close to $N/2$, $\hat{F}\left(\underbrace{\frac{N}{2}+k}_{SS}, \underbrace{\frac{N}{2}+l}_{SS}\right)$ is associated to $e^{j\frac{2\pi}{N}\left(\left(\frac{N}{2}+k\right)m + \left(\frac{N}{2}+l\right)n\right)}$

\therefore Fourier coefficients at the bottom right are associated to low frequency components!

$$e^{j\frac{2\pi}{N}\left(\frac{N}{2}m + \frac{N}{2}n\right)} \quad \text{where } (k', l') = (0, 0)$$

$$\cos\left(\frac{2\pi}{N}\left(k'm + l'n\right)\right) + i \sin\left(\frac{2\pi}{N}\left(k'm + l'n\right)\right)$$

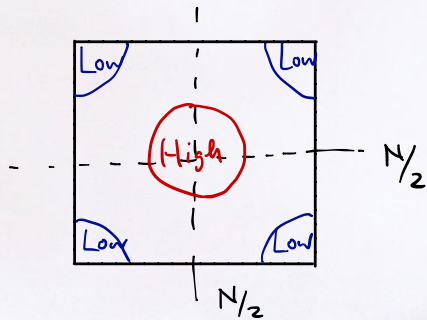
2. Similarly, we can check that Fourier coefficients at the 4 corners are associated to low frequency components.

Low-frequency if $(k, l) \approx (0, 0)$

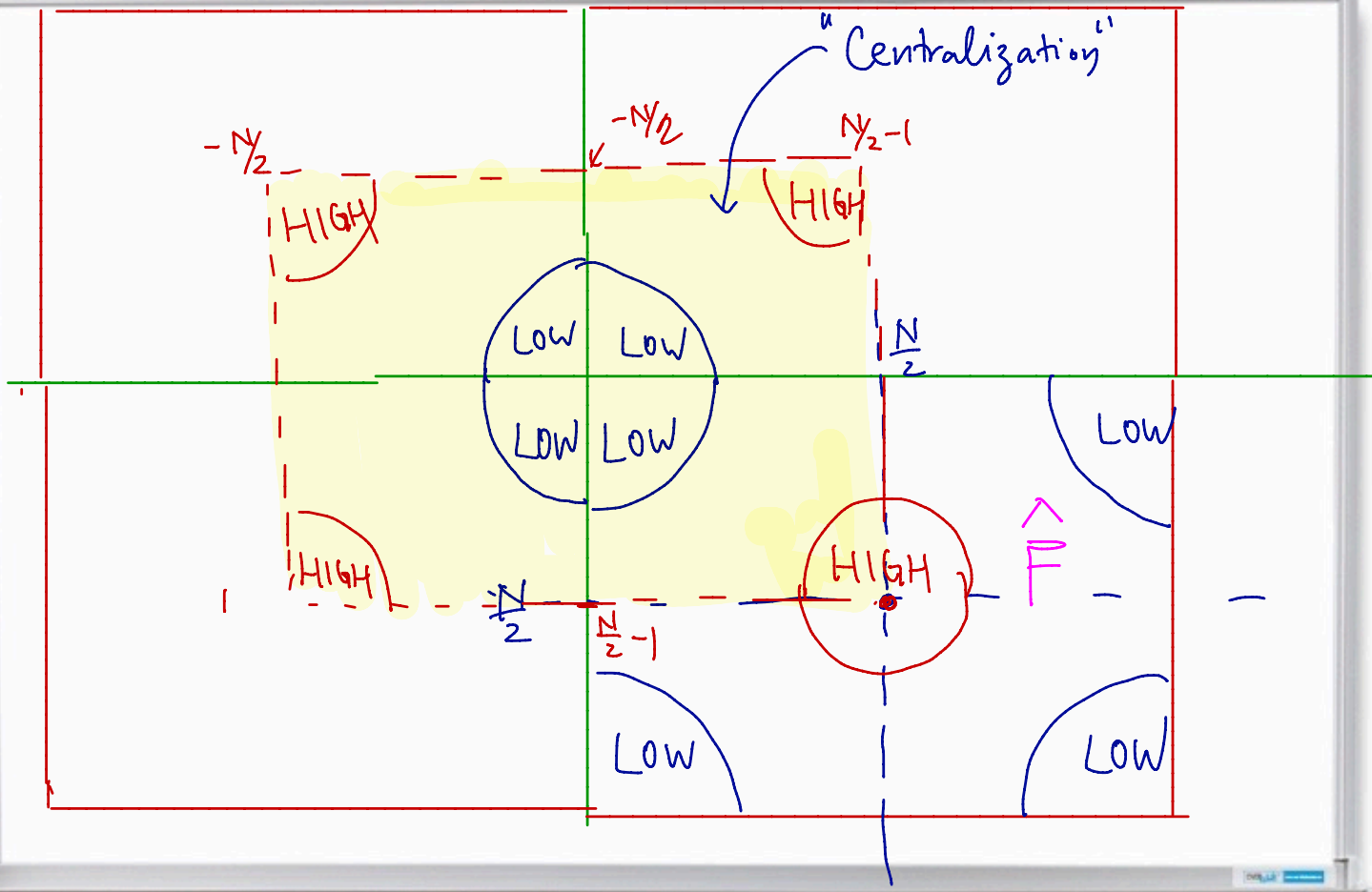
3. Fourier coefficients in the middle are associated to high-frequency components

$$e^{j\frac{2\pi}{N}\left(\frac{N}{2}m + \frac{N}{2}n\right)}$$

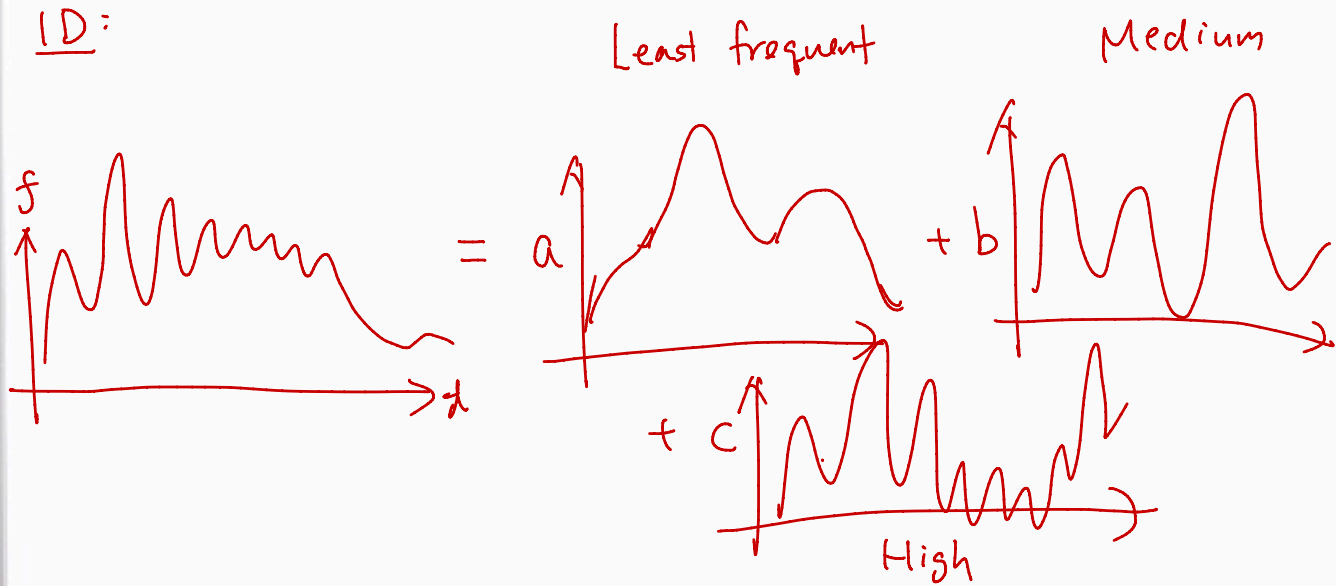
$$= e^{j\pi(m+n)} = (-1)^{m+n}$$



\therefore High-pass filtering
 Remove coefficients at 4 corners
 Low-pass filtering
 Remove coefficients at the center



ID:



To remove noise, truncate c (let $c=0$)

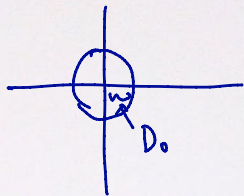
Example of Low-pass filters for image denoising

Assume that we work on the centered spectrum!

That is, consider $\hat{F}(u,v)$ where $-\frac{N}{2} \leq u \leq \frac{N}{2}-1$, $-\frac{N}{2} \leq v \leq \frac{N}{2}-1$.

1 Ideal low pass filter (ILPF):

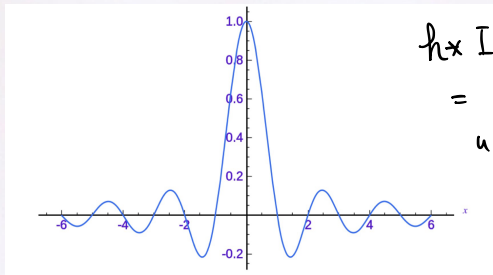
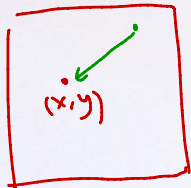
$$H(u,v) = \begin{cases} 1 & \text{if } D(u,v) := u^2 + v^2 \leq D_0^2 \\ 0 & \text{if } D(u,v) > D_0^2 \end{cases}$$



In 1-dim cross-section, $\mathcal{F}^{-1}(H(u,v))$ looks like:

$$I \rightarrow \hat{I} \rightarrow \hat{I} \circ H$$

\downarrow iDFT
IR



$$h_x I(x,y)$$

$$= \sum_{u,v} h(x-u, y-v) I(u,v)$$

every pixel values of I has an effect on $h_x I(x,y)$!!

Good: Simple

Bad: Produce ringing effect!