

# Fourier Transform and Its Applications

Instructor

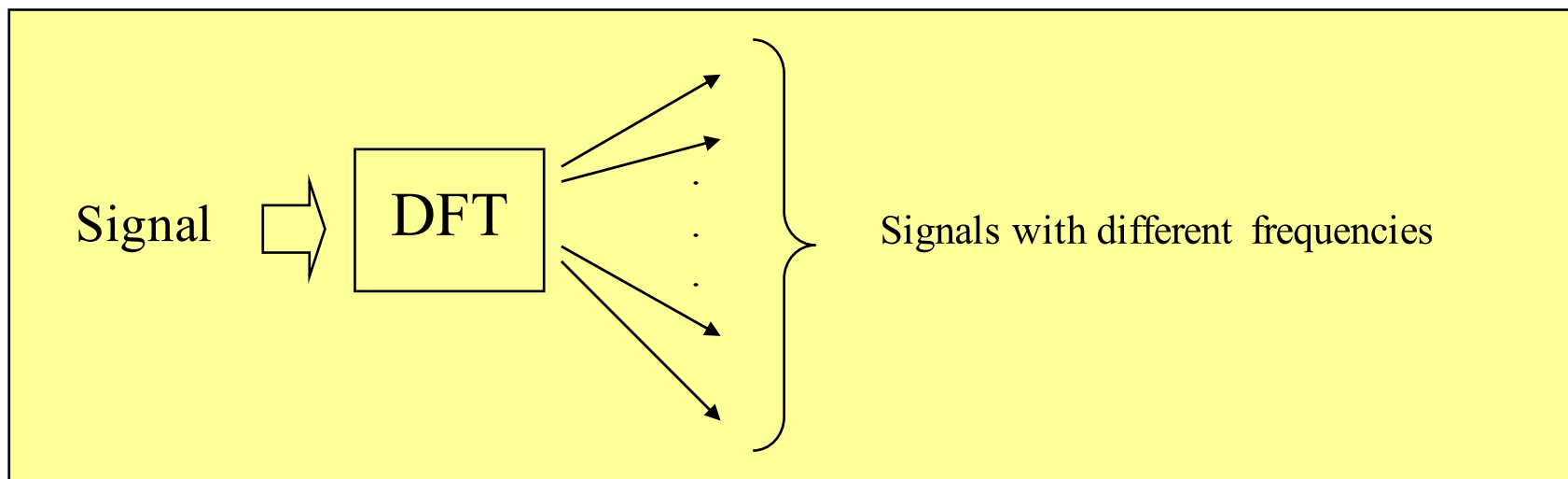
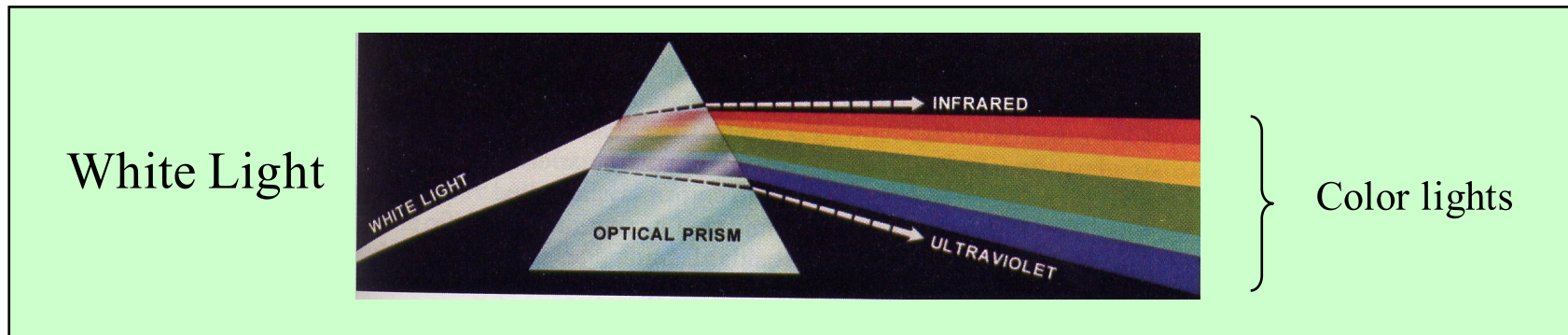
LE Thanh Sach, Ph.D.

Ltsach@cse.hcmut.edu.vn

# Outline

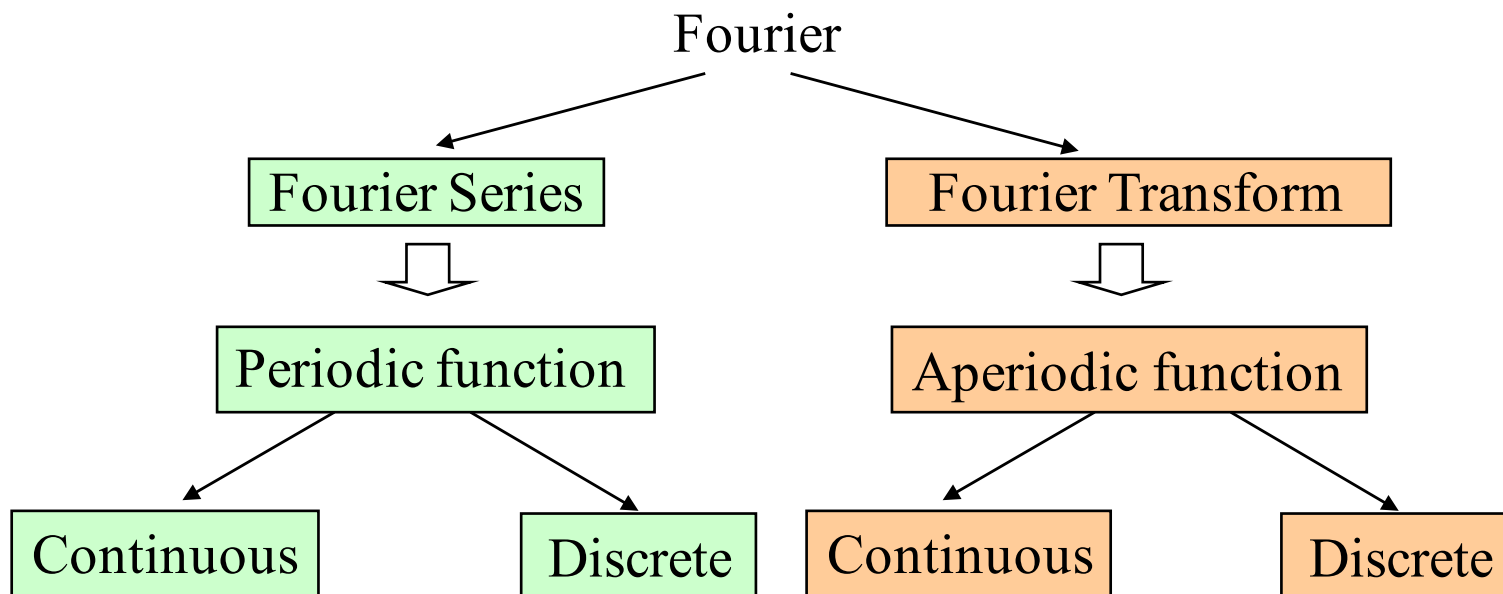
- ❖ Fourier Transform
- ❖ Its Applications

# Fourier Analysis



# Fourier Theory

$$\text{Any functions or signals} = \sum_{u,v} A \sin(\theta) + B \cos(\theta)$$



# 1D Discrete Fourier Transform Formula

## Forward Transform:

from **space domain** to **frequency domain** (Fourier Domain)

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j\frac{2\pi}{M}ux} \quad u = 0, 1, \dots, M$$

## Backward Transform (Inverse Transform):

from **space domain** to **frequency domain** (Fourier Domain)

$$f(x) = \frac{1}{M} \sum_{u=0}^{M-1} F(u) e^{j\frac{2\pi}{M}ux} \quad x = 0, 1, \dots, M$$

# 1D Discrete Fourier Transform

## Interpretation

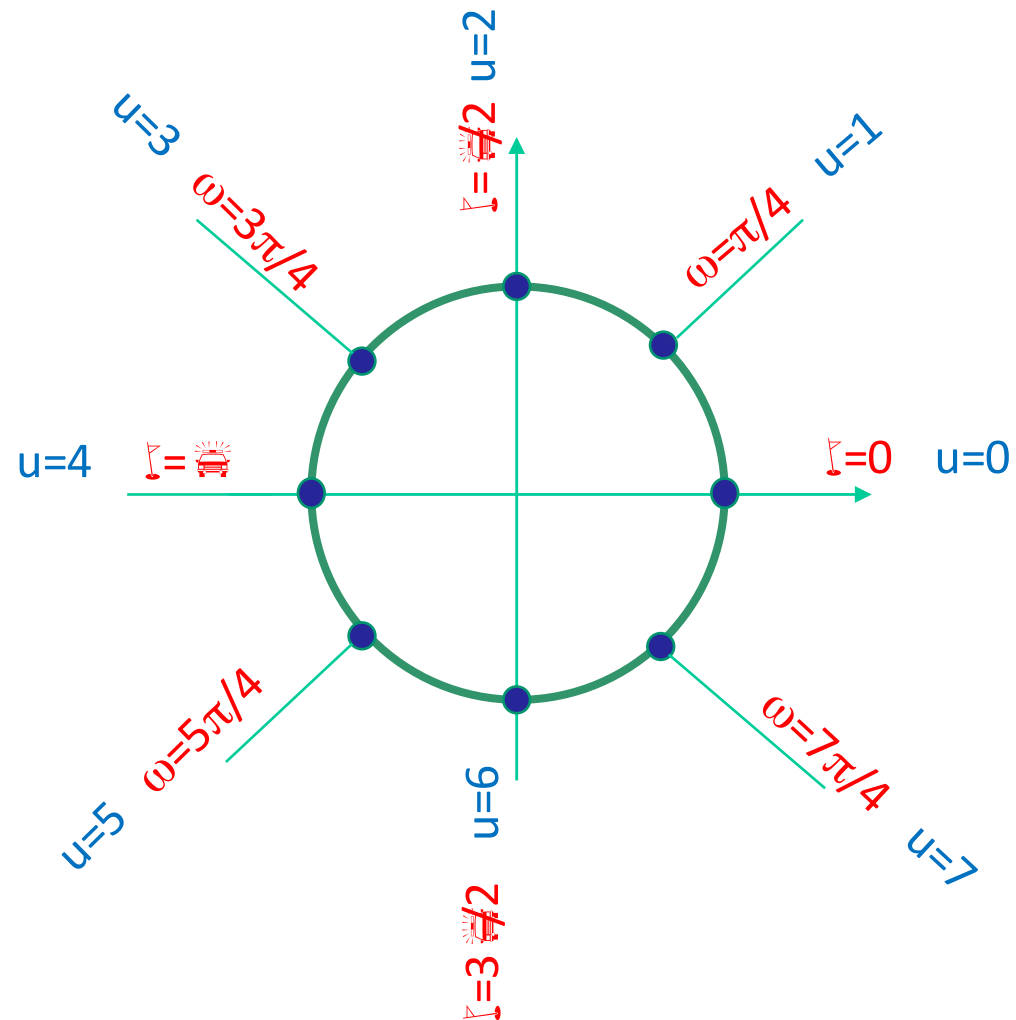
**Forward Transform:**

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

- $M$ : Number of frequencies that we want to decompose  $f(x)$  into them
- $u$ : index of decomposed frequencies,  $u = 0..M-1$
- For example,  $M = 8$ , i.e., to decompose into 8 components that their frequencies are  $\frac{2\pi}{8} u$ ,  $u = 0..7$

# 1D Discrete Fourier Transform Interpretation

$M$  frequencies  
in a trigonometric circle,  
For  $M = 8$ :



# 1D Discrete Fourier Transform Interpretation

**Fourier transform's meaning:**

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j \frac{2\pi}{M} ux} \quad u = 0, 1, \dots, M$$

$F(u)$  tells that how much frequency component  $\frac{2\pi}{M}u$  contribute to signal  $f(x)$ . In the case that  $F(u) = 0$  then there is no frequency  $\frac{2\pi}{M}u$  the input signal. Otherwise, if the magnitude of  $F(u)$  is significantly larger than other frequencies' then frequency  $\frac{2\pi}{M}u$  contribute much to the signal, and the shape of the signal tends to be similar with the shape of frequency  $\frac{2\pi}{M}u$ .



# 1D Discrete Fourier Transform Interpretation

**Fourier transform meaning:**

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j\frac{2\pi}{M}ux} \quad u = 0, 1, \dots, M$$

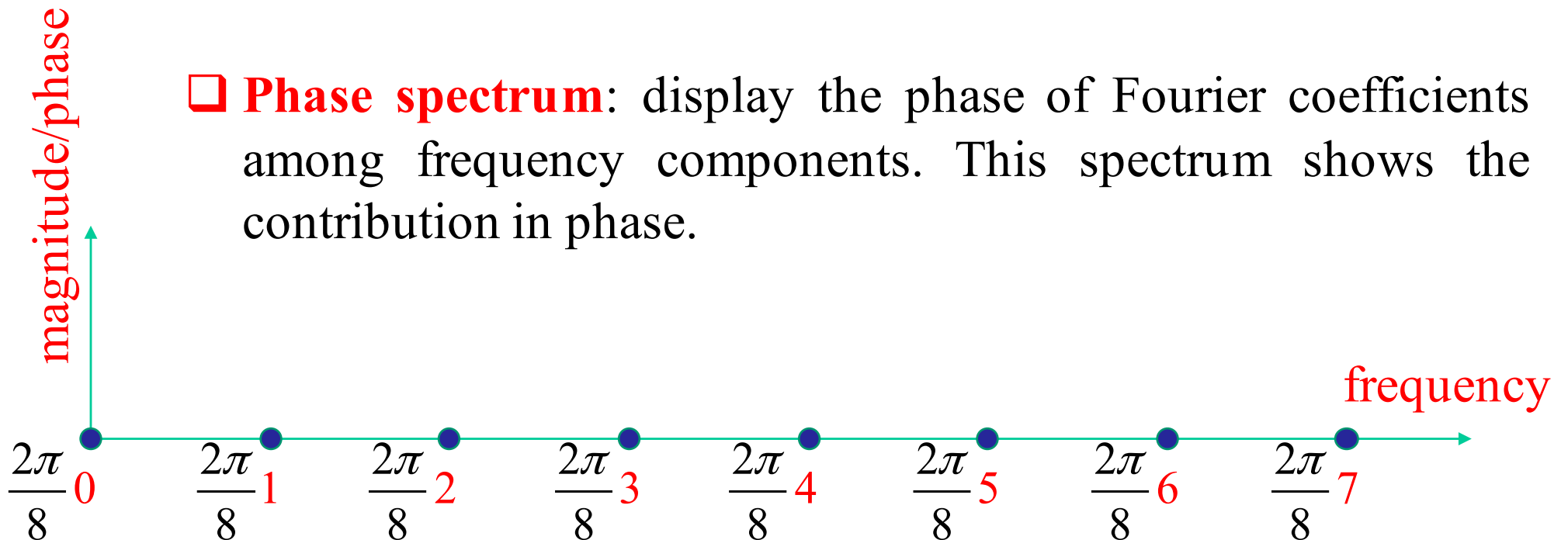
*In dot product/ correlation*

# 1D Discrete Fourier Transform Interpretation

Fourier transform's meaning:

□ **Magnitude spectrum:** display the magnitude of Fourier coefficients among frequency components. This spectrum can tell how much a frequency contribute to the input signal.

□ **Phase spectrum:** display the phase of Fourier coefficients among frequency components. This spectrum shows the contribution in phase.



# 1D Discrete Fourier Transform Interpretation

## Fourier transform's meaning:

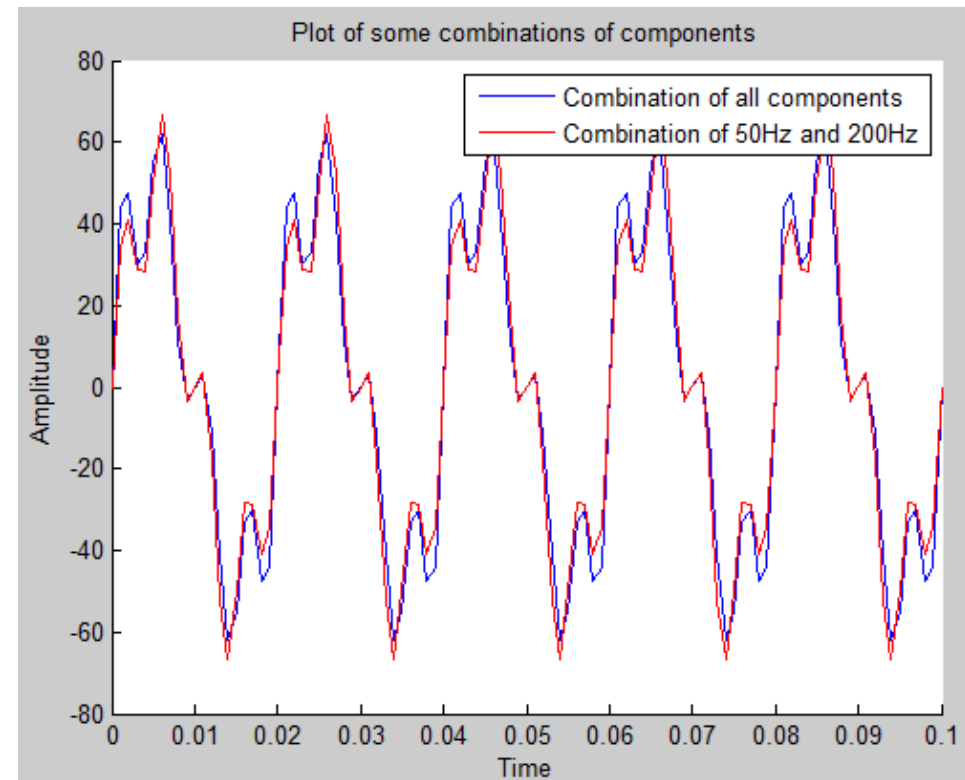
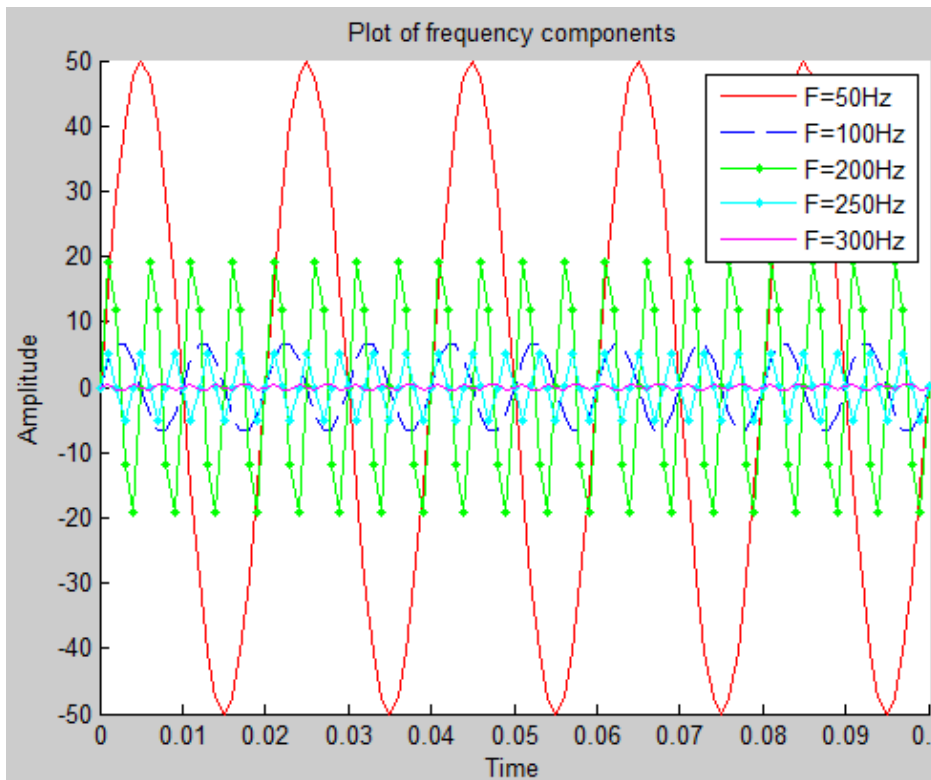
Consider the following signals

$y_k(t) = C_k * \sin(2\pi F_k t)$ ; where,  $C_k$  and  $F_k$  are given in the following table.

k	$F_k$ (Hertz)	$C_k$
1	50	50
2	100	7
3	200	20
4	250	5
5	300	0.5

# 1D Discrete Fourier Transform Interpretation

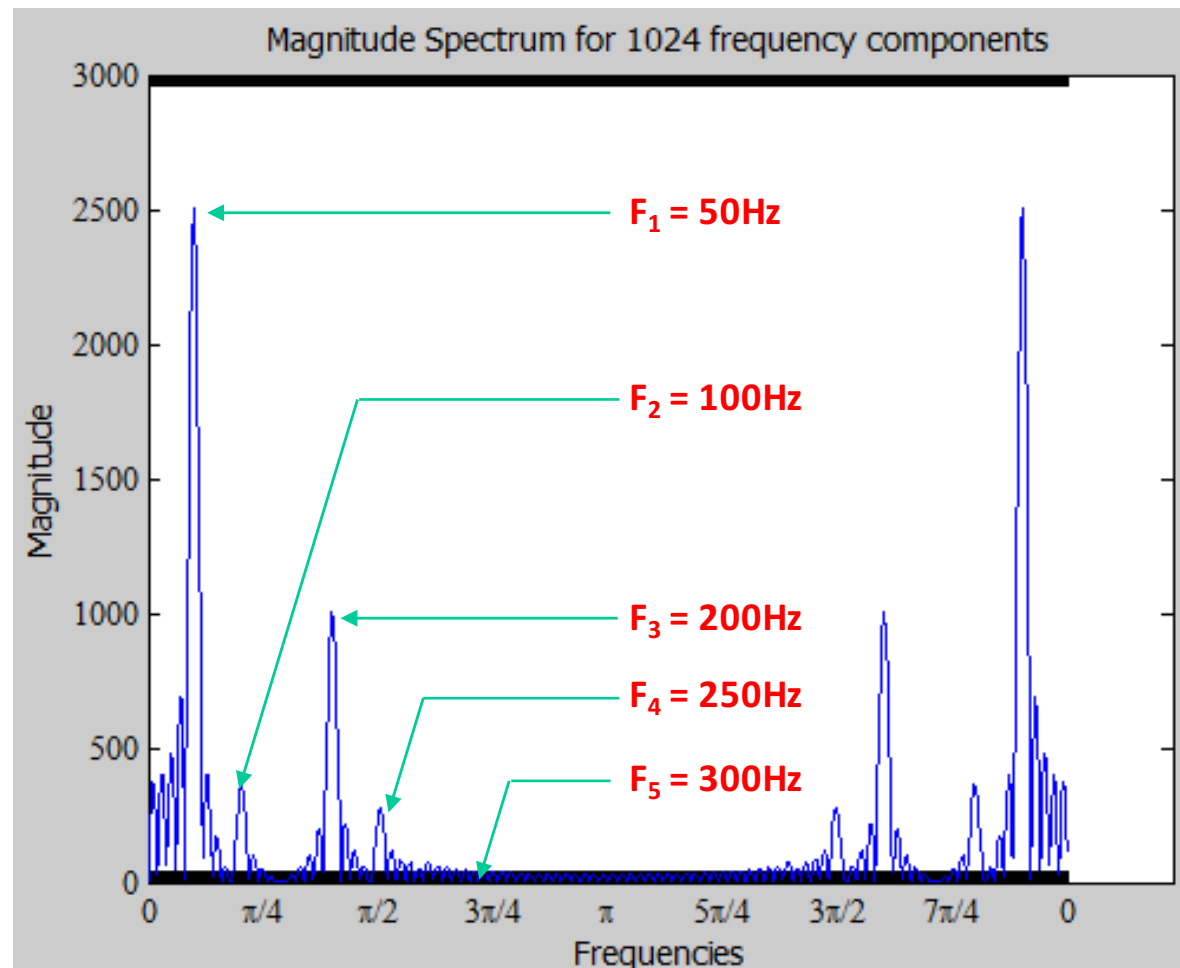
## Fourier transform's meaning:



A combination of only significantly contributed components can approximate the signal that contains all the components.

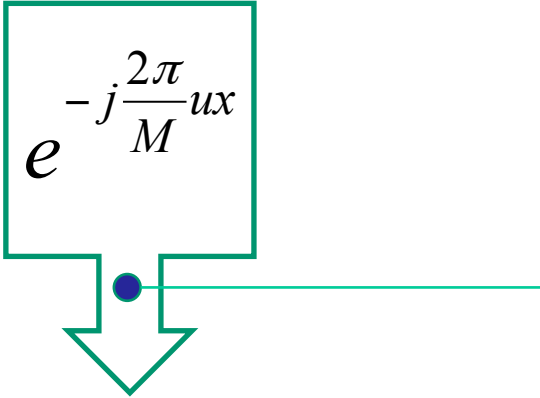
# 1D Discrete Fourier Transform Interpretation

Fourier transform's meaning:



# 1D Discrete Fourier Transform

## Matrix form

$$F(u) = \sum_{x=0}^{M-1} f(x) e^{-j\frac{2\pi}{M}ux}$$


Example for  $M = 4$

Kernel Matrix:

$$W_4 = \begin{matrix} & \begin{matrix} x=0 & x=1 & x=3 & x=4 \end{matrix} \\ \begin{matrix} u=0 \\ u=1 \\ u=2 \\ u=3 \end{matrix} & \begin{bmatrix} e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}1} & e^{-j\frac{2\pi}{4}2} & e^{-j\frac{2\pi}{4}3} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}2} & e^{-j\frac{2\pi}{4}4} & e^{-j\frac{2\pi}{4}6} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}3} & e^{-j\frac{2\pi}{4}6} & e^{-j\frac{2\pi}{4}9} \end{bmatrix} \end{matrix}$$

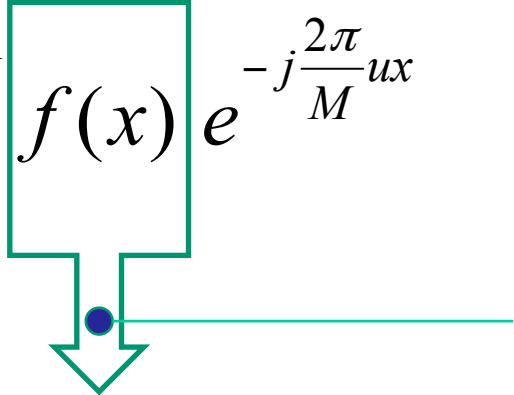
# 1D Discrete Fourier Transform

## Matrix form

$$W_4 = \begin{bmatrix} e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}0} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}1} & e^{-j\frac{2\pi}{4}2} & e^{-j\frac{2\pi}{4}3} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}2} & e^{-j\frac{2\pi}{4}4} & e^{-j\frac{2\pi}{4}6} \\ e^{-j\frac{2\pi}{4}0} & e^{-j\frac{2\pi}{4}3} & e^{-j\frac{2\pi}{4}6} & e^{-j\frac{2\pi}{4}9} \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & e^{-j\frac{\pi}{2}} & e^{-j\pi} & e^{-j\frac{3\pi}{2}} \\ 1 & e^{-j\pi} & e^{-j2\pi} & e^{-j\pi} \\ 1 & e^{-j\frac{3\pi}{2}} & e^{-j\pi} & e^{-j\frac{\pi}{2}} \end{bmatrix} \\
 = \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -j & -1 & j \\ 1 & -1 & 1 & -1 \\ 1 & j & -1 & -j \end{bmatrix}$$

# 1D Discrete Fourier Transform

## Matrix form

$$F(u) = \sum_{x=0}^{M-1} \boxed{f(x)} e^{-j\frac{2\pi}{M}ux}$$


Example for  $M = 4$

Vector signal:

$$f = \begin{bmatrix} 2 \\ 0 \\ 3 \\ 0 \end{bmatrix}$$



# 1D Discrete Fourier Transform

## Matrix form

$$\begin{aligned} F(u) &= \sum_{x=0}^{M-1} f(x) e^{-j\frac{2\pi}{M}ux} \\ &= \underbrace{W_M}_{\text{Matrix}} * \underbrace{f}_{\text{Vector}} \end{aligned}$$

# 1D Discrete Fourier Transform Example

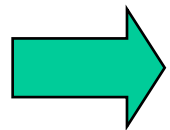
**Example:**

- $f(x) = \{2 \ 0 \ 3 \ 0\}$
- $M = 4$ : to decompose into 4 frequency components
- $x = 0, 1, 2, 3$
- $u = 0, 1, 2, 3$
  
- So,  $e^{-j\frac{2\pi}{M}ux}$  forms a matrix of  $W_4$ , size of  $4 \times 4$

# 1D Discrete Fourier Transform

## Example

$$f = [2 \quad 0 \quad 3 \quad 0]^T$$

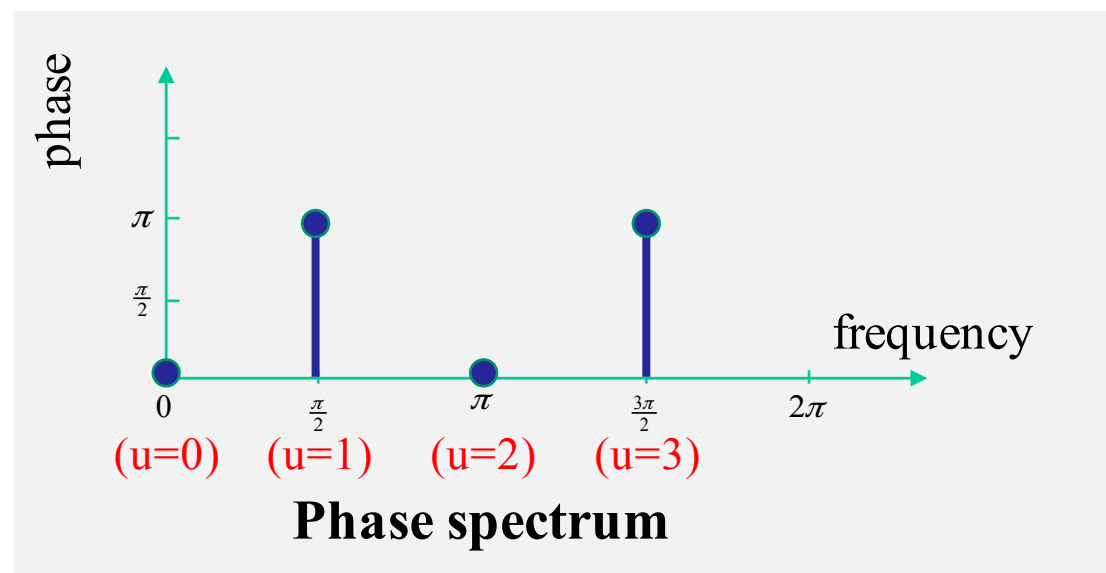
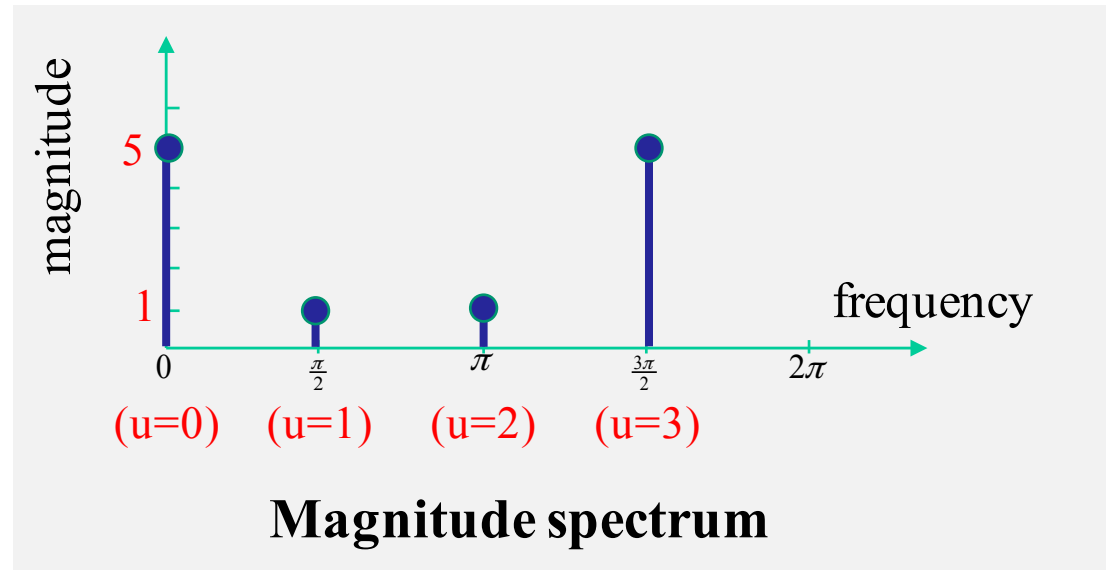


$$F(u) = W_4 f$$

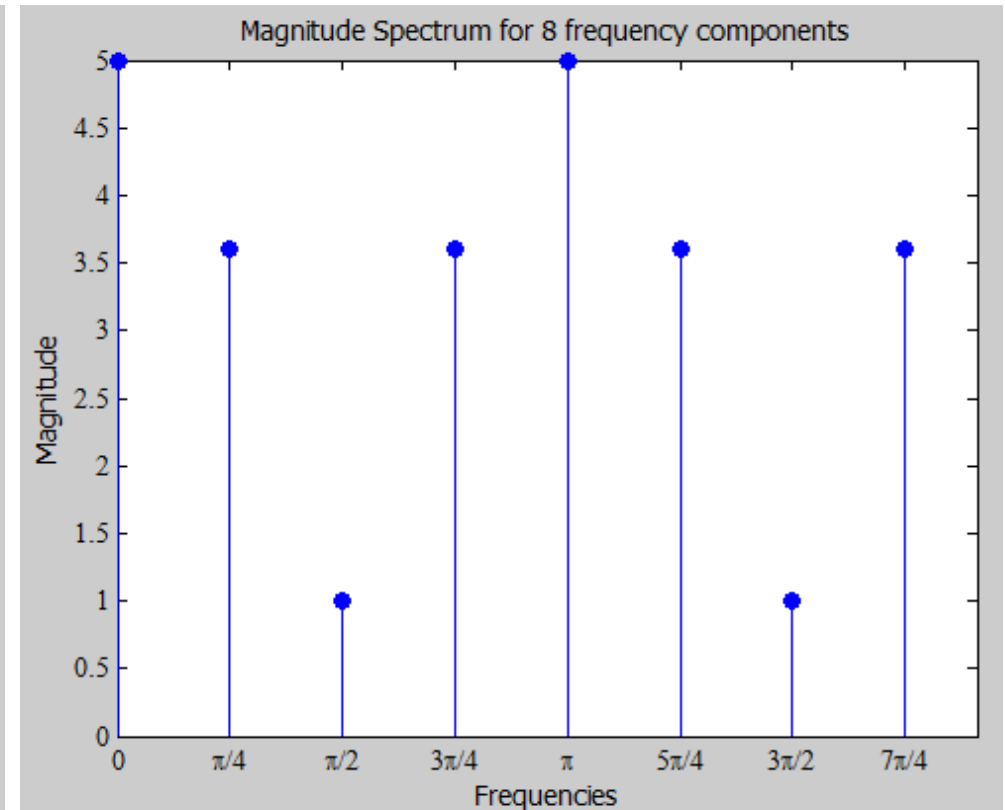
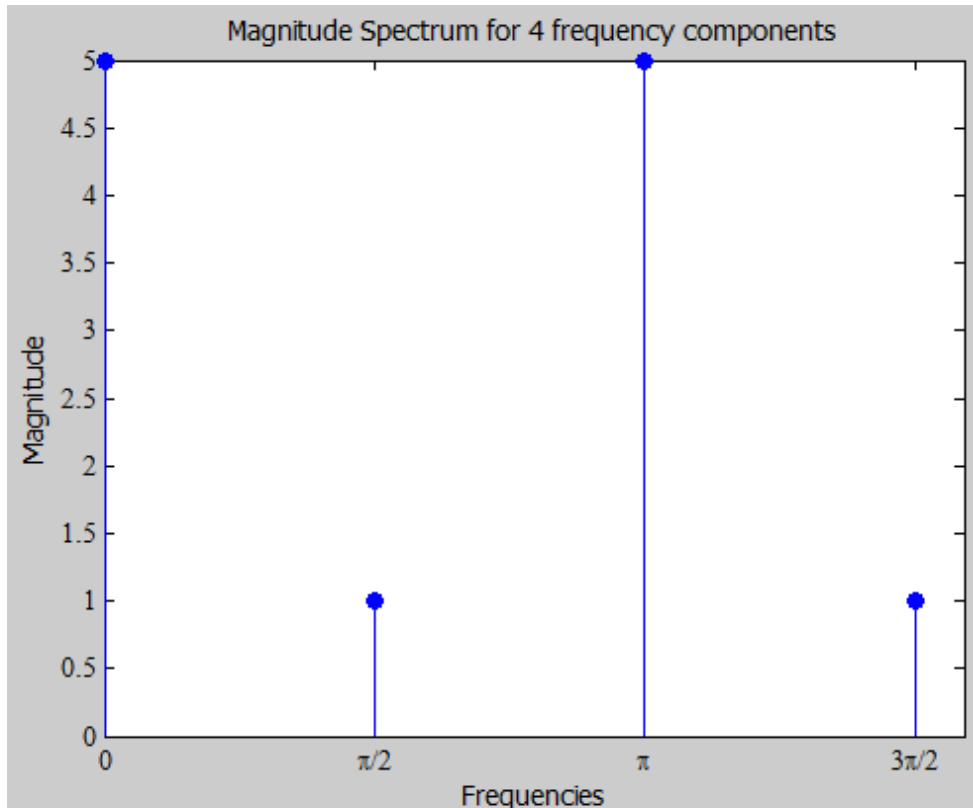
$$= \begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -j & -1 & j \\ 1 & -1 & 1 & -1 \\ 1 & j & -1 & -j \end{bmatrix} \begin{bmatrix} 2 \\ 0 \\ 3 \\ 0 \end{bmatrix} = \begin{bmatrix} 5 \\ -1 \\ 5 \\ -1 \end{bmatrix}$$

# 1D Discrete Fourier Transform Example

$$F(u) = \begin{bmatrix} 5 \\ -1 \\ 5 \\ -1 \end{bmatrix}$$



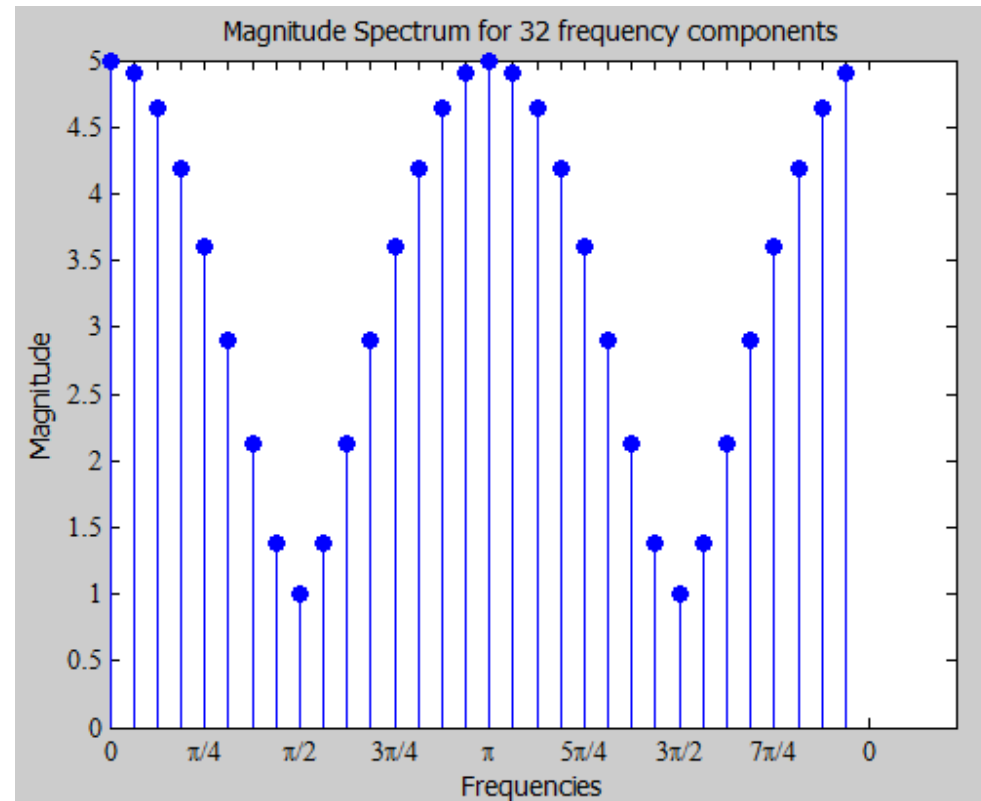
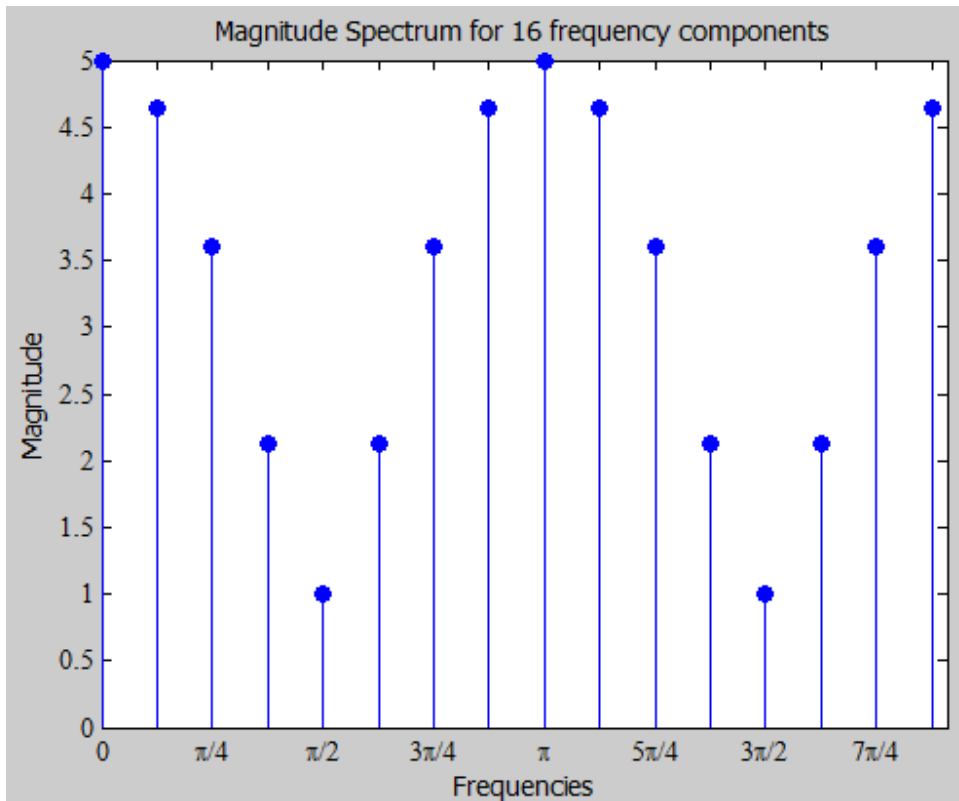
# 1D Discrete Fourier Transform Example



$$F(\omega = 0) = F(\omega = \pi) = 5$$

$$F(\omega = \pi/2) = F(\omega = 3\pi/2) = 1$$

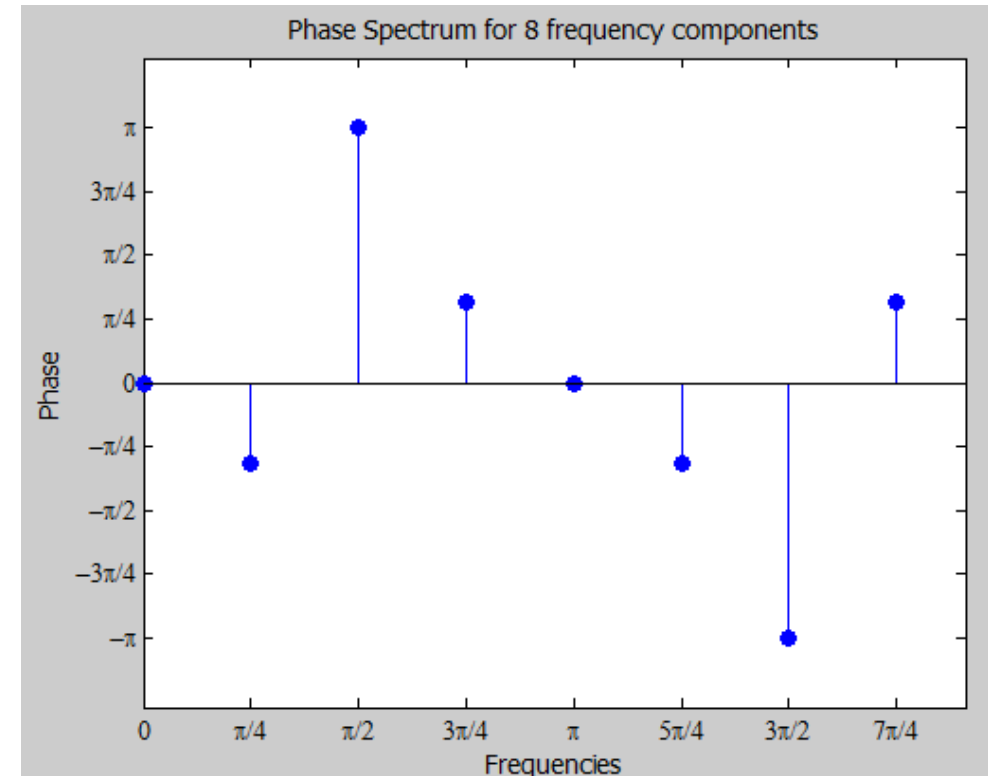
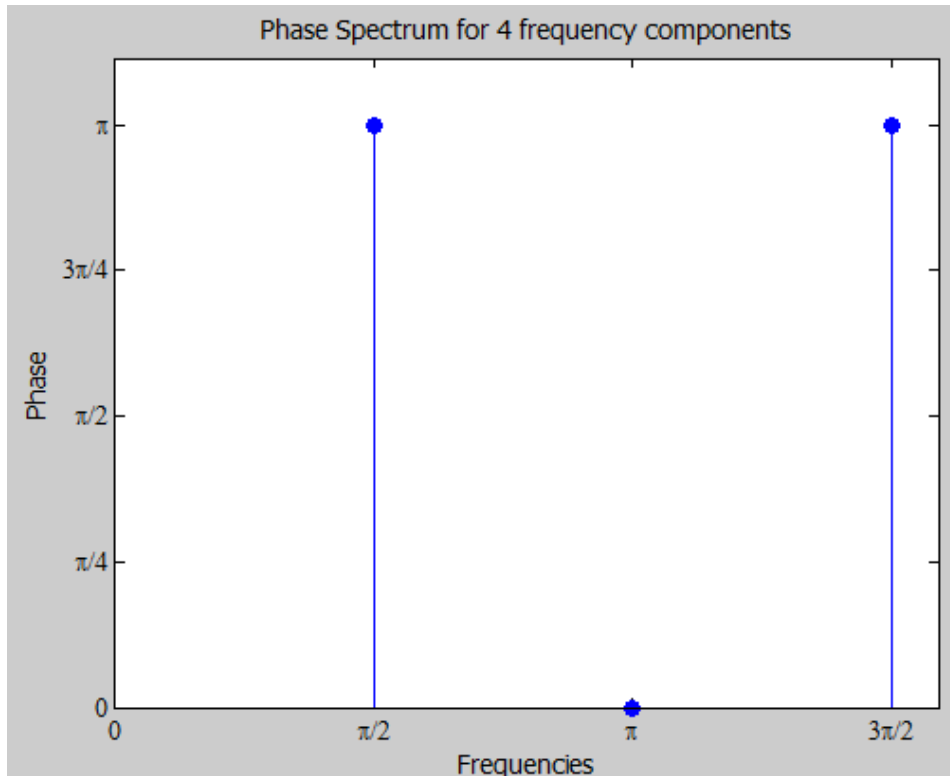
# 1D Discrete Fourier Transform Example



$$F(\uparrow = 0) = F(\uparrow = \text{sun}) = 5$$

$$F(\uparrow = \text{sun}/2) = F(\uparrow = 3 \text{ sun}/2) = 1$$

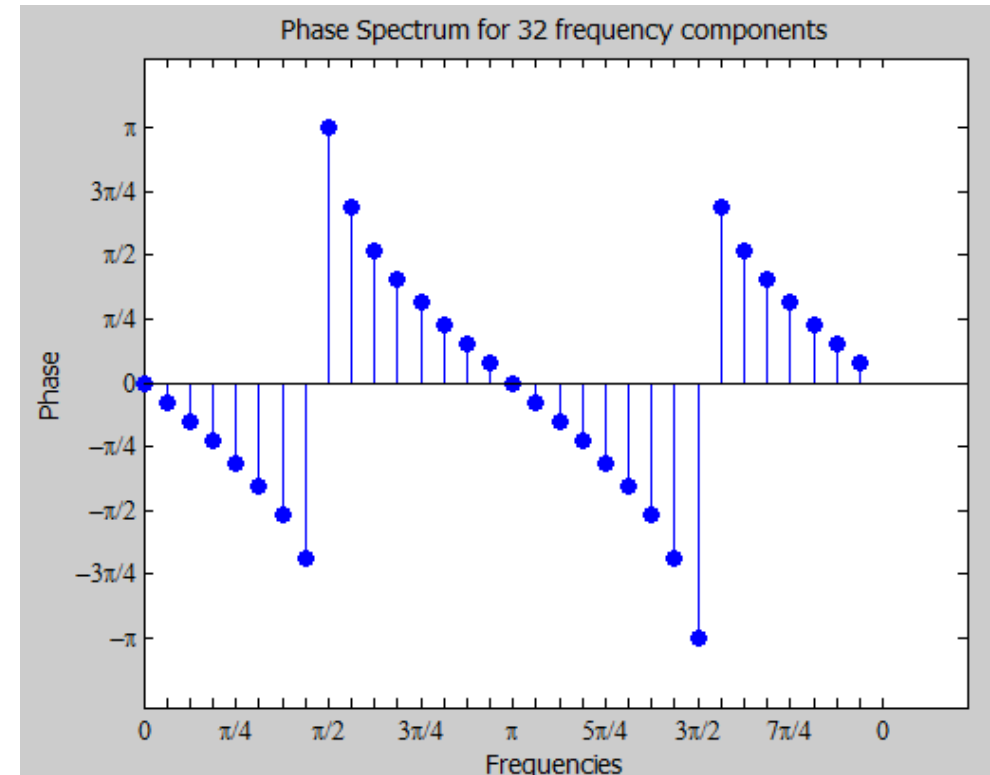
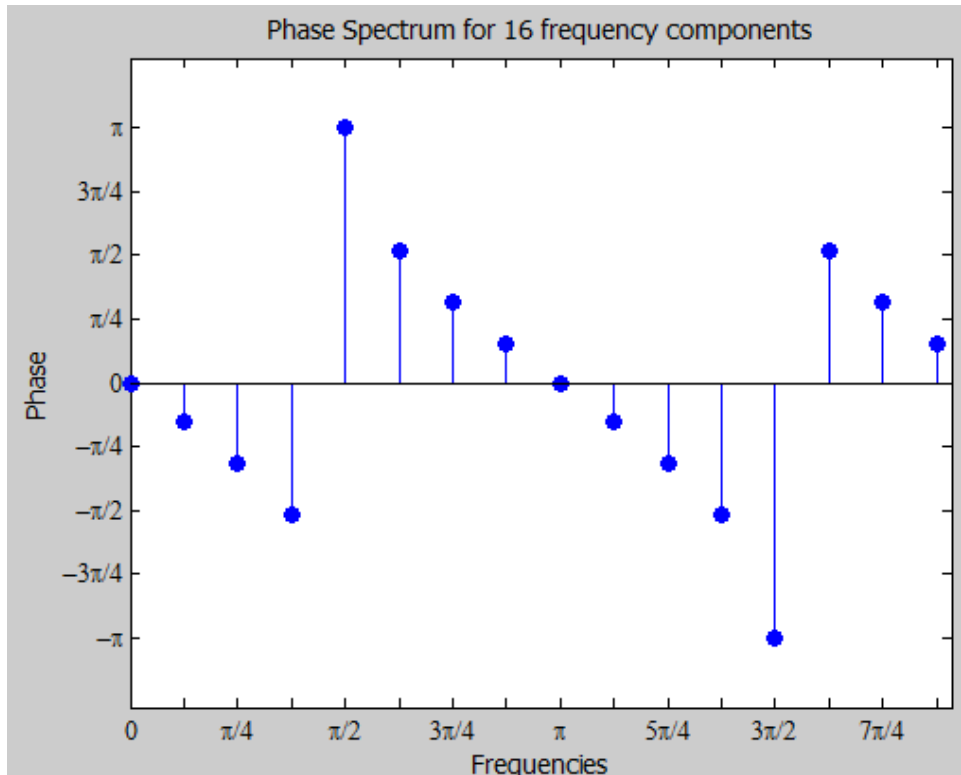
# 1D Discrete Fourier Transform Example



$$F(\uparrow = 0) = F(\uparrow = \text{car}) = 0 \text{ (radian)}$$

$$F(\uparrow = \text{car}/2) = F(\uparrow = 3 \text{ car}/2) = \text{car} \text{ (or } - \text{car} \text{ the same value)}$$

# 1D Discrete Fourier Transform Example



$$F(\uparrow = 0) = F(\uparrow = \text{car}) = 0 \text{ (radian)}$$

$$F(\uparrow = \text{car}/2) = F(\uparrow = 3 \text{ car}/2) = \text{car} \text{ (or } - \text{car} \text{ the same value)}$$



# 1D Discrete Fourier Transform

## Matrix form

### Kernel Matrix:

$$W_8 = \begin{matrix} & \begin{matrix} x=0 & x=1 & x=3 & x=4 & \dots \end{matrix} & & & & & & & & \\ \begin{matrix} u=0 \\ u=1 \\ u=2 \\ u=3 \\ \vdots \end{matrix} & \begin{bmatrix} e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 0} \\ e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 1} & e^{-j\frac{\pi}{4} \cdot 2} & e^{-j\frac{\pi}{4} \cdot 3} & e^{-j\frac{\pi}{4} \cdot 4} & e^{-j\frac{\pi}{4} \cdot 5} & e^{-j\frac{\pi}{4} \cdot 6} & e^{-j\frac{\pi}{4} \cdot 7} \\ e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 2} & e^{-j\frac{\pi}{4} \cdot 4} & e^{-j\frac{\pi}{4} \cdot 6} & e^{-j\frac{\pi}{4} \cdot 8} & e^{-j\frac{\pi}{4} \cdot 10} & e^{-j\frac{\pi}{4} \cdot 12} & e^{-j\frac{\pi}{4} \cdot 14} \\ e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 3} & e^{-j\frac{\pi}{4} \cdot 6} & e^{-j\frac{\pi}{4} \cdot 9} & e^{-j\frac{\pi}{4} \cdot 12} & e^{-j\frac{\pi}{4} \cdot 15} & e^{-j\frac{\pi}{4} \cdot 18} & e^{-j\frac{\pi}{4} \cdot 21} \\ e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 4} & e^{-j\frac{\pi}{4} \cdot 8} & e^{-j\frac{\pi}{4} \cdot 12} & e^{-j\frac{\pi}{4} \cdot 16} & e^{-j\frac{\pi}{4} \cdot 20} & e^{-j\frac{\pi}{4} \cdot 24} & e^{-j\frac{\pi}{4} \cdot 28} \\ e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 5} & e^{-j\frac{\pi}{4} \cdot 10} & e^{-j\frac{\pi}{4} \cdot 15} & e^{-j\frac{\pi}{4} \cdot 20} & e^{-j\frac{\pi}{4} \cdot 25} & e^{-j\frac{\pi}{4} \cdot 30} & e^{-j\frac{\pi}{4} \cdot 35} \\ e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 6} & e^{-j\frac{\pi}{4} \cdot 12} & e^{-j\frac{\pi}{4} \cdot 18} & e^{-j\frac{\pi}{4} \cdot 24} & e^{-j\frac{\pi}{4} \cdot 30} & e^{-j\frac{\pi}{4} \cdot 36} & e^{-j\frac{\pi}{4} \cdot 42} \\ e^{-j\frac{\pi}{4} \cdot 0} & e^{-j\frac{\pi}{4} \cdot 7} & e^{-j\frac{\pi}{4} \cdot 14} & e^{-j\frac{\pi}{4} \cdot 21} & e^{-j\frac{\pi}{4} \cdot 28} & e^{-j\frac{\pi}{4} \cdot 35} & e^{-j\frac{\pi}{4} \cdot 42} & e^{-j\frac{\pi}{4} \cdot 49} \end{bmatrix} & \end{matrix}$$

# 1D Discrete Fourier Transform

## Matrix form

### Kernel Matrix:

$$W_8 = \begin{matrix} & \begin{matrix} x=0 & x=1 & x=3 & x=4 & \dots \end{matrix} & & & & & & & & \\ \begin{matrix} u=0 \\ u=1 \\ u=2 \\ u=3 \\ \vdots \end{matrix} & \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & e^{-j\frac{\pi}{4}} & e^{-j\frac{\pi}{2}} & e^{-j\frac{3\pi}{4}} & e^{-j\pi} & e^{-j\frac{5\pi}{4}} & e^{-j\frac{3\pi}{2}} & e^{-j\frac{7\pi}{4}} \\ 1 & e^{-j\frac{\pi}{2}} & e^{-j\pi} & e^{-j\frac{3\pi}{2}} & e^{-j2\pi} & e^{-j\frac{\pi}{2}} & e^{-j\pi} & e^{-j\frac{3\pi}{2}} \\ 1 & e^{-j\frac{3\pi}{4}} & e^{-j\frac{3\pi}{2}} & e^{-j\frac{\pi}{4}} & e^{-j\pi} & e^{-j\frac{7\pi}{4}} & e^{-j\frac{\pi}{2}} & e^{-j\frac{5\pi}{4}} \\ 1 & e^{-j\pi} & e^{-j2\pi} & e^{-j\pi} & e^{-j2\pi} & e^{-j\pi} & e^{-j2\pi} & e^{-j\pi} \\ 1 & e^{-j\frac{5\pi}{4}} & e^{-j\frac{\pi}{2}} & e^{-j\frac{7\pi}{4}} & e^{-j\pi} & e^{-j\frac{\pi}{4}} & e^{-j\frac{3\pi}{2}} & e^{-j\frac{3\pi}{4}} \\ 1 & e^{-j\frac{3\pi}{2}} & e^{-j\pi} & e^{-j\frac{\pi}{2}} & e^{-j2\pi} & e^{-j\frac{3\pi}{2}} & e^{-j\pi} & e^{-j\frac{\pi}{2}} \\ 1 & e^{-j\frac{7\pi}{4}} & e^{-j\frac{3\pi}{2}} & e^{-j\frac{5\pi}{4}} & e^{-j\pi} & e^{-j\frac{3\pi}{4}} & e^{-j\frac{\pi}{2}} & e^{-j\frac{\pi}{4}} \end{bmatrix} & \end{matrix}$$

# 1D Discrete Fourier Transform

## Matrix form

### Kernel Matrix:

$$W_8 = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & \frac{\sqrt{2}}{2}(1-j) & -j & -\frac{\sqrt{2}}{2}(1+j) & -1 & -\frac{\sqrt{2}}{2}(1-j) & j & \frac{\sqrt{2}}{2}(1+j) \\ 1 & -j & -1 & j & 1 & -j & -1 & j \\ 1 & -\frac{\sqrt{2}}{2}(1+j) & j & \frac{\sqrt{2}}{2}(1-j) & -1 & \frac{\sqrt{2}}{2}(1+j) & -j & -\frac{\sqrt{2}}{2}(1-j) \\ 1 & -1 & 1 & -1 & 1 & -1 & 1 & -1 \\ 1 & -\frac{\sqrt{2}}{2}(1-j) & -j & \frac{\sqrt{2}}{2}(1+j) & -1 & \frac{\sqrt{2}}{2}(1-j) & j & -\frac{\sqrt{2}}{2}(1+j) \\ 1 & j & -1 & -j & 1 & -j & -1 & -j \\ 1 & \frac{\sqrt{2}}{2}(1+j) & j & -\frac{\sqrt{2}}{2}(1+j) & -1 & -\frac{\sqrt{2}}{2}(1+j) & -j & \frac{\sqrt{2}}{2}(1-j) \end{bmatrix}$$

# 1D Discrete Fourier Transform

## Matrix form

### Kernel Matrix's Properties:

□ Symmetric on the main diagonal

□ Let  $c_M^u = e^{-j\frac{2\pi}{M}u}$

Then

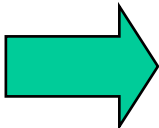
$$c_M^{u+\frac{M}{2}} = -c_M^u$$

$$c_M^{u+M} = c_M^u$$

# 1D Discrete Fourier Transform

## Question

Signal:  $f = \begin{bmatrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \\ 7 \\ 8 \end{bmatrix}$

  $F(u) = W_8 f$

$= ?$

1. Draw magnitude and phase spectrum for  $F(u)$
2. How much does frequency  $\downarrow = 3$  contribute to the signal (in magnitude and in phase)?
3. Write Matlab/C/CPP function program to compute DFT/FFT.
4. Let  $M_1 = 256$  and  $M_2 = 8$  be number of frequency into which we decompose, and  $F_{256}(u)$  and  $F_8(u)$  are Fourier coefficients for those two transforms. Assume that we already have  $F_{256}(u)$ , how can obtain  $F_8(u)$  from  $F_{256}(u)$ ?

# 2D Discrete Fourier Transform

## Formula

**Forward transform:**

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

$u=0..M-1 \quad v=0..N-1$

**Backward transform:**

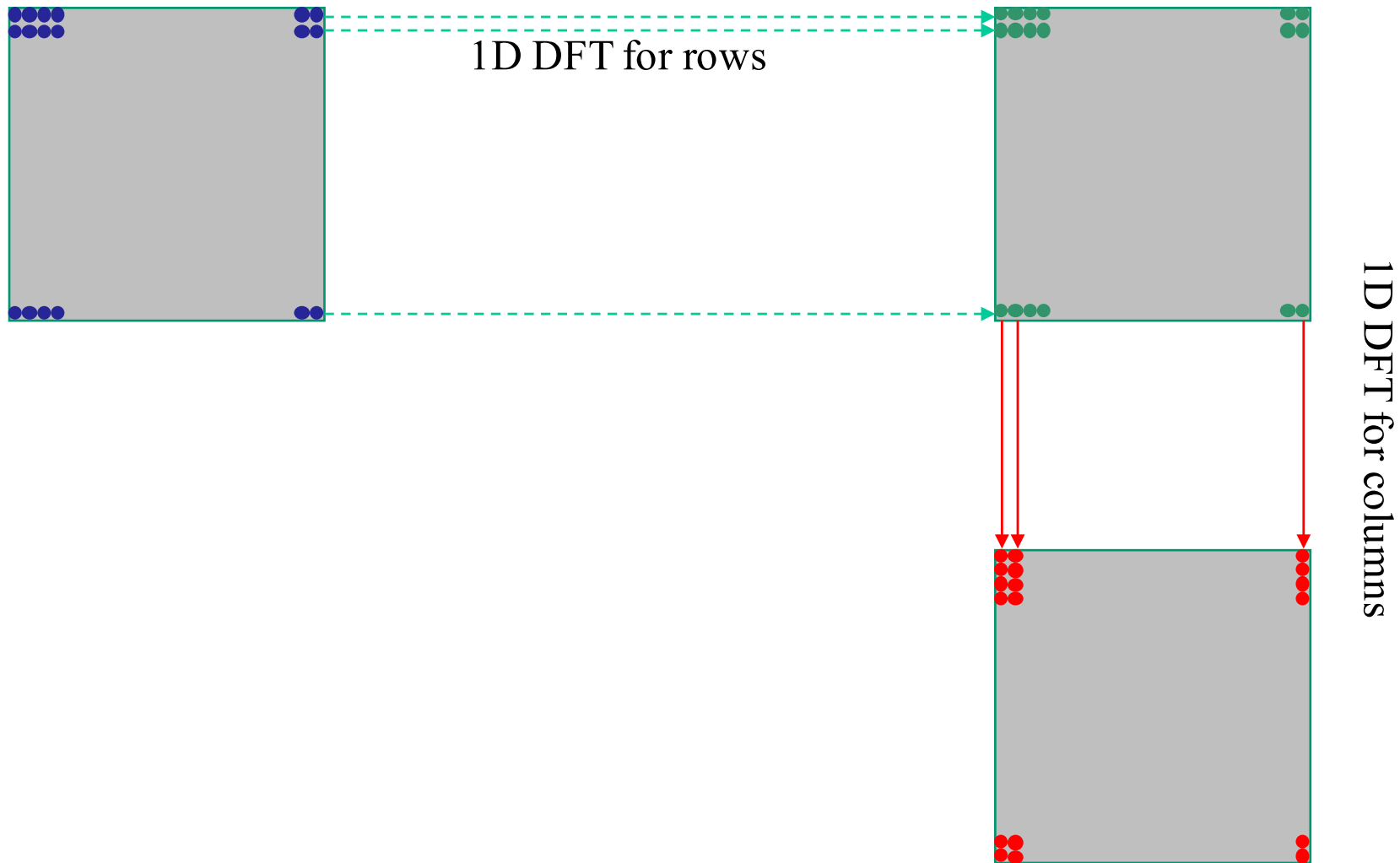
$$f(x, y) = \sum_{v=0}^{N-1} \sum_{u=0}^{M-1} F(u, v) e^{j2\pi\left(\frac{ux}{M} + \frac{vy}{N}\right)}$$

$x=0..M-1 \quad y=0..N-1$

# 2D Discrete Fourier Transform Computation

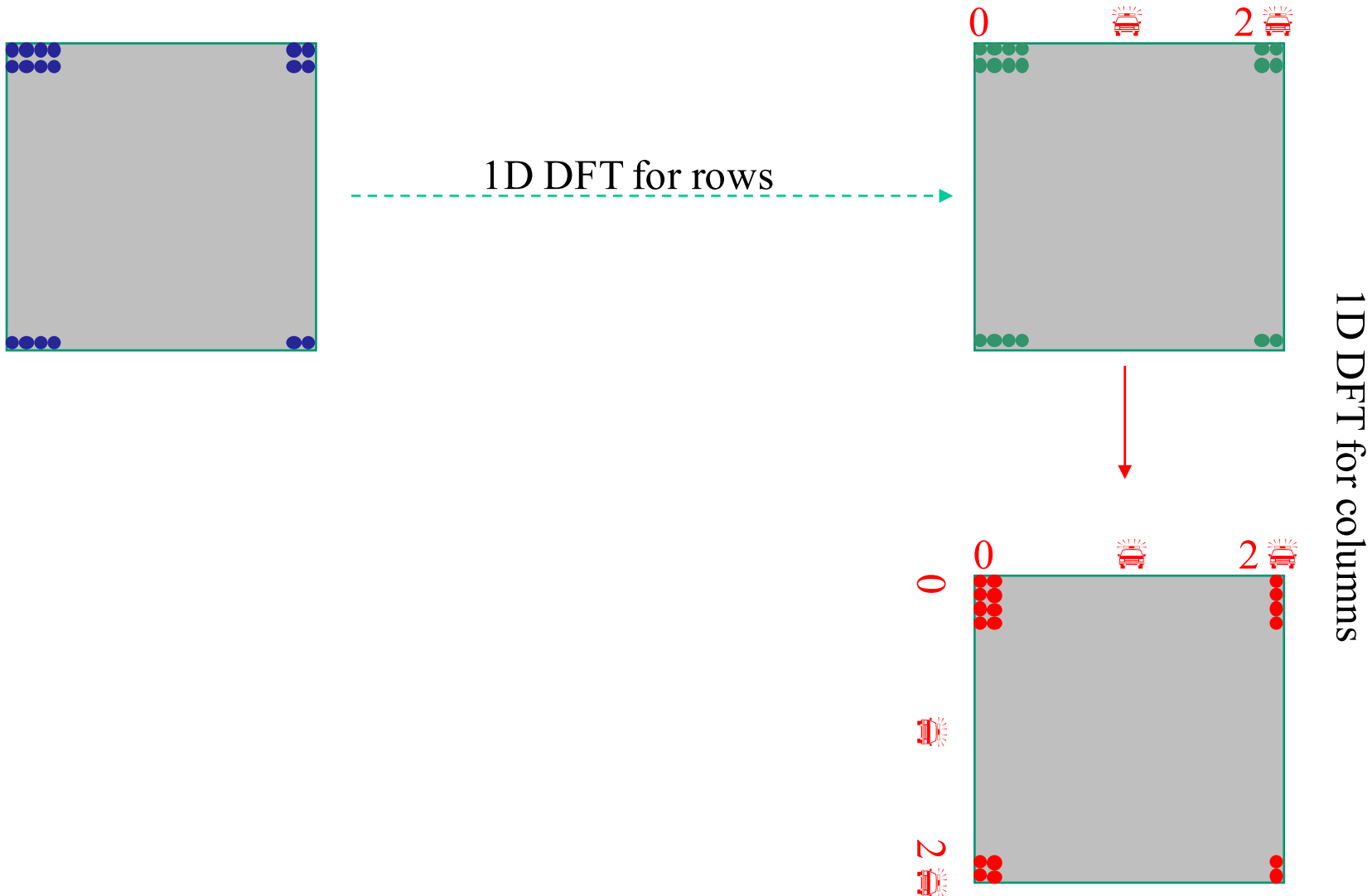
$$\begin{aligned} F(u, v) &= \sum_{y=0}^{N-1} \sum_{x=0}^{M-1} f(x, y) e^{-j2\pi\left(\frac{ux}{M} + \frac{vy}{N}\right)} \\ &= \sum_{y=0}^{N-1} \underbrace{\sum_{x=0}^{M-1} f(x, y) e^{-j\frac{2\pi}{M}ux} e^{-j\frac{2\pi}{N}vx}}_{\text{1D DFT for rows}} \\ &= \underbrace{\sum_{y=0}^{N-1} F(u, y) e^{-j\frac{2\pi}{N}vx}}_{\text{1D DFT for columns}} \end{aligned}$$

# 2D Discrete Fourier Transform Computation

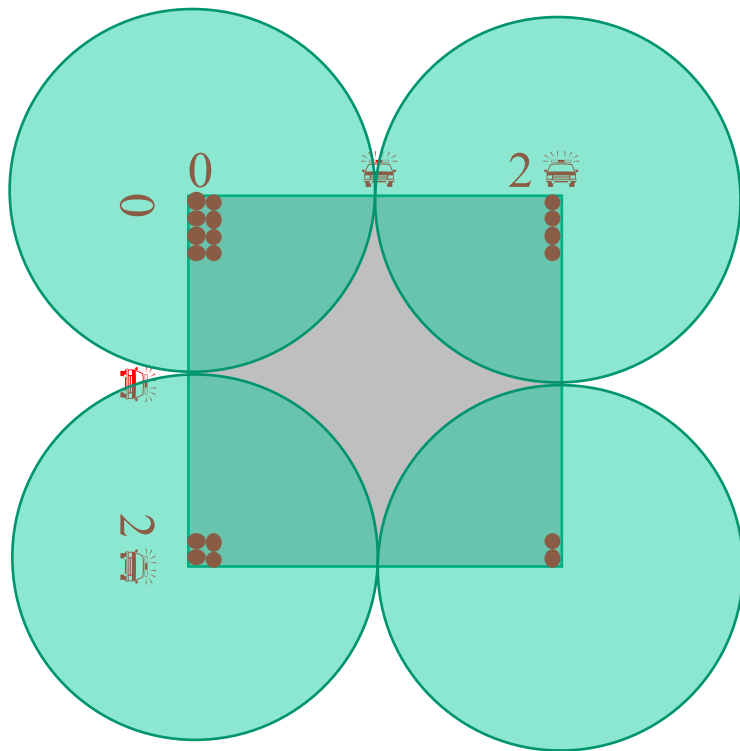




# 2D Discrete Fourier Transform Computation

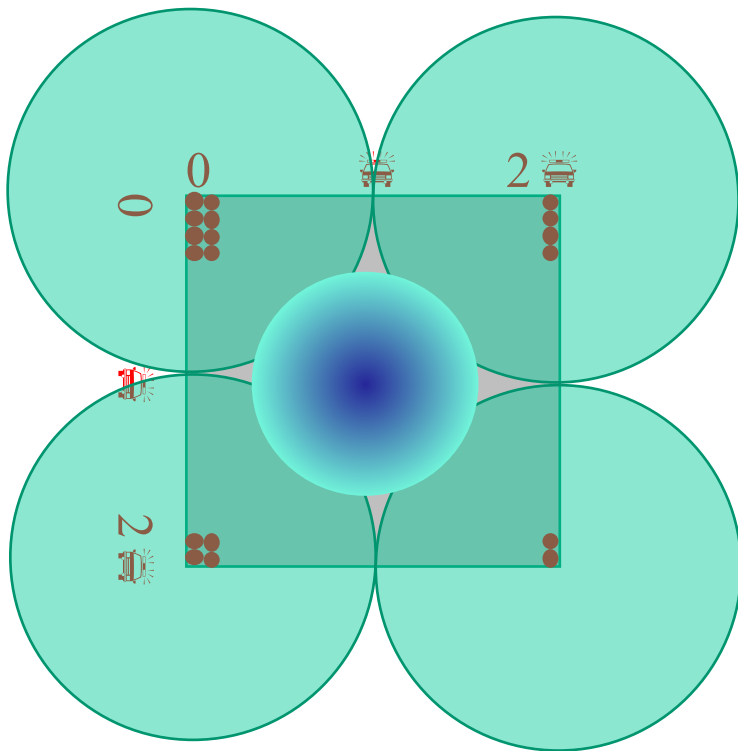


# 2D Discrete Fourier Transform Computation



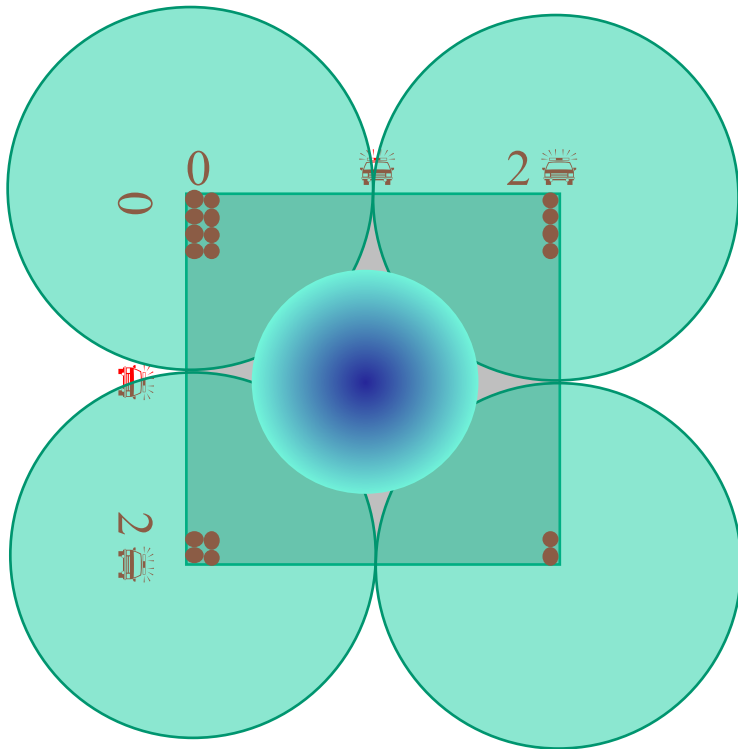
- ❖ Low frequencies are at four corners
- ❖ High frequencies are at the center
- ❖ Low frequencies mean intensities inside the input images have small variation. For example, perfectly smooth image has only one frequency, 0 radian.

# 2D Discrete Fourier Transform Computation



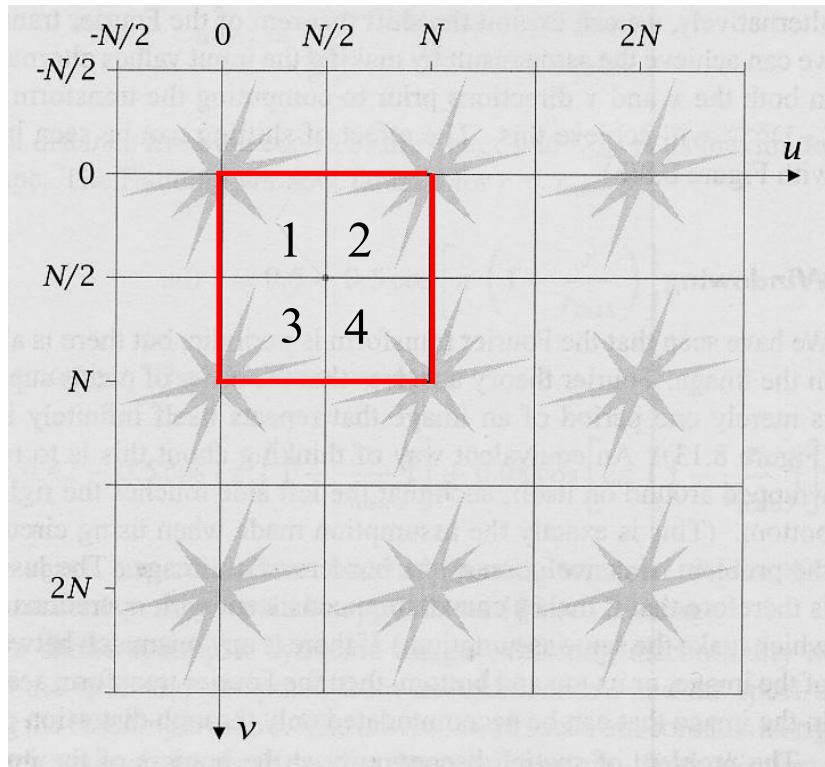
- ❖ Low frequencies are at four corners
- ❖ High frequencies are at the center
- ❖ High frequencies mean the image has a large variation. For example, images have high variation around their edges.

# 2D Discrete Fourier Transform Computation



- ❖ DFT are periodic on both of horizontal and vertical directions, as shown in the next slide
- ❖ So, SHIFT (or swap) the diagonal direction to place low frequencies at the center of spectrum.
- ❖ Why shift? Coefficients (or contribution) of low frequencies are usually significant larger than high frequencies'

# Fourier Transform property (1)



(\*: conjugate)

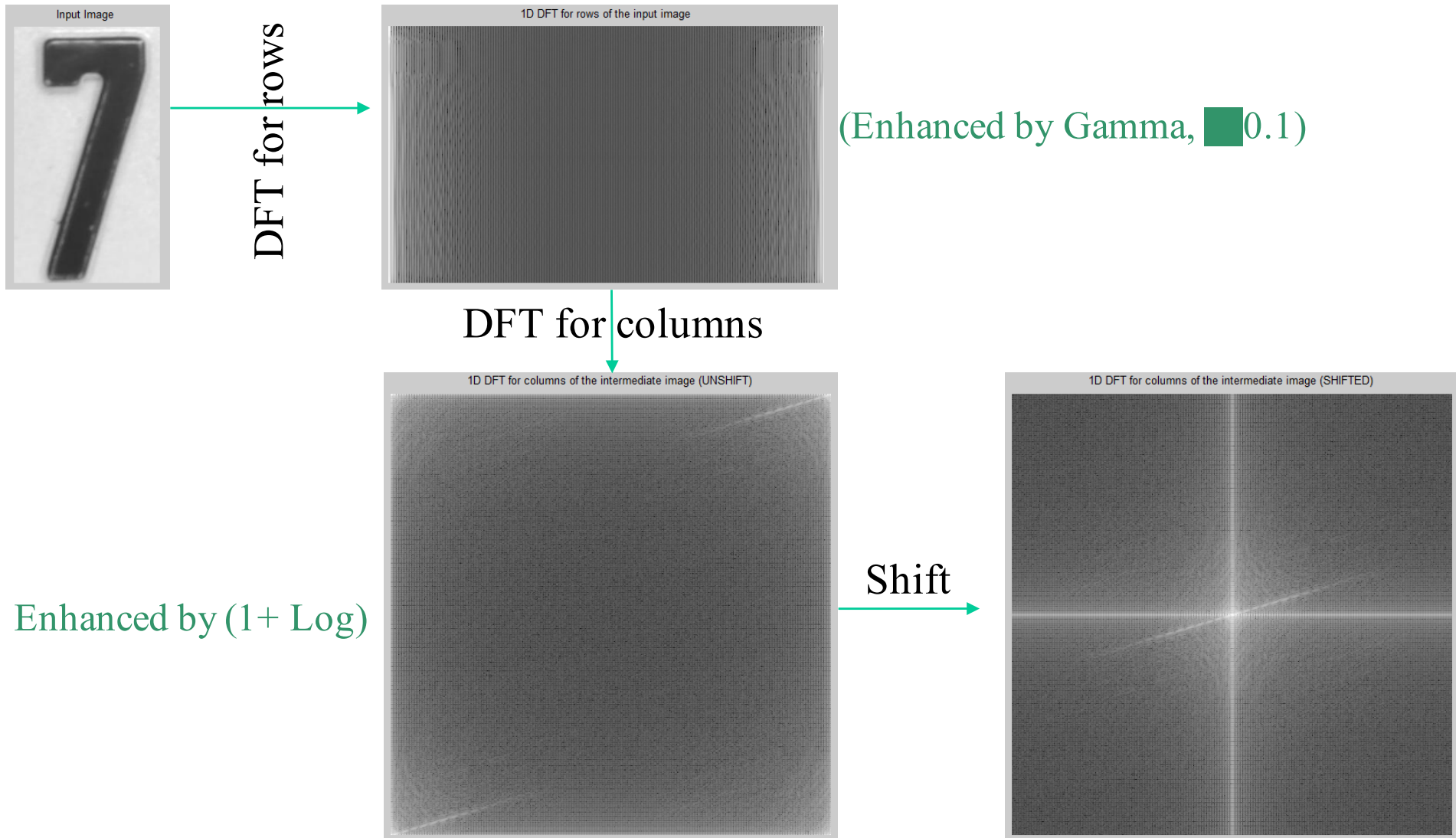
$$1 = 4^*$$

$$2 = 3^*$$

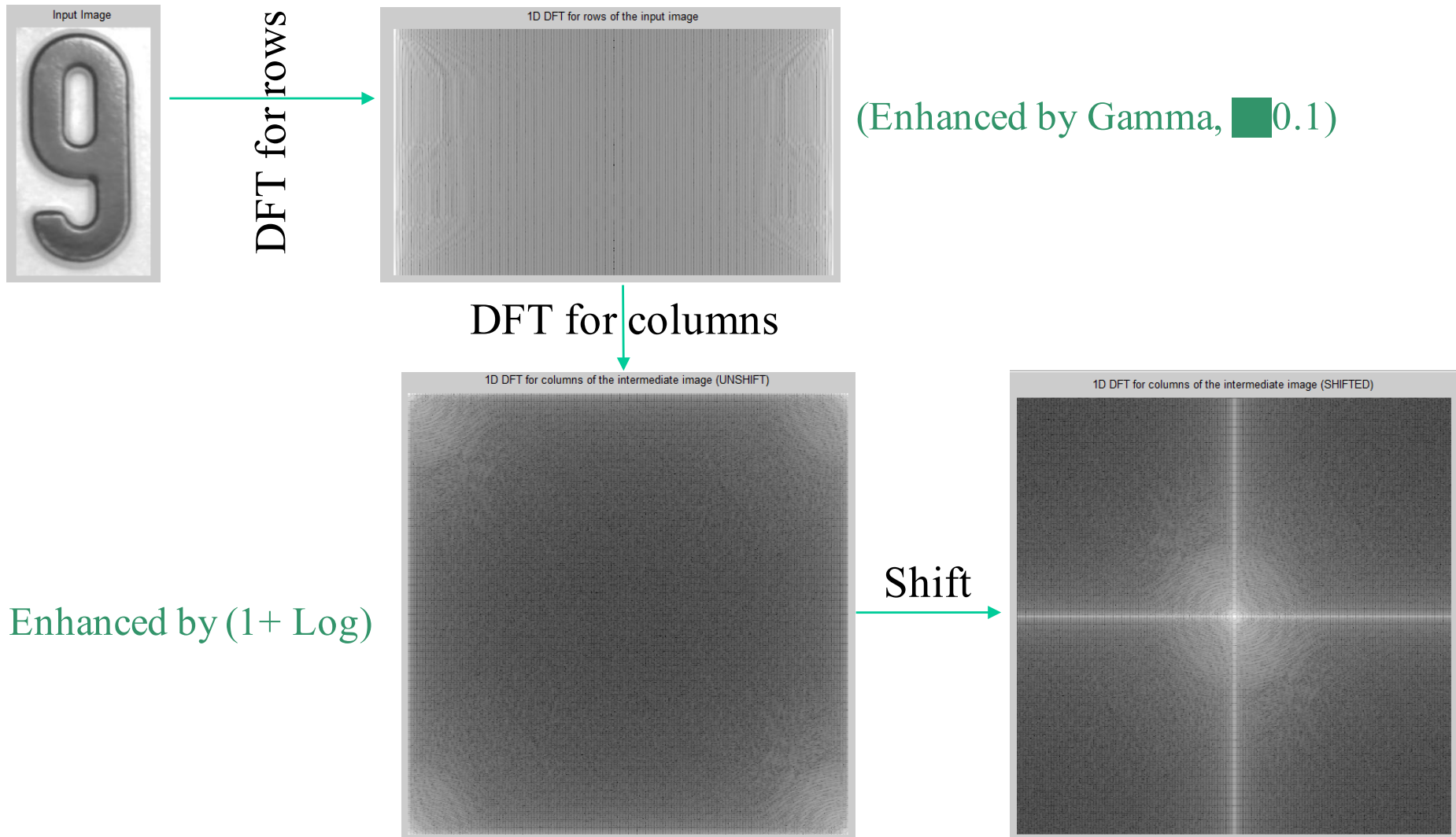
$$F(u, v) = F(-u, -v)^*$$

$$F(u, v) = F(u + M, v) = F(u, v + N) = F(u + M, v + N)$$

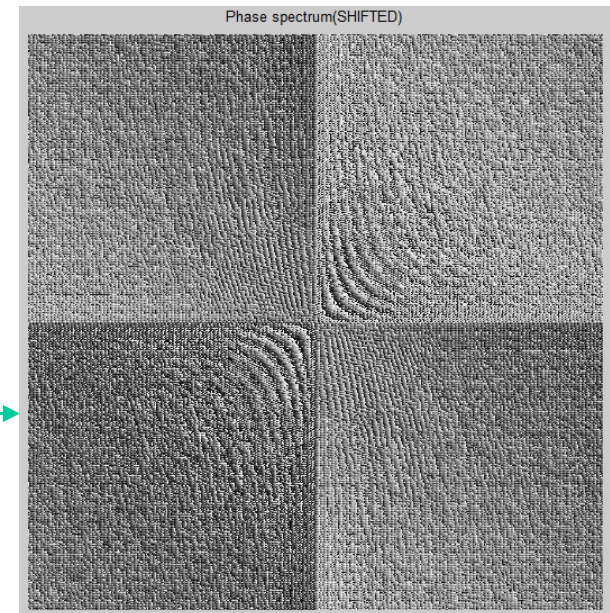
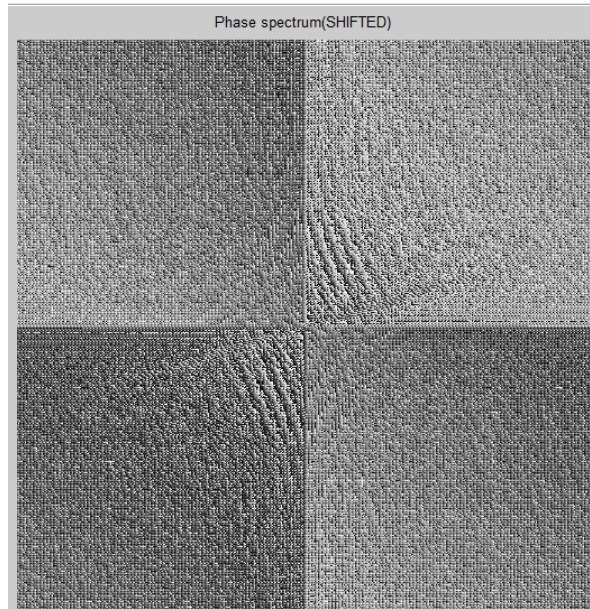
# 2D Discrete Fourier Transform Computation



# 2D Discrete Fourier Transform Computation



# 2D Discrete Fourier Transform Computation





# Fast Fourier Transform Computation

Let  $w = e^{-j\frac{2\pi}{M}}$  .

If  $M = 2N$  (even, actually  $M = 2^k$ ), then:

$$\begin{aligned} F(u) &= \sum_{x=0}^{M-1} f(x)w_M^{ux} \\ &= \sum_{x=0}^{N-1} f(2x)w_M^{u2x} + \sum_{x=0}^{N-1} f(2x+1)w_M^{u(2x+1)} \end{aligned}$$

# Fast Fourier Transform Computation

$$\begin{aligned}W_M^{u2x} &= e^{-j\frac{2\pi}{2N}2ux} \\ &= e^{-j\frac{2\pi}{N}ux} \\ &= W_N^{ux}\end{aligned}$$

$$\begin{aligned}W_M^{u(2x+1)} &= e^{-j\frac{2\pi}{2N}u(2x+1)} \\ &= e^{-j\frac{\pi}{N}(2ux+u)} \\ &= e^{-j\frac{2\pi}{N}ux} e^{-j\frac{2\pi}{2N}u} \\ &= e^{-j\frac{2\pi}{M}u} e^{-j\frac{2\pi}{N}ux} \\ &= W_M^u W_N^{ux}\end{aligned}$$

# Fast Fourier Transform Computation

$$\begin{aligned}
 F(u) &= \sum_{x=0}^{M-1} f(x) w_M^{ux} \\
 &= \sum_{x=0}^{N-1} f(2x) w_M^{u2x} + \sum_{x=0}^{N-1} f(2x+1) w_M^{u(2x+1)} \\
 &= \underbrace{\sum_{x=0}^{N-1} f(2x) w_N^{ux}}_{F_{\text{even}}(u)} + w_M^u \underbrace{\sum_{x=0}^{N-1} f(2x+1) w_N^{ux}}_{F_{\text{odd}}(u)}
 \end{aligned}$$

$\downarrow$   $u = 0..M-1$   
 $= 0..2N-1$

$\downarrow$   $u = 0..N-1$

$\downarrow$   $u = 0..N-1$

# Fast Fourier Transform Computation

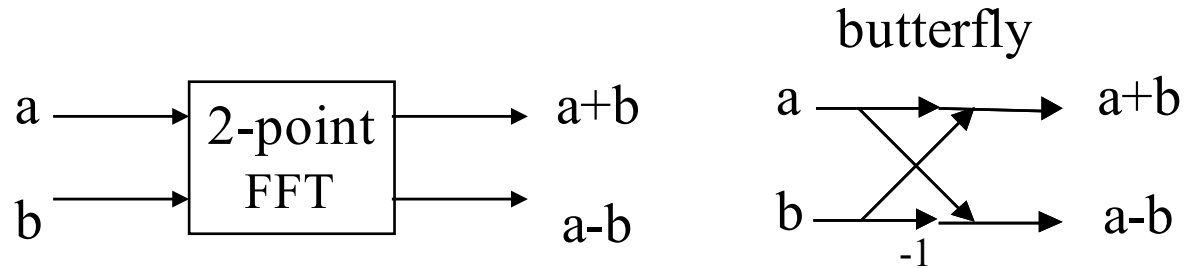
$$\begin{aligned}W_M^{u+N} &= e^{-j\frac{2\pi}{2N}(u+N)} \\ &= e^{-j\frac{\pi}{N}(u+N)} \\ &= e^{-j\pi} e^{-j\frac{2\pi}{2N}u} \\ &= -W_M^u\end{aligned}$$

# Fast Fourier Transform Computation

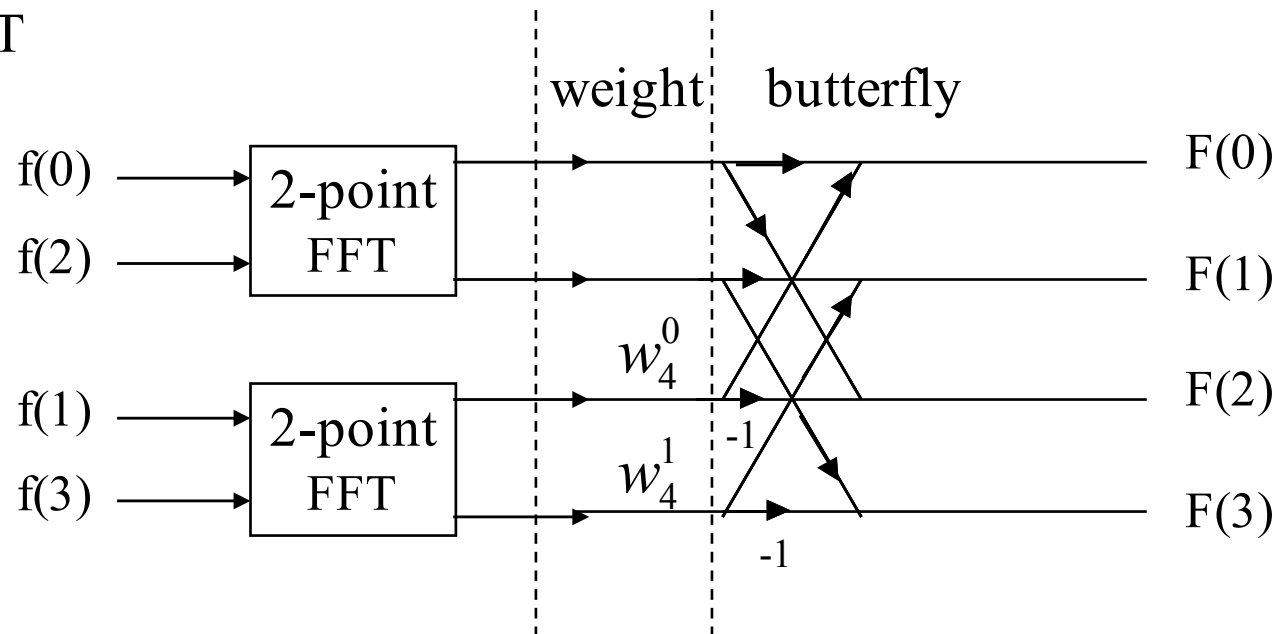
$$F(u) = \begin{cases} F_{even}(u) + w_M^u F_{odd}(u) & | u = 0..(N-1) \\ F_{even}(u) - w_M^u F_{odd}(u) & | u = N..(2M-1) \end{cases}$$

## DIT-FFT (Scalable) (1)

### 2-point FFT

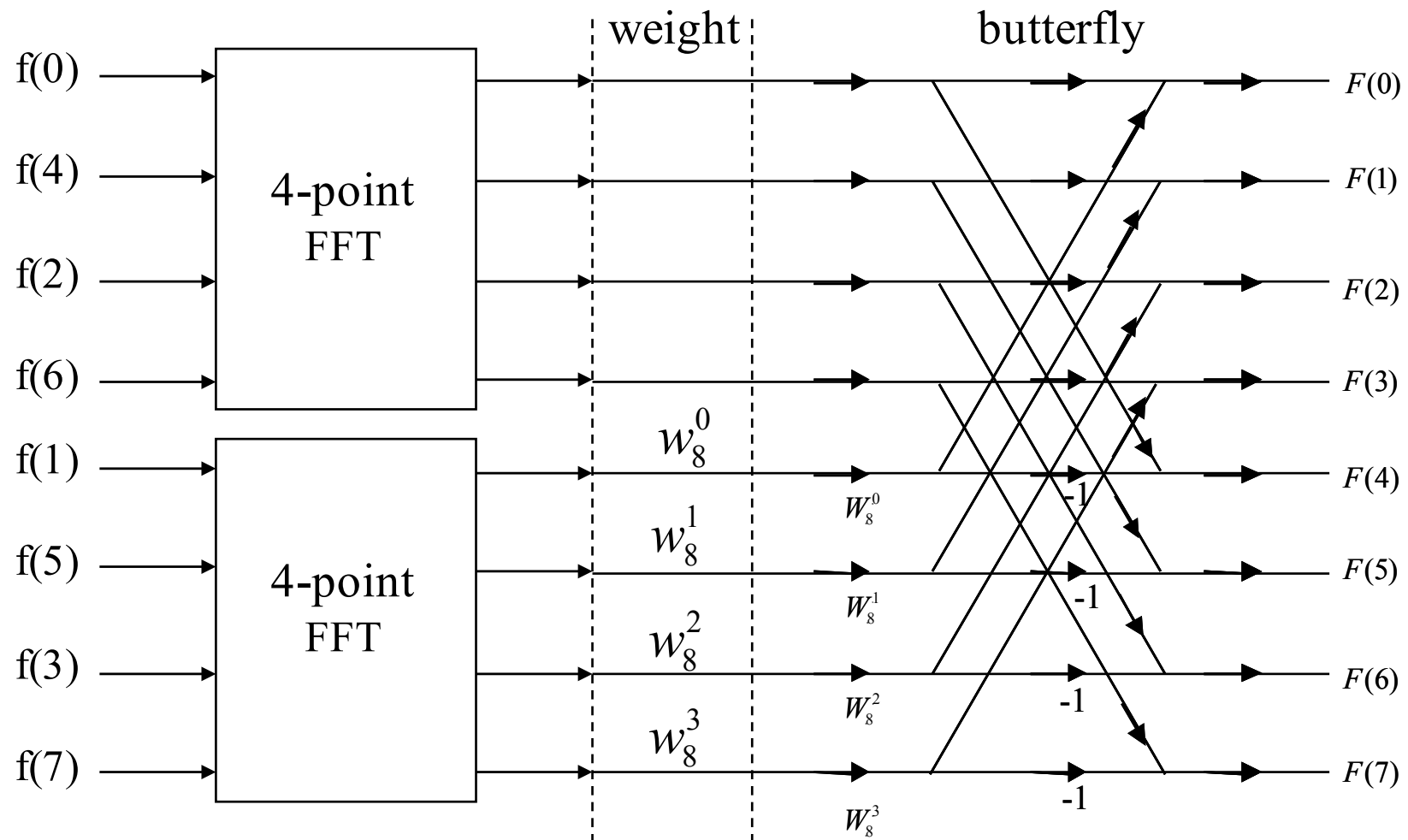


### 4-point FFT



## DIT-FFT (Scalable) (2)

8-point FFT

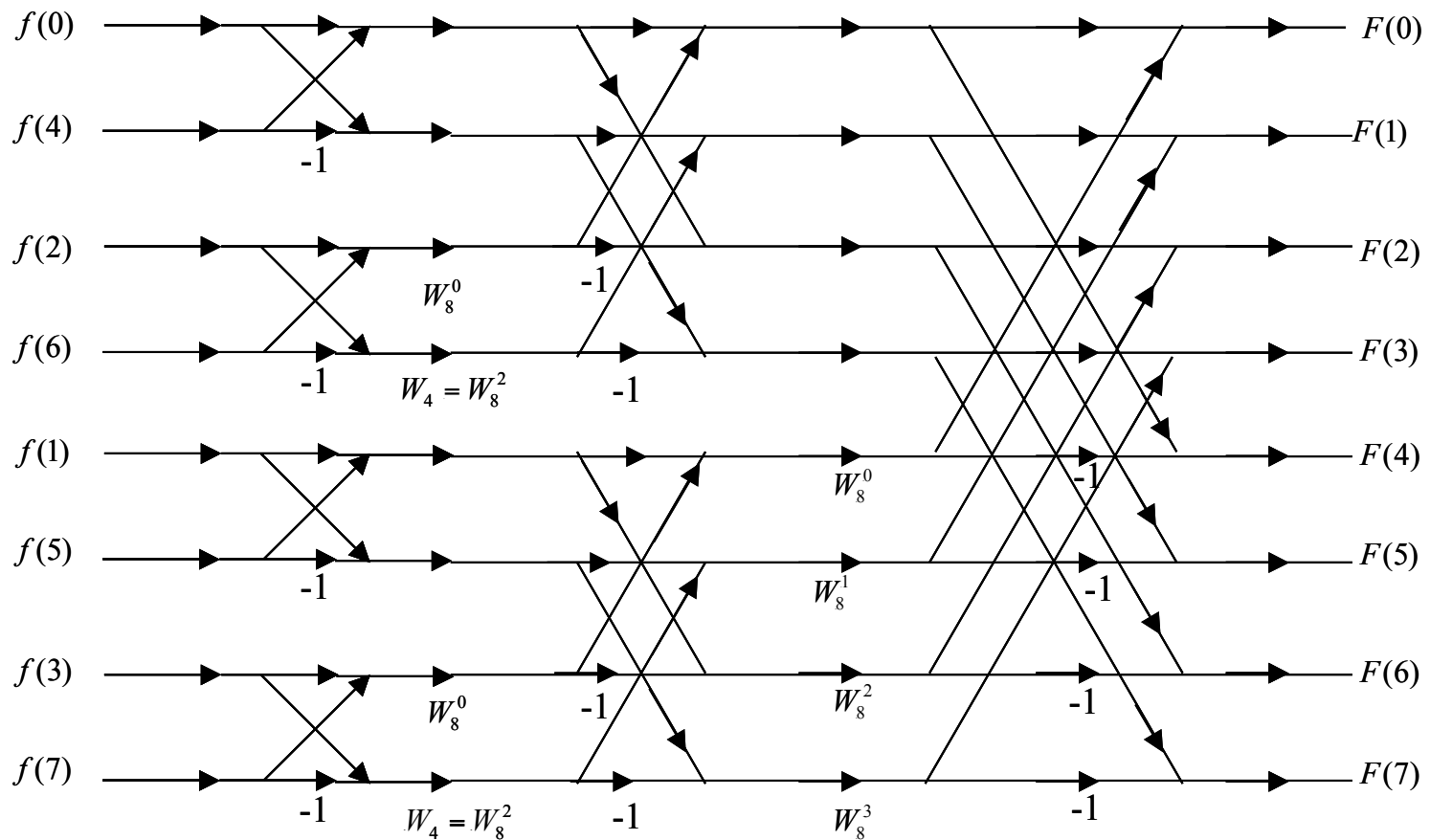


# Fast Fourier Transform (DIT-FFT)

Direct calculation =  $N^2$

FFT =  $N \log_2 N$

8-point FFT





# Fast Fourier Transform

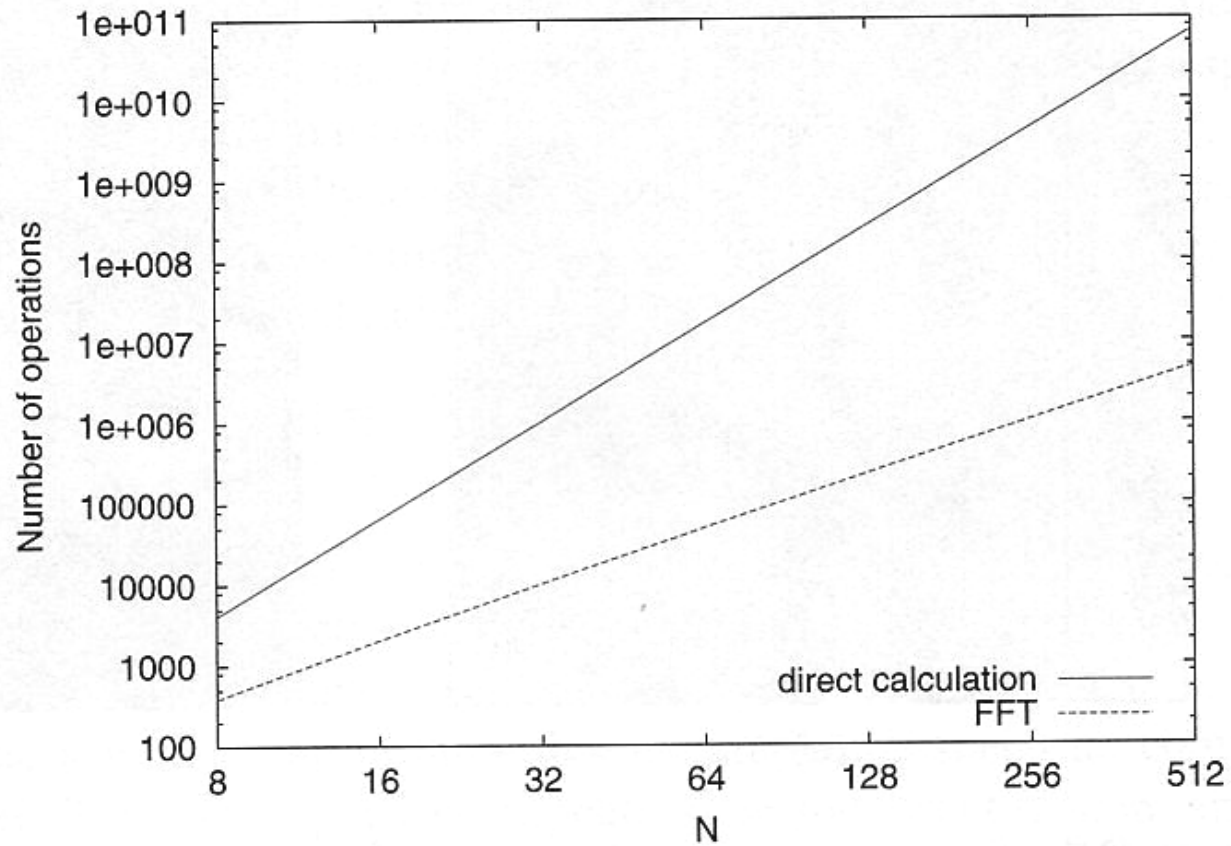
Computational Complexity:

Discrete Fourier Transform  $\rightarrow O(N^2)$

Fast Fourier Transform  $\rightarrow O(N \log N)$

**Remember:** The Fast Fourier Transform is just a faster **algorithm** for computing the Discrete Fourier Transform — it does *not* produce a different result.

## Processing Time (DFT vs FFT)



## Relationship between Convolution and DFT

$$f(x, y) * h(x, y) \Leftrightarrow F(u, v)H(u, v)$$

$$g(x, y) = f(x, y) * h(x, y) = \frac{1}{MN} \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f(m, n)h(x - m, y - n)$$

$$\begin{aligned} \text{DFT}[g(x, y)] = G(u, v) &= \sum_{y=0}^{M-1} \sum_{x=0}^{N-1} g(x, y) W_M^{ux} W_N^{vy} \quad ; \quad W_M^{ux} = e^{-j\frac{2\pi ux}{M}} ; W_N^{vy} = e^{-j\frac{2\pi vy}{N}} \\ &= \sum_{y=0}^{M-1} \sum_{x=0}^{N-1} \left[ \frac{1}{MN} \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f(m, n)h(x - m, y - n) \right] W_M^{ux} W_N^{vy} \\ &= \frac{1}{MN} \sum_{y=0}^{M-1} \sum_{x=0}^{N-1} \left[ \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f(m, n)h(x - m, y - n) \right] W_M^{mu} W_N^{nv} W_M^{(x-m)u} W_N^{(y-n)v} \\ &= \frac{1}{MN} \left[ \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} f(m, n) W_M^{mu} W_N^{nv} \right] \sum_{y=0}^{M-1} \sum_{x=0}^{N-1} h(x - m, y - n) W_M^{(x-m)u} W_N^{(y-n)v} \\ &= \frac{1}{MN} F(u, v)H(u, v) \end{aligned}$$

$$\text{IDFT} \left[ \frac{1}{MN} F(u, v)H(u, v) \right] = g(x, y) = f(x, y) * h(x, y)$$

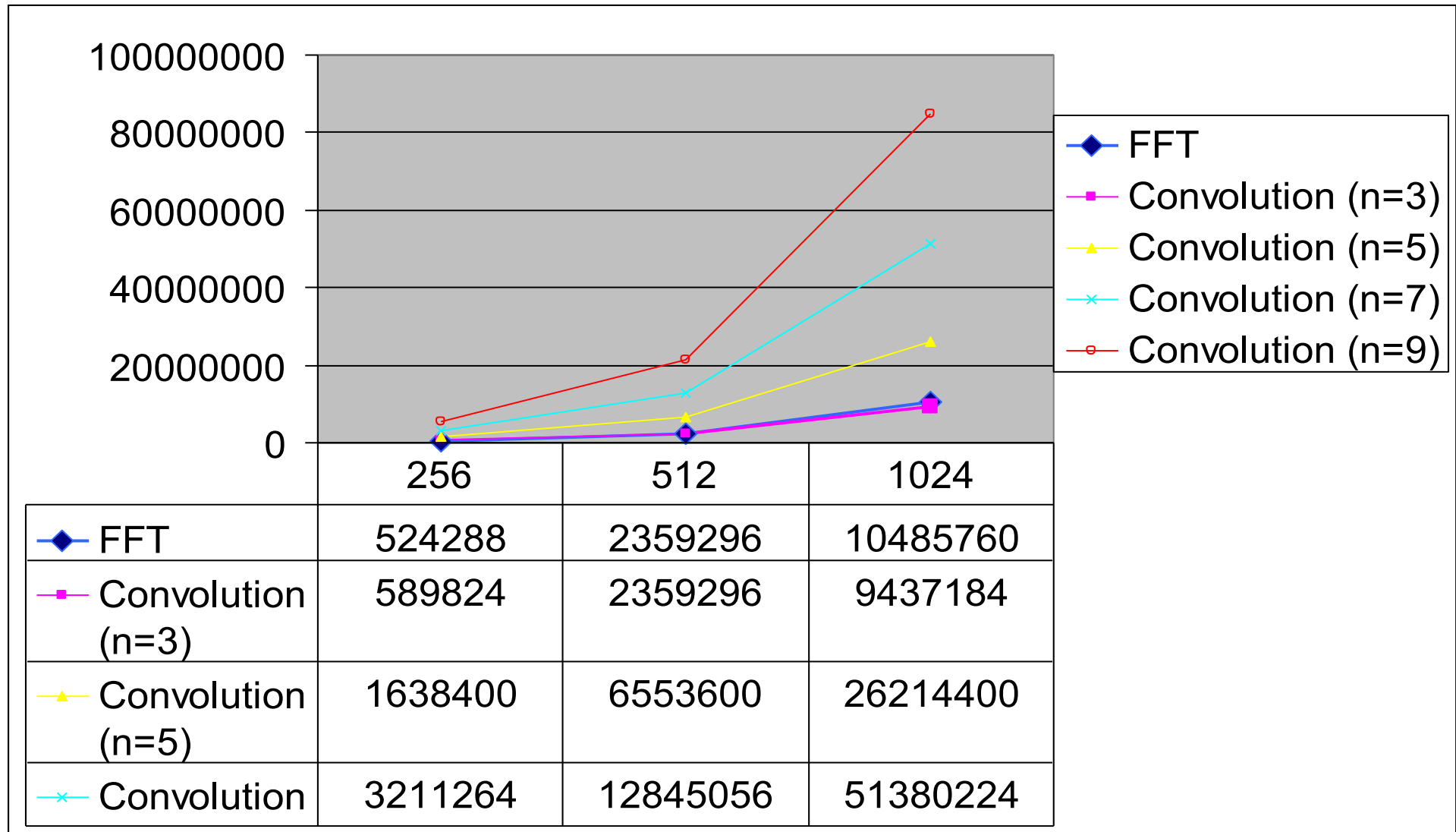
## Comparison of Convolution and FFT

	Convolution	FFT
Computational Process	Simple	Complex with many steps
Number of Multiplications	$N^2 n^2$	$< N^2 (\log_2 N)$

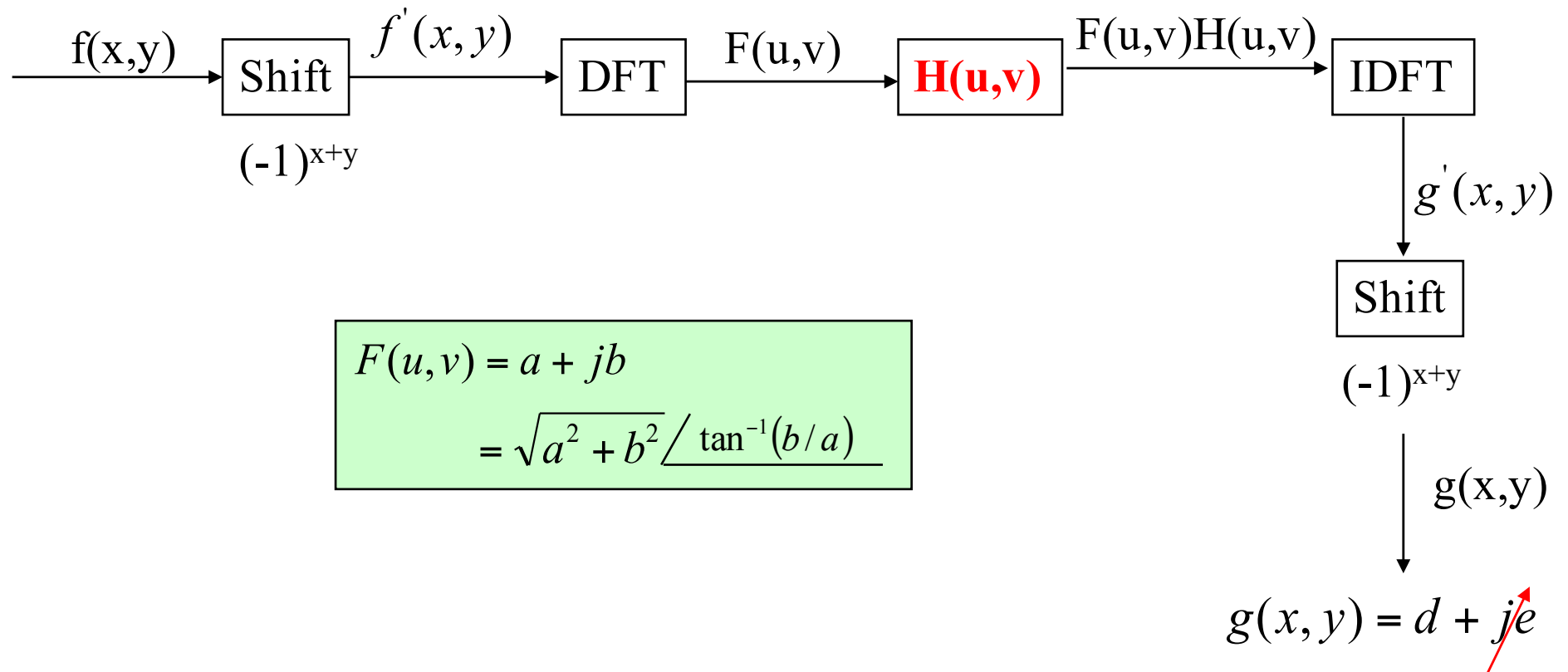
$N \times N$  -> image size

$n \times n$  -> filter window size

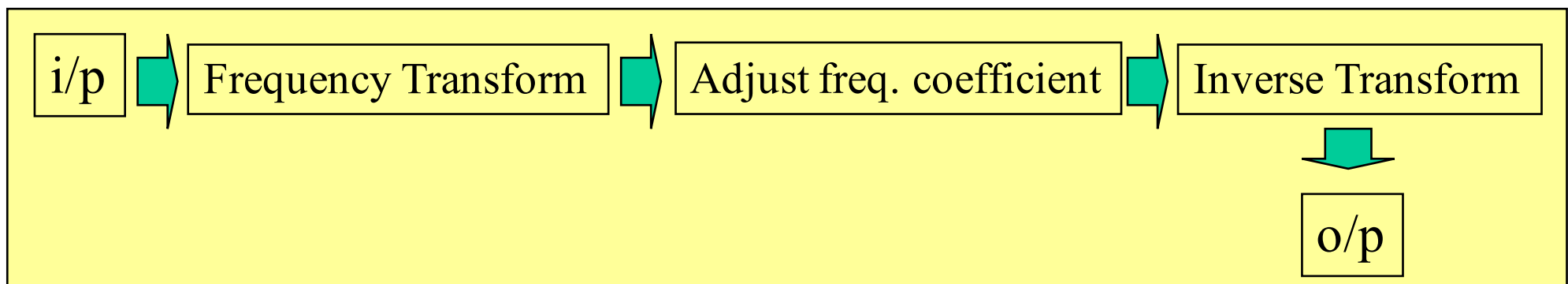
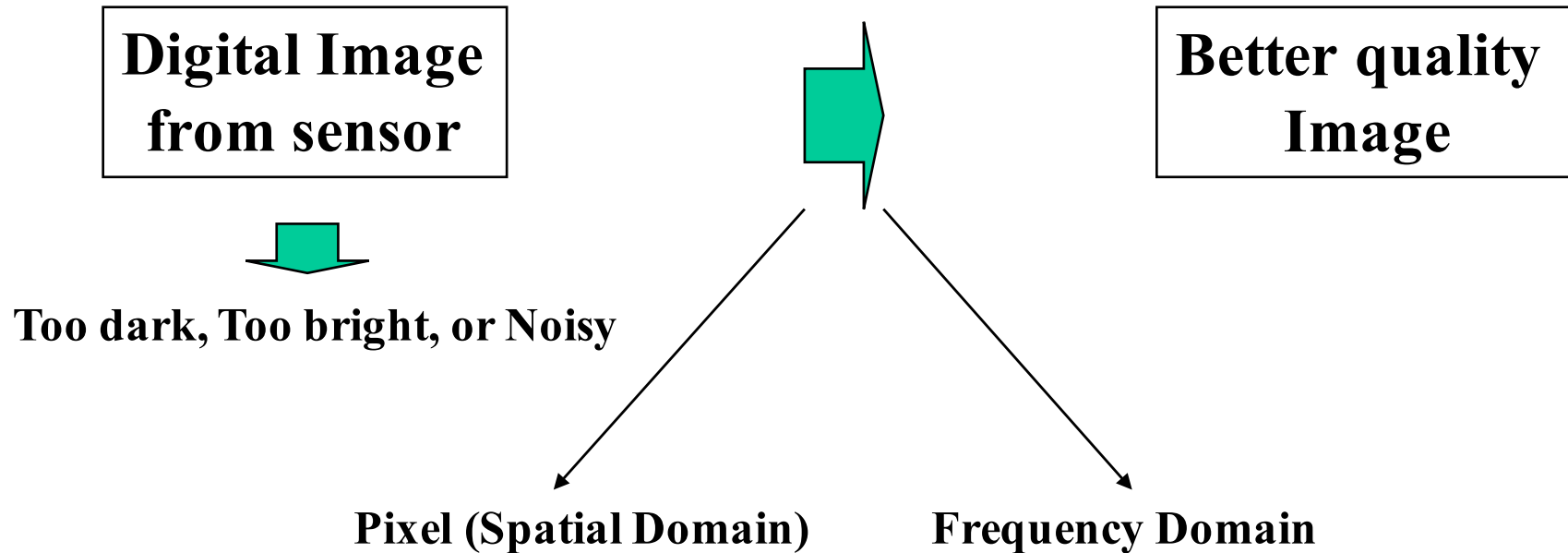
## Number of Multiplication (FFT vs Convolution)



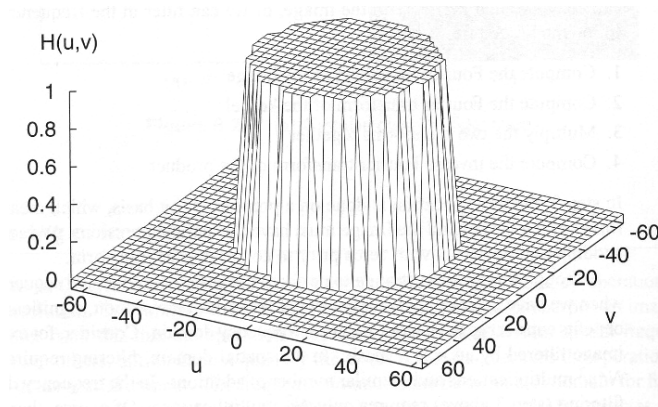
## Filtering in Frequency Domain



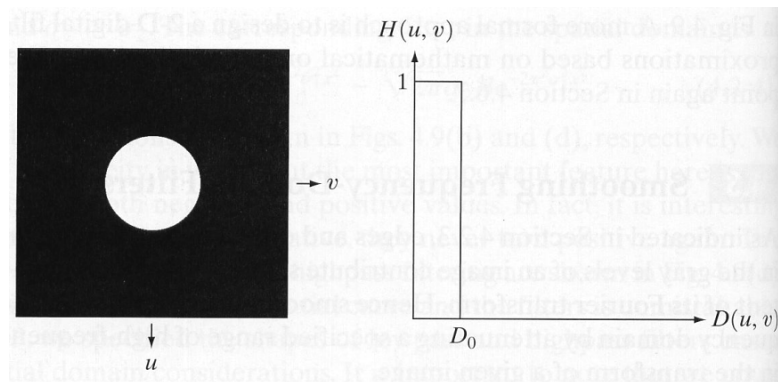
# Fourier Transform Applications: Image Enhancement and Restoration



## Ideal Low Pass Filter (ILPF)



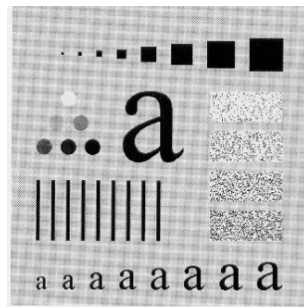
$$H(u, v) = \begin{cases} 1 & r(u, v) \leq r_0 \\ 0 & r(u, v) > r_0 \end{cases}$$



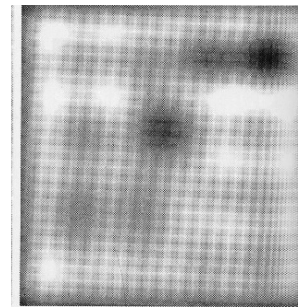
$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$



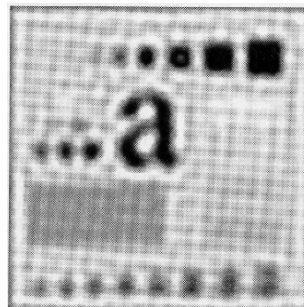
## ILPF results



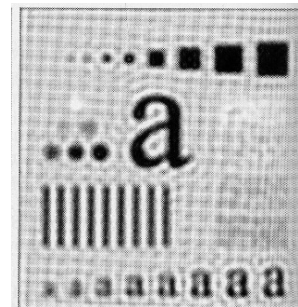
Original image



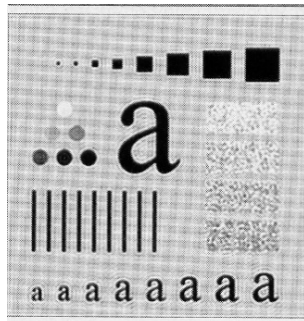
$r_0 = 5$



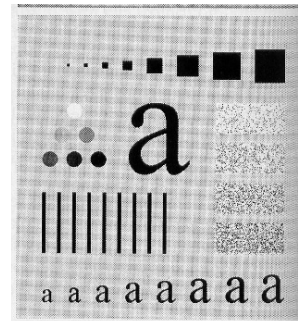
$r_0 = 15$



$r_0 = 30$

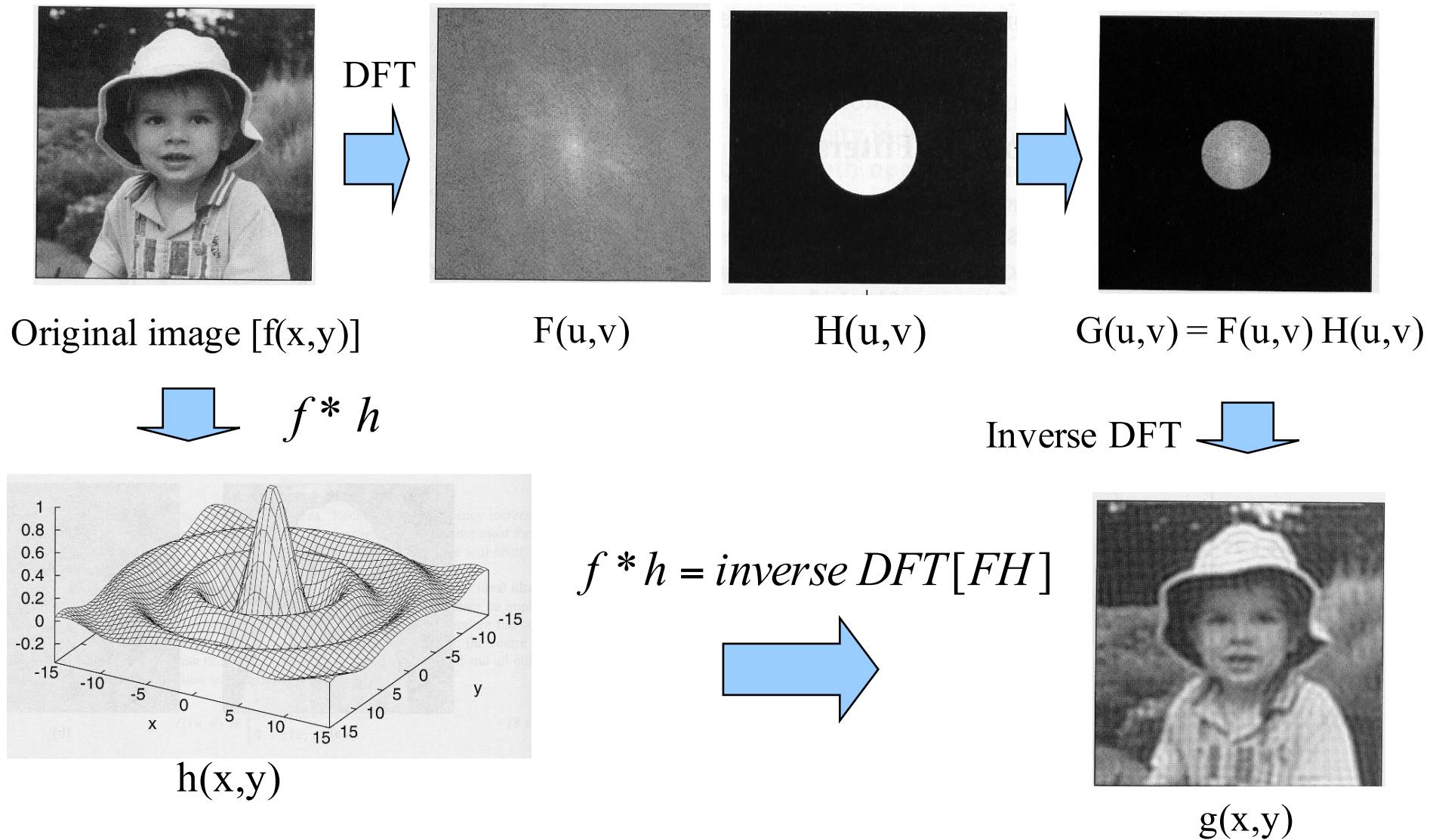


$r_0 = 80$

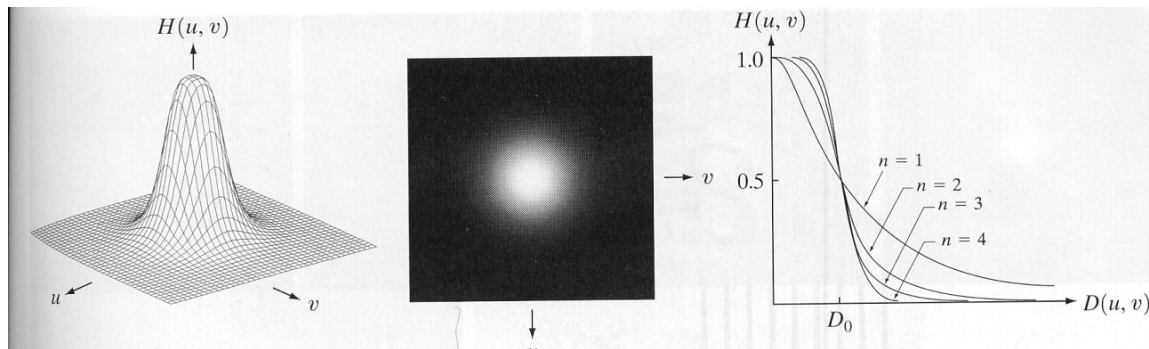


$r_0 = 230$

# ILPF ripple effects

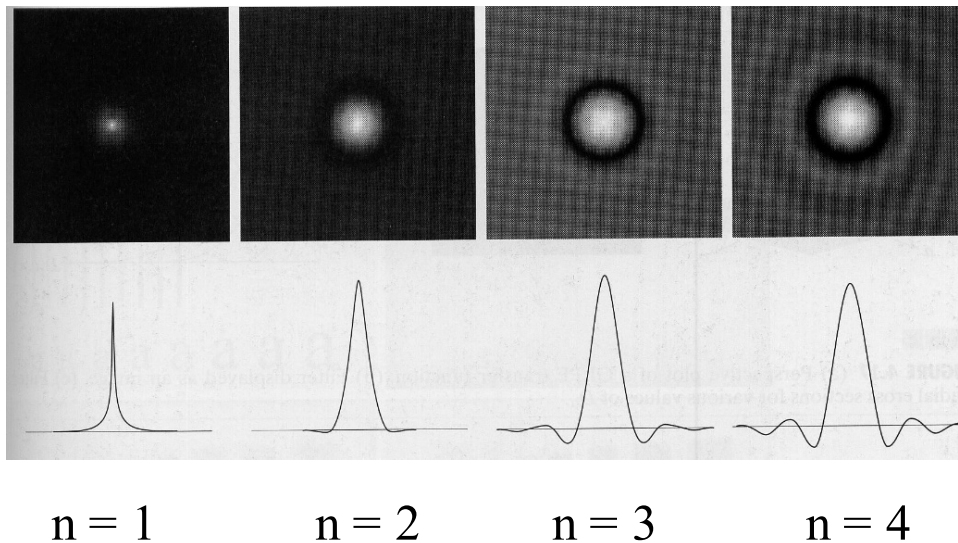


# Butterworth Low Pass Filter (BLPF)



$$H(u, v) = \frac{1}{1 + [r(u, v) / r_0]^{2n}}$$

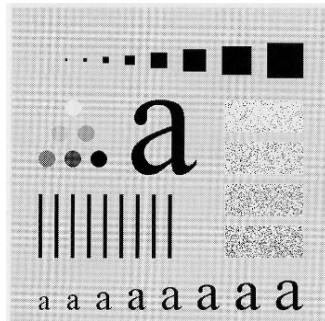
$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$



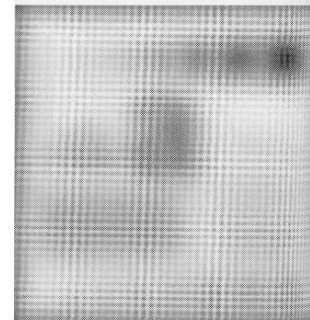
$h(x, y)$

# BLPF results

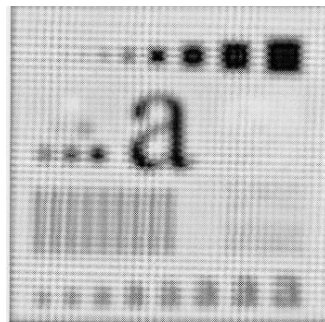
$n = 2$



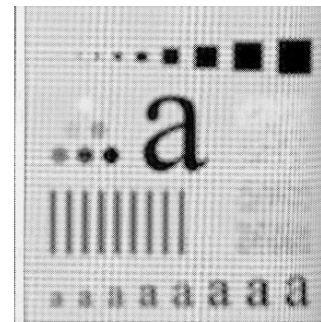
Original image



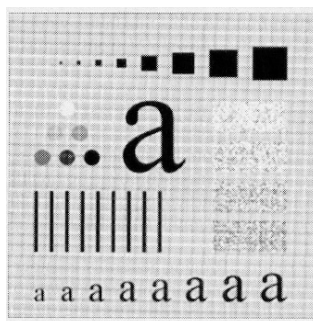
$r_0 = 5$



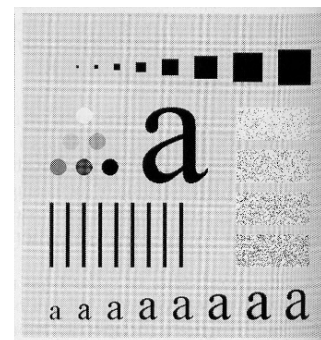
$r_0 = 15$



$r_0 = 30$

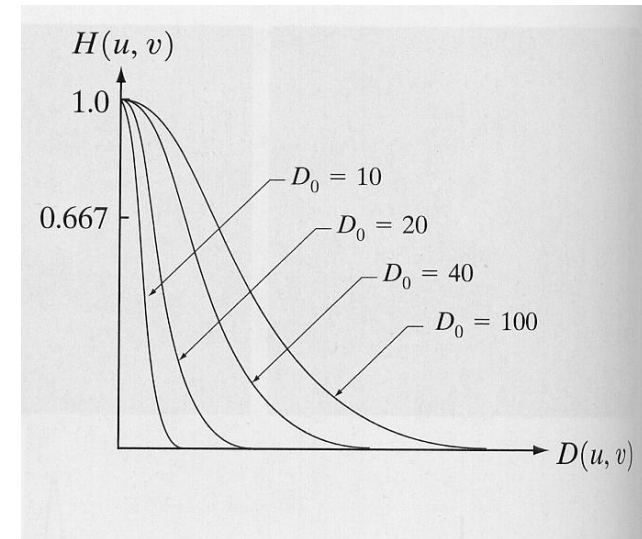
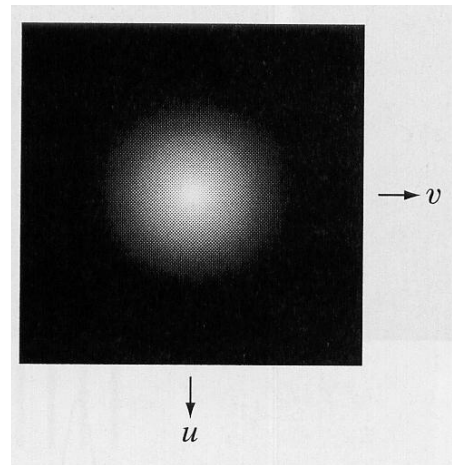
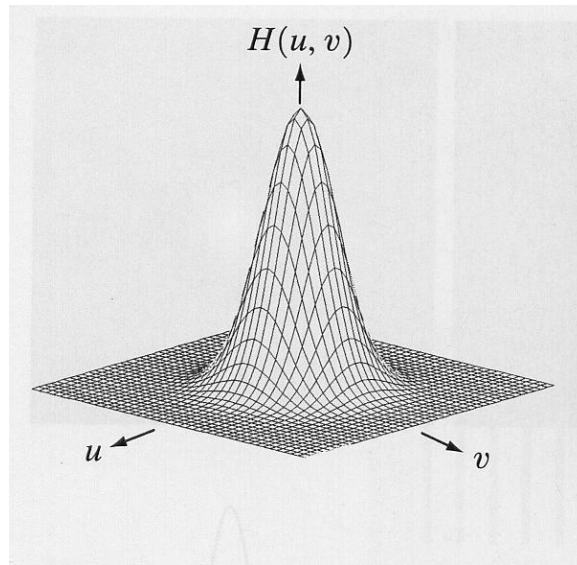


$r_0 = 80$



$r_0 = 230$

## Gaussian Low Pass Filter (GLPF)



$$H(u, v) = e^{-r^2(u, v) / 2r_0^2}$$

$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$

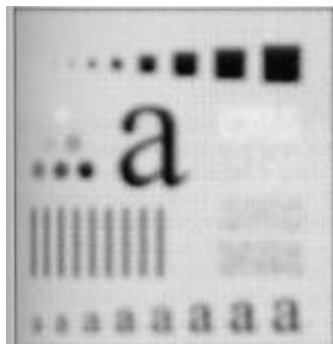
## GLPF results



Original image



$r_0 = 5$



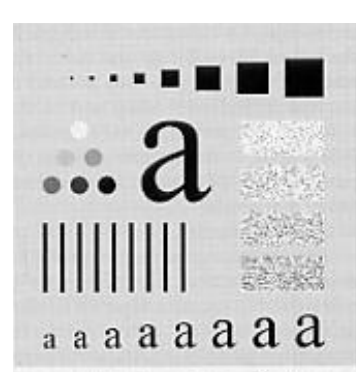
$r_0 = 15$



$r_0 = 30$

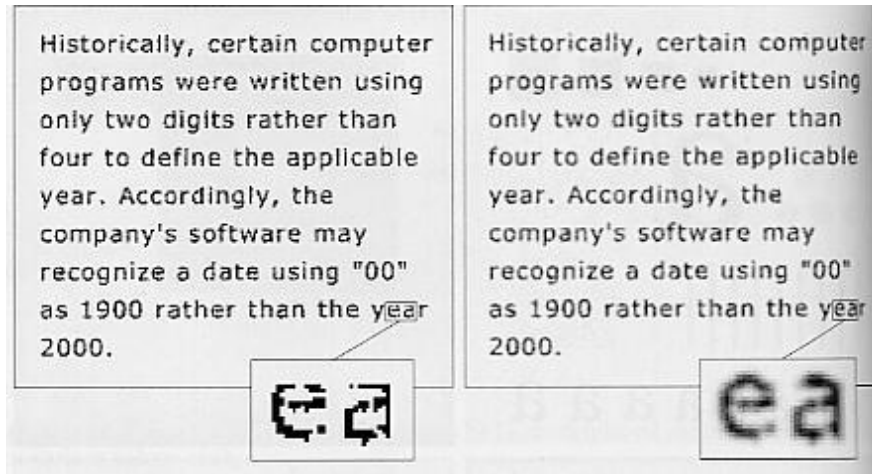


$r_0 = 80$



$r_0 = 230$

# Applications of Low Pass Filter

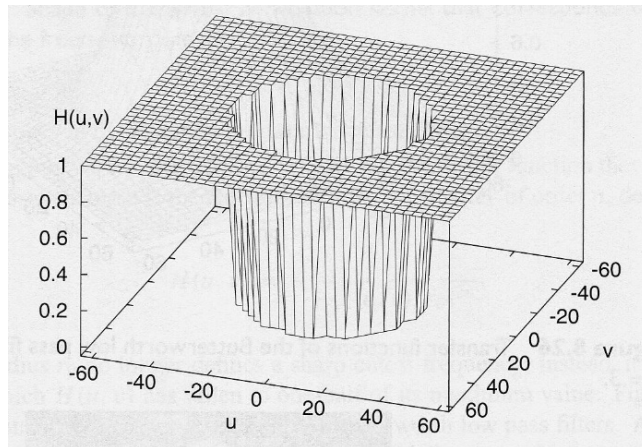


Character recognition



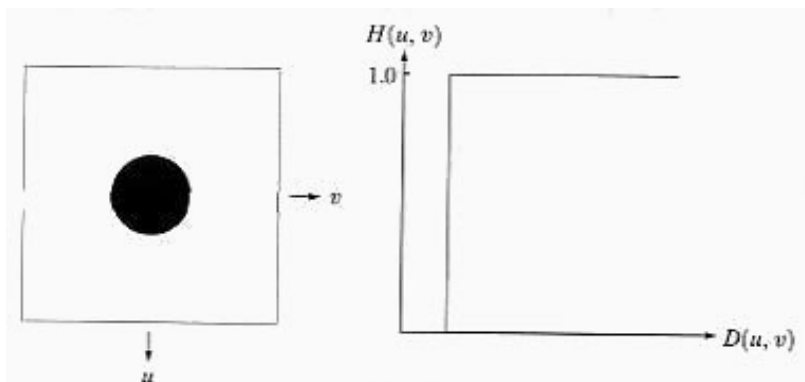
Picture Studio Decoration

# Ideal High Pass Filter (IHPF)



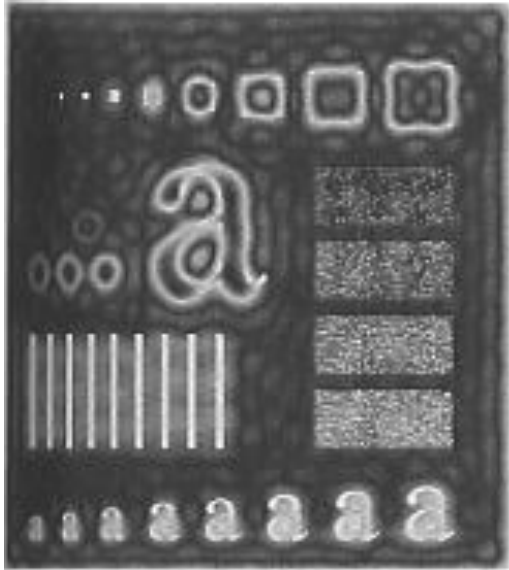
$$H(u, v) = \begin{cases} 0 & r(u, v) \leq r_0 \\ 1 & r(u, v) > r_0 \end{cases}$$

$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$

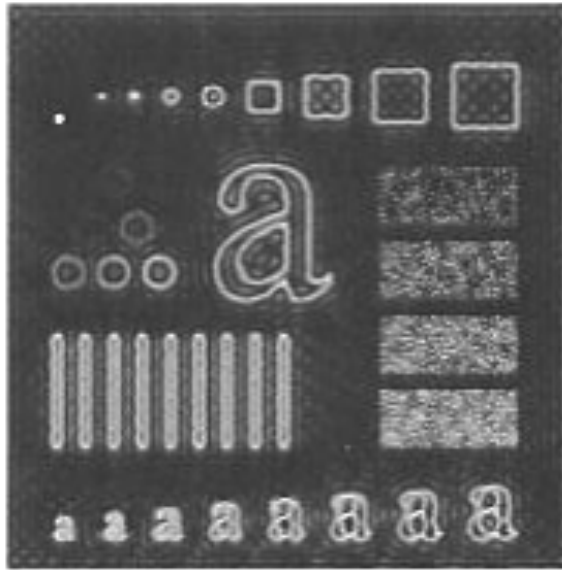




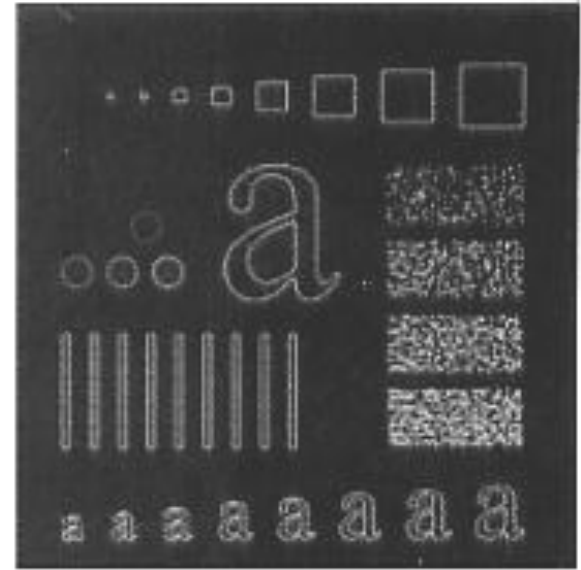
## IHPF results



$r_0 = 15$

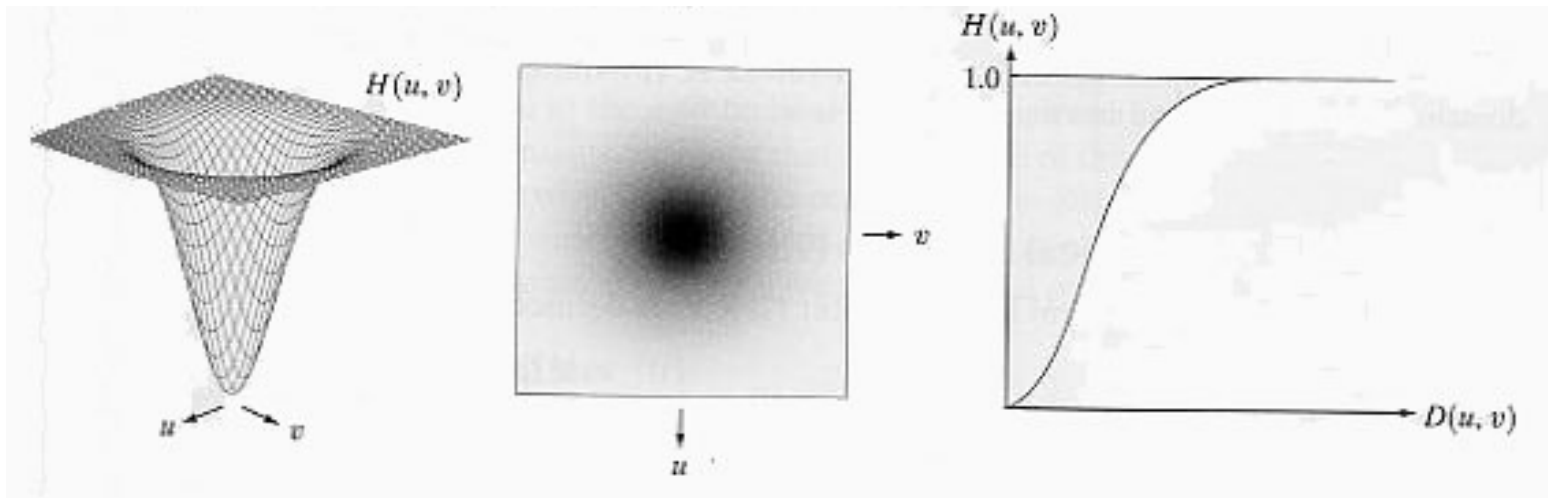


$r_0 = 30$



$r_0 = 80$

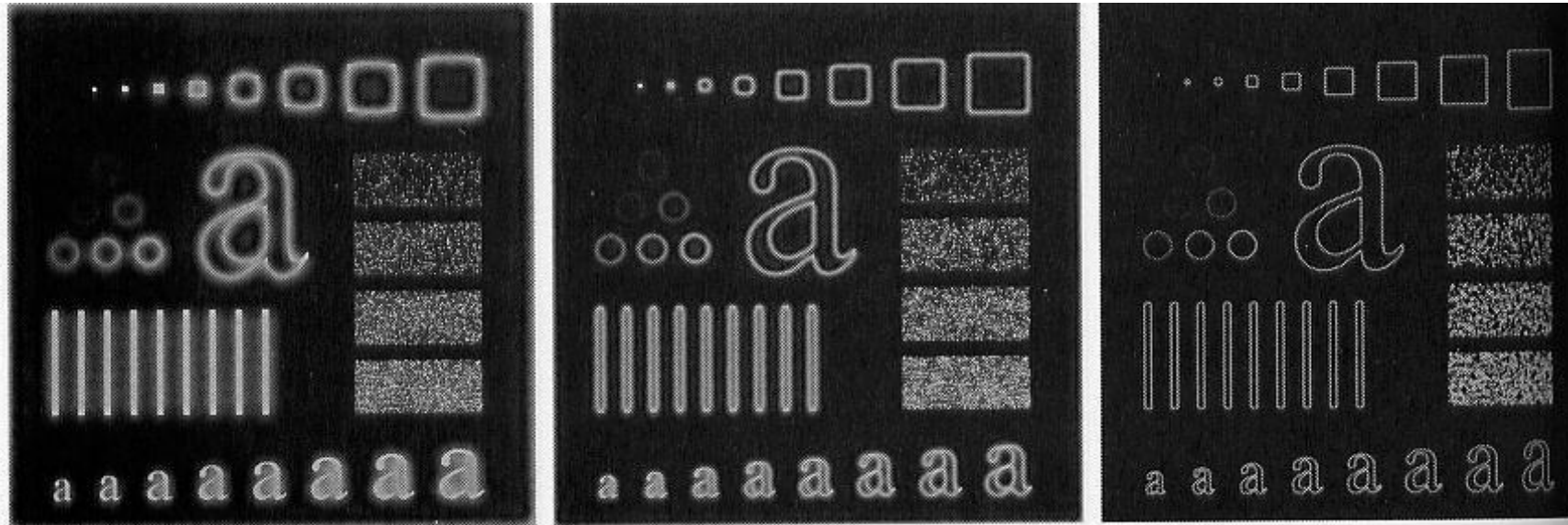
## Butterworth High Pass Filter (BHPF)



$$H(u, v) = \frac{1}{1 + [r_0 / r(u, v)]^{2n}}$$

$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$

## BHPF results

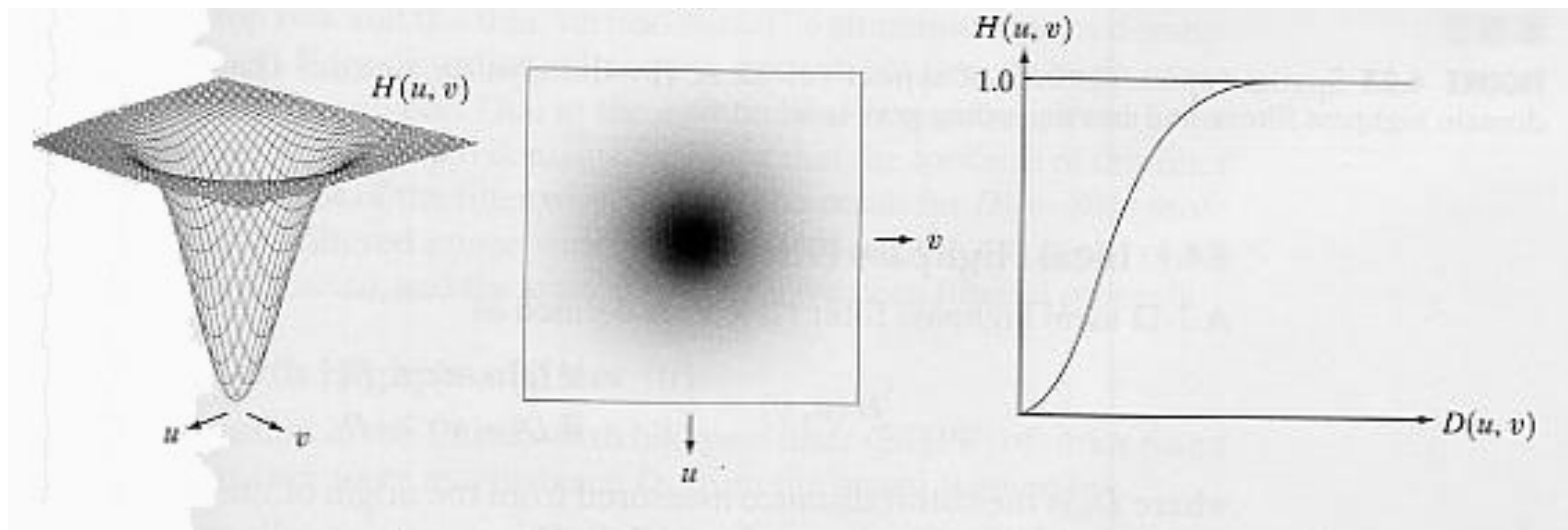


$$r_0 = 15$$

$$r_0 = 30$$

$$r_0 = 80$$

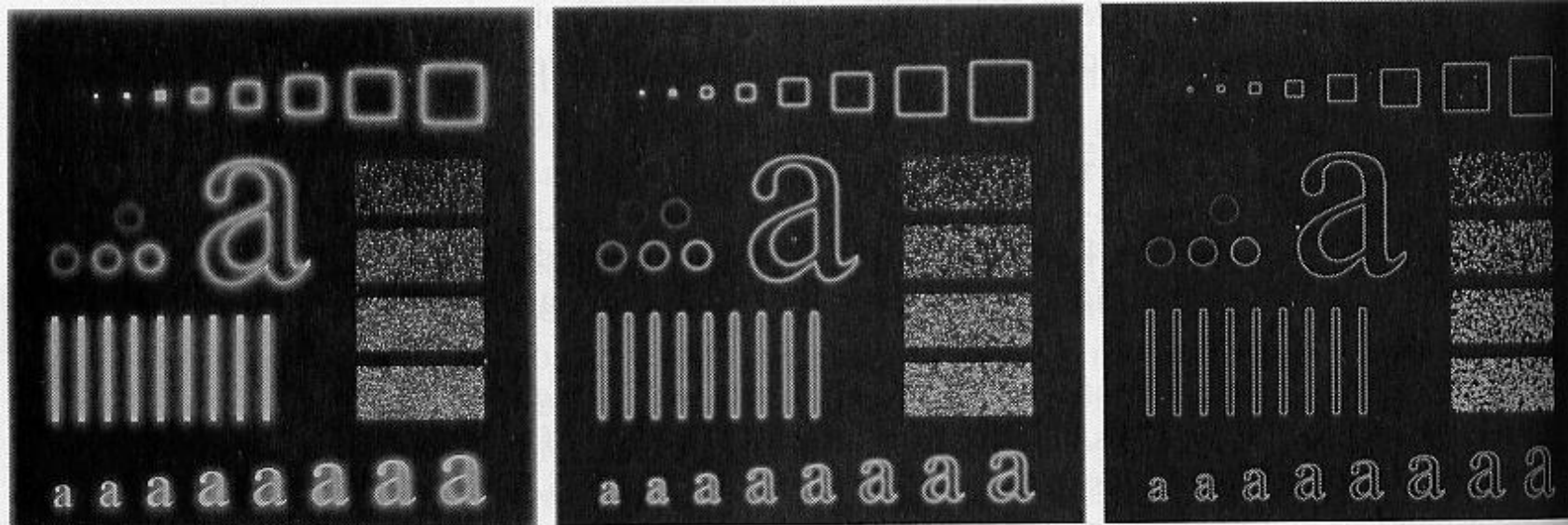
## Gaussian High Pass Filter (GHPF)



$$H(u, v) = 1 - e^{-r^2(u, v) / 2r_0^2}$$

$$r(u, v) = \sqrt{(u - M/2)^2 + (v - N/2)^2}$$

## GHPF results

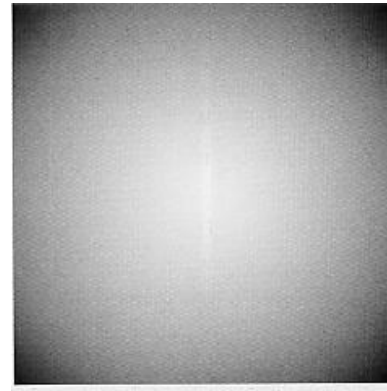
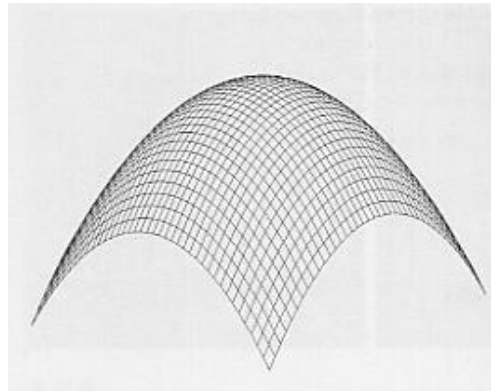


$$r_0 = 15$$

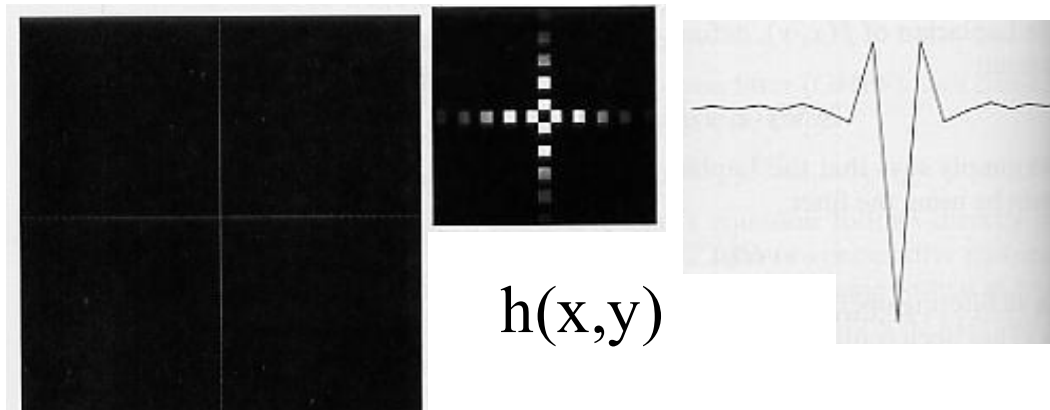
$$r_0 = 30$$

$$r_0 = 80$$

## Laplacian Filter (Second-order Filter)



$$H(u, v) = -[(u - M / 2)^2 + (v - N / 2)^2]$$

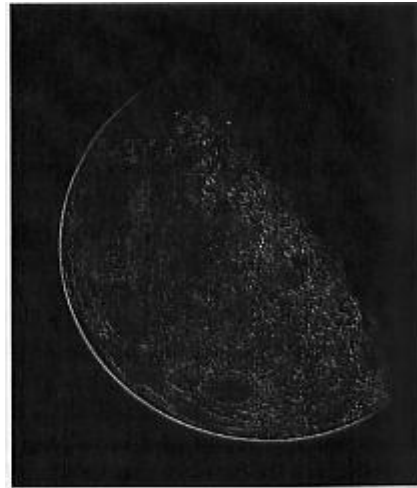


## Laplacian Filter results

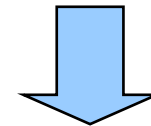


Original image

Laplacian  
filter



Laplacian filtered  
image



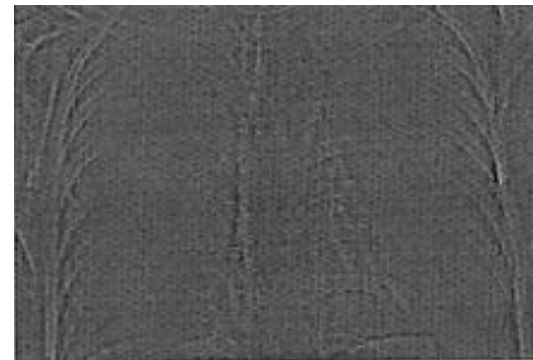
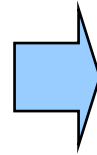
$$g(x, y) = f(x, y) - \nabla^2 f(x, y)$$

# High Frequency Emphasis Filter

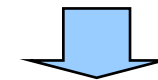


$f(x,y)$

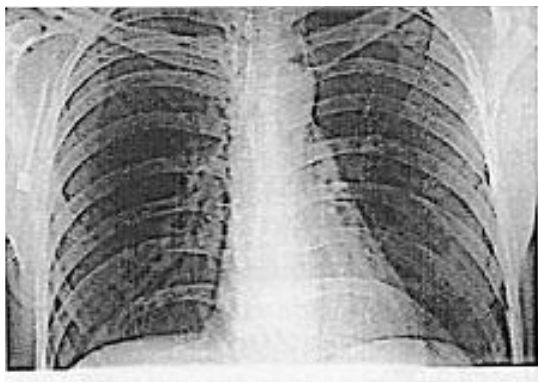
$$H_{hp}(u,v)$$



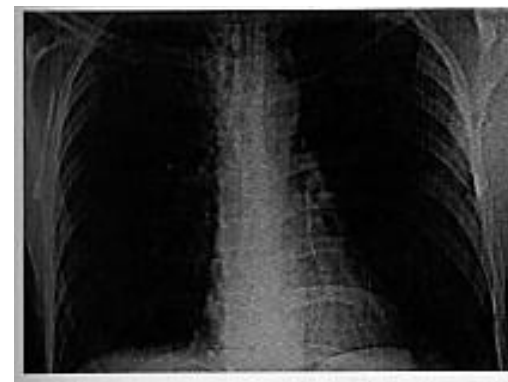
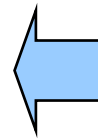
BHPF



$$H_{hfe}(u,v) = a + bH_{hp}(u,v)$$

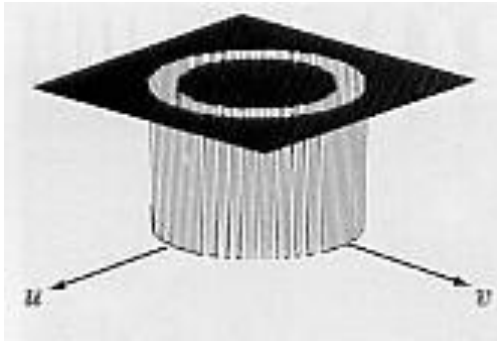


Histogram  
equalization



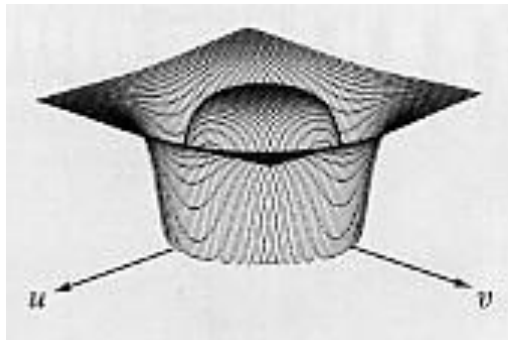


## Band Reject Filter (BRF)



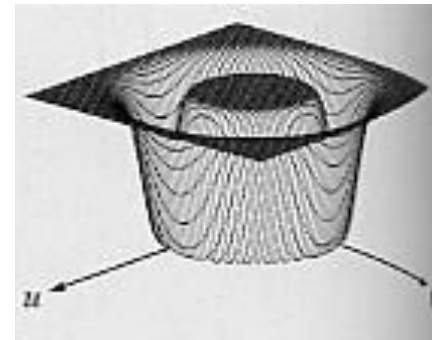
Ideal BRF

$$H(u, v) = \begin{cases} 1 & ; \quad r(u, v) < r_0 - \frac{BW}{2} \\ 0 & ; \quad r_0 - \frac{BW}{2} \leq r(u, v) \leq r_0 + \frac{BW}{2} \\ 1 & ; \quad r(u, v) > r_0 + \frac{BW}{2} \end{cases}$$



Butterworth BRF

$$H(u, v) = \frac{1}{1 + \left[ \frac{r(u, v) \cdot BW}{r^2(u, v) - r_0^2} \right]^2}$$



Gaussian BRF

$$H(u, v) = 1 - e^{-\frac{1}{2} \left[ \frac{r^2(u, v) - r_0^2}{r(u, v) \cdot BW} \right]^2}$$

# BRF results

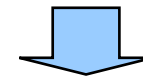


$f(x,y)$

DFT

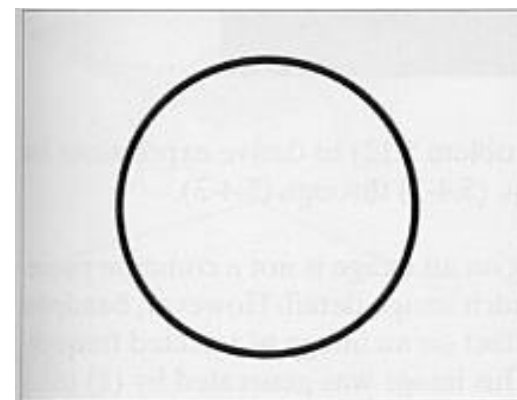


$F(u,v)$



$g(x,y)$

Inverse DFT  
 $F(u,v)H(u,v)$



$H(u,v)$

# Band Pass Filter (BPF)

$$H_{BP}(u, v) = 1 - H_{BR}(u, v)$$

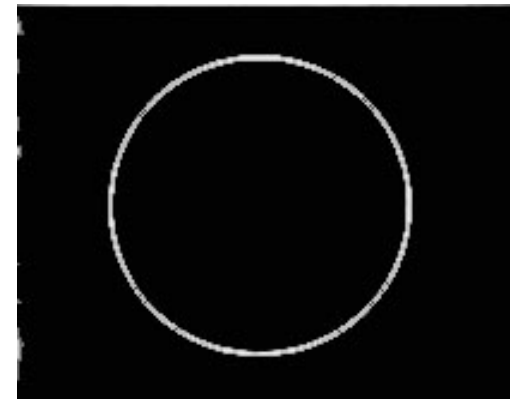


$f(x, y)$

DFT  
→

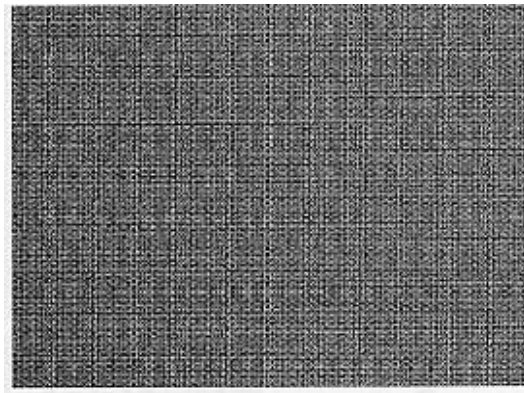


$F(u, v)$



$H(u, v)$

Inverse DFT  
←  
 $F(u, v)H(u, v)$



$g(x, y)$