

MATH 155 HWK 3

Shiqi Liang 305117507

January 28, 2021

Question 1

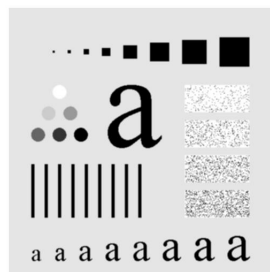
My matlab code is shown below:

```
1 function [after] = avgfilter(image,m)
2 a=(m-1)/2;
3 mm=m.^2;
4 output=uint8(zeros(size(image)));
5 %since we leave the borders unchanged, so we can leave out some ...
   borders
6 for i=(1+a):(size(image,1)-a)
7     for j=(1+a):(size(image,2)-a)
8         sum=0;
9         for x=i-a:i+a
10             for y=j-a:j+a
11                 tmp=image(x,y);
12                 tmp=int32(tmp);
13                 sum = sum + tmp;
14                 sum=int32(sum);
15             end
16         end
17         output(i,j)=ceil(sum/mm);
18     end
19 end
20
21 %now we replace the border values
22
23 for r=1:a
24     for c=1:size(image,2)
25         output(r,c)=image(r,c);
26     end
27 end
28
29 for r=size(image,1)-a:size(image,1)
30     for c=1:size(image,2)
31         output(r,c)=image(r,c);
32     end
33 end
34
35 for r=a+1:size(image,1)-a-1
36     for c=size(image,2)-a:size(image,2)
37         output(r,c)=image(r,c);
```

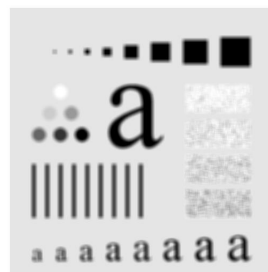
```

38     end
39 end
40
41 for r=a+1:size(image,1)-a-1
42     for c=1:a
43         output(r,c)=image(r,c);
44     end
45 end
46
47 after=uint8(output);
48 end

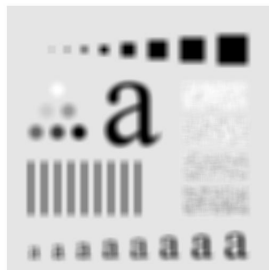
```



m=3



m=9



m=15

Question 2

To show it is a linear transformation, we need to show it is closed under addition and scalar multiplication. In other words, we just need to show that

$$H(cm + n) = cH(m) + H(n) \quad (1)$$

So we do tha by

$$H(cm + n) = \sum_{s=-a}^a \sum_{t=-b}^b w(s, t)(cm + n)(x + s, y + t) \quad (2)$$

$$\Rightarrow \sum_{s=-a}^a \sum_{t=-b}^b w(s,t)(cm)(x+s,y+t) + w(s,t)(n)(x+s,y+t) \quad (3)$$

$$\Rightarrow \sum_{s=-a}^a \sum_{t=-b}^b w(s,t)(cm)(x+s,y+t) + \sum_{s=-a}^a \sum_{t=-b}^b w(s,t)(n)(x+s,y+t) \quad (4)$$

$$\Rightarrow c \sum_{s=-a}^a \sum_{t=-b}^b w(s,t)m(x+s,y+t) + \sum_{s=-a}^a \sum_{t=-b}^b w(s,t)n(x+s,y+t) \quad (5)$$

$$\Rightarrow cH(m) + H(n) \quad (6)$$

The condition is satisfied, so it is indeed a linear transformation.

Question 3

A simple way to show this is to show that the operation is not closed under addition. Consider the image that is represented by the matrix A

$$\begin{bmatrix} 0 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 0 \end{bmatrix}$$

$\xi(A) = 0$. We also have a matrix B, which is defined as

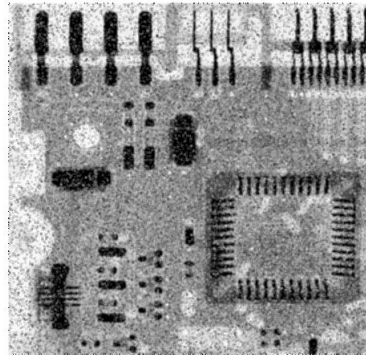
$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

$\xi(B) = 5$. However, The matrix A+B gives us

$$\begin{bmatrix} 1 & 2 & 3 \\ 4 & 8 & 6 \\ 7 & 8 & 9 \end{bmatrix}$$

and subsequently $\xi(A+B) = 6$, and $\xi(A+B) \neq \xi(A) + \xi(B)$ This shows us that the operation is not linear.

Question 4



See code above in question 1.

Question 5

The intuition for this question is to question is to first find all the values in the neighborhood, then sort out all the values in the order, find the median and substitute it in. By that logic, we have that:

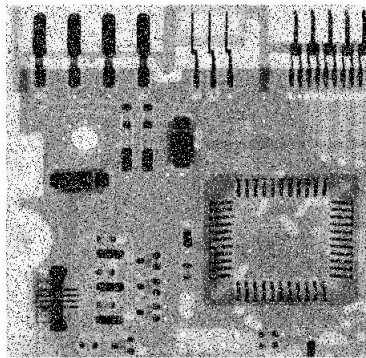
```
1 function [after] = medfilter(image)
2 output = zeros(size(image));
3 for i = 2:size(image,1) - 2
4     for j = 2:size(image,2)-2
5         list = [0 0 0 0 0 0 0 0 0];
6         count = 1;
7
8
9         for x = 1:3
10             for y = 1:3
11                 list(count) = image(i + x - 2, j + y - 2);
12                 count = count + 1;
13             end
14         end
15
16
17         output(i,j)=median(list);
18     end
19 end
20
21
22 %substitute the og values back in the borders
23 for c=1:size(image,2)
24     output(1,c)=image(1,c);
25 end
26
```

```

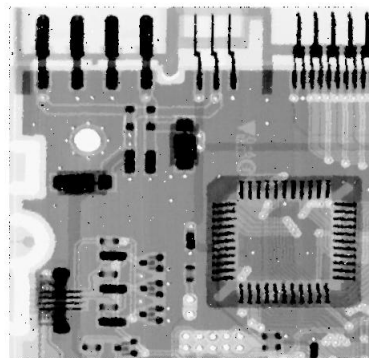
27
28     for c=1:size(image,2)
29         output(size(image,1),c)=image(size(image,1),c);
30     end
31
32     for r=1:size(image,1)
33         output(r,1)=image(r,1);
34     end
35
36     for r=1:size(image,1)
37         output(r,size(image,2))=image(r,size(image,2));
38     end
39
40     after = uint8(output);
41
42     end

```

*note: since latex can not read tif images, I had to convert it into a jpg image first. The results are shown below:



Before



After

We can see that the image is a lot smoother and the salt and pepper noises

aren't as obvious, but the median filter is obviously not as smooth as the average filter. Some of those noises are still very "jumpy".