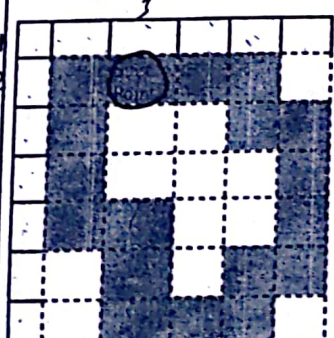
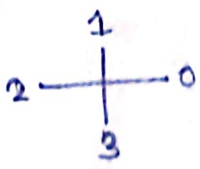


Q1.	Choose the correct option for following questions. All the Questions are compulsory and carry equal marks
1.	_____ is not a lossless compression algorithm
Option A:	Huffman coding
Option B:	Arithmetic coding
Option C:	Dictionary based coding
Option D:	Vector quantization
2.	Operations on single pixels of a digital image are known as _____.
Option A:	Point Operation
Option B:	Diagonal Pixel Operation
Option C:	Value Transformation
Option D:	Neighbours pixel Operation
3.	_____ filter works best to remove salt and pepper noise.
Option A:	Low pass
Option B:	High pass
Option C:	Median
Option D:	Max
4.	In _____ technique an entire sequence of source symbol is assigned a single code.
Option A:	Arithmetic Coding
Option B:	LZW Coding
Option C:	Huffman Coding
Option D:	Run-length Coding
5.	Three basic types of discontinuities are _____
Option A:	Lines, Edges, Planes
Option B:	Points, Lines, Planes
Option C:	Edges, Lines, Points

Option D:	Point, Planes, Edges
6.	The starting pixel of region growing process is called
Option A:	base pixel
Option B:	seed pixel
Option C:	original pixel
Option D:	image pixel
7.	_____ is the foremost step in Image Processing.
Option A:	Morphological Processing
Option B:	Image acquisition
Option C:	Segmentation
Option D:	Compression
8.	_____ is not a property of 2D Discrete Fourier Transform.
Option A:	Separability
Option B:	Real
Option C:	Periodicity
Option D:	Conjugate
9.	_____ is not a region based segmentation technique.
Option A:	Region growing
Option B:	Split and merge
Option C:	Region thinning
Option D:	Region splitting
10.	_____ is a horizontal line detection mask.
Option A:	$\begin{bmatrix} 2 & -1 & -1 \\ -1 & 2 & -1 \\ -1 & -1 & 2 \end{bmatrix}$
Option B:	$\begin{bmatrix} 1 & 2 & -1 \\ -1 & 2 & -1 \\ 1 & 2 & -1 \end{bmatrix}$
Option C:	$\begin{bmatrix} -1 & -1 & 2 \\ -1 & 2 & -1 \\ 2 & -1 & -1 \end{bmatrix}$
Option D:	$\begin{bmatrix} -1 & -1 & -1 \\ 2 & 2 & 2 \\ -1 & -1 & -1 \end{bmatrix}$

TE (IT) Sem VI 'C' scheme IP @ PCode: 94281 (3)

Q.2	Solve any Four out of Six.		[5 Marks Each]	Marks																	
	A	List and define types of distance measures.		5																	
	B	Draw the different steps in digital image processing.		5																	
	C	Show transform matrix for N=4 and Give three properties each: (i) Discrete Walsh Transform (ii) Discrete Cosine Transform		5																	
	D	Draw a block diagram showing processing of Homomorphic Filtering and explain the method.		5																	
	E	Explain in brief Hough Transform.		5																	
	F	Give a DFT Transform matrix and Apply it to find transformed coefficients for $f(x) = \{2, 1, 3, 1\}$.		5																	
Q.3	Solve any Two Questions out of Three.		[10 Marks Each]																		
	A	Perform histogram equalization for the following pixel distribution: <table border="1"><tr><td>Gray Level</td><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td></tr><tr><td>Frequency</td><td>10</td><td>0</td><td>4</td><td>15</td><td>25</td><td>6</td><td>0</td><td>4</td></tr></table> Draw original histogram and equalized histogram.	Gray Level	0	1	2	3	4	5	6	7	Frequency	10	0	4	15	25	6	0	4	10
Gray Level	0	1	2	3	4	5	6	7													
Frequency	10	0	4	15	25	6	0	4													
	B	Explain following morphological methods with example: (i) Erosion $A \ominus B$ (ii) Dilation $A \oplus B$		10																	
	C	Illustrate Arithmetic Coding and Decoding.		10																	
Q.4	Solve any Two Questions out of Three.		[10 Marks Each]																		
	A	List all Point Processing Techniques and explain any two with examples. x		10																	
	B	Obtain the four directional Chain Code and Shape number representation using 4-directional with the given starting point as shown in the image with dark filled cell as pixel is the boundary of the object. 	10																		

		List all region based segmentation techniques. Apply region based segmentation on a 3-bit image of size 4x4. Assume Threshold = 3, a pixel value 7 as starting point, and use 4-way connectivity.	10																
	C	<table border="1"> <tr><td>1</td><td>0</td><td>2</td><td>0</td></tr> <tr><td>0</td><td>0</td><td>6</td><td>6</td></tr> <tr><td>5</td><td>5</td><td>5</td><td>5</td></tr> <tr><td>7</td><td>6</td><td>6</td><td>0</td></tr> </table> 	1	0	2	0	0	0	6	6	5	5	5	5	7	6	6	0	
1	0	2	0																
0	0	6	6																
5	5	5	5																
7	6	6	0																

Consider seed point as 5

XX***

0-3

5-7