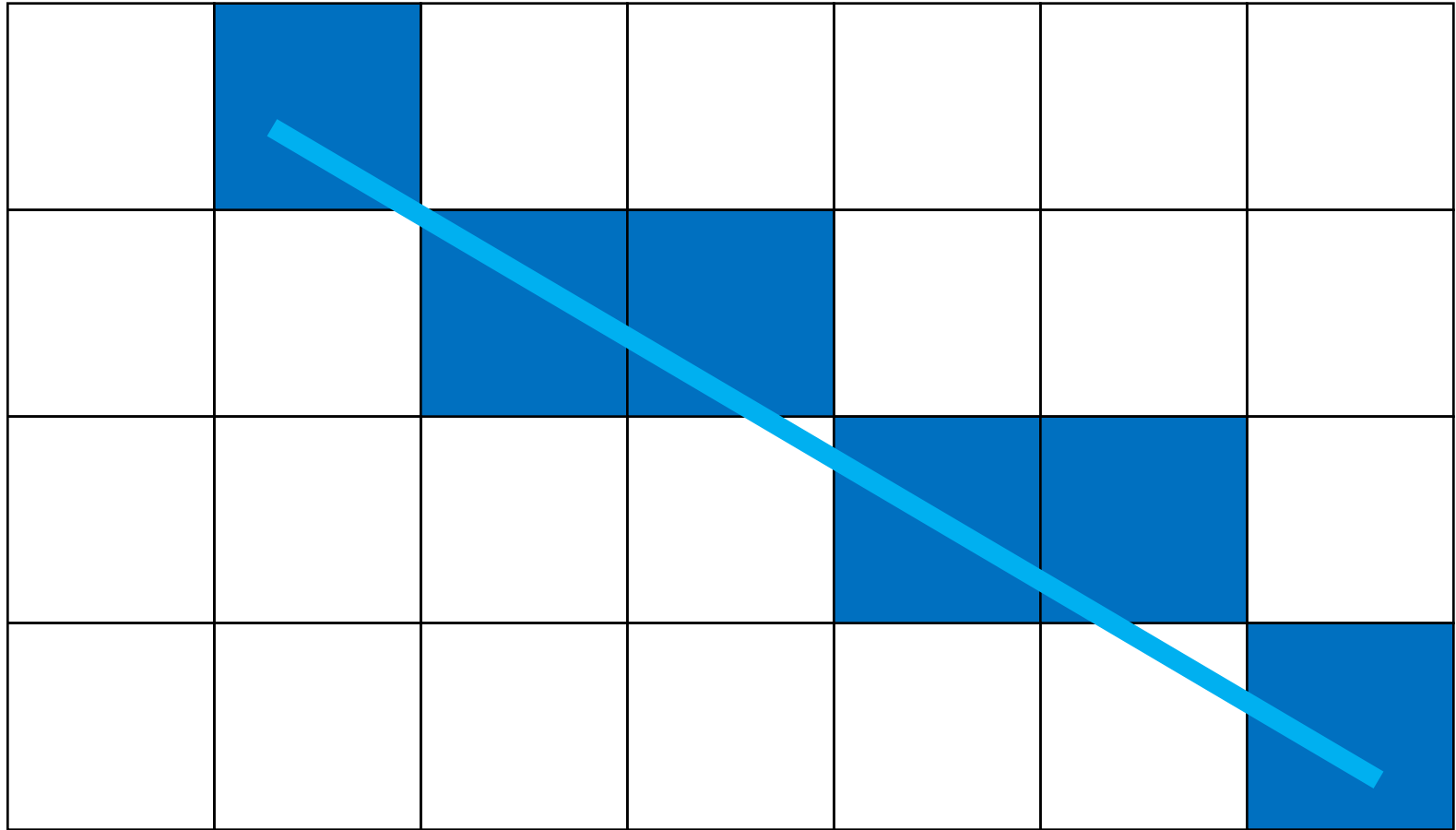


Sampling



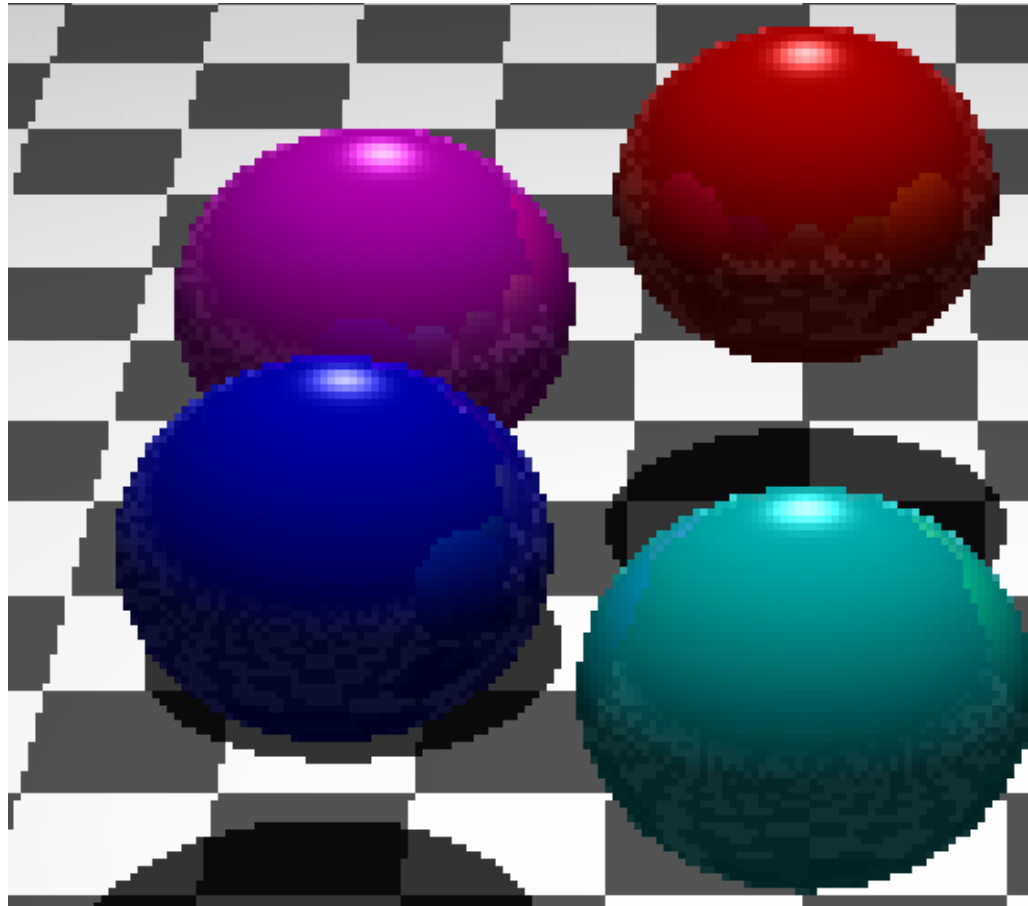
CS 148: Summer 2016
Introduction of Graphics and Imaging
Zahid Hossain

Important Issues We've Seen



Jaggies

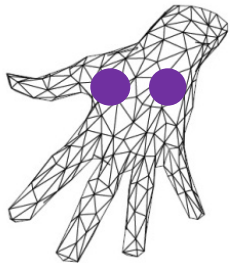
Important Issues We've Seen



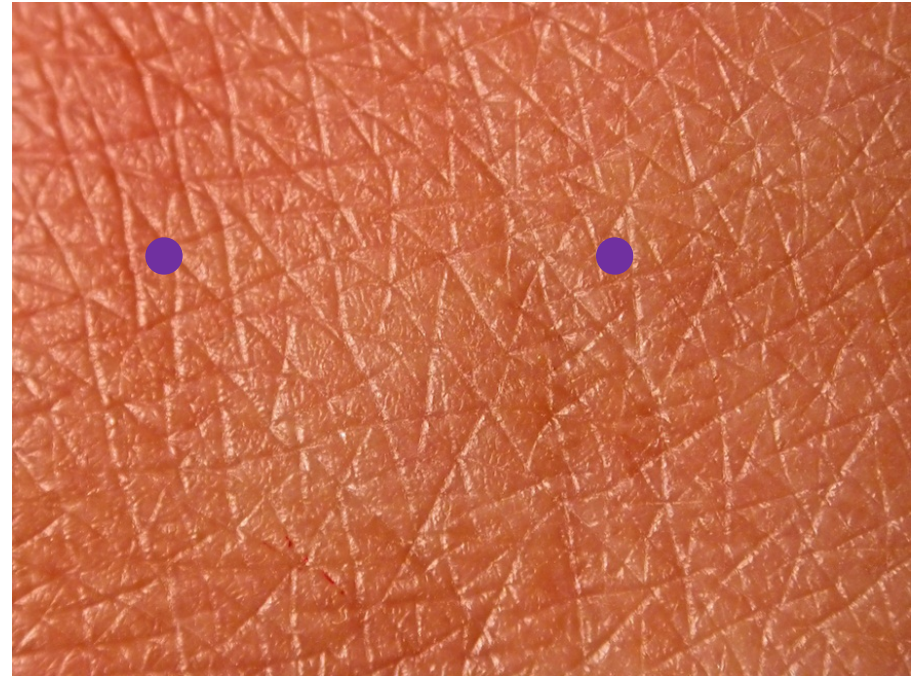
More Jaggies

Important Issues We've Seen

Small image



Large texture



Magnification/Minification

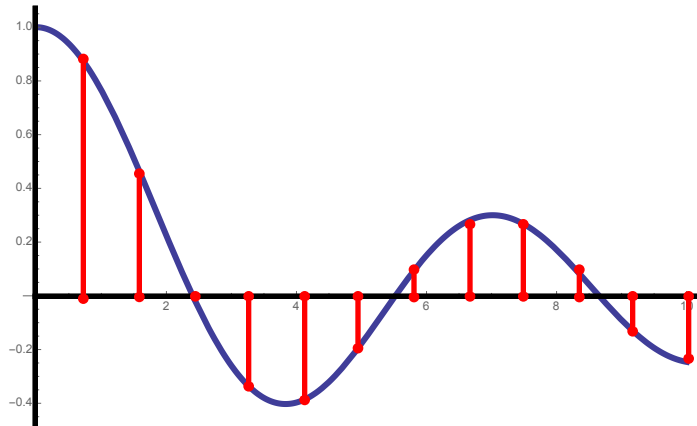
Important Issues We've Seen



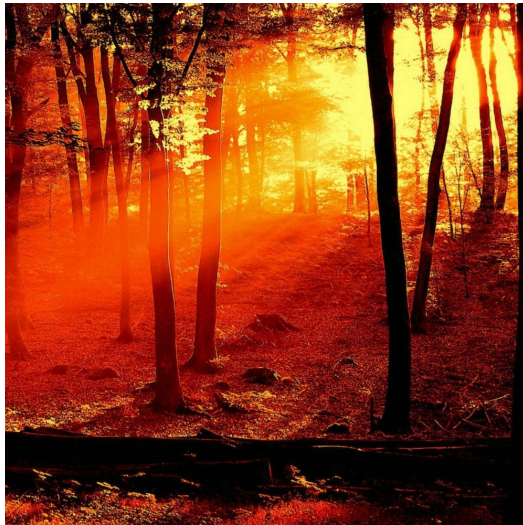
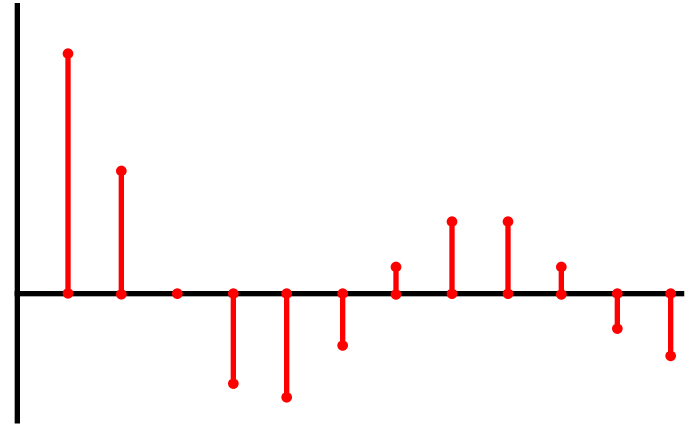
Moiré Patterns

What's Broken ?

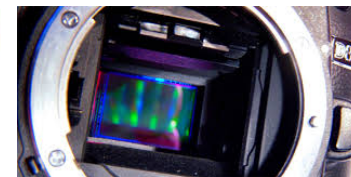
World is Continuous



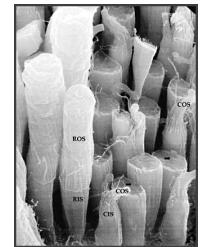
Storage, Sensor, Display are Discrete



RAM

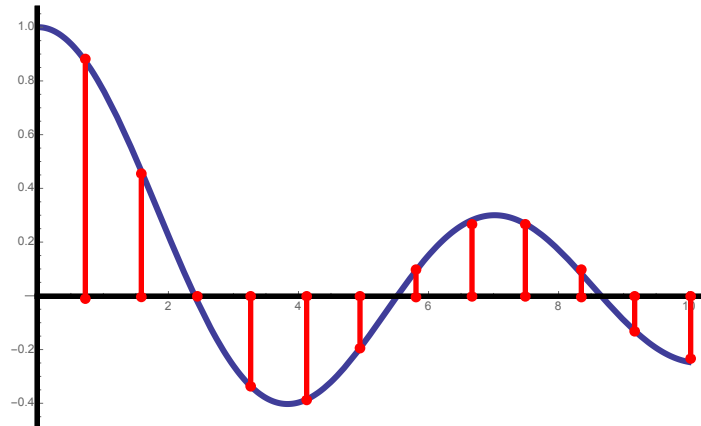


Camera Sensor

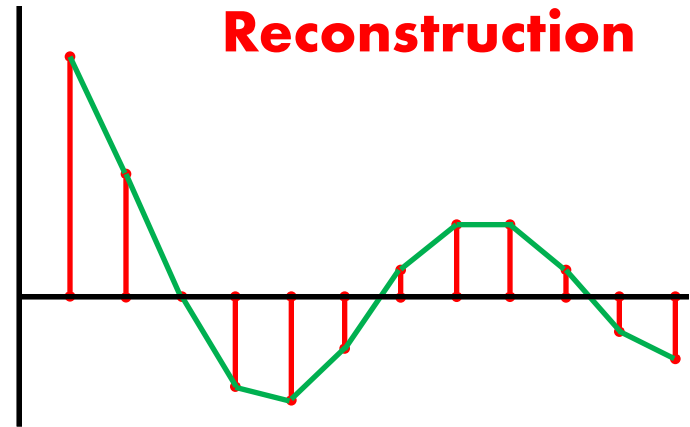


Eye Retina Cells

What's Broken ?

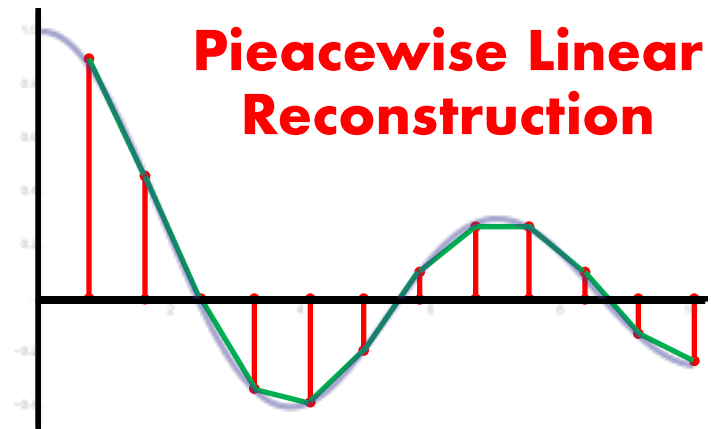
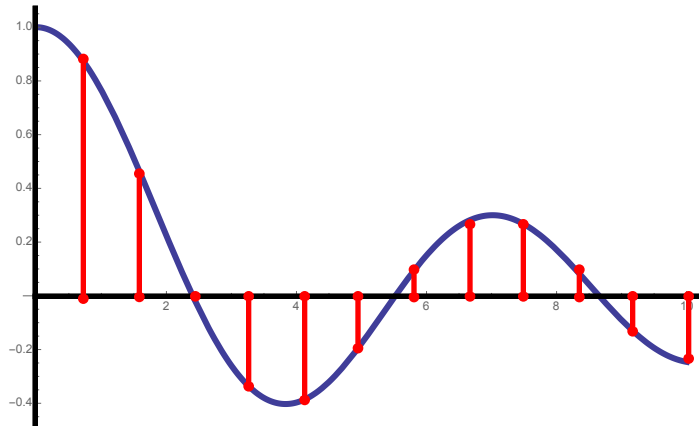


Piecewise Linear Reconstruction



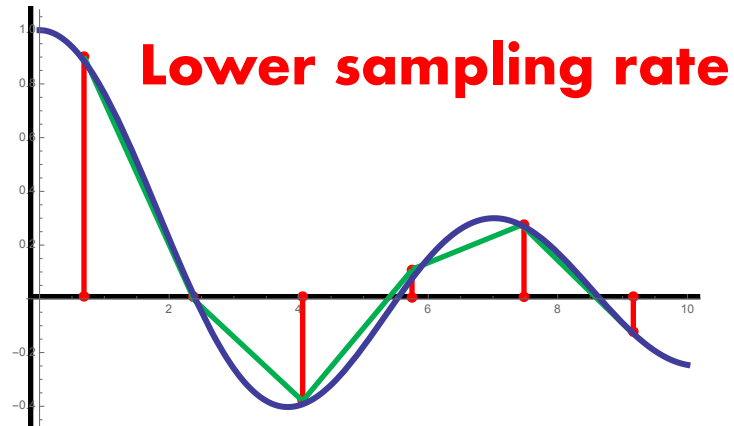
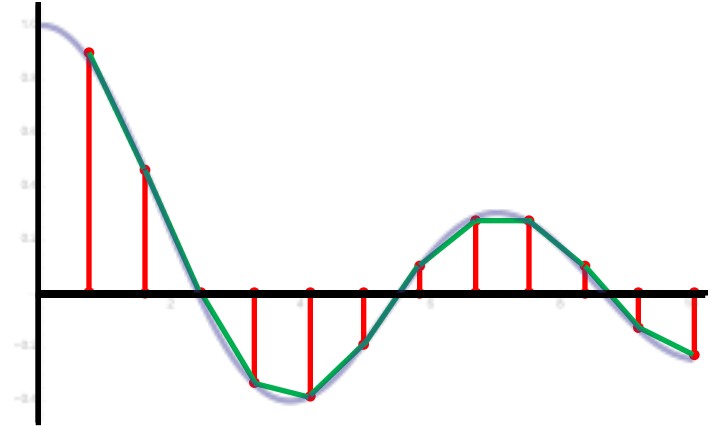
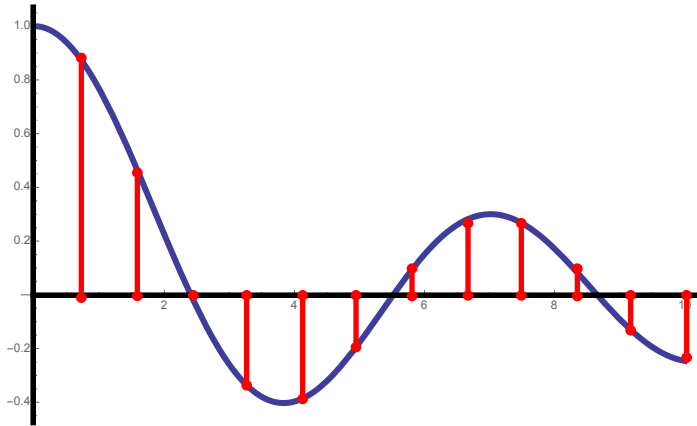
Reconstruct from samples

What's Broken ?



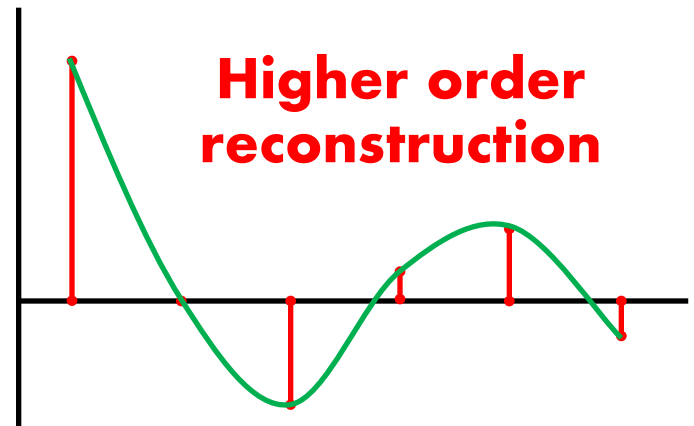
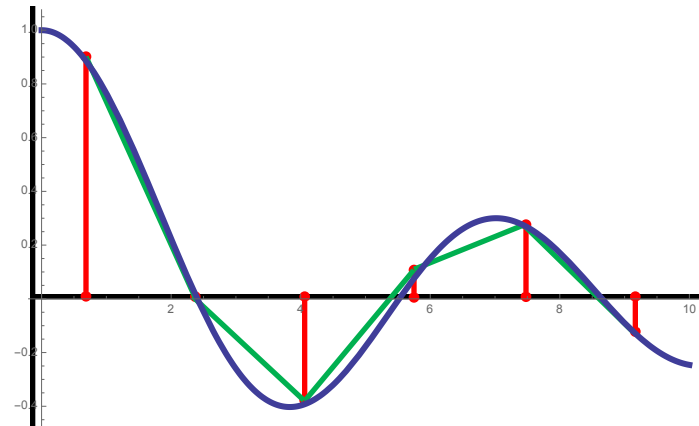
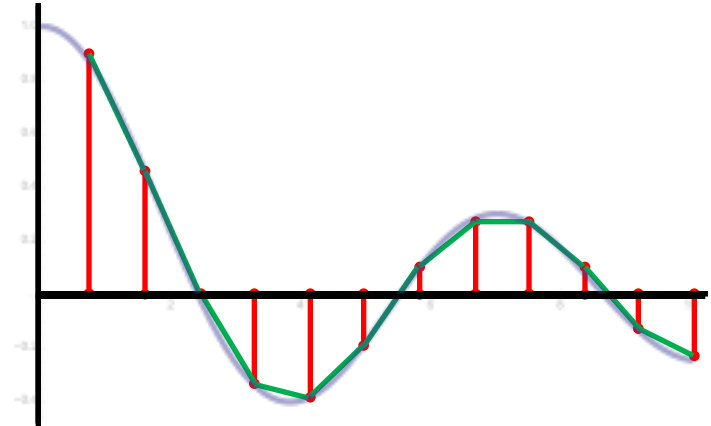
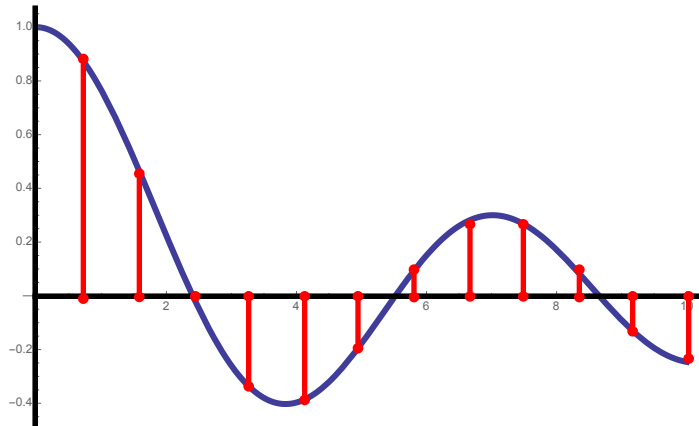
May work well with lots of samples

What's Broken ?

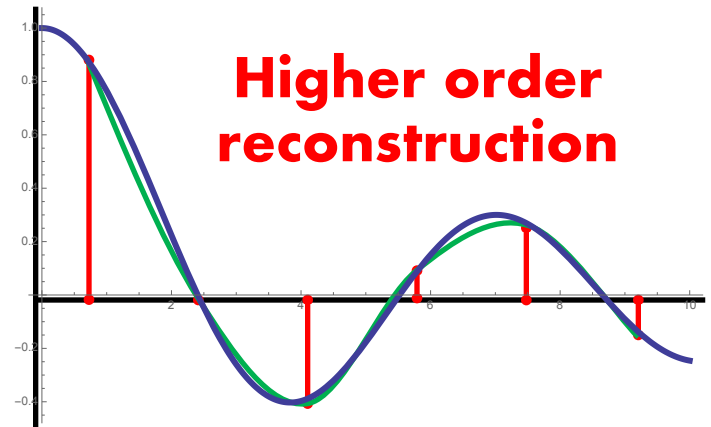
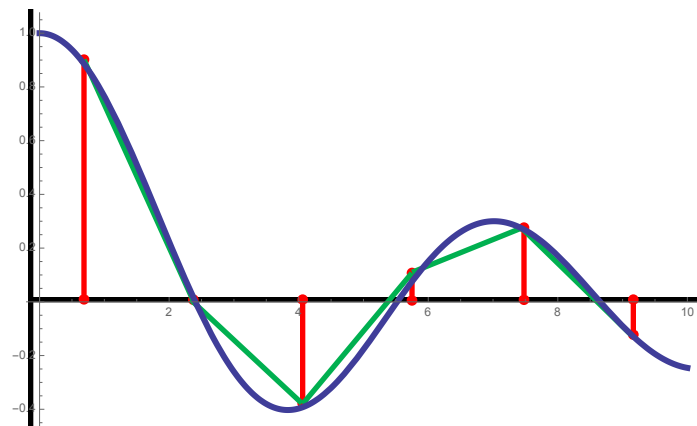
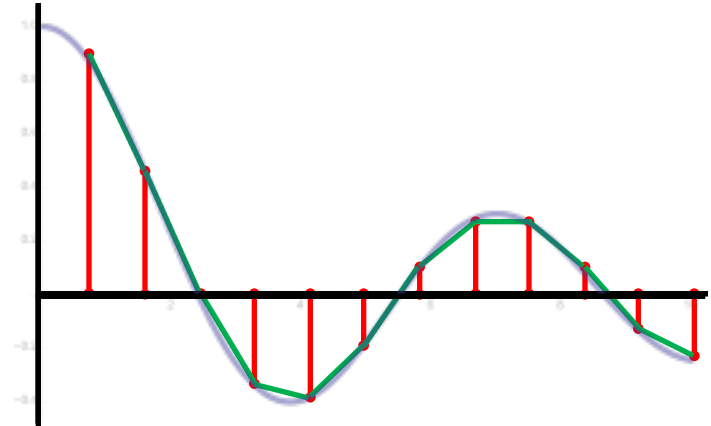
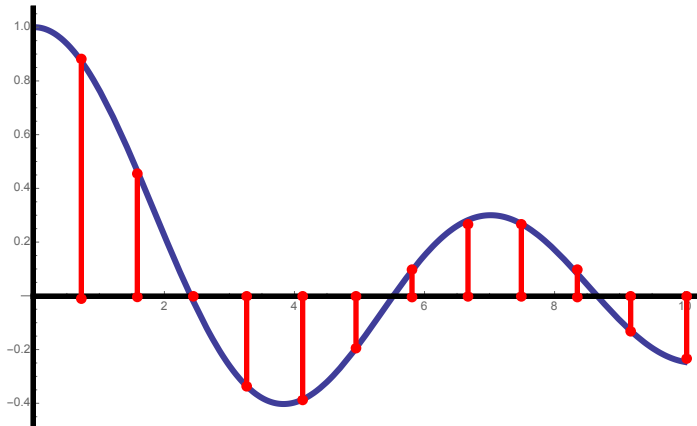


Not so much with less samples

What's Broken ?

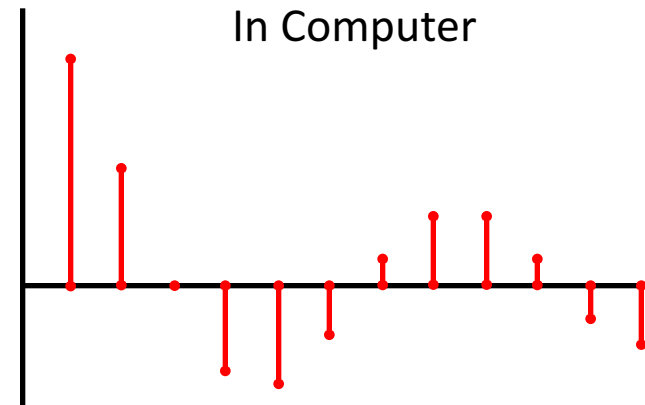
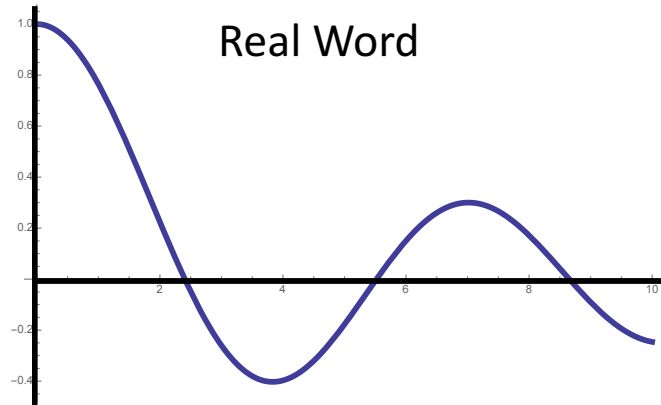


What's Broken ?



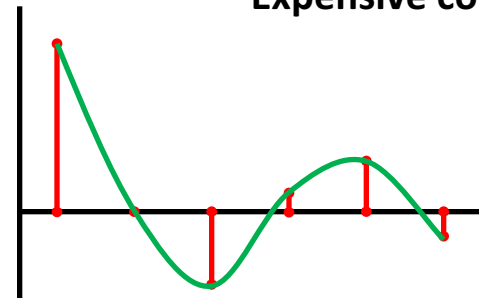
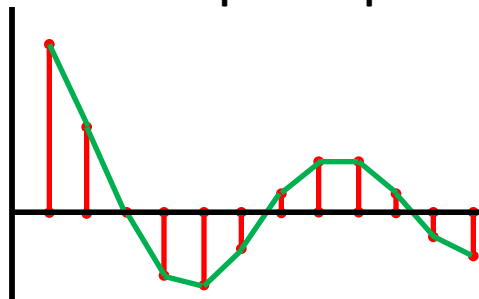
With better reconstruction: we do better

Tradeoffs



- **Higher sampling rate**
 - **Large storage space**
- **Get away with lower order reconstruction**
 - **Cheaper computation**

- **Lower sampling rate**
 - **Smaller storage space**
- **Requires higher order reconstruction**
 - **Expensive computation**

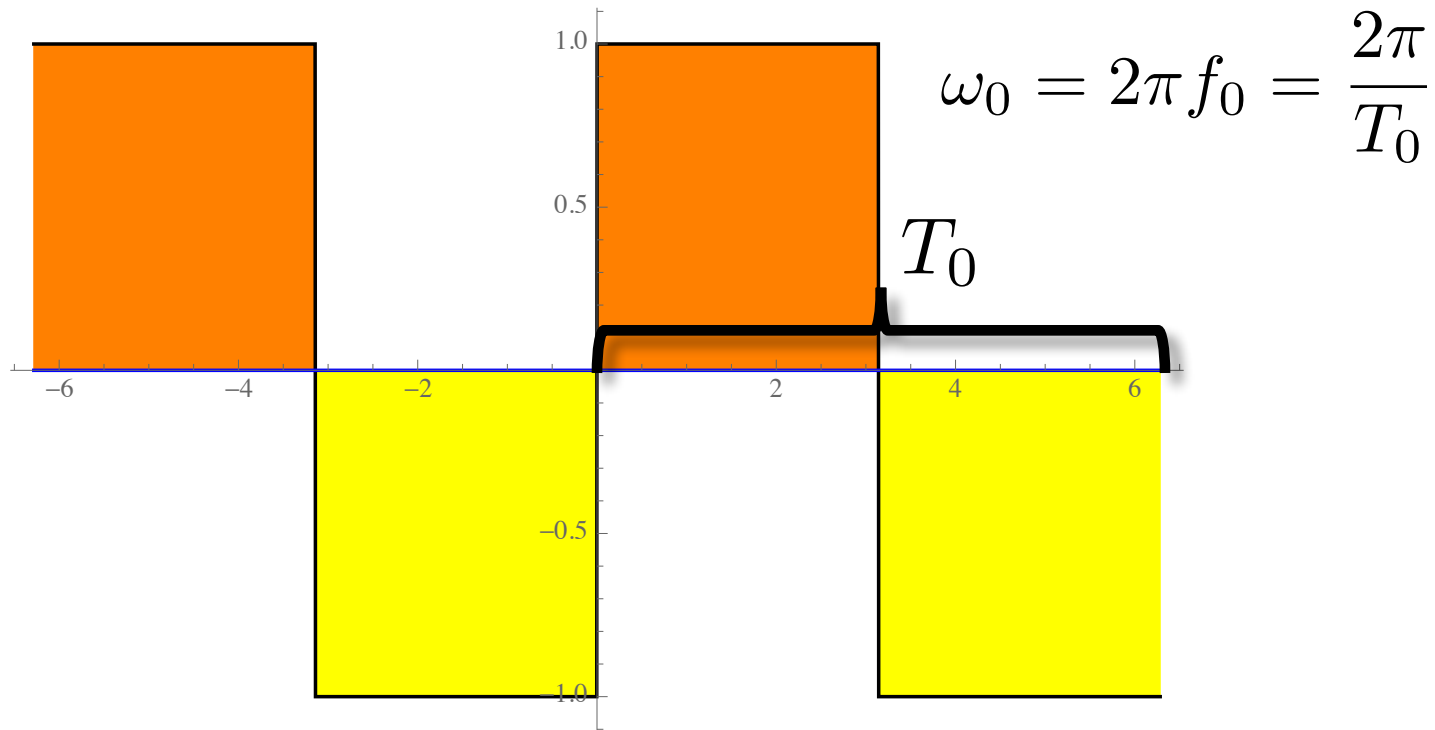


Fourier Series

$$f(x) = \frac{1}{2}a_0 + \sum_{n=1}^{\infty} a_n \cos(n\omega_0 x) + \sum_{n=1}^{\infty} b_n \sin(n\omega_0 x)$$

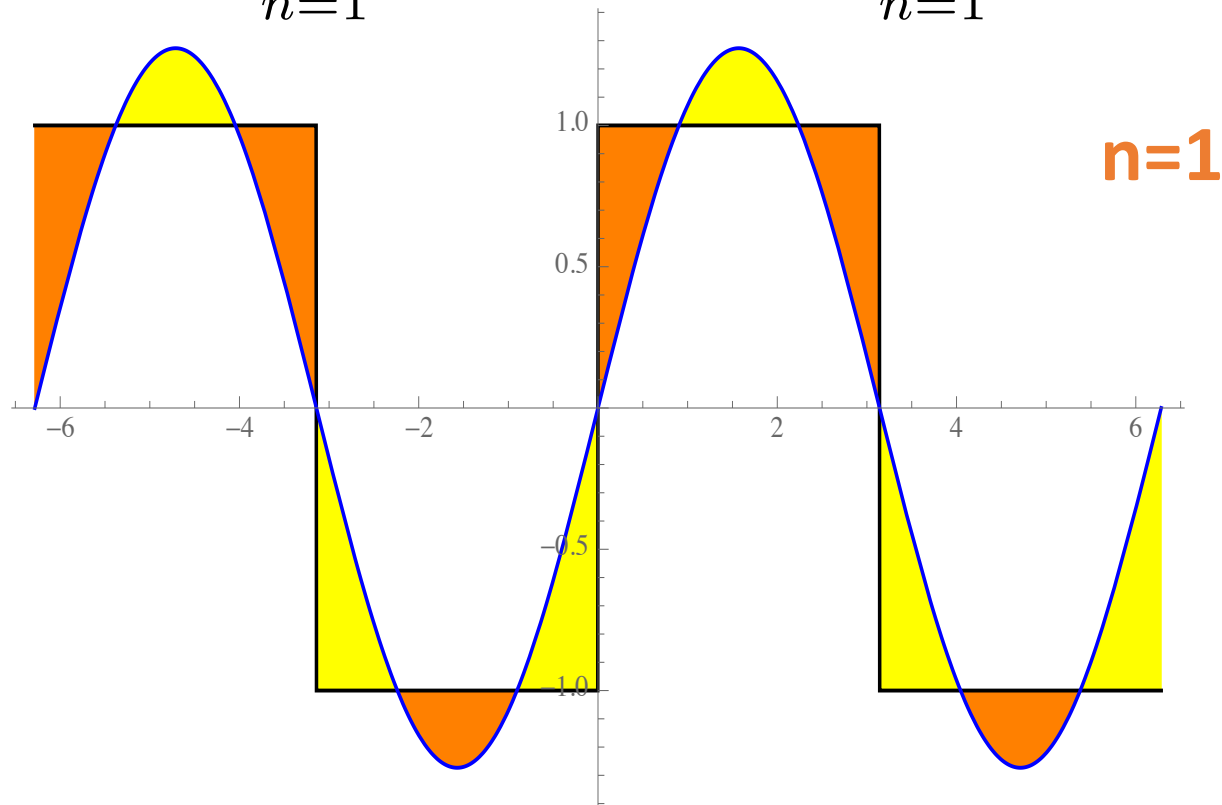
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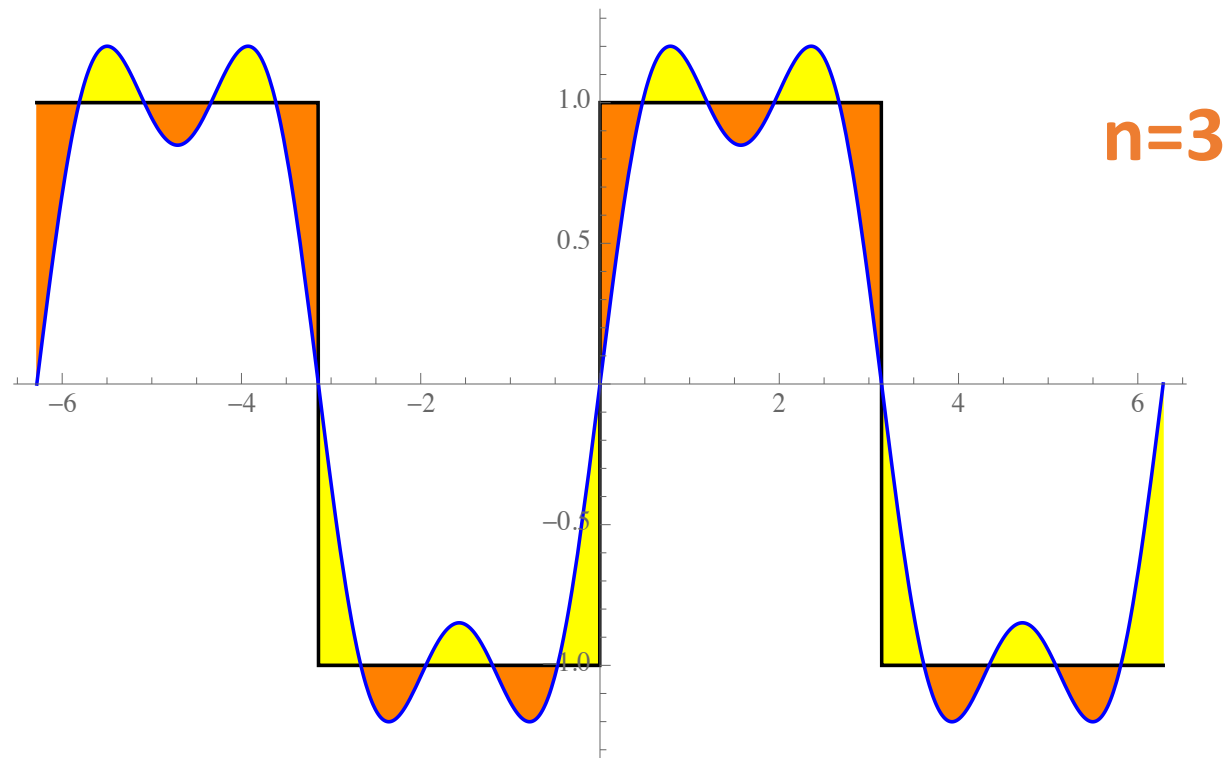
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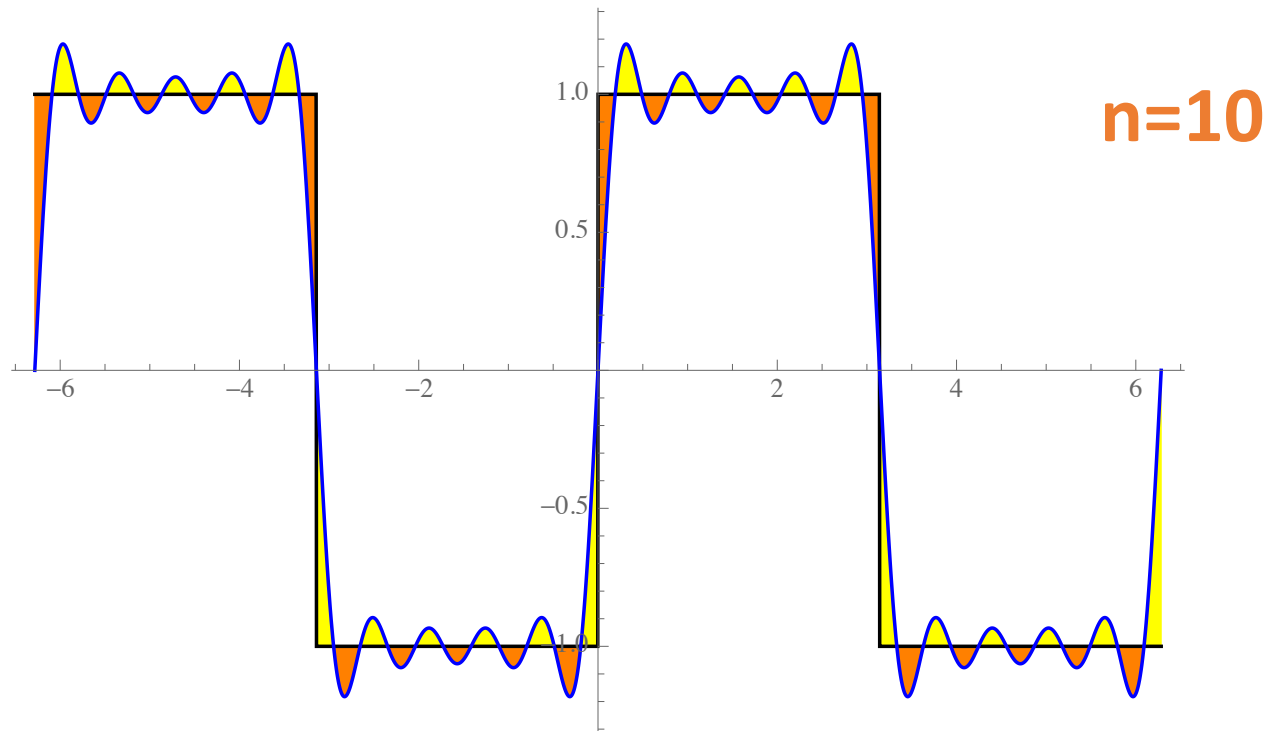
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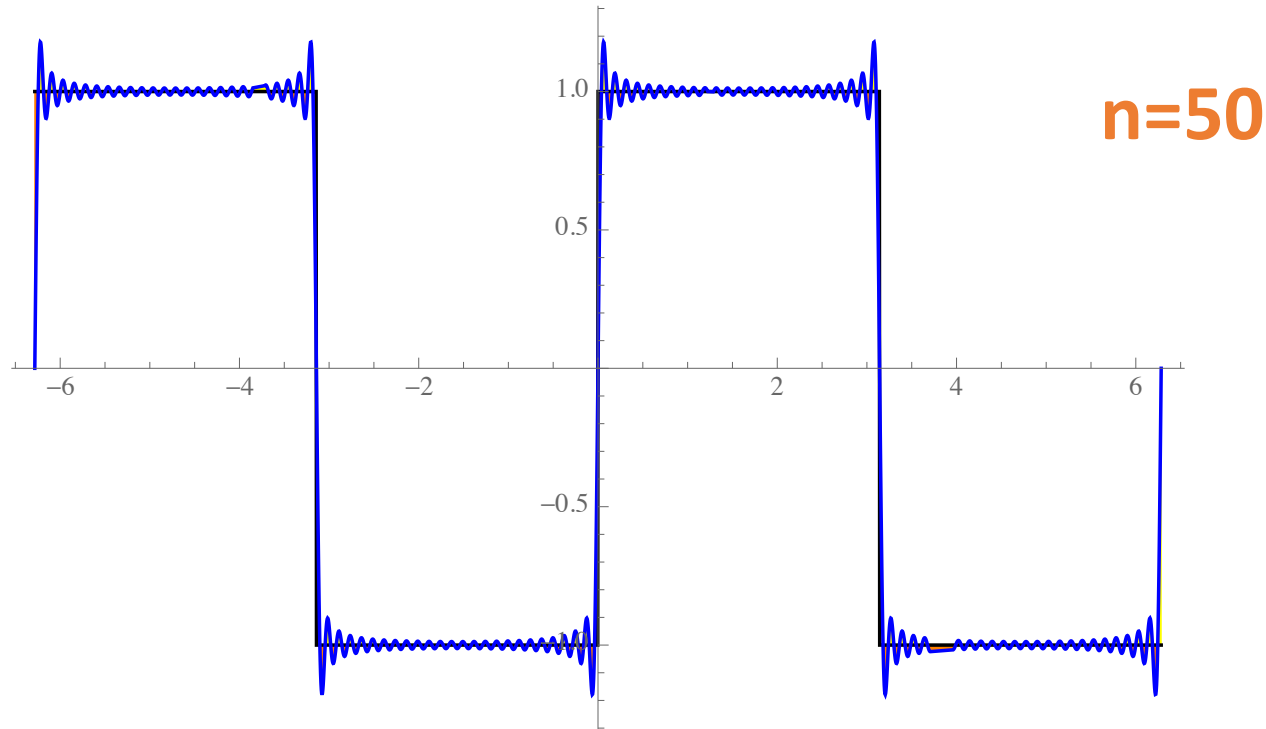
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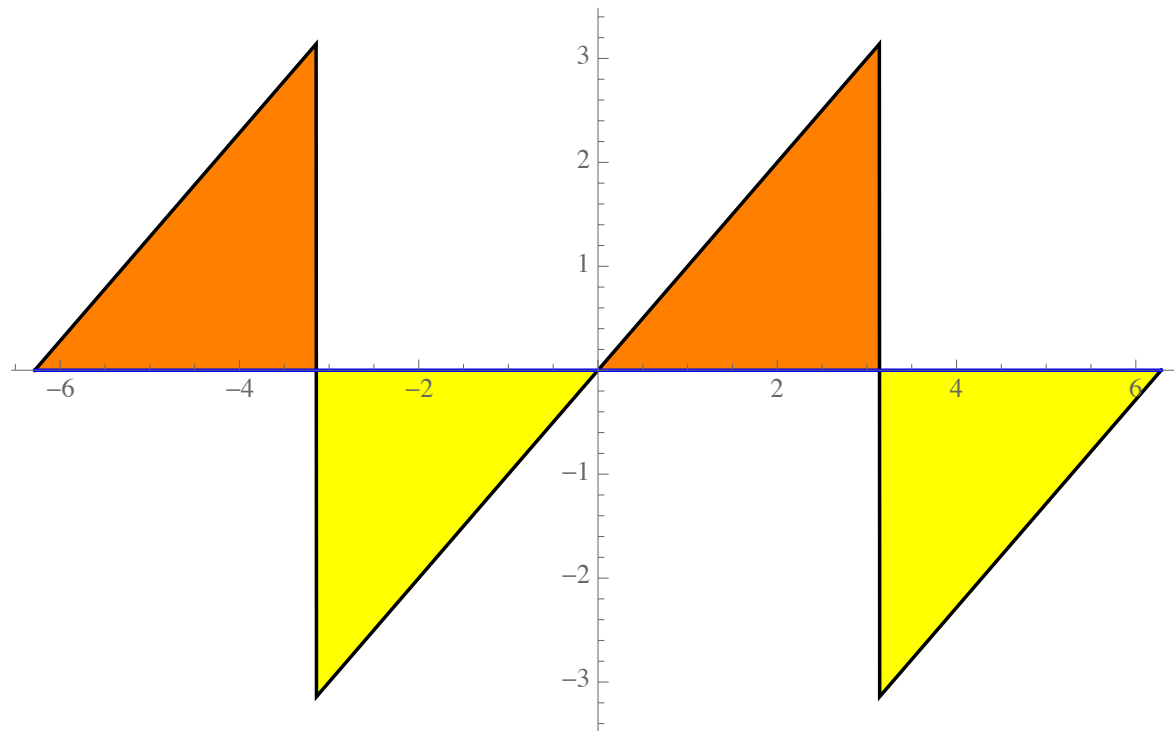
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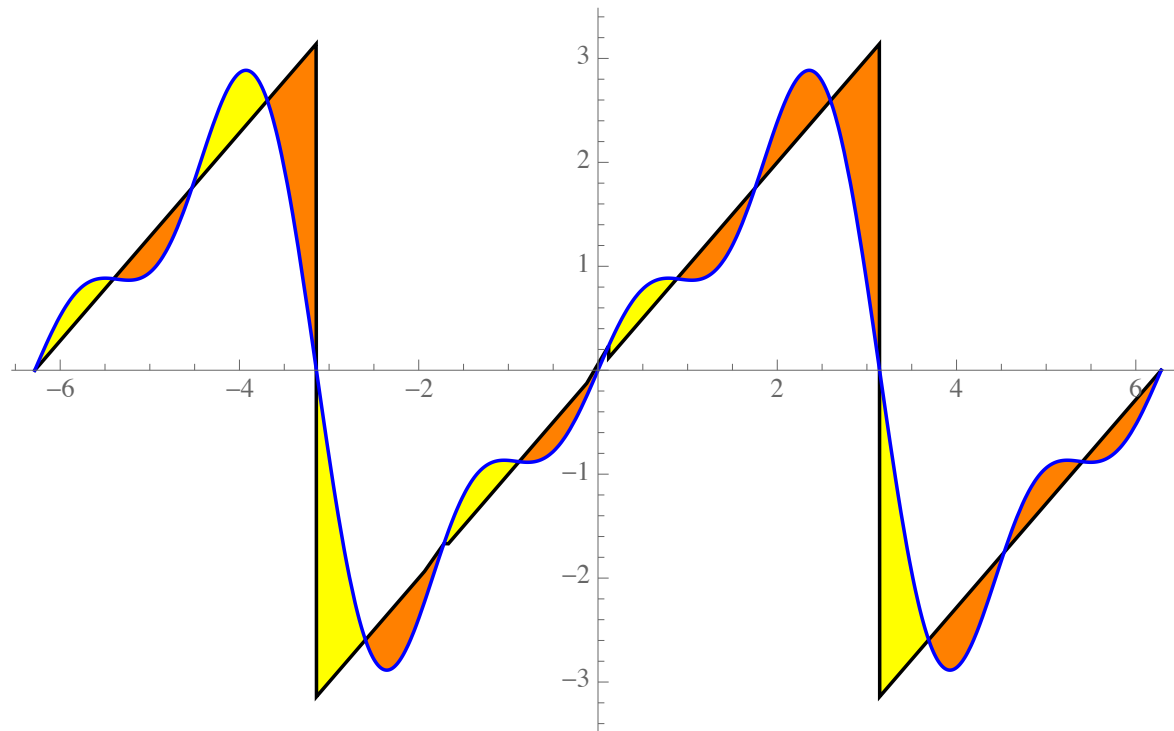
Fourier Series: More Examples

$$g(x) = \frac{1}{2}a_0 + \sum_{n=1}^{\infty} a_n \cos(n\omega_0 x) + \sum_{n=1}^{\infty} b_n \sin(n\omega_0 x)$$



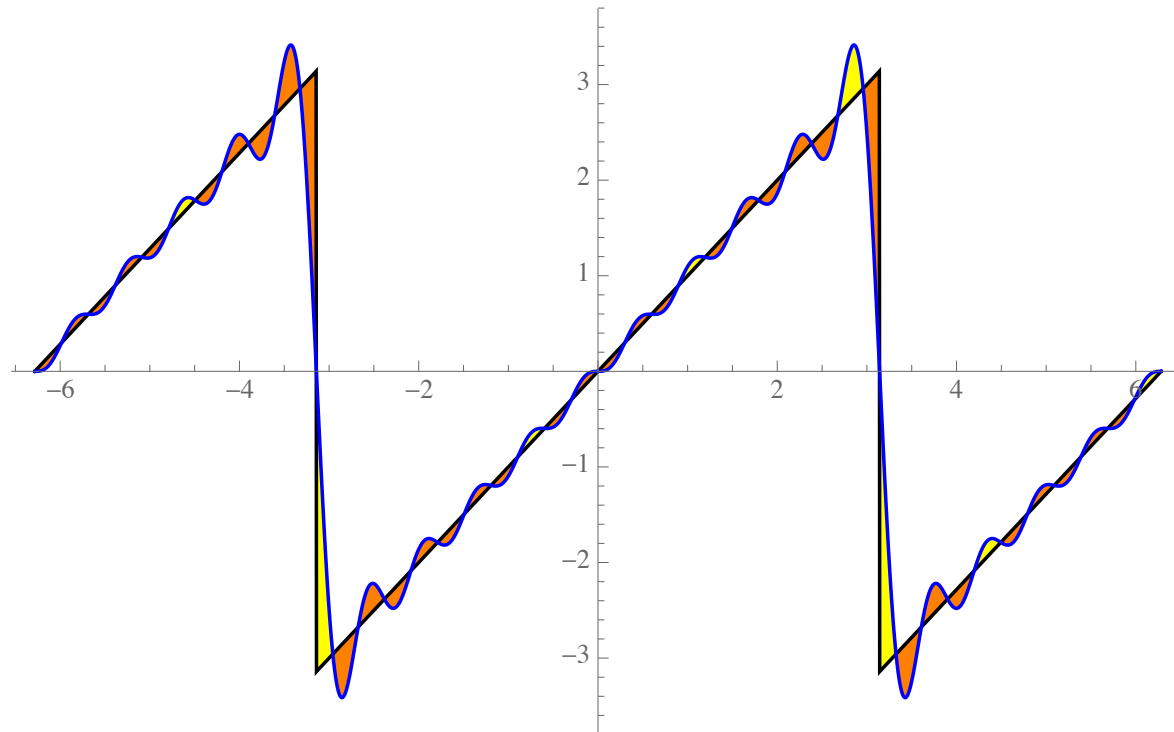
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Fourier Series: More Examples

$$g(x) = \frac{1}{2}a_0 + \sum_{n=1}^{\infty} a_n \cos(n\omega_0 x) + \sum_{n=1}^{\infty} b_n \sin(n\omega_0 x)$$



n=10

Computing the Coefficients

- Treat functions as vectors !
- Define a inner product (dot product)

$$\text{Inner Product : } \langle g, h \rangle \stackrel{\text{def}}{\equiv} \int_x g(x) \overline{h(x)} dx$$

Computing the Coefficients

- Treat functions as vectors !
- Define a inner product (dot product)
- Different frequencies of Cos and Sin happens to be orthogonal to each other

$$\begin{aligned}\langle \sin(n\omega_0 x), \sin(m\omega_0 x) \rangle &= \int_{-\frac{T_0}{2}}^{\frac{T_0}{2}} \sin(n\omega_0 x) \sin(m\omega_0 x) dx \\ &= \begin{cases} \frac{1}{2}T_0 & \text{if } m = n \\ 0 & \text{otherwise} \end{cases}\end{aligned}$$

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$$\langle \cos(n\omega_0 x), \cos(m\omega_0 x) \rangle = \begin{cases} \frac{1}{2}T_0 & \text{if } m = n \\ 0 & \text{otherwise} \end{cases}$$

$$\langle \sin(n\omega_0 x), \cos(m\omega_0 x) \rangle = 0$$

Computing the Coefficients

Orthogonal set : $\{1, \sin(n\omega_0 x), \cos(m\omega_0 x)\}$

$$a_0 = 2 \frac{\langle g(x), 1 \rangle}{\langle 1, 1 \rangle} = \frac{2}{T_0} \int_{-\frac{T_0}{2}}^{\frac{T_0}{2}} g(x) dx$$

$$a_n = \frac{\langle g(x), \cos(n\omega_0 x) \rangle}{\langle \cos(n\omega_0 x), \cos(n\omega_0 x) \rangle} = \frac{2}{T_0} \int_{-\frac{T_0}{2}}^{\frac{T_0}{2}} g(x) \cos(n\omega_0 x) dx$$

$$b_n = \frac{\langle g(x), \sin(n\omega_0 x) \rangle}{\langle \sin(n\omega_0 x), \sin(n\omega_0 x) \rangle} = \frac{2}{T_0} \int_{-\frac{T_0}{2}}^{\frac{T_0}{2}} g(x) \sin(n\omega_0 x) dx$$

$$g(x) = \frac{1}{2} a_0 + \sum_{n=1}^{\infty} a_n \cos(n\omega_0 x) + \sum_{n=1}^{\infty} b_n \sin(n\omega_0 x)$$

Fourier Series: Compact Form

$$g(x) = \frac{1}{2}a_0 + \sum_{n=1}^{\infty} a_n \cos(n\omega_0 x) + \sum_{n=1}^{\infty} b_n \sin(n\omega_0 x)$$


Compact Form



$$g(x) = \sum_{n=-\infty}^{\infty} A_n e^{in\omega_0 x}$$

Fourier Series: Compact Form

$$g(x) = \frac{1}{2}a_0 + \sum_{n=1}^{\infty} a_n \cos(n\omega_0 x) + \sum_{n=1}^{\infty} b_n \sin(n\omega_0 x)$$

Compact Form  $e^{in\omega_0 x} = \cos(n\omega_0 x) + i \sin(n\omega_0 x)$

$$g(x) = \sum_{n=-\infty}^{\infty} A_n e^{in\omega_0 x}$$

Fourier Series: Compact Form

$$g(x) = \sum_{n=-\infty}^{\infty} A_n e^{in\omega_0 x}$$

Orthogonal set : $\{e^{in\omega_0 x}\}$

$$\begin{aligned} \langle e^{in\omega_0 x}, e^{im\omega_0 x} \rangle &= \int_{-\frac{T_0}{2}}^{\frac{T_0}{2}} e^{in\omega_0 x} e^{-im\omega_0 x} dx \\ &= \begin{cases} T & \text{if } m = n \\ 0 & \text{otherwise} \end{cases} \end{aligned}$$

Fourier Series: Compact Form

$$g(x) = \sum_{n=-\infty}^{\infty} c_n e^{in\omega_0 x}$$

Note the complex conjugate in the inner product definition

orthonormal set : $\{e^{in\omega_0 x}\}$

$$\langle e^{in\omega_0 x}, e^{im\omega_0 x} \rangle = \int_{-\frac{T_0}{2}}^{\frac{T_0}{2}} e^{in\omega_0 x} e^{-im\omega_0 x} dx$$

$$= \begin{cases} T & \text{if } m = n \\ 0 & \text{otherwise} \end{cases}$$

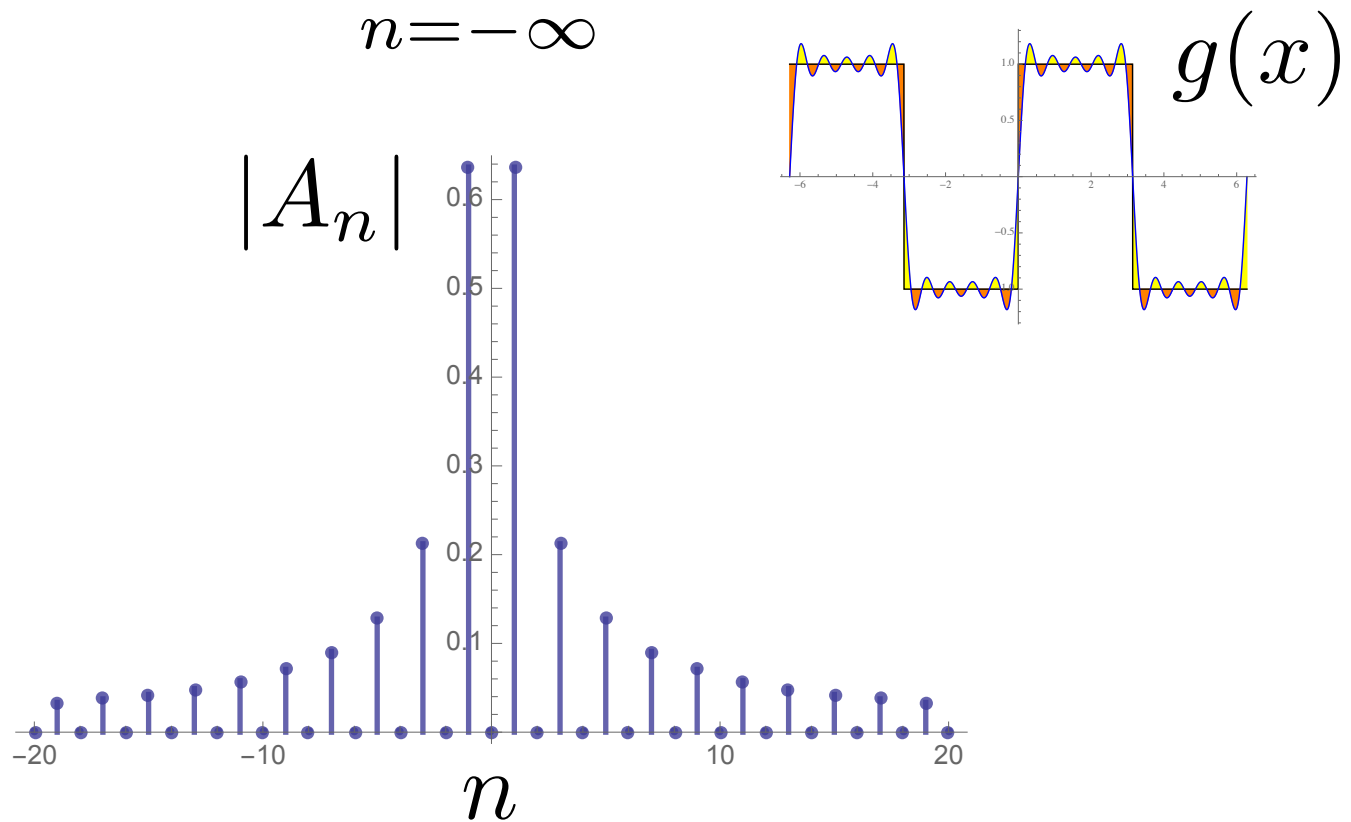
Fourier Series: Coefficients

$$g(x) = \sum_{n=-\infty}^{\infty} A_n e^{in\omega_0 x}$$

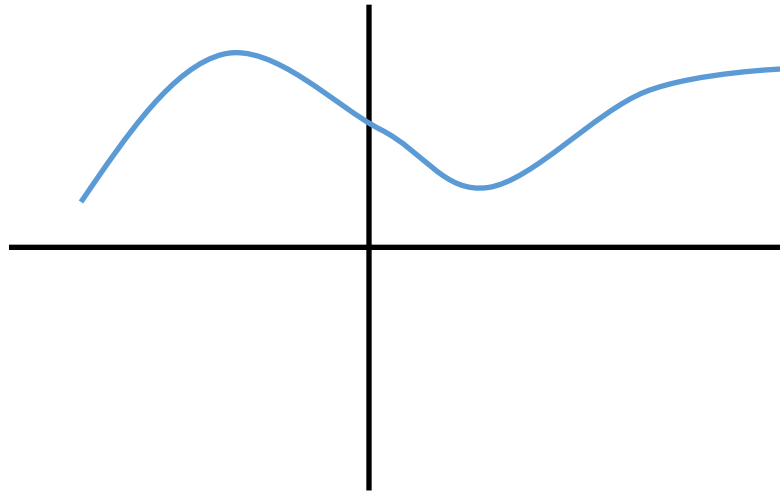
$$A_n = \frac{\langle g(x), e^{in\omega_0 x} \rangle}{\langle e^{in\omega_0 x}, e^{in\omega_0 x} \rangle} = \frac{1}{T_0} \int_{-\frac{T_0}{2}}^{\frac{T_0}{2}} g(x) e^{-in\omega_0 x} dx$$

Distribution of Frequencies

$$g(x) = \sum_{n=-\infty}^{\infty} A_n e^{in\omega_0 x}$$



Fourier Transform: Continuous



$$T_0 \rightarrow \infty$$

$$\lim_{T_0 \rightarrow \infty} \omega_0 = \frac{2\pi}{T_0} = 0$$

Fourier Transform: Continuous

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$$\Rightarrow \lim_{T_0 \rightarrow \infty, \omega_0 \rightarrow 0} A_n = \lim_{T_0 \rightarrow \infty, \omega_0 \rightarrow 0} \frac{\omega_0}{2\pi} \int_{-\frac{T_0}{2}}^{\frac{T_0}{2}} g(x) e^{-i\omega x} dx$$

$$\Rightarrow \lim_{T_0 \rightarrow \infty, \omega_0 \rightarrow 0} A_n = \frac{\Delta\omega}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx, \quad [\omega_0 = \Delta\omega]$$

Fourier Transform: Continuous

$$\lim_{T_0 \rightarrow \infty} A_n = \frac{\Delta\omega}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx$$

$$g(x) = \sum_{n=-\infty}^{\infty} A_n e^{in\omega_0 x}$$

Fourier Transform: Continuous

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$$g(x) = \sum_{n=-\infty}^{\infty} \left(\frac{\Delta\omega}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx \right) e^{i\omega x}, \quad [\omega = n\omega_0]$$

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$$\lim_{T_0 \rightarrow \infty} A_n = \frac{\Delta\omega}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx$$

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$$\begin{aligned} g(x) &= \sum_{n=-\infty}^{\infty} \left(\frac{\Delta\omega}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx \right) e^{i\omega x}, \quad [\omega = n\omega_0] \\ &= \sum_{n=-\infty}^{\infty} \left(\frac{1}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx \right) e^{i\omega x} \Delta\omega \end{aligned}$$

Fourier Transform: Continuous

$$\lim_{T_0 \rightarrow \infty} A_n = \frac{\Delta\omega}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx$$

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$$= \sum_{n=-\infty}^{\infty} \left(\frac{1}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx \right) e^{i\omega x} \Delta\omega$$

$$\lim_{\omega_0 \rightarrow 0} g(x) = \int_{-\infty}^{\infty} \underbrace{\left(\frac{1}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx \right)}_{F(\omega)} e^{i\omega x} d\omega$$

Fourier Transform: Continuous

Fourier Transform of the function $g(x)$

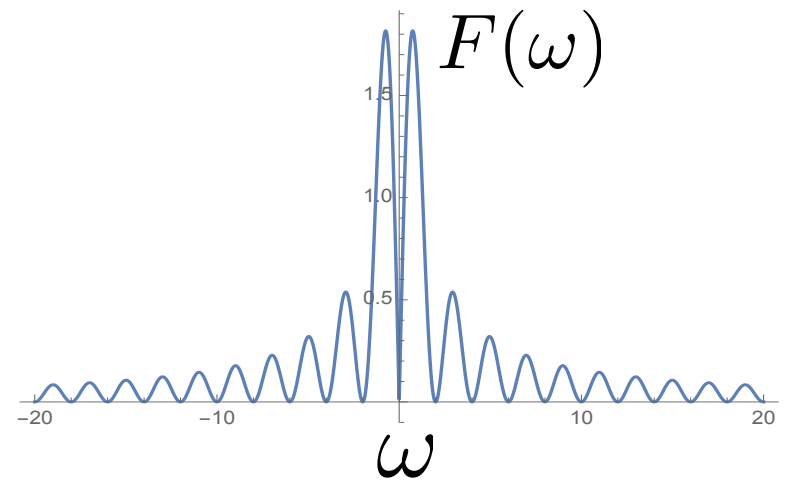
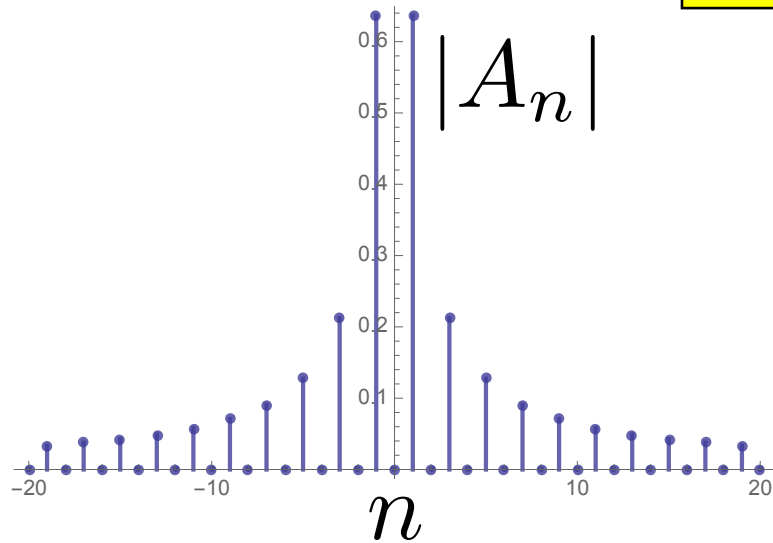
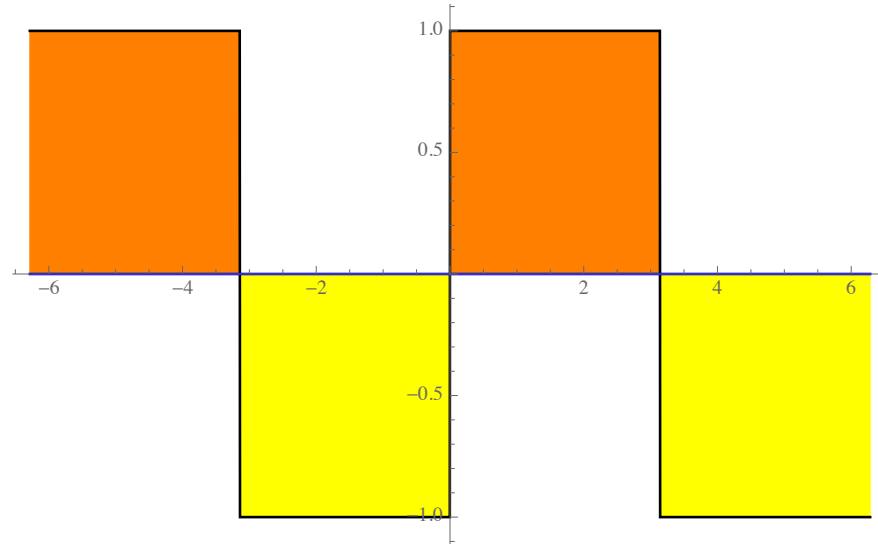
$$F(\omega) = \frac{1}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx$$

Fourier Transform: Operator Form

$$\mathcal{F} [g(x)] = \frac{1}{2\pi} \int_{-\infty}^{\infty} g(x) e^{-i\omega x} dx$$

$$\mathcal{F}^{-1} [F(\omega)] = g(x) = \int_{-\infty}^{\infty} F(\omega) e^{i\omega x} d\omega$$

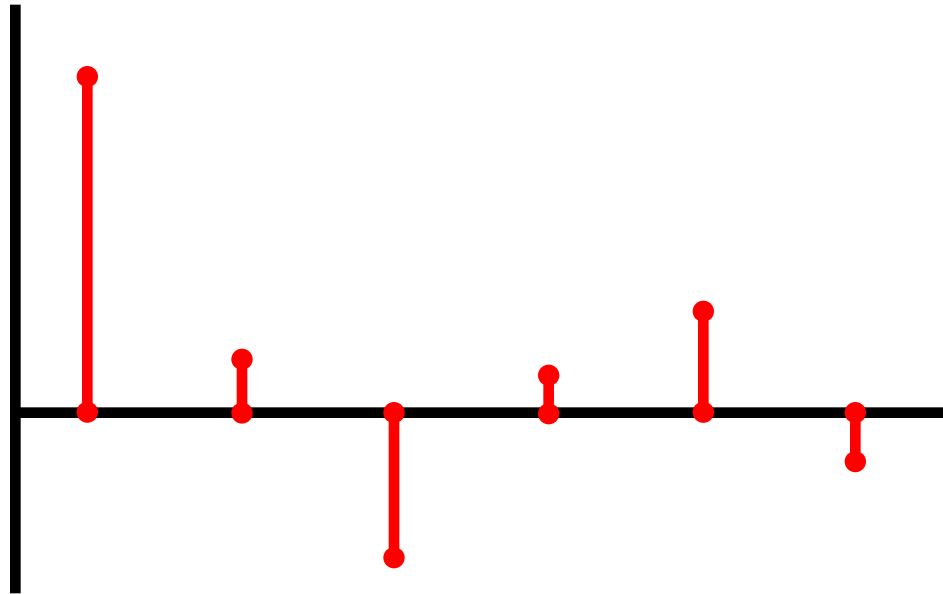
Fourier Transform: Examples



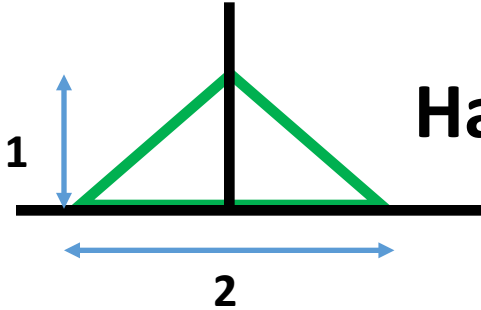
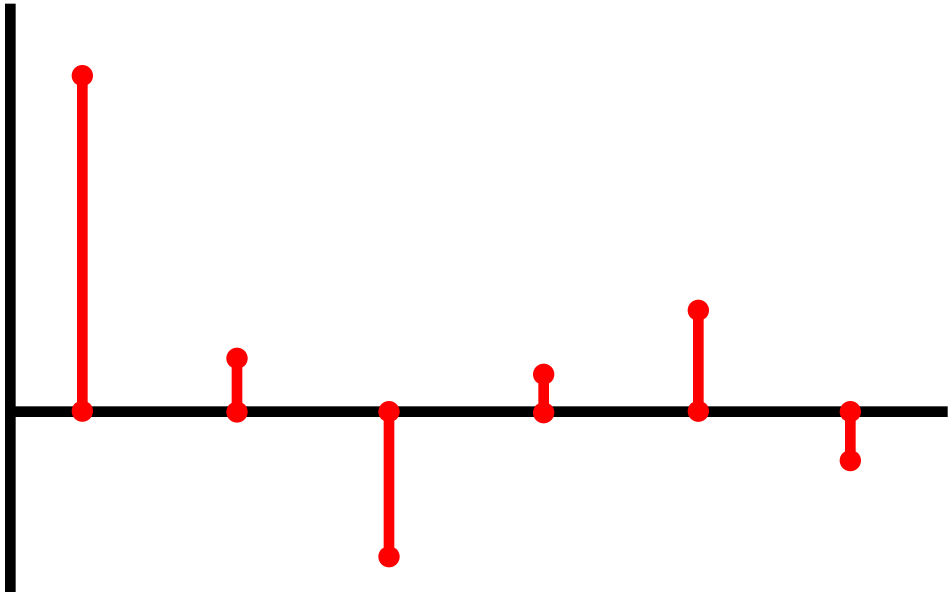
Fourier Transform Properties

- Fourier transform is a linear operator
 - $F[ag(x) + bh(x)] = a F[g(x)] + b F[h(x)]$
- Fourier transform scaling property
 - $f(\lambda x) \Leftrightarrow \frac{1}{|\lambda|} F\left(\frac{\omega}{\lambda}\right)$

Convolution

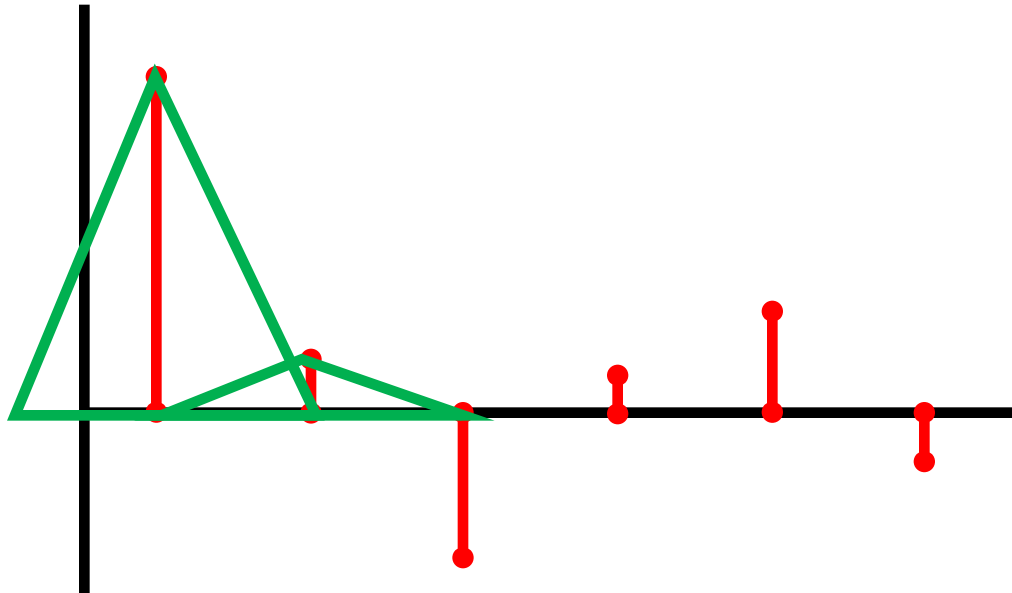


Convolution

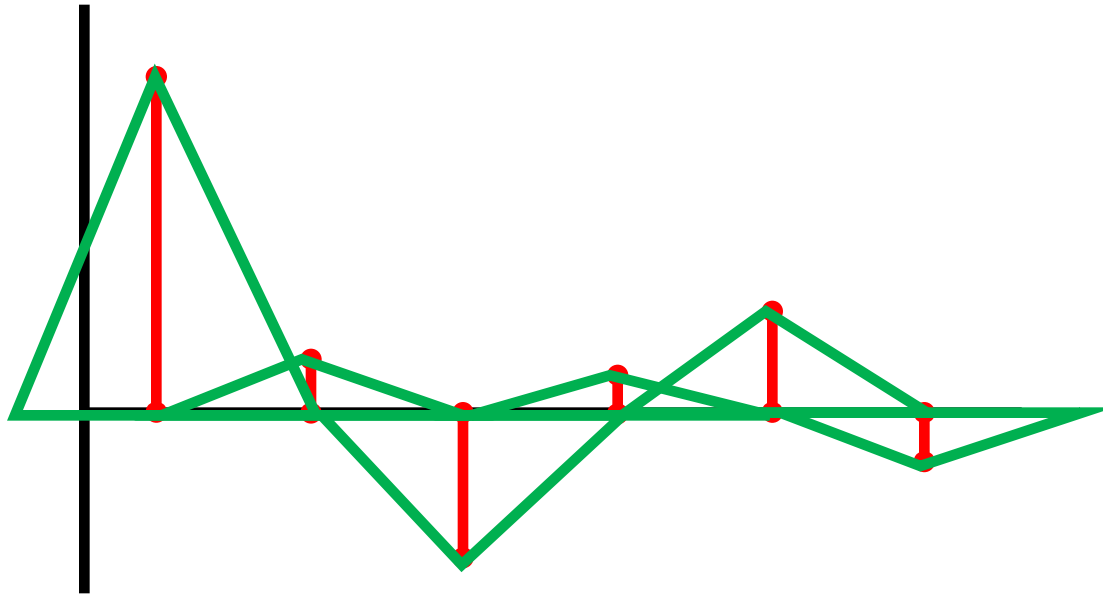


Hat Function

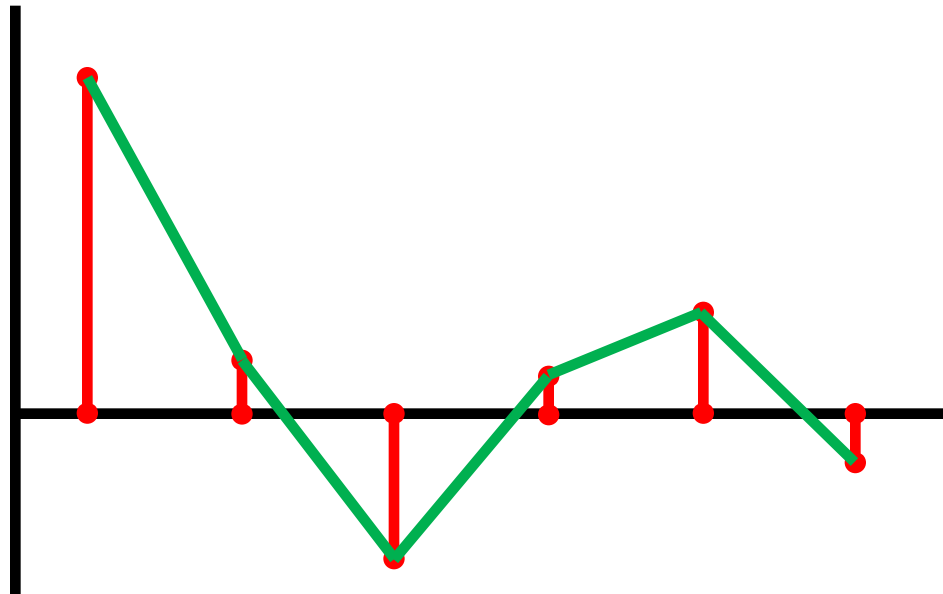
Convolution



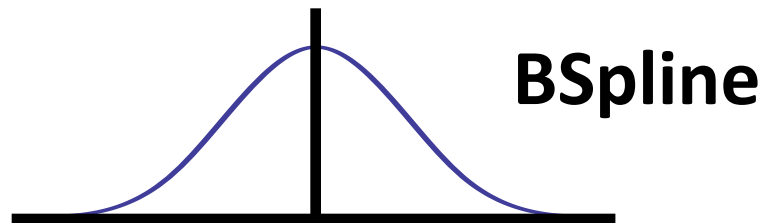
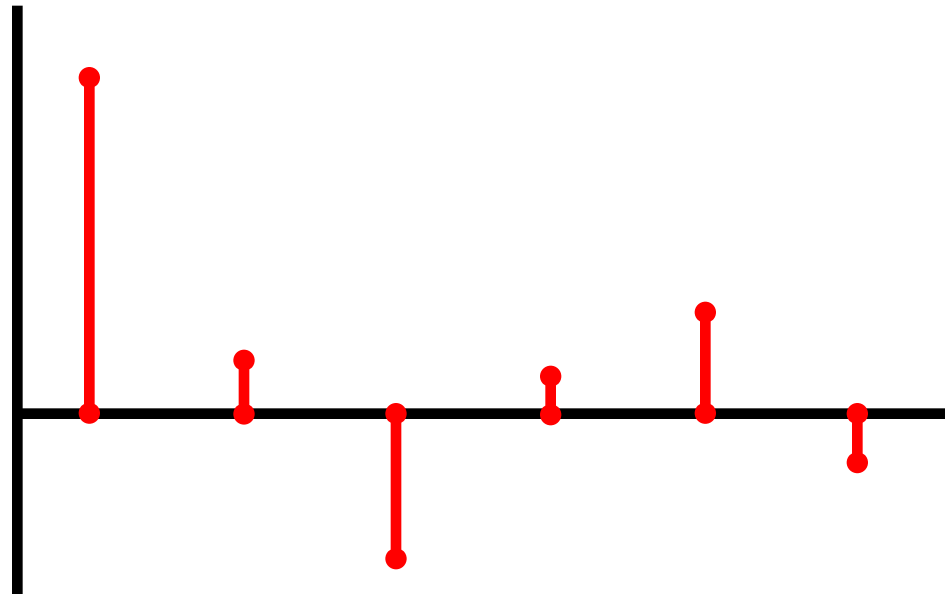
Convolution



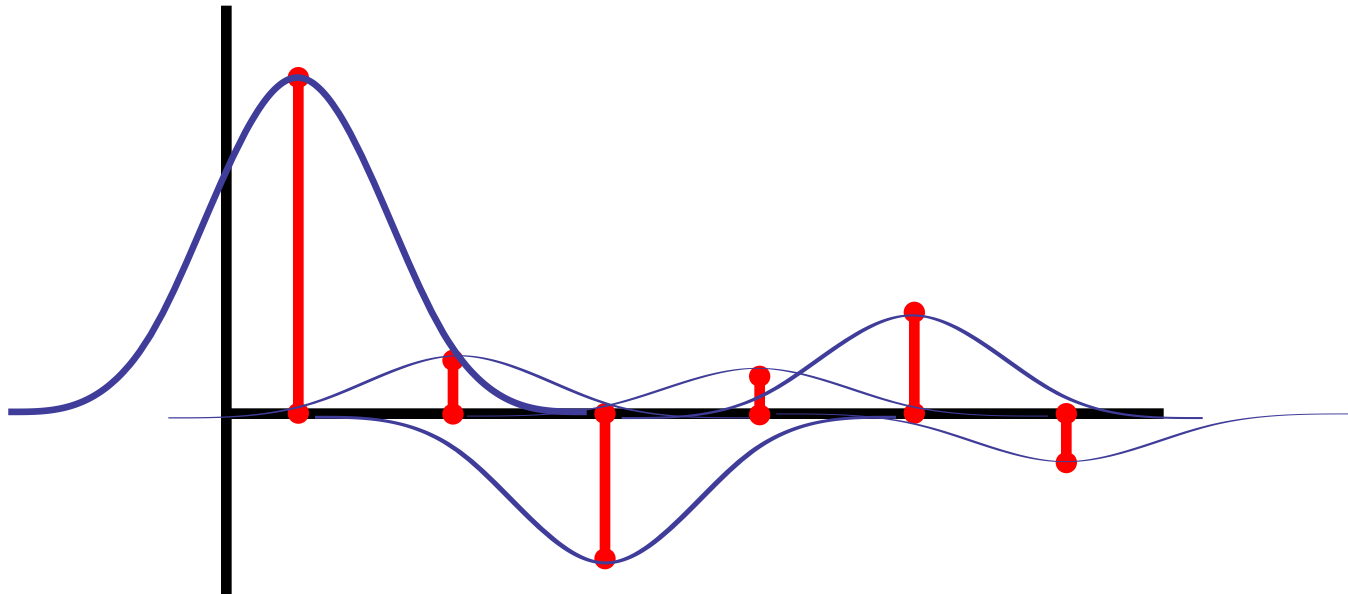
Convolution



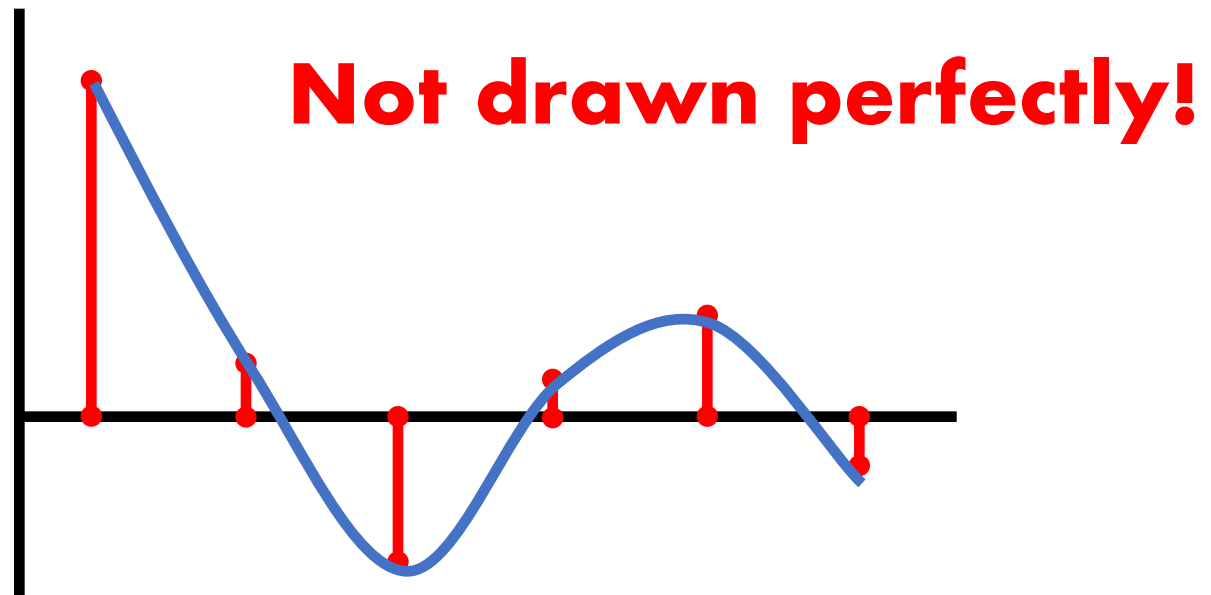
Convolution



Convolution

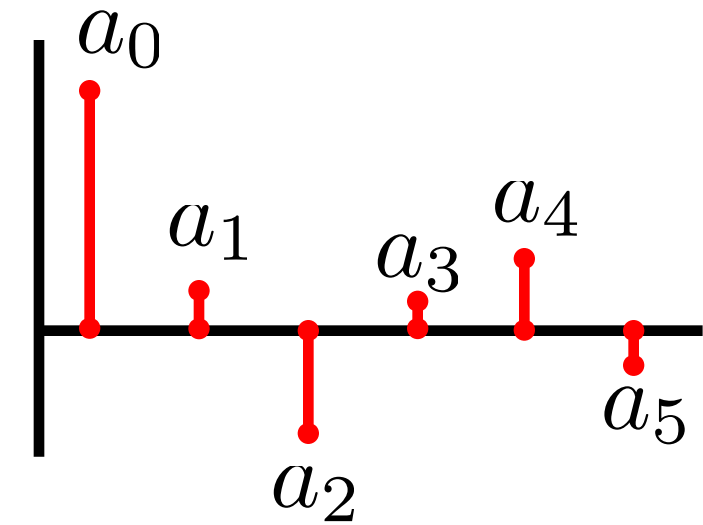


Convolution

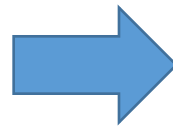


Convolution: Avenue to Continuous

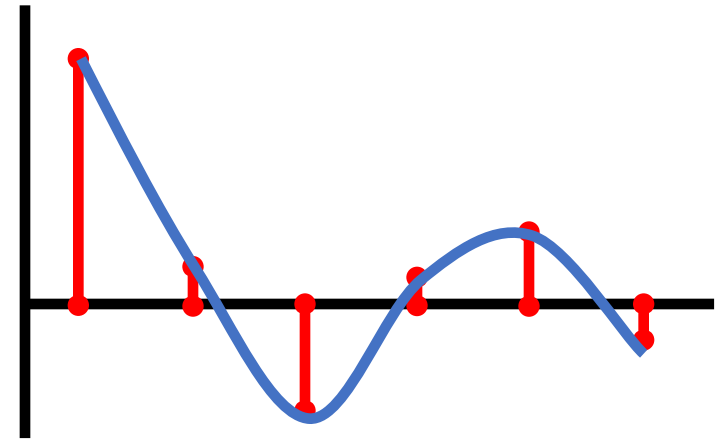
Discrete Function



$$\{a_0, a_1, a_2 \dots a_n\}$$



Continuous Function



$$\hat{g}(x) = \sum_i a_i k(x - i)$$

Convolution

Convolution of a Discrete and a Continuous Function

$$\hat{g}(x) = \sum_i a_i k(x - i)$$

Convolution

Convolution of a Continuous Functions

$$\hat{g}(x) = \int_u f(u)k(x - u)du$$

Convolution Notations

For continuous function

$$f(x) * k(x) = \int_u f(u)k(x - u)du$$

For discrete function

$$f[i] * k(x) = \sum_i f_i k(x - i)du$$

Convolution Properties

- Convolution is also a linear operator
- Convolution is commutative
 - $H * G = G * H$
 - i.e. if you have two filters (linear) to be applied one after another, the order doesn't matter

Fourier Transform and Convolution

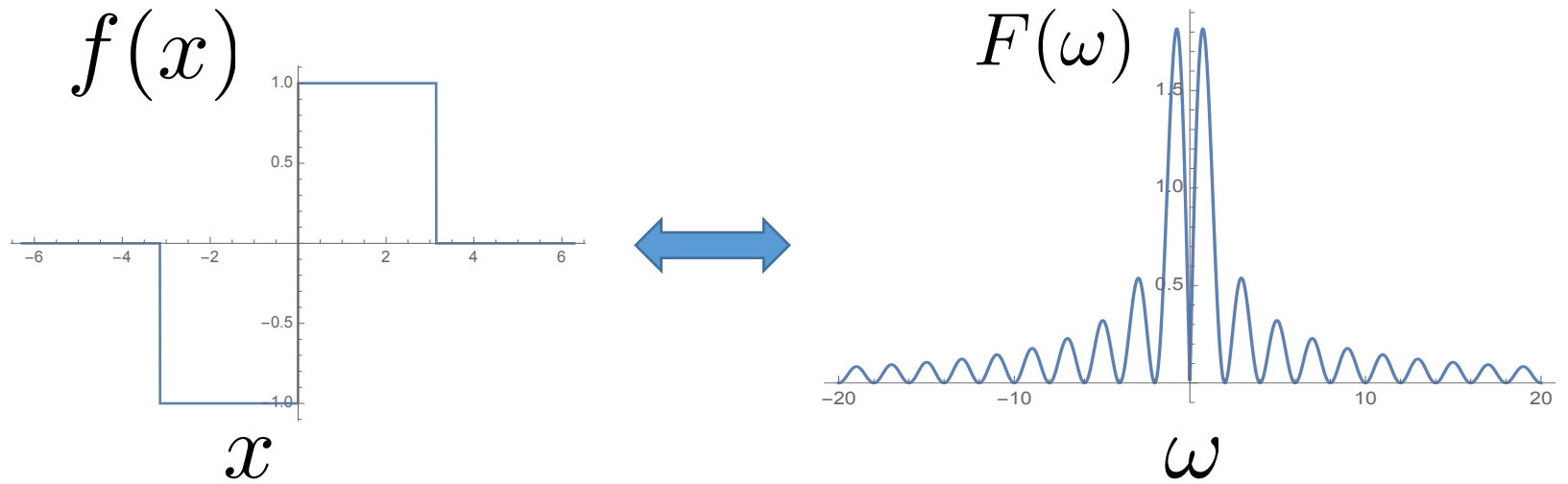
$$g = f * k$$

$$\implies \mathcal{F}[g] = \mathcal{F}[f] \cdot \mathcal{F}[k]$$

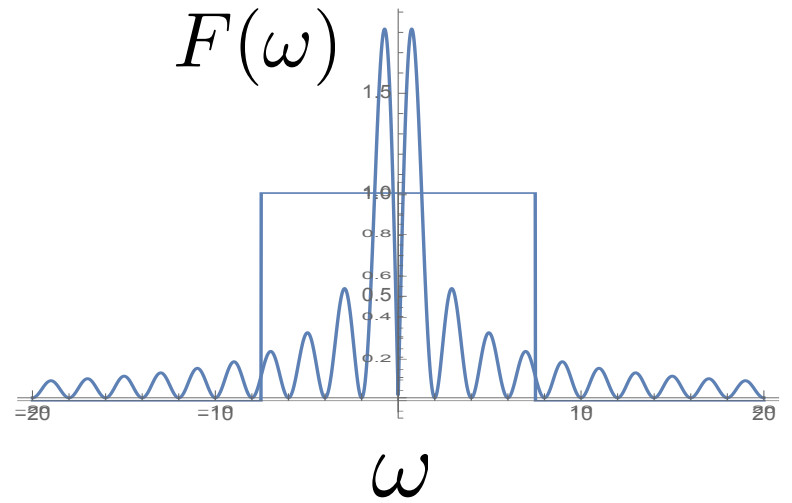
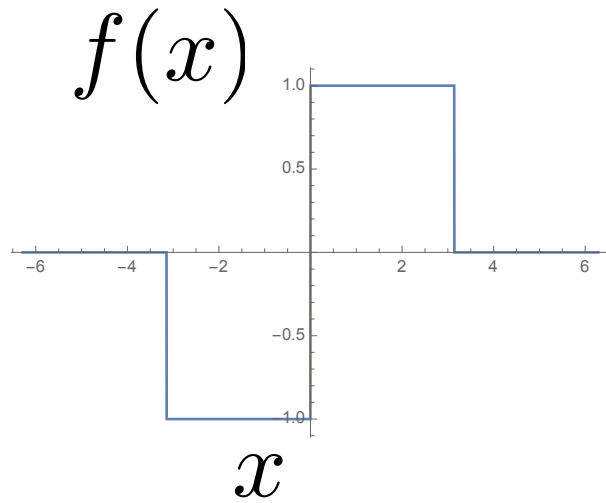
$$G(\omega) = F(\omega) \cdot K(\omega)$$

Convolution turns into simple multiplication in the Fourier/Frequency domain

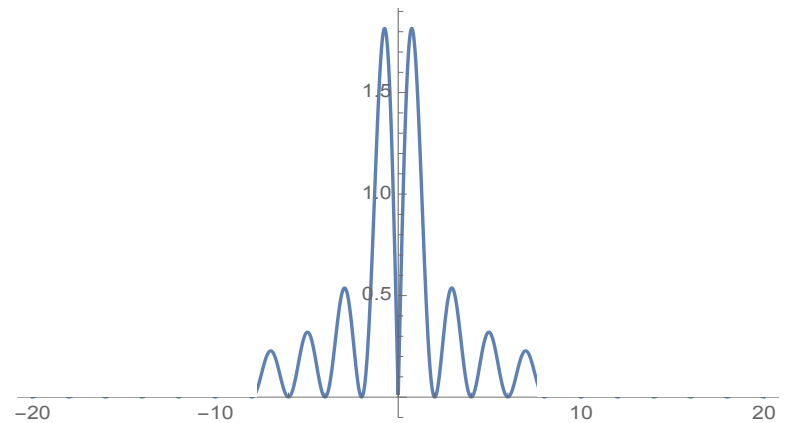
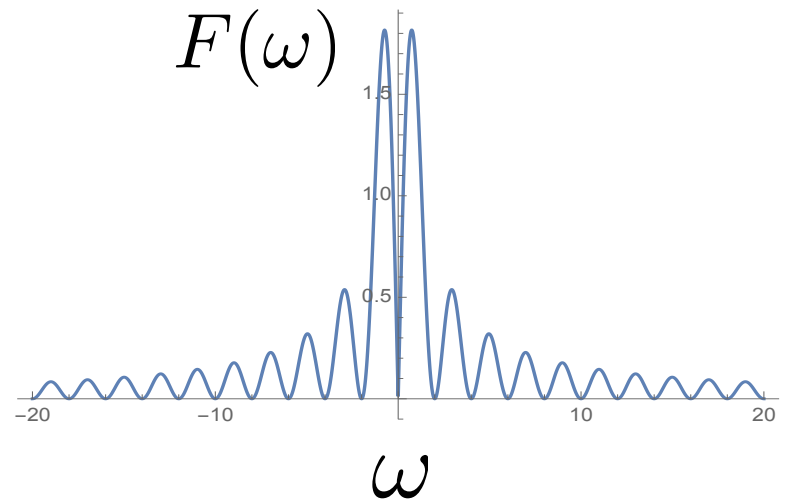
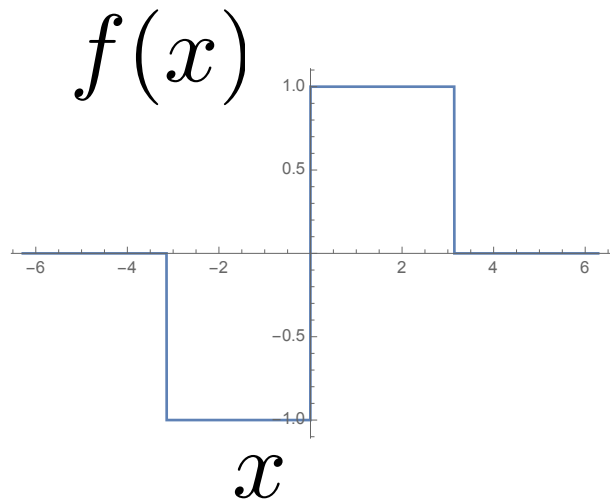
Example



Example

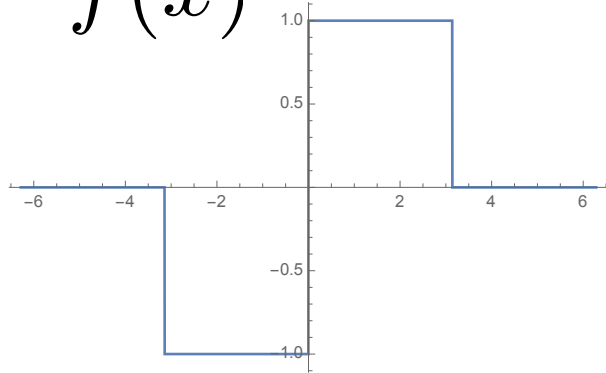


Example

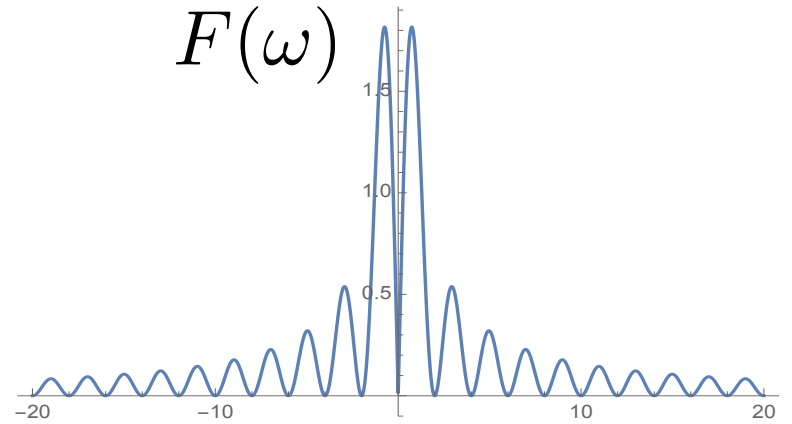


Example

$f(x)$

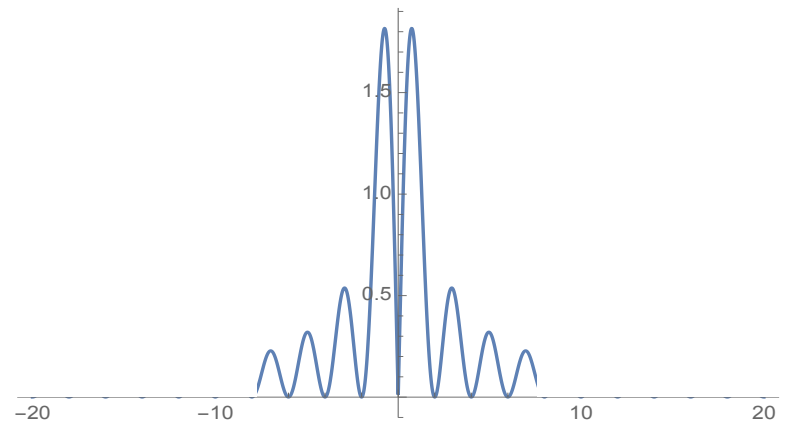
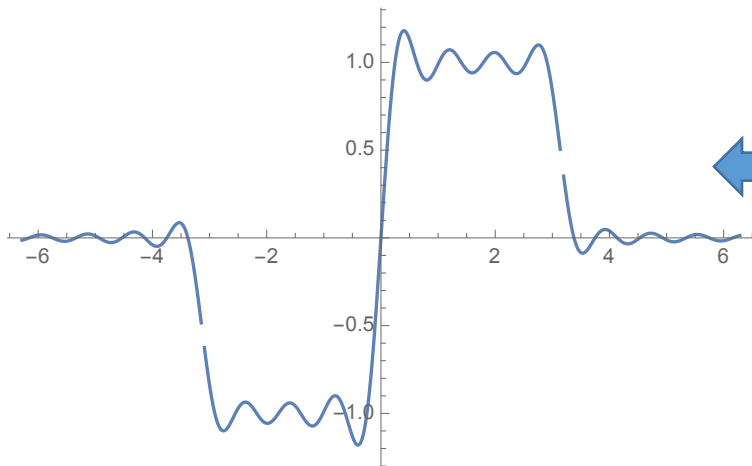


$F(\omega)$



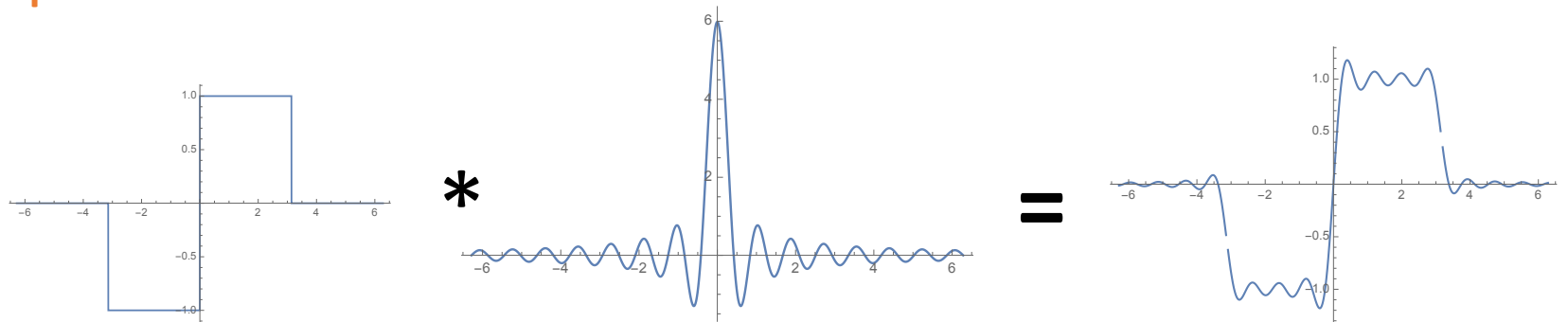
x

ω

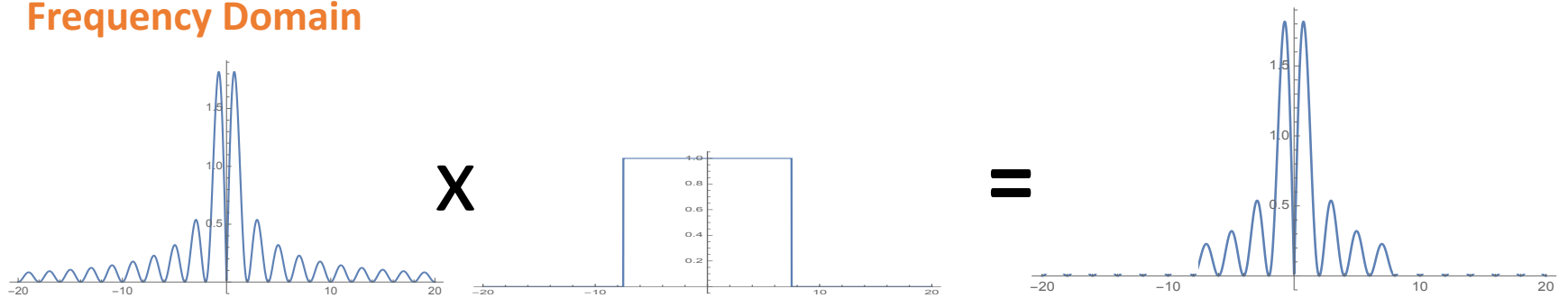


Example

Spatial Domain

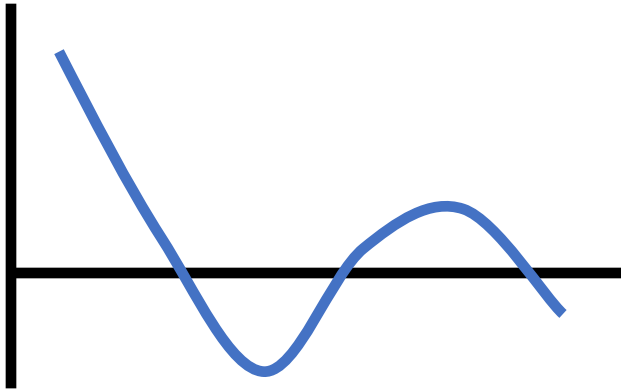


Frequency Domain

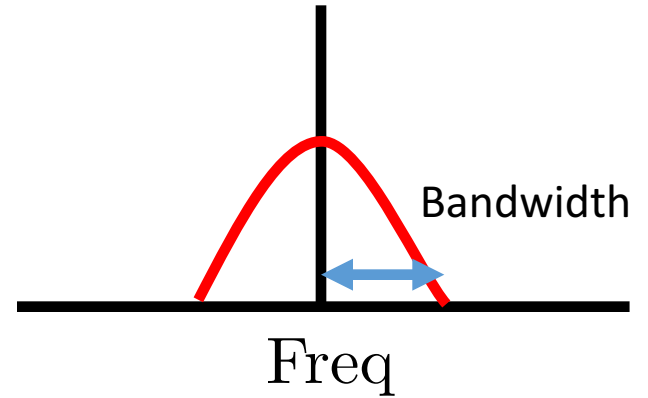


Fourier Transform of Discrete Function

Spatial Domain

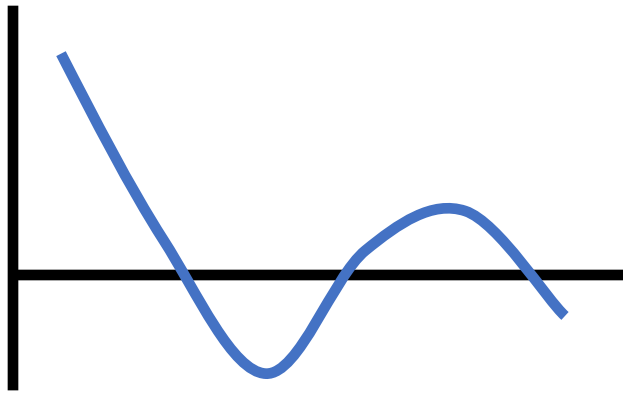


Frequency Domain

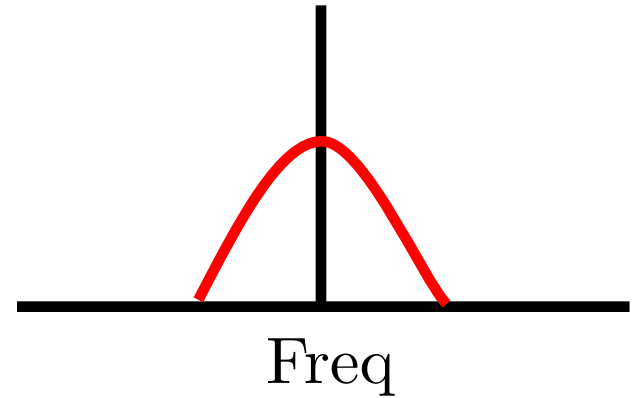


Fourier Transform of Discrete Function

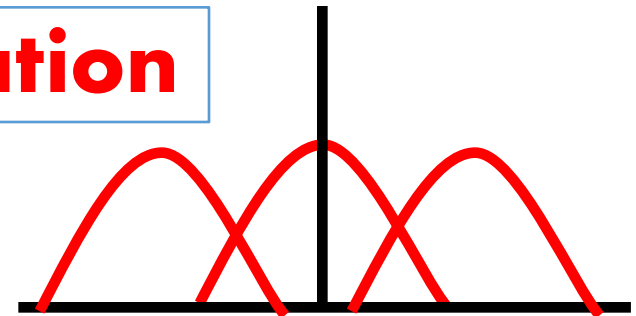
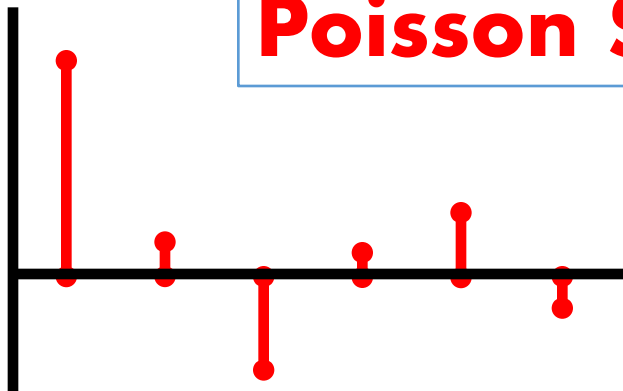
Spatial Domain



Frequency Domain



Poisson Summation



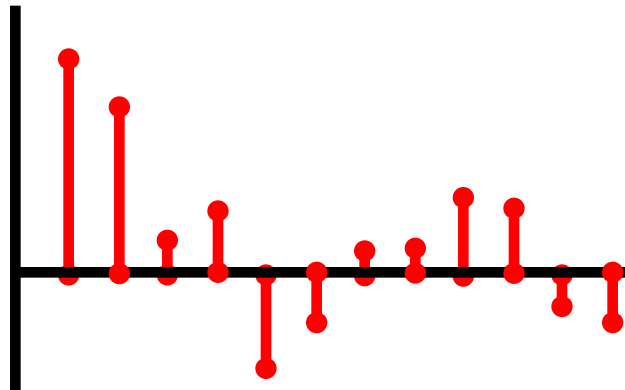
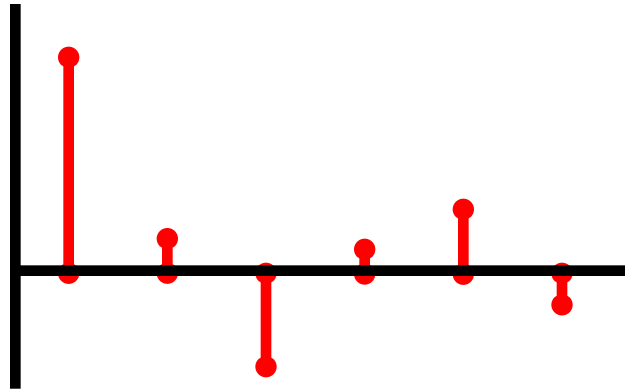
Poisson Summation

$$\mathcal{F}[f(nT)] = \sum_k F\left(f - k\frac{1}{T}\right), \quad \mathcal{F}[f(x)] = F(f), \text{ sampling rate} = \frac{1}{T}$$

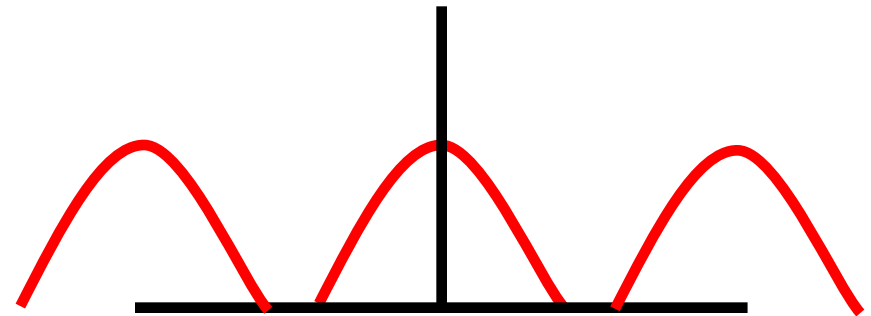
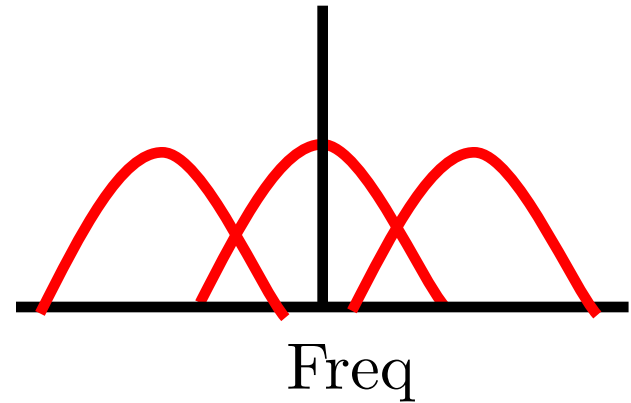
Note the use of frequency variable f , instead of w

Sampling Rate

Spatial Domain

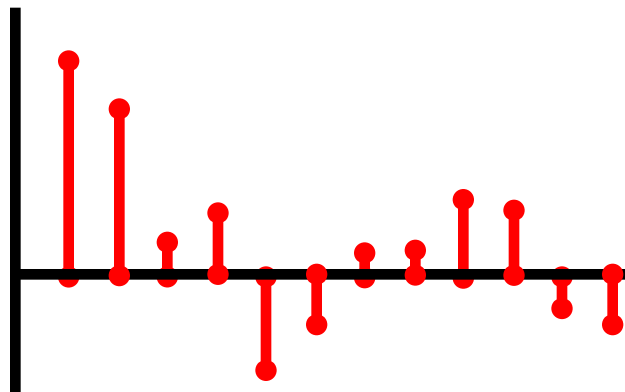
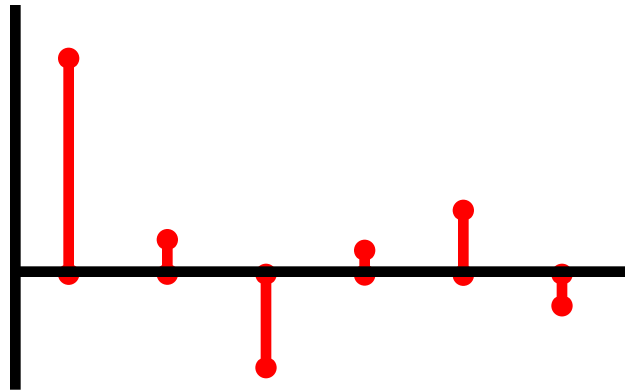


Frequency Domain

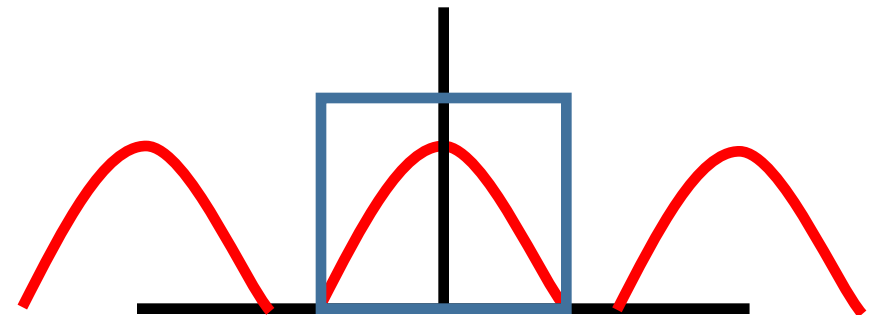
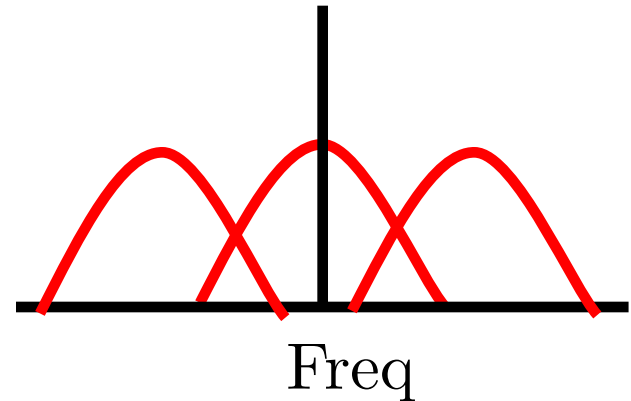


Sampling Rate

Spatial Domain



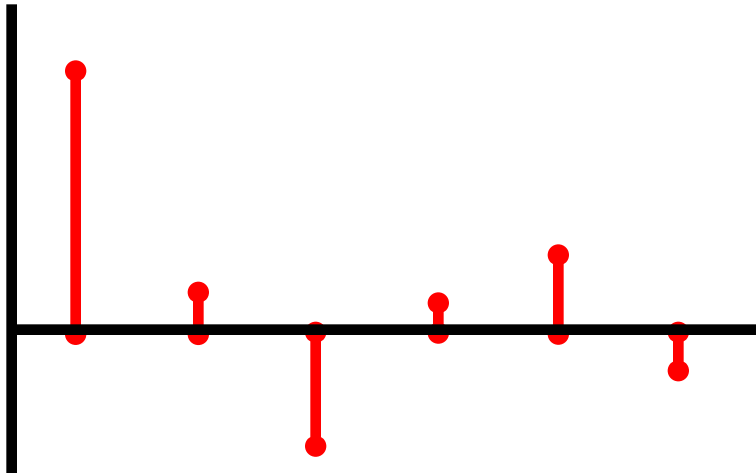
Frequency Domain



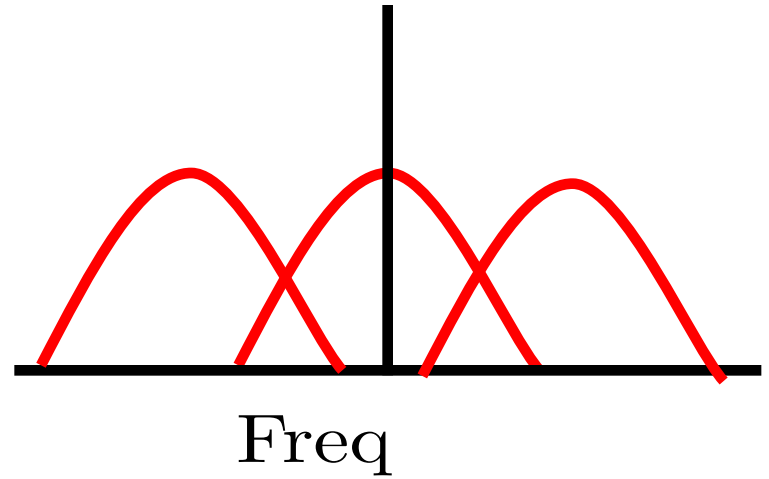
Can be perfectly reconstructed !

Aliasing

Spatial Domain

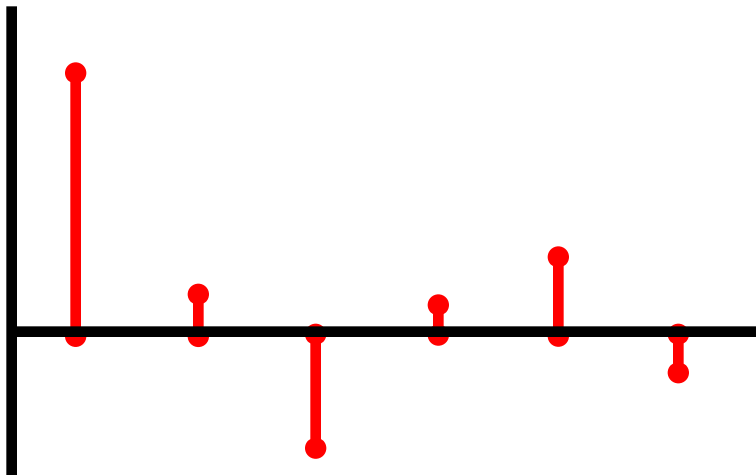


Frequency Domain

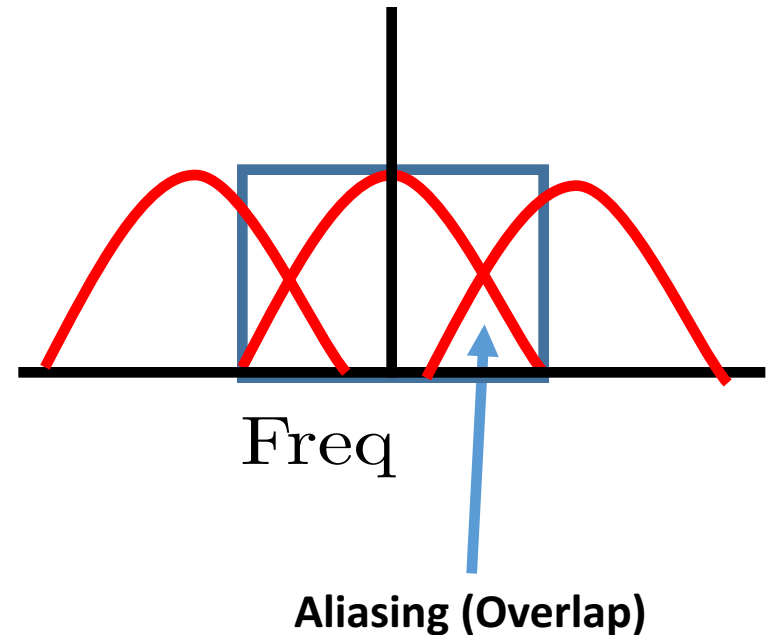


Aliasing

Spatial Domain



Frequency Domain



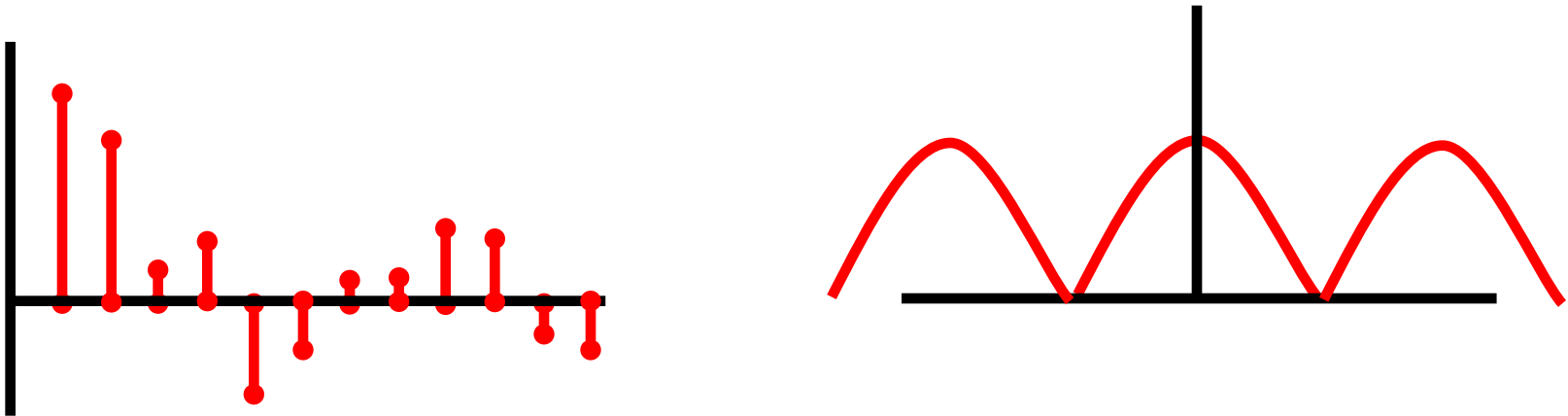
**Cannot be reconstructed perfectly !
High frequencies appear as low frequencies.**

Aliasing: Moiré Pattern



High frequencies appearing as low frequencies !

Optimal Sampling



Copies of $F(f)$ are just touching

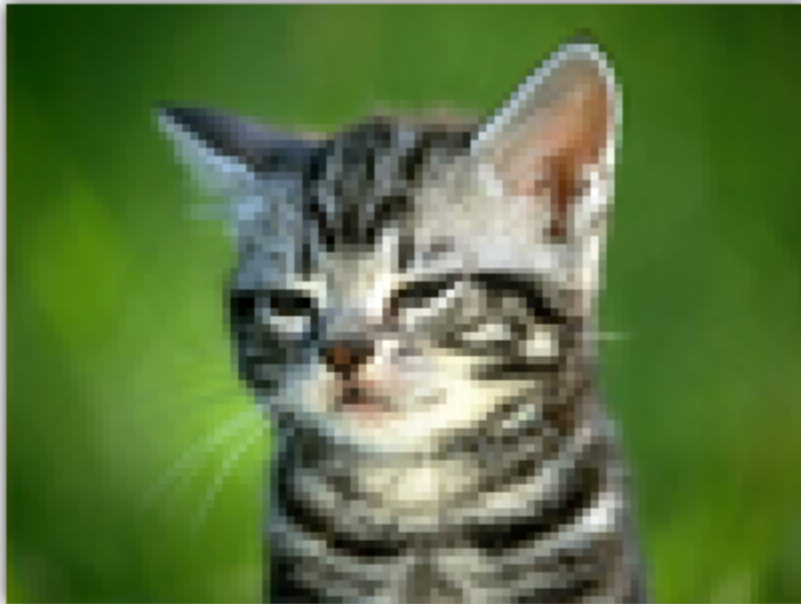
$$\frac{1}{T} = \text{Sampling Rate} = 2 \times \text{Bandwidth}$$

Nyquist Criterion/Theorem

Example

- Human voice bandwidth is 4Khz
- Sampling rate must be atleast 8Khz
- Each sample is stored with 8 bits
- Therefore voice encoding requires 64Kbps (PCM)

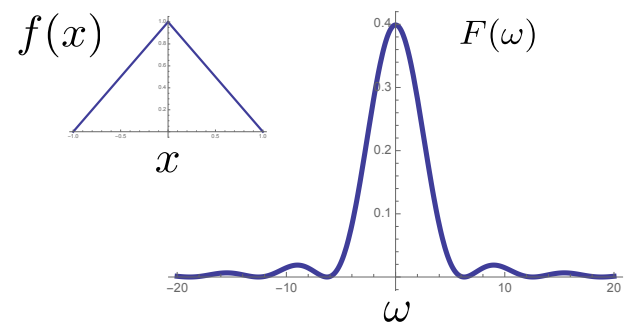
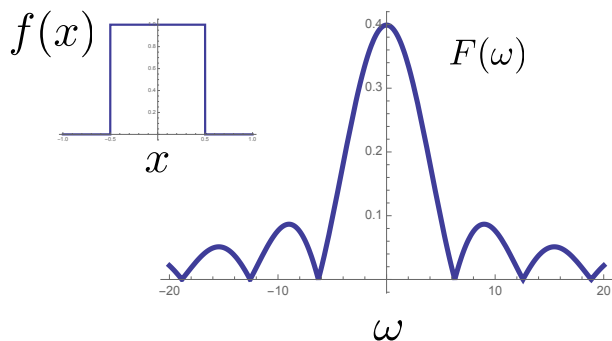
OpenGL Filtering (Fourier Domain)



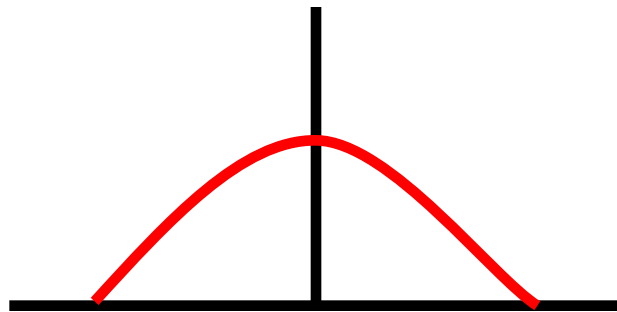
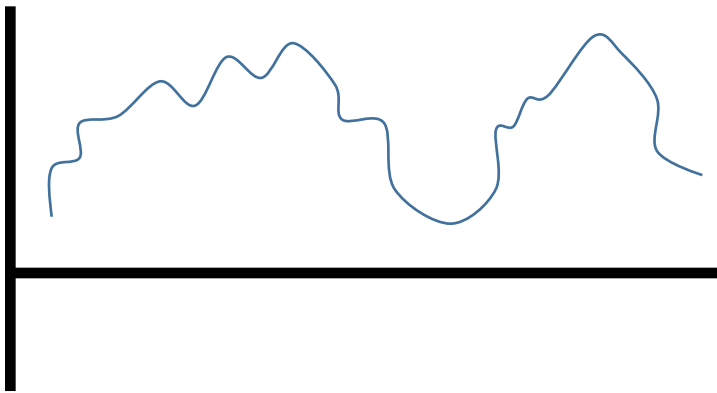
GL_NEAREST



GL_LINEAR

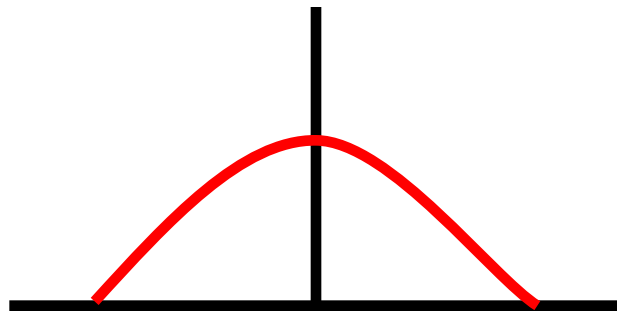
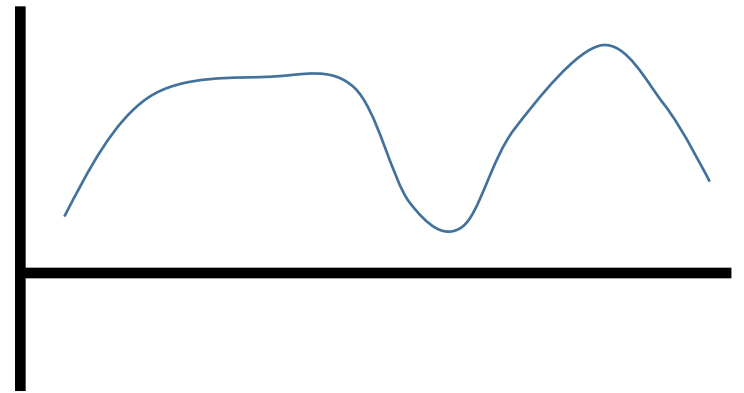
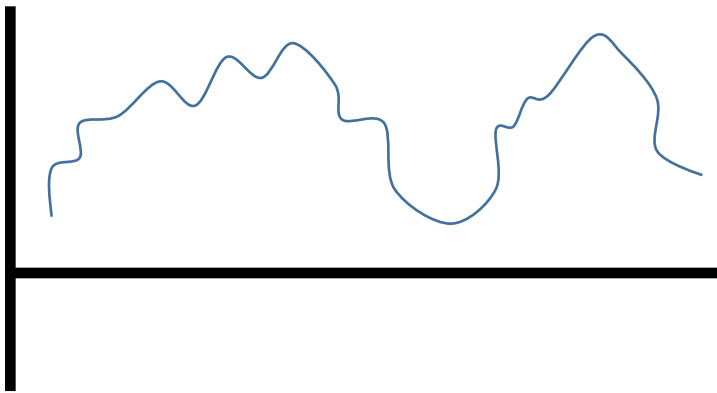


Sampling/Subsampling

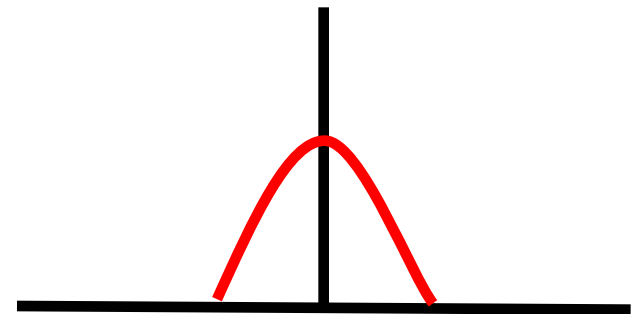


Freq

Sampling/Subsampling



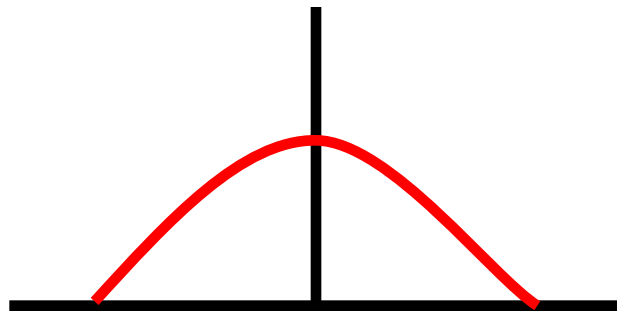
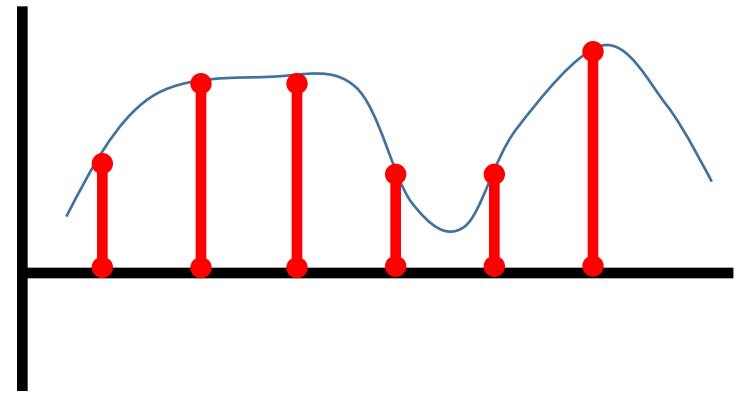
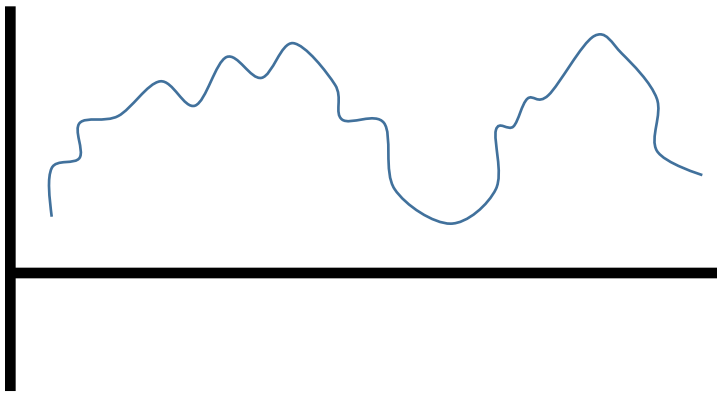
Freq



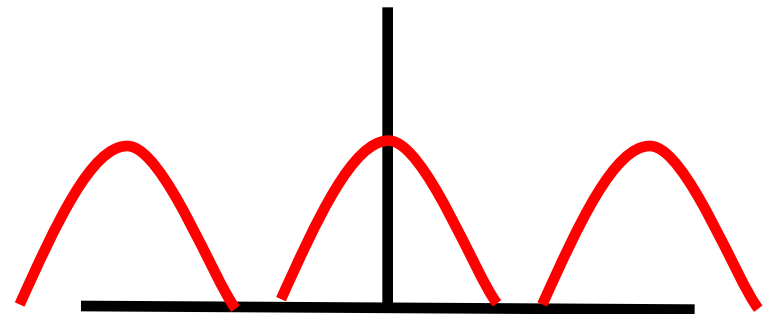
Freq

Low-pass filter first: remove high frequencies

Sampling/Subsampling



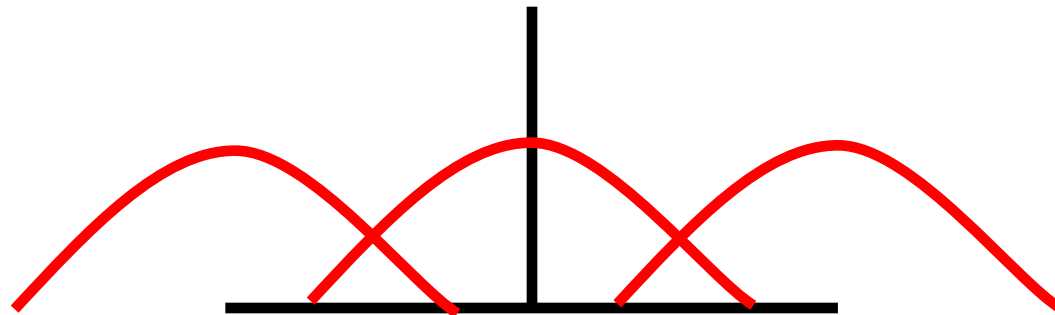
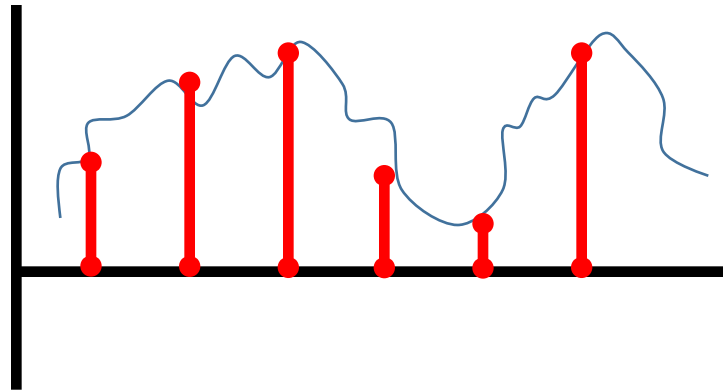
Freq



Freq

Sample after low-pass filtering: no aliasing

Sampling/Subsampling

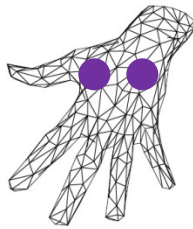


Freq

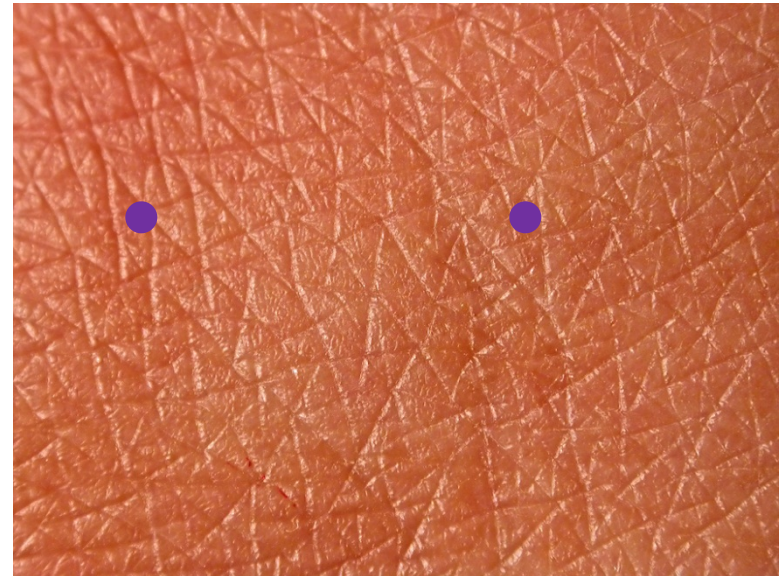
Sample before low-pass filtering: aliasing !

Example: Subsampling Textures

Small image



Large texture



**Subsampling: Filtering during sub-sampling inherently does anti-aliasing
But the filter size needs to be much larger**

Revisit Mipmapping

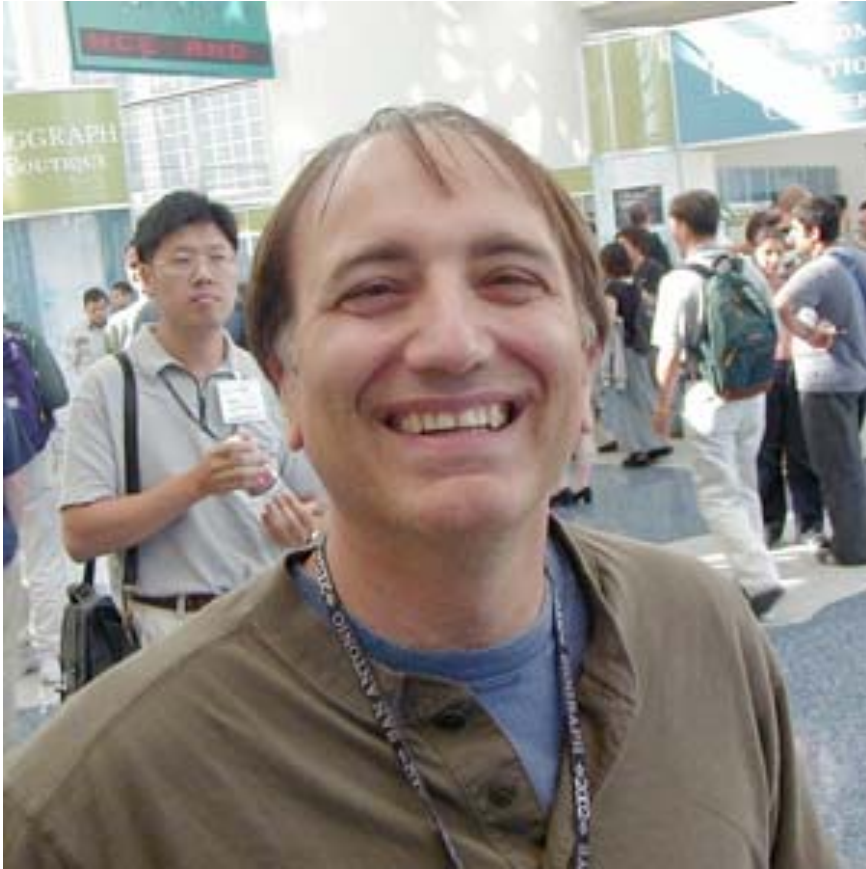


- Progressively anti-alias and sub-sample
- Pre-computes all the levels
 - Thus avoids large filter during run-time

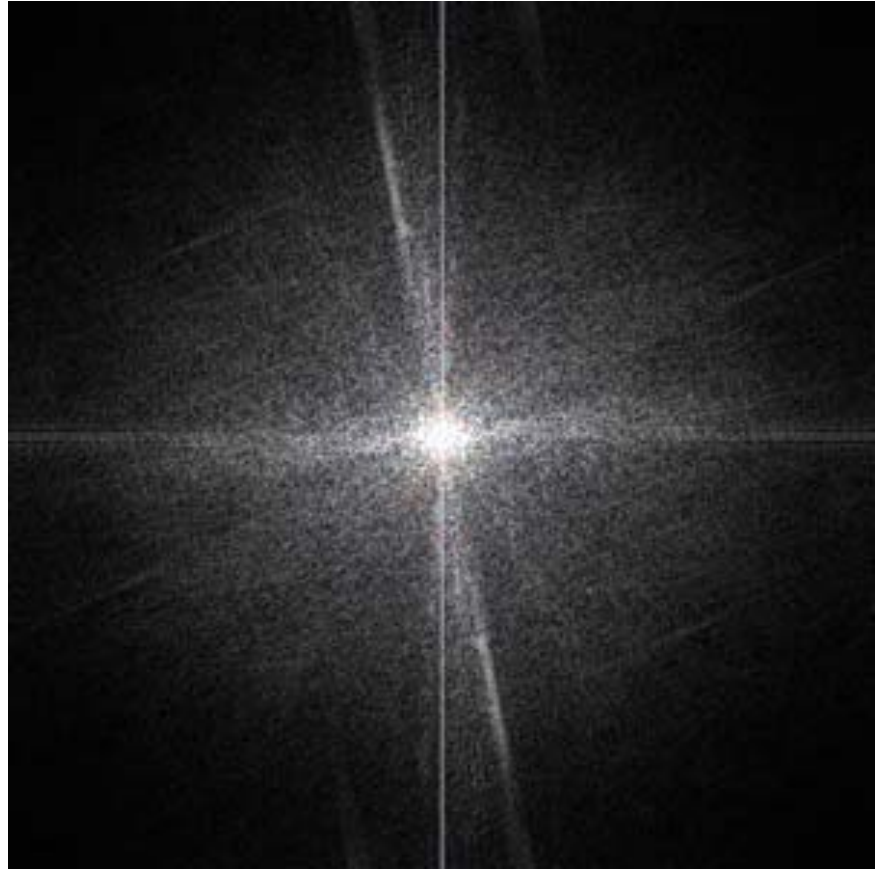
FFT: Fast Fourier Transform

- Discrete Fourier Transform
- A very efficient method to compute discrete fourier transform.
- Extremely important algorithm !

Real World Images



Spatial Domain

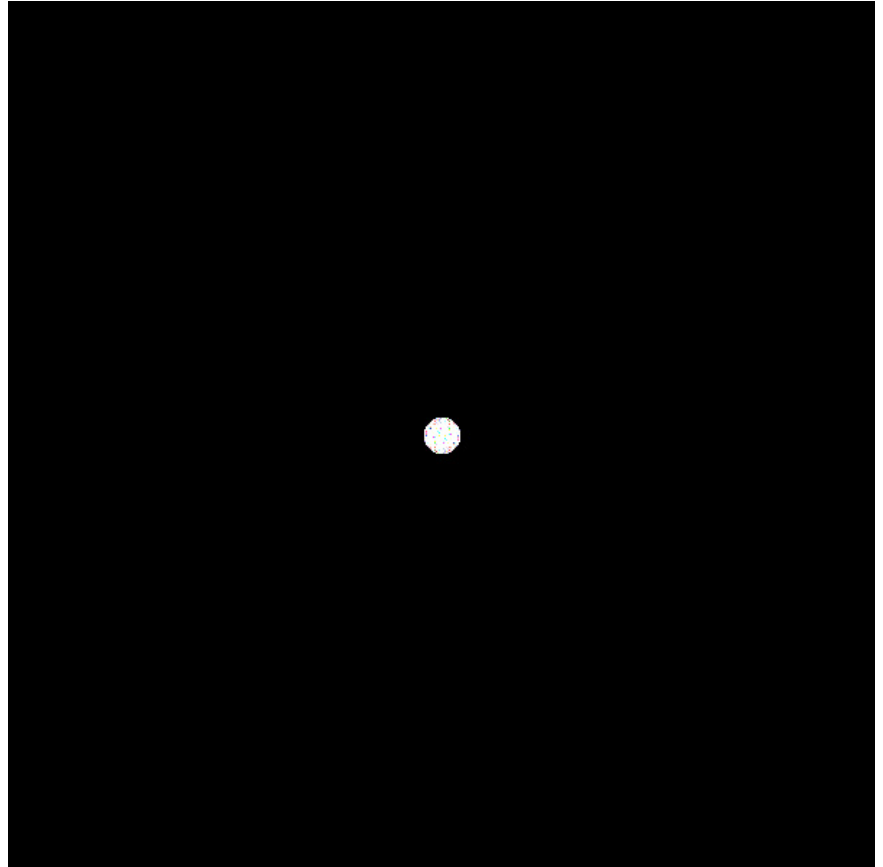


Frequency Domain

Low-Pass Filter



Spatial Domain

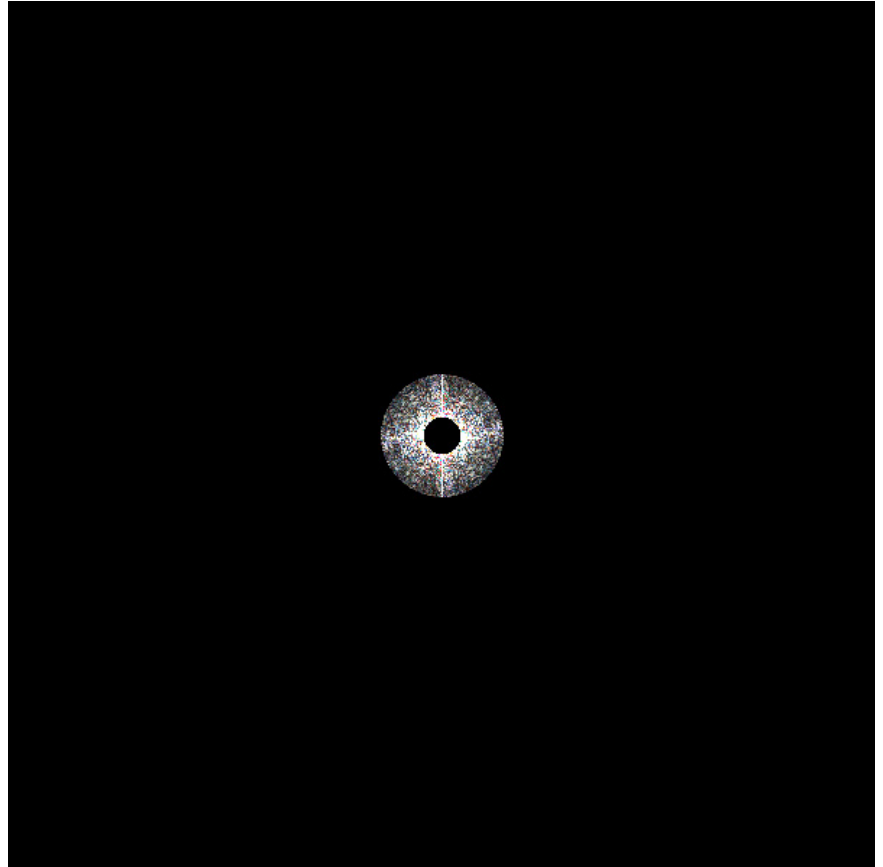


Frequency Domain

Band-Pass Filter



Spatial Domain

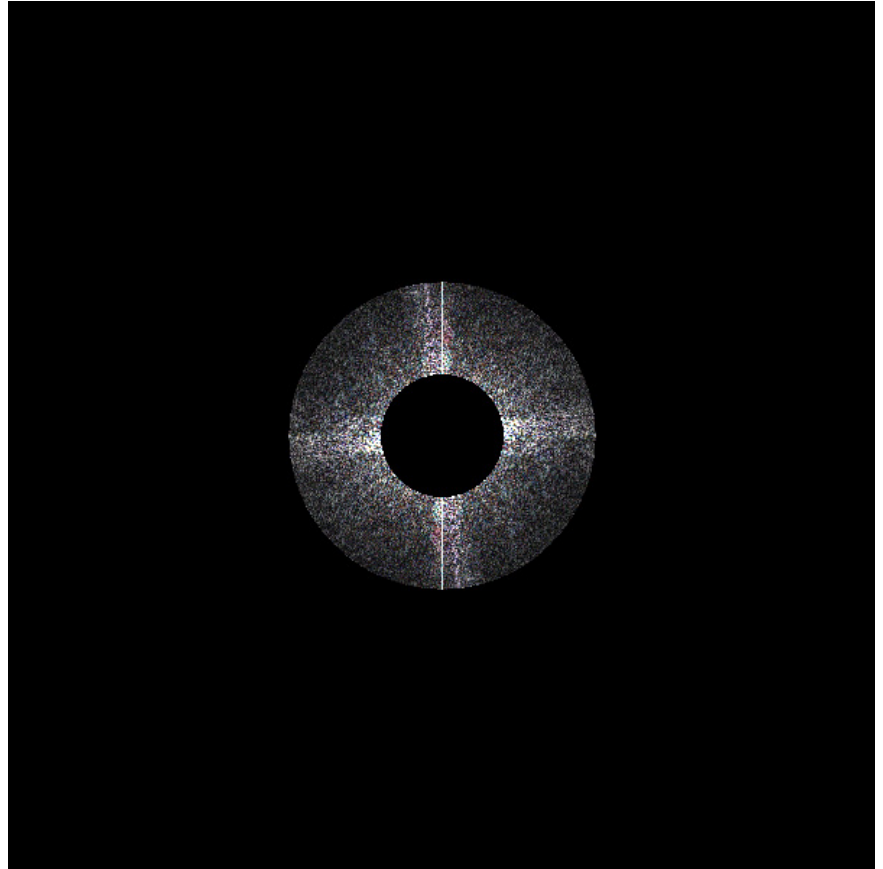


Frequency Domain

Larger Band-Pass Filter

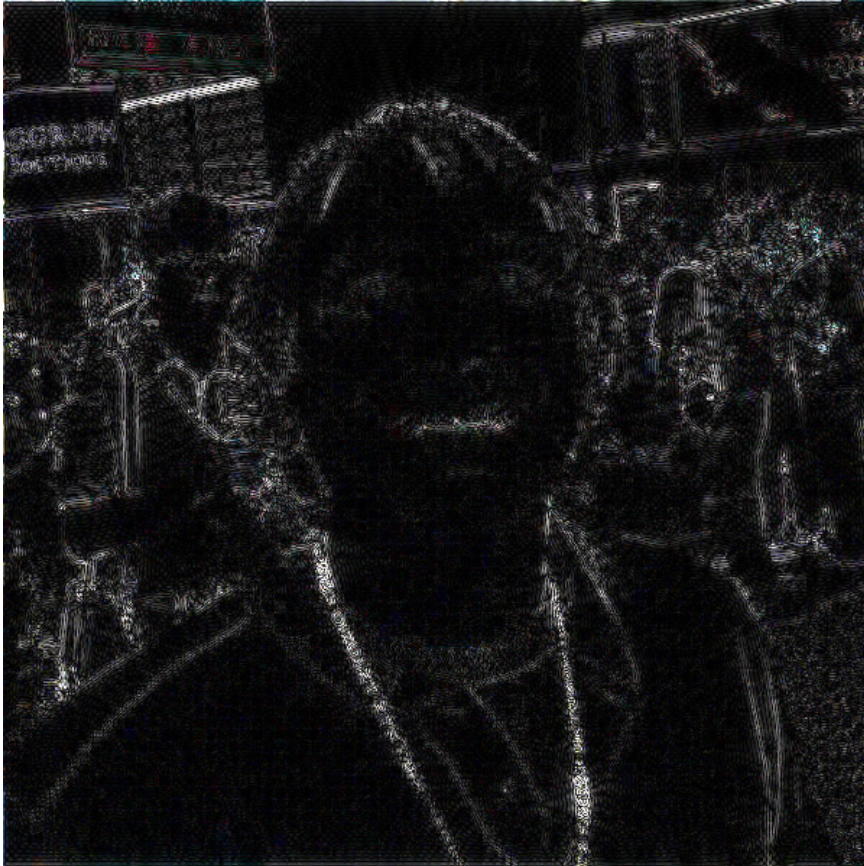


Spatial Domain

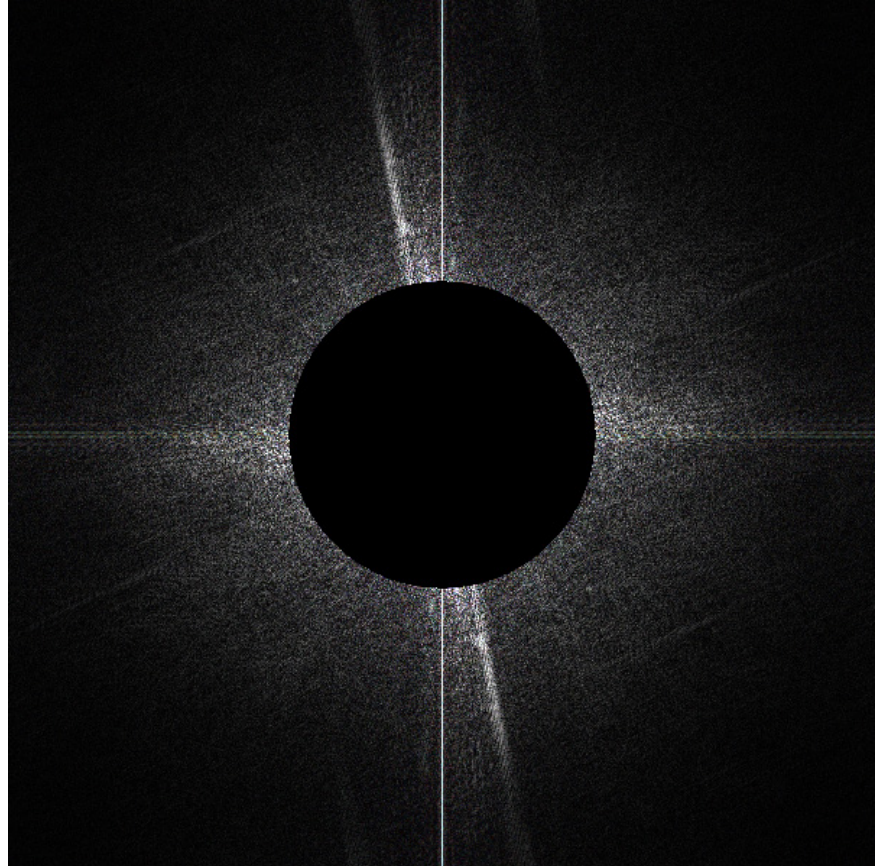


Frequency Domain

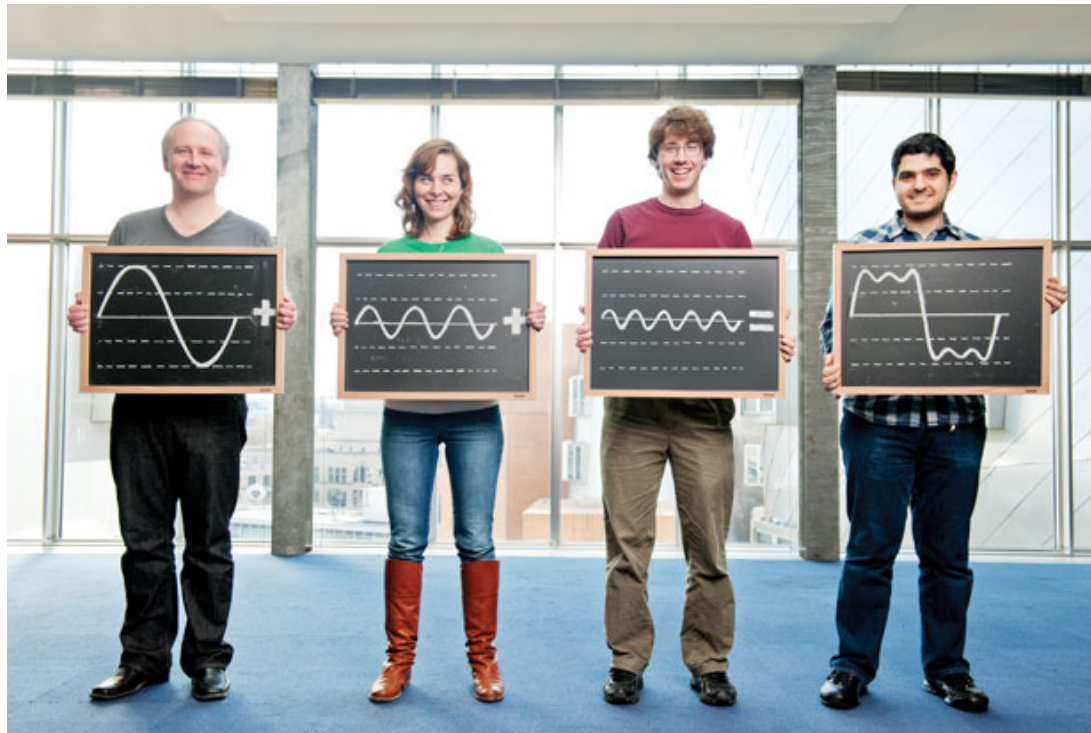
High-Pass Filter (Edges)



Spatial Domain



Frequency Domain



Sampling



CS 148: Summer 2016
Introduction of Graphics and Imaging
Zahid Hossain