Computer Vision (Spring 2019) Problem Set #1

Andrew Samuel Parmar aparmar32@gatech.edu

1a. Interesting Images



Image 1 - ps1-1-a-1



Image 2 - ps1-1-a-2



2a. Swapped Green and Blue



ps1-2-a-1

2b: Monochrome Green



ps1-2-b-1

2c: Monochrome Red



ps1-2-c-1

3a: Replacement of Pixels



ps1-3-a-1

4a: Image Stats

Min: 0 Max: 255

Mean: 154.0235882352941

Standard Deviation: 67.16410036794716

4b: Arithmetic Operation



ps1-4-b-1

4c: Shifted Image



ps1-4-c-1

4d: Difference Image



ps1-4-d-1

5a: Noisy Green Channel



ps1-5-a-1

5b: Noisy Blue Channel



ps1-5-b-1

6a. Discussion

Between all color channels, which channel, in your opinion, most resembles a gray-scale conversion of the original. Why do you think

this? Does it matter for each respective image? (For this problem, you will have to read a bit on how the eye works/cameras to discover which channel is more prevalent and widely used)

Splitting the southafricaflagface.png image into different channels, it appears that the green channel resembles greyscale image the closest. There are two primary reasons for this:

- 1. The human eye has higher sensitivity to green light due to the ability of green light to stimulate two of the three types of cones in the eye.

 2. Most digital camera sensors use the Bayer pattern which allows for two green pixels for each pair of red and blue pixels. This results in
- 2. Most digital camera sensors use the Bayer pattern which allows for two green pixels for each pair of red and blue pixels. This results in images having less noise in the green channel as compared to the red and blue channels.

I tried this split channel technique on other images as well and saw a similar effect. The green channel tends to retain the most detail from

the full spectrum image.

6b. Discussion

What does it mean when an image has negative pixel values stored? Why is it important to maintain negative pixel values?

Negative values in an image means that the data type the image is represented by allows negative values, and that 0 in this frame of reference is not black, but rather an inbetween value. Cutting off these negative values can result in loss of detail of the image. If required, these should be normalized so that they are converted to a more standardized range, like [0, 255]

6c. Discussion

In question 5, noise was added to the green channel and also to the blue channel. Which looks better to you? Why? What sigma was used to detect any discernible difference?

After adding noise to the green and blue channels, the image with noise on the blue channel looks better. The colors seem to be closer to the original than the green channel image. I believe this is because the eye can spot more pixels in the green spectrum of lift and therefore perceives more noise than in the blue channel's case. This has the effect of making the image appear more grainy, and different from the original. I could start seeing a noticeable difference in quality of the images at around 7 sigma.