

Question 1:

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
Edges	2	0	2	0	3	3	2	4	2	2	4	2	2	2	0	1	1	2	2	3	2	2	2	4	3	2
T's	2	1	0	0	1	1	0	2	0	0	2	0	0	0	0	1	1	2	0	1	0	0	0	4	1	0

Question 2:

- a) Find a circle shape.
- b) Not effected.
- c) Shapes calculation:

Circle:

$$\frac{4\pi^2 a^2}{(2\pi a)^2} = 1$$

Square:

$$\frac{4\pi a^2}{(4a)^2} = \frac{\pi}{4}$$

Hexagon:

$$\frac{4\pi \frac{3\sqrt{3}}{2} a^2}{(6a)^2} = \frac{\sqrt{3}\pi}{6}$$

Doesnt assist in distinguishing polygons.

Question 3:

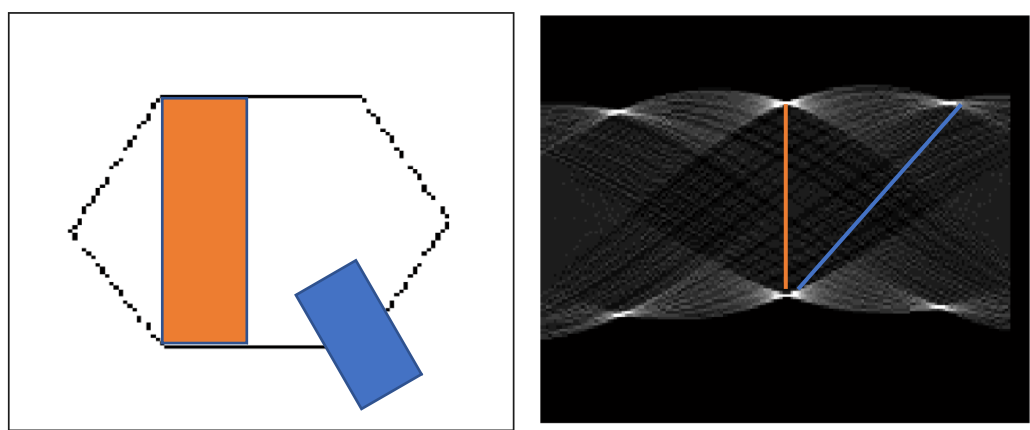
Question 4:

If the image would move or rotate or change sizes, than the property would change and therefore be irrelevant.

Question 5:

- a) If the square will shift +45 degrees then all the maximum points will move 45 degrees right on the Angle axis.
- b) If We will draw a line between 2 maximums points, this line will fit to a Filling of the two lines, in the original picture, starting from the crossing point and its width is up to its value.

Example:



Question 6:

- a) Yes, in fact for these 2 pictures we can only use M_{00} . Because it's a binary image we will get the Area of the two shapes which is clearly different.
- b) For shapes with Symmetry to their center only M_{00} will be valid, the rest will be zeroed.
Therefore:
 - Same size shapes will have same moments.
 - Different size shapes will have different moments.

Question 7:

Calculations when $(x_0, y_0) = \text{upper left}$:

a) For 3:

$$\begin{aligned}
 \circ \quad M_{00} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^0 y^0 = 14 \\
 \circ \quad M_{01} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^0 y^1 = 3 \cdot (-3) + 2 \cdot (-2) - 1 + 0 + 1 + 2 + 5 \cdot 3 = 4 \\
 \circ \quad M_{10} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^1 y^0 = 2 \cdot (-2) + 2 \cdot (-1) + 3 \cdot 0 + 4 \cdot 1 + 3 \cdot 2 = 4 \\
 \circ \quad M_{11} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^1 y^1 = -2 \cdot (-2) + (-2) \cdot 3 + 3 + 3 + 3 + 3 + 2 - 3 + 6 - 2 - 4 = 6 \\
 \circ \quad M_{20} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^2 y^0 = 2 \cdot 4 + 2 + 4 + 3 \cdot 4 = 26 \\
 \circ \quad M_{02} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^0 y^2 = 8 \cdot 3^2 + 3 \cdot 4 + 2 = 86
 \end{aligned}$$

b) For 4:

$$\begin{aligned}
 \circ \quad M_{00} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^0 y^0 = 14 \\
 \circ \quad M_{01} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^0 y^1 = -3 + -2 + 5 \cdot (-1) + 2 \cdot 2 + 2 \cdot 2 + 3 = 4 \\
 \circ \quad M_{10} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^1 y^0 = -4 - 2 + 7 + 2 = 3 \\
 \circ \quad M_{11} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^1 y^1 = 2 + 0 + 0 - 2 = 0 \\
 \circ \quad M_{20} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^2 y^0 = 3 \cdot 4 + 9 = 21 \\
 \circ \quad M_{02} &= \sum_{x=-2}^2 \sum_{y=-3}^3 g(x, y) x^0 y^2 = 2 \cdot 9 + 3 \cdot 4 + 7 = 37
 \end{aligned}$$

Question 8:

- a) Quantifying the cornerity for each window in the image. We do that by calculating the second Derivation for the window (M) and than Quantifying the matrix (R).
- b) Finding the windows with the cornerity value higher than a threshold. The threshold is being set comaperd to the mean of the cornerity value of all the windows