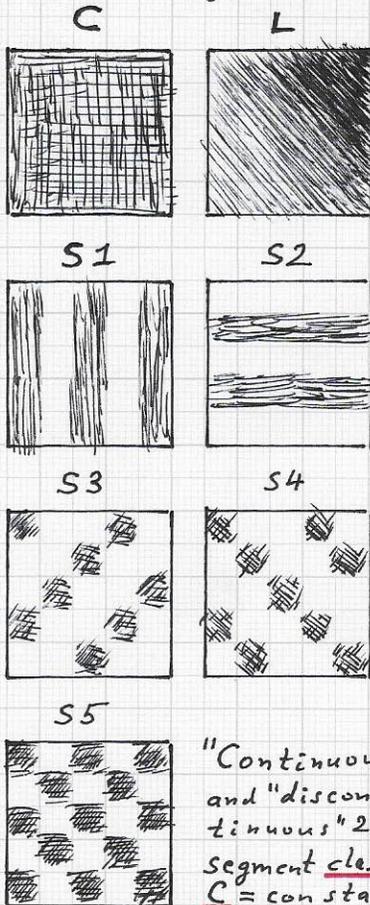


Stratovan

OBJECT AND MATERIAL EIGENFUNCTIONS - Cont'd.

Laplacian eigenfunctions: We now sketch how the 5-pixel template, described on the preceding pages, can be used to produce spectra for simple, ideal classes of 2D segments. The classes to be analyzed with the 5-pixel mask are shown (left). The simplest case is the "C" case. In this case, the pixel values used as input to the "5-pixel mask analyzer" are equal (m). The mask (left, bottom) produces the following spectral response for the eigenfunction coefficients C_i :



"Continuous" and "discontinuous" 2D segment classes:
C = constant,
L = linear,
S1, ..., S5 = stripe patterns.

$$C_1 = \frac{\sqrt{2}}{4} (4m - 2m) = \frac{\sqrt{2}}{2} m$$

$$C_2 = \frac{\sqrt{2}}{4} (3m - 3m) = 0$$

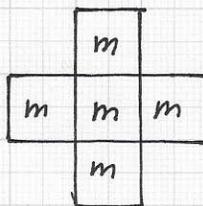
$$C_3 = \dots = 0$$

$$C_4 = \dots = 0$$

$$C_5 = \frac{\sqrt{2}}{4} (4m + 2m) = \frac{3\sqrt{2}}{2} m$$

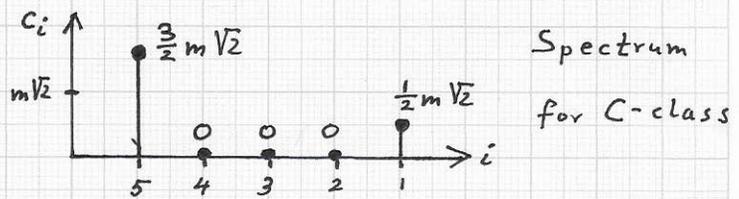
These spectral coefficients can be sketched:

• Application of 5-pixel mask to CONSTANT class



m = mass value of pixels

Input to 5-pixel mask for constant mass function.



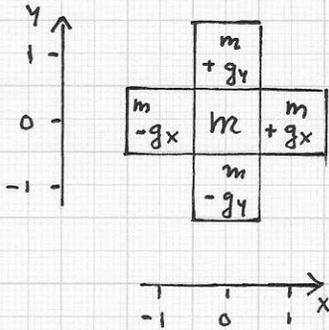
Spectrum for C-class

The "L" case concerns a mass function m that varies linearly, i.e., $m(x,y) = m + g_x x + g_y y$, where m is the mass value of the center pixel of the mask and g_x, g_y are the components of the gradient.

Stratovan

OBJECT AND MATERIAL EIGENFUNCTIONS - Cont'd.

Laplacian eigenfunctions: ... By using 'local' x- and y-coordinate values -1, 0, 1 for the 5-pixel mask (left) a general linear function describing the mass function $m(x,y) = m + g_x x + g_y y$ generates the five pixel values shown in the figure. The resulting eigenfunction coefficients are:



Definition of Linear $m(x,y)$ function using local coordinates.

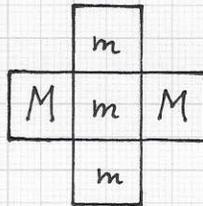
$$c_1 = \frac{\sqrt{2}}{4} (4m + g_x - g_x + g_y - g_y - 2m) = \frac{\sqrt{2}}{2} m$$

$$c_2 = \frac{\sqrt{2}}{4} (3m - 3g_y - m + g_x - m - g_x - m - g_y) = -\sqrt{2} g_y$$

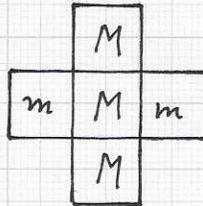
$$c_3 = \frac{\sqrt{2}}{4} (3m + 3g_x - m + g_x - m - g_y - m + g_y) = \sqrt{2} g_x$$

$$c_4 = \frac{\sqrt{2}}{4} (3m - 3g_x - m - g_x - m - g_y - m + g_y) = -\sqrt{2} g_x$$

$$c_5 = \frac{\sqrt{2}}{4} (4m + g_x - g_x + g_y - g_y + 2m) = \frac{3\sqrt{2}}{2} m$$

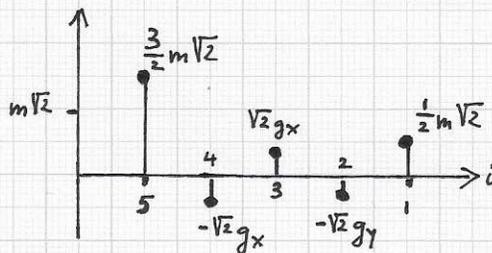


Stripe pattern S1
Type 1
 $m \ll M$



Stripe pattern S1
Type 2
 $m \ll M$

(These coefficients are equal to those of the "C" case - when $g_x = g_y = 0$.)



Spectrum for L-class

The two types of 'sampling' that can result when one applies the 5-pixel mask to the vertical stripe pattern S1 - whose stripe width is exactly 1 pixel. The values of m and M are assumed to be very different, indicating discontinuous behavior.

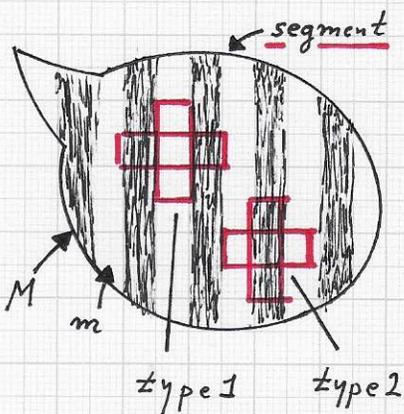
When applying the mask repeatedly to many 5-pixel segment subsets of such a vertically striped segment, one obtains instances of type 1 and type 2.

When $g_x \ll m$ and $g_y \ll m$, the linear function is "nearly constant," and coefficients c_2, c_3, c_4 could be neglected. The situation is different when the mass values in the mask are "very different and indicate discontinuous mass function behavior." The discontinuous stripe pattern S1 is shown left. ...

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OBJECT AND MATERIAL EIGENFUNCTIONS - Cont'd.

Laplacian eigenfunctions: ... Stripe patterns S1, type 1, and S1, type 2,



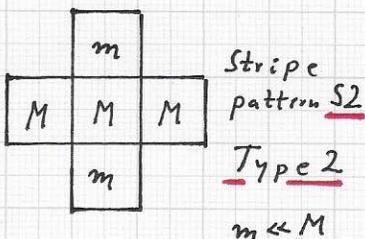
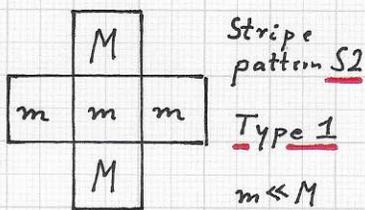
generate the following coefficient values C_i :

type 1

type 2

$$\begin{aligned}
 c_1 &= \frac{\sqrt{2}}{2} M & , & & c_1 &= \frac{\sqrt{2}}{2} m & , \\
 c_2 &= \frac{\sqrt{2}}{2} (m-M) & , & & c_2 &= \frac{\sqrt{2}}{2} (M-m) & , \\
 c_3 &= \frac{\sqrt{2}}{2} (M-m) & , & & c_3 &= \frac{\sqrt{2}}{2} (m-M) & , \\
 c_4 &= \frac{\sqrt{2}}{2} (M-m) & , & & c_4 &= \frac{\sqrt{2}}{2} (m-M) & , \\
 c_5 &= \frac{\sqrt{2}}{2} (M+2m) & , & & c_5 &= \frac{\sqrt{2}}{2} (m+2M) & .
 \end{aligned}$$

The figure (left, top) shows the application of the mask to a larger segment with stripes having the width of one pixel. For completeness, we also analyze the horizontal stripe pattern S2, with types 1 and 2 (left).



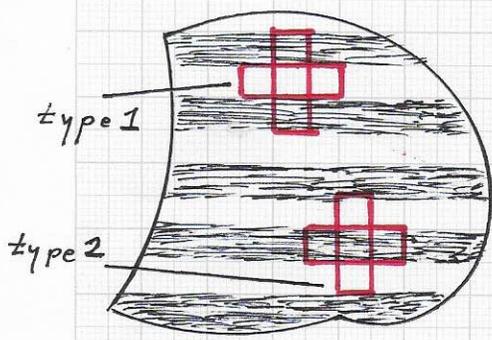
The resulting coefficient values are:

type 1

type 2

$$\begin{aligned}
 c_1 &= \frac{\sqrt{2}}{2} M & , & & c_1 &= \frac{\sqrt{2}}{2} m & , \\
 c_2 &= \frac{\sqrt{2}}{2} (M-m) & , & & c_2 &= \frac{\sqrt{2}}{2} (m-M) & , \\
 c_3 &= \frac{\sqrt{2}}{2} (m-M) & , & & c_3 &= \frac{\sqrt{2}}{2} (M-m) & , \\
 c_4 &= \frac{\sqrt{2}}{2} (m-M) & , & & c_4 &= \frac{\sqrt{2}}{2} (M-m) & , \\
 c_5 &= \frac{\sqrt{2}}{2} (M+2m) & , & & c_5 &= \frac{\sqrt{2}}{2} (m+2M) & .
 \end{aligned}$$

The two types of discontinuous horizontal stripes.



Note: Given a "large" 2D pixel segment to be analyzed, having either the one-pixel-wide vertical or horizontal stripe pattern, the

AVERAGE COEFFICIENT VALUES C_i are:

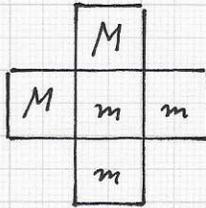
$$\underline{C} = \left(\frac{\sqrt{2}}{4} (m+M), 0, 0, 0, \frac{3\sqrt{2}}{4} (m+M) \right) .$$

The mask is applied to multiple 5-pixel subsets in a segment, producing average coefficient values C_i .

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■ OBJECT AND MATERIAL EIGENFUNCTIONS - Cont'd.

• Laplacian eigenfunctions: Next, we consider diagonal stripe pattern S3.



Stripe pattern S3

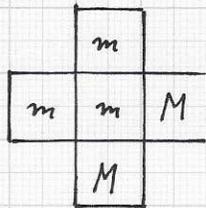
Type 1

$m \ll M$

In this case, three types arise; the coefficient values c_i for the three types are:

<u>type 1</u>	<u>type 2</u>	<u>type 3</u>
$c_1 = \frac{\sqrt{2}}{2} M$	$c_1 = \frac{\sqrt{2}}{2} M$	$c_1 = \frac{\sqrt{2}}{2} (2m - M)$

$c_2 = \frac{\sqrt{2}}{2} (m - M)$	$c_2 = \frac{\sqrt{2}}{2} (M - m)$	$c_2 = 0$
------------------------------------	------------------------------------	-----------



Stripe pattern S3

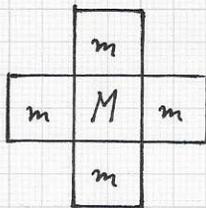
Type 2

$m \ll M$

$c_3 = \frac{\sqrt{2}}{2} (m - M)$	$c_3 = \frac{\sqrt{2}}{2} (M - m)$	$c_3 = 0$
------------------------------------	------------------------------------	-----------

$c_4 = \frac{\sqrt{2}}{2} (M - m)$	$c_4 = \frac{\sqrt{2}}{2} (m - M)$	$c_4 = 0$
------------------------------------	------------------------------------	-----------

$c_5 = \frac{\sqrt{2}}{2} (2m + M)$	$c_5 = \frac{\sqrt{2}}{2} (M + 2m)$	$c_5 = \frac{\sqrt{2}}{2} (2m + M)$
-------------------------------------	-------------------------------------	-------------------------------------



Stripe pattern S3

Type 3

$m \ll M$

The pattern S4 also has three types, and the associated coefficient values are:

<u>type 1</u>	<u>type 2</u>	<u>type 3</u>
$c_1 = \frac{\sqrt{2}}{2} M$	$c_1 = \frac{\sqrt{2}}{2} M$	$c_1 = \frac{\sqrt{2}}{2} (2m - M)$

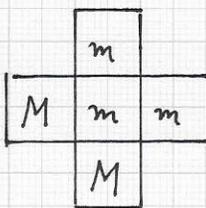
$c_2 = \frac{\sqrt{2}}{2} (M - m)$	$c_2 = \frac{\sqrt{2}}{2} (m - M)$	$c_2 = 0$
------------------------------------	------------------------------------	-----------

$c_3 = \frac{\sqrt{2}}{2} (m - M)$	$c_3 = \frac{\sqrt{2}}{2} (M - m)$	$c_3 = 0$
------------------------------------	------------------------------------	-----------

$c_4 = \frac{\sqrt{2}}{2} (M - m)$	$c_4 = \frac{\sqrt{2}}{2} (m - M)$	$c_4 = 0$
------------------------------------	------------------------------------	-----------

$c_5 = \frac{\sqrt{2}}{2} (2m + M)$	$c_5 = \frac{\sqrt{2}}{2} (M + 2m)$	$c_5 = \frac{\sqrt{2}}{2} (2m + M)$
-------------------------------------	-------------------------------------	-------------------------------------

The three types for diagonal stripe pattern S3.



Stripe pattern S4

Type 1

$m \ll M$

NOTE: Given a "large" 2D pixel segment to be analyzed, having either stripe pattern S3 or S4, the segment's AVERAGE COEFFICIENT VALUES c_i are:

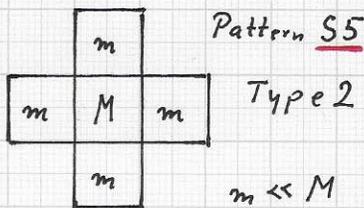
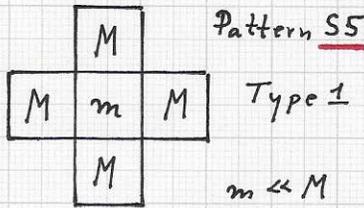
$$C = \left(\frac{\sqrt{2}}{5} (2m + M), 0, 0, 0, \frac{\sqrt{2}}{2} (2m + M) \right)$$

Types 1 and 2 of stripe pattern S4. Stripe pattern S4, Type 3 = Stripe pattern S3, Type 3.

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■ OBJECT AND MATERIAL EIGENFUNCTIONS - Cont'd.

• Laplacian eigenfunctions: We now analyze pattern S5, where pixel values alternate (values m and M), defining a simple "checkerboard texture."



The resulting coefficient values for the two possible types are:

type 1

$$c_1 = \frac{\sqrt{2}}{2} (2M - m)$$

$$c_2 = 0$$

$$c_3 = 0$$

$$c_4 = 0$$

$$c_5 = \frac{\sqrt{2}}{2} (2M + m)$$

type 2

$$c_1 = \frac{\sqrt{2}}{2} (2m - M)$$

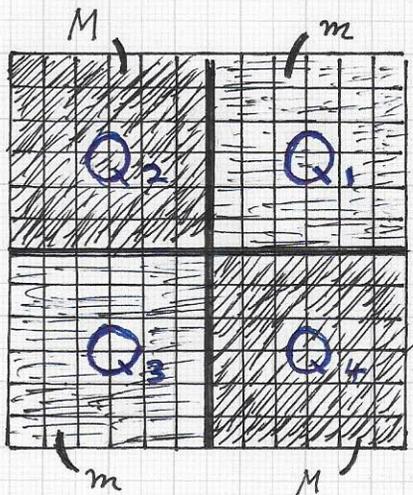
$$c_2 = 0$$

$$c_3 = 0$$

$$c_4 = 0$$

$$c_5 = \frac{\sqrt{2}}{2} (2m + M)$$

Two types of "checkerboard" textures.



Example of a 2D segment with a checkerboard texture of alternating values m and M . The 2D segment consists of 12x12 pixels, while the "texture resolution" is 2x2. The 5-pixel mask is applied to all 5-pixel subsets of the segment - with all mask pixels lying inside the segment.

IT IS NOT REALISTIC TO ASSUME THAT IMPORTANT SEGMENT TEXTURE BEHAVIOR 'OCCURS AT PIXEL SCALE,' THE RESOLUTION LIMIT. FOR EXAMPLE, CONSIDER THE CHECKERBOARD SEGMENT TEXTURE SHOWN IN THE LEFT IMAGE. THE 2D SEGMENT (IMAGE) RESOLUTION IS 12x12 PIXELS; THE RESOLUTION OF THE TEXTURE IS 2x2. WHAT "SPECTRAL RESPONSE" IS OBTAINED WHEN APPLYING THE 5-PIXEL MASK TO THIS SEGMENT? ...