

Use third edition of G&W to refer to these problems.

Problem 4.28 from G&W → hand in hard copy

Problem 4.31 from G&W → hand in hard copy

PROJECT 04-02 → email your code and your solution to TA & hand in hard copy

**Fourier Spectrum and Average Value**

- (a) Download Fig. 4.41(a) from the book web site and compute its (centered) Fourier spectrum.
- (b) Display the spectrum.
- (c) Use your result in (a) to compute the average value of the image.

PROJECT 04-03 → email your code and your solution to TA & hand in hard copy

**Lowpass Filtering**

- (a) Implement the Gaussian lowpass filter in Eq. (4.8-7). You must be able to specify the size,  $M \times N$ , of the resulting 2D function. In addition, you must be able to specify the location of the center of the Gaussian function.
- (b) Download Fig. 4.41(a) from the book web site and lowpass filter it to duplicate the results in Fig. 4.48.

PROJECT 04-04 → email your code and your solution to TA & hand in hard copy

**Highpass Filtering**

- (a) Implement the Gaussian highpass filter of Eq. (4.9-4). (Note that, if you did project 04-03, you can use basically the same program to generate highpass filters.)
- (b) Download Fig. 4.41(a) from the book web site and highpass filter it to duplicate the results in Fig. 4.56.

PROJECT 04-05

**Highpass Filtering Combined with Thresholding**

Download Fig. 4.57(a) from the book web site and use your program from Project 04-04 to approximate the results in Fig. 4.57 (note that you will be using a Gaussian, instead of a Butterworth, filter).