

COMP 576, Spring 2018 Pizer

Matlab assignment 1, in teams of 2 (or a team of 3 if you cannot find a partner without a team).

Tuesday 30 January 2018

Due Tuesday 6 February 2018 at classtime

- 1) Create and display a  $128 \times 128$  image  $I(j,k)$  such that  $I=1000$  if  $j>k$ ,  $I=0$  if  $j\leq k$ . The image array should be a result turned into the Matlab grading program.
- 2) Compute and display two partial derivative images as follows: For the x partial derivative, let the value in non-edge pixel  $j,k$  be  $(I(j,k+1)-I(j,k-1))/2$ . For the y partial derivative, let the value in non-edge pixels  $j,k$  be  $(I(j-1,k)-I(j+1,k))/2$ . In the edge pixels ( $j$  or  $k = 1$  or  $128$ ) let the result be 0.0. You should pass in the two partial derivative images to the Matlab grading program, first for the x partial derivative and then for the y partial derivative. Consider for yourself why I indicated the +1 and -1 cases should be in reverse order in the two results.
- 3) Specify (and turn into the Matlab grader in your answer) a 2D unit vector  $\mathbf{u}$  in the diagonal direction such that  $\mathbf{u} \cdot \mathbf{D}^1 I(j,k)$  is maximal in the pixels where  $j=k$ , where  $\mathbf{D}^1 I(j,k)$  is formed from the partial derivative results. Display for yourself the result of the image  $\mathbf{u} \cdot \mathbf{D}^1 I(j,k)$  ( $j,k$ ). For the Matlab grader output the value of this result for a pixel where  $j=k$ , for a pixel where  $j$  is off by 1 from  $k$ , and for a pixel where  $j$  is off by 2 or more from  $k$ .
- 4) Specify a 2D unit vector  $\mathbf{v}$  pointing into the same quadrant as  $\mathbf{u}$  but where the angle between the vector and the horizontal is  $\pi/6$ . Output to the Matlab grader the value of  $\mathbf{v} \cdot \mathbf{D}^1 I(j,k)$  for a pixel where  $j=k$ , then for a pixel where  $j$  is off by 1 from  $k$ , and finally for a pixel where  $j$  is off by 2 or more from  $k$ . By an answer to the Matlab grader, compare these to what you obtained with the value of  $\mathbf{u}$  in part 3 by for each type of pixel, in order, giving the answer ">", "=", or "<", (where, for example, greater (">") means the result from part 4 has a magnitude greater than the corresponding pixel from part 3).