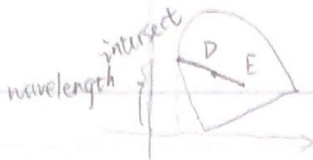


No.

CSCI 576 HW2

Q1



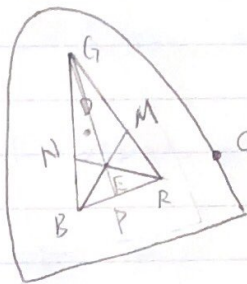
① we take a line from E to D, the line will have an intersection with this graph, and the y-coordinate of that intersection is wavelength of D

② No, it don't. There is not all colors have a dominate wavelength

For example, assume there is a point F at the bottom of the graph, and we take a line from F to D, we find an intersection with this graph on a straight line. Therefore, this point F doesn't have a dominate wavelength.

③ we take a line from C to E, the line will have an intersection with this graph, let's call this intersection Z, this color Z is complimentary to the color C.

④



$$R' = \frac{R}{R+G+B}, \quad G' = \frac{G}{R+G+B}, \quad B' = \frac{B}{R+G+B}$$

connect RE and intersect with GB at point N
connect BE and intersect with RG at point M
connect GE and intersect with BR at point P

Thus, the line $N \rightarrow E$ and $E \rightarrow M$ are colors in RGB color space map to the equiluminous point E upon projection into the chromaticity space.

Q2

$$\textcircled{1} \quad x = \frac{X}{X+Y+Z} \quad y = \frac{Y}{X+Y+Z} \quad z = \frac{Z}{X+Y+Z}$$

$$Z = \left[\frac{(1-x-y)}{y} \right] \cdot Y$$

$$Z = (1-x-y) \cdot \frac{Y}{y}$$

$$Z = \left(1 - \frac{X}{X+Y+Z} - \frac{Y}{(X+Y+Z)} \right) \cdot (X+Y+Z)$$

$$Z = (X+Y+Z) - X - Y$$

$$Z = Z$$

\therefore Left = Right, thus proved.

$\textcircled{2}$ Yes, this algorithm will work effectively

$\textcircled{3}$ The cartoon image will be performed better by this algorithm.

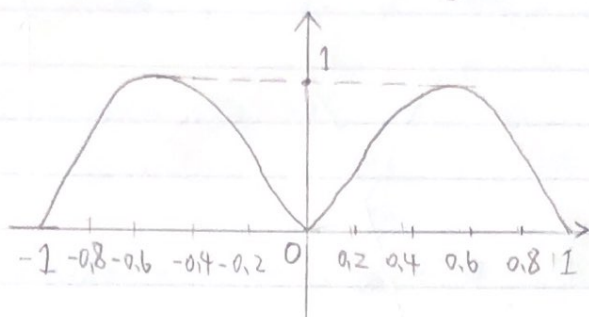
$\textcircled{4}$ We can choose furthest color instead of nearest color.

Q3.

① Entropy Function:

$$\begin{aligned}\sum P(i) \log_2 P(i) &= -P(X) \log_2 P(X) - P(Y) \log_2 P(Y) \\ &= -x^2 \log_2 x^2 + x^2 \log_2 (1-x^2) - \log_2 (1-x^2)\end{aligned}$$

②



When $x = 0$ or $x = 1$
entropy become minimum.

③ Let take the derivate of the above formula

$$\begin{aligned}f(x) &= -x^2 \log_2 x^2 + x^2 \log_2 (1-x^2) - \log_2 (1-x^2) \\ f(x) &= -x^2 \log_2 x^2 - (1-x^2) \log_2 (1-x^2) \\ -f(x) &= x^2 \log_2 x^2 + (1-x^2) \log_2 (1-x^2) \\ -f'(x) &= 2x \log_2 x^2 + x^2 \frac{2x}{x^2 \ln 2} - 2x \log_2 (1-x^2) - 2x \frac{(1-x^2)}{(1-x^2) \ln 2} \\ -f'(x) &= 2x \log_2 x^2 + \frac{2x}{\ln 2} - 2x \log_2 (1-x^2) - \frac{2x}{\ln 2} \\ -f'(x) &= 2x (\log_2 x^2 - \log_2 (1-x^2))\end{aligned}$$

Let make $-f'(x) = 0$, then we get $\begin{cases} x_1 = \frac{\sqrt{2}}{2} \\ x_2 = 0 \end{cases}$

$$\begin{cases} f'(x) > 0, & \text{when } 0 < x < \frac{\sqrt{2}}{2} \\ f'(x) < 0, & \text{when } \frac{\sqrt{2}}{2} < x < 1 \end{cases}$$

When $x = \frac{\sqrt{2}}{2}$, entropy is maximum, which is $f(\frac{\sqrt{2}}{2}) = 1$

④ According to calculation above, when $x = 0$ or $x = 1$,
entropy is minimum.

Q4

①

22	24	24	28	28	28	25	26	26	26	21	21	20	20
22	24	24	24	23	24	20	16	10	10	8	11	6	9
9	12	15	19										

② $2^5 = 32$, thus $2^5 \times \log_2 2^5 = 160$ bits

③ Differences: 2, 0, 4, 0, 0, -3, 1, 0, 0, -5, 0, -1, 0, 2, 2, 0, 0, -1, 1, -4, -4, -6, 0, -2, 3, -5, 3, 0, 3, 3, 4.

maximum difference = 4

minimum difference = -6

We need $\log_2 16 = 4$ bits per signal.

Thus, $31 \times 4 = 124$ bits

④ Compression ratio is $\frac{124}{160} = 0.775 = 77.5\%$

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⑤ Symbol	Huffman Code		
-1.4	11111	5	} Sum = 110 bits
-1.3	11110	5	
-1	11101	5	
-0.8	11100	5	
-0.3	11011	5	
0.1	11010	5	
0.2	11001	5	
0.3	11000	5	
0.7	01111	5	
1	01110	5	
-1.1	0110	8	}
-0.5	0101	8	
0.6	0100	8	
0.4	101	9	
0.8	100	9	
0	00	18	

Thus, we need 110 bits to encode the sequence.

$$\text{⑥ Compression Ratio} = \frac{110}{160} = 0.6875 = 68.75\%$$