



QUESTION BANK

Name of the Department : **Electronics and Communication Engineering. M.E VLSI Design**

Subject Code & Name : **AP5292 & Digital Image Processing**

Year & Semester : **II & III**

UNIT – I

DIGITAL IMAGE FUNDAMENTALS

PART – A

1. Define Image.

An image may be defined as two dimensional light intensity function $f(x, y)$ where x and y denote spatial co-ordinate and the amplitude or value of f at any point (x, y) is called intensity or grayscale or brightness of the image at that point.

2. What is Dynamic Range?

The range of values spanned by the gray scale is called dynamic range of an image. Image will have high contrast, if the dynamic range is high and image will have dull washed out gray look if the dynamic range is low.

3. Define Brightness.

Brightness of an object is the perceived luminance of the surround. Two objects with different surroundings would have identical luminance but different brightness.

4. Define Tapered Quantization.

If gray levels in a certain range occur frequently while others occurs rarely, the quantization levels are finely spaced in this range and coarsely spaced outside of it. This method is sometimes called Tapered Quantization.

5. What do you meant by Gray level?

Gray level refers to a scalar measure of intensity that ranges from black to grays and finally to white.

6. What do you meant by Color model?



that system where each color is represented by a single point.

7. List the hardware oriented color models.

- * RGB model
- * CMY model
- * YIQ model
- * HSI model

8. What is Hue of saturation?

Hue is a color attribute that describes a pure color where saturation gives a measure of the degree to which a pure color is diluted by white light.

9. List the applications of color models.

RGB model---used for color monitor & color video camera

CMY model---used for color printing

HIS model----used for color image processing

YIQ model---used for color picture transmission

10. What is Chromatic Adoption?

The hue of a perceived color depends on the adoption of the viewer. For example, the American Flag will not immediately appear red, white, and blue of the viewer has been subjected to high intensity red light before viewing the flag. The color of the flag will appear to shift in hue toward the red component cyan.

11. Define Resolutions.

Resolution is defined as the smallest number of discernible detail in an image. Spatial resolution is the smallest discernible detail in an image and gray level resolution refers to the smallest discernible change in gray level.



12. What is meant by pixel?

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A digital image is composed of a finite number of elements each of which has a particular location or value. These elements are referred to as pixels or image elements or picture elements or pels elements.

13. Define Digital image.

When x , y and the amplitude values of f all are finite discrete quantities, we call the image digital image.

14. What are the steps involved in DIP?

Image Acquisition

Preprocessing

Segmentation

Representation and Description

Recognition and Interpretation

15. What is recognition and Interpretation?

Recognition means is a process that assigns a label to an object based on the information provided by its descriptors. Interpretation means assigning meaning to a recognized object.

16. Specify the elements of DIP system.

Image Acquisition

Storage

Processing and Display

17. Explain the categories of digital storage.

Short term storage for use during processing.



Online storage for relatively fast recall.

Archival storage for infrequent access.

18. What are the types of light receptors?

The two types of light receptors are

Cones and

Rods

19. Differentiate photopic and scotopic vision.

S.No	Photopic Vision	Scotopic Vision
1.	The human being can resolve the fine details with these cones. Because each cone is connected to own nerve end.	Several rods are connected to one nerve end. So it gives the overall picture of the image.
2.	Bright light vision.	Thin light vision.

20. How cones and rods are distributed in retina?

In each eye, cones are in the range 6-7 million and rods are in the range 75-150 million.

21. Define subjective brightness and brightness adaptation.

Subjective brightness means intensity as preserved by the human visual system.

Brightness adaptation means the human visual system can operate only from scotopic to glare limit. It cannot operate over the range simultaneously. It accomplishes this large variation by changes in its overall intensity.

22. Define weber ratio.

The ratio of increment of illumination to background of illumination is called as weber ratio, ie, $\Delta I/I$. If the ratio ($\Delta I/I$) is small, then small percentage of change in intensity is needed. ie,



good brightness adaption. If the ratio (i/i) is large, then large percentage of change in intensity is needed. ie, poor brightness adaption.

23. What is meant by machband effect?

Machband effect means the intensity of the stripes is constant. Therefore it Preserves the brightness pattern near the boundaries, these bands are called as machband effect.

24. What is simultaneous contrast?

The region reserved brightness not depend on its intensity but also on its background. All centre square have same intensity. However they appear to the eye to become darker as the background becomes lighter.

25. What is meant by illumination and reflectance?

Illumination is the amount of source light incident on the scene. It is represented as $i(x, y)$. Reflectance is the amount of light reflected by the object in the scene. It is represented by $r(x, y)$.

26. Define sampling and quantization

Sampling means digitizing the co-ordinate value (x, y) .

Quantization means digitizing the amplitude value.

27. Find the number of bits required to store a 256 X 256 image with 32 gray levels?

32 Gray levels = $2^5 = 5$ bits.

$256 * 256 * 5 = 327680$ bits.

28. Write the expression to find the number of bits to store a digital image?

The number of bits required to store a digital image is, $b = M * N * K$

When, $M = N$, this equation becomes, $b = M^2 * K$



29. What do you mean by Zooming of digital images?

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Zooming may be viewed as over sampling. It involves the creation of new pixel locations and the assignment of gray levels to those new locations.

30. What do you mean by shrinking of digital images?

Shrinking may be viewed as under sampling. To shrink an image by one half, we delete every row and column. To reduce possible aliasing effect, it is a good idea to blur an image slightly before shrinking it.

31. Explain the types of connectivity.

- 4 connectivity
- 8 connectivity
- M connectivity (mixed connectivity)

32. What is meant by path?

Path from pixel p with co-ordinates (x, y) to pixel q with co-ordinates (s, t) is a sequence of distinct pixels with co-ordinates.

33. Define the term Luminance.

Luminance measured in lumens (lm), gives a measure of the amount of energy an observer perceives from a light source.

PART – B

1. Explain the elements of digital image processing system with a neat diagram.
2. With suitable diagrams brief about the elements of visual perception.
3. Explain in detail how the continuous image can be converted into digital image using suitable technique.
4. Describe the RGB color model with relevant diagrams.
5. Write short notes on HIS color model.
6. Explain about dither.
7. Discuss about psycho visual model in detail.
8. Describe about color image fundamentals.



PART – A

1. What is geometric transformation?

Transformation is used to alter the co-ordinate description of image.

The basic geometric transformations are

Image translation

Scaling and Image rotation

2. What is image translation and scaling?

Image translation means reposition the image from one co-ordinate location to another along straight line path.

Scaling is used to alter the size of the object or image (ie) a co-ordinate system is scaled by a factor.

3. What is the need for transform?

The need for transform is most of the signals or images are time domain signal (ie) signals can be measured with a function of time. This representation is not always best. For most image processing applications anyone of the mathematical transformation are applied to the signal or images to obtain further information from that signal.

4. What is Image Transform?

An image can be expanded in terms of a discrete set of basis arrays called basis images. These basis images can be generated by unitary matrices. Alternatively, a given $N \times N$ image can be viewed as an $N^2 \times 1$ vectors. An image transform provides a set of coordinates or basis vectors for vector space.

5. What are the applications of transform?

To reduce band width

To reduce redundancy

To extract feature.

6. Give the Conditions for perfect transform.

Transpose of matrix = Inverse of a matrix.

Orthogonality.

7. What are the properties of unitary transform?

Determinant and the Eigen values of a unitary matrix have unity magnitude

The entropy of a random vector is preserved under a unitary Transformation

Since the entropy is a measure of average information, this means information



is preserved under a unitary transformation.

8. Define fourier transform pair.

The fourier transform of $f(x)$ denoted by $F(u)$ is defined by,

$$F(u) = \int_{-\infty}^{\infty} f(x) e^{-j2\pi ux} dx \rightarrow (1)$$

The inverse fourier transform of $f(x)$ is,

$$f(x) = \int_{-\infty}^{\infty} F(u) e^{j2\pi ux} dx \rightarrow (2)$$

The equations (1) & (2) are known as fourier transform pair.

9. Define fourier spectrum and spectral density.

Fourier spectrum : $F(u) = |F(u)| e^{j\phi(u)}$

Where, $|F(u)| = \text{square root of } [R^2(u) + I^2(u)]$

$$\phi(u) = \tan^{-1} [I(u)/R(u)]$$

Spectral density : $p(u) = |F(u)|^2$

$$P(u) = R^2(u) + I^2(u)$$

10. Give the relation for 1-D discrete fourier transform pair.

Discrete fourier transform is, $F(u) = [1/N] \int_{-N/2}^{N/2} f(x) e^{-j2\pi ux/N} dx$

Inverse DFT is

$$f(x) = \int_{-N/2}^{N/2} F(u) e^{j2\pi ux/N} du$$

11. Specify the properties of 2D fourier transform.

The properties are,

1. Separability
2. Translation
3. Periodicity and conjugate symmetry
4. Rotation
5. Distributivity and scaling
6. Average value
7. Laplacian
8. Convolution and correlation



12. Explain separability property in 2D fourier transform

The advantage of separable property is that $F(u,v)$ and $f(x,y)$ can be obtained by successive application of 1-D fourier transform (or) its inverse,

$$F(u,v) = [1/N] \int \int f(x,y) e^{-j2\pi ux/N} e^{-j2\pi vy/N} dx dy$$

Where,

$$f(x,y) = N \int \int F(u,v) e^{j2\pi ux/N} e^{j2\pi vy/N} du dv$$

13. Properties of twiddle factor.

(1) Periodicity : $W_N^{k+N} = W_N^k$

(2) Symmetry : $W_N^{k+N/2} = -W_N^k$

14. Give the Properties of one-dimensional DFT.

- * The DFT and unitary DFT matrices are symmetric.
- * The extensions of the DFT and unitary DFT of a sequence and their inverse transforms are periodic with period N.
- * The DFT or unitary DFT of a real sequence is conjugate symmetric about N/2.

15. Give the Properties of two-dimensional DFT.

- * Symmetric
- * Periodic extensions
- * Sampled Fourier transform
- * Conjugate symmetry.

16. What is meant by convolution?

The convolution of two functions is defined by, $f(x) * g(x) = \int_{-\infty}^{\infty} f(\tau) g(x-\tau) d\tau$

Where, $\tau \rightarrow$ dummy variable

17. State convolution theorem for 1D.

If $f(x)$ has a fourier transform $F(u)$ and $g(x)$ has a fourier transform $G(u)$ then,

$$f(x) * g(x) = F(u) \cdot G(u) \rightarrow \text{Time domain}$$

$$f(x) \cdot g(x) = F(u) * G(u) \rightarrow \text{Frequency domain}$$

18. What is wrap around error?

The individual periods of the convolution will overlap and referred to as wrap around error

19. Give the formula for correlation of 1D continuous function.

$$f(x) \circ g(x) = \int_{-\infty}^{\infty} f(\tau) g(x+\tau) d\tau$$



20. What are the properties of Haar transform.

- * Haar transform is real and orthogonal.
- * Haar transform is a very fast transform
- * Haar transform has very poor energy compaction for images
- * The basic vectors of Haar matrix sequentially ordered.

21. What are the Properties of Slant transform?

- * Slant transform is real and orthogonal.
- * Slant transform is a fast transform
- * Slant transform has very good energy compaction for images
- * The basic vectors of Slant matrix are not sequentially ordered.

22. Specify the properties of forward transformation kernel.

The forward transformation of kernel is said to be separable if,

$$g(x,y,u,v)=g_1(x,u).g_2(y,v)$$

The forward transformation kernel is symmetric if g_1 is functionally equal to g_2 ,

$$G(x,y,u,v)=g_1(x,u).g_1(y,v)$$

23. Define Haar transform.

The Haar transform can be expressed in matrix form as, $T=HFH$

Where, $F=N*N \rightarrow$ image matrix

$H=N*N \rightarrow$ Transformation matrix

$T=resulting\ N*N\ transform$

24. Define Discrete Sine transform.

The $N*N$ sine transform matrix $=\{ (k,n)\}$, also called the discrete sine transform (DST) is defined as,

$$(k,n)=\text{square root of } [2/(N+1)] \sin [(k+1)(n+1)/(N+1)], 0 \leq k, n \leq N-1.$$

25. Define Discrete Wavelet transform (DWT).

DWT is easier to compress, transmit and analyze many images.

$$W(j,k)=1/\text{square root of } [M] \int f(x) \psi_{j,k}(x)$$

$$W(j,k)=1/\text{square root of } [M] \int f(x) \psi_{j,k}(x)$$



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PART – B

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1. With the support of mathematical equations briefly explain Walsh-Hadamard transform.
2. Describe about Slant transform and its properties.
3. Write a detailed note on DCT and its properties.
4. Discuss about Discrete Sine separable image transform.
5. Describe in detail 2-D DFT and its properties.
6. Write Haar function. Generate the Haar matrix for $N=8$.
7. Write short notes on 1-D DFT.
8. Explain about Wavelet transform.

UNIT III

SEGMENTATION OF GRAY LEVEL IMAGES

PART – A

1. What is segmentation?

Segmentation subdivides an image into its constituent regions or objects. The level to which the subdivision is carried depends on the problem being solved. That is, segmentation should be performed when the objects of interest in an application have been isolated.

2. Write the applications of segmentation.

- * Detection of isolated points.
- * Detection of lines and edges in an image.

3. What are the three types of discontinuity in a digital image?

Points, lines and edges.

4. How are derivatives obtained in edge detection during formulation?

The first derivative at any point in an image is obtained by using the magnitude of the gradient at that point. Similarly, the second derivatives are obtained by using the Laplacian.

5. Write about linking edge points.

The approach for linking edge points is to analyze the characteristics of pixels in a small neighborhood (3×3 or 5×5) about every point (x, y) in an image that has undergone edge detection. All points that are similar are linked, forming a boundary of pixels that share some common properties.



6. What are the two properties used for establishing similarity of edge pixels?

- (A) The strength of the response of the gradient operator used to produce the edge pixel.
- (B) The direction of the gradient.

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7. What is edge?

An edge is a set of connected pixels that lie on the boundary between two regions. Edges are more closely modeled as having a ramp-like profile. The slope of the ramp is inversely proportional to the degree of blurring in the edge.

8. Give the properties of the second derivative around an edge.

- * The sign of the second derivative can be used to determine whether an edge pixel lies on the dark or light side of an edge.
- * It produces two values for every edge in an image.
- * An imaginary straightline joining the extreme positive and negative values of the second derivative would cross zero near the midpoint of the edge.

9. Define Gradient Operator.

First order derivatives of a digital image are based on various approximations of the 2-D gradient. The gradient of an image $f(x,y)$ at location (x,y) is,

$$f = \text{mag}(f) = [G_x^2 + G_y^2]^{0.5}$$

$$(x,y) = \tan^{-1}[G_y/G_x] \rightarrow \text{Direction angle of vector } f.$$

10. What is meant by object point and background point?

To extract the objects from the background is to select a threshold T that separates these modes. Then any point (x,y) for which $f(x,y) > T$ is called an object point. Otherwise the point is called background point.

11. What is global, Local and dynamic or adaptive threshold?

When Threshold T depends only on $f(x,y)$ then the threshold is called global. If T depends both on $f(x,y)$ and $p(x,y)$ is called local. If T depends on the spatial coordinates x and y the threshold is called dynamic or adaptive where $f(x,y)$ is the original image.

12. Define region growing.

Region growing is a procedure that groups pixels or subregions into larger regions based on predefined criteria. The basic approach is to start with a set of seed points and from there grow regions by appending to each seed these neighbouring pixels that have properties similar to the seed.



13. Specify the steps involved in splitting and merging.

Split into 4 disjoint quadrants any region R_i for which $P(R_i) = \text{False}$. Merge any adjacent regions R_i & R_k for which $P(R_i \cup R_k) = \text{True}$. Stop when no further merging (or) splitting is positive.

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14. Define chain codes.

Chain codes are used to represent a boundary by a connected sequence of straight line segment of specified length and direction. Typically this representation is based on 4 or 8 connectivity of the segments. The direction of each segment is coded by using a numbering scheme.

15. What are the demerits of chain code?

- * The resulting chain code tends to be quite long.
- * Any small disturbance along the boundary due to noise cause changes in the code that may not be related to the shape of the boundary.

16. What is thinning or skeletonizing algorithm?

An important approach to represent the structural shape of a plane region is to reduce it to a graph. This reduction may be accomplished by obtaining the skeletonizing algorithm. It play a central role in a broad range of problems in image processing, ranging from automated inspection of printed circuit boards to counting of asbestos fibres in air filter.

17. Specify the various image representation approaches.

- Chain codes
- Polygonal approximation
- Boundary segments

18. What is polygonal approximation method?

Polygonal approximation is a image representation approach in which a digital boundary can be approximated with arbitrary accuracy by a polygon. For a closed curve the approximation is exact when the number of segments in polygon is equal to the number of points in the boundary so that each pair of adjacent points defines a segment in the polygon.

19. Specify the various polygonal approximation methods.

- Minimum perimeter polygons
- Merging techniques



- Splitting techniques

20. What is signatures?

A signature is a 1-D functional representation of a boundary and may be generated in various ways. One of the simplest is to plot the distance from the centroid to the boundary as a function of angle.

21. Write about boundary segments.

Decomposing a boundary into segments often is useful. Decomposition reduces the boundary's complexity and thus simplifies the description process. This approach is particularly attractive when the boundary contains one or more significant concavities that carry shape information. In this case use of the convex hull of the region enclosed by the boundary is a powerful tool for robust decomposition of the boundary.

22. What is skeletons?

It is an important approach to representing the structural shape of a plane region is to reduce it to a graph. This reduction may be accomplished by obtaining the skeleton of the region via a thinning (also called skeletonizing) algorithm.

The skeleton of a region may be defined via the medial axis transformation (MAT) proposed by Blum [1967]. The Mat of a region R with border B is as follows. For each point p in R, we find its closest neighbor in B. If p has more than one such neighbor, it is said to belong to the medial axis (skeleton) of R.

PART – B

1. Describe the edge detection in detail.
2. Discuss about region based image segmentation techniques.
3. How is line detected? Explain through the operators.
4. Discuss the chain code method and polygonal approximation to represent a boundary.
5. Discuss about edge linking in detail.
6. Explain in detail about signatures.
7. Write short note on boundary segments and point detection.
8. Brief about skeletons.



UNIT IV

IMAGE ENHANCEMENT AND COLOUR IMAGE PROCESSING

PART – A

1. Specify the objective of image enhancement technique.

The objective of enhancement technique is to process an image so that the result is more suitable than the original image for a particular application.

2. Explain the 2 categories of image enhancement.

i) Spatial domain refers to image plane itself & approaches in this category are based on direct manipulation of picture image.

ii) Frequency domain methods based on modifying the image by fourier transform.

3. What is contrast stretching?

Contrast stretching reduces an image of higher contrast than the original by darkening the levels below m and brightening the levels above m in the image.

4. What is grey level slicing?

Highlighting a specific range of grey levels in an image often is desired. Applications include enhancing features such as masses of water in satellite imagery and enhancing flaws in x-ray images.

5. Define image subtraction.

The difference between two images $f(x,y)$ and $h(x,y)$ expressed as,

$$g(x,y)=f(x,y)-h(x,y)$$

is obtained by computing the difference between all pairs of corresponding pixels from f and h .

6. What is the purpose of image averaging?

An important application of image averaging is in the field of astronomy, where imaging with very low light levels is routine, causing sensor noise frequently to render single images virtually useless for analysis.



7. What is meant by masking?

Mask is the small 2-D array in which the values of mask co-efficient determines the nature of process. The enhancement technique based on this type of approach is referred to as mask processing.

8. Give the formula for negative and log transformation.

Negative : $s=L-1-r$

Log : $s=c \log(1+r)$

Where, $C \rightarrow$ constant & $r \geq 0$

9. What is meant by bit plane slicing?

Instead of highlighting gray level ranges, highlighting the contribution made to total image appearance by specific bits might be desired. Suppose that each pixel in an image is represented by 8 bits. Imagine that the image is composed of eight 1-bit planes, ranging from bit plane 0 for LSB to bit plane-7 for MSB.

10. Define histogram.

The histogram of a digital image with gray levels in the range (0,L-1) is a discrete function $h(r_k)=n_k$.

Where, $r_k \rightarrow$ k-th gray level.

$n_k \rightarrow$ number of pixels in the image having gray level r_k .

11. Differentiate linear spatial filter and non-linear spatial filter.

S.No	Linear Spatial filter	Non-linear spatial filter
1.	Response is a sum of products of the filter co-efficient.	They do not explicitly use co-efficients in the sum of products.
2.	$R=w(-1,-1) f(x-1,y-1) + w(-1,0) f(x-1,y) + \dots + w(0,0) f(x,y) + \dots + w(1,0) f(x+1,y) + w(1,1) f(x+1,y+1)$	$R=w_1z_1+w_2z_2+ \dots + w_9z_9$



12. Give the mask used for high boost filtering.

0	-1	0
-1	A+4	-1
0	-1	0

-1	-1	-1
-1	A+8	-1
-1	-1	-1

13. What is meant by laplacian filter?

The laplacian for a function $f(x,y)$ of two variables is, $\nabla^2 f = \frac{\partial^2 f}{\partial x^2} + \frac{\partial^2 f}{\partial y^2}$

14. Write the steps involved in frequency domain filtering.

- (1) Multiply the input image $(-1)^{x+y}$ to enter the transform.
- (2) Compute $F(u,v)$, the DFT of the image from (1).
- (3) Multiply $F(u,v)$ by a filter function $H(u,v)$.
- (4) Compute the inverse DFT of the result in (3).
- (5) Obtain the real part of the result in (4).
- (6) Multiply the result in (5) by $(-1)^{x+y}$.

15. Give the formula for transform function of a Butterworth low pass filter.

The transfer function of a Butterworth LPF of order n & with cut-off frequency at a distance D_0 from the origin is,

$$H(u,v) = 1 / \{ 1 + [D(u,v)/D_0]^{2n} \} \quad \text{Where, } D(u,v) = \sqrt{(u-M/2)^2 + (v-m/2)^2}$$

16. What do you mean by Point processing?

Image enhancement at any Point in an image depends only on the gray level at that point is often referred to as Point processing.

17. What is Image Negatives?

The negative of an image with gray levels in the range $[0,L-1]$ is obtained by using the negative transformation, which is given by,

$$s = L - 1 - r, \quad s \rightarrow \text{output pixel and } r \rightarrow \text{input pixel}$$



18. Define Derivative filter.

For a function $f(x,y)$ the gradient f at co-ordinate (x,y) is,

$$f = \text{mag}(f) = \{(\partial f / \partial x)^2 + (\partial f / \partial y)^2\}^{0.5}$$

19. Explain spatial filtering.

Spatial filtering is the process of moving the filter mask from point to point in an image. For linear spatial filter, the response is given by a sum of products of the filter coefficients, and the corresponding image pixels in the area spanned by the filter mask.

20. What is a Median filter?

The median filter replaces the value of a pixel by the median of the gray levels in the neighborhood of that pixel.

21. What is maximum filter and minimum filter?

The 100th percentile is maximum filter is used in finding brightest points in an image. The 0th percentile filter is minimum filter used for finding darkest points in an image.

22. Write the application of sharpening filters.

- * Electronic printing and medical imaging to industrial application
- * Autonomous target detection in smart weapons.

23. Name the different types of derivative filters?

- * Perwitt operators
- * Roberts cross gradient operators
- * Sobel operators

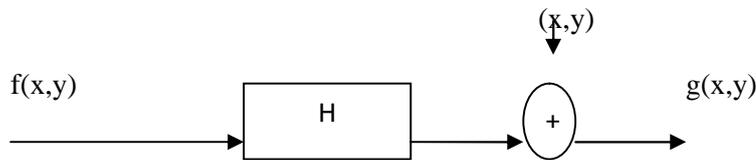
24. What is meant by Image Restoration?

Restoration attempts to reconstruct or recover an image that has been degraded by using a clear knowledge of the degrading phenomenon.



25. How a degradation process is modeled?

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A system operator H , which together with an additive white noise term (x,y) acts on an input image $f(x,y)$ to produce a degraded image.

26. What is concept algebraic approach?

The concept of algebraic approach is to estimate the original image which minimizes a predefined criterion of performances.

27. What are the two methods of algebraic approach?

Unconstraint restoration approach

Constraint restoration approach

28. Define Gray-level interpolation.

Gray-level interpolation deals with the assignment of gray levels to pixels in the spatially transformed image.

29. What is meant by Noise probability density function?

The spatial noise descriptor is the statistical behavior of gray level values in the noise component of the model.

30. Why the restoration is called as unconstrained restoration?

In the absence of any knowledge about the noise, a meaningful criterion function is to seek an f^{\wedge} such that, Hf^{\wedge} approximates g in a least square sense by assuming the noise term is as small as possible. Where, $H \rightarrow$ system operator.

$f^{\wedge} \rightarrow$ estimated input image. $g \rightarrow$ degraded image.

31. Which is the most frequent method to overcome the difficulty to formulate the spatial relocation of pixels?

The point is the most frequent method, which are subsets of pixels whose location in the input (distorted) and output (corrected) image is known precisely.

32. What are the three methods of estimating the degradation function?

Observation

Experimentation

Mathematical modeling.



33. What is inverse filtering?

The simplest approach to restoration is direct inverse filtering, an estimate $F^{\wedge}(u,v)$ of the transform of the original image simply by dividing the transform of the degraded image $G^{\wedge}(u,v)$ by degraded function.

$$F^{\wedge}(u,v)=G^{\wedge}(u,v)/H(u,v)$$

34. What is pseudo inverse filter?

It is the stabilized version of the inverse filter. For a LSI system,

$$\bar{H}^{\wedge}(u,v)=\begin{cases} 1/H(u,v), & H \neq 0 \\ 0, & H=0 \end{cases}$$

35. What is meant by least mean square filter?

The limitation of inverse and pseudo inverse filter is very sensitive noise. The Wiener filtering is a method of restoring images in the presence of blur as well as noise.

36. What is blur impulse response and noise levels?

Blur impulse response: This parameter is measured by isolating an image of a suspected object within a picture.

Noise levels: The noise of an observed image can be estimated by measuring the image covariance over a region of constant background luminance.

37. Give the difference between Enhancement and Restoration.

Enhancement technique is based primarily on the pleasing aspects it might present to the viewer. For example: Contrast Stretching.

Whereas Removal of image blur by applying a deblurring function is considered a restoration technique.

38. What is geometric transformation?

Transformation is used to alter the co-ordinate description of image.

The basic geometric transformations are

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Scaling and Image rotation



39. What is image translation and scaling?

Image translation means reposition the image from one co-ordinate location to another along straight line path.

Scaling is used to alter the size of the object or image (ie) a co-ordinate system is scaled by a factor.

PART – B

1. Explain image degradation model /restoration process in detail.
2. What is meant by Inverse filtering? Explain.
3. Explain the types of gray level transformation used for image enhancement
4. Discuss in detail about Histogram modification and specification techniques.
5. Discuss in detail the significance of Homomorphic filtering in image enhancement.
6. Write short notes on directional smoothing and color image enhancement.
7. What is the use of wiener filter in image restoration? Explain.
8. Briefly explain about geometric transformations.



IMAGE COMPRESSION

PART – A

1. What is image compression?

Image compression refers to the process of redundancy amount of data required to represent the given quantity of information for digital image. The basis of reduction process is removal of redundant data.

2. What is Data Compression?

Data compression requires the identification and extraction of source redundancy. In other words, data compression seeks to reduce the number of bits used to store or transmit information.

3. What are two main types of Data compression?

- Lossless compression can recover the exact original data after compression. It is used mainly for compressing database records, spreadsheets or word processing files, where exact replication of the original is essential.
- Lossy compression will result in a certain loss of accuracy in exchange for a substantial increase in compression. Lossy compression is more effective when used to compress graphic images and digitised voice where losses outside visual or aural perception can be tolerated.

4. What is the need for Compression?

In terms of storage, the capacity of a storage device can be effectively increased with methods that compress a body of data on its way to a storage device and decompresses it when it is retrieved.

In terms of communications, the bandwidth of a digital communication link can be effectively increased by compressing data at the sending end and decompressing data at the receiving end. At any given time, the ability of the Internet to transfer data is fixed. Thus, if data can effectively be compressed wherever possible, significant improvements of data throughput can be achieved. Many files can be combined into one compressed document making sending easier.



5. What are different Compression Methods?

Run Length Encoding (RLE)

Arithmetic coding

Huffman coding and

Transform coding

6. Define is coding redundancy.

If the gray level of an image is coded in a way that uses more code words than necessary to represent each gray level, then the resulting image is said to contain coding redundancy.

7. Define interpixel redundancy.

The value of any given pixel can be predicted from the values of its neighbors. The information carried by is small. Therefore the visual contribution of a single pixel to an image is redundant. Otherwise called as spatial redundant geometric redundant or interpixel redundant.

Eg: Run length coding

8. What is run length coding?

Run-length Encoding, or RLE is a technique used to reduce the size of a repeating string of characters. This repeating string is called a run; typically RLE encodes a run of symbols into two bytes, a count and a symbol. RLE can compress any type of data regardless of its information content, but the content of data to be compressed affects the compression ratio. Compression is normally measured with the compression ratio:

9. Define compression ratio.

Compression Ratio = original size / compressed size: 1

10. Define psycho visual redundancy.

In normal visual processing certain information has less importance than other information. So this information is said to be psycho visual redundant.



11. Define encoder.

Source encoder is responsible for removing the coding and inter pixel redundancy and psycho visual redundancy.

There are two components

- A) Source Encoder
- B) Channel Encoder

12. Define source encoder.

Source encoder performs three operations

- 1) Mapper -this transforms the input data into non-visual format. It reduces the interpixel redundancy.
- 2) Quantizer -It reduces the psycho visual redundancy of the input images .This step is omitted if the system is error free.
- 3) Symbol encoder-This reduces the coding redundancy .This is the final stage of encoding process.

13. Define channel encoder.

The channel encoder reduces reduces the impact of the channel noise by inserting redundant bits into the source encoded data.

Eg: Hamming code

14. What are the types of decoder?

Source decoder-has two components

- a) Symbol decoder-This performs inverse operation of symbol encoder.
- b) Inverse mapping-This performs inverse operation of mapper.

Channel decoder-this is omitted if the system is error free.

15. What are the operations performed by error free compression?

- 1) Devising an alternative representation of the image in which its interpixel redundant are reduced.
- 2) Coding the representation to eliminate coding redundancy

16. What is Variable Length Coding?

Variable Length Coding is the simplest approach to error free compression. It



reduces only the coding redundancy. It assigns the shortest possible codeword to the most probable gray levels.

17. Define Huffman coding.

- Huffman coding is a popular technique for removing coding redundancy.
- When coding the symbols of an information source the Huffman code yields the smallest possible number of code words, code symbols per source symbol.

18. Define Block code.

Each source symbol is mapped into fixed sequence of code symbols or code words. So it is called as block code.

19. Define instantaneous code.

A code word that is not a prefix of any other code word is called instantaneous or prefix codeword.

20. Define uniquely decodable code.

A code word that is not a combination of any other codeword is said to be uniquely decodable code.

21. Define B2 code.

Each code word is made up of continuation bit c and information bit which are binary numbers. This is called B2 code or B code. This is called B2 code because two information bits are used for continuation bits.

22. Define the procedure for Huffman shift.

List all the source symbols along with its probabilities in descending order. Divide the total number of symbols into block of equal size. Sum the probabilities of all the source symbols outside the reference block. Now apply the procedure for reference block, including the prefix source symbol. The code words for the remaining symbols can be constructed by means of one or more prefix code followed by the reference block as in the case of binary shift code.



23. Define arithmetic coding.

In arithmetic coding one to one corresponds between source symbols and code word doesn't exist where as the single arithmetic code word assigned for a sequence of source symbols. A code word defines an interval of number between 0 and 1.

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24. What is bit plane Decomposition?

An effective technique for reducing an image's interpixel redundancies is to process the image's bit plane individually. This technique is based on the concept of decomposing multilevel images into a series of binary images and compressing each binary image via one of several well-known binary compression methods.

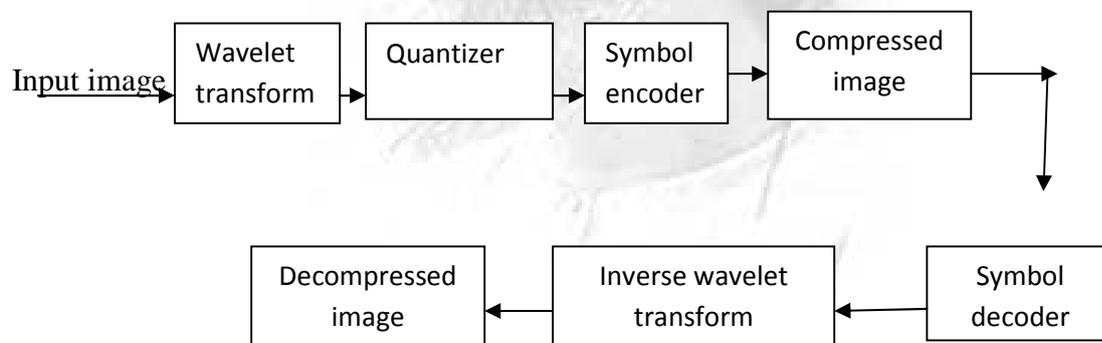
25. What are three categories of constant area coding?

The three categories of constant area coding are

- All white
- All black
- Mixed intensity.

The most probable or frequency occurring is assign a 1 bit code '0', other two categories area assigned as 2 bit code '10' and '11'

26. Draw the block diagram of transform coding system.



27. How effectiveness of quantization can be improved?

- Introducing an enlarged quantization interval around zero, called a dead zero.
- Adapting the size of the quantization intervals from scale to scale. In either case, the selected quantization intervals must be transmitted to the decoder with the encoded image bit stream.



28. What are the coding systems in JPEG?

1. A lossy baseline coding system, which is based on the DCT and is adequate for most compression application.
2. An extended coding system for greater compression, higher precision or progressive reconstruction applications.
3. a lossless independent coding system for reversible compression.

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29. What is JPEG?

The acronym is expanded as "Joint Photographic Expert Group". It is an international standard in 1992. It perfectly Works with color and grayscale images, Many applications e.g., satellite, medical,...

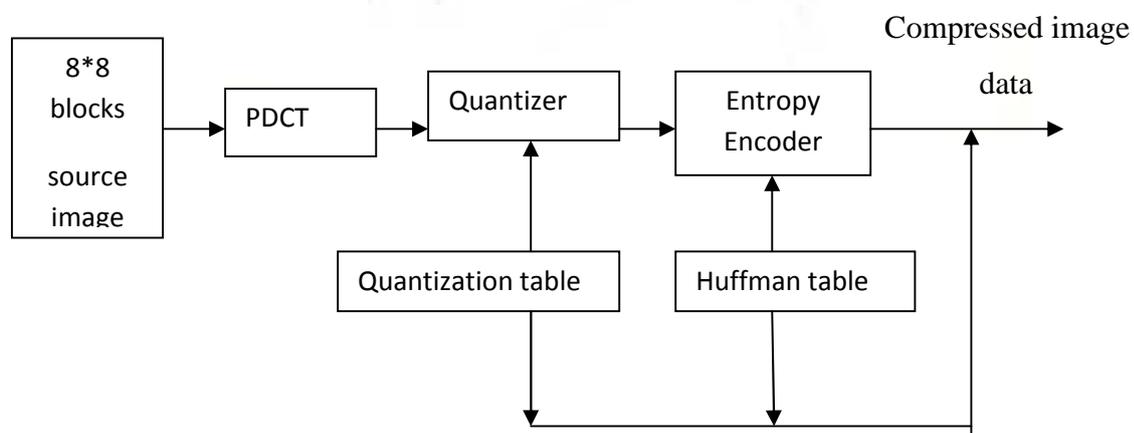
30. What are the basic steps in JPEG?

- * Discrete Cosine Transform (DCT)
- * Quantization
- * Zig Zag scan
- * DPCM on DC component
- * RLE on AC components
- * Entropy coding

31. What is MPEG?

The acronym is expanded as "Moving Picture Expert Group". It is an international standard in 1992. It perfectly Works with video and also used in teleconferencing

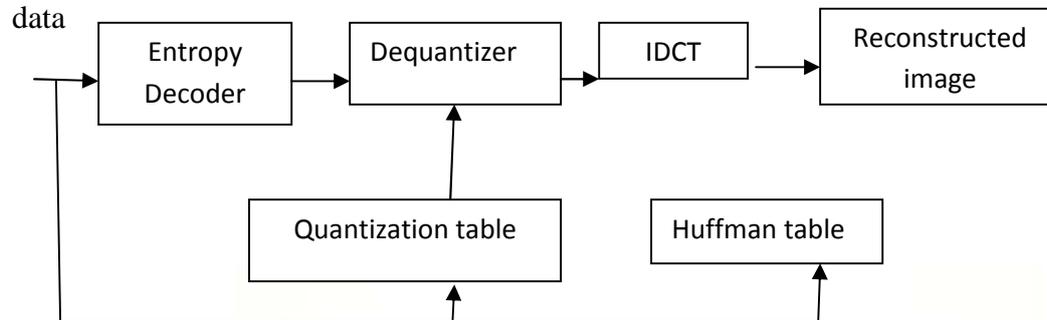
32. Draw the JPEG Encoder.





33. Draw the JPEG Decoder.

Compressed image



34. What is zig zag sequence?

- * Group low frequency co-efficients in top of vector.
- * Maps 8*8 to a 1*64 vector.

35. Define I-frame

I-frame is Intraframe or Independent frame. An I-frame is compressed Independently of all frames. It resembles a JPEG encoded image. It is the reference point for the motion estimation needed to generate subsequent P and P-frame.

36. Define P-frame.

P-frame is called predictive frame. A P-frame is the compressed difference between the current frame and a prediction of it based on the previous I or P-frame.

37. Define B-frame.

B-frame is the bidirectional frame. A B-frame is the compressed difference between the current frame and a prediction of it based on the previous I or P-frame or next P-frame. Accordingly the decoder must have access to both past and future reference frames.

PART – B

1. Brief about LZW coding scheme.
2. Explain transform coding system with neat diagram.
3. Explain in detail Variable length coding procedure with an example.
4. Describe on the lossy compression Wavelet coding of images.
5. What is data redundancy? Explain three basic data redundancy.
6. Write short note on bit plane coding.
7. Explain the schematics of still image compression standard JPEG.
8. Explain about Video compression standard (MPEG) with neat sketch.