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# **Devon Quaternik**

## **Problem 1**

```
No, a is not separable.
Yes, b is separable.
HCOL =
   -1.0000
   -2.0000
   -1.0000
HROW =
   -1.0000
           -2.0000 -1.0000
No, c is not separable.
Yes, d is separable.
HCOL =
   -1.3161
    1.3161
HROW =
            -1.5197 -0.7598
   -0.7598
No, e is not separable.
Yes, f is separable.
HCOL =
   -1.0000
   -1.0000
```

```
-1.0000

-1.0000

HROW =

-1.0000 -1.0000 -1.0000 -1.0000 -1.0000

Yes, g is separable.

HCOL =

-1.1362

-1.1362

-1.1362

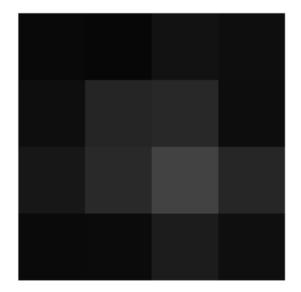
HROW =

-0.8801 -0.8801 -0.8801 -0.8801 -0.8801
```

g = 

# **Problem 3**

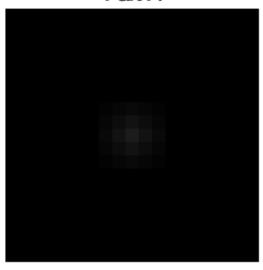
g = 



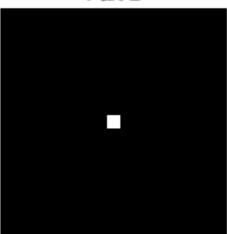
Because we are working with matrices, multiplying in different orders yields different results. Filter 2 is spreading the little brightness there is out before filter 1 is able to amplify it in part d. This is why you see a bright spot in part c, but only a gray here.

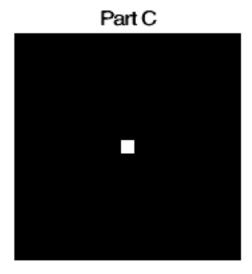
The image would look similar, but brighter. Because the filters are not changing, the effect on uniform images would be the same.

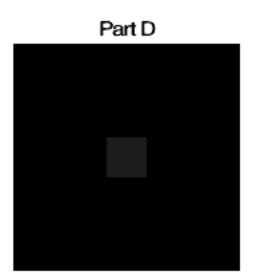




Part B





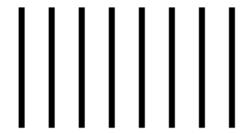


The smoothing filter widens the strips, but shrinks their darkest part. It lowers the contrast with the background by blurring the bars, extending the change over more pixels.

The bars are more well defined in part d than in part c because the 25x25 filter matches the spacing of the bars and spaces. This means that it wwill capture exactly 1 bar and average it, then move to the next step with only 1 bar in it. The 45 actually is capturing

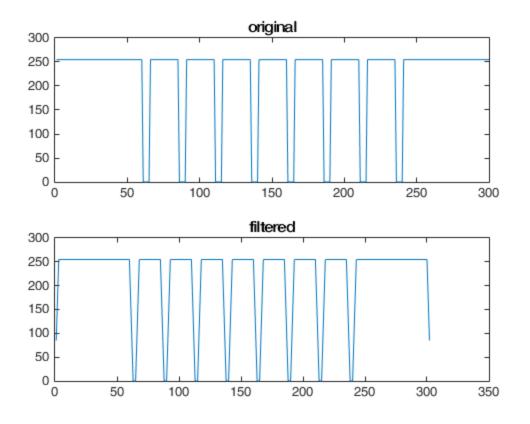
multiple bars, which when convoluted will have a peak that the other will not.

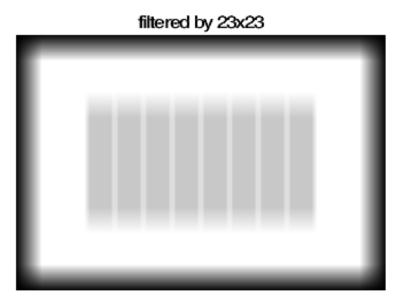
#### Original

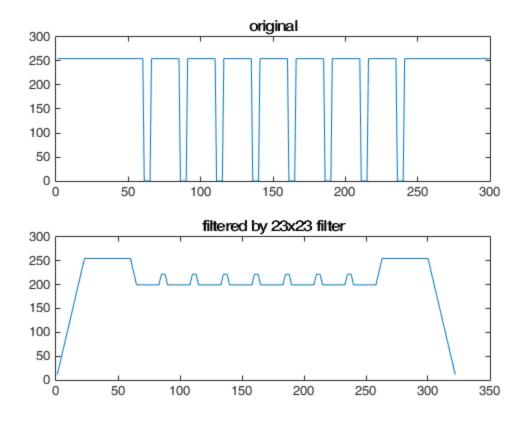


filtered by 3x3

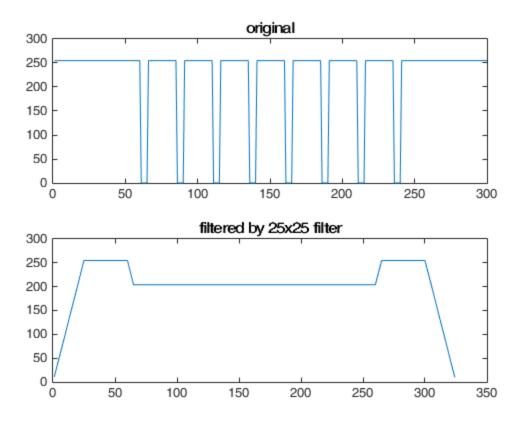


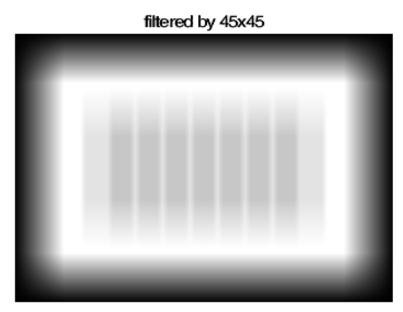


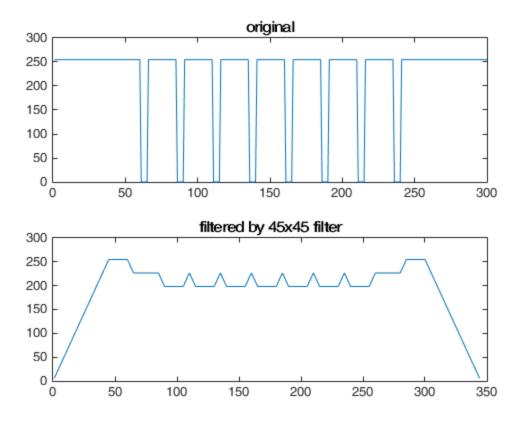












The noise in the background seems to be slightly more drawn out. Contrast is rasied on the edges of the quarters, especially in cc=0.4. You are more able to see lines in the background, whether real or not, as cc goes up.

For the second set of images, the image has not been reweighted and the filter has negative values. These negatives are being shifted by MATLAB to 0 and everything looks darker because of it.

original



∞=0.2



∞=0.4



Original







∞=0.4



original



∞=0.2



∞=0.4



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