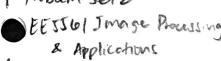
_p more details on must page



- 1) Design a 3×3 Convolution Kernel Ar edge detection
 - a) focuses on detecting honzard edges while suppressing ventical edges
 - b) gut equivelent filter Heury)
 - c) petermine if low pais/high pass Eardpois?

can use central differencing 10 kernel for horizontal edge Xi+1 - Xi-1 => [-101]

for suppressing the ventral edges we can use a Gonstian Kerhel to blur the edges

 $h[m,n] = \begin{bmatrix} 1 \\ 2 \end{bmatrix} \begin{bmatrix} -1 & 0 & 1 \\ -1 & 0 & 1 \end{bmatrix}$

H (mz, wy) = H(wz) | H(my) = En[n] einn En[n] einn

() = -(e-iw(0) + e-iw(0) + e-iw -eiw -eiw -eiw -eiw -cosme-isinux

= e-in [-2isinux] => |H(wx) = 2isin(wx)

(2) = |e-iw(0) + 2e-iw(1) + |e-iw(2) => e-iw [ein 2 + e-iw]

= e-iw [coswy + ichrwy + 2 + coswy - ismwy] = e-iw [2+2coswy]

=> [H(Wy)] = 2(1+cos(wy))

H(u,v)= e-inx (zisin(vx)) e-iny (z(1+cos(wy)))

[H(Wx, Wy)] = 2isin(Wx).2(1+cos(wy)) = |4isin(wx)(1+cos(wy)) = |H(u,v)|

X-kernel use differencing f(x+h)-f(x) & discrete f[m+1]-f[m] or a kernel h[n] = [-10 17 y- kernel use Gaussian to reduce noice, suppress vertical lines, smoothing discrete Gaussian go (u)= JETTO exp (-(u)=) Kernel hm = [1,2,1] From pant 8 we have IH (wx, wy) = 4isin(wx)(1+eus(wy)) let's fix we 2 vary wy | 1+(0, wy) = 41 (0) (1+401 (wy)) =0 lets fix wy & vary wa 70 [H(Wx, ##)] = 415m(Wx)(1-1) = 0 (H(0,0)) = 0 [H(ITI, Wy) = 41(0)(1+cos(m))=0 [H(Wx10)] = 4isin(wx)(1+1) = 8isin(wx) of sme but seems like a high-pass/band pass 8 low-pass for y-director

mean & median fifters - neighborhood operations /N(i)] = odd Is intensity a) Show N(i) mean min [II new I] 2

Aither Inew [I] 2

ie N(i) N(i) median min [II rew Ii]

Fifter Then [INCI] c) suppose solving min & wil I view Isl for (wig, how calcuste servei) I view Isl I rew from Is, JENC 1) min & | I inv I | 2 to get minimum need to take $\frac{1}{4I_{new}}() = 0$ Firew [I I rew I] = 2 & | I i rew [I rew I] = 2 & (I rew I) = 0

JENCI)

JENCI)

JENCI)

JENCI)

JENCI)

JENCI) let m = /NCill is odd [[I rew I] = 0 => m I rew = & I; => [I rew Jenes) This is the near jenes) Inow SII, with some process => + (SII, -I)) =0 Sign(Iren I) -0 => E(Iren I) + E (Iren I) = 0 E(I, new Is) = S(Is-I, her) equal amount if Is > I, new & Is & I, her jens)

jens; but sine /NO! I would then three should. but since [NC) I is odd then thee should. I, rev median N(i)

c) get îvij from min & wij [I; rew-Ii] take \$\frac{1}{2}()=0 & wisign (I'm Ii) = 0 JENG) In order to coloulate this Iihew, we should first sort all the Ij, je NU). Allofthe Ijs are associated with a certain wij assume I, ... In are the Is satisf I, 12 Ind. Ind. WI WE Why Wy for Ix < I'm => sign (I'm I) =+ Ar Ix> Ii => sign (Inum_Ii) = choose I new such that to their I'V SW; & Ew; Sign (I'men Ji) & O JENG) it is possible to be \$0 but still wort to minimise as when as possible Panck possibility take I'W I me aim to get as cho's to this as possible () take Cumulatre wi array : (2)

find index of @ closest to 0:3 chane value I; her board on I3-12 I3+12 I3

3) Consider Gavssian random vectors $x_1 \sim N(M_1, V_1)$, $x_2 \sim N(M_2, V_2)$ Path $p_1(x)$ Pr(x)

Path $p_1(x)$ Pr(x)

Pr(

$$\frac{-(x-h_1)^2V_2 - (x-h_2)^2V_1}{2V_1V_2} = \frac{-(x^2V_2 + h_1^2V_2 - 2xh_1V_2 + x^2V_1 + h_2^2V_2 - 2xh_2V_1)}{2V_1V_2} = \frac{-(x^2V_2 + h_1^2V_2 - 2xh_2V_1 + h_2^2V_2 - 2xh_2V_1)}{2V_1V_2} = \frac{V_h}{2\pi}$$

this is a somewhat failed a Heapt

next attempt at next page

Y-N(M, V) & x ~N(M, L) using Lecture & Gaussian random vector, can express P,(x)= (211)" | dut(vi)| e-= (x-mi) Vi (x-mi) & e = (x 2) [V (x-1) - = (x-1) [Ve] (x-1) now toking PI(X)Pe(x), we get P, (x) P2(x): (211) [aut(y) | dut(y) need to show that it can be converted no issue here to a form of | dut (" 1/2) | 0= (x-M12) V12 (x-M12) = A looking at just the exponent of @ & let's expand this & ignore -1/2 (x-415) A15 (x-715) = (x A15, -415 A15) (x-415) = x A15 x - x A15 415 - Miz Vick + Miz Viz Miz now let's look at exponent of PI(x)Pz(x) & ignore -1/2 & export as well = XTVIX-XYIMI-DIVIX+MYIMI+XTVIX-XTVID2-DIVIX+MIVIM = [x x x + x y x x] + [-x x n - x y n] + [-M, v, x - m, v, x] + [...] =x (V x + y x) Pothe -x (V M, + V Mz) - (M, V + Mz Vz) x + [...] = X (V + V 1) × often

then
$$D^{-} = M_{12} V_{12}^{-1} = A & V_{12} M_{12} = B$$

then $D^{-} = M_{12} V_{12}^{-1}$

We pashe defining to $V^{-1} = V^{-1}$

Now looking at (V^{-1}) , compare $V^{-1} = V^{-1} = V^{-1}$

If you have relations then it is possible to form $P_{1}(X) P_{2}(X)$

Into another gaussian PDF at 99th the new $V_{12} = M_{12} = V_{12} = V_{12}$