



# Sampling, Resampling, and Warping

COS 426

# Digital Image Processing



- Changing pixel values
  - Linear: scale, offset, etc.
  - Nonlinear: gamma, saturation, etc.
  - Histogram equalization
- Filtering over neighborhoods
  - Blur & sharpen
  - Detect edges
  - Median
  - Bilateral filter
- Moving image locations
  - Scale
  - Rotate
  - Warp
- Combining images
  - Composite
  - Morph
- Quantization
- Spatial / intensity tradeoff
  - Dithering

# Image Warping



- Move pixels of an image



Source image

→  
Warp

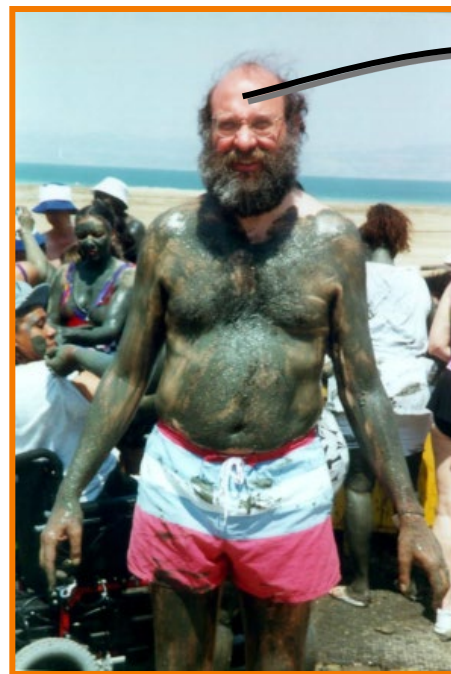


Destination image

# Image Warping



- Issues:
  - Specifying where every pixel goes (mapping)



Source image

Warp

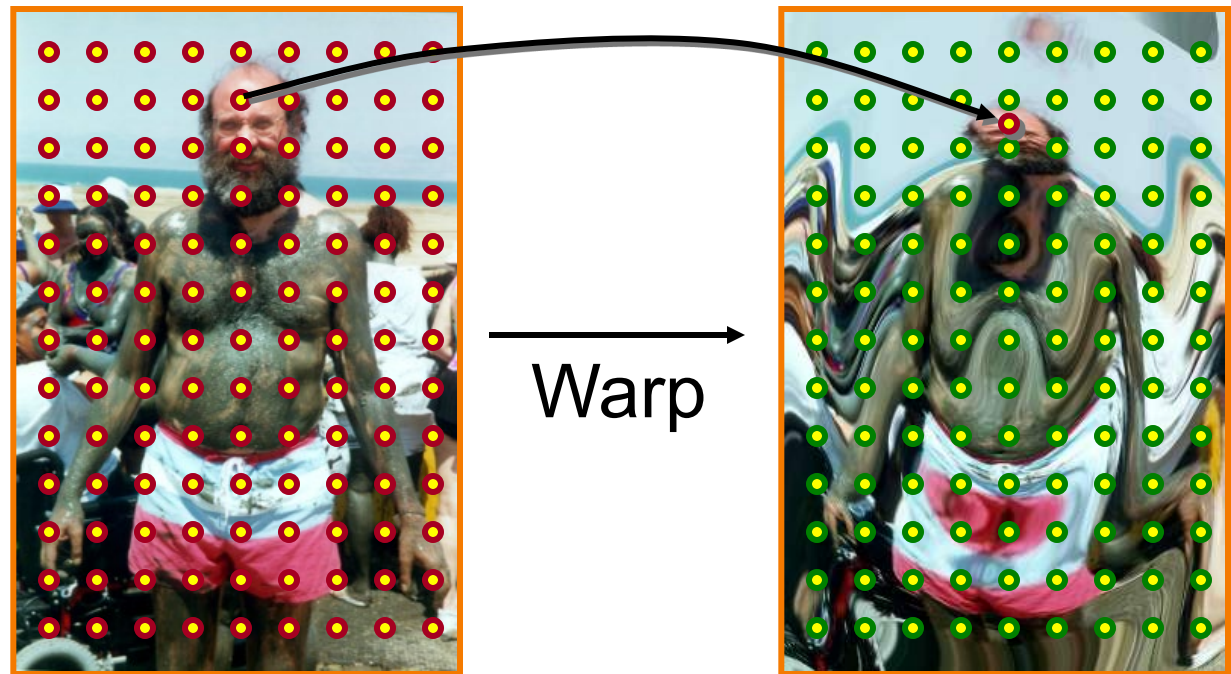


Destination image

# Image Warping



- Issues:
  - Specifying where every pixel goes (mapping)
  - Computing colors at destination pixels (resampling)



Source image

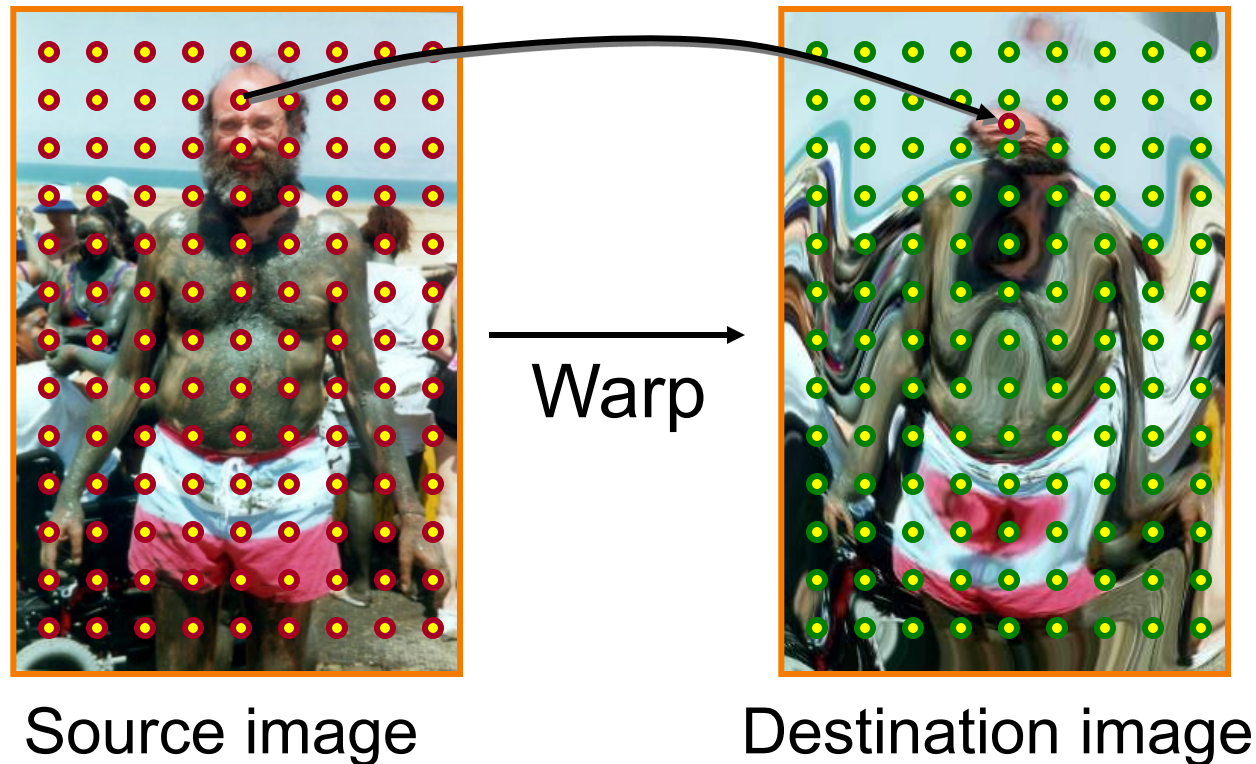
Destination image

# Image Warping



- Issues:

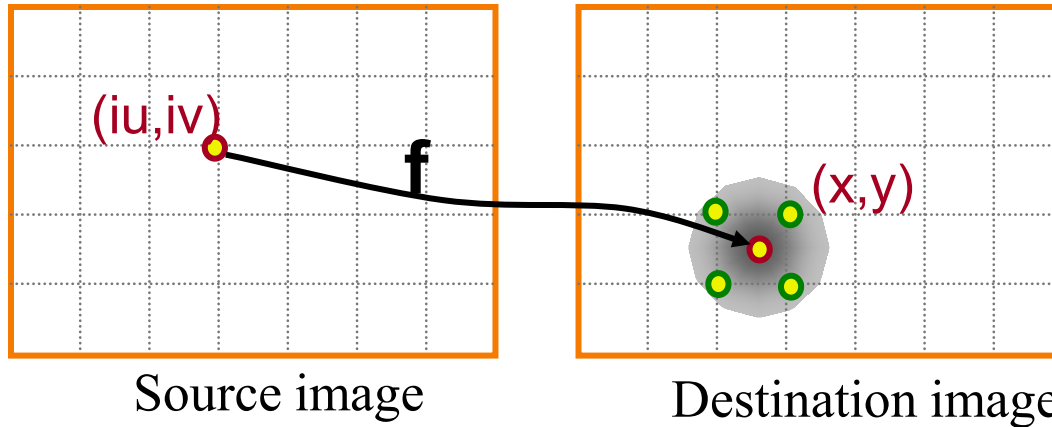
- Specifying where every pixel goes (mapping)
- Computing colors at destination pixels (resampling)



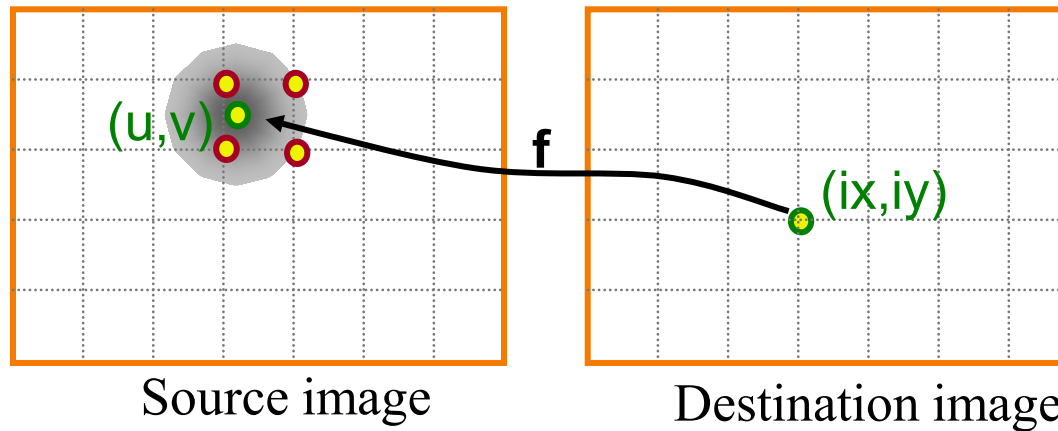


# Two Options

- Forward mapping



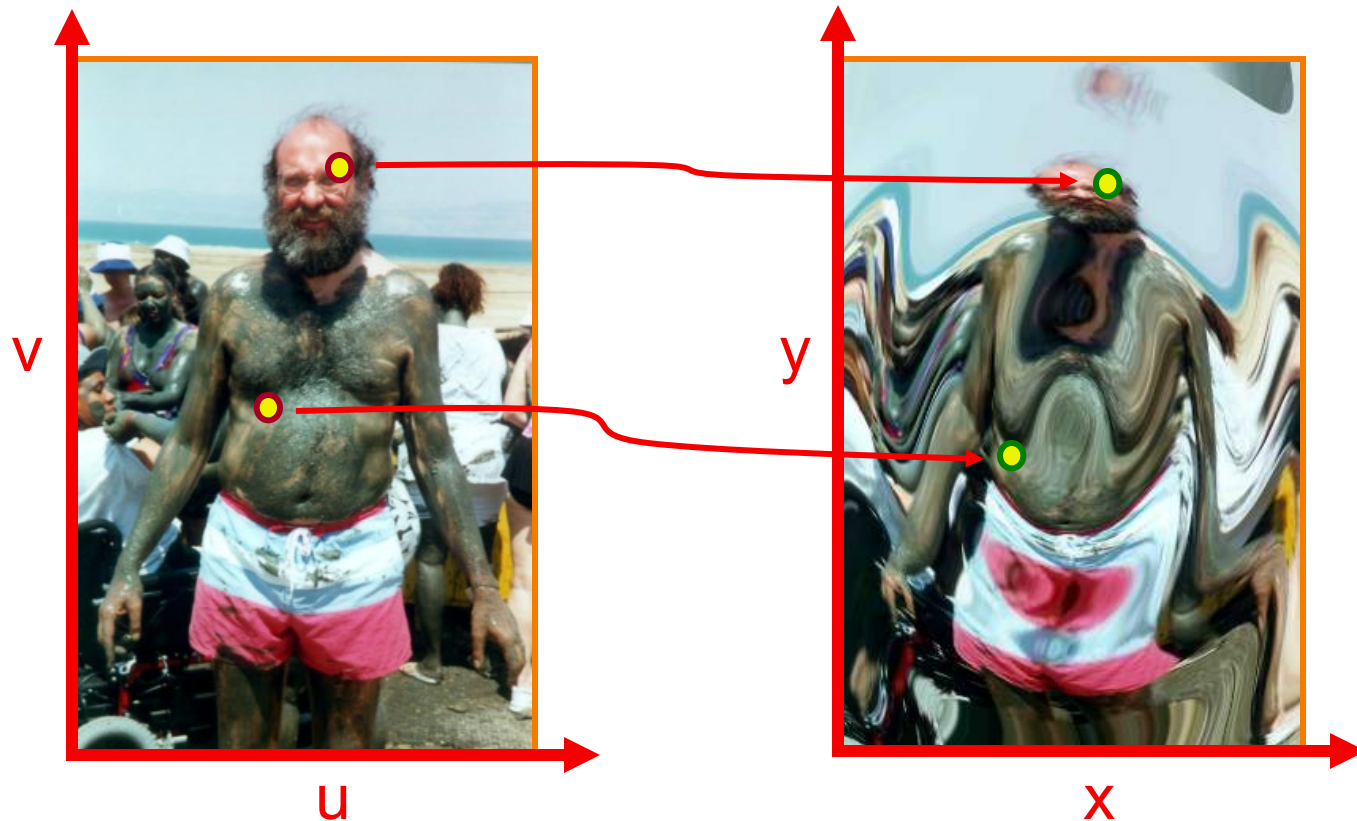
- Reverse mapping



# Mapping



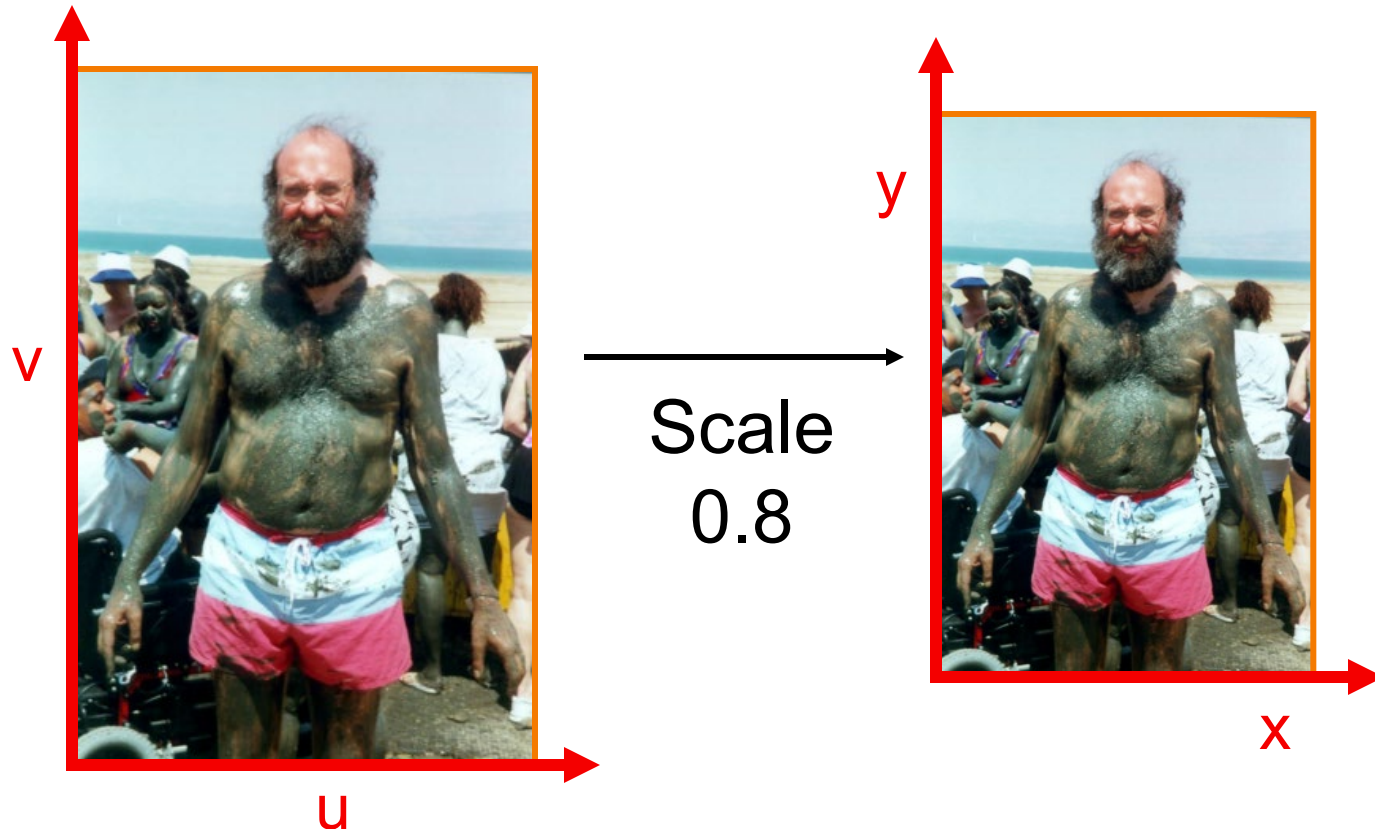
- Define transformation
  - Describe the destination  $(x,y)$  for every source  $(u,v)$  (actually vice-versa, if reverse mapping)





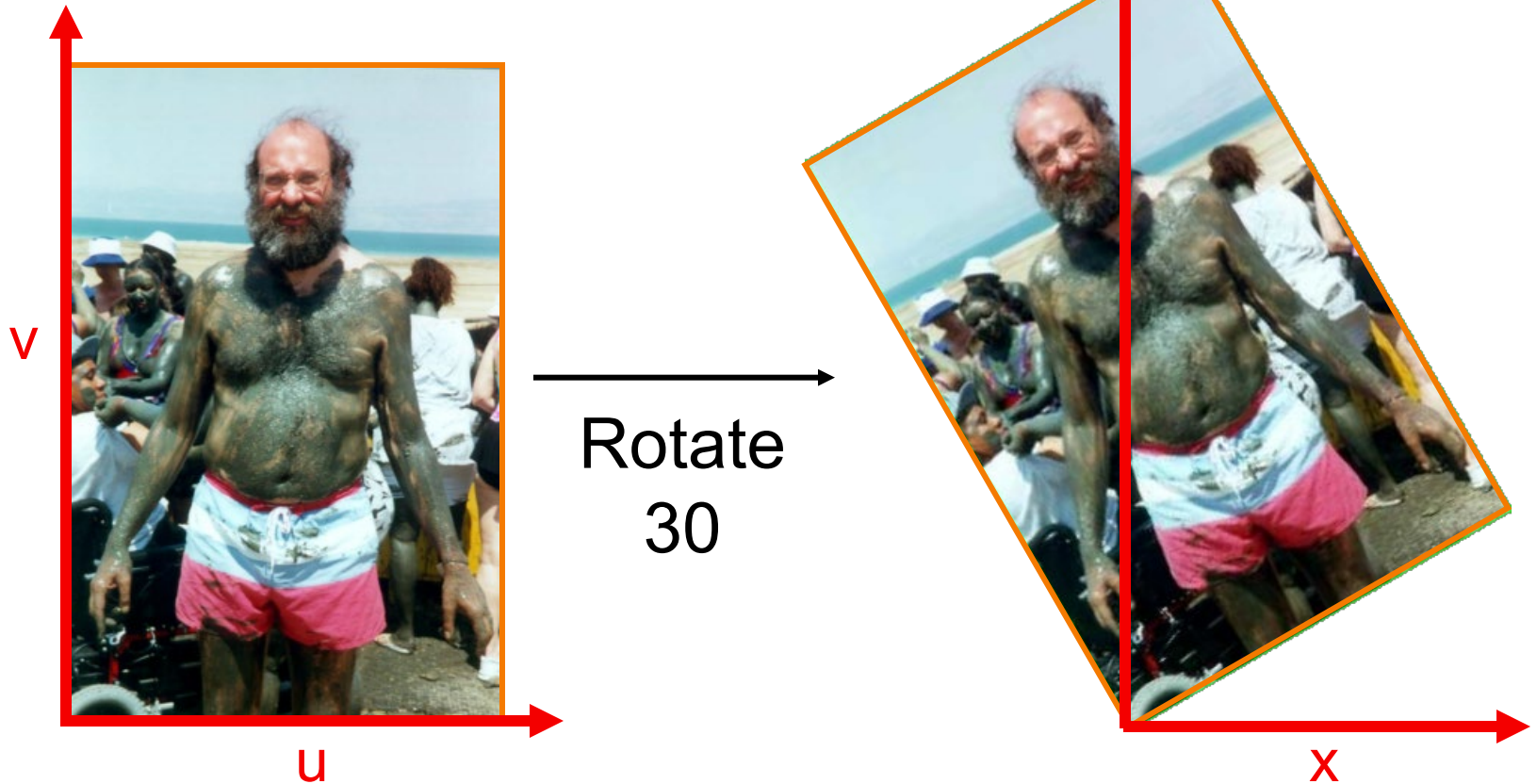
# Parametric Mappings

- Scale by *factor*:
  - $x = factor * u$
  - $y = factor * v$



# Parametric Mappings

- Rotate by  $\Theta$  degrees:
  - $x = u \cos \Theta - v \sin \Theta$
  - $y = u \sin \Theta + v \cos \Theta$

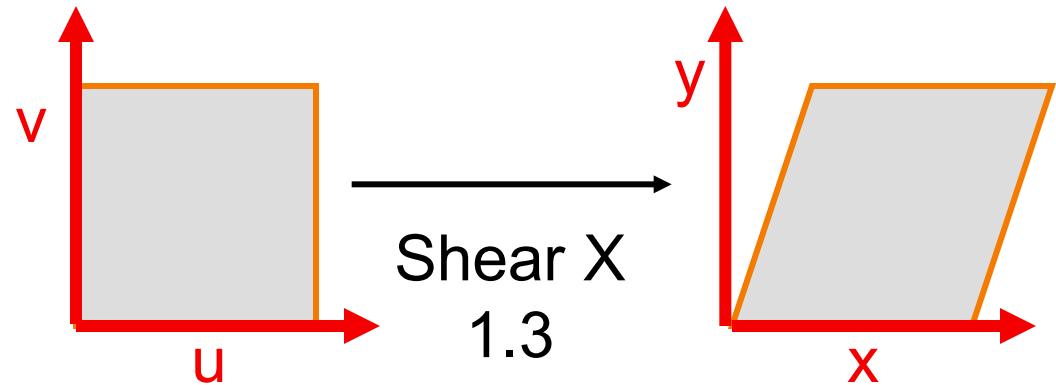




# Parametric Mappings

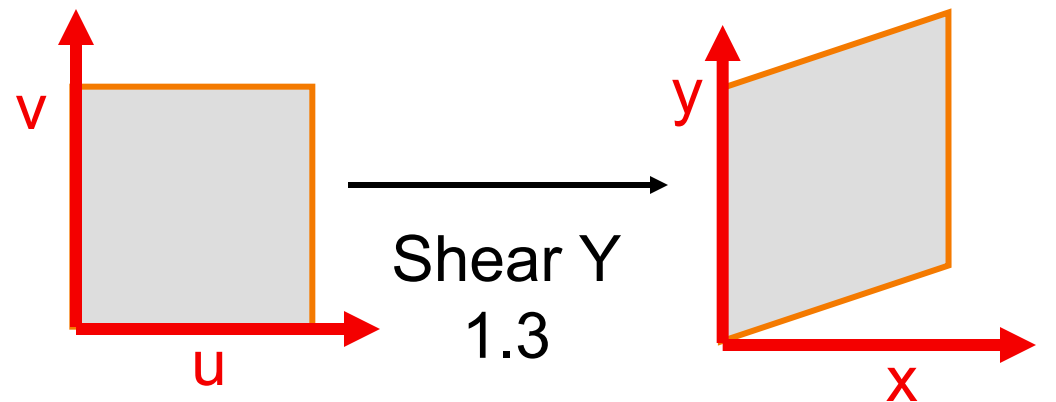
- Shear in  $X$  by *factor*:

- $x = u + \textit{factor} * v$
- $y = v$



- Shear in  $Y$  by *factor*:

- $x = u$
- $y = v + \textit{factor} * u$



# Other Parametric Mappings



- Any function of  $u$  and  $v$ :
  - $x = f_x(u,v)$
  - $y = f_y(u,v)$



Fish-eye



“Swirl”



“Rain”

# COS426 Examples



Aditya Bhaskara



Wei Xiang



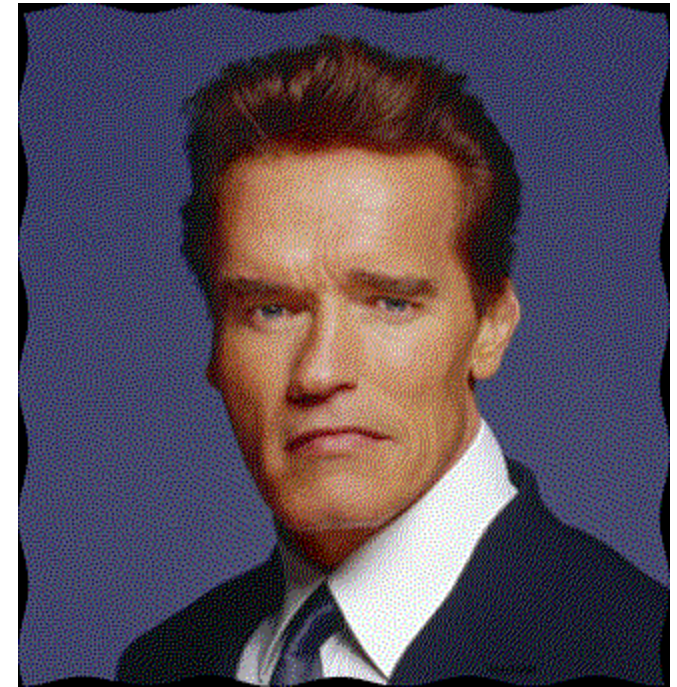
# More COS426 Examples



Sid Kapur



Michael Oranato



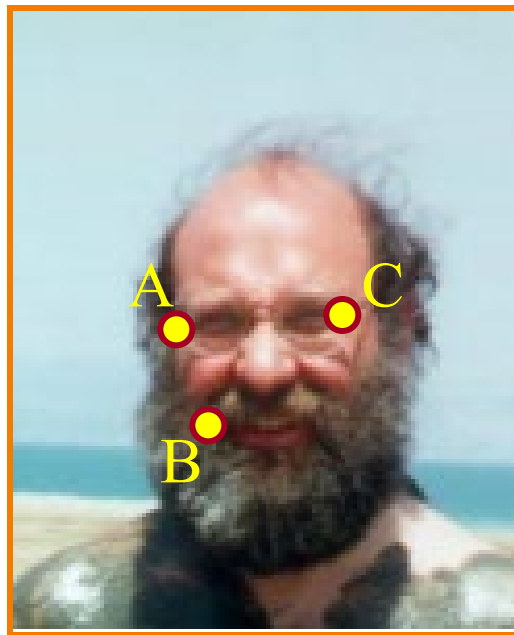
Eirik Bakke



# Point Correspondence Mappings



- Mappings implied by correspondences:
  - $A \leftrightarrow A'$
  - $B \leftrightarrow B'$
  - $C \leftrightarrow C'$



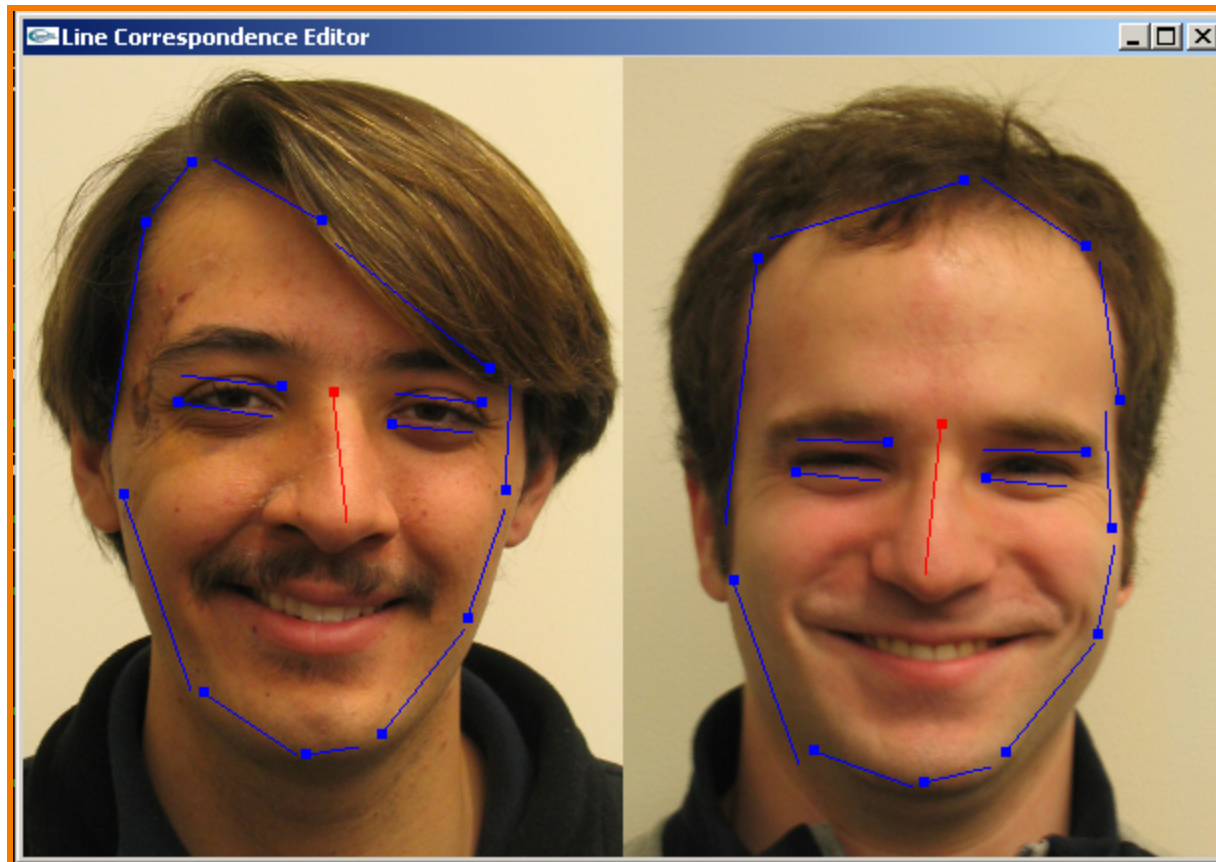
Warp



# Line Correspondence Mappings



- Beier & Neeley use pairs of lines to specify warp

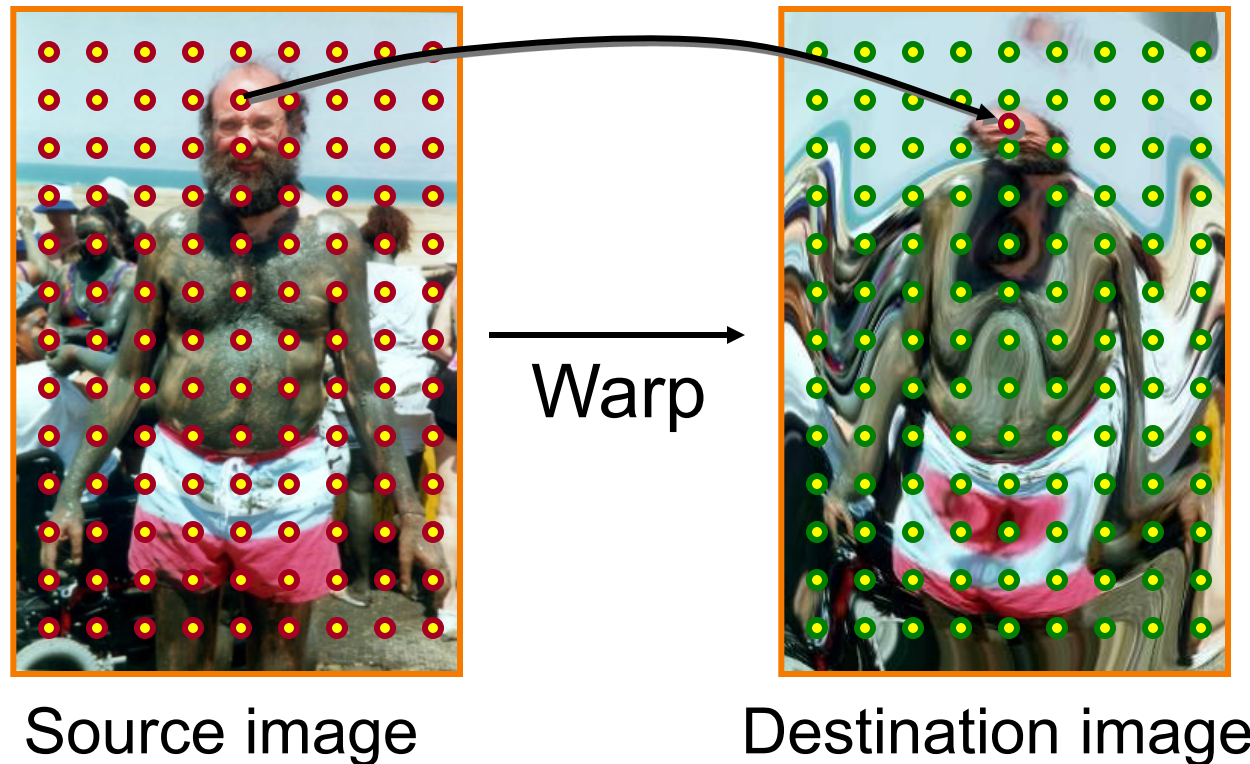


Beier & Neeley  
SIGGRAPH 92

# Image Warping



- Issues:
  - Specifying where every pixel goes (mapping)
  - Computing colors at destination pixels (resampling)

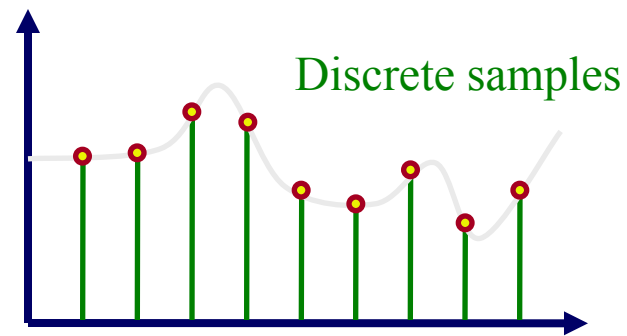
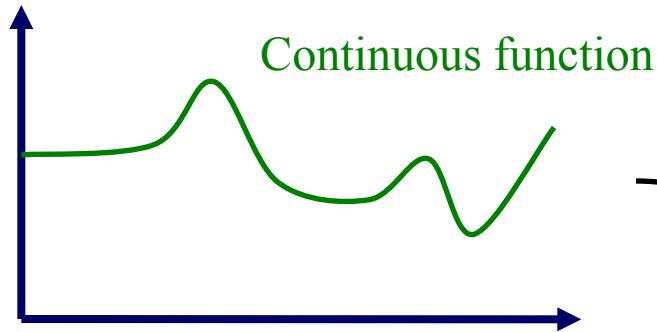


# Digital Image Processing



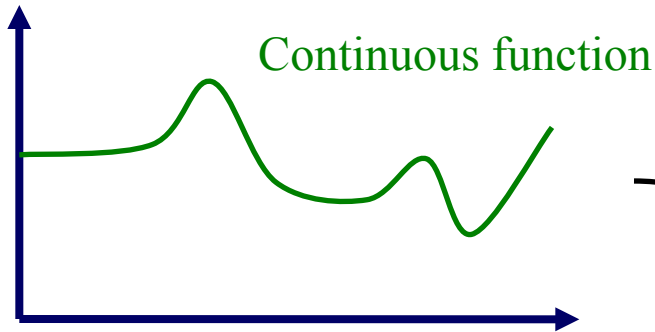
When implementing operations that move pixels, must account for the fact that digital images are **sampled** versions of continuous ones

# Sampling and Reconstruction

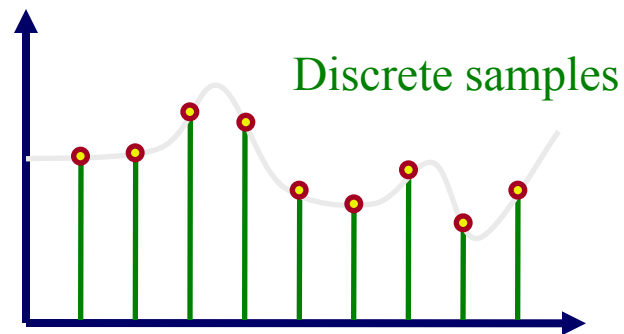


Sampling

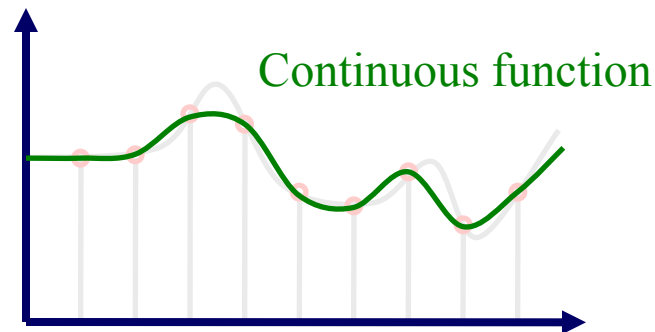
# Sampling and Reconstruction



Sampling



Reconstruction





# Sampling and Reconstruction

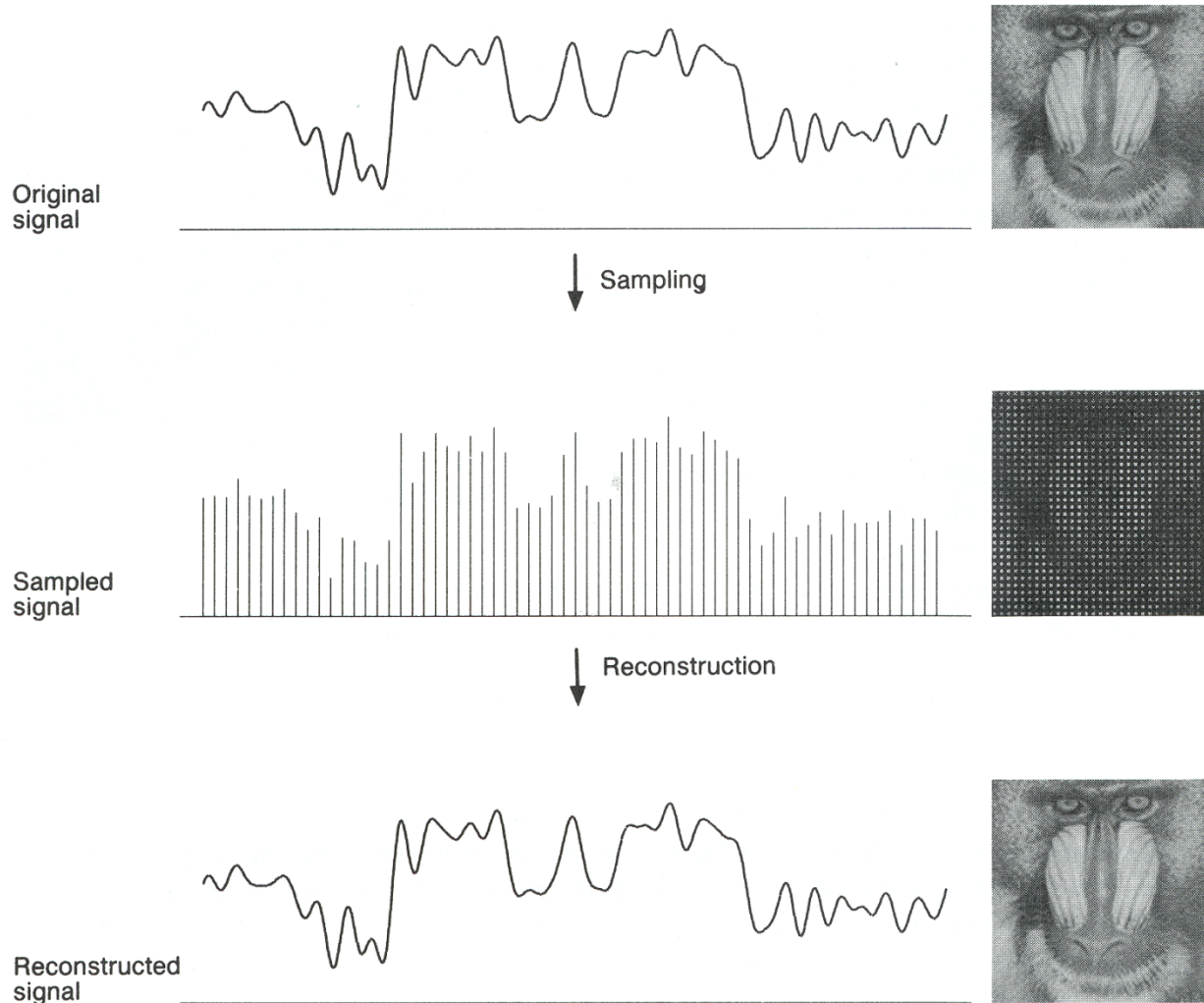


Figure 19.9 FvDFH

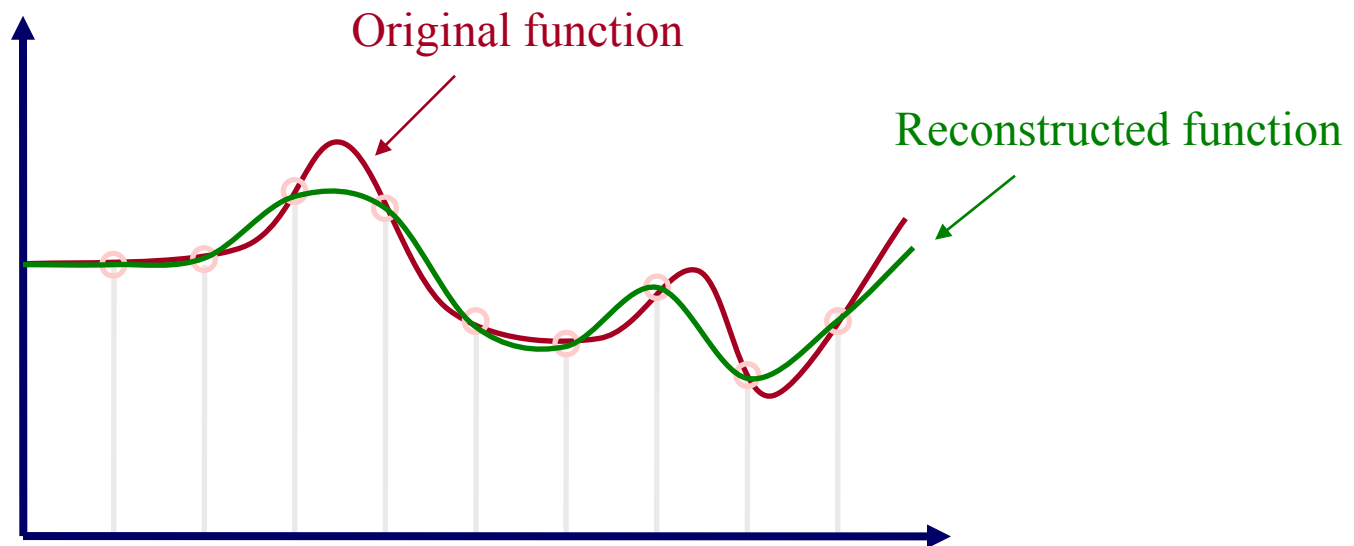
# Sampling Theory



How many samples are enough?

- How many samples are required to represent a given signal without loss of information?
- What signals can be reconstructed without loss for a given sampling rate?

What happens when we use too few samples?

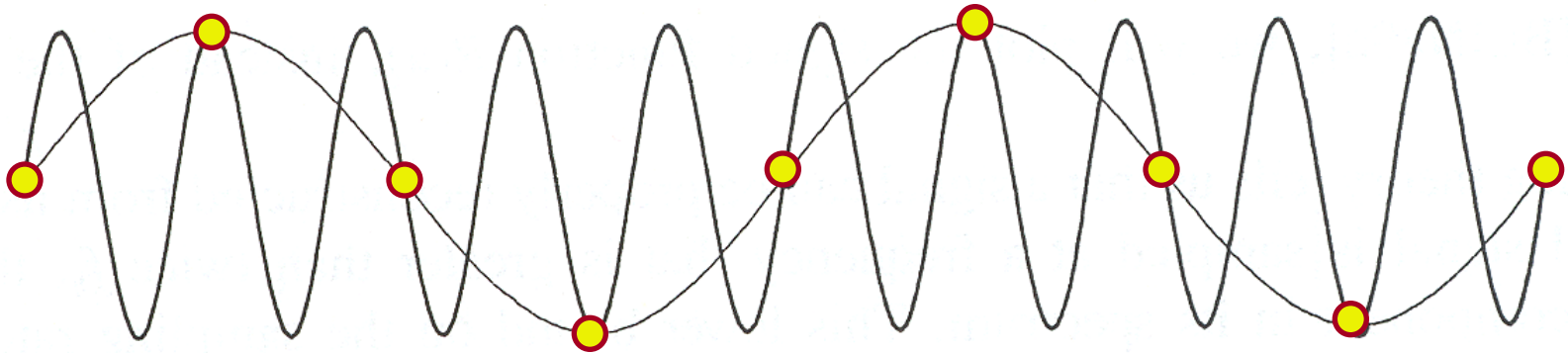


# Sampling Theory



What happens when we use too few samples?

- **Aliasing:** high frequencies masquerade as low ones



Specifically, in graphics:

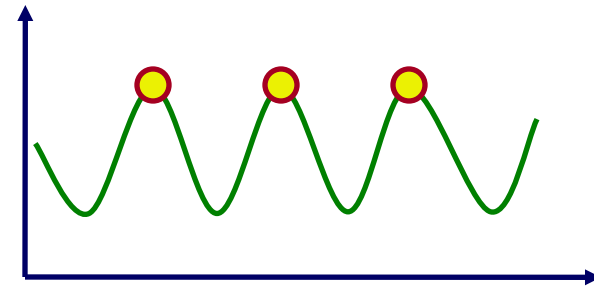
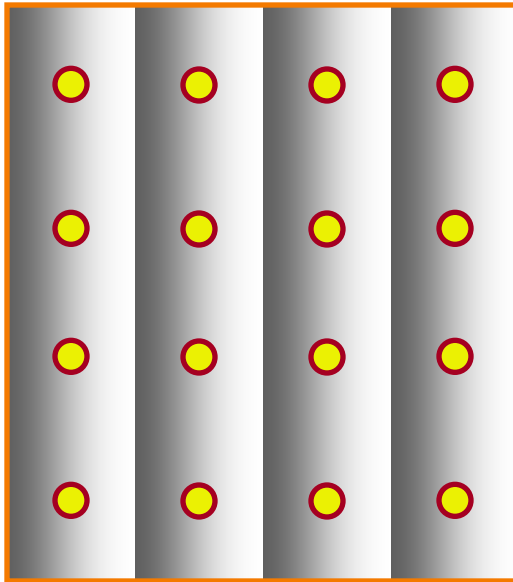
- Spatial aliasing
- Temporal aliasing

Figure 14.17 FvDFH

# Spatial Aliasing



Artifacts due to limited spatial resolution



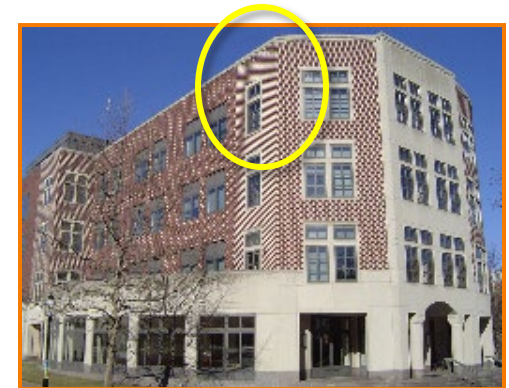
# Spatial Aliasing



Artifacts due to limited spatial resolution



(Barely) adequate sampling

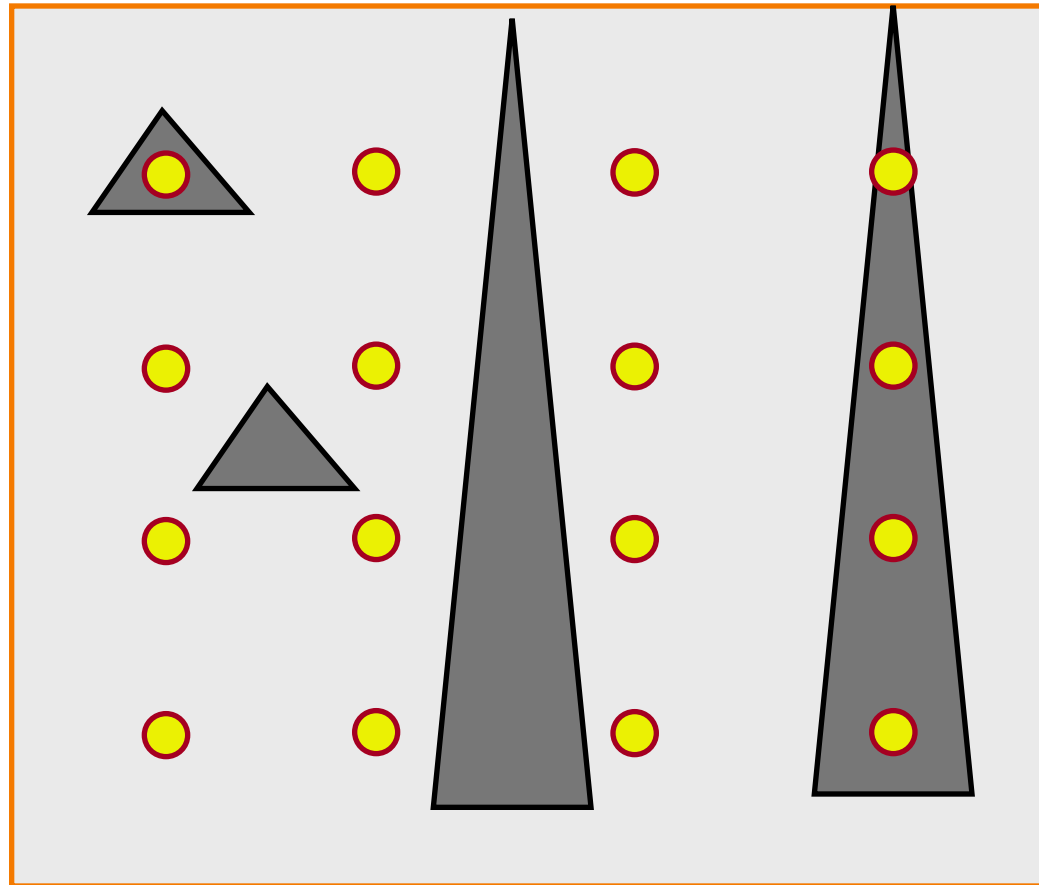


Inadequate sampling

# Spatial Aliasing



Artifacts due to limited spatial resolution

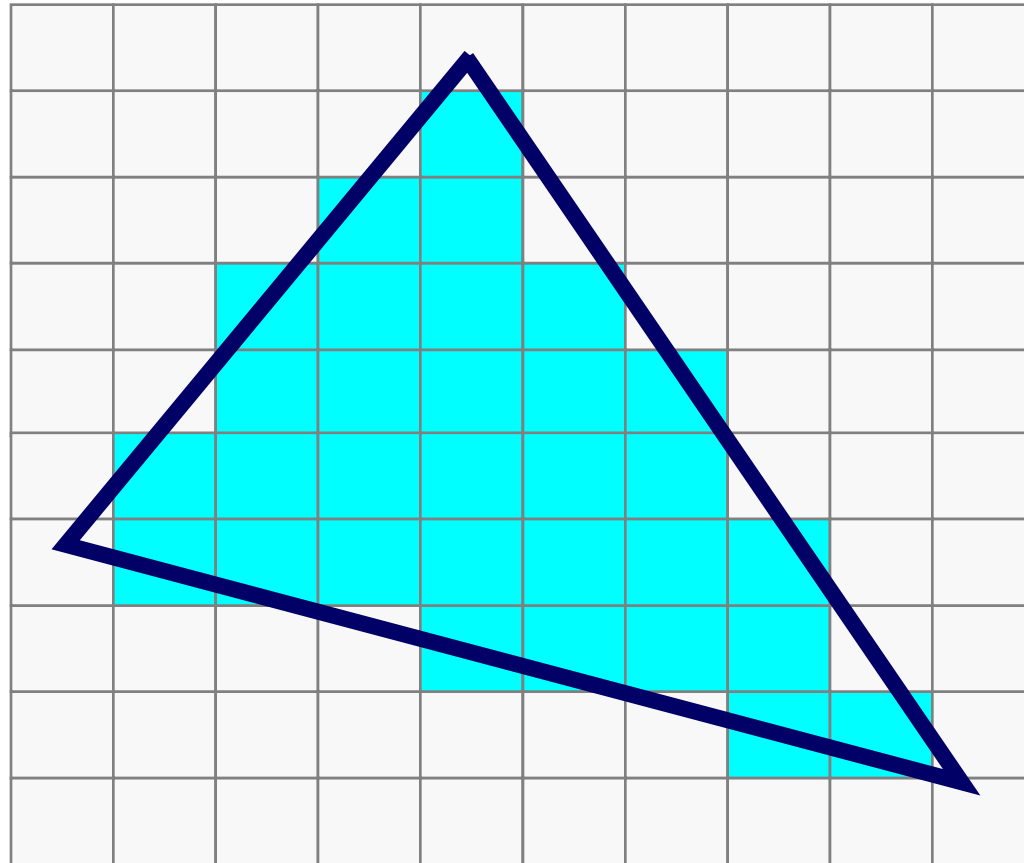




# Spatial Aliasing



Artifacts due to limited spatial resolution



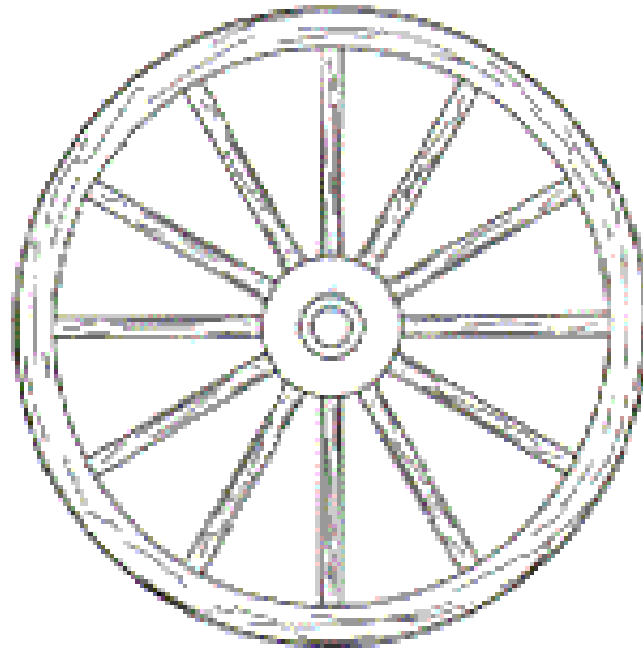
“Jaggies”

# Temporal Aliasing



Artifacts due to limited temporal resolution

- Strobbing
- Flickering

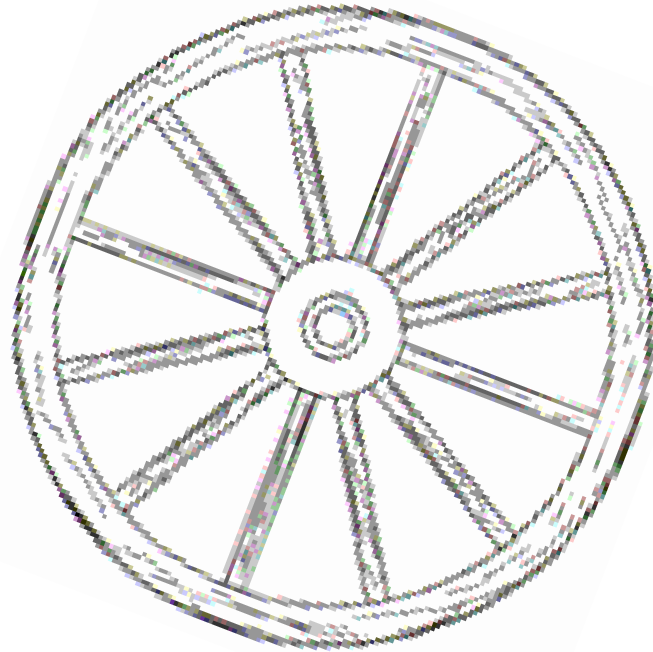


# Temporal Aliasing



Artifacts due to limited temporal resolution

- Strobing
- Flickering

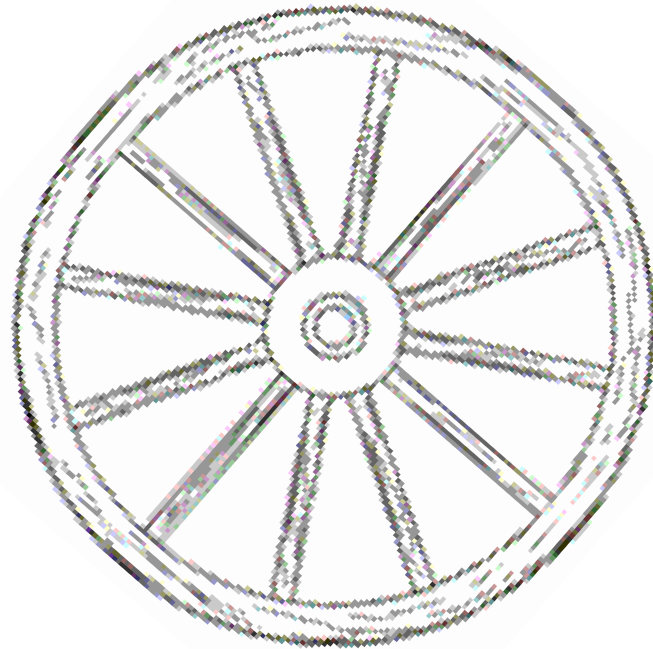


# Temporal Aliasing



Artifacts due to limited temporal resolution

- Strobbing
- Flickering

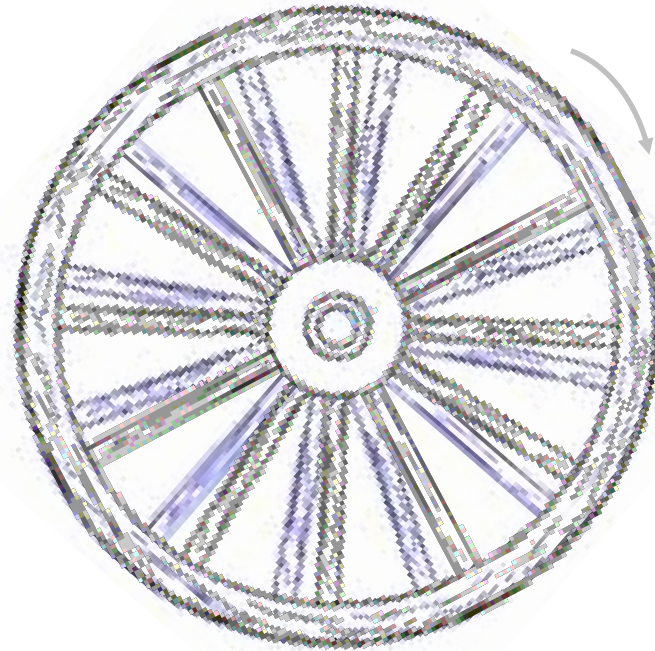


# Temporal Aliasing



Artifacts due to limited temporal resolution

- Strobbing
- Flickering

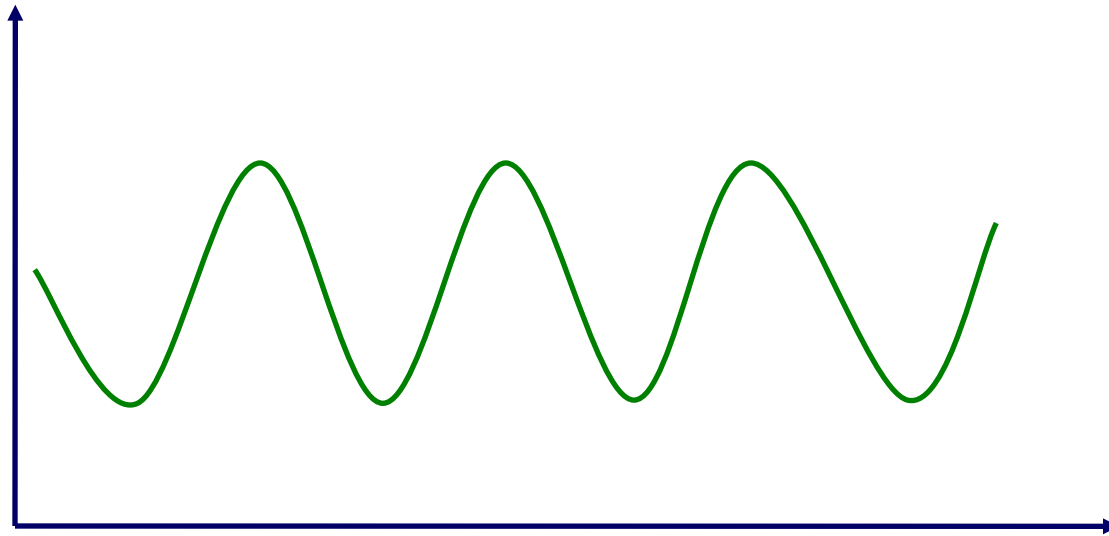


# Sampling Theory



How many samples are enough to avoid aliasing?

- How many samples are required to represent a given signal without loss of information?
- What signals can be reconstructed without loss for a given sampling rate?



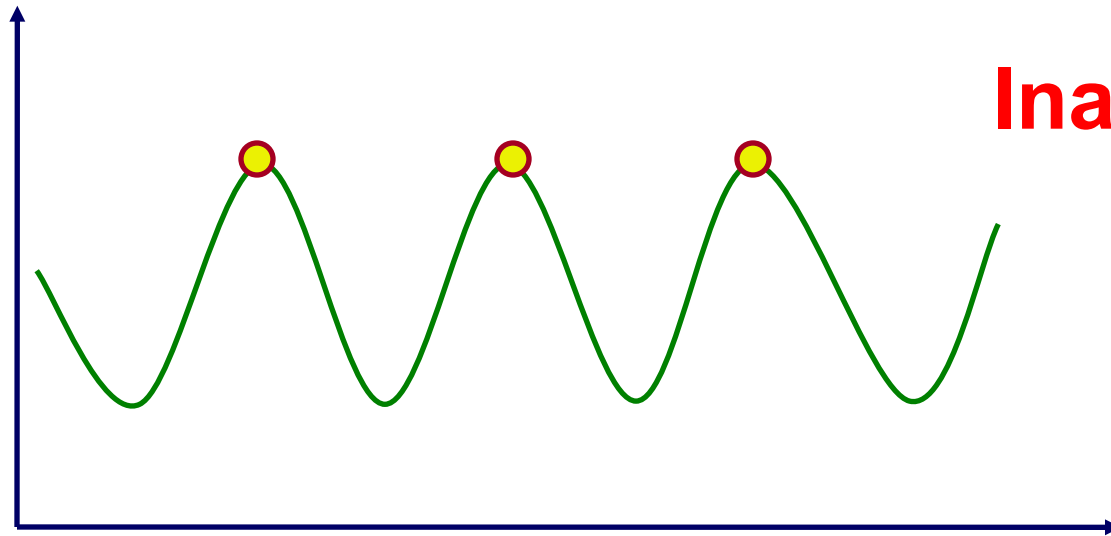


# Sampling Theory



How many samples are enough to avoid aliasing?

- How many samples are required to represent a given signal without loss of information?
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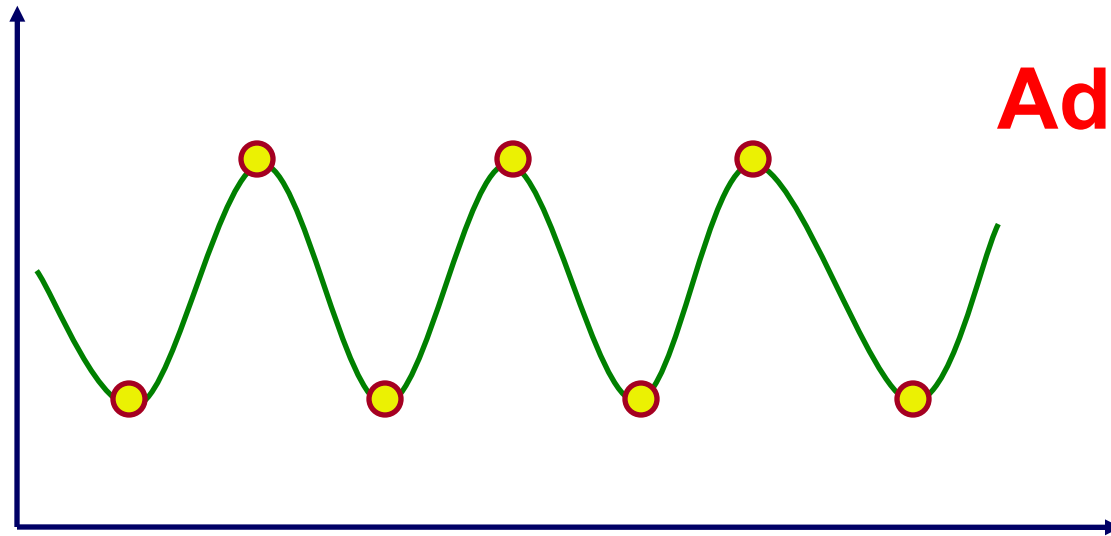


# Sampling Theory



How many samples are enough to avoid aliasing?

- How many samples are required to represent a given signal without loss of information?
- What signals can be reconstructed without loss for a given sampling rate?



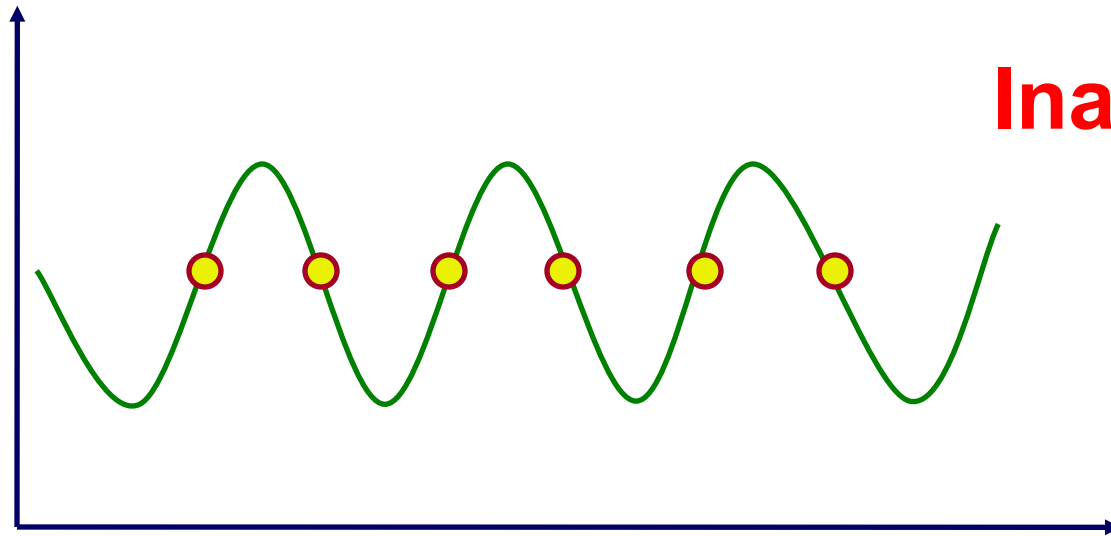
**Adequate?**

# Sampling Theory



How many samples are enough to avoid aliasing?

- How many samples are required to represent a given signal without loss of information?
- What signals can be reconstructed without loss for a given sampling rate?



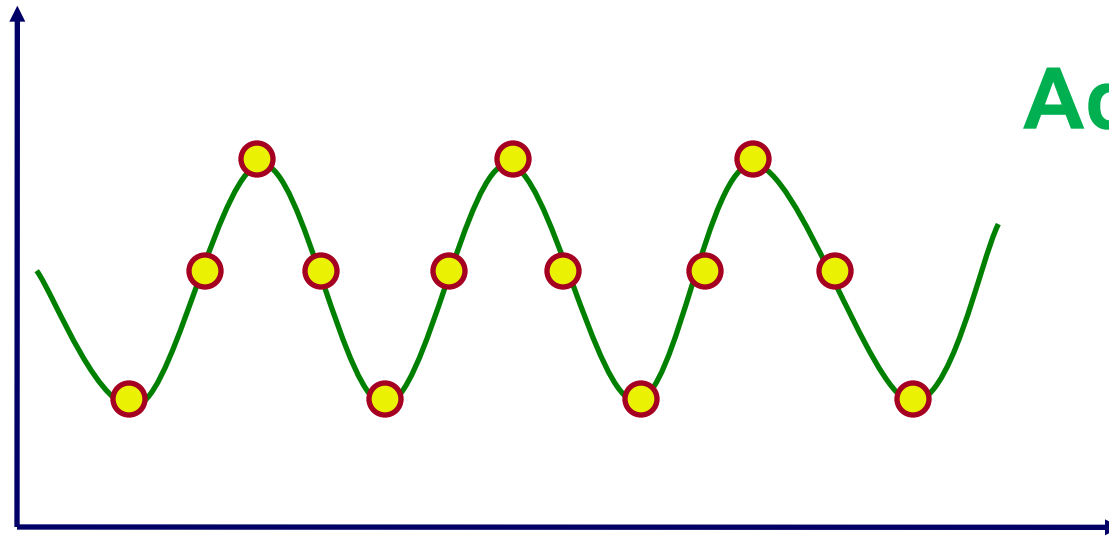
**Inadequate**

# Sampling Theory



How many samples are enough to avoid aliasing?

- How many samples are required to represent a given signal without loss of information?
- What signals can be reconstructed without loss for a given sampling rate?



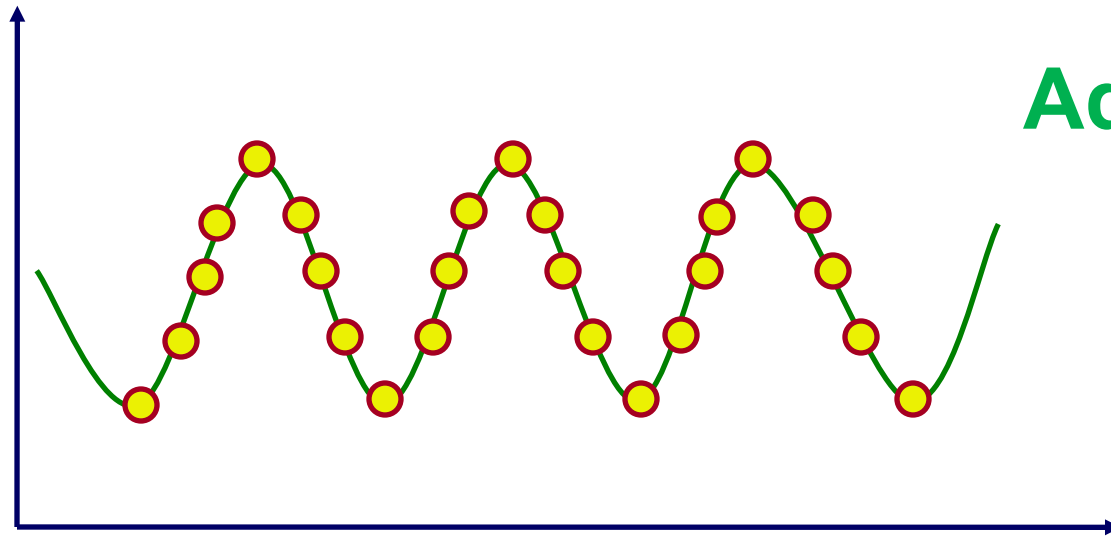
**Adequate**

# Sampling Theory



How many samples are enough to avoid aliasing?

- How many samples are required to represent a given signal without loss of information?
- What signals can be reconstructed without loss for a given sampling rate?

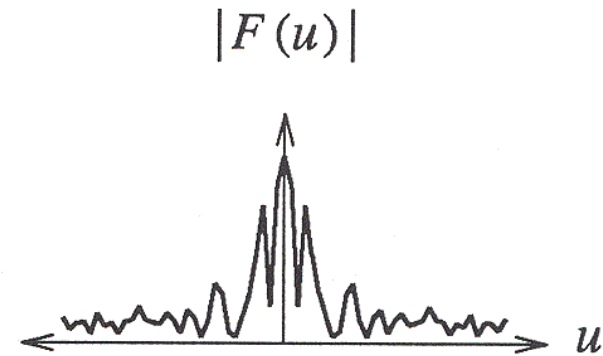
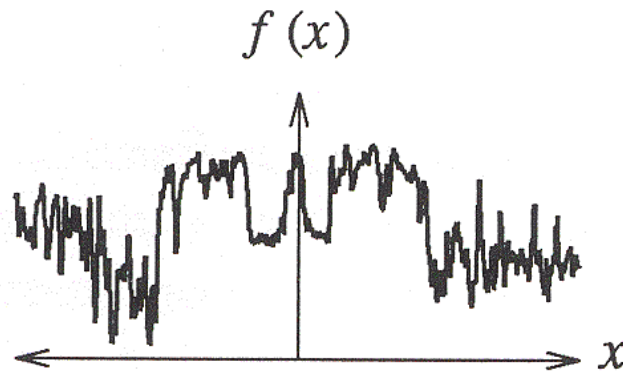


**Adequate**

# Spectral Analysis



- Spatial domain:
  - Function:  $f(x)$
  - Filtering: convolution
- Frequency domain:
  - Function:  $F(u)$
  - Filtering: multiplication



Any signal can be written as a sum of periodic functions.

# Fourier Transform

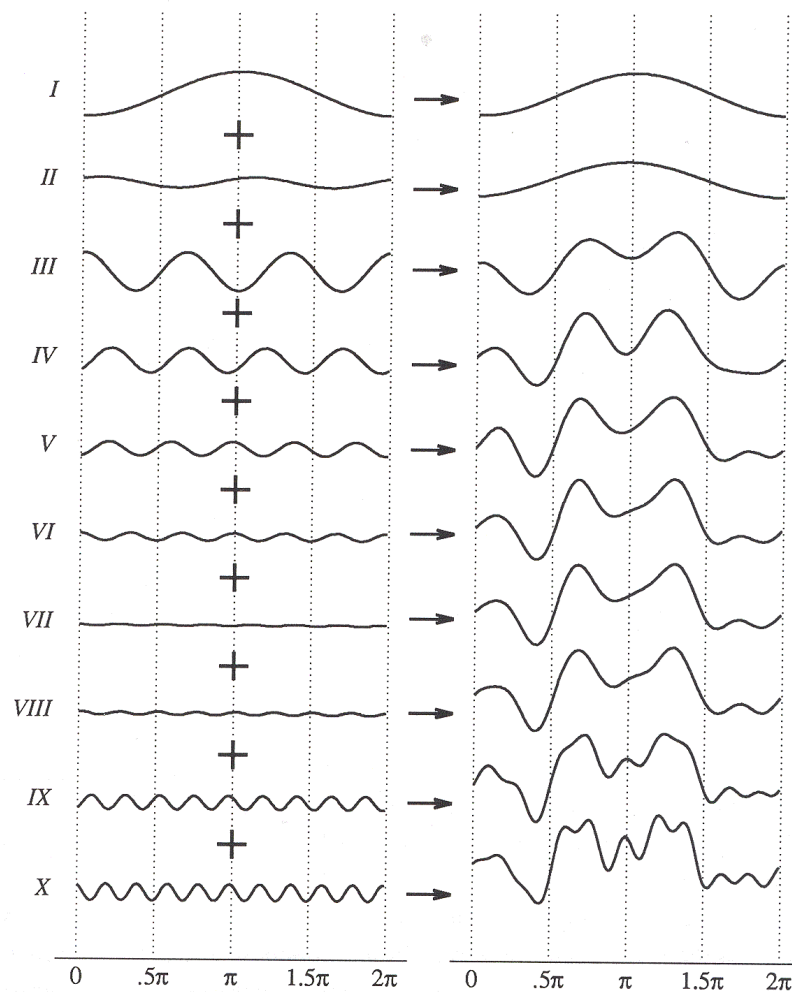
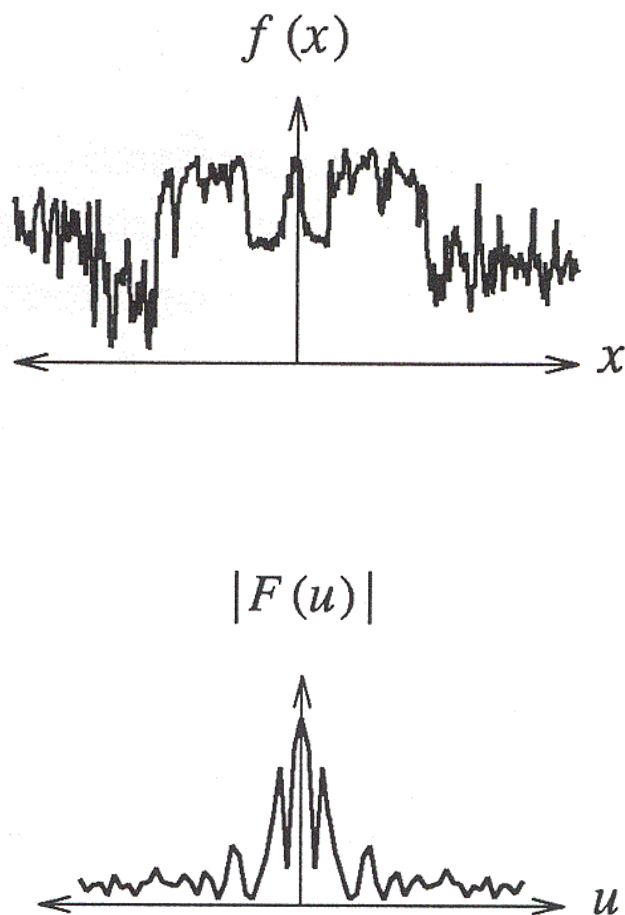


Figure 2.6 Wolberg





# Fourier Transform

- Fourier transform:

$$F(u) = \int_{-\infty}^{\infty} f(x) e^{-i2\pi xu} dx$$

- Inverse Fourier transform:

$$f(x) = \int_{-\infty}^{\infty} F(u) e^{+i2\pi ux} du$$

# Sampling Theorem



- A signal can be reconstructed from its samples iff it has no content  $\geq \frac{1}{2}$  the sampling frequency
  - Shannon
- The minimum sampling rate for a bandlimited function is called the “Nyquist rate”

A signal is *bandlimited* if its highest frequency is bounded. That frequency is called the bandwidth.

# Antialiasing

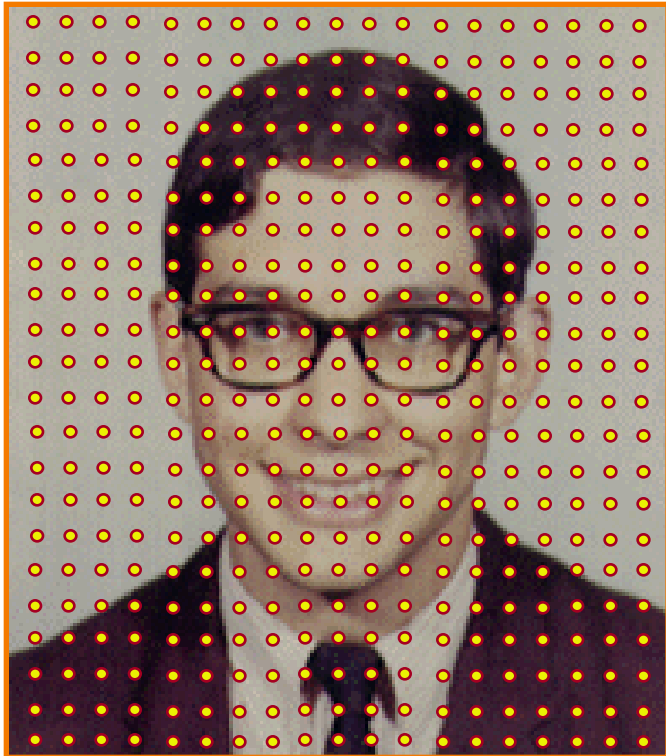


- Sample at higher rate
  - Not always possible
  - Doesn't always solve the problem
- **Pre-filter** to form bandlimited signal
  - Use low-pass filter to limit signal to  $< 1/2$  sampling rate
  - Trades blurring for aliasing

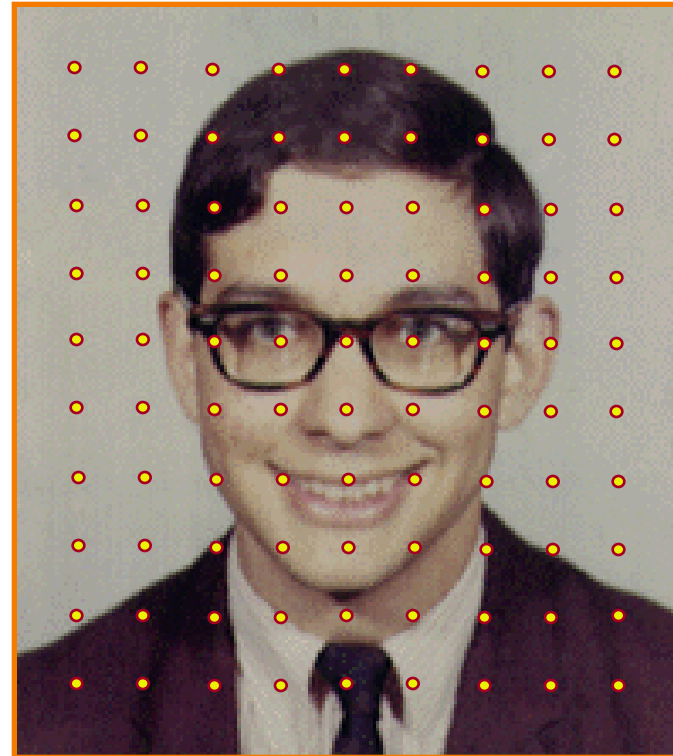
# Image Processing



Consider scaling the image (or, equivalently, reducing resolution)

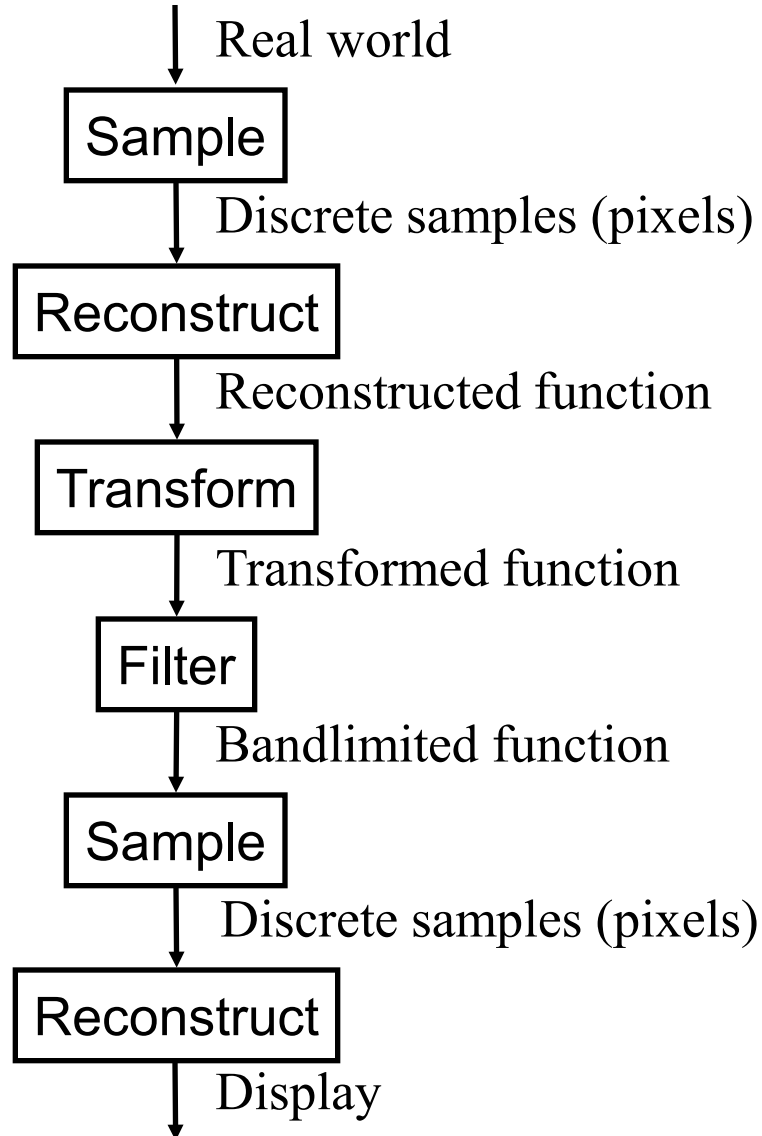


Original image

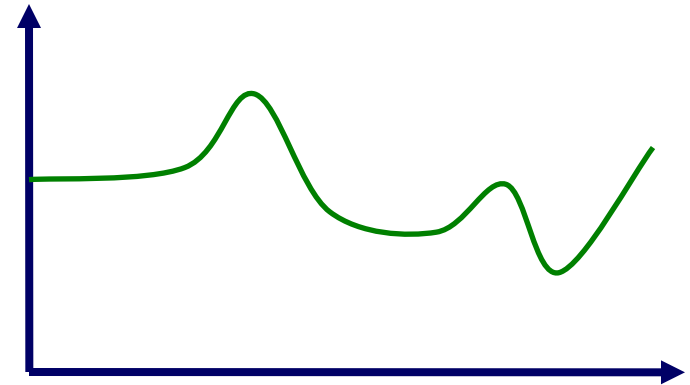
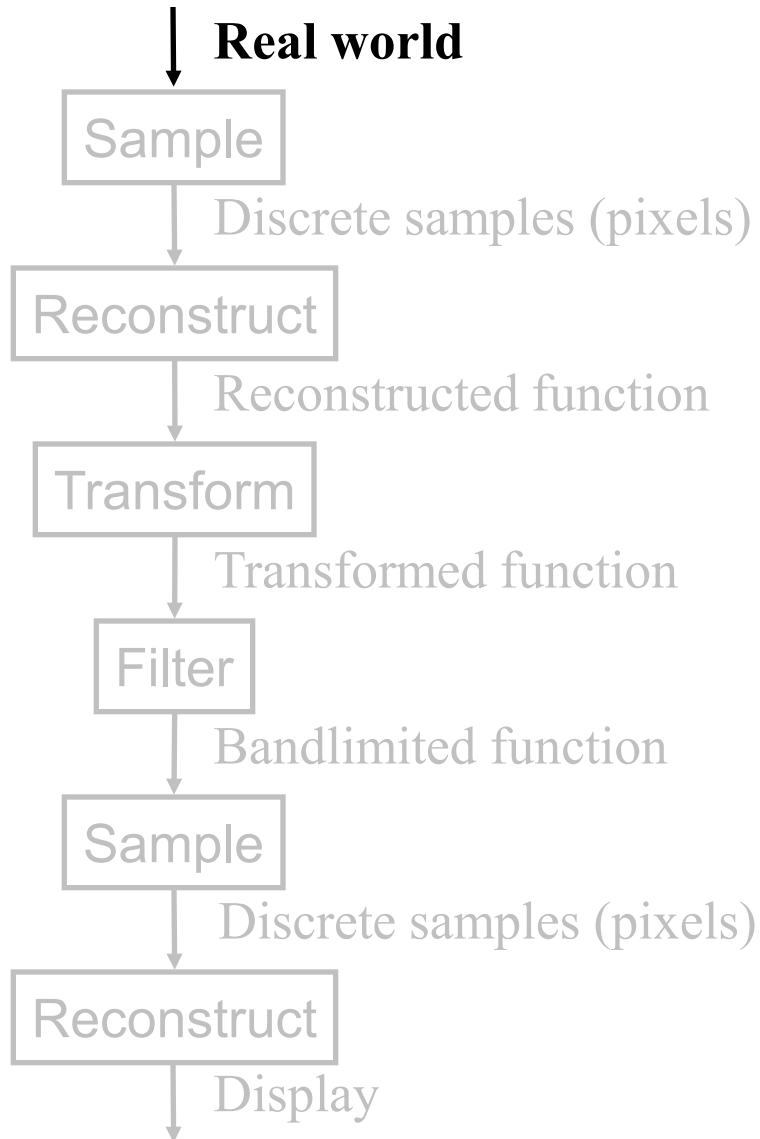


1/4 resolution

# Image Processing

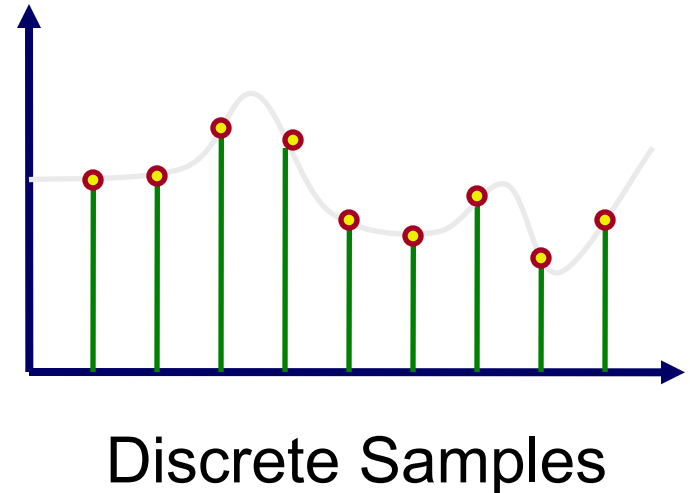
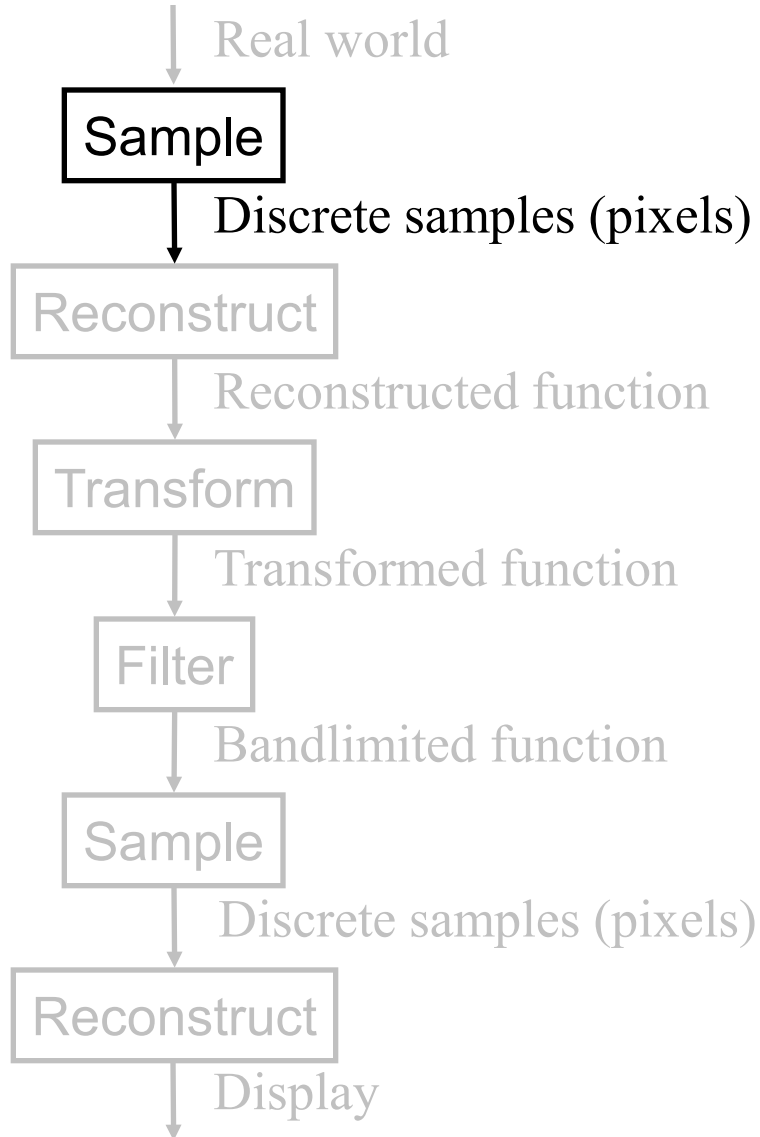


# Image Processing



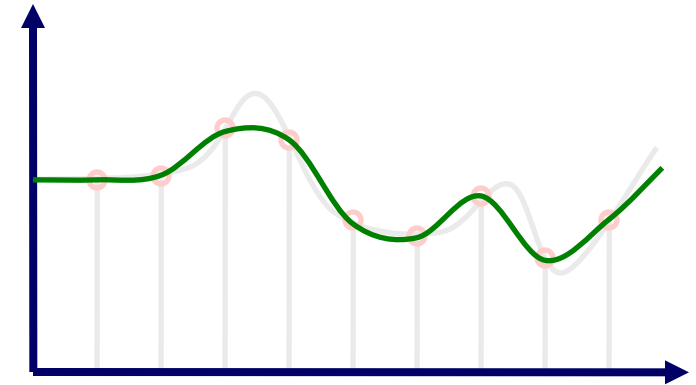
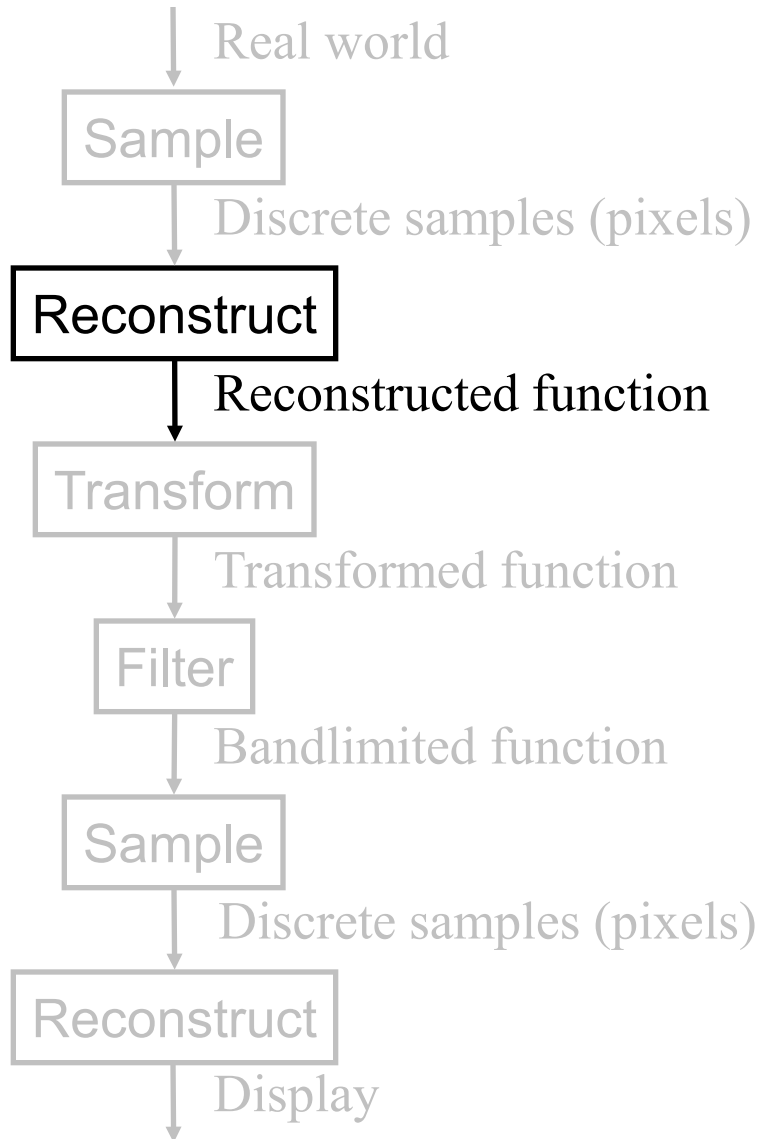
Continuous Function

# Image Processing



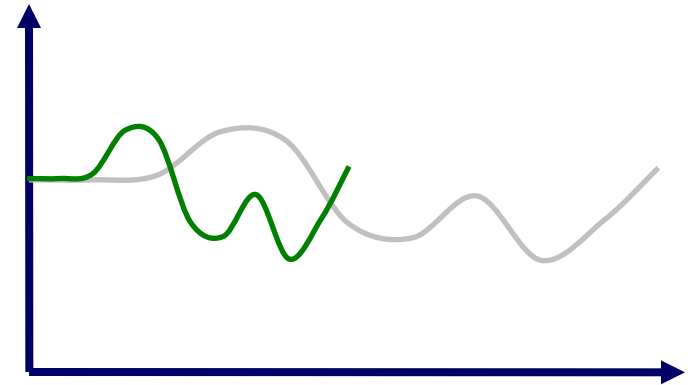
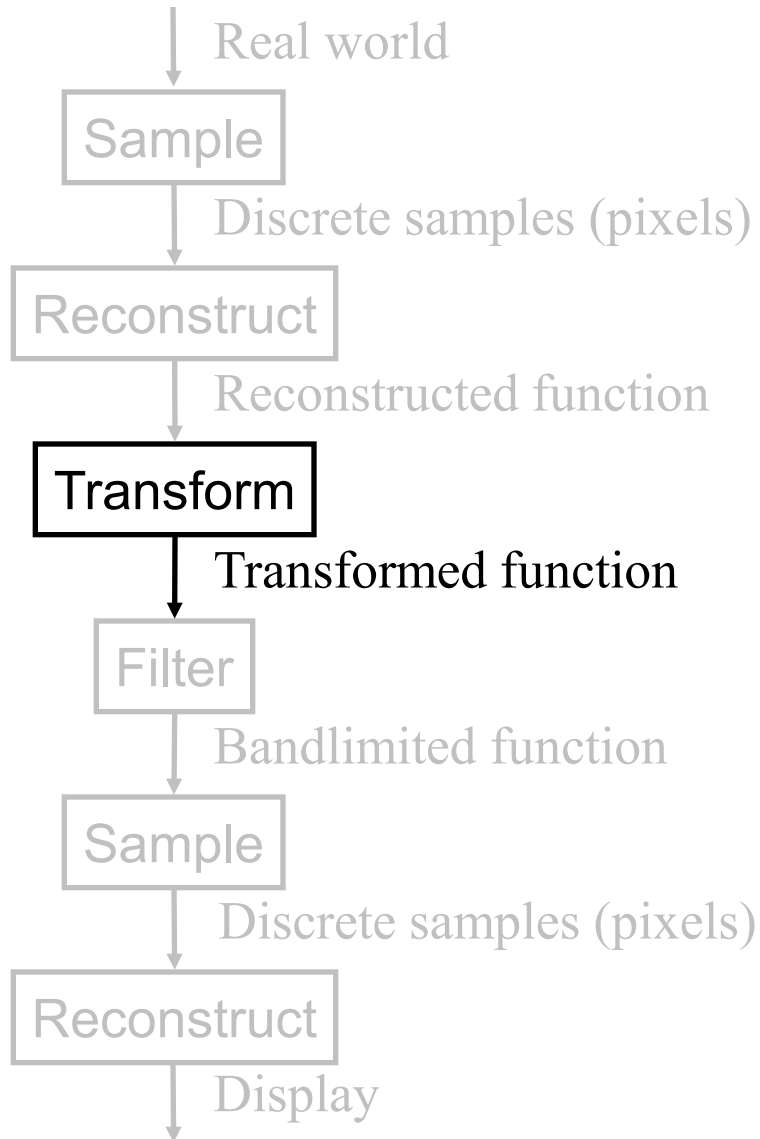


# Image Processing



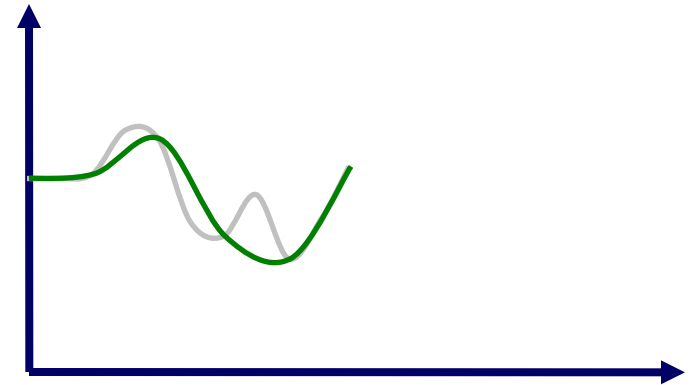
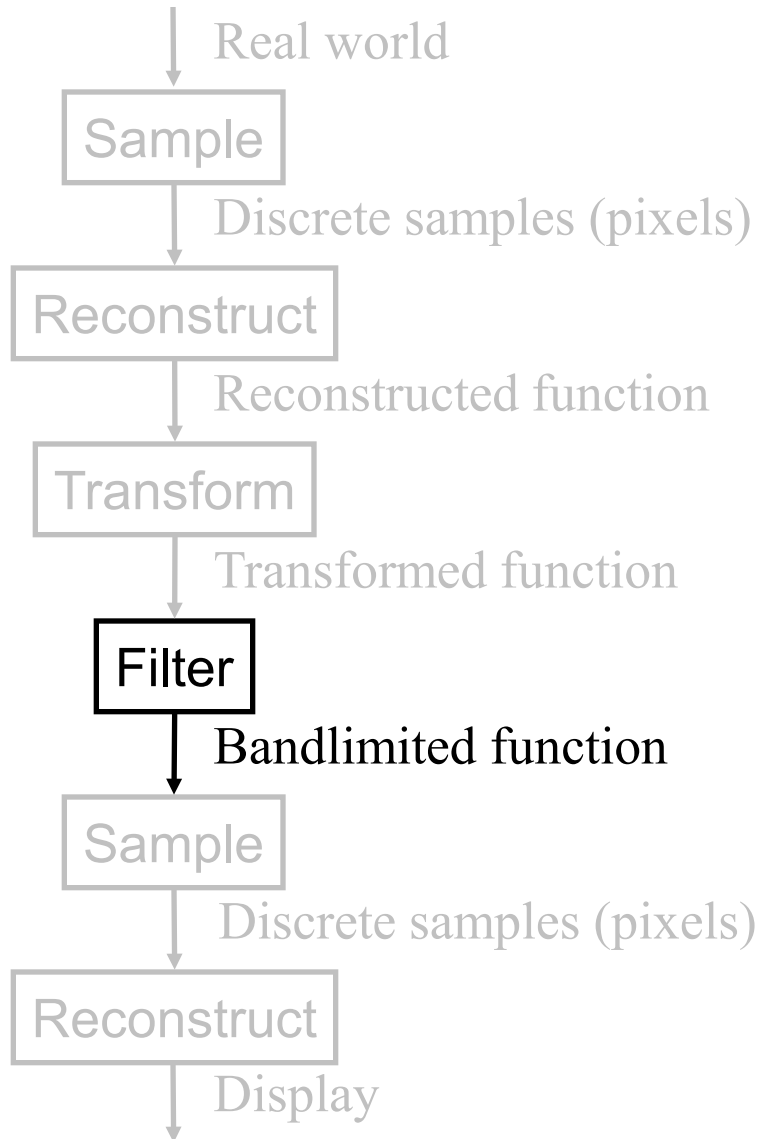
Reconstructed Function

# Image Processing



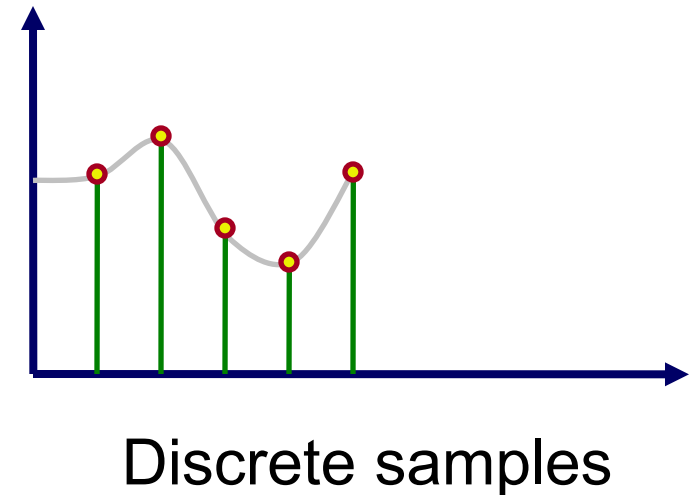
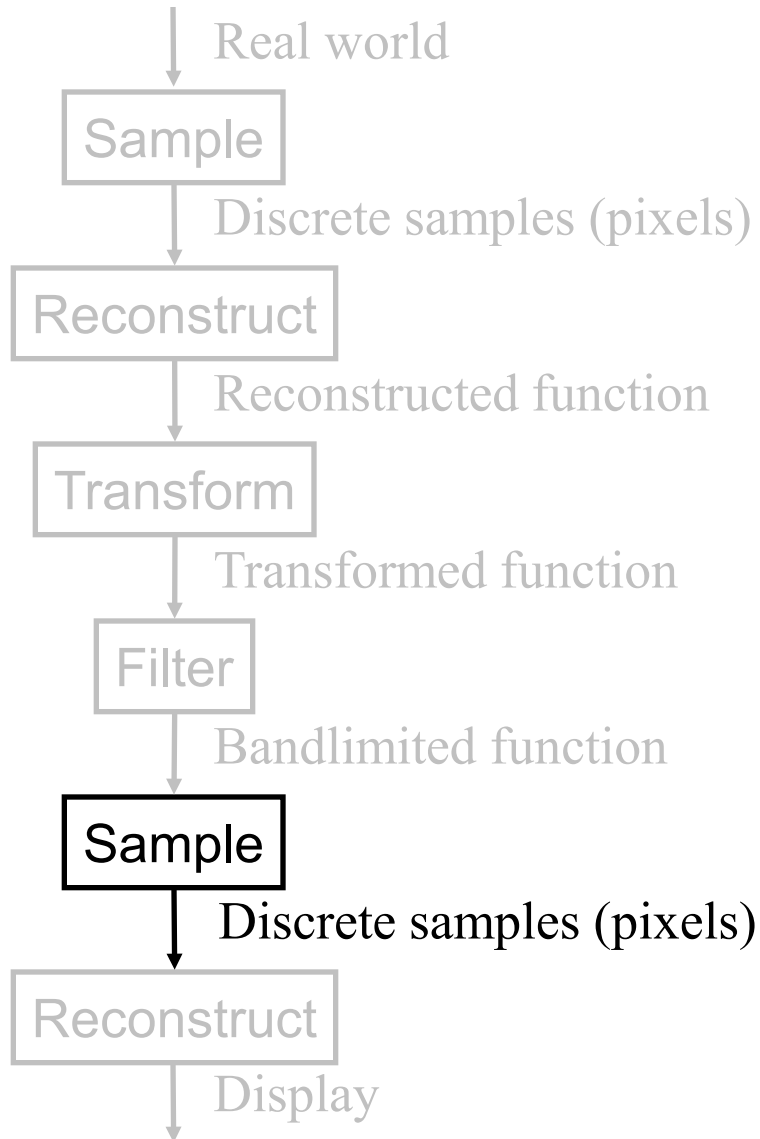
Transformed Function

# Image Processing

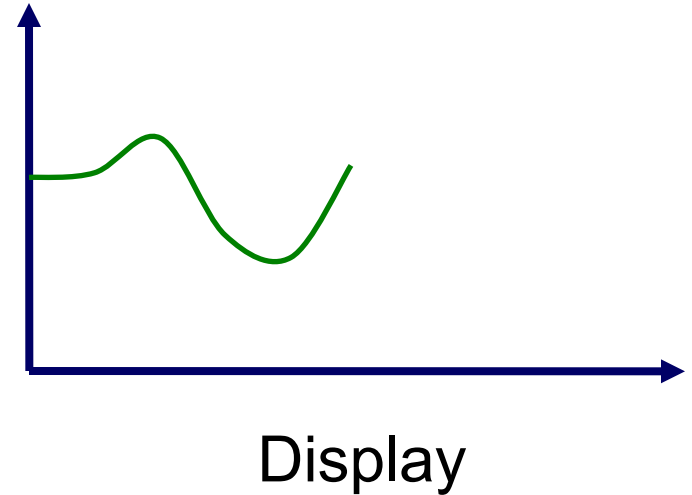
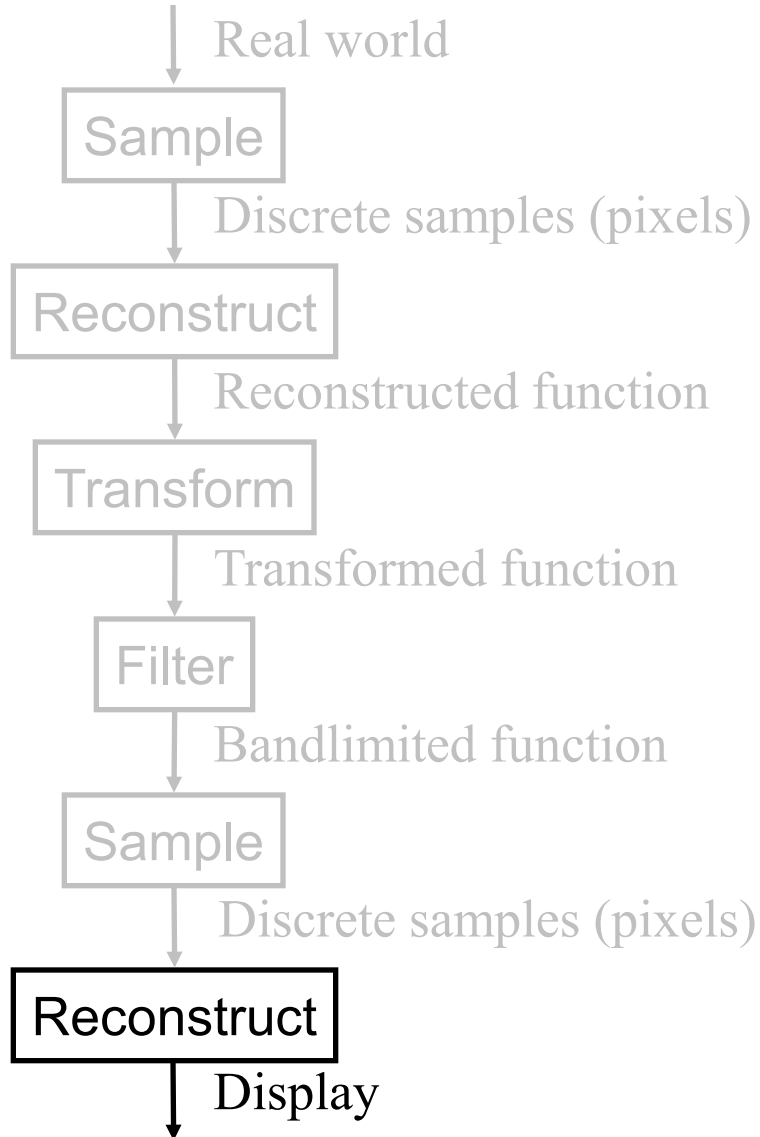


Bandlimited Function

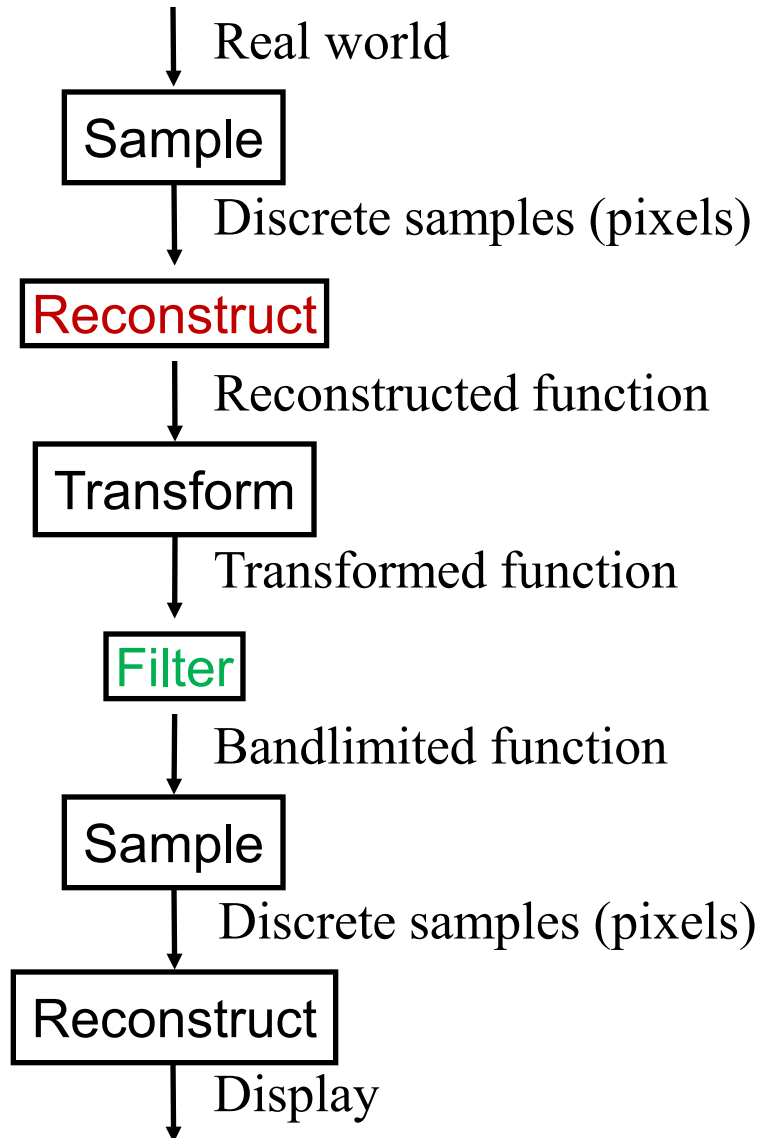
# Image Processing



# Image Processing



# Image Processing

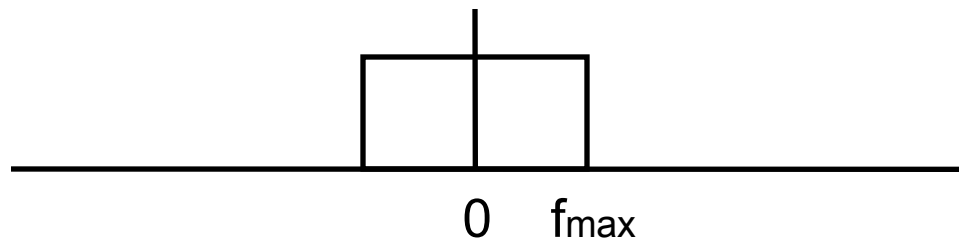


- Ideal resampling requires correct filtering to avoid artifacts
- **Reconstruction** filter especially important when **magnifying**
- **Bandlimiting** filter especially important when **minifying**

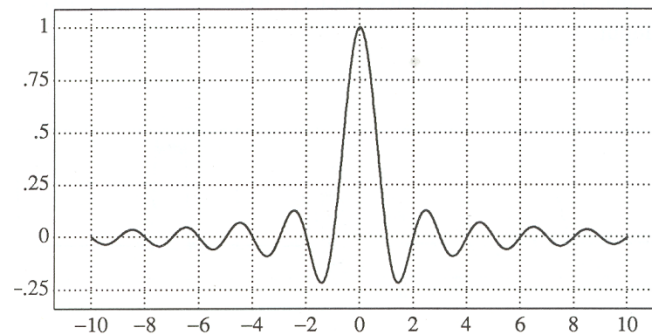


# Ideal Image Processing Filter

- Frequency domain



- Spatial domain



$$\text{Sinc}(x) = \frac{\sin \pi x}{\pi x}$$

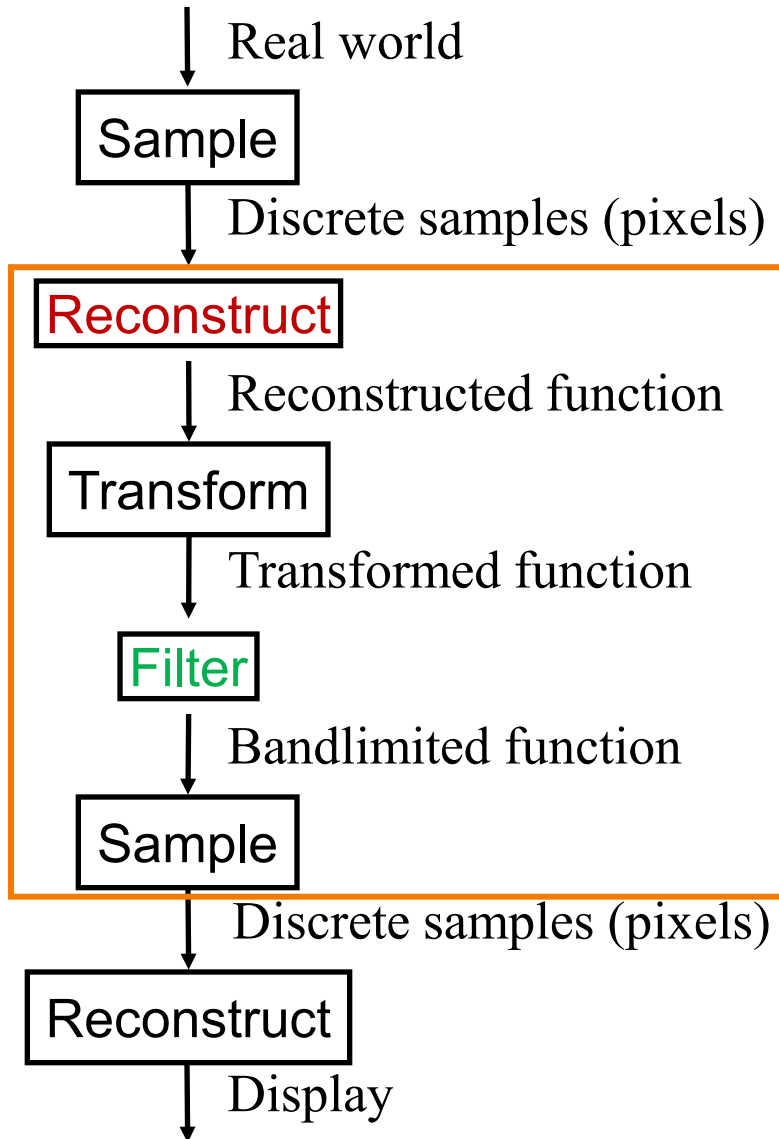
Figure 4.5 Wolberg



# Practical Image Processing



Resampling

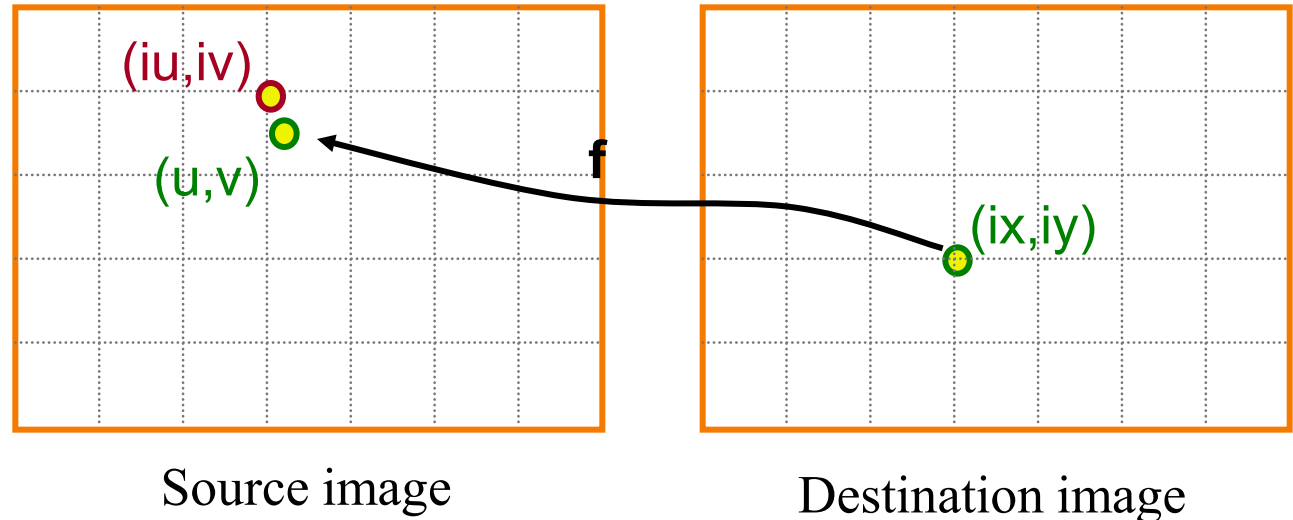


- **Resampling:** effectively (discrete) convolution to prevent artifacts
- Finite low-pass filters
  - Point sampling (bad)
  - Box filter
  - Triangle filter
  - Gaussian filter

# Point Sampling

- Possible (poor) resampling implementation:

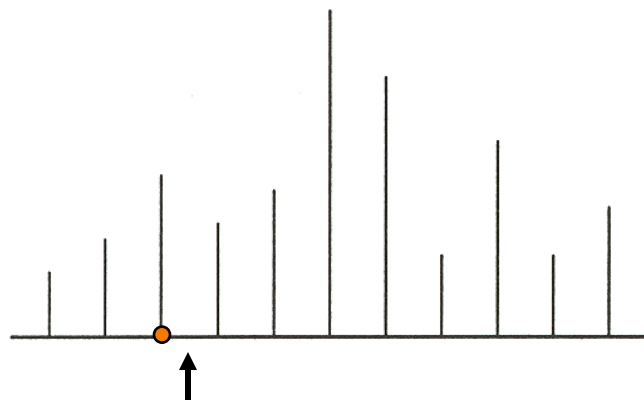
```
float Resample(src, u, v, k, w) {  
    int iu = round(u);  
    int iv = round(v);  
    return src(iu, iv);  
}
```



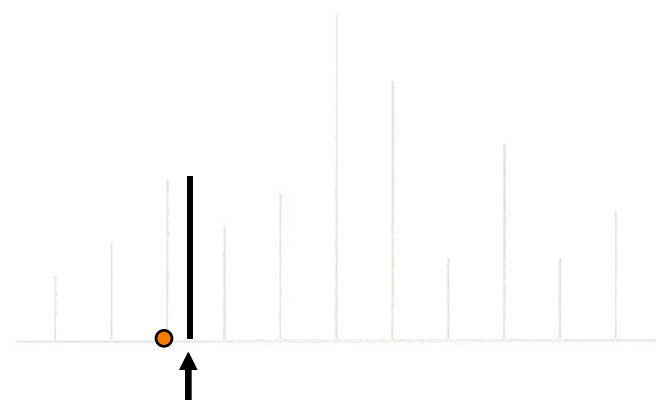


# Point Sampling

- Use nearest sample



Input



Output

# Point Sampling



Point Sampled: Aliasing!



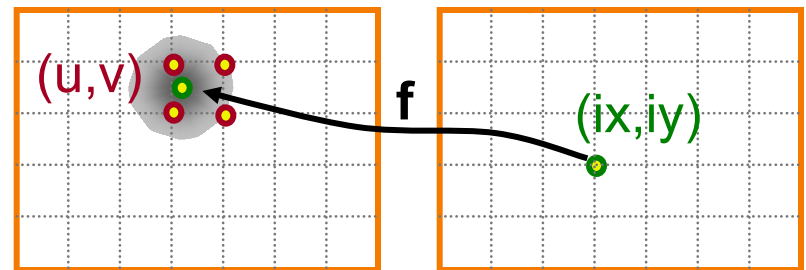
Correctly Bandlimited



# Resampling with Filter

- Output is weighted average of inputs:

```
float Resample(src, u, v, k, w)
{
    float dst = 0;
    float ksum = 0;
    int ulo = u - w; etc.
    for (int iu = ulo; iu < uhi; iu++) {
        for (int iv = vlo; iv < vhi; iv++) {
            dst += k(u,v,iu,iv,w) * src(iu,iv)
            ksum += k(u,v,iu,iv,w);
        }
    }
    return dst / ksum;
}
```

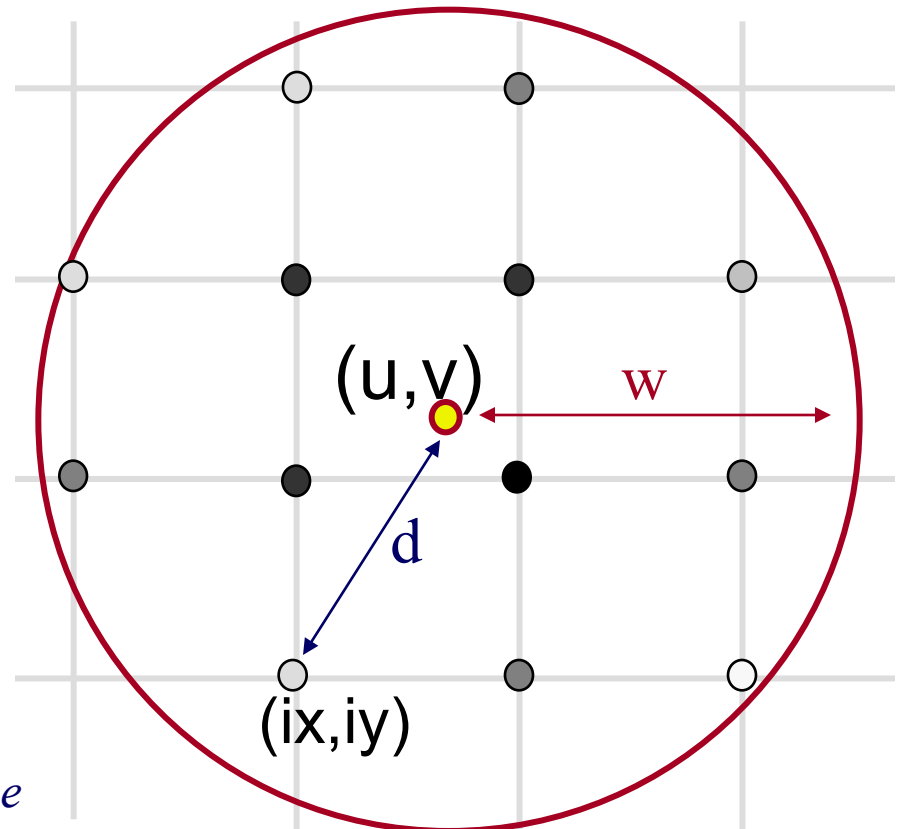


Source image

Destination image

# Image Resampling

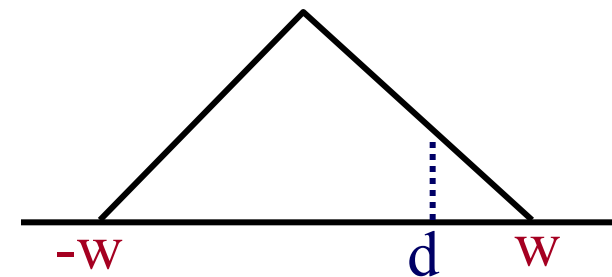
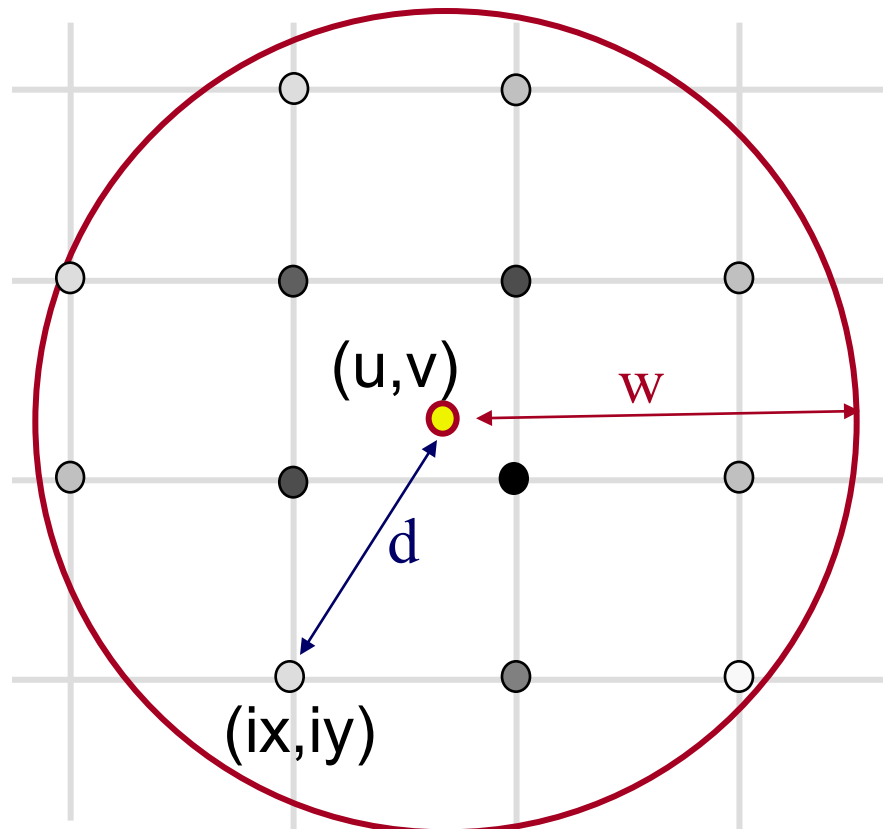
- Compute weighted sum of pixel neighborhood
  - Output is weighted average of input, where weights are normalized values of filter kernel ( $k$ )



*$k(ix, iy)$  represented by gray value*

# Image Resampling

- For isotropic Triangle and Gaussian filters,  $k(ix, iy)$  is function of  $d$  and  $w$



Triangle filter

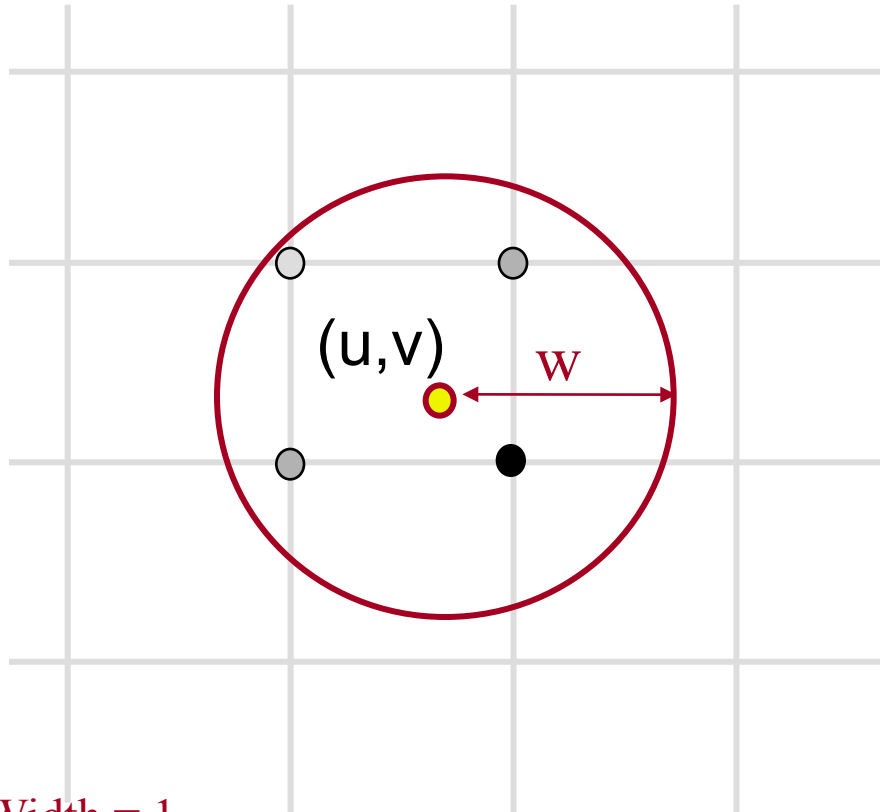
$$k(i,j) = \max(1 - d/w, 0)$$

Filter Width = 2

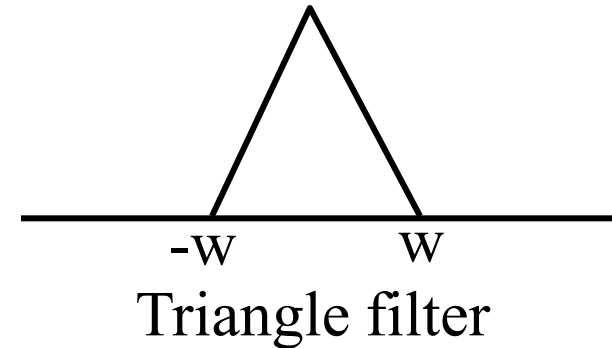


# Image Resampling

- For isotropic Triangle and Gaussian filters,  $k(ix, iy)$  is function of  $d$  and  $w$ 
  - Filter width chosen based on scale factor (or blur)



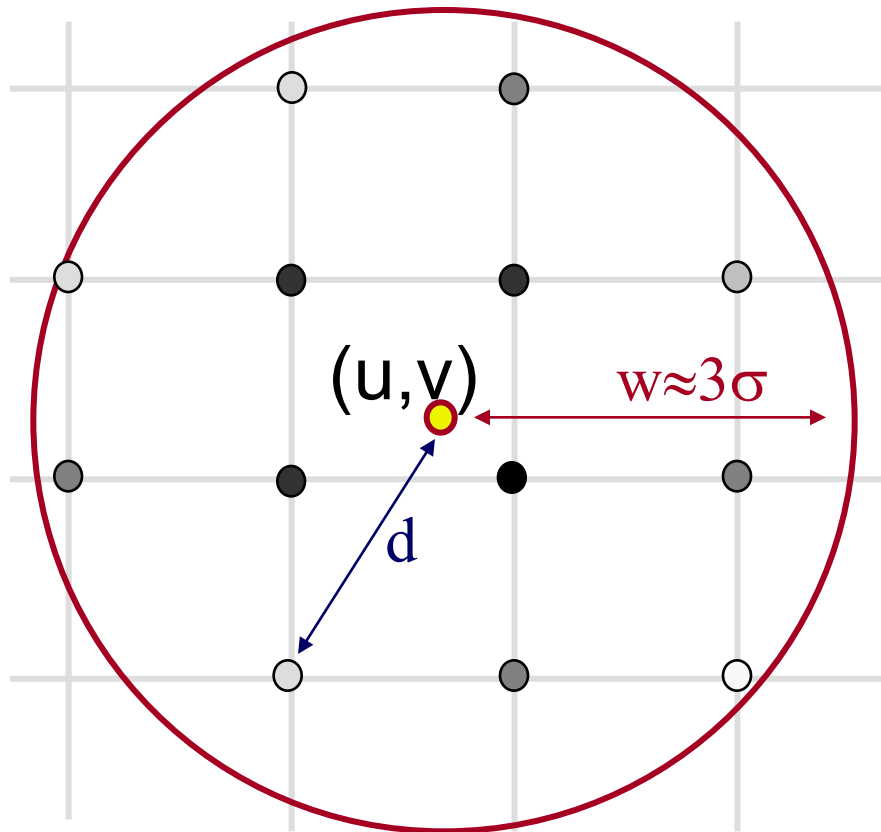
Filter Width = 1



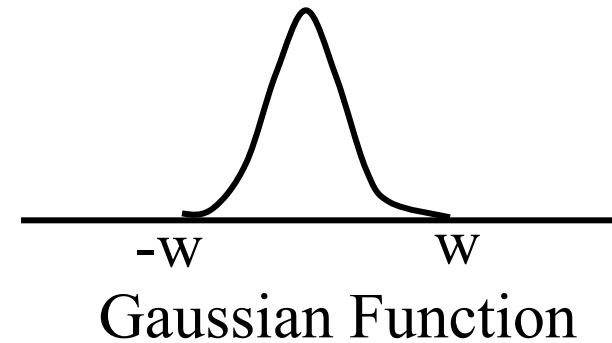
Width of filter  
affects blurriness

# Gaussian Filtering

- Kernel is Gaussian function



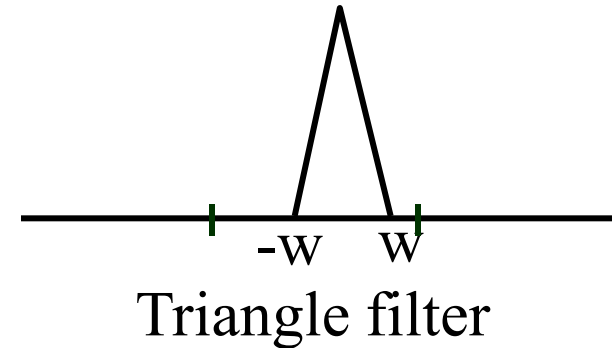
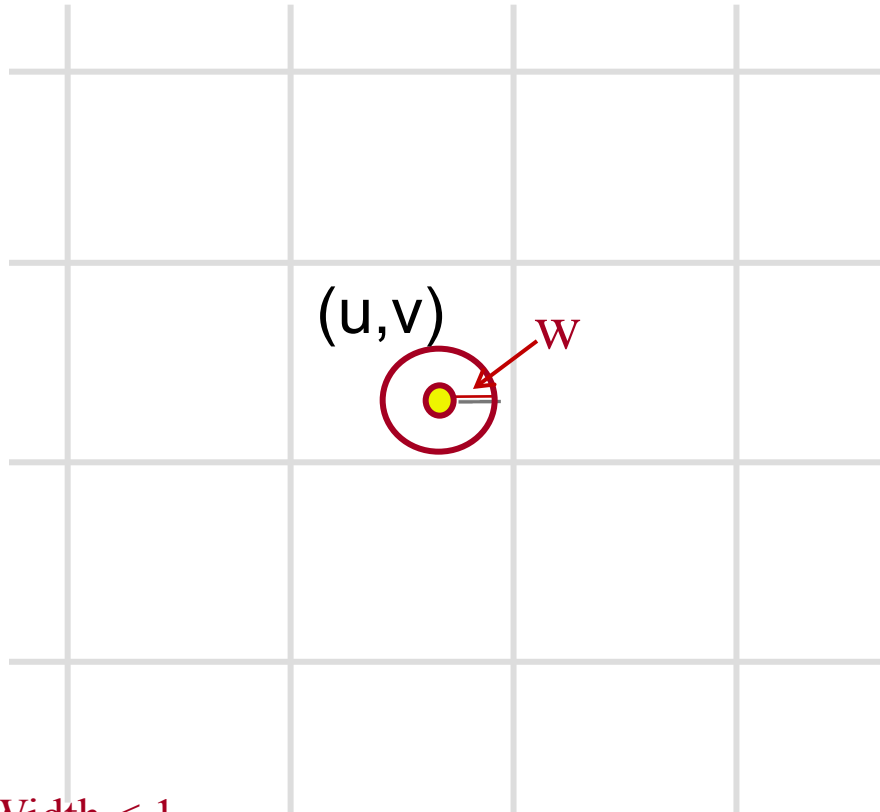
$$G(d, \sigma) = e^{-d^2 / (2\sigma^2)}$$



- Drops off quickly, but never gets to exactly 0
- In practice: compute out to  $w \sim 2.5\sigma$  or  $3\sigma$

# Image Resampling

- What if width ( $w$ ) is smaller than sample spacing?

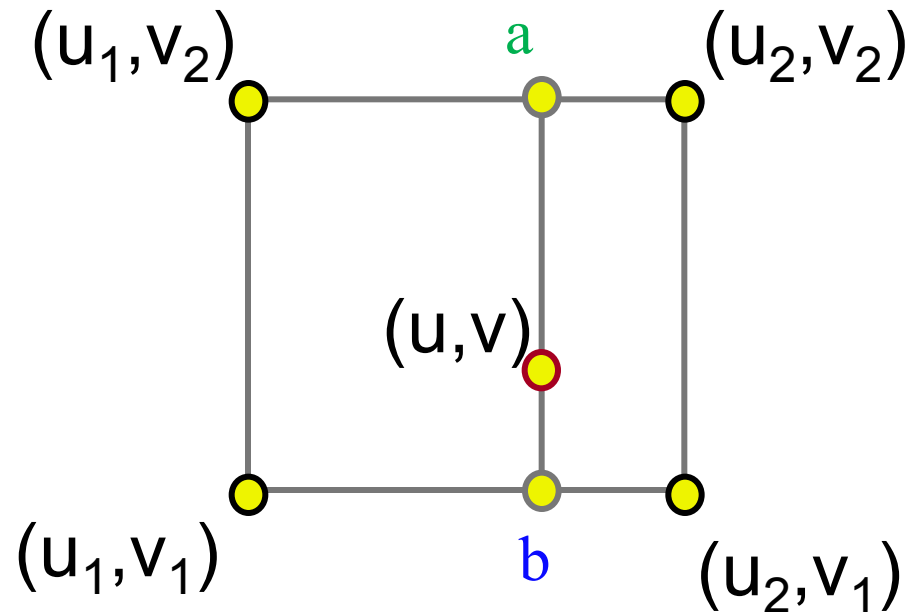


Filter Width  $< 1$

# Image Resampling (with width < 1)



- Reconstruction filter: Bilinearly interpolate four closest pixels
  - **a** = linear interpolation of  $\text{src}(u_1, v_2)$  and  $\text{src}(u_2, v_2)$
  - **b** = linear interpolation of  $\text{src}(u_1, v_1)$  and  $\text{src}(u_2, v_1)$
  - **dst(x,y)** = linear interpolation of “**a**” and “**b**”

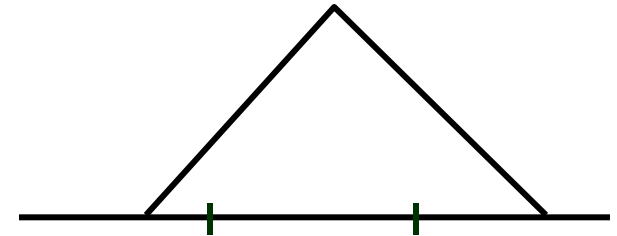
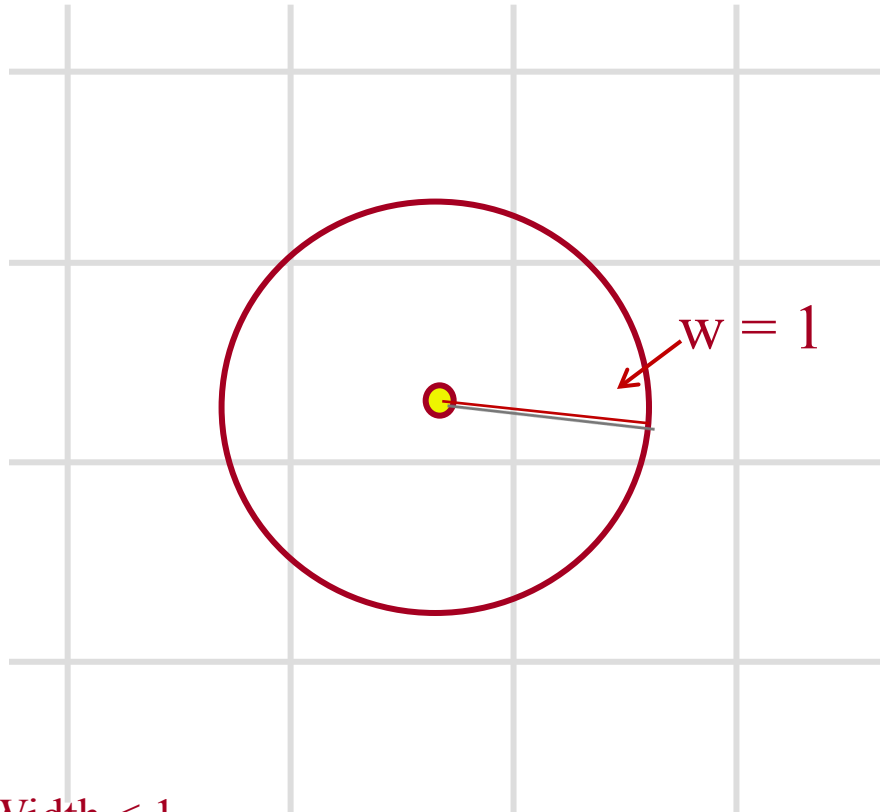


Filter Width < 1

# Image Resampling (with width $< 1$ )



- Alternative: force width to be at least 1



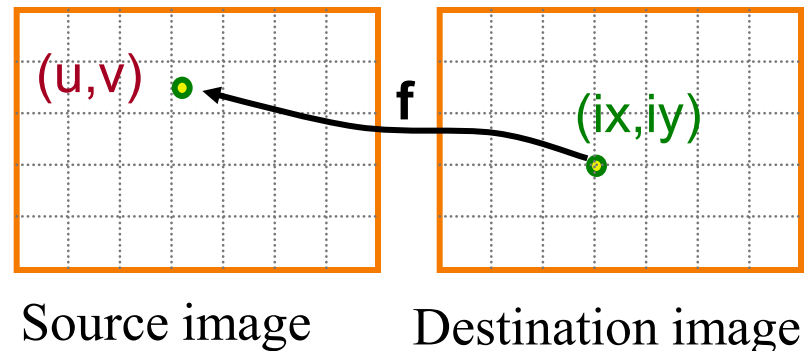
Filter Width  $< 1$



# Putting it All Together

- Possible implementation of image scale:

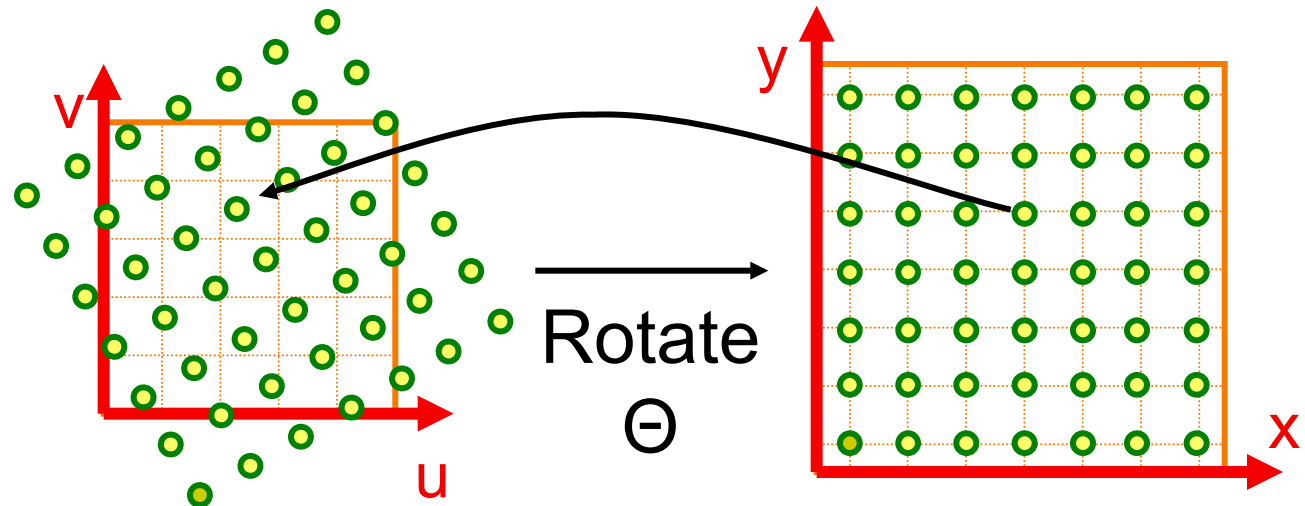
```
Scale(src, dst, sx, sy) {  
    w  $\approx$  max(1/sx, 1/sy);  
    for (int ix = 0; ix < xmax; ix++) {  
        for (int iy = 0; iy < ymax; iy++) {  
            float u = ix / sx;  
            float v = iy / sy;  
            dst(ix, iy) = Resample(src, u, v, k, w);  
        }  
    }  
}
```



# Putting it All Together

- Possible implementation of image rotation:

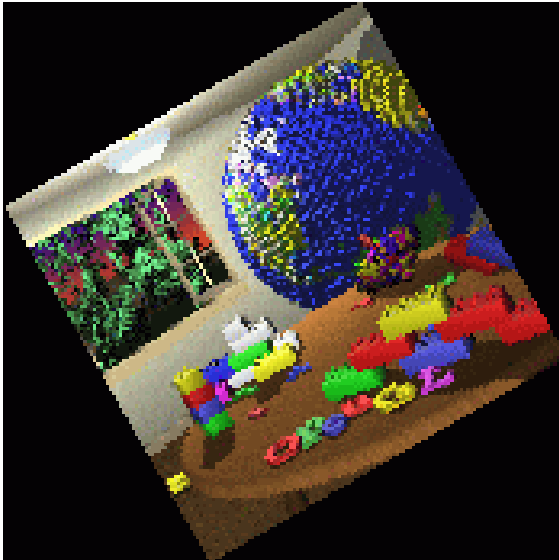
```
Rotate(src, dst,  $\Theta$ ) {  
    w  $\approx$  1  
    for (int ix = 0; ix < xmax; ix++) {  
        for (int iy = 0; iy < ymax; iy++) {  
            float u = ix*cos(- $\Theta$ ) - iy*sin(- $\Theta$ );  
            float v = ix*sin(- $\Theta$ ) + iy*cos(- $\Theta$ );  
            dst(ix,iy) = Resample(src,u,v,k,w);  
        }  
    }  
}
```



# Sampling Method Comparison



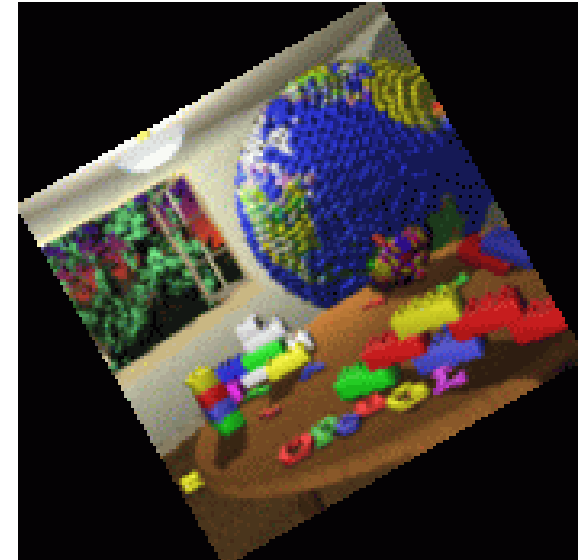
- Trade-offs
  - Aliasing versus blurring
  - Computation speed



Point



Triangle



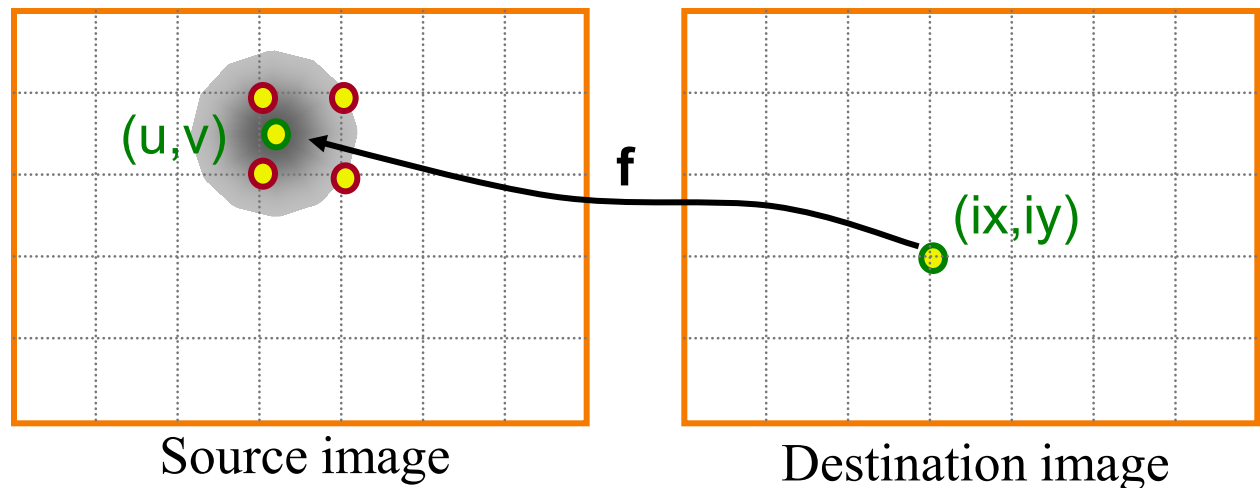
Gaussian



# Forward vs. Reverse Mapping

- Reverse mapping:

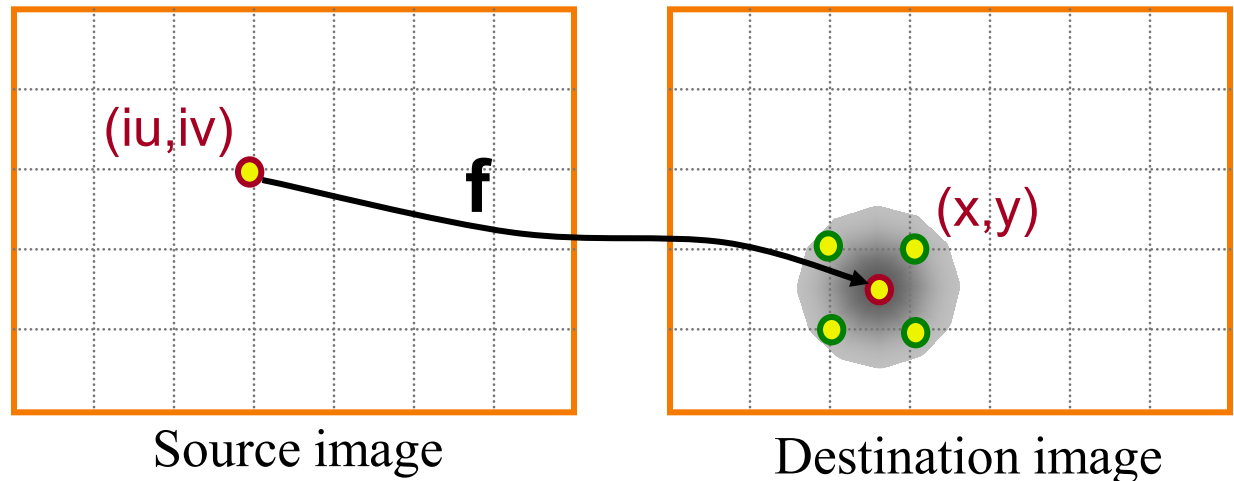
```
Warp(src, dst) {  
  for (int ix = 0; ix < xmax; ix++) {  
    for (int iy = 0; iy < ymax; iy++) {  
      float w  $\approx$  1 / scale(ix, iy);  
      float u =  $f_x^{-1}$ (ix, iy);  
      float v =  $f_y^{-1}$ (ix, iy);  
      dst(ix, iy) = Resample(src, u, v, w);  
    }  
  }  
}
```



# Forward vs. Reverse Mapping

- Forward mapping:

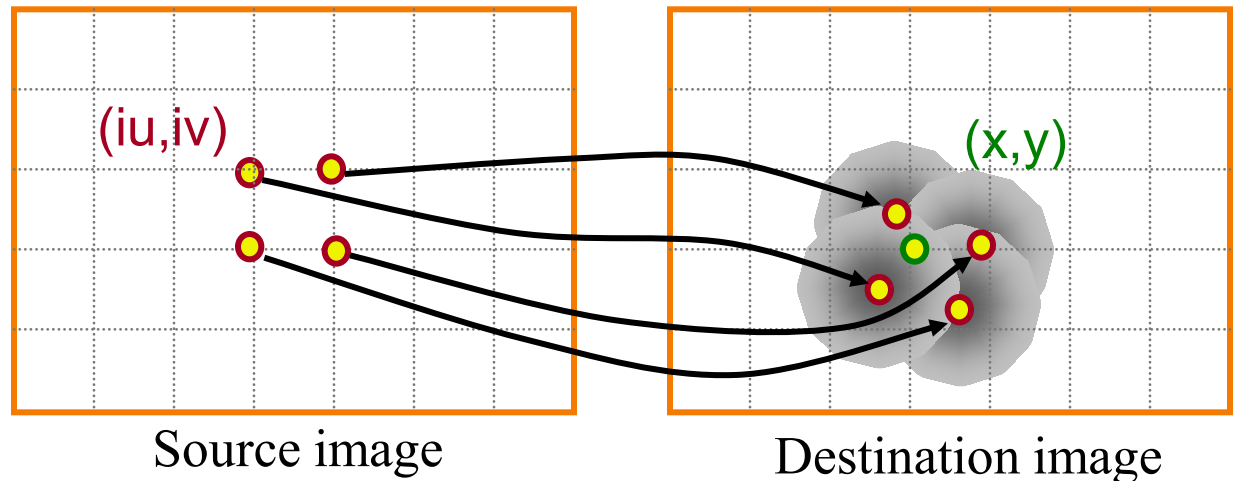
```
Warp(src, dst) {  
  for (int iu = 0; iu < umax; iu++) {  
    for (int iv = 0; iv < vmax; iv++) {  
      float x = fx(iu, iv);  
      float y = fy(iu, iv);  
      float w ≈ 1 / scale(x, y);  
      Splat(src(iu, iv), x, y, k, w);  
    }  
  }  
}
```



# Forward vs. Reverse Mapping

- Forward mapping:

```
Warp(src, dst) {  
  for (int iu = 0; iu < umax; iu++) {  
    for (int iv = 0; iv < vmax; iv++) {  
      float x = fx(iu, iv);  
      float y = fy(iu, iv);  
      float w ≈ 1 / scale(x, y);  
      Splat(src(iu, iv), x, y, k, w);  
    }  
  }  
}
```

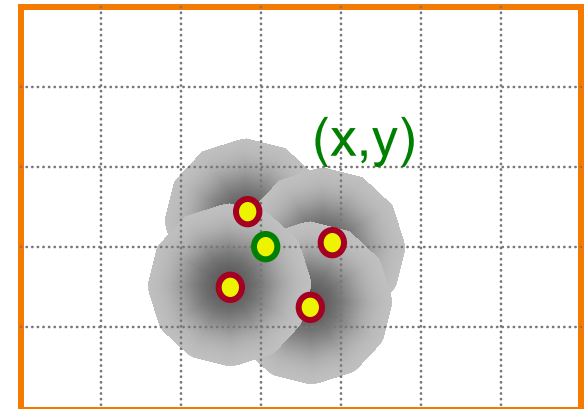


# Forward vs. Reverse Mapping

- Forward mapping:

```
for (int iu = 0; iu < umax; iu++) {  
  for (int iv = 0; iv < vmax; iv++) {  
    float x = fx(iu,iv);  
    float y = fy(iu,iv);  
    float w ≈ 1 / scale(x, y);  
    for (int ix = xlo; ix <= xhi; ix++) {  
      for (int iy = ylo; iy <= yhi; iy++) {  
        dst(ix,iy) += k(x,y,ix,iy,w) * src(iu,iv);  
      }  
    }  
  }  
}
```

Problem?



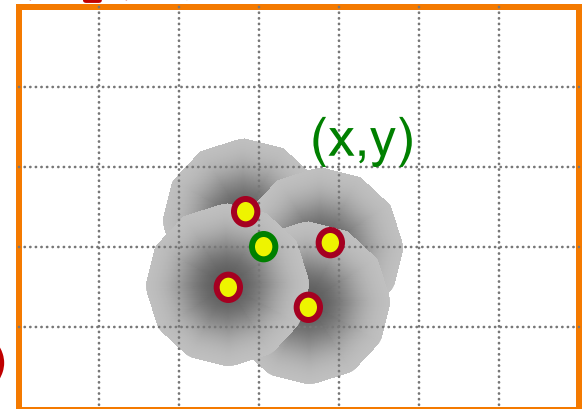
Destination image

# Forward vs. Reverse Mapping

- Forward mapping:

```
for (int iu = 0; iu < umax; iu++) {
    for (int iv = 0; iv < vmax; iv++) {
        float x = fx(iu,iv);
        float y = fy(iu,iv);
        float w ≈ 1 / scale(x, y);
        for (int ix = xlo; ix <= xhi; ix++) {
            for (int iy = ylo; iy <= yhi; iy++) {
                dst(ix,iy) += k(x,y,ix,iy,w) * src(iu,iv);
                ksum(ix,iy) += k(x,y,ix,iy,w);
            }
        }
    }
}

for (ix = 0; ix < xmax; ix++)
    for (iy = 0; iy < ymax; iy++)
        dst(ix,iy) /= ksum(ix,iy)
```



Destination image

# Forward vs. Reverse Mapping



- Tradeoffs?

# Forward vs. Reverse Mapping



- Tradeoffs:
  - Forward mapping:
    - Requires separate buffer to store weights
  - Reverse mapping:
    - Requires inverse of mapping function, random access to original image

# Summary



- Mapping
  - Forward vs. reverse
  - Parametric vs. correspondences
- Sampling, reconstruction, resampling
  - Frequency analysis of signal content
  - Filter to avoid undersampling: point, triangle, Gaussian
  - Reduce visual artifacts due to aliasing
    - » Blurring is better than aliasing





# Next Time...

- Changing pixel values
  - Linear: scale, offset, etc.
  - Nonlinear: gamma, saturation, etc.
  - Histogram equalization
- Filtering over neighborhoods
  - Blur & sharpen
  - Detect edges
  - Median
  - Bilateral filter
- Moving image locations
  - Scale
  - Rotate
  - Warp
- Combining images
  - Composite
  - Morph
- Quantization
- Spatial / intensity tradeoff
  - Dithering