- Mention Roll # & Section on each page in the given space only
 Complete Space vi Complete all the questions in the given space and use space very carefully.
 - Carefully. Spare/extra sheet is not required, complete all steps.

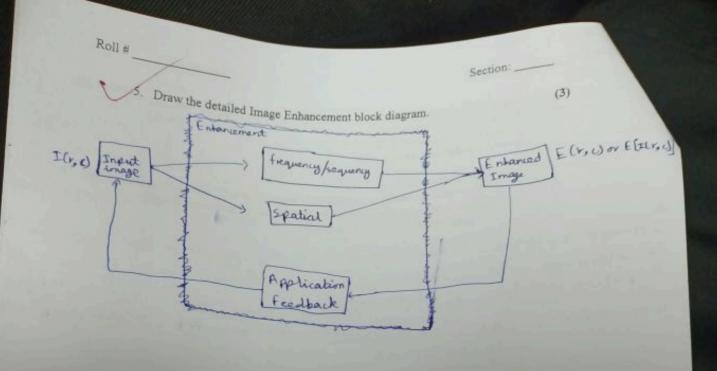
 Exam is classification.
- 4. Make sure that you have five different pages of the exam booklet (including). (including this covering page)

1. (a) Define the term Metamers in HVS. (b) Name the phenomenon in the neural system that helps to create the Most Part 1. (2+2 = 4) Metamos: Images with different spectral distribution but same RCOR: RGB values are metamers to each other. They will affect similarly will affect to each other. Similar to the Human visual system.

Lateral Inhibition is the phenomenon in the newal system that b Lateral Inhibition: helps to create Mach Band effect. It focusses edges to the HVS by functioning as a high pass medium, by using positive and negative factors of weights of edges causing Mach Barnd Effect. (focus edges to the human eye).

Roll# 4. Given the following parameters: Section: Frame rate is 30 frames/sec.; gray-level resolution is RGB colors; (5+5 = 10) spatial resolution is 1024 x 1024. Find the following: How much memory (MegaBytes) is required to hold two hours color movie.

How much time (see) will be seen to be a seen to b i How much time (sec) will it take to download the above video through the dialup network with 64 kbps bandwidth? 2 hours = 2x 3600 = 7200 for votormorie = 8×3=24 A spatial sesolution = 1024×1024 so M=10 16.48×105 MB Non size = 24x220 X30x7200 - 5184000 MB = 52184x105MB 1024×1024×8 11 Bardwidth = 64 Kps = 64 x 1024 = 655386 Size = 6.48 × 105 × 1024 × 1024 × 8= 6 79 + 77 248 × 1012 bits time (5) = size 103680005 82944000 secs. Landwidth



6. (a) What are the range of visible light wavelengths? (b) What are the types of imaging sensors in the eye? (1+2 = 3)

1 The range of visible light wavelengths is from 400 nm to 700 nm. R = 700 nm to 900 nm and B = 500-400 nm.

b These are two types of imaging semons in the eye that are:

I Rods: used scotopic (night) vision. On the order of loo million. It detects only brightness (not volour).

It detects colour. (daylight Jission. On the order of lomillion.

7. Given the following 4-bit per pixel, 4x4 images, calculate its root-mean-square error. (5)

7. Given the following 4-bit per pixel,
$$4x4$$
 images, calculate 15.

Original Image
$$\begin{bmatrix} 11 & 11 & 8 & 7 \\ 8 & 7 & 8 & 7 \\ 5 & 6 & 5 & 7 \\ 11 & 12 & 13 & 14 \end{bmatrix}$$

Reconstructed Image
$$\begin{bmatrix} 12 & 12 & 7 & 7 \\ 8 & 8 & 8 & 8 \\ 6 & 6 & 6 & 6 \\ 12 & 12 & 12 & 12 \end{bmatrix}$$

First we calculate each error squar and then take surrarration of them

enor
$$(0,0) = \hat{I}(0,0) - I(0,0) = 12 - 11 = 1$$

enor $(0,0) = \hat{I}(0,0) - I(0,0) = 12 - 11 = 1$
 $(E(0,0)^2 = 11)^2 = 1$

enor
$$(0,0) = \hat{1}(0,0) - \hat{1}(0,0)^2 = 1^2 = 1$$

enor $(0,1) = 12 - 11 = 1, E(0,0)^2 = 1^2 = 1$
enor $(0,1) = 12 - 11 = 1, E(0,0)^2 = (-1)^2 = 1$
enor $(0,2) = 7 - 8 = -1, E(0,0)^2 = 0$
enor $(0,3) = 7 - 7 = 0, E(0,0)^2 = 0$

ener
$$(0, 2) = 7 - 8 = -1$$
, $E(0, 3) = 0$
ener $(0, 3) = 7 - 7 = 0$, $E(0, 3) = 0$
ener $(0, 3) = 7 - 7 = 0$, $E(0, 3) = 0$

ener
$$(0, 3) = 7 - 7 = 0$$
, $E(0, 3)^2 = 0$
ener $(1, 0) = 0$, $E(0, 1)^2 = 1$

enor
$$(1,0) = 0$$
, $E(0,1)^2 = 1$
enor $(1,0) = 1$, $E(1,1)^2 = 0$
enor $(1,0) = 1$, $E(1,0)^2 = 0$

enor
$$(1,1)=1$$
, $(1,2)^2=0$
enor $(1,2)=0$, $(1,2)^2=0$
enor $(1,2)=0$, $(1,3)^2=0$

enor
$$(1,2)$$
:
 $E(1,3)$
 $E(2,0)^2 = 1$
 $E(2,0)^2 = 1$

enor
$$(1,2) = 0$$
, $(1,2) = 1$
enor $(1,3) = 1$, $(2,0)^2 = 1$
enor $(2,0) = 1$, $(2,0)^2 = 1$
enor $(2,0) = 1$, $(2,1)^2 = 0$
enor $(2,1) = 0$, $(2,2)^2 = 1$

enor
$$(1,3) = \frac{1}{2}$$
, $E(2,0)^{2} = \frac{1}{2}$
enor $(2,0) = \frac{1}{2}$, $E(2,0)^{2} = \frac{1}{2}$
enor $(2,1) = \frac{1}{2}$, $E(2,2)^{2} = \frac{1}{2}$
enor $(2,2) = \frac{1}{2}$, $E(2,3)^{2} = \frac{1}{2}$

error
$$(2,2)=1$$
, $(2,3)^2=1$
error $(2,3)=-1$, $(3,0)^2=1$

ever
$$(3,0) = 1$$
, $E(3,0) = 1$
ever $(3,0) = 1$, $E(3,0) = 0$

error
$$(3,0) = 1$$
, $E(3,1)^2 = 0$
error $(3,0) = 0$, $E(3,1)^2 = 0$

ener
$$(3, a1) = 0$$
, $E(3, 4) = 0$
ener $(3, 2) = -1$, $E(3, 2)^2 = 0$

enor
$$(3, 01) = 0$$
, $E(3, 2)^2 = 1$
enor $(3, 2) = -1$, $E(3, 2)^2 = 1$
enor $(3, 3) = -2$, $E(3, 3)^2 = 1$

enor
$$(3, 2) = -1$$
, $(3, 3)^2 = 4$
enor $(3, 3) = -2$, $(3, 3)^2 = 4$

$$\frac{3}{2}\frac{3}{2}\left[\hat{\mathbf{I}}(r,c) - \mathbf{I}(r,c)\right]^{2} = 124$$

Re = V16 = 0.9354] Now

Page 5 of 5