JPEG Compression Using MATLAB

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ABSTRACT

Creating, editing, and generating images in a very regular system today is a major priority. The original image data generated by the camera sensor is very large to store, so the efficiency is not high. Mobile or bandwidth-limited systems become particularly cumbersome, where the object is a conservative bandwidth cost, such as the World Wide Web. This situation requires the use of efficient image compression techniques, such as JPEG algorithm techniques, that perceive images with almost no loss of compressed image height. Today, the JPEG algorithm has become the actual standard for image compression. Can be the number of hardware MATLAB code output to the quantitative DCT version of the input image and technology used to achieve a fast way to investigate the JPEG algorithm.

I. INTRODUCTION

JPEG THEORY-JPEG is an image compression standard for storing images in compressed format. It represents the Joint Photographic Experts Group. The excellent quality of JPEG is to achieve high compression ratio, the quality of almost no loss.

The JPEG format is very popular and is used to switch large images of multiple devices, such as digital cameras, and is selected in an environment with limited bandwidth, such as the Internet format.

JPEG algorithm is best suited for photo and realistic scenes, tone and color screen uniform changes. JPEG does not apply to many edges and sharp changes, as this may result in many image artifacts in the resulting image. In these cases, it is best to use lossless formats such as PNG, TIFF or GIF.

Thus, JPEG is not used for medical and scientific applications where the image needs to be accurate and a slight error can not result in the retrieval of the captured data.

JPEG images may accept further loss if it is often edited and then saved. Decompression and recompression operations can further reduce image quality. To solve this problem, the image should be edited and saved in lossless format and can only be converted to JPEG format before the final transfer to the desired media. This ensures minimal loss due to frequent savings. Save as a JPEG image file usually has an extension such as .jpg, jpeg or .jpe

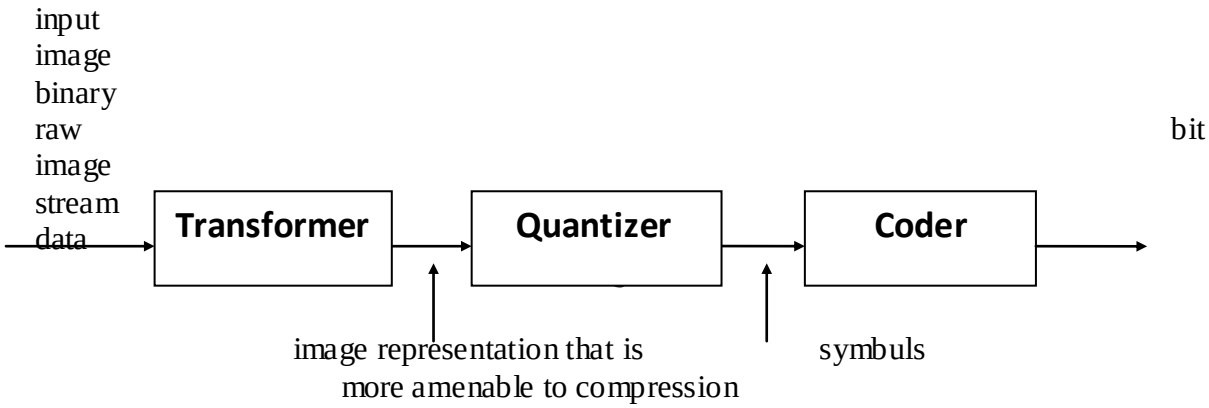

Fig.1:Typical Image Compression System

Types of Compression System: There are two types of compression system

1.Lossy compression system 2.Lossless compression system

1. Lossy compression system

Lossy compression techniques can be used in image where some of the finer details in the image can be sacrificed for the sake of saving a little more bandwidth or storage space.

2. Lossless compression system

Lossless compression system which aim at minimizing the bit rate of the compressed output without any distortion of the image. The decompressed bit-stream is identical to original bit-stream

1.1 Introduction to Transformation:

Transform coding constitutes an integral part of contemporary image / video processing applications. The transform coding relies on the premise that the pixels in the image exhibit a degree of correlation with their neighboring pixels. Similarly, in the video transmission system, these correlations can be used to predict the values of pixels from their neighbors. Thus, the transformation is defined to map the spatial (correlation) data into transform (uncorrelated) coefficients. Obviously, the conversion should take advantage of the fact that the information content of a single pixel is relatively small, that is, to a large extent, its neighbors can be used to predict the visual contribution of the pixel. A typical image / video transmission system is shown in Figure 1. The source encoder is designed to take advantage of redundancy in the image. In contrast, the channel encoder is designed to improve the reliability of the conversion. It is better to use some of the redundancy in the image data in the source encoder

Compression. Transform the sub-blocks to associate the image data, thereby reducing inter-frame redundancy. The transform is a lossless operation, so the inverse transform can be the perfect reconstruction of the original image. Quantize subblocks using the fact that the human eye can not perceive some of the visual information in the image. This information is considered redundant and can be discarded without introducing significant visual artifacts.

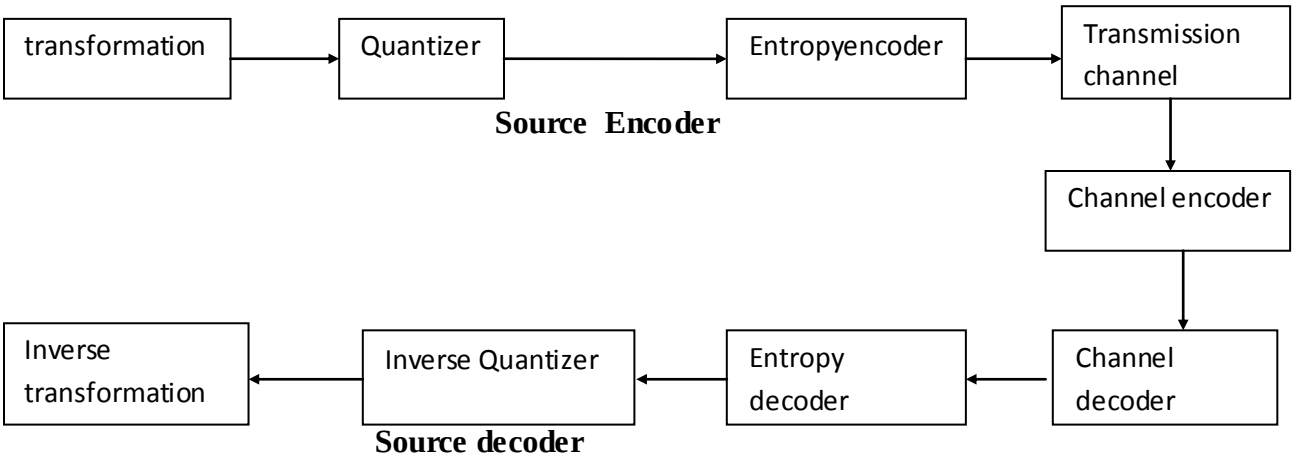

Fig.2 Components of Typical Image/Video Transmission

This redundancy is called mental vision redundancy. This idea can be extended to low bit rate receivers, due to its strict bandwidth requirements, may sacrifice visual quality to achieve bandwidth efficiency. This concept is the basis of the theory of rate distortion, that is, the receiver can tolerate some visual distortion to exchange bandwidth protection. The entropy encoder uses its conversion knowledge And quantization processing to reduce the number of outputs required for each symbol when quantized. Discrete cosine transform (DCT) has become the de facto image transform in most visual systems. DCT has been widely deployed by modern video coding standards such as MPEG, JVT and so on.

2. Discrete Cosine Transform(DCT):

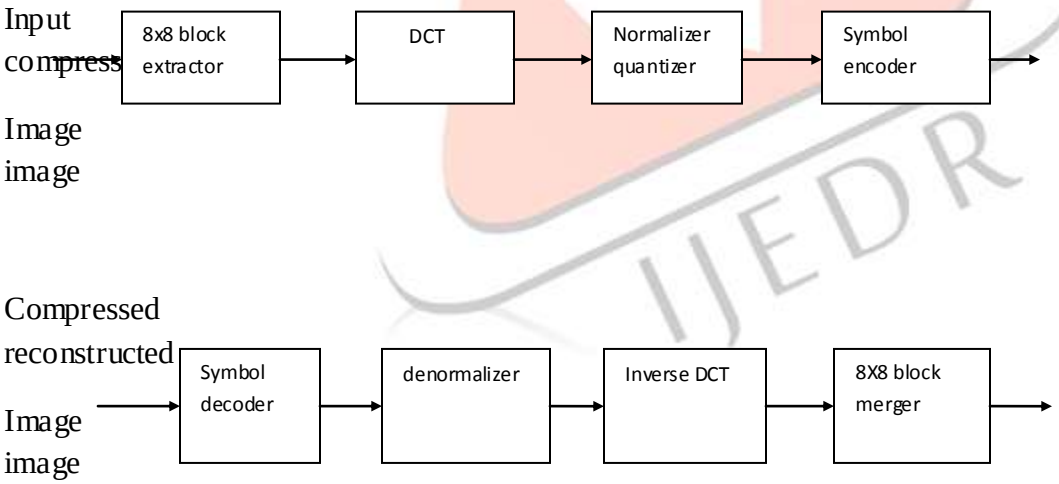

Fig.3 image compression using DCT

The discrete cosine transform (DCT) is a technique for converting a signal into elementary frequency components. Like other transforms, the Discrete Cosine Transform (DCT) attempts to de correlate the image data. After de correlate each transform coefficient can be encoded independently without losing compression efficiency.

2.1 Proposed DCT Algorithm:

- The following is a general overview of the JPEG process
- The image is broken into 8×8 blocks of pixels.
- Working from left to right, top to bottom, the DCT is applied to each block.
- Each block is compressed through quantization.
- The array of compressed blocks that constitute the image is stored in a drastically reduced amount of space.
- When desired, the image is reconstructed through decompression, a process that uses the inverse Discrete Cosine Transform (IDCT).

3. Introduction to Wavelet Transform

Wavelet transform (WT) is a method of representing time-frequency signals from wavelet transform. It is called wavelet based on varying frequency and finite duration. Wavelet transforms use multiple resolutions, where the resolution of the different resolutions is different. This will provide a more detailed analysis of the signal.

The conversion can provide more information than the original information by remapping. Wavelet transform can be used as another way to describe the properties of a time-varying waveform, but in this case the waveform is not divided into time periods but segmented. We can modify the wavelet coefficients before performing the reconstruction steps. We perform wavelet analysis because the coefficients thus obtained have many known uses, the most important of which is denoising and compression. But wavelet analysis is still a new area. There is no doubt that many unknown uses wavelet coefficients are waiting. The toolbox can be a means of exploring possible applications and the application of wavelet analysis so far unknown.

These tiles then transform the wavelet into any depth, contrast, JPEG 1992 using 8 × 8 block size discrete cosine transform. JPEG 2000 uses two different wavelet transforms::

1. Irreversible: CDF 9/7 wavelet transform. It is considered "irreversible" because it relies on the introduction of the accuracy of the quantization noise decoder.

2. Reversible: : biorthogonal CDF 5/3 wavelet transform circle. It uses only integer coefficients, so the output does not need to be rounded (quantized), so no quantization noise is introduced. It is used for lossless coding.

The wavelet transform is realized by lifting scheme or convolution.

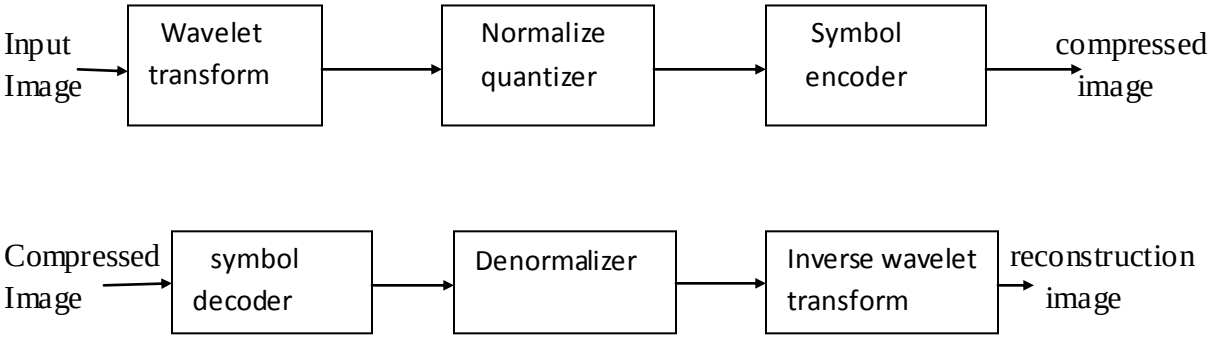

Fig.4:image compression using wavelets

4. Results

IMAGE1:

ORIGINAL INPUT IMAGE(Anglina):

Image 1: original input image(Anglina)

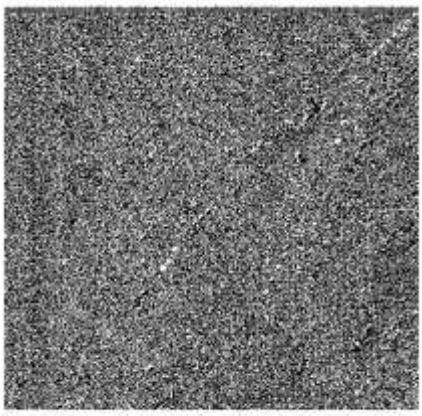

Image 2: Anglina DCT

Image3:Recovered Anglina Image

Image4: Anglina Error Image

5. Conclusion

Since jpeg is an image compression standard, this paper studies the main process of jpeg encoding. Compression can be achieved by using DCT techniques that divide the image into different frequency components. The unnecessary information can then be removed from the image by quantization. This means that DCT plays a vital role in JPEG image compression. As the compression ratio is getting bigger and bigger, more and more information. Therefore, the need to introduce high efficiency DCT algorithm to achieve better image compression.

Reference

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