

Improve SNR (Signal to Noise Ratio)

→ use large areas (harder to compute, sensitive to edge orientation)

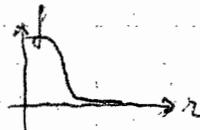
w -1 +1

Another view:  $M = \sqrt{E_x^2 + E_y^2}$       $\frac{dM}{ds} = \frac{\partial M}{\partial x} \frac{dx}{ds} + \frac{\partial M}{\partial y} \frac{dy}{ds}$

$$\frac{dM}{ds} = \frac{E_x E_{xx} + E_y E_{xy}}{\sqrt{E_x^2 + E_y^2}} \cdot \frac{E_x}{\sqrt{E_x^2 + E_y^2}} + \frac{E_x E_{xy} + E_y E_{yy}}{\sqrt{E_x^2 + E_y^2}} \cdot \frac{E_y}{\sqrt{E_x^2 + E_y^2}} = \frac{E_x^2 E_{xx} + 2E_x E_y E_{xy} + E_y^2 E_{yy}}{E_x^2 + E_y^2}$$

$$\frac{dM}{ds} = 0 \Rightarrow |E_x \ E_y| H \left| \frac{E_x}{E_y} \right| = 0 \quad (1)$$

Example:  $E(x, y) = f(r)$  where  $f$  is such as:



$q^0$ : does the curvature change where the edge is detected?

$$E_x = \frac{\partial f}{\partial x} \frac{dr}{dx} = f' \frac{x}{\sqrt{x^2 + y^2}} \quad E_y = f' \frac{y}{\sqrt{x^2 + y^2}} \quad E_{xx} = \frac{\partial^2 f}{\partial x^2} \frac{dr}{dx} + \frac{\partial f}{\partial x} \left( \frac{1}{\sqrt{x^2 + y^2}} - \frac{x^2}{(x^2 + y^2)^{3/2}} \right)$$

$$E_x^2 + E_y^2 = (f')^2 \quad \dots \text{we plug in in (1) and } |E_x \ E_y| H \left| \frac{E_x}{E_y} \right| = \frac{f' \frac{x}{\sqrt{x^2 + y^2}}}{f' \frac{y}{\sqrt{x^2 + y^2}}} = \frac{x}{y}$$

→ the answer is: it's independent -

Estimating Derivatives:

$$E_x^2 + E_y^2 = \left( \frac{E_{00} - E_{02} + E_{11} - E_{10}}{2\epsilon} \right)^2 + \left( \frac{E_{10} - E_{02} + E_{11} - E_{01}}{2\epsilon} \right)^2$$

$$E_x^2 + E_y^2 = \frac{1}{4\epsilon^2} \left[ (E_{00} - E_{11})^2 + (E_{01} - E_{10})^2 \right] \quad \frac{1}{2\epsilon} \begin{bmatrix} & +1 \\ -1 & \end{bmatrix} \quad \frac{1}{2\epsilon} \begin{bmatrix} +1 & \\ & -1 \end{bmatrix}$$

→ 1965 Robert's gradient operator

Equivalent cascade of smaller operators

$$y = (x \otimes f_1) \otimes f_2 = x \otimes (f_1 \otimes f_2)$$

$$\text{ex: } \frac{1}{\epsilon} \begin{bmatrix} -1 & +1 \\ & \end{bmatrix} \otimes \frac{1}{\epsilon} \begin{bmatrix} +1 & +1 \\ & \end{bmatrix} = \frac{1}{2\epsilon} \begin{bmatrix} -1 & +1 \\ -1 & +1 \end{bmatrix}$$

$$\frac{1}{\epsilon} \begin{bmatrix} -1 & +1 \\ & \end{bmatrix} \otimes \frac{1}{\epsilon} \begin{bmatrix} +1 \\ +1 \end{bmatrix} = \frac{1}{2\epsilon} \begin{bmatrix} -1 & +1 \\ -1 & +1 \end{bmatrix}$$

Q<sup>o</sup>: given a big filter, can we decompose it into smaller ones? NO!

Huge speed-up in 2D: basically,  $N^2 \rightarrow 2N$ .

Separably rot. symm. filter

$$f(x)f(y) = g(z) \quad (\text{does not depend on } \theta). \quad \frac{\partial}{\partial \theta} (f(x)f(y)) = 0$$

$$f'(x) \frac{\partial x}{\partial \theta} f(y) + f(x) f'(y) \frac{\partial y}{\partial \theta} = 0 \Rightarrow f'(x) - \cos\theta f(y) + f'(y) f(x) \cos\theta = 0$$

$$\Rightarrow y f'(x) f(y) = x f(x) f'(y)$$

$$\text{Separate variables: } \frac{1}{x} \frac{f'(x)}{f(x)} = \frac{1}{y} \frac{f'(y)}{f(y)} = K$$

$$f(x) = e^{\frac{kx^2}{2}} \quad f(x)f(y) = e^{\frac{k(x^2+y^2)}{2}}$$

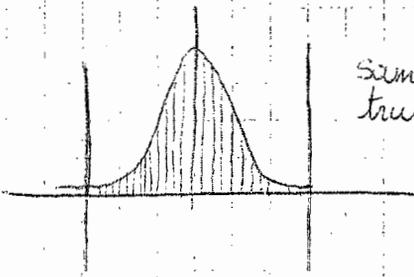
$$\text{Now we want } f \otimes y \dots \quad h(x) \otimes h(y) = i(z)$$

$$h(x) = \text{IFT}(f(\omega)) \quad h(y) = \text{IFT}(f(\omega)) \quad \text{IFT}\left(e^{\frac{1}{2}x^2/\sigma^2}\right) \longleftrightarrow e^{-\frac{1}{2}\tau^2\omega^2}$$

$$e^{\frac{-1}{2\sigma^2}x^2} \otimes e^{\frac{-1}{2\sigma^2}y^2} \quad S(y) \otimes S(x)$$

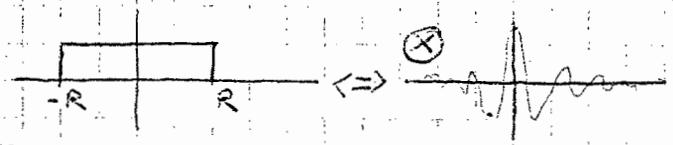
"one-d convolution"

### Discrete Equivalent



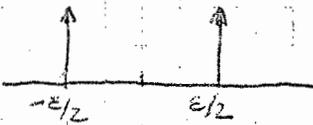
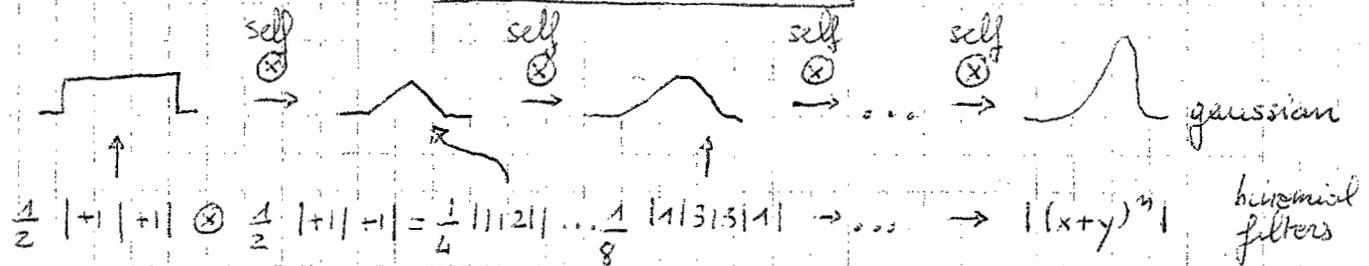
sample truncate

Truncation:



It is not an appropriate discrete equivalent  
 → lost nice property on high-frequency

### Central Limit Theorem

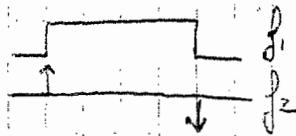


$$\int_{-\infty}^{\infty} \left( \frac{1}{2} \delta(x + \frac{\epsilon}{2}) + \frac{1}{2} \delta(x - \frac{\epsilon}{2}) \right) e^{-j\omega x} dx = \cos \frac{\omega \epsilon}{2}$$

Convolution  $\Leftrightarrow$  multiplying by  $\cos \frac{\omega \epsilon}{2}$  →  $\cos \frac{\omega \epsilon}{2}$  smoothly dies at HF  $\geq 0$

### Speed-ups

Block Averaging



$$F_{10} = \sum_{j=0}^{10} E_j$$

$$F_i = F_{i-1} + E_{i+m} - E_{i-1}$$

can be extended to piecewise constant

Next step: piecewise linear



Next step: piecewise quad.

