

# Computer Vision

## Quiz 2 Solutions

**Maximum score: 30**

**1. (4 points)** For each statement below, please indicate whether it is *true* or *false* with appropriate justification.

1. *k*-means always converges to the same minimum of the objective function regardless the initialization.

**False.** *k*-means converges to local optimum because the objective function is non-convex.

2. Given the window size (bandwidth parameter), the output of mean shift clustering/segmentation does not depend on its initialization.

**True.** Mean shift iterations start from each data point, thus the output is always deterministic.

**2. (6 points)** What is the gradient of a grayscale image? How do you compute the direction of the gradient in an image? What kind of a mask would you use if you want to achieve sharpening of an image?

**Solution:** The gradient is given by the vector  $\nabla I = [\nabla_x I \ \nabla_y I]^\top = [\frac{\partial I}{\partial x} \ \frac{\partial I}{\partial y}]^\top$  and the direction is computed as  $\theta = \arctan\left(\frac{\nabla_y I}{\nabla_x I}\right)$ . Let  $H$  be the  $3 \times 3$  averaging mask and  $F$  be the identity mask of the same size, then the corresponding image sharpening filter mask would have the form

$$F + \alpha(F - F * H) = \begin{bmatrix} 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} + \frac{\alpha}{9} \begin{bmatrix} -1 & -1 & -1 \\ -1 & 8 & -1 \\ -1 & -1 & -1 \end{bmatrix}$$

where  $\alpha$  controls the degree of sharpening.

**3. (10 points)** State the number of degrees of freedom for the camera motion and the corresponding variables in each of the following cases.

1. A fixed focal length camera rigidly mounted on a robot moving on a planar surface.
2. A constant focal length camera installed on a car running on Delhi roads (with potholes, that is).
3. A pan-tilt-zoom surveillance camera.

**Solution:** You may also consider the intrinsic parameters if you wish.

1. 3 dof, one for rotation and two for translation.
2. 6 dof, 3 for rotation and 3 for translation.
3. 3 dof, two for rotation and one for zoom (focal length).

**4. (10 points)** Given a 3D rotation matrix  $\mathbf{R}$ , how would you find the rotation angle? Which points are invariant to this rotation? How are these invariant points related to the eigenvectors of  $\mathbf{R}$ .

**Solution:**  $\theta = \arccos((\text{trace}(\mathbf{R}) - 1)/2)$ . The points invariant to the rotation are the ones that lie along the axis of rotation. The axis of rotation is given by the eigenvector of  $\mathbf{R}$  that has a corresponding eigenvalue of 1.