- 1) (1) 1) Groal of the computer vision is to extract useful information from the image so that that information earn be interested by the computer. Its goal is to extract Semantic (Objects) and Greometric extract Semantic (Objects) and Greometric (distance, shape, etc...) information from the image
 - 2) i) Edge detection: This cr test can be useful in segmenting an object from the rest of the image. For example, this can be used to image a foreground object from the background remove a foreground object from the background or can be used to introduce broken effect to the by of the object.

Object detection: This is one of the most interesting tools in CV, as this gives the interesting tools in CV, as this gives the computer the intelliponce to interrupt the computer the intelliponce to interrupt the object from an image. This can be used object from an image. This can be used in various application such as in self driving in various application such as in self driving our to detect and drive through the obstable.

face recognition: - Look face how its own unique features and depth map. Vering CV we can become the information and recognise unique faces. Used in Security to defect and resily the face identity of a person.

3) Digital PGB image, is nothing but a 3-dimensional array matrix that each cell is referred to as pixel. The values in pixel ranges from 0-255 and based on the intensity of Red, Green, Blue the image can be achieved correspondingly.

(02).) Livean filtering is a process of applying a kernel Over an image to modify the image bosed on the users need. We can use it culouce or remove feature from an image. Rosically the pixel ian image is modified bosed on a local neighborhood pixels.

CSAIS Him roject 1

- spent fait work withoursoful (....+0, equile, asustile) teme! modified ingo. to the by of the object.

2) Simplemention of Correlation & convolutions are i) Both perform element wise product follow loss and by Sometion of the form Brigge flas

ii) Both stide through the image

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tace record without back force i) In Convolution the ternel is flipped norizontally and vertically and applied to The image Where as in Correlation it is applied on arel.

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Correlating

i) add zero podding

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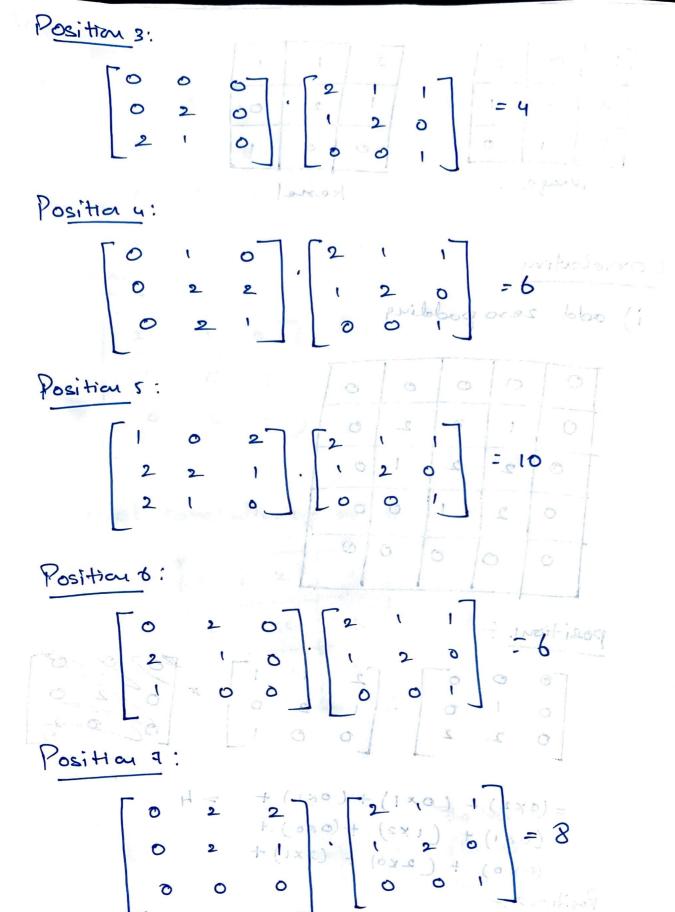
$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 2 & 2 \end{bmatrix} \cdot \begin{bmatrix} 2 & 1 & 0 \\ 1 & 2 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$$= (0 \times 2) + (0 \times 1) + (0 \times 1) + = 4$$

$$(0 \times 1) + (1 \times 2) + (0 \times 0) +$$

Rosition 2:-

$$\begin{bmatrix} 0 & 0 & 0 \\ 1 & 0 & 2 \\ 2 & 2 & 1 \end{bmatrix} \begin{bmatrix} 2 & 1 & 1 \\ 1 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix} = 2$$



Position 8:

$$\begin{bmatrix} 2 & 2 & 1 \\ 2 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} 2 & 1 & 1 \\ 1 & 2 & 0 \\ 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 2 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

Position 9:

Final correlation of mutrix:

4	2	14
6	10	6
8	[1	6

Convolution -

1	1	0	2
	2	2	<u> </u>
	2	1	0

The brench needs to be flipped hosizontally and vertically.

$$kesuel = \begin{bmatrix} 2 & 1 & 1 \\ 1 & 2 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

Zero poddod un imago:

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0	2	2	Kirko	0	10 H	es gar	X	1
0	2	1	C	0 0			<i>9,2</i>	1341
0	0	0	6	0 0		M		
	16,	-						

Position 1:

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 2 & 0 \\ 2 & 1 & 0 \end{bmatrix} = 7$$

Position 4:

$$\begin{bmatrix} 0 & 1 & 0 \\ 0 & 2 & 2 \\ 0 & 2 & 1 \\ 0 & 2 & 1 \end{bmatrix} = 10$$

Position 5 i

$$\begin{bmatrix} 1 & 0 & 2 \\ 2 & 2 & 1 \\ 2 & 1 & 0 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 \\ 0 & 2 & 1 \\ 1 & 1 & 2 \end{bmatrix} = 0$$

Position 6:

$$\begin{bmatrix} 0 & 2 & 0 \\ 2 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix}, \begin{bmatrix} 1 & 0 & 0 \\ 0 & 2 & 1 \\ 1 & 0 & 0 \end{bmatrix} = 3$$

$$\begin{bmatrix} 0 & 2 & 2 \\ 0 & 2 & 1 \\ 0 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ 0 & 2 & 1 \\ 1 & 1 & 2 \end{bmatrix} = 5$$

$$\begin{bmatrix} 2 & 2 & 1 \\ 2 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ 0 & 2 & 1 \\ 1 & 1 & 2 \end{bmatrix} = 4$$

Position 9:

	3	3	1
-	10	9	3
	5	4	2
		1	May - Law to Alexander

$$\begin{bmatrix} 0 & 2 & 2 \\ 0 & 2 & 1 \\ 0 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ 0 & 2 & 1 \\ 1 & 1 & 2 \end{bmatrix} = 5$$

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Position 9:

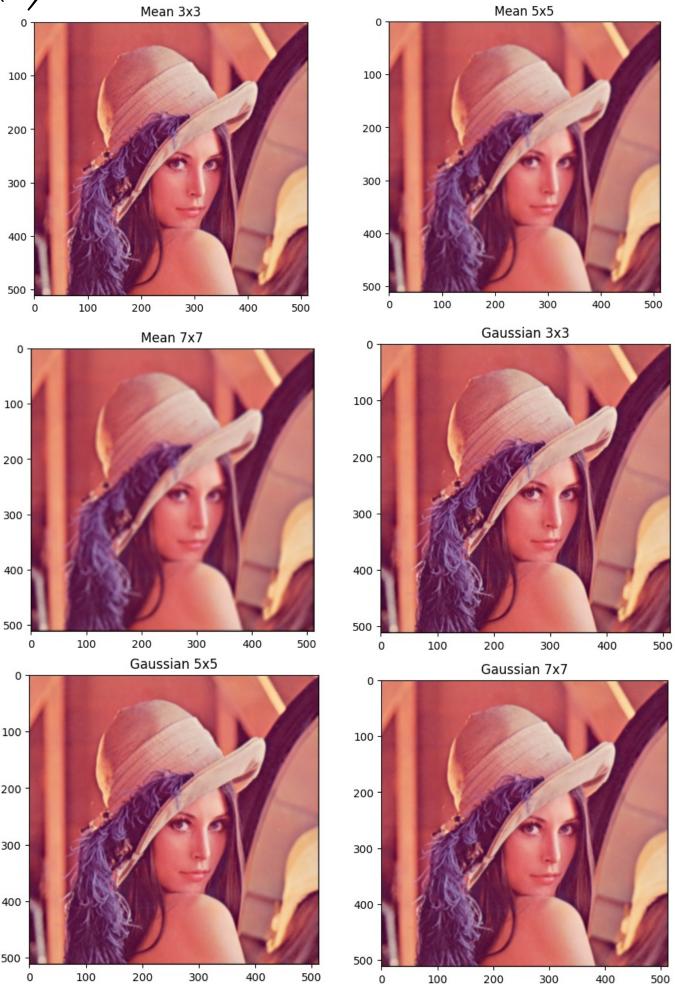
	3	3	1
-	10	9	3
	5	4	2
		1	May - Law to Alexander

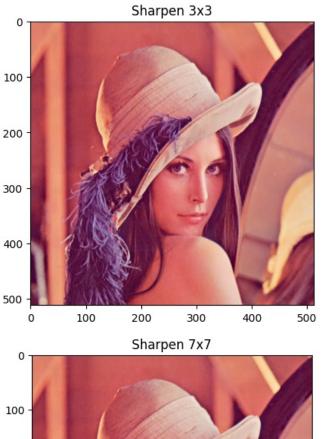
$$\begin{bmatrix} 0 & 2 & 2 \\ 0 & 2 & 1 \\ 0 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ 0 & 2 & 1 \\ 1 & 1 & 2 \end{bmatrix} = 5$$

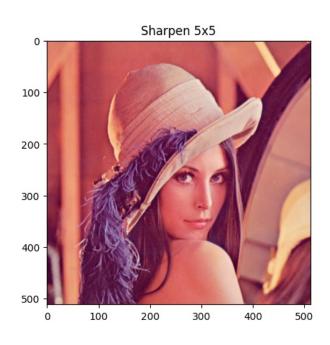
$$\begin{bmatrix} 2 & 2 & 1 \\ 2 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \cdot \begin{bmatrix} 1 & 0 & 0 \\ 0 & 2 & 1 \\ 1 & 1 & 2 \end{bmatrix} = 4$$

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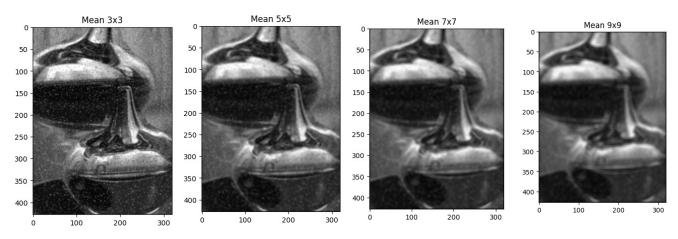


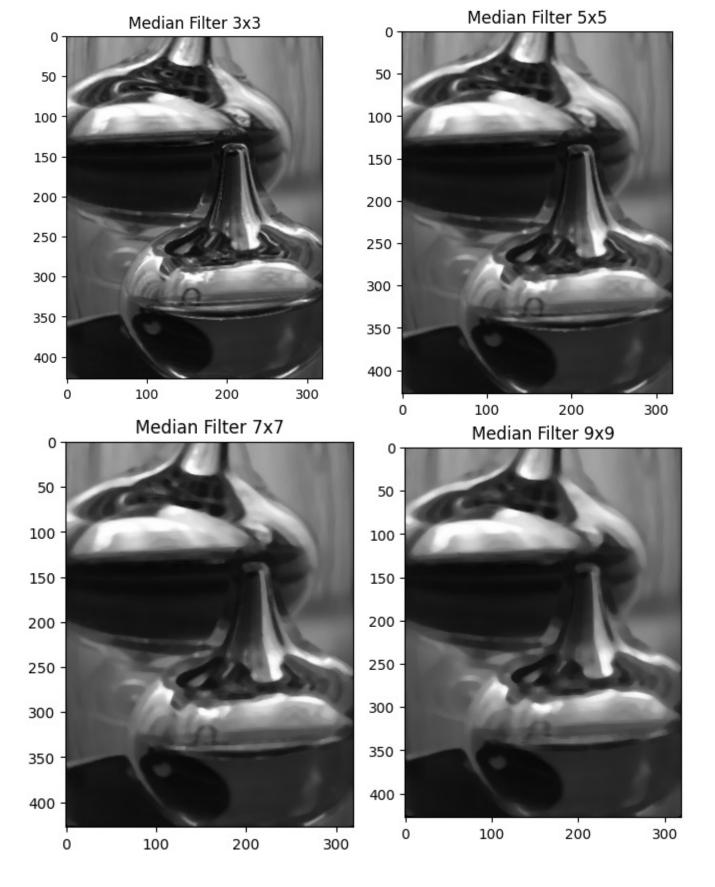




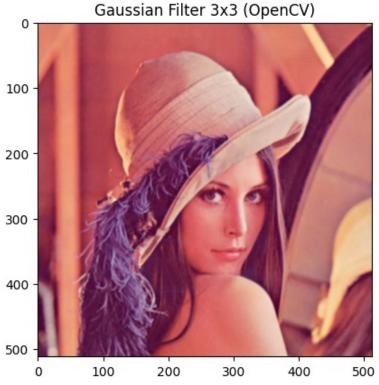








2) P3)





Yes, the output from opener garriers was similar to the output of the

P1.