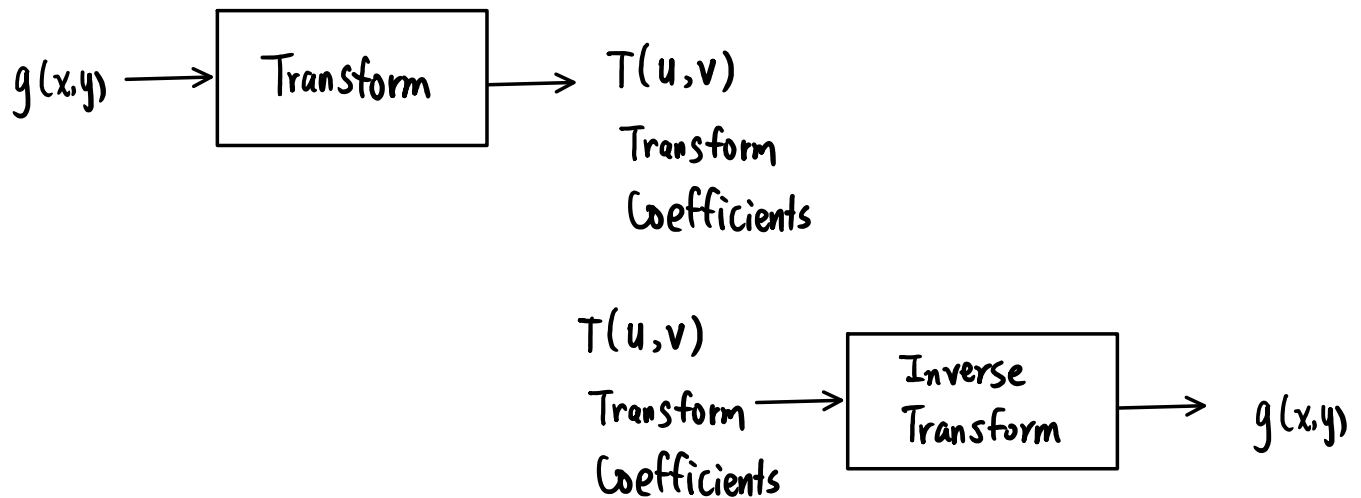
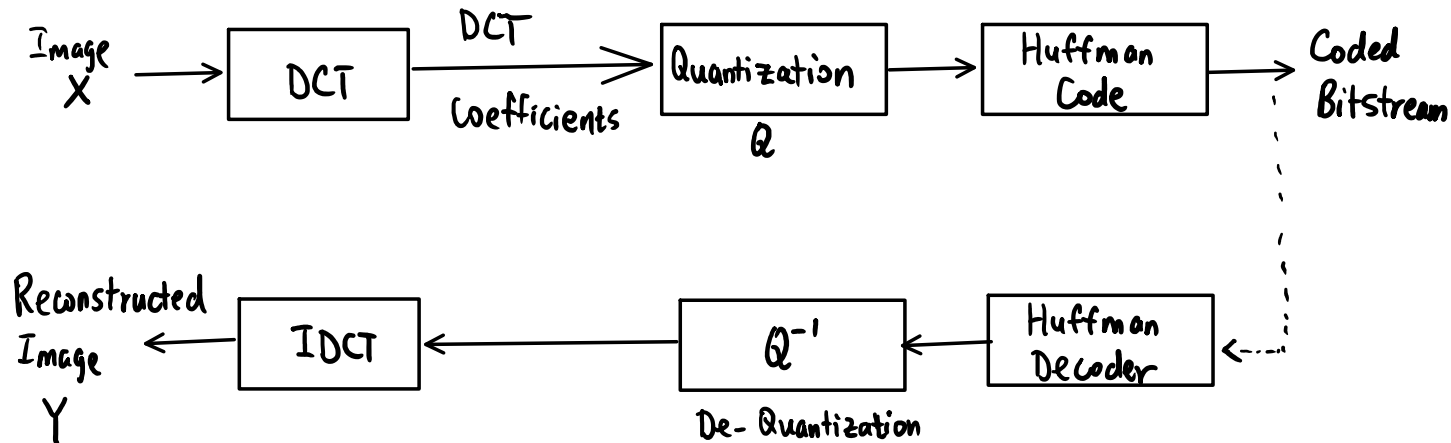


Lecture 24

Transform Coding



JPEG Lossy Image Compression Using DCT



Block Transform:
Input: nxn block
Output: nxn block

$$\begin{cases} T(u,v) = \sum_{x=0}^{n-1} \sum_{y=0}^{n-1} g(x,y) r(x,y,u,v) \\ g(x,y) = \sum_{u=0}^{n-1} \sum_{v=0}^{n-1} T(u,v) s(x,y,u,v) \end{cases}$$

x =

```
16  2  3 13
 5 11 10  8
 9  7  6 12
 4 14 15  1
```

>> y = dct2(x)

y =

```
34.0000    0    0    0
 0    0 13.5140    0
 0  3.3785    0  2.9302
 0    0 11.7206    0
```

✓ Frobenius Norm

The Frobenius norm of an m -by- n matrix X (with $m, n \geq 2$) is defined by

$$\|X\|_F = \sqrt{\sum_{i=1}^m \sum_{j=1}^n |a_{ij}|^2} = \sqrt{\text{trace}(X^\dagger X)}.$$

>> (norm(x,'fro'))^2

ans =

1496

>> (norm(y,'fro'))^2

ans =

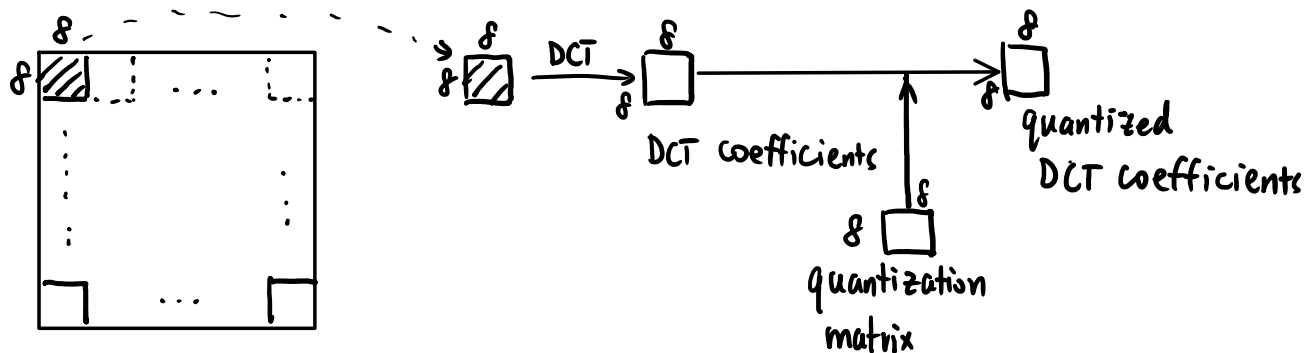
1.4960e+03 (energy is preserved)

>> x_bar = idct2(y)

x_bar =

```
16.0000  2.0000  3.0000 13.0000
 5.0000 11.0000 10.0000  8.0000
 9.0000  7.0000  6.0000 12.0000
 4.0000 14.0000 15.0000  1.0000
```

Block-based lossy compression using DCT and Quantization



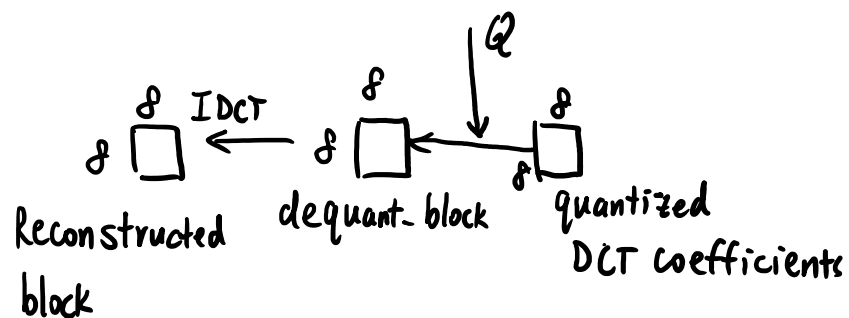
16	11	10	16	24	40	51	61
12	12	14	19	26	58	60	55
14	13	16	24	40	57	69	56
14	17	22	29	51	87	80	62
18	22	37	56	68	109	103	77
24	35	55	64	81	104	113	92
49	64	78	87	103	121	120	101
72	92	95	98	112	100	103	99

[https://en.wikipedia.org/wiki/Quantization_\(image_processing\)](https://en.wikipedia.org/wiki/Quantization_(image_processing))

$$Q = \begin{bmatrix} 16 & 11 & 10 & 16 & 24 & 40 & 51 & 61 \\ 12 & 12 & 14 & 19 & 26 & 58 & 60 & 55 \\ 14 & 13 & 16 & 24 & 40 & 57 & 69 & 56 \\ 14 & 17 & 22 & 29 & 51 & 87 & 80 & 62 \\ 18 & 22 & 37 & 56 & 68 & 109 & 103 & 77 \\ 24 & 35 & 55 & 64 & 81 & 104 & 113 & 92 \\ 49 & 64 & 78 & 87 & 103 & 121 & 120 & 101 \\ 72 & 92 & 95 & 98 & 112 & 100 & 103 & 99 \end{bmatrix}$$

`quant_coeff (i, j) = round (dct_coeff (i, j) / Quant_Matrix (i,j));`

`dequant_block(i, j) = quant_coeff (i, j) x Quant_Matrix (i, j);`



```
>> I = imread('coins.png');
```

```
>> imshow(I)
```

```
>> J = dct2(I);
```

```
>> whos J
```

Name	Size	Bytes	Class	Attributes
J	246x300	590400	double	

```
>> whos I
```

Name	Size	Bytes	Class	Attributes
I	246x300	73800	uint8	

```
>> max(J(:))
```

```
ans =
```

```
( 2.7975e+04
```

```
>> min(J(:))
```

```
ans =
```

```
-4.2375e+03
```

```
>> sum(I(:))/(sqrt(246*300))
```

```
ans =
```

```
( 2.7975e+04
```

Using DCT2
definition

```
>> J(1:1)
```

```
ans =
```

```
( 2.7975e+04
```

'DC' component

```
>> (max(J(:)))^2/(norm(double(I),'fro')^2)
```

```
ans =
```

```
0.7725
```

77.25% of total energy contained
by the 'DC' DCT coefficient.

Discrete Cosine Transform

The discrete cosine transform (DCT) is closely related to the discrete Fourier transform. It is a separable linear transformation; that is, the two-dimensional transform is equivalent to a one-dimensional DCT performed along a single dimension followed by a one-dimensional DCT in the other dimension. The definition of the two-dimensional DCT for an input image A and output image B is

$$B_{pq} = \alpha_p \alpha_q \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} A_{mn} \cos \frac{\pi(2m+1)p}{2M} \cos \frac{\pi(2n+1)q}{2N}, \quad 0 \leq p \leq M-1, \quad 0 \leq q \leq N-1$$

where

$$\alpha_p = \begin{cases} \frac{1}{\sqrt{M}}, & p = 0 \\ \sqrt{\frac{2}{M}}, & 1 \leq p \leq M-1 \end{cases}$$

and

$$\alpha_q = \begin{cases} \frac{1}{\sqrt{N}}, & q = 0 \\ \sqrt{\frac{2}{N}}, & 1 \leq q \leq N-1 \end{cases}$$

If $p=0, q=0$, then

$$B_{00} = \alpha_0 \alpha_0 \sum_{m=0}^{M-1} \sum_{n=0}^{N-1} A_{mn}$$

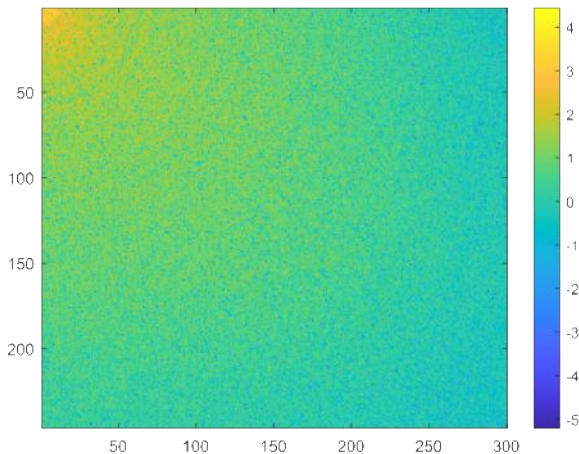
where

$$\alpha_0 = \frac{1}{\sqrt{M}}$$

$$\alpha_0 = \frac{1}{\sqrt{N}}$$

M and N are the row and column size of A , respectively.

```
>> figure; imagesc(log10(abs(J)));
>> colorbar;
```



```
>> K = idct2(J);
>> whos K
Name      Size      Bytes Class
Attributes
K         246x300    590400 double
```

```
>> isequal(uint8(K), I)
ans =
logical
1
```