

## Patch World

### **patch Oriented Vector Space (POVS)**

```
dcgMatrix *patch;  
NSNumber *originalRowCount;  
NSNumber *originalColCount;  
NSNumber *patchesPerRow;  
NSNumber *patchesPerCol;
```

### **imageToPatch**

```
CIImage *source;  
POVS *result  
NSNumber *patchSize;  
-(void) apply;
```

### **patchProjectionPursuit**

```
POVS sourcePatch;  
POVS resultPatch;  
-(void) apply;
```

### **patchApproxProjectionPursuit**

```
POVS sourcePatch;  
POVS resultPatch;  
NSNumber *sampling;  
-(void) apply;
```