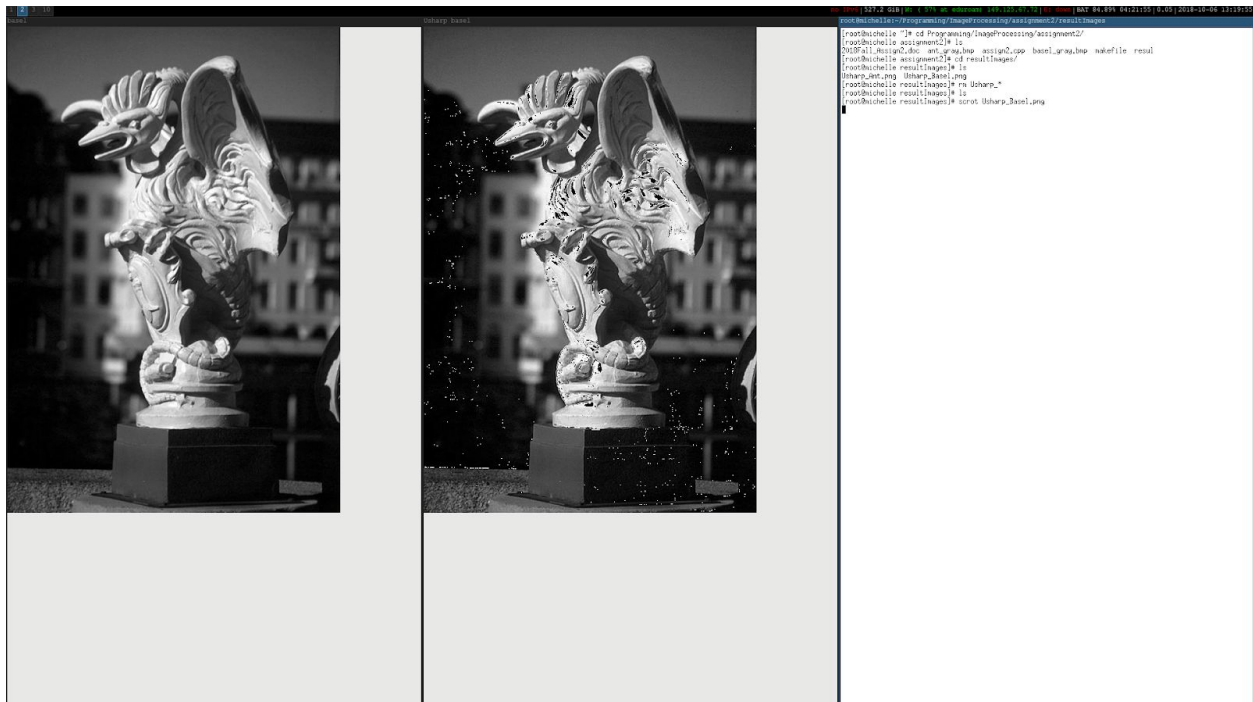
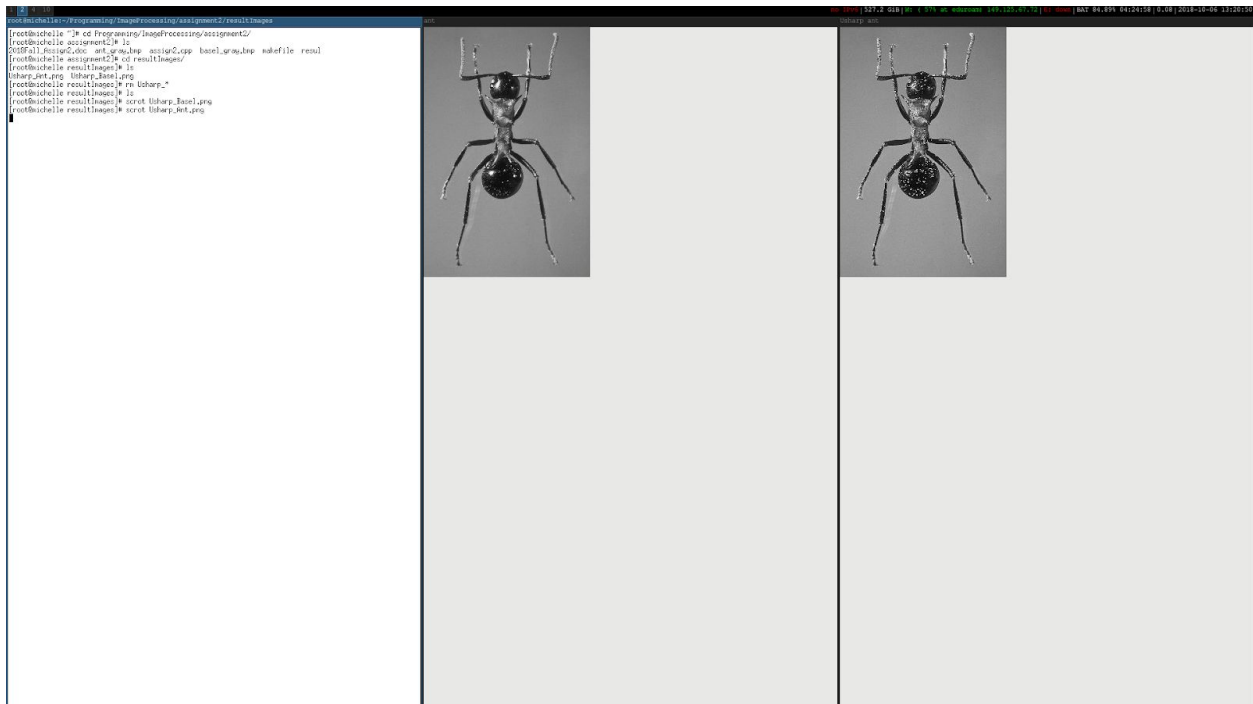


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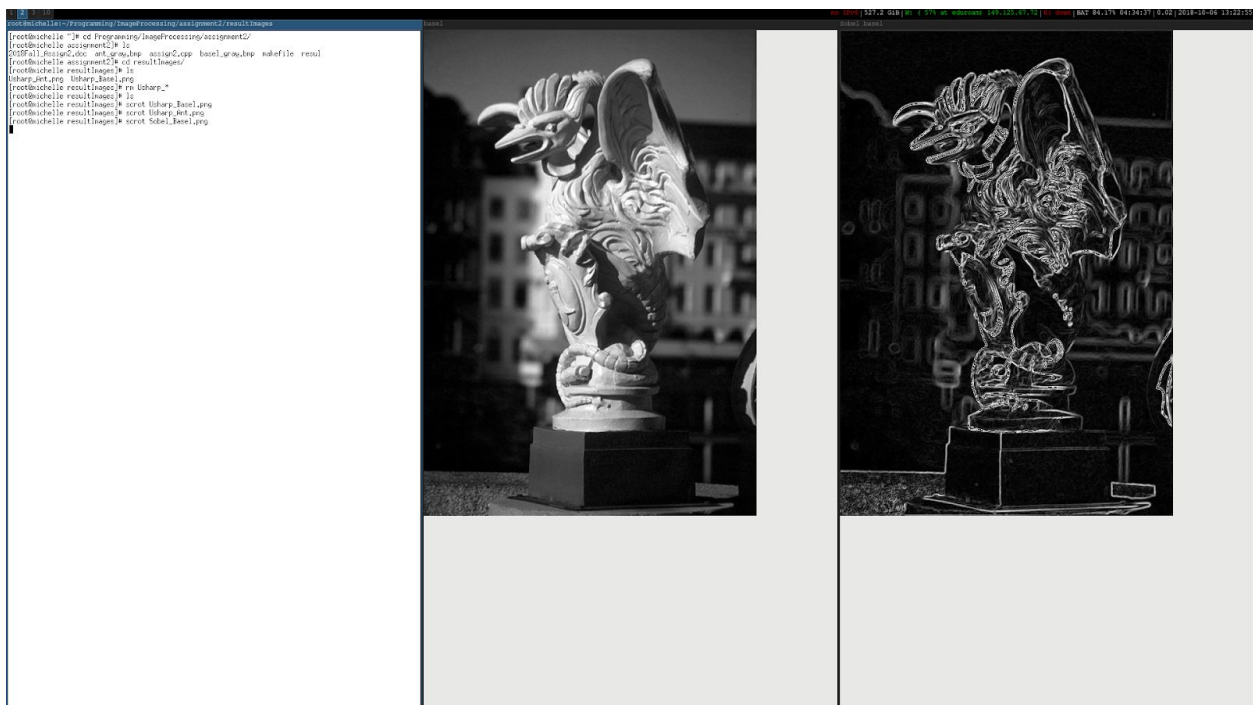
For the first part of the assignment we were required to implement Sobel and Usharp filters. The Sobel filter takes the first order derivative in the x direction and the first order derivative in the y direction via x and y masks. Then we take the sum of each derivative squared and take the square root of that sum to get the new value of the pixel. For the Usharp method we blur the picture then take the difference between the blurred picture and the original picture and add it to the original picture. Finally to create the LoG mask for sigma 1.4 and sigma 5 we use the

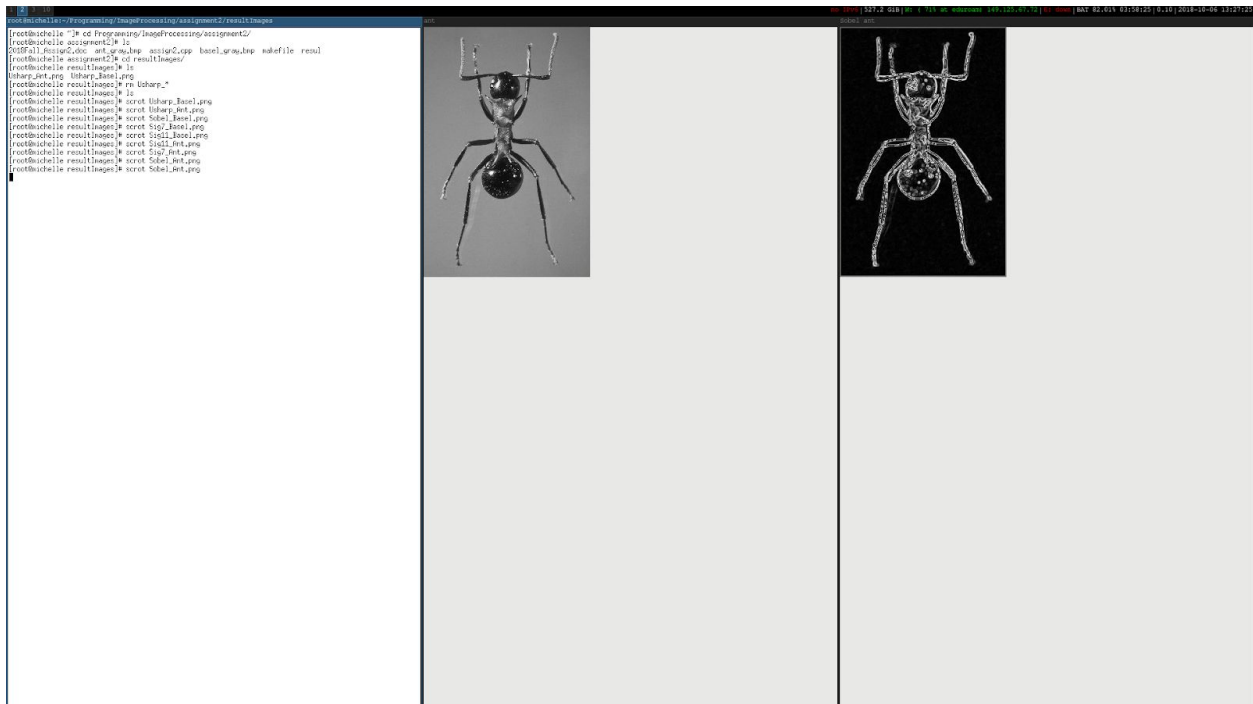
Here are images that compare the original and Usharp ant and basel images





Here are the images after the Sobel operator





Here are the LoG images with the 7 by 7 mask with a sigma value of 1.4

