

Computer Science and Engineering 4422.03

Final

Dec. 19 2011

Answer all questions in the space provided

Make sure that you have 9 pages

Student Last Name: _____

Student Given Name: _____

Student Id. No: _____

Question	Value	Score
1	75	
2	60/75	
Total	130	

Question 1. [75 points]

1. [5 points] Name the area of the retina that functions very well in the day but poorly at night.

2. [5 points] Name the learning algorithm used in the Viola and Jones face detection.

3. [5 points] The epipolar equation was encountered when trying to solve which problem?

4. [5 points] What would be the difficulty with using Hough transform to find ellipses in an image?

5. [5 points] What is the advantage of methods like RANSAC and M-estimators?

6. [5 points] The corner estimator we described in class uses a 2×2 matrix. Where else did we encounter this same matrix?

7. [5 points] In two occasions we factored a matrix. In the one we factored it in a product of a rotation matrix and a symmetric matrix and the other in a product of a rotation matrix and a skew symmetric matrix. What were these occasions?

8. [5 points] Name a situation where we need to factor a matrix into a product of a rotation matrix and a triangular matrix.

9. [5 points] What is a practical approximation for the Laplacian of Gaussian of an image.

10. [5 points] What algorithm was the integral image used in?

11. [5 points] What is the aperture problem?

12. [5 points] In the least squares formulation of the optical flow problem we added some extra terms. These were the squares of the derivatives of the flow. What was the purpose?

13. [5 points] Name the two observations that allow us to reduce the eight solutions to the Structure from Motion problem to a single solution.

14. [5 points] What series of two morphological operators do we use to eliminate small holes in an object in a binary image?

15. [5 points] What problem did we use iteratively re-weighted least squares for?

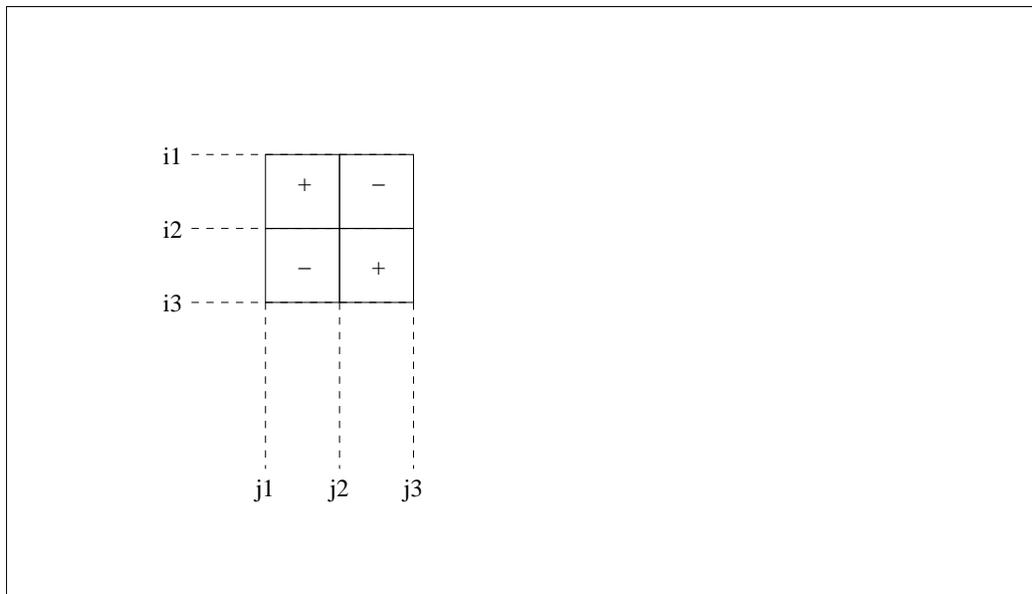
Question 2.

[60/75 points]

1. [15 points] The fundamental constraint for an optical flow system for a certain application is that the gradient (the vector of the spatial derivatives) of the intensity remains constant (as opposed to the intensity remaining constant).

- (1) Write the flow equation(s) for this application.
- (2) How many equations and how many unknowns?

2. [15 points]



Consider the above feature (in Viola-Jones style). If you are given the integral image, compute the feature. The weights are +1 or -1.

3. [15 points] An alternative way to derive the optical flow equation is to start from the requirement of constant intensity expressed as

$$I[x + u, y + v, t + 1] = I[x, y, t]$$

We want to decrease the sensitivity of the optical flow equation to large interframe motion and we use a symmetric version of the above:

$$I[x + \frac{u}{2}, y + \frac{v}{2}, t + 1] = I[x - \frac{u}{2}, y - \frac{v}{2}, t]$$

Derive this “new” optical flow equation using Taylor series expansion.

4. [15 points] In a 2-D world, the rigidity equation and the structure from motion look slightly different. First of all we cannot recover the motion and depth from two cameras

- 1 Explain very briefly why we cannot recover motion and depth from two cameras.

We will consider three cameras (or one camera three frames). The rigidity equations for a 2-D world point P are

$$P_2 = R_1 P_1 + T_1$$

$$P_3 = R_2 P_1 + T_2$$

where R_1 and T_1 is the motion between the first and the second camera, R_2 and T_2 the motion between the first and the third camera and P_1 , P_2 and P_3 are the 2-D coordinates of the world point in the corresponding camera coordinate systems.

- 2 Eliminate the depths from the above equations. Since there is no cross product in two dimensions, you can use p_2^+ and p_3^+ to denote vectors perpendicular to p_2 and p_3 .

5. [15 points, GRADS] The Cholesky factorization decomposes any symmetric positive definite matrix A into

$$A = LL^T$$

where L is an upper triangular matrix. Use this to decompose matrix Q , where

$$Q = CR$$

and C is a calibration matrix and R a rotation matrix.