

MATLAB Project 2: Image Processing

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Collaborators: None

```
% Code to import image
image = double(imread("Bee.png"));
imshow(uint8(image));
```



```
% Code for #2
% Uncomment and complete the lines below once you've written your
% convolution function

kernel = ones(7,7) / 49; % 7x7 averaging kernel
newImage = convolution(image, kernel);
imshow(uint8(newImage));
```



% Code for #3

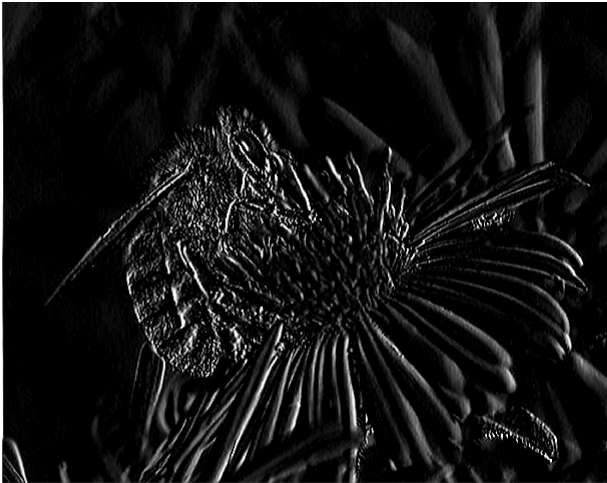
```
% Using kernel for part (a)
kernel = ones(15,15) / 225;
newImage = convolution(image, kernel);
imshow(uint8(newImage));
```



```
% Using kernel for part (b)
kernel = [0.5];
newImage = convolution(image, kernel);
imshow(uint8(newImage));
```



```
% Using kernel for part (c)
kernel = [1 0 -1; 2 0 -2; 1 0 -1];
newImage = convolution(image, kernel);
imshow(uint8(newImage));
```



3. [Written response for #3]

(a) Strong blur since large averaging window smooths detail.

(b) Scales pixel intensity by 0.5 \rightarrow darkens image.

(c) Edge detection since it subtracts left vs right neighbors;
uniform regions ≈ 0 , edges pop out.

4. [Written response for #4]

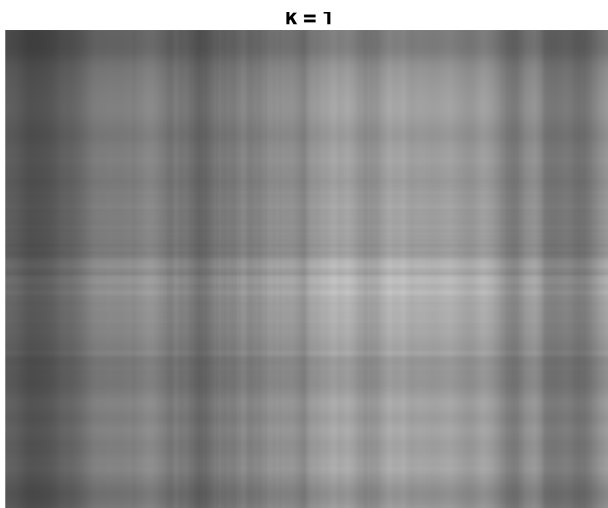
Padding ensures submatrices exist for border pixels.

$(k-1)/2$ padding is correct so every pixel can be the center of a $k \times k$ window.

```
% Test case for #5
test = [2 4 -1 3; 1 1 1 1; -5 0 2 4];
```

```
% Test case for #6
approx1 = approximation(test,1);
approx2 = approximation(test,2);
approx3 = approximation(test,3);
```

```
% Code for #7
for k = [1,10,20,50,100,480]
    approxImg = approximation(image,k);
    figure; imshow(uint8(approxImg));
    title(['k = ' num2str(k)]);
end
```



$\kappa = 10$



$\kappa = 20$



$\kappa = 50$



K = 100



K = 480



```
% Code for #8
% Complete the code below to extract the parts of s, U, and V necessary to
% get 20 terms of the approximation. The whos function will display the
% size of each variable, which you can use to find the compression ratio.
% Then do it all again for k = 50.
```

```
uncompressedImage = uint8(image);
[s,U,V] = singularValue(image);
k = 20;
spart = single(s(1:k));
Upart = single(U(:,1:k));
Vpart = single(V(:,1:k));
whos spart Upart Vpart uncompressedImage
```

Name	Size	Bytes	Class	Attributes
Upart	480x20	38400	single	
Vpart	608x20	48640	single	
spart	20x1	80	single	
uncompressedImage	480x608	291840	uint8	

```
k = 50;
spart = single(s(1:k));
Upart = single(U(:,1:k));
Vpart = single(V(:,1:k));
whos spart Upart Vpart uncompressedImage
```

Name	Size	Bytes	Class	Attributes
Upart	480x50	96000	single	
Vpart	608x50	121600	single	
spart	50x1	200	single	
uncompressedImage	480x608	291840	uint8	

8. [Written response for #8]

Compression ratio = (size of uncompressed image) / (size of spart+Upart+Vpart).

k=20 gives high compression but lower quality; k=50 is larger but visually better.

Function Definitions

addPadding (for #1)

```
function padded = addPadding(A,p)
    [m,n] = size(A);           % get dimensions of A
    rows = 128 * ones(p,n);   % p rows of gray (128)
    A = [rows; A; rows];       % add rows to top and bottom
    cols = 128 * ones(m+2*p,p); % p columns of gray
    padded = [cols A cols];    % add columns left and right
end
```

convolution (for #2)

```
function result = convolution(A, kernel)
    k = size(kernel,1);        % assume square kernel
    [m,n] = size(A);
    pad = (k-1)/2;
    Apadded = addPadding(A,pad); % pad image
    result = zeros(m,n);       % initialize result

    % Main loop to compute the result matrix
    for i = 1:m
        for j = 1:n
            subA = Apadded(i:i+k-1, j:j+k-1); % kxk neighborhood
```

```

        result(i,j) = sum(sum(kernel .* subA)); % elementwise multiply
    then sum
    end
end
end

```

singularValue (for #5)

```

function [s,U,V] = singularValue(A)
    [U,S,V] = svd(A); % MATLAB SVD
    s = diag(S); % singular values as vector
end

```

approximation (for #6)

```

function approx = approximation(A,k)
    [s,U,V] = singularValue(A); % data from SVD of A
    [m,n] = size(A);
    approx = zeros(m,n);
    for i = 1:k
        approx = approx + s(i) * U(:,i) * V(:,i)'; % rank-k reconstruction
    end
end

```