

1、 r, g, b 是 RGB 彩色空间沿 R,G,B 轴的单位向量，定义向量 $u = \frac{\partial R}{\partial x} r + \frac{\partial G}{\partial x} g + \frac{\partial B}{\partial x} b$ 和 $v = \frac{\partial R}{\partial y} r + \frac{\partial G}{\partial y} g + \frac{\partial B}{\partial y} b$, g_{xx}, g_{yy}, g_{xy} 定义为这些向量的点乘：

$$g_{xx} = u \cdot u = u^T u = \left| \frac{\partial R}{\partial x} \right|^2 + \left| \frac{\partial G}{\partial x} \right|^2 + \left| \frac{\partial B}{\partial x} \right|^2$$

$$g_{yy} = v \cdot v = v^T v = \left| \frac{\partial R}{\partial y} \right|^2 + \left| \frac{\partial G}{\partial y} \right|^2 + \left| \frac{\partial B}{\partial y} \right|^2$$

$$g_{xy} = u \cdot v = u^T v = \frac{\partial R}{\partial x} \frac{\partial R}{\partial y} + \frac{\partial G}{\partial x} \frac{\partial G}{\partial y} + \frac{\partial B}{\partial x} \frac{\partial B}{\partial y}$$

推导出最大变换率方向和 (x, y) 点在 θ 方向上变化率的值 $F(\theta)$ 。

解：根据梯度定义可知 $\frac{\partial f}{\partial l} = \cos \theta \frac{\partial f}{\partial x} + \sin \theta \frac{\partial f}{\partial y}$

为了使梯度最大也就是使梯度值的平方值最大，即

$$\begin{aligned} \left\| \frac{\partial f}{\partial l} \right\|^2 &= \left(\sin \theta \frac{\partial f}{\partial x} + \sin \theta \frac{\partial f}{\partial y} \right)^2 \\ &= \left(\frac{\partial f}{\partial x} \right)^2 \cos^2 \theta + 2 \frac{\partial f}{\partial x} \frac{\partial f}{\partial y} \sin \theta \cos \theta + \left(\frac{\partial f}{\partial y} \right)^2 \sin^2 \theta \end{aligned}$$

根据题意可带入 g_{xx}, g_{yy}, g_{xy} ，得

$$\text{上式} = g_{xx} \cos^2 \theta + 2 \sin \theta \cos \theta g_{xy} + g_{yy} \sin^2 \theta$$

根据三角变换，可得

$$\text{上式} = \frac{\cos 2\theta + 1}{2} g_{xx} + \sin 2\theta g_{xy} + \frac{1 - \cos 2\theta}{2} g_{yy}$$

所以

$$F(\theta) = \frac{1}{2} (g_{xx} + g_{yy}) + \frac{\cos 2\theta}{2} (g_{xx} - g_{yy}) + \sin 2\theta g_{xy}$$

$$\frac{\partial F(\theta)}{\partial \theta} = -\sin 2\theta (g_{xx} - g_{yy}) + 2 \cos 2\theta g_{xy} = 0$$

求得

$$\theta = \frac{1}{2} \tan^{-1} \left(\frac{2g_{xy}}{g_{xx} - g_{yy}} \right)$$