

**AQ-2794**

**Faculty of Engineering & Technology**

**M.E. (Digital Electronics) (Part Time/Full Time) Semester-II (C.G.S.-New) Examination**

**DIGITAL IMAGE PROCESSING**

**Paper—2 UMEF 1**

**Time—Three Hours]**

**[Maximum Marks—80**

**INSTRUCTIONS TO CANDIDATES**

- (1) All questions carry marks as indicated.
  - (2) Due credit will be given to neatness and adequate dimensions.
  - (3) Assume suitable data wherever necessary.
  - (4) Illustrate your answers wherever necessary with the help of neat sketches.
  - (5) Use pen of Blue/Black ink/refill only for writing the answer book.
1. (a) Explain the Receptors of Human visual system in detail along with distribution and brightness adaptation. 7
  - (b) Explain image sampling and quantization in detail. 6
- OR**
2. (a) Develop an algorithm for converting a one-pixel-thick 8-connected path to 4-connected path. 6
  - (b) Draw and explain the functional block diagram of fundamental image processing in detail. 7
3. (a) For the images A and B shown below, perform the following arithmetic and logical operation :
    - (i)  $A \cdot B$ ;
    - (ii)  $A + B$ ;

(iii)  $A \oplus B$ ;(iv)  $\overline{A}$ ;(v)  $\overline{A} \cdot B$ ;(vi)  $\overline{A} \cdot B$ .

9

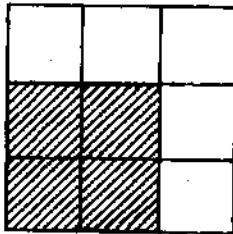


Fig. A

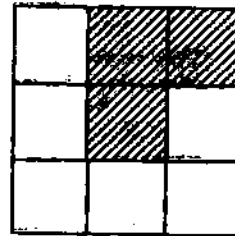


Fig. B

- (b) Discuss the fundamentals of color image representation and discuss any one color space in detail.

5

OR

4. (a) Compute the median value of the marked pixels shown using a  $3 \times 3$  mask :

$$\begin{bmatrix} 18 & 22 & 33 & 25 & 32 & 24 \\ 34 & \textcircled{128} & \textcircled{24} & \textcircled{172} & \textcircled{26} & 23 \\ 22 & 19 & 32 & 31 & 28 & 26 \end{bmatrix}$$

10.

- (b) Explain the processing of Histogram equalization in detail.

4

5. (a) Find the 1-D Walsh basis for the fourth-order system i.e.  $N = 4$ .

6

- (b) Explain 2D Discrete Fourier Transform in detail. Also, explain properties of 2D-DFT in brief.

7

OR

6. (a) Obtain the slant transform for  $N = 4$ .

7

- (b) What do you mean by image transform ? Explain its significance in image processing.

6

7. (a) A blur filter is given by  $h(m, n)$  :

$$h(m, n) = \begin{bmatrix} 0 & 0.05 & 0.05 & 0 \\ 0.15 & 0.1 & 0.1 & 0.15 \\ 0 & 0.1 & 0.1 & 0 \\ 0 & 0.1 & 0.1 & 0 \end{bmatrix}$$

Find the deblur filter using Wiener filter approach with  $\sigma_x^2 = 200, \sigma_w^2 = 100$ .

7

- (b) Explain non-linear image restoration techniques in detail.

7

OR

8. (a) Explain various types of noise. Also discuss image denoising algorithm.

7

- (b) Draw and explain image restoration model.

7

9. (a) Explain Edge linking and Boundary detection using Hough transform.

6

- (b) Explain in detail image segmentation using watershed transformation.

7

OR

10. Obtain the thresholded image for the 3BPP image shown below. Choose appropriate threshold value i.e. T.

1	2	2	2	2
3	2	4	5	2
2	6	6	7	0
2	6	6	5	1
0	2	3	2	1

Also, explain thresholding of images.

13

11. (a) Obtain the binary Huffman code for the image :

$$\begin{bmatrix} 1 & 2 & 5 & 7 \\ 2 & 3 & 7 & 5 \\ 7 & 2 & 1 & 3 \\ 6 & 4 & 7 & 1 \end{bmatrix}$$

Also, find average length, entropy and efficiency of Huffman code.

7

- (b) Explain lossy block truncation and vector quantization in detail.

6

**OR**

12. (a) Compare lossy and lossless image compression techniques in detail.

6

- (b) Explain the transform selection for image compression using transform coding approach.

7