

# Image Compression

April 19, 06

- What to code
- How to quantize
- How to do bit allocation

- lossy vs. lossless.

- Requirements on Compression system
  - Compression efficiency / ratio
  - encode / decode complexity.

- Video:  $\left\{ \begin{array}{l} \text{2 way} \\ \text{low delay for interactive application} \end{array} \right. < 150 \text{ msec.}$

- ~~strategy~~ <sup>low</sup> strategy: one time encode  $\rightarrow$  many time decode

# Image Compression

"What To code"?

- ① Waveform Coding
  - PCM = Pulse Code Modulation
  - DPCM = Differential "

- ② Transform coding

- DCT
- KLT

- ③ Subband / Wavelet / Multiresolution Coding

- ④ Fractal Coding, Vector quantization

5) Video coding  $\rightarrow$  Motion estimation / Compensation

6) Audio coding  $\rightarrow$  Motion estimation / Compensation

6) Pick one standard.  $\rightarrow$  JPEG

$\rightarrow$  JPEG 2000

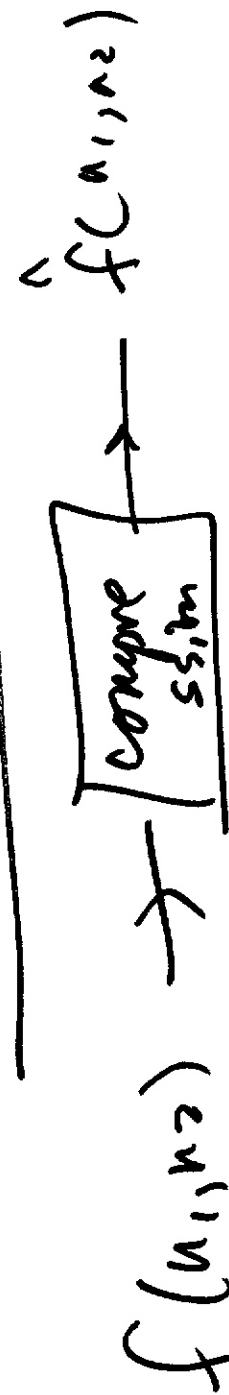
$\rightarrow$  MP3

$\rightarrow$  H.264, H.263

$\rightarrow$  MPEG 1, 2, 4.

## How To Evaluate / compare

various compression Techniques



Normalized mean square error

$$\text{NMSE in } \% = 100$$

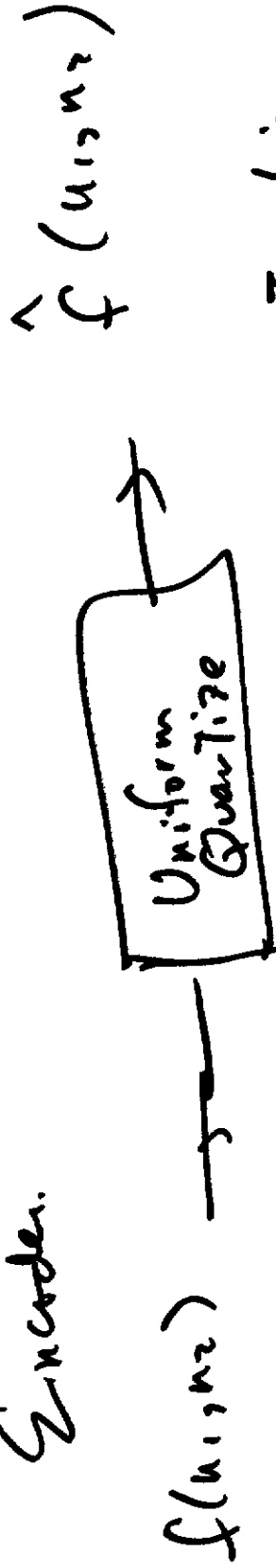
$$\left( \frac{\text{Var} [\hat{f}(u, z_2) - f(u, z_2)]}{\text{Var} [f(u, z_2)]} \right) \%$$

$$\text{SNR in dB} = 10 \log_{10} \left( \frac{\text{NMSE in } \%}{100} \right) \text{ dB}$$

$$\text{SNR in dB} = 10 \log_{10} \left[ \frac{\text{Var}(f)}{\text{Var}(f-f)} \right]$$

# Pulse Code Modulation

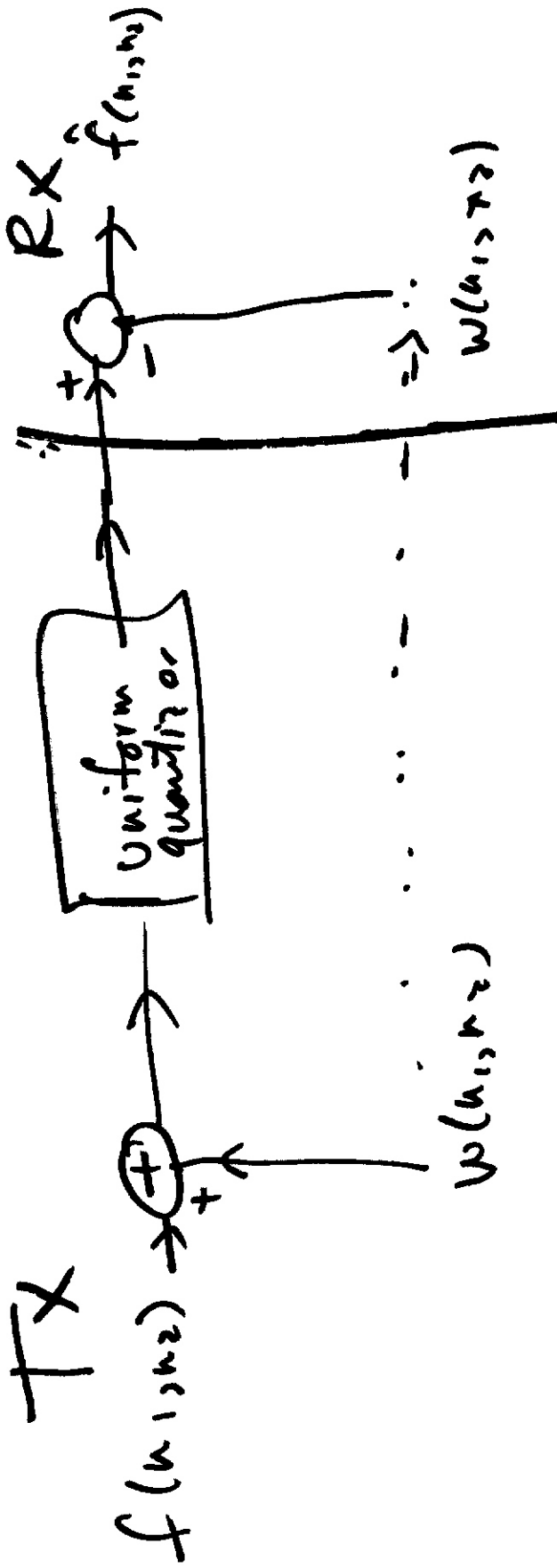
Encoder.



shown 10.22 (a), (b) 3. lin.

How To fix Techniques.

Robert's Pseudo noise  
Transmission/encode



$w(n_1, n_2)$  is known both at Rx and at Tx.

Choose  $w(n_1, n_2) = \text{white noise seq with uniform pdf.}$

$$P_w(\omega) = \begin{cases} \frac{1}{A} & -\frac{A}{2} < \omega < \frac{A}{2} \\ 0 & \text{otherwise.} \end{cases}$$

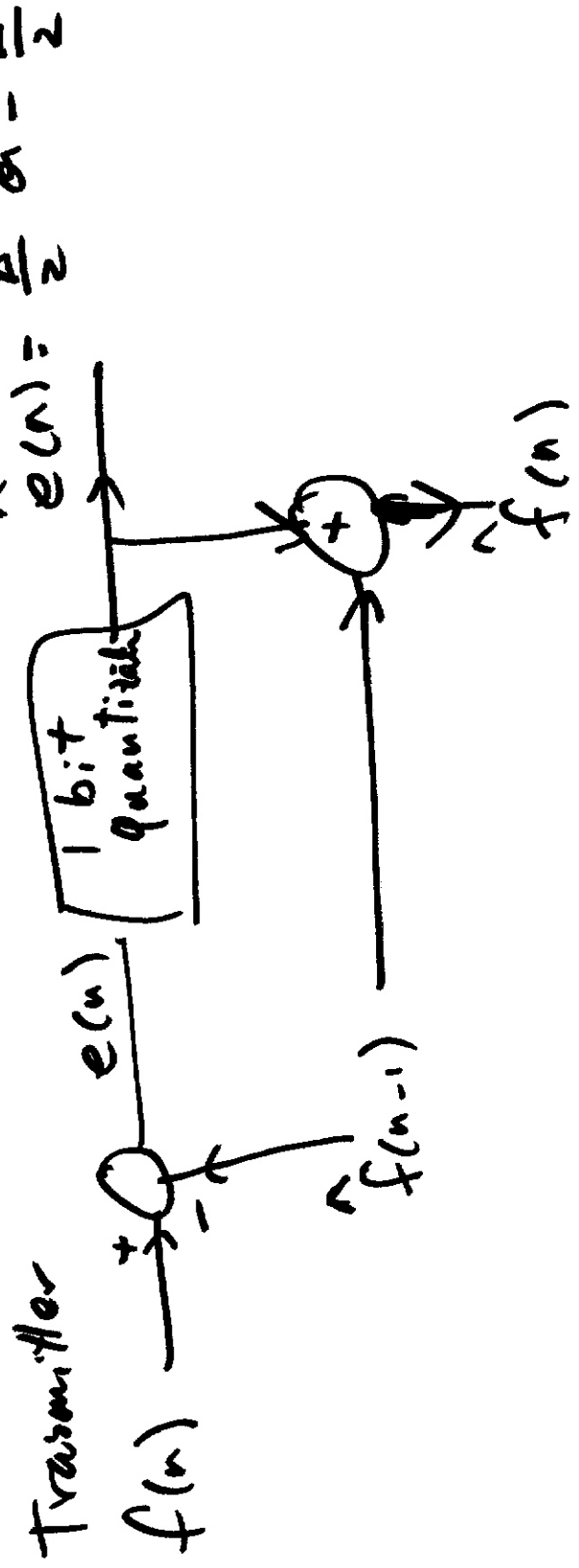
$A = \text{quantization step size.}$

Fig 10.21 S. Lim

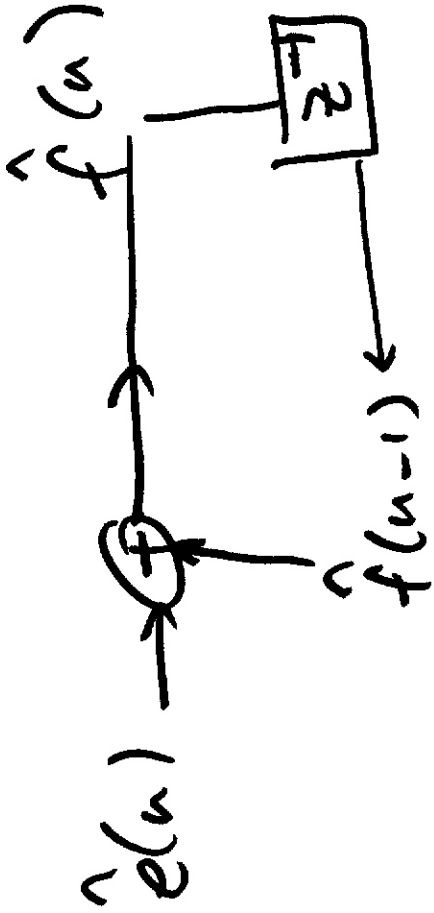
10.22 " "

Improve voice quality by doing post process  
To reduce noise.

### Delta Modulation



Review



$$e(n) = f(n) - \hat{f}(n-1) \quad e(n) > 0$$

$$\hat{e}(n) = \begin{cases} \frac{\Delta}{2} & e(n) > 0 \\ -\frac{\Delta}{2} & e(n) < 0 \end{cases}$$

$$\text{Quantization noise} = \hat{f}(n) - f(n) = \hat{e}(n) - e(n)$$

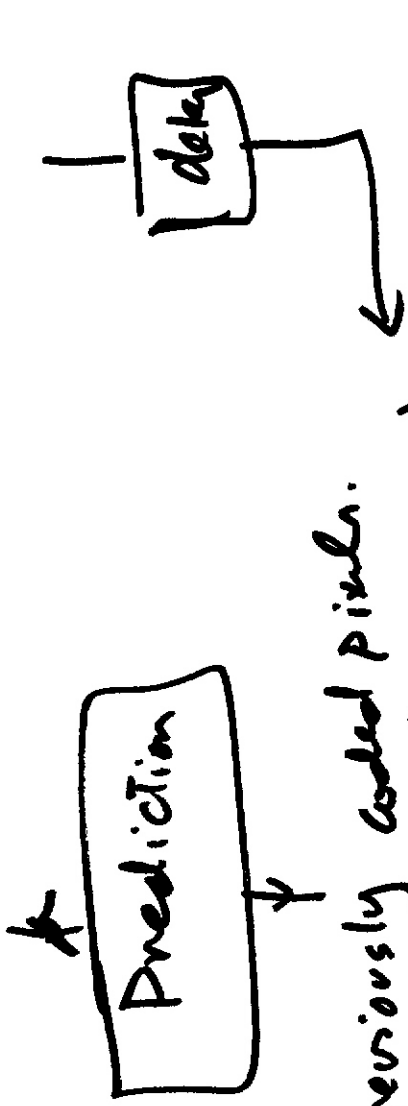
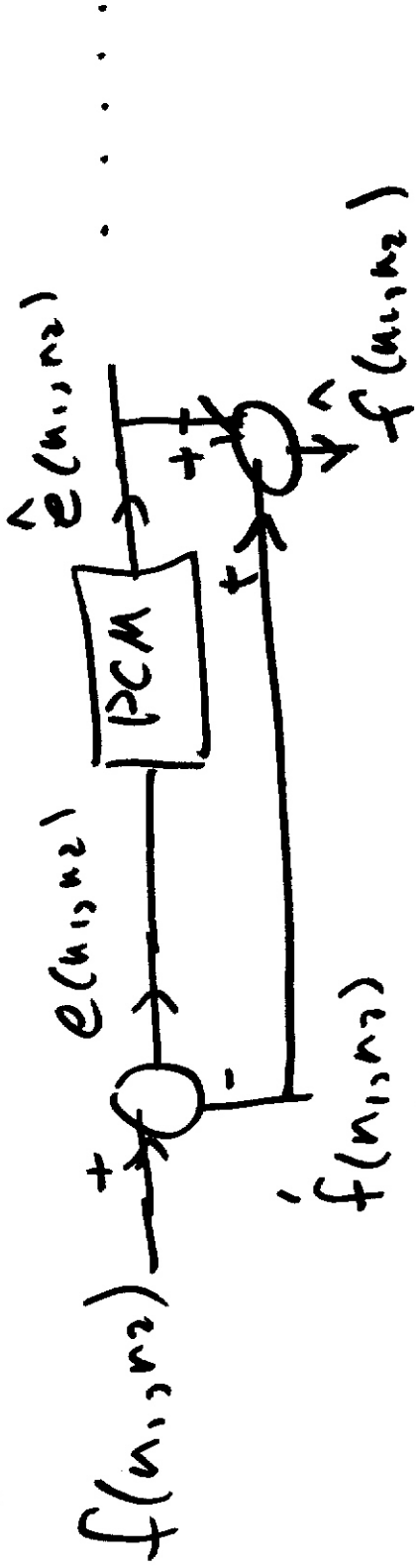
How To pick  $\Delta$  optimally?

Fig 10.26 J. Lin  
10.27



# DPCM = Differential Pulse Code Modulation

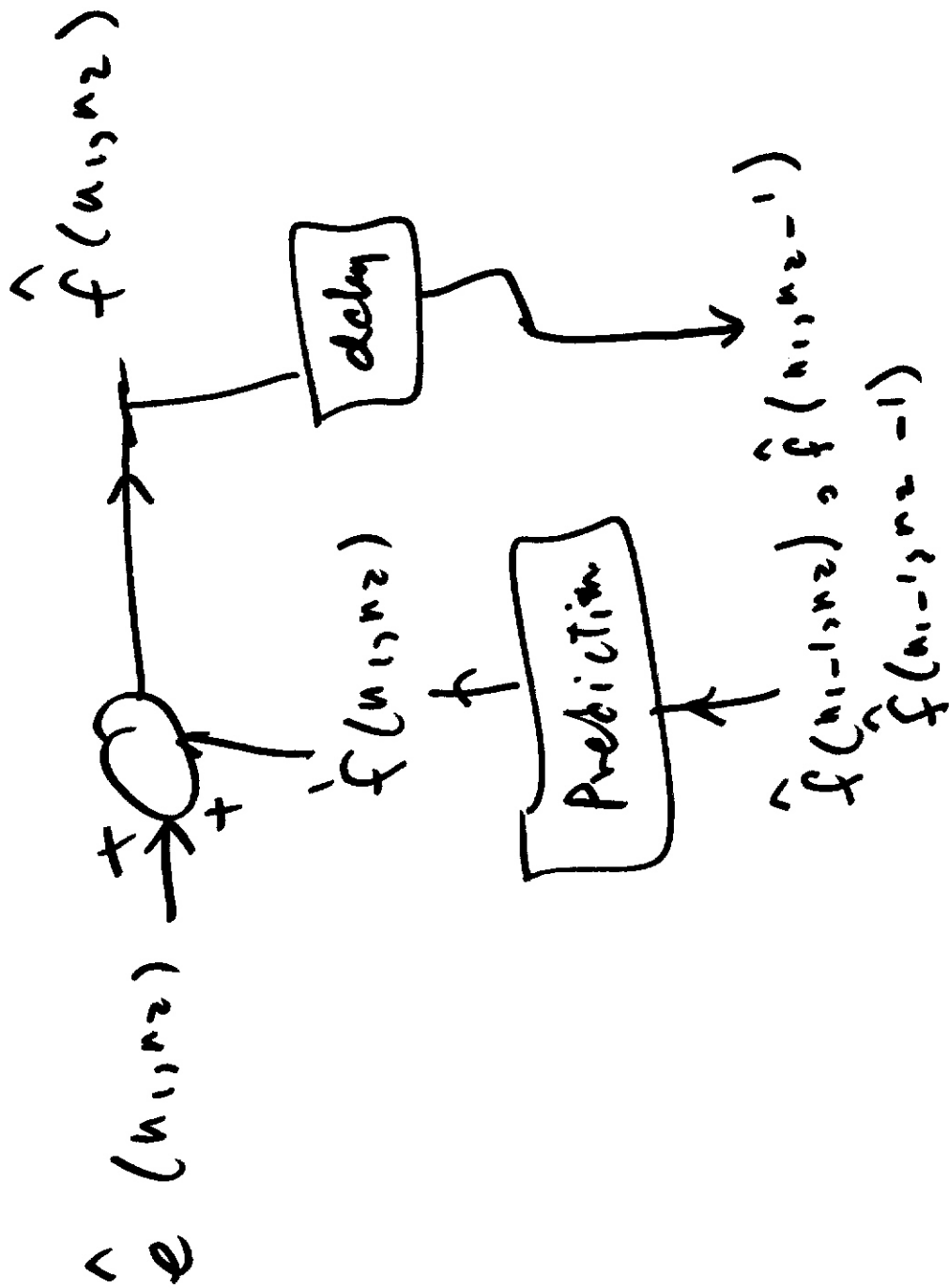
Transmitter



Previously coded pixels.  
 $\hat{f}(n_1-1, n_2), \hat{f}(n_1, n_2-1)$

$\hat{f}(n_1-1, n_2-1)$

Review:



## How to do Prediction

$$\hat{f}(u_1, u_2) = \sum_{(k_1, k_2) \in R_a} a(k_1, k_2) f(u_1 - k_1, u_2 - k_2)$$

how to choose a

$$\text{minimize } E[e^{z(u_1, u_2)}] = \sum \sum a(k_1, k_2) \hat{f}(\dots)$$