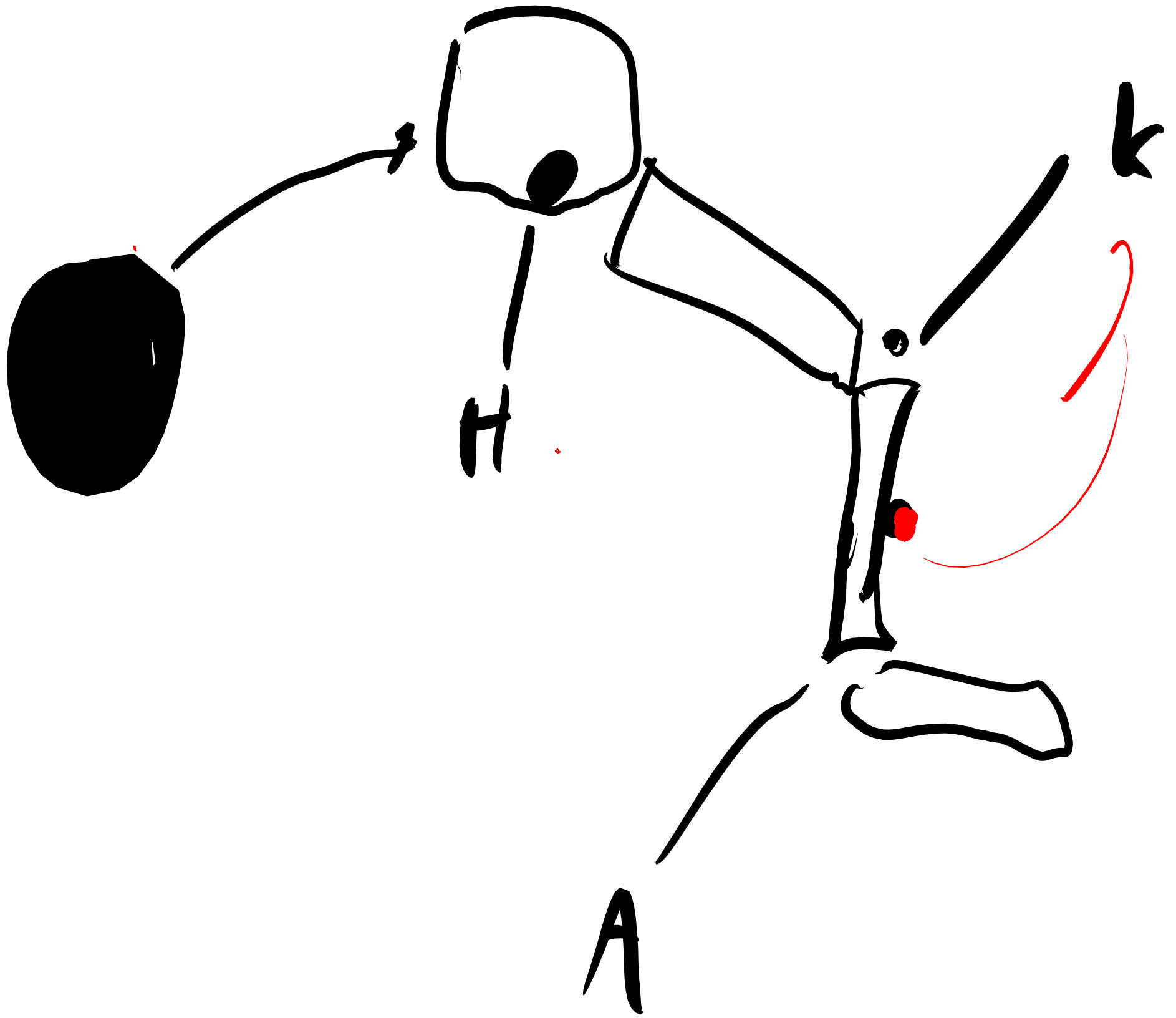
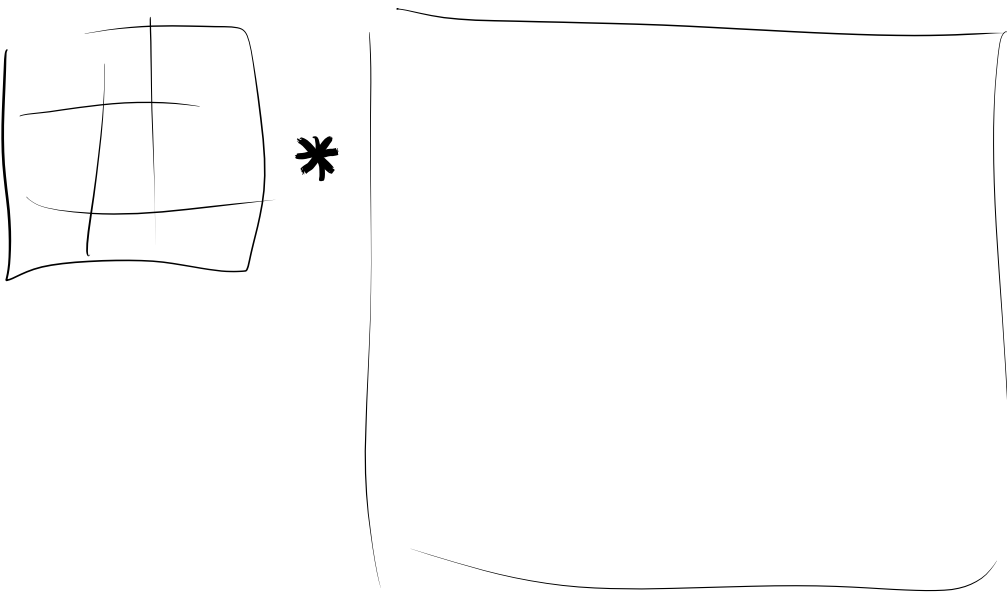




**NEW**  
Cure split ends  
Stop hair loss  
Remove toenail  
fungus  
peel psoriasis  
Skin

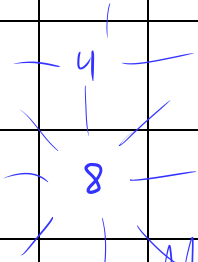


Convolution



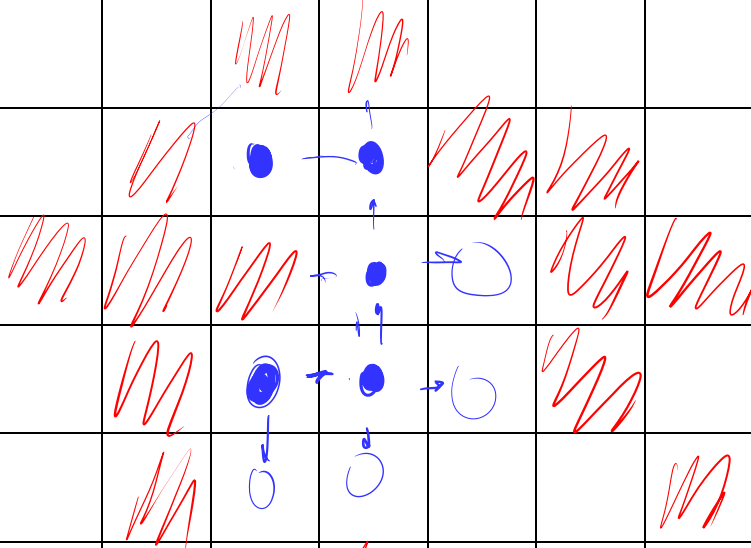
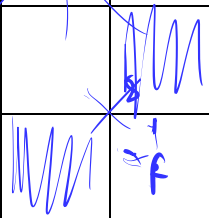
Separable filter

$$\begin{bmatrix} 1 & 3 & 1 \end{bmatrix} * \begin{bmatrix} 1 \\ 3 \\ 1 \end{bmatrix} * \begin{bmatrix} \cdot \\ \cdot \\ \cdot \end{bmatrix}$$
$$\begin{bmatrix} 1 & 3 & 1 \\ 3 & 9 & 3 \\ 1 & 3 & 1 \end{bmatrix}$$

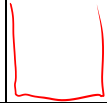


flood fill

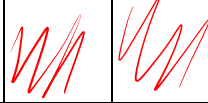
queue / stack



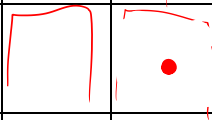
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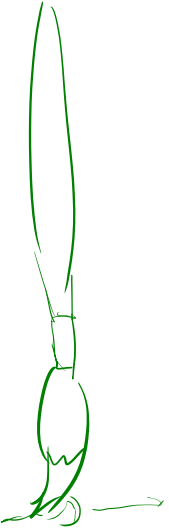
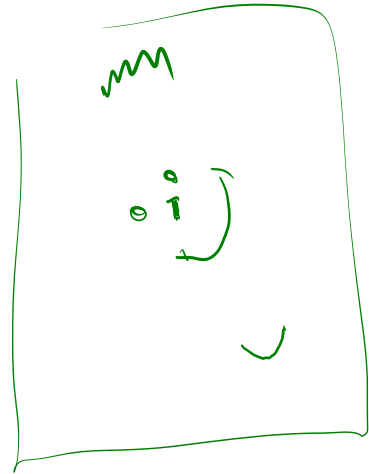
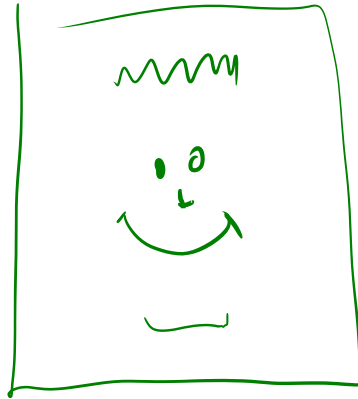
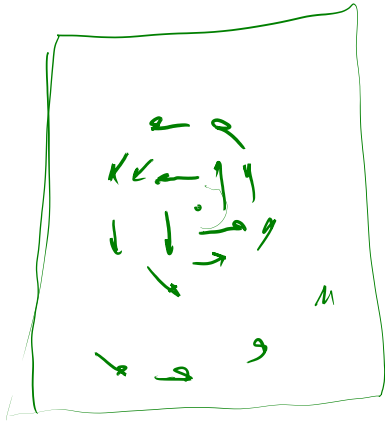
→	0	2	1	18	2	11	13	1	0	1	3								
	↑ 3	↑ 5	↑ 2	↑ 4	↑ 3	↑ 2	↑ 1	↑ 2	↑ 3	↑ 3	↑ 2								
↘	3	5	0	3	1	0	0	2	8	9	2								
	↑ 4	↑ 2	↑ 1	↑ 4	↑ 2	↑ 1	↑ 4	↑ 2	↑ 1	↑ 4	↑ 2								

Dynamic Programming

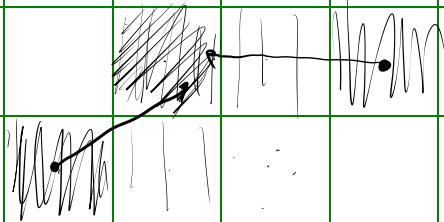
# advection

vector  
field

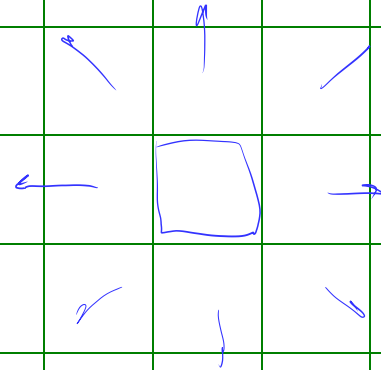
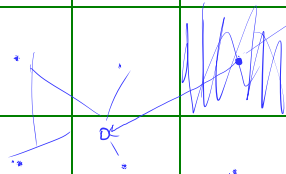
data



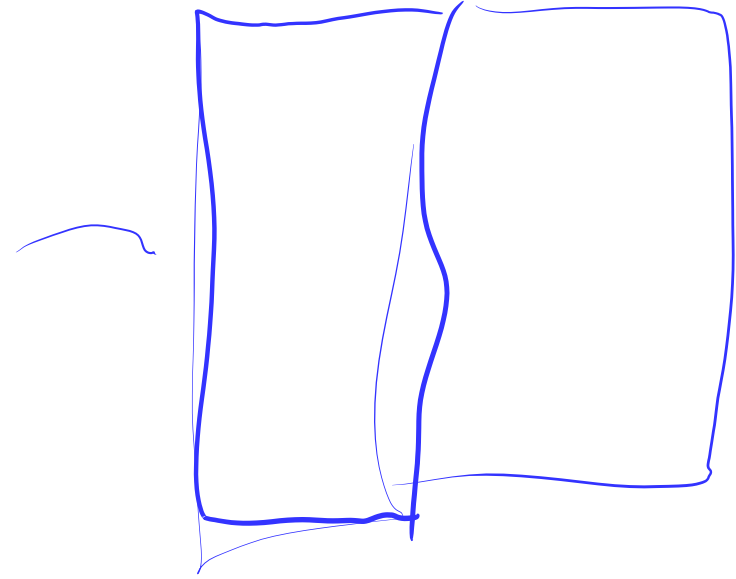
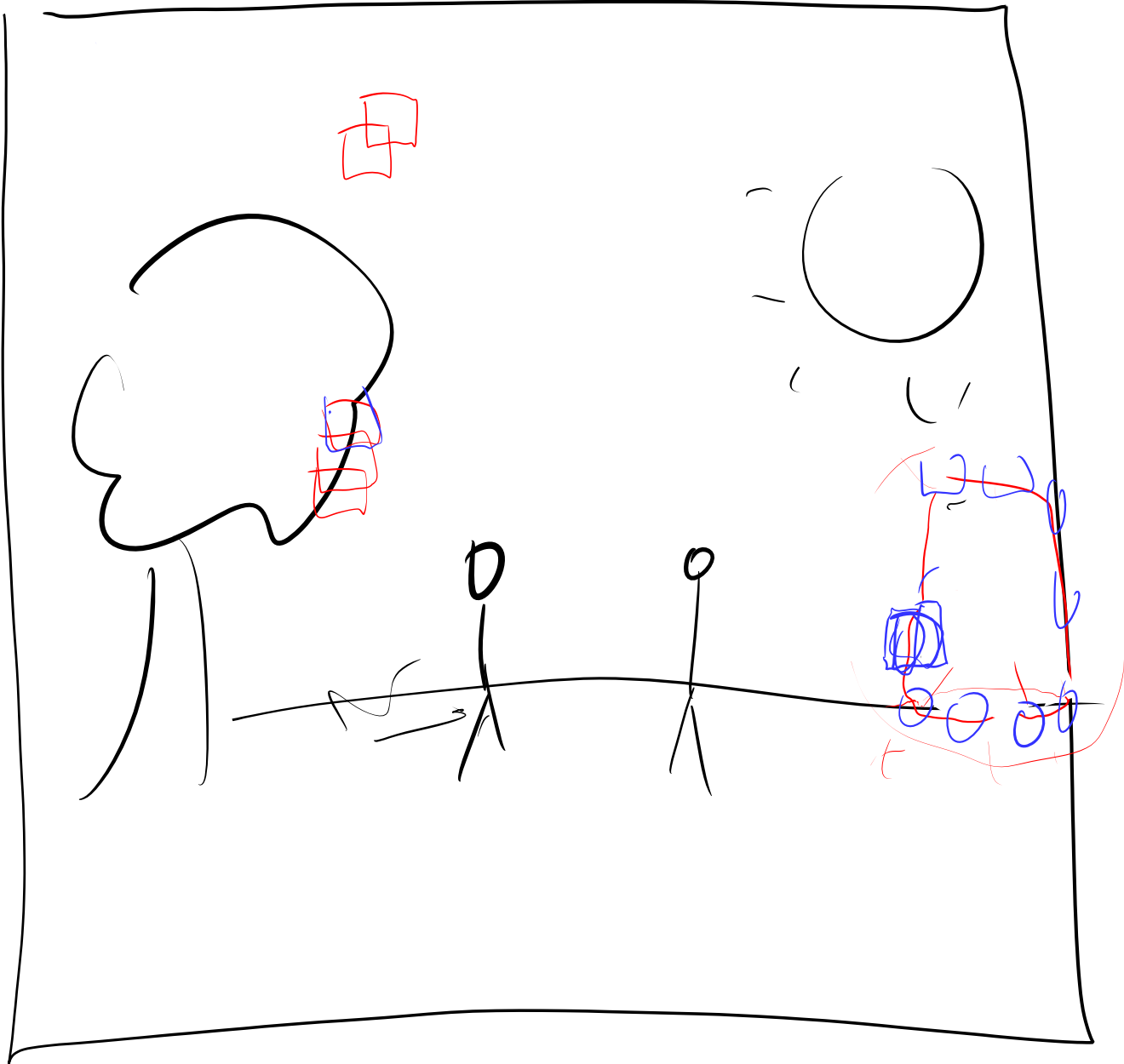
Forward:  
 each pixel,  
 move it's color forward along it's vector



Backward  
 each pixel  
 look back along it's vector & sample



# Parch Match

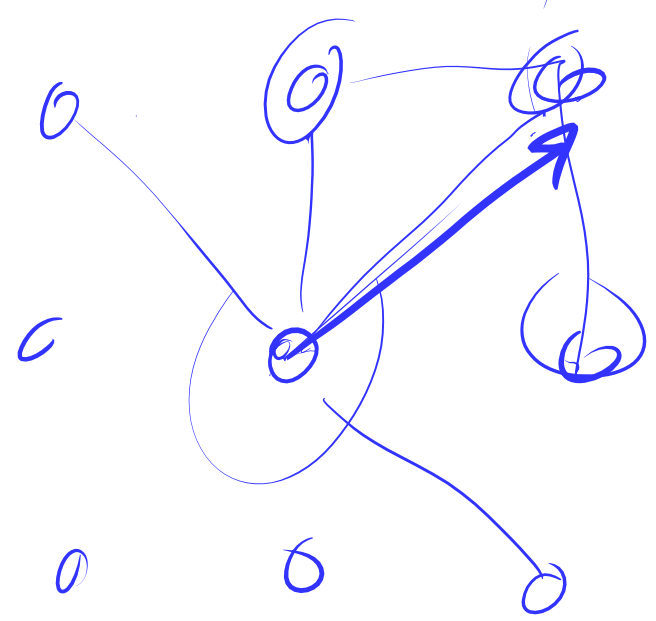




# edge detection

Canny

0. blur
1. gradient
  - max
  - direct
2. discard non-max
3. connect



closed

water-tight

k-means

