

CS 559: Computer Graphics

Homework 3

This homework must be done individually. Submission date is Tuesday, October 12, 2004, in class.

Question 1:

The 2D edge-detect (high-pass) filter that we looked at in class has the following form if you ignore the constant:

$$\begin{array}{ccc} -1 & -2 & -1 \\ -2 & 12 & -2 \\ -1 & -2 & -1 \end{array}$$

- a. What is the output if you filter the image below? Only apply the filter at places where all the underlying pixels exist, so you end up with a 4×1 result.

$$\begin{array}{cccccc} 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 \end{array}$$

- b. What is the output if you filter the image below (giving a 6×1 output image)?

$$\begin{array}{ccccccc} 1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 & 0 & 0 & 0 \end{array}$$

- c. Which type of edge, diagonal or vertical, produces higher values with this filter?
- d. An alternate edge-detect filter is given below. What is its output on each of the above images (you should have a 4×1 and a 6×1 answer)?

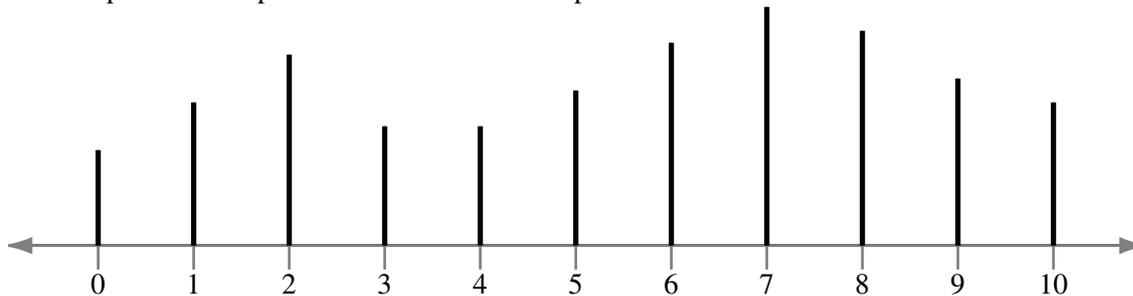
$$\begin{array}{ccc} -1 & 2 & -1 \\ -1 & 2 & -1 \\ -1 & 2 & -1 \end{array}$$

- e. What type of edge gives higher values ofr this filter?
- f. Design a 3×3 filter that responds to diagonal edges like that of part (b), but gives no response to a vertical edge.

Question 2:

Say that we point sample a band-limited function into a 1D "image", by taking the value of the function at the points $x = \{0, 1, \dots, 9, 10\}$. In class, we saw that this corresponds to convolution with a sequence of spikes in the frequency domain. We also saw that the function can be reconstructed perfectly by multiplying with a box filter in the frequency domain.

- What sort of function do we need to convolve with in the spatial domain to perform perfect reconstruction?
- Say that a function plotter works by taking the 1D image and drawing the top edge of a narrow box for each sample - each box as wide as the original sample spacing and centered on the sample. Draw the output from the plotter for the function samples below.



- What type of function is the plotter convolving our samples with in the spatial domain?
- What filter function is the plotter multiplying by in the frequency domain?
- What additional frequencies (high or low) will appear in the plotted image, and how do they visually manifest themselves?

Question 3:

You wish to use compositing operations to perform a stencil operation. You have a foreground image, f , that you wish to place into a background image, b , only at places where a stencil mask, s , has a particular α value. For example, if the foreground image is all white with $\alpha = 1$, the background is all red with $\alpha = 1$ and the stencil has holes for a word, inserting the foreground into the background would result in a white word on a red background.

- Which α value would you use for the parts of the stencil that represent holes? Which value would you use for the rest? (There are two good answers to this question.)
- You plan to use two compositing operations to combine the images, with the form $(f \text{ op}_1 s) \text{ op}_2 b$, where brackets indicate precedence. Which compositing operations would you use for op_1 and op_2 ?

Question 4:

It takes three points to define an affine transformation in 2D. Say that the point $(1, 1)$ goes to $(-\frac{4}{\sqrt{2}}, \frac{2}{\sqrt{2}})$, that $(1, 0)$ goes to $(-\frac{3}{\sqrt{2}}, \frac{3}{\sqrt{2}})$, and that the point $(0, 0)$ goes to $(-\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}})$. Assume that the affine transformation is described by the following homogeneous matrix equation:

$$\begin{bmatrix} x' \\ y' \\ 1 \end{bmatrix} = \begin{bmatrix} a_{xx} & a_{xy} & b_x \\ a_{yx} & a_{yy} & b_y \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} x \\ y \\ 1 \end{bmatrix}$$

- Draw one sketch showing the locations of the points before the transformation, and one showing their locations after. Join the points to form a triangle in each figure.
- Write out six linear equations involving the unknowns in the matrix equation above and the coordinates of the given points.
- Solve the equations to find the unknowns and hence write out the transformation matrix.
- Determine from your sketch a sequence of rotations, scalings or translations required for the transformation.
- Write out the transformation matrices for your sequence in part (d) and compose them to verify your answer to part (c).