

- 1) In the following table, a part of bitmap image of 8x8 is given. The number of colors in the image is 8 bit per pixel (the gray levels are 0-255). Apply the following high pass filter to the part of image and show the new gray values (25 Points)

-1	-1	2
-1	2	-1
2	-1	-1

119	118	212	215	235	8	144	137
94	84	1	125	244	123	17	255
153	73	173	87	70	103	42	157
127	210	225	207	33	139	29	33
90	145	56	148	249	12	0	202
232	203	95	25	246	240	60	222
218	234	156	20	117	164	13	37
88	252	68	255	134	119	5	107

Solution:

119	118	212	215	235	8	144	137
94	255	0	237	0	25	0	255
153	0	255	255	69	0	255	157
127	167	47	0	0	255	0	33
90	255	84	0	0	0	0	202
232	2	255	178	0	0	255	222
218	0	0	0	255	0	95	37
88	252	68	255	134	119	5	107

- 2) Calculate the total bitmap file size of the following image type, height and width given.(25 Points)

Per pixel size	Height	Width	File Header	Info Header	Color Palette	Data	Total Size
1	100	25	14	40	8	400	462
4	100	89	14	40	64	4800	4918
8	100	121	14	40	1024	12400	13478
24	100	99	14	40	-	30000	30054

- 3) Complete the following programming function that is used to stretch an bitmap image. Please add BYTE findMin(IMAGE *image) and BYTE findMax(IMAGE*image) functions. The stretching formula is: (25 points)

$$g(r, c) = \frac{(MAX - MIN)(l(r, c) - l(r, c)_{min})}{l(r, c)_{max} - l(r, c)_{min}} + MIN$$

Where:

$l(r, c)$: original pixel value of image

$g(r, c)$: the new pixel value of image after stretching

$l(r, c)_{min}$: minimum pixel value of bitmap image, $l(r, c)_{max}$: maximum pixel value of bitmap image

MAX: after stretching the maximum pixel value of value of image, $\max\{g(r, c)\}$

MIN: after stretching the minimum pixel value of image, $\min\{g(r, c)\}$

```

BYTE findMin(IMAGE *image)
{
    int i,j,h,w,rowsize;
    h=image->bmpih.bih;
    w=image->bmpih.biw;
    rowsize=(image->bmpih.biw*image->bmpih.bibitcount+31)/32*4;
    BYTE min=image->data[0];
    for(i=0;i<h*rowsize;i++) if(image->data[i]<min) min=image->data[i];
    return min;
}
BYTE findMax(IMAGE *image)
{
    int i,j,h,w,rowsize;
    h=image->bmpih.bih;
    w=image->bmpih.biw;
    rowsize=(image->bmpih.biw*image->bmpih.bibitcount+31)/32*4;
    BYTE max=image->data[0];
    for(i=0;i<h*rowsize;i++) if(image->data[i]>max) max=image->data[i];
    return max;
}
void F(IMAGE *image, BYTE MIN,BYTE MAX)
{
    int i,j,h,w,rowsize;
    h=image->bmpih.bih;
    w=image->bmpih.biw;
    rowsize=(image->bmpih.biw*image->bmpih.bibitcount+31)/32*4;
    BYTE min=findMin(image);
    BYTE max=findMax(image);
    for(i=0;i<h*rowsize;i++)
        image->data[i]=(MAX-MIN)*image->data[i]-min)/(max-min)+min;
}

```

- 4) The following function we want to apply hignpass filter mask of 3x3 given in the q1. Please complete the follwing function. (25 points)

```

void F(IMAGE *image,int mask[3][3])
{
    int h,w,rowsize,i,j,k,n,m,l;
    BYTE *data;
    int sum;
    w=image->bmpih.biw;
    h=image->bmpih.bih;
    rowsize=(image->bmpih.bibitcount*w+31)/32*4;
    data=(BYTE*)malloc(h*rowsize*sizeof(BYTE));
    memcpy(data,image->data,h*rowsize);
    for(i=1;i<h-1;i++)
        for(j=1;j<rowsize-1;j++)
        {
            sum=0;
            for(n=-1;n<=1;n++)
                for(m=-1;m<=1;m++)
                    sum+=Filter[n+1][m+1]*data[(i+n)*rowsize+j+m];
            if(sum<0)sum=0;
            else if(sum>255)sum=255;
            image->data[i*rowsize+j]=sum;
        }
    free(data);
    return;
}

```