

Segmentation Based Wavelet Compression Using Biorthogonal Discrete Wavelet Transform

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Abstract— Image compression is currently a prominent topic for both military and commercial researchers. Due to rapid growth of digital media and the subsequent need for reduced storage and to transmit the image in an effective manner image compression is needed. Image compression attempts to reduce the number of bits required to digitally represent an image while maintaining its perceived visual quality. This work concentrates on the compression of image based on segmentation using biorthogonal discrete wavelet transform. The performance of this method is compared with the available DWT compression technique. The proposed system improves the Mean Square Error (MSE) and Peak Signal to Noise Ratio (PSNR). Time of execution is also reduced in the proposed system.

Keywords— Image Compression, Discrete Wavelet Transform (DWT), Wavelet Transform (WT), Mean Square Error (MSE), Peak Signal to Noise Ratio (PSNR), Wavelet Based Image Compression (WBC), Segmentation Based Wavelet Compression (SBWC).

I. INTRODUCTION

An image is essentially a 2-D signal processed by the human visual system. The signals representing images are usually in analog form. However, for processing, storage and transmission by computer applications, they are converted from analog to digital form. A digital image is basically a 2-Dimensional array of pixels. Image compression is a method through which we can reduce the storage space of images, videos which will be helpful to increase the storage and transmission process's performance. Image compression may be lossy or lossless. Lossless compression involves with compressing data which, when decompressed, will be an exact replica of the original data. But in lossy compression techniques, some of the finer details in the image can be sacrificed for the sake of saving a little more bandwidth or storage space.

Due to the increasing requirements for transmission of images in computer, mobile environments, the research in the field of image compression has increased significantly. Image compression plays a crucial role in digital image processing. When we compute the number of bits per image resulting from typical sampling rates and quantization methods, we find that Image compression is needed. Therefore, development of

efficient techniques for image compression has become necessary.

Compressing an image is significantly different than compressing raw binary data. Images have certain statistical properties which can be exploited by encoders specifically designed for them, so the result is less than optimal when using general purpose compression programs to compress images. Image compressions have many applications and play an important role in efficient transmission and storage of images. The image compression aims at reducing redundancy in image data to store or transmit only a minimal number of samples. And from this we can reconstruct a good accession of the original image in accordance with human visual perception.

Compression more or less depends on our aim of the application. Compression techniques are being rapidly developed for compressing large data files such as images. With the increasing growth of technology a huge amount of image data must be handled to be stored in a proper way, using efficient techniques usually succeed in compressing images. Some of these compression techniques are designed for the specific kinds of images, so they will not be so good for other kinds of images. Image compression is an application of data compression that encodes the original image with fewer bits. The compression ratio is defined as follows:

$$C_r = N_1/N_2$$

Where, N_1 is the data of the actual image and N_2 is the data of compressed image.

II. WAVELET IMAGE COMPRESSION

The whole process of wavelet image compression is performed as follows: An input image is taken by the computer, forward wavelet transform is performed on the digital image, thresholding is done on the digital image, and entropy coding is done on the image where necessary, thus the compression of image is done. Then with the compressed image, reconstruction of wavelet transformed image is done, then inverse wavelet transform is performed on the image, thus image is reconstructed.

1. Forward Wavelet Transform

Various wavelet transforms are available namely, Daubechies wavelets, Coiflets, biorthogonal wavelets, and Symlets. These

various transforms differ in various mathematical properties such as symmetry, number of vanishing moments and orthogonality of compressed image. The Daubechies wavelets are orthogonal, so do Coiflets. Symlets have the property of being close to symmetric. The biorthogonal wavelets are not orthogonal but not having to be orthogonal gives more options to a variety of filters such as symmetric filters thus allowing them to possess the symmetric property.

2. Thresholding

Since the whole purpose of this work is to develop an efficient image compression system using wavelets, fixed threshold is used. The soft and hard thresholdings T_{soft} , T_{hard} are defined as follows:

$$T_{soft}(x) = \begin{cases} 0 & \text{if } |x| \leq \lambda \\ x - \lambda & \text{if } x > \lambda \\ x + \lambda & \text{if } x < -\lambda \end{cases}$$

$$T_{hard}(x) = \begin{cases} 0 & \text{if } |x| \leq \lambda \\ x & \text{if } |x| > \lambda \end{cases}$$

As it could be observed by looking at the definitions, the difference between them is related to how the coefficients larger than a threshold value λ in absolute values are handled. In hard thresholding, these coefficient values are left alone. Unlike in hard thresholding, the coefficient values are decreased by λ if positive and increased by λ if negative. Fixed threshold value is used so as to have the same given condition. Here, a fixed threshold 20 is used.

3. Entropy Encoding

Entropy is defined as,

$$H(s) = - \sum_{i=1}^q P(s_i) \log_2(P(s_i))$$

where s_i are codewords and s is the message. Entropy coding uses codewords with varying lengths, here codewords with short length are used for values that have to be encoded more often, and the longer codewords are assigned for less encoded values. $H(S)$ measures the amount of information in the message, i.e. the minimal number of bits needed to encode one word of the message.

4. Reconstruction of Wavelet Transformed Image

At this step, the significance map is taken and with the amplitudes of the non-zero valued wavelet coefficients, the wavelet transformed image is reconstructed.

5. Inverse Wavelet Transformation

The wavelet parameters are converted back into an image almost identical to the original image. How much identical

they are will be dependent upon whether the compression was lossy or lossless.

III. SEGMENTATION

Image segmentation refers to the process of partitioning a digital image into N number of parts. The images are segmented on the basis of set of pixels or pixels in a region that are similar on the basis of some homogeneity criteria such as color, intensity or texture, which helps to locate and identify objects or boundaries in an image.

In terms of mathematical formulae, Image segmentation divides a digital image $f(x, y)$ into continuous, disconnect and nonempty subsets, from these subsets higher level information can be easily extracted. Practical applications of image segmentation include object identification and recognition, facial recognition, medical image processing, criminal investigation, airport security system, satellite images, quality assurance in factories, etc. Due to the importance of the image segmentation, large number of algorithms have been proposed but the selection of the algorithm purely depends upon the image type and the nature of the problem.

In recent years, a lot of research is done in the field of image segmentation process. There are currently thousands of algorithms, each doing the segmentation process slightly different from another, but still there is no particular algorithm that is applicable for all types of digital image, fulfilling every objective. Thus, algorithm developed for a group of images may not always apply to images of another class.

Currently image segmentation approach, based on two properties of an image, is divided into two categories:

- *Discontinuities based*

In this category, subdivisions of images are carried out on the basis of abrupt changes in the intensity of grey levels of an image. Our focus is primarily based on identification of isolated points, lines and edges. This includes image segmentation algorithms like edge detection.

- *Similarities based*

In this category, subdivision of images is carried out on the basis of similarities in intensity or grey levels of an image. Our focus here is on identification of similar points, lines and edges. This includes image segmentation algorithms like thresholding, region growing, region splitting and merging.

IV. STEPS INVOLVED IN THE PROPOSED ALGORITHM

Steps involved in the proposed system are:

1. The input image is read.
2. This image is compressed using discrete wavelet transform (output image_1).
3. PSNR, MSE and elapse time is calculated for output image_1.
4. Next, segmentation based wavelet compression using biorthogonal discrete wavelet transform is used for image compression (output image_2).
5. PSNR, MSE and elapse time is calculated for output image_2.

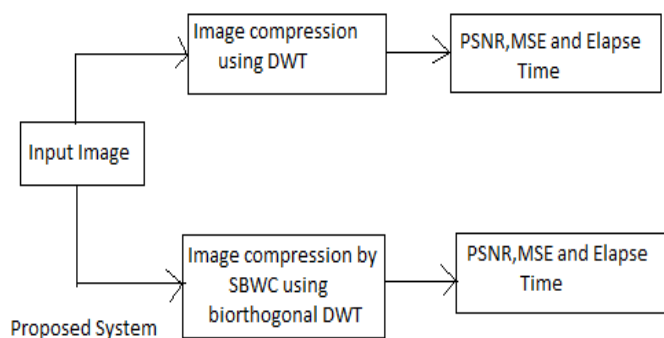


Figure 1: Simulation flow diagram.

V. SIMULATION RESULTS

The proposed system simulation outputs are as under.

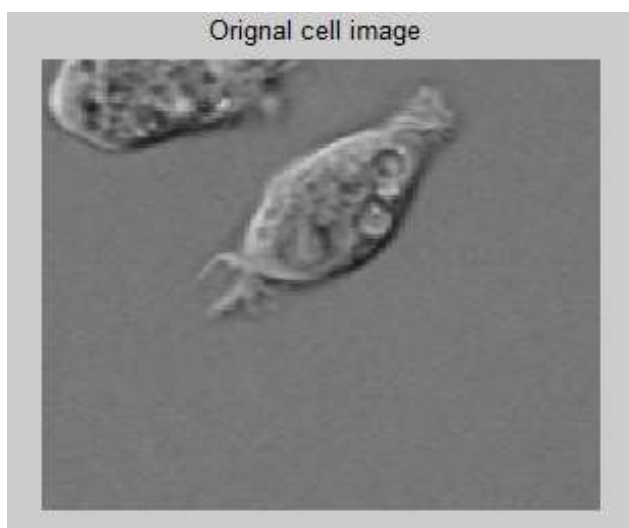


Figure 2: Original image.



Figure 3: Image output using wavelet based image compression (WBC).

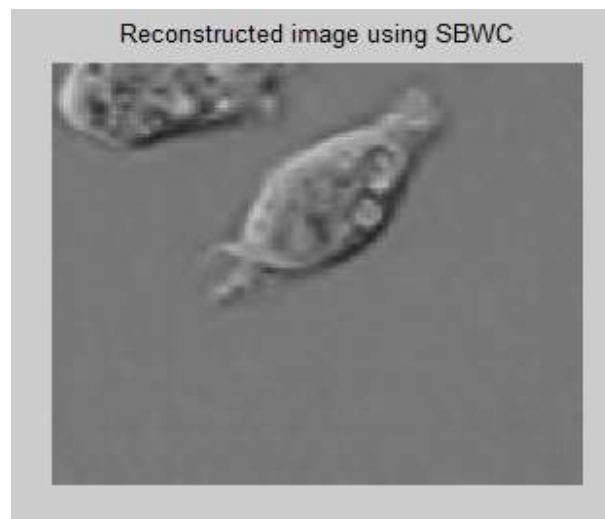


Figure 4: Image output using segmentation based wavelet compression (SBWC) using biorthogonal DWT

The figure 2 shows the original cell image which is to be compressed. Figure 3 and 4 shows the image outputs with wavelet based image compression (output image_1) and with segmentation based wavelet compression using biorthogonal DWT (output image_2) respectively. From image outputs it can be seen that the output image_2 is much better than output image_1.

Table 1: Various parameters values obtained.

S.No.	METHODS	PSNR	MSE	Elapse Time
1.	Wavelet Based Image Compression	33.9660	26.0901	7.0096
2.	Segmentation Based Wavelet Compression Using Biorthogonal DWT	41.1356	23.6830	7.0094

Table 1 shows values of PSNR, MSE and elapse time obtained by image compression using Wavelet based image compression and segmentation based wavelet compression. From the table it can be seen that the results with proposed system are better than that with traditional system.

VI. CONCLUSION

The objective of this work is to develop an efficient image compression system so that a better image can be obtained on reconstruction. In the proposed system segmentation and biorthogonal wavelet transform are used for image compression. Results are derived for wavelet based image compression and for the proposed system both. The parameters of comparison are PSNR, MSE and elapse time. The results show that the PSNR, MSE and elapse time values for proposed

system are better than the existing system and hence it can be concluded that the proposed system performance is enhanced.

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