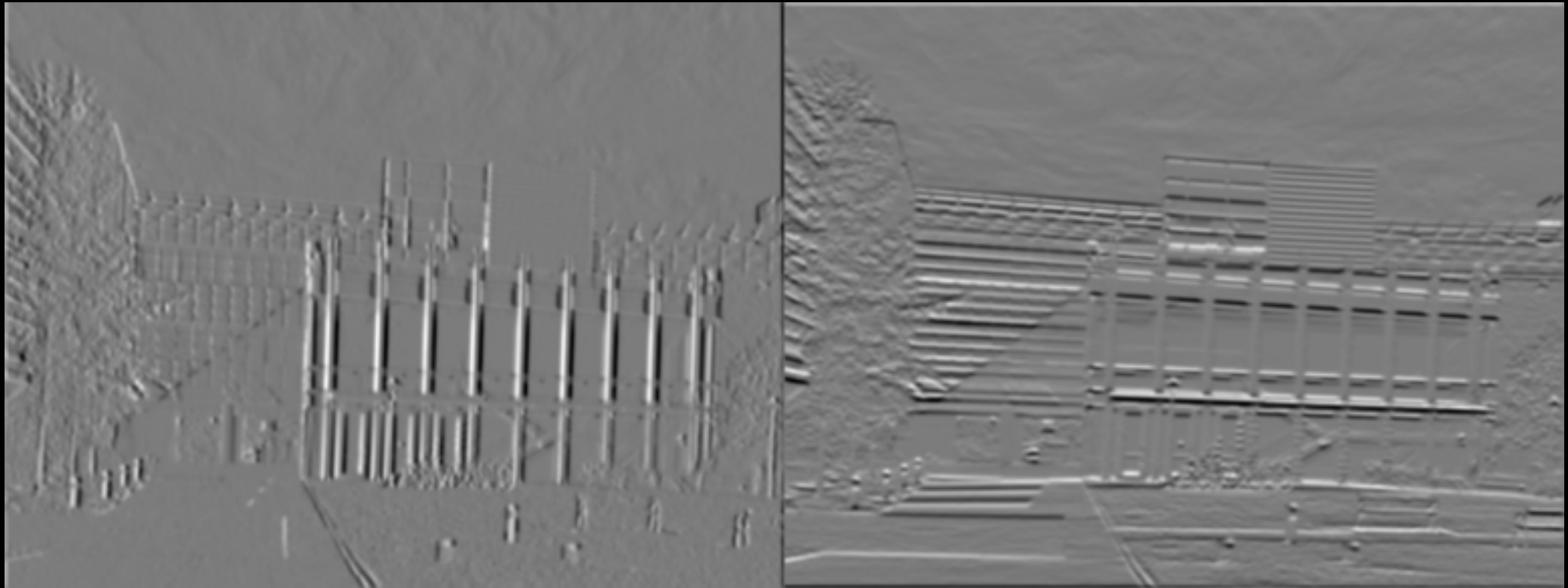
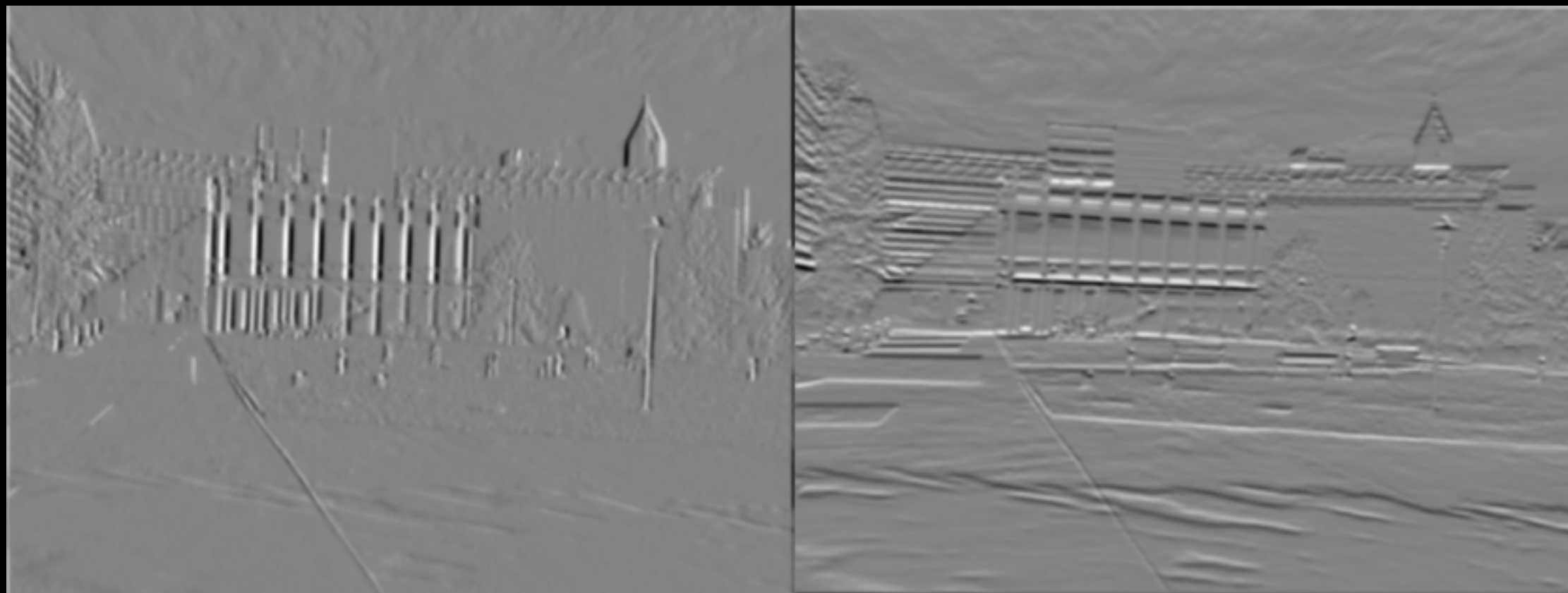


# PS4

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1-a-1



1-a-2



1-b-1



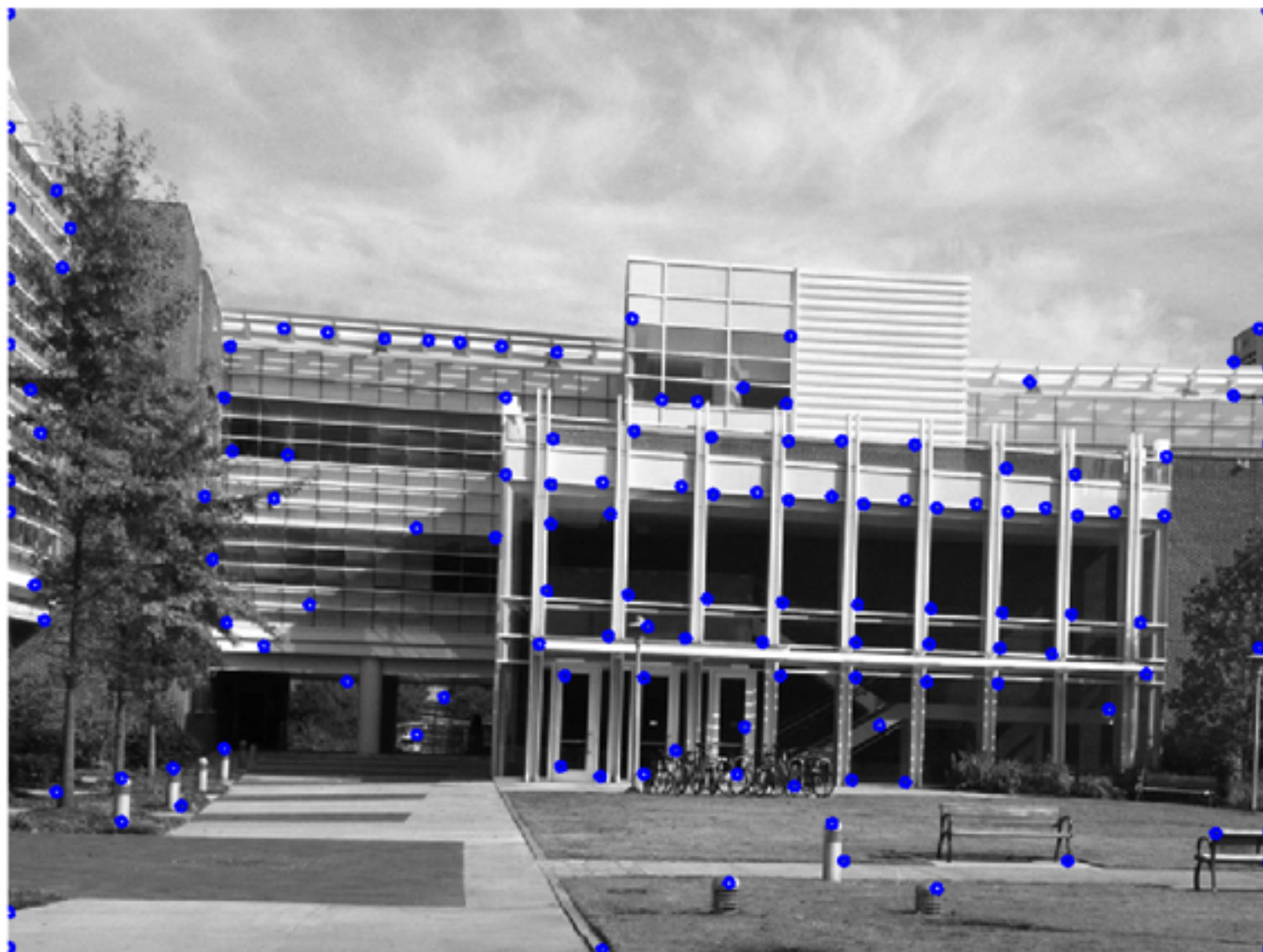
1-b-2



1-b-3



1-b-4

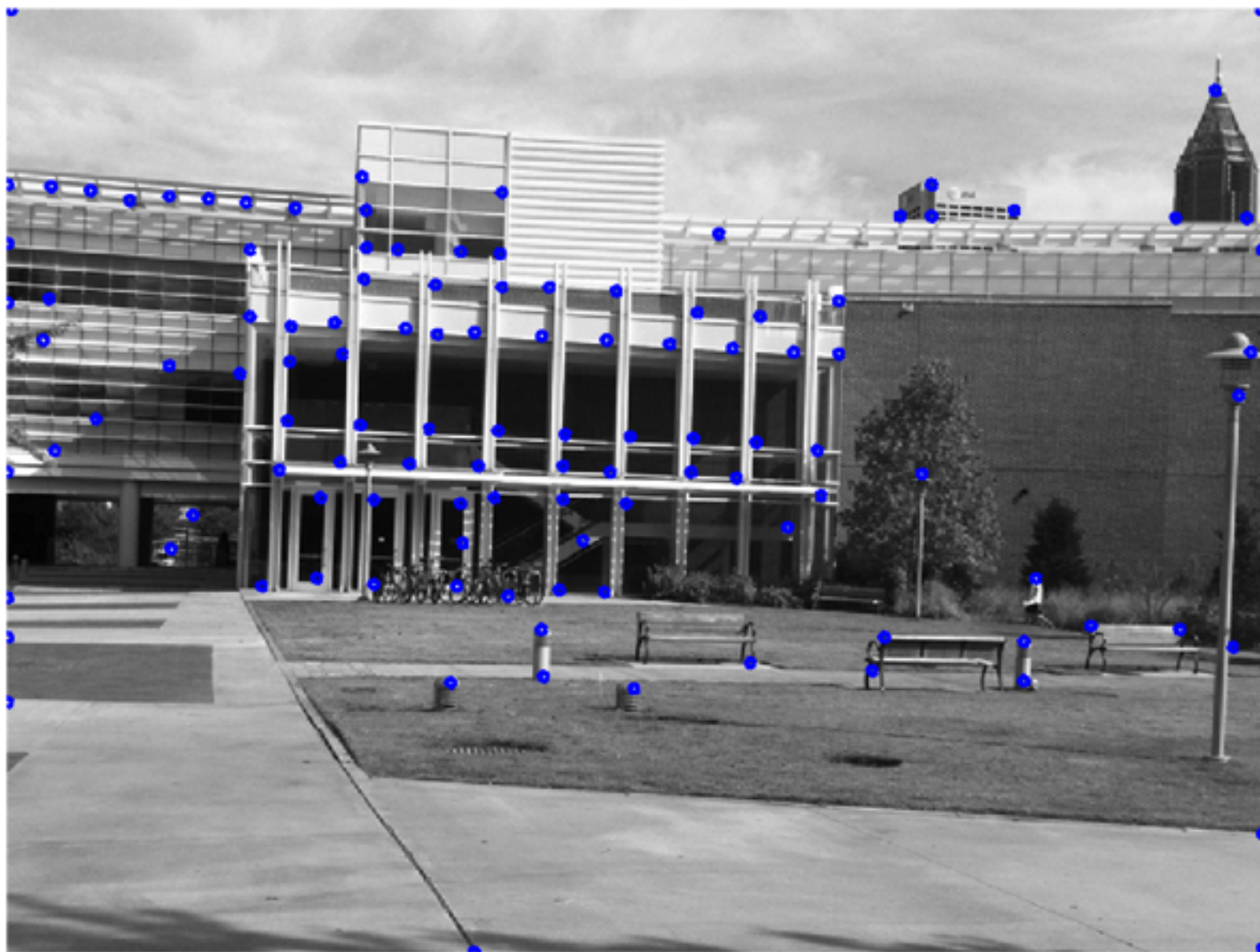


1-C-1

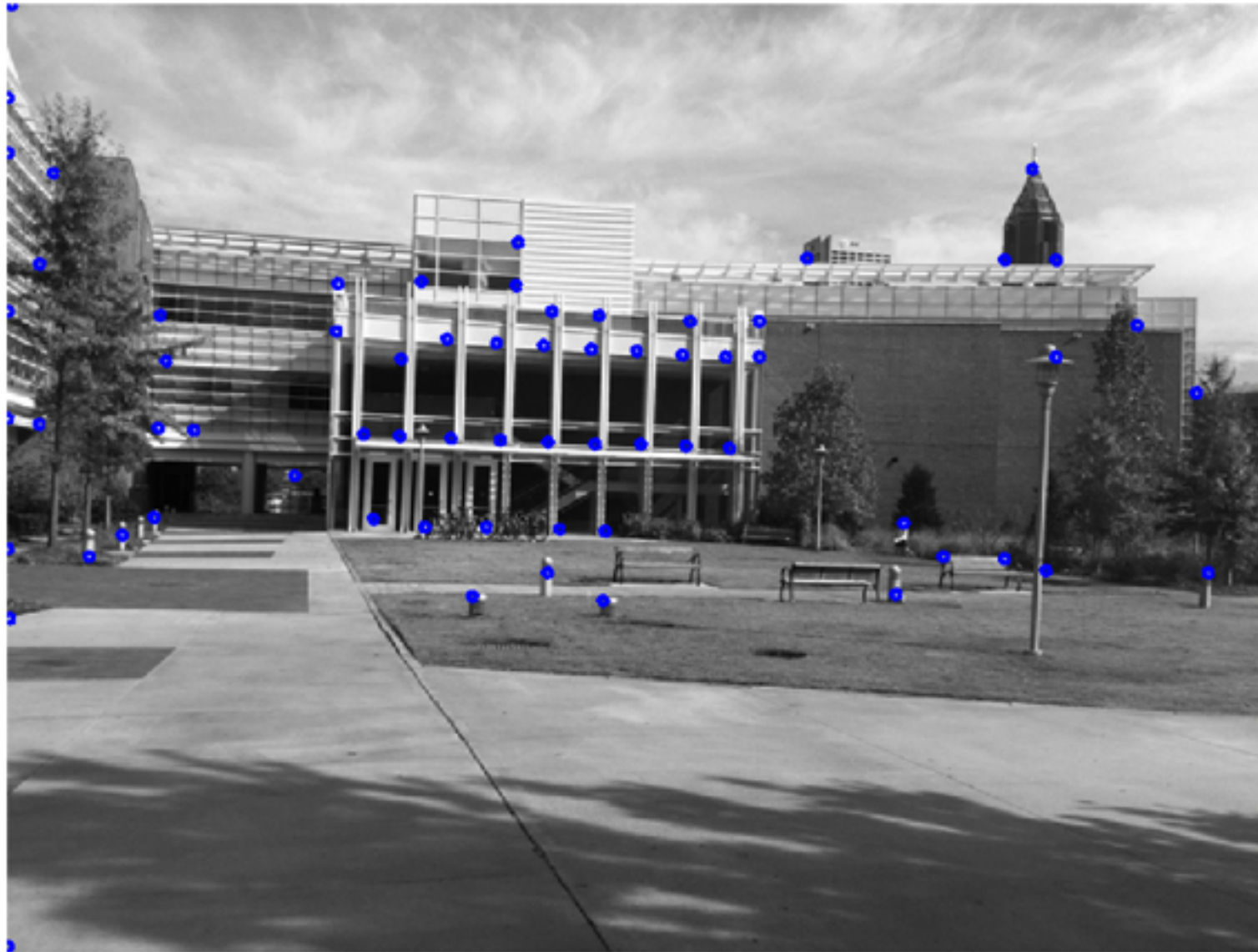


# 1c

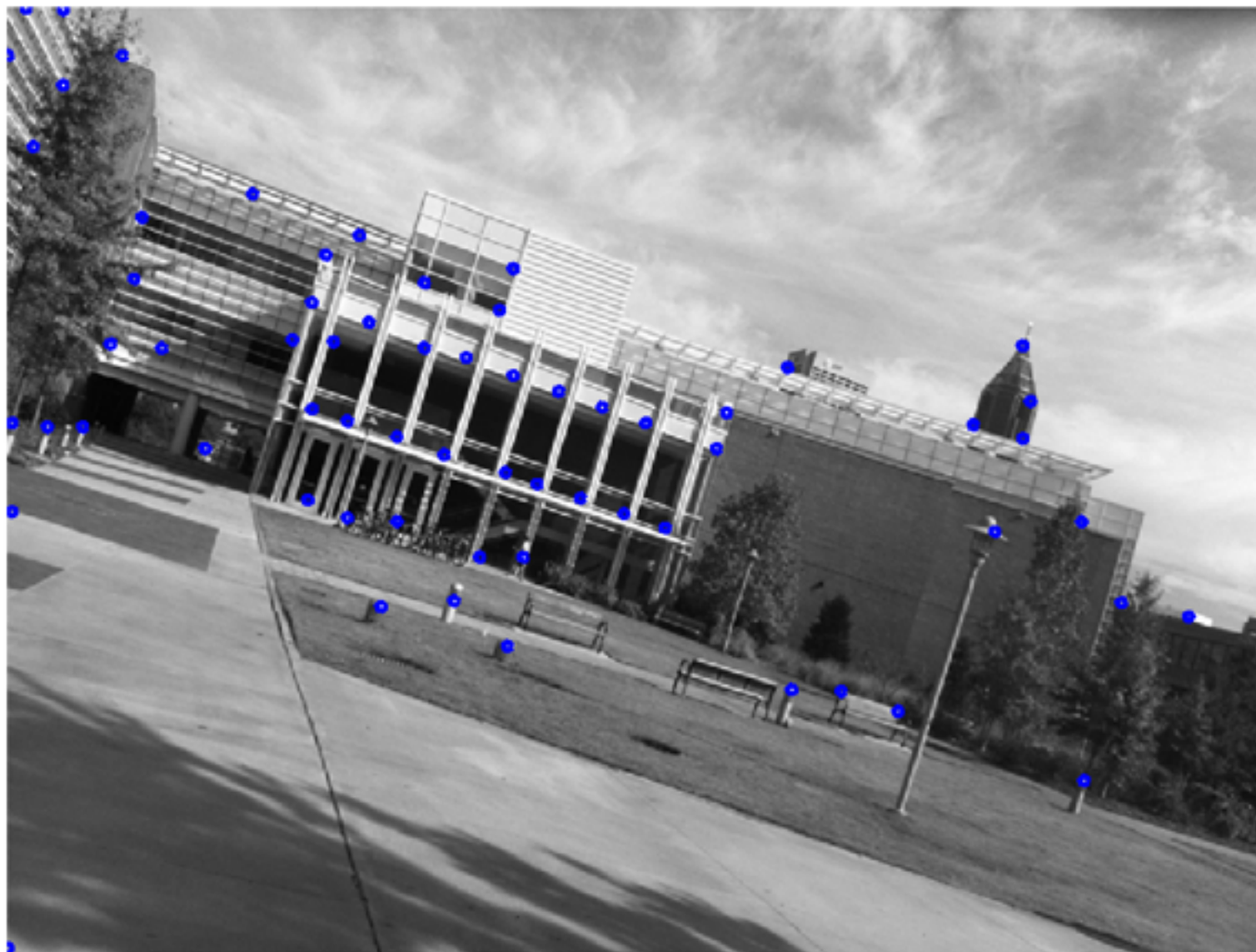
I was mostly surprised that the corner detector did not identify the corners in the sidewalk but instead found a bunch in the bicycles. The bicycles have less sharp edges and corners than the sidewalk but greater change in intensity..



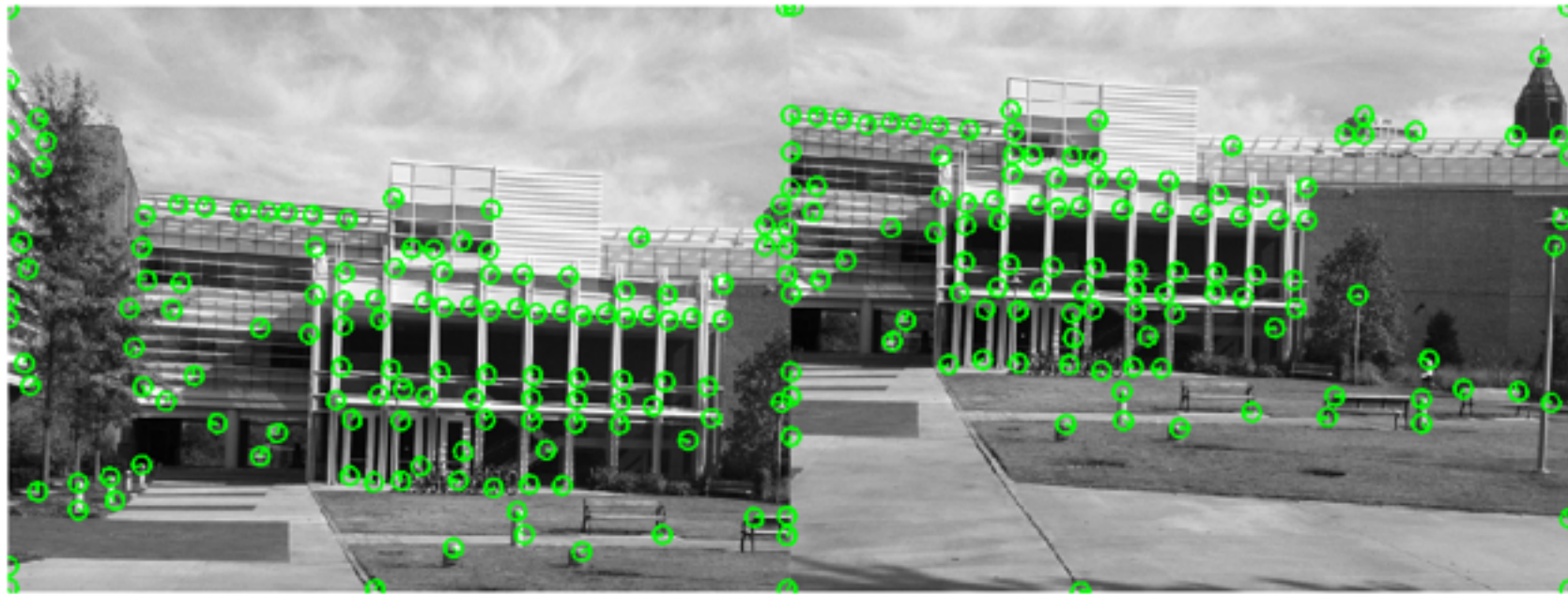
1-c-2



1-c-3

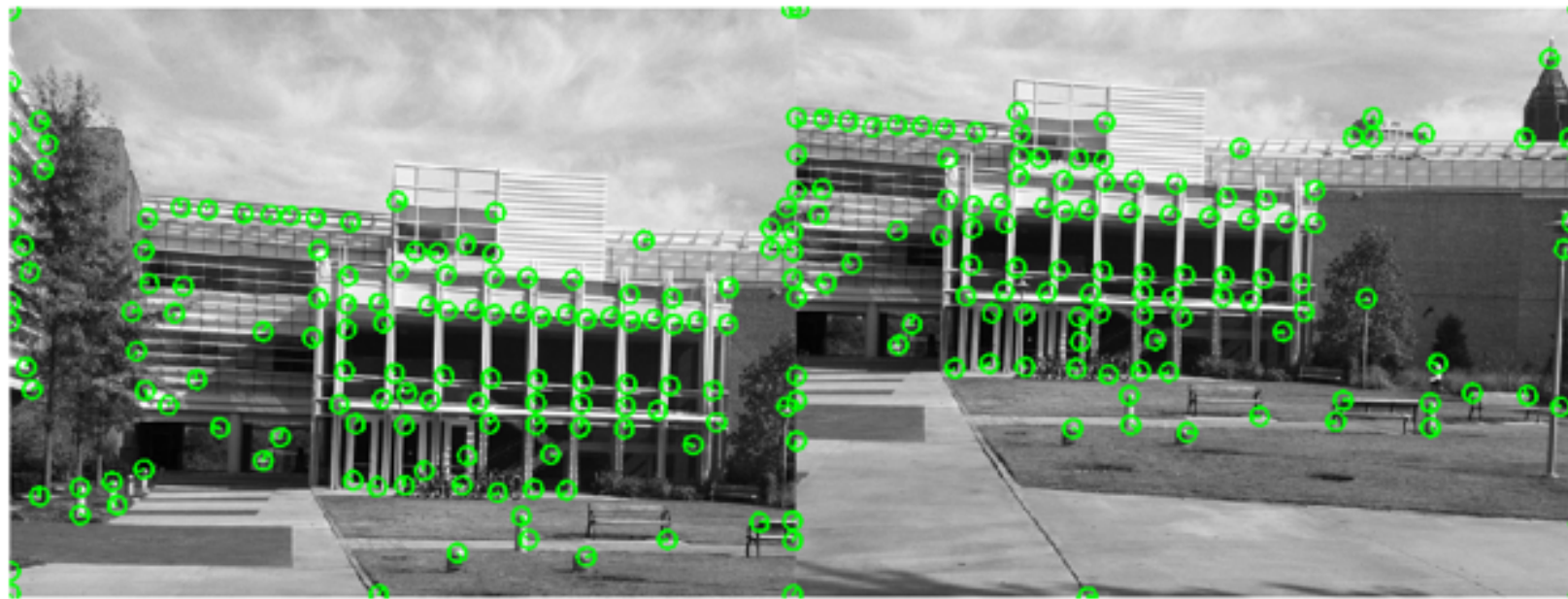


1-C-4

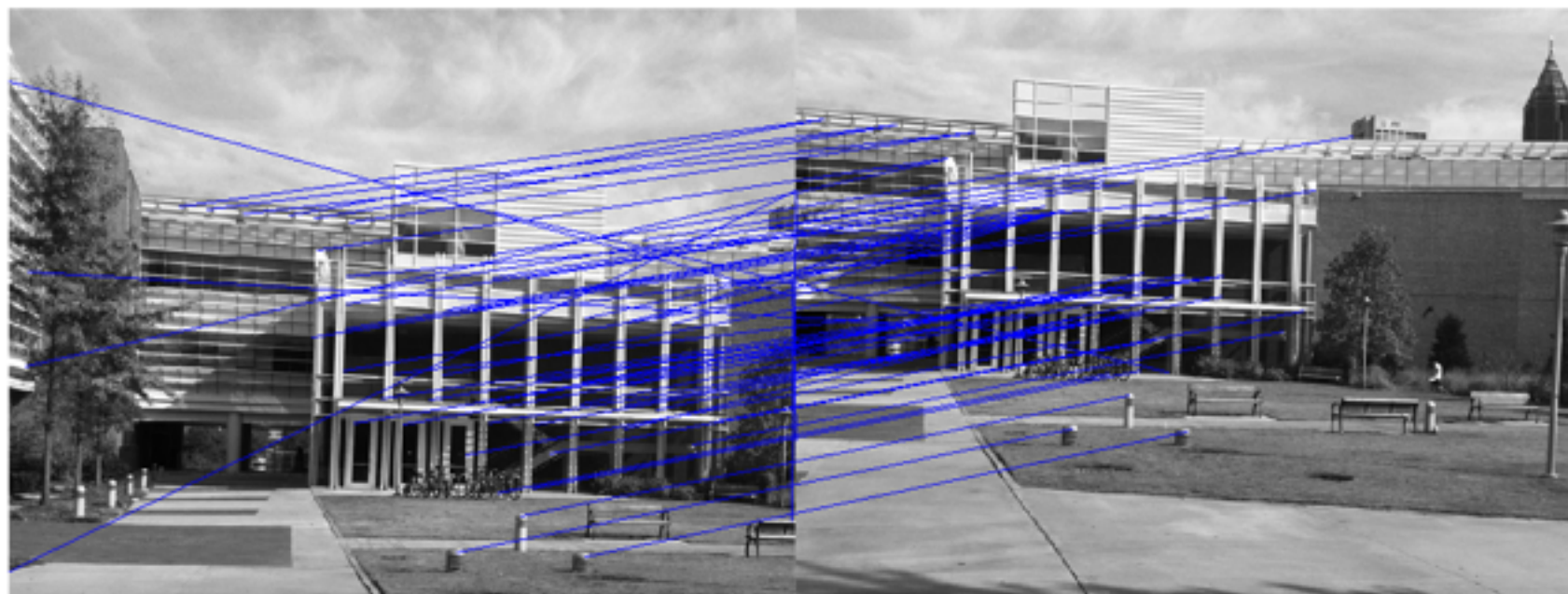


2-a-1

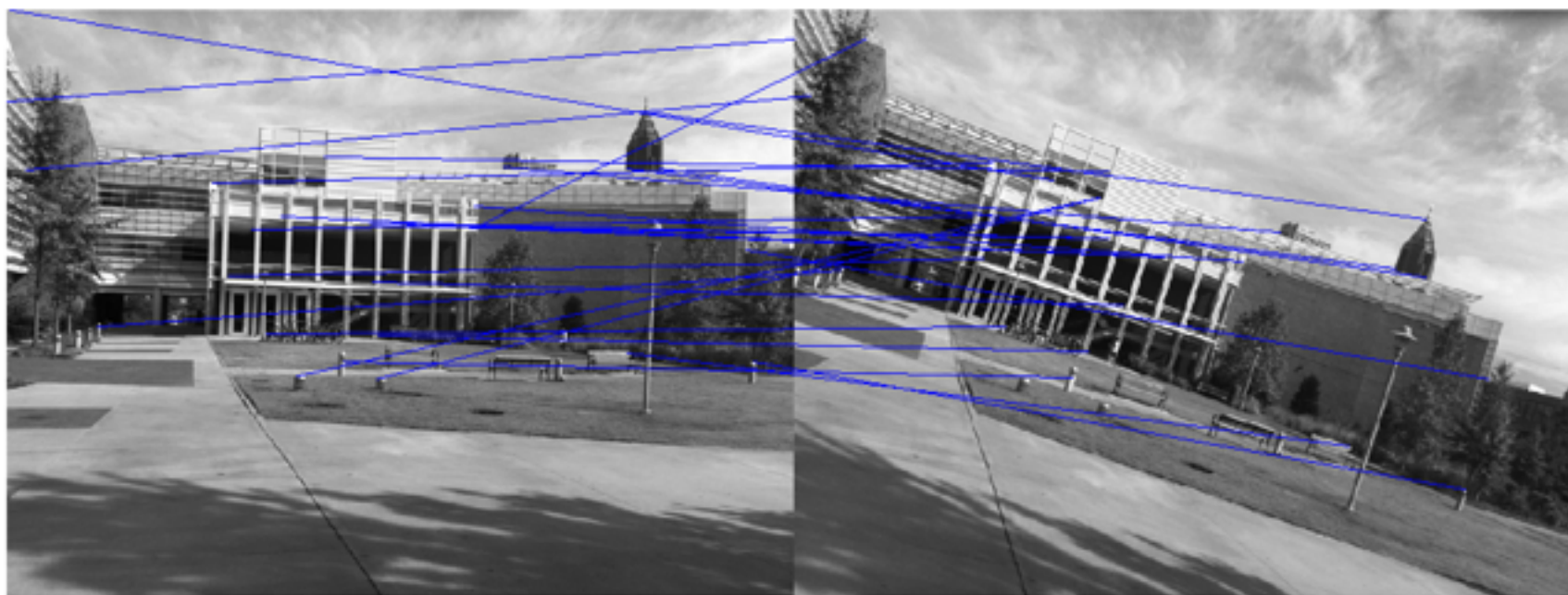




2-a-2

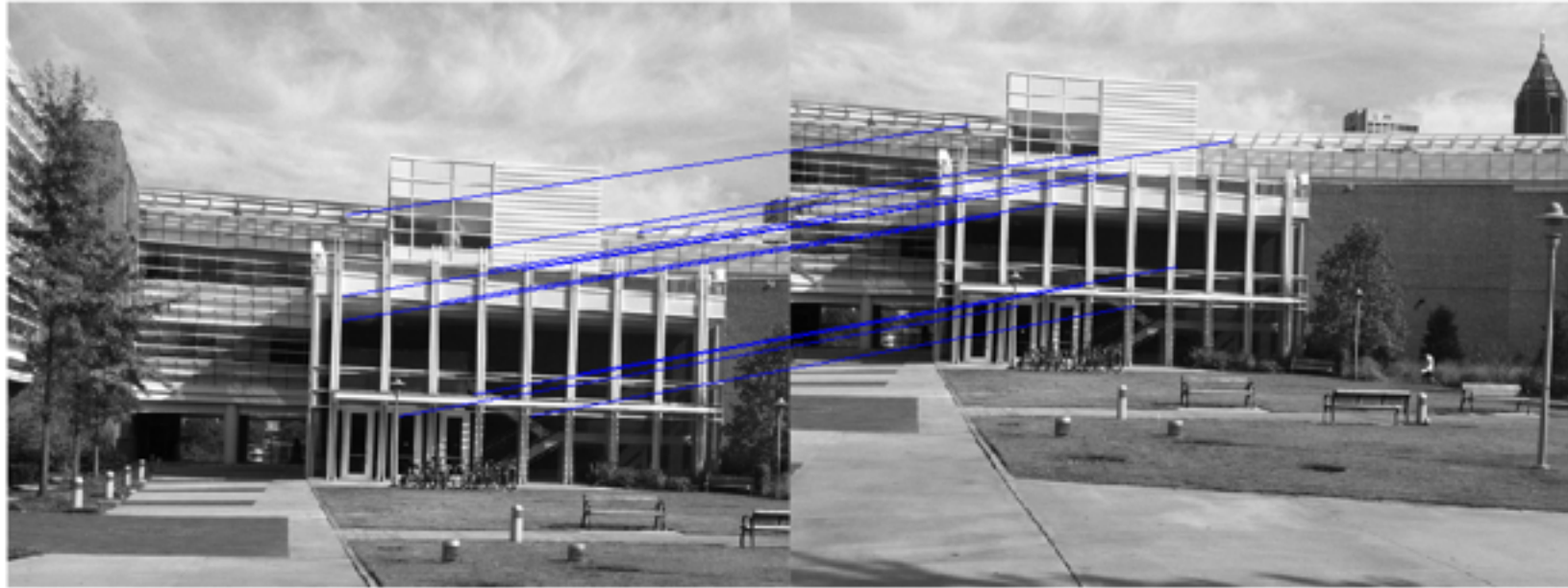


2-b-1



2-b-2



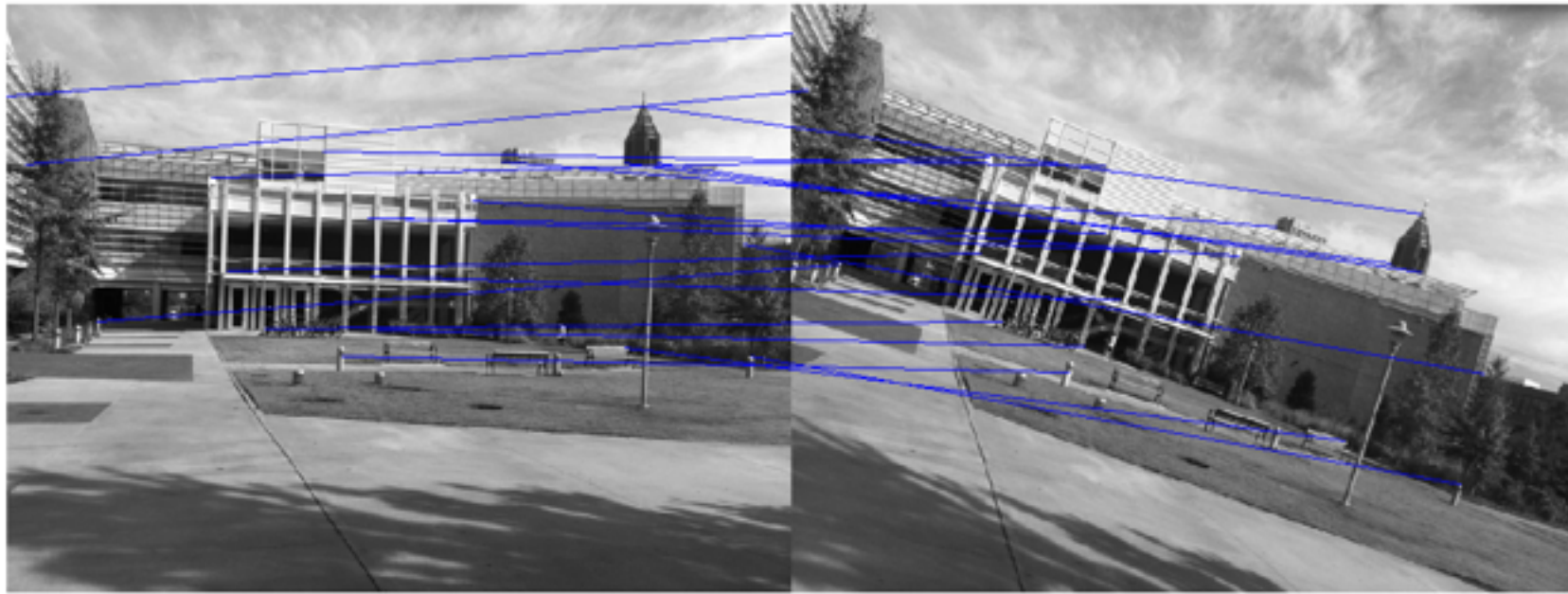


3-a-1

offset

138, 81

28.9%



3-b-1

# 3b

Transform matrix

0.9737   -0.2867   35.2882

0.2867   0.9737   -62.4064

74.22 %