Jonathon Hewitt

PA1_pb1 Report

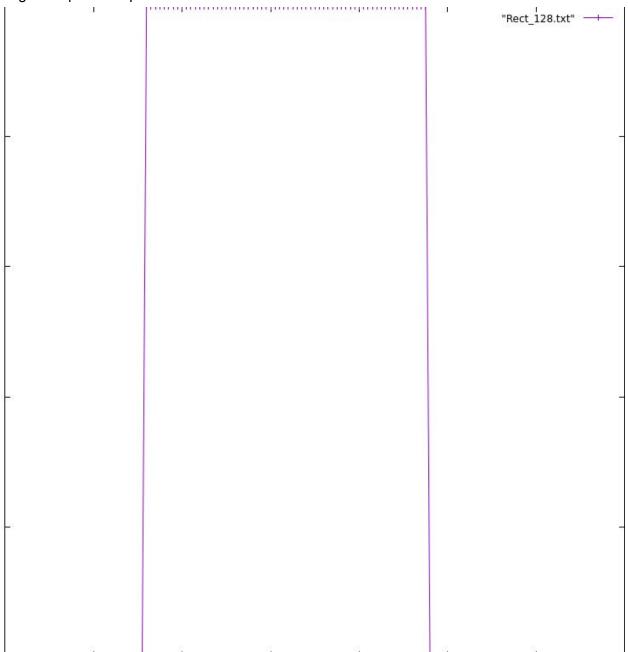
Gaussian Smoothing

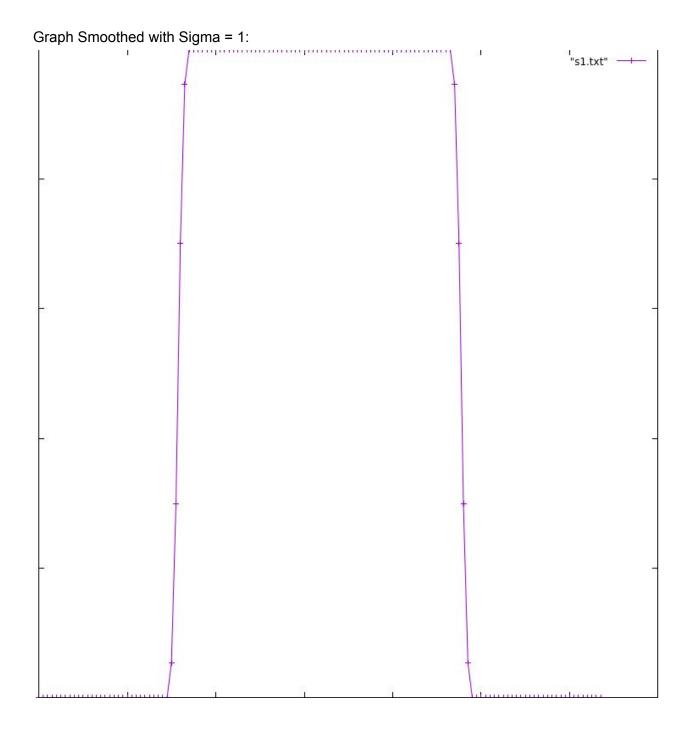
Part 1:

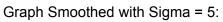
Smoothing using a 1D Kernel on a 1D set of data points:

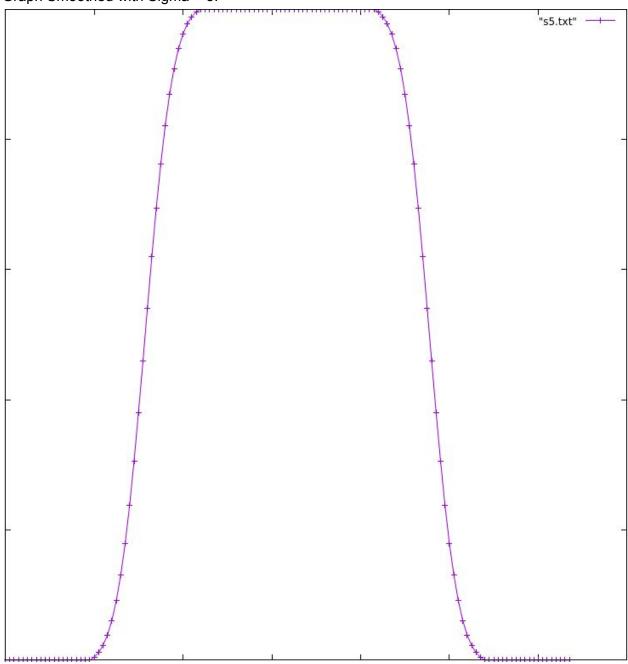
As an example input, we have a simple square wave. We then pass a 1D gaussian filter over it. The filter is generated using a user inputted sigma, and the mask size is given by 5 * sigma.

Original Square Graph:

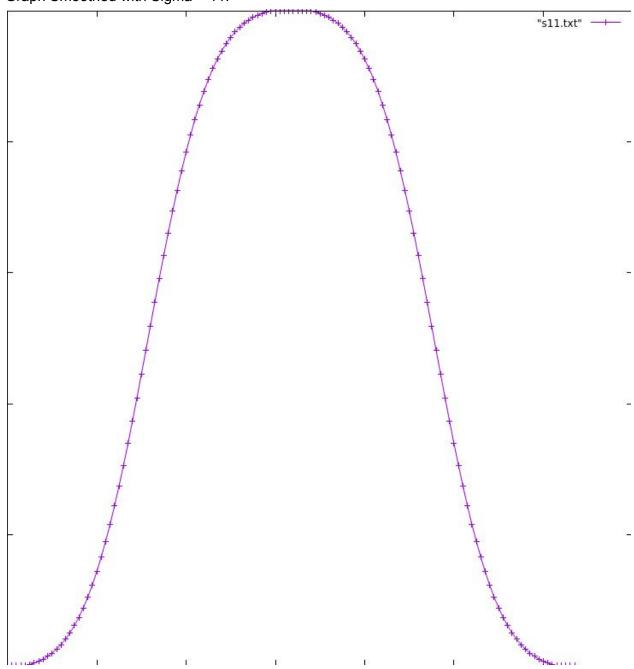








Graph Smoothed with Sigma = 11:



Results:

As we can see, the results from using a gaussian filter with larger sigma values on a square graph results in a rounder gaussian curve as sigma gets larger.

Part 2:

In part 2 I extended the Gaussian kernel generator to generate a 2D filter, and implemented a correlation function for 2D images. Below are the results of correlating this filter over the lenna image.

Original Image:



Image after filtering with sigma = 1:

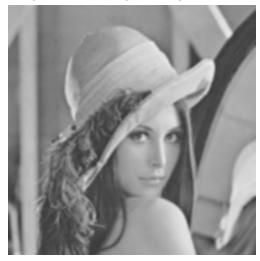


Image after filtering with sigma = 5:

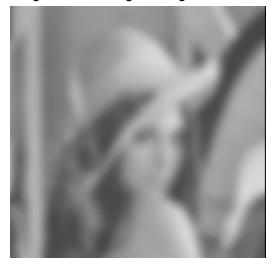


Image after filtering with sigma = 11:



Results:

The higher the sigma value used, the more drastic the blur effect becomes.

Part 3:

Instead of correlating using a 2D gaussian mask, the mask was separated into two 1D masks. One for the x and then one for the y directions. These masks are applied separately, and the result is equivalent to using a 2D gaussian mask, however the time complexity of the correlation is much smaller than using a 2D mask. Results are shown with the lenna image.

Original Image:



Image after filtering with sigma = 1:

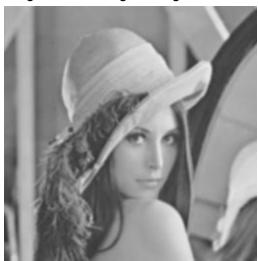


Image after filtering with sigma = 5:



Image after filtering with sigma = 11:



Results:

As we can see, the resulting images are identical when using a 2D kernel and 2 1D kernels. Below we can see the different in time it takes to run the original blur program versus the separated version.

On a image of 256x256, with sigma = 11, and kernel size = 55, the separated version is 4.4 times faster than the original 2D correlation version.