

# High Quality Multi-Level Block Truncation Code Algorithm for Color Image

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**ABSTRACT:** This paper aims to proposed multi-level block truncation code (BTC) based image compression of continuous tone still image to achieve low bit rate and high quality. The algorithm has been proposed by combining bit map and quantization. The algorithms are proposed based on the assumption that the computing power is not the limiting factor. The parameters considered for evaluating the performance of the proposed methods are compression ratio and subjective quality of the reconstructed images. The performance of proposed algorithm including color image compression, progressive image transmission is quite good. The effectiveness of the proposed schemes is established by comparing the performance with that of the existing methods.

**KEYWORDS:** Block Truncation Code (BTC), Bit Map, Multi-level, Quantization

## I. INTRODUCTION

With the advent of the multimedia era and the growth of digital packet networks the total amount of image data accessed and exchanged by users has reached a huge value of several terabytes. Therefore, the need for compression of continuous tone still images has grown tremendously enormous. Image compression maps an original image in to a bit stream suitable for transmission and storage. The number of bits required to represent the compressed image should be smaller than that required for the original image. Compression is specified in terms of number of bits per pixel (bpp) or Compression Ratio (CR) [1]. The subjective quality of compressed image is specified by Peak Signal to Noise Ratio (PSNR). Digital image compression methods can be divided into two broad categories: 'lossless' and 'lossy' compression methods. Lossy compression methods are necessary to achieve high compression ratio. In a lossy compression system, the reconstructed image is not identical to the source image and very high compression ratio is possible at the expense of loss of visual quality [2]. Lossy compression algorithms are based on the principle of removal of subjective redundancy and are extremely important in applications such as transmission of still images over the internet where certain amount of distortion may be tolerated. Traditional image compression techniques such as run length coding, arithmetic coding and Huffman code are lossless coding schemes. Statistical redundancy present in the image can be effectively compressed using such lossless compression but the compression gain achieved is low [3-4]. The best compression ratio that can be achieved with current lossless compression standards such as Joint Photographic Experts Group (JPEG) is around 3 to 4. Transform coding is a widely applied method for lossy image compression. Image transforms effectively decorrelate the pixels so that pixels representing similar events in the image are grouped together according to their spatial or spectral properties. After transformation, the useful information is concentrated into a few of the low-frequency coefficients and the Human Visual System is more sensitive to such low spatial frequency information than to high spatial frequency [5]. This is achieved through certain orthogonal transforms such as like Karhunen- Loeve Transform (KLT), Discrete Cosine Transform (DCT), Discrete Sine Transform (DST), Walsh Hadamard Transform etc. Thus coding of transform coefficients can lead to substantial data reduction and it is currently one of the best coding techniques known. A primary example of the transform coding is the DCT-based JPEG image compression standard prepared by the ISO/IEC/JTC1/ SC2/WG10 committee popularly called the Joint Photographic Experts Group. It performs the lossy compression of the still images. However, it suffers from the drawback of blocking artifacts. Recently, the application of Discrete Wavelet Transform (DWT) in image compression has received significant attention and many wavelet based image compression algorithms have been proposed. The wavelet transform decomposes a signal into its various frequency components. In the case of natural images, one obtains many

# International Journal of Innovative Research in Science, Engineering and Technology

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Vol. 6, Issue 7, July 2017

small or zero-valued coefficients corresponding to the high-frequency components of the image. Due to the large number of small coefficients, the transformed signal is often easier to code than the original signal itself [6]. JPEG 2000 standard is based on transform coding employing DWT. It achieves high compression ratio and improved subjective quality especially at low bit rates than the previous DCT-based JPEG [7].

## II. ELEMENTS OF LOSSY IMAGE COMPRESSION SYSTEM

In transform based image compression, the image is subjected to transformation and then the transformed data are encoded to produce the compressed bit stream. The general structure of a transform-based image compression system is shown in Figure 1. There are two versions of transform coding. One is frame based and the other is the block based. The block based approach requires fewer computations and allows adaptive quantization of coefficients.

In Figure 1,  $X$  represents the original image pixel values;  $Y_i$  denotes the transformed values of the original image. All the transformed coefficients are then quantized and entropy coded which are represented by  $C_i$ . These compressed bit streams are either transmitted or stored. Reconstructed image can be obtained by decompressing the coded signal. The goal is to design a system so that the coded signal  $C_i$  can be represented with fewer bits than the original image  $X$  [8].

In the 1980's, almost all transform based compression approaches were using the DCT. Later, the trend moved to compression schemes based on the DWT. DWT overcomes the effect of blocking artifacts associated with DCT. Perhaps the most significant improvement in conventional coding is achieved by the use of arithmetic coders instead of simple Huffman coders, which increases the compression ratio by 5-8%. However, the multimedia content in daily life is growing exponentially; therefore, a performance gain of about 10% in ten years does not satisfy the demand. Therefore, researchers have been looking for new solutions that could solve the problem of the stagnating image compression performance.

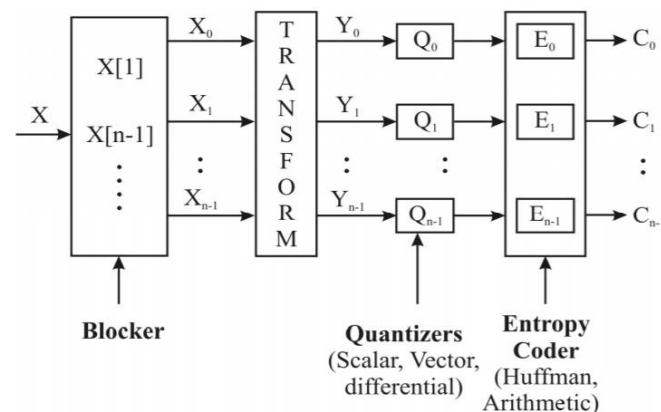


Figure 1: Transform-based image compression system

Finally, the quantized coefficients are coded to produce the compressed bit stream. The coding process typically exploits a statistical model in order to code symbols with fewer bits for symbols that has higher probability of occurrence. In doing so, the size of the compressed bit stream is reduced. Assuming that the transform employed is truly invertible, the only potential cause for information loss is in the coefficient quantization, as the quantized coefficients are coded in a lossless manner [9]. The decompression process simply mirrors the process used for compression. The compressed bit stream is decoded to obtain the quantized transform coefficients. Then, the inverse of the transform used during compression is employed to obtain the reconstructed image.

## III. IMAGE QUALITY MEASURES

It is a major task in evaluating the image quality of an image compression system to describe the amount of degradation in the reconstructed image. In the case of lossy compression, the reconstructed image is only an approximation to the

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Vol. 6, Issue 7, July 2017

original. The difference between the original and reconstructed signal is referred to as approximation error or distortion. Generally, the performance is evaluated in terms of compression ratio and image fidelity [10]. A good image compression algorithm results in a high compression ratio and high fidelity. Unfortunately, both requirements cannot be achieved simultaneously. Although many metrics exist for quantifying distortion, it is most commonly expressed in terms of means squared error (MSE) or peak-signal-to-noise ratio (PSNR). The performance of image compression systems is measured by the metric defined in equations (1) and (2). It is based on the assumption that the digital image is represented as  $N_1 \times N_2$  matrix, where  $N_1$  and  $N_2$  denote the number of rows and columns of the image respectively. Also,  $f(i, j)$  and  $g(i, j)$  denote pixel values of the original image before compression and degraded image after compression respectively.

Mean Square Error (MSE)

$$= \frac{1}{N_1 N_2} \sum_{j=1}^{N_2} \sum_{i=1}^{N_1} (f(i, j) - g(i, j))^2 \quad (1)$$

Peak Signal to Noise Ratio (PSNR) in dB

$$= 10 \times \log_{10} \left( \frac{255^2}{MSE} \right) \quad (2)$$

Evidently, smaller MSE and larger PSNR values correspond to lower levels of distortion. Although these metrics are frequently employed, it can be observed that the MSE and PSNR metrics do not always correlate well with image quality as perceived by the human visual system. For this reason, it is preferable to supplement any objective lossy compression performance measurement by subjective tests such as the Mean Opinion Score (MOS) to ensure that the objective results are not misleading [11].

Sometimes compression is quantified by stating the Bit Rate (BR) achieved by compression algorithm expressed in bpp (bits per pixel). Another parameter that measures the amount of compression is the Compression Ratio (CR) which is defined as

$$CR = \frac{\text{Original image size}}{\text{Compressed image size}} \quad (3)$$

## IV. PROPOSED METHODOLOGY

Codebook era section is the important thing element of Vector Quantization (VQ). The set of rules for the layout of superior VQ is normally known as the Linde-Buzo-gray (LBG) set of rules. Research efforts in codebook era techniques have been concentrated in two instructions: to generate a codebook that strategies international best solution, and to reduce the computational complexity of the LBG set of rules. Many techniques for lowering the time for codebook era have regarded in literature.

In BTC technique, and picture to be compressed is split into non-overlapping blocks of size  $n \times n$ . usually  $n$  is taken to be integer energy of 2. Compression is completed by representing every block through  $Q$  one of kind grey values similar to a  $Q$ -level sample of length  $n \times n$  which is received by using a partitioning primarily based on block information. In conventional BTC the number of stage  $Q$  is two.

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Vol. 6, Issue 7, July 2017

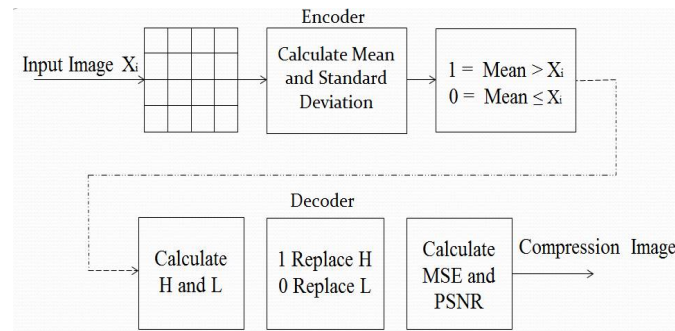


Figure 2: Block Diagram of Proposed Algorithm

For this reason, in BTC approach for every photograph block one Q-stage sample of length  $n \times n$  and Q distinctive gray values are required to reconstruct the picture block. In multi-level BTC method, instead of determining the Q-level pattern based on the block statistics, it is selected from a set of, say, M, predefined Q-level patterns shown in Figure 5. The pattern should satisfy some image quality in the best way with respect to the candidate block. Thus, at the time of reconstruction of a block, the index of selected pattern and Q gray values are sufficient.

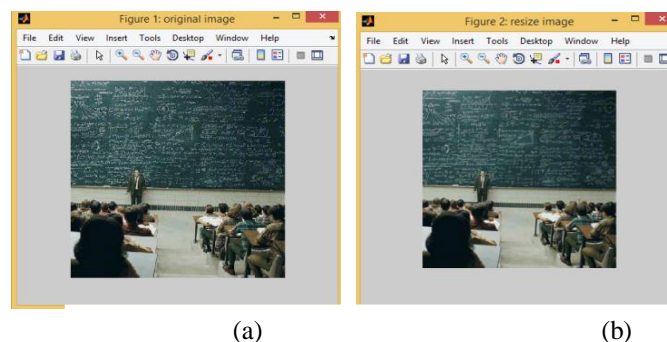
$$H = \mu + \sigma / 2 \sqrt{\frac{p}{q}} \quad (3)$$

$$L = \mu - \sigma / 2 \sqrt{\frac{q}{p}} \quad (4)$$

p = No. of 0's in the bit map and q = No. of 1's in the bit map

## V. SIMULATION RESULT

Figure 3; shows the class image of  $2 \times 2$  block pixel. In this figure 3 (a) show the random image of the class image and resize the image of the  $512 \times 512$  in the Satellite image shown in figure 3 (b). The compressed image is  $2 \times 2$  block pixel of class image shown in figure 3 (c) respectively.



(a)

(b)

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Vol. 6, Issue 7, July 2017

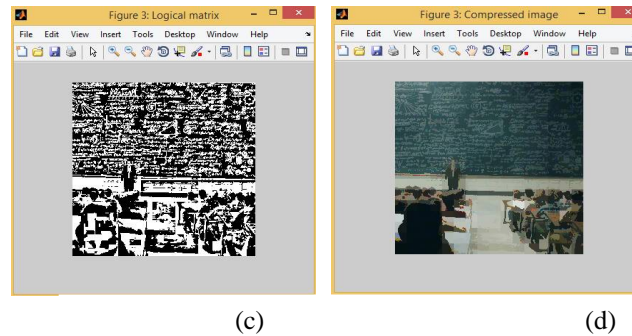


Figure 6: Multi-level BTC and pattern fitting Algorithm applied on Real Image of block size  $4 \times 4$ : (a) Original Image (b) image of size  $255 \times 255$  (c) Logical Matrix Image (d) Compressed Image

As shown in table 1 the peak signal to noise ratio (PSNR) and computation time are obtained from the proposed multi-level block truncation code algorithm. The values obtained for various block sizes is the average value of red, blue and green component of the image.

Table 1: Comparative Study of Existing Algorithm and Proposed Method on different images

Image of Size $512 \times 512$	Previous Algorithm C. Senthil kumar et al. [1]		Proposed Algorithm	
	PSNR (dB)	Compression Ratio (CR)	PSNR (dB)	Compression Ratio (CR)
Satellite Image	34.17	18.3%	46.44	23.57%
Lena Image	38.45	32.6%	44.84	59%
Baboon Image	35.97	54.54%	41.06	70.95%
Class Image	36.53	29.26%	33.1539	33.50%
Bike Image	37.20	38.88%	44.85	51.47%
Real Image	39.41	27%	42.81	41.32%

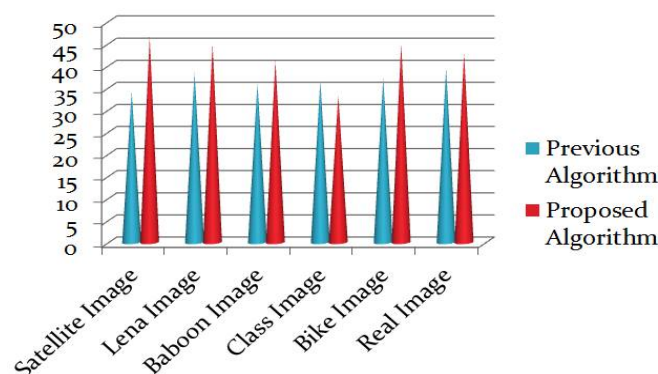


Figure 5: Bar Graph of the Previous and Proposed Algorithm in PSNR



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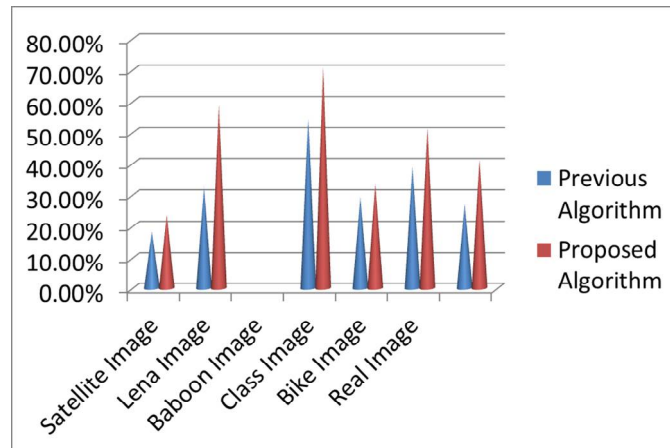


Figure 6: Bar Graph of the Previous and Proposed Algorithm in Compression Ratio

## VI. CONCLUSION

Multi-level BTC is a critical step in any color filter array based digital camera processing chain. The proposed multi-level BTC algorithm is shown to be a fast low complexity option for multi-level BTC when a minor reduction in quality is acceptable. The proposed method of multi-level BTC has proven to be a fast low complexity multi-level BTC option capable of producing reasonable quality results when applied to artificially mosaiced data which has been gamma corrected, white-balanced, and color corrected. In a typical processing chain these corrections are performed between the multi-level BTC step and the color-space transform, which presents a problem in relation to the proposed multi-level BTC method since there is no intermediate RGB stage.

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