

- 1) a) name and explain 2 types of image distortion
b)

$$x = X(x', y') = \sum_{i=0}^d \sum_{j=0}^{d-i} u_{i,j} b_j(y') b_i(x')$$

$$y = Y(x', y') = \sum_{i=0}^d \sum_{j=0}^{d-i} v_{i,j} b_j(y') b_i(x')$$

Write out the formula for $x_0 = (x_k, y_k)$

c) 3 points (x_k, y_k) given, set up Measurement Matrix M

d) set up linear equation that has to be solved

(solution is something like $x = u * M$)

e) can M be solved if it has full rank? If yes, is the solution is unique? What does full rank mean?

f) Describe 2 solutions, how M could be solved uniquely.

- 2) a) Name 3 reasons for IIH
b)

$$\begin{aligned} \text{KL}(p, q) &= \sum_{i=1}^n p(x) \log \frac{p(x)}{q(x)} \\ &= \underbrace{\sum_{i=1}^n p(x) \log p(x)}_{H(p) = -\sum_{i=1}^n p(x) \log p(x)} - \underbrace{\sum_{i=1}^n p(x) \log q(x)}_{H(p, q) = -\sum_{i=1}^n p(x) \log q(x)} \\ &= H(p, q) - H(p), \end{aligned}$$

What is $H(p, q)$ and What is $H(p)$? Name a property of the Kullback Leibler Divergence.

c)

$$h(s) = \int_{-B}^B |\omega| e^{2\pi i \omega s} d\omega = \int_{-\infty}^{\infty} |\omega| \text{rect}\left(\frac{\omega}{2B}\right) e^{2\pi i \omega s} d\omega,$$

How is this filter called?

d) set up the discrete version of this filter

e) how is the discrete version of the filter called?

- 3) IIH Correction with polynomial surface

a) 3 points (x, y) given, set up measurement matrix to solve for $x = M * (m, t)^T$
(linear equation)

b) how can this linear system of equations be solved as a least squares problem?

4) sinogram is given

- a) how is the picture called?
- b) describe the position and shape of the objects in the sinogram (circles and boxes)
- c) Describe Tuy's condition and draw one unit sphere for which the condition holds and one sphere for which it does not hold

4)

- a) what is the main disadvantage of ART?
- b) explain 2 ways how this problem in ART can be solved

5) given:

$$\mathbf{p}_k = \mathbf{R}\mathbf{q}_k + \mathbf{t}.$$

- a) what is R and t and what is their influence on \mathbf{q}_k ?
- b) this is a non-linear problem to optimize for rotation-angle and translation-vector. Describe a way, how this could be solved linearly (I think e.g. point-to-point error matrix with SVD/Quaternions was meant hereby)

I don't remember all the questions anymore, but in total the exam had 60 points and each task had between 2 to 6 points.