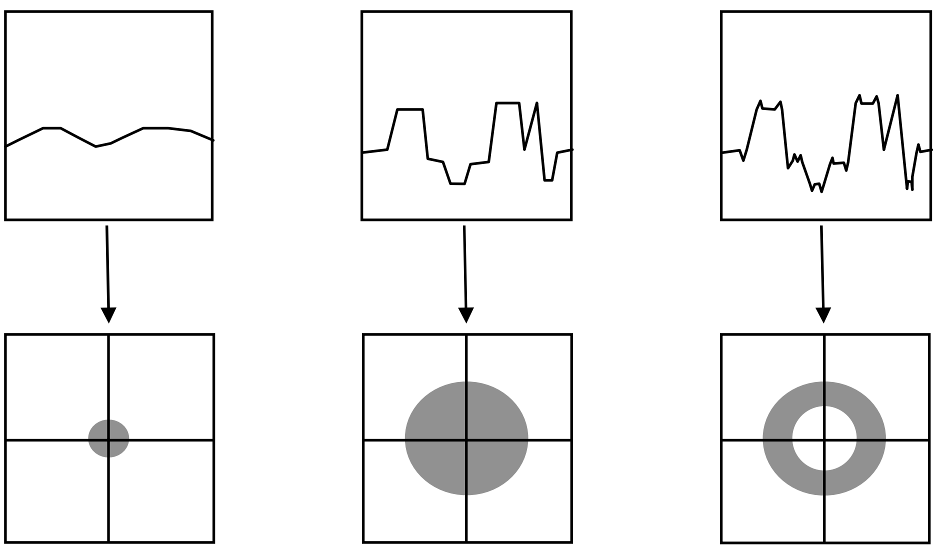
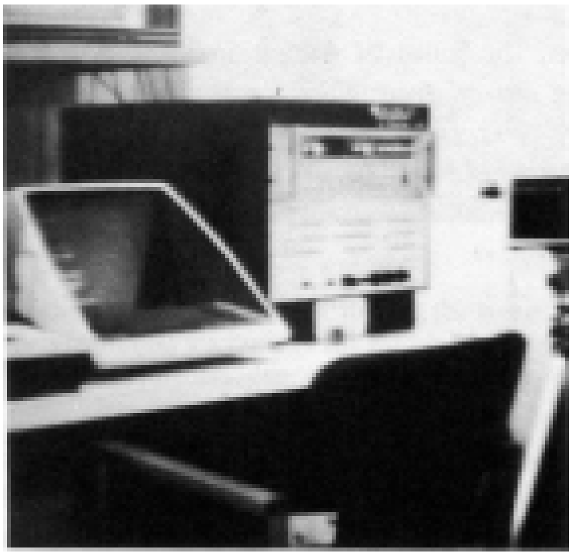
Image Operations in the Frequency Domain

- Low Pass Filter
- High Pass Filter
- Band pass Filter
- Blurring
- Sharpening

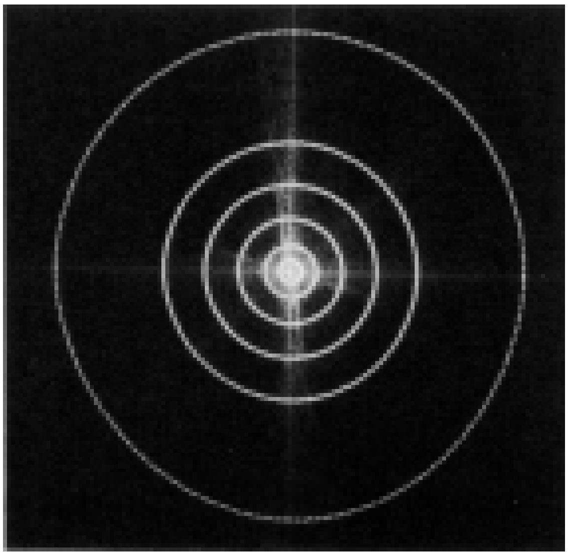


Frequency Bands

Image



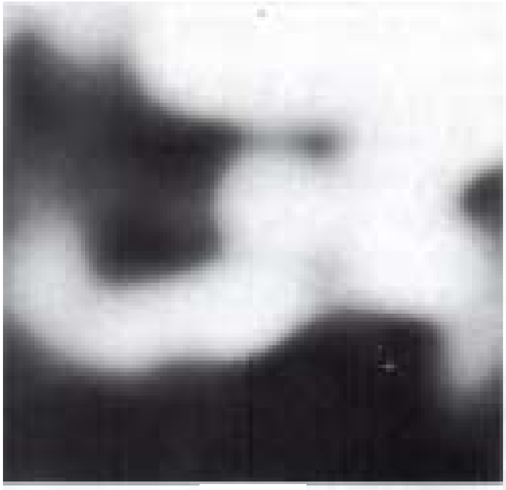
Fourier Spectrum



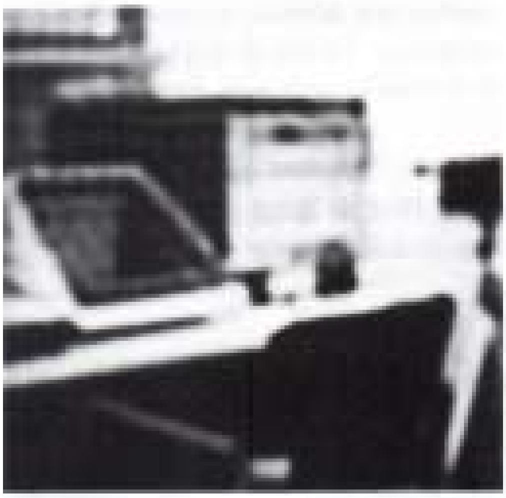
Percentage of image power enclosed in circles (small to large) :

90, 95, 98, 99, 99.5, 99.9

Blurring - Ideal Low pass Filter


90%

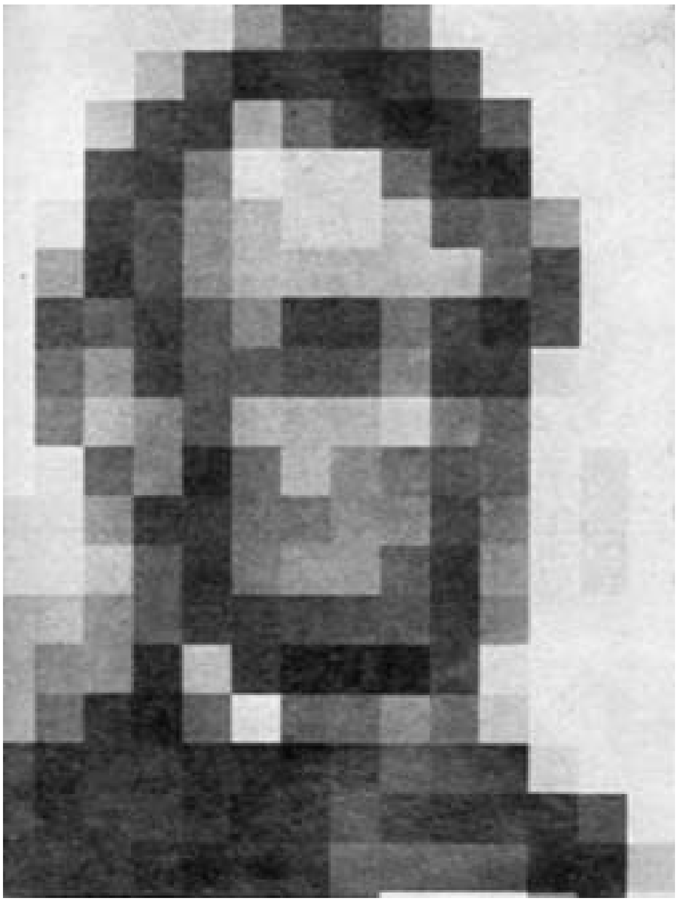

95%

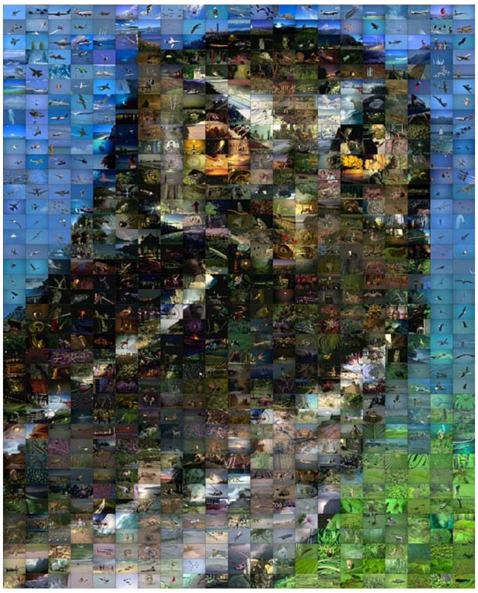

98%

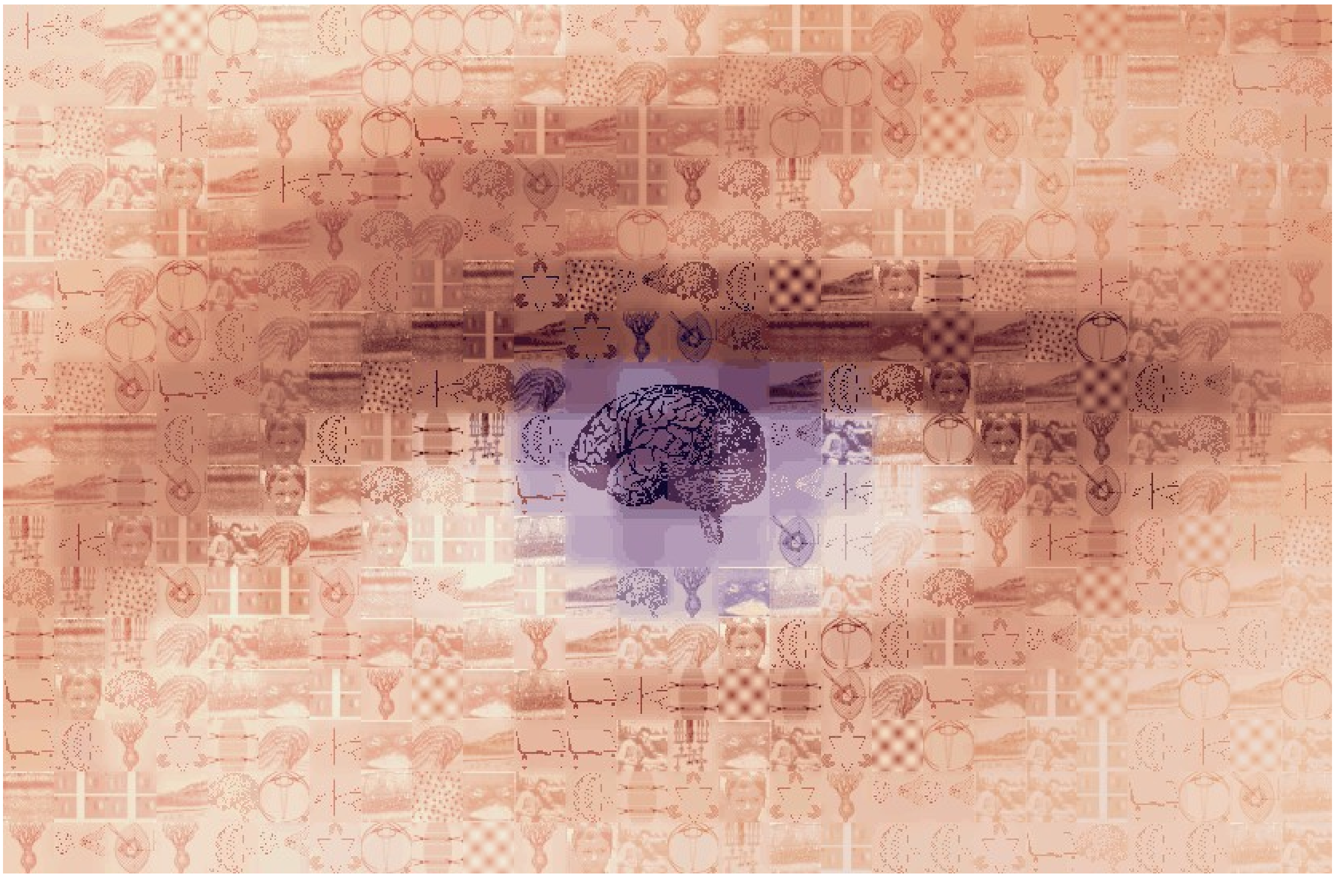

99%


99.5%

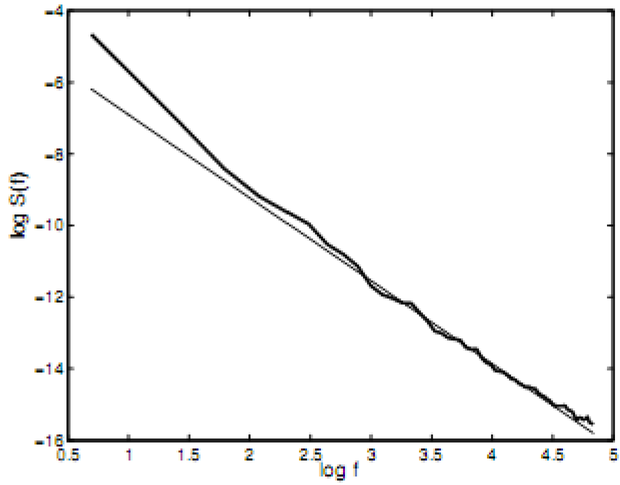

99.9%







The Power Law of Natural Images



(b)

Figure 1: (a) A natural image (256×256 pixels), and (b) its circularly averaged power spectrum (thick line) and a linear fit to the high frequency portion (thin line). The slope in (b) is 2.3.

- The power in a disk of radii $r=\mathrm{sqrt}(u^2+v^2)$ follows: $P(r)=Ar^{-\alpha}$ where $\alpha \approx 2$

Images from: Millane, Alzaidi & Hsiao - 2003

Recall:
The Convolution Theorem

$g = f * h$	$g = f \cdot h$
implies	implies
$G = F \cdot H$	$G = F * H$

Low pass Filter

spatial domain → frequency domain

$f(x,y) \longrightarrow F(u,v)$

filter

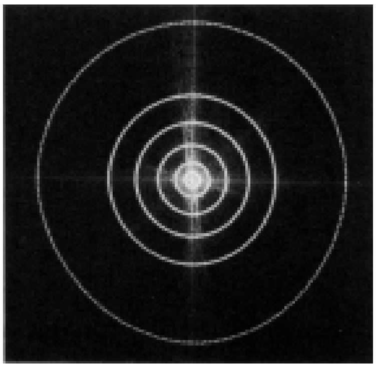
$G(u,v) = F(u,v) \bullet H(u,v)$

$g(x,y) \longleftarrow G(u,v)$

f(x,y)

→

F(u,v)



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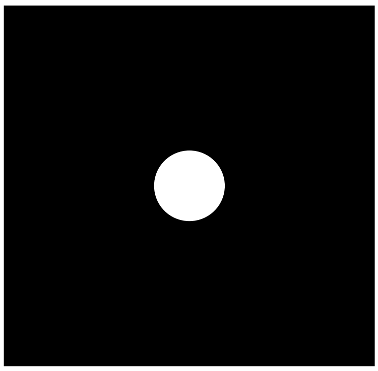


H(u,v)

←

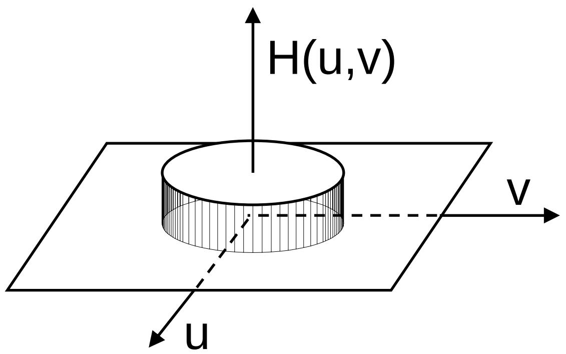
g(x,y)

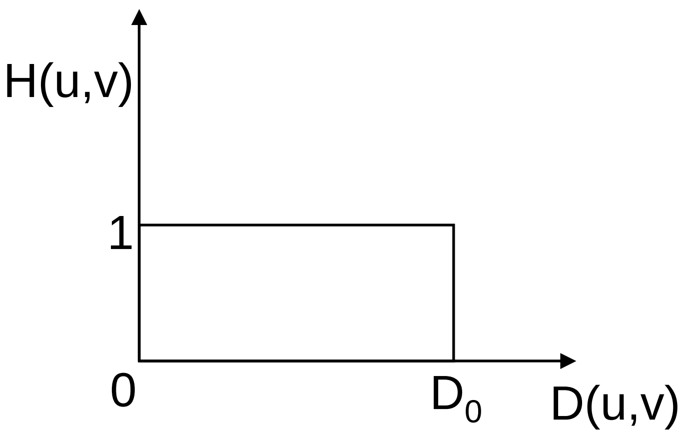
H(u,v) - Ideal Low Pass Filter

$$H(u,v) = \begin{cases} 1 & D(u,v) \leq D_0 \\ 0 & D(u,v) > D_0 \end{cases}$$

$$D(u,v) = \sqrt{u^2 + v^2}$$

D_0 = cut off frequency

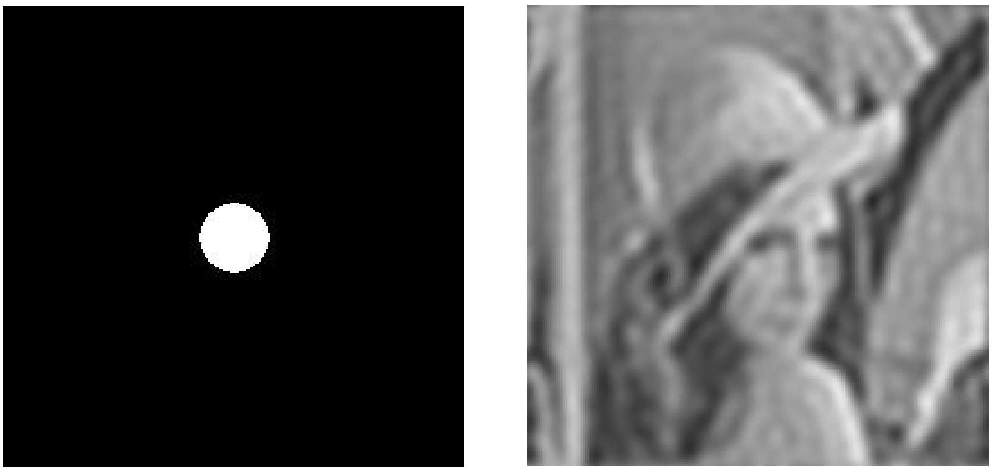




Blurring - Ideal Low pass Filter

99.7%

99.37%



98.65%

Blurring - Ideal Low pass Filter

99.7%

99.6%

99.4%

99.0%

98.0%

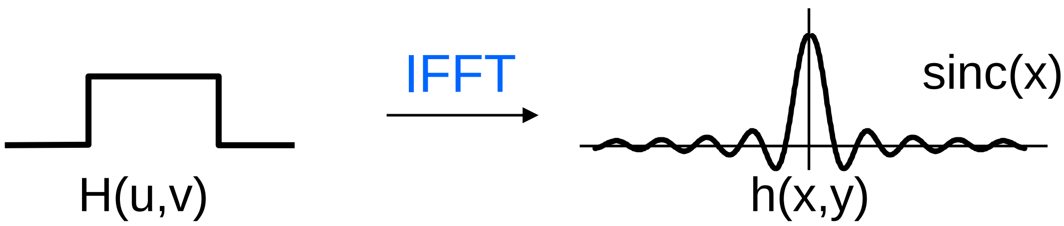
96.6%

The Ringing Problem

$$G(u,v) = F(u,v) \bullet H(u,v)$$

Convolution Theorem ↓

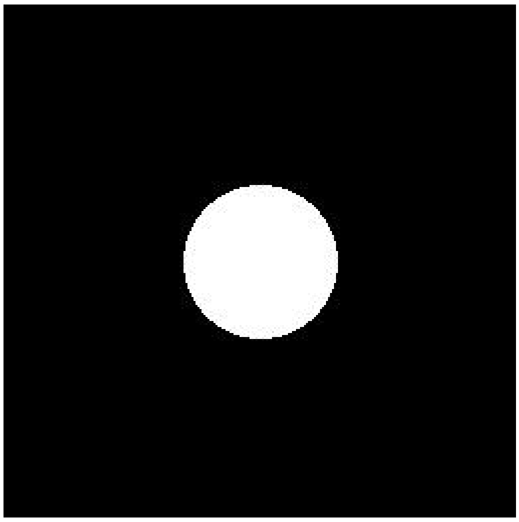
$$g(x,y) = f(x,y) * h(x,y)$$



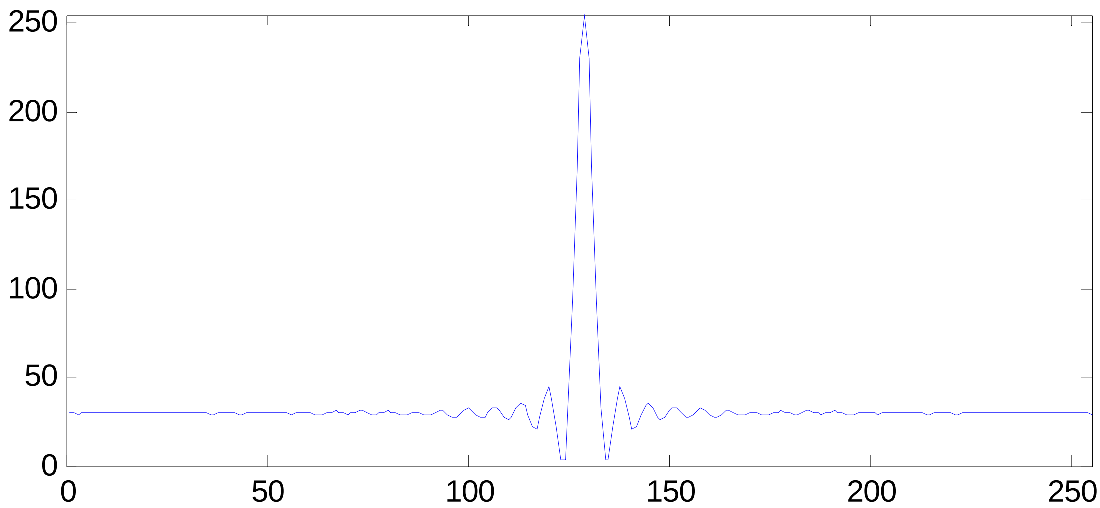
$\uparrow D_0 \longrightarrow \downarrow$ Ringing radius + $\downarrow$ blur

The Ringing Problem

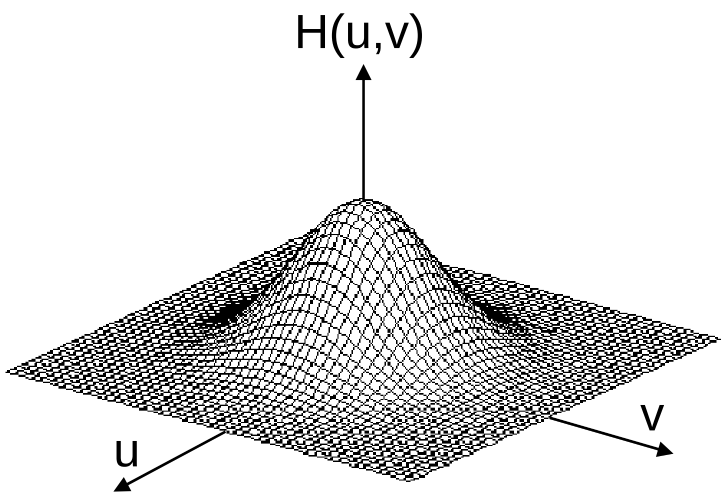
Freq. domain

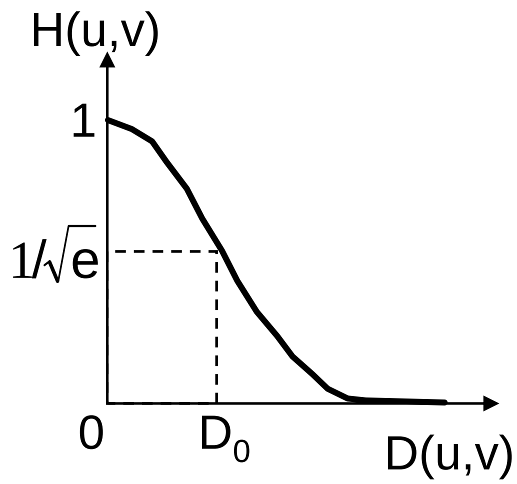


Spatial domain



H(u,v) - Gaussian Filter



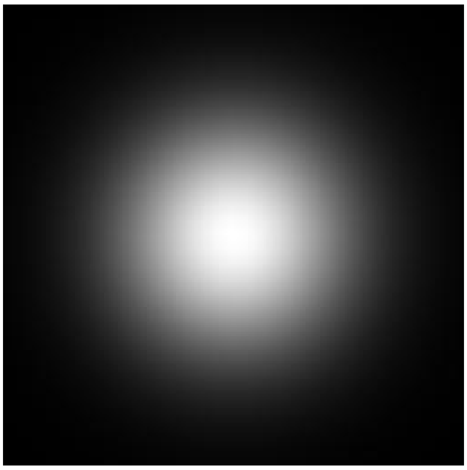


$$H(u,v) = e^{-D^2(u,v)/(2D^2_0)}$$

$$D(u,v) = \sqrt{u_2 + v_2}$$

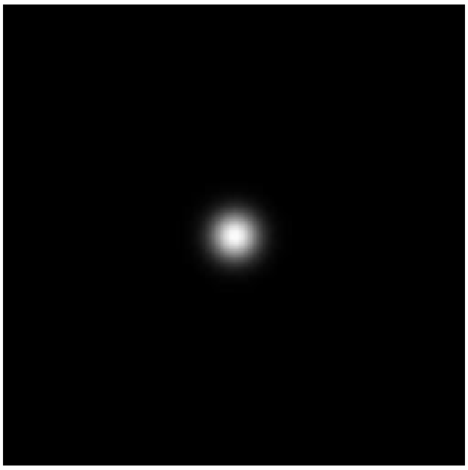
Softer Blurring + no Ringing

Blurring - Gaussain Lowpass Filter



99.11%

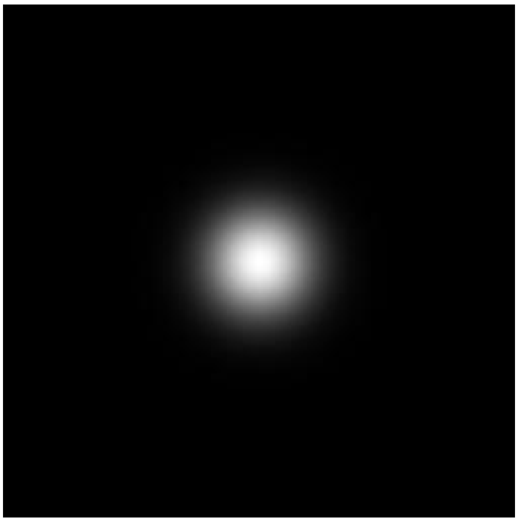
98.74%



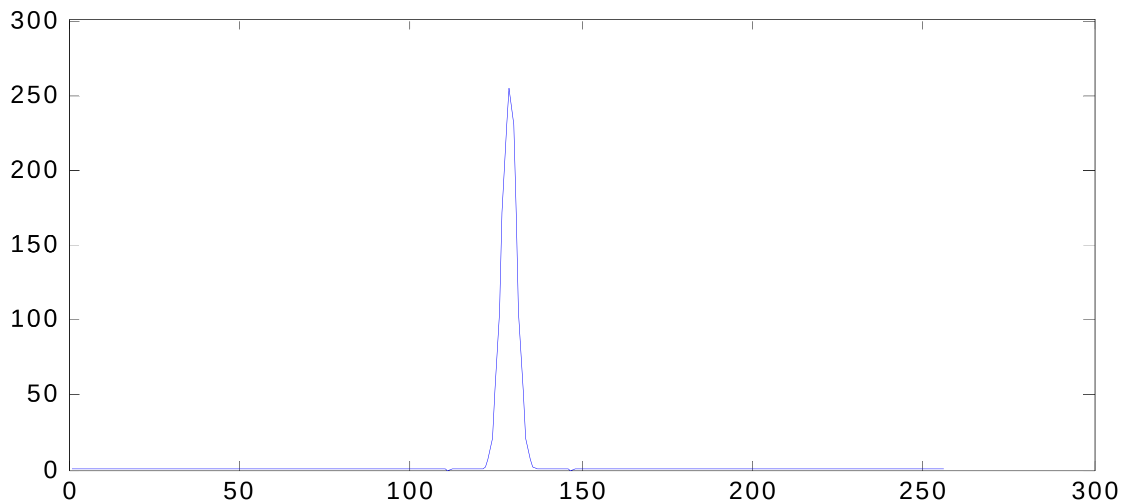
96.44%

The Gaussian Lowpass Filter

Freq. domain



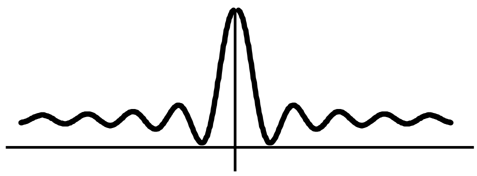
Spatial domain



Blurring in the Spatial Domain:

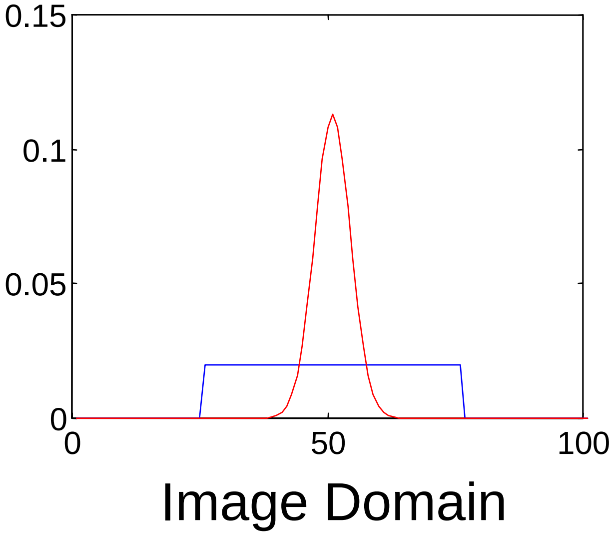
Averaging = convolution with $\begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix}$

= point multiplication of the transform with sinc:



Gaussian Averaging = convolution with $\begin{bmatrix} 1 & 2 & 1 \\ 2 & 4 & 2 \\ 1 & 2 & 1 \end{bmatrix}$

= point multiplication of the transform with a gaussian.



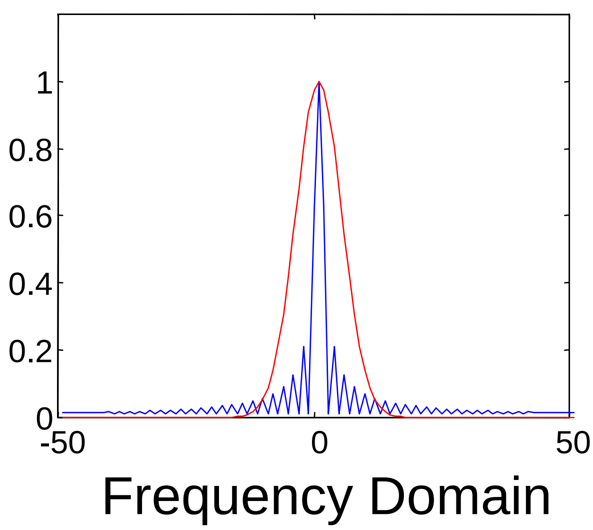


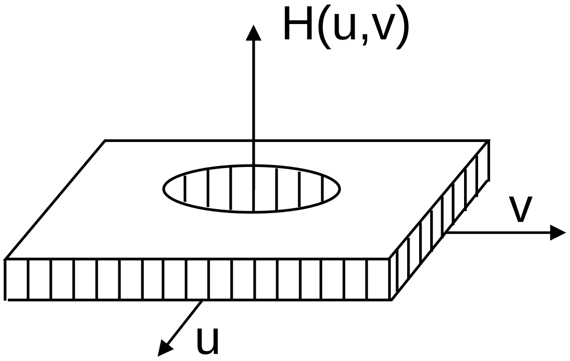
Image Sharpening - High Pass Filter

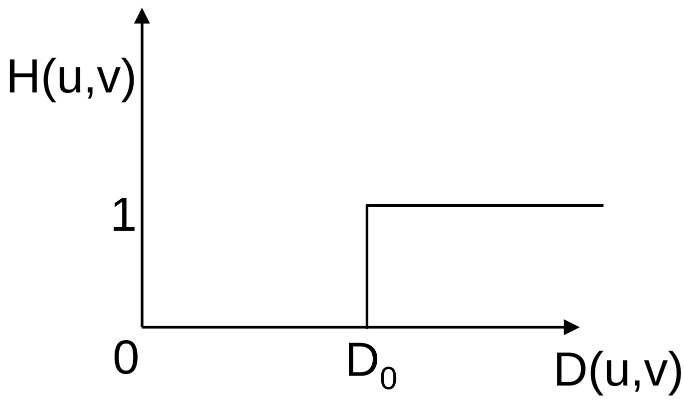
H(u,v) - Ideal Filter

$$H(u,v) = \begin{cases} 0 & D(u,v) \le D_0 \\ 1 & D(u,v) > D_0 \end{cases}$$

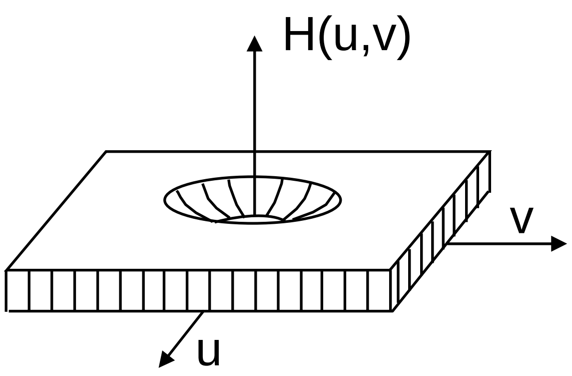
$$D(u,v) = \sqrt{u^2 + v^2}$$

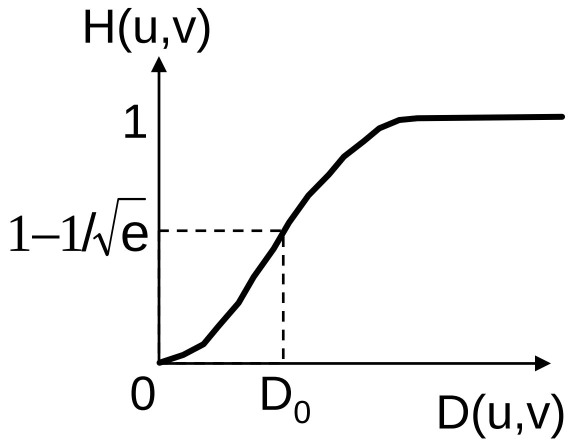
D_0 = cut off frequency





High Pass Gaussian Filter



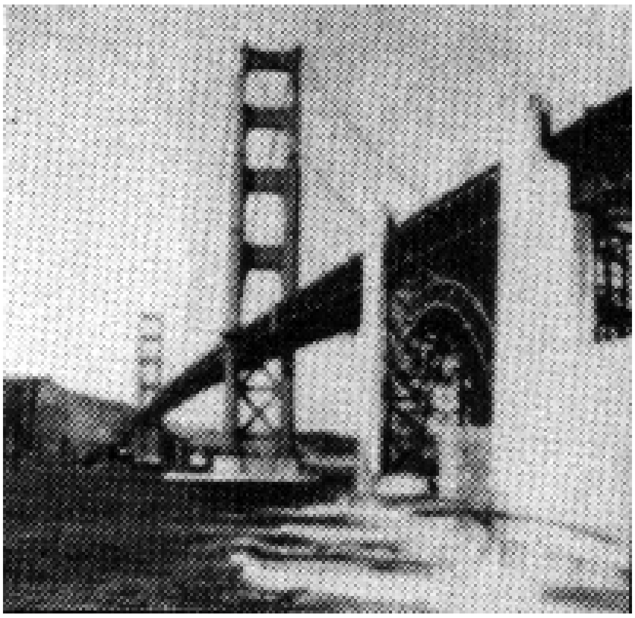


$$H(u,v) = 1 - e^{-D^2(u,v)/(2D^2_0)}$$

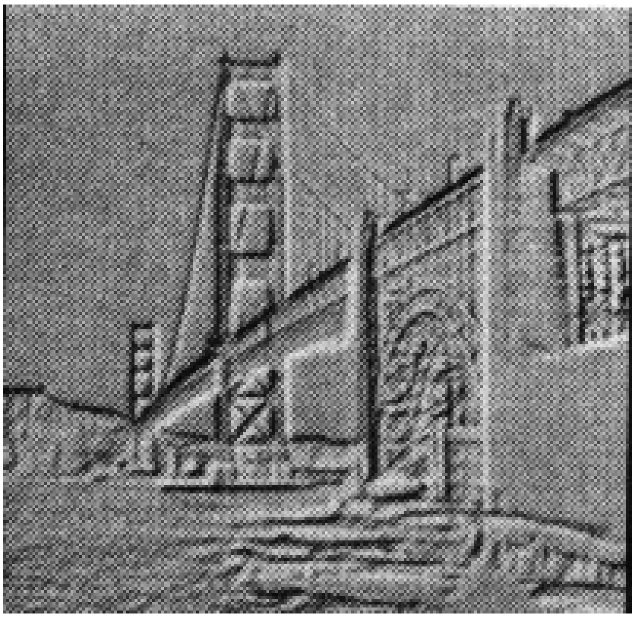
$$D(u,v) = \sqrt{u_2 + v_2}$$

High Pass Filtering

Original

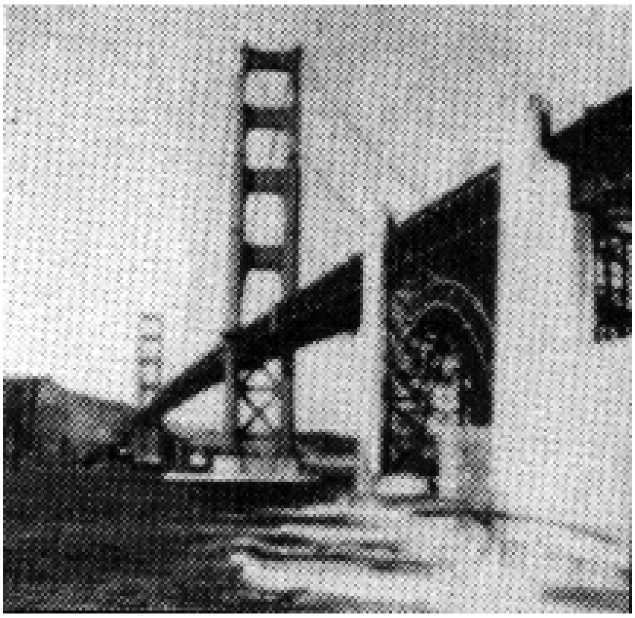


High Pass Filtered



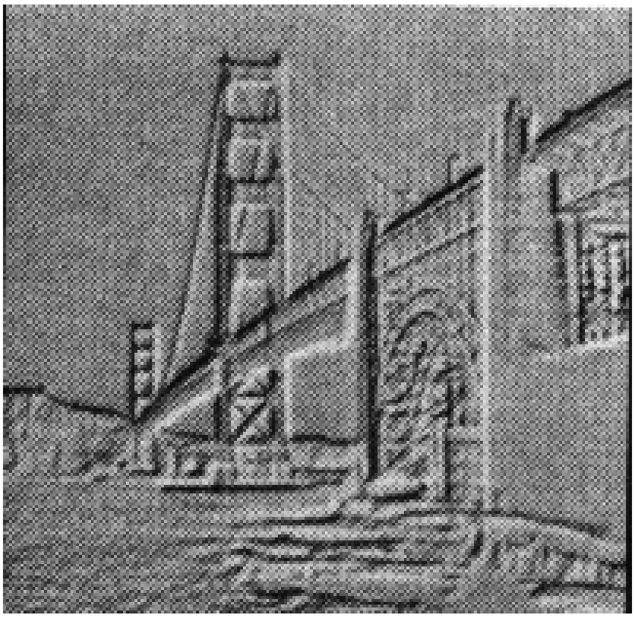
High Frequency Emphasis

Original



+

High Pass Filtered



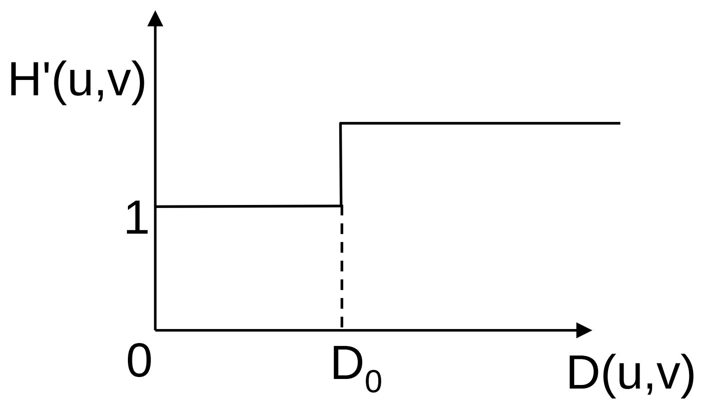
=

High Frequency Emphasis

Emphasize High Frequency.
Maintain Low frequencies and Mean.

$$H'(u,v) = K_0 + H(u,v)$$

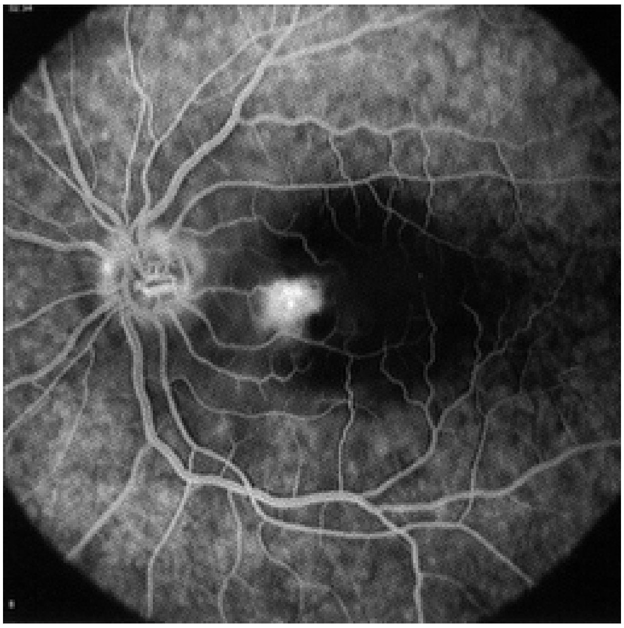
(Typically $K_0 = 1$)



High Frequency Emphasis - Example

Original

High Frequency Emphasis

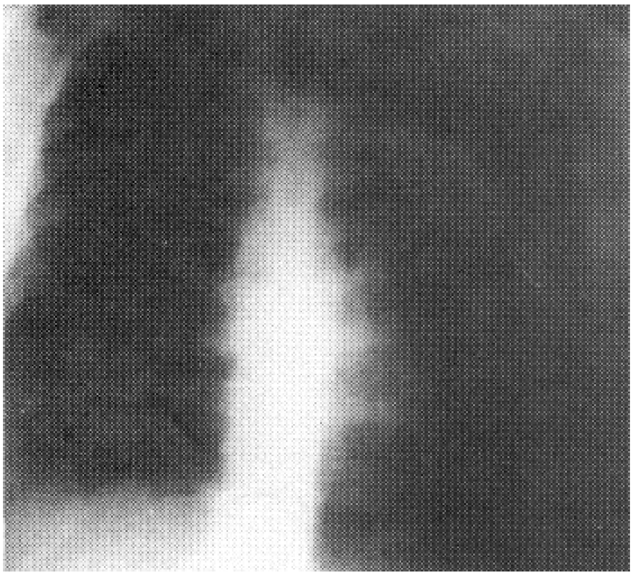


Original

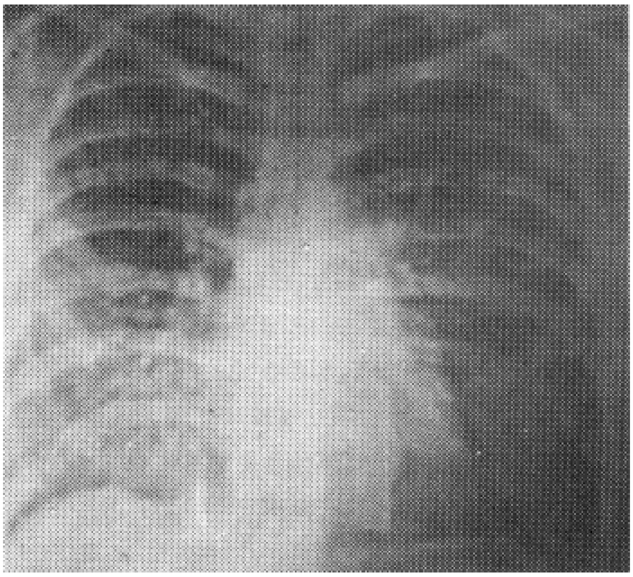
High Frequency Emphasis

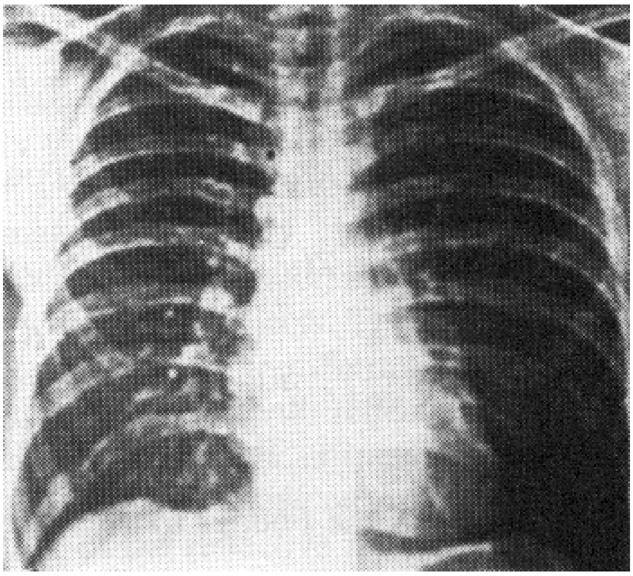
High Pass Filtering - Examples

Original



High pass Emphasis





High Frequency Emphasis
+
Histogram Equalization

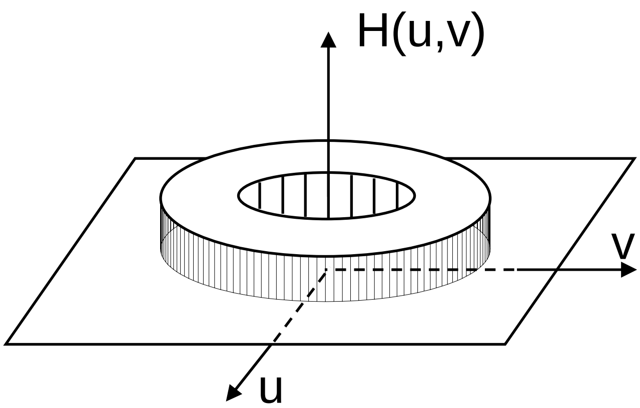
Band Pass Filtering

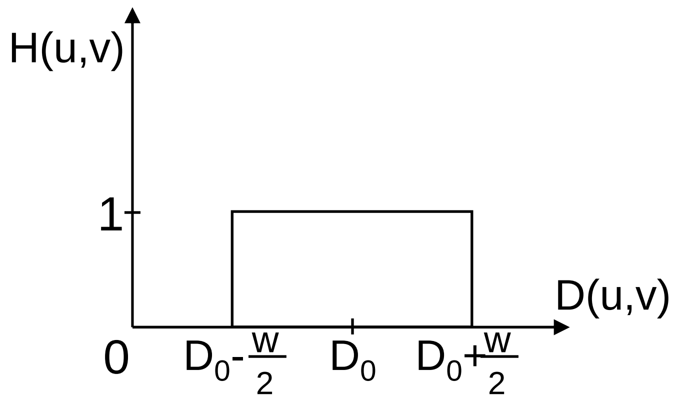
$$H(u,v) = \begin{cases} 0 & D(u,v) \le D_0 - \frac{w}{2} \\ 1 & D_0 - \frac{w}{2} \le D(u,v) \le D_0 + \frac{w}{2} \\ 0 & D(u,v) > D_0 + \frac{w}{2} \end{cases}$$

$$D(u,v) = \sqrt{u^2 + v^2}$$

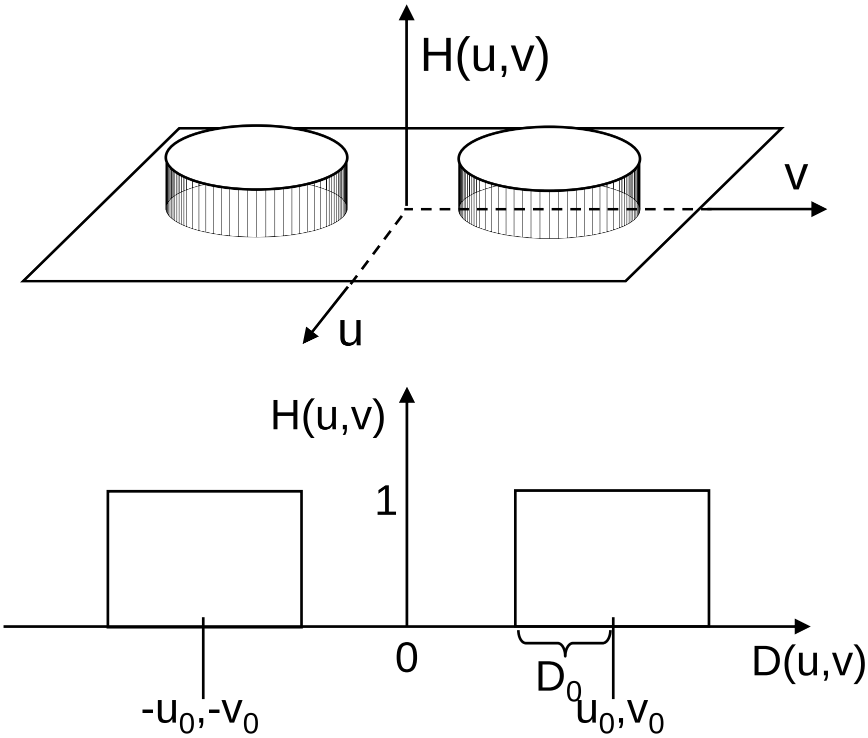
D_0 = cut off frequency

w = band width





Local Frequency Filtering



$$H(u,v) = \begin{cases} 1 & D_1(u,v) \le D_0 \ \textbf{or} \ D_2(u,v) \le D_0 \\ 0 & \textbf{otherwise} \end{cases}$$

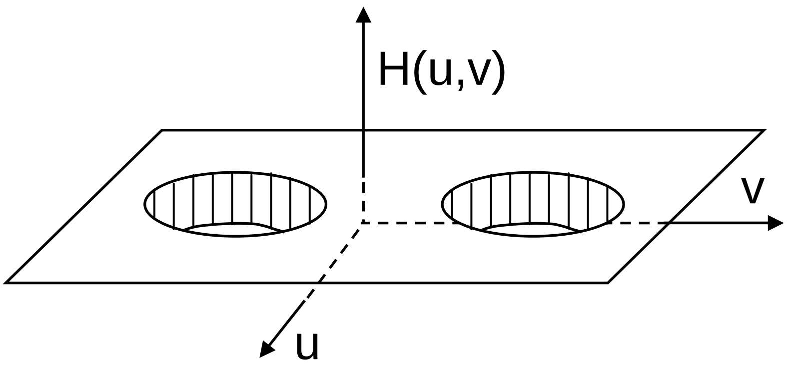
$$D_1(u,v) = \sqrt{(u-u_0)^2 + (v-v_0)^2}$$

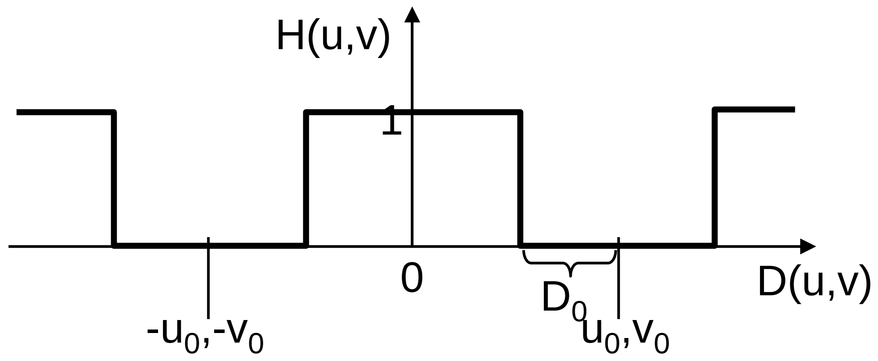
$$D_2(u,v) = \sqrt{(u+u_0)^2 + (v+v_0)^2}$$

D_0 = local frequency radius

u_0,v_0 = local frequency coordinates

Band Rejection Filtering





$$H(u,v) = \begin{cases} 0 & D_1(u,v) \le D_0 \ \textbf{or} \ D_2(u,v) \le D_0 \\ 1 & \textbf{otherwise} \end{cases}$$

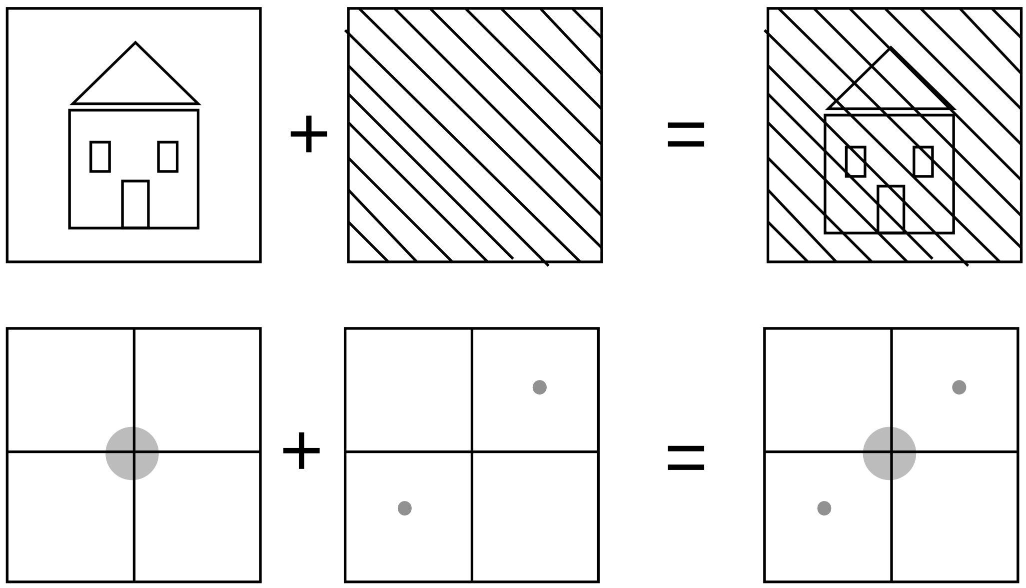
$$D_1(u,v) = \sqrt{(u-u_0)^2 + (v-v_0)^2}$$

$$D_2(u,v) = \sqrt{(u+u_0)^2 + (v+v_0)^2}$$

D_0 = local frequency radius

u_0,v_0 = local frequency coordinates

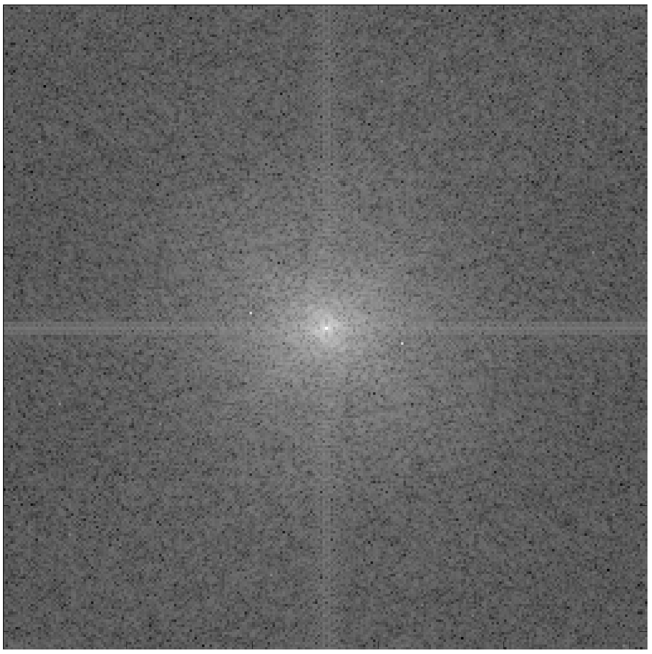
Additive Noise Filtering



Local Reject Filter - Example

Original Noisy image

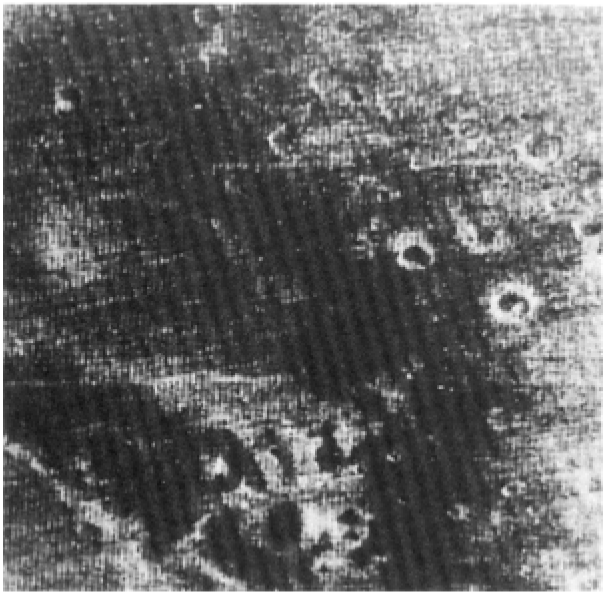
Fourier Spectrum



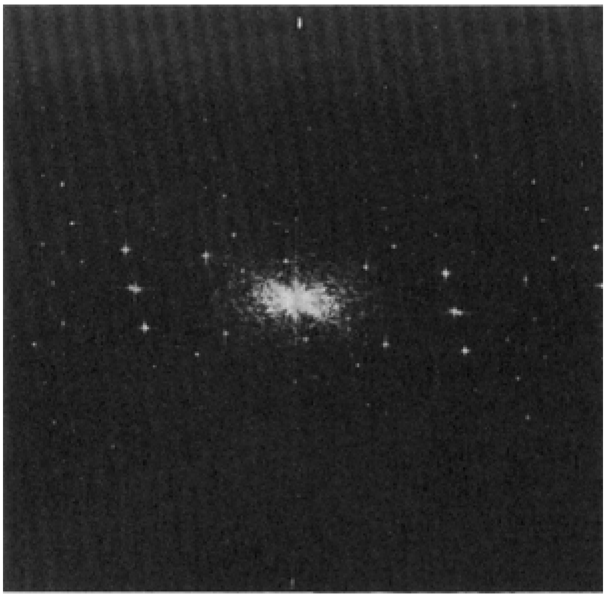
Band Reject Filter

Local Reject Filter - Example

Original Noisy image



Fourier Spectrum



Local Reject Filter

Homomorphic Filtering
(multiplicative Noise Filtering)

Noise Model:

Image	i(x,y)
Noise	n(x,y)
Brightness	f(x,y) = i(x,y) • n(x,y)

Assumption: noise $\approx$ low frequencies.

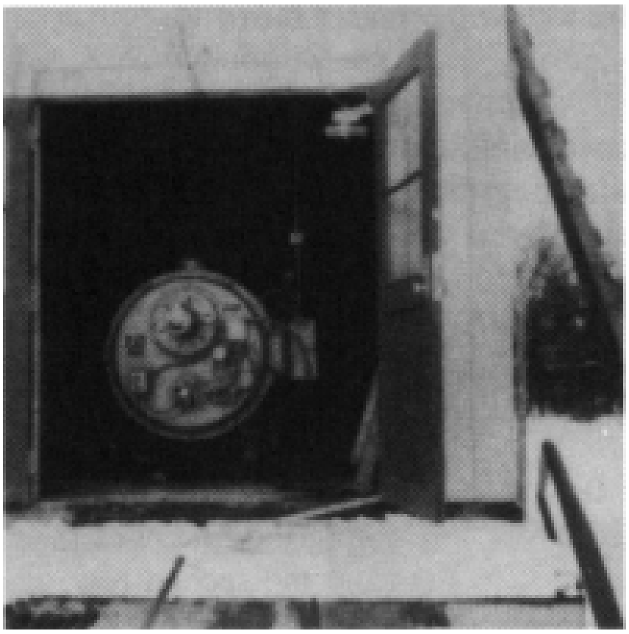
Goal: Clean multiplicative noise

(suppress low frequencies associated with n(x,y))

However:

$$\tilde{F}\big(i(x,y)\cdot n(x,y)\big) \neq \tilde{F}\big(i(x,y)\big)\cdot \tilde{F}\big(n(x,y)\big)$$

Homomorphic Filtering



Original

Homomorphic Filtering - Example

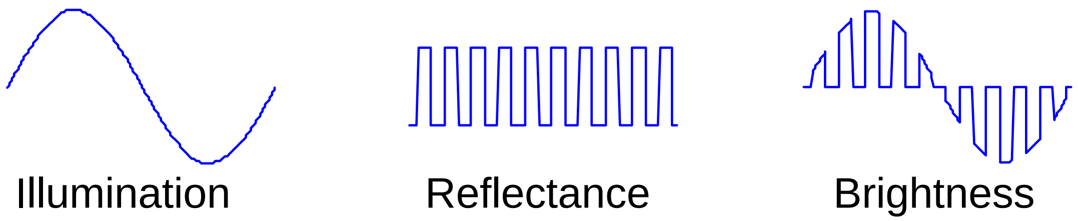
Reflectance Model:

Surface Reflectance	i(x,y)
Illumination	n(x,y)
Brightness	f(x,y) = i(x,y) • n(x,y)

Assumptions:

Illumination changes "slowly" across scene
⇨ Illumination ≈ low frequencies.

Surface reflections change "sharply" across scene
⇨ reflectance ≈ high frequencies.



Goal: Determine i(x,y)

Perform:

$z(x,y) = \mathbf{log}(f(x,y)) \quad = \quad \mathbf{log}(i(x,y) \bullet n(x,y)) = \mathbf{log}(i(x,y)) + \mathbf{log}(n(x,y))$

↓ $\mathfrak{F}$

$Z(u,v) \quad = \quad I(u,v) + N(u,v)$

↓ Apply low attenuating filter H(u,v)

$S(u,v) = H(u,v) \bullet Z(u,v) \quad = \quad H(u,v) \bullet I(u,v) + H(u,v) \bullet N(u,v)$

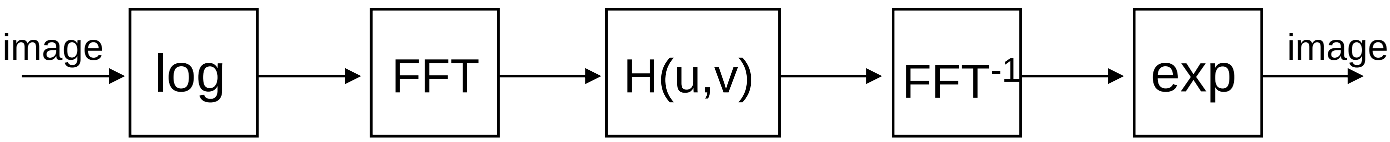
↓ $\mathfrak{F}^{-1}$

$s(x,y) \quad = \quad i'(x,y) + n'(x,y)$

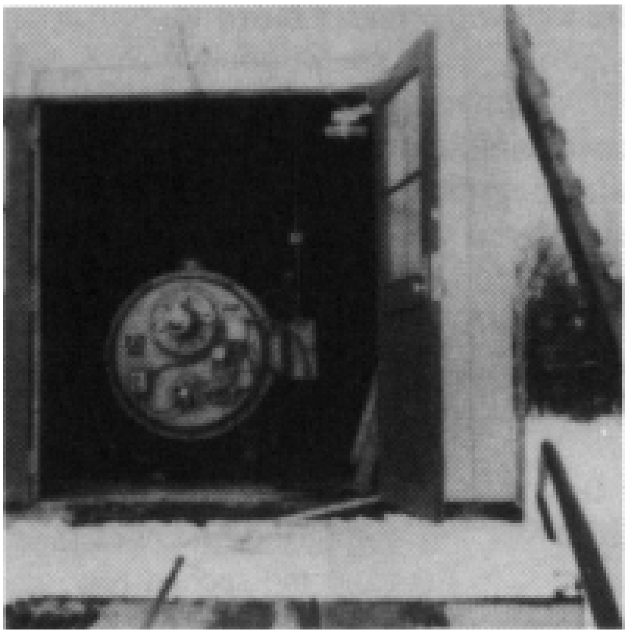
↓

$g(x,y) = \mathbf{exp}(s(x,y)) \quad = \quad \mathbf{exp}(i'(x,y)) \bullet \mathbf{exp}(n'(x,y))$

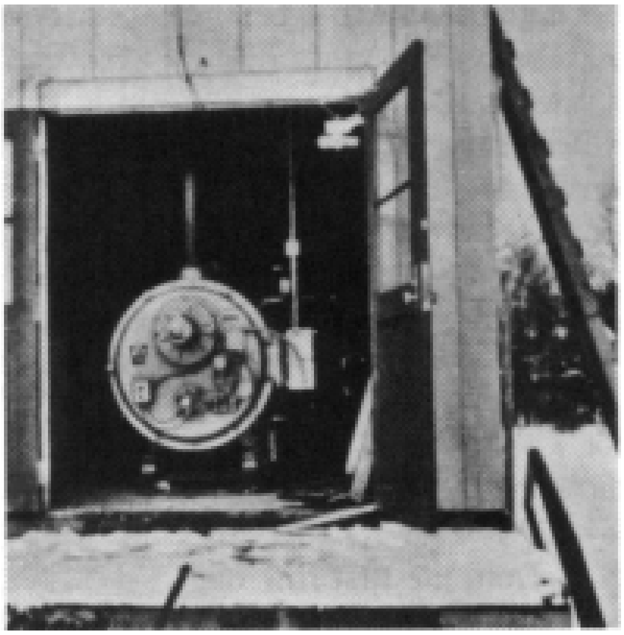
Homomorphic Filtering:



Homomorphic Filtering



Original



Filtered

Homomorphic Filtering

Original

Histogram Equalized

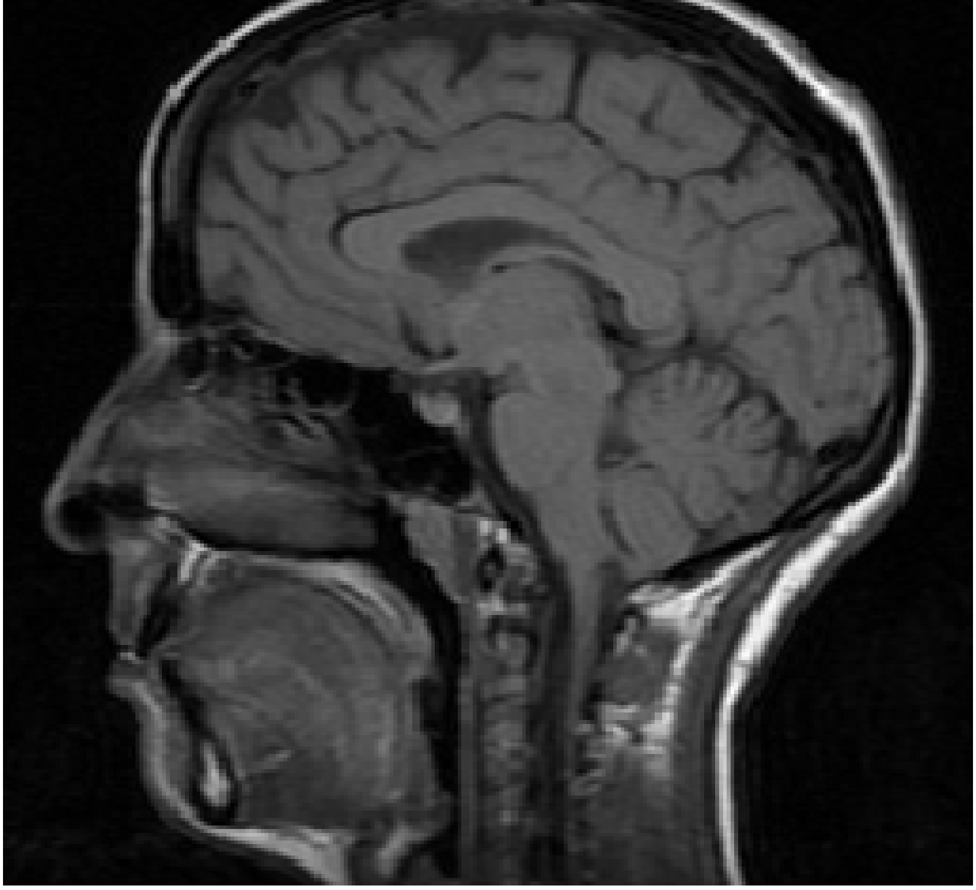
Filtered

Homomorphic Filtering

Original

Filtered

Computer Tomography using FFT



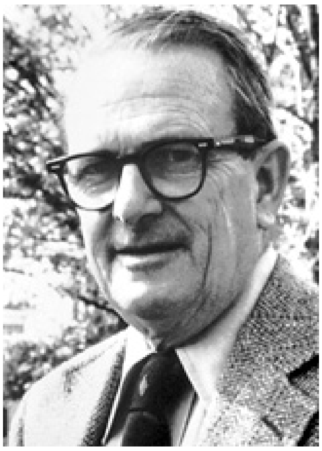
CT Scanners

- In 1901 W.C. Roentgen won the Nobel Prize (1st in physics) for his discovery of X-rays.

Wilhelm Conrad Röntgen

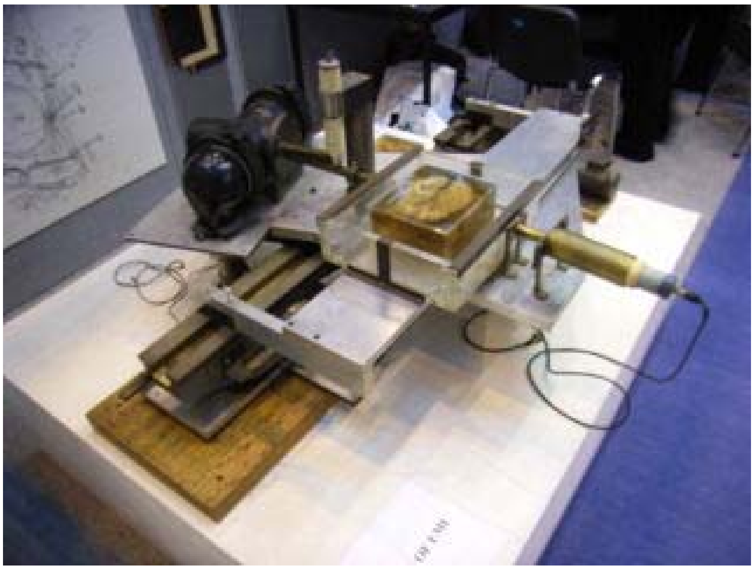
CT Scanners

- In 1979 G. Hounsfield & A. Cormack, won the Nobel Prize for developing the computer tomography.
- The invention revolutionized medical imaging.



Allan M. Cormack

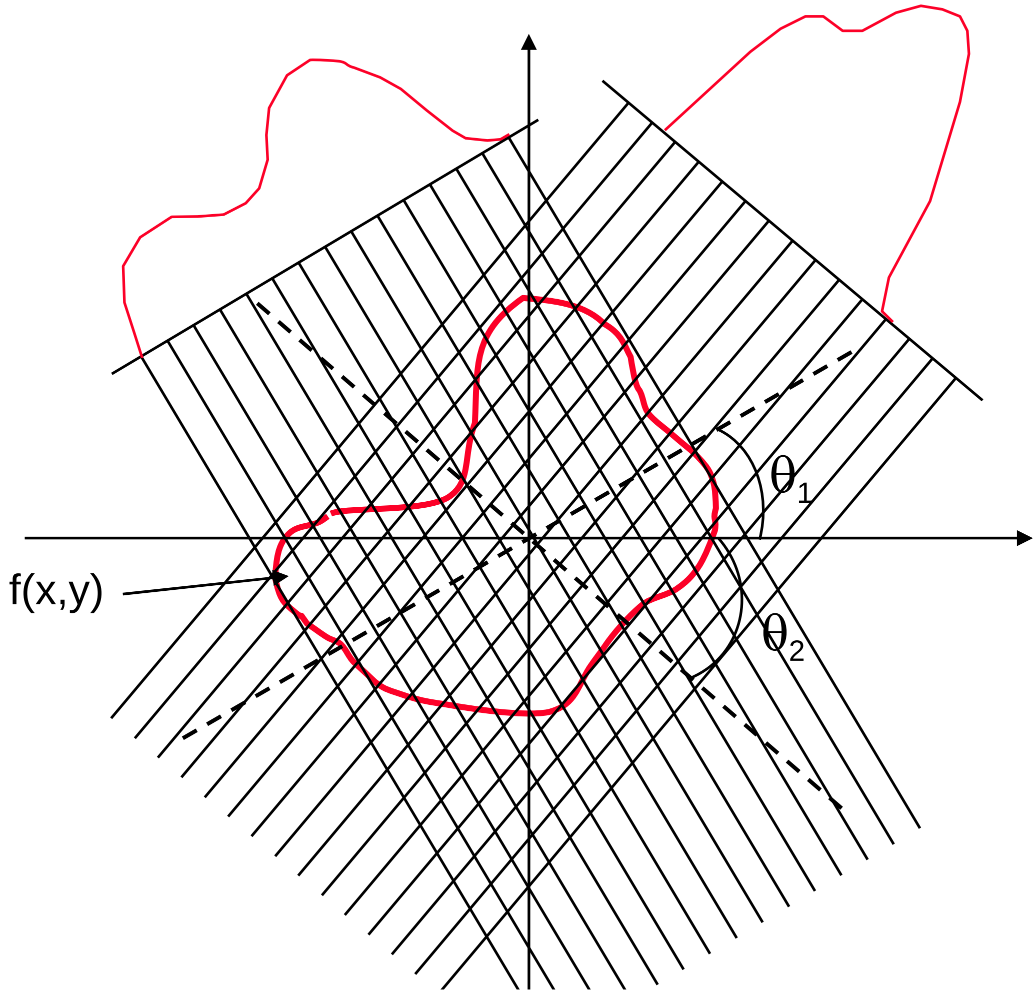
Godfrey N. Hounsfield



1st prototype of CT scanner

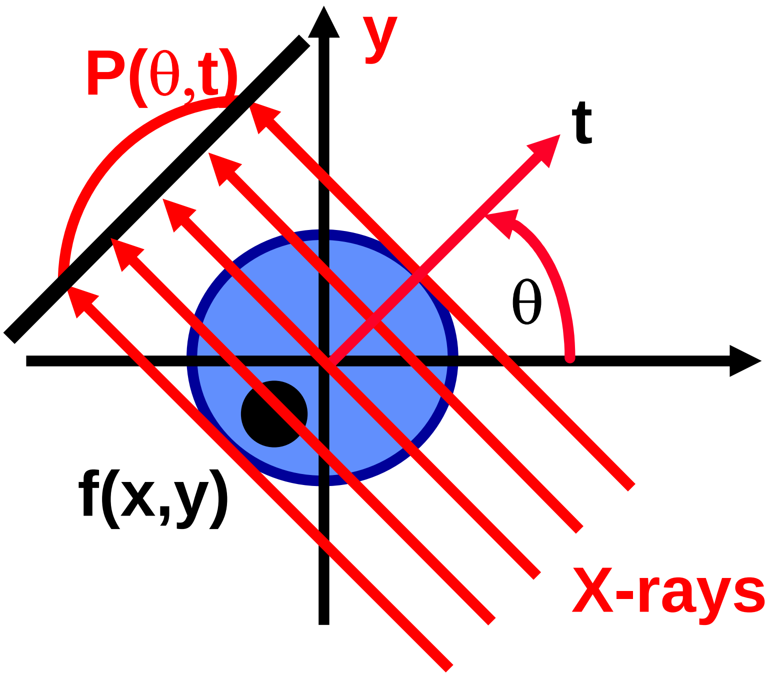
Computerized Tomography

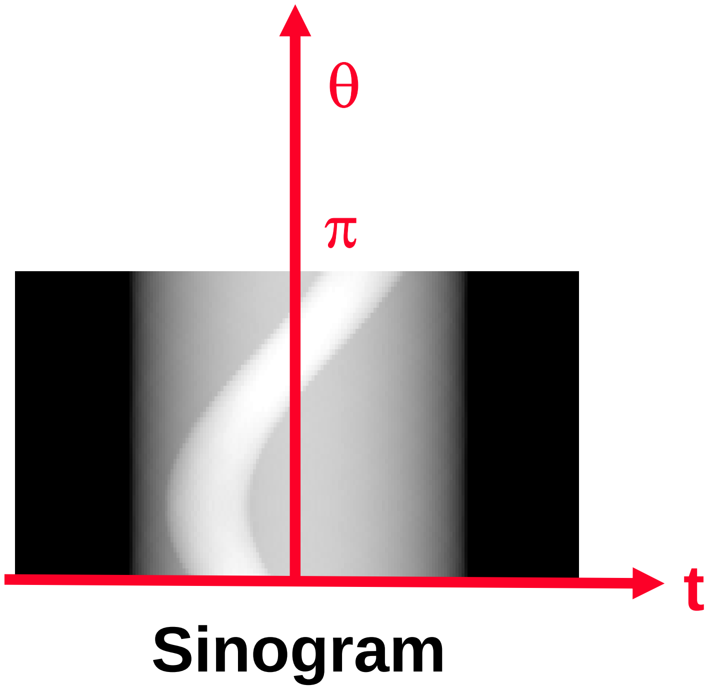
Reconstruction from projections



Projection & Sinogram

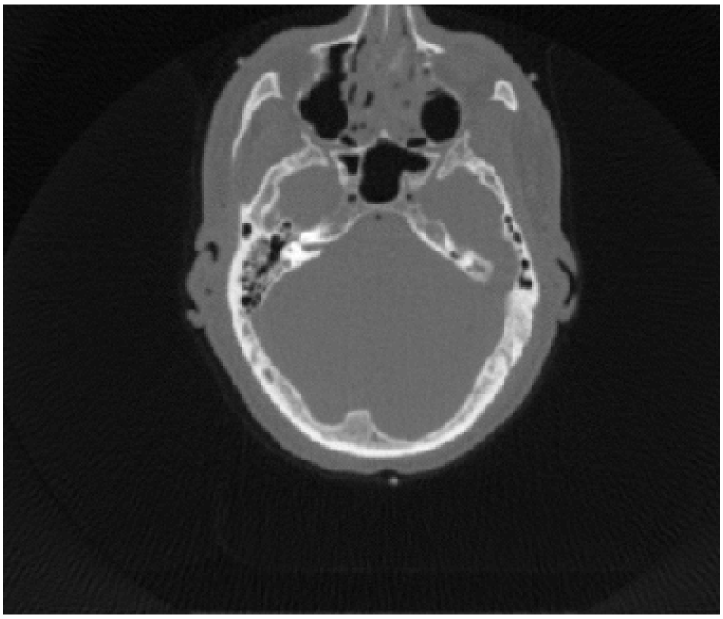
Projection: All ray-sums in a direction

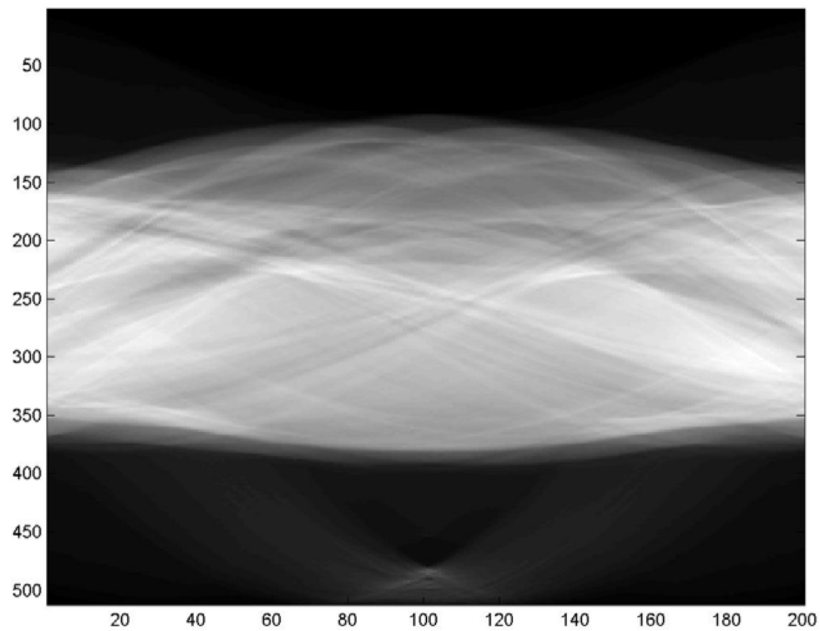




Sinogram:
All projections

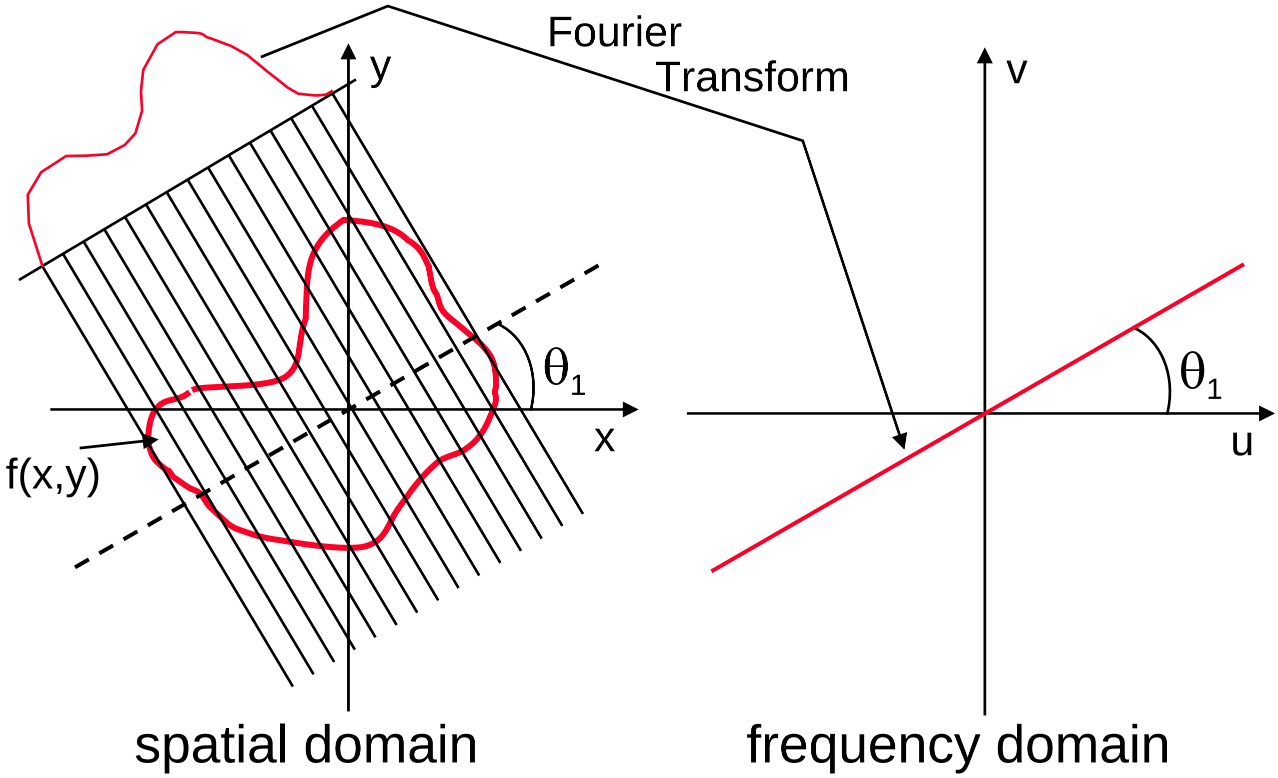
CT Image & Its Sinogram





K. Thomenius & B. Roysam

The Slice Theorem



f(x,y) = object

g(x) = projection of f(x,y) parallel to the y-axis.

$$g(x) = \int f(x,y)dy$$

Fourier Transform of f(x,y):

$$F(u,v) = \int \int f(x,y)\, e^{-2\pi i(ux+vy)}\, dxdy$$

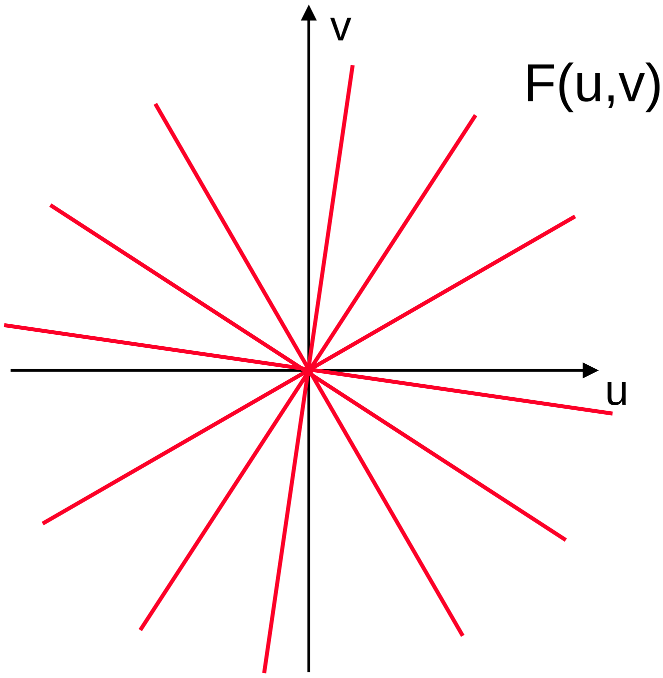
Fourier Transform at v=0 :

$$F(u,0) = \int \int f(x,y)\, e^{-2\pi iux} dxdy$$

$$= \int \left[\int f(x,y)dy \right] e^{-2\pi iux} dx$$

$$= \int g(x)\, e^{-2\pi iux} dx \; = G(u)$$

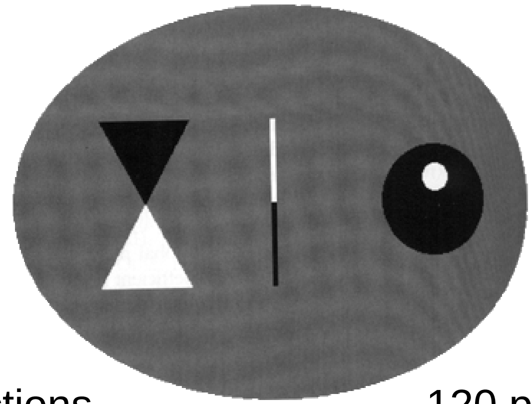
The 1D Fourier Transform of g(x)



Interpolations Method:

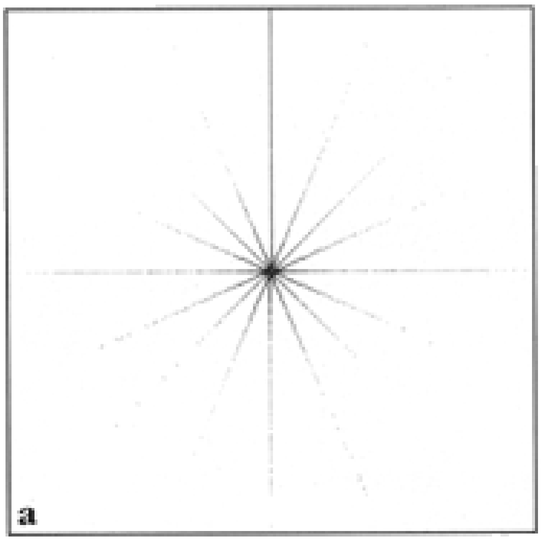
Interpolate (linear, quadratic etc) in the frequency space to obtain all values in F(u,v).
Perform **Inverse Fourier Transform** to obtain the image f(x,y).

Reconstruction from Projections - Example

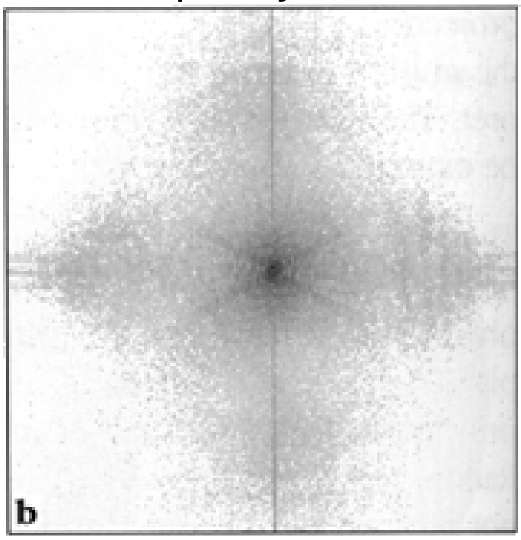


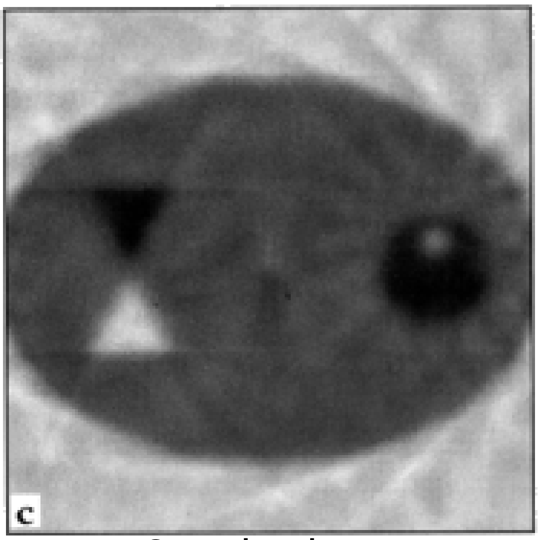
Original simulated density image

8 projections- Frequency Domain

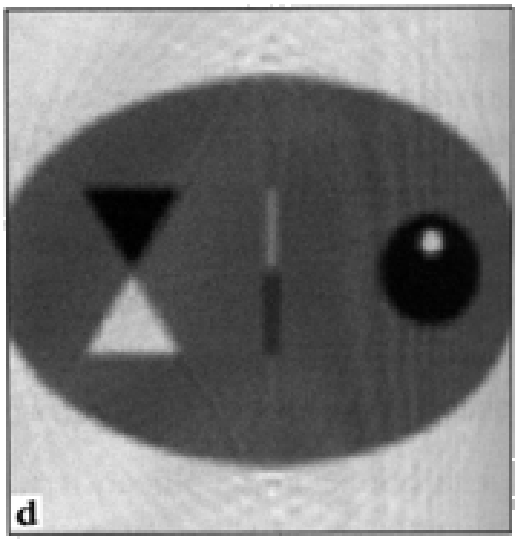


120 projections- Frequency Domain



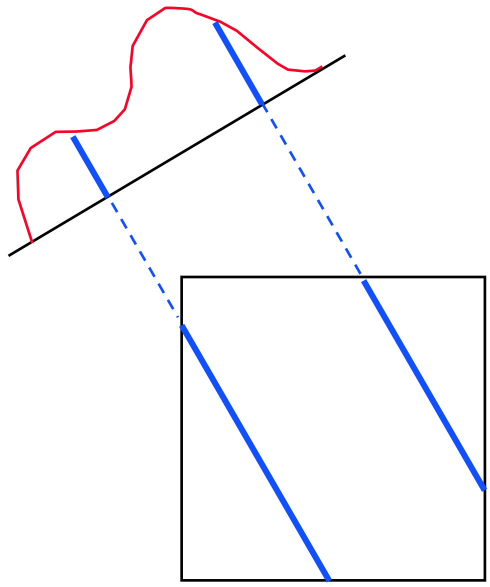


8 projections- Reconstruction



120 projections- Reconstruction

Back Projection Reconstruction

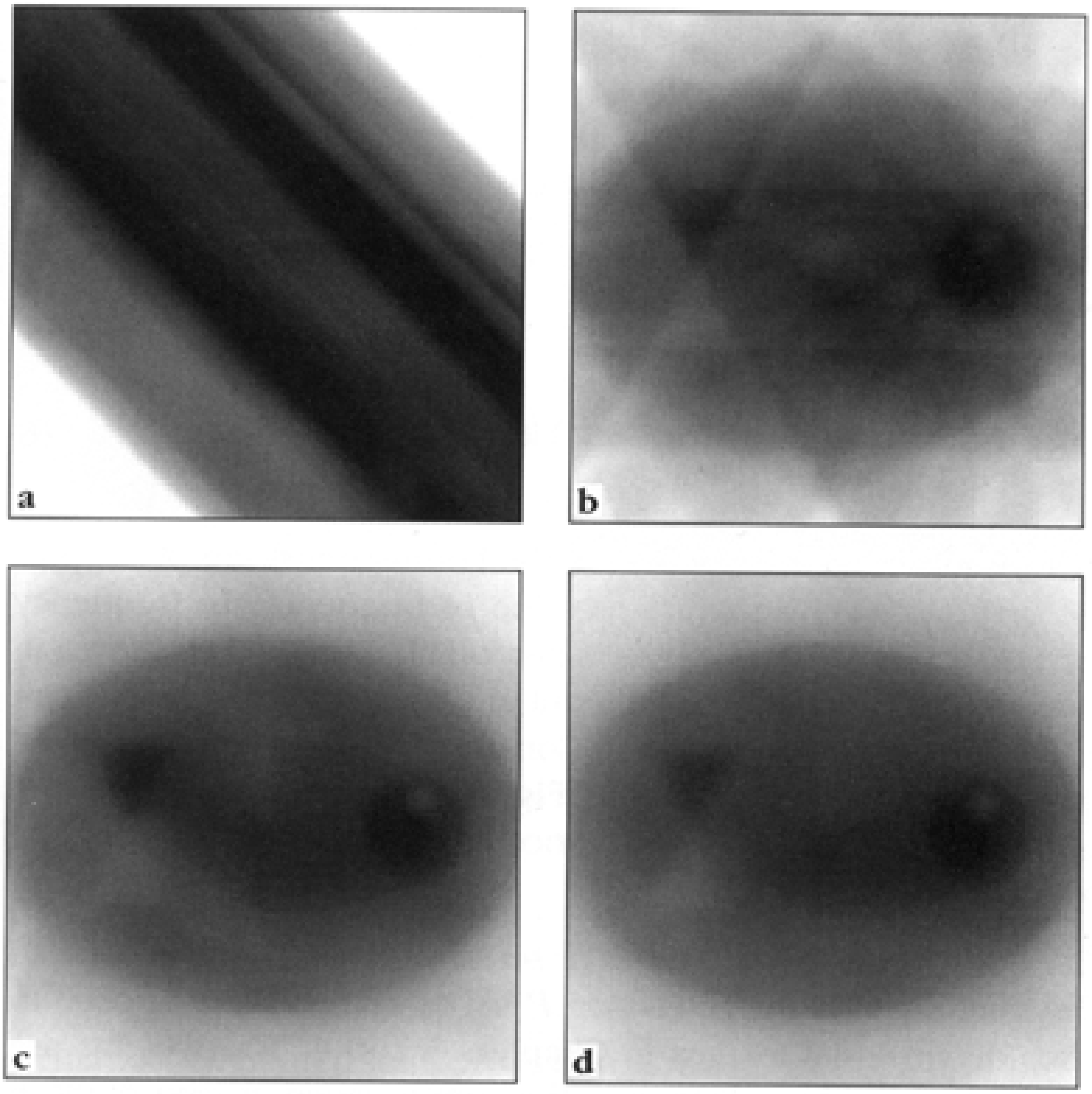


g(x) is Back Projected along the line of projection. The value of g(x) is added to the existing values at each point which were obtained from other back projections.

Note: a blurred version of the original is obtained. (for example consider a single point object is back projected into a blurred delta).

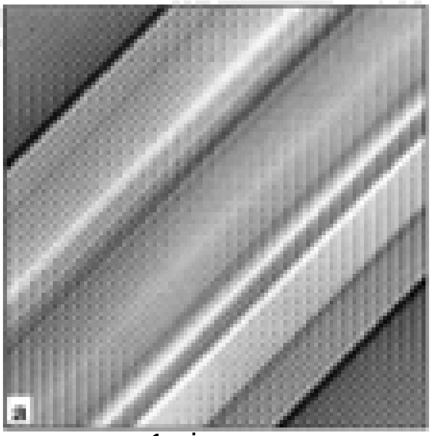
Back Projection Reconstruction - Example

1 view 8 views

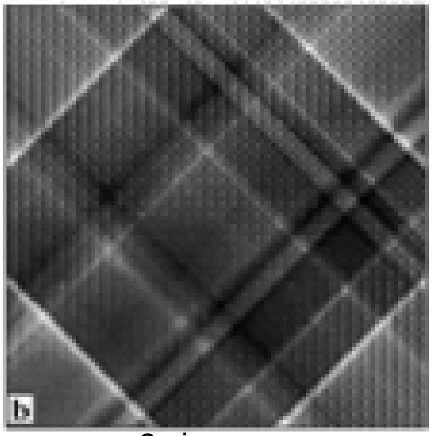


32 views 180 views

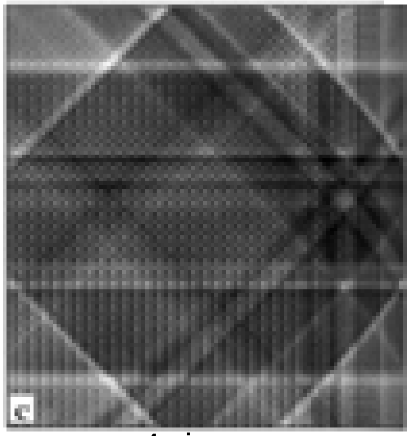
Filtered Back Projection - Example



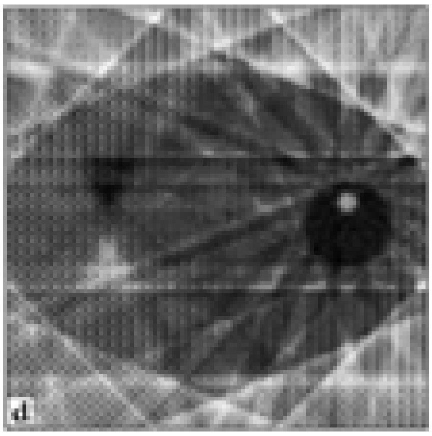
1 view



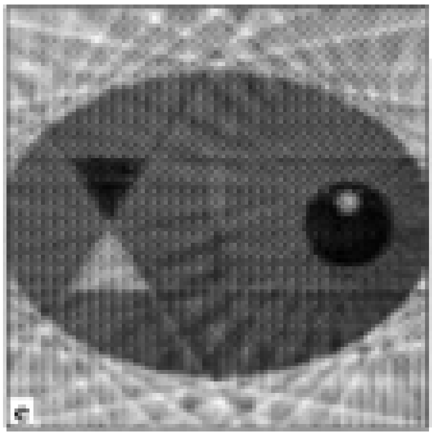
2 views



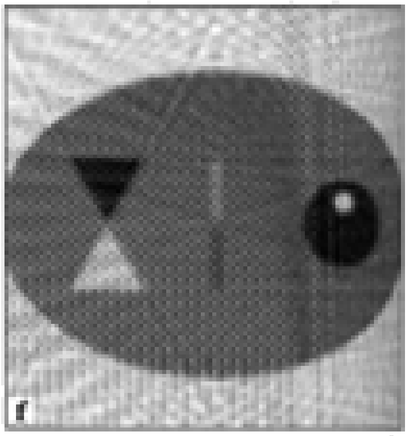
4 views



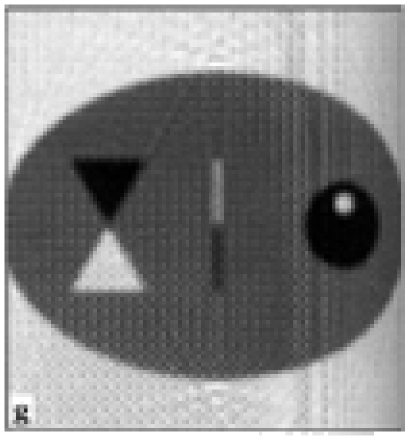
8 view



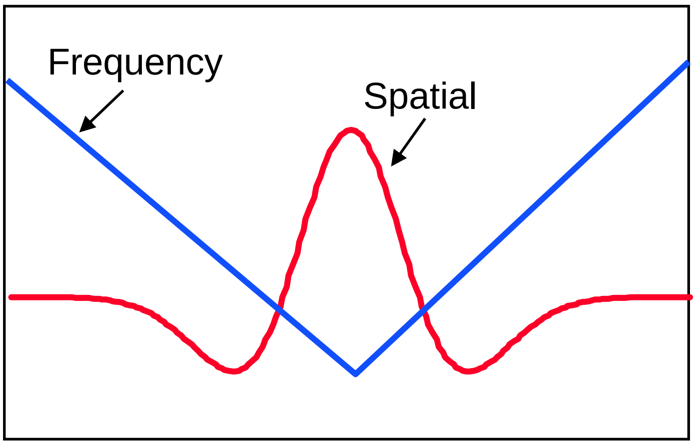
16 views



32 views



180 views



Filter

THE END