

CS 180 Discussion #3

Filters & Frequencies!



Disc 2 Feedback Form



Konpat

Agenda!

Today we'll cover:

- Convolution + filters
- Frequency analysis

Logistics:

- HW 2 released!

Move to a person next to you,
And introduce yourself 😊 (1 min)

“Hi what’s your name?”

“What’s your favorite fruit?”

“Where are you heading to after this?”

Let’s work in pairs!

Convolutions

Convolutions, discrete

Input signal:

-1	0	1	0	0
----	---	---	---	---

Filter:

-1	0	1
----	---	---

Convolutions, discrete

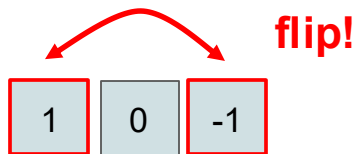
Input signal:



Filter:



Flip filter



Convolutions, discrete

Input signal:

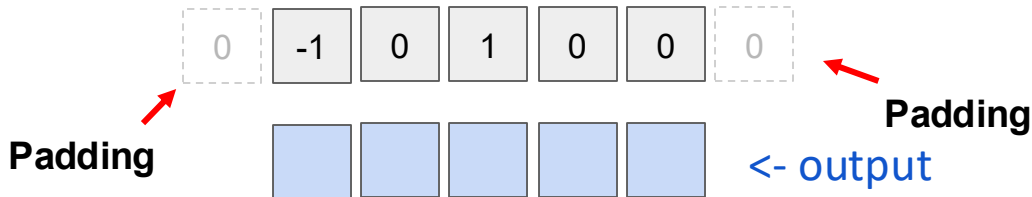
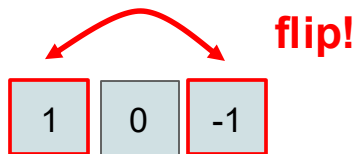
-1	0	1	0	0
----	---	---	---	---

Filter:

-1	0	1
----	---	---

Flip filter

Output = sequence of dot products



Convolutions, discrete

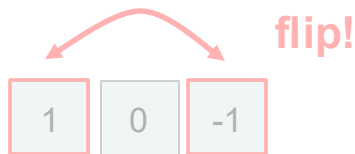
Input signal:

-1	0	1	0	0
----	---	---	---	---

Filter:

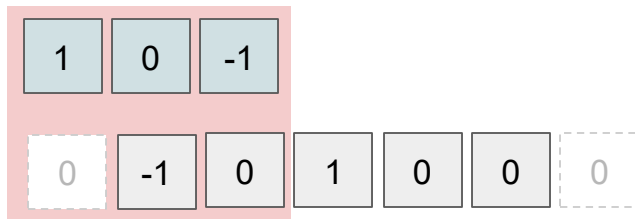
-1	0	1
----	---	---

Flip filter



Output = sequence of dot products

dot-product



<- output

Convolutions, discrete

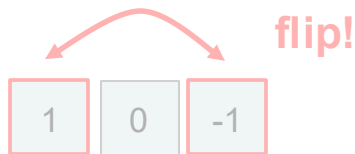
Input signal:

-1	0	1	0	0
----	---	---	---	---

Filter:

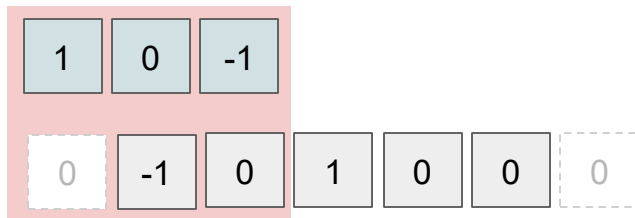
-1	0	1
----	---	---

Flip filter



Output = sequence of dot products

dot-product



<- output

Convolutions, discrete

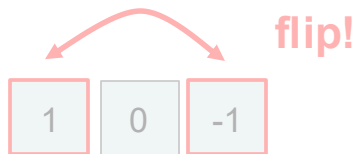
Input signal:

-1	0	1	0	0
----	---	---	---	---

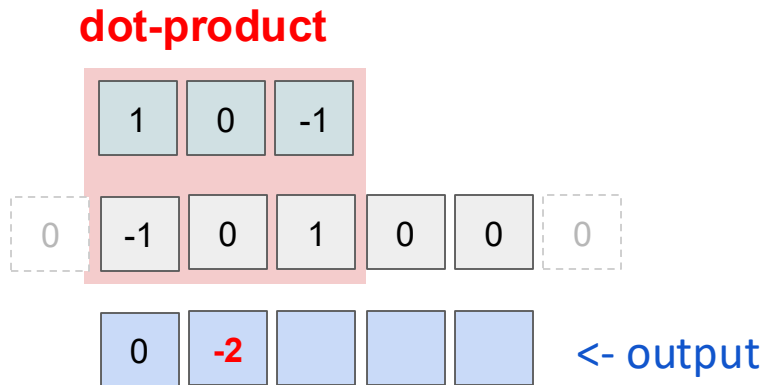
Filter:

-1	0	1
----	---	---

Flip filter



Output = sequence of dot products



Convolutions, discrete

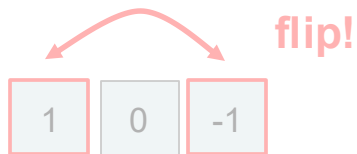
Input signal:

-1	0	1	0	0
----	---	---	---	---

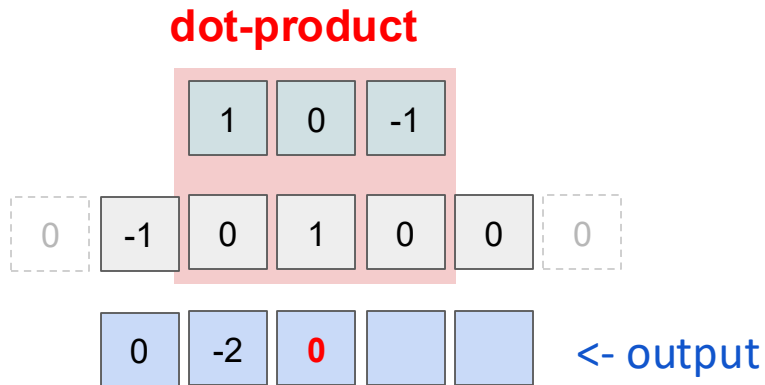
 Filter:

-1	0	1
----	---	---

Flip filter



Output = sequence of dot products



Convolutions, discrete

Input signal:

-1

0

1

0

0

Filter:

-1

0

1

Flip filter

Output = sequence of dot products

dot-product

flip!

1

0

-1

1

0

-1

0

-1

0

1

0

0

0

0

-2

0

1

```
<- output
```

Convolutions, discrete

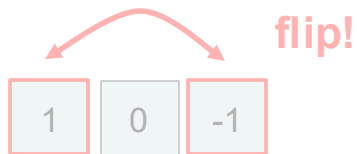
Input signal:

-1	0	1	0	0
----	---	---	---	---

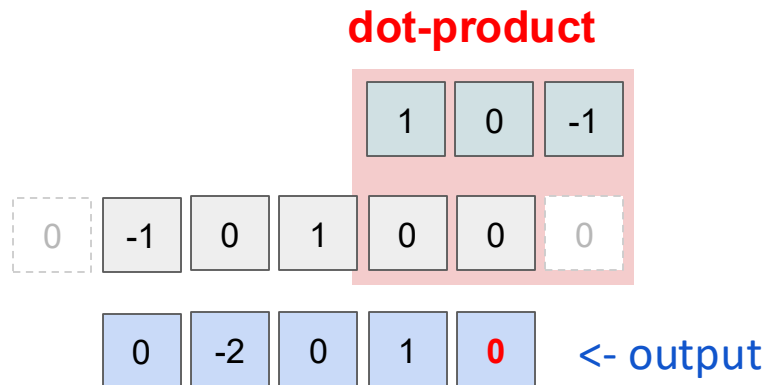
Filter:

-1	0	1
----	---	---

Flip filter



Output = sequence of dot products

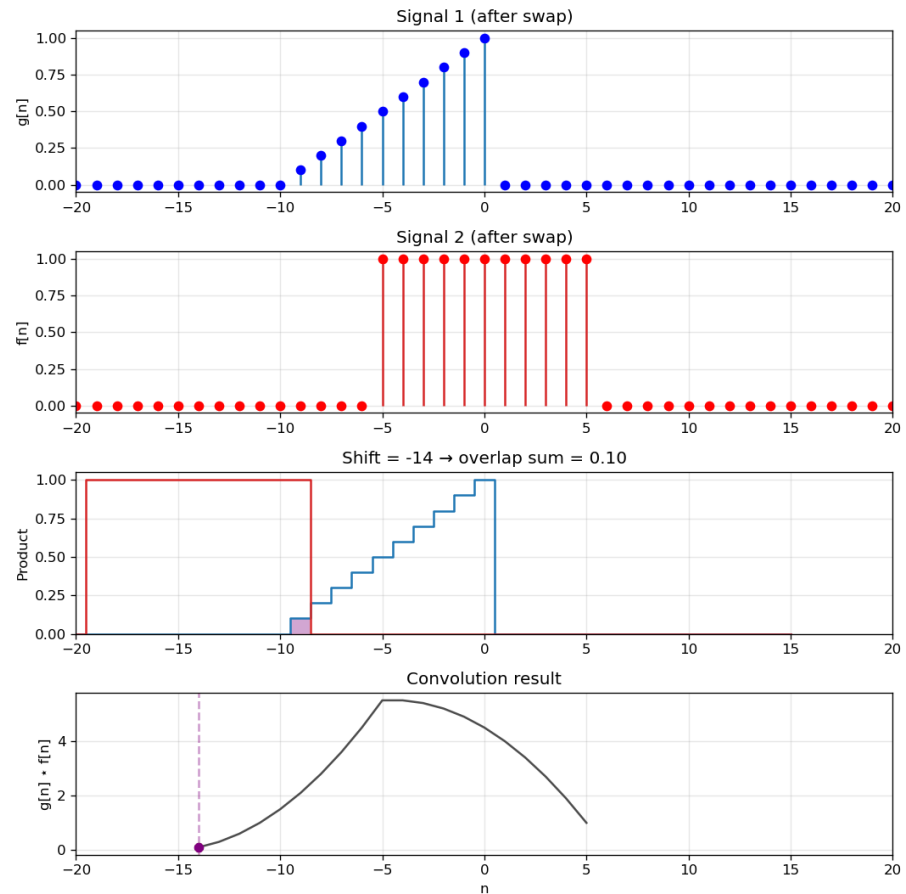
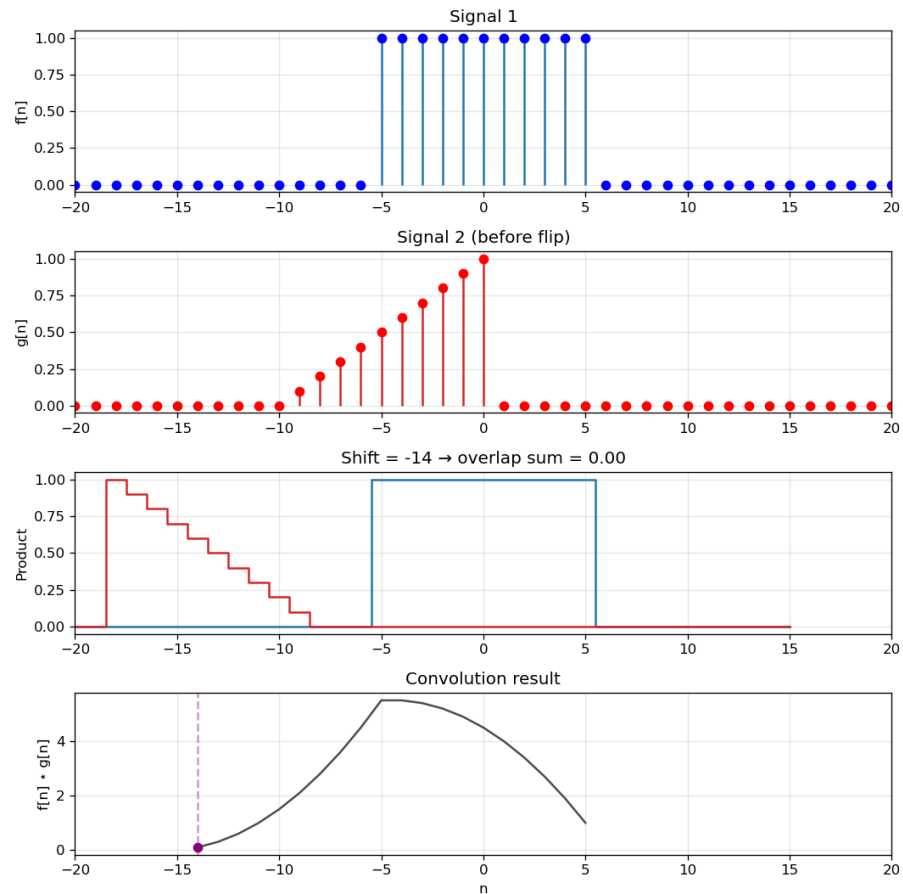


Commutative!

=

Signal * Filter

Filter * Signal

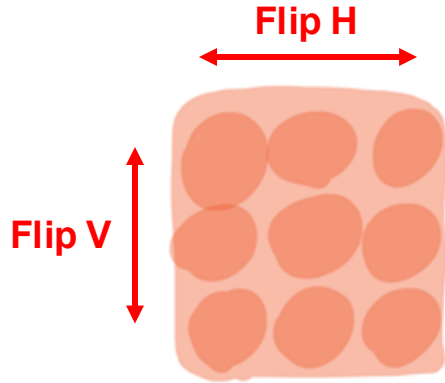


2D Convolutions

Same thing in 2D

For each output pixel: slide filter over input, compute dot product

Flip filter:



Filter (3x3)

0	-1	0
-1	5	-1
0	-1	0

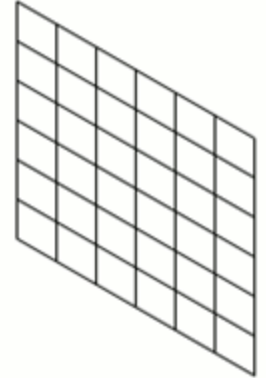
Input (6x6)

7	6	5	5	6	7
6	4	3	3	4	6
5	3	2	2	3	5
5	3	2	2	3	5
6	4	3	3	4	6
7	6	5	5	6	7

input

Output (6x6)

output



Problem #1

Sobel's:

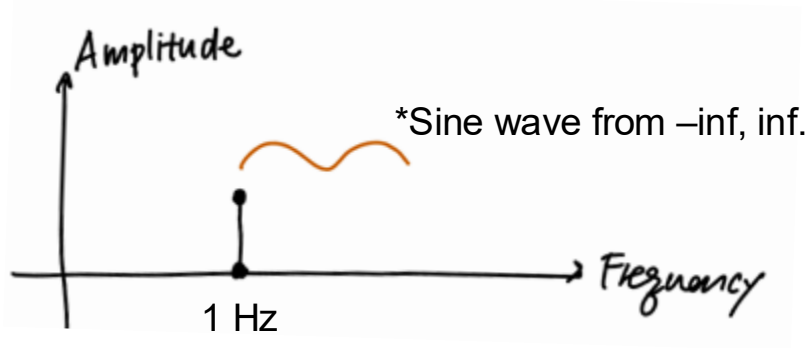
-1	0	+1
-2	0	+2
-1	0	+1

Gx

Frequencies!

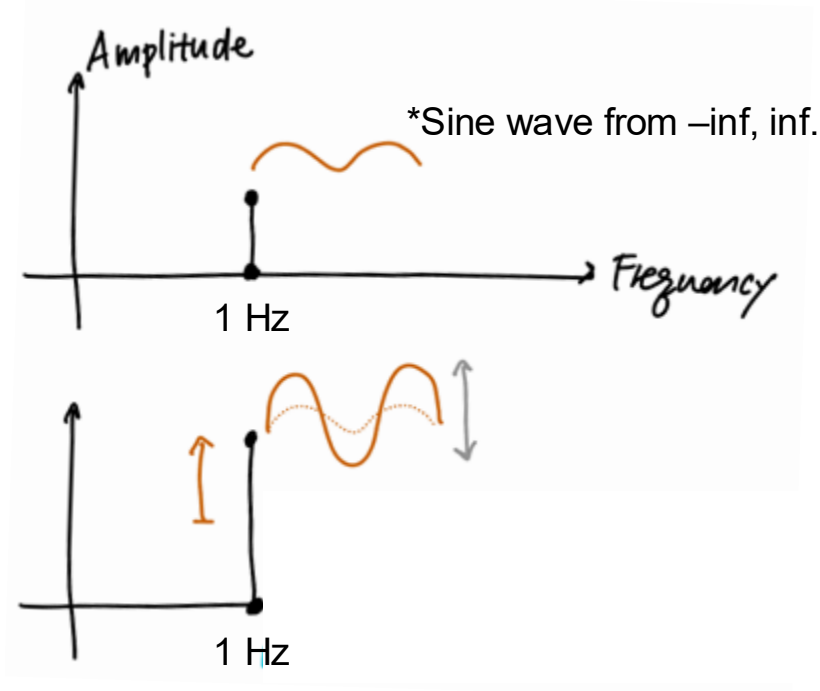
Studying frequencies (Fourier Analysis)

Visualize the **magnitude** ("how much") and **phase** ("shift")



Studying frequencies (Fourier Analysis)

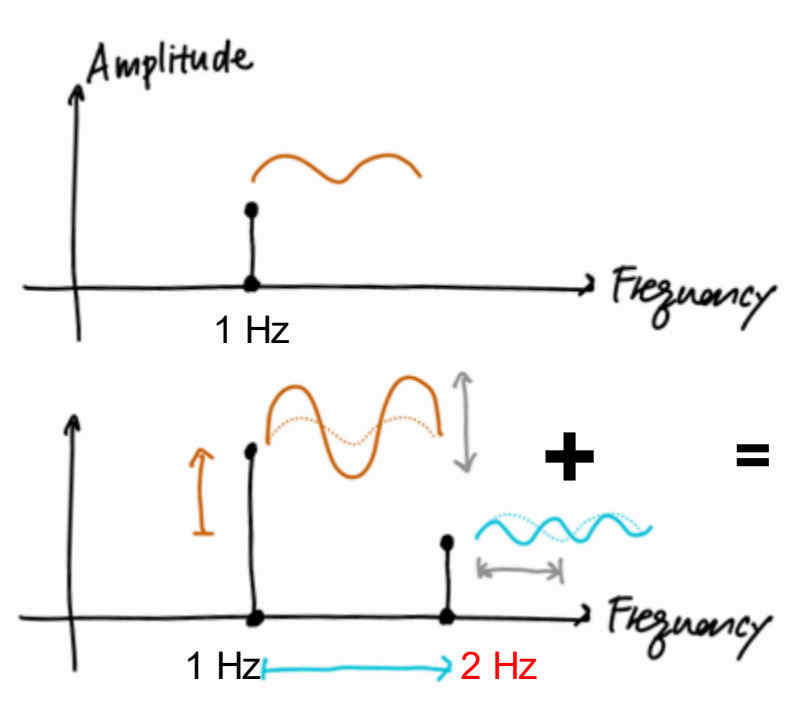
Visualize the **magnitude** ("how much") and **phase** ("shift")



Studying frequencies (Fourier Analysis)

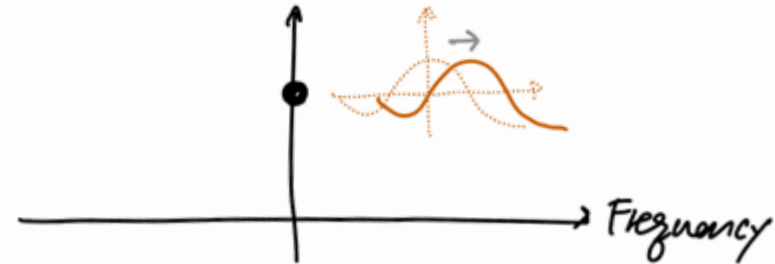
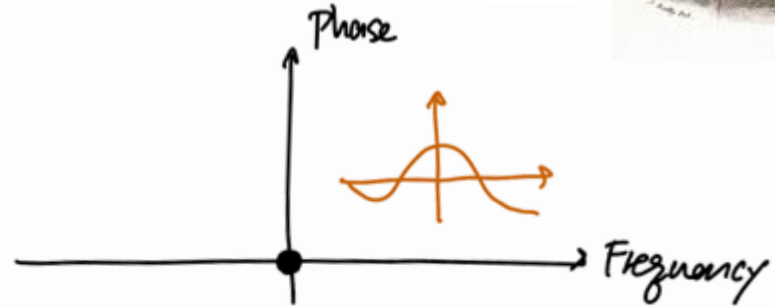


Visualize the **magnitude** ("how much") and **phase** ("shift")



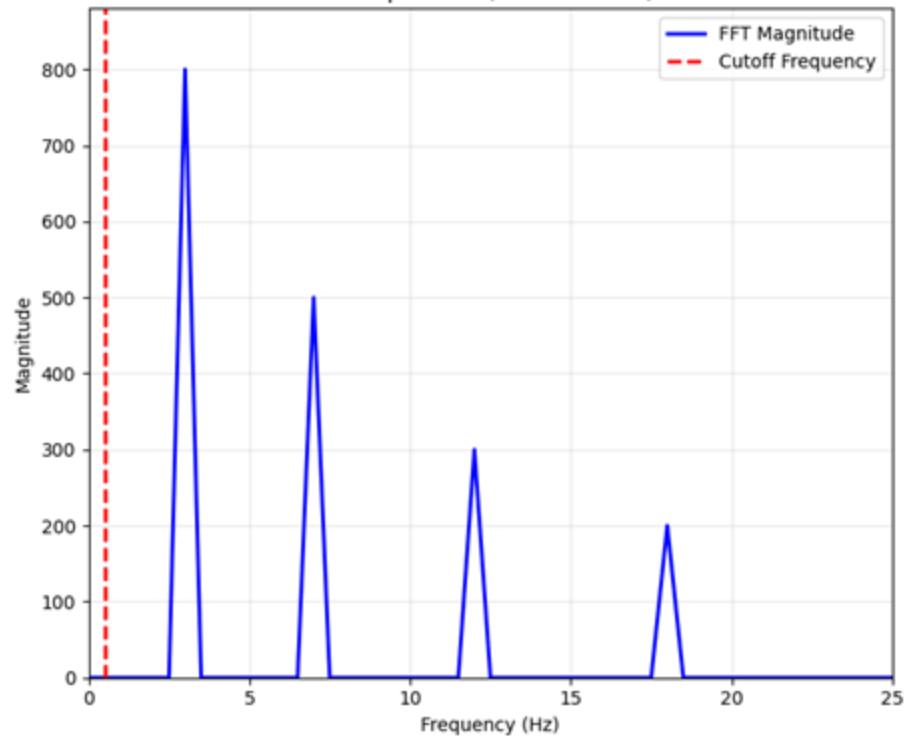
Studying frequencies (Fourier Analysis)

Visualize the **magnitude** ("how much") and **phase** ("shift")

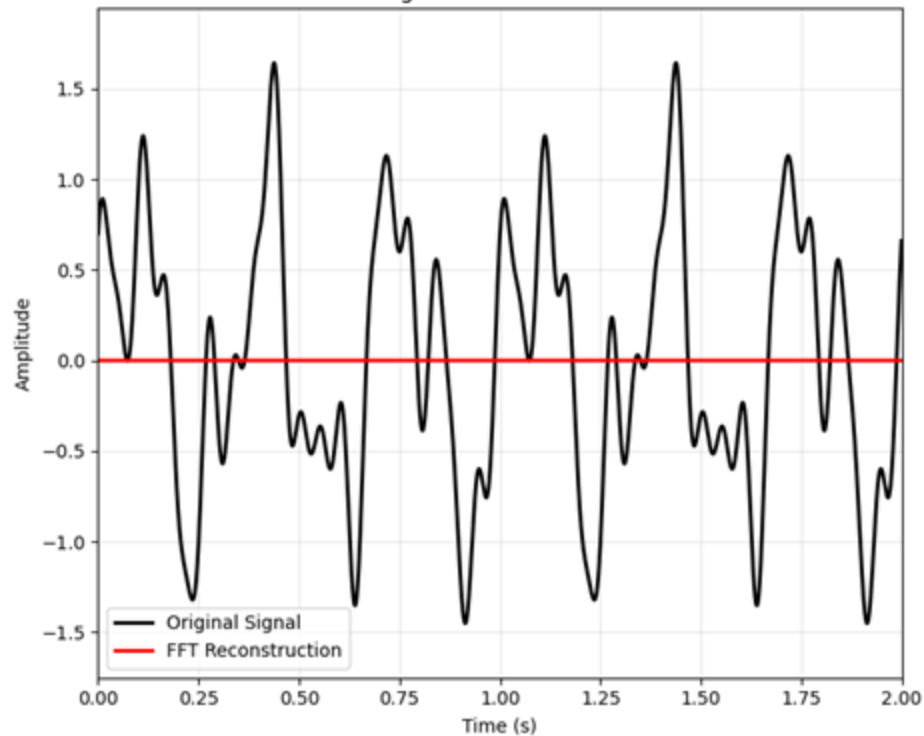


Reading FFT plots

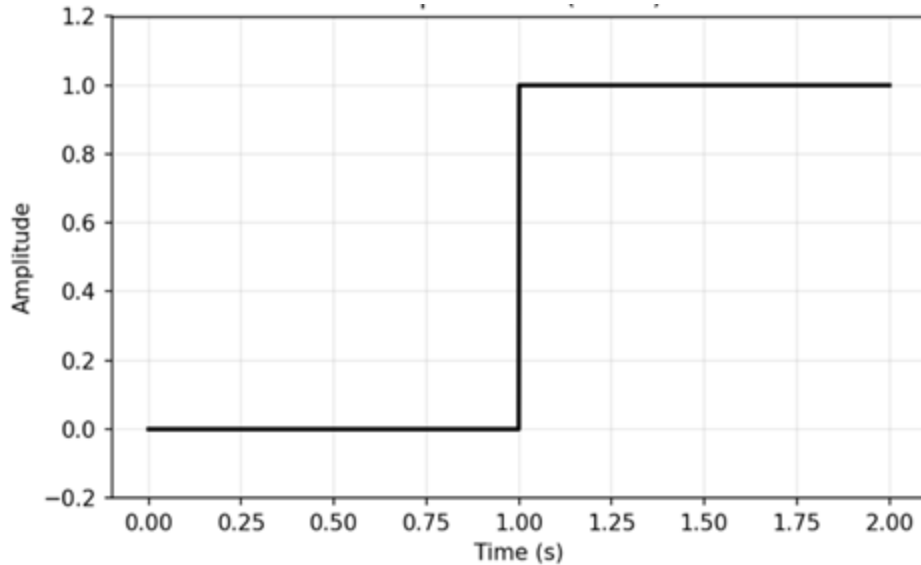
FFT Spectrum (Cutoff: 0.5 Hz)



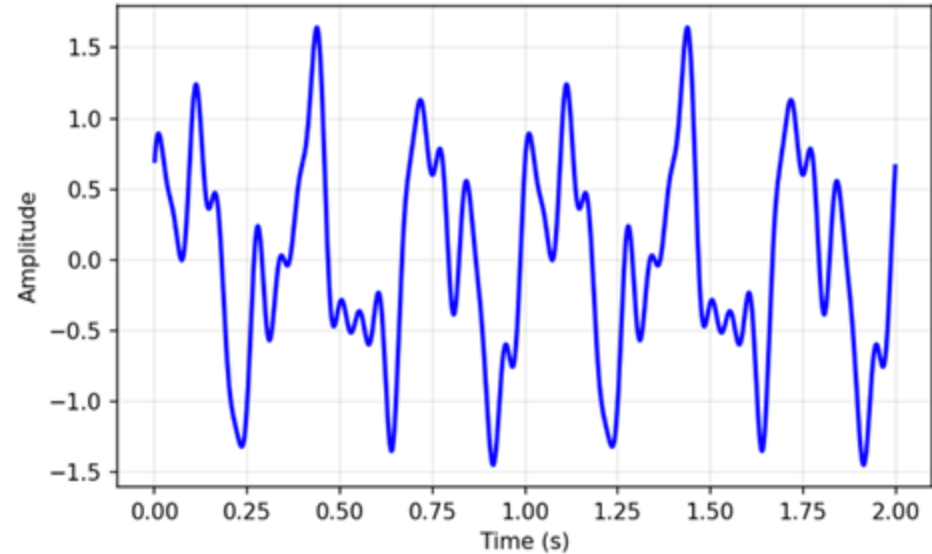
Signal Reconstruction



Which is **easier** to represent in frequency space?



A



B

Edges are very high frequency

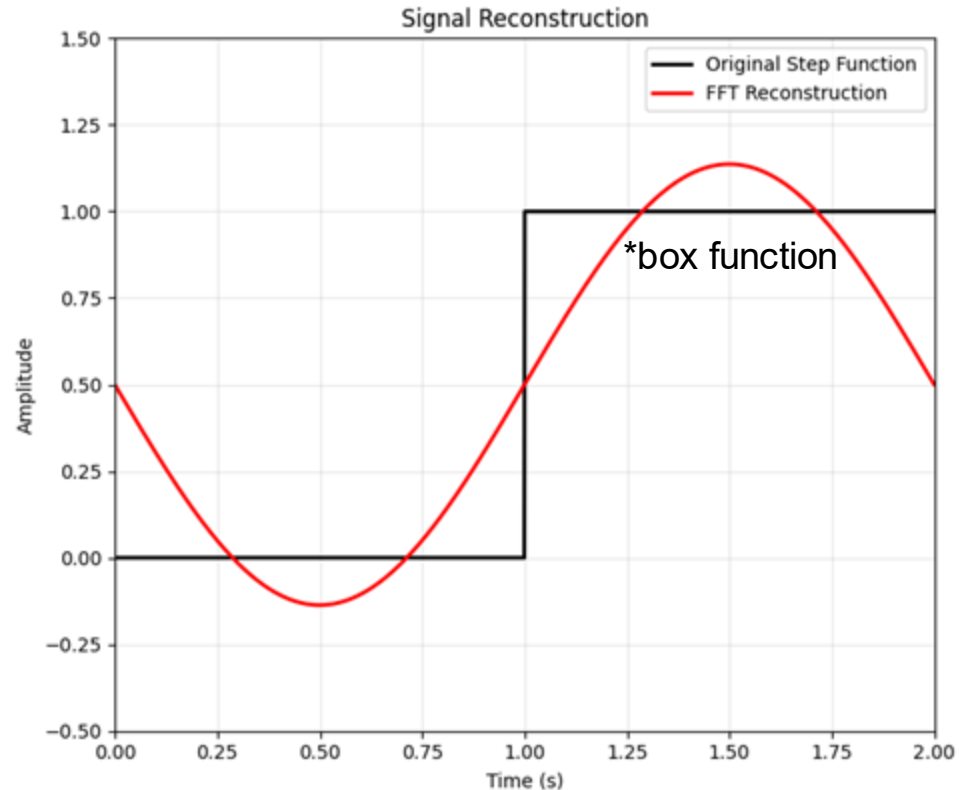
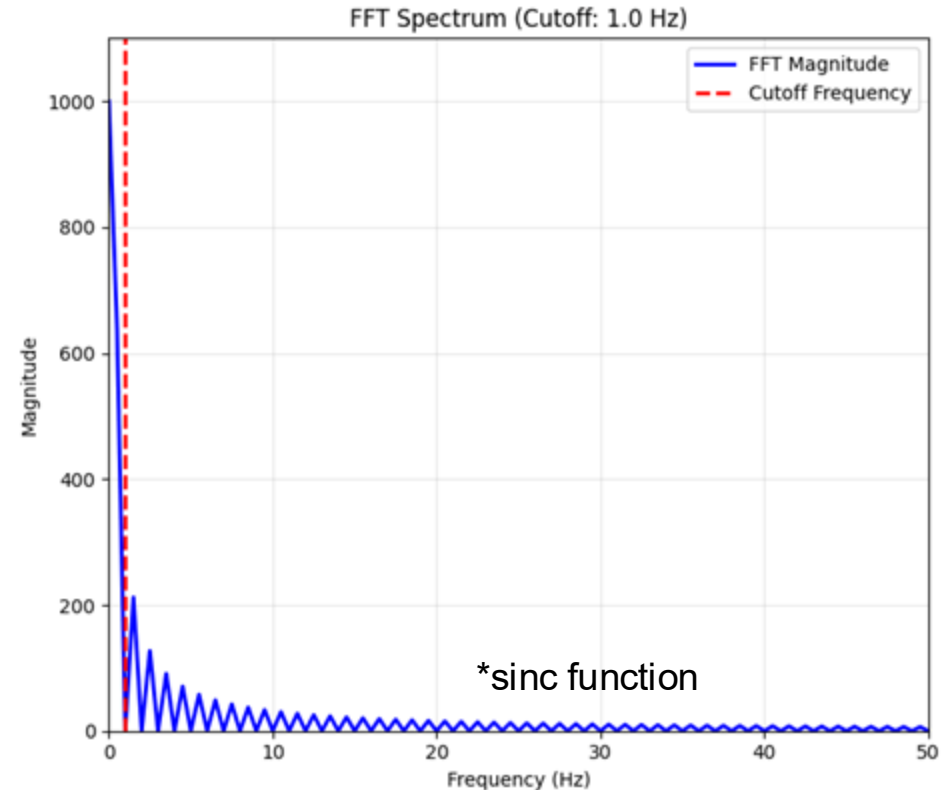
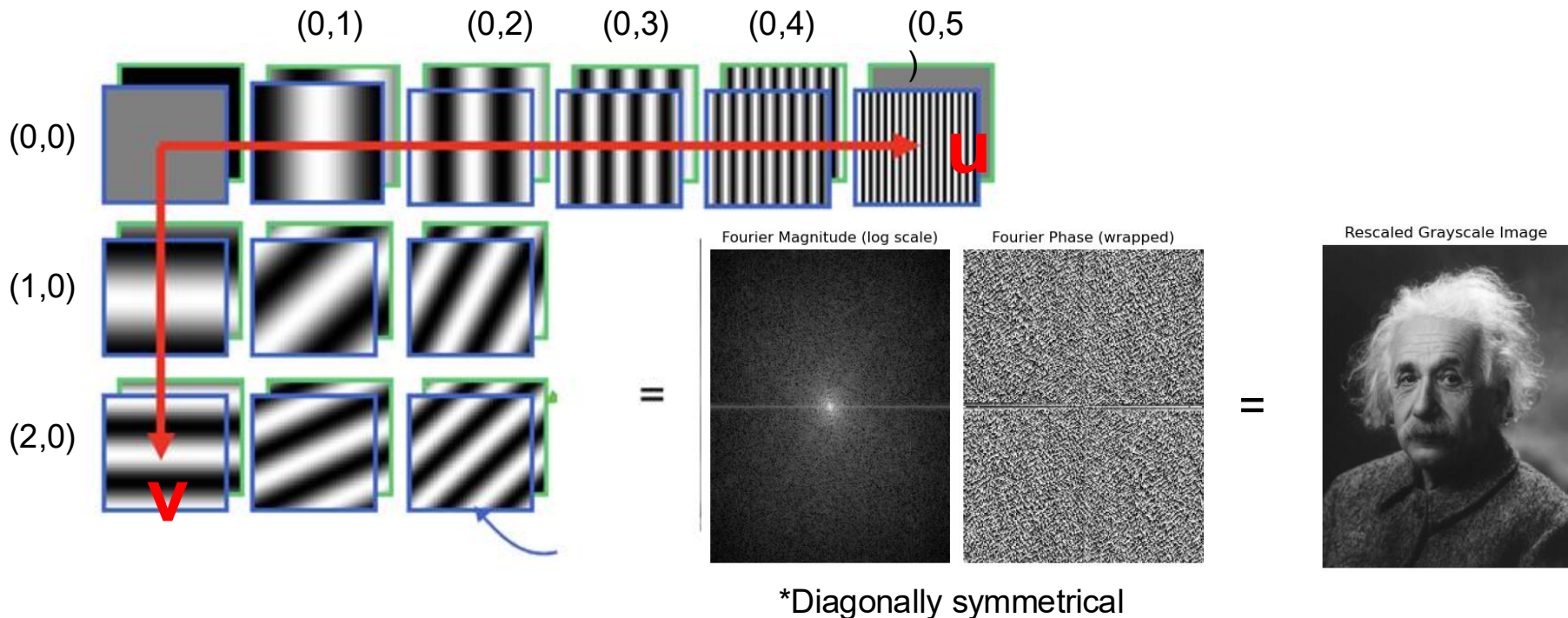


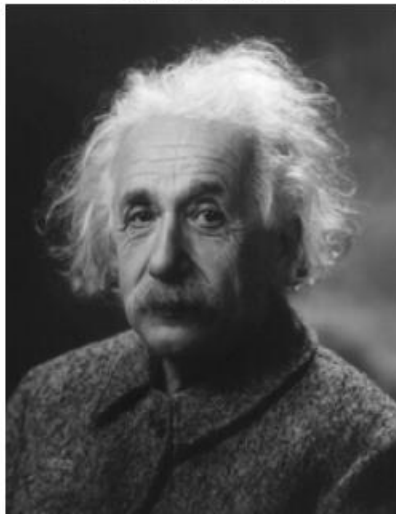
Image Frequencies!

Frequency amplitudes map



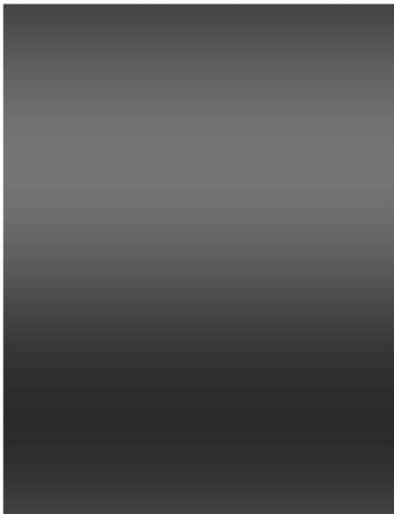
*Same storage size. $H \times W$ pixels = num(amplitudes) + num(phase)!

Original image

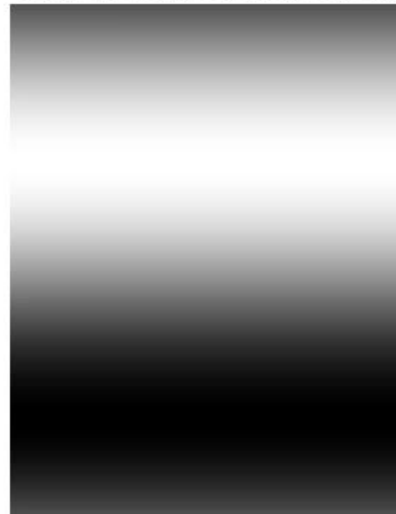


Component 2/25217 — frame 1/150

Reconstruction up to component 2

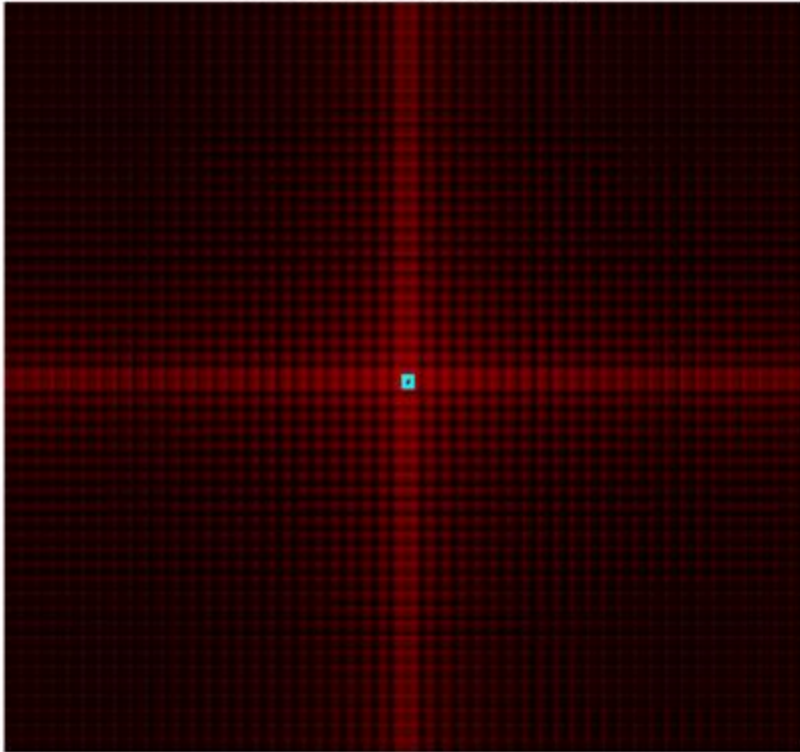


Current component (scaled)



Crop in frequency space

FFT with Mask (Size: 3px)



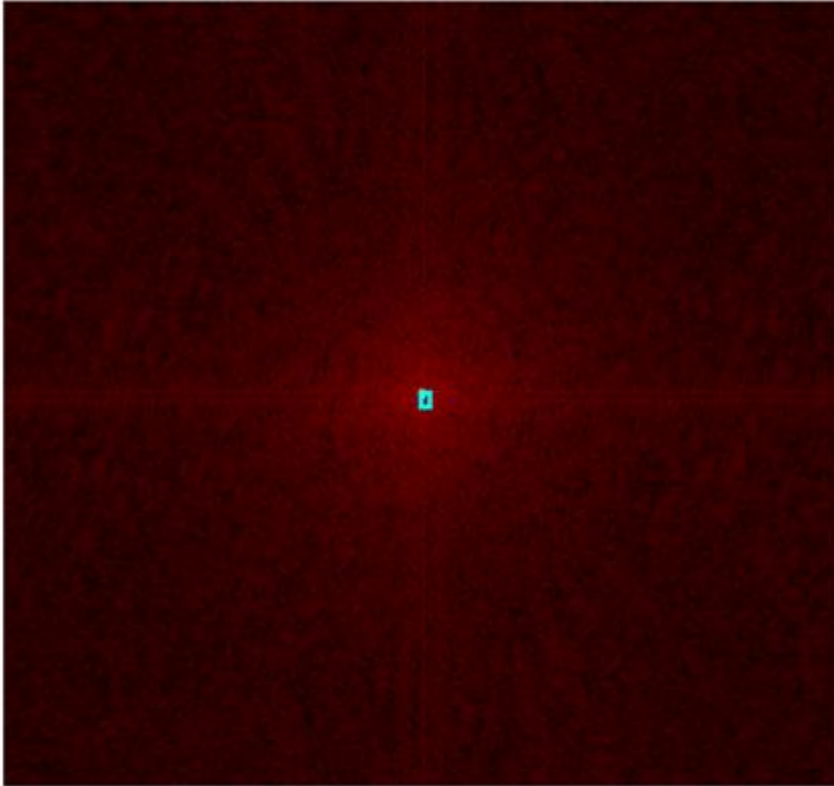
Reconstructed Image



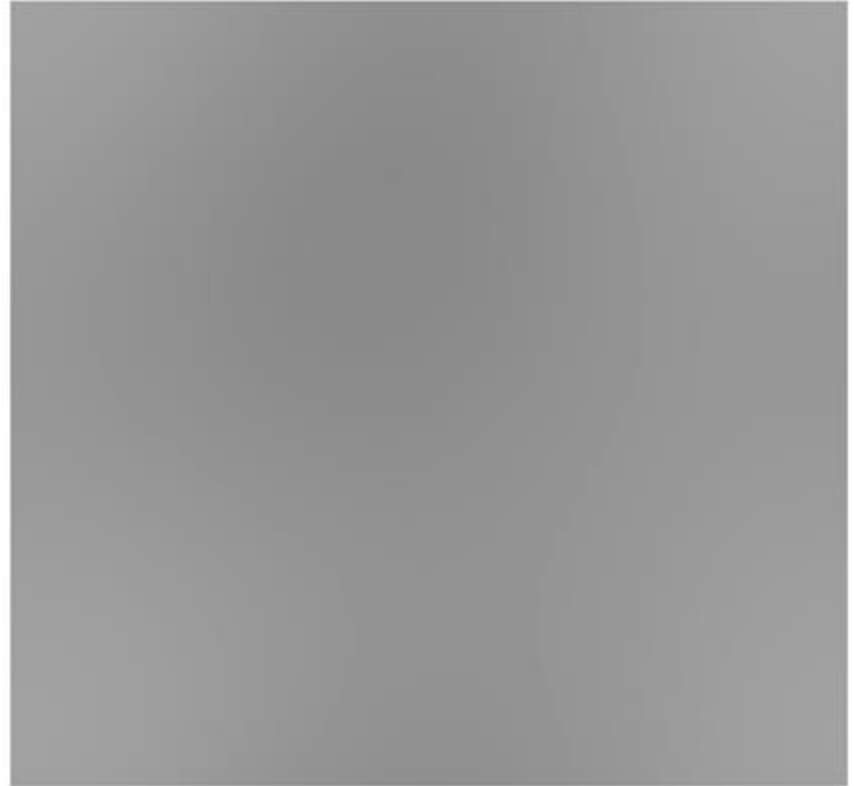
Crop in frequency space

What does the box do?
Why the wavy pattern?

FFT with Mask (Size: 3px)



Reconstructed Image



Matching images with frequencies

A



B



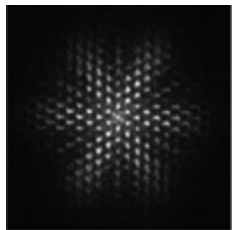
C



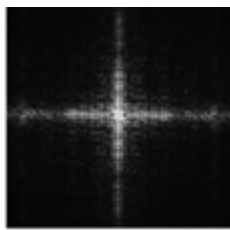
D



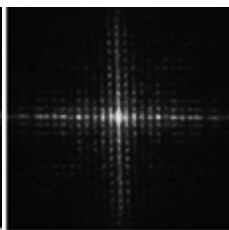
E



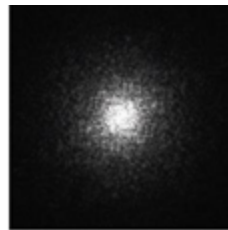
I



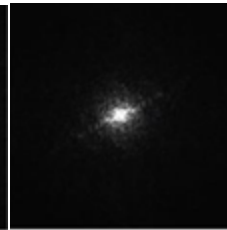
II



III



IV



V

Matching images with frequencies

A



B



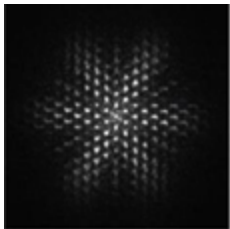
C



D

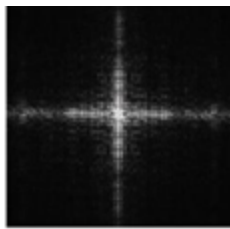


E



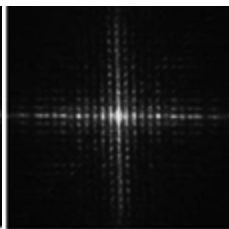
I

C



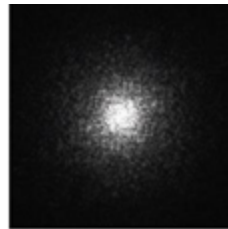
II

A



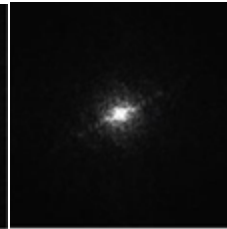
III

B



IV

E



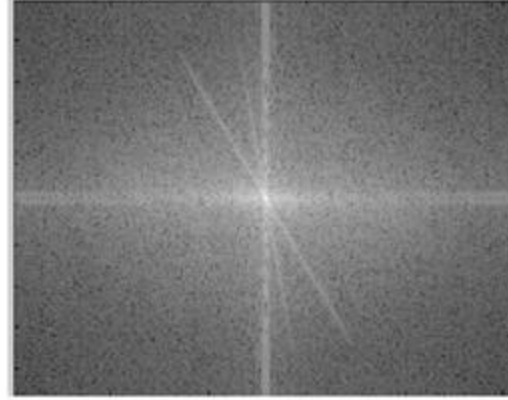
V

D

Phase plots can be hard to understand...

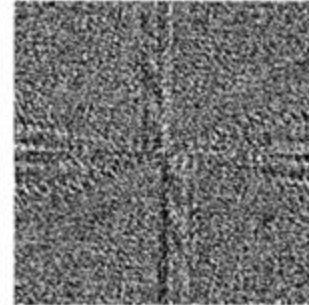


Amplitude Spectrum



Phase map:

(Hard to understand 🙄)



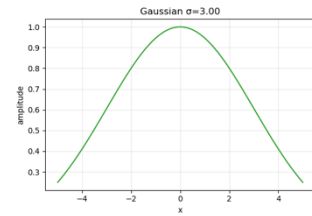
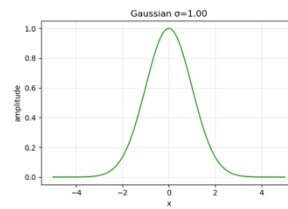
From lecture.

Problems 2.1a, 2.1d

Demo!

<https://cal-cs180.github.io/fa25/fft-tool.html>

Low-pass = Convolve with Gaussian



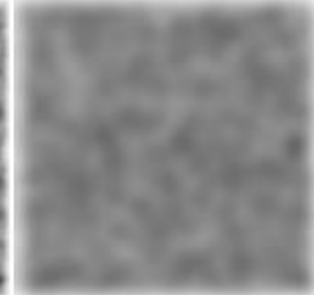
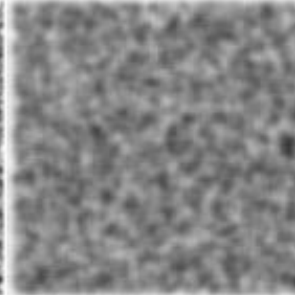
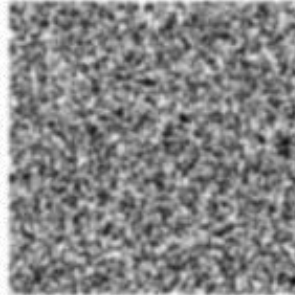
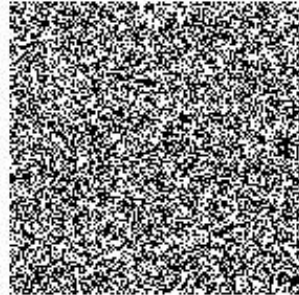
Gaussian blur radius:

1 px

2 px

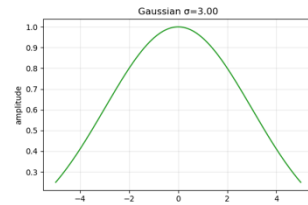
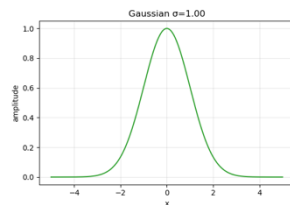
4 px

Image



*How to get Gaussian filter?

Convolution theorem: convolving = multiplying frequencies



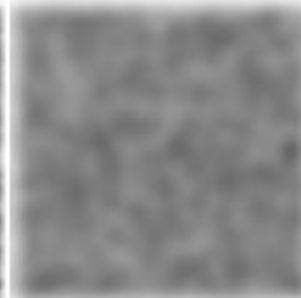
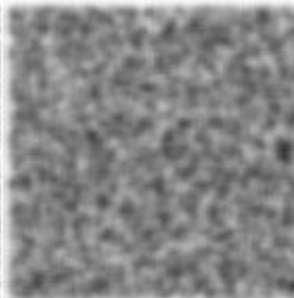
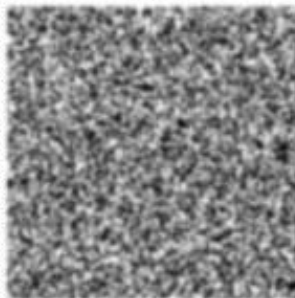
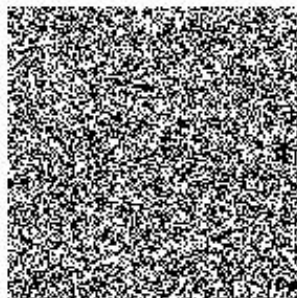
Gaussian blur radius:

1 px

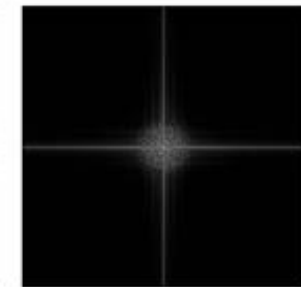
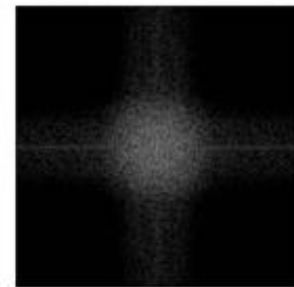
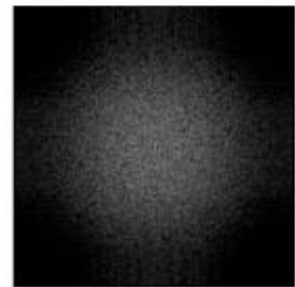
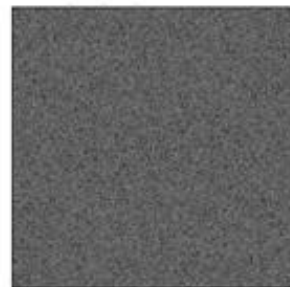
2 px

4 px

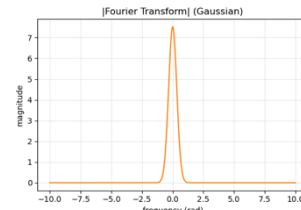
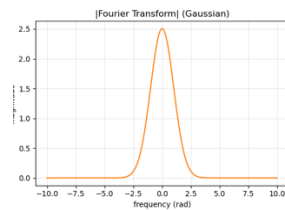
Image



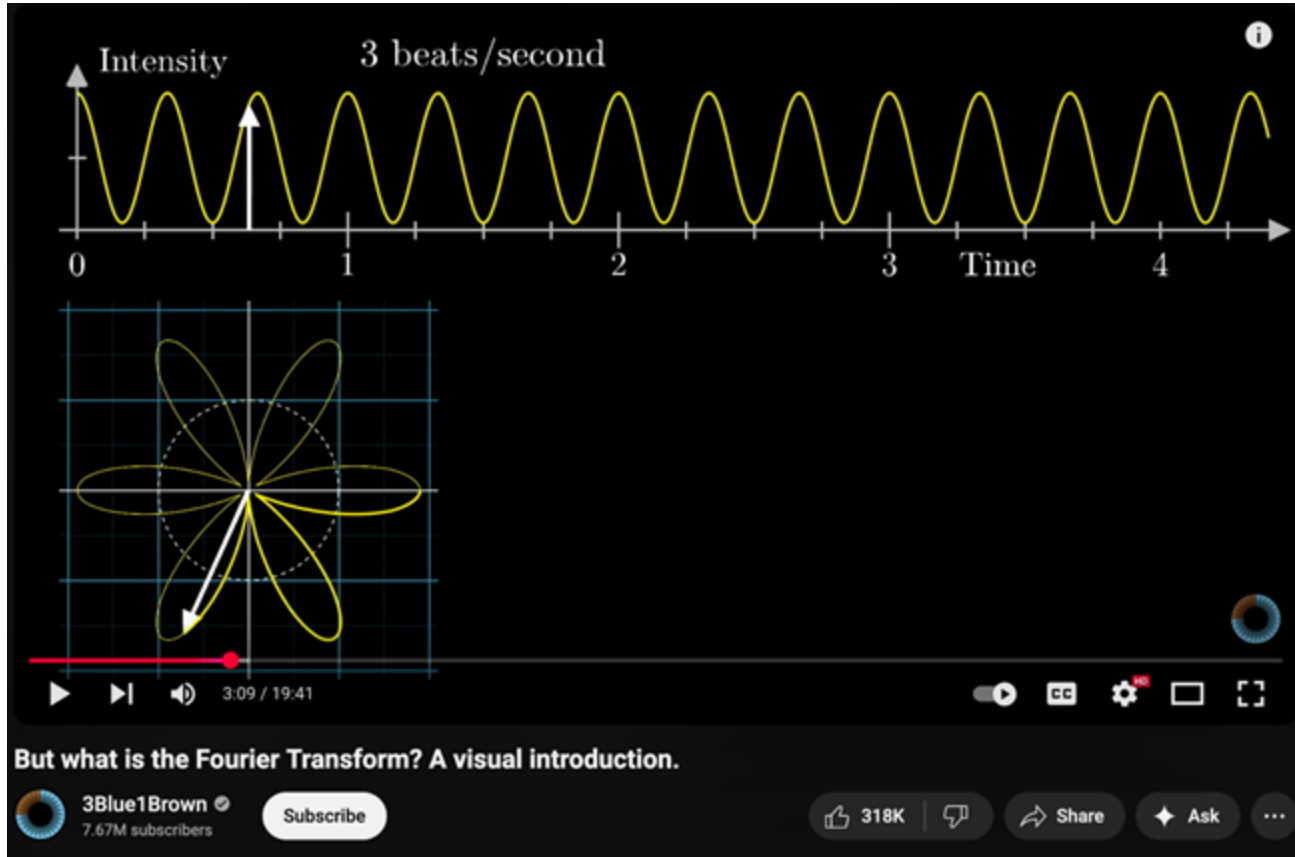
Frequency
Image



X



3b1b has great visuals if you want to dive deeper!



CS 180 Discussion #3

Filters & Frequencies!



Disc 2 Feedback Form



Konpat