

**1- (20)** Download a standard color image.

- a) Convert its colors to safe colors and display the image.
- b) Find the most dominating color and let's call it color 1. Segment the image to 4 regions:
  - 1) Region 1, showing color 1.
  - 2) Region 2, areas which color are within a distance  $D_1$  to color1.  $D_1$  is the radius of a sphere. Region 2 will have color2.
  - 3) Region 3, areas that are within a distance  $D_2$  to color 2, where  $D_2 < D_1$ .
  - 4) All remaining pixels get a gray color of your choice.

Note that color similarity is based on Euclidian distance on RGB. At the end, you will have an image segmented in 4 colors.

**2-(25)** Download a standard color image.

- a- Apply Laplacian, Sobel and Di Zenzo edge detection methods on each RGB channels. Show the results of edge detection on each RGB plate and also show a combined version of edges in all 3 methods.

**3-(25)** Download a standard gray scale image.

- a- Resize the image such that you can extract a fixed number of  $8 \times 8$  blocks.
- b- Apply DCT and FFT on each block independently.
- c- Define a binary mask to keep the first 15 coefficients of DCT as shown in Fig. 8.29(a).
- d- Multiply this mask to DCT coefficients of the block.
- e- Reconstruct the compressed image.
- f- Perform similar approach using FFT, by keeping about 15 most important coefficients. Define a binary mask, and reconstruct each block accordingly.
- g- Show the original, compressed images obtained using DCT, DFT and also their difference and Root MSE with the original image.

**Note:** You can use the Matlab functions for DFT and DCT, but you should write the code representing each of the above steps.

**4- (30)** Download a standard gray scale image.

- a) Compute the prediction error using equation 8.2-34. Display the 4 images similar to Fig. 8.34.
- b) Use a variable length coding method to code  $f^{\wedge}(x,y)$  obtained in equation 8.2-34.
- c) Reconstruct the compressed image.

- d) Show, the original, compressed and the difference images.
- e) Compute the entropy of original and compressed images.

**Additional Notes:**

You can use Matlab function in this homework.

Delay penalties are same as before