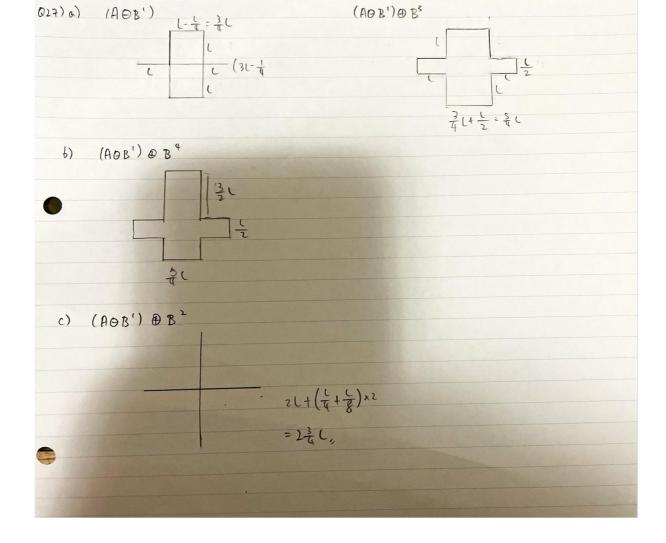
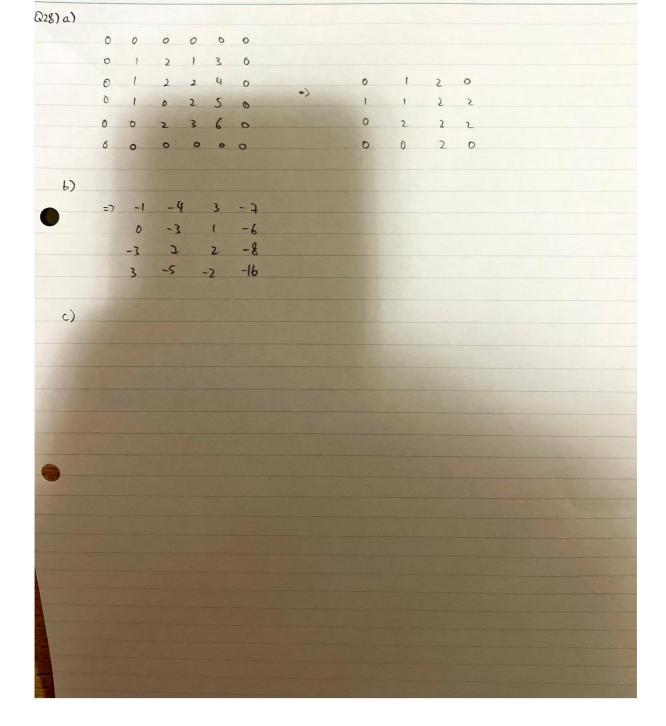
| Q)3) | Gray Level |
|---------|--|
| | 0 2 |
| | → |
| | 2 2 |
| | 3 |
| | 4 1 |
| | When threshold is 1, the calculation of background |
| | Weight Wb: 2 0.2222 " |
| | Mean $Nb = \frac{(0x^2)}{2} = 0$ |
| • | Weight $Wb = \frac{2}{4} = 0.2222 \text{ m}$ Mean $Mb = \frac{(0 \times 2)}{2} = 0$ Variance $6\frac{2}{6} = \frac{((0 - 0)^2 \times 2)}{2} = 0$ |
| | |
| | When threshold is 1, the calculation of foreground Weight W : $\frac{1+2+3+1}{9} = 0.7778$ Mean M : $\frac{(v_1)^4(2\times 2)+(3\times 3)+(4\times 1)}{7} = 2.5714$ |
| | Meen 14 = ((v1)4(2x2)+(3x3)+(4x1) = 2.5714. |
| | Variance $6\hat{f}$: $(((1-2.5714)^2 \times 1) + ((2-2.5714)^2 \times 2) + ((3-2.5714)^2 \times 3) + ((4-2.5714)^2 \times 1))$ |
| | |
| | 4 |
| | = 2.46929796 + 0.65299592 + 0.55109388 + 2.04089796 |
| | 7 |
| | |
| • | = 0.8163,, |
| | Within - Class Variance: 6w = (0.2122)(0) + (0.7778)(0.8163) |
| 11/1/19 | |
| | = 0.635111 |
| | 01 (2 2 (2 22) (0 22) (0 - 2 52) (1) |
| | Between - Class Variance: 68 = (0.2222)(0.7778)(0-2.5714)2 |
| | = 1.14284 |
| | |
| - | |
| | |
| | |

| | 1 -> A | The spectrum is rotated |
|----|--------|--|
| | 2 -> B | High frequencies correspond to small image detail, shap edges |
| | 3 -> p | The spectrum is rotated |
| | 4 → C | The spectrum is rotated High frequencies correspond to small image detail, shap edges |
| 5) | a -> 3 | -us° degree |
| | b -> 6 | 45° degree |
| | c -7 | Horizontal filter |
| | | Vetical filter |
| | | line detection |
| | f -> 4 | Enhance the image |
| | | |
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| 226) i | X | У | | ٤ (| i | 1 | 2 | cluster | |
|-----------------|---|----|---|-----|-----------|-----|-----|---------|-----------|
| \rightarrow A | | 1 | | | | | 1-4 | | New point |
| В | 2 | 0 | | | | | 2 | | (4.0,1) |
| C | D | 1_ | | | | | 2.2 | - 1 | (2, 3.7) |
| → D | 2 | 2 | | | D | | О | 2 | , |
| E | 1 | 5 | | | E | | 3.2 | | |
| G | 3 | 4 | | | 6 | 3.6 | | 2 | |
| | | | | | | | | | |
| | | | i | -1 | i | 1 | 2 | cluster | |
| | | | | | A | 0.3 | 2.9 | 1 | New point |
| | | | | | B | 1.2 | 3.7 | | (1.3, 1) |
| | | | | | C | 1 | 3.4 | 1 | (2,4.5) |
| | | | | | D | 1.7 | 1.7 | (| |
| | | | | | | | 1.7 | | |
| | | | | | | 3.9 | | 2 | |
| 1000 | | | | | | | | | |
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| 79700 | - | - | | | Section 2 | | | | |





| 129) a) | Salt & Pepper noise |
|---------|---|
| | Salt & Pepper noise Median filter |
| | Alpha-trimmed mean filter |
| | |
| 6) | Periodic noise |
| | Bandreject filter |
| | Bandreject filter Butterworth notch filter |
| | |
| c) | Motion blur noise |
| | |
| | Wiener filter Inverse filter |
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236)
$$y = -2x + 1$$
 $slope : -2$
 $-2 \times m_2 = -1$
 $m_1 = \frac{1}{2}x$
 $\Rightarrow y = \frac{1}{2}x$
 $\Rightarrow y = \frac{1}{2}x - 0$
 $\Rightarrow \frac{1}{2}x = -2x + 1$
 $\Rightarrow y = \frac{1}{2}x - 0$
 $\Rightarrow \frac{1}{2}x = -2x + 1$
 $\Rightarrow y = \frac{1}{2}x - 0$
 $\Rightarrow \frac{1}{2}x = -2x + 1$
 $\Rightarrow y = \frac{1}{2}x - 0$
 $\Rightarrow \frac{1}{2}x = -2x + 1$
 $\Rightarrow y = \frac{1}{2}x - 0$
 $\Rightarrow \frac{1}{2}x = -2x + 1$
 $\Rightarrow y = \frac{1}{2}x - 0$
 $\Rightarrow \frac{1}{2}x = -2x + 1$
 $\Rightarrow \frac{1}{2}x = -2x +$