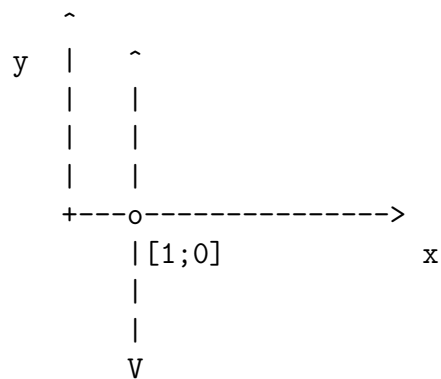


Quiz 9: CS4640 Name _____

1. For each of the lines below, give its Cartesian (i.e., slope-intercept form) equation and its standard form (i.e., a,b,c coefficients).

1a.



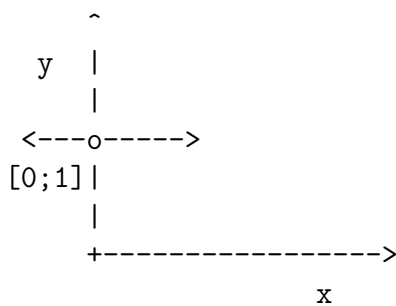
Cartesian

Standard

m = not
b = possible

a = 1
b = 0
c = -1

1b.



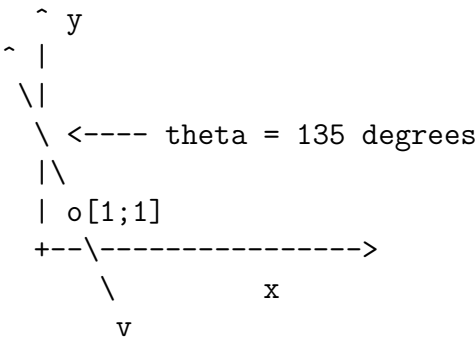
Cartesian

Standard

m = 0
b = 1

a = 0
b = 1
c = -1

1c.



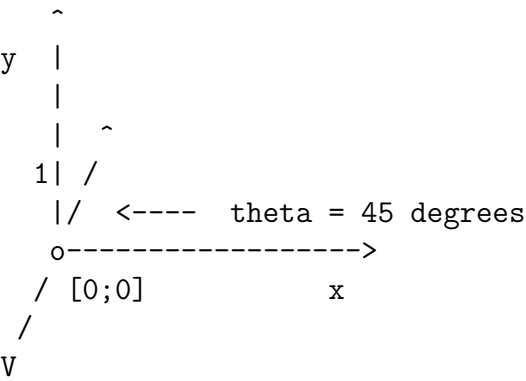
Cartesian

$$\begin{aligned} m &= -1 \\ b &= 2 \end{aligned}$$

Standard

$$\begin{aligned} a &= \sqrt{2}/2 \\ b &= \sqrt{2}/2 \\ c &= -\sqrt{2} \end{aligned}$$

1d.



Cartesian

$$\begin{aligned} m &= 1 \\ b &= 0 \end{aligned}$$

Standard

$$\begin{aligned} a &= -\sqrt{2}/2 \\ b &= \sqrt{2}/2 \\ c &= 0 \end{aligned}$$

2. Give a robust (e.g., consider the parallel relation) Matlab function to compute the smaller angle between two lines as indicated in the function header. Recall that lines may be parallel (and either completely intersect or don't at all) or they intersect in a point.

```
function theta = CS4640_lines_angle(a1,b1,c1,a2,b2,c2)
% CS4640_lines_angle - find smaller angle between two lines
% On input:
%   a1 (double): x coefficient of first line
%   b1 (double): y coefficient of first line
%   c1 (double): constant coefficient of first line
%   a2 (double): x coefficient of second line
%   b2 (double): y coefficient of second line
%   c2 (double): constant coefficient of second line
% On output:
%   theta (double): smaller angle between lines
% Call:
%   t = CS4640_lines_angle(1,0,-1,0,1,1);
% Author:
%   <Quiz Taker>
%   UU
%   Spring 2018
%

dir1 = [a1,b1];
dir1 = dir1/norm(dir1);
dir2 = [a2,b2];
dir2 = dir2/norm(dir2);
theta = posori(acos(dot(dir1,dir2)/(norm(dir1)*norm(dir2))));
if theta>pi/2
    theta = pi - theta;
end
```

3. Give a detailed explanation (algorithm) of how straight lines can be found by using the gradient to produce the basic info, and then combining pixels to produce line segments. Assume the input is a binary image and the output is an image in which each line segment has a unique label. Discuss the strengths and weaknesses of your method.

Get mag and ori from dx and dy

Visit every pixel, p

if p has no label and mag(p) above threshold

set param as ori(p)

increment label

add p to OPEN

while OPEN \neq empty

p' \leftarrow Pop(OPEN)

if ori(p') close enough to param and p' not labeled
and mag(p') high enough

label p' with label

add p' neighbors to OPEN if they are not labeled, have
ori close to param and have large enough mag

end

end

end

end