# CS4670 Spring 2015

### HW1 - Filtering, Sampling, Features

Due: <del>Feb 24 (Tue)</del> Feb 26 (Thu), 2015 Homeworks to be done alone. Remember the academic integrity policies. Consult piazza for clarifications on the HW1 FAQ.

# 1 Filtering

- 1. You have a floating point image of dimension  $m \times n$  and you want to convolve it with a kernel of size  $p \times q$ , where  $m \ge p$  and  $n \ge q$ . Assume that we use zero-padding for convolution on the edges. How many floating point addition and multiplication operations are needed?
- 2. Separable kernels. You learned in the lectures that some 2D kernels can be linearly separated into two 1D kernels, which lets you perform convolution in a much faster way. Let us assume the 2D kernel above can be decomposed into 1D kernels of size  $1 \times q$  and  $p \times 1$ . How many addition and multiplication operations will then be necessary to perform the convolution?

#### 2 Features and Robust Model Fitting

Consider two windows in an image.

Window A				Window B			
1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1
2	2	2	2	1	1	2	2
2	2	2	2	1	1	2	2

- Given the above windows of an image, compute the structure tensor used by the Harris corner detector. In this case, the structure tensor refers to the sum of the 2×2 second moment matrices of all the pixels in the window. When computing the gradient, assume that pixels outside the window are equal to the adjacent pixel inside the window.
- 2. Compute the eigenvalues for each of these two matrices. Recall that the eigenvalues of a 2x2 matrix M can be computed using the trace  $T = M_{11} + M_{22}$  and determinant  $D = M_{11}M_{22} M_{12}M_{21}$ .
- 3. Compute the Harris score for each window.
- 4. Which window has a corner based on its Harris score? Describe (briefly) how you make this determination.

# 3 RANSAC

- 1. Suppose we are robustly fitting a circle to a set of 2D points using RANSAC. In each iteration, how many points do we choose for our initial hypothesis set?
- 2. Now suppose we want to robustly fit a circle (not a sphere) to a set of 3D points. How many points are chosen for a hypothesis set?
- 3. Suppose we have a model (for example, general conic sections) for which a minimal hypothesis set is 5 points. If we have 10,000 points and we expect that 85% of these are inliers, how many iterations of RANSAC do we need to run in order to find the correct fit with probability 0.95?
- 4. Now suppose 85% of the points are outliers. How many iterations are required now?

### 4 Downsampling and Aliasing

- 1. What is the maximum frequency sine wave that can be represented in a 1D discrete image *F* with *N* pixels? Write your answer in the form  $F(x) = \sin(\omega_{max} x + \pi/2)$  where x = 0, 1, ..., N 1. (Hint: you may find it useful to plot *F*).
- 2. Although we have established that  $\omega_{max}$  is the maximum representable frequency, we could still try and construct an image from a sinusoid with a frequency higher than max. If we construct a 1D discrete image from the formula  $F(x) = \sin(1.5 \omega_{max} x + \pi/2)$ , what frequency will we observe when looking at *F*?
- 3. Before subsampling an image, prefiltering is used to avoid aliasing. What property must the prefilter have in order to avoid aliasing, when subsampling an arbitrary 1D image by ratio *s* > 1?

# 5 Upsampling

To upsample a low resolution 1D image F with upsampling rate r > 1, we resample the input F using an interpolation kernel h to get a higher resolution output G, where  $G(i) = \sum_k F(k)h(i - rk)$ . The interpolation kernel h is typically chosen to have the property  $\sum_k h(i - rk) = 1$  for all i.

- 1. What happens to the output if we chose a kernel with the property  $\sum_k h(i-rk) < 1$ ?
- 2. What about if  $\sum_{k} h(i rk) > 1$ ?
- 3. If we handle the boundary problem by extending *F* with zeros, what will happen to the boundary of *G*?

# 6 Unconventional interpolation

Consider a 1D image *F* with 3 pixels: F(0) = 2, F(1) = 1, F(2) = 1.

- 1. Convert the discrete image *F* to a continuous function *f* and plot it (Hint: each pixel becomes an impulse).
- 2. We are going to use an unconventional upsampling kernel *h* that is half triangle filter, half box filter:

$$h(x) = \begin{cases} x+1 & \text{if } x \in (-1,0] \\ 1 & \text{if } x \in (0,1/2] \\ 0 & \text{else} \end{cases}$$

Plot *h*. Indicate discontinuities using closed and open circles.

- 3. Plot the result of convolving *f* and *h*; call this function *g*. Indicate discontinuities using closed and open circles.
- 4. Resample *g* at twice the resolution to get a discrete image *G* (sample from 0 to 2.5 to get a 6-pixel image).

# 7 Multi-scale pyramids

Consider the Laplacian Pyramid from Lecture 04, slide 37.

- 1. Assume that we have only one level of the pyramid (n = 1). Write down an expression that reconstructs the input ( $G_0$ ) given the Laplacian pyramid representation  $L_0$ ,  $G_1$ .
- 2. Assume that we have 3 levels (n = 3). Do the same for the Laplacian pyramid representation  $L_0$ ,  $L_1$ ,  $L_2$ ,  $G_3$ .
- 3. Is any information lost as part of this reconstruction?
- 4. Is it possible to always reconstruct the input ( $G_0$ ) given only the Gaussian Pyramid levels  $G_1$ ,  $G_2$ ,  $G_3$ ? If so, write down the expression that performs this reconstruction.