# Homework 3

 $\begin{array}{c} {\rm Matt~Dickenson} \\ {\rm CS~527} \\ {\rm Fall~2014} \end{array}$ 

## Problem 1

## (a) gauss.m:

```
function [w1, u] = gauss(sigma)
h = ceil(2.5 * sigma);
u = [-h:h];
w1 = exp(- (u.^2) / (2*sigma^2) );
w1 = (w1/sum(w1))';
end
```

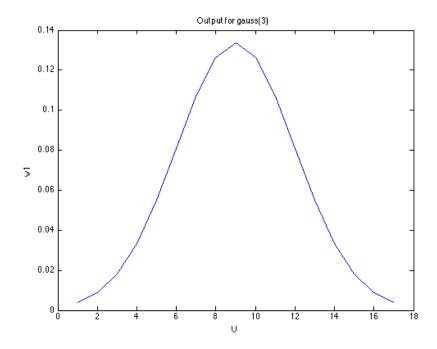


Figure 1: w1 versus u for  $\sigma = 3$ 

## (b) dissimilarity.m:

```
function D = dissimilarity(I, x, y, sigma)
  % todo: error message if x or y is too near boundary
  I = double(I);
  [w1, u] = gauss(sigma);
  h = ceil(size(u, 2)/2);
  w = w1 * w1'; % todo: see if I can do this in a linearly separable way
  D = 0;
  for i=u % todo: vectorize
    for j=u
        z = [i j]';
        wz = w(i+h, j+h) ;
        tmp = (I(z + y) - I(z + x))' * (I(z + y) - I(z + x)) ;
        D = D + (tmp);
    end
end
end
```

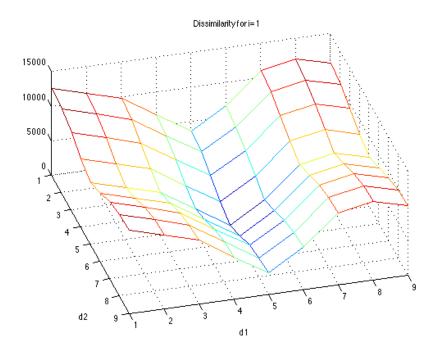


Figure 2: Meshplot of dissimilarity output for i = 1

1: flat 2: edge 3: corner

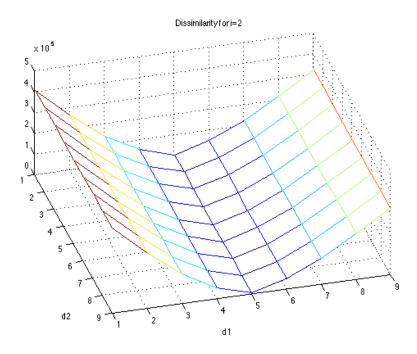


Figure 3: Meshplot of dissimilarity output for  $i=2\,$ 

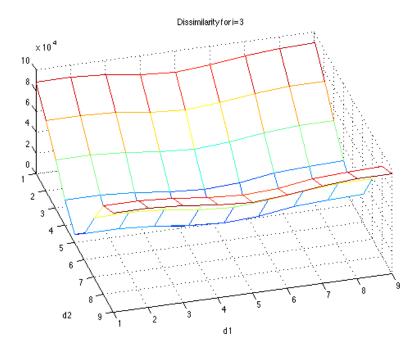


Figure 4: Meshplot of dissimilarity output for i=3

(c) The dissimilarity output for i = 1 is relatively flat, especially compared to the other two plots. There is a slight v-shape in the  $d_1$  and  $d_2$  directions, but given the magnitude of the values this is likely due to image noise.

In the second window (i = 2), the dissimilarity values are flat in the  $d_2$  direction and u-shaped in the  $d_1$  direction. The corresponds to an edge in the image, which is qualitatively more interesting than the flat window when i = 1 but not as interesting as the bowl shape (i = 3).

The third window is the most interesting of the three: although its maximum D values are slightly lower than the maxima in the second window, the bowl shape is much more apparent. This tells us that points slightly away from x in each direction are very different, and identifies x as an interesting point in the image.

### Problem 3

(a) smallEigenvalue.m:

```
function lambdaMin = smallEigenvalue(I, sigma)
  g = grad(I);
  w1 = gauss(sigma);
  a = g{1}.^2;
  b = g{2}.^2;
  d = g{1} .* g{2};
  p = conv2(w1, w1, a);
  q = conv2(w1, w1, b);
  r = conv2(w1, w1, d);
  lambdaMin = p + q - ((p - q).^2 + 4 * r.^2).^0.5;
end
```

The image produced by running this function on shadow.jpg is:

(b) The interesting windows in shadow.jpg correspond to high values of lambdaMin in the image above. Many of the interesting windows identified above corresponed to the joints of the marionette in shadow.jpg. Looking at the original image, these are areas with noticeable light-dark differences in both the horizontal and vertical directions.

The shadow of the marionette does not contain interesting windows (as identified by this algorithm), likely because the shadow has much more gradual color changes and the joints are less identifiable. A few other minor interesting windows appear where the base of the lamp overlaps the edge of the paper and where the background behind the strings suspending the marionette transitions from dark (table) to light (paper).



Figure 5: Interesting windows in  ${\tt shadow.jpg}$  identified by  ${\tt smallEigenvalue}$