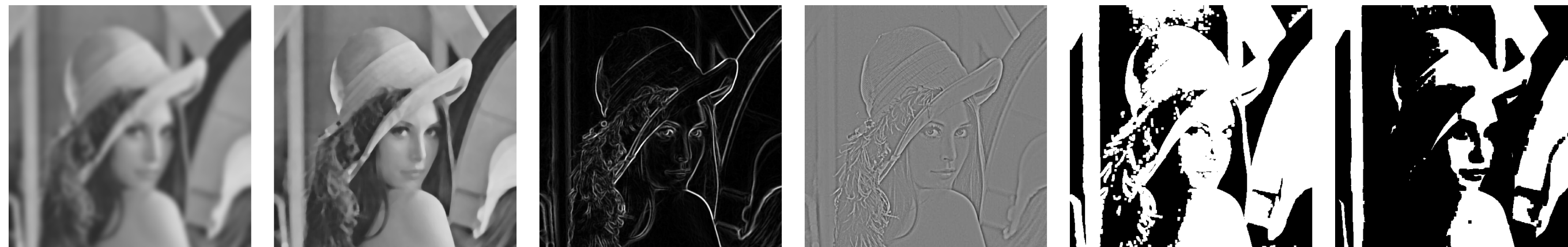




# CPSC 425: Computer Vision



## Lecture 3: Image Filtering

( unless otherwise stated slides are taken or adopted from **Bob Woodham, Jim Little** and **Fred Tung** )

# Lecture 3: Goal

Start to develop tools for (simple)  
processing of images

(the “tools” we going to learn over the next few  
lectures will be broadly useful, including in CNNs)

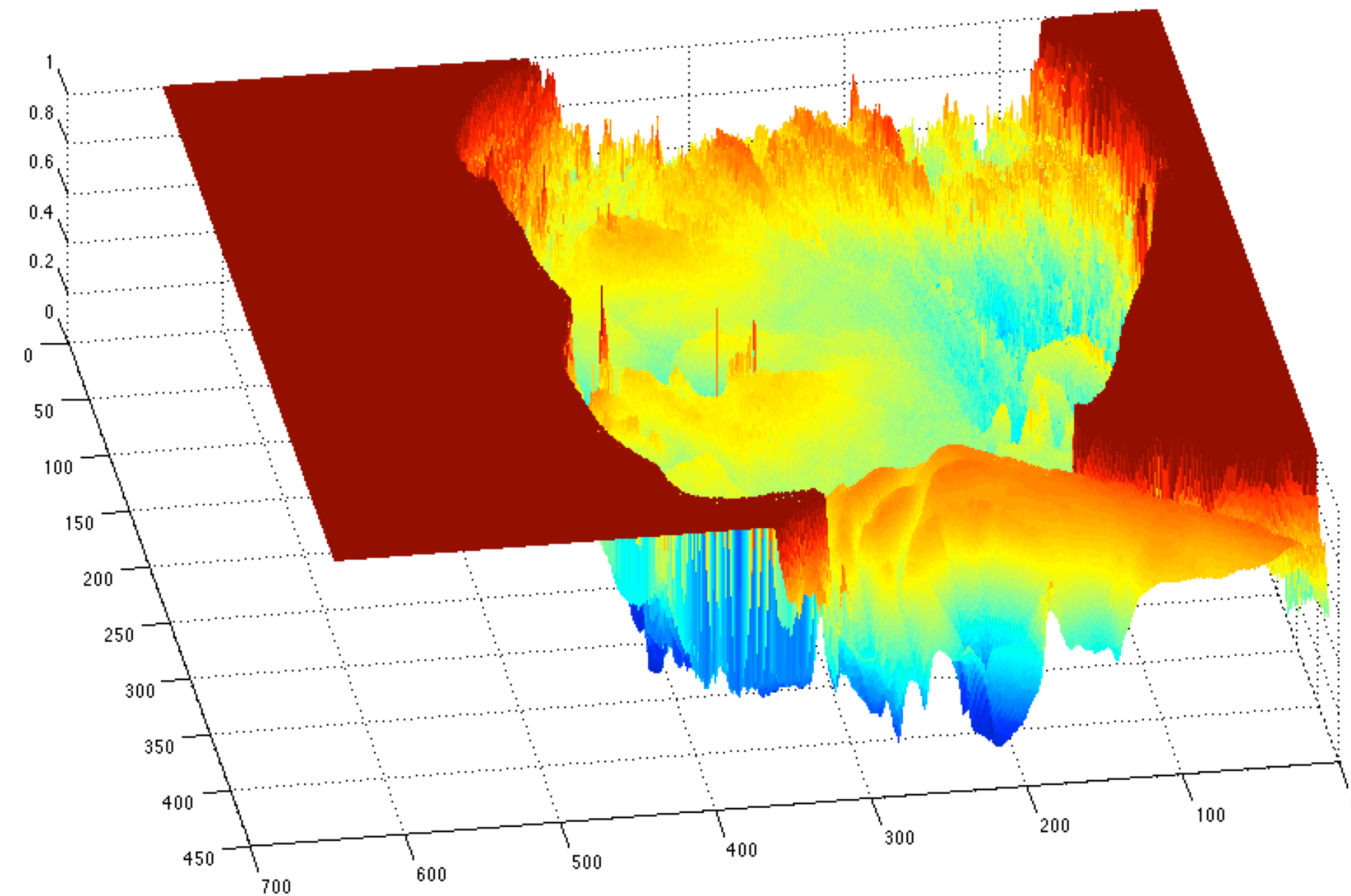
# Image as a **2D Function**

A (grayscale) image is a 2D function

$$I(X, Y)$$



grayscale image



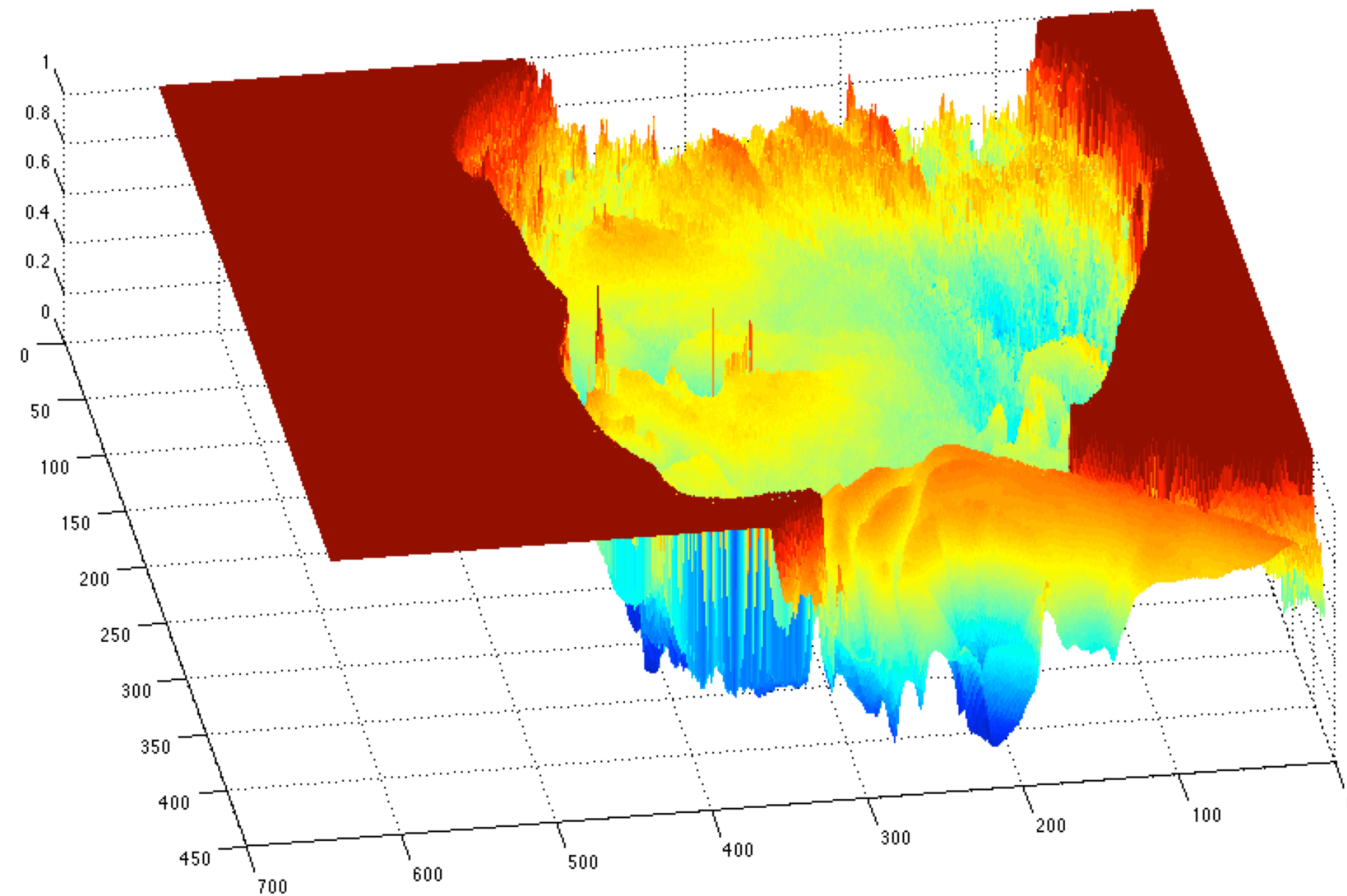
# Image as a **2D Function**

A (grayscale) image is a 2D function



grayscale image

$$I(X, Y)$$



**domain:**  $(X, Y) \in ([1, width], [1, height])$



# Image as a **2D Function**

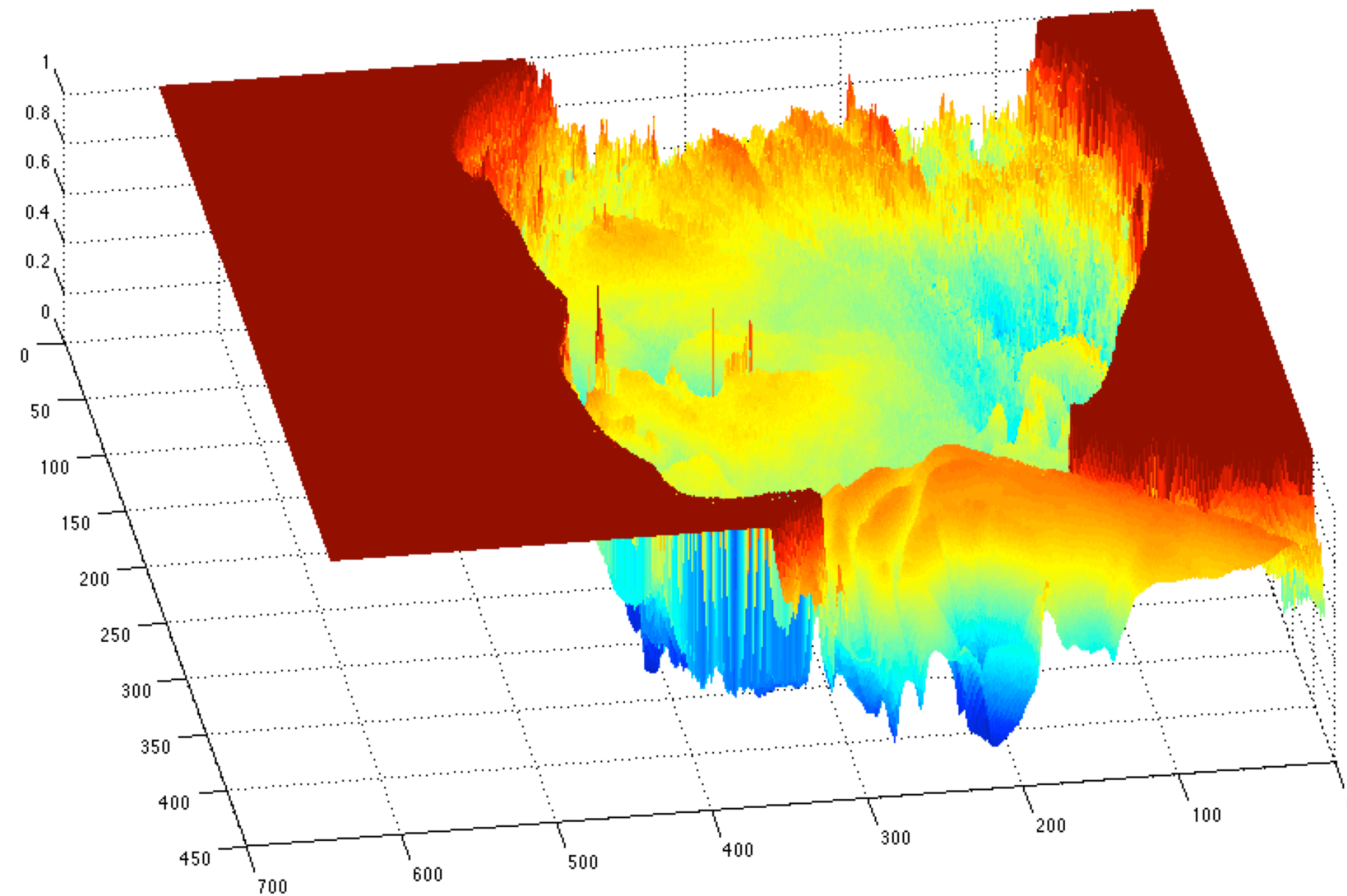
A (grayscale) image is a 2D function



grayscale image

What is the **range** of the image function?

$$I(X, Y)$$



**domain:**  $(X, Y) \in ([1, width], [1, height])$

# Image as a **2D Function**

A (grayscale) image is a 2D function

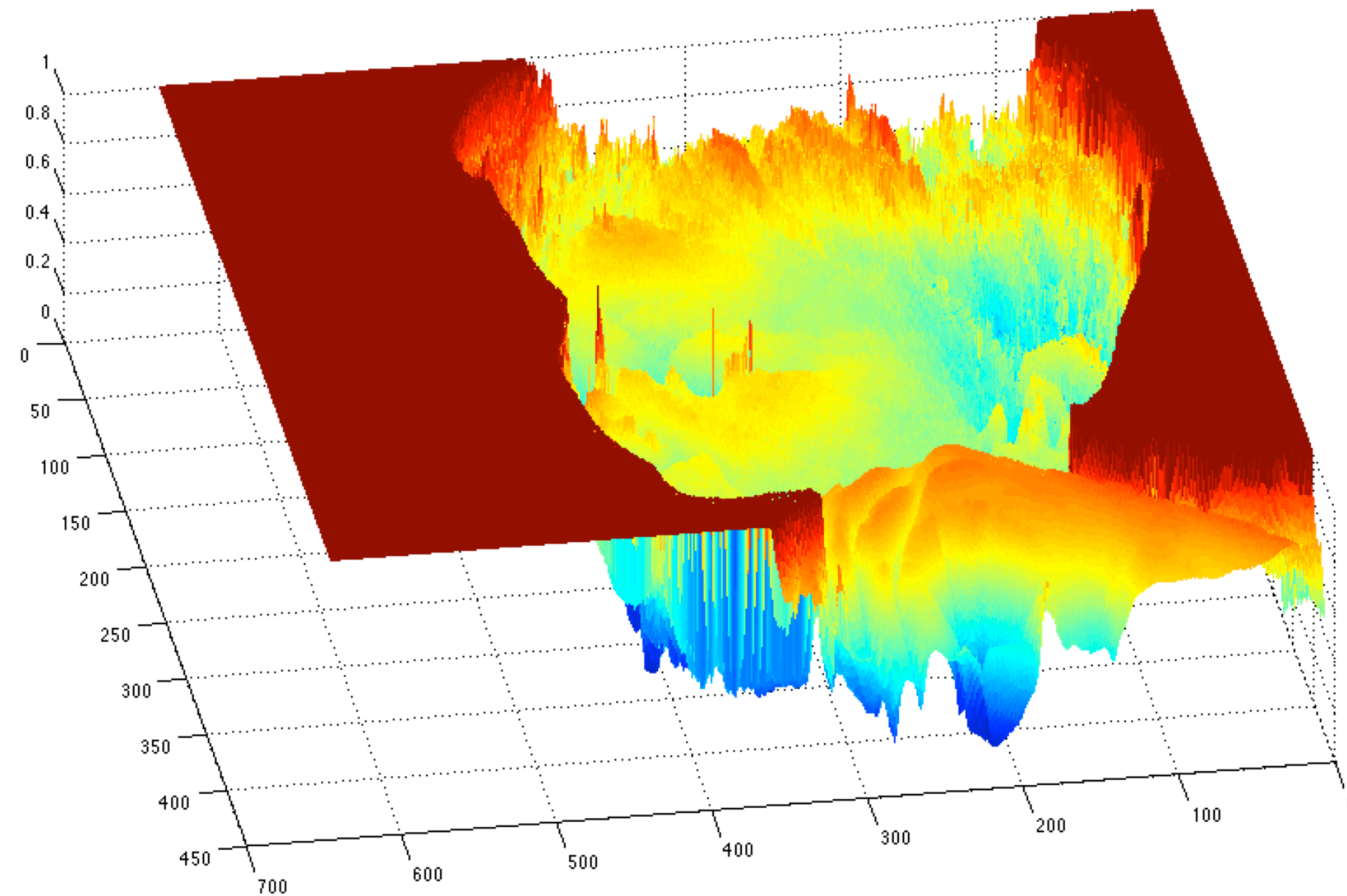


grayscale image

What is the **range** of the image function?

$$I(X, Y) \in [0, 255] \in \mathbb{Z}$$

$$I(X, Y)$$



**domain:**  $(X, Y) \in ([1, width], [1, height])$



# Adding two Images

Since images are functions, we can perform operations on them, e.g., **average**



$$I(X, Y)$$



$$G(X, Y)$$



$$\frac{I(X, Y)}{2} + \frac{G(X, Y)}{2}$$

# Adding two Images



$$a = \frac{I(X, Y)}{2} + \frac{G(X, Y)}{2}$$



$$b = \frac{I(X, Y) + G(X, Y)}{2}$$



# Adding two Images



$$a = \frac{I(X, Y)}{2} + \frac{G(X, Y)}{2}$$

**Question:**

$$a = b$$

$$a > b$$

$$a < b$$



$$b = \frac{I(X, Y) + G(X, Y)}{2}$$

# Adding two Images



Red pixel in camera man image = 98

Red pixel in moon image = 200

$$\frac{98}{2} + \frac{200}{2} = 49 + 100 = 149$$



$$\frac{98 + 200}{2} = \frac{\lfloor 298 \rfloor}{2} = \frac{255}{2} = 127$$

**Question:**

$$a = b$$

$$a > b$$

$$a < b$$

# Adding two Images



It is often convenient to convert images to **doubles** when doing processing

## In Python

```
from PIL import Image
img = Image.open('cameraman.png') ←
import numpy as np
imgArr = np.asarray(img)

# Or do this
import matplotlib.pyplot as plt
camera = plt.imread('cameraman.png');
```



# Adding two Images



This will save you a **LOT** of headache in homeworks:

1. Convert to **doubles**
2. (optionally) Normalize image to  $[0,1]$  range (by dividing by 255)
3. Perform any **computations** needed
4. (optionally) Undo normalization (by multiplying by 255)
5. **Clamp** values between  $[0, 255]$
6. Convert to **uint8**





# What types of **transformations** can we do?

$I(X, Y)$



**Filtering**



$I'(X, Y)$



changes range of image function

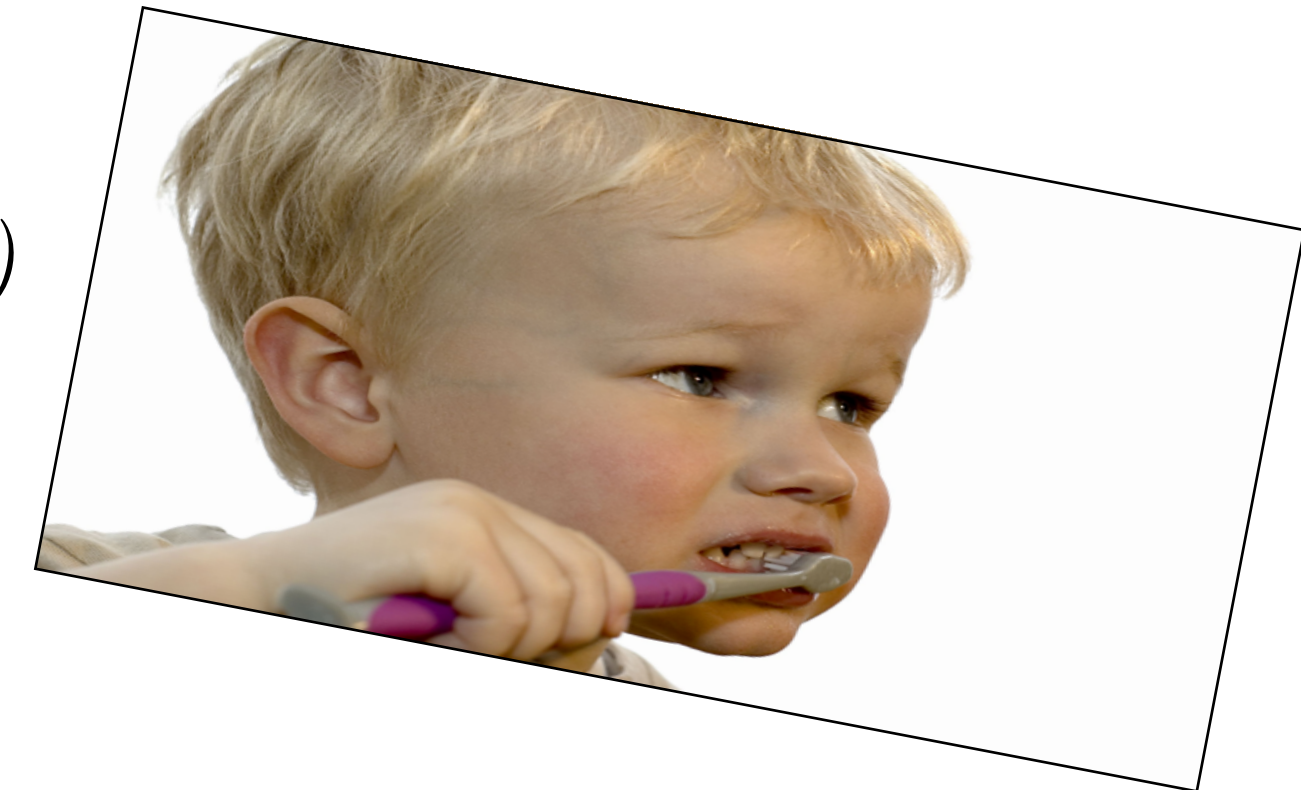
$I(X, Y)$



**Warping**



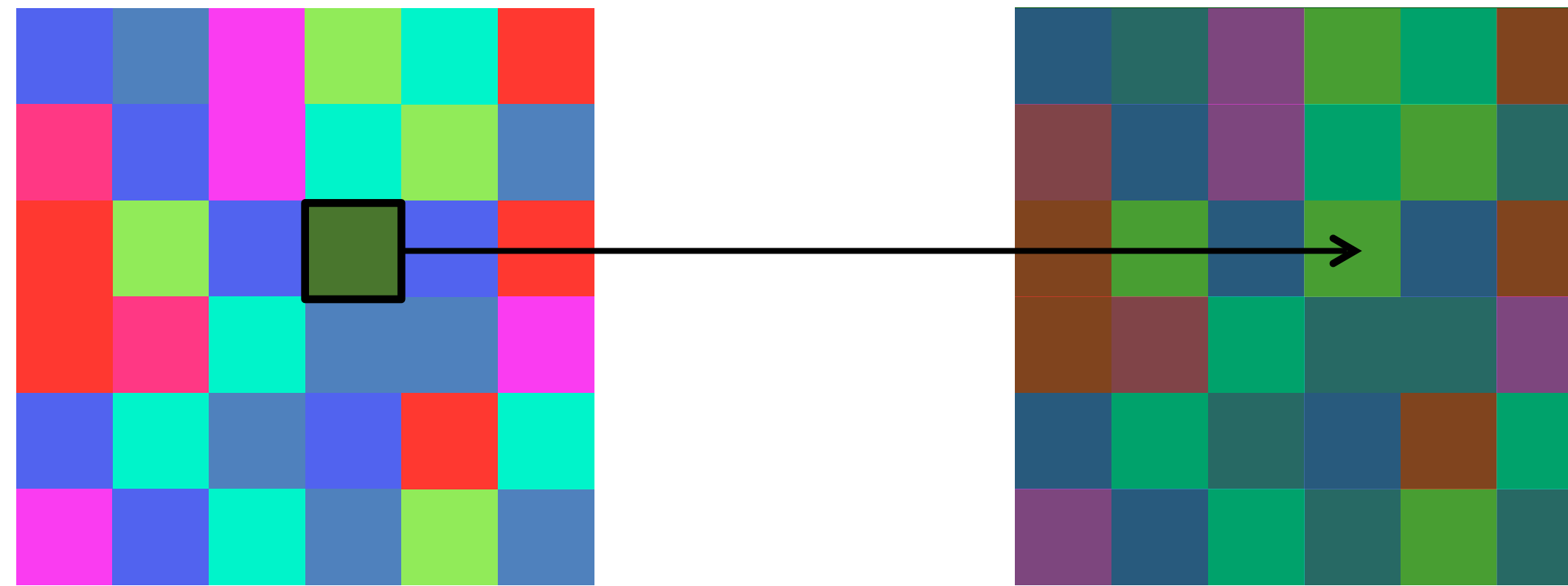
$I'(X, Y)$



changes domain of image function

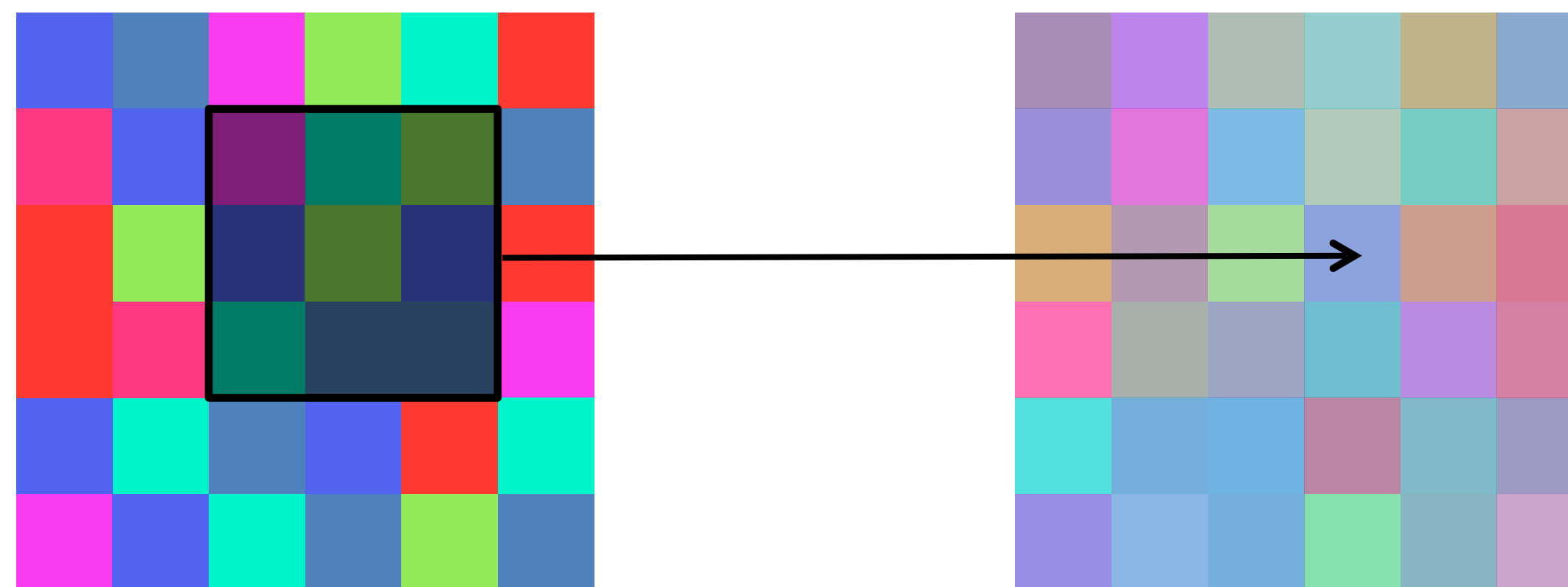
# What types of **filtering** can we do?

## Point Operation



point processing

## Neighborhood Operation



“filtering”

# Examples of Point Processing

original



darken



lower contrast



non-linear lower contrast

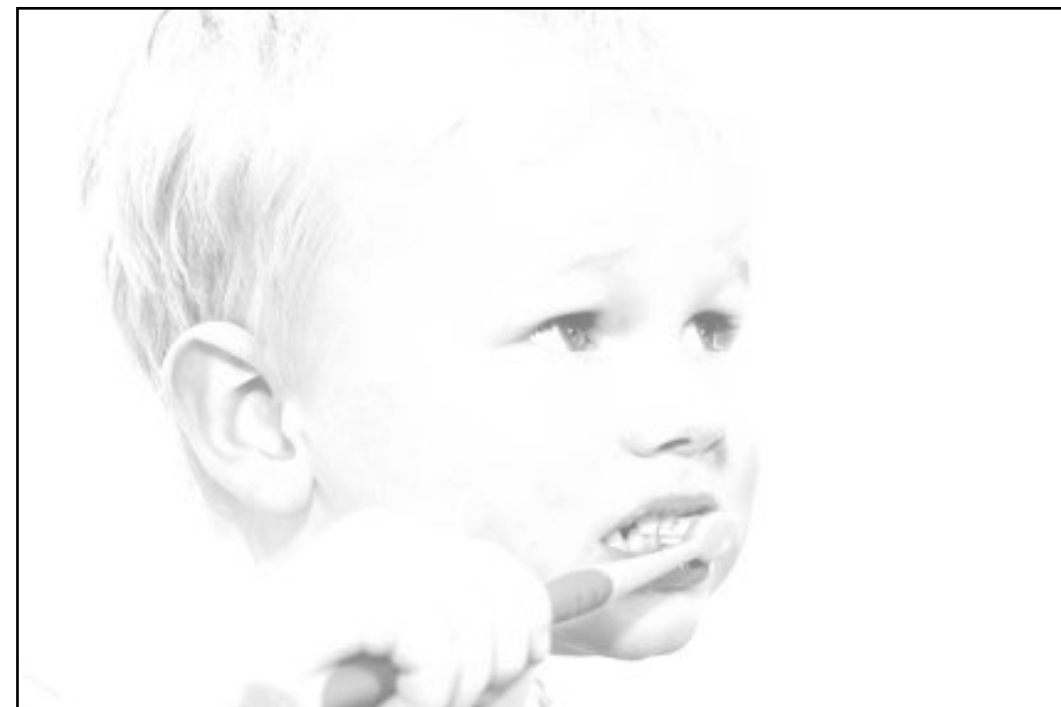


$$I(X, Y)$$

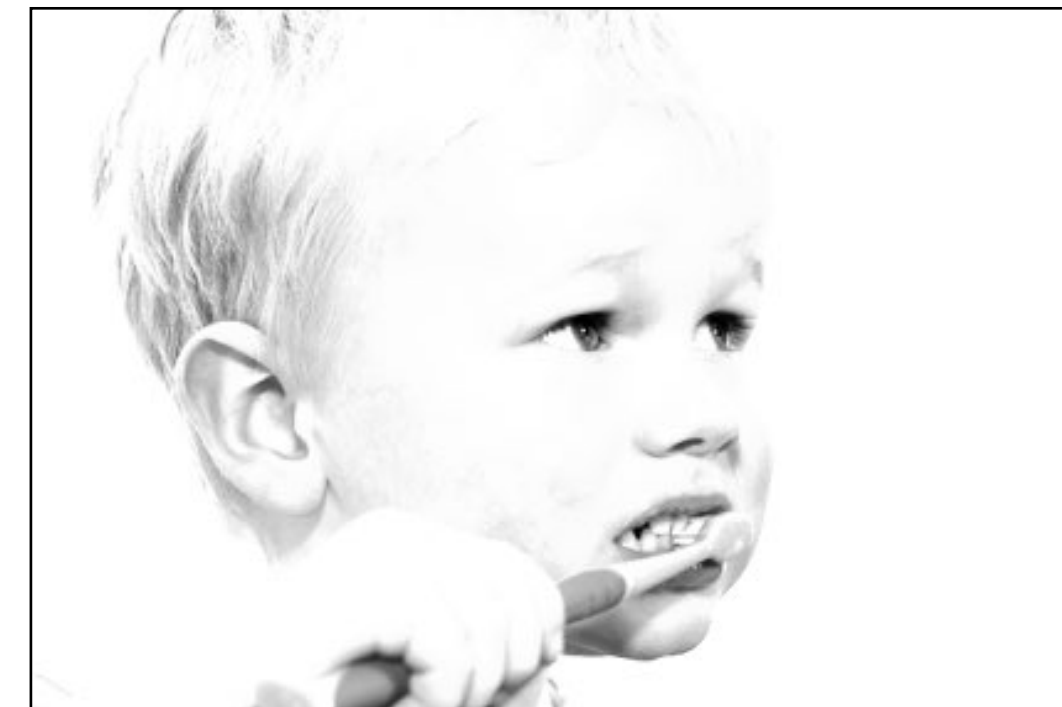
invert



lighten



raise contrast



non-linear raise contrast





# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



non-linear lower contrast



invert



lighten



raise contrast



non-linear raise contrast





# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



$$\frac{I(X, Y)}{2}$$

non-linear lower contrast



invert



lighten



raise contrast



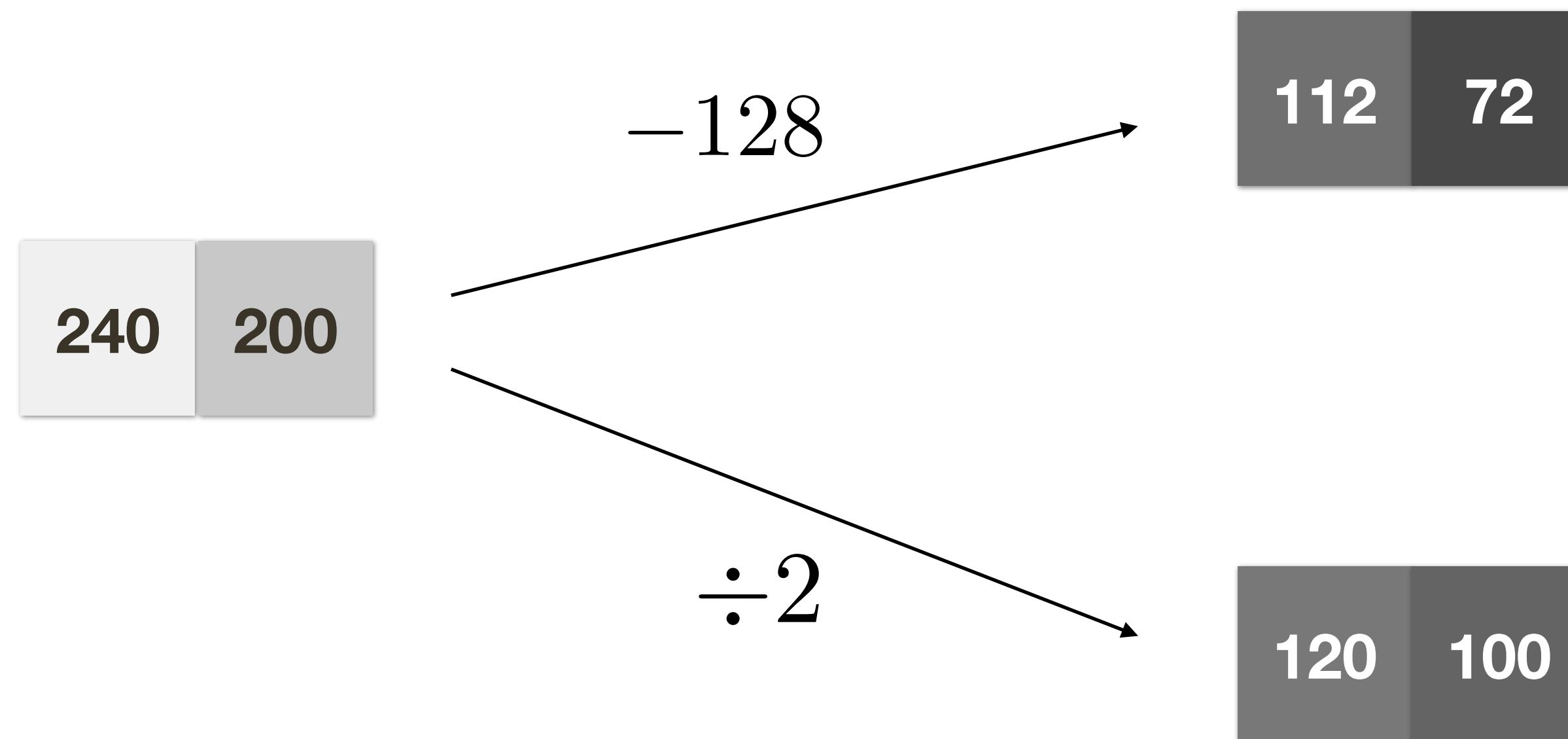
non-linear raise contrast



# Darkening v.s. Contrast

**Brightness:** all pixels get lighter/darker, relative difference between pixel values stays the same

**Contrast:** relative difference between pixel values becomes higher / lower



# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



$$\frac{I(X, Y)}{2}$$

non-linear lower contrast



invert



lighten



raise contrast



non-linear raise contrast





# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



$$\frac{I(X, Y)}{2}$$

non-linear lower contrast



$$\left( \frac{I(X, Y)}{255} \right)^{1/3} \times 255$$

invert



lighten



raise contrast



non-linear raise contrast





# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



$$\frac{I(X, Y)}{2}$$

non-linear lower contrast



$$\left( \frac{I(X, Y)}{255} \right)^{1/3} \times 255$$

invert



$$255 - I(X, Y)$$

lighten



raise contrast



non-linear raise contrast



# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



$$\frac{I(X, Y)}{2}$$

non-linear lower contrast



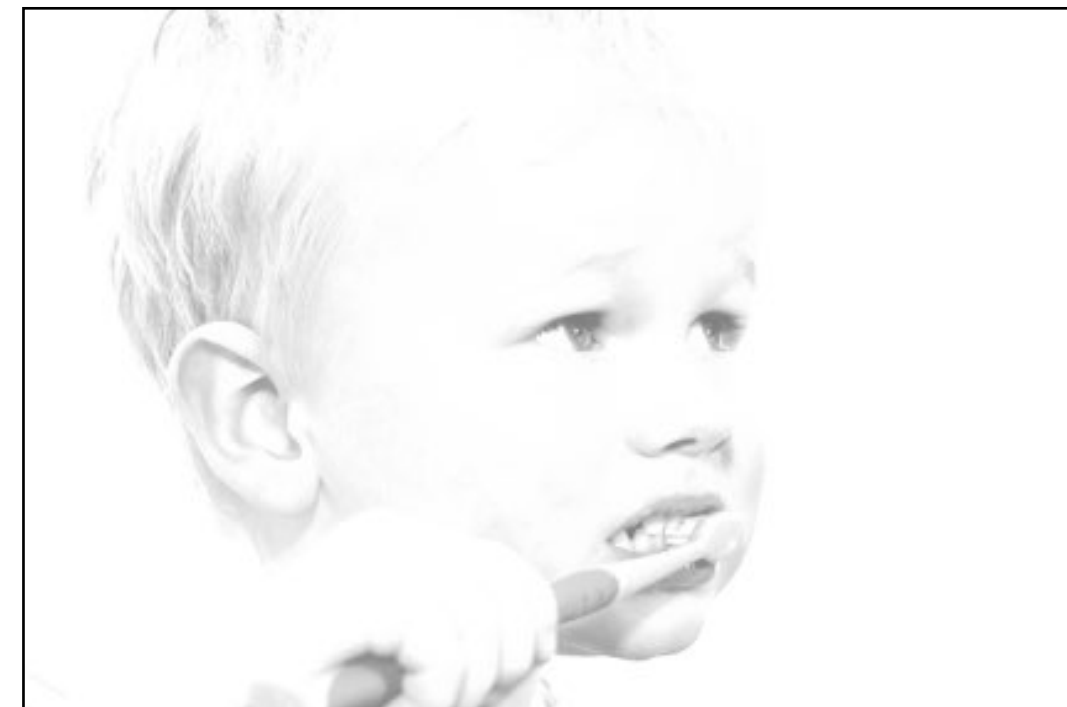
$$\left( \frac{I(X, Y)}{255} \right)^{1/3} \times 255$$

invert



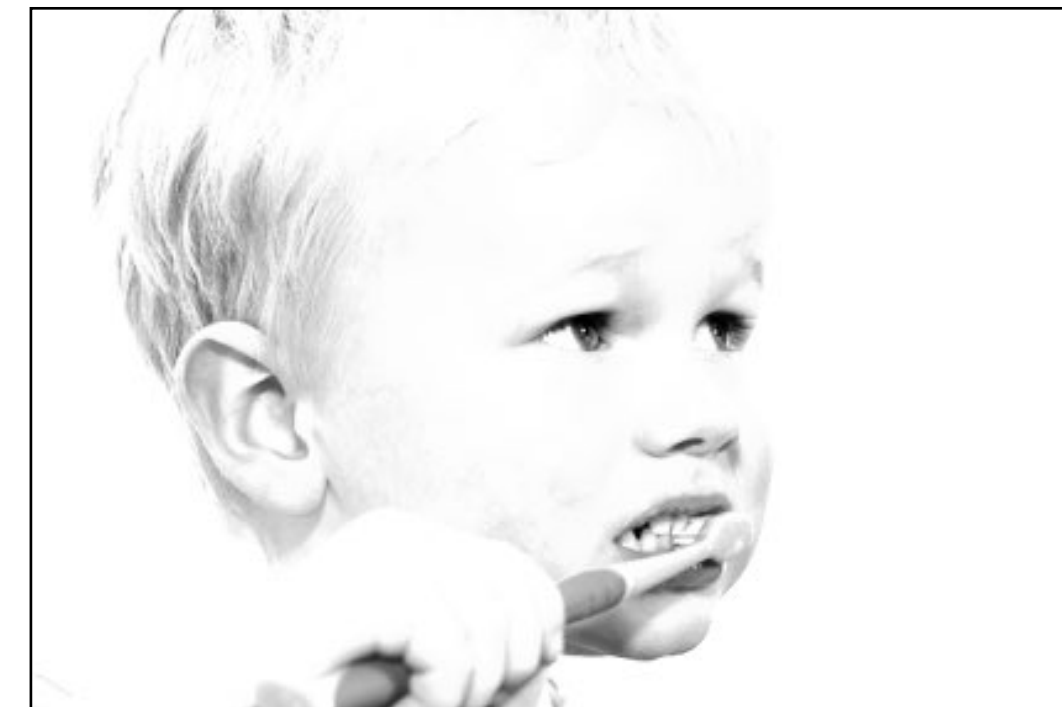
$$255 - I(X, Y)$$

lighten



$$I(X, Y) + 128$$

raise contrast



non-linear raise contrast





# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



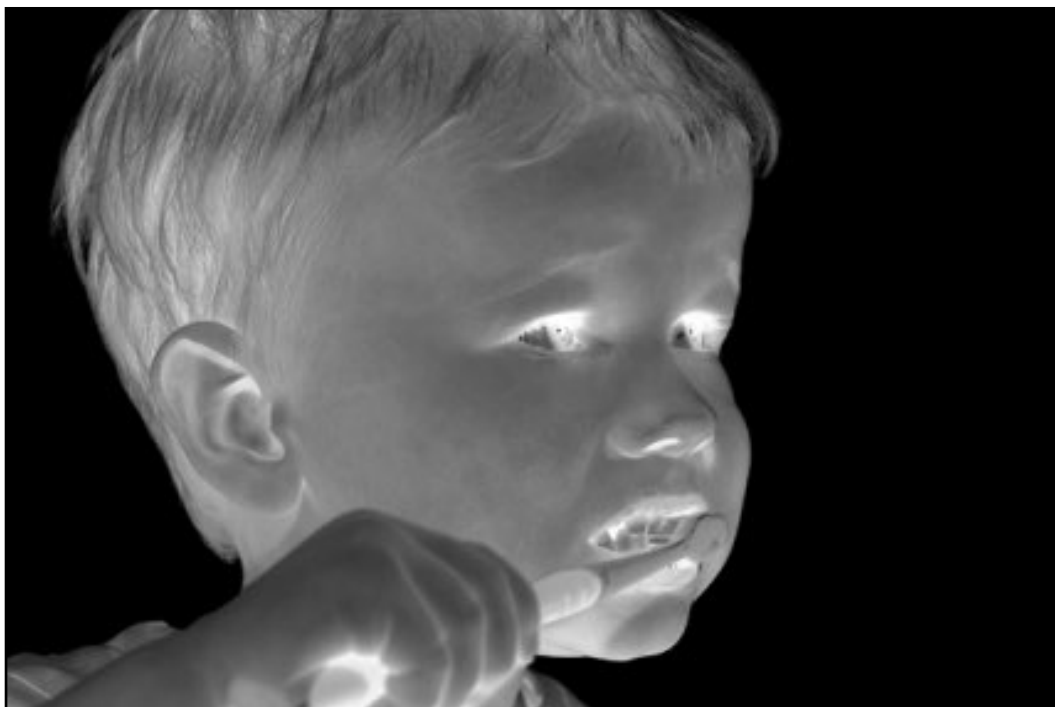
$$\frac{I(X, Y)}{2}$$

non-linear lower contrast



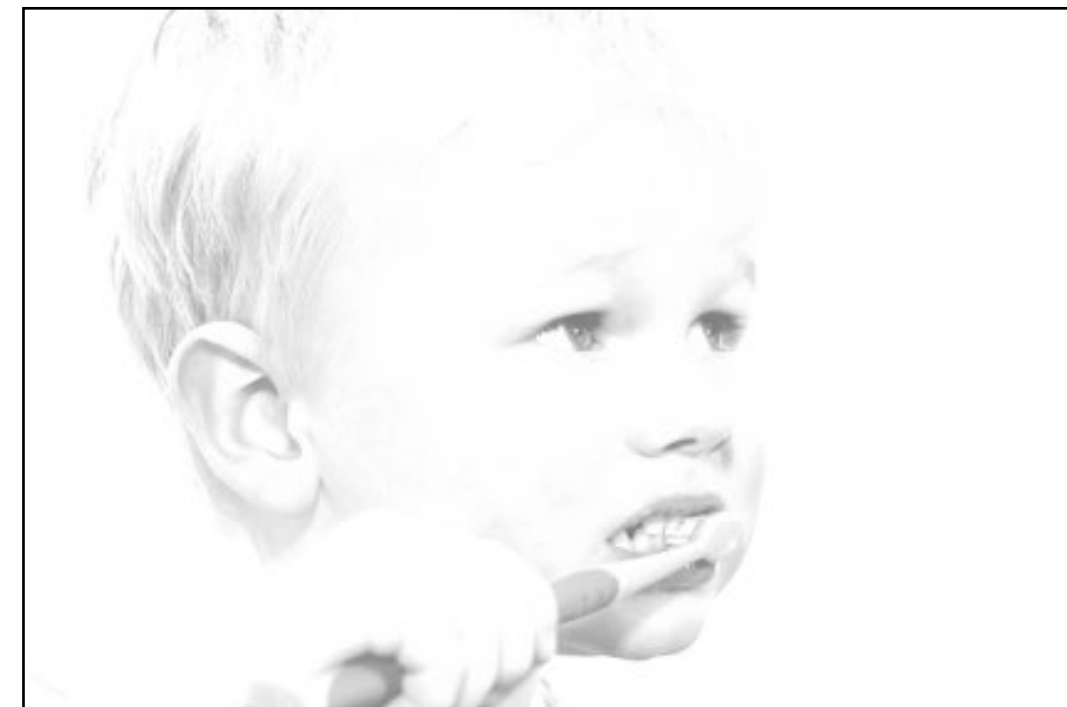
$$\left( \frac{I(X, Y)}{255} \right)^{1/3} \times 255$$

invert



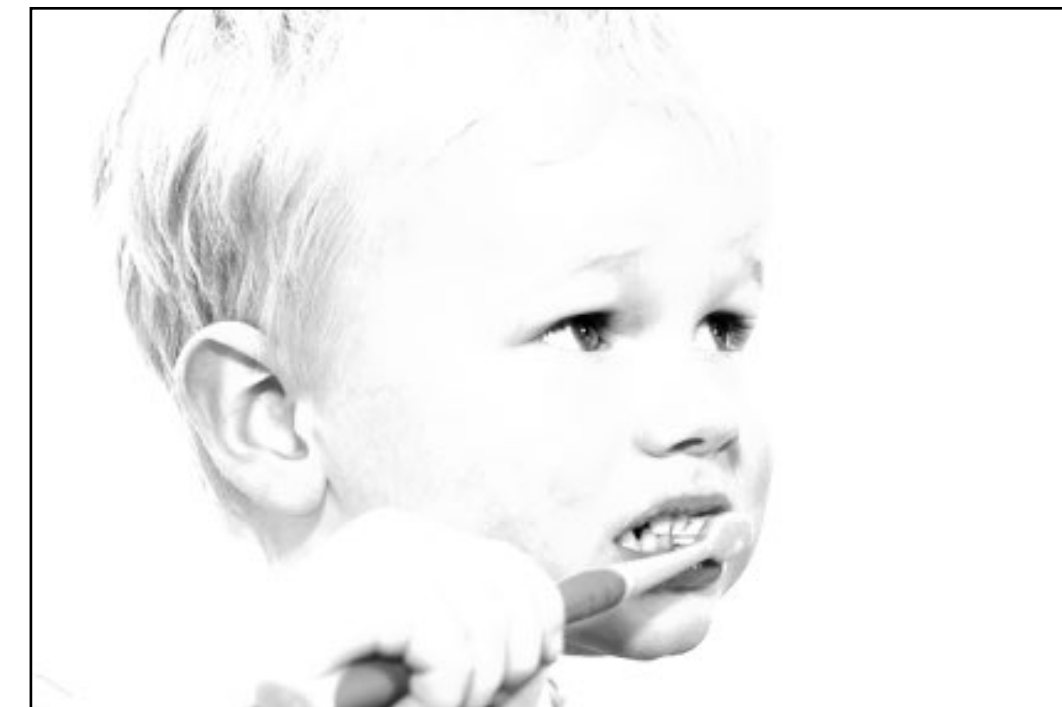
$$255 - I(X, Y)$$

lighten



$$I(X, Y) + 128$$

raise contrast



$$I(X, Y) \times 2$$

non-linear raise contrast





# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



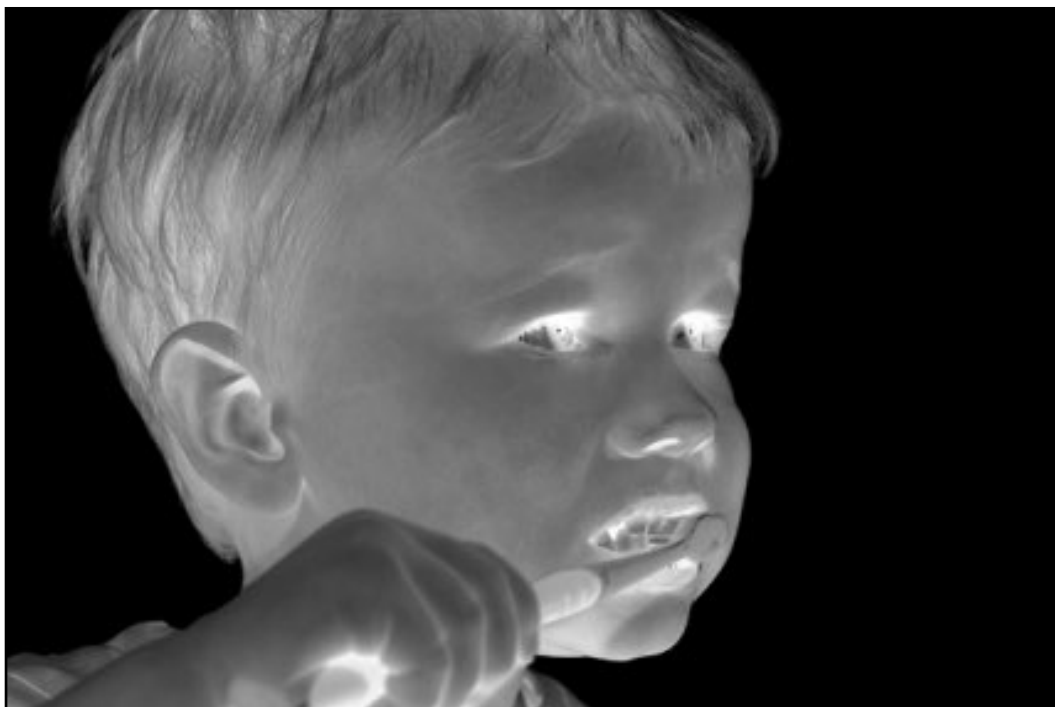
$$\frac{I(X, Y)}{2}$$

non-linear lower contrast



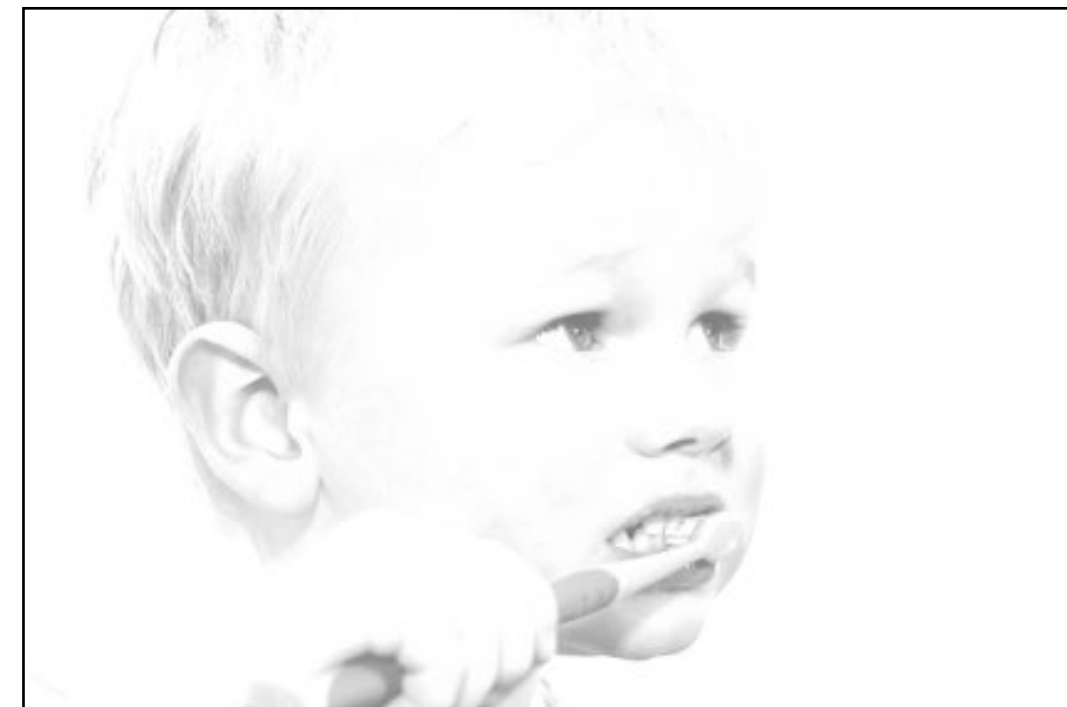
$$\left( \frac{I(X, Y)}{255} \right)^{1/3} \times 255$$

invert



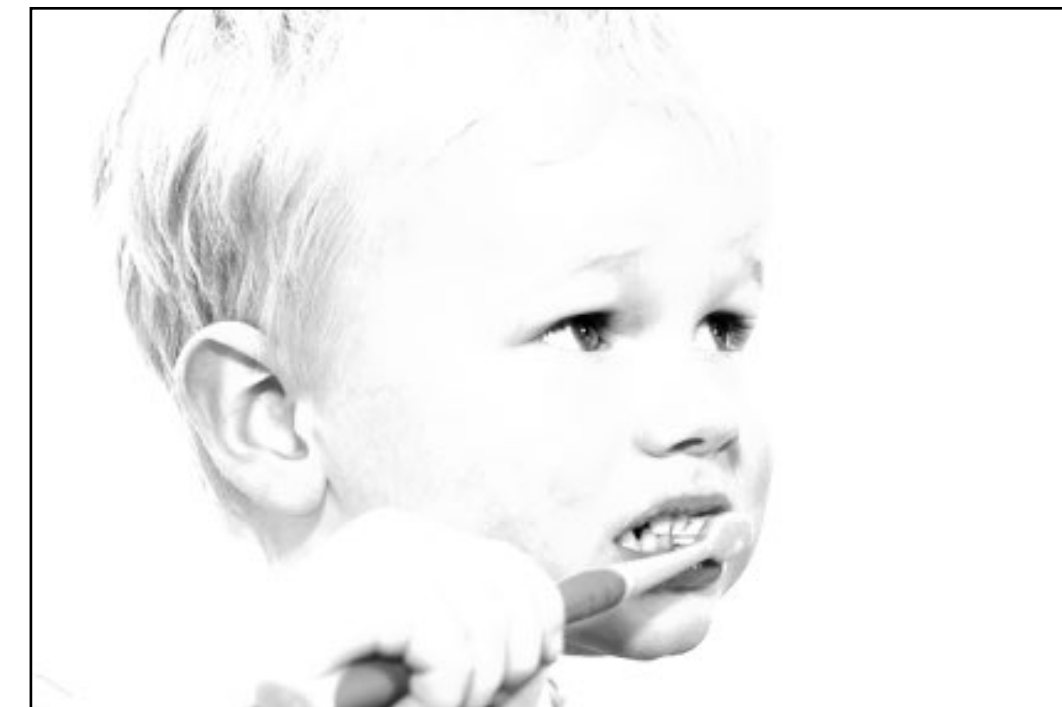
$$255 - I(X, Y)$$

lighten



$$I(X, Y) + 128$$

raise contrast



$$I(X, Y) \times 2$$

non-linear raise contrast



$$\left( \frac{I(X, Y)}{255} \right)^2 \times 255$$



# Examples of Point Processing

original



$$I(X, Y)$$

darken



$$I(X, Y) - 128$$

lower contrast



$$\frac{I(X, Y)}{2}$$

non-linear lower contrast



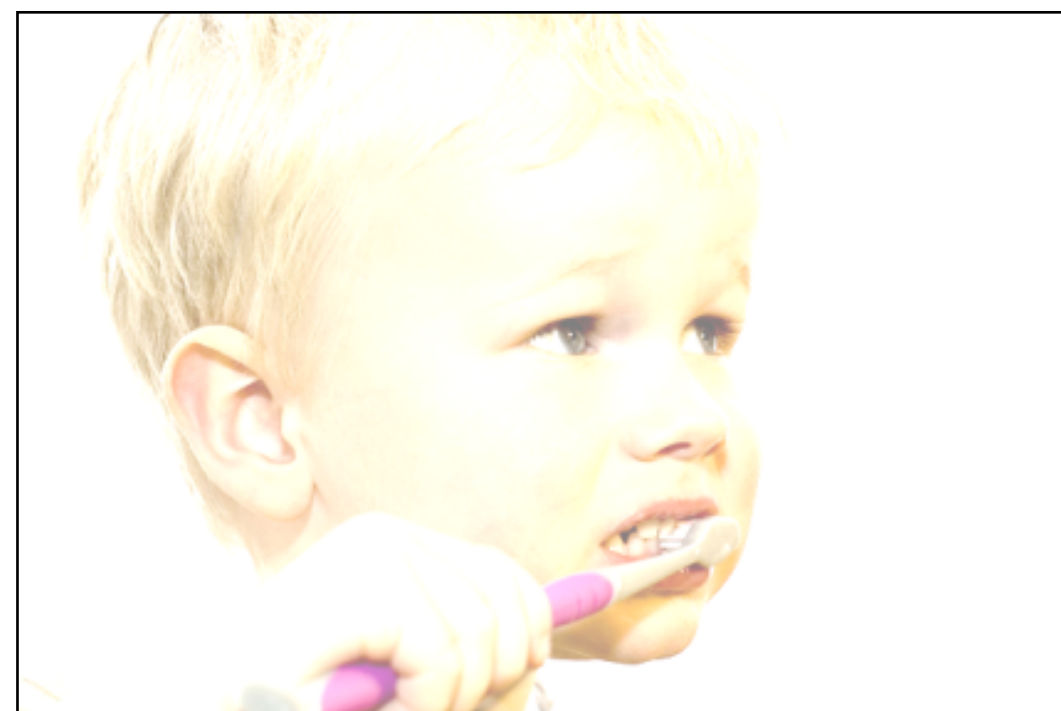
$$\left( \frac{I(X, Y)}{255} \right)^{1/3} \times 255$$

invert



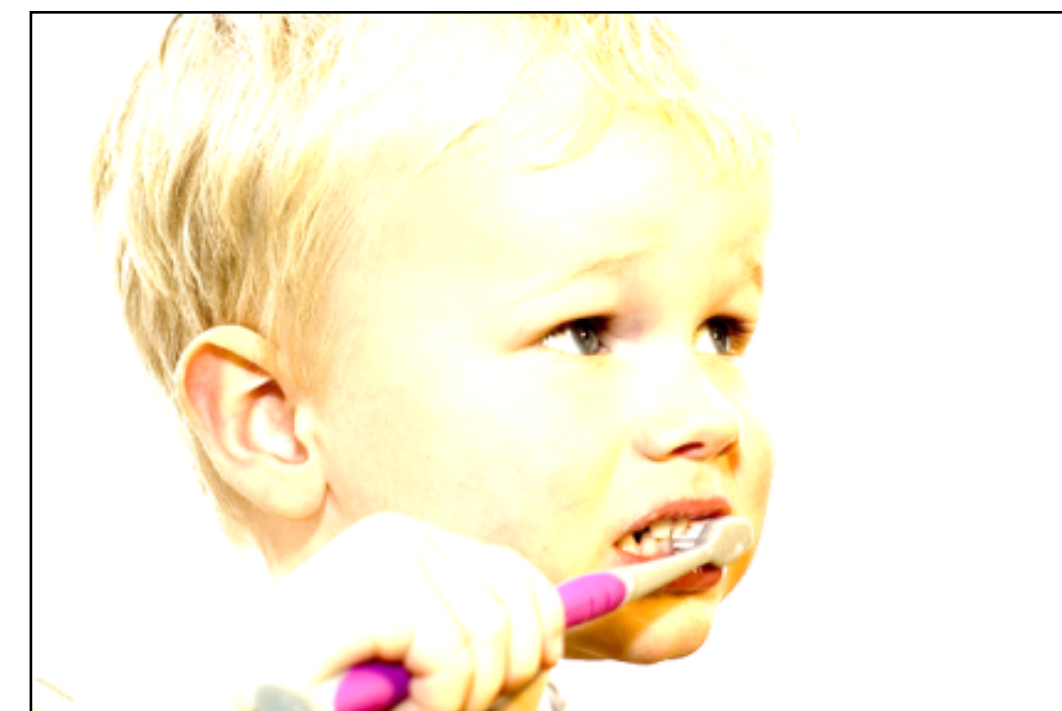
$$255 - I(X, Y)$$

lighten



$$I(X, Y) + 128$$

raise contrast



$$I(X, Y) \times 2$$

non-linear raise contrast



$$\left( \frac{I(X, Y)}{255} \right)^2 \times 255$$



# What types of **transformations** can we do?

$I(X, Y)$



**Filtering**



$I'(X, Y)$



changes range of image function

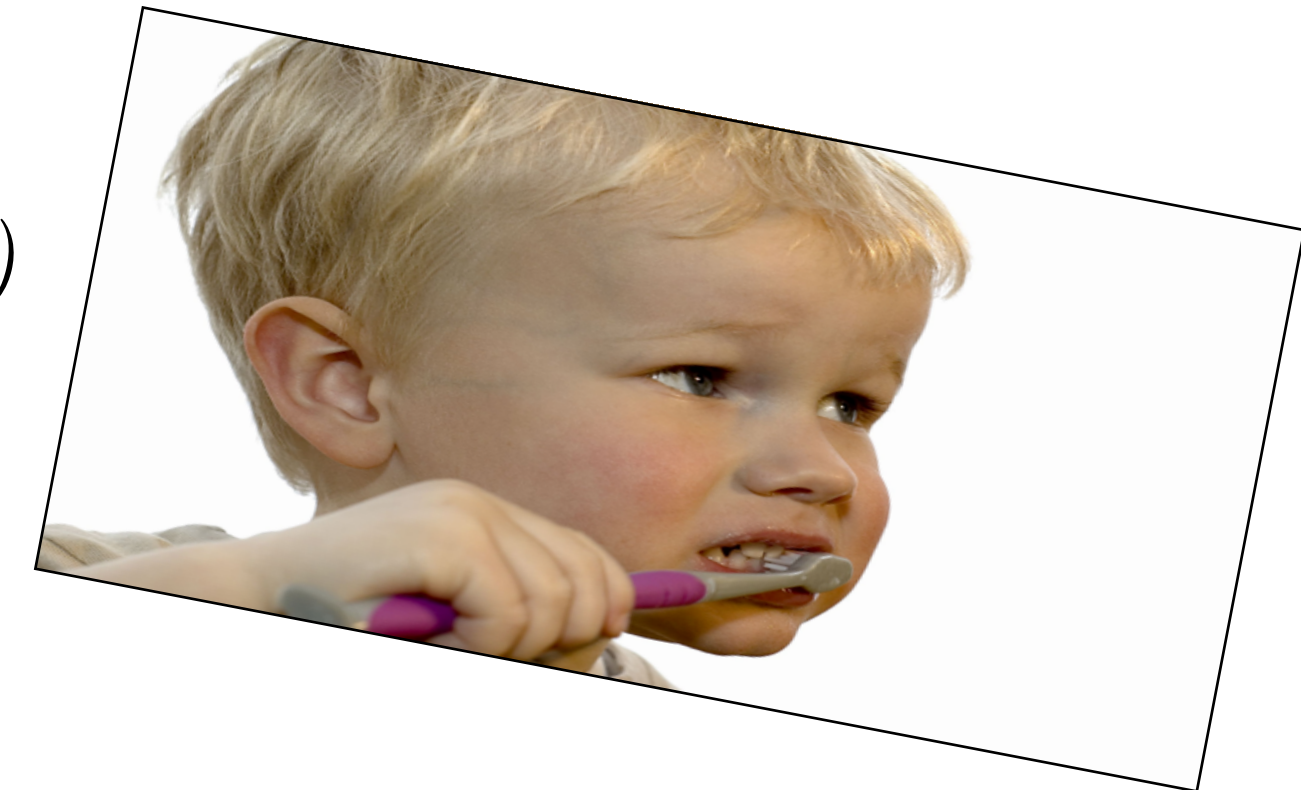
$I(X, Y)$



**Warping**



$I'(X, Y)$

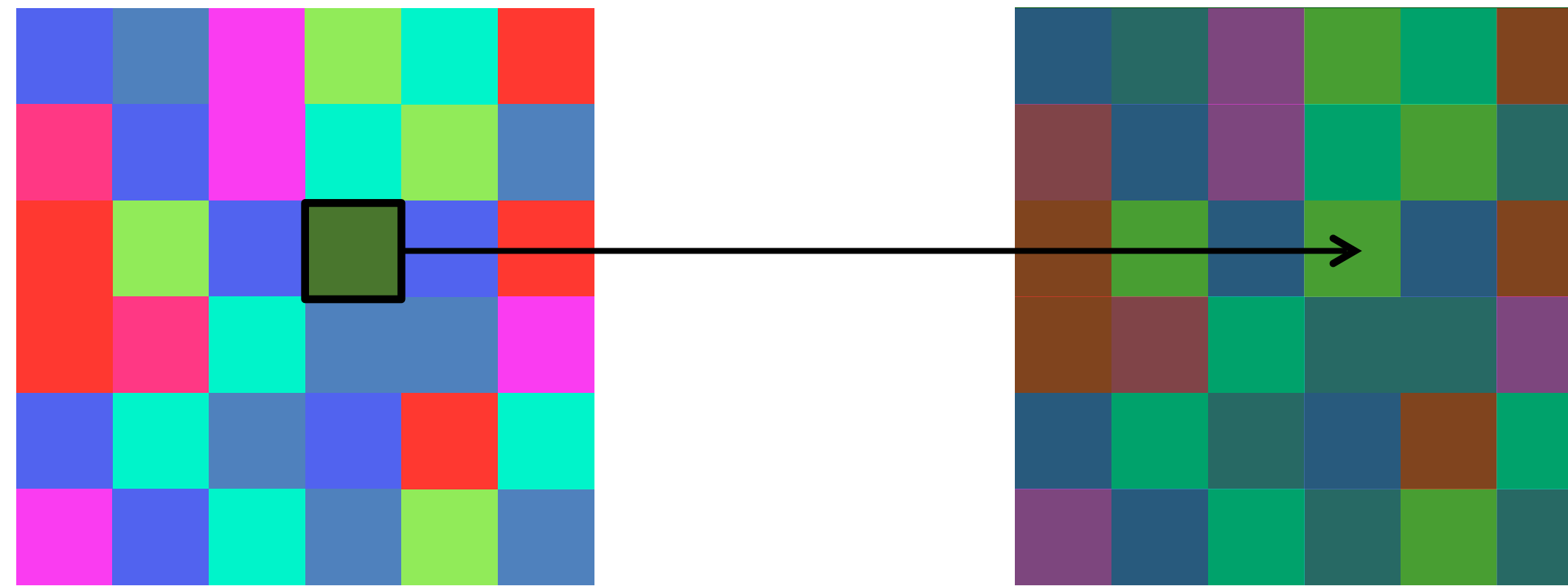


changes domain of image function



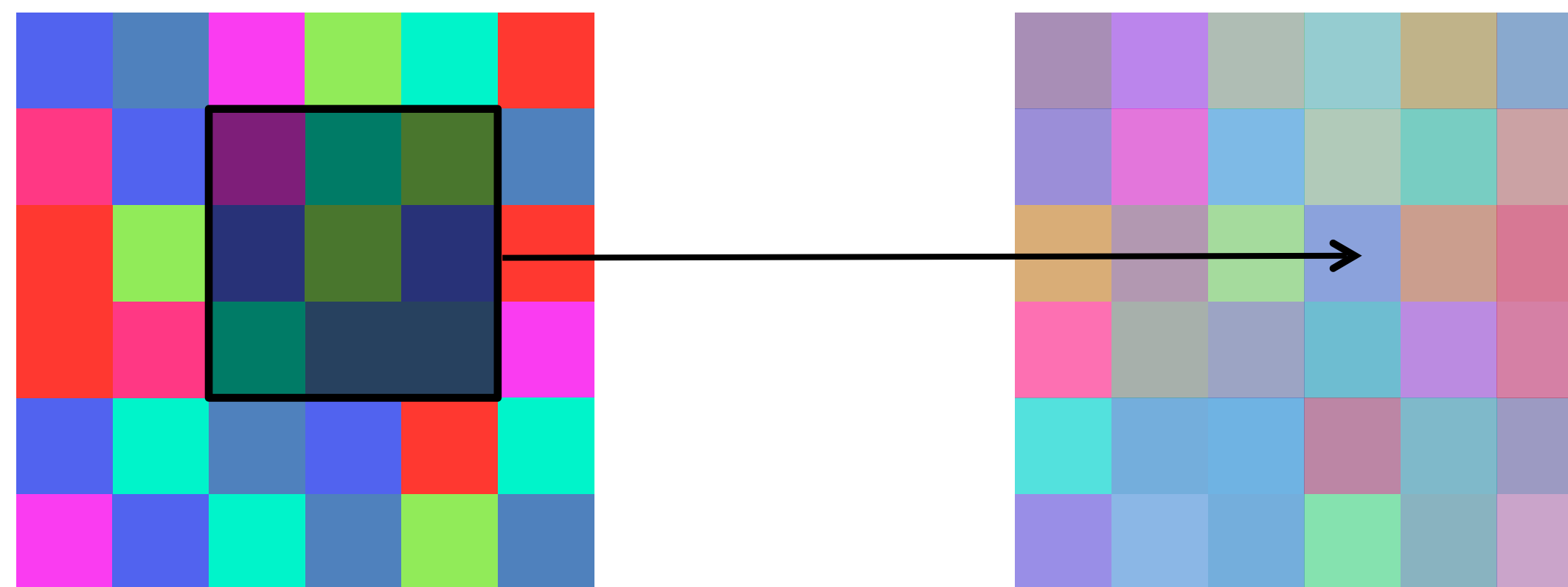
# What types of **filtering** can we do?

## Point Operation



point processing

## Neighborhood Operation



“filtering”

# Linear Neighborhood Operators (Filtering)



Original Image



blur



sharpen



edge filter



# Non-Linear Neighborhood Operators (Filtering)



Original Image



edge preserving  
smoothing



median



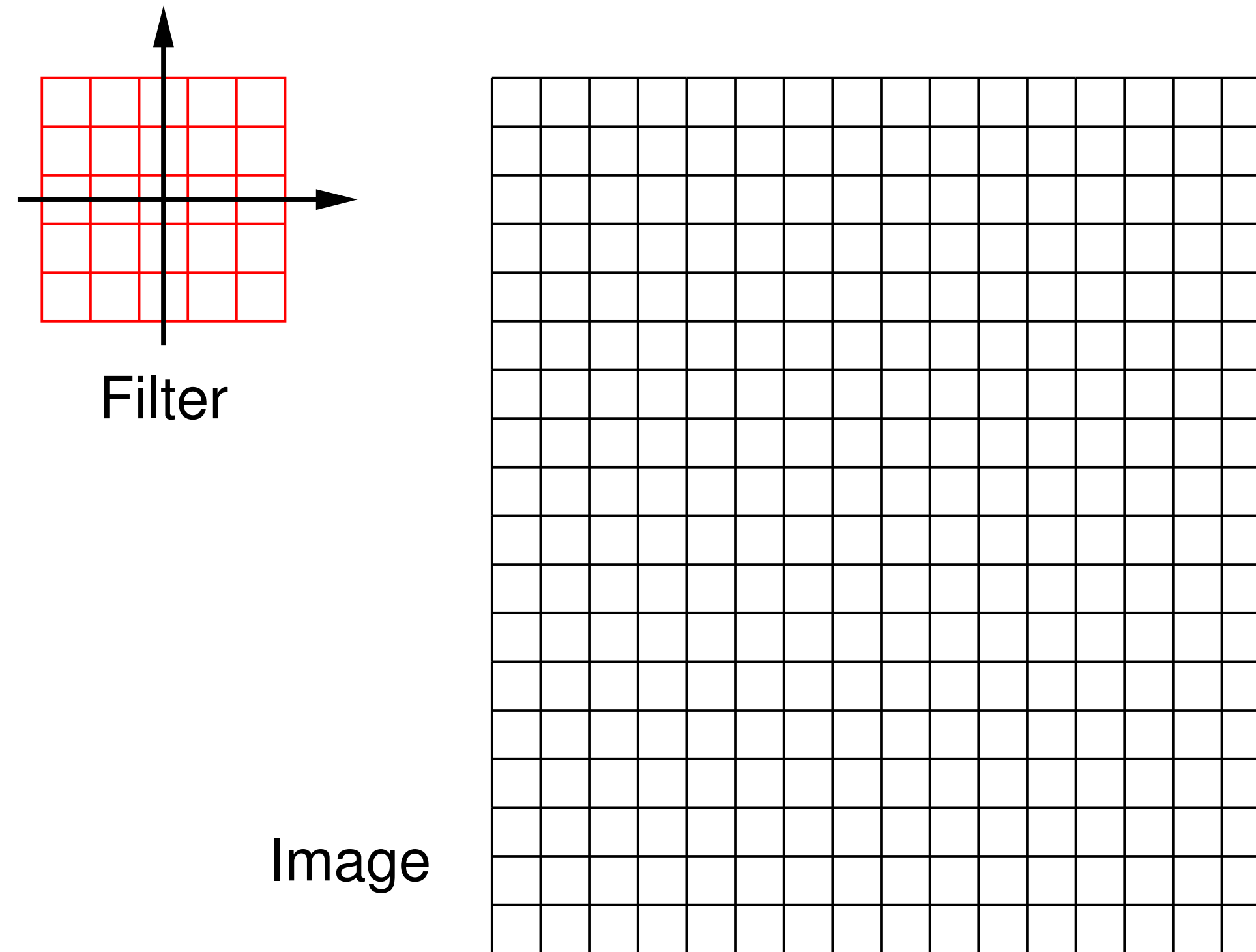
canny edges



# Linear **Filters**

Let  $I(X, Y)$  be an  $n \times n$  digital image (for convenience we let width = height)

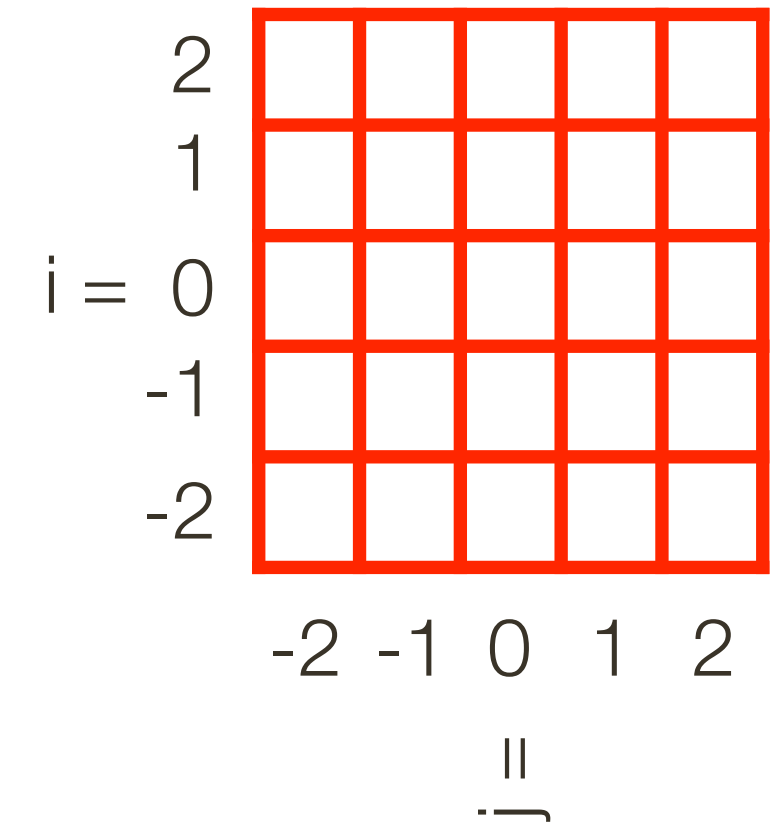
Let  $F(X, Y)$  be another  $m \times m$  digital image (our “**filter**” or “**kernel**”)



For convenience we will assume  $m$  is odd. (Here,  $m = 5$ )

# Linear **Filters**

$$\text{Let } k = \left\lfloor \frac{m}{2} \right\rfloor$$



Compute a new image,  $I'(X, Y)$ , as follows

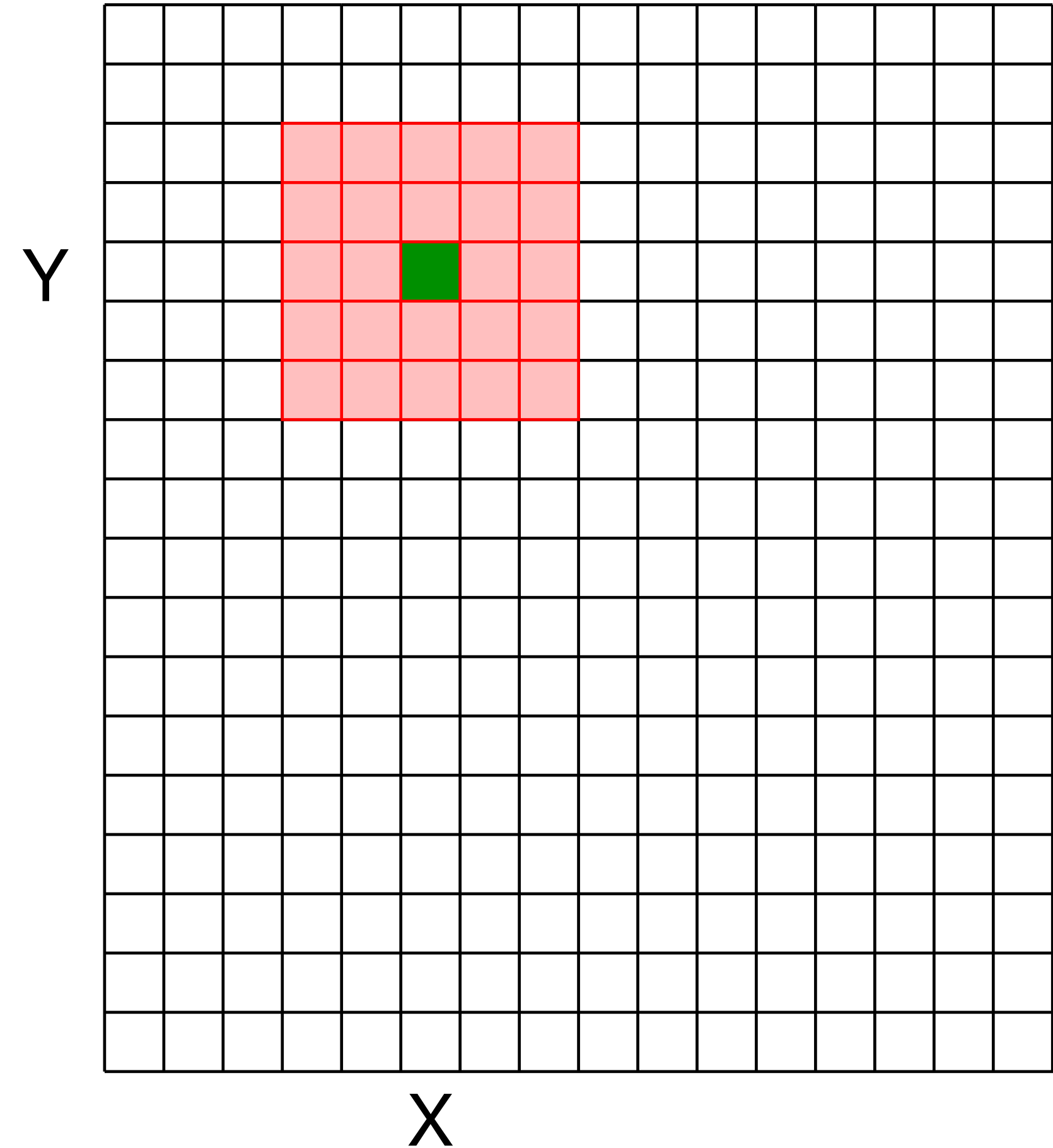
$$\boxed{I'(X, Y)} = \sum_{j=-k}^k \sum_{i=-k}^k \boxed{F(i, j)} \boxed{I(X + i, Y + j)}$$

output                      filter                      image (signal)

**Intuition:** each pixel in the output image is a linear combination of the same index pixel and its neighboring pixels in the original image

# Linear **Filters**

For a give  $X$  and  $Y$ , superimpose the filter on the image centered at  $(X, Y)$

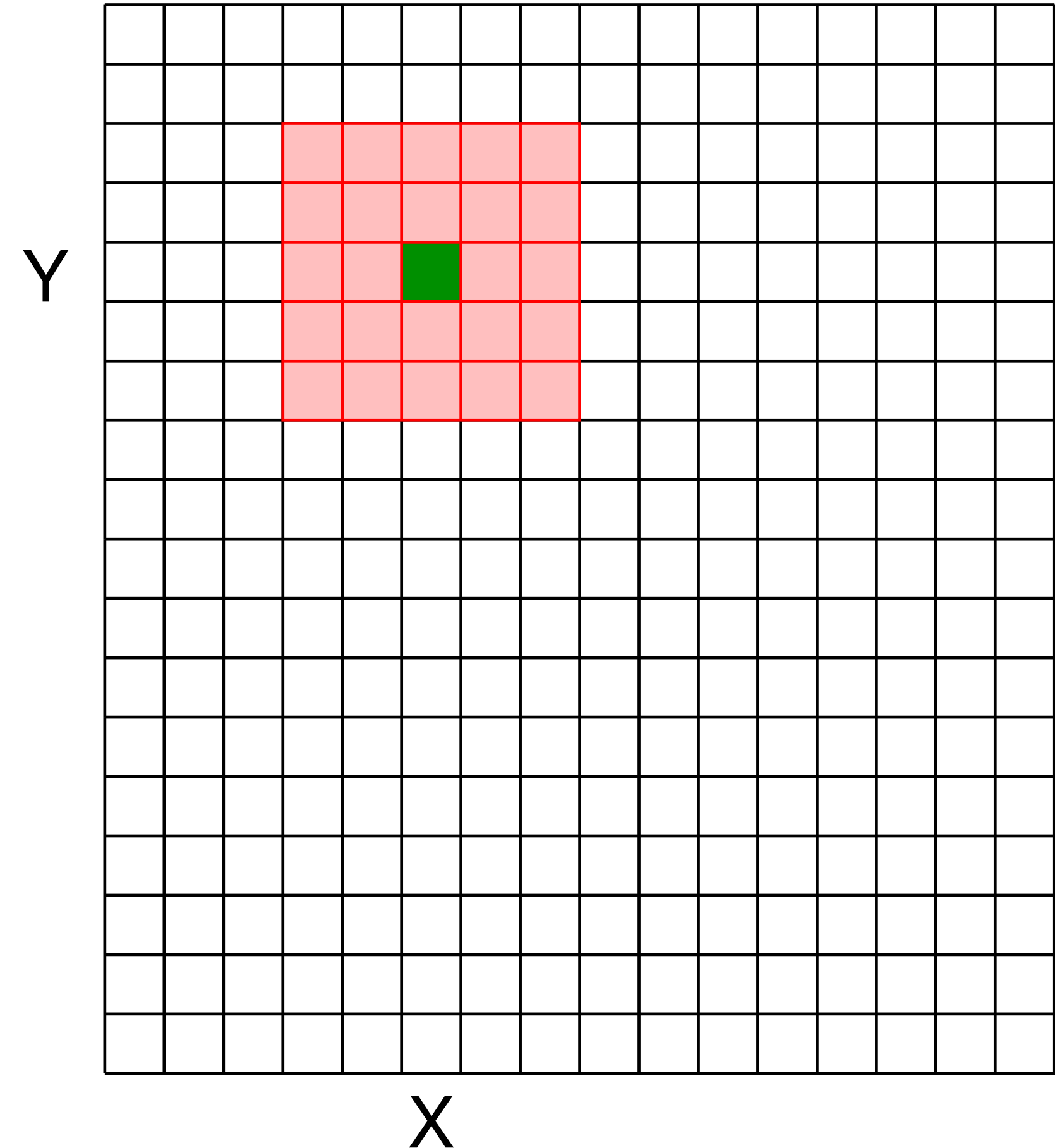




# Linear **Filters**

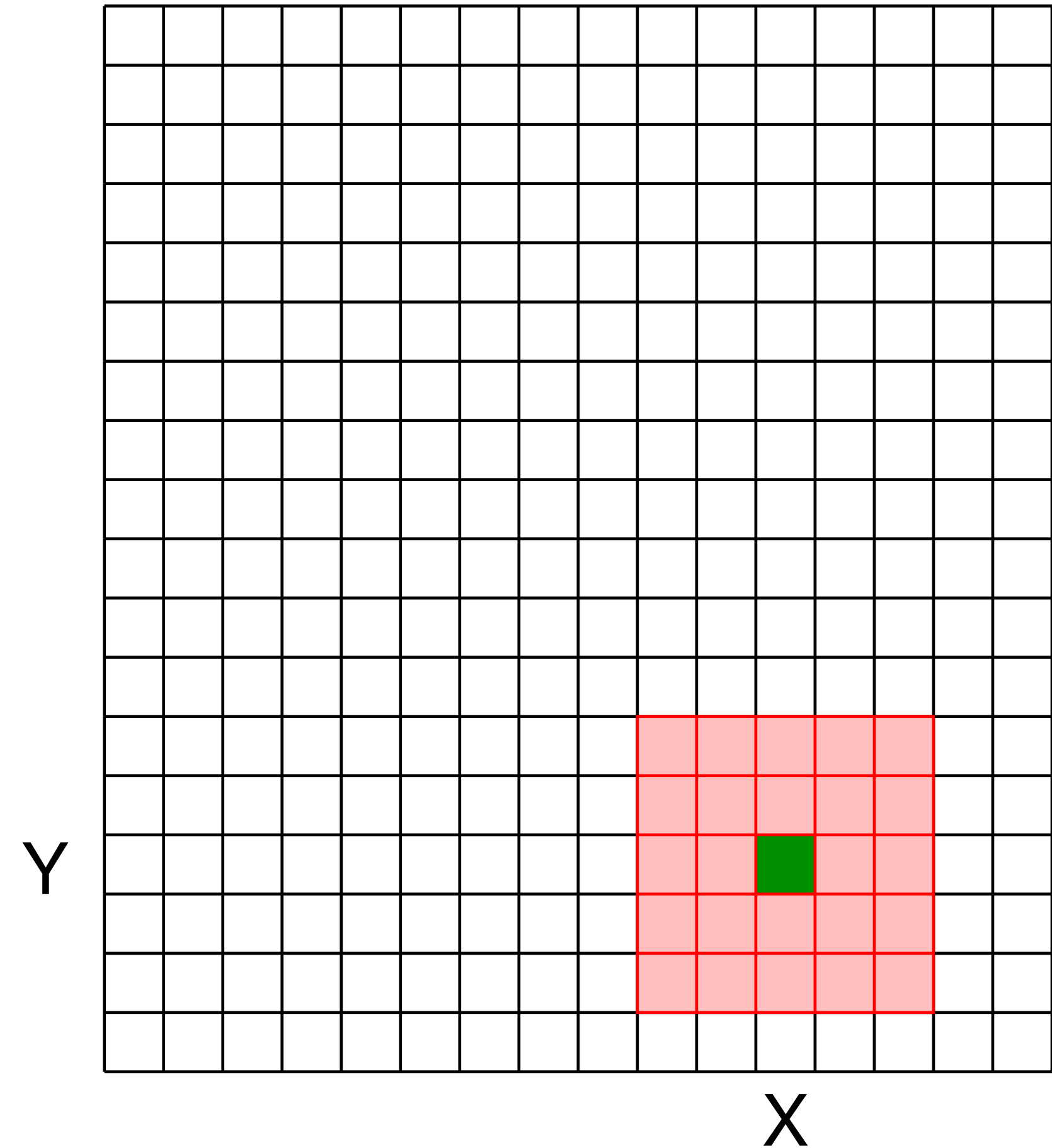
For a give  $X$  and  $Y$ , superimpose the filter on the image centered at  $(X, Y)$

Compute the new pixel value,  $I'(X, Y)$ , as the sum of  $m \times m$  values, where each value is the product of the original pixel value in  $I(X, Y)$  and the corresponding values in the filter

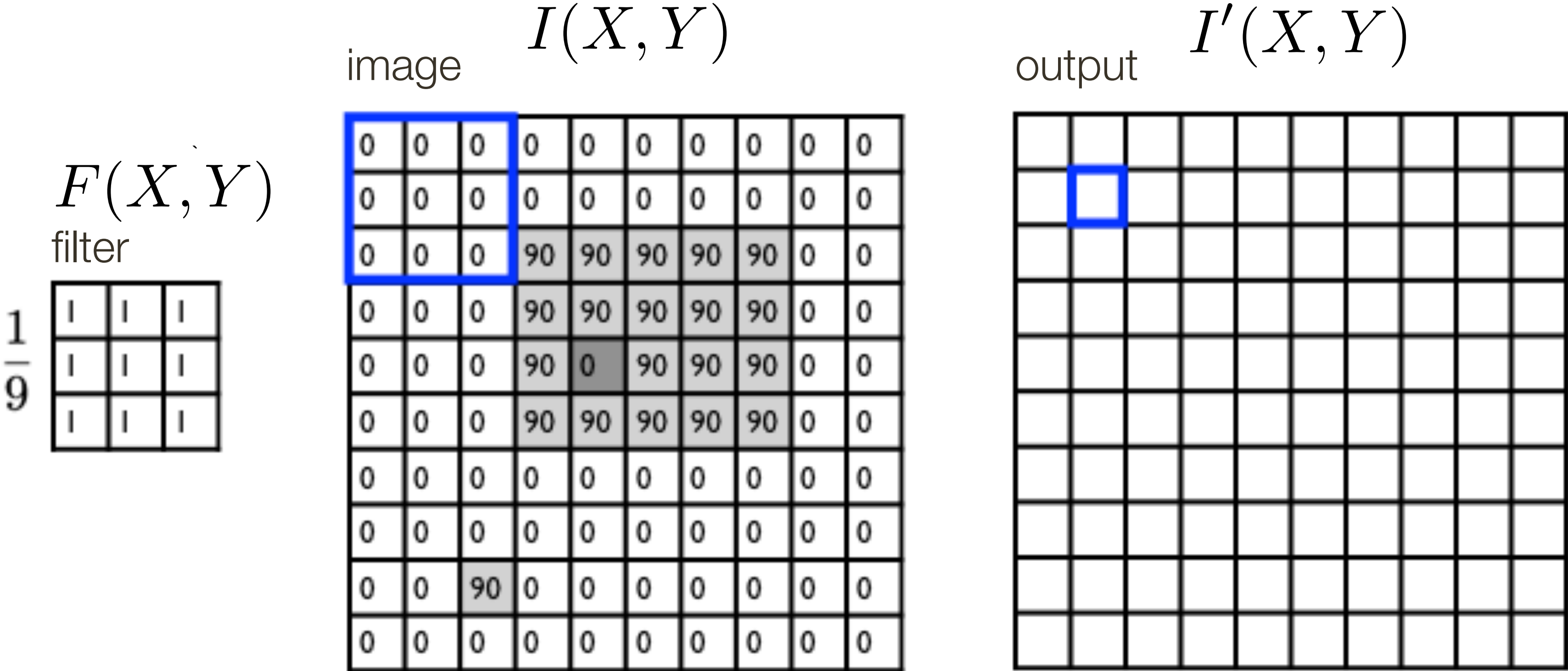


# Linear **Filters**

The computation is repeated for each  
 $(X, Y)$



# Linear Filter **Example**



$I'(X, Y)$   
output

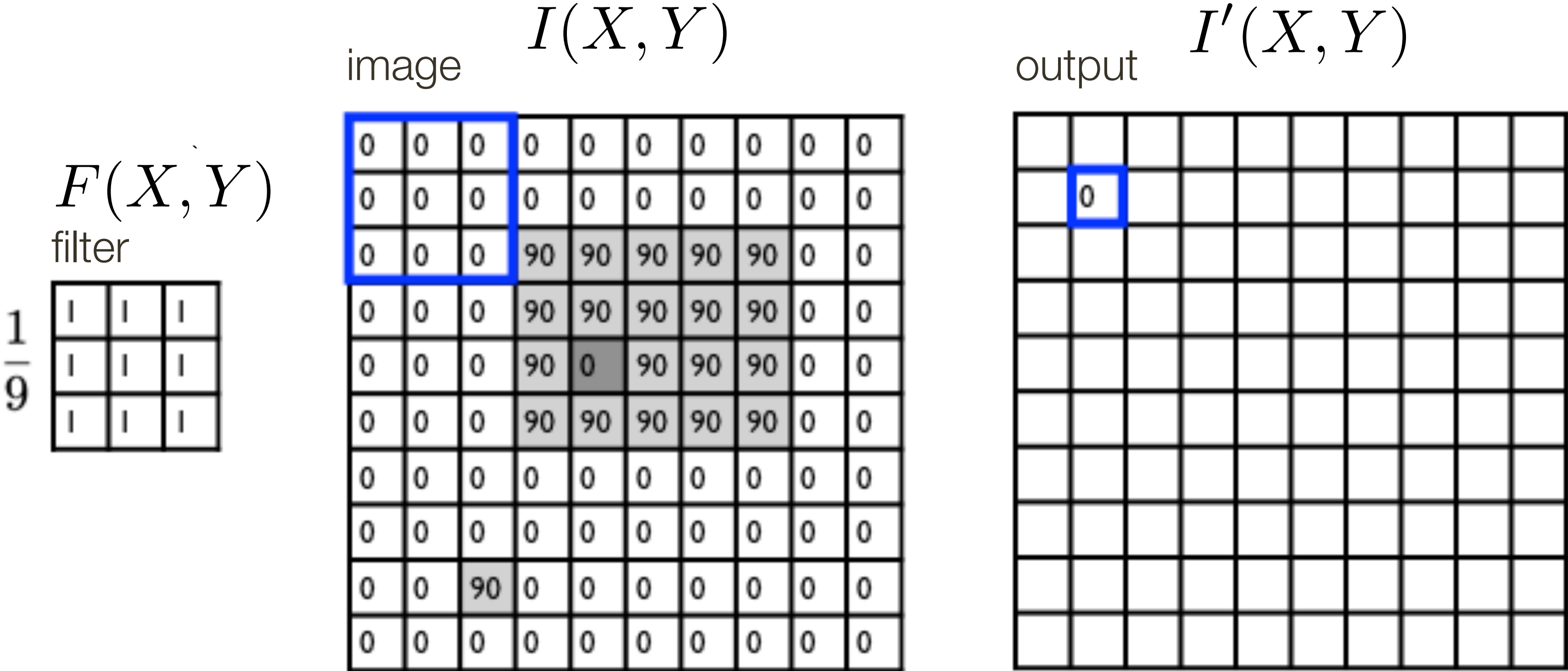
$$= \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)



# Linear Filter **Example**



$I'(X, Y)$   
output

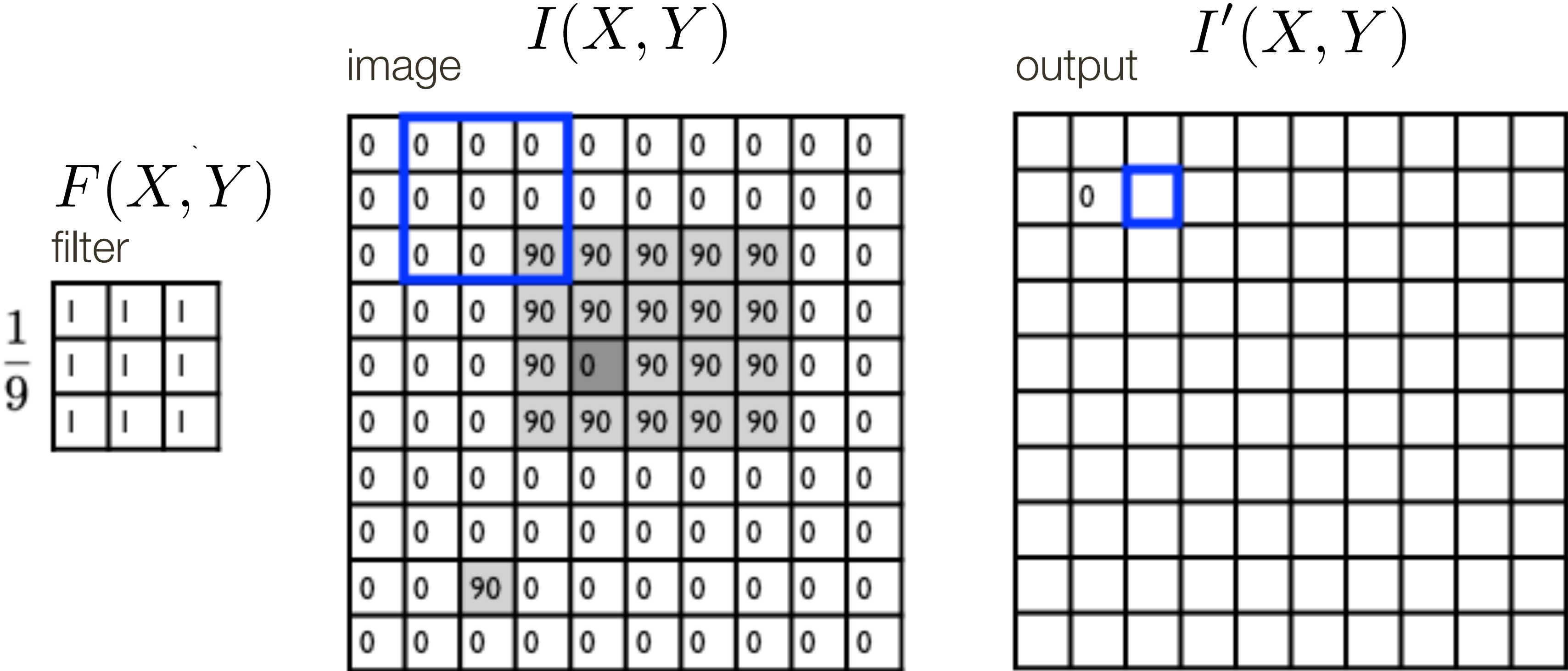
 $=$ 

$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)

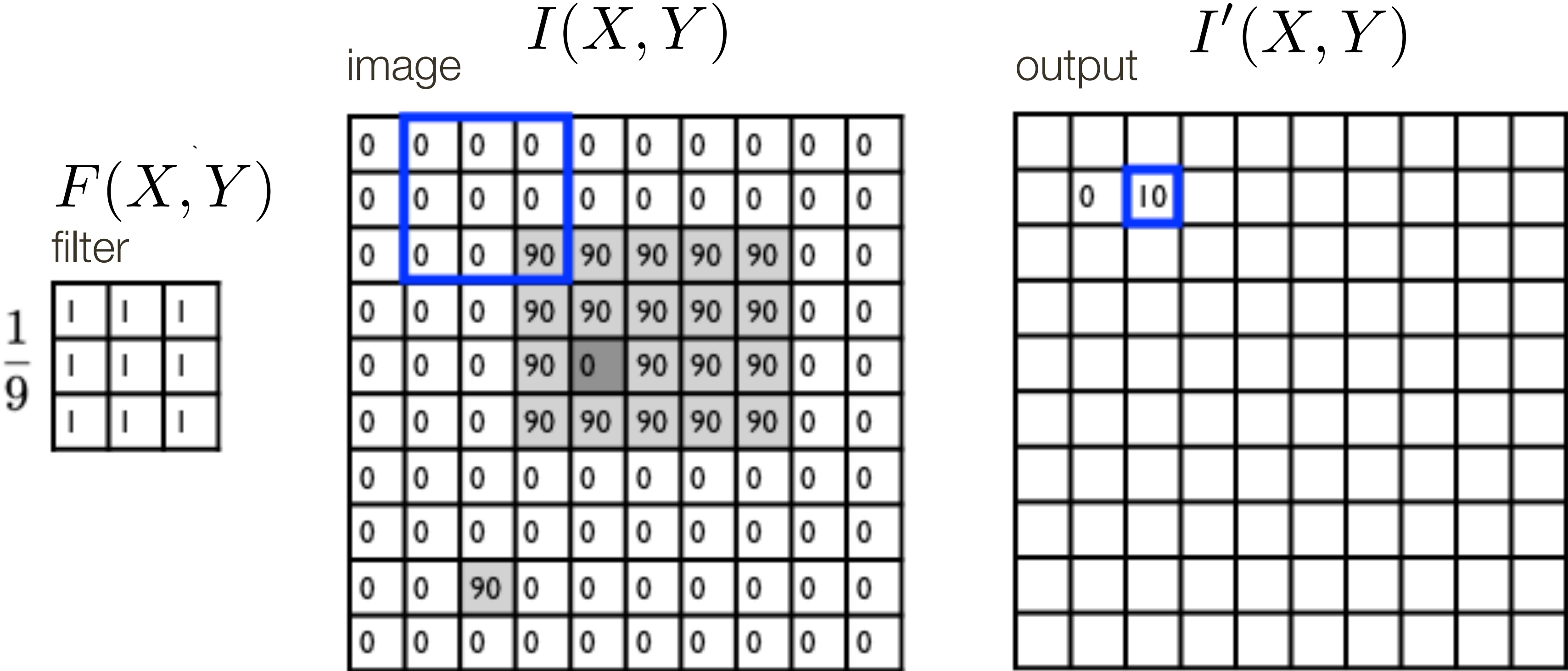
# Linear Filter **Example**



$I'(X, Y)$   
output

$$= \sum_{j=-k}^k \sum_{i=-k}^k \underbrace{F(i, j)}_{\text{filter}} \underbrace{I(X + i, Y + j)}_{\text{image (signal)}}$$

# Linear Filter **Example**

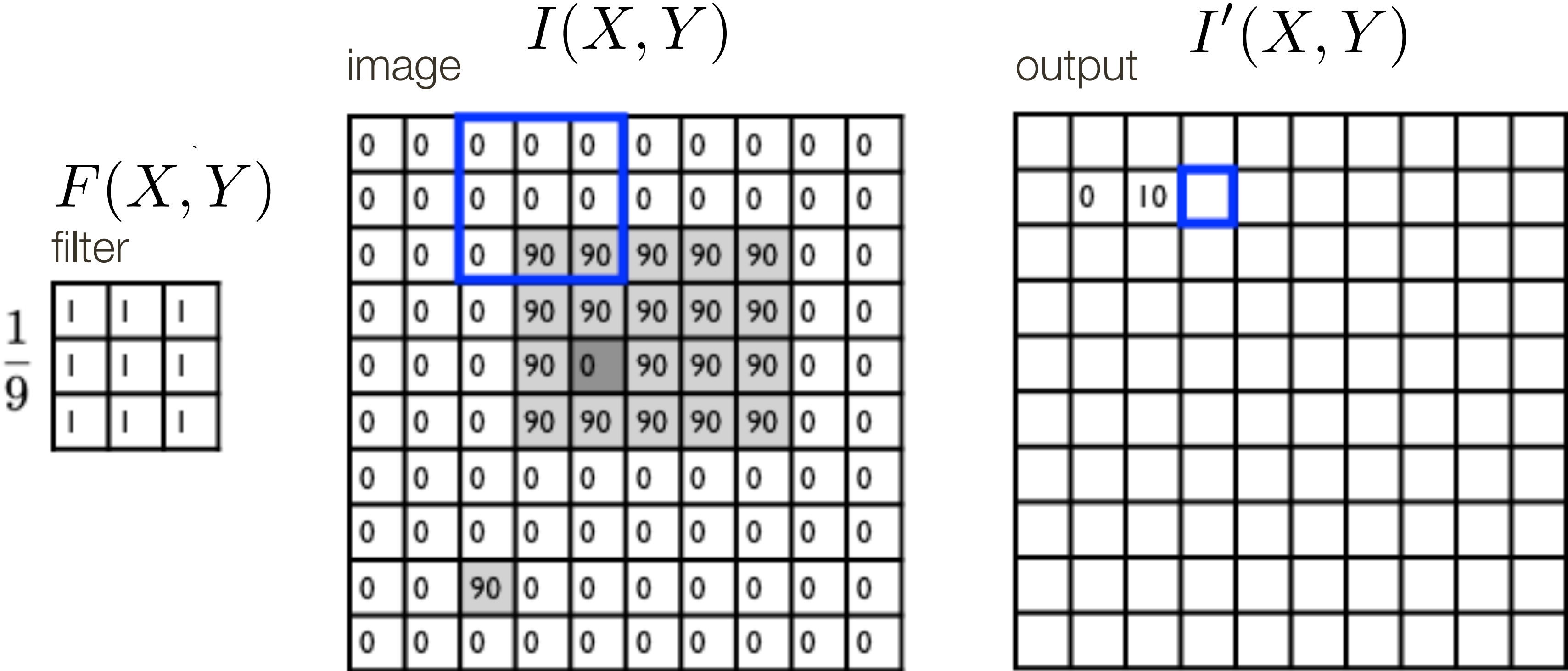


$I'(X, Y)$   
output

$$= \sum_{j=-k}^k \sum_{i=-k}^k \underbrace{F(i, j)}_{\text{filter}} \underbrace{I(X + i, Y + j)}_{\text{image (signal)}}$$



# Linear Filter **Example**



$I'(X, Y)$

output

 $=$ 

$\sum_{j=-k}^k \sum_{i=-k}^k$

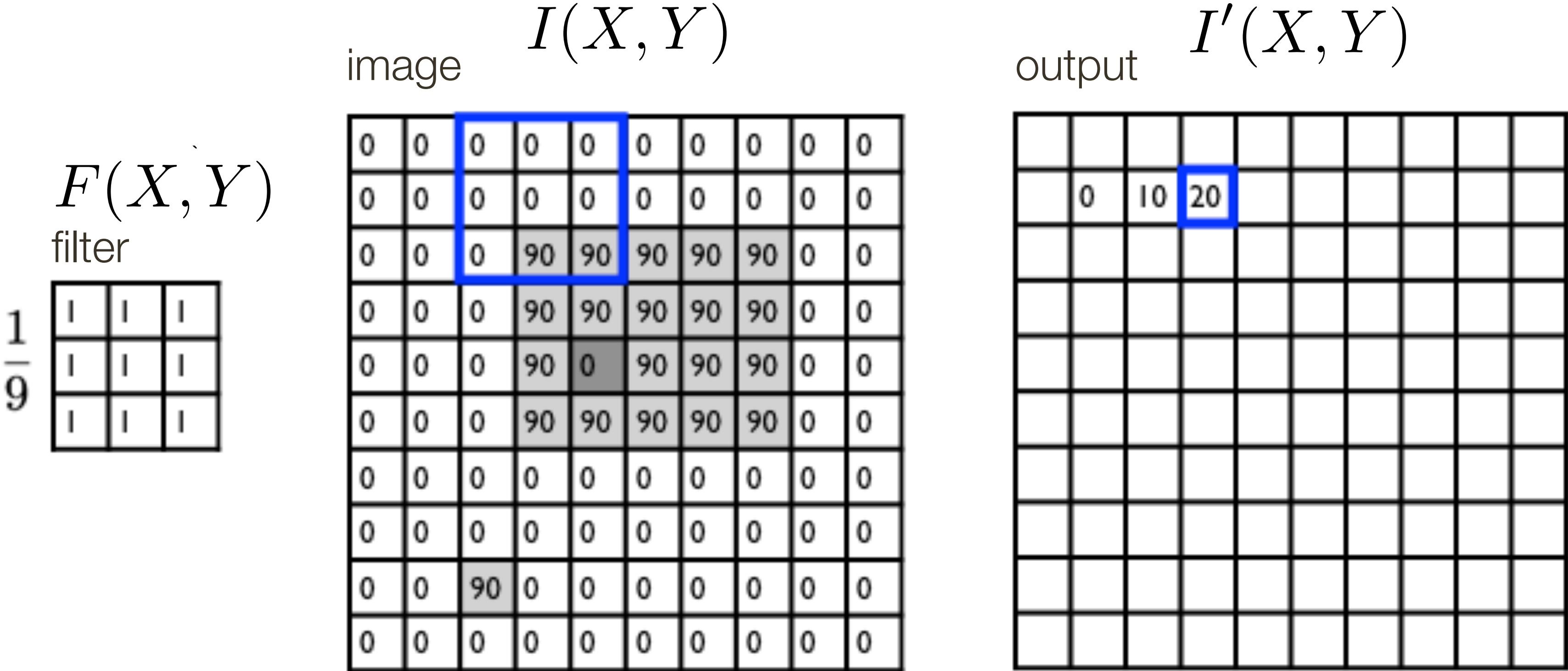
$F(i, j)$

filter

$I(X + i, Y + j)$

image (signal)

# Linear Filter **Example**



$I'(X, Y)$   
output

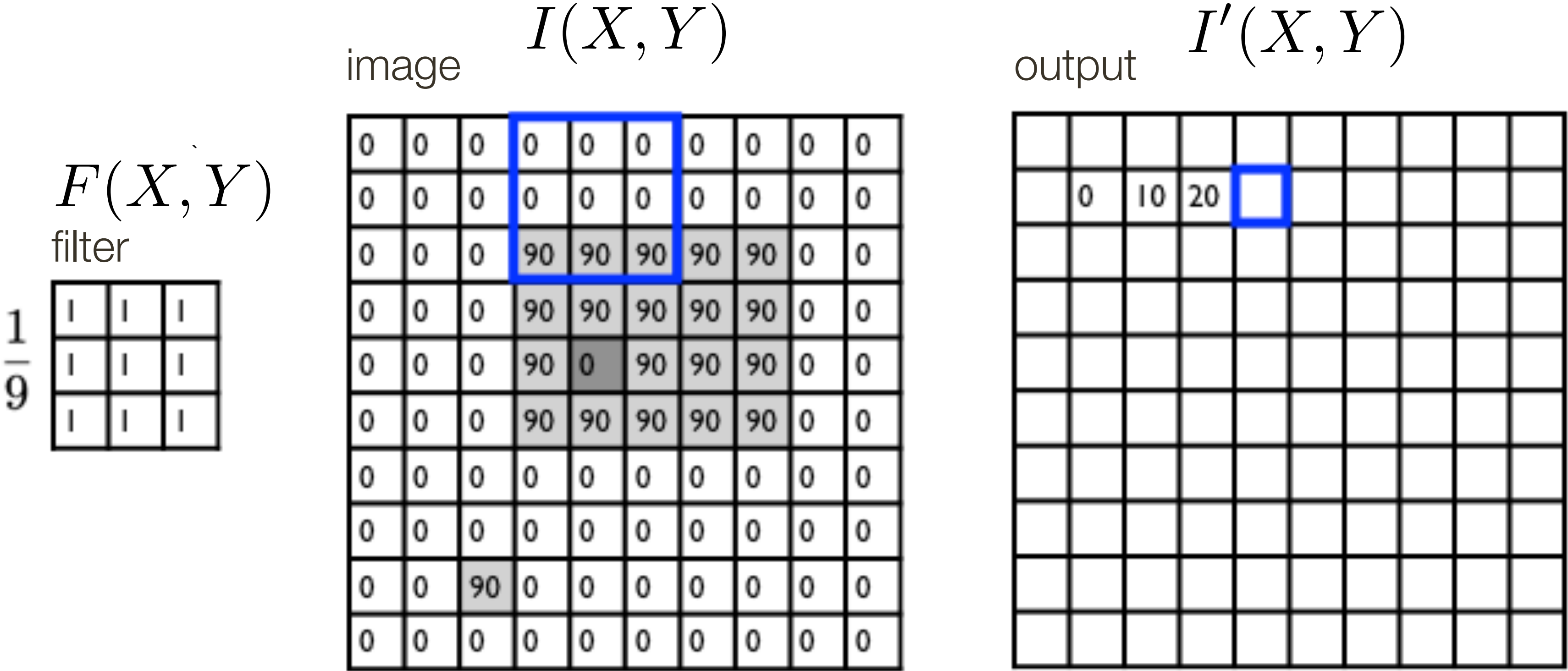
 $=$ 

$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)

# Linear Filter **Example**



$I'(X, Y)$

output

 $=$ 

$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$

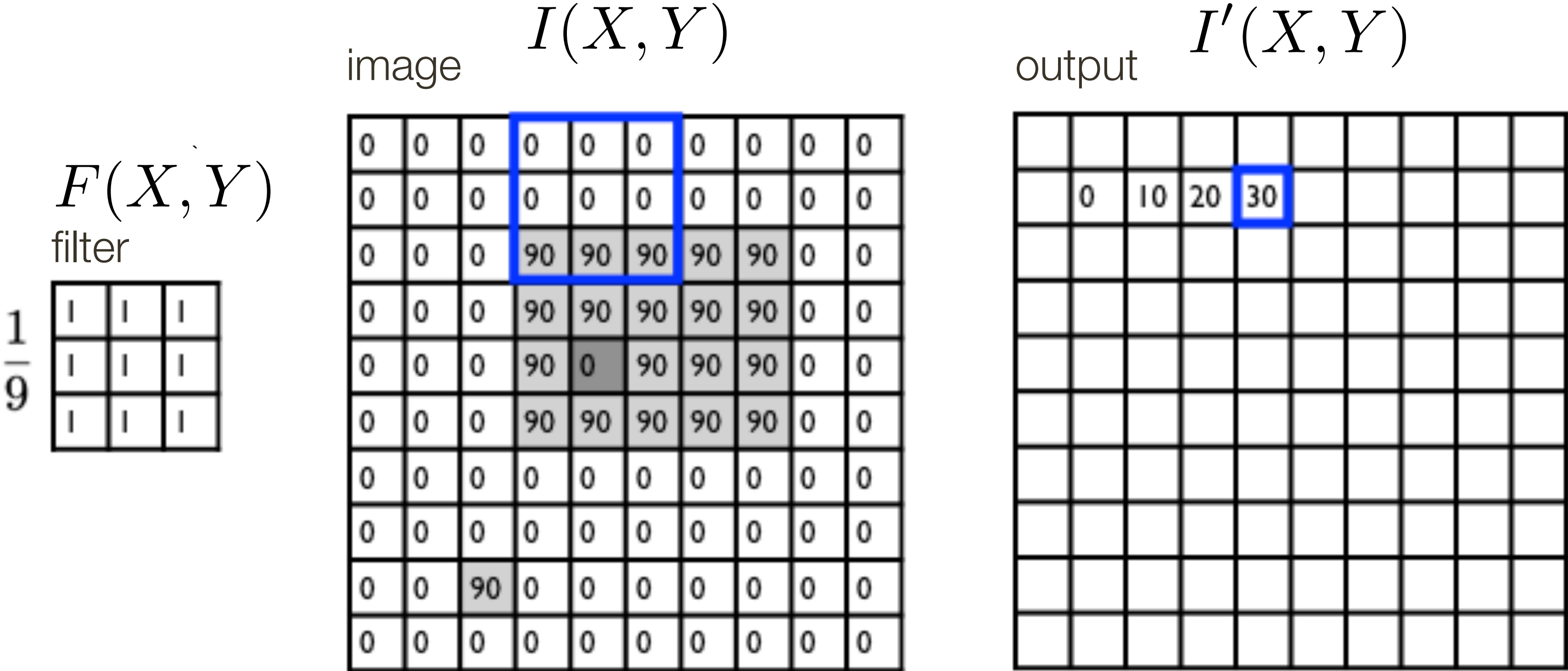
filter

$I(X + i, Y + j)$

image (signal)



# Linear Filter **Example**



$I'(X, Y)$   
output

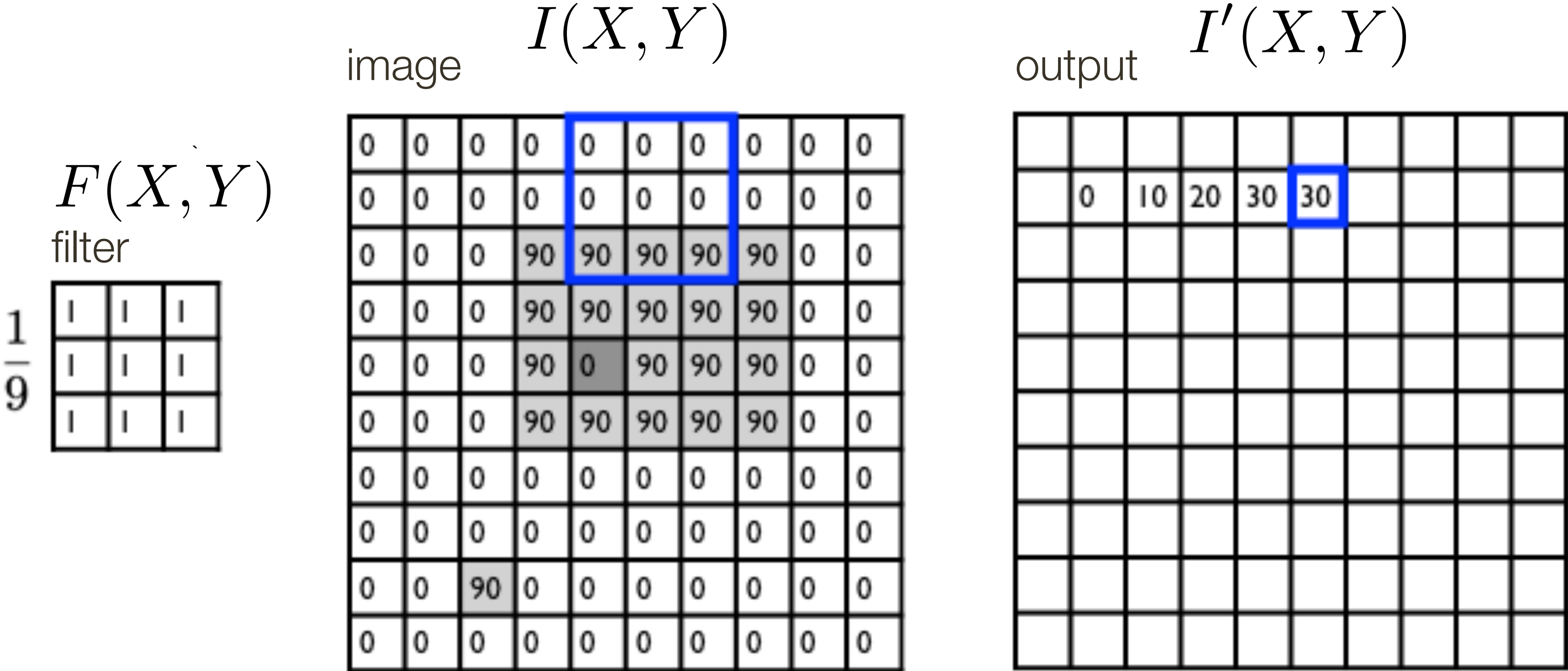
$=$

$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)

# Linear Filter **Example**



$I'(X, Y)$   
output

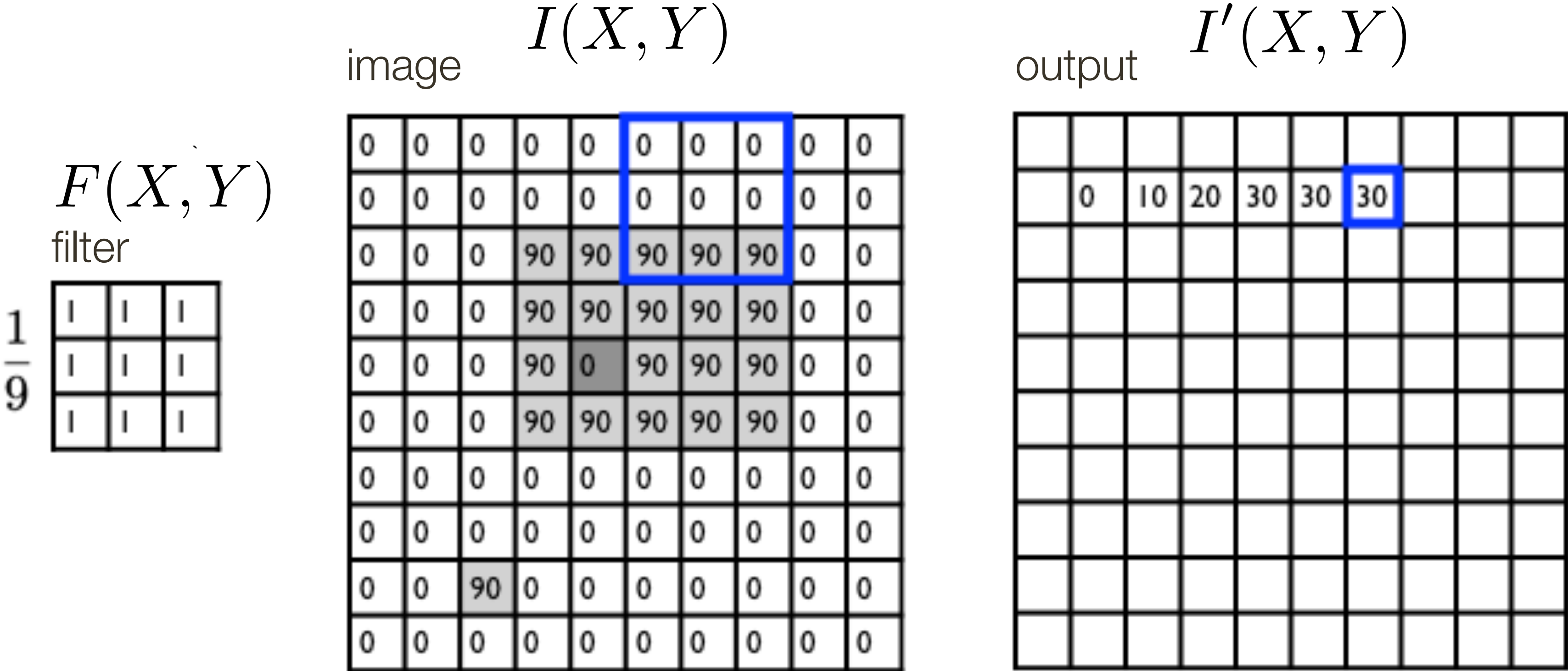
 $=$ 

$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)

# Linear Filter **Example**



$I'(X, Y)$   
output

 $=$ 

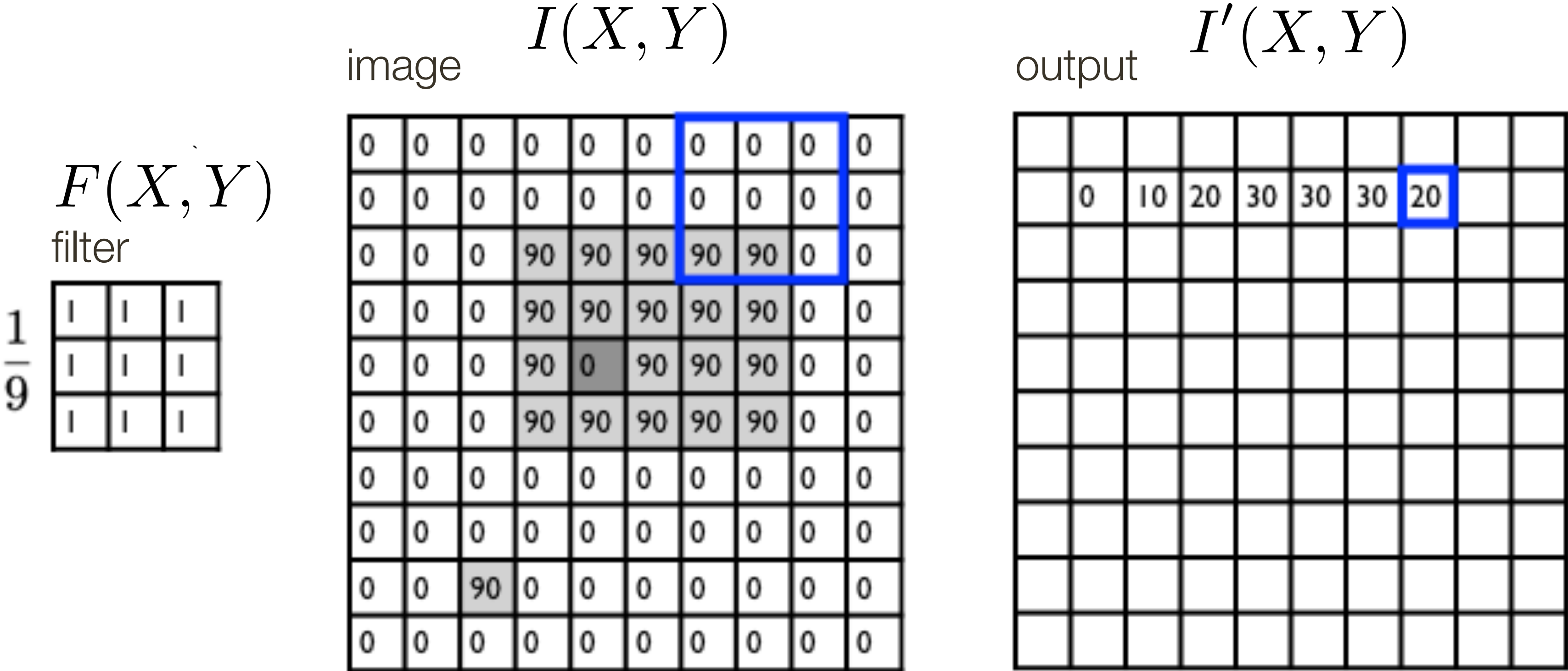
$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)



# Linear Filter **Example**



$I'(X, Y)$   
output

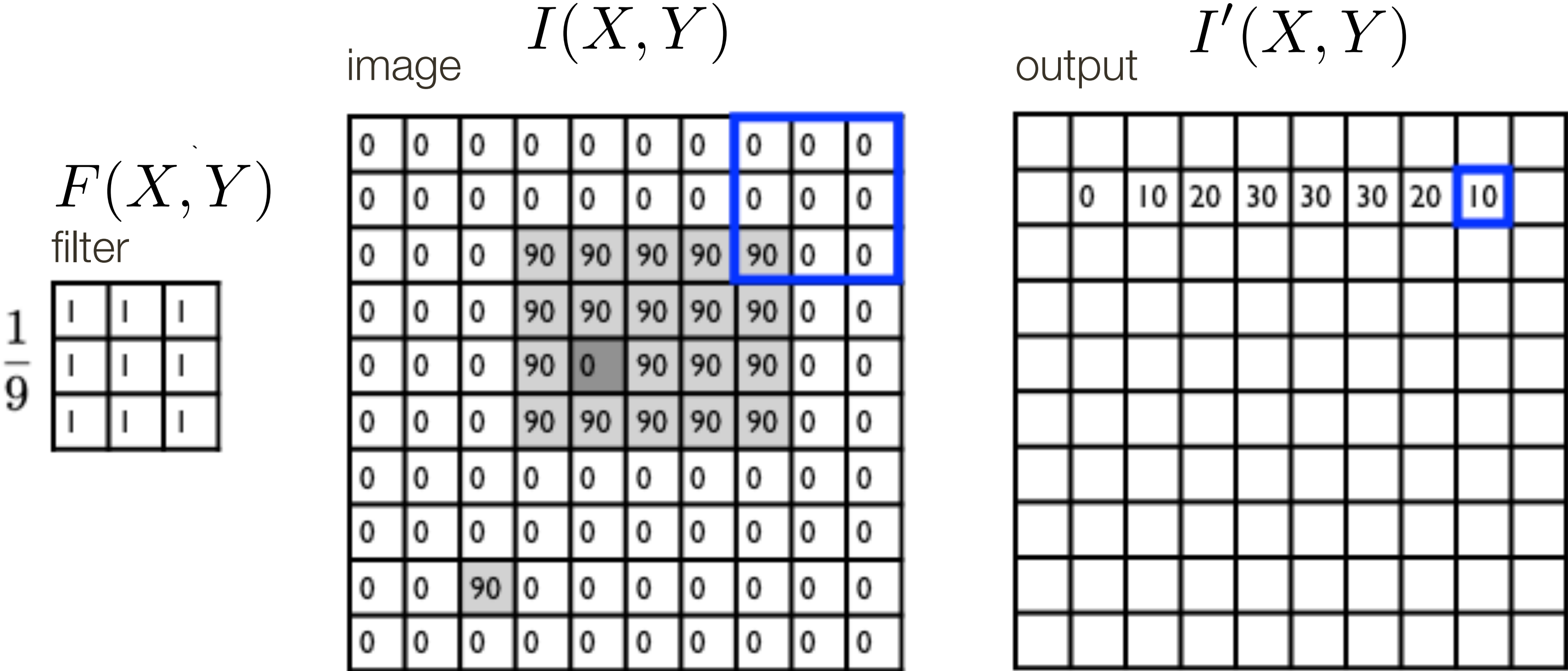
 $=$ 

$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)

# Linear Filter **Example**



$I'(X, Y)$   
output

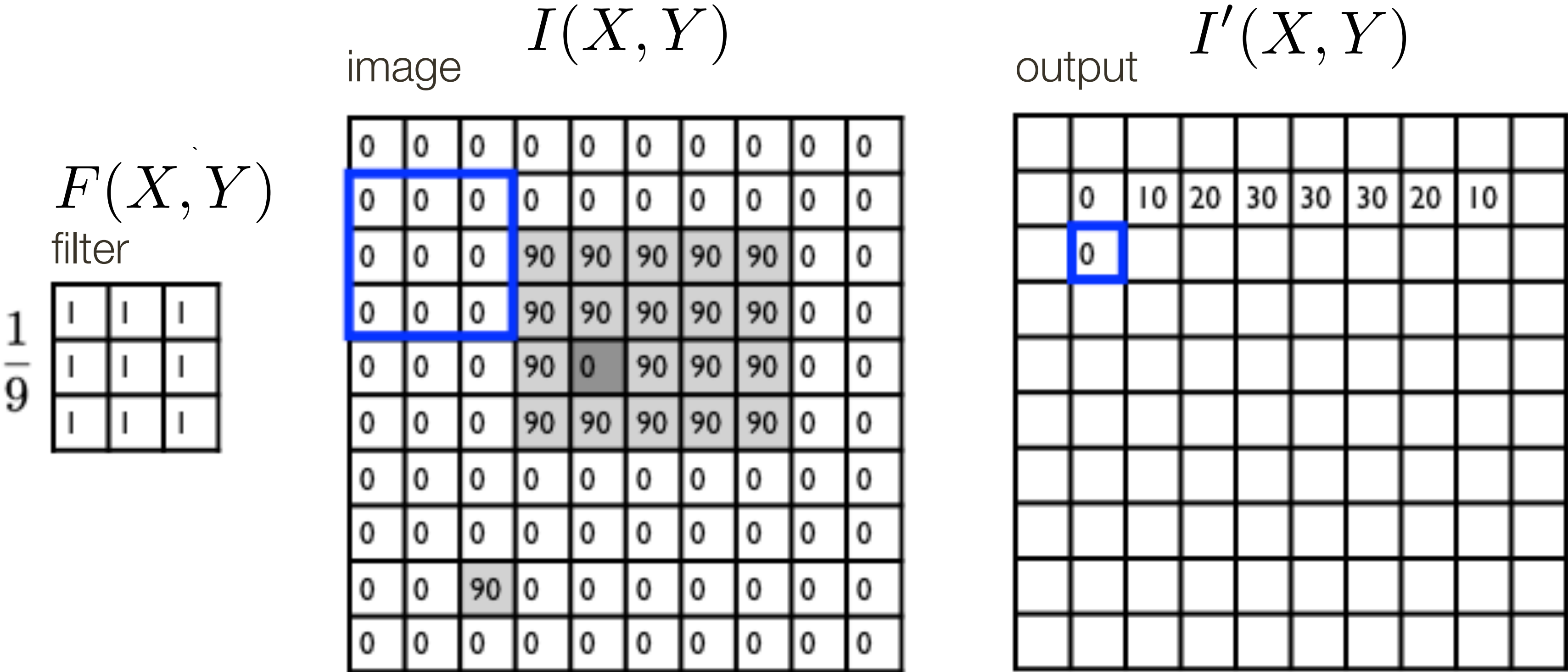
 $=$ 

$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)

# Linear Filter **Example**

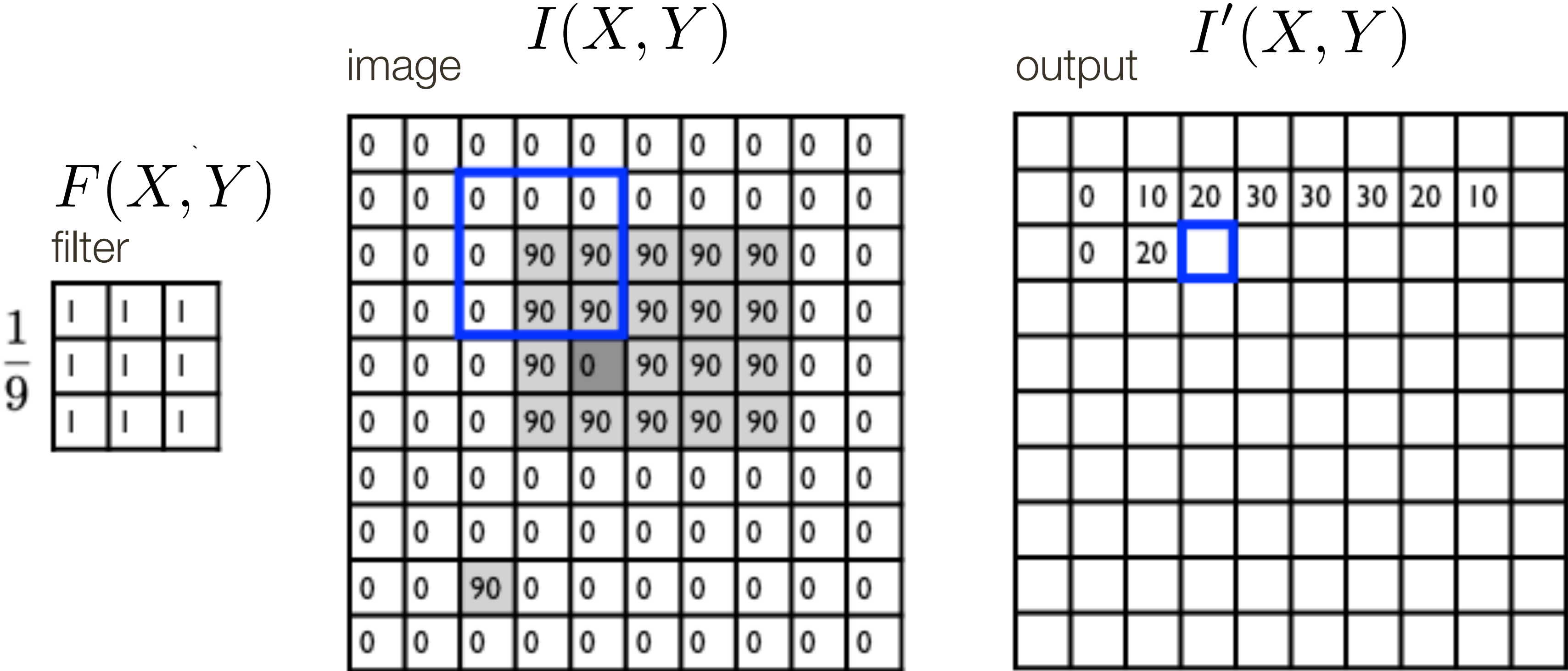


$I'(X, Y)$   
output

$$= \sum_{j=-k}^k \sum_{i=-k}^k \underbrace{F(i, j)}_{\text{filter}} \underbrace{I(X + i, Y + j)}_{\text{image (signal)}}$$



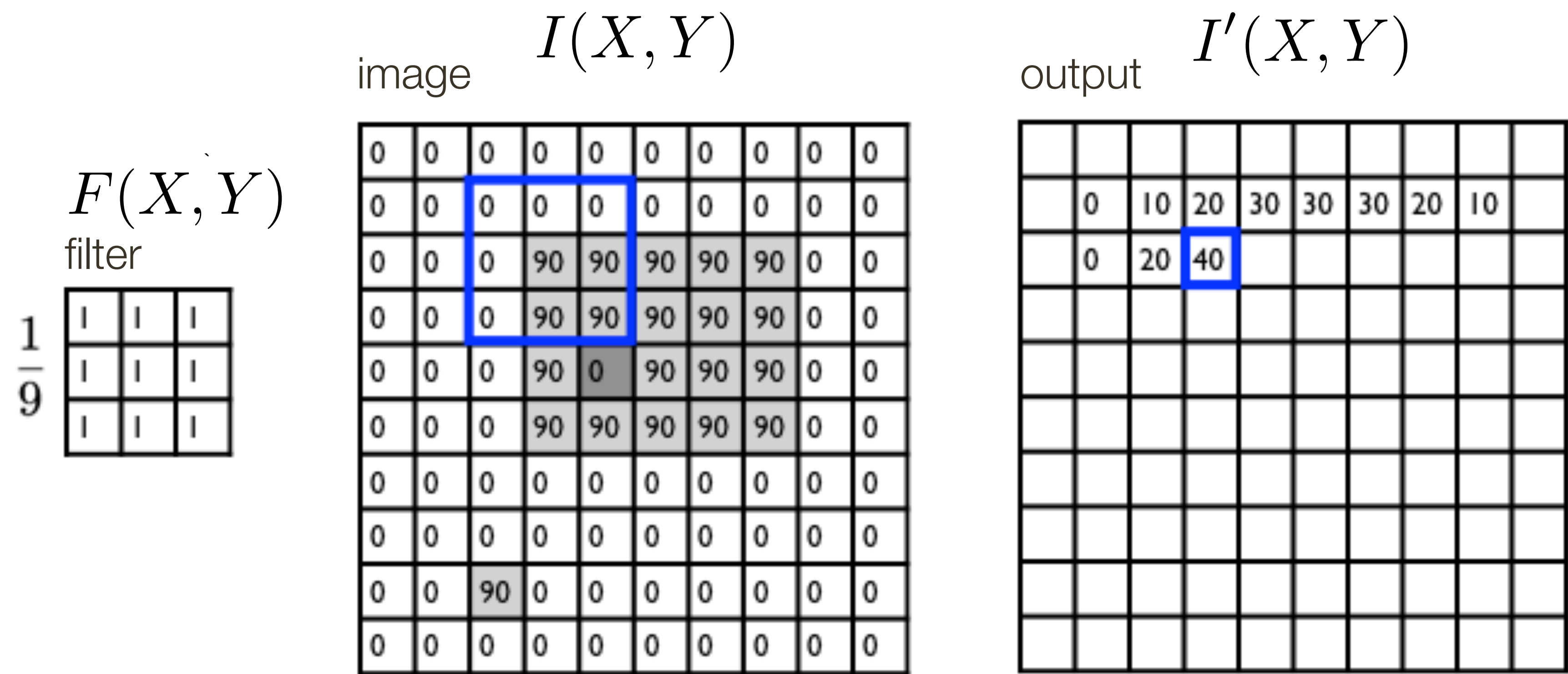
# Linear Filter **Example**



$I'(X, Y)$   
output

$$= \sum_{j=-k}^k \sum_{i=-k}^k \underbrace{F(i, j)}_{\text{filter}} \underbrace{I(X + i, Y + j)}_{\text{image (signal)}}$$

# Linear Filter **Example**



$I'(X, Y)$

output

$=$

$\sum_{j=-k}^k \sum_{i=-k}^k$

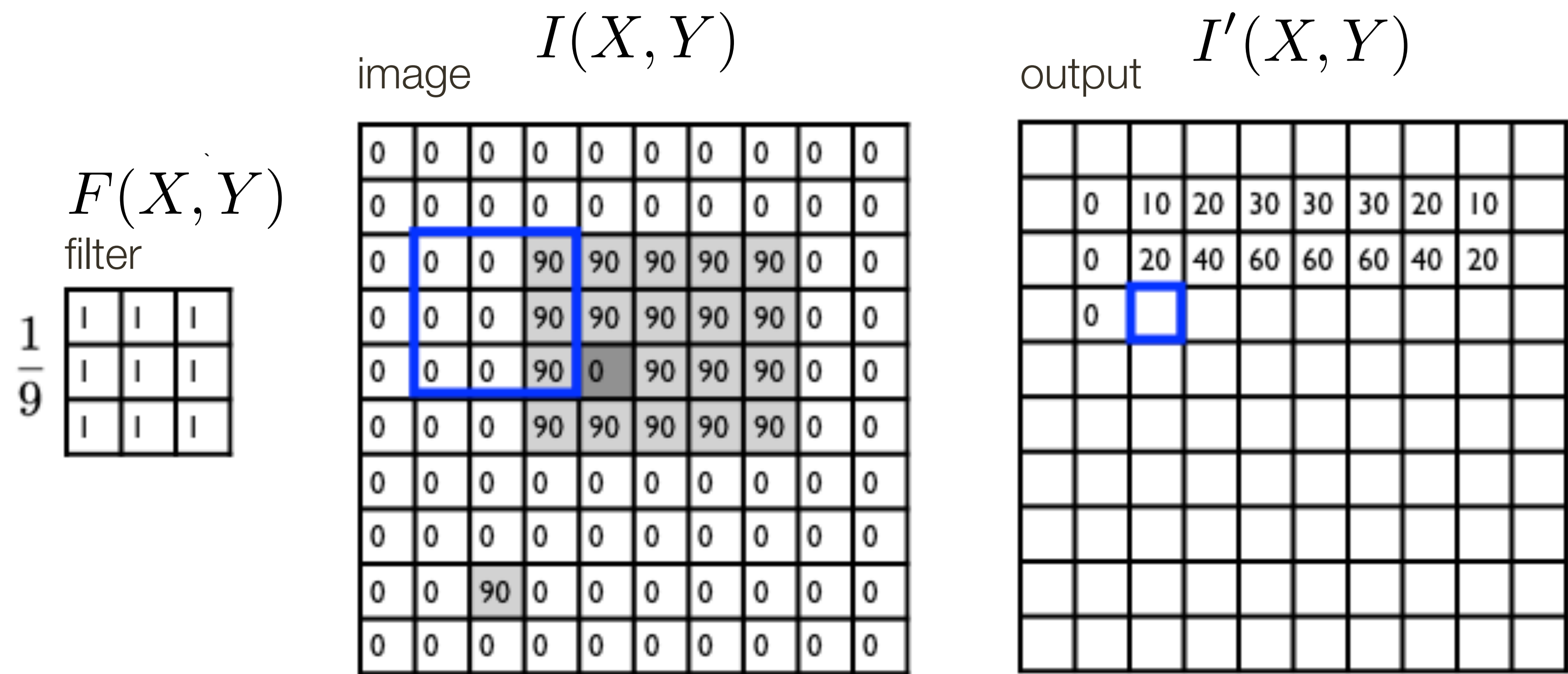
$F(i, j)$

filter

$I(X + i, Y + j)$

image (signal)

# Linear Filter **Example**



$I'(X, Y)$

output

$=$

$\sum_{j=-k}^k \sum_{i=-k}^k$

$F(i, j)$

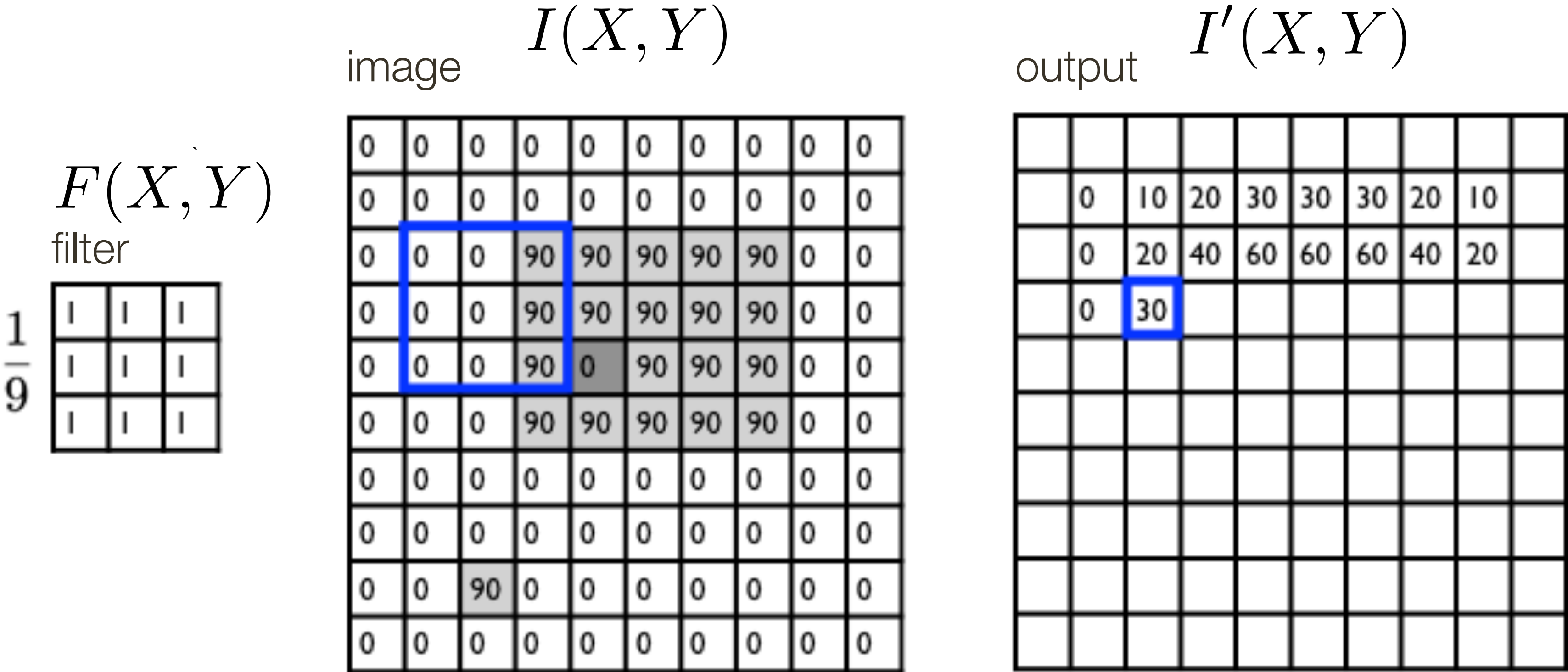
filter

$I(X + i, Y + j)$

image (signal)



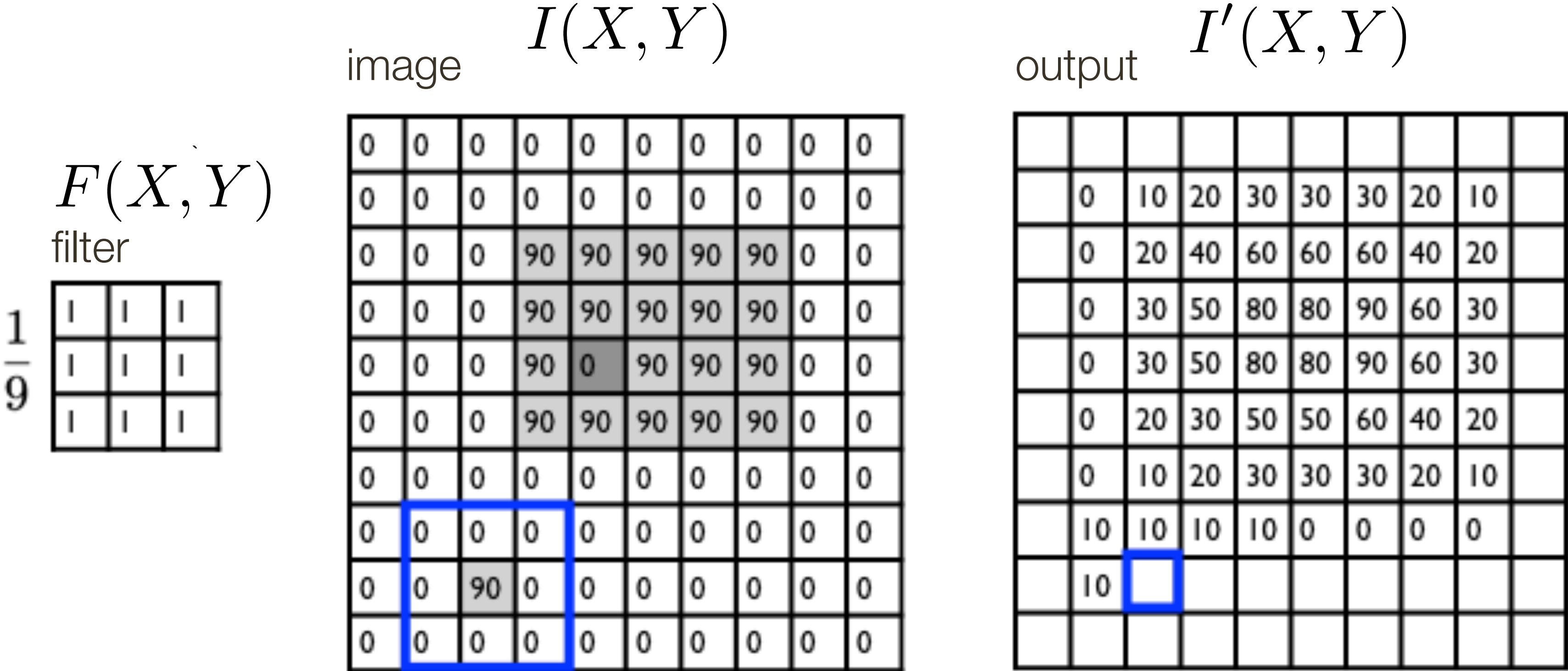
# Linear Filter **Example**



$I'(X, Y)$   
output

$$= \sum_{j=-k}^k \sum_{i=-k}^k \underbrace{F(i, j)}_{\text{filter}} \underbrace{I(X + i, Y + j)}_{\text{image (signal)}}$$

# Linear Filter **Example**



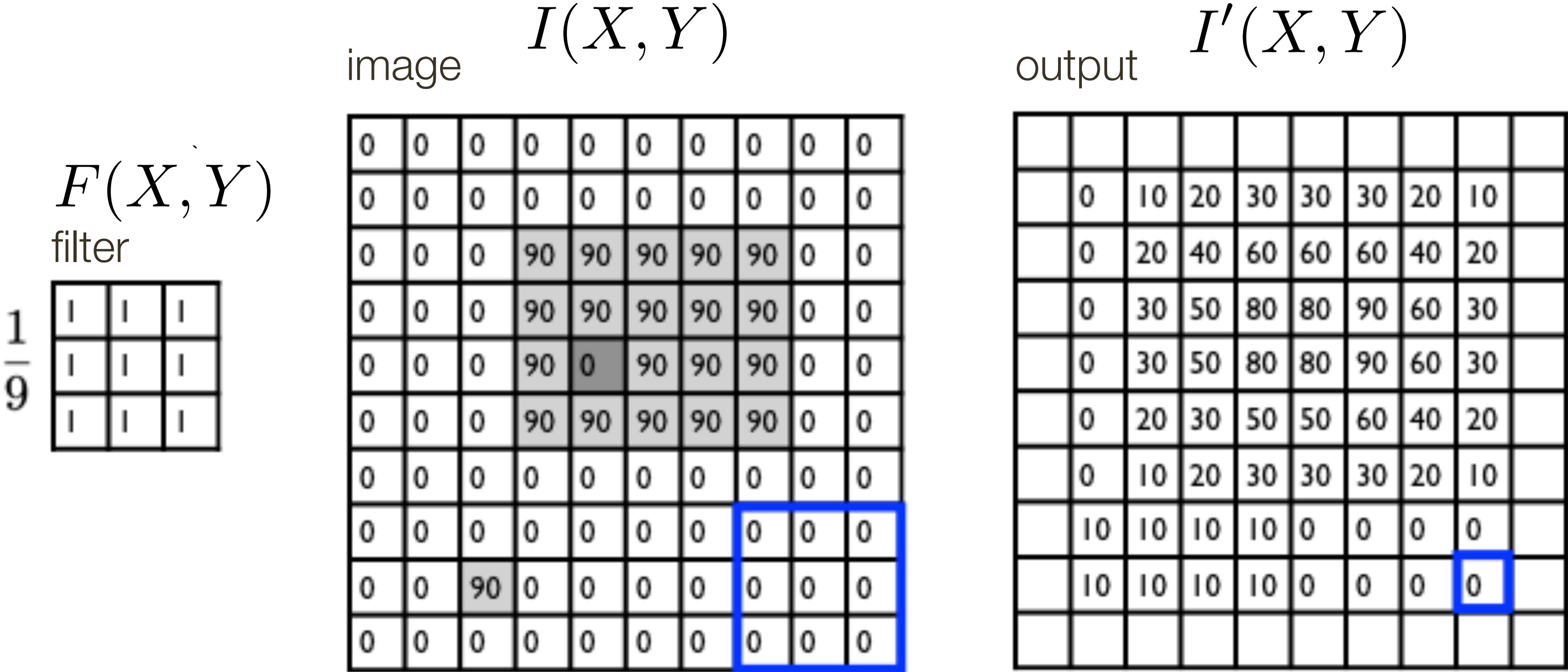
$I'(X, Y)$   
output

$$= \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

$F(i, j)$   
filter

$I(X + i, Y + j)$   
image (signal)

# Linear Filter **Example**

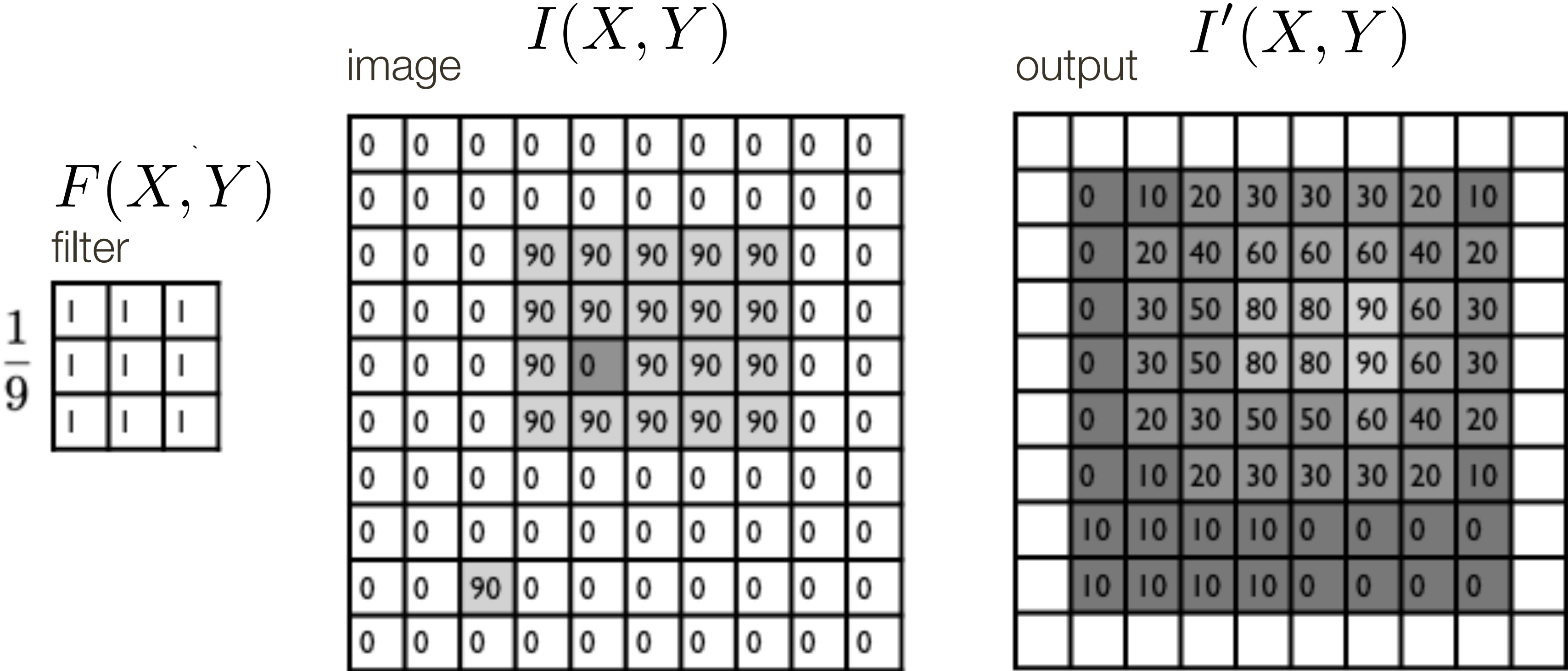


$I'(X, Y)$   
output

$$= \sum_{j=-k}^k \sum_{i=-k}^k \underbrace{F(i, j)}_{\text{filter}} \underbrace{I(X + i, Y + j)}_{\text{image (signal)}}$$



# Linear Filter **Example**



$I'(X, Y)$   
output

$$= \sum_{j=-k}^k \sum_{i=-k}^k \underbrace{F(i, j)}_{\text{filter}} \underbrace{I(X + i, Y + j)}_{\text{image (signal)}}$$

# Linear **Filters**

$$\boxed{I'(X, Y)} = \sum_{j=-k}^k \sum_{i=-k}^k \boxed{F(i, j)} \boxed{I(X + i, Y + j)}$$

output                      filter                      image (signal)

For a give  $X$  and  $Y$ , superimpose the filter on the image centered at  $(X, Y)$

Compute the new pixel value,  $I'(X, Y)$ , as the sum of  $m \times m$  values, where each value is the product of the original pixel value in  $I(X, Y)$  and the corresponding values in the filter

# Linear **Filters**

Let's do some accounting ...

$$\boxed{I'(X, Y)} = \sum_{j=-k}^k \sum_{i=-k}^k \boxed{F(i, j)} \boxed{I(X + i, Y + j)}$$

output                      filter                      image (signal)



# Linear **Filters**

Let's do some accounting ...

$$\begin{array}{|c|} \hline I'(X, Y) \\ \hline \text{output} \\ \hline \end{array} = \sum_{j=-k}^k \sum_{i=-k}^k \begin{array}{|c|} \hline F(i, j) \\ \hline \text{filter} \\ \hline \end{array} \begin{array}{|c|} \hline I(X + i, Y + j) \\ \hline \text{image (signal)} \\ \hline \end{array}$$

At each pixel,  $(X, Y)$ , there are  $m \times m$  multiplications

# Linear **Filters**

Let's do some accounting ...

$$\boxed{I'(X, Y)} = \sum_{j=-k}^k \sum_{i=-k}^k \boxed{F(i, j)} \boxed{I(X + i, Y + j)}$$

output                      filter                      image (signal)

At each pixel,  $(X, Y)$ , there are  $m \times m$  multiplications

There are  $n \times n$  pixels in  $(X, Y)$

# Linear **Filters**

Let's do some accounting ...

$$\begin{array}{|c|} \hline I'(X, Y) \\ \hline \text{output} \\ \hline \end{array} = \sum_{j=-k}^k \sum_{i=-k}^k \begin{array}{|c|} \hline F(i, j) \\ \hline \text{filter} \\ \hline \end{array} \begin{array}{|c|} \hline I(X + i, Y + j) \\ \hline \text{image (signal)} \\ \hline \end{array}$$

At each pixel,  $(X, Y)$ , there are  $m \times m$  multiplications

There are  $n \times n$  pixels in  $(X, Y)$

---

**Total:**  $m^2 \times n^2$  multiplications



# Linear **Filters**

Let's do some accounting ...

$$\boxed{I'(X, Y)} = \sum_{j=-k}^k \sum_{i=-k}^k \boxed{F(i, j)} \boxed{I(X + i, Y + j)}$$

output                      filter                      image (signal)

At each pixel,  $(X, Y)$ , there are  $m \times m$  multiplications

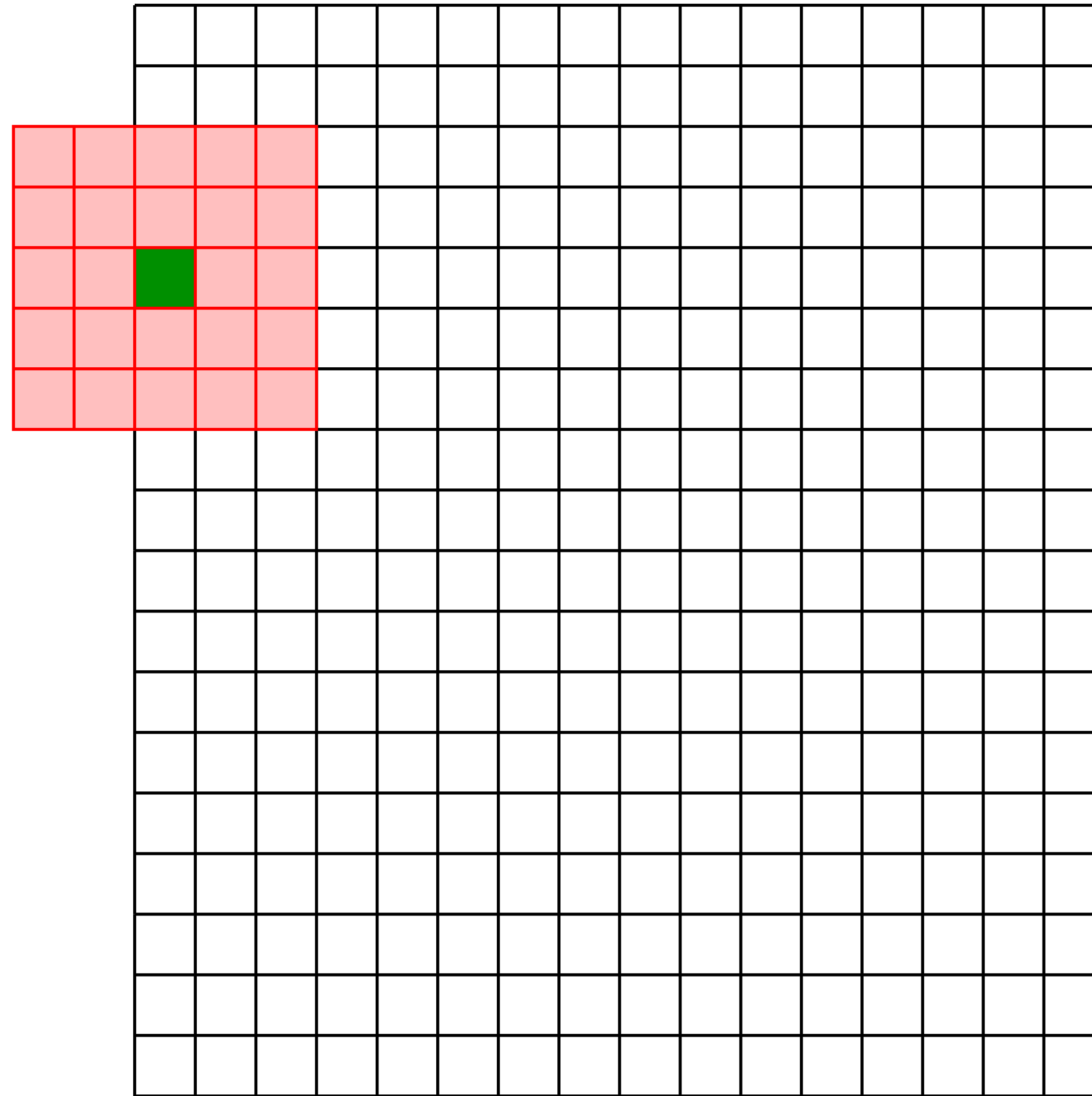
There are  $n \times n$  pixels in  $(X, Y)$

---

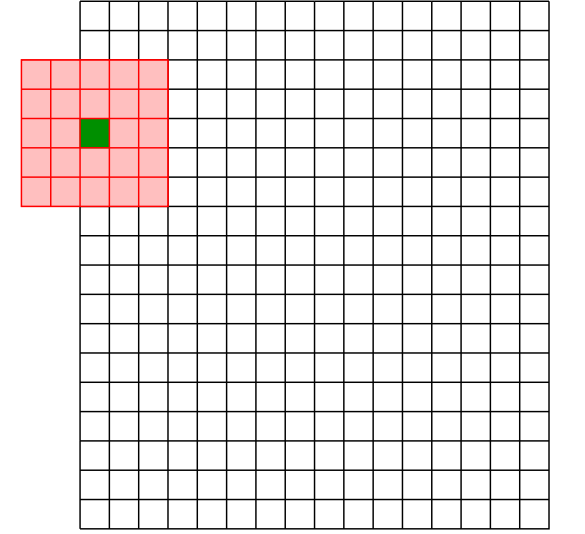
**Total:**  $m^2 \times n^2$  multiplications

When  $m$  is fixed, small constant, this is  $\mathcal{O}(n^2)$ . But when  $m \approx n$  this is  $\mathcal{O}(m^4)$ .

# Linear Filters: **Boundary** Effects



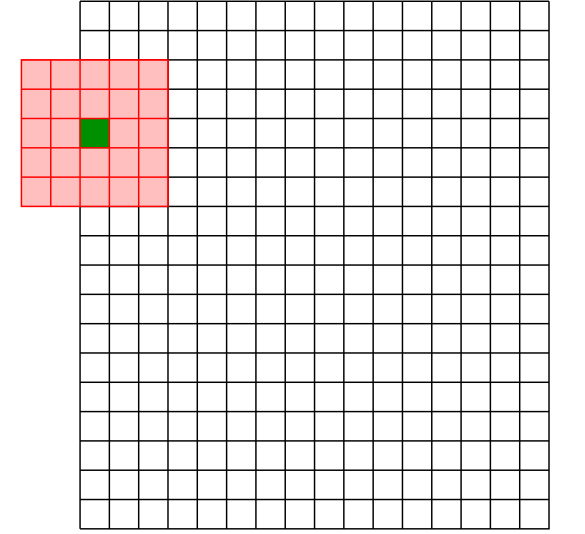
# Linear Filters: **Boundary** Effects



Four standard ways to deal with boundaries:

1. **Ignore these locations:** Make the computation undefined for the top and bottom  $k$  rows and the leftmost and rightmost  $k$  columns

# Linear Filters: **Boundary** Effects

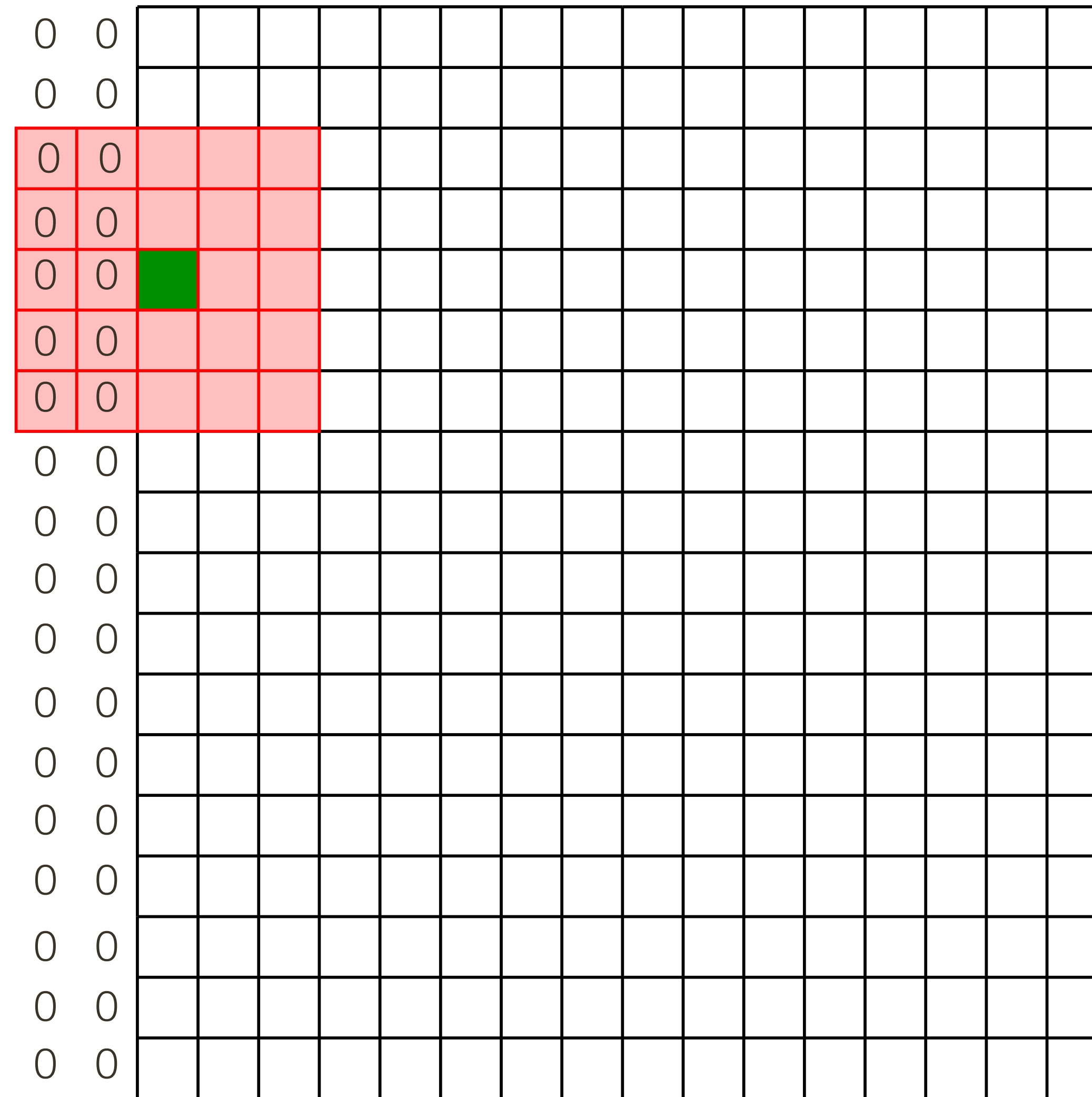


Four standard ways to deal with boundaries:

1. **Ignore these locations:** Make the computation undefined for the top and bottom  $k$  rows and the leftmost and rightmost  $k$  columns
2. **Pad the image with zeros:** Return zero whenever a value of  $I$  is required at some position outside the defined limits of  $X$  and  $Y$



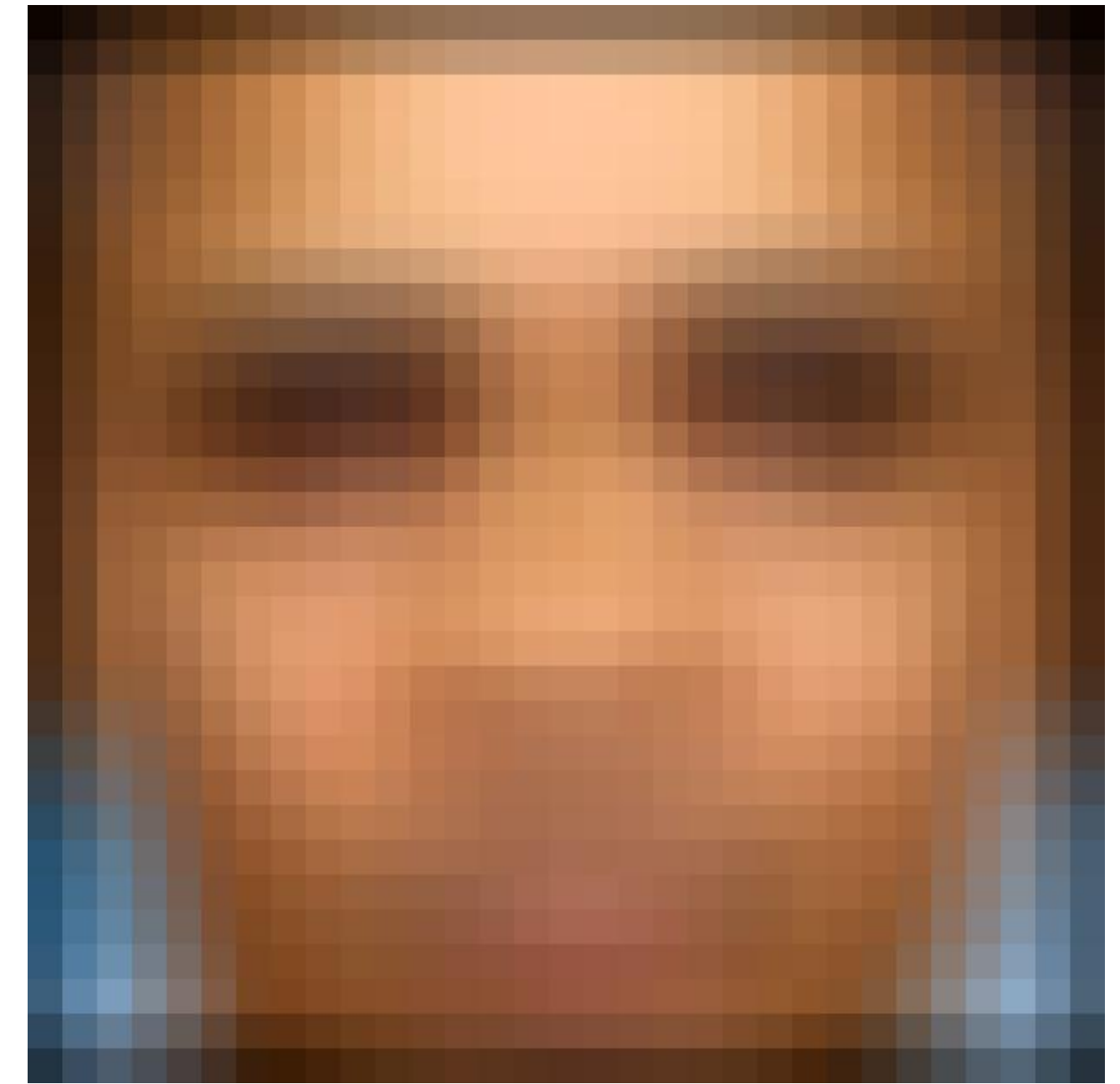
# Linear Filters: **Boundary** Effects



# Linear Filters: **Boundary** Effects

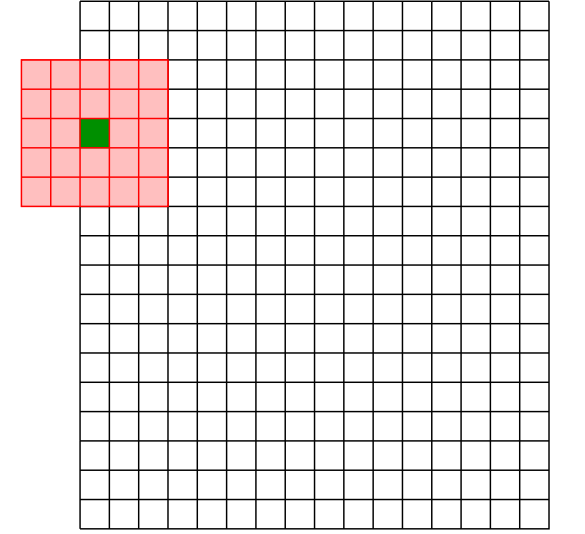


$$\begin{matrix} * & \begin{matrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{matrix} & \begin{matrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{matrix} & \begin{matrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{matrix} & \begin{matrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{matrix} & \begin{matrix} 1 \\ 1 \\ 1 \\ 1 \\ 1 \\ 1 \end{matrix} & = \end{matrix}$$



Notice **decrease** in brightness at edges

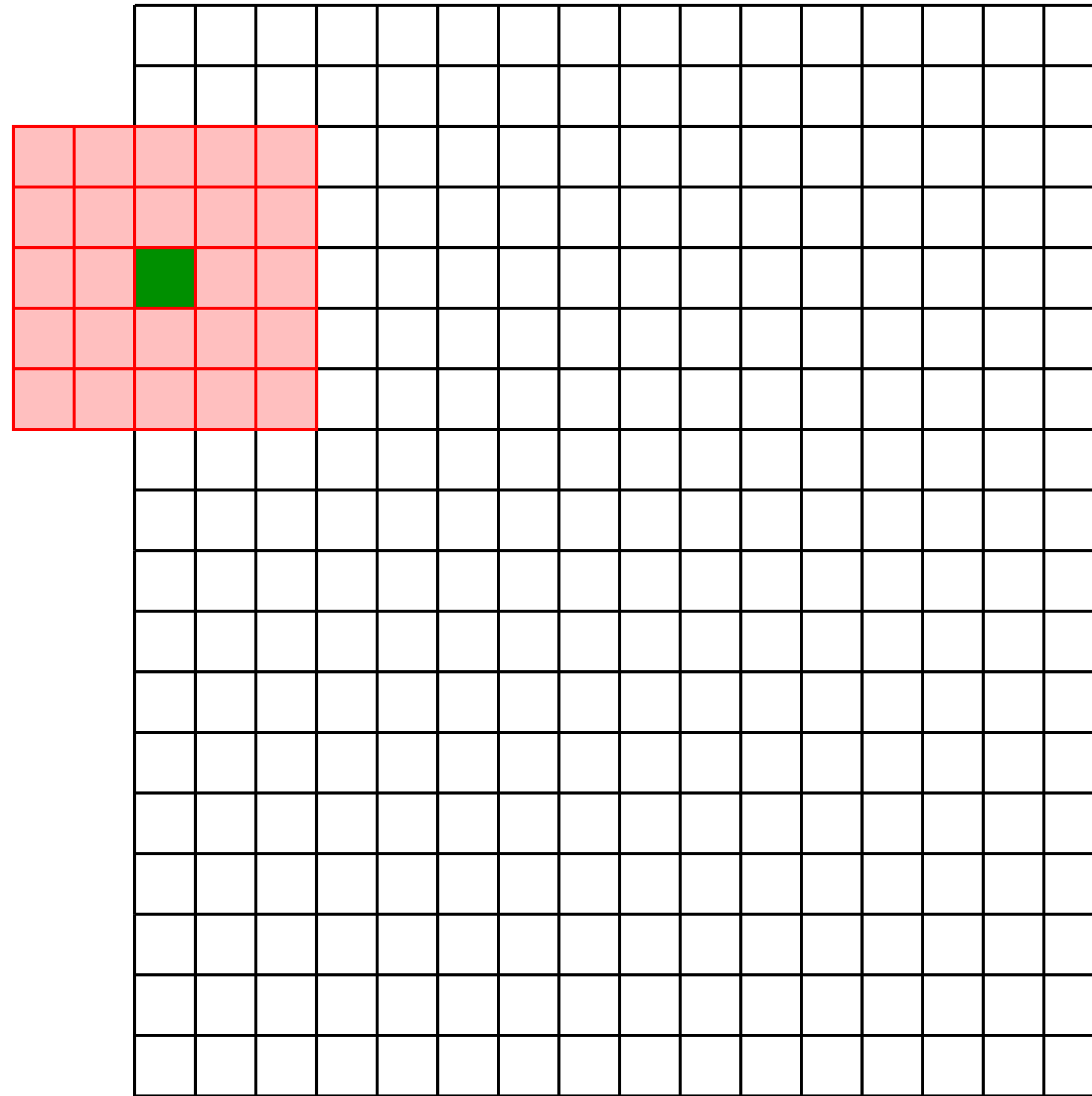
# Linear Filters: **Boundary** Effects



Four standard ways to deal with boundaries:

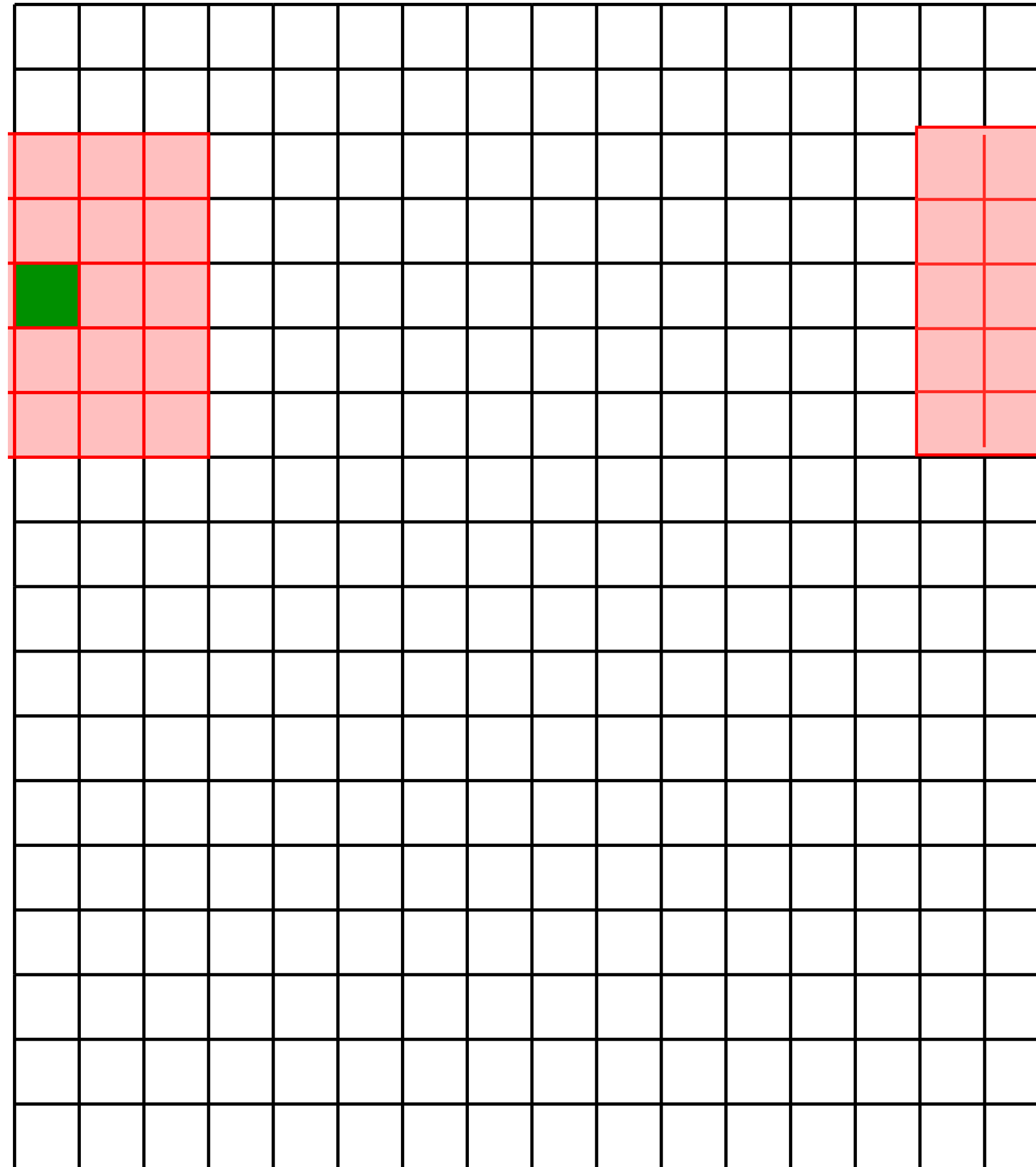
1. **Ignore these locations:** Make the computation undefined for the top and bottom  $k$  rows and the leftmost and rightmost  $k$  columns
2. **Pad the image with zeros:** Return zero whenever a value of  $I$  is required at some position outside the defined limits of  $X$  and  $Y$
3. **Assume periodicity:** The top row wraps around to the bottom row; the leftmost column wraps around to the rightmost column

# Linear Filters: **Boundary** Effects

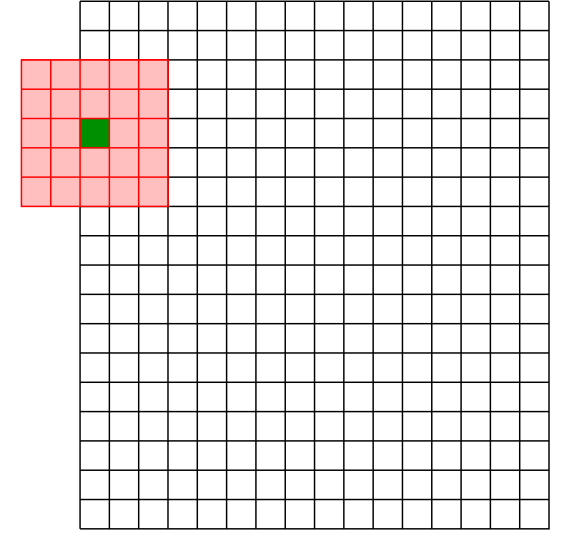




# Linear Filters: **Boundary** Effects



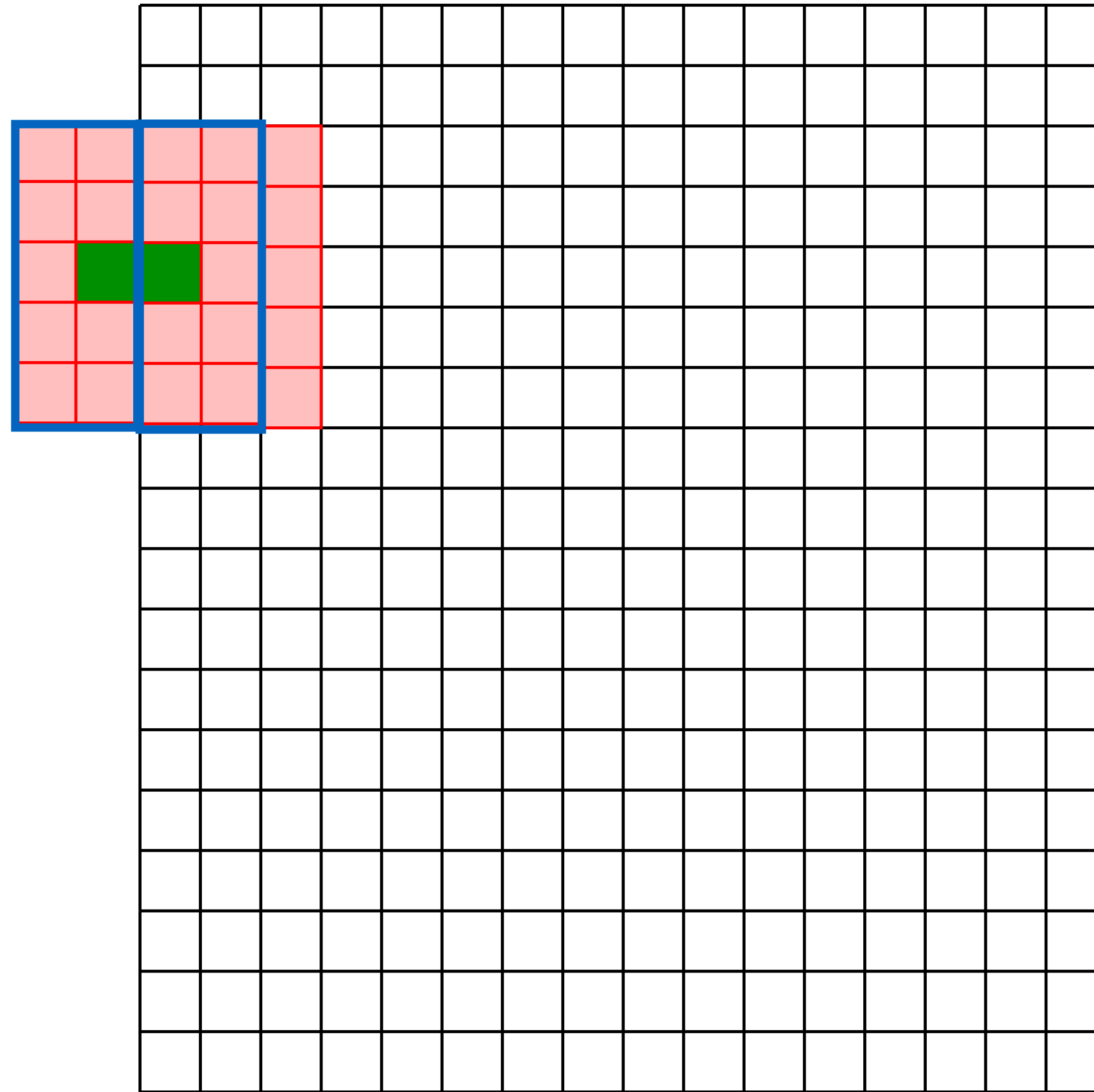
# Linear Filters: **Boundary** Effects



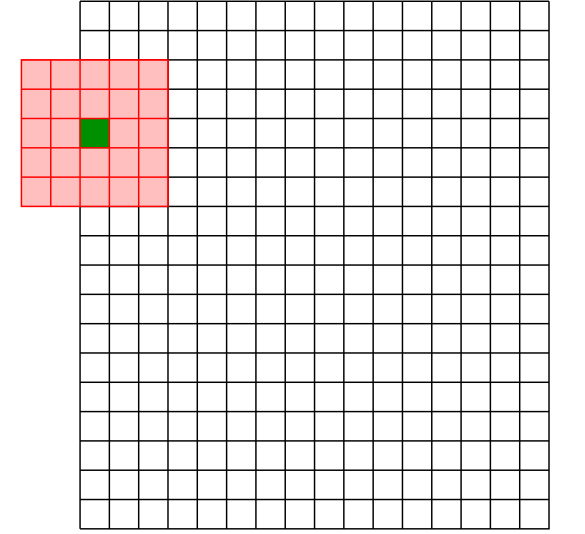
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3. **Assume periodicity:** The top row wraps around to the bottom row; the leftmost column wraps around to the rightmost column
4. **Reflect border:** Copy rows/columns locally by reflecting over the edge

# Linear Filters: **Boundary** Effects



# Linear Filters: **Boundary** Effects



Four standard ways to deal with boundaries:

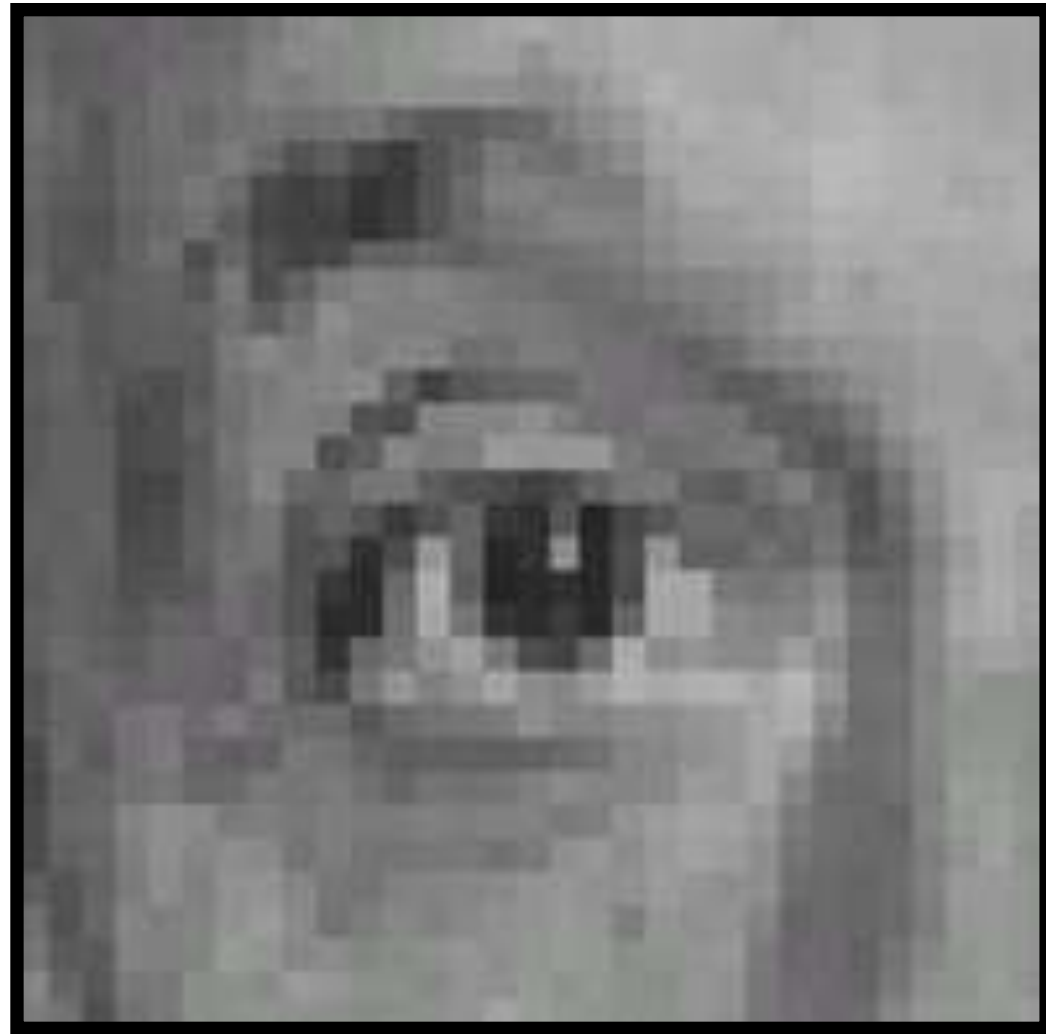
1. **Ignore these locations:** Make the computation undefined for the top and bottom  $k$  rows and the leftmost and rightmost  $k$  columns
2. **Pad the image with zeros:** Return zero whenever a value of  $I$  is required at some position outside the defined limits of  $X$  and  $Y$
3. **Assume periodicity:** The top row wraps around to the bottom row; the leftmost column wraps around to the rightmost column
4. **Reflect border:** Copy rows/columns locally by reflecting over the edge





A short exercise ...

# Example 1: Warm up



Original

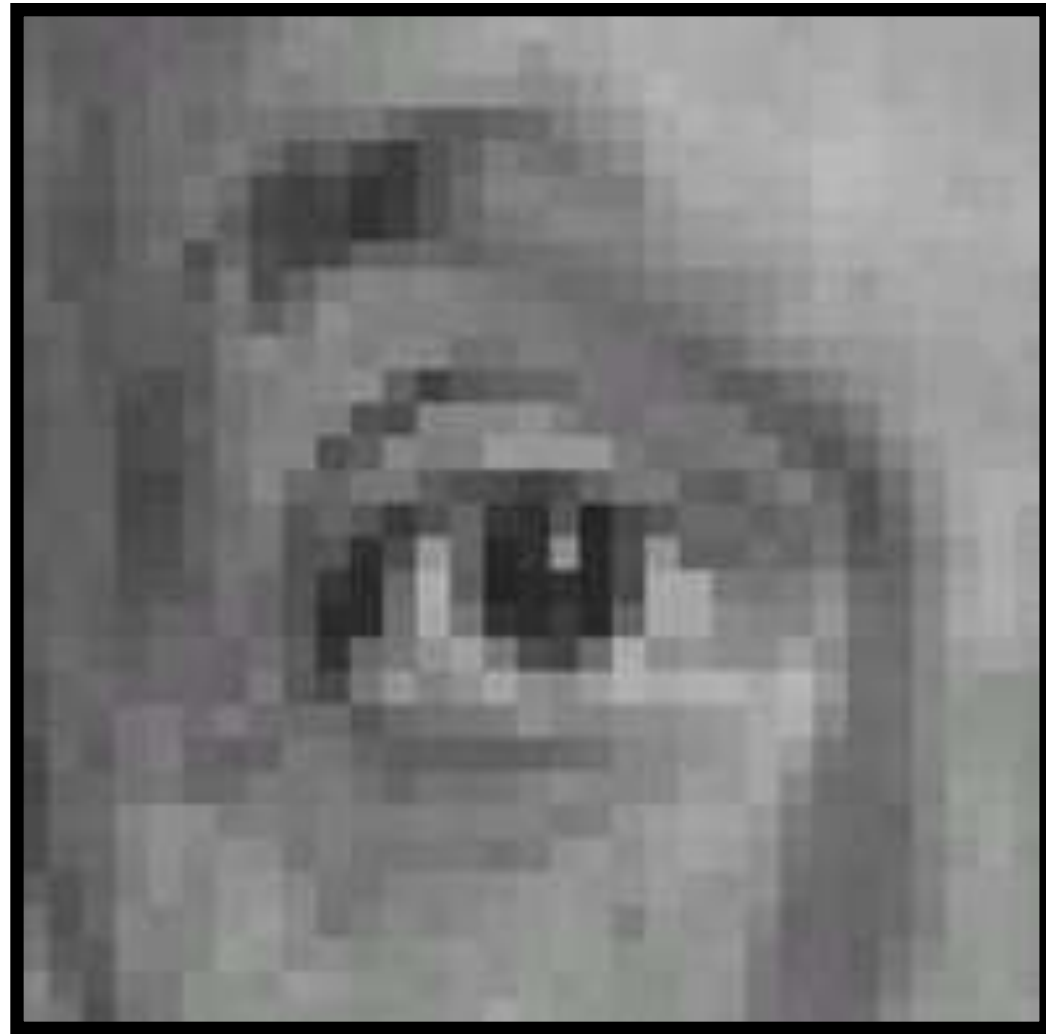
0	0	0
0	1	0
0	0	0

Filter



Result

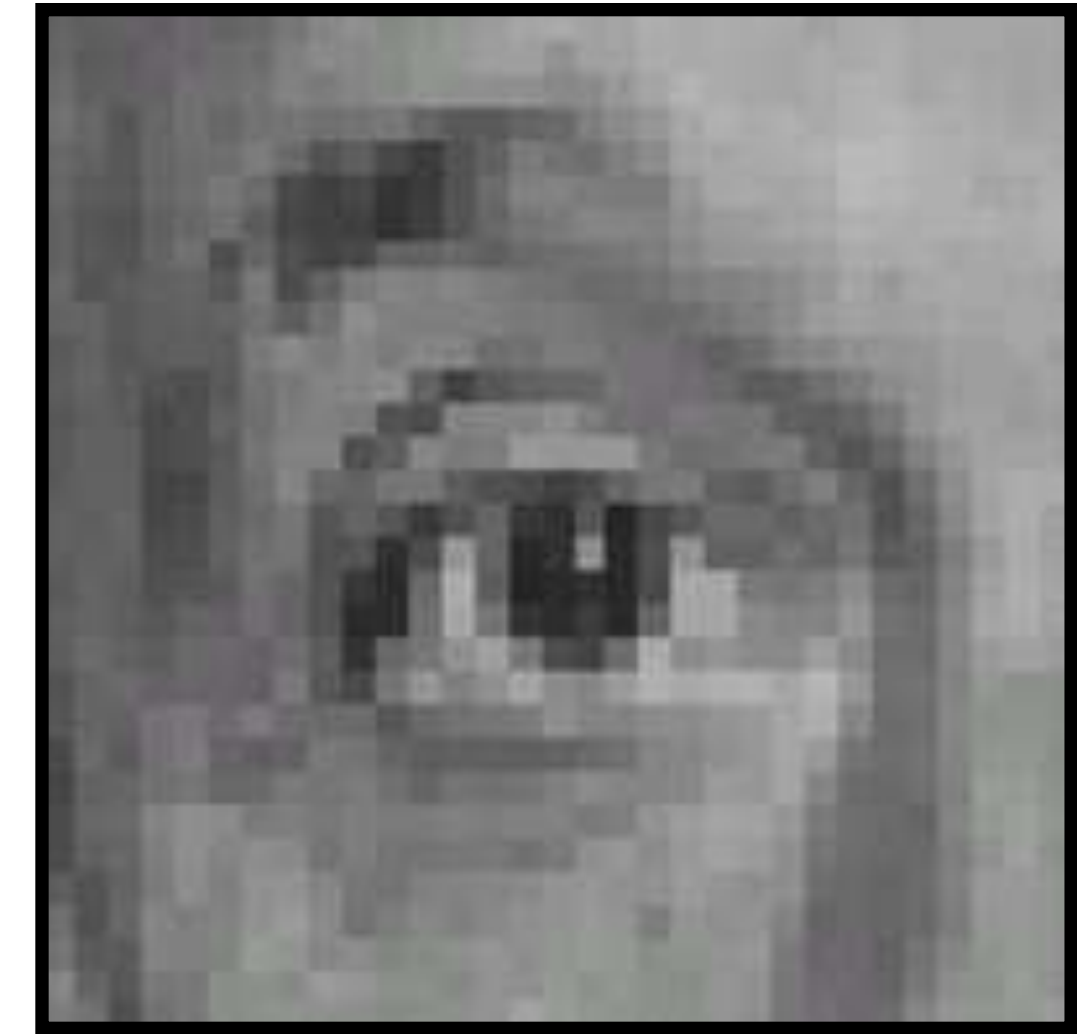
# Example 1: Warm up



**Original**

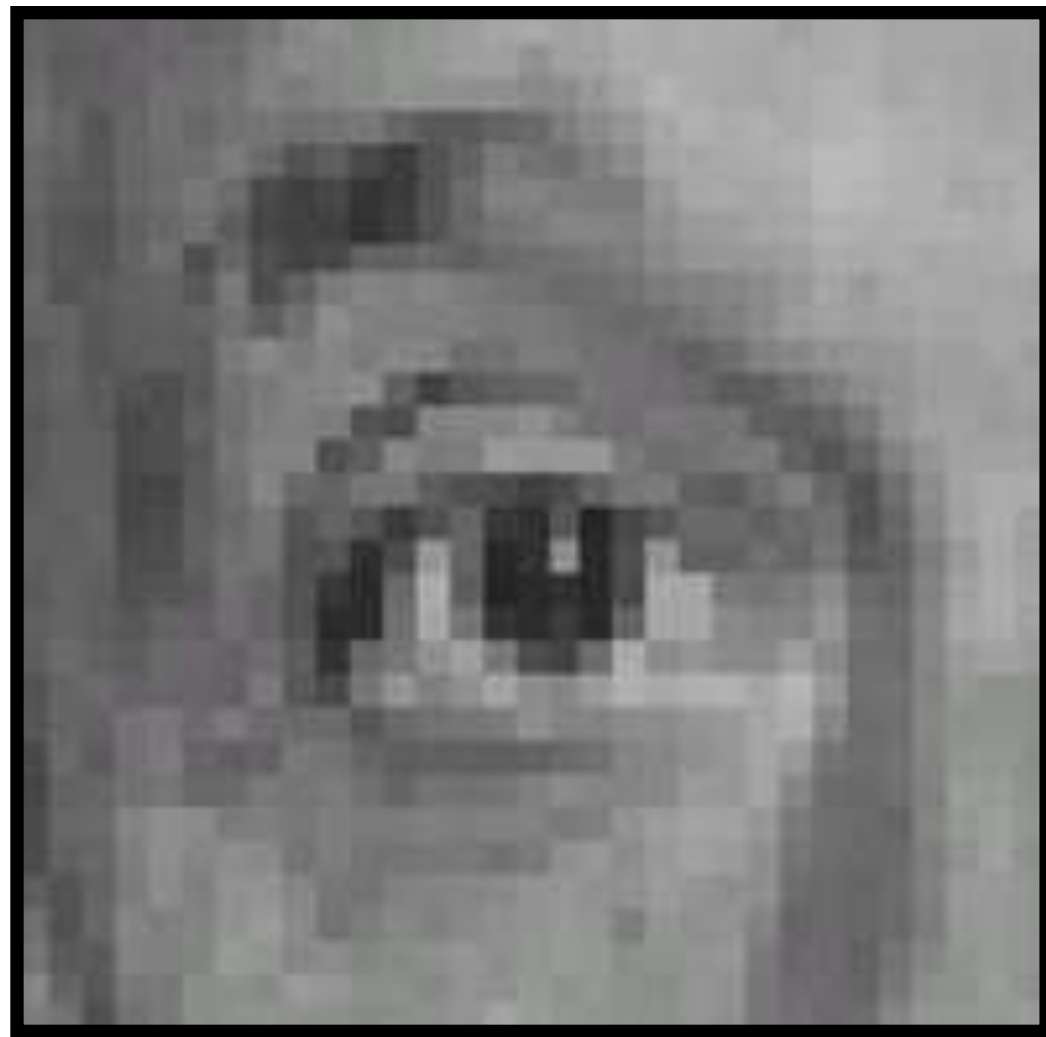
0	0	0
0	1	0
0	0	0

**Filter**



**Result**  
(no change)

# Example 2:



**Original**

0	0	0
0	0	1
0	0	0

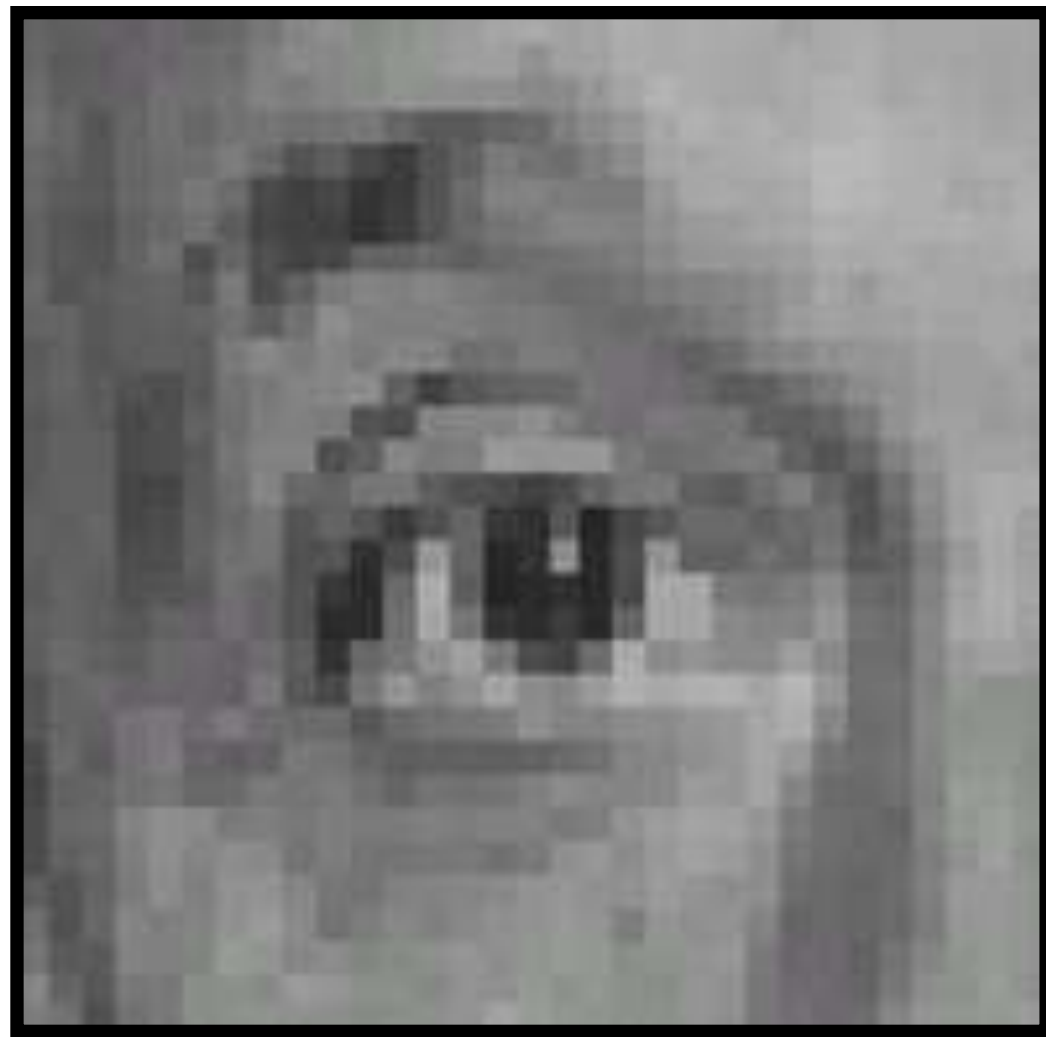
**Filter**



**Result**



# Example 2:



**Original**

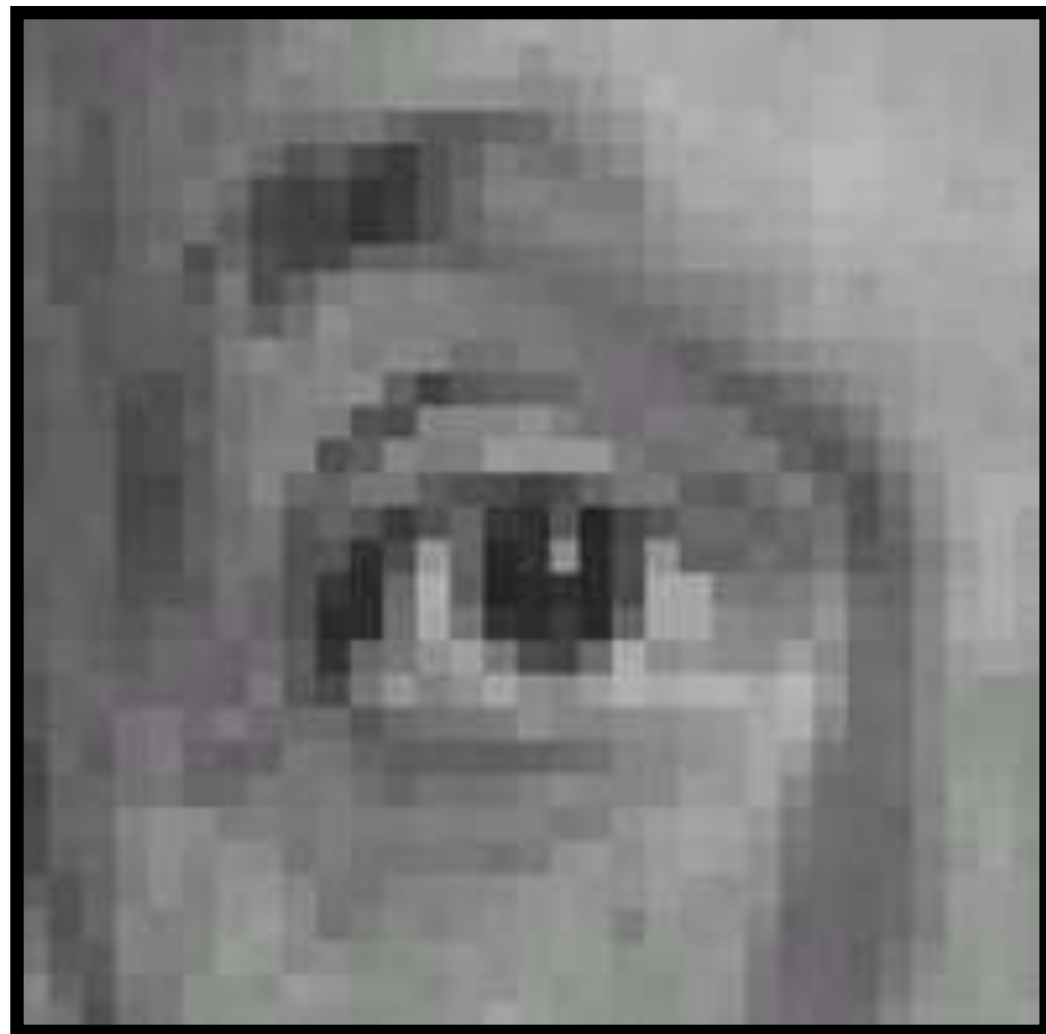
0	0	0
0	0	1
0	0	0

**Filter**



**Result**  
(sift left by 1 pixel)

# Example 3:



**Original**

 $\frac{1}{9}$ 

1	1	1
1	1	1
1	1	1

**Filter**

(filter sums to 1)



**Result**

# Example 3:



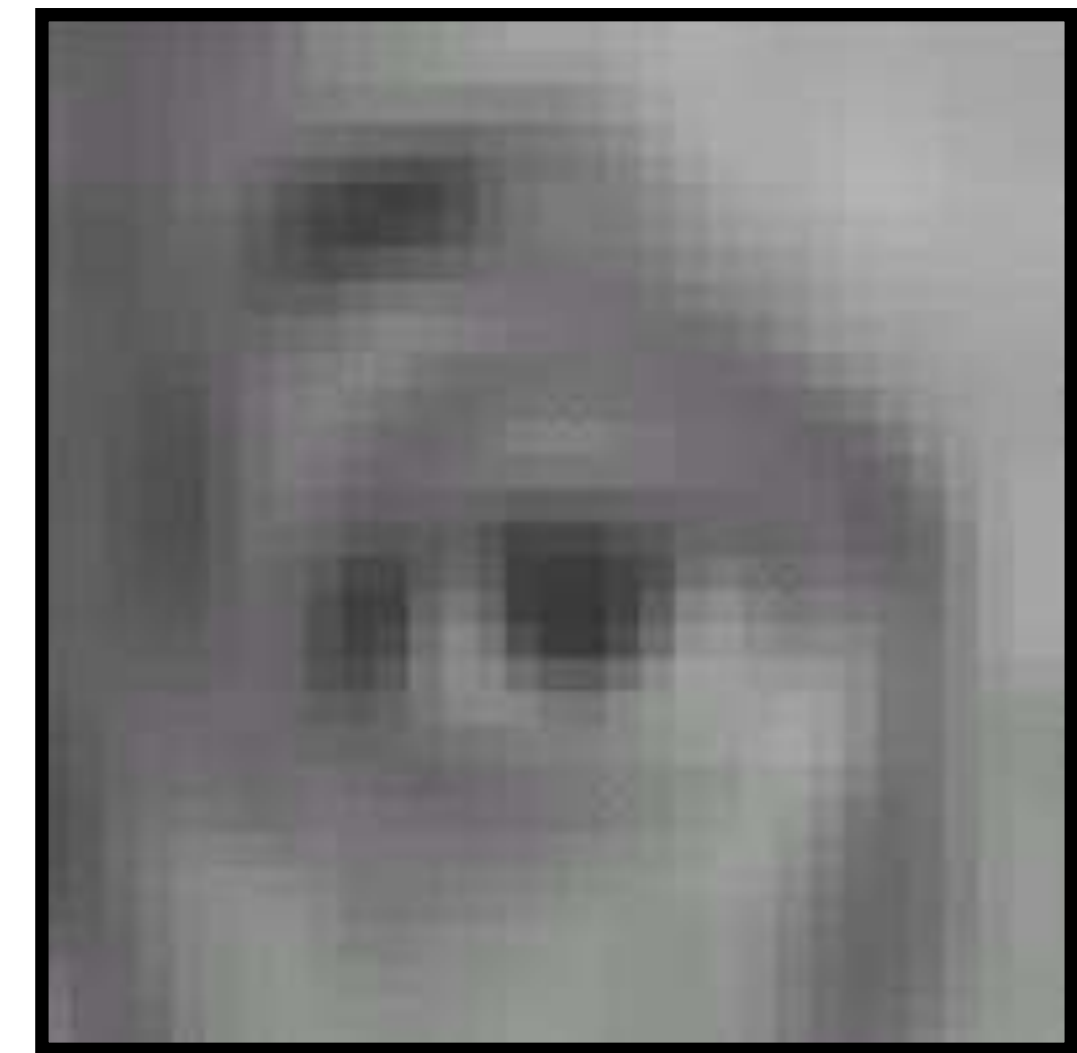
**Original**

$$\frac{1}{9}$$

1	1	1
1	1	1
1	1	1

**Filter**

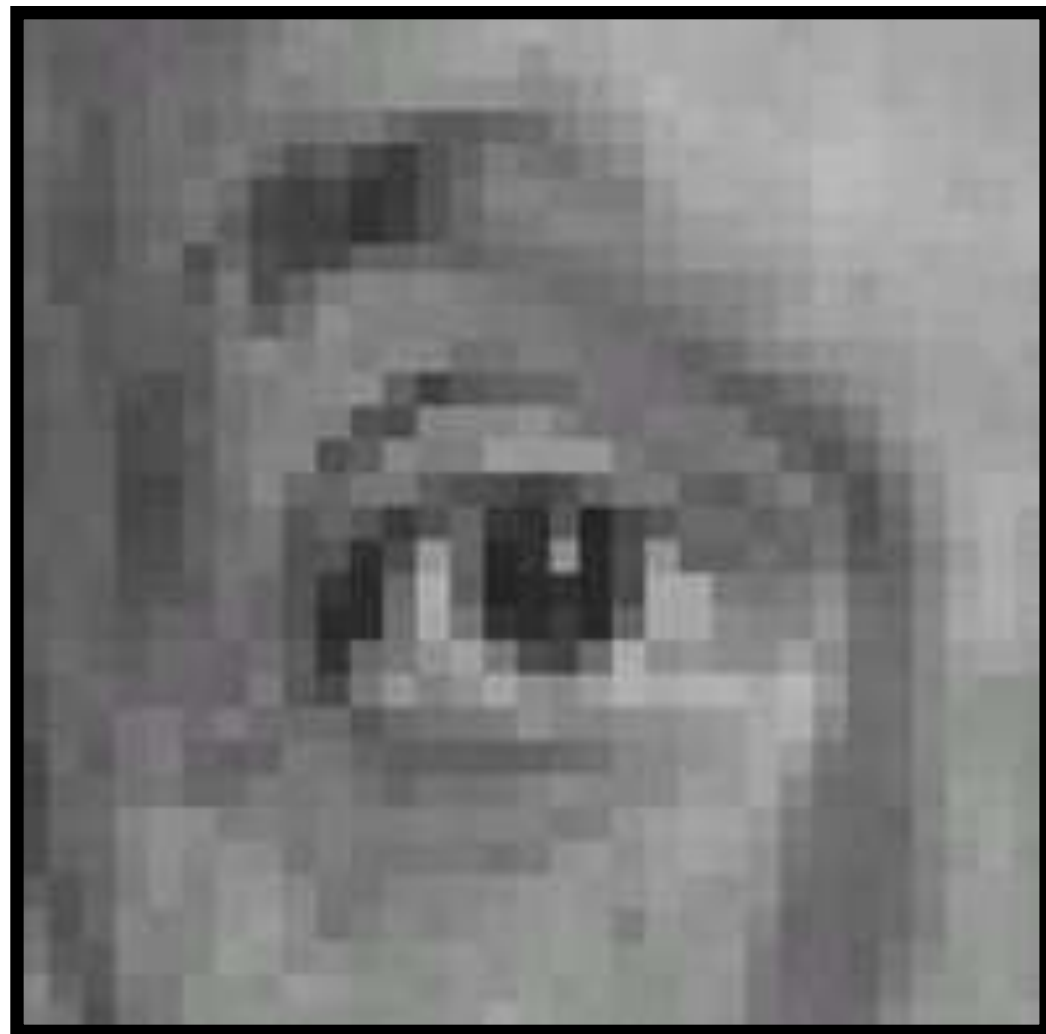
(filter sums to 1)



**Result**

(blur with a box filter)

# Example 4:



**Original**

0	0	0
0	2	0
0	0	0

$-\frac{1}{9}$

1	1	1
1	1	1
1	1	1

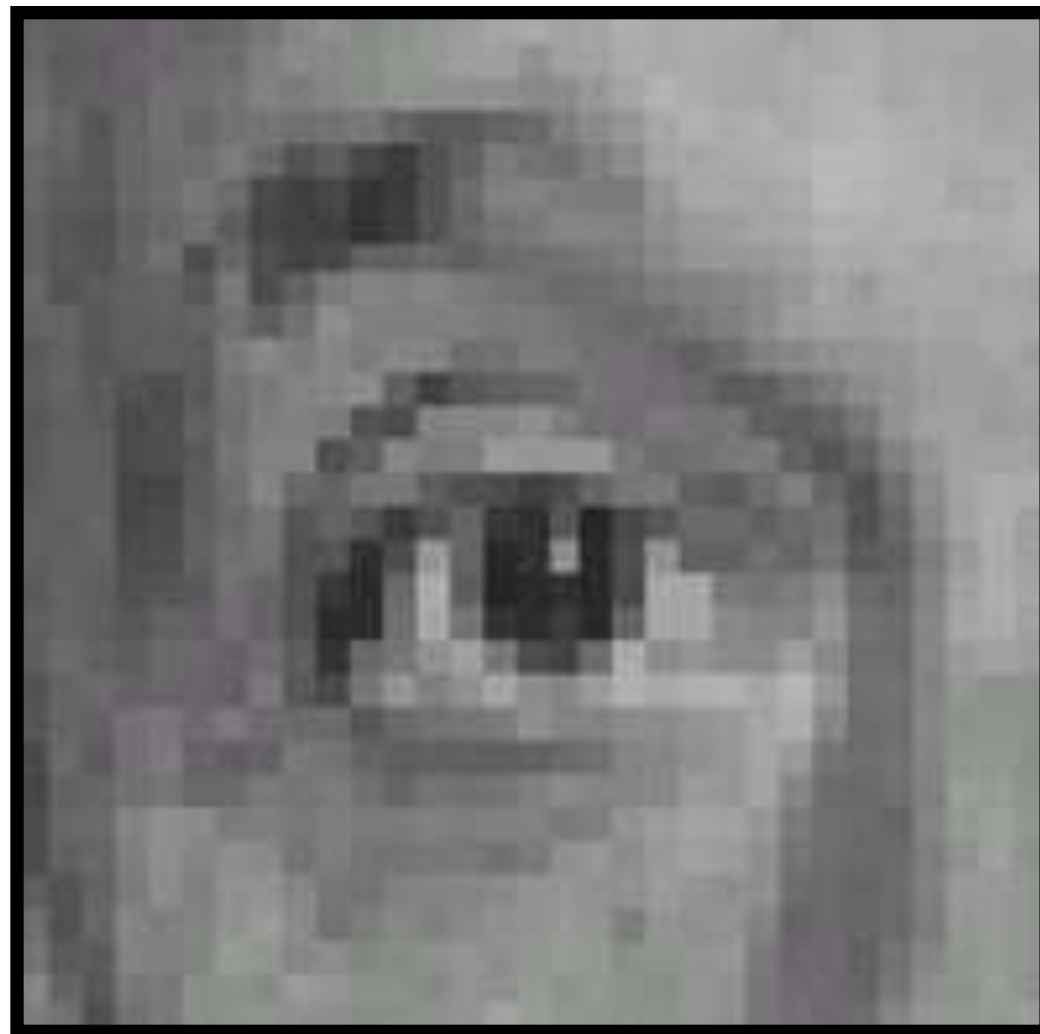
**Filter**  
(filter sums to 1)

?

**Result**



# Example 4:



**Original**

0	0	0
0	2	0
0	0	0

 $- \frac{1}{9}$ 

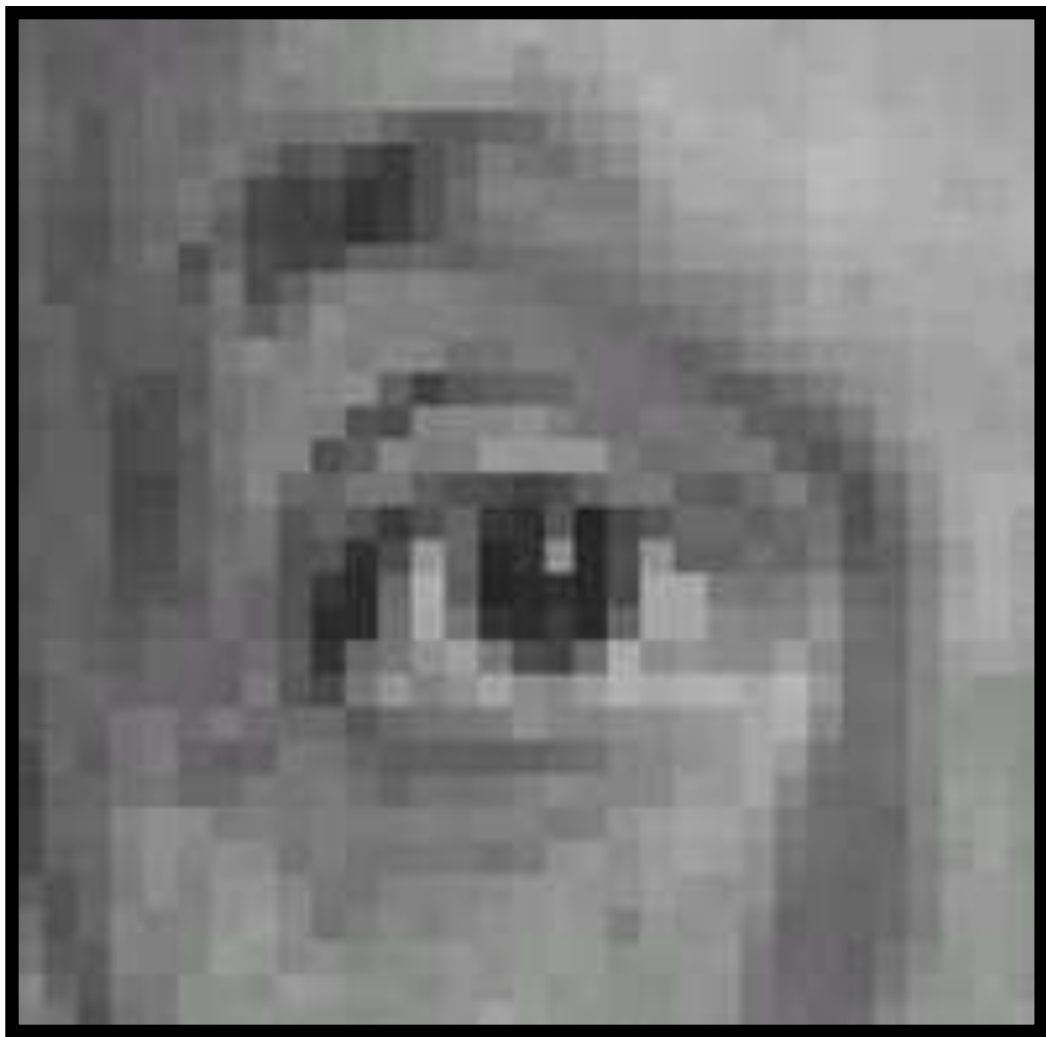
1	1	1
1	1	1
1	1	1

**Filter**  
(filter sums to 1)



**Result**  
(sharpening)

# Example 4:



Original

(Scaled)  
Image Itself

0	0	0
0	2	0
0	0	0

−  
 $\frac{1}{9}$

Blurred Version

1	1	1
1	1	1
1	1	1

Filter

(filter sums to 1)

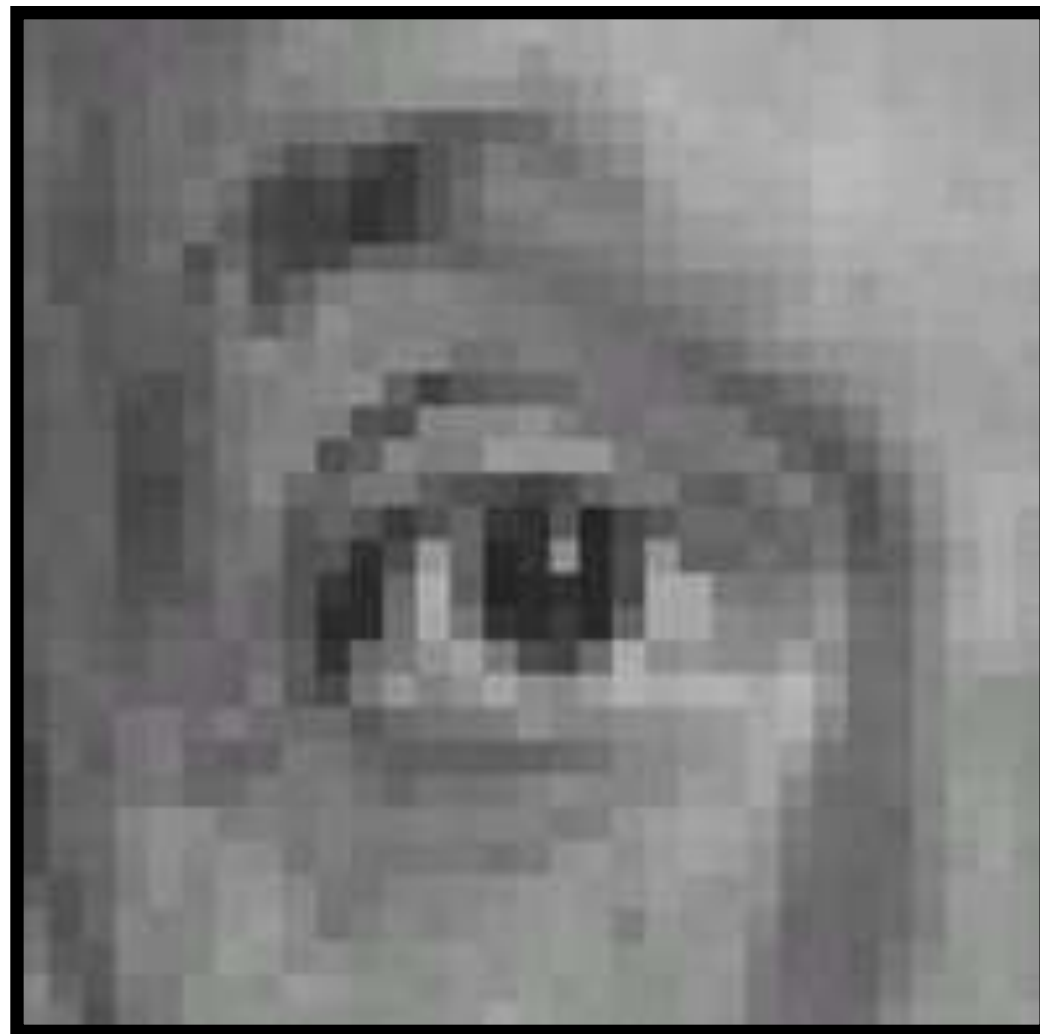


Result

(sharpening)

# Example 4:

Why have filters sum up to 1?



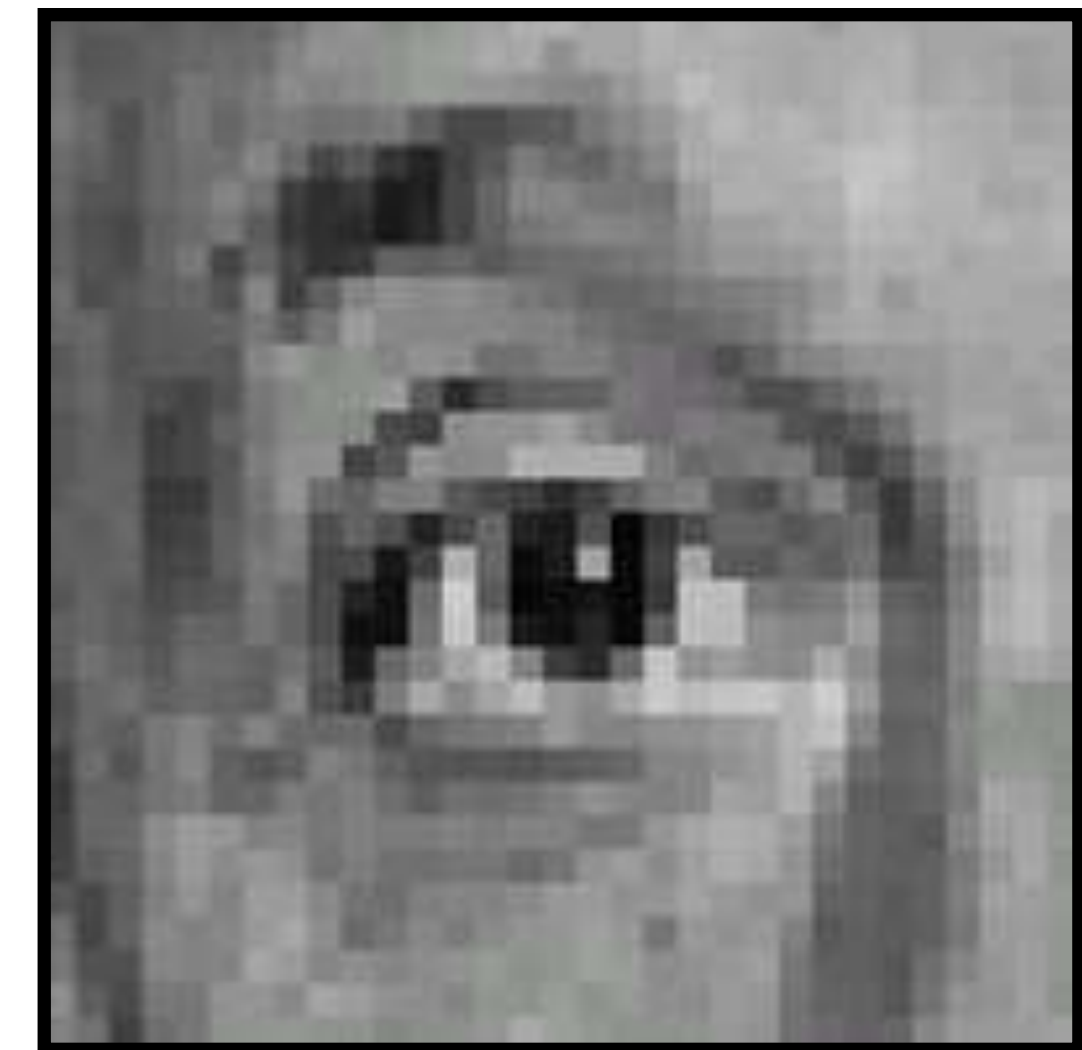
**Original**

0	0	0
0	2	0
0	0	0

 $- \frac{1}{9}$ 

1	1	1
1	1	1
1	1	1

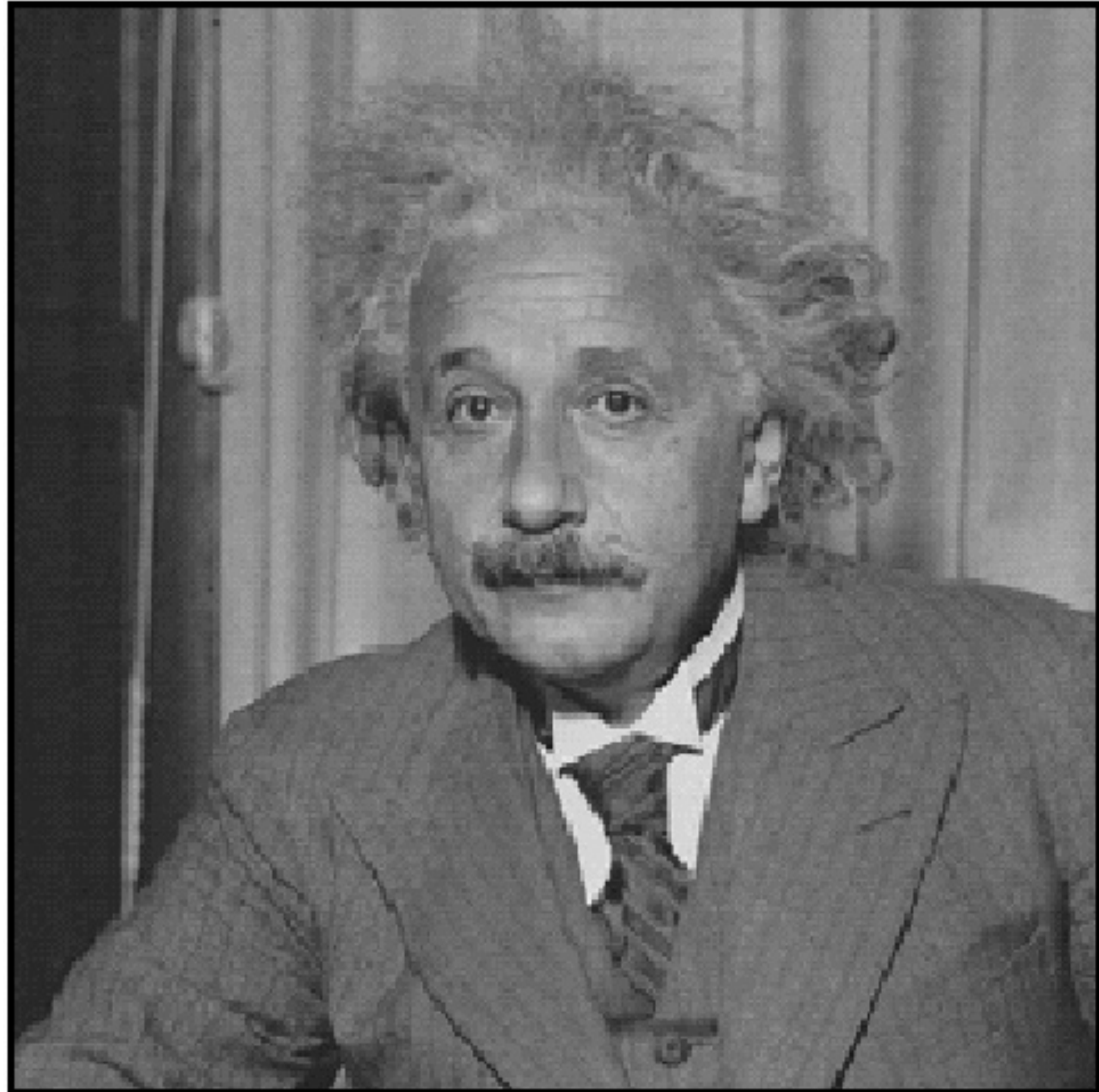
**Filter**  
(filter sums to 1)



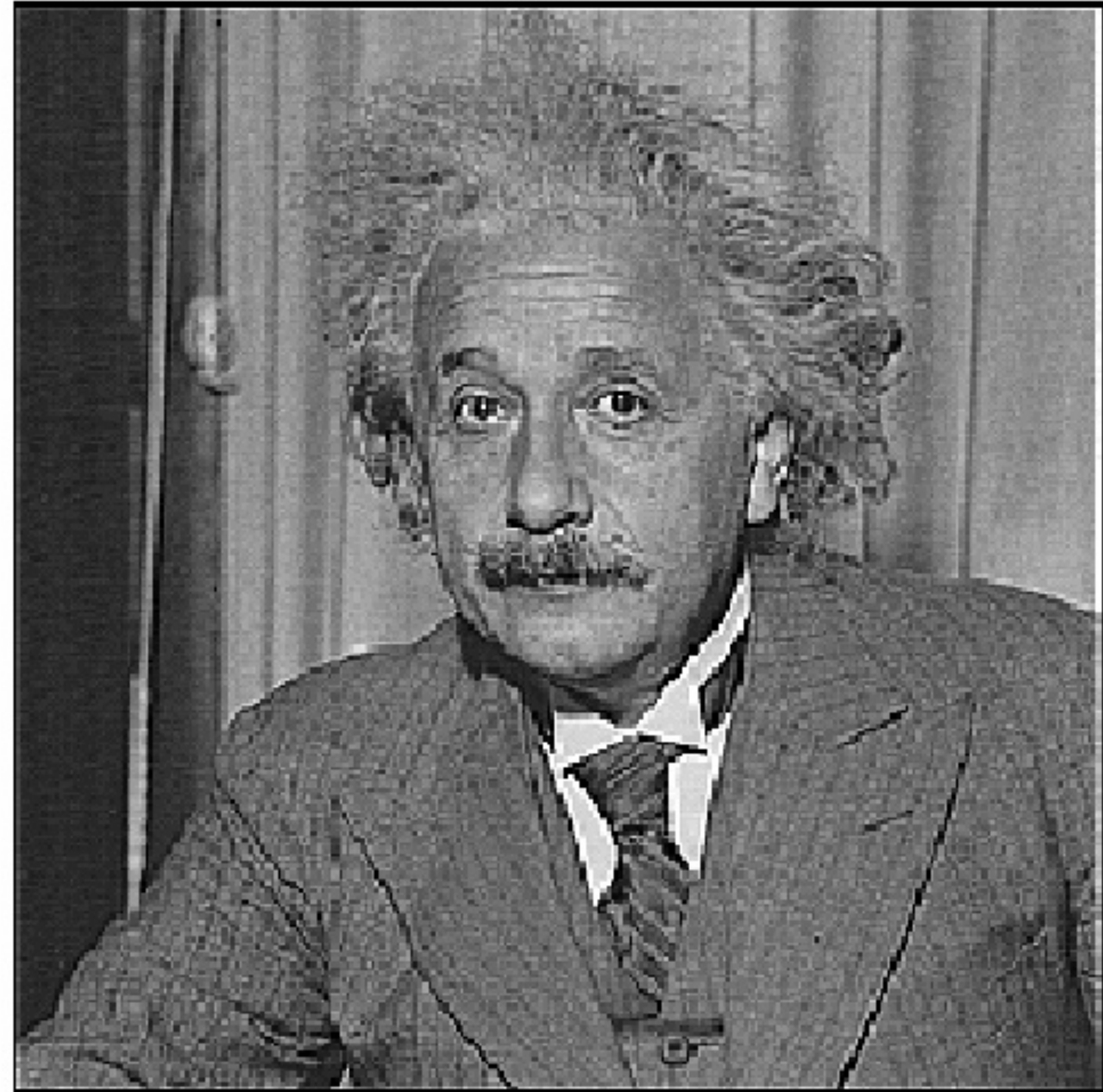
**Result**  
(sharpening)



## Example 4: Sharpening



**Before**



**After**



# Example 4: Sharpening



**Before**



**After**



# Linear Filters: Correlation vs. Convolution

Definition: **Correlation**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

# Linear Filters: Correlation vs. Convolution

Definition: **Correlation**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

Definition: **Convolution**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X - i, Y - j)$$

# Linear Filters: Correlation vs. Convolution

Definition: **Correlation**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

a	b	c
d	e	f
g	h	i

**Filter**

1	2	3
4	5	6
7	8	9

**Image**


**Output**



# Linear Filters: Correlation vs. Convolution

Definition: **Correlation**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

a	b	c
d	e	f
g	h	i

**Filter**

1	2	3
4	5	6
7	8	9

**Image**


**Output**

$$\begin{aligned} &= 1a + 2b + 3c \\ &\quad + 4d + 5e + 6f \\ &\quad + 7g + 8h + 9i \end{aligned}$$

# Linear Filters: Correlation vs. Convolution

Definition: **Correlation**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

Definition: **Convolution**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X - i, Y - j)$$

a	b	c
d	e	f
g	h	i

**Filter**

1	2	3
4	5	6
7	8	9

**Image**


**Output**

# Linear Filters: Correlation vs. Convolution

Definition: **Correlation**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

Definition: **Convolution**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X - i, Y - j)$$

a	b	c
d	e	f
g	h	i

**Filter**

1	2	3
4	5	6
7	8	9

**Image**


**Output**

$$\begin{aligned} &= 9a + 8b + 7c \\ &\quad + 6d + 5e + 4f \\ &\quad + 3g + 2h + 1i \end{aligned}$$

# Linear Filters: Correlation vs. Convolution

Definition: **Correlation**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

Definition: **Convolution**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X - i, Y - j)$$

**Filter**

(rotated by 180)

!	4	6
j	e	p
c	q	a

a	b	c
d	e	f
g	h	i

**Filter**

1	2	3
4	5	6
7	8	9

**Image**


**Output**

$$\begin{aligned} &= 9a + 8b + 7c \\ &\quad + 6d + 5e + 4f \\ &\quad + 3g + 2h + 1i \end{aligned}$$

# Linear Filters: Correlation vs. Convolution

Definition: **Correlation**

$$I'(X, Y) = \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X + i, Y + j)$$

Definition: **Convolution**

$$\begin{aligned} I'(X, Y) &= \sum_{j=-k}^k \sum_{i=-k}^k F(i, j) I(X - i, Y - j) \\ &= \sum_{j=-k}^k \sum_{i=-k}^k F(-i, -j) I(X + i, Y + j) \end{aligned}$$

**Note:** if  $F(X, Y) = F(-X, -Y)$  then correlation = convolution.



# Preview: Why convolutions are important?

Who has heard of **Convolutional Neural Networks** (CNNs)?

