

Course Code 005636 (Fall 2017)

# Multimedia

Image Standard: The JPEG Standard

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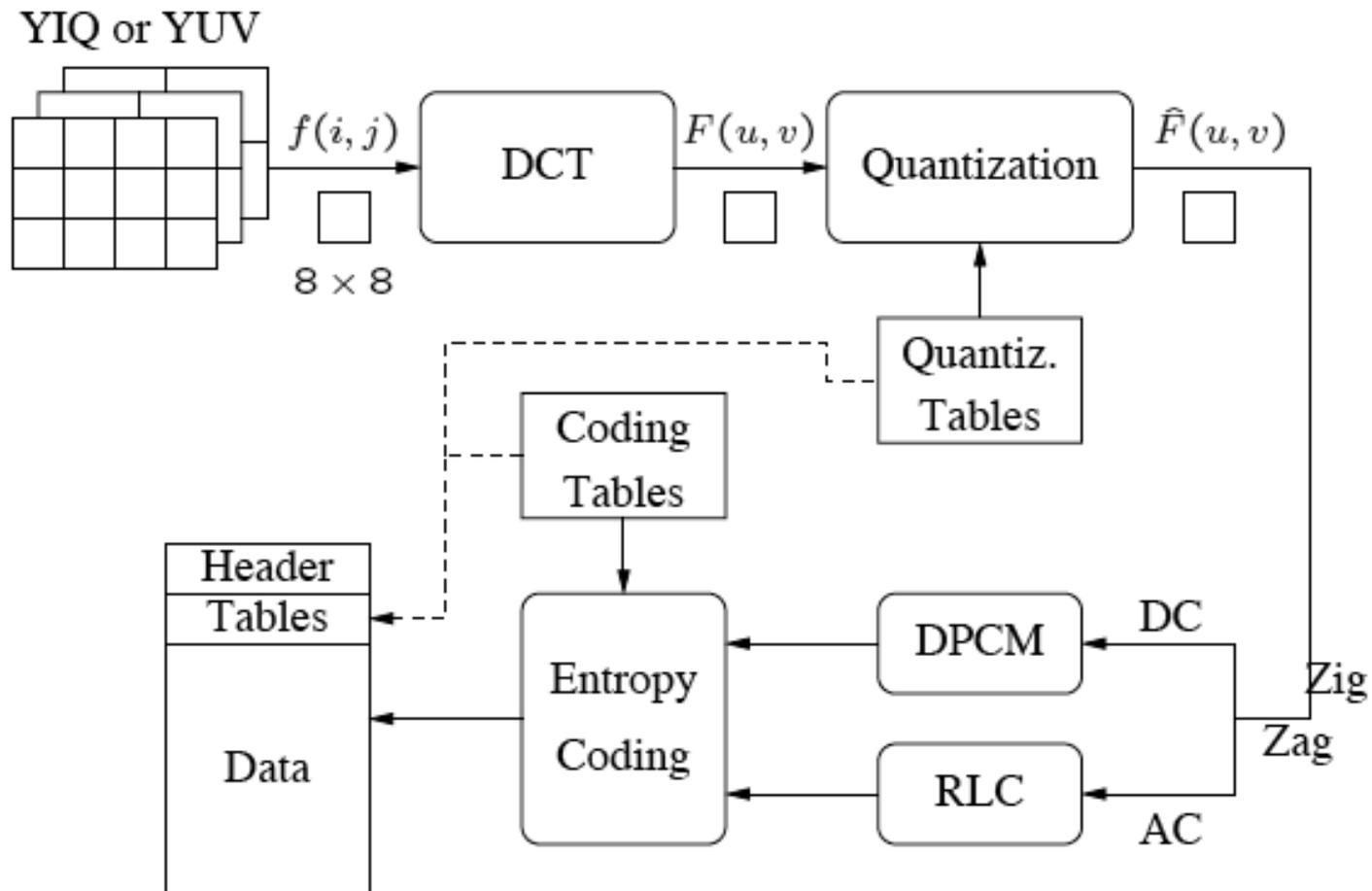
# The JPEG Standard

- JPEG is an image compression standard which was accepted as an international standard in 1992.
  - Developed by the Joint Photographic Expert Group of the ISO/IEC
  - For coding and compression of color/gray scale images
  - Yields acceptable compression in the 10:1 range

# The JPEG Standard

- JPEG is a lossy compression technique
  - ◆ Based on the DCT
  - ◆ JPEG is a general image compression technique independent of
    - Image resolution
    - Image and pixel aspect ratio
    - Color system
    - Image complexity
  - ◆ A scheme for video compression based on JPEG called Motion JPEG (MJPEG) exists

# JPEG Encoding Overview



# JPEG Encoding Overview

- The main steps in JPEG encoding are the following
  - ◆ Transform RGB to YUV or YIQ
  - ◆ DCT on 8x8 image blocks
  - ◆ Quantization
  - ◆ Zig-zag ordering and run-length encoding
  - ◆ Entropy coding

# DCT on Image Blocks

- The image is divided up into 8x8 blocks
  - ◆ 2D DCT is performed on each block
  - ◆ The DCT is performed independently for each block
  - ◆ This is why, when a high degree of compression is requested, JPEG gives a “blocky” image result

# Quantization

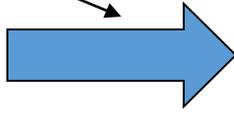
- Quantization in JPEG aims at reducing the total number of bits in the compressed image
  - ◆ Divide each entry in the frequency space block by an integer, then round
  - ◆ Use a quantization matrix  $Q(u, v)$

$$\hat{F}(u, v) = \text{round} \left( \frac{F(u, v)}{Q(u, v)} \right)$$

# Quantization Example



8x8



```

200 202 189 188 189 175 175 175
200 203 198 188 189 182 178 175
203 200 200 195 200 187 185 175
200 200 200 200 197 187 187 187
200 205 200 200 195 188 187 175
200 200 200 200 200 190 187 175
205 200 199 200 191 187 187 175
210 200 200 200 188 185 187 186
    
```

$f(i, j)$

2D DCT



```

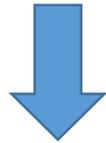
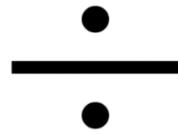
515 65 -12 4 1 2 -8 5
-16 3 2 0 0 -11 -2 3
-12 6 11 -1 3 0 1 -2
-8 3 -4 2 -2 -3 -5 -2
0 -2 7 -5 4 0 -1 -4
0 -3 -1 0 4 1 -1 0
3 -2 -3 3 3 -1 -1 3
-2 5 -2 4 -2 2 -3 0
    
```

$F(u, v)$

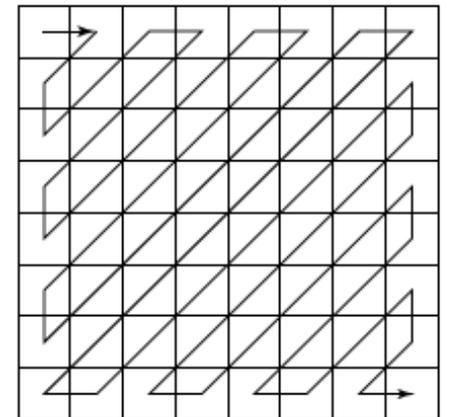
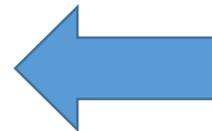
Quantization Table/Matrix

|    |    |    |    |     |     |     |     |
|----|----|----|----|-----|-----|-----|-----|
| 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  |

$Q(u, v)$



|    |   |    |   |   |   |   |   |
|----|---|----|---|---|---|---|---|
| 32 | 6 | -1 | 0 | 0 | 0 | 0 | 0 |
| -1 | 0 | 0  | 0 | 0 | 0 | 0 | 0 |
| -1 | 0 | 1  | 0 | 0 | 0 | 0 | 0 |
| -1 | 0 | 0  | 0 | 0 | 0 | 0 | 0 |
| 0  | 0 | 0  | 0 | 0 | 0 | 0 | 0 |
| 0  | 0 | 0  | 0 | 0 | 0 | 0 | 0 |
| 0  | 0 | 0  | 0 | 0 | 0 | 0 | 0 |
| 0  | 0 | 0  | 0 | 0 | 0 | 0 | 0 |



# Preparation for Entropy Coding

- We have seen two main steps in JPEG coding: DCT and quantization
- The remaining steps all lead up to **entropy coding** of the quantized DCT coefficients
  - ◆ These additional data compression steps are lossless
  - ◆ Most of the lossiness is in the quantization step

# Run-Length Coding

- We now do run-length coding
  - ◆ The AC and DC components are treated differently
  - ◆ Since after quantization we have many 0 AC components, RLC is a good idea
  - ◆ Note that most of the zero components are towards the lower right corner (high spatial frequencies)
  - ◆ To take advantage of this, use **zigzag scanning** to create a **64-vector**



# Run-Length Coding

- Now the RLC step replaces values in a 64-vector (previously an 8x8 block) by a pair (RUNLENGTH, VALUE), where RUNLENGTH is the number of zeroes in the run and VALUE is the next non-zero value
  - ♦ From the first example we have (32, 6, -1, -1, 0, -1, 0, 0, 0, -1, 0, 0, 1, 0, 0, ..., 0)
  - ♦ This becomes (0,6) (0,-1)(1,-1)(3,-1)(2,1)(0,0) - Note that DC coefficient is ignored

# Entropy Coding

- Now we apply entropy coding to the RLC coded AC coefficients and the DPCM coded DC coefficients
  - ◆ The baseline entropy coding method uses Huffman coding on images with 8-bit components
  - ◆ DPCM-coded DC coefficients are represented by a pair of symbols (SIZE, AMPLITUDE)
    - SIZE = number of bits to represent coefficient
    - AMPLITUDE = the actual bits

# JPEG2000

- JPEG2000 (extension jp2) is the latest series of standards from the JPEG committee
  - ◆ Uses wavelet technology
  - ◆ Better compression than JPG
  - ◆ Superior lossless compression
  - ◆ Supports large images and images with many components
  - ◆ Region-of-interest coding
  - ◆ Compound documents
  - ◆ Computer-generated imagery
  - ◆ Other improvements over JPG

# Q&A

