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Q1)	A= 10 SD O 1 D -> Translation Transformation
	A2= 200 010 - Scaling Transformation
	Az= [cos30 - sin30 o] Sin30 cos30 o o fotadian Transformation
	2) a) Scaling transformation. b) Robotion transformation. c) Sheer transformation.
1,2	a) For A1 A1 is translated in x dir Translation matrix = [10 tx] 010 000

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to remove the inverse transformation we need to inverse translation matrix A1

determinant of matrix A1=

$$= 1 \times [1] - 0 \times [0] + 20 [0]$$

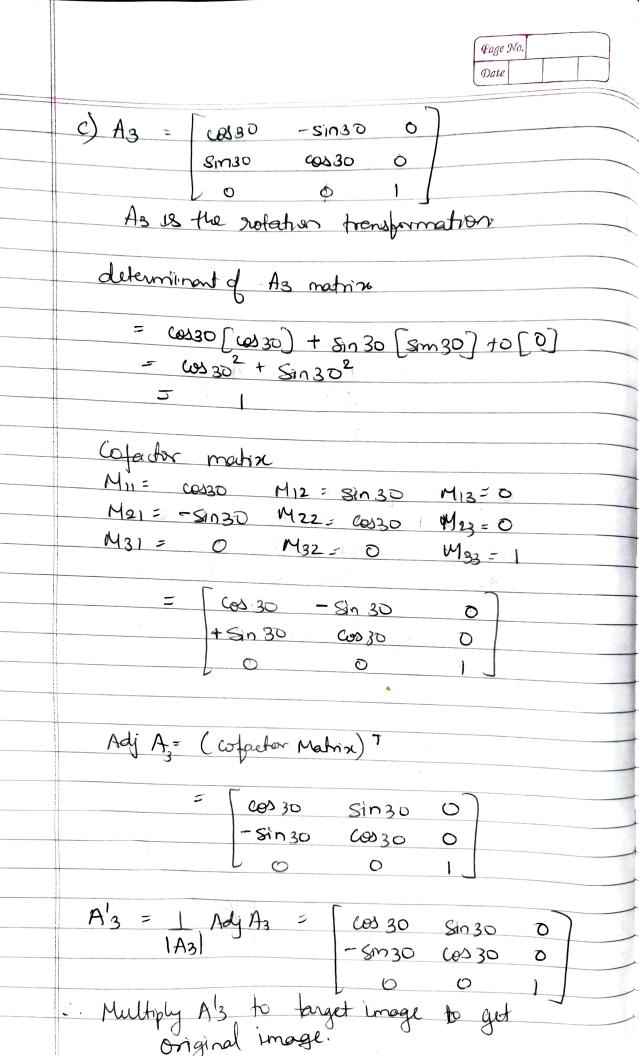
(dactor of the matrix: -M11 = 1 M12 = 0 M13 = 0 M21 = 0 M22 = 1 M23 = 0

M31 = 50 M32 = 0 M33= 1

· Adj A1: (clacker Matron) T

$$A'_{1} = AdyA_{1} = \begin{bmatrix} 1 & 0 & -50 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{bmatrix}$$

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	Multiply At to the target image to get original image.
	b) A2 = 200 010
	Az is the Scaling Transformation.
	determinant of matrix A_2 $= 2[-1] - 0[0] + 0[0]$ $= 2$
	Cofactor of the matrix: Mu:= 1 M12 = 0 M13 - 0
	$M_{21} = 0$ $M_{22} = 2$ $M_{23} = 0$ $M_{31} = 0$ $M_{32} = 0$ $M_{33} = 2$
	Cofactor Matrix= [1 0 0] 0 2 0 0 0 2
	- Adj Az= (cofactor Matrix)
	= 1 0 0 0 2 0 0 0 2
	$ A_2 = A_2$
2	Multiply A'2 to the target image to get original image.



03 3.1) Code 3.2) Code

3.3) Comparituely Gaussan pyramid images are much better than Subsampling images.

As In Subsampling the row and whomas are removed so the value of the process of the same, while is gaussing pyramid, when Subsampling is alone, gaussen filter is applied and the pixels are be valued are both of the neighbouring pixels are approximately bod bought to the Same level, which creaks a smoothway effect and the image when zoomed look better as we can't fell the difference between the neighbouring pixels, where as in Subsampling to smoothing is alone. So when goomed we see distorted pixels.

are better than just subsampling images.