Part II

5) The results have been shown on cove.jpg, body.jpg, skyline.jpg and stonehenge.jpg.

a) cove.jpg - Reduced the image height by 100px. The black patch inside the cove has been removed. Water around it is still present which looks like a better object to be removed.
body.jpg - Reduced the image width by 100px. The body width is reduced for both the persons present in the image since it seems like redundant information.
skyline.jpg - Reduced the width by 150px. The good thing is that the buildings are preserved but the bad part is that their relative positions have changed.
stonehenge.jpg - Reduced the width by 175px. As expected the stone size reduces, but only the size of the rocks far from the screen are reduced which doesn’t look uniform.
Sobel operator was used to find the edges in all three color channels in the image. This caused a few edges which were not detected robustly in the gradients of intensity image to be detected. But some objects with no edges on them could be reduced in size as the energy in such areas will be less as shown in the sample output.

Image sources:

3. [Skyline Boston](http://www.onrpg.com/boards/163045.html) by ReneS/Flickr
4. Stonehenge. Credit: dannysullivan/Flickr
5. **BOLOGNA GRAFFITI** by il CAMA