## Advanced Mathematical Perspectives 1

Lecture 9：Sinusoids in 2D


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## Section 1

## Sinusoids $\ln 2 \mathrm{D}$

- When we look at a sine wave in 2D it has a direction, which we can think of as a vector $\mathbf{T}$
- T gives a vector along which the signal is translation invariant (with some period)
- We can then derive frequencies in the $x$ and $y$ directions
- Let's write the "signal" $z(n, k)$ where
- we could think of $z$ as a the height of a surface above the $x-y$ plane, or as an image intensity or brightness
- we are using discrete indices, because we will look at these as raster images, so we can see $z$ as a matrix

$$
z(n, k)=z_{n, k}
$$

- the indices $n$ and $k$ will be in the standard matrix sense, i.e.,
$\star k$ is along the row
$\star n$ is along the column


## Example (i)

$z(n, k)=\sin (2 \pi 3 k / M)$


Here $n, k=1,2, \ldots, M$ where $M=30$, and the period $=10=M / 3$

## Example (ii)

$z(n, k)=\sin (2 \pi 5 n / M)$


Here $n, k=1,2, \ldots, M$ where $M=60$, and the period $=12=M / 5$

## Example (iii)

$z(n, k)=\sin (2 \pi[6 k+5 n] / M)$

power spectrum


Here $n, k=1,2, \ldots, M$ where $M=60$,
and the period $=(60 / 6,60 / 5)=(10,12)$
actually the period is half this ...

## Example (iv)

$z(n, k)=\sin (2 \pi 6 k / M)+\sin (2 \pi 5 n / M)$


Here $n, k=1,2, \ldots, M$ where $M=60$

Example (v)
$z(n, k)=$
$\sin \left(\frac{2 \pi}{M} f_{0} k+\frac{\pi}{2}\right)+\sin \left(\frac{2 \pi}{M} f_{0}\left[\frac{1}{2} n+\frac{\sqrt{3}}{2} k\right]\right)+\sin \left(\frac{2 \pi}{M} f_{0}\left[\frac{1}{2} n-\frac{\sqrt{3}}{2} k\right]\right)$


Here $n, k=1,2, \ldots, M$ where $M=60$

Example (vi)
$z(n, k)=\sin \left(\frac{2 \pi}{M} f_{0} k\right)+\sin \left(\frac{2 \pi}{M} f_{0}\left[\frac{1}{2} n+\frac{\sqrt{3}}{2} k\right]\right)+\sin \left(\frac{2 \pi}{M} f_{0}\left[\frac{1}{2} n-\frac{\sqrt{3}}{2} k\right]\right)$


Here $n, k=1,2, \ldots, M$ where $M=60$

## Periodic patterns

- These are all smooth
- But I can generate any periodic pattern with a series of sinusoids
- This holds for 2D patterns just as for 1D
- I might need quite a lot of them!!!
- Fourier transform can tell me which patterns are needed


## Escher's Pegasus



## Escher's Pegasus



## Escher's Pegasus



## Power spectrum

## Escher's Pegasus



## Escher's Pegasus



Reconstruction (from 1000 sinusoids)

## Escher's Pegasus



Reconstruction (from 10,000 sinusoids)

## Escher's Pegasus



Reconstruction (from 100,000 sinusoids)

## Can we generate more interesting patterns?

## Can we generate more interesting patterns?

Only 5 sinusoids together can generate something that looks random(ish) $z(n, k)$


## Moiré patterns

A phenomena called aliasing causes patterns to emerge from "sampling" of high frequency signals. In 2D this can often be seen when patterns of lines overlap, creating Moiré patterns.


## Takeaways

- Periodicity and repetition
- can construct with sines and cosines
- can analyse these with Fourier transforms
- Randomness can appear out of determinism


## Further reading I

