

VERTICAL BAR IMAGE

FILTERS USED

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

-1	-1	-1
_	_	_
	_	
0	0	0
1	1	1

VERTICAL EDGE FILTER

HORIZONTAL EDGE FILTER

CONVULTION RESULTS: VERTICAL EDGE FILTERS

Multiply and Sum: Top row + Middle row + Bottom row

Position (1,1): Top-Left		
$(-1 \times 0) + (0 \times 0) + (1 \times 1) + (-1 \times 0) + (0 \times 0) + (1 \times 1) + (-1 \times 0) + (0 \times 0) + (1 \times 1) = 3$		
Position (1,2): Slide Right		
$(-1 \times 0) + (0 \times 1) + (1 \times 0) + (-1 \times 0) + (0 \times 1) + (1 \times 0) + (-1 \times 0) + (0 \times 1) + (1 \times 0) = 0$		
Position (1,3): Slide Right Again		
$(-1 \times 1) + (0 \times 0) + (1 \times 0) + (-1 \times 1) + (0 \times 0) + (1 \times 0) + (-1 \times 1) + (0 \times 0) + (1 \times 0) = -3$		

3	0	-3
3	0	-3
3	0	-3

VERTICAL EDGE RESULT:

3: The filter aligns with the left edge of the bar (where 0s turn to 1s), giving a high positive value because the 1s match the filter's 1s.

0: The filter is over the bar itself (all 1s) or background (all 0s), where there's no edge, so the positives and negatives cancel out.

-3: The filter aligns with the right edge (1s turn to 0s), giving a negative value because the 1s match the filter's -1s.

This shows the filter detecting the **left edge** (3) and **right edge** (-3) of the vertical bar!

CONVULTION RESULTS: HORIZONTAL EDGE FILTERS

HORIZONTAL EDGE RESULT:

- This looks for changes from top to bottom (e.g., a horizontal line).
- Our image has a vertical bar, so every 3x3 section has no top-to-bottom change
- Every position cancels out like this because the vertical bar is consistent top-to-bottom.

Example	(1,1)
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$$(-1\times0) + (-1\times0) + (-1\times1) + (0\times0) + (0\times0) + (0\times1) + (1\times0) + (1\times0) + (1\times1)$$

= $(0+0+-1) + (0+0+0) + (0+0+1) = -1+0+1=0$

0	0	0
0	0	0
0	0	0

INTERPRETATIONS FEATURE DETECTION INSIGHTS

- Vertical Edge Filter: High values (3) and low values (-3) indicate left and right edges of the bar.
- Horizontal Edge Filter: All zeros show no horizontal features, as expected for a vertical bar.

Key Takeaway

- Convolution is just sliding, multiplying, and summing.
- The filter's numbers decide what it "sees" (e.g., vertical or horizontal edges).
- The output shows where those features are in the image.