

Exercise Sheet Computer Vision 7

Submission: 30.06

(30 Points)

Exercise 1 Convolution (6 Points)

- What is a convolution? What operations can be represented in this format?
(2 Points)
- What is a kernel? Make an example of a squared one (1 Points)
- Can you think of operations that cannot be represented as a convolution? Why? (3 Points)

Exercise 2 Edge Detection (14 Points)

- Explain, considering the given code sample, each step of the Sobel-Algorithm. What is it used for? What are the two mathematical concepts behind this algorithm? Individuate their implementation in the code.

```
function sobel(Image image) {
    int[] [] Sx = { {-1,0,1}, {-2,0,2}, {-1,0,1} };
    int[] [] Sy = { {-1,-2,-1}, {0,0,0}, {1,2,1} };
    for (int x=1;x<image.getWidth()-1;x++) {
        for (int y=1;y<image.getHeight()-1;y++) {
            int intensity_sum_x=0, intensity_sum_y=0;
            for (int i=-1;i<=1;i++) {
                for (int j=-1;j<=1;j++) {
                    int intensity = image.getintensity(x+i, y+j);
                    intensity_sum_x+=(intensity*Sx[1-j][1-i]);
                    intensity_sum_y+=(intensity*Sy[1-j][1-i]);
                }
            }
            int new_intensity = sqrt((intensity_sum_x)*(intensity_sum_x)
                +(intensity_sum_y)*(intensity_sum_y));
            edges_image.setIntensityPixel(x, y, new_intensity);
        }
    }
    return edges_image;
}
```

(6 Points)

b) Compute the LoG matrix given the (1) Laplacian

$$L = \begin{bmatrix} 0 & 1 & 0 \\ 1 & -4 & 1 \\ 0 & 1 & 0 \end{bmatrix}$$

and (2) the Gaussian

$$G = \begin{bmatrix} 0.0625 & 0.125 & 0.0625 \\ 0.125 & 0.25 & 0.125 \\ 0.0625 & 0.125 & 0.0625 \end{bmatrix}$$

and (3) the discrete convolution defined as follows:

$$y(m, n) = x(m, n) \otimes h(m, n) = \sum_{i=-1}^1 \sum_{j=-1}^1 x(i, j)h(m - i, n - j); \quad (1)$$

Keep the axis as follows: m and i increasing moving to the right and n and j increasing moving downward in the image.

(8 Points)

Exercise 3 Harris Corners and SIFT (10 Points)

- What is a point of interest in an image? How is it defined? Which image properties can be used to find such points? (3 Points)
- Explain the Harris-Corner pseudo code (4 Points)
- What are the differences between Harris Corners and SWIFT features? (3 Points)