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By including this in my report, I agree to abide by the Academic Integrity Policy mentioned above.

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Oct 18,2019

## Question 1

```
clear all;
clc;
A = [3 9 5 1;4 25 4 3;63 13 23 9;6 32 77 0;12 8 6 1];
B = [0 1 0 1;0 1 1 0;0 0 0 1;1 1 0 1;0 1 0 0];

fprintf('\nAnswer\n')
C = A.*B

C24 = dot(C(2,:),C(4,:));
fprintf('The inner product of the 2nd and 4th row of C is 800.\n')

Cmax = max(max(C));
[x1,y1] = find(C==Cmax);
[x1,y1];
fprintf('The maximum value is 32, it locates at[4,2]\n')

Cmin = min(min(C));
[x2,y2] = find(C==Cmin);

fprintf('The minimum value is 0, it locates at:\n')
[x2,y2]
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

Answer

C =

0	9	0	1
0	25	4	0
0	0	0	9
6	32	0	0
0	8	0	0

The inner product of the 2nd and 4th row of C is 800.  
The maximum value is 32, it locates at[4,2]

*The minimum value is 0, it locates at:*

`ans =`

1	1
2	1
3	1
5	1
3	2
1	3
3	3
4	3
5	3
2	4
4	4
5	4

## Question 2

```
clear all;
clc;
A = imread('geisel.jpg');
subplot(2,3,1)
imshow(A)
xlabel('A')

B = rgb2gray(A);
subplot(2,3,2)
imshow(B)
xlabel('B')

C = B+15;
% Any pixel values greater than 255 will automatically set to 255
subplot(2,3,3)
imshow(C)
xlabel('C')

D = flipud(B); %To flip image across horizontal axes
D = fliplr(D); %To flip image across vertical axes
subplot(2,3,4)
imshow(D)
xlabel('D')

E = B <= median(median(B));
subplot(2,3,5)
imshow(E)
xlabel('E')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```



A



B



C



D



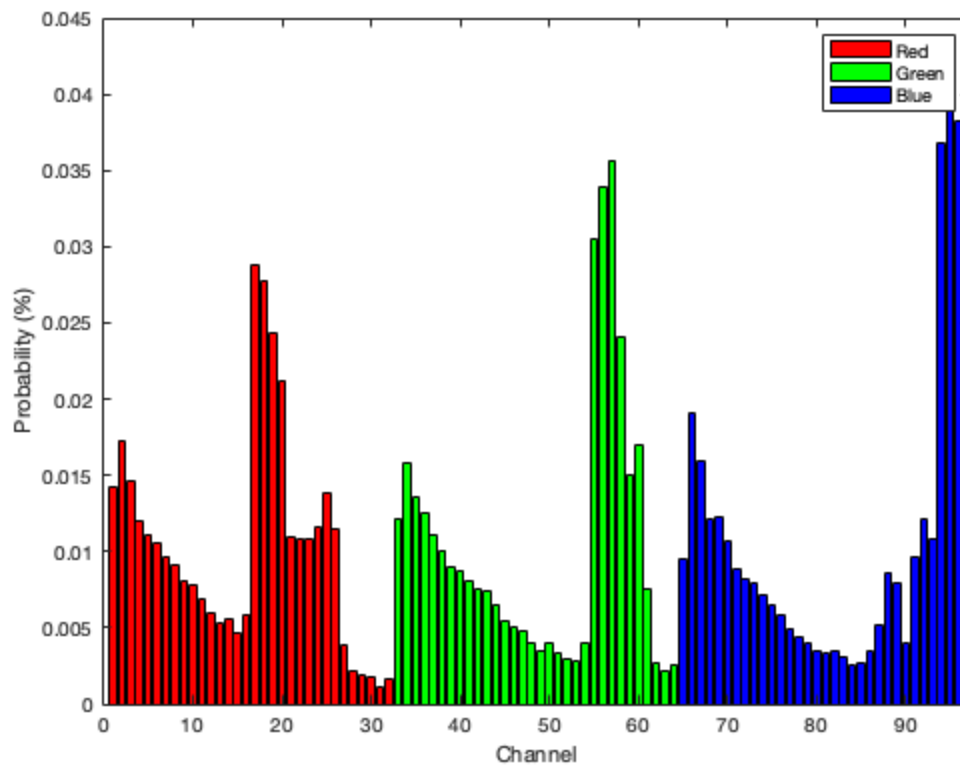
E

## Question 3

```
clear all;
clc;
close all;
T = compute_norm_rgb_histogram('geisel.jpg');

% function [h] = compute_norm_rgb_histogram(input)
% % input (RGB/color image) and one output (1 x 96 vector)
% I = imread(input);
% R = I(:,:,1);
% G = I(:,:,2);
% B = I(:,:,3);
%
% % Initialize
% [x,y] = size(R);
% n = 255/32;
% h = zeros(1,3*32);
%
% % Count the numbers
% for bins = 1:32
%     for i = 1:x
%         for j = 1:y
%             if R(i,j)>n*(bins-1) && R(i,j)<=n*bins
%                 h(bins) = h(bins)+1;
%             end
%         end
%     end
% end
```

```
%           end
%       end
%   end
% end
%
% for bins = 33:64
%     for i = 1:x
%         for j = 1:y
%             if G(i,j)>n*(bins-33) && G(i,j)<=n*(bins-32)
%                 h(bins) = h(bins)+1;
%             end
%         end
%     end
% end
%
% for bins = 65:96
%     for i = 1:x
%         for j = 1:y
%             if B(i,j)>n*(bins-65) && B(i,j)<=n*(bins-64)
%                 h(bins) = h(bins)+1;
%             end
%         end
%     end
% end
%
% % Plot the histogram
% h = h./sum(h);
% bk = zeros(1,32); % blank matrix
% bar([h(1,1:32),bk,bk], 'r')
% hold on
% bar([bk,h(1,33:64),bk], 'g')
% hold on
% bar([bk,bk,h(1,65:96)], 'b')
% legend('Red', 'Green', 'Blue')
% xlabel('Channel')
% ylabel('Probability (%)')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```



## Question 4

```
clear all;
clc;
% Load data
% travolta
BG1 = imread('sea.jpeg'); % background
tra = imread('travolta.jpg');
traR = tra(:,:,1);
traG = tra(:,:,2);
traB = tra(:,:,3);

% Plot RGB histogram
subplot(2,3,1)
histogram(traR)
subplot(2,3,2)
histogram(traG)
subplot(2,3,3)
histogram(traB)

% Process image
traG(traR<120 & traG >100 & traB <90 )=0;
traR(traG == 0) = 0;
traB(traG == 0) = 0;
tra(:,:,1) = traR;
```

```
tra(:,:,2) = traG;
tra(:,:,3) = traB;
BG1(:,:,1) = tra(:,:,1) + BG1(:,:,1).*(uint8(~logical(traG)));
BG1(:,:,2) = tra(:,:,2) + BG1(:,:,2).*(uint8(~logical(traG)));
BG1(:,:,3) = tra(:,:,3) + BG1(:,:,3).*(uint8(~logical(traG)));

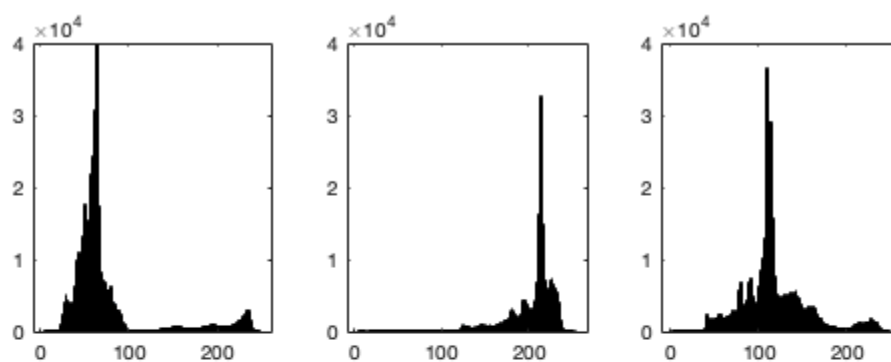
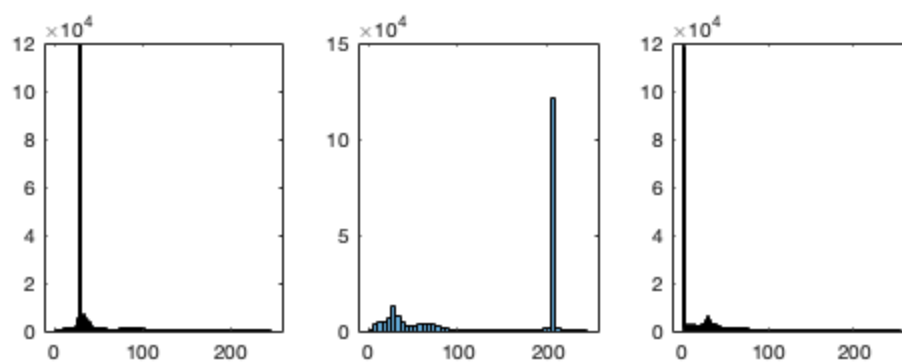
% Show image
subplot(2,3,4)
imshow(logical(traG))
subplot(2,3,5)
imshow(tra)
subplot(2,3,6)
imshow(BG1)

% dog
BG2 = imread('sea2.jpg');
dog = imread('dog.jpg');
dogR = dog(:,:,1);
dogG = dog(:,:,2);
dogB = dog(:,:,3);

% Plot RGB histogram
figure
subplot(2,3,1)
histogram(dogR)
subplot(2,3,2)
histogram(dogG)
subplot(2,3,3)
histogram(dogB)

% Process image
dogG(dogR<120 & dogG>110 & dogB<180)=0;
dogR(dogG == 0) = 0;
dogB(dogG == 0) = 0;
dog(:,:,1) = dogR;
dog(:,:,2) = dogG;
dog(:,:,3) = dogB;
BG2(:,:,1) = dog(:,:,1) + BG2(:,:,1).*(uint8(~logical(dogG)));
BG2(:,:,2) = dog(:,:,2) + BG2(:,:,2).*(uint8(~logical(dogG)));
BG2(:,:,3) = dog(:,:,3) + BG2(:,:,3).*(uint8(~logical(dogG)));

% Show image
subplot(2,3,4)
imshow(logical(dogG))
subplot(2,3,5)
imshow(dog)
subplot(2,3,6)
imshow(BG2)
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```





## Question 5

```
clear all;
clc;
close all;
% (i)
fprintf('Answer(i)\n')
fprintf('The interpolation methods for image sampling include:\n')
fprintf('Nearest neighbor interpolation, Linear Interpolation, Cubic
        Interpolation.\n')

% (ii)
fprintf('\nAnswer(ii)\n')
fprintf('Nearest neighbor interpolation: We simply select the sample
        point that is nearest to x, which could be the largest integer values
        that is less than or equal to x.\n')
fprintf('Linear Interpolation: Between to adjacent sample points k and
        k+1 we assume the function is a linear function.\n')
fprintf('Cubic Interpolation: We look at two pixels on the left and
        two on the right, interpolate it as cubic function.\n')

% (iii)
fprintf('\nAnswer(iii)\n')
a = imread('_LHY4390.jpg');
b = imread('Hua.jpg');
c = imread('IMG_1528.jpg');

% Image a downsampling
figure
adown1 = imresize(a,0.3,'nearest');
adown2 = imresize(a,0.3,'bilinear');
adown3 = imresize(a,0.3,'cubic');
subplot(3,3,1), imshow(adown1)
ylabel('0.3')
subplot(3,3,2), imshow(adown2)
subplot(3,3,3), imshow(adown3)

adown4 = imresize(a,0.5,'nearest');
adown5 = imresize(a,0.5,'bilinear');
adown6 = imresize(a,0.5,'cubic');
subplot(3,3,4), imshow(adown4)
ylabel('0.5')
subplot(3,3,5), imshow(adown5)
subplot(3,3,6), imshow(adown6)

adown7 = imresize(a,0.7,'nearest');
adown8 = imresize(a,0.7,'bilinear');
adown9 = imresize(a,0.7,'cubic');
subplot(3,3,7), imshow(adown7)
xlabel('Nearest')
ylabel('0.7')
subplot(3,3,8), imshow(adown8)
```

```
xlabel('Linear')
subplot(3,3,9), imshow(adown9)
xlabel('Cubic')

% Image b downsampling
figure
bdown1 = imresize(b,0.3,'nearest');
bdown2 = imresize(b,0.3,'bilinear');
bdown3 = imresize(b,0.3,'cubic');
subplot(3,3,1), imshow(bdown1)
ylabel('0.3')
subplot(3,3,2), imshow(bdown2)
subplot(3,3,3), imshow(bdown3)

bdown4 = imresize(b,0.5,'nearest');
bdown5 = imresize(b,0.5,'bilinear');
bdown6 = imresize(b,0.5,'cubic');
subplot(3,3,4), imshow(bdown4)
ylabel('0.5')
subplot(3,3,5), imshow(bdown5)
subplot(3,3,6), imshow(bdown6)

bdown7 = imresize(b,0.7,'nearest');
bdown8 = imresize(b,0.7,'bilinear');
bdown9 = imresize(b,0.7,'cubic');
subplot(3,3,7), imshow(bdown7)
xlabel('Nearest')
ylabel('0.7')
subplot(3,3,8), imshow(bdown8)
xlabel('Linear')
subplot(3,3,9), imshow(bdown9)
xlabel('Cubic')

% Image c downsampling
figure
cdown1 = imresize(c,0.3,'nearest');
cdown2 = imresize(c,0.3,'bilinear');
cdown3 = imresize(c,0.3,'cubic');
subplot(3,3,1), imshow(cdown1)
ylabel('0.3')
subplot(3,3,2), imshow(cdown2)
subplot(3,3,3), imshow(cdown3)

cdown4 = imresize(c,0.5,'nearest');
cdown5 = imresize(c,0.5,'bilinear');
cdown6 = imresize(c,0.5,'cubic');
subplot(3,3,4), imshow(cdown4)
ylabel('0.5')
subplot(3,3,5), imshow(cdown5)
subplot(3,3,6), imshow(cdown6)

cdown7 = imresize(c,0.7,'nearest');
cdown8 = imresize(c,0.7,'bilinear');
cdown9 = imresize(c,0.7,'cubic');
```

```
subplot(3,3,7), imshow(cdown7)
ylabel('0.7')
xlabel('Nearest')
subplot(3,3,8), imshow(cdown8)
xlabel('Linear')
subplot(3,3,9), imshow(cdown9)
xlabel('Cubic')

fprintf('We can observe that the downsampling quality is different
      from three methods. Obvious pixels can be noticed by using Nearest
      Neighbor Interpolation.\n')
fprintf('The Cubic Interpolation is better than Linear Interpolation,
      follows by Nearest Neighbor Interpolation.\n')

% (iv)
fprintf('\nAnswer(iv)\n')
% Image a upsampling
figure
aup1 = imresize(a,1.5,'nearest');
aup2 = imresize(a,1.5,'bilinear');
aup3 = imresize(a,1.5,'cubic');
subplot(3,3,1), imshow(aup1)
ylabel('1.5')
subplot(3,3,2), imshow(aup2)
subplot(3,3,3), imshow(aup3)

aup4 = imresize(a,1.7,'nearest');
aup5 = imresize(a,1.7,'bilinear');
aup6 = imresize(a,1.7,'cubic');
subplot(3,3,4), imshow(aup4)
ylabel('1.7')
subplot(3,3,5), imshow(aup5)
subplot(3,3,6), imshow(aup6)

aup7 = imresize(a,2,'nearest');
aup8 = imresize(a,2,'bilinear');
aup9 = imresize(a,2,'cubic');
subplot(3,3,7), imshow(aup7)
ylabel('2')
xlabel('Nearest')
subplot(3,3,8), imshow(aup8)
xlabel('Linear')
subplot(3,3,9), imshow(aup9)
xlabel('Cubic')

% Image b upsampling
figure
bup1 = imresize(b,1.5,'nearest');
bup2 = imresize(b,1.5,'bilinear');
bup3 = imresize(b,1.5,'cubic');
subplot(3,3,1), imshow(bup1)
ylabel('1.5')
subplot(3,3,2), imshow(bup2)
```

```
subplot(3,3,3), imshow(bup3)

aup4 = imresize(b,1.7,'nearest');
aup5 = imresize(b,1.7,'bilinear');
aup6 = imresize(b,1.7,'cubic');
subplot(3,3,4), imshow(aup4)
ylabel('1.7')
subplot(3,3,5), imshow(aup5)
subplot(3,3,6), imshow(aup6)

aup7 = imresize(b,2,'nearest');
aup8 = imresize(b,2,'bilinear');
aup9 = imresize(b,2,'cubic');
subplot(3,3,7), imshow(aup7)
ylabel('2')
xlabel('Nearest')
subplot(3,3,8), imshow(aup8)
xlabel('Linear')
subplot(3,3,9), imshow(aup9)
xlabel('Cubic')

% Image c upsampling
figure
cup1 = imresize(c,1.5,'nearest');
cup2 = imresize(c,1.5,'bilinear');
cup3 = imresize(c,1.5,'cubic');
subplot(3,3,1), imshow(cup1)
ylabel('1.5')
subplot(3,3,2), imshow(cup2)
subplot(3,3,3), imshow(cup3)

cup4 = imresize(c,1.7,'nearest');
cup5 = imresize(c,1.7,'bilinear');
cup6 = imresize(c,1.7,'cubic');
subplot(3,3,4), imshow(cup4)
ylabel('1.7')
subplot(3,3,5), imshow(cup5)
subplot(3,3,6), imshow(cup6)

cup7 = imresize(c,2,'nearest');
cup8 = imresize(c,2,'bilinear');
cup9 = imresize(c,2,'cubic');
subplot(3,3,7), imshow(cup7)
ylabel('2')
xlabel('Nearest')
subplot(3,3,8), imshow(cup8)
xlabel('Linear')
subplot(3,3,9), imshow(cup9)
xlabel('Cubic')

fprintf('The result is quite close to answer(iii). By using Nearest  
Neighbor Interpolation, pixels are clear and rough.')
fprintf('Linear Interpolation show much better result, which is  
smoother at curves and boundaies.')
```

```
fprintf('Cubic Interpolation is the best one among these three, a
      little better than the Linear method.\n')

% (v)
fprintf('\nAnswer(v)\n')
% Image a
figure
aa1 = imresize(a, 0.1, 'Nearest');
aa1 = imresize(aa1, 10, 'Nearest');
subplot(3,3,1)
imshow(aa1)
ylabel('Downsampling:Nearest')

aa2 = imresize(a, 0.1, 'Nearest');
aa2 = imresize(aa2, 10, 'Bilinear');
subplot(3,3,2)
imshow(aa2)

aa3 = imresize(a, 0.1, 'Nearest');
aa3 = imresize(aa3, 10, 'Cubic');
subplot(3,3,3)
imshow(aa3)

aa4 = imresize(a, 0.1, 'Bilinear');
aa4 = imresize(aa4, 10, 'Nearest');
subplot(3,3,4)
imshow(aa4)
ylabel('Downsampling:Linear')

aa5 = imresize(a, 0.1, 'Bilinear');
aa5 = imresize(aa5, 10, 'Bilinear');
subplot(3,3,5)
imshow(aa5)

aa6 = imresize(a, 0.1, 'Bilinear');
aa6 = imresize(aa6, 10, 'Cubic');
subplot(3,3,6)
imshow(aa6)

aa7 = imresize(a, 0.1, 'Cubic');
aa7 = imresize(aa7, 10, 'Nearest');
subplot(3,3,7)
imshow(aa7)
ylabel('Downsampling:Cubic')
xlabel('Upsampling:Nearest')

aa8 = imresize(a, 0.1, 'Cubic');
aa8 = imresize(aa8, 10, 'Bilinear');
subplot(3,3,8)
imshow(aa8)
xlabel('Upsampling:Linear')

aa9 = imresize(a, 0.1, 'Cubic');
aa9 = imresize(aa9, 10, 'Cubic');
```

```
subplot(3,3,9)
imshow(aa9)
xlabel('Upsampling:Cubic')

% Image b
figure
bb1 = imresize(b, 0.1, 'Nearest');
bb1 = imresize(bb1, 10, 'Nearest');
subplot(3,3,1)
imshow(bb1)
ylabel('Downsampling:Nearest')

bb2 = imresize(b, 0.1, 'Nearest');
bb2 = imresize(bb2, 10, 'Bilinear');
subplot(3,3,2)
imshow(bb2)

bb3 = imresize(b, 0.1, 'Nearest');
bb3 = imresize(bb3, 10, 'Cubic');
subplot(3,3,3)
imshow(bb3)

bb4 = imresize(b, 0.1, 'Bilinear');
bb4 = imresize(bb4, 10, 'Nearest');
subplot(3,3,4)
imshow(bb4)
ylabel('Downsampling:Linear')

bb5 = imresize(b, 0.1, 'Bilinear');
bb5 = imresize(bb5, 10, 'Bilinear');
subplot(3,3,5)
imshow(bb5)

bb6 = imresize(b, 0.1, 'Bilinear');
bb6 = imresize(bb6, 10, 'Cubic');
subplot(3,3,6)
imshow(bb6)

bb7 = imresize(b, 0.1, 'Cubic');
bb7 = imresize(bb7, 10, 'Nearest');
subplot(3,3,7)
imshow(bb7)
ylabel('Downsampling:Cubic')
xlabel('Upsampling:Nearest')

bb8 = imresize(b, 0.1, 'Cubic');
bb8 = imresize(bb8, 10, 'Bilinear');
subplot(3,3,8)
imshow(bb8)
xlabel('Upsampling:Linear')

bb9 = imresize(b, 0.1, 'Cubic');
bb9 = imresize(bb9, 10, 'Cubic');
```

```
subplot(3,3,9)
imshow(bb9)
xlabel('Upsampling:Cubic')

% Image c
figure
cc1 = imresize(c, 0.1, 'Nearest');
cc1 = imresize(cc1, 10, 'Nearest');
subplot(3,3,1)
imshow(cc1)
ylabel('Downsampling:Nearest')

cc2 = imresize(c, 0.1, 'Nearest');
cc2 = imresize(cc2, 10, 'Bilinear');
subplot(3,3,2)
imshow(cc2)

cc3 = imresize(c, 0.1, 'Nearest');
cc3 = imresize(cc3, 10, 'Cubic');
subplot(3,3,3)
imshow(cc3)

cc4 = imresize(c, 0.1, 'Bilinear');
cc4 = imresize(cc4, 10, 'Nearest');
subplot(3,3,4)
imshow(cc4)
ylabel('Downsampling:Linear')

cc5 = imresize(c, 0.1, 'Bilinear');
cc5 = imresize(cc5, 10, 'Bilinear');
subplot(3,3,5)
imshow(cc5)

cc6 = imresize(c, 0.1, 'Bilinear');
cc6 = imresize(cc6, 10, 'Cubic');
subplot(3,3,6)
imshow(cc6)

cc7 = imresize(c, 0.1, 'Cubic');
cc7 = imresize(cc7, 10, 'Nearest');
subplot(3,3,7)
imshow(cc7)
xlabel('Upsampling:Nearest')
ylabel('Downsampling:Cubic')

cc8 = imresize(c, 0.1, 'Cubic');
cc8 = imresize(cc8, 10, 'Bilinear');
subplot(3,3,8)
imshow(cc8)
xlabel('Upsampling:Linear')

cc9 = imresize(c, 0.1, 'Cubic');
cc9 = imresize(cc9, 10, 'Cubic');
subplot(3,3,9)
```

```
imshow(cc9)
xlabel('Upsampling:Cubic')

%
fprintf('After trying all the combinations, I discover that the
cubic interpolation downsampling combining with cubic interpolation
upsampling works best!')
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Answer(i)
The interpolation methods for image sampling include:
Nearest neighbor interpolation, Linear Interpolation, Cubic
Interpolation.

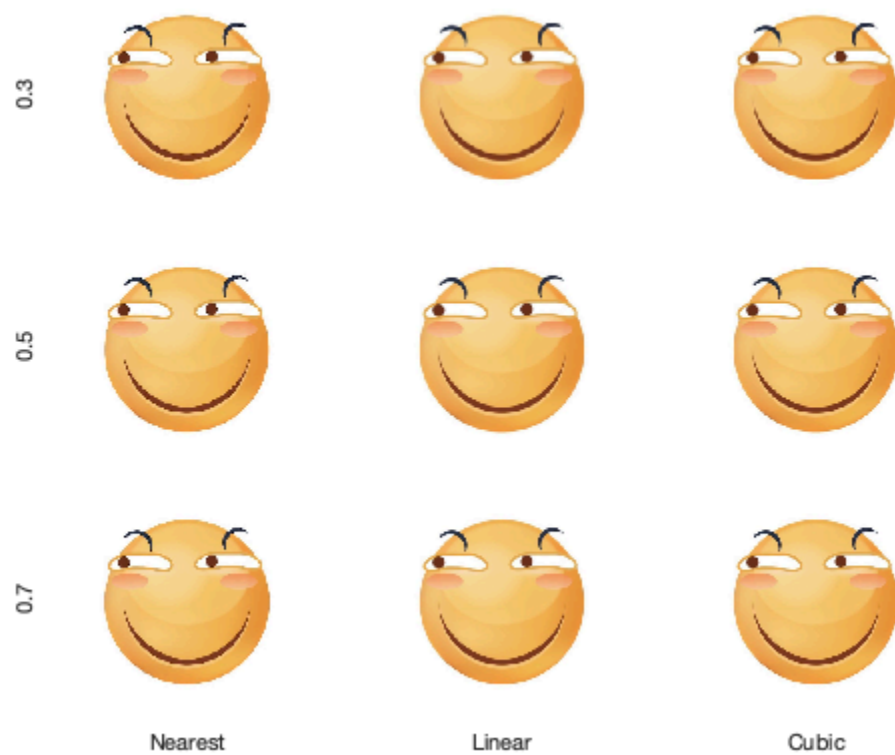
Answer(ii)
Nearest neighbor interpolation: We simply select the sample point that
is nearest to x, which could be the largest integer values that is
less than or equal to x.
Linear Interpolation: Between two adjacent sample points k and k+1 we
assume the function is a linear function.
Cubic Interpolation: We look at two pixels on the left and two on the
right, interpolate it as cubic function.

Answer(iii)
We can observe that the downsampling quality is different from three
methods. Obvious pixels can be noticed by using Nearest Neighbor
Interpolation.
The Cubic Interpolation is better than Linear Interpolation, follows
by Nearest Neighbor Interpolation.

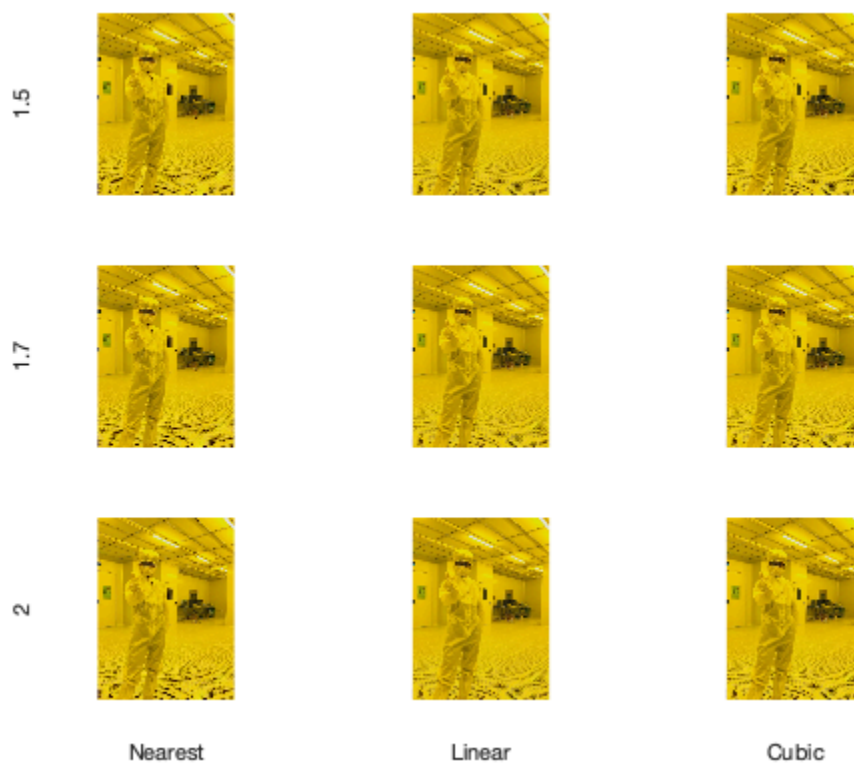
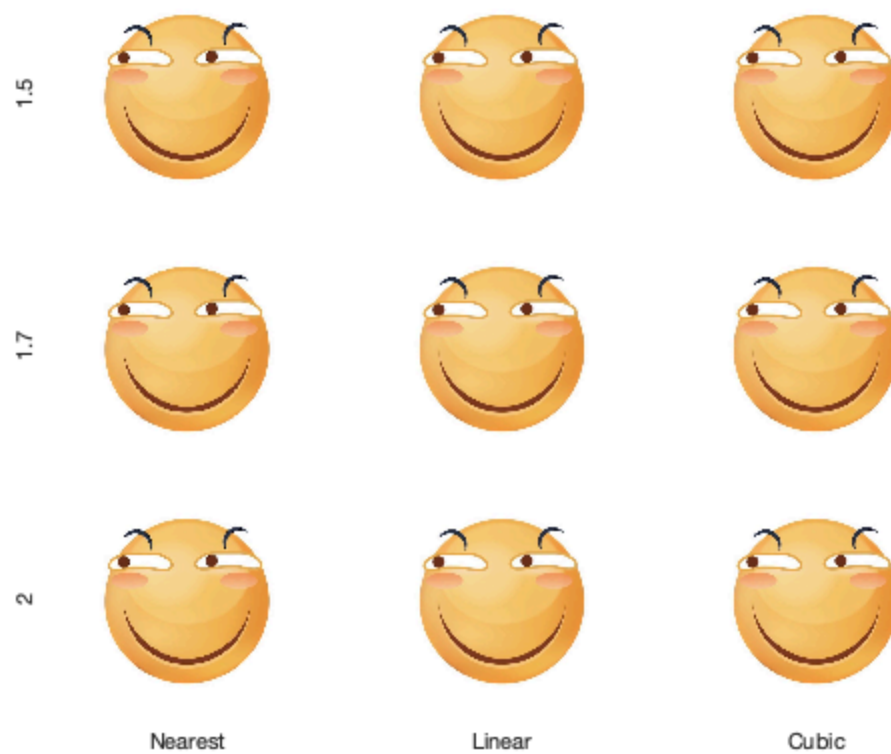
Answer(iv)
The result is quite close to answer(iii). By using Nearest Neighbor
Interpolation, pixels are clear and rough. Linear Interpolation shows
much better result, which is smoother at curves and boundaries. Cubic
Interpolation is the best one among these three, a little better than
the Linear method.

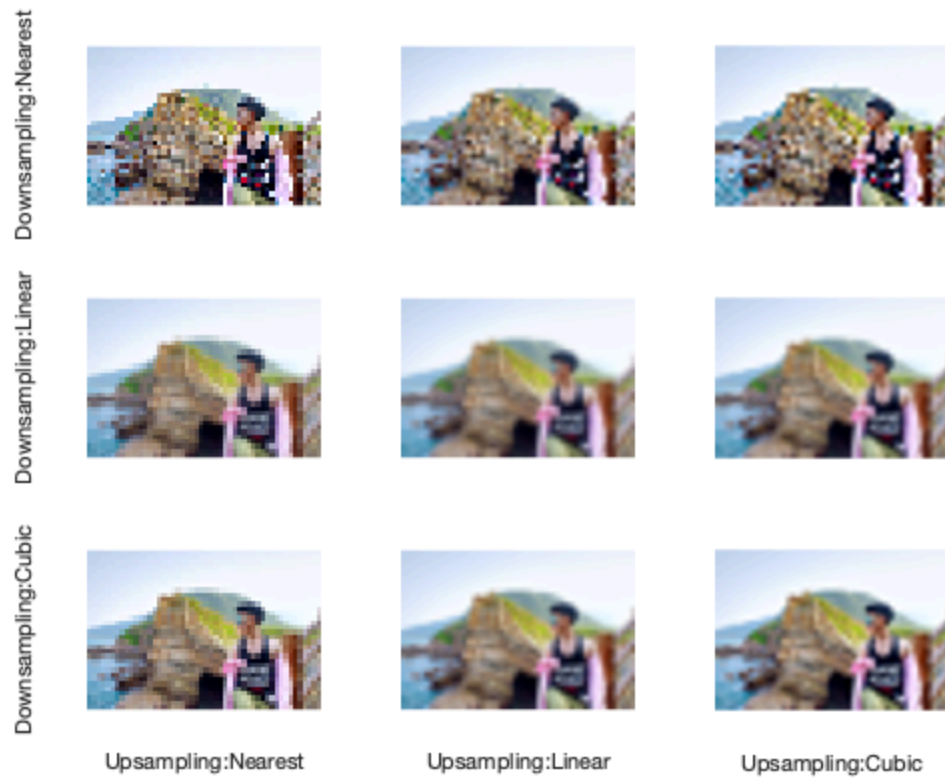
Answer(v)
After trying all the combinations, I discover that the cubic
interpolation downsampling combining with cubic interpolation
upsampling works best!
```













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