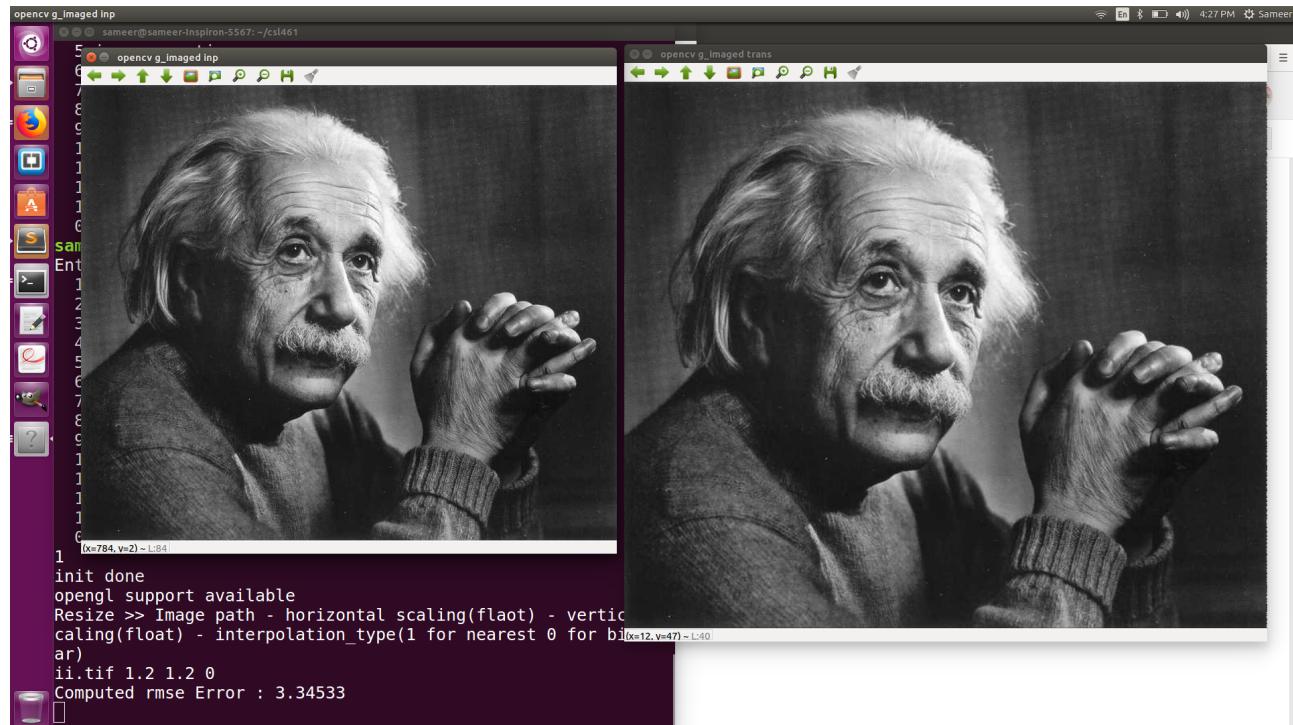
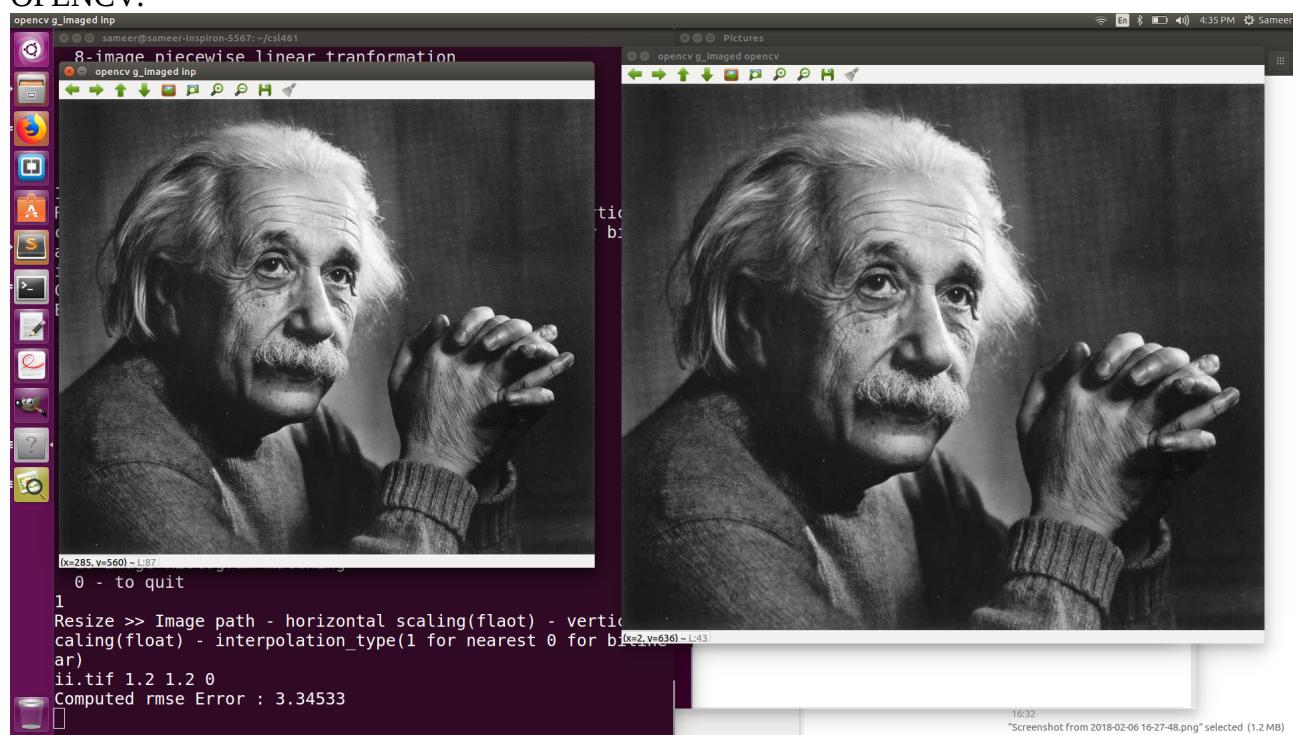


Resizing :- horizontal -1.2 vertical- 1.2 (Bilinear)  
RMSE= 3.34533

### **MY RESULTS:-**

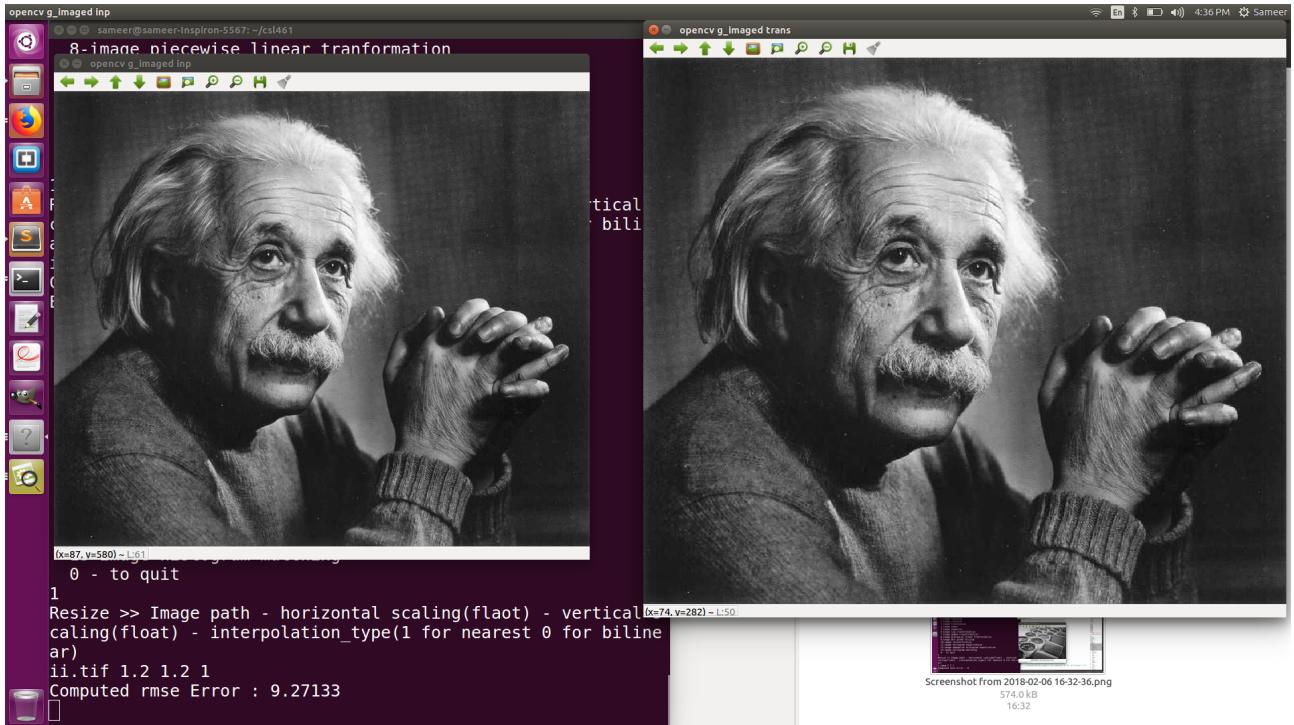


## OPENCV:-

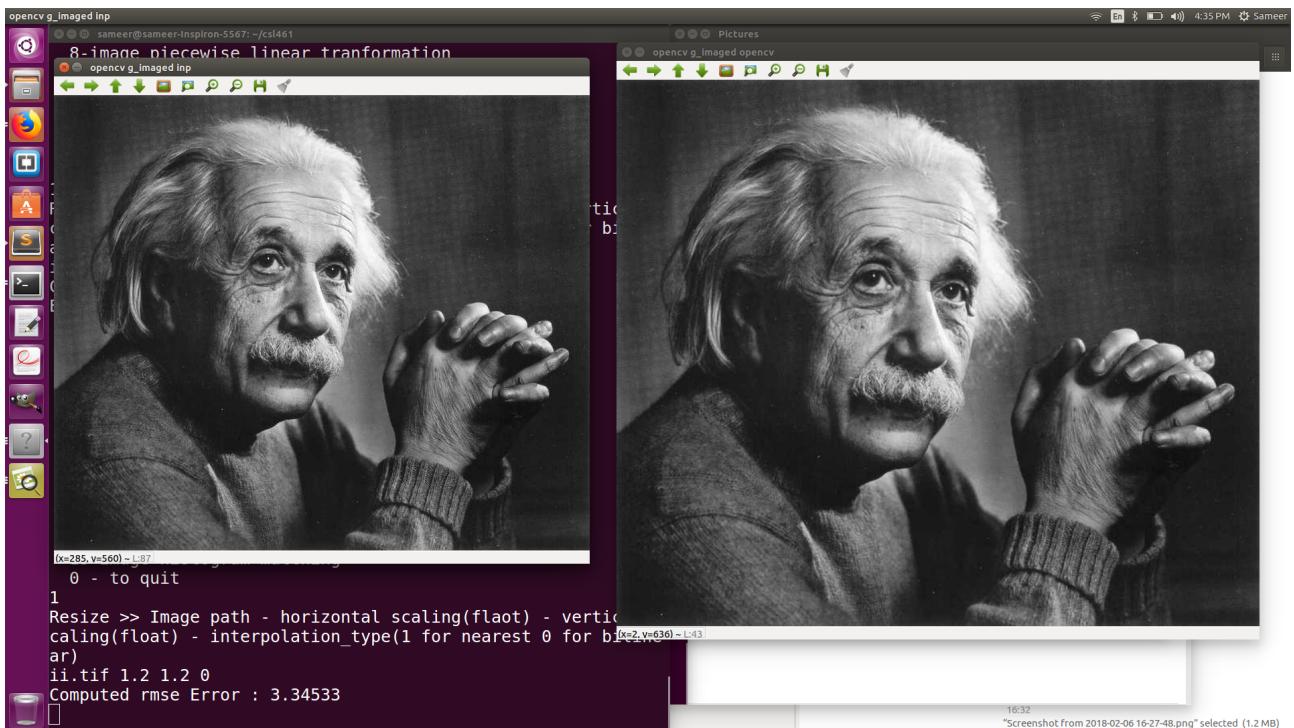


Resizing :- horizontal -1.2 vertical- 1.2 (Nearest)  
RMSE= 9.27133

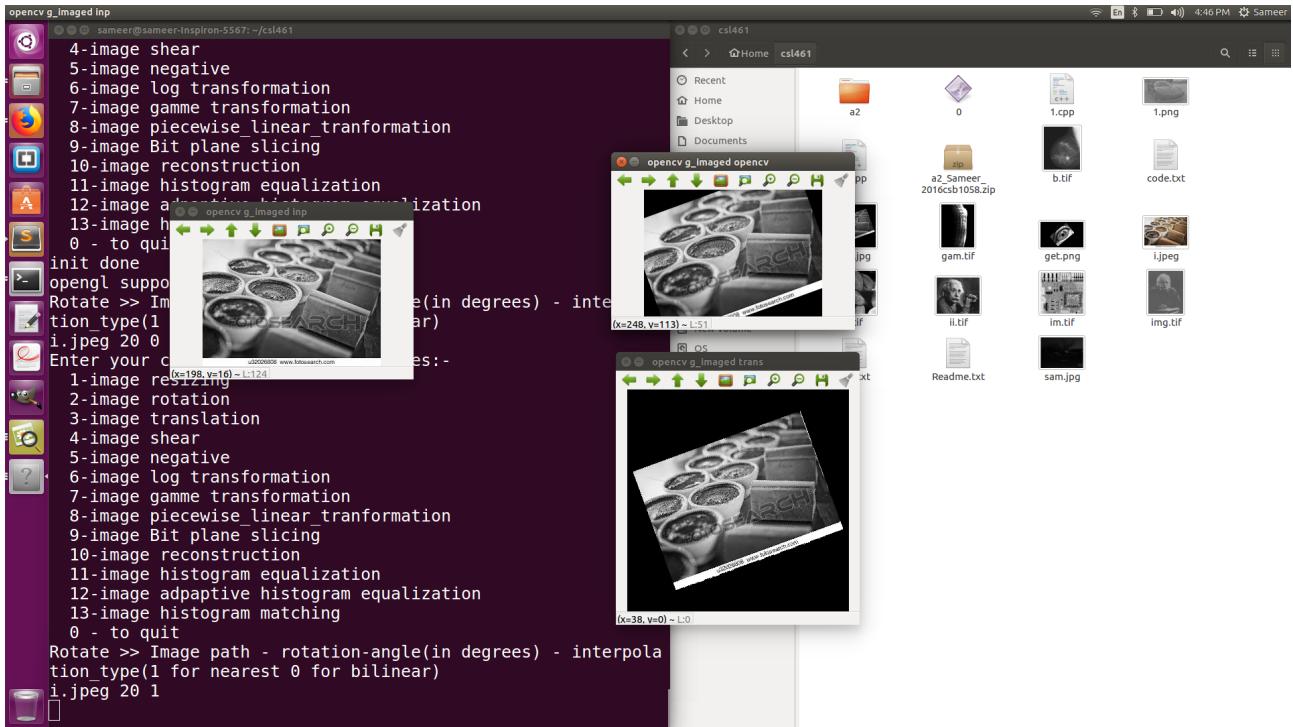
## MY RESULTS:-



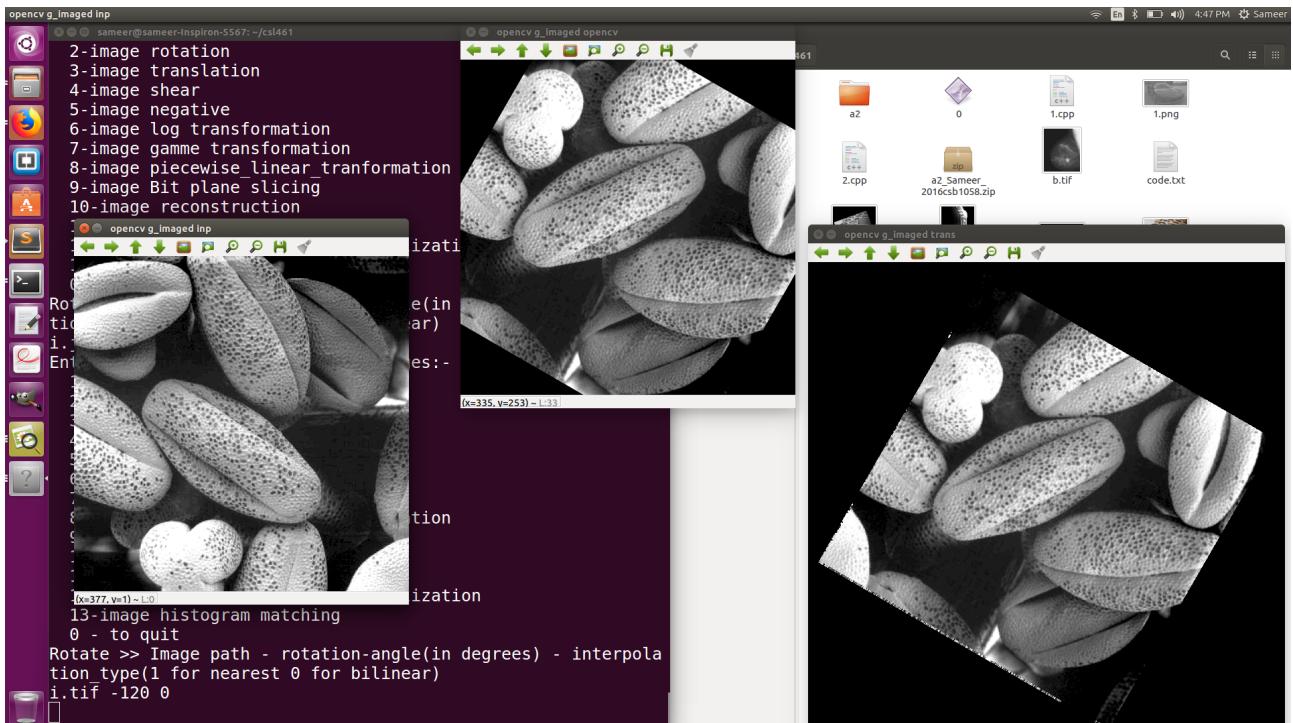
## OPENCV:-



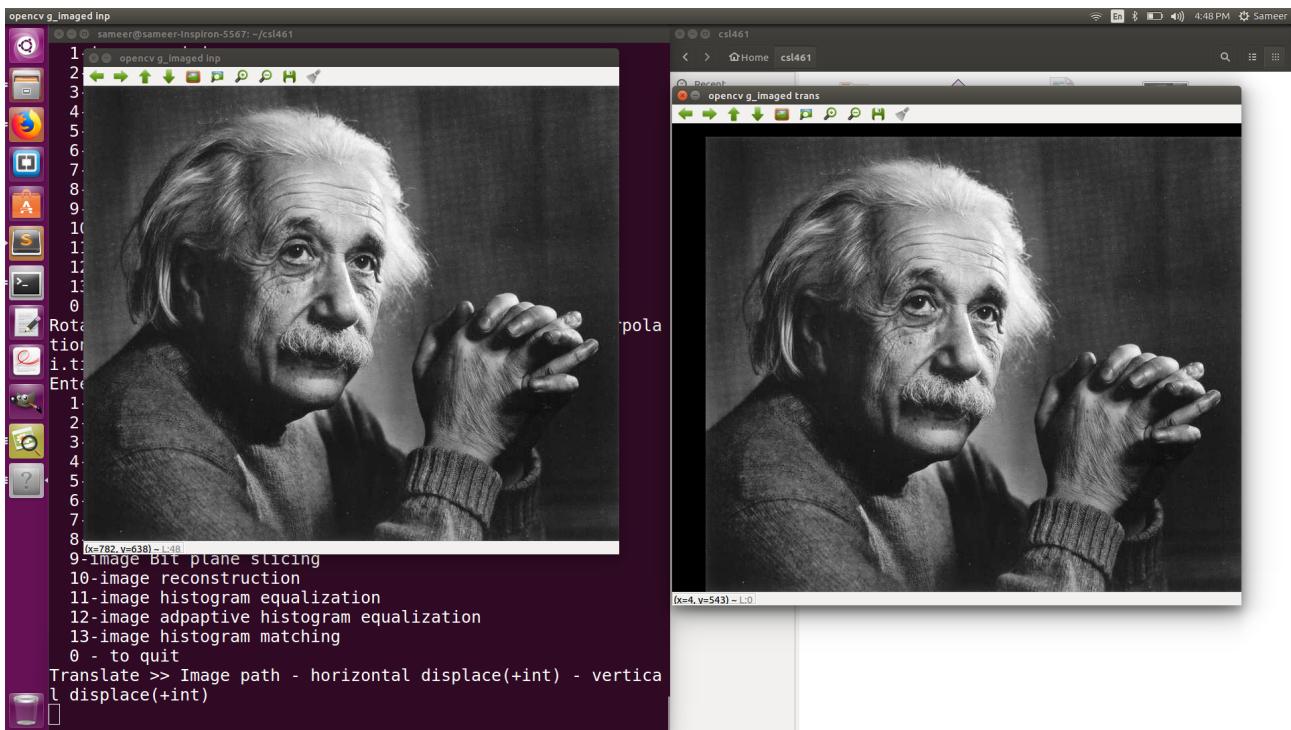
## Rotate:- angle 20deg. (NEAREST) input,opencv and my results



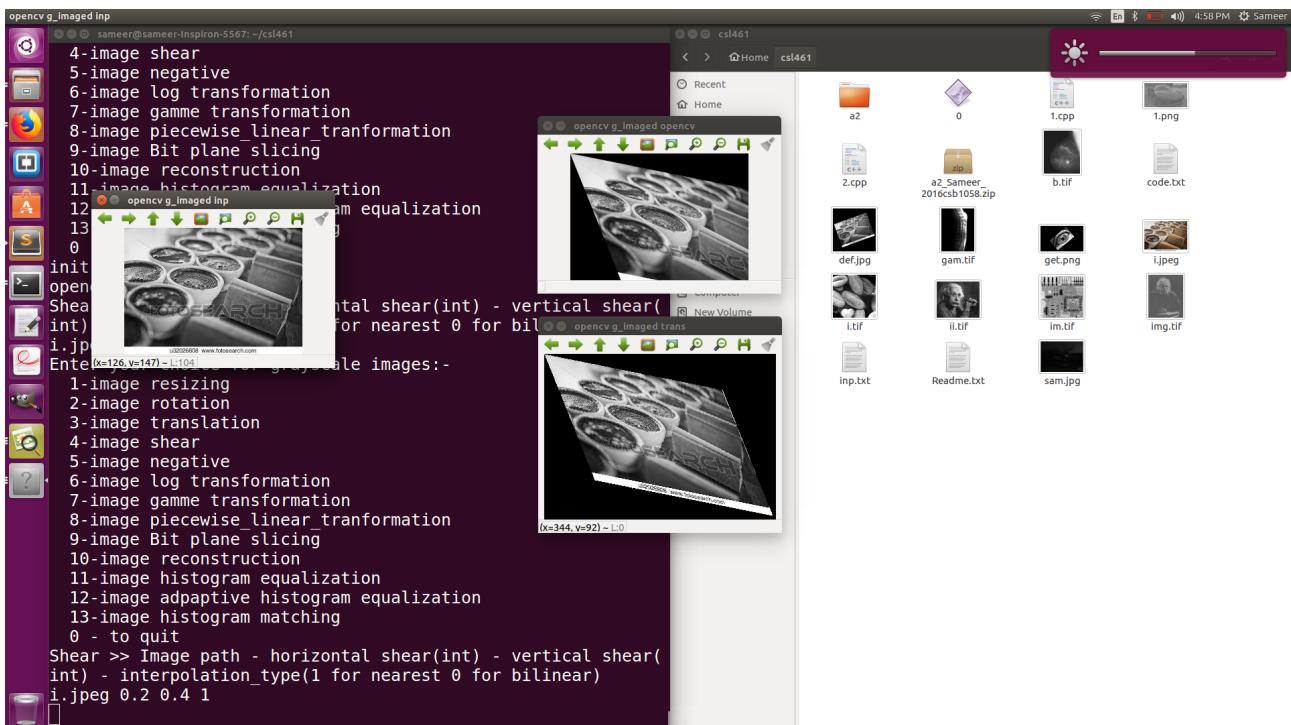
## Rotate:- angle -120deg. (BILINEAR) input,opencv and my results



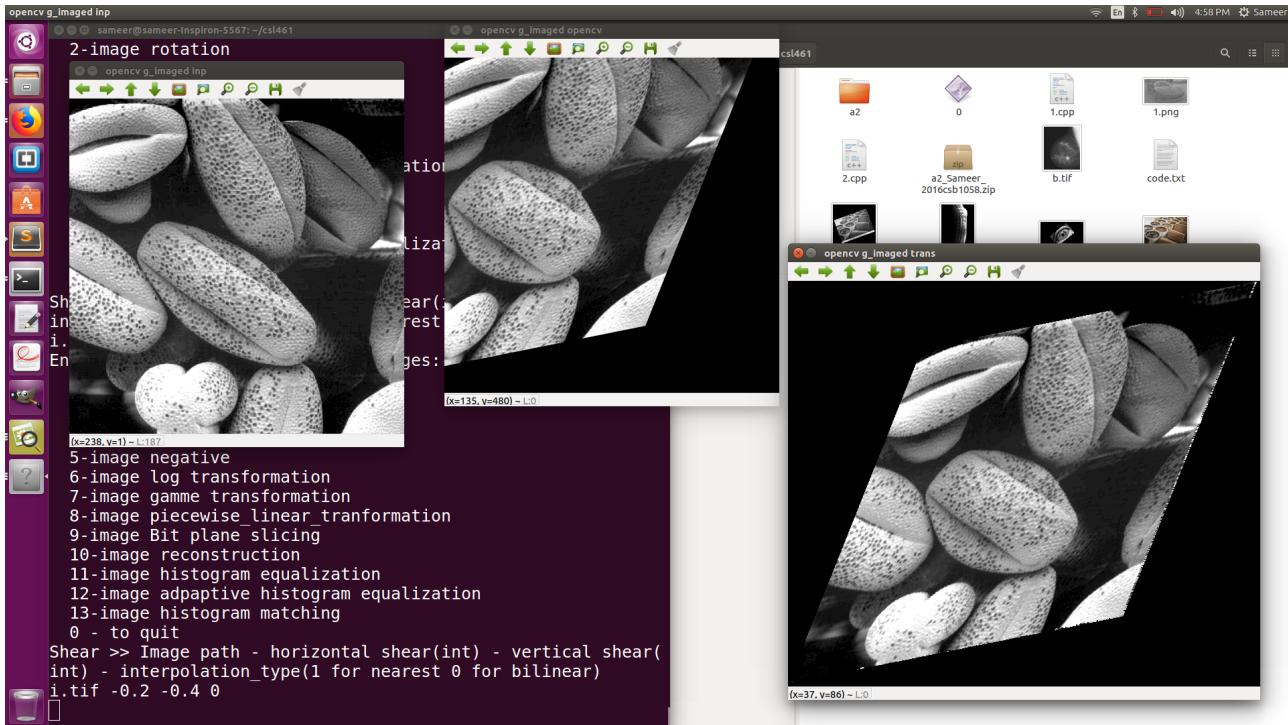
Translate:- shift-x 20 shift-y 50



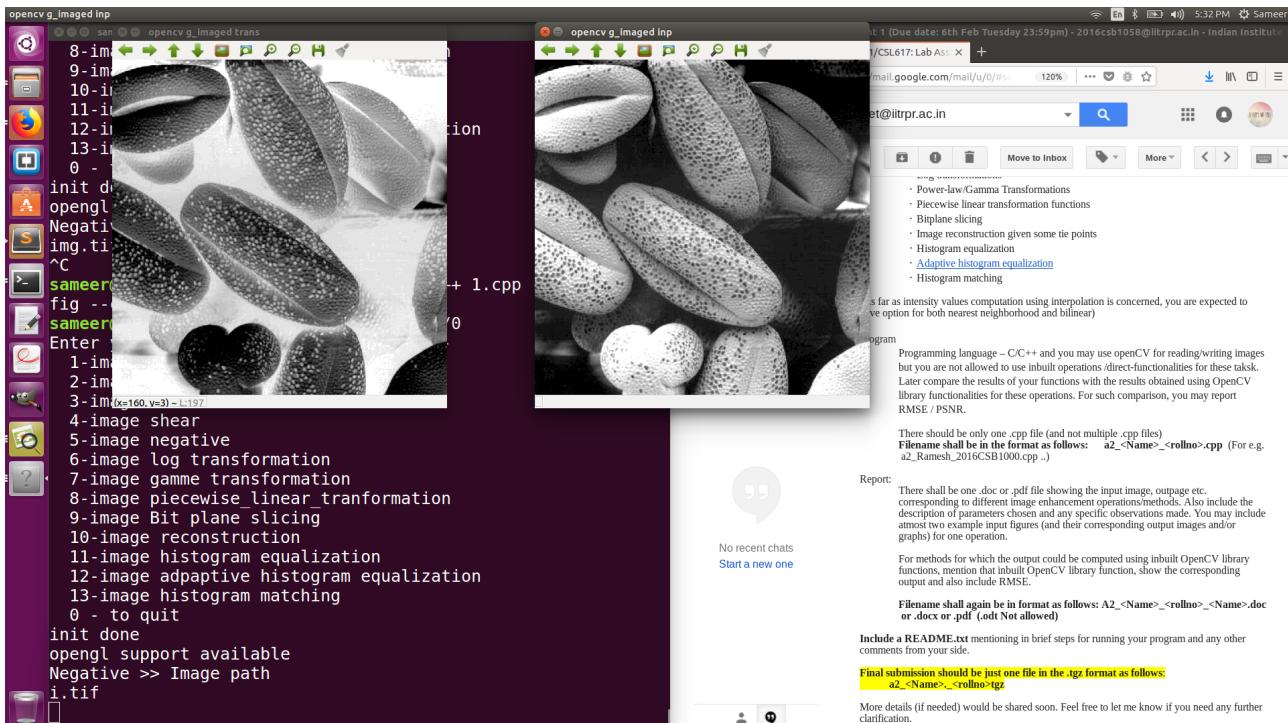
Shear:- s-x-0.2 s-y-0.4 (NEAREST) input,opencv and my results

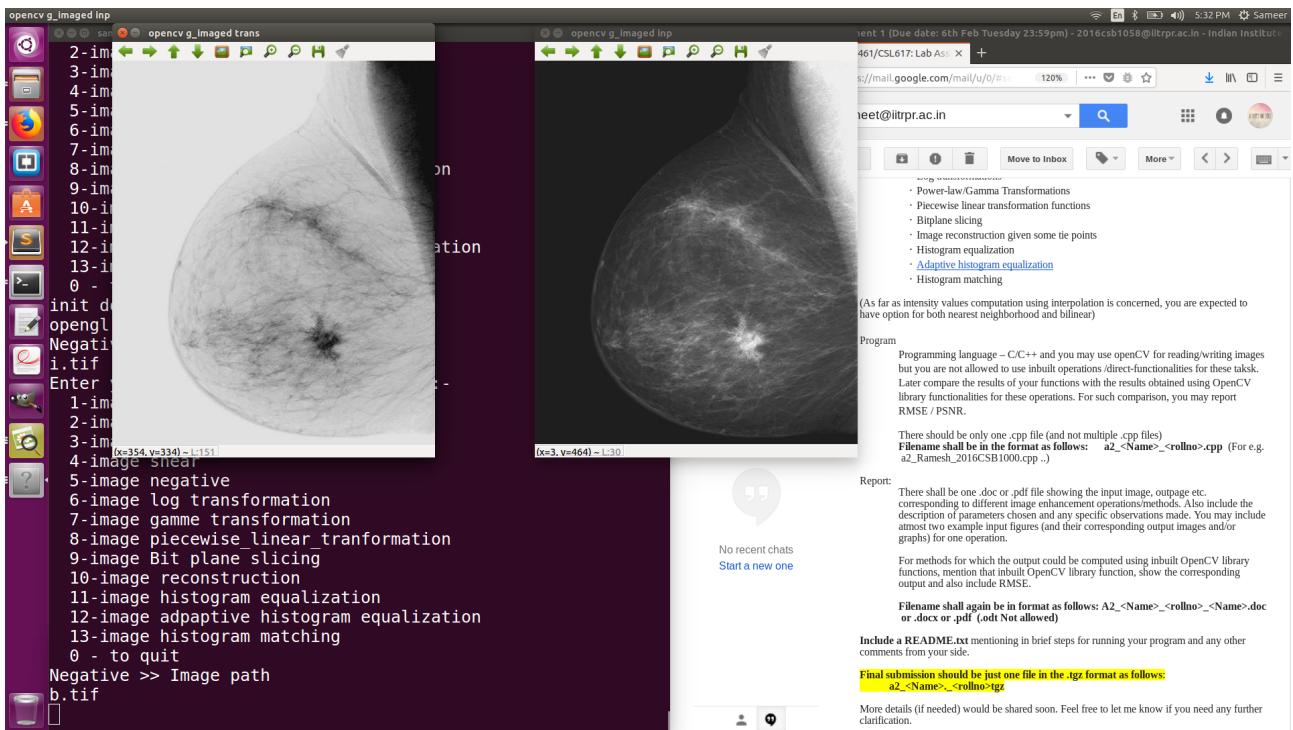


## Shear:- s-x-0.2 s-y-0.4 (BILINEAR) input,opencv and my results



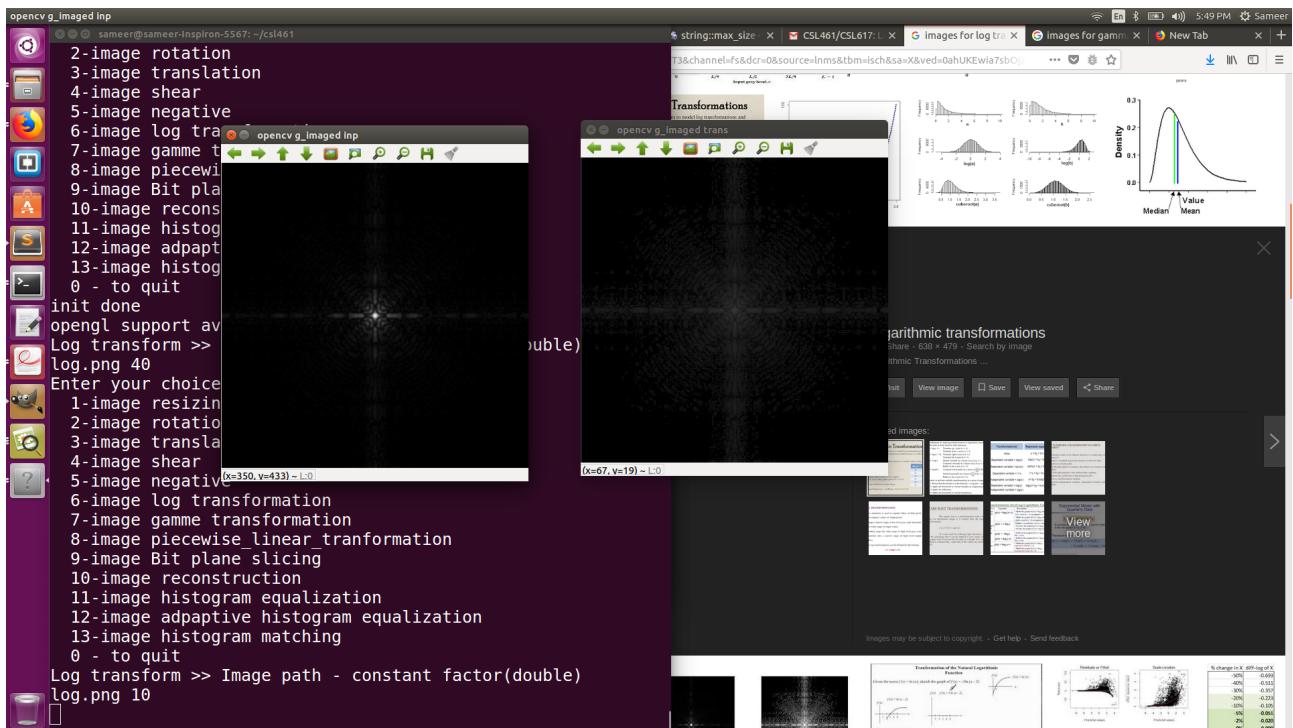
## NEGATIVE



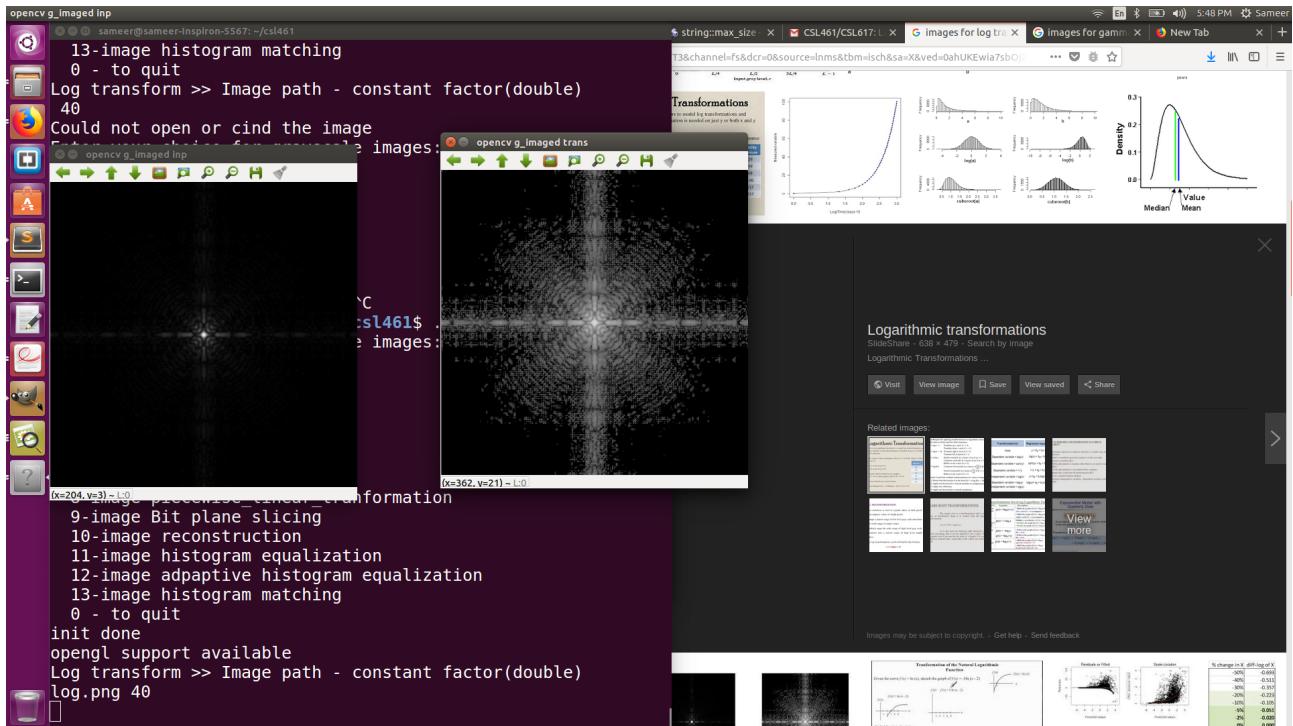


## LOG TRANSFORM :-

With factor =10

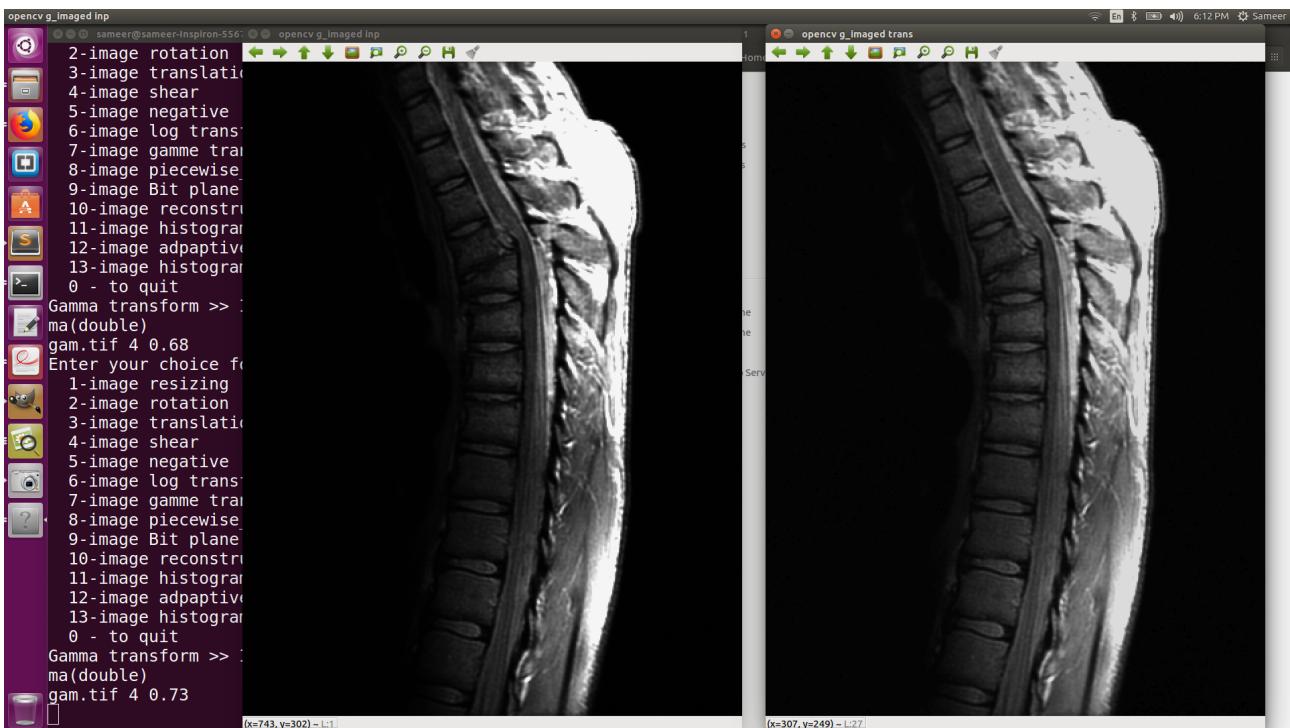


Factor=40



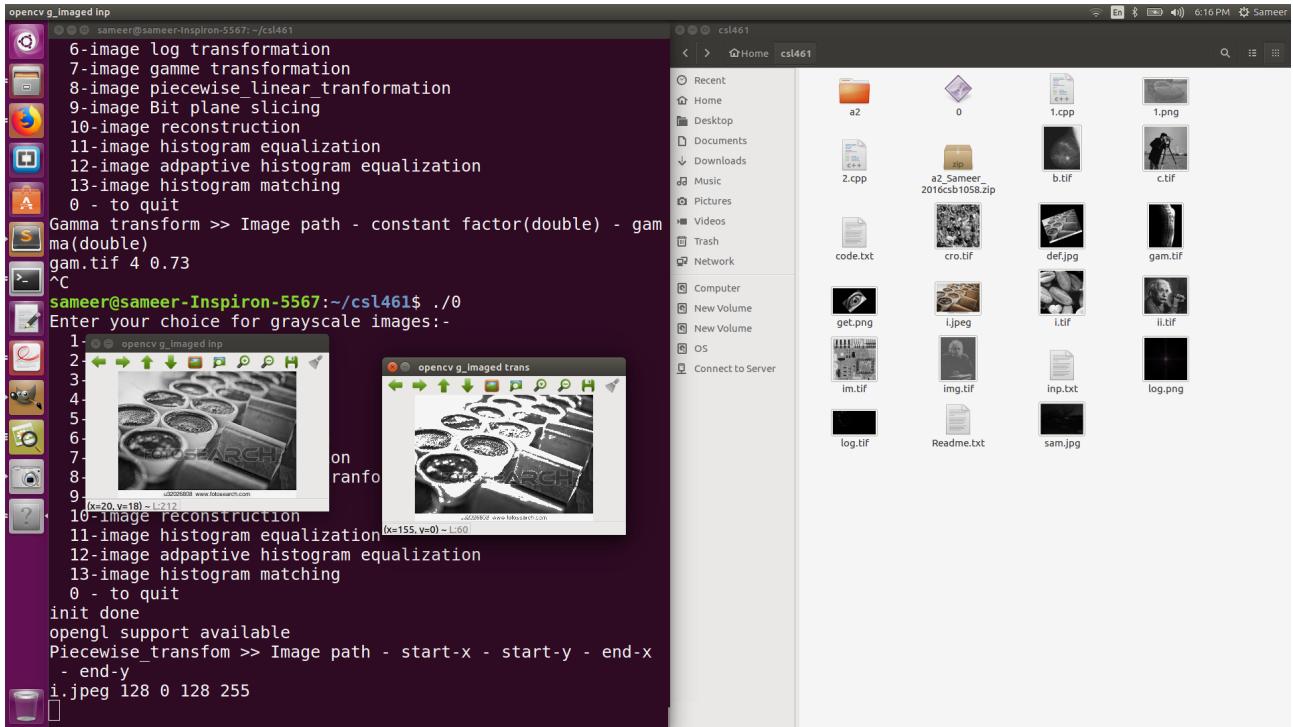
## GAMMA TRANSFORM:-

constant=4 gamma=0.73

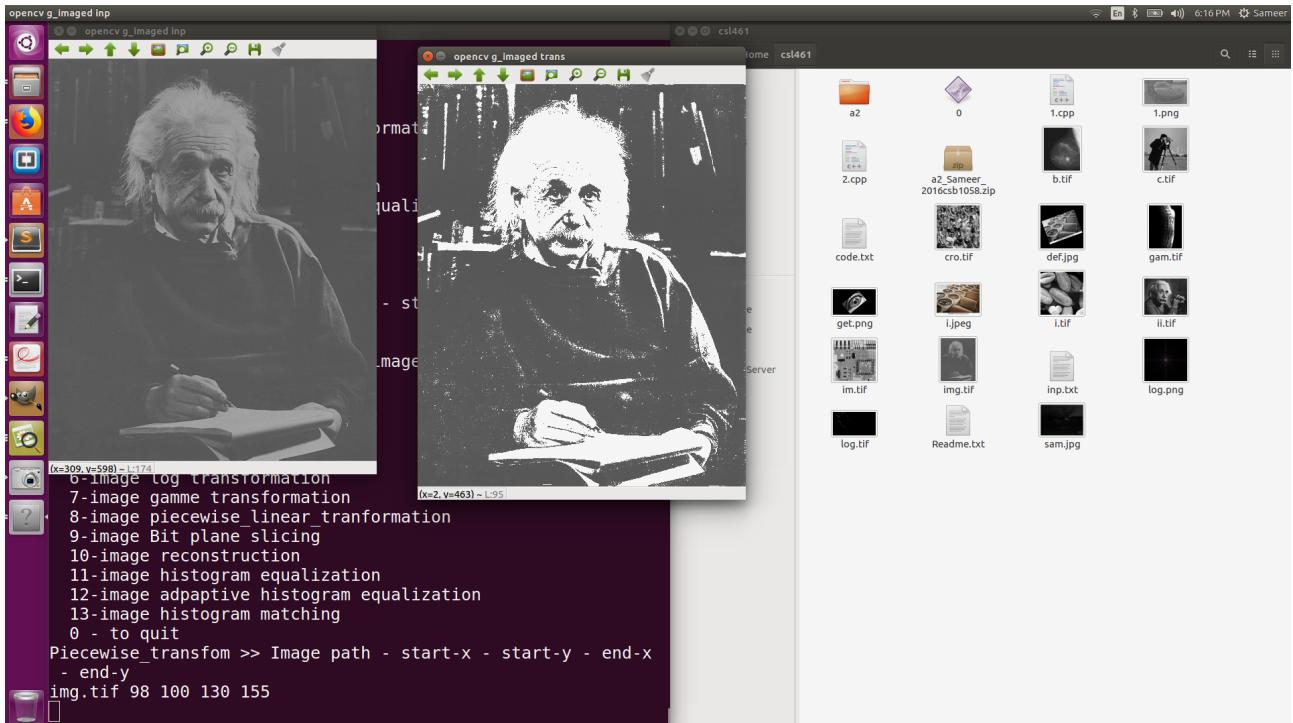


## PIECEWISE TRANSFORMATION:-

r1=128 ,s1=0,r2=128,s2=255

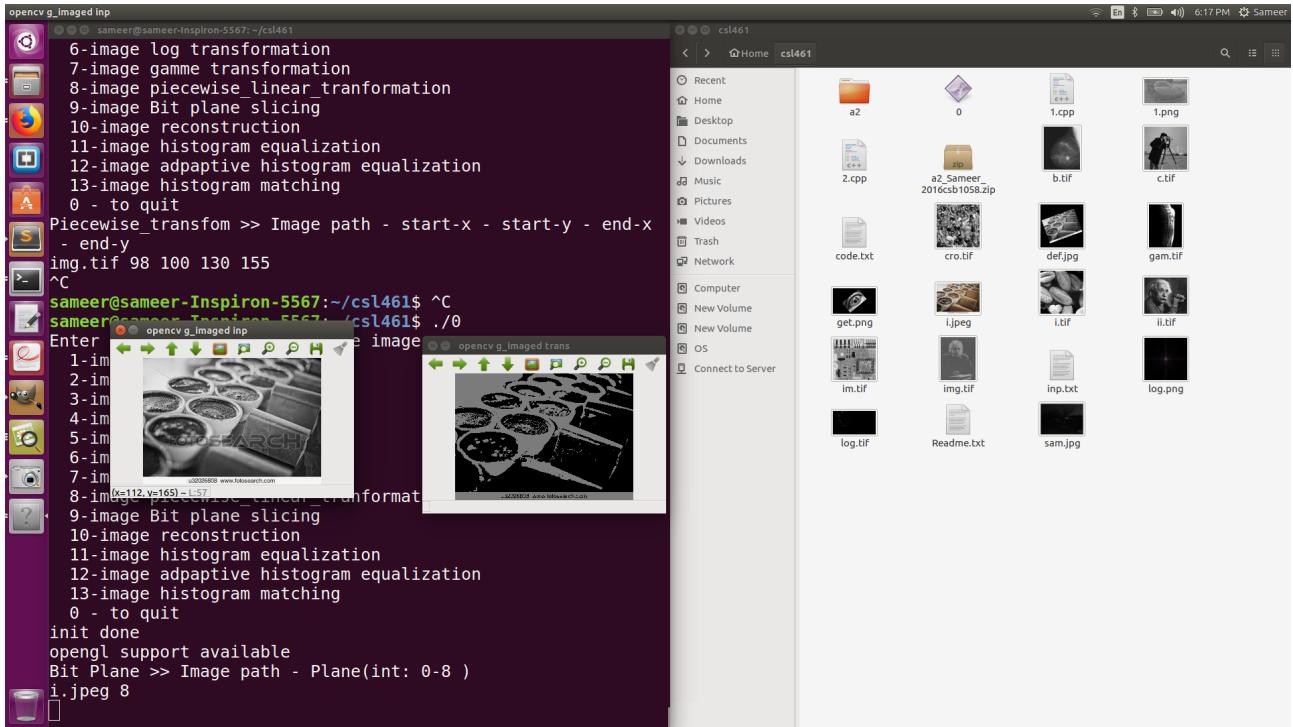


r1=98 ,s1=100,r2=130,s2=155



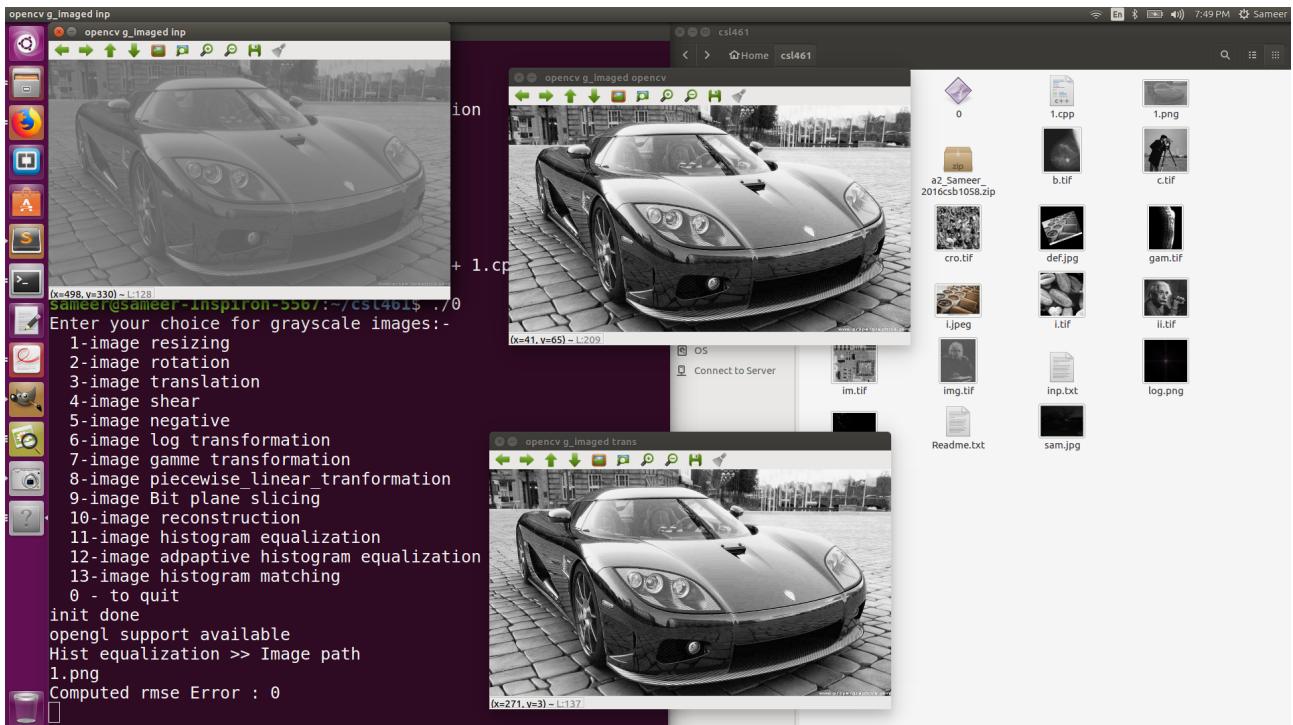
## BIT PLANE SLICING:-

plane=8



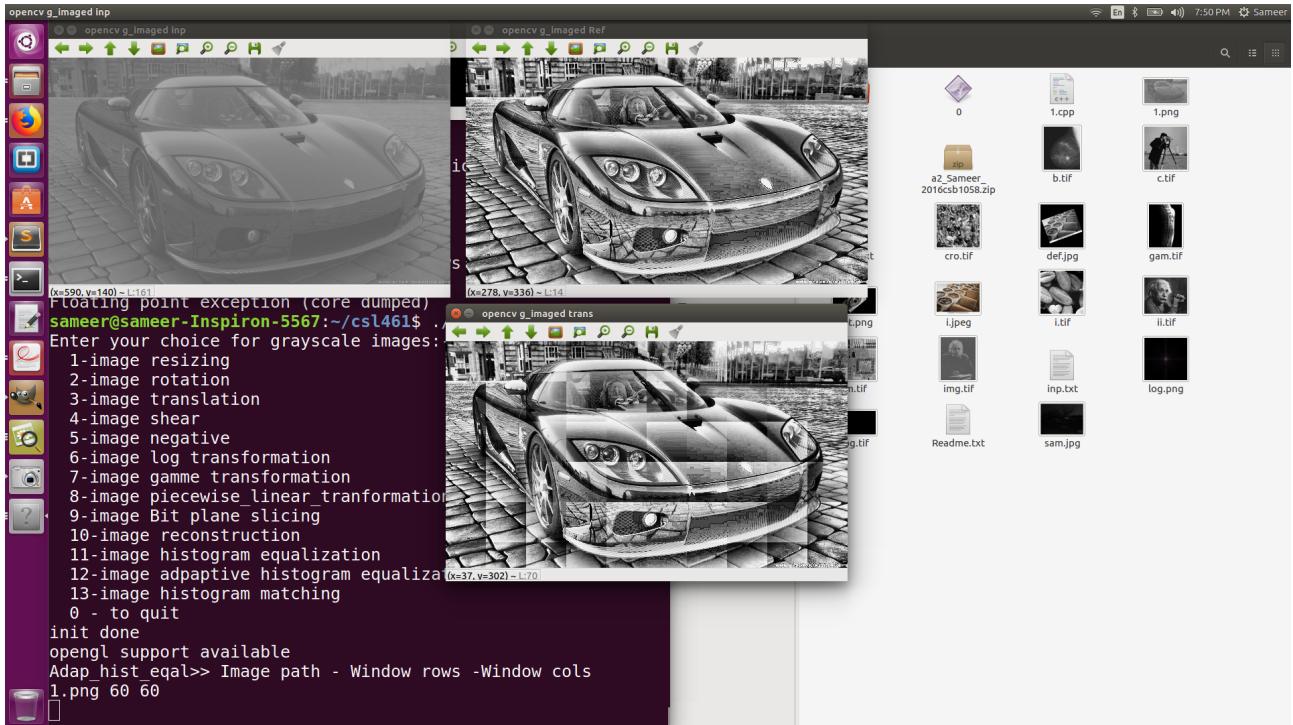
## HISTOGRAM EQUALIZATION:-

input,opencv,myimage  
RMSE=0



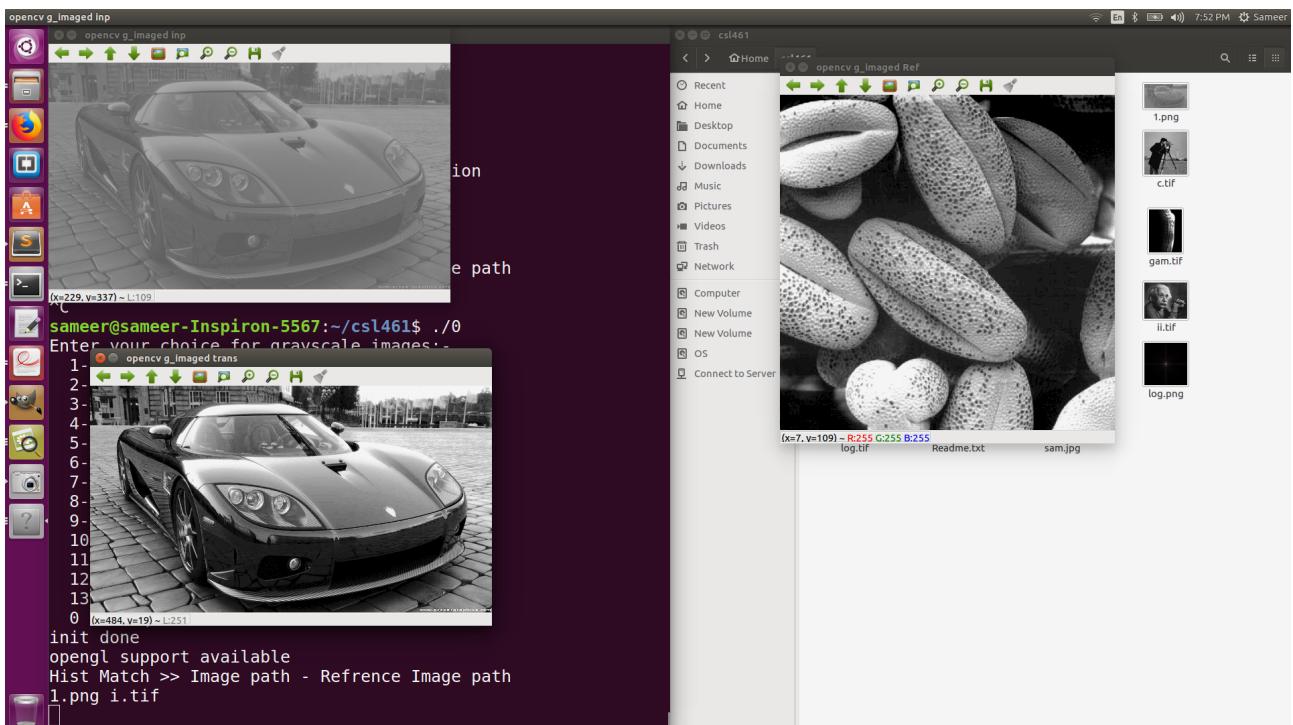
## ADAPTIVE HISTOGRAM EQUALIZATION:-

input,sliding window adaptive,tiled adaptive histogram euqualized image



## HISTOGRAM MATCHING:-

input,reference,macthed image



## IMAGE RECONSTRUCTION:-

INPUT GIVEN:- d.png 300 100 230 170 50 50 120 120 320 220 264 262 60 70 144 168

