Reasoning for Vision

Total points 0/3

The respondent's email (**m22cs060@iitj.ac.in**) was recorded on submission of this form.

✗ If we superimpose many images of passenger vehicles (pose and scale normalised), we expect to get *0/1

- ○ A more or less uniform image with some random patterns
- ◉ A sharp contour representing a passenger vehicle shape ✗
- ○ A blur outline of a passenger vehicle shape

Correct answer

- ◉ A blur outline of a passenger vehicle shape

✗ Vision is called an "Inverted problem" because * 0/1

- ○ We try to ascertain the cause (3D world) to the effect (2D image)
- ◉ The images of the 3D world are inverted on the retina ✗
- ○ It requires negative logic operations
- ○ It requires matrix inversion operations

Correct answer

- ◉ We try to ascertain the cause (3D world) to the effect (2D image)

✗ What justifies feature based image representation and processing * 0/1

- ○ There are a few features that can be universally used in all image processing tasks
- ○ Features are easy to compute
- ◉ Features are natural properties of images ✗
- ○ Natural images are sparsely distributed over the image space

Correct answer

- ◉ Natural images are sparsely distributed over the image space