

(4 Hours)

[ Total Marks : 100

N.B. (1) Question No. 1 is **compulsory**.(2) Attempt any **four** questions from remaining **six** questions.(3) Assume **suitable** data if **necessary**, with proper **justification**.

1. (a) Explain uniform and non-uniform sampling. 20  
 (b) List the applications of IP and explain any two in detail.  
 (c) Explain with Isopreference curves — 'How Quality of picture varies as a function of the number of pixels and number of gray levels that represent the picture'.  
 (d) Explain Region splitting and merging.

2. (a) Suppose that  $8 \times 8$  pixel image is represented by 4 bits/pixel has the following gray level distribution. 8

Gray level	0	1/7	2/7	3/7	4/7	5/7	6/7	7/7
No. of pixel	4	16	17	11	8	4	4	0

Modify the above histogram such that the desired distribution is as follows :—

Gray level	0	1/7	2/7	3/7	4/7	5/7	6/7	7/7
No. of pixel	2	6	8	10	12	11	9	6

- (b) Explain convolution in the spatial domain and the frequency domain. Derive the relationship between the two domains. 6  
 (c) Explain in brief frequency domain enhancement techniques. 6

3. (a) Using 4-point FFT algorithm, evaluate 2-D DFT of the following image :— 10

0	1	2	1
1	0	1	2
2	1	0	1
1	2	1	0

- (b) Explain Fast Hadamard transform. 10

4. (a) Detect the boundary and segment of the given image using graph theoretical approach. 8  
 Also draw the graph for the given image.

$$\text{Image} = \begin{pmatrix} 7 & 2 & 2 \\ 5 & 7 & 2 \\ 5 & 1 & 0 \end{pmatrix}$$

- (b) Write short note on Hough transform. 8  
 (c) Explain a threshold finding algorithm for Global thresholding. 4

5. (a) Explain in detail image compression using LZW method. 8  
(b) Explain Fidelity Criteria w.r.t. image compression. 4  
(c) Briefly explain the following variable length codes : 8  
    (i) Truncated Huffman  
    (ii)  $B_2$  code  
    (iii) Binary shift  
    (iv) Huffman shift.
6. (a) Explain how skelton of a region can be obtained via. Medial Axis Transformation, 8  
    with suitable algorithm.  
(b) Find the medial axis of — 4  
    (i) a circle      (ii) an equilateral triangle.  
(c) Explain morphological Hit or Miss transform with a suitable example. 8
7. Write short notes on :— 20  
    (a) Bit plane slicing with one application      (c) JPEG encoder and decoder  
    (b) Karhunen-Loeve Transform      (d) Lossy predictive coding.
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