

# Contents

<b>0 PRELIMINARY .....</b>	<b>1</b>
<b>1 NOTIONS AND PRINCIPLES.....</b>	<b>2</b>
1.1 BASIC DEFINITION.....	2
1.2 THE PROBLEM OF INTERPOLATION AND RECONSTRUCTION OF DIGITAL IMAGE .....	5
1.2.1 <i>Interpolation of discrete data</i> .....	5
1.2.2 <i>Digital image</i> .....	5
1.3 INTERPOLATION SCHEMAS OF DIGITAL IMAGES.....	6
<b>2 IMPACT FACTORS OF DDT .....</b>	<b>7</b>
2.1 HVS AND COLOR MODELS .....	8
2.2 COST FUNCTIONS .....	11
<b>3 APPROXIMATION OF MWT WITH DDT TRIANGULATIONS .....</b>	<b>12</b>
3.1 DETERMINISTIC METHODS .....	13
3.1.1 <i>LOT with the help of Delaunay triangulation</i> .....	13
3.1.2 <i>Greedy triangulation</i> .....	17
3.1.3 <i>Look-ahead extension</i> .....	18
3.1.4 <i>Pixel level DDT</i> .....	20
3.1.5 <i>Image partitioning algorithm</i> .....	21
3.2 STOCHASTIC METHODS .....	23
3.2.1 <i>Simulated annealing</i> .....	23
3.2.2 <i>Genetic optimalization</i> .....	24
3.2.3 <i>Simulated annealing with look-ahead strategy</i> .....	26
3.3 ALTERNATIVE APPROACHES .....	27
3.3.1 <i>Co – triangulation</i> .....	27
3.3.2 <i>Vertex based cost assign</i> .....	27
3.3.3 <i>Quasi-DDT</i> .....	28
<b>4 SOFTWARE PROJECT DESCRIPTION .....</b>	<b>29</b>
4.1 TRIANGULATOR .....	30
4.2 VISUALISATOR.....	33
4.3 ANALYZER.....	35
<b>5 RESULT ANALYSE .....</b>	<b>36</b>
5.1 APPLICATION OF DDT FOR IMAGE RECONSTRUCTION .....	36
5.2 APPLICATION OF DDT FOR ELEVATION MAP RECONSTRUCTION .....	45
<b>6 FUTURE WORK.....</b>	<b>46</b>
<b>7 CONCLUSION .....</b>	<b>47</b>
<b>LITERATURE.....</b>	<b>48</b>