

1) Image filtering is the process of modifying or enhancing an image by applying a filter (a matrix @ algorithm) to emphasize certain features @ remove unwanted noise

Low pass filter

→ Smoother the image

→ Remove high-frequency details like noise & sharp edges

→ Produces a blurred result

High pass filter

→ Enhances edges & fine details

→ Removes low frequency (Smooth / flat) areas

→ Produces a sharper, more detailed result.

2) The Sobel operator uses two 3×3 kernels to compute intensity changes in x(horizontal) & y(vertical) direction

$$\text{Horizontal gradient } (G_x) = \begin{bmatrix} -1 & 0 & 1 \\ -2 & 0 & 2 \\ -1 & 0 & 1 \end{bmatrix}$$

$$\text{Vertical gradient } (G_y) = \begin{bmatrix} -1 & -2 & -1 \\ 0 & 0 & 0 \\ 1 & 2 & 1 \end{bmatrix}$$

Applying the kernel G_x & G_y , which combined to detect edge strength.

3) Canny edge detection first smooths the image with a Gaussian filter, then computes gradient magnitude & direction

Next, it performs non-maximum suppression, applies double thresholds to classify strong/weak edges, and uses edge tracking by hysteresis to keep only connected true edges.

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4) import cv2
import numpy as np

img = cv2.imread("img.jpg", cv2.IMREAD_GRAYSCALE)
gx = cv2.Sobel(img, cv2.CV_64F, 1, 0, ksize=3)
gy = cv2.Sobel(img, cv2.CV_64F, 0, 1, ksize=3)
sobel = cv2.magnitude(gx, gy)
cv2.imshow("Sobel Edge Detection", sobel)
cv2.imshow(WaitKey(0))
cv2.destroyAllWindows()

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5) import cv2
img = cv2.imread("image.jpg")
gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)
edges = cv2.Canny(gray, 100, 200)
cv2.imshow("Canny Edges", edges)
cv2.waitKey(0)
cv2.destroyAllWindows()

```

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6) SIFT (Slowest but most accurate):

- Works well for scale/rotation changes
- Used in robust matching & research

SURF (Faster than SIFT slightly lower accuracy)

- Good for real-time-ish application but patented

ORB:

- Fastest & free

- Good for real-time systems but less accurate than SIFT/SURF for complex scenes.

2) Import cv2

img = cv2.imread("image.jpg")

gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)

orb = cv2.ORB_create()

kp = orb.detect(gray, None)

kp, des = orb.compute(gray, kp)

out = cv2.drawKeypoints(img, kp, None)

cv2.imshow("ORB Keypoints", out)

cv2.waitKey(0)

cv2.destroyAllWindows()

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3) Similarity based Segmentation

→ Groups pixel with similar properties (intensity color)

→ User methods like region growing, threshold, clustering.

→ produces homogenous regions

Discontinuity-based Segmentation

→ Detect sudden intensity changes

→ Uses edge detectors like Sobel, Canny

→ Focuses on locating region borders

4) Global thresholding:

→ Uses one threshold value for entire image

→ Eg. Otsu's method chooses a single optimal threshold

Adaptive thresholding:

→ Computes different threshold for small region

→ Eg. Adaptive Mean/Gaussian thresholding handles uneven lighting.

10) Limitations in image segmentation

- Weak boundaries: Hard to detect edges when object borders are blurry or low-contrast
- Noise: Image noise causes false edges
- Color Variations
- Occlusion
- Complex backgrounds: Background textures can mimic object patterns
- Class Imbalance: Small objects get underrepresented
- Limited Labeled data
- Generalization issue

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1. function

1) Region growing Segmentation:

A method that starts from seed points & add neighboring pixels that have similar properties to form regions.

preferred over threshold-based methods when:

- objects have smooth intensity change instead of sharp thresholds.
- you need spectral continuity
- images have uneven lighting.
- objects have share similar intensities.

2) Graph Cuts:

A Segmentation method that models an image as a graph & find its optimal separation (cut) between foreground & background by minimizing an energy function.

Application

- Interactive foreground extension (GrabCut)
- Medical image Segmentation.

13) Object Detection:

→ Finds what objects are present & where they are in each frame / image.

→ Output: Bounding boxes + class label.

→ Eg: Detecting cars, people & traffic lights.

Object tracking:

→ What Follows the same object across multiple frame over time.

→ Output: Continuous object ID + trajectory.

→ Eg: Tracking a Specific car.

* Detection = Identify object per frame

* Tracking = Maintain identity across frames

14) Optical flow:

It represents the apparent motion of pixel b/w

* Consecutive video frames, based on changes in intensity patterns.

How it helps in tracking:

* Optical flow computes a motion vector for each pixel

* These vectors show direction & speed of movement

* By following these motion vectors, the system can track objects as they move from one frame to next.

15) Input cv2

import numpy as np

img = cv2.imread("input.jpg")

(h,w) = img.shape[:2]

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center = (w//2, h//2)

M = cv2.getRotationMatrix2D(center, 45, 1.0)

cos = abs(M[0,0])

sin = abs(M[0,1])

new_w = int((h * sin) + (w * cos))

new_h = int((h * cos) + (w * sin))

M[0,2] += (new_w/2) - center[0]

M[1,2] += (new_h/2) - center[1]

rotated = cv2.warpAffine(img, M, (new_w, new_h))

cv2.imwrite("rotated-45.jpg", rotated)

16) import cv2

import numpy as np

img = cv2.imread("input.jpg")

h,w = img.shape[:2]

#A) Center crop

ch, cw = h//2, w//2

crop = img[ch-100:ch+100, cw-100:cw+100]

cv2.imshow("crop", crop)

#B) Resize to 300x300

resized = cv2.resize(img, (300, 300))

#C) Rotate without cropping (auto border)

angle = 45

center = (w//2, h//2)

M = cv2.getRotationMatrix2D(center, angle, 1)

cos, sin = abs(M[0,0]), abs(M[0,1])

new_w = int(h * sin + w * cos)

new_h = int(h * cos + w * sin)

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$M[0,2] = \text{new_w}/2 - \text{center}[0]$

$M[1,2] = \text{new_h}/2 - \text{center}[1]$

rotated = cv2.warpAffine(img, M, (new_w, new_h))

Translation + scaling.

$tx, ty = 50, 30$

scale = 1.2

MA = np.float32([[scale, 0, tx], [0, scale, ty]])

trans_scaled = cv2.warpAffine(img, MA, (w, h))

Flip

flip_h = cv2.flip(img, 1) # horizontal

flip_v = cv2.flip(img, 0) # vertical

Convert to Grayscale + resize.

gray = cv2.cvtColor(img, cv2.COLOR_BGR2GRAY)

gray_resized = cv2.resize(gray, (300, 300))

cv2.waitKey(0)

cv2.destroyAllWindows()

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Shubham