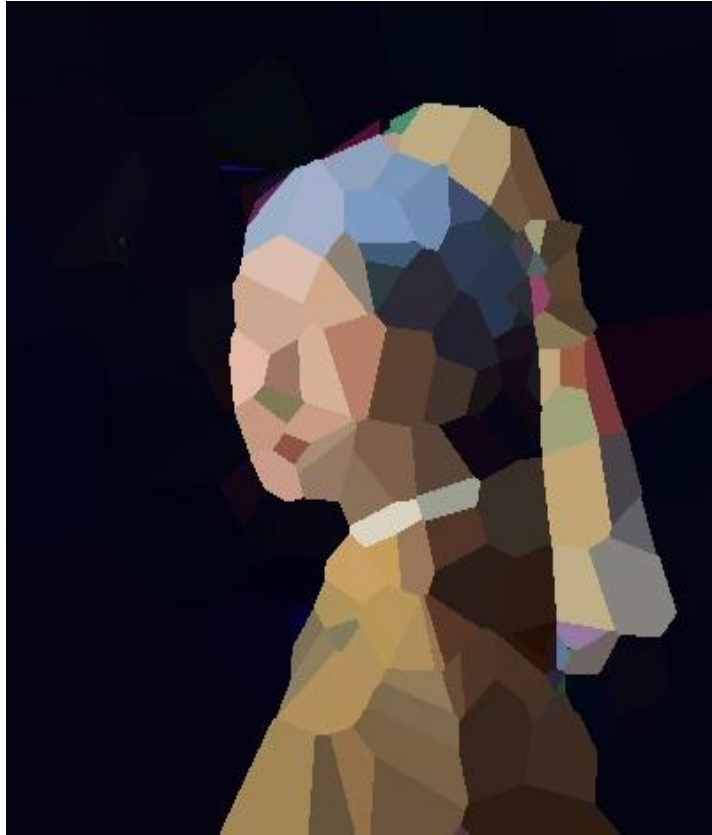




KONSTRUKCIJA SLIKE POMOĆU OPTIMIZACIJSKI ALGORITAMA

FILIP BARBARIĆ

DEFINICIJA PROBLEMA



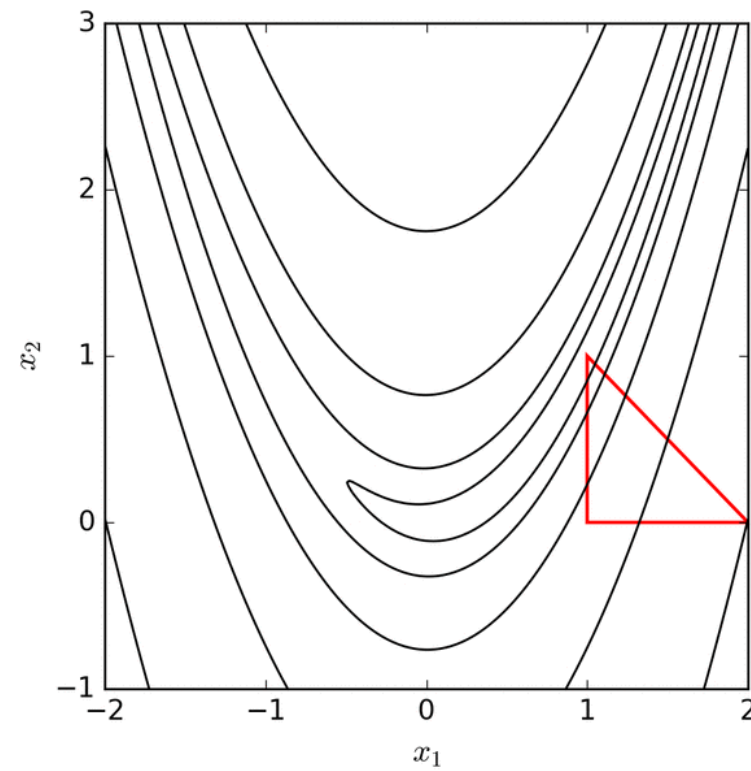
EVOLUCIJSKO PROGRAMIRANJE

- Svako rješenje je niz centroida i boja dijagrama i oni čine sliku
- Funkcija kazne je absolutna razlika između slika
- Populacija je niz slika
- Selekcija k Turnir
- Križanje
- Mutacija

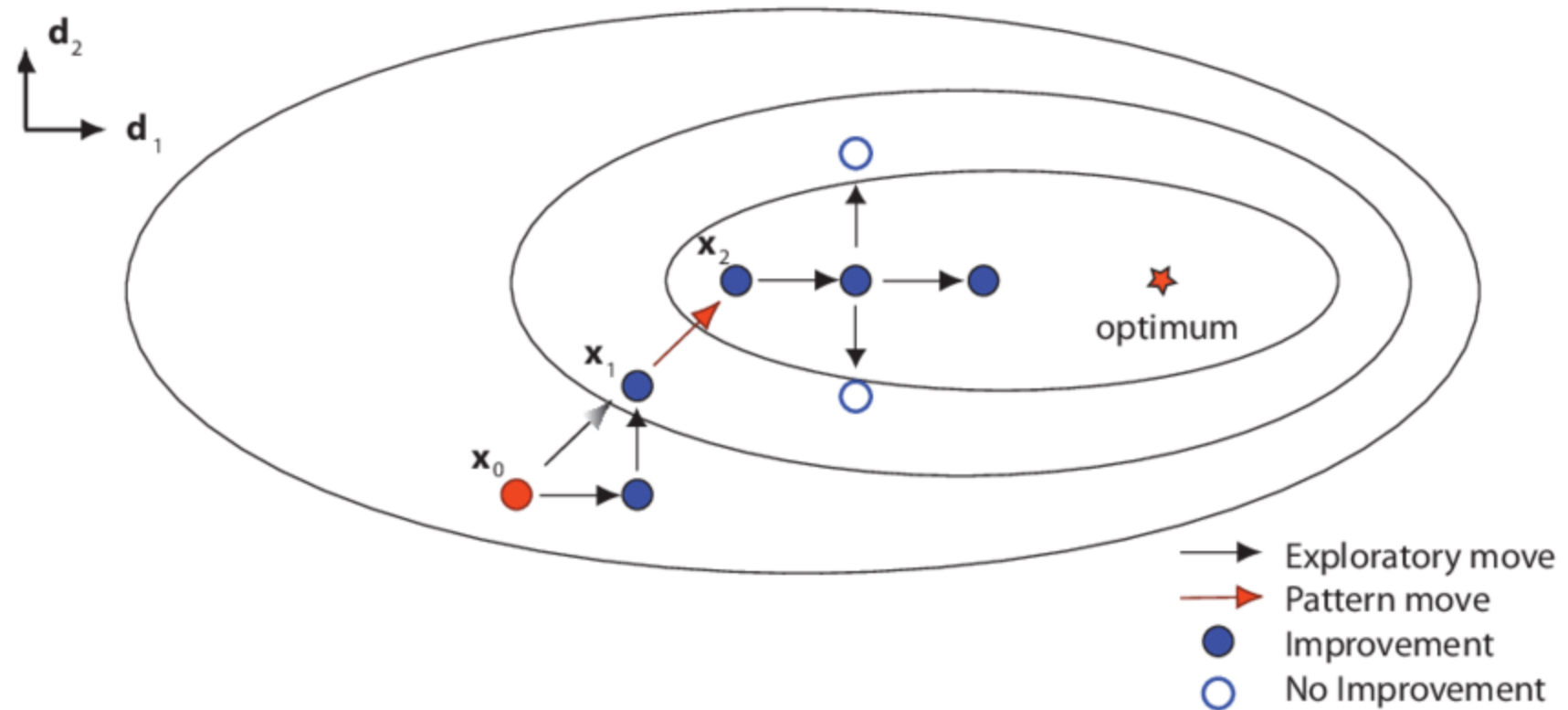
NUMERIČKE METODE OPTIMIZACIJE

- Gradijenti spust
- Problem računanja derivacija
- Simpleks Nelder Mead
- Hooke-Jeeves

SIMPLEKS NELDER MEAD

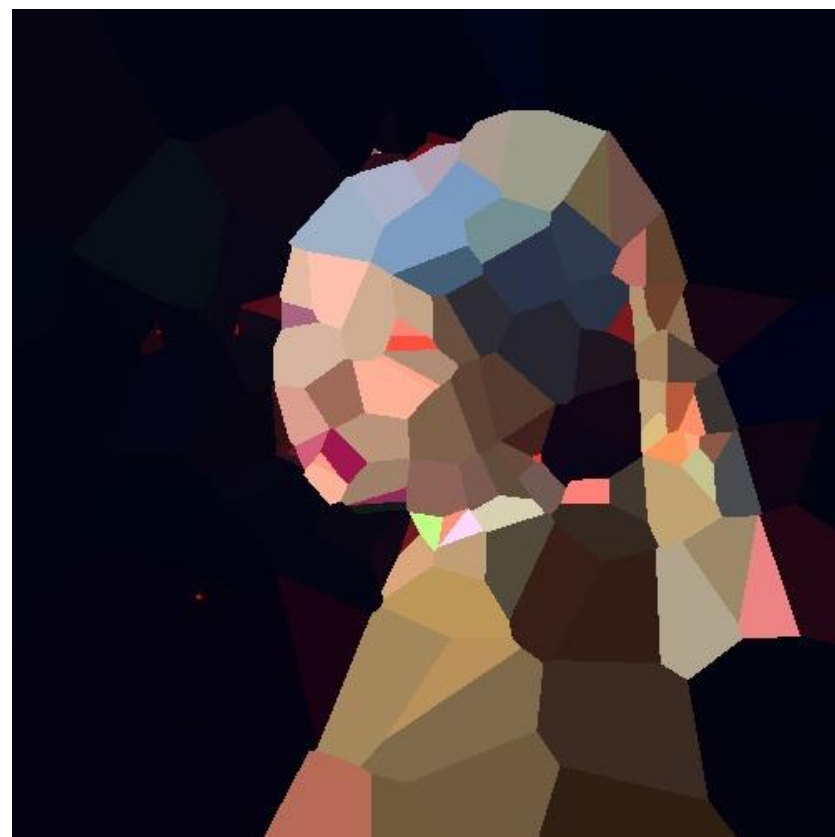
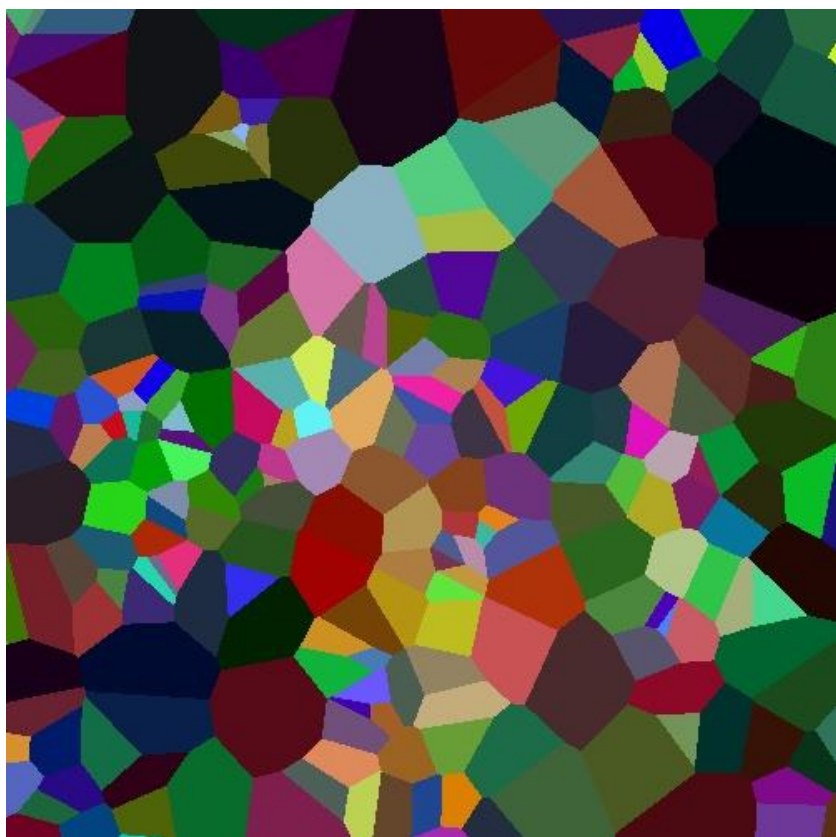


HOOKE-JEEVES

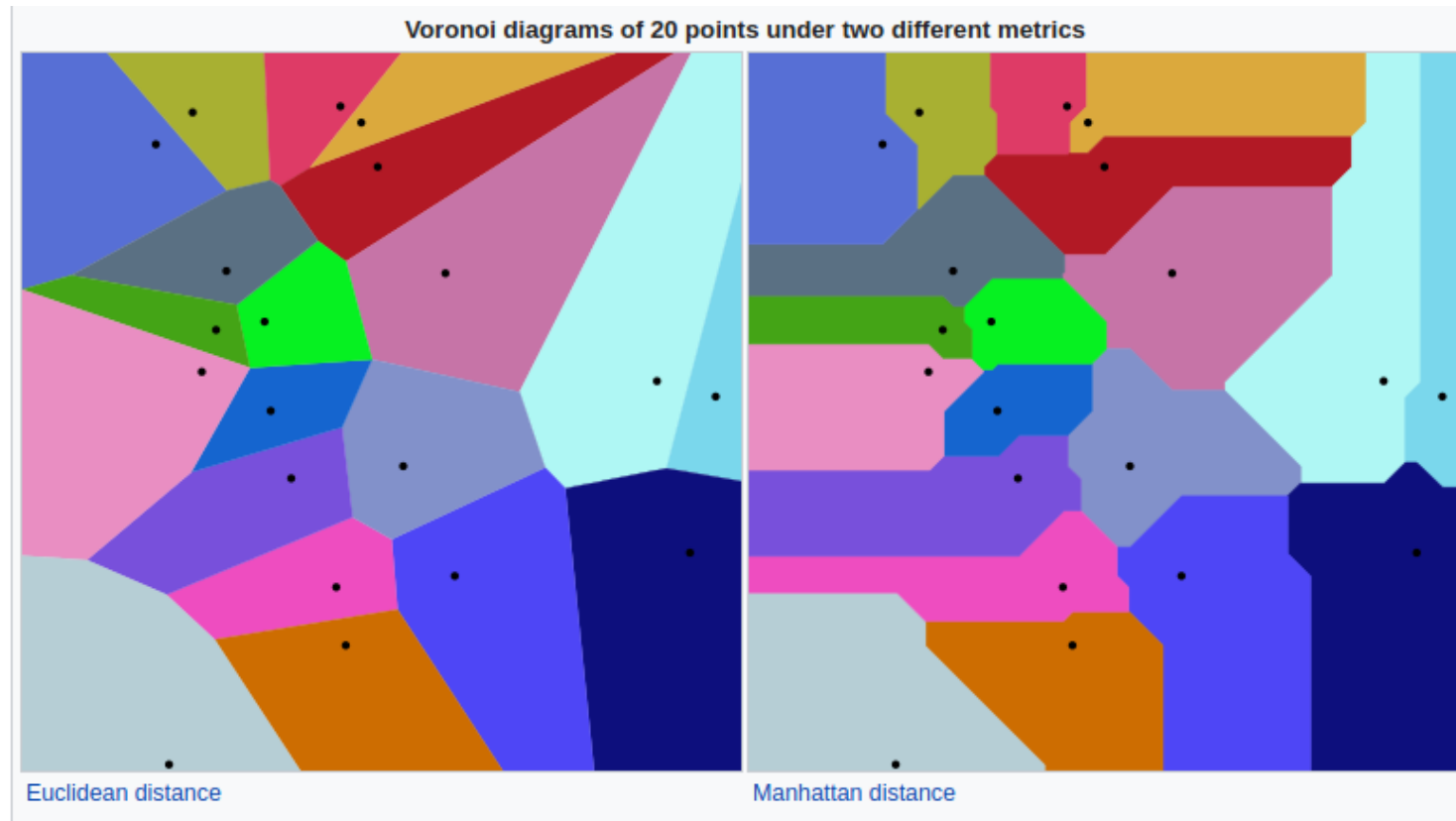


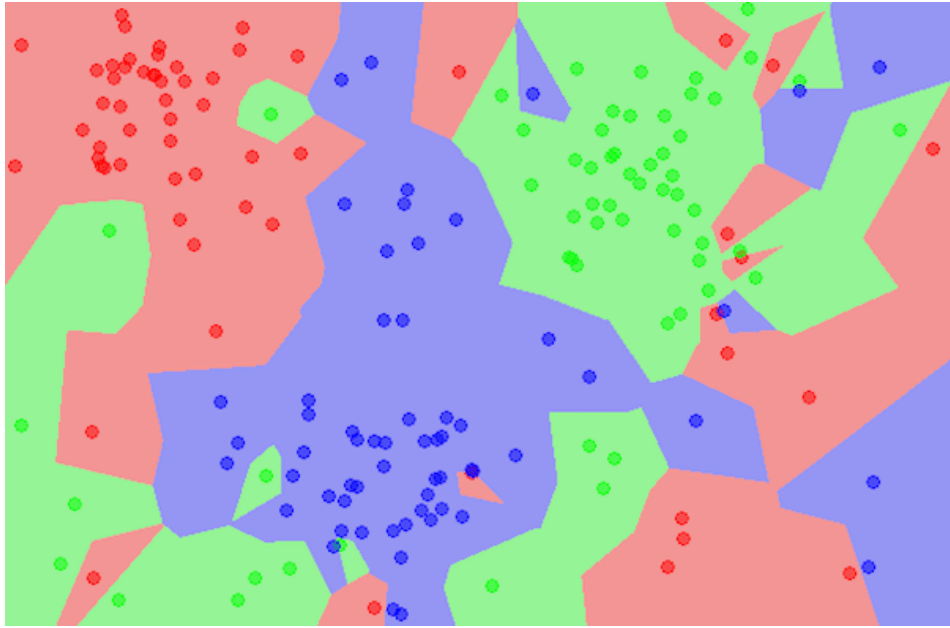






VORONOJEV DIJAGRAM





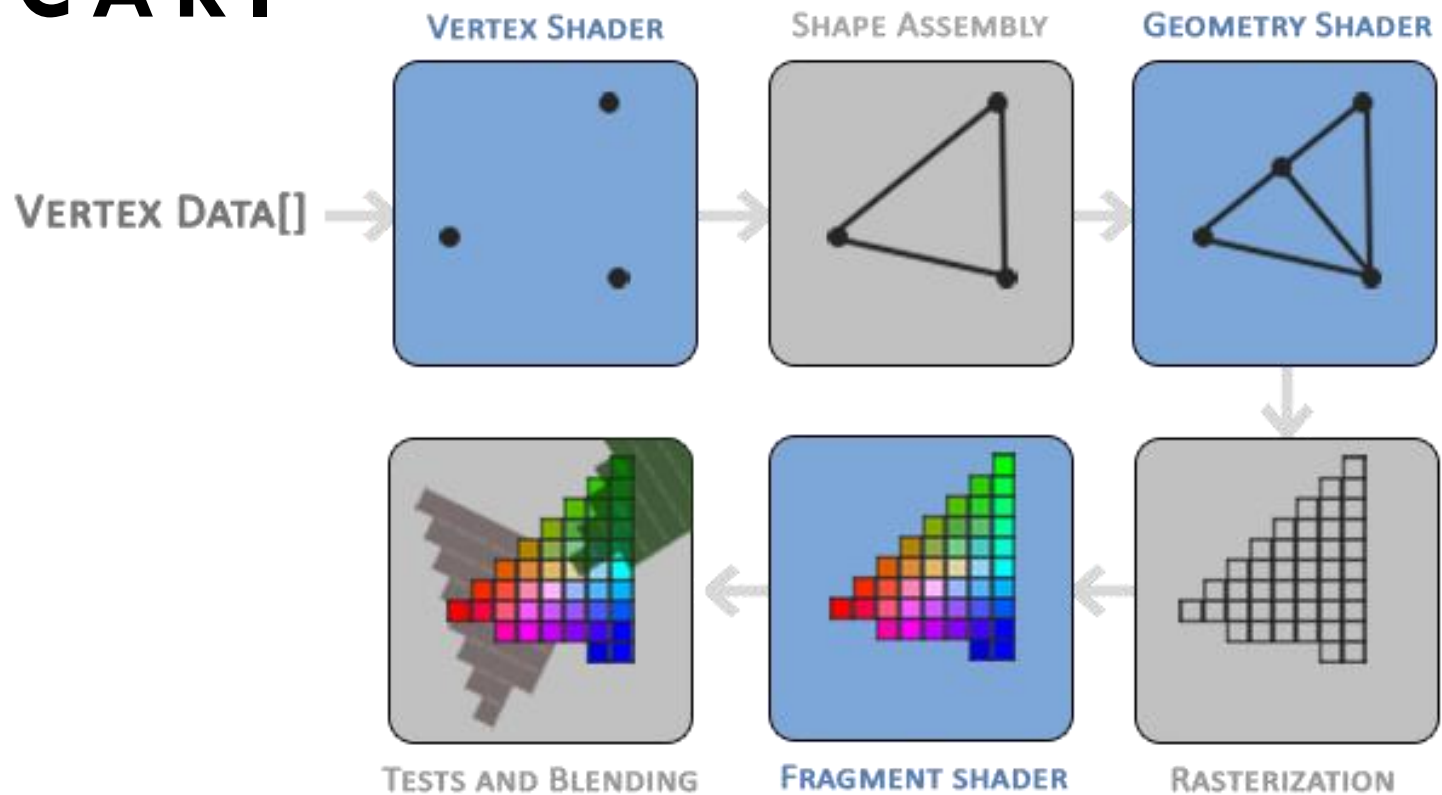
KAKO NACRTATI VORONOJEV DIJAGRAM

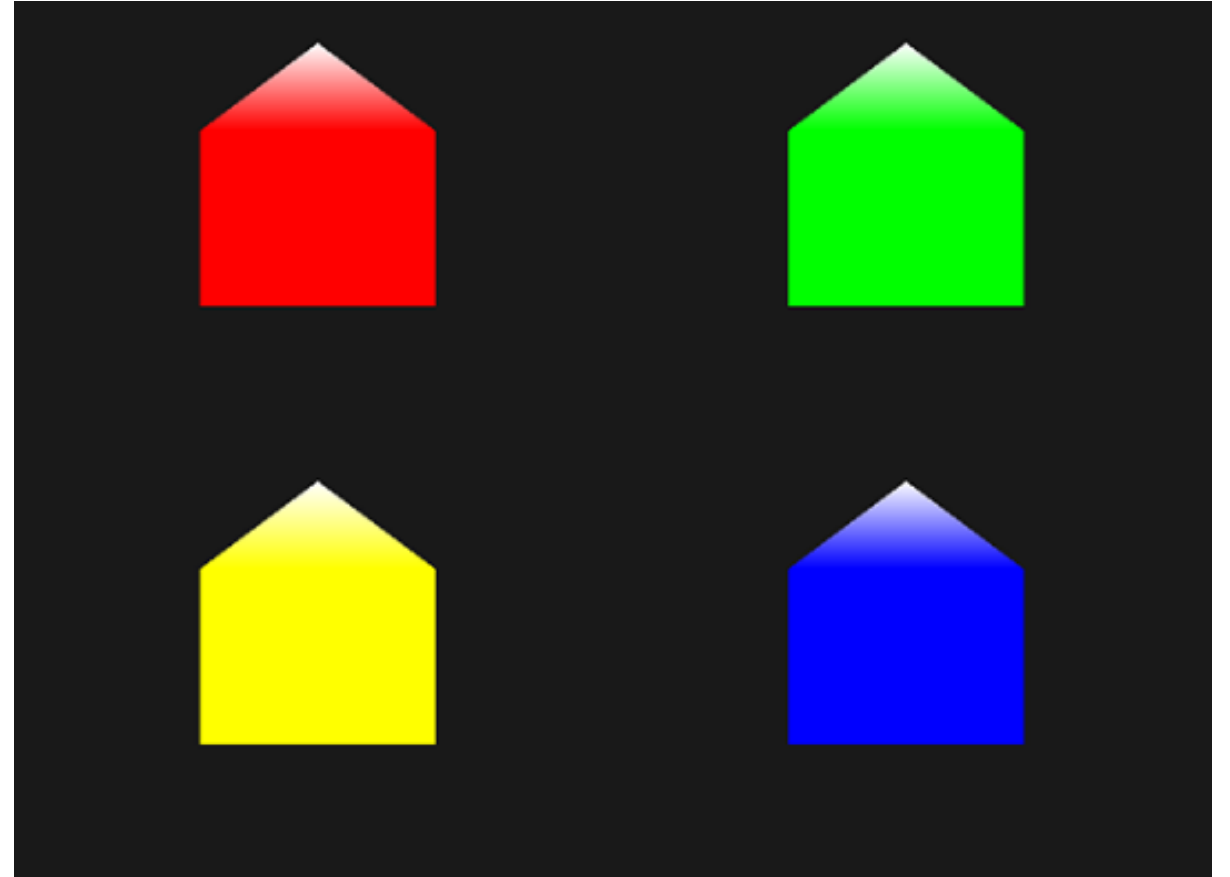
- Naivan način
 - Za svaki piksel računamo udaljenost do svih centroida
 - Bojamo pixel u boju centroida koji ima najmanju definiranu udaljenost

FORTUNOV ALGORITAM

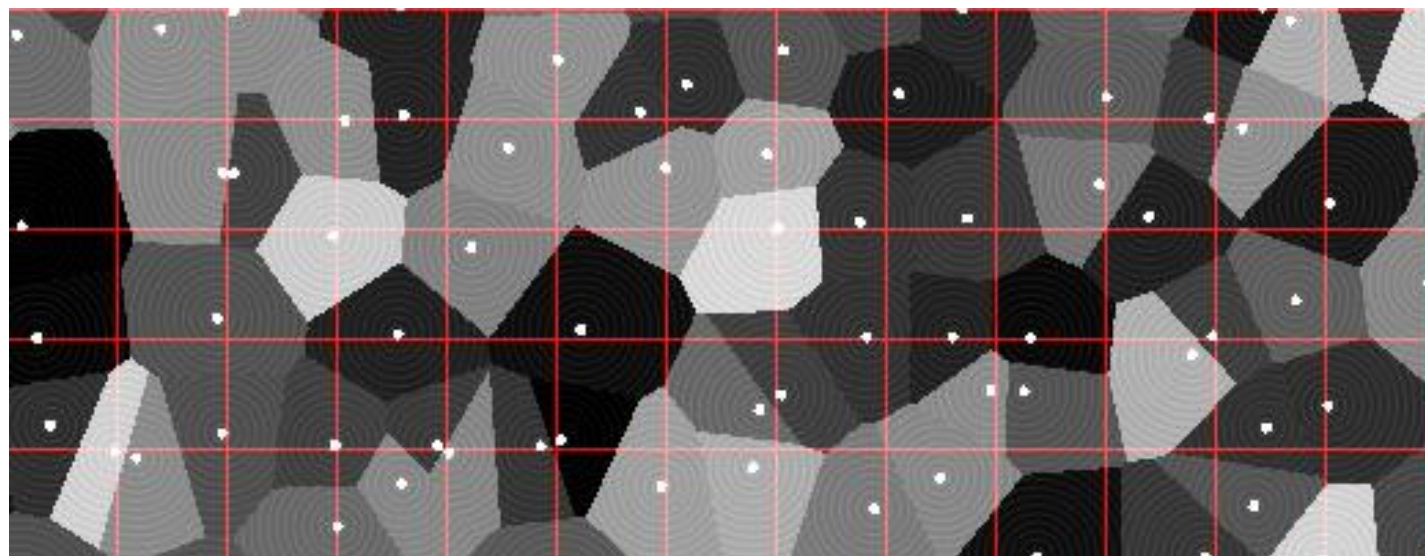
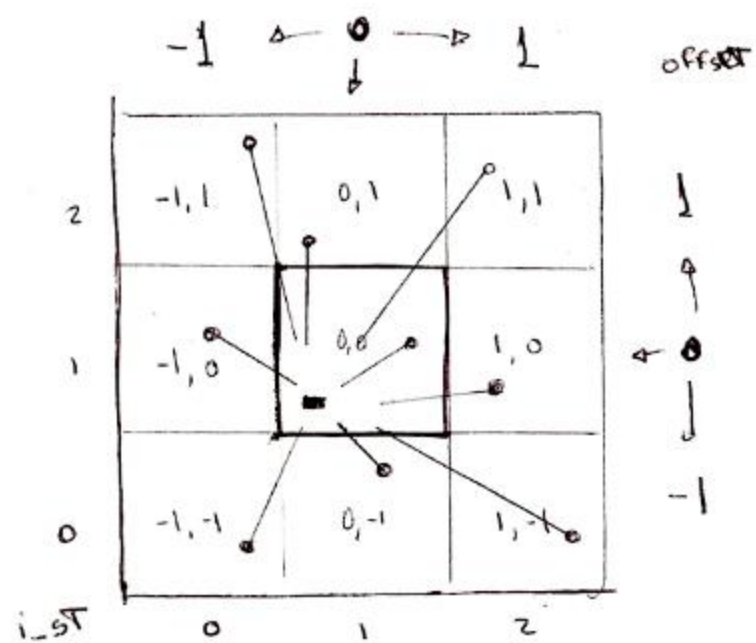


SJENČARI

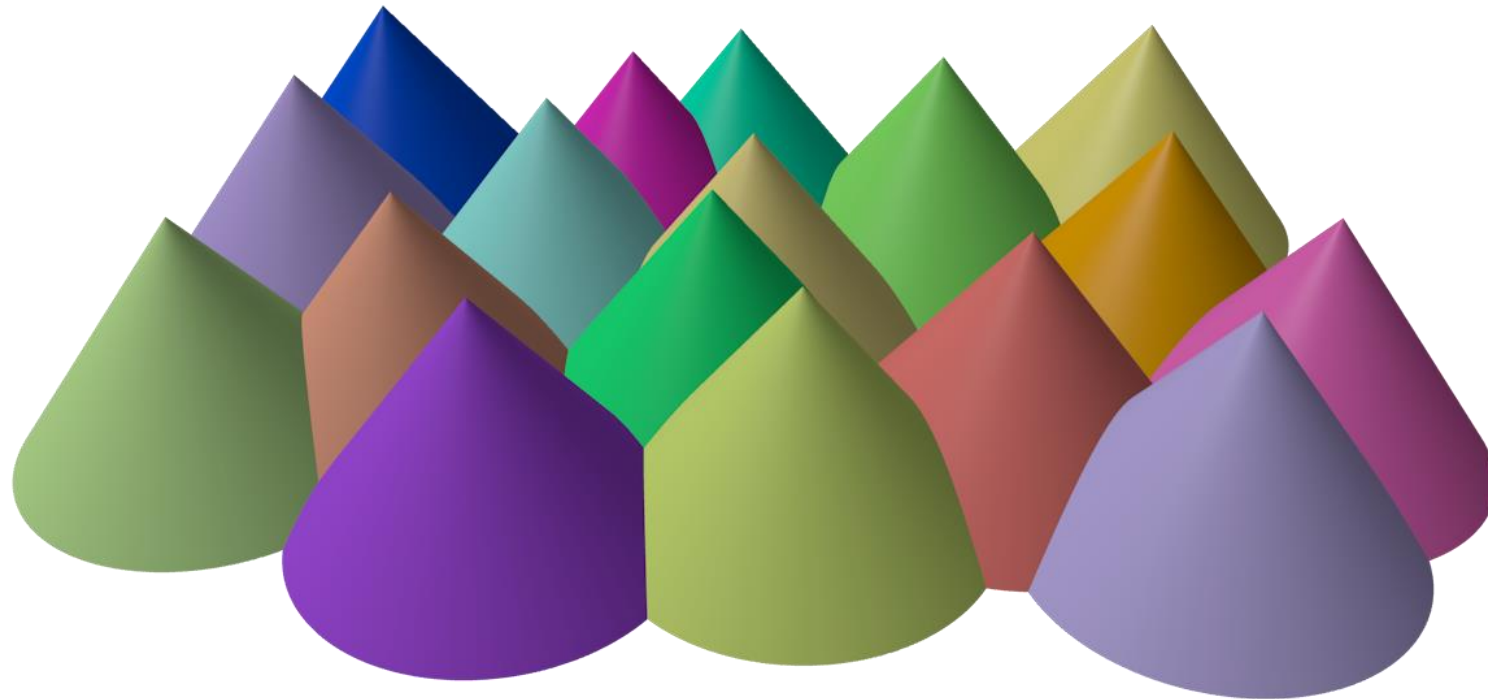




TABLÍČNI NAČIN



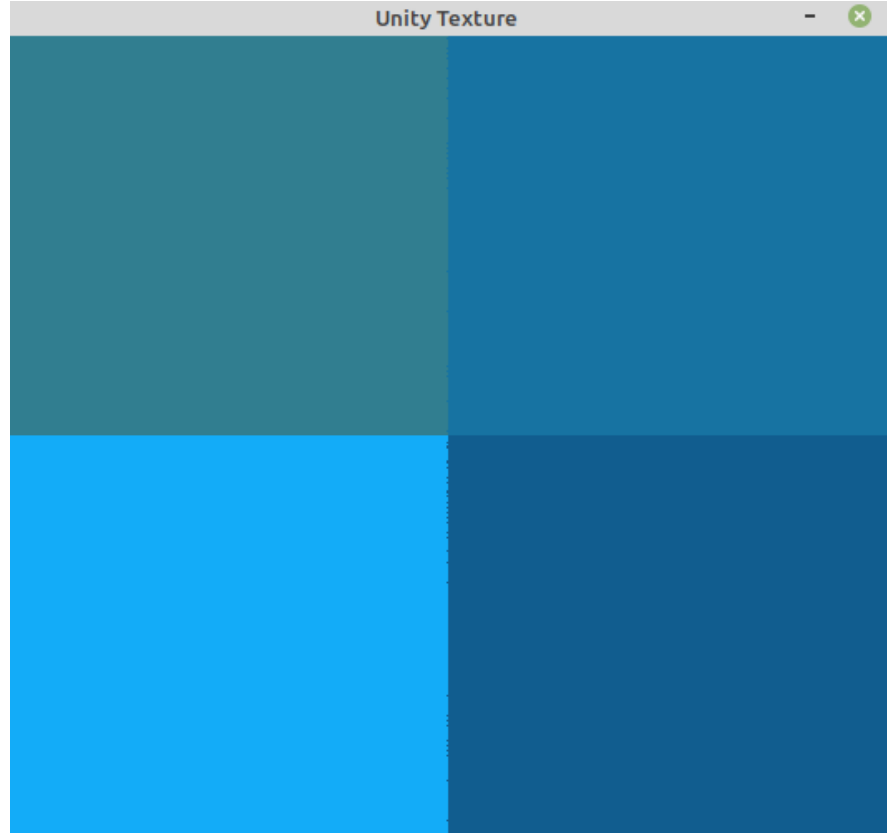
NAČIN CRTANJA POMOĆU STOŽACA



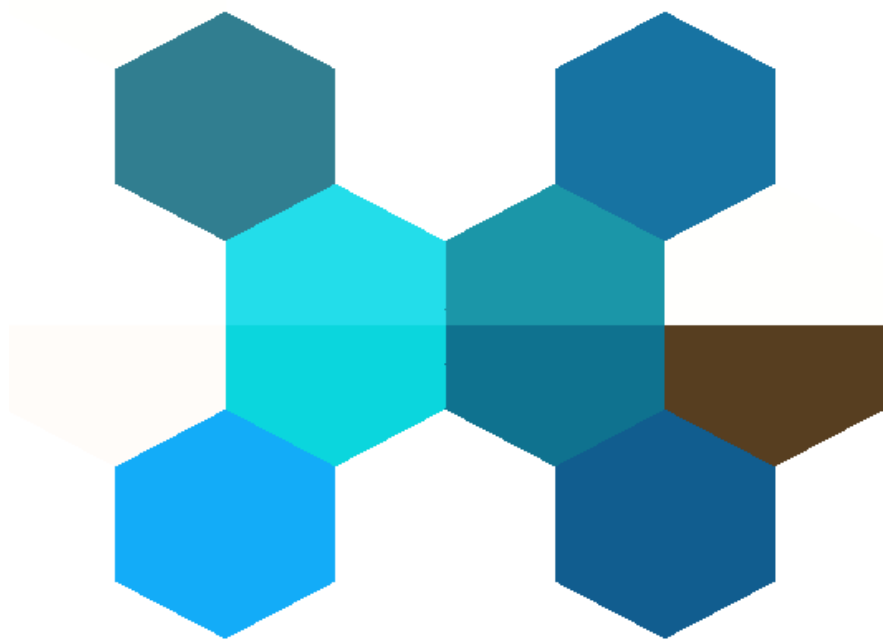


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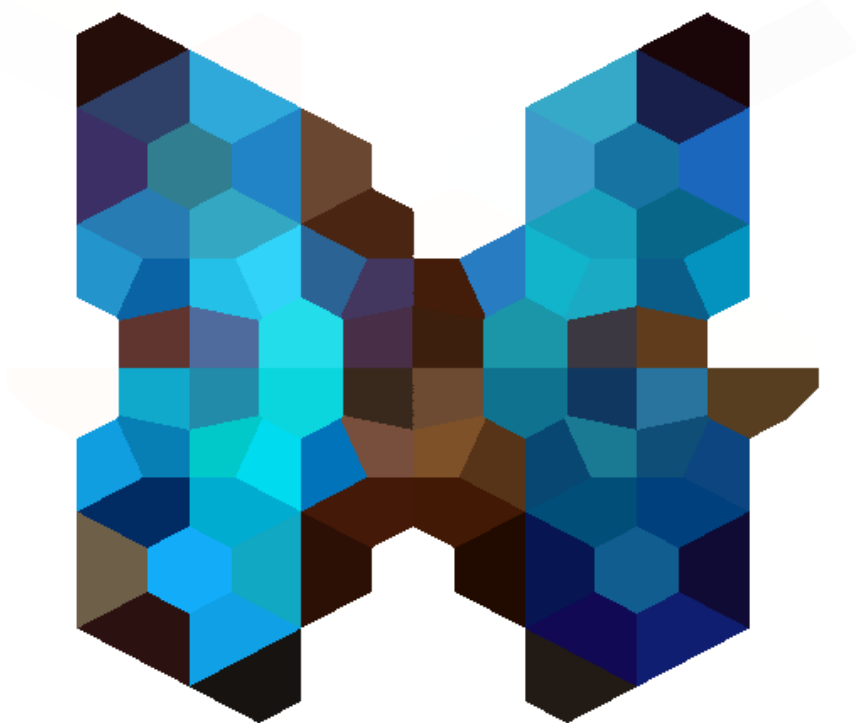


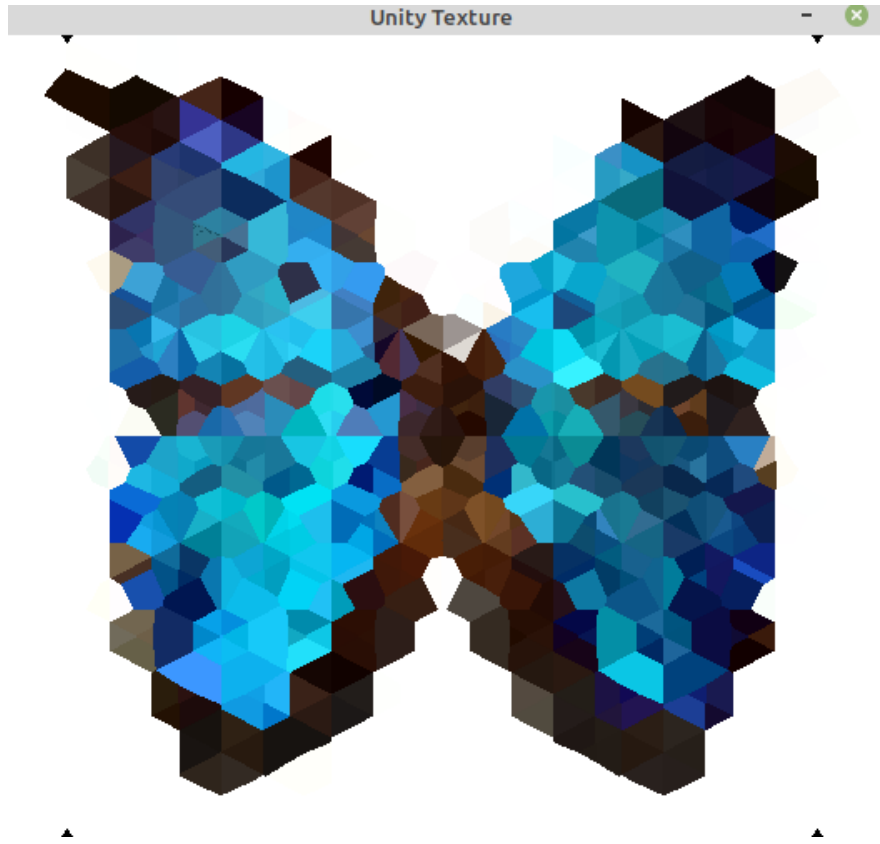


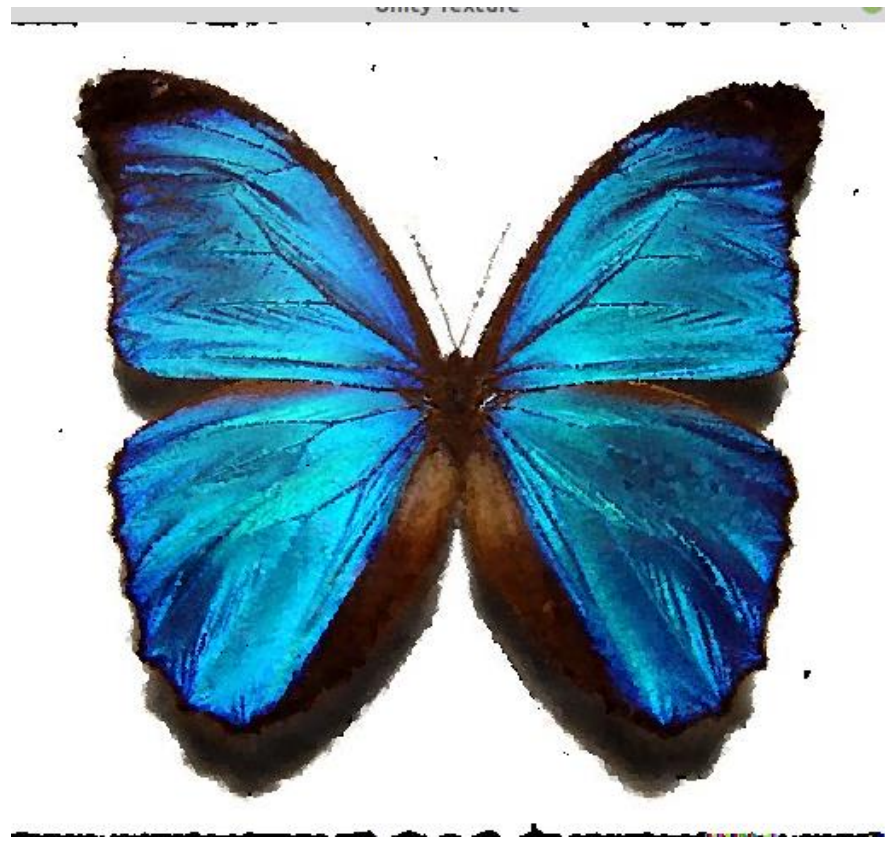
Unity Texture - [Close]

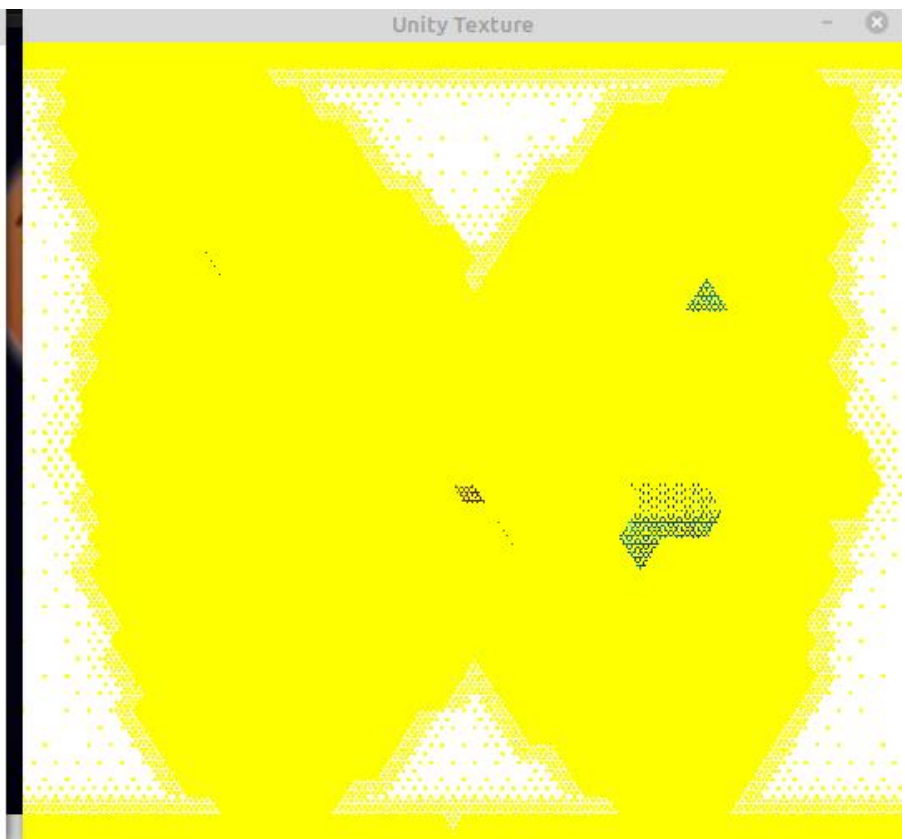
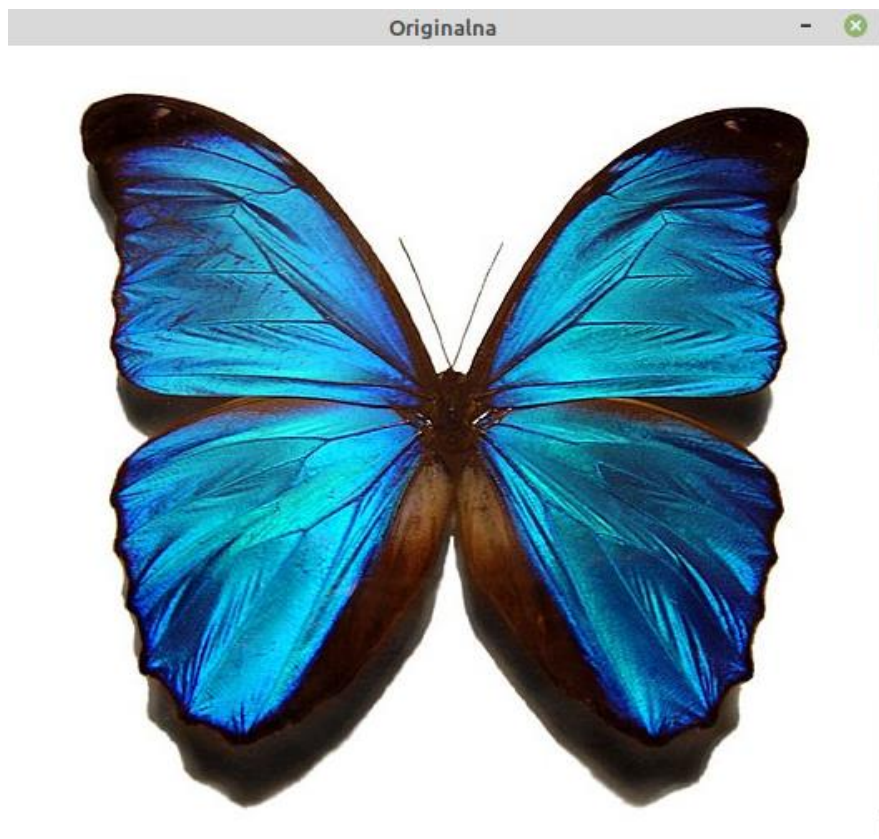


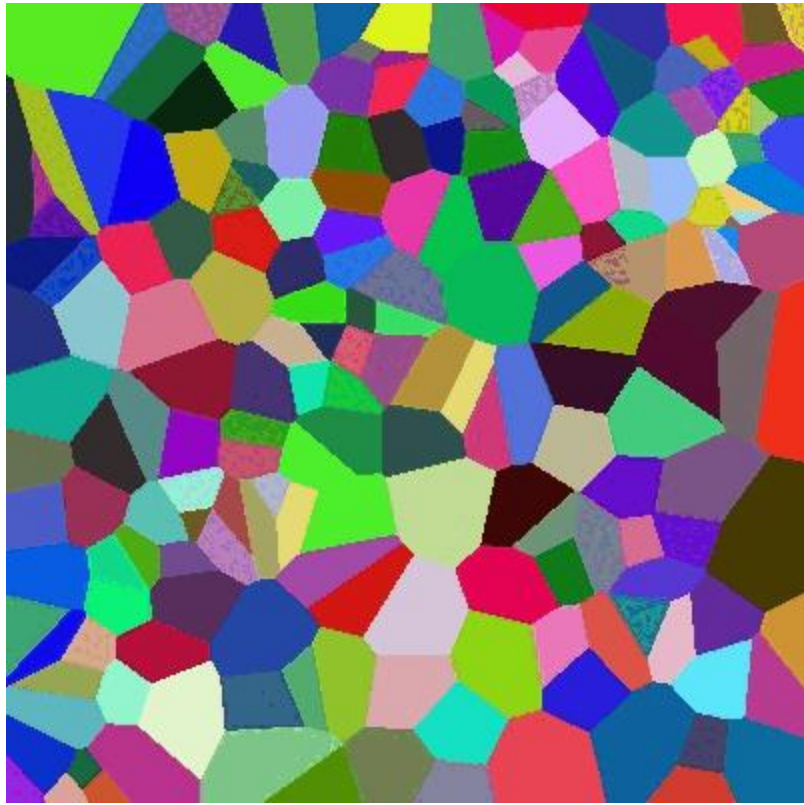
Unity Texture

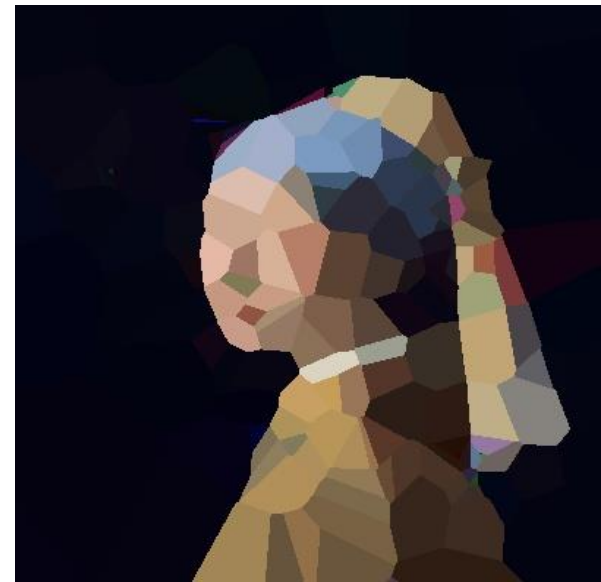
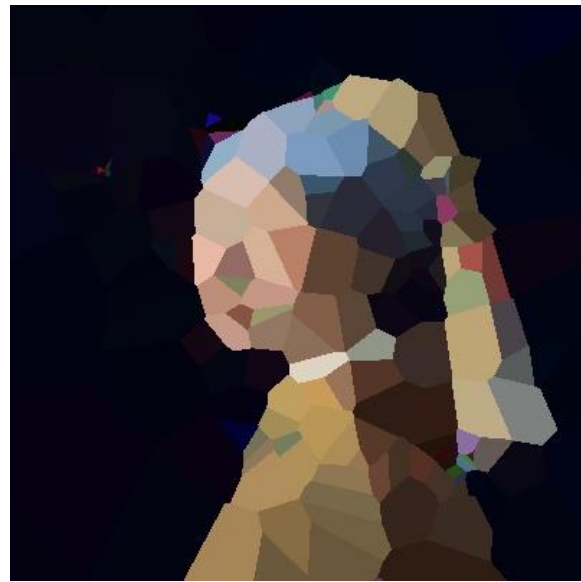
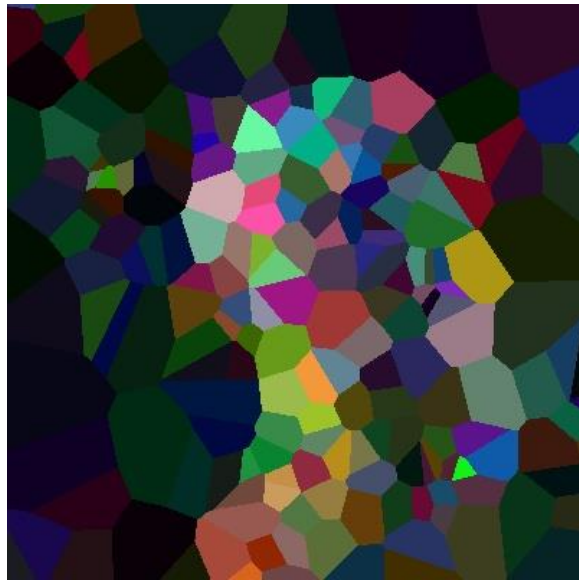
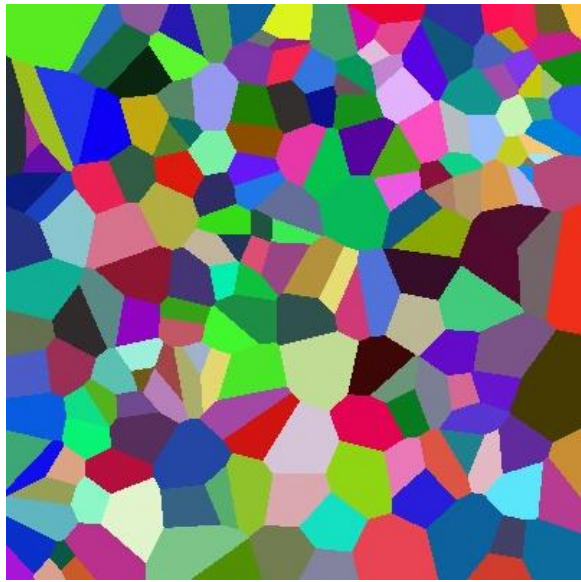














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099531.jpg



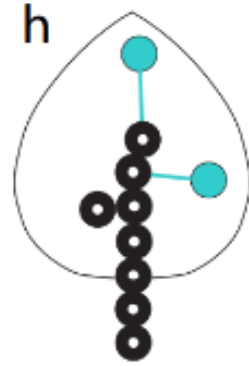
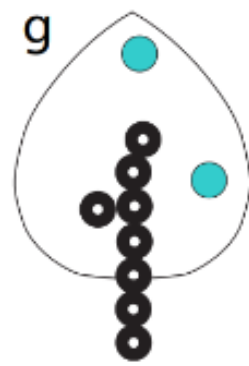
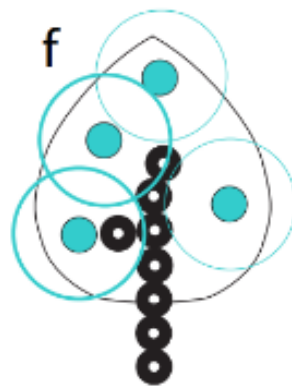
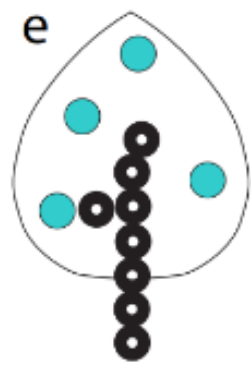
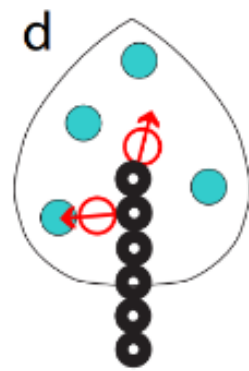
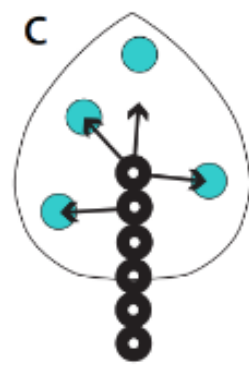
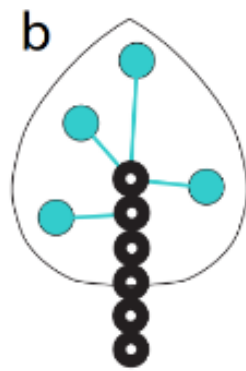
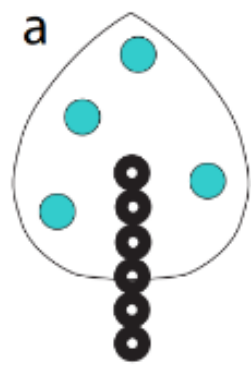
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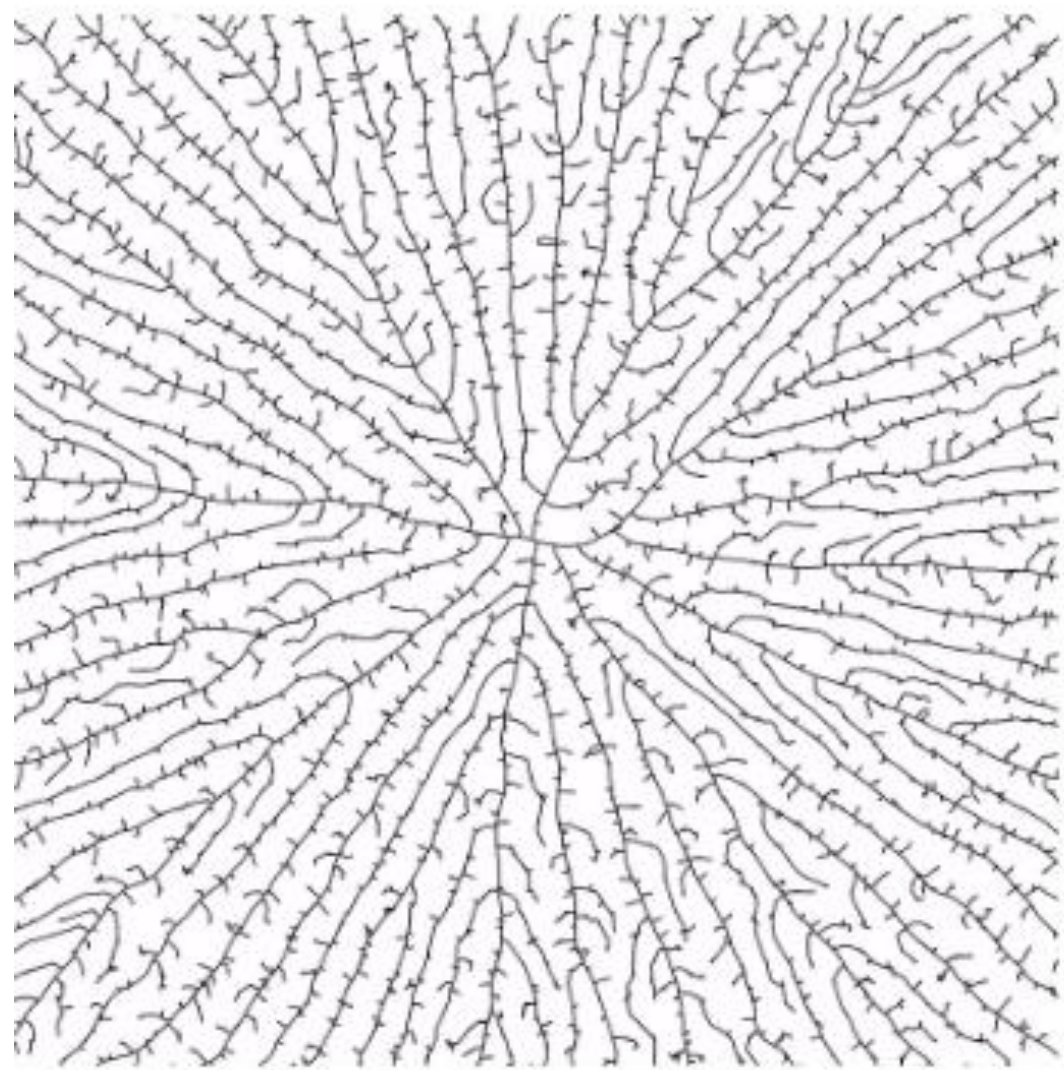


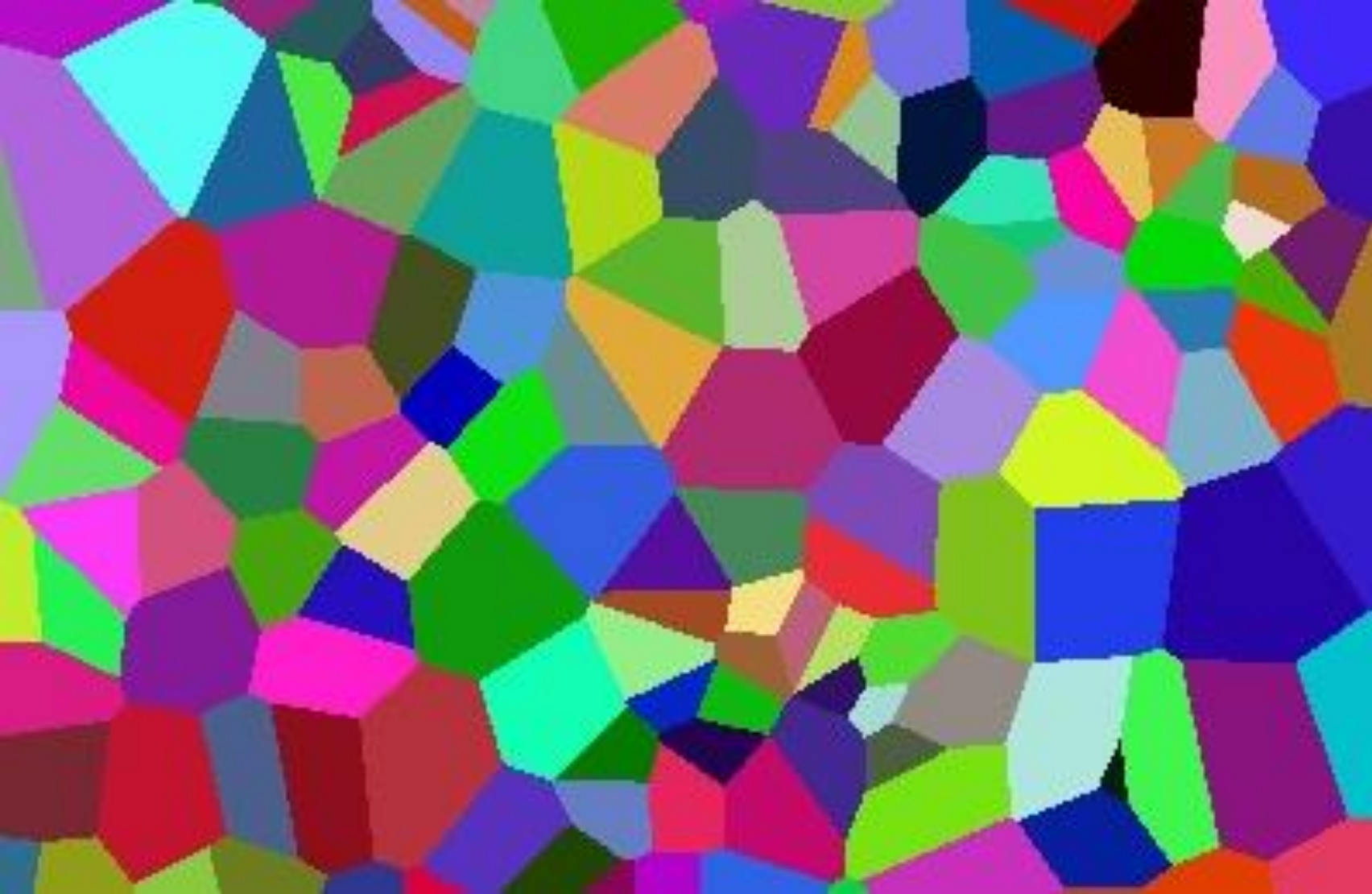
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HVALA