

**Solution 1**

(a) Based on  $x$ , when  $x > 0$  we can get the following:

$$(x - y)^2 + \lambda * x \quad (1)$$

when  $x < 0$  we can get the following:

$$(x - y)^2 - \lambda * x \quad (2)$$

Based on (1) and (2), their minimum limit will be  $x = y + \frac{\lambda}{2}$  ( $x < 0$ ),  $x = y - \frac{\lambda}{2}$  ( $x > 0$ ) and  $x = 0$ . In the image, the minimum value will be determined by one of these three x value.

(b) denoise



Figure 1: Denoising

## Solution 2

(a) white balance(1)



Figure 2: balance2a-1

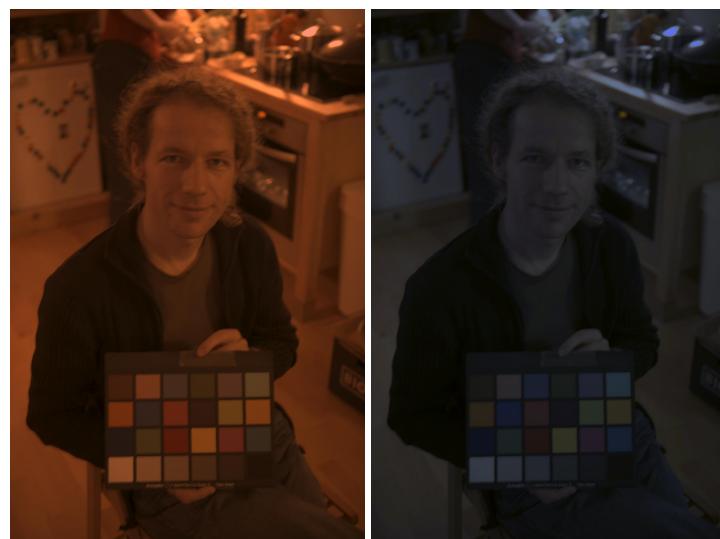


Figure 3: balance2a-2



Figure 4: balance2a-3

(b) white balance(2), in each Figure the first image is the one from part(a)



Figure 5: balance2b-1

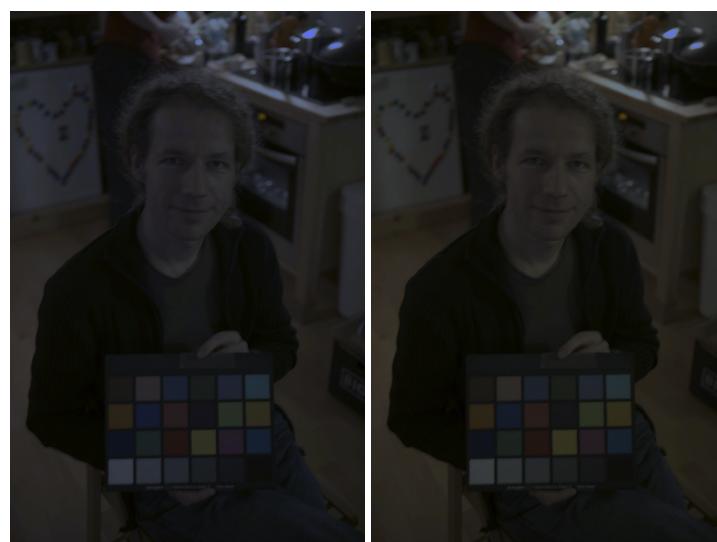


Figure 6: balance2b-2



Figure 7: balance2b-3

**Solution 3**

(a) image of normals



Figure 8: normals

(b) image of the surface color *albedos*



Figure 9: albedos

**Solution 4**

Depth map by using Frankot-Chellappa method

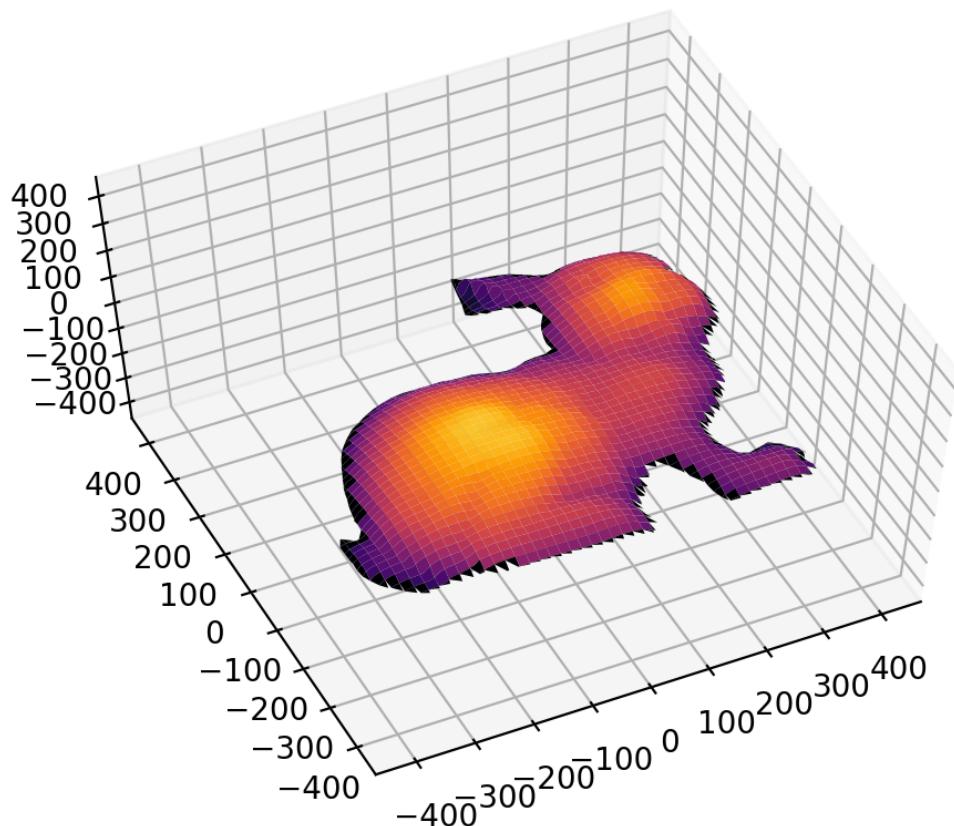


Figure 10: depth map

**Solution 5**

Depth map by using conjugate gradient method

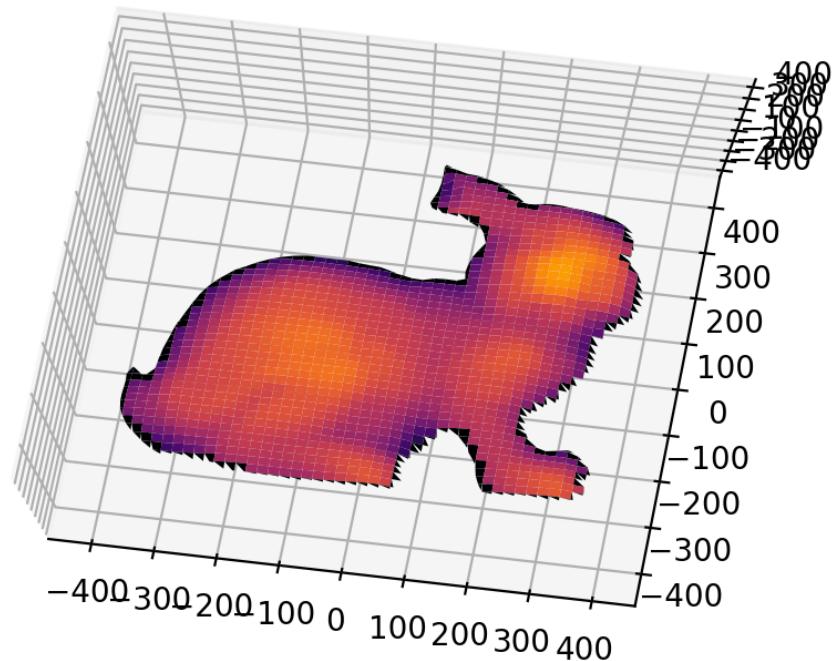


Figure 11: depth map

## Information

This problem set took approximately 30 hours of effort.

I discussed this problem set with:

- Sijia Wang
- Jiarui Xing

I also got hints from the following sources:

- lecture ppts