RBE549 - Homework 4

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Problem 0

Problem 1

Problem 2

In this problem, we are looking at a Hough Transform problem where x, y, b, c, m, and n may be positive or negative real numbers. 2 points in (x, y) space are given by $P_1 = (2, 4)$ and $P_2 = (4, 3)$.

\mathbf{A}

First, we are tasked with finding L_1 and L_2 , the lines assoicated in (m, b) space corresponding to P_1 and P_2 . For this we must first solve for m and b to form lines for (m, b) space. Given that y = mx + b, we have:

$$L_1: 4 = 2m + b \tag{1}$$

$$L_1: b = -2m + 4 \tag{2}$$

$$L_2: 3 = 4m + b (3)$$

$$L_2: b = -4m + 3 \tag{4}$$

\mathbf{B}

Next we are tasked with finding the intersection of these lines. Thus we can set $L_1 = L_2$ and find:

$$-2m + 4 = -4m + 3 \tag{5}$$

$$1 = -2m \tag{6}$$

$$m = -\frac{1}{2} \tag{7}$$

...and then solve for b using our discovered m:

$$b = -2(-\frac{1}{2}) + 4 = 5 \tag{8}$$

Thus we find a point in (m, b) space such that $L_1 = L_2$ at $(-\frac{1}{2}, 5)$.

\mathbf{C}

In this section, we are then asked what line connects both P_1 and P_2 . This line is what we discovered in part B, wherein we found the intersection of L_1 and L_2 : $y = -\frac{1}{2}x + 5$.

D

We are tasked on finding where L_3 , which passes through (m, b) space of (0, 0) and find the coresponding P_3 with it. For this we solve the intersection along the b axis. Since b = -mx + y, we get 0 = -0x + y and thus y = 0. Now that we know y = 0, we can solve for x:

$$0 = -\frac{1}{2}x + 5\tag{9}$$

$$x = 10 \tag{10}$$

Now that we have the point $P_3 = (10,0)$ we can translate this back to (m,b) space:

$$b = -mx + y \tag{11}$$

$$b = -10m + 0 \tag{12}$$

...which is our resulting L_3 .

Problem 3

Problem 4

In this problem we are tasked with answering questions about Feature Detectors.

\mathbf{A}

In the SIFT detector, the local histogram of edge directions is computed; we are asked to explain briefly how this information is used and why it is needed. My response:

The edge directions allow us to identify and track the features (and thus objects) within a given image while being agnostic to a given image's lighting and, combined with other techniques, can even provide orientation agnostic labels to identify with.

\mathbf{B}

We are asked why in the HoG feature detector the 128x64 window (height, width) is utilized. This is because the original HoG was focused on detecting humans - this window was discovered to be the most likely to properly frame humans in their dataset (twice as tall as wide) and thus used.