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 Student number : FACULTY OF ENGINEERING
 Department of Computer Engineering

Final examination : Semester 2
 Course : 240-382 Image Processing
 Duration : 3 hours (13.30 – 16.30)

Academic year : 2004 – 2005
 Date : February 27th, 2005

1. Consider the following 6 x 6 image and the following 3 x 3 mask :

1	1	1	1	1	1
1	8	8	8	8	1
1	8	8	8	8	1
1	8	8	8	8	1
1	8	8	8	8	1
1	1	1	1	1	1

1	1	1
0	0	0
-1	-1	-1

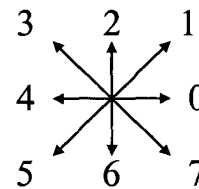
a. Apply convolution with this mask to the image and draw the result below. (2 marks)

b. Explain why we obtain this result and what is the meaning. (2 marks)

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2. Consider the following image of local edges. Local edges are represented by x.

	0	2	4	6	8
0					
2		x	x	x	
4		x		x	
6			x	x	
8				x	x



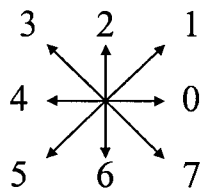
Apply the algorithm of edge linking by testing the neighbours according to the order above and write the coordinates of the pixels in the array, the first pixel first, then the second and so on... (3 marks)

x														
y														

3. Consider the following image :

	0	2	4	6	8	10	12	14
0								
			x					
2		x		x	x	x		
	x				x	x		
4		x				x	x	x
			x					x
6				x				x
				x				x
8				x				x
				x				x
10				x				x
					x			x
12					x	x	x	x
						x		
14								

a. Represent the boundary of the following image by a chain-code according to the following coding and give the coordinates of the first pixel. (2 marks)



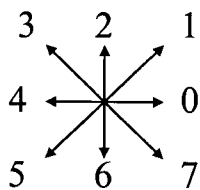
Coordinates of the first pixel :

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b. Give the derivative of the chain-code. (1 mark)

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c. Re-sample the image and keep only the pixels on the even rows and even columns. Give the new chain-code when using the same coding : (2 marks)



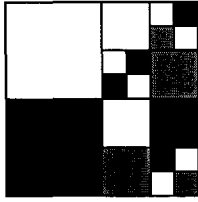
(even means $= 2p$, not $2p + 1$)

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d. Normalize this chain-code to obtain a shape number (smallest number). (1 mark)

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4. Give a quad-tree description of the following image which has only 3 grey levels : Black (B), White (W), Grey (G). (3 marks)



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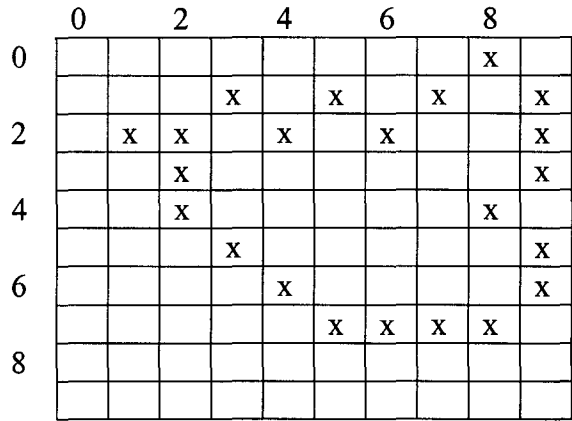
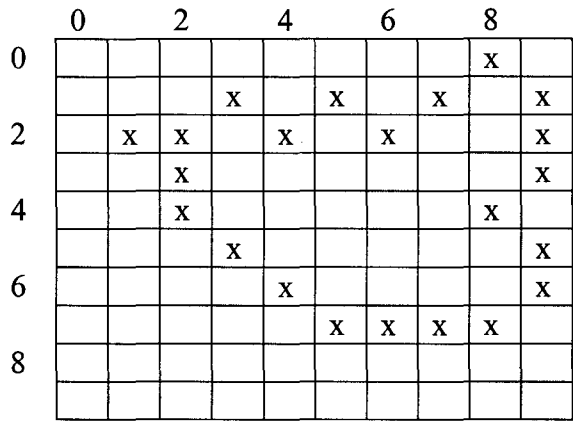
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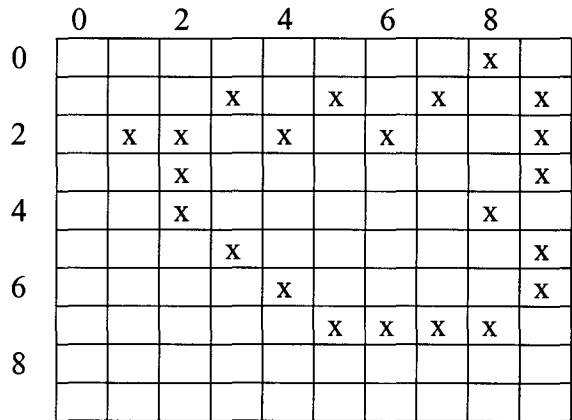
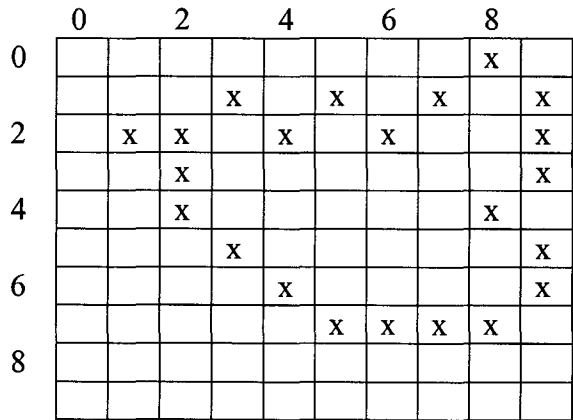
5. Use the successive division method to approximate the following contour by a polygon with 4 vertices (vertices means points). Draw the construction of the polygon and explain each step of the processing. (4 marks)



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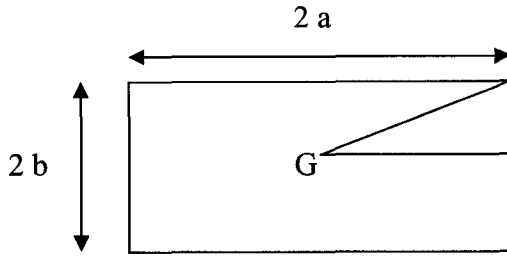


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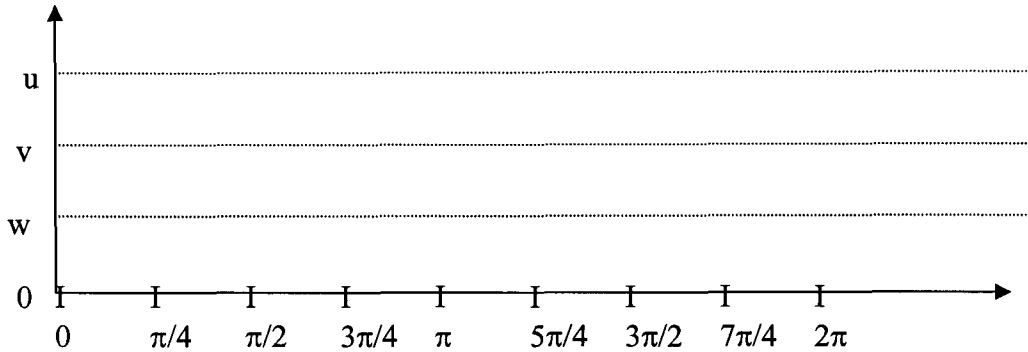
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6. Consider a rectangle of length equal to $2a$ and width equal to $2b$ with centroid G .



a. Plot the signature from the centroid to the boundary (3 marks)



b. Give the values u, v, w . (1 mark)

$u = \dots\dots\dots v = \dots\dots\dots w = \dots\dots\dots$

7. Consider the following image (4 marks)

	0	2	4	6				
0	2	3	2	3	4	29	31	31
	5	3	2	2	33	34	35	33
2	4	2	5	18	33	33	34	35
	4	6	18	19	19	32	33	36
4	5	19	17	16	20	22	31	36
	17	19	20	21	22	22	23	34
6	5	3	3	5	8	9	10	31
	5	2	2	4	5	9	34	35

	0	2	4	6				
0								
2								
4								
6								

a. Define three seed-points and a criterion to segment this image by using a pixel gathering method. (mark the seed-points with a circle). The result of the segmentation must be a triangle (with vertices $(2, 3) (5, 0) (5, 6)$) and 2 other regions.

Criterion :

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b. Draw the result of your segmentation process on the empty array (above near the image) by marking each pixel of the same region with the same value "a" , "b" , "c".

