ECE-5554 Computer Vision: Problem Set 0

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LATEX.

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Matlab Code

Answer Sheet

Short answer problems

- 1. Skipped.
- 2. (a) Creates a row vector containing random permutations of numbers between 1 and 1000.
 - (b) Line 1: Creates a matrix:

$$a = \left[\begin{array}{rrr} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{array} \right]$$

Line 2 assigns the second row of x to the variable b.

$$b = [4, 5, 6]$$

(c) Creates a matrix:

$$a = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

Line 2 assigns the all the values the variable b.

$$b = \left[\begin{array}{rrr} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{array} \right]$$

(d) Line 1 creates the matrix ${\bf f}$ with the normally distributed random values.

Line 2 sets another variable and fills it with the elements of f which are above 0.

(e) Line 1 sets a row vector $[1 \times 10]$ with zeros and adds 0.5 to each element of it.

Line 2 creates another row vector with the same size of vector \mathbf{x} [1×10], and multiplies each element of new row vector with 0.5.

Line 3 sums vector x and y and assigns the result to z.

$$z = x + y$$

$$z = [1, 1, 1, 1, 1, 1, 1, 1, 1, 1]$$

(f) Line 1 creates a row vector $[1 \times 100]$ which contains the sequence starting from 1 to 100 (inclusive).

$$a = [1, 2, 3, 4 \dots 98, 99, 100]$$

Line 2 flips the vector and sets vector b with these values.

$$a = [100, 99, 98, 97 \dots 3, 2, 1]$$

3. The code is in PS0_1-3.m file.

7 end

```
(b)
```

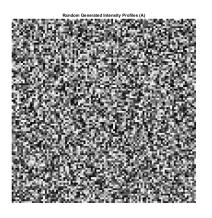
(c)

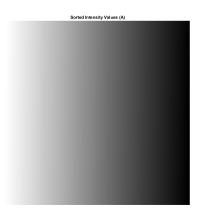
(d) % clear workspace , and command window, close all figures already open.

```
clear all, close all, clc;
 \% PS0-1.3a
  diceResults = diceTrials (99);
 % PS0-1.3b
6 \% y = [1, 2, 3, 4, 5, 6]
y = (1:6);
 \% z = [1, 3, 5; 2, 4, 6]
 z = reshape(y, [2,3]);
  \% PS0-1.3c
  % find the max value of matrice y and of which indice
  [x, I] = \max(y);
  % convert indice to subscripts (row and column number)
  [r, c] = ind2sub(size(z), I);
  \% PS0-1.3d
  % create vector v = [1, 8, 8, 2, 1, 3, 9, 2]
 v = [1, 8, 8, 2, 1, 3, 9, 2];
  % alter the value of vector x
  % the problem can be solved by two different approach
 \% 1 - x = \text{numel}(v(v==1))
 \% 2 - x = sum(v = 1)
 x = numel(v(v==1));
```

4. The code is in PS0Q1.m file.

(a) Randomly generated intensity and the result of sort process.





(b)

(c)

(d)

(e) %% clear workspace , and command window, close all figures already open.

```
clear all, close all, clc;

figure(1);

A = uint8(randi(255,[100,100]));

subplot(2,2,1), imshow(A);

title('Random Generated Intensity Profiles (A)')

save('inputAPS0Q1.mat', 'A');

load('inputAPS0Q1.mat', 'A');

%% PS-0 4a

A_sorted = sort(reshape(A,[numel(A), 1]), 'descend');

A_sorted = reshape(A_sorted, size(A));

subplot(2,2,2), imshow(A_sorted);

title('Sorted Intensity Values (A)')
```

```
% PS-0 4b
   bins = 20;
  \max A = \max(A(:));
   \min A = \min(A(:));
   range = (maxA-minA)/bins;
   hist = zeros(1, bins);
19
   y = zeros(1, bins);
20
   for i = 1:20
21
       hist(i) = numel(A(A)=(minA+(i-1)*range) & A<(minA+(i)*
22
          range)));
       y(i) = \min A + (i-1) * range;
^{23}
   end
24
   subplot(2,2,3), bar(y, hist, 0.8, 'r');
25
   axis([0 \ 255 \ min(hist) \ max(hist)*1.05])
   grid on;
27
   title ('Intensity Histogram of A (20 windows)');
  %% PS−0 4c
  \% X = A\_sorted(size(A,1)/2:size(A,1), 0:size(A,2)/2);
  X = A\_sorted(size(A\_sorted,1)/2+1:size(A\_sorted,1), 1:size
      (A_sorted, 2)/2);
   save('outputXPS0Q1.mat', 'X');
   subplot(2,2,4), imagesc(X);
33
  %% PS-0 4d
34
  Y = A - mean(A(:));
   save('outputYPS0Q1.mat', 'Y');
   figure (2);
   imagesc(Y);
```

Short Programming Question

1.

2.

3.

4.