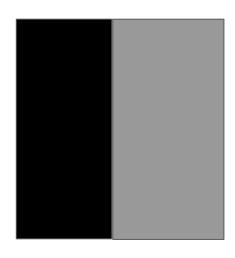
# Sobel edge detector

Vertical detector

0	0	10	10	10
0	0	10	10	10
0	0	10	10	10
0	0	10	10	10
0	0	10	10	10



0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30		

$$= abs(1*0 + 0*0 + (-1)*0 + 2*0 + 0*0 + 10(-2) + 1*0 + 0*0 + 10(-1)) = 30$$

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30	30	

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30	30	0	

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30	30	0	30

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30	30	0	30
0				

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30	30	0	30
0	40			

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30	30	0	30
0	40	40		

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30	30	0	30
0	40	40	0	

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

30	30	0	30
40	40	0	40

### Al final...

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	30	30	0	30
0	40	40	0	40
0	40	40	0	40
0	40	40	0	40
0	30	30	0	30

Horizontal detector

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10		

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	40	

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	40	30

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	40	30
0				

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	40	30
0	0			

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	40	30
0	0	0		

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	40	30
0	0	0	0	

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	40	30
0	0	0	0	0

### Al final...

0	0	0	0	0	0	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	10	10	10	0
0	0	0	0	0	0	0

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

0	10	30	40	30
0	0	0	0	0
0	0	0	0	0
0	0	0	0	0
0	10	30	40	30