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Team Control Number

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Summary Sheet

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Summary

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Keywords: keyword1; keyword2

1 Introduction

1.1 Background

With the rapid development of artificial intelligence, there are more and more applications of images, such as face recognition and automatic recognition. There are two things that cannot be ignored before using images for related tasks. The first is image compression, in order to reduce the redundant information in image data and to store and transmit data in a more efficient format; the second is image restoration, which USES certain techniques to reproduce the missing information in the image. These two technologies have laid a foundation for the rapid development of relevant image application technologies. In this context, we want to be able to build a process model to implement these two technologies.

1.2 Restatement of Problem

We are required to build some mathematical model to process the data of images:

- A lossy image compression model
- An inpainting model to recover the image with 20% missing information.
- A model to compress a surveillance video in a shopping mall.

1.3 Overview of Our Work

First, we find a few key points in these questions :

- The image compression we need to do is lossy compression.
- How to make image compression model suitable for general situation?
- What is the relationship between the models we want to build?
- Does the missing data proportion have special meaning?
- What is the measure of restoration?
- All missing pixel values for a given image are non-zero.
- How to deal with the static background of video?

2 Assumptions

- We are dealing with bitmaps rather than vectors.
- Assume that the missing types of information in question 3 are the same as those in the case diagram.

- Assume that the image compression algorithm to process is not too extreme for its size, that is, the image size is not too small or too large.
- Assume the image compression algorithm is aimed at the image of RGB color.
- Assume that the image compression requires not to lose too much information, not considering the high compression of the signal loss.

3 Notations

4 Our Model

4.1 Model I

For a digital image using RGB color mode, we first separate the three color channels of red, green and blue. The image data of each channel can be represented by a 2-dimensional matrix. Each element in the 2-dimensional matrix corresponds to one pixel, and its value is the pixel's gray value. After obtaining the three 2-dimensional matrices, we first convert it from RGB to YCbCr. Where Y is the brightness component, Cb is the blue color component, and Cr is the red color component. The human eye is more sensitive to the Y component, so it will be less noticeable to the naked eye when subsampling the chromaticity component to reduce the chromaticity component. YCbCr color space and RGB color space conversion formulas are as follows:

$$\begin{cases} Y = 0.299R + 0.587G + 0.114B \\ Cb = 0.564(B - Y) \\ Cr = 0.713(R - Y) \end{cases} \quad (1)$$

$$\begin{cases} R = Y + 1.402Cr \\ G = Y - 0.344Cb - 0.714Cr \\ B = Y + 1.772Cb \end{cases} \quad (2)$$

We decide use YCbCr 4:2:0 format, which is by far the most common color representation used in compressed images and video.[1]

4.2 Other Assumptions

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5 Analysis of the Problem

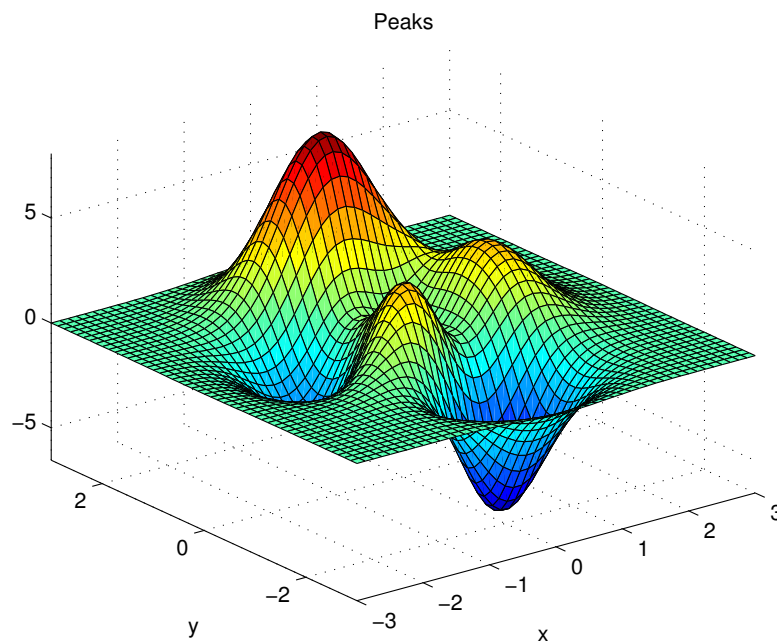


Figure 1: aa

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(3)

$$a^2$$

(3)

$$\begin{pmatrix} *20ca_{11} & a_{12} & a_{13} \\ a_{21} & a_{22} & a_{23} \\ a_{31} & a_{32} & a_{33} \end{pmatrix} = \frac{Opposite}{Hypotenuse} \cos^{-1} \theta \arcsin \theta$$

Morbi luctus, wisi viverra faucibus pretium, nibh est placerat odio, nec commodo wisi enim eget quam. Quisque libero justo, consectetur a, feugiat vitae, porttitor eu, libero. Suspendisse sed mauris vitae elit sollicitudin malesuada. Maecenas ultricies eros sit amet ante. Ut venenatis velit. Maecenas sed mi eget dui varius euismod. Phasellus aliquet volutpat odio. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Pellentesque sit amet pede ac sem eleifend consectetur. Nullam elementum, urna vel imperdiet sodales, elit ipsum pharetra ligula, ac pretium ante justo a nulla. Curabitur tristique arcu eu metus. Vestibulum lectus. Proin mauris. Proin eu nunc eu urna hendrerit faucibus. Aliquam auctor, pede consequat laoreet varius, eros tellus scelerisque quam, pellentesque hendrerit ipsum dolor sed augue. Nulla nec lacus.

$$p_j = \begin{cases} 0, & \text{if } j \text{ is odd} \\ r! (-1)^{j/2}, & \text{if } j \text{ is even} \end{cases}$$

Suspendisse vitae elit. Aliquam arcu neque, ornare in, ullamcorper quis, commodo eu, libero. Fusce sagittis erat at erat tristique mollis. Maecenas sapien libero, molestie et, lobortis in, sodales eget, dui. Morbi ultrices rutrum lorem. Nam elementum ullamcorper leo. Morbi dui. Aliquam sagittis. Nunc placerat. Pellentesque tristique sodales est. Maecenas imperdiet lacinia velit. Cras non urna. Morbi eros pede, suscipit ac, varius vel, egestas non, eros. Praesent malesuada, diam id pretium elementum, eros sem dictum tortor, vel consectetur odio sem sed wisi.

$$\arcsin \theta = \bigoplus_{\varphi} \lim_{x \rightarrow \infty} \frac{n!}{r! (n-r)!} \quad (1)$$

6 Calculating and Simplifying the Model

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7 The Model Results

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magna. Donec eu purus. Quisque vehicula, urna sed ultricies auctor, pede lorem egestas dui, et convallis elit erat sed nulla. Donec luctus. Curabitur et nunc. Aliquam dolor odio, commodo pretium, ultricies non, pharetra in, velit. Integer arcu est, nonummy in, fermentum faucibus, egestas vel, odio.

8 Validating the Model

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9 Conclusions

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10 A Summary

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11 Evaluate of the Mode

12 Strengths and weaknesses

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12.1 Strengths

- **Applies widely**

This system can be used for many types of airplanes, and it also solves the interference during the procedure of the boarding airplane, as described above we can get to the optimization boarding time. We also know that all the service is automate.

- **Improve the quality of the airport service**

Balancing the cost of the cost and the benefit, it will bring in more convenient for airport and passengers. It also saves many human resources for the airline.

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References

- [1] D. E. KNUTH The T_EXbook the American Mathematical Society and Addison-Wesley Publishing Company , 1984-1986.
- [2] Lamport, Leslie, L^AT_EX: " A Document Preparation System ", Addison-Wesley Publishing Company, 1986.
- [3] <http://www.latexstudio.net/>
- [4] <http://www.chinatex.org/>

Appendices

Appendix A First appendix

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nulla arcu et pede. Ut suscipit enim vel sapien. Donec congue. Maecenas urna mi, suscipit in, placerat ut, vestibulum ut, massa. Fusce ultrices nulla et nisl.

Here are simulation programmes we used in our model as follow.

Input matlab source:

```
function [t,seat,aisle]=OI6Sim(n,target,seated)
pab=rand(1,n);
for i=1:n
    if pab(i)<0.4
        aisleTime(i)=0;
    else
        aisleTime(i)=trirnd(3.2,7.1,38.7);
    end
end
end
```

Appendix B Second appendix

some more text **Input C++ source:**

```
//=====
// Name      : Sudoku.cpp
// Author     : wzlf11
// Version    : a.0
// Copyright  : Your copyright notice
// Description : Sudoku in C++.
//=====

#include <iostream>
#include <cstdlib>
#include <ctime>

using namespace std;

int table[9][9];

int main() {

    for(int i = 0; i < 9; i++){
        table[0][i] = i + 1;
    }

    srand((unsigned int)time(NULL));

    shuffle((int *)&table[0], 9);

    while(!put_line(1))
    {
        shuffle((int *)&table[0], 9);
    }

    for(int x = 0; x < 9; x++){
        for(int y = 0; y < 9; y++){
            cout << table[x][y] << " ";
        }
    }
}
```



```
        cout << endl;  
    }  
  
    return 0;  
}
```
