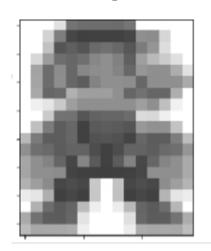
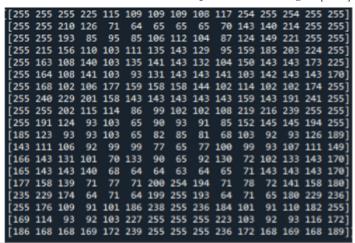
COP4453 Robot Vision - Spring 2023 Homework 2 - Filtering

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1. Consider the image below. What is the dimension of the matrix that represents the image? [10%]





Dimension of the matrix 19 x 15

2. If we filter using a 3x3 kernel and do not perform padding on the borders (convolution in the regions where filter and image are fully intersected), what will be the dimension of the previous image after filtering? [10%]

$$(19-3+1) \times (15-3+1) = 17 \times 13$$

3. What will be the output dimension if the kernel is 5x5 (convolution in the regions where filter and image are fully intersected)? [10%]

$$(19-5+1) \times (15-5+1) = 15 \times 11$$

4. Assuming the dimensions of the image are M x N. Can you come out with a general formula that tells you the dimension of the image after filtering if only considering 'valid' regions (where filter and image fully intersect)? [10%]

If the image has M rows and N columns, and the kernel has i rows and j columns, then the size of the image after filtering will be $(M-i+1) \times (N-j+1)$

5. Compute the output of applying the filter
$$\begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \end{bmatrix}$$
 on the first 5 valid columns of row 2 of "mario" $\begin{bmatrix} -1 & -2 & -1 \\ -1 & 2 & -1 \end{bmatrix}$

1

(row 2 is the one that starts with values 255 255 210 ..). Show your computations and write the obtained output. [10%]

```
255 255 255 225 115 109
[255 255 210 126
                  71
                      64
                          65
                             65
[255 255 193 85
                 95
                      85 106 112 104
[255 215 156 110 103 111 135 143 129
[255 163 108 140 103 135 141 143 132
[255 164 108 141 103
                      93 131 143
                                 143
[255 168 102 106 177 159
                         158 158
                                 144
[255 240 229 201 158 143 143 143 143
[255 255 202 115 114 86 99 102 102
```

255 * 1 + 255 * 2 + 255 * 1 + 255 * 0 + 255 * 0 + 210 * 0 + 255 * -1 + 255 * -2 + 193 * -1 = 62

```
[255 255 255 225 115 109 109 109 108
                71 64 65 65
    255 210 126
                                 65
[255 255 193
             85
                 95
                     85 106 112 104
255 215 156 110 103 111 135
                            143
                                129
255 163 108 140
                    135
                103
                        141
                            143
255 164 108
            141 103
                     93
                        131
                            143
[255 168 102 106
                177 159
                        158
                            158
                                144
255 240 229 201 158 143 143 143 143
[255 255 202 115 114
                    86
                         99 102 102
```

255*1 + 255*2 + 225*1 + 255*0 + 210*0 + 126*0 + 255*-1 + 193*-2 + 85*-1 = 264 Replace value over 255 with 255

```
[255 255 255 225 115 109 109 109 108 [255 255 210 126 71 64 65 65 65 [255 255 193 85 95 85 106 112 104 [255 215 156 110 103 111 135 143 129 [255 163 108 140 103 135 141 143 132 [255 164 108 141 103 93 131 143 143 [255 168 102 106 177 159 158 158 144 [255 240 229 201 158 143 143 143 [255 255 255 202 115 114 86 99 102 102
```

255 * 1 + 225 * 2 + 115 * 1 + 210 * 0 + 126 * 0 + 71 * 0 + 193 * -1 + 85 * -2 + 95 * -1 = 362 Replace value over 255 with 255

```
[255 255 255 225 115 109 109 109 108
                 71
                      64
255 255 210
             126
                          65
                             65
255 255 193
             85
                  95
                      85
                         106
                            112
255 215
        156
             110
                103
                     111
                         135
                             143
255 163 108
             140
                103 135
                         141 143
255 164 108 141 103
                     93
                         131 143
[255 168 102 106 177 159
                         158 158
[255 240 229 201 158 143 143 143 143
[255 255 202 115 114 86
                         99 102 102
```

225 * 1 + 115 * 2 + 109 * 1 + 126 * 0 + 71 * 0 + 64 * 0 + 85 * -1 + 95 * -2 + 85 * -1 = 204

```
[255 255 255 225 115 109 109 109
[255 255 210 126
                  71
                      64
                         65
[255 255 193 85
                 95
                      85 106 112 104
[255 215 156 110 103 111 135 143
[255 163 108 140 103 135 141 143
                                 132
[255 164 108 141 103
                      93 131 143
                                 143
[255 168 102 106 177 159 158 158
                                 144
[255 240 229 201 158 143 143 143 143
[255 255 202 115 114 86 99 102 102
```

115 * 1 + 109 * 2 + 109 * 1 + 71 * 0 + 64 * 0 + 65 * 0 + 95 * -1 + 85 * -2 + 106 * -1 = 71

Obtained values for the first 5 columns

```
109
      255
            255
                  255
                        115
                                     109
255
      62
            264
                  362
                         204
                               71
                                     65
                                           ...
255
      255
            193
                   85
                         95
                               85
                                     106
                                           ...
```

6. Use the formula of 1D Gaussian function to find coefficients of a kernel of size 7 when $\sigma = 1.4$ Hint: x is evaluated in the interval $[-3 -2 -1 \ 0 \ 1 \ 2 \ 3]$ [10%]

$$G(x) = \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{x^2}{2\sigma^2}}$$

 $\begin{bmatrix} 0.029 & 0.103 & 0.221 & 0.285 & 0.221 & 0.103 & 0.029 \end{bmatrix}$

7. The size of a gaussian kernel is usually chosen to have values in the order of 2 or 3 sigmas, since after that the values of the function are almost zero. In the extreme parts of this kernel (when x is either -3 or 3) how many sigmas it corresponds to? Is the chosen size of 7 a good value? [10%]

It corresponds to $\frac{3}{1.4} = 2.14\sigma$

The chosen size of 7 of the Gaussian kernel is a good value given that represents values in the order of 2σ

8. Approximate the obtained kernel as a fraction of integer numbers. Hint: use 64 as the denominator. [10%]

$$\frac{1}{64}$$
 [2 7 14 18 14 7 2]

9. Compute a 7x7 Gaussian kernel using the 1D estimated kernel you estimated in the previous exercise. Remember, this is a separable filter and can be obtained using matrix multiplication. [10%]

$$G = K_{7x1} * K_{1x7}$$

$$G = \frac{1}{64} \begin{bmatrix} 2 \\ 7 \\ 14 \\ 18 \\ 14 \\ 7 \\ 2 \end{bmatrix} \begin{bmatrix} 1 \\ 64 \end{bmatrix} \begin{bmatrix} 2 \\ 7 \\ 14 \end{bmatrix} \begin{bmatrix} 1 \\ 64 \end{bmatrix} \begin{bmatrix} 2 \\ 7 \end{bmatrix} \begin{bmatrix} 14 \\ 18 \end{bmatrix} \begin{bmatrix} 1 \\ 64 \end{bmatrix} \begin{bmatrix} 2 \\ 7 \end{bmatrix} \begin{bmatrix} 14 \\ 18 \end{bmatrix} \begin{bmatrix} 1 \\ 64 \end{bmatrix} \begin{bmatrix} 2 \\ 7 \end{bmatrix} \begin{bmatrix} 14 \\ 18 \end{bmatrix} \begin{bmatrix} 14 \\ 14 \end{bmatrix} \begin{bmatrix} 14 \\ 28 \end{bmatrix} \begin{bmatrix}$$

10. In class we build a sharpen filter as the sum of the original filter + detail. The detail part was built with the original function and a box filter. Create a new kernel for sharpening but this time uses a gaussian filter. [10%]

3

To sharpen an image

- Blur image using Box, Tent, Gaussian
- Subtract blurred image from the original image to get high-frequency details
- Add high-frequency details to the original image

original + (original - gaussian) = 2 * original - gaussian

```
-1.000e - 03
-1.000e - 03
              -3.000e - 03
                           -7.000e - 03
                                         -9.000e - 03
                                                       -7.000e - 03
                                                                     -3.000e - 03
-3.000e - 03
              -1.200e-02
                                                                     -1.200e - 02
                                                                                   -3.000e - 03
                            -2.400e - 02
                                         -3.100e-02
                                                       -2.400e - 02
-7.000e - 03
              -2.400e-02
                            -4.800e-02
                                         -6.200e - 02
                                                       -4.800e - 02
                                                                     -2.400e-02
                                                                                   -7.000e - 03
-9.000e - 03
              -3.100e - 02
                            -6.200e-02
                                          1.921e + 00
                                                       -6.200e-02
                                                                     -3.100e - 02
                                                                                   -9.000e - 03
-7.000e - 03
              -2.400e-02
                            -4.800e - 02
                                         -6.200e-02
                                                       -4.800e - 02
                                                                     -2.400e - 02
                                                                                   -7.000e - 03
             -1.200e - 02
-3.000e - 03
                           -2.400e - 02
                                         -3.100e - 02
                                                       -2.400e - 02
                                                                     -1.200e - 02
                                                                                   -3.000e - 03
                                                                     -3.000e - 03
             -3.000e - 03
                           -7.000e - 03 -9.000e - 03 -7.000e - 03
                                                                                   -1.000e - 03
-1.000e - 03
```

Rounded values