

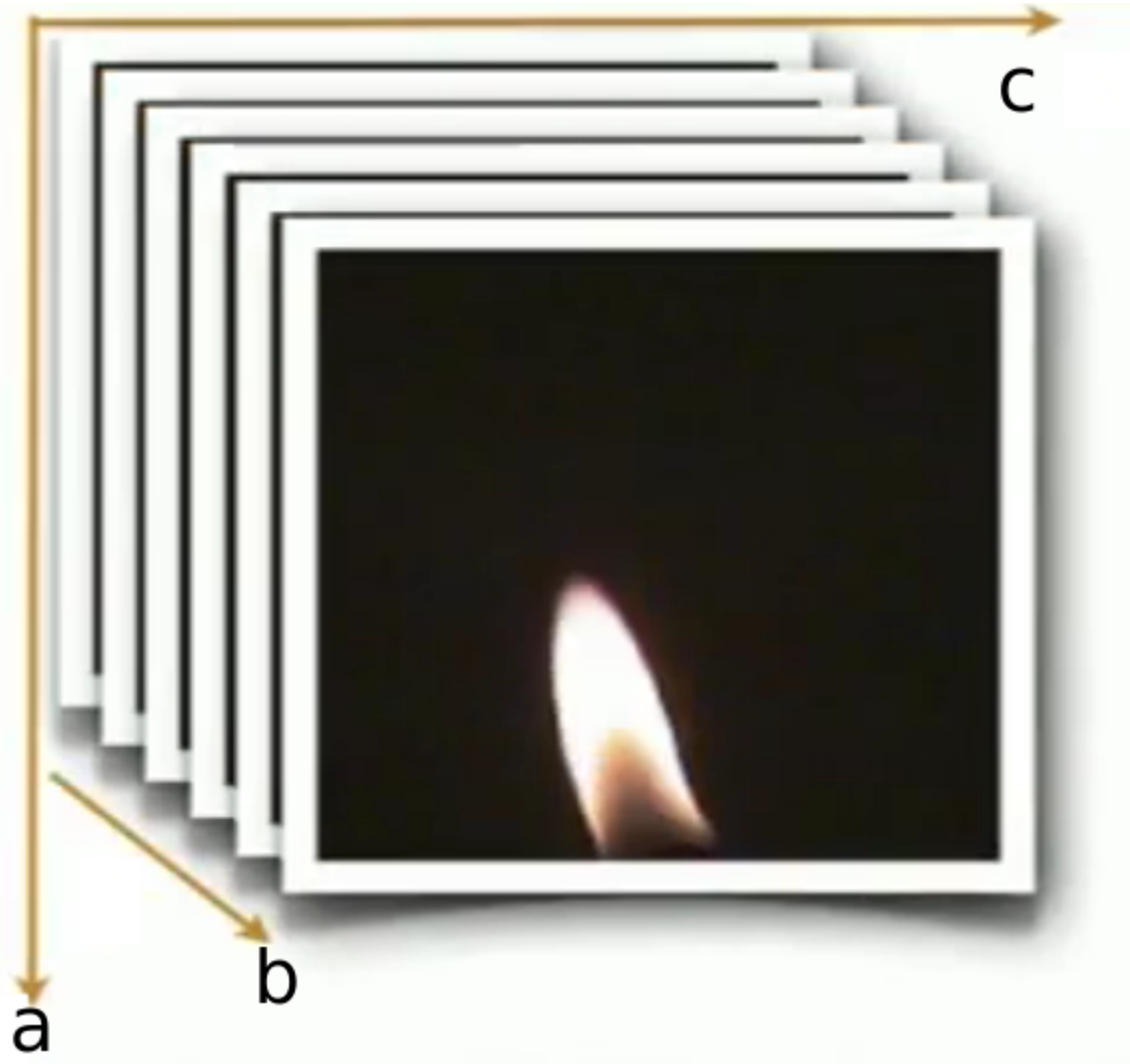
Feedback — Quiz 4

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You submitted this quiz on **Thu 25 Apr 2013 11:56 PM PDT**. You got a score of **7.00** out of **7.00**.

Question 1

Recall the following representation of a video:



Please choose the one option that accurately assigns a dimension to each character.

Your Answer

Score

Explanation

☒ a - y



1.00

Correct!

b - t

c - x

☐ a - t

b - y
c - x

☐ a - x
b - t
c - y

☐ a - x
b - y
c - t

Total

1.00 / 1.00

Question 2

At least how fast do images need to be refreshed in order for a human to perceive continuous motion without flicker?

Your Answer

Score

Explanation

☒ 24 times per second.



1.00

Correct!

☐ 12 times per second.

☐ 30 times per second.

☐ 60 times per second.

Total

1.00 / 1.00

Question 3

Please choose the one option that accurately describes a video texture.

Your Answer	Score	Explanation
<input type="radio"/> The local gradient of a video.		
<input type="radio"/> Playing any video in a loop.		
<input checked="" type="radio"/> An infinite (possibly repeating) video without visible breaks.	✓ 1.00	This option is correct!
<input type="radio"/> The artifacts seen in video after compression.		
Total	1.00 / 1.00	

Question 4

Choose the one option that accurately describes the idea behind the L2 norm.

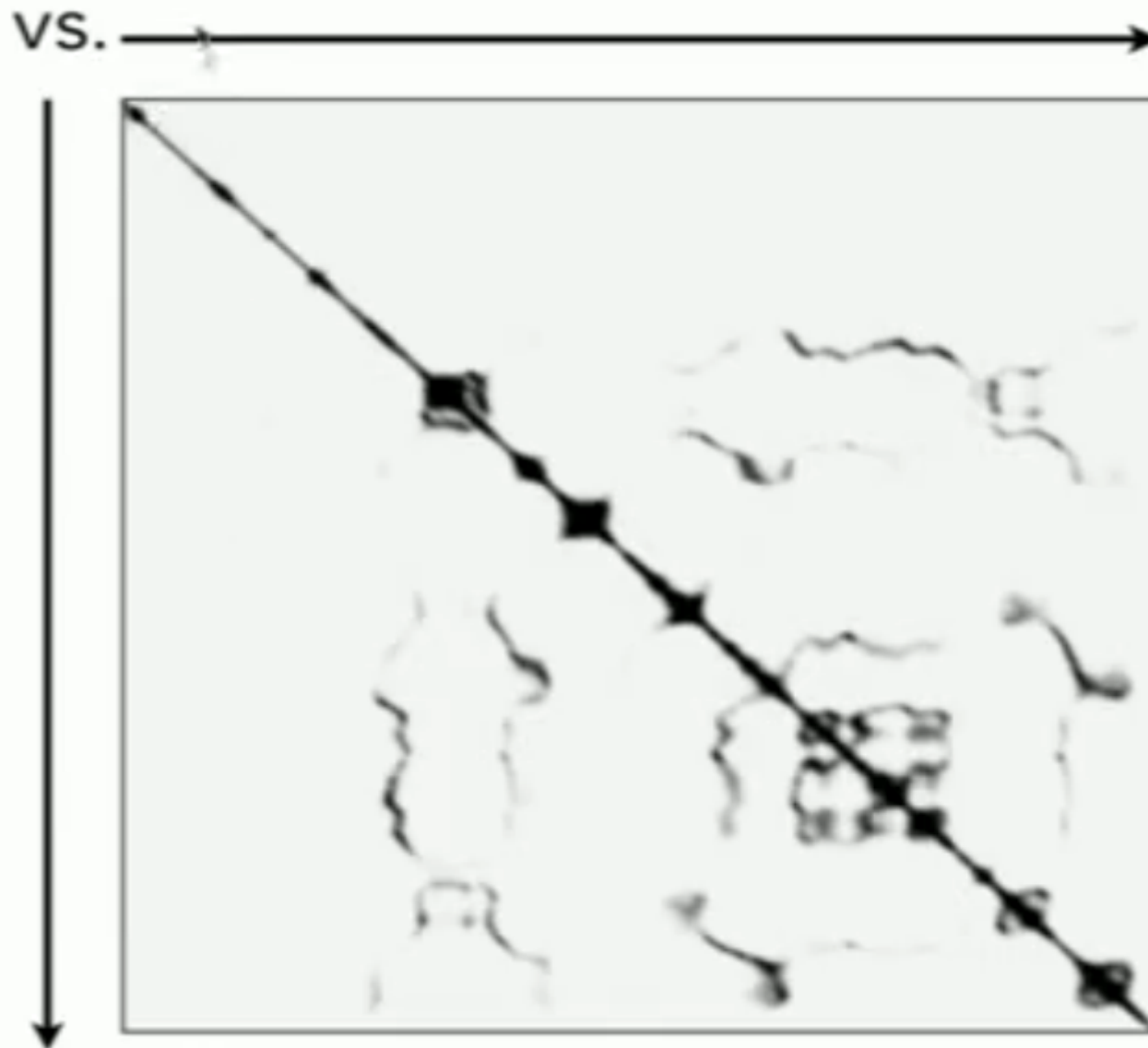
Your Answer	Score	Explanation
<input type="radio"/> The sum of differences of the corresponding pixels in two images.		
<input type="radio"/> The difference in dimension of two images.		
<input checked="" type="radio"/> The sum of squares of differences of the corresponding pixels in two images.	✓ 1.00	This option is correct!
<input type="radio"/> The difference of the averages of two images.		

Total

1.00 / 1.00

Question 5

Recall the following image of a similarity matrix from lecture:



Please choose all of the options that accurately describe this diagram.

Your Answer

Score

Explanation

☐ Black pixels represent frames that are different, while white pixels represent frames that are similar.



0.12

<input checked="" type="checkbox"/> The pixels on the diagonal identify frames that are close to each other in time.	✓	0.12	This option is correct.
<input checked="" type="checkbox"/> Black pixels represent frames that are similar, while white pixels represent frames that are different.	✓	0.12	This option is correct.
<input checked="" type="checkbox"/> The rows and columns index frame numbers.	✓	0.12	This option is correct.
<input type="checkbox"/> The pixels on the diagonal identify frames that are far from each other in time.	✓	0.12	
<input type="checkbox"/> The rows and columns index the width and height of each frame in the video.	✓	0.12	
<input type="checkbox"/> The intensity of each pixel represents the difference in time of the frames.	✓	0.12	
<input checked="" type="checkbox"/> The intensity of each pixel represents the similarity of the corresponding frames.	✓	0.12	This option is correct.
Total		1.00 / 1.00	

Question 6

Please identify all of the parameters of the plenoptic field P.

Your Answer	Score	Explanation
<input checked="" type="checkbox"/> x, y, z of the viewing point	✓ 0.12	This option is correct!
<input type="checkbox"/> V - the size of the sensor	✓ 0.12	This option is not correct.
<input type="checkbox"/> s - the shutter speed	✓ 0.12	This option is not correct.
<input type="checkbox"/> a - the aperture	✓ 0.12	This option is not correct.

<input checked="" type="checkbox"/> t - the time	✓	0.12	This option is correct!
<input checked="" type="checkbox"/> lambda - the wavelength of the light beam	✓	0.12	This option is correct!
<input type="checkbox"/> f - the focal length	✓	0.12	This option is not correct.
<input checked="" type="checkbox"/> theta and thy - the orientation of the light beam	✓	0.12	This option is correct!
Total		1.00 / 1.00	

Question 7

Please choose the one option that describes the benefit of using eccentric aperture and adding miniature pinholes at the image plane.

Your Answer	Score	Explanation
<input type="radio"/> It allows us to capture sharper images regardless of where the object is in the scene.		
<input checked="" type="radio"/> It allows us to encode the distance of objects in the scene, and the direction of light hitting the image plane.	✓ 1.00	This option is correct.
<input type="radio"/> It allows us to capture images using less light.		
<input type="radio"/> It allows us to fully capture the plenoptic function.		
Total	1.00 / 1.00	