Computer Vision HW1 Report

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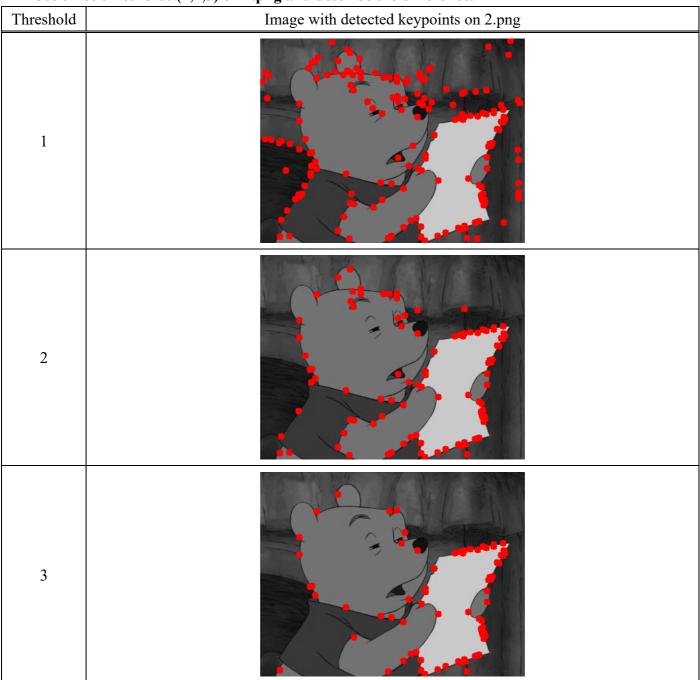
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<u>Part 1.</u>

- Visualize the DoG images of 1.png.

	DoG Image (threshold = 3)		DoG Image (threshold = 3)
DoG1-1.png	ANPANMAN OTCHER FROM THE NITY OADOLD	DoG2-1.png	ANPANMAN
DoG1-2.png	ANPANMAN	DoG2-2.png	ANPANMAN
DoG1-3.png	ANPANMAN	DoG2-3.png	ANPANMAN
DoG1-4.png	ANPANMAN	DoG2-4.png	anpanman

Use three thresholds (1,2,3) on 2.png and describe the difference.



(describe the difference)

整體而言,隨著 threshold 的數值增加, keypoint 的數量隨之減少:

- Threshold 為 1 時,除了角色本身的線條邊緣有許多 keypoint 之外,後面傢俱、窗簾的邊緣 以及牆上的紋理亦被偵測出來
- Threshold 為 2 時, keypoint 大致只剩下角色本身的線條邊緣,且數量少於 threshold 為 1 時。
- Threshold 為 3 時,keypoint 數量明顯減少,尤以角色的五官、背部和手部處較為明顯,僅有與背景 intensity 相差較大的淺色紙張仍保有較多數量的 keypoint。

Part 2.

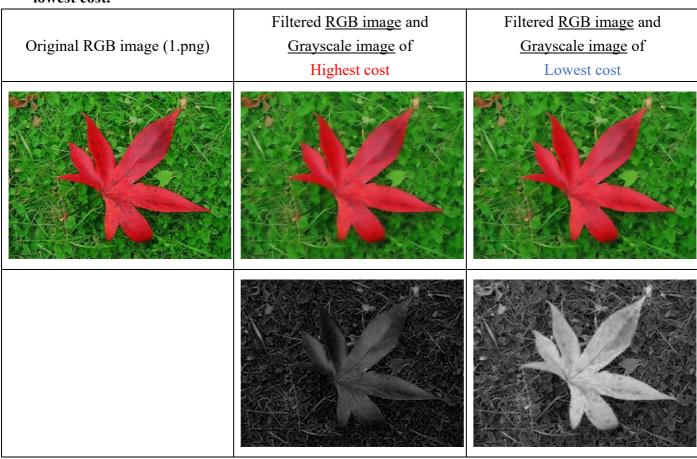
- Report the cost for each filtered image.

Gray Scale Setting	Cost (1.png)
cv2.COLOR_BGR2GRAY	1207799
R*0.0+G*0.0+B*1.0	1439568
R*0.0+G*1.0+B*0.0	1305961
R*0.1+G*0.0+B*0.9	1386209
R*0.1+G*0.4+B*0.5	1277424
R*0.8+G*0.2+B*0.0	1127895

Gray Scale Setting	Cost (2.png)
cv2.COLOR_BGR2GRAY	183850
R*0.1+G*0.0+B*0.9	78454
R*0.2+G*0.0+B*0.8	86422
R*0.2+G*0.8+B*0.0	187520
R*0.4+G*0.0+B*0.6	128825
R*1.0+G*0.0+B*0.0	110862

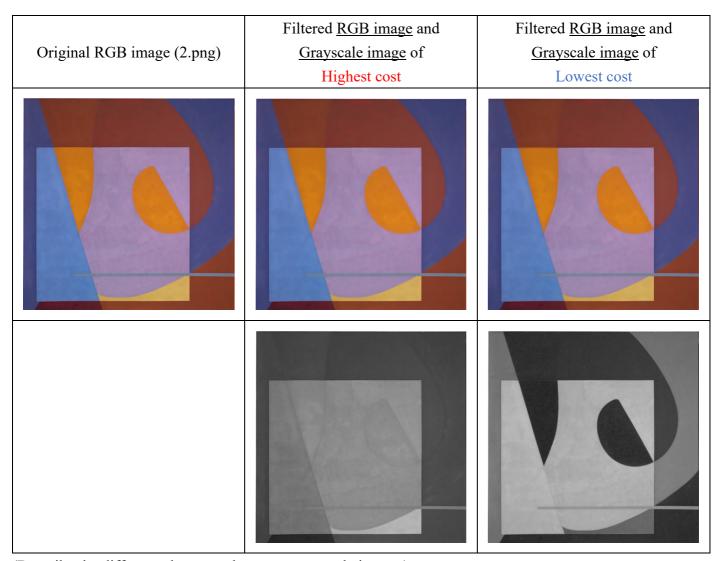
(Cost in red is the highest, and cost in blue is the lowest)

- Show original RGB image / two filtered RGB images and two grayscale images with highest and lowest cost.



(Describe the difference between those two grayscale images)

兩張灰階圖最明顯的差異為葉子和周遭草地的 intensity 對比。Lowest cost 的灰階圖中,葉子的顏色較白,與草地 intensity 值差異較大;Highest cost 的灰階圖則是葉子和草地都偏暗, intensity 較為相近。



(Describe the difference between those two grayscale images)

和 1.png 的結果相似,各個色塊有較為明顯的 intensity 值差異的灰階圖,有較小的 cost。Cost較大的灰階圖,其呈現結果受 RGB 圖 brightness 影響大,亮部和暗部顏色各自相近,無法顯示出不同顏色之間的差異。相對地,Cost 較小的灰階圖,則是可以較清楚地呈現出 brightness 和各個顏色之間的差異。

- Describe how to speed up the implementation of bilateral filter.

由於 spatial kernel 僅與 window size 大小相關,因此可以在對影像 filtering 之前就先將 spatial kernel 計算完成並存於 class 的變數中,以避免重複計算。