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HW 2CSCI576Problem : 01

Colour Theory

$$C(X, Y, Z) = \alpha_1 P_1(X_1, Y_1, Z_1) + \alpha_2 P_2(X_2, Y_2, Z_2) + \alpha_3 P_3(X_3, Y_3, Z_3)$$

Part 1

\* Normalised Chromaticity co-ordinates of Primaries

$$P_1 \Rightarrow x_1 = \frac{X_1}{X_1 + Y_1 + Z_1} ; y_1 = \frac{Y_1}{X_1 + Y_1 + Z_1} ; z_1 = \frac{Z_1}{X_1 + Y_1 + Z_1}$$

$$P_2 \Rightarrow x_2 = \frac{X_2}{X_2 + Y_2 + Z_2} ; y_2 = \frac{Y_2}{X_2 + Y_2 + Z_2} ; z_2 = \frac{Z_2}{X_2 + Y_2 + Z_2}$$

$$P_3 \Rightarrow x_3 = \frac{X_3}{X_3 + Y_3 + Z_3} ; y_3 = \frac{Y_3}{X_3 + Y_3 + Z_3} ; z_3 = \frac{Z_3}{X_3 + Y_3 + Z_3}$$

\* Normalised Chromaticity co-ordinates of Colour C

$$C \Rightarrow x = \frac{X}{X + Y + Z} ; y = \frac{Y}{X + Y + Z} ; z = \frac{Z}{X + Y + Z}$$

Part 2

Normalised chromaticity co-ordinates of the Colour C in terms of normalised chromaticity co-ordinates of  $P_1, P_2, P_3$  is given by:-

$$\left. \begin{aligned} * X &= \alpha_1 X_1 + \alpha_2 X_2 + \alpha_3 X_3 \\ Y &= \alpha_1 Y_1 + \alpha_2 Y_2 + \alpha_3 Y_3 \\ Z &= \alpha_1 Z_1 + \alpha_2 Z_2 + \alpha_3 Z_3 \end{aligned} \right\} \text{Individual components}$$

$$X = \frac{\alpha_1 X_1 + \alpha_2 X_2 + \alpha_3 X_3}{\alpha_1 (X_1 + Y_1 + Z_1) + \alpha_2 (X_2 + Y_2 + Z_2) + \alpha_3 (X_3 + Y_3 + Z_3)}$$

$$Y = \frac{\alpha_1 Y_1 + \alpha_2 Y_2 + \alpha_3 Y_3}{\alpha_1 (X_1 + Y_1 + Z_1) + \alpha_2 (X_2 + Y_2 + Z_2) + \alpha_3 (X_3 + Y_3 + Z_3)}$$

$$Z = \frac{\alpha_1 Z_1 + \alpha_2 Z_2 + \alpha_3 Z_3}{\alpha_1 (X_1 + Y_1 + Z_1) + \alpha_2 (X_2 + Y_2 + Z_2) + \alpha_3 (X_3 + Y_3 + Z_3)}$$

Part 3 Chromaticity co-ordinates of any color C can also be represented as a linear combination of the chromaticity co-ordinates of the respective primaries.

Hence we need to show that the normalised values are a linear combination of the normalised primaries

$$\begin{aligned} \text{i.e. } X &= \beta_1 x_1 + \beta_2 x_2 + \beta_3 x_3 \\ Y &= \beta_1 y_1 + \beta_2 y_2 + \beta_3 y_3 \\ Z &= \beta_1 z_1 + \beta_2 z_2 + \beta_3 z_3 \end{aligned}$$

$$\therefore x_1 = \frac{x_1}{x+y+z}$$

$$\therefore x = \frac{x}{x+y+z}$$

$$\text{and } x = \alpha_1 x_1 + \alpha_2 x_2 + \alpha_3 x_3$$

$$\therefore x(x+y+z) = \alpha_1 x_1 (x_1+y_1+z_1)$$

$$+ \alpha_2 x_2 (x_2+y_2+z_2) + \alpha_3 x_3 (x_3+y_3+z_3)$$

$$\text{But } (x+y+z) = \alpha_1 (x_1+y_1+z_1) + \alpha_2 (x_2+y_2+z_2) + \alpha_3 (x_3+y_3+z_3)$$

$\hookrightarrow \textcircled{2}$

$$\therefore x = \frac{\alpha_1 x_1 (x_1+y_1+z_1)}{x+y+z} + \frac{\alpha_2 x_2 (x_2+y_2+z_2)}{(x+y+z)}$$

$$+ \alpha_3 x_3 \frac{(x_3+y_3+z_3)}{(x+y+z)}$$

$$\therefore \beta_1 = \frac{\alpha_1 (x_1+y_1+z_1)}{x+y+z}$$

$$\therefore \beta_2 = \frac{\alpha_2 (x_2+y_2+z_2)}{x+y+z}$$

$$\therefore \beta_3 = \frac{\alpha_3 (x_3+y_3+z_3)}{x+y+z}$$



$$\therefore \beta_1 = \frac{\alpha_1 (X_1 + Y_1 + Z_1)}{\alpha_1 (X_1 + Y_1 + Z_1) + \alpha_2 (X_2 + Y_2 + Z_2) + \alpha_3 (X_3 + Y_3 + Z_3)}$$

$$\therefore \beta_2 = \frac{\alpha_2 (X_2 + Y_2 + Z_2)}{\alpha_1 (X_1 + Y_1 + Z_1) + \alpha_2 (X_2 + Y_2 + Z_2) + \alpha_3 (X_3 + Y_3 + Z_3)}$$

$$\therefore \beta_3 = \frac{\alpha_3 (X_3 + Y_3 + Z_3)}{\alpha_1 (X_1 + Y_1 + Z_1) + \alpha_2 (X_2 + Y_2 + Z_2) + \alpha_3 (X_3 + Y_3 + Z_3)}$$

Similarly

$$Y = \alpha_1 Y_1 + \alpha_2 Y_2 + \alpha_3 Y_3 \quad \& \quad y = \frac{Y}{X+Y+Z} \quad \& \quad y = \frac{Y}{X+Y+Z}$$

$$X(X+Y+Z) = \alpha_1 (X_1 + Y_1 + Z_1) + \alpha_2 (X_2 + Y_2 + Z_2) + \alpha_3 (X_3 + Y_3 + Z_3)$$

$$\therefore y = \beta_1 y_1 + \beta_2 y_2 + \beta_3 y_3 \rightarrow \text{Similarly as above}$$

$$\therefore z = \beta_1 z_1 + \beta_2 z_2 + \beta_3 z_3 \rightarrow \text{Same as above.}$$

★★ Problem 2 : Entropy Coding

$$\star P(X) = x^2$$

$$\star P(Y) = (1-x^2)$$

Part 1.

$$\begin{aligned} \therefore H(X) &= - \sum p_i \log p_i \\ &= - x^2 \log_2(x^2) + (1-x^2) \log_2(1-x^2) \\ &= - x^2 \log_2(x^2) - (1-x^2) \log_2(1-x^2) \end{aligned}$$

$$H(X) = - 2x^2 \log_2 x - (1-x^2) \log_2(1-x^2)$$

★] Minimum Entropy can occur in the case when only 1 symbol is present in the entire system or

$$P(X) = 1 \quad \text{or} \quad P(Y) = 1$$

$$\therefore x^2 = 1 \quad \text{or} \quad 1 - x^2 = 1$$

$$x = \pm 1 \quad \therefore x^2 = 0$$

$$\therefore x = 0$$

$\therefore$  Entropy will be minimum at  $x = \pm 1, 0$

Part 3]

Entropy will be maximum when both the probabilities are equal

$$P(X) = P(Y)$$

$$\therefore (1 - x^2) = x^2$$

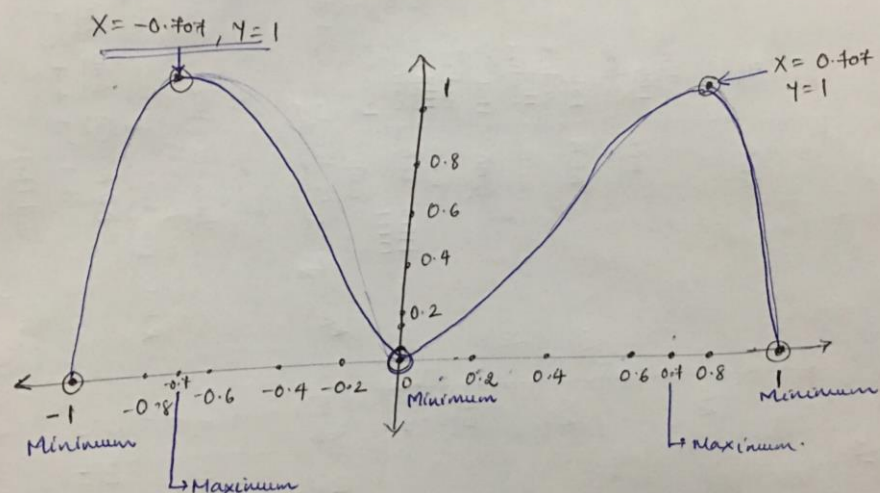
$$\therefore x^2 = \frac{1}{2}$$

$$\therefore x = \pm \frac{1}{\sqrt{2}}$$

$$\therefore x = \pm 0.707$$

Plot of Entropy vs x

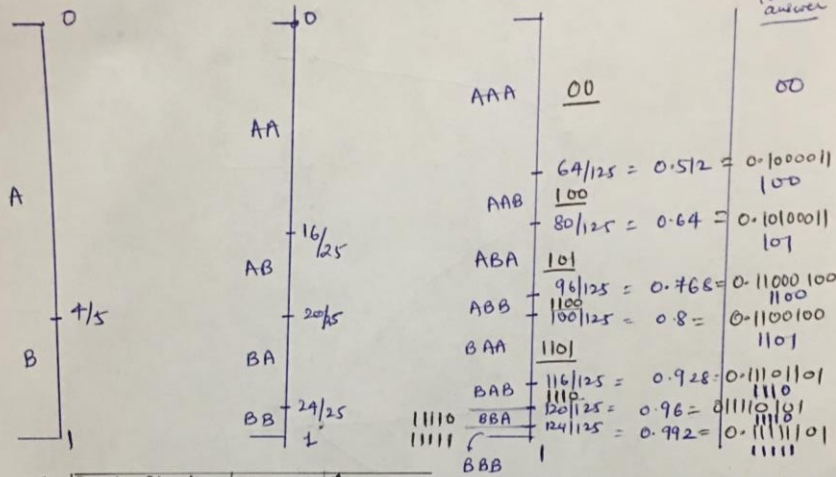
$$H = - [x^2 \log_2 x^2 + (1 - x^2) \log_2 (1 - x^2)]$$



Problem 3] Symbols used A, B

$$P(A) = 0.8 = 4/5$$

$$P(B) = 0.2 = 1/5$$



| Final Block | Length |
|-------------|--------|
| AAA - 00    | 2      |
| AAB - 100   | 3      |
| ABA - 101   | 3      |
| ABB - 1100  | 4      |
| BAA - 1101  | 4      |
| BAB - 1110  | 4      |
| BBA - 11110 | 5      |
| BBB - 11111 | 5      |

$$\text{Average Code length} = \frac{2+3+3+4+4+4+5+5}{8} = 3.375$$

This is the optimum value

\* Bits for code of the message

$$\begin{array}{ccccc} \underline{ABA} & \underline{BBA} & \underline{ABB} & \underline{AAA} & \underline{BBB} \\ = & 3 & + & 5 & + & 4 & + & 2 & + & 5 \\ = & 19 \text{ bits} \end{array}$$

\* Better the above Code word

→ The above codeword can be improved by preventing the shrinking when the interval bounds get too close.