

It is closed book exam

1. A 3x3 filter F is given as,

$$F = \begin{bmatrix} 1 & 1 & 1 \\ 1 & 9A-1 & 1 \\ 1 & 1 & 1 \end{bmatrix}$$

Here  $A > 1$ , Can you explain its behavior with justification

2. Is a Sobel operator linear?  
Please use the Sobel operator S

$$S = \begin{bmatrix} 1 & 2 & 1 \\ 0 & 0 & 0 \\ -1 & -2 & -1 \end{bmatrix}$$

on the image given and evaluate the output corresponding to 2<sup>nd</sup> and 3<sup>rd</sup> row

0	0	0	0	0	0	0	0
0	13	0	13	6	8	3	0
0	0	0	4	7	9	6	0
0	14	0	7	3	12	7	0
0	0	9	9	6	1	3	0
0	8	5	15	11	4	12	0
0	0	13	1	0	7	0	0
0	0	0	0	0	0	0	0

Handwritten calculations for Sobel operator:

$\frac{12}{33}$     $\frac{21}{33}$     $\frac{19}{25}$     $\frac{6}{25}$   
 14   26   17   25   26   32  
 -4   -14   -3   34  
 13   18   20   21

3. The boundary of region R of an image is the set of pixels that have one or more neighbors that are not in the region R. In the image given below all the pixel with value 1 constitute a region

0	0	0	0	0	0	0
0	0	0	1	0	0	0
0	0	1	1	1	0	0
0	1	1	1	1	0	0
0	1	1	1	0	0	0
0	1	0	1	0	0	0
0	0	0	0	0	0	0

		1	
	+	0	1
1	0	0	0
1	0	0	+
+	1	+	
+		+	

- a. Draw the boundary in 4 neighbor and 8 neighbor sense of R, show boundary pixel as '1' and rest as '0'
- b. In the boundary image with 4 neighbors, calculate Chess board and m-distance between p&q.

3. In the boundary image with 8 neighbors, calculate City block and m-distance between p&q.

4. Find the transform which will change the image histogram to required histogram.

	Histogram of given image $0 < i < 256$	Histogram of intended image $0 < i < 256$
(a)	$h(i) = 10 * i$	$g(i) = 10$
(b)	$h(i) = 10$	$g(i) = 10 * (i - 128)^2$

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5. Let a point (X,Y,Z) in 3D plane is first rotated along z direction by 90 degree and then translated by (4,1,0).

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Determine the values for a,b and theta if the following transformation is to be identical to the above  
 $trans(a,b,0) rot(z, \theta)$

$S = \frac{255 \cdot 256}{2}$

$$S_r = 255 \times \int_0^r 10i \cdot di$$

$$255 \times 512$$

255

$$\begin{pmatrix} 0 & 0 & 0 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{pmatrix} \begin{pmatrix} x \\ y \\ 0 \end{pmatrix} + \begin{pmatrix} 4 \\ 1 \\ 0 \end{pmatrix}$$

-y

$$\frac{n(n+1)}{2}$$

$$\frac{x \cdot x}{255 \times 512}$$

$$\frac{255 \times 5 + 256}{256}$$

$$\frac{128}{64}$$

$$\frac{128}{2} \quad 255$$