Image Filtering

Course 3, Module 1, Lesson 4



Learning Objectives

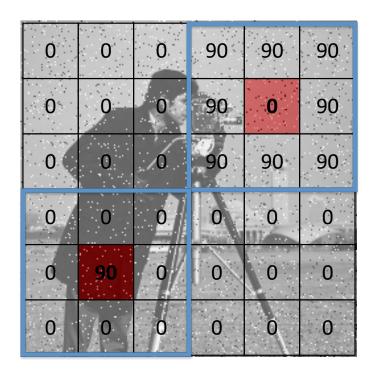
- Learn to perform image filtering through crosscorrelation and convolution operations
- Learn some uses for these operations in context of image understanding

Image Filtering



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Image Filtering



$$G[u,v] = \frac{1}{(2k+1)^2} \sum_{i=-k}^{k} \sum_{j=-k}^{k} I[u-i,v-j]$$

$$G = \frac{1}{(2\times1+1)^2} [8\times90+0] = 80$$

$$G = \frac{1}{(2\times1+1)^2} [8\times0+90] = 10$$

(2k+1): Filter size

(u, v): Center pixel coordinates

Cross-Correlation

$$G[u,v] = \sum_{i=-k}^{k} \sum_{j=-k}^{k} H[i,j]I[u-i,v-j]$$

Mean Filter

$$H = 1/9$$
 1
 1
 1
 1
 1
 1

Gaussian Filter

Cross-Correlation

Mean Filter

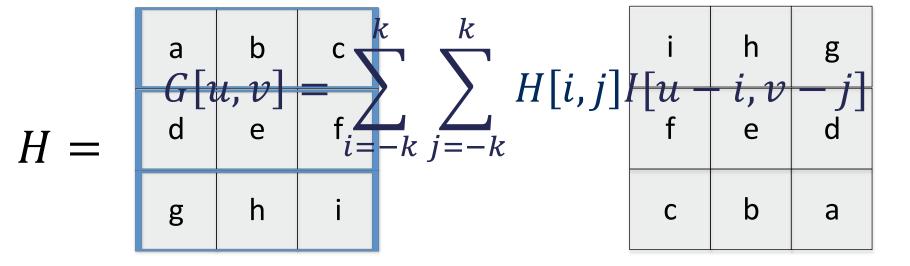


Gaussian Filter



Convolution

 A convolution is a cross-correlation where the filter is flipped both horizontally and vertically before being applied to the image



Convolution

Unlike Cross-Correlation, Convolution is associative.
 If H and F are filter kernels then:

$$H * (F * I) = (H * F) * I$$

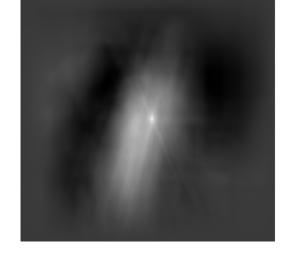
• Precompute filter convolutions (*H* * *F*) then apply it once to the image to reduce runtime!

Applications: Template Matching

- Cross-correlation is useful for template matching
- The pixel with the **highest response** from Cross-correlation is the location of the template in an **image**







Template

Applications: Gradient Computation

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- Convolution can be used for Image gradient computation
- Define a finite difference kernel, and apply it to the image to get the image gradient



1	2	1	
0	0	0	=
-1	-2	-1	





Summary

- Cross-Correlation and Convolution are two operations that can be used to apply a filter to an image
- Cross-Correlation can be used to match image regions, while convolutions can be used for edge detection
- Next: Image Features

Module Summary

You learned...

- How to represent a digital image,
- How points in 3D relate to pixels in an image
- To compute 3D point coordinates from a pair images,
- To process images using cross-correlation and convolution operations.

This week's assignment: Stereo-based distance to impact