

Q1
part e)
1) neighrest neighbour



2) bilinear



3) bicubic interpolation



AS you can see the result varies with above 3 where bicubic interpolation gives very fair result than bilinear and nearest neighbour. While comparing nearest neighbour and bilinear, bilinear gives best result. But in case of speed bicubic requires more time than bilinear and then nearest neighbour. . The bilinear interpolation is based on 4 points and Bicubic interpolation is based on 16 points so it takes some time to calculate the new pixels but considering 16 points make result better than other interpolations. When speed is not an issue, the Bicubic is better than others