

# Computational Photography Assignment 3

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## Task 1

## Task 2

Given an  $m \times n$  monochromatic (i.e. there is only one color-channel) Image  $I$ . Give an algorithm how to apply box-filtering on this image. Furthermore analyse the asymptotic complexity of this algorithm.

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**Algorithm 1** Moving Average box filter

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**Input:** Grayscale Image  $I$  with resolution  $m \times n$

**Output:** Box filtered Image Image  $\hat{I}$

**Procedures:**  $getDimensions(Image)$ ,  $zeros(height, width)$

```
1:  $[h, w] = getDimensions(I)$ 
2:  $\hat{I} = zeros(h, w)$ 
3:  $r = \lceil \frac{w-1}{2} \rceil$ 
4: Foreach Pixel  $p \in Image I$  do
5:    $contribution = 0$ 
6:   Foreach Pixel  $p_n \in r - Neighborhood \mathcal{N}_r(p)$  do
7:      $contribution = contribution + I(p + p_n)$ 
8:   end for
9:    $\hat{I}(p) = \frac{contribution}{m \cdot n}$ 
10: end for
```

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**Remarks:**

- By pixels in the Algorithm 1 we are referring to the coordinates of the pixel in the image. Therefore  $p$  corresponds to the  $x$  and  $y$  coordinates of pixel  $p$  in the Image  $I$ .
- $I(p)$  denotes accessing the pixel-(color)-values in the images at the position of the pixel  $p$  in the image  $I$ .
- $\mathcal{N}_r(p)$  denotes the neighborhood with radius  $r$  around a given pixel  $p$ . In the context of pixel-coordinates, think of it as a box-grid, centred at the pixel coordinates of  $p$ . This grid has a radius of  $r$ . This means there are  $r$  neighbors (pixel-coordinates in the grid) below, on top, on the left and on the right of  $p$ .
- Our algorithm can easily be extended for color Images by simply applying the same algorithm to each color-channel separately.
- The assumption of being provided by a  $m$  by  $n$  can easily be extended for the case when  $n \neq m$ . This only will affect the computation of the radius  $r$  in algorithm 1. Computing  $\lceil 0.5 \cdot (\lceil \frac{m-1}{2} \rceil + \lceil \frac{n-1}{2} \rceil) \rceil$  would be a valid option in order to compute  $r$ .
- If  $w$  (i.e.  $n$ ) is odd, then  $\lceil \frac{w-1}{2} \rceil$  is equal to  $\frac{w-1}{2}$ .
- The procedure *getDimensions* returns the width-and height resolution of a provided Image.
- The procedure *zeros* creates a new image with the provided resolutions.

### Aysmptotic Complexity

### Task 3

### Task 4

### Task 5

### Task 6