

Feedback — Quiz #6

Help Center

You submitted this quiz on **Sun 22 Feb 2015 6:41 PM IST**. You got a score of **7.00** out of **7.00**.

Question 1

What shapes have constant Euclidean curvature?

Your Answer	Score	Explanation
<input type="radio"/> Ellipses.		
<input type="radio"/> Only circles		
<input type="radio"/> Only straight lines.		
<input checked="" type="radio"/> Straight lines and circles.	✓ 1.00	
Total	1.00 / 1.00	

**Question Explanation**

The Euclidean curvature is zero for straight lines, and 1/radius for circles.

Question 2

The gradient of a function  $f(x, y)$  is

Your Answer	Score	Explanation
<input type="radio"/> Parallel to the level lines of $f(x, y)$ .		
<input type="radio"/> Equal to curvature of the level lines.		
<input checked="" type="radio"/> Perpendicular to the level lines of $f(x, y)$ .	✓ 1.00	

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☐ A scalar function.

Total

1.00 / 1.00

Question Explanation

This is shown in the video when we discuss level sets and implicit representations, and we proved such result.

Question 3

Consider the functional  $(\int |\nabla I|^p)$  for an image  $I(x, y)$  and  $p > 0$ . For which  $p$  the Euler-Lagrange of the functional will lead to anisotropic diffusion?

Your Answer	Score	Explanation
<input type="radio"/> $p = 2$ .		
<input type="radio"/> This will never lead to anisotropic diffusion.		
<input checked="" type="radio"/> $p = 1$ .	✓ 1.00	
<input type="radio"/> $p = 0$ .		
Total	1.00 / 1.00	

Question Explanation

We have seen that for  $p = 1$  this gives “curvature motion,” a type of anisotropic diffusion. For  $p = 2$  this gives the isotropic diffusion or heat flow. For  $p > 2$  we also get additional diffusion across edges instead of reduced diffusion.

Question 4

Considering a planar curve  $C$  embedded as the zero level set of a function  $f(x, y)$ . The curve moves with constant velocity. Then  $f(x, y)$  is deforming according to

Your Answer	Score	Explanation
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☐  $f_t = |\nabla f|^{1/2}$

☐  $f_t = |\nabla f|^2$

☒  $f_t = |\nabla f|.$



1.00

☐  $f_t = 1$

Total

1.00 / 1.00

**Question Explanation**

We have demonstrated that the general motion is  $f_t = V |\nabla f|$  when the curve is moving with speed  $V$  in the normal direction. In this case (constant motion)  $V=1$ .

**Question 5**

Consider a circle of radius  $1/8$ . What is the relationship between the affine arc-length  $dv$  and the Euclidean arc-length  $ds$  for this circle?

**Your Answer****Score****Explanation**

☐  $dv = ds.$

☐  $dv = 8ds.$

☒  $dv = 2ds.$



1.00

☐  $dv = \frac{1}{8} ds.$

Total

1.00 / 1.00

**Question Explanation**

We have that  $dv = \kappa^{1/3} ds$ , and since the radius is  $1/8$ , the curvature  $\kappa$  is 8.

**Question 6**

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What will happen to the object inside such boundary?

Your Answer	Score	Explanation
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<input checked="" type="radio"/> It will not change.	✓ 1.00	
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<input type="radio"/> It will expand.		
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<input type="radio"/> It will shrink to a point.		
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<input type="radio"/> It will get smoothed out.		
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Total	1.00 / 1.00	
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#### Question Explanation

Tangential motion does not change the shape of a curve and its surrounding shape.

## Question 7

Considering an image with only circular objects of known radius. Which of the following techniques would you use to detect their centers:

Your Answer	Score	Explanation
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<input checked="" type="radio"/> Hough transform	✓ 1.00	
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<input type="radio"/> Anisotropic diffusion.		
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<input type="radio"/> Active contours.		
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<input type="radio"/> Isotropic diffusion.		
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Total	1.00 / 1.00	
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#### Question Explanation

While we could use active contours, since the shape of the objects is known, it is more appropriate to use the Hough transform.

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# Question 8

(Optional Programming Exercises)

- Use the level-sets method to implement constant motion. Consider simply an image as the embedding function and deform it according to the corresponding equation,  $I_t = |\nabla I|$ . Implement also  $I_t = -|\nabla I|$ . Observe the result of both cases for different evolution intervals.
- Repeat the above exercise but now for each level set moving according to curvature motion.
- Repeat the above two exercises for a circular shape, meaning create the initial embedding function to be a binary image with a certain value inside a disk and a different value outside of it.
- Implement the basic equation of the active contours and test it on some images with simple objects. Initialize the evolving curve in different forms for more testing.

Your Answer	Score	Explanation
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