	Utech
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# CS/B.Tech/ECE/SEM-8/EC-803D/2013 2013 DIGITAL IMAGE PROCESSING

Time Allotted: 3 Hours Full Marks: 70

The figures in the margin indicate full marks.

Candidates are required to give their answers in their own words as far as practicable.

# **GROUP - A**( Multiple Choice Type Questions )

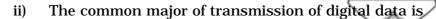
1. Choose the correct alternatives for any *ten* of the following :

 $10 \times 1 = 10$ 

- i) Digital Image Processing deals with
  - a) analog signal
  - b) digital signal
  - c) discrete signal
  - d) (b) & (c) both.

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- a) bit rate
- b) baud rate
- c) frame per second
- d) none of these.

#### iii) HDTV stands for

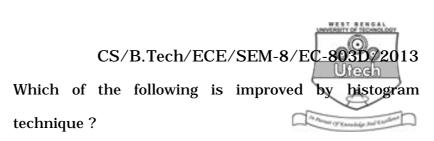
- a) High Definition Television
- b) High level Digital Television
- c) (a) & (b) both
- d) none of these.

# iv) Image restoration is a / an

- a) subjective process
- b) objective process
- c) (a) & (b) both
- d) none of these.

# v) Huffman coding approach reduces

- a) noise
- b) coding redundancy
- c) dynamic range of intensities
- d) none of these.



a) Contrast

vi)

- b) Sharpness
- c) Brightness
- d) Both (a) and (b).
- vii) Wiener Filter is used for
  - a) restoration
  - b) smoothening
  - c) sharpening
  - d) none of these.
- viii) Representation & description almost always follow the  $output \ of \ a$ 
  - a) segmentation stage
  - b) filtering stage
  - c) compression stage
  - d) all of these.

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- The basic principle of compression ix) principle of

  - Channel coding a)
  - b) Line coding
  - c) Source coding
  - All of these. d)
- Discrete cosine transform is a x)
  - a) **Real Transform**
  - **Imaginery Transform** b)
  - both (a) and (b) c)
  - d) none of these.
- Averaging filter is used for xi)
  - a) sharpening
  - contrast b)
  - brightness c)
  - d) smoothing.
- How many numbers of colours are present in RGB? xii)
  - a) 3
  - b) 6
  - c) 216
  - d) 256.



#### **GROUP - B**

#### (Short Answer Type Questions)

Answer any three of the following.

 $3 \times 5 = 15$ 

- 2. What do you mean by Digitization ? Explain its two important steps. 2+3
- Write down the key stages in Digital Image Processing & explain.
- 4. What is the "frequency" of an image? Explain the smoothing frequency domain filters. 2 + 3
- 5. What is image sampling? Distinguish between image enhancement and image restoration. 2 + 3
- 6. What is 8 bit colour image? For what purpose could it be used? Explain. 3+2

#### **GROUP - C**

#### (Long Answer Type Questions)

Answer any *three* of the following.  $3 \times 15 = 45$ 

- 7. a) What is the difference between local and global thresholding?
  - b) Explain Hough transformation and describe its application in image processing.10

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- 8. a) What do you mean by image negative? Explain.
  - b) Explain Intensity slicing with example.
  - c) Why do we need Log Transformation in dynamic range compression? 5 + 5 + 5
- 9. a) Explain the restoration model for continuous function in detail.
  - b) What is the role of quantization in image processing?
  - c) What is the difference between lossy and lossless compression?
  - d) What is salt and pepper noise? What is Gaussian noise? 5 + 3 + 2 + (3 + 2)
- 10. a) Draw the schematic diagram of 2-D DWT synthesis filter bank structure for Haar Wavelet Transform and explain the components.
  - b) State the JPEG compression algorithm and draw the schematic diagram of JPEG compressor. 8 + 4 + 3



11. Write short notes on any three of the following:

- a) Spatial filtering
- b) Wiener filtering
- c) Contrast stretching
- d) Histogram specification
- e) Wavelet
- f) Point processing.

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