

| Operator | Student DT |
|---|-------------------|
| Huffman Coding | |
| Morphing (not including automatically finding the triangle corner points) | |
| Nonlinear Transformation | |
| Clustering based on features, such as mutual distance | |
| Minimum and Maximum Axis | Koen Derksen |
| Polar Warp | Hans Roest |
| Polygon Approximation | William Hak |
| Discrete Cosine Transform | |
| Discrete Fourier Transform | |
| Hough Line/Circle Transform | |
| Adaptive Threshold | Arjan Kerkhof |
| Convex Hull | Pascal Grijzen |
| Canny Edge Detect | Ivan Franken |
| Fish Eye Correction | Kevin van Hoeijen |
| Draw Shapes | |
| Watershed | |
| Harris Corner Detect | |
| Shi-Tomasi Corner Detect | Timoy Balkom |
| Auto focus (DFT + HPF) | |
| K-means Clustering | |
| Histogram of Oriented Gradients | |
| scaleFast() in assembly | Zerong Gong |

Updated 26-11-2024