

On the Selection of Image Compression Algorithms

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Outline

◇ Save storage space and transmission time

- Wavelet Compression
- JPEG/DCT
- VQ
- Fractal
- Characteristics of the above four methods
- Experimental comparison
- Conclusion

Wavelet Compression
Embedded Zerotree Wavelet Transform

[16,17]

JPEG/DCT
Joint Photographic Experts Group
Discrete Cosine Transform

[1,20]

VQ
Vector Quantization

[4,7,12]

Fractal Coding

[5,9,10]

Characteristics of Algorithms

Method	Advantages	Disadvantages
Wavelet	<ul style="list-style-type: none"> • high compression ratio • state-of-the-art 	<ul style="list-style-type: none"> • coefficient quantization • bit allocation
JPEG (DCT)	<ul style="list-style-type: none"> • current standard 	<ul style="list-style-type: none"> • coefficient quantization • bit allocation
VQ	<ul style="list-style-type: none"> • simple decoder • no coefficient quantization 	<ul style="list-style-type: none"> • slow codebook generation • small bpp
Fractal	<ul style="list-style-type: none"> • good mathematical encoding frame • resolution-free decoding 	<ul style="list-style-type: none"> • slow encoding • bit allocation

Method	Compression ratio	Appeared in
Wavelet	$\gg 32$	1992 [2] 1993 [17] 1996 [16]
JPEG (DCT)	≤ 50	1974 [1] 1993 [14]
VQ	< 32	1980 [12] 1989 [7]
Fractal	≥ 16	1992 [10] 1992 [8]

Table 1: Characteristics of Four Compression Methods.

Experimental Comparison

$$MSE = \frac{1}{MN} \sum_{i=0}^{M-1} \sum_{j=0}^{N-1} [\hat{f}(i, j) - f(i, j)]^2 \quad (1)$$

$$PSNR = 10 \log_{10} \left[\frac{255 \times 255}{MSE} \right] dB \quad (2)$$

MSE	4	9	16	25	36	49	64
PSNR	42.11	38.59	36.09	34.15	32.57	31.23	30.06
MSE	81	100	121	144	169	196	225
PSNR	29.04	28.13	27.30	26.55	25.85	25.21	24.61
MSE	256	289	324	361	400	441	484
PSNR	24.05	23.52	23.03	22.56	22.11	21.69	21.28

Algorithm	<i>PSNR values (in dB)</i>				<i>CPU time</i>	
	Jet	Lenna	Mandrill	Peppers	Encoding	Decoding
Wavelet	32.48	34.66	26.54	34.99	0.35 sec	0.27 sec
JPEG	30.39	31.73	25.15	31.95	0.12 sec	0.12 sec
VQ	26.76	29.28	24.45	29.12	2.45 sec	0.18 sec
Fractal	26.70	29.04	24.29	29.13	5.65 hrs	1.35 sec

Table 2: Performance on various 256×256 Images.

Algorithm	<i>0.50 bpp</i>			<i>0.25 bpp</i>		
	PSNR values	Encoding	Decoding	PSNR value	Encoding	Decoding
Wavelet	36.71	0.8 sec	0.7 sec	32.47	0.7 sec	0.5 sec
JPEG	34.27	0.2 sec	0.2 sec	29.64	0.2 sec	0.2 sec
VQ	28.26	6.0 sec	0.7 sec	N/A	N/A	N/A
Fractal	27.21	6.3 hrs	3.5 sec	N/A	N/A	N/A

Table 3: Performance on a 400×400 fingerprint image.

Original Images



(a)



(b)

Figure 1: Original images of (a) Lenna and (b) fingerprint.

Decoded Lennas



(a)



(b)



(c)



(d)

Figure 2: (a) Wavelet, (b) JPEG, (c) VQ, and (d) Fractal algorithms.

Decoded Fingerprint



(a)



(b)



(c)



(d)

Figure 3: (a) Wavelet, (b) JPEG, (c) VQ, (d) Fractal algorithms.

Conclusion

A recipe is suggested as follows.

- Any of Wavelet, JPEG/DCT, VQ, and Fractal approaches is satisfactory for the request of 0.5 bpp
- For a low bit rate, say, 0.25 bpp, EZW is superior to others
- JPEG/DCT is the current standard but might use an adaptive quantization table to increase compression ratio
- VQ has a computation-free decoder
- Fractal compression accelerator may be pursued

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