

State University of New York at Buffalo

CSE 473/573 Summer 2016

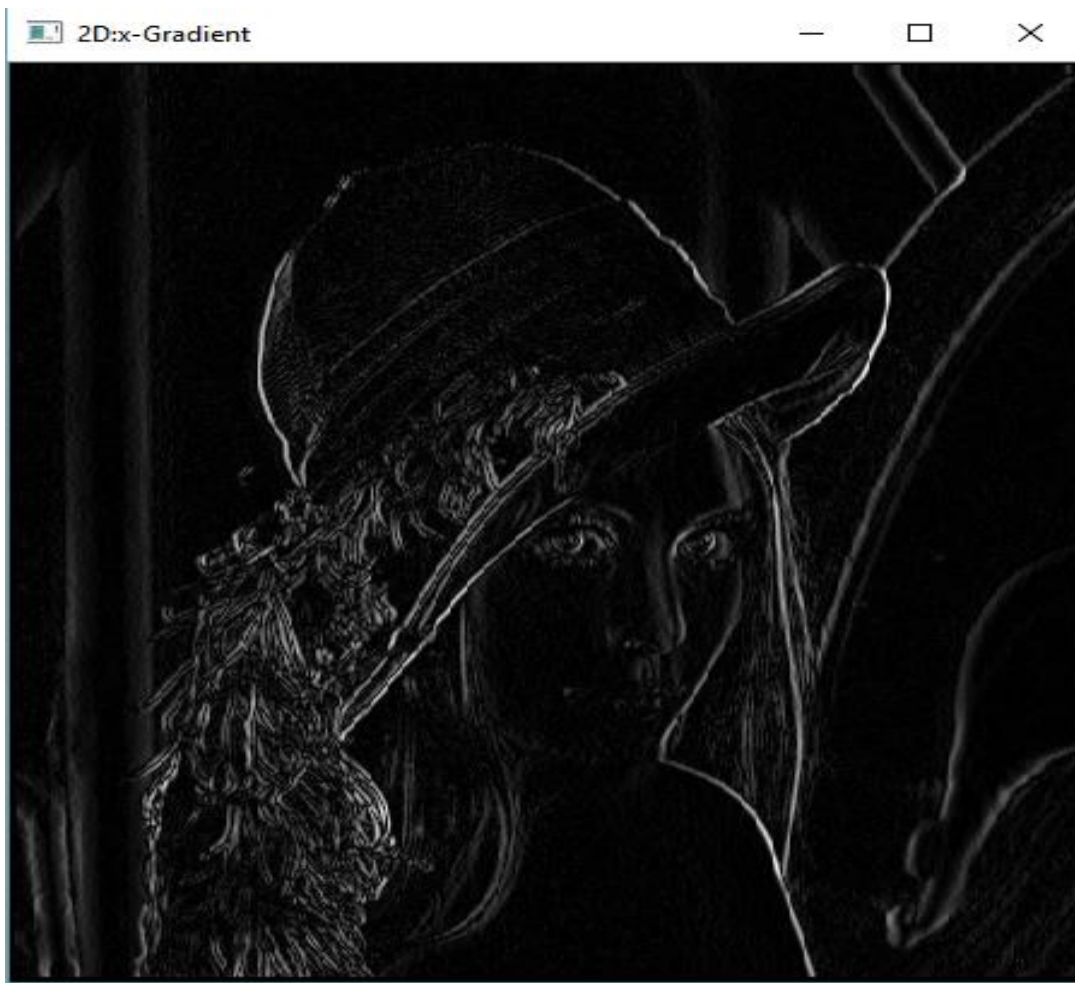
Programming Assignment #1

Problem1: 1D and 2D Convolution on Images

2D and 1D convolutions involve convolving both horizontal and vertical directions in 2 and 1 dimensional spatial domain of the image. They are frequently used for image processing, such as smoothing, sharpening, and edge detection of images.

A] 2D Convolution

➤ 2D Convolution X- Gradient : G_x



Applying X gradient of the Sobel filter, we get all the vertical edges of the image.

➤ **2D Convolution Y- Gradient : G_y**



Applying Y gradient of the Sobel filter, we get all the horizontal edges of the image.

➤ 2D Convolution Gradient Magnitude : G_{mag}



B] 1D Convolution

➤ 1D Convolution X- Gradient : G_x



➤ 1D Convolution Y- Gradient : G_y



➤ **1D Convolution Gradient Magnitude : G_{mag}**



C] Given an $M \times N$ Image and a $P \times Q$ filter, compute the computational complexity of performing 2D convolution vs using separable filters with 1D convolution.

Computational complexity of 2D Convolution: $O(M.N.P.Q)$

This is because the $P \times Q$ filter has to be applied on each pixel in the $M \times N$ image matrix.

The Computational complexity of Separable filter with 1D convolution: $O(MN(P+Q))$.

This shows that separable filter with 1D convolution has better complexity as compared to 2D convolution.

Example:

Image size: 256×512

Convolution filter: 3×3

$M=256, N=512, P=3, Q=3$

Computational complexity of 2D Convolution: $O(256 \times 512 \times 3 \times 3) = 1179648$ operations

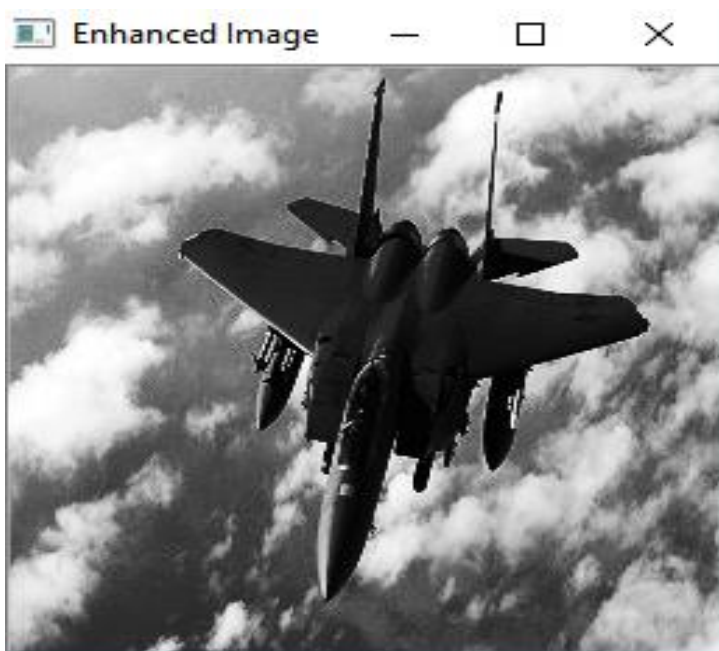
Computational complexity of Separable filter with 1D convolution: $O(256 \times 512 (3+3))$

$= 786432$ operations

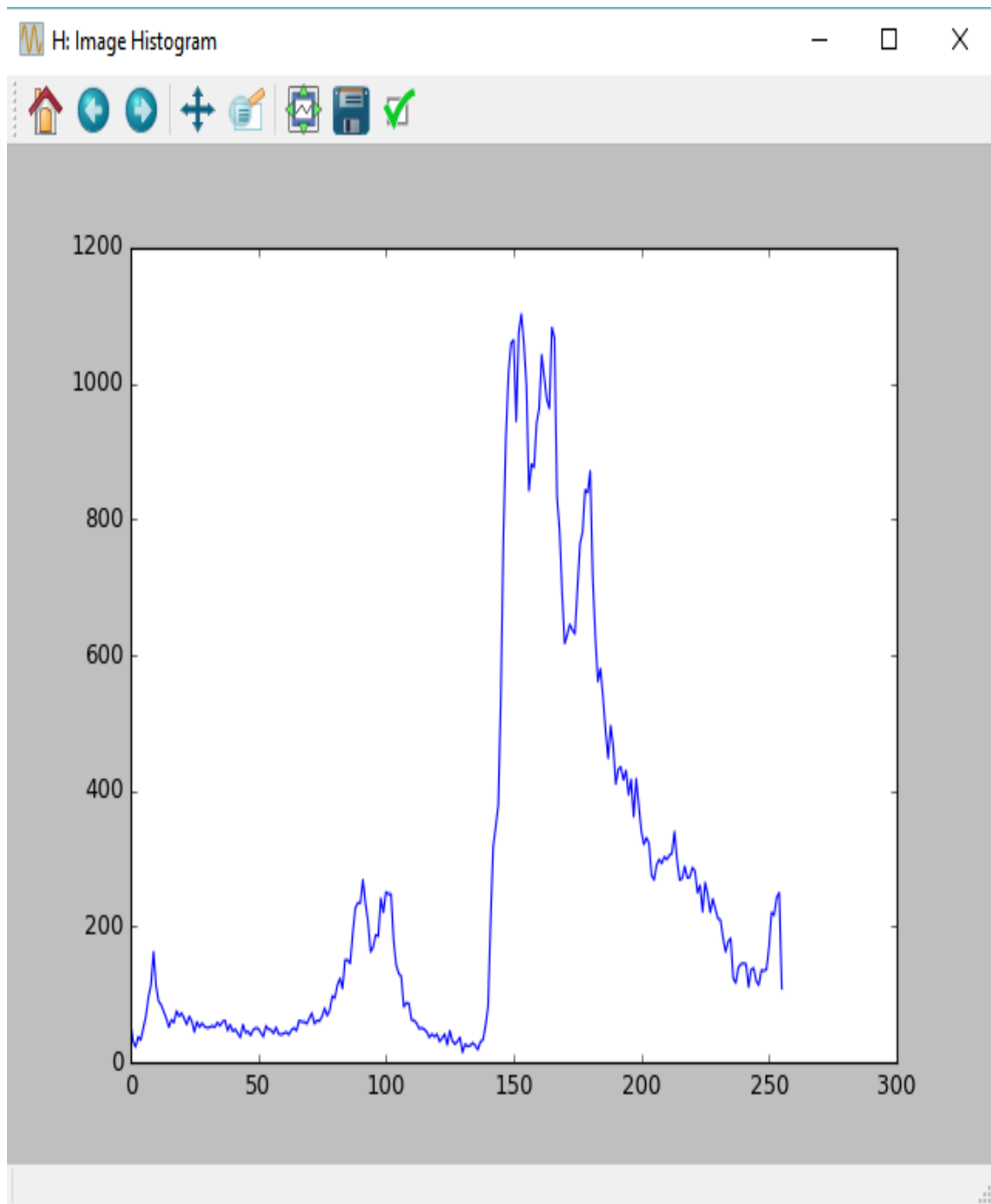
Problem 2: Histogram Equalization

Applying the Histogram Equalization algorithm given, the following were the images and histograms obtained.

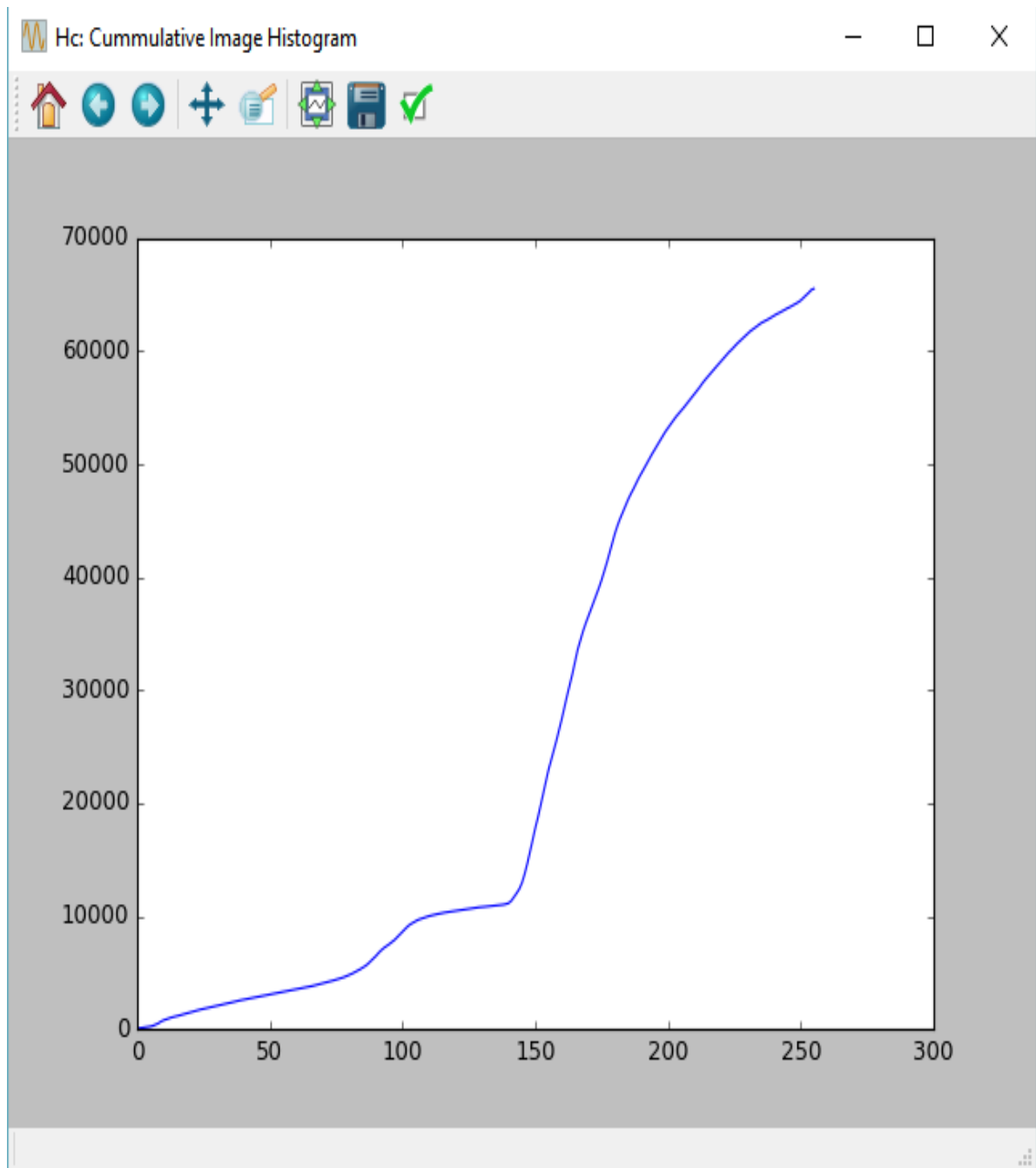
➤ Original Image and Enhanced Image



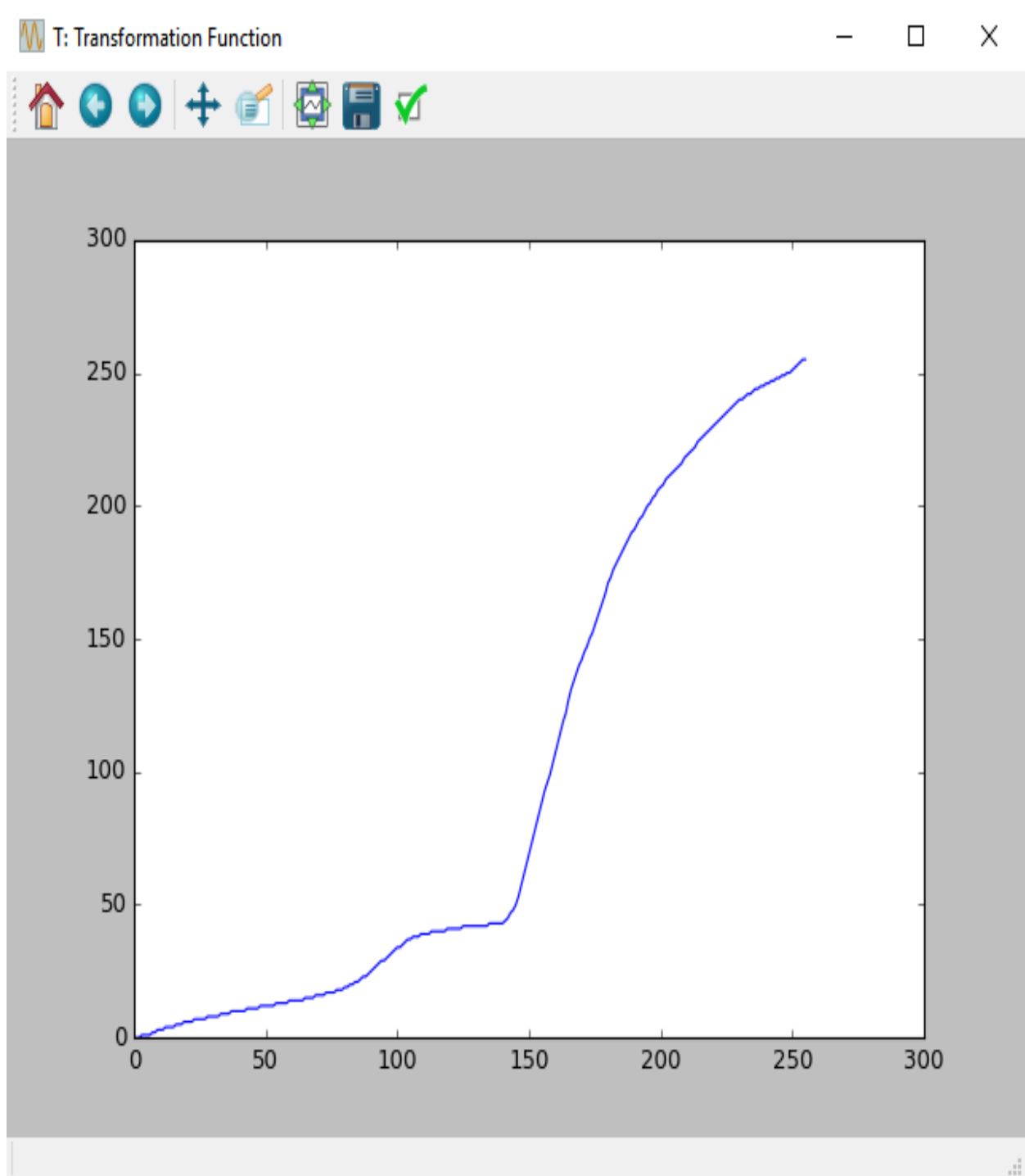
➤ Original Image Histogram



➤ Cumulative Histogram



➤ Transformation Function



➤ Enhanced Image Histogram

