

18/1.

33 points

Gait recognition but white on
white leaving pawprints.

- use infra red?
- motion sensors (new computer vision camera).

Find bear

- use contrast normalization
histogram equalization?
- use template matching GHT
- Hub.

use motion?

use tracking?

higher order shape matching.

less prompts

use shape

use symmetry.

Use optic flow/motion.

$$18/2$$

$$1 \quad 1$$

$$1 \quad 2 \quad 1$$

$$3 \times 3$$

$$1 \quad 3 \quad 3 \quad 1$$

$$1 \quad 4 \quad 6 \quad 4 \quad 1 \quad 5 \times 5$$

$$1 \quad 2 \quad 1$$

? Scaling.

$$e^{-\frac{(x-x_0)^2 + (y-y_0)^2}{2\sigma^2}}$$

$$1 \quad 2 \quad 1 \quad \div 2$$

$$\begin{matrix} 0.5 & 1 & 0.5 \\ e^{-1} & e^0 & e^{-1} \end{matrix}$$

$$\frac{1}{2\sigma^2} = e^{-1}$$

$$\frac{1}{2\sigma^2} = e^{-1}$$

$$\log\left(\frac{1}{2\sigma^2}\right) =$$

$$0.5 = e^{-1/2\sigma^2}$$

$$\log(0.5) = \frac{-1}{2\sigma^2}$$

$$\sigma^2 = \frac{-\log(0.5)}{2}$$

$$\sigma = \sqrt{\frac{-\log(0.5)}{2}}$$

$$\sigma = 1.2?$$

so choose $\sigma = 1.2$ & scale by $1/2$ then you get a Gaussian

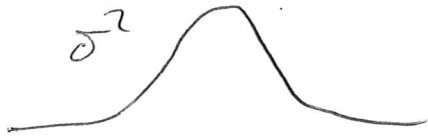
18/2

~~18/3~~

c).

time/space

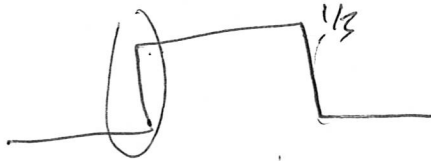
frequency



\Rightarrow



Gaussian

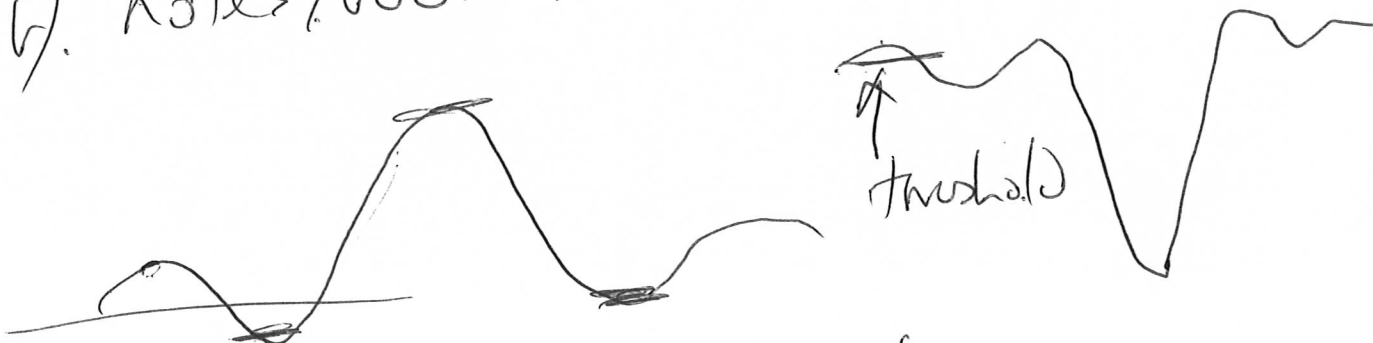


difference from Gaussian can lead
to image artefacts.

18/3

a/ notes/book.

b/ notes/book.



c. gives edges in wrong place.
you want them at zero crossings.