Abstract

In this paper, we present new efficient algorithms that simplify and render an image effectively on the screen. Simplification is required to reduce the complexity of an image and facilitate efficient rendering. First algorithm is based upon the threshold value simplification that is if there will be minor changes in the threshold value produces different percentage of simplification in the same image. The threshold value used here is based on the pixel values of an image.
Second algorithm is based on Contrast Sensitivity Function (CSF), where the CSF is
determined using luminance value of the image. Both these algorithms produce a simplified
image which can be analyzed, processed and communicated efficiently and result in reduced
cost of operation based on the images. The article concludes with the comparative results of
both the algorithms.

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Index Terms

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Key words

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