# **Image Compression**

#### **Overview**

- Reduce amount of data required to store or transmit an image
- Early storage/transmission requirements
  - original "standard" digital image
    - $> 512 \times 512$  pixels × 1 byte/pixel ≅ 0.25 Mbytes
  - In 1960's, this was a lot of data; today it is not.
  - Do we still need image compression?

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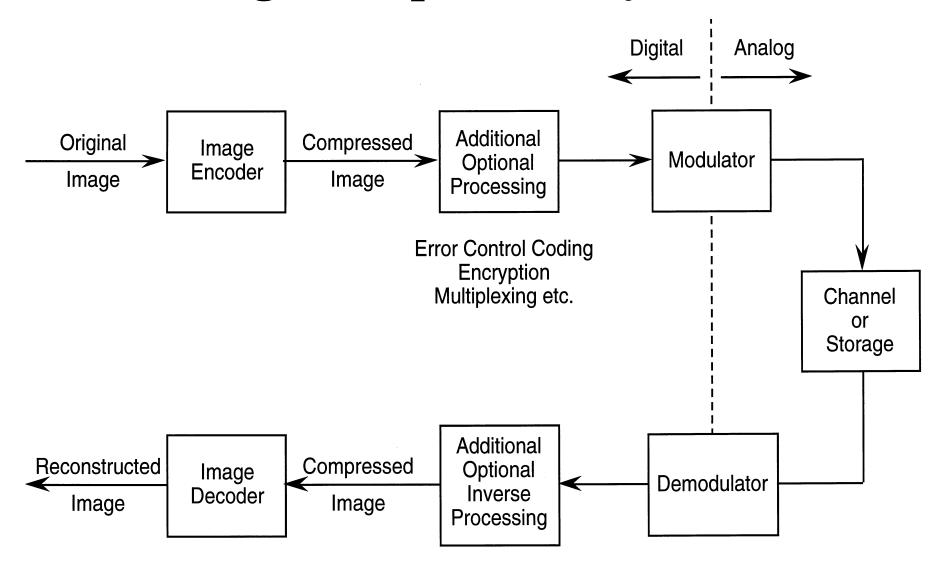
#### Overview (cont.)

- Contemporary storage/transmission requirements
  - workstation color image
    - $> 1024 \times 1024 \text{ pixels } \times 3 \text{ bytes/pixel} \cong 3.0$ Mbytes
  - desktop publishing
    - » four color image (cyan, magenta, yellow, black)
    - ≫ 8.5 x 11 in<sup>2</sup> sampled at 600 dots/in ≅ 134 Mbytes

#### Overview (cont.)

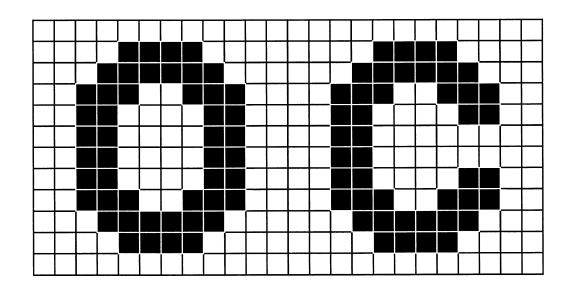
- remote sensing hyperspectral dataset
  - » 1 terrain irradiance measurement in each of 200 10 nm wide spectral bands
  - » 12 bits/sample
  - » 25 x 25 m<sup>2</sup> footprint on ground
  - $\gg 10 \times 10 \text{ km}^2 \text{ area} \cong 4800 \text{ Mbytes}$

#### **Image Compression System**



## **Image Compression Factors**

- Redundancy
  - pixels do not take on all values with equal probability
  - value of any given pixel is not independent of that of other pixels in the image



#### **Image Compression Factors**

- Irrelevancy
  - Not all information in the image is required for intended application
  - Under typical viewing conditions, can remove some information without introducing a perceptible change in the image
    - » inability to detect:
      - small changes in luminance over large areas
      - larger changes in luminance over very small areas
    - » masking due to detail in the image

## **Image Compression Factors (cont.)**

- Irrelevancy (cont.)
  - degradation may be observable, but not objectionable, e.g. teleconferencing
  - degradation may not interfere with performance of task, e.g. object recognition

# 35mm Slides - Effect of Quantization

# Two Major Types of Compression Algorithms

- Lossless
  - reconstructed image is identical to original image
  - can only exploit redundancy
- Lossy
  - reconstructed image is not identical to original image
  - can exploit both redundancy and irrelevancy

# **Key Elements of an Image Encoder**

