

Understanding Images on the Web



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Science and Lore

A balance of lore
and science

We could just
derive everything

Hex code
designation is an
invention, derived
from those first
principles



How this Section Looks



How to choose a file
format



Beginning with what
the relevant formats
are



A history of how
image formats evolved



What Is an Image?

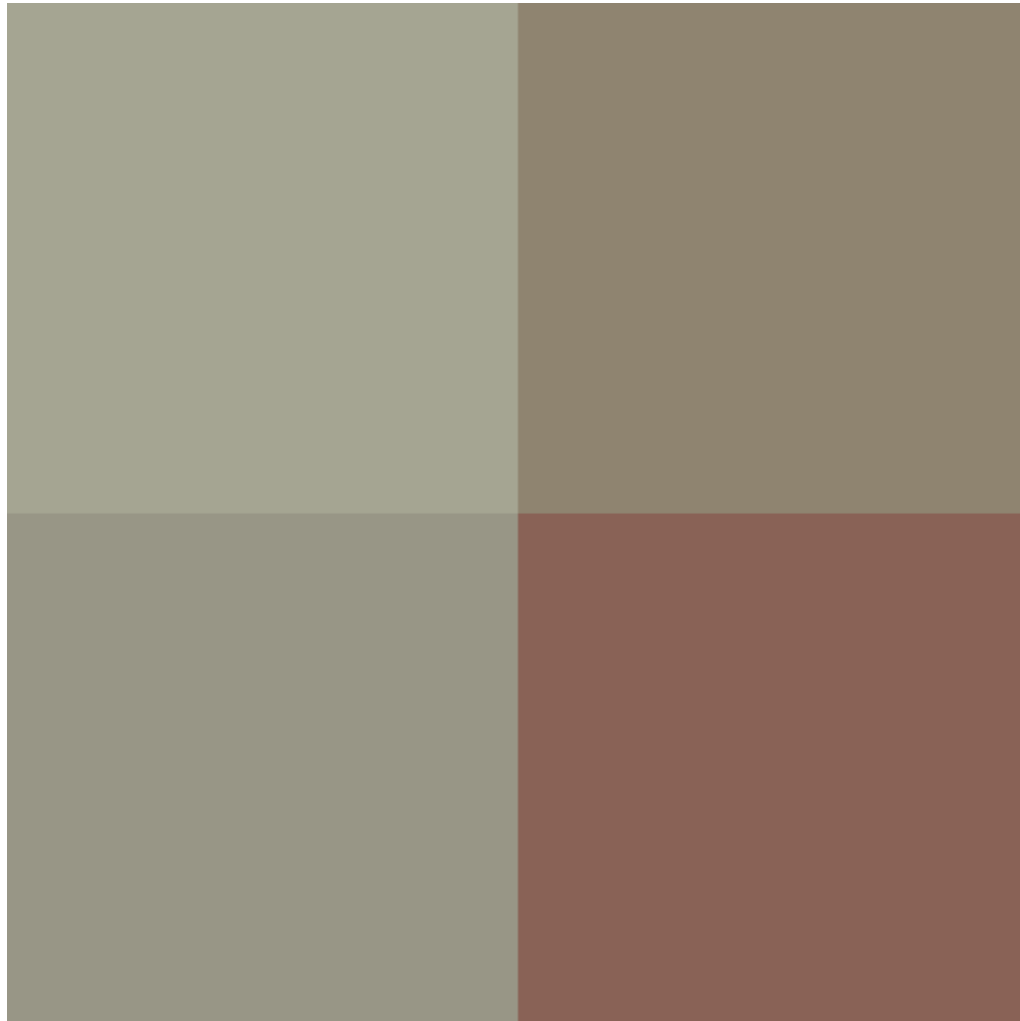


An image is a two-dimensional array of colors.

There is no third dimension.



Two-dimensional Color Arrays



Two-dimensional Color Arrays



A Fuzzy Image



The Image Comes into View



An increase of 25x



The Image Comes into View



Sight and Digital Images



As we increase the height and width of the array...



Our brain gets enough data to pattern-match



This mismatch between optical and digital resolution..



Is resolved as the resolution increases



How Many Pixels?

Square pixels is
the obvious model

“How many
pixels?”

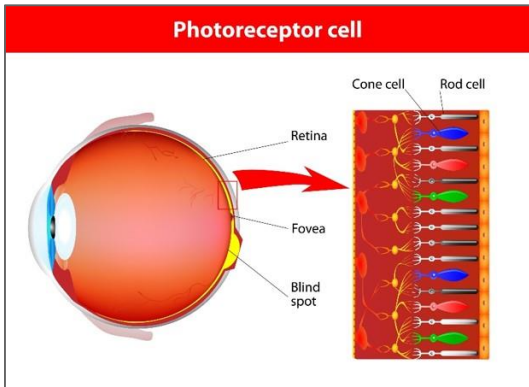
Phosphor dots
illuminated by an
electron gun

Microscopic
crystals of an
irregular shape

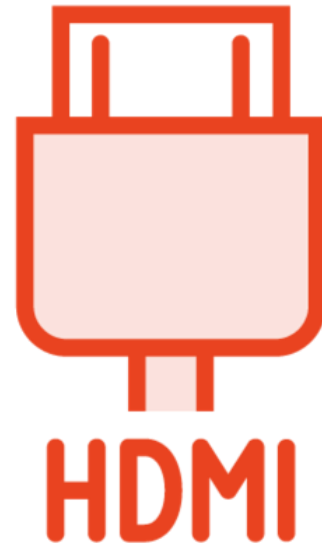
Is Gone With the
Wind 4K?



So, Are Cones Pixels or Not?



The density of the cones varies across the retina



Only the center of focus of your vision is HD



Cones are NOT pixels



With enough pixels, the difference doesn't matter

Working with Different Image Formats

True color – 24 bit / 16.8 million colors

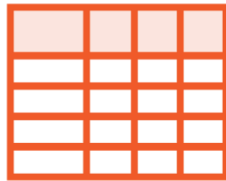
<http://allRGB.com>



Every pixel needs to be able to express **16,777,216**



Instead, we can make an indexed color palette



Since 16.7 million colors doesn't usually happen in an image



A Map of the Image Bits



Human color perception is in the 2 to 8 million range, depending on who you talk to

If you limit the color domain you can greatly reduce the bit depth, and therefore the size of your file

A map of the bits – a bitmap

TIFF – tagged image file





Eventually, you need to digitally transfer the files

So, you zip them up

And send them over

- Phone lines
- The Internet
- Sneakernet (physical media)



GIF and LZW



Then, you take a closer look at the nature of your images

Illustrations, for example, can have a very low color space

As opposed to photographs

Combine that with LZW compression, and you have GIF



Lossless and Lossy Compression



When you zip up a file, you don't worry about losing information

Zip compression is *lossless*

Meaning that the decompressed target = the original

Great for precise digital information

Less effective when the data series is fuzzy and imprecise

In short, natural data doesn't compress well because of the large domain



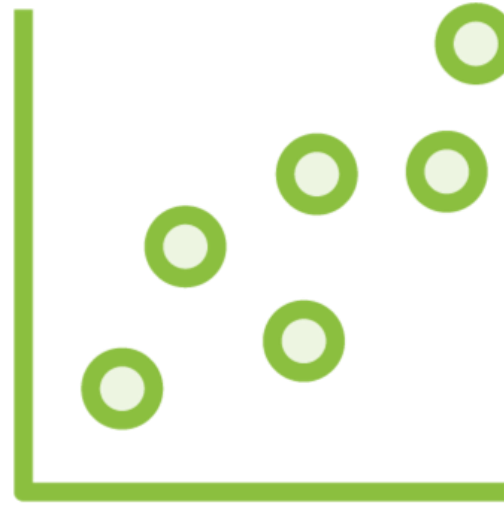
Discrete Cosine Transform



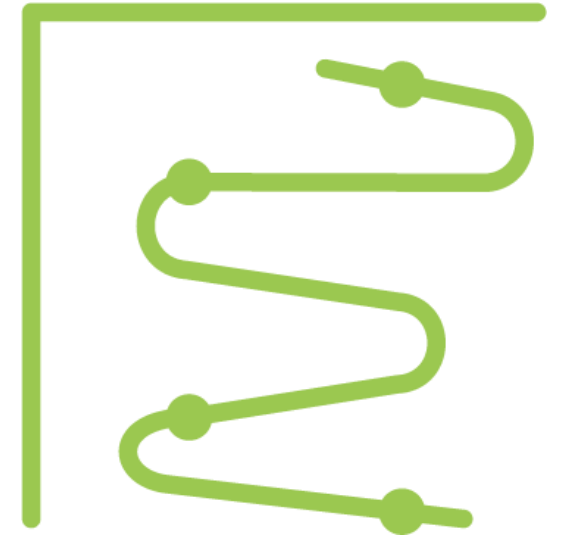
All of data,
especially audio



Dr. Nasir Ahmed
Credit: Jogfalls1947



ANY data series



DCT can
approximate
and compress



The Joint Photographic Experts Group

```
00100111010010101010101010010111001
1111010010100110101011100100101
0101101011110000101000101100100
10000101010100101010010101010
0100110101010010101010101010100
0101011001010101101010101011011
1101101011101011100010110101100
0110001110101110000111011000011
0111011010111010111010111010101
1001011010111100010101110101010
0101101110101011011100010100101
0010011101001010110101001011001
1111010010100110101011100100101
0101101011110000101000101100100
1000010101010010101001010101010
1001011010111100010101110101010
0101101110101011011100010100101
0010011101001010110101001011001
1111010010100110101011100100101
0101101011110000101000101100100
```

Apply DCT to images...

And you get JPEG

JPEGs have *lossy* compression

But with good compression choices, the difference can be imperceptible



Choosing an Image Format

- ~~Bitmap~~
 - ~~TIFF~~
 - ~~Compressed TIFF~~
- GIF
 - JPEG



Portable Network Graphics



The next format



PiNG



GIF
compression
(LZW) was
patented



RFC 2083

What is PiNG?

GIF 2.0

**Lossless
compression**

**Meaning that you
can save it over
and over again
without losing
information**



Animated GIFs



PNGs don't do
animation



Animated GIFs are
horrible



Don't use animated
GIFs (except maybe
for sharing memes)



Transparency

GIF and PNG can do
transparency, JPEG cannot

Transparency allows the color
of the parent layer to shine
through



When to Use JPEG



PNG in the case of illustrations



A judgment call in the case of photographs



The difference may not matter much in the case of a single image



Key Takeaways

1. Use PNG unless you're sure you need JPEG
2. JPEG Compression is lossy – don't use it for working copies
3. The file size between JPEG and PNG can add up



Demo



Create a brand new page for Bethany's Pie Shop

While keeping it consistent with the existing color scheme

Using a new background image

And working with transparency



The Asterisk to Our Image Formats



Credit: Steve Sherill

Raster

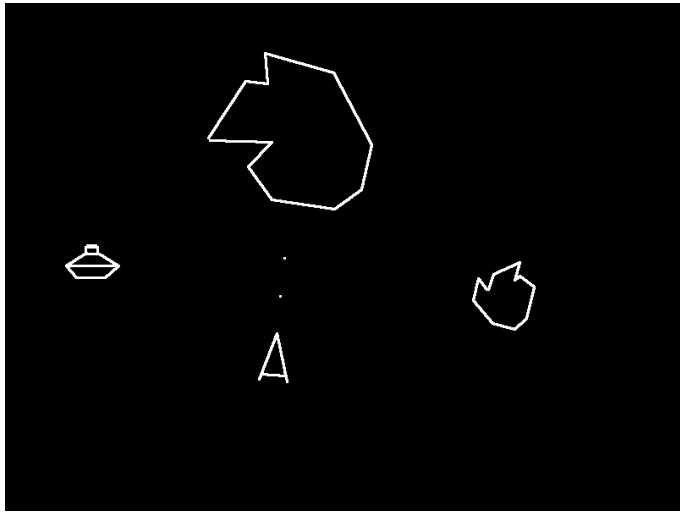
Rastrum - a rake used to draw musical staff lines

If we zoom in far enough on a raster image...

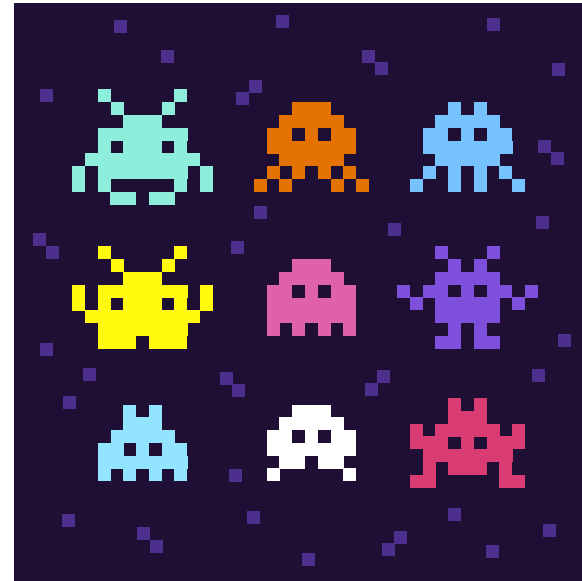
The image becomes deresolved



Vector Formats

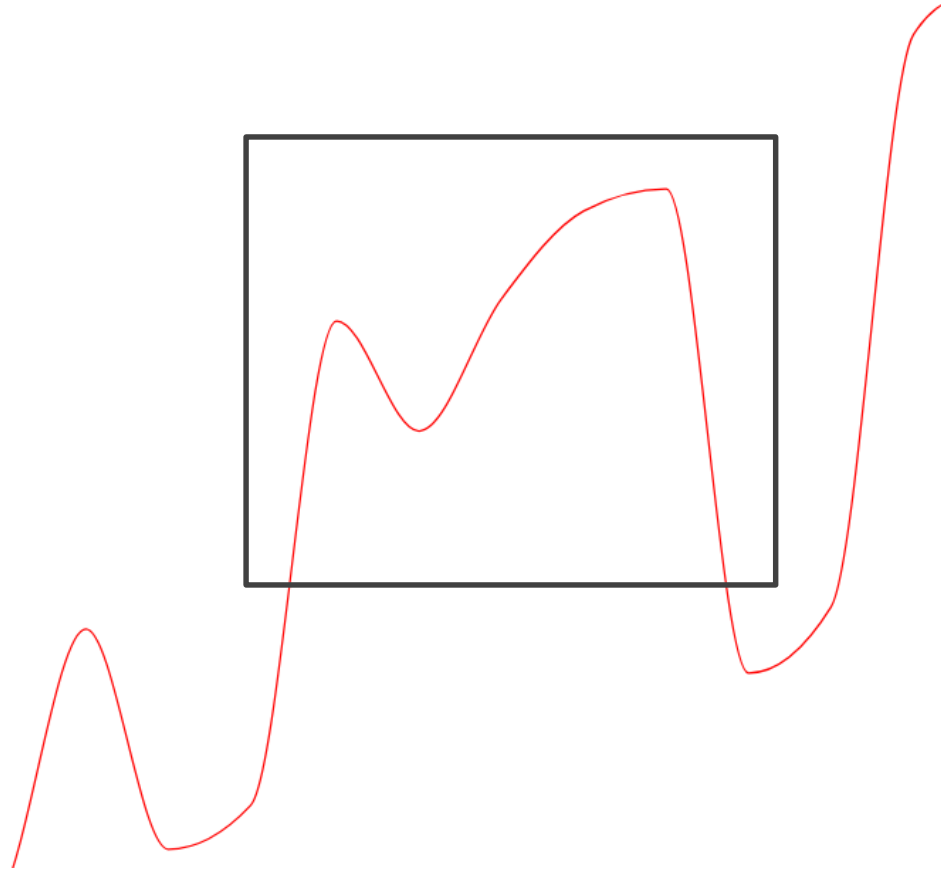


A scene rendered with vector instructions

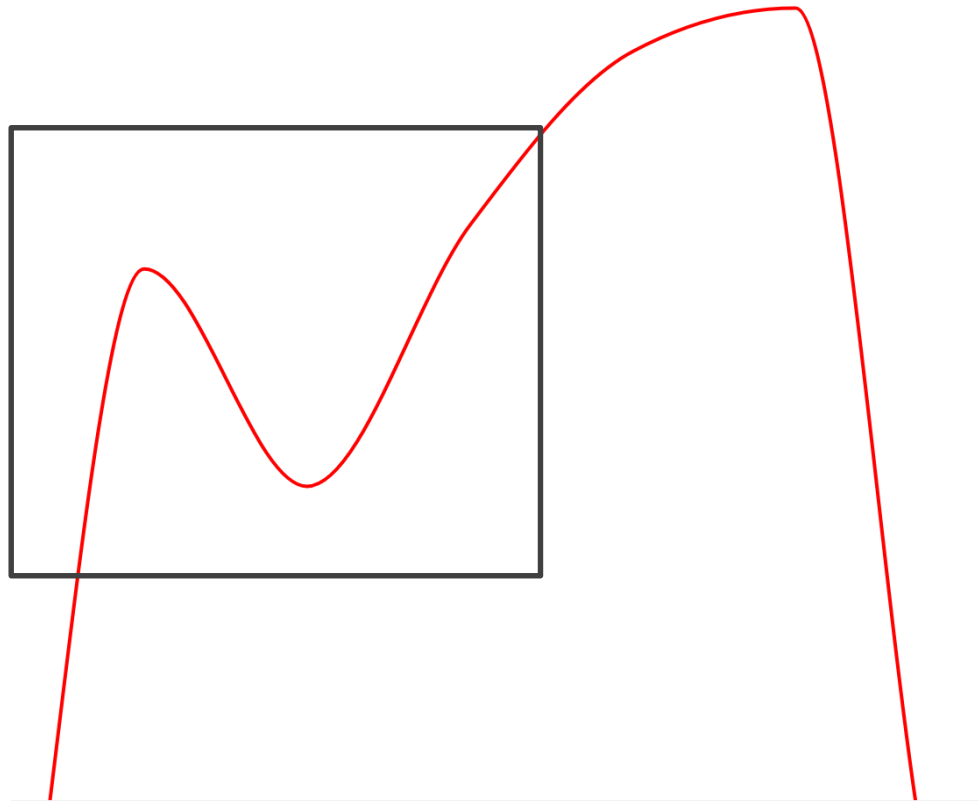


A raster graphic

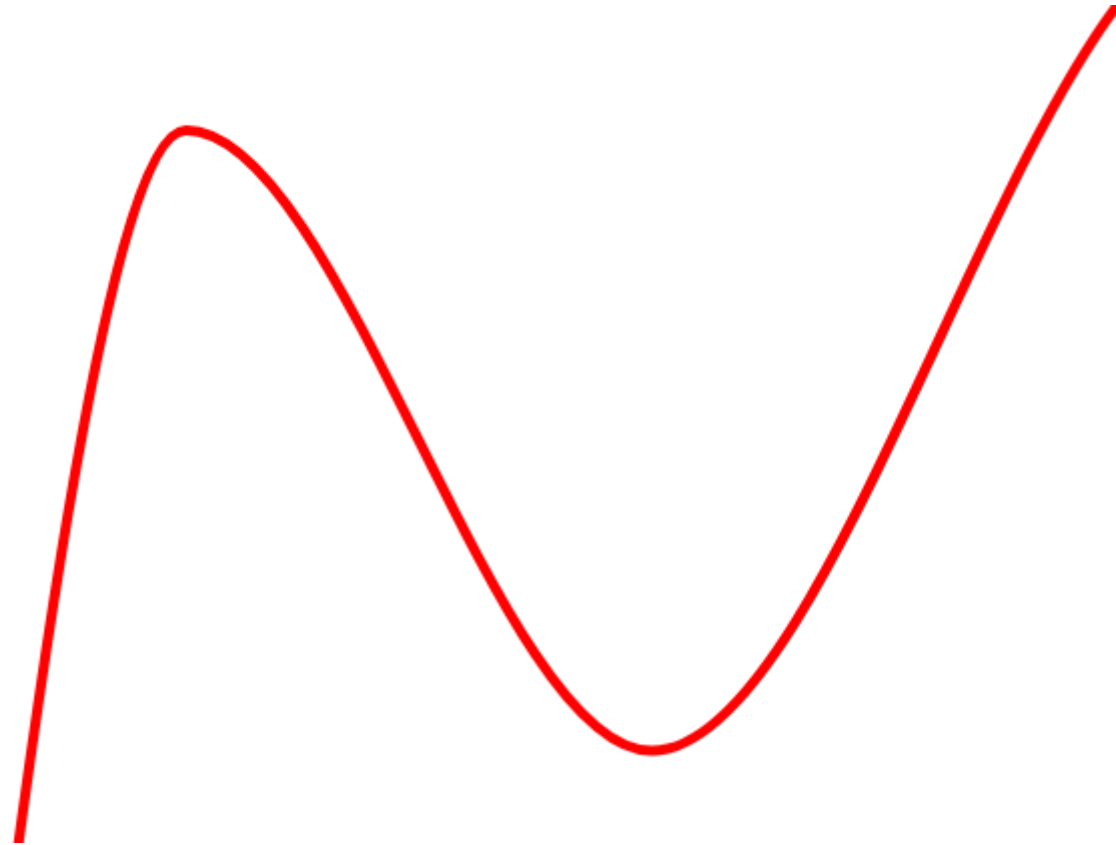
Vector



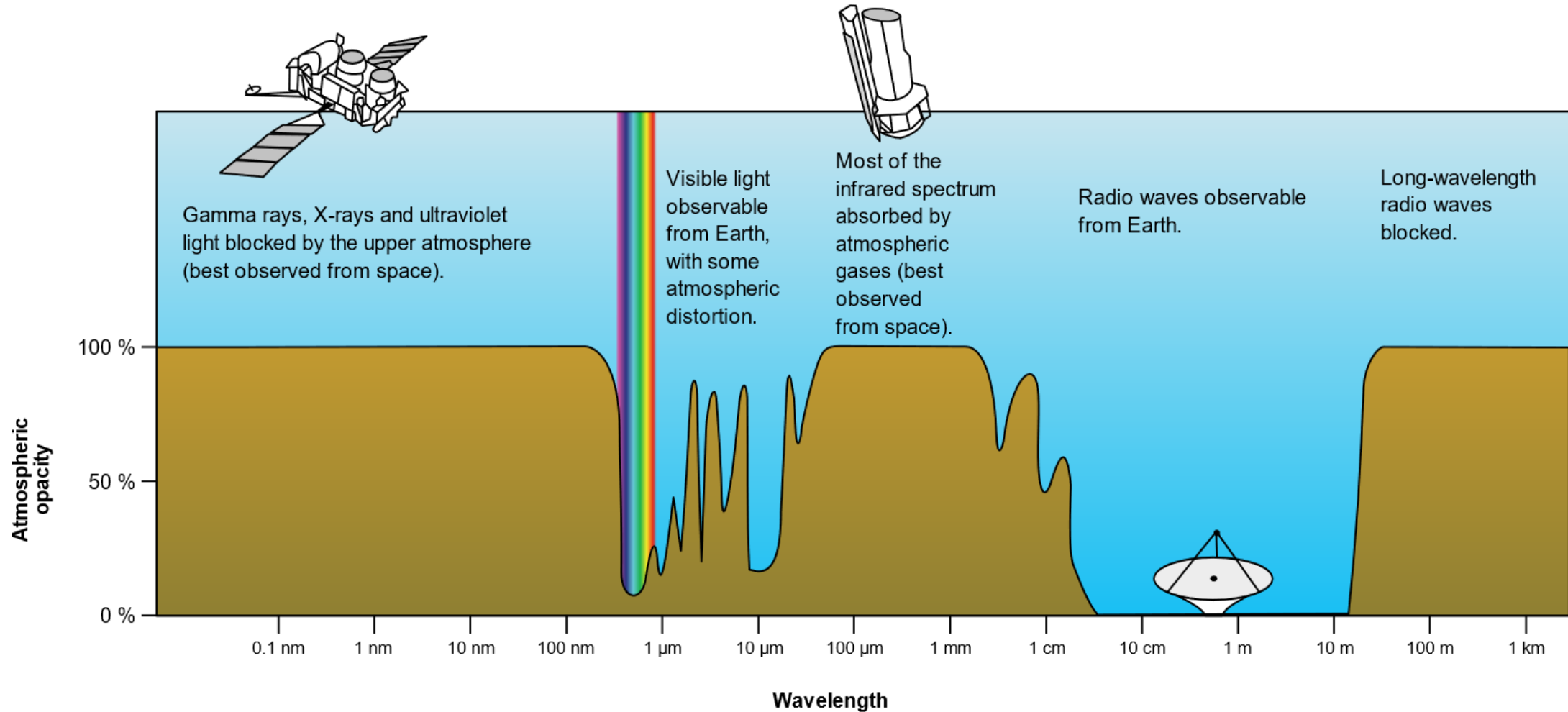
Vector - Zoomed



Vector - Zoomed Again



Scalable Vector Graphics



Credit: Nick84



The SVG File

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?><!-- Created with Inkscape  
(http://www.inkscape.org/) -->
```

```
<svg>
```

```
<defs id="defs1903">
```

```
<linearGradient
```

```
  id="linearGradient3549">
```

```
<stop
```

```
  st
```

<https://app.pluralsight.com/library/courses/d3-getting-started>

```
  offset="0"
```

```
  id="stop3551" />
```

```
<stop
```

```
  style="stop-color:#18bff3;stop-opacity:1;"
```

```
  offset="1"
```

```
  id="stop3553" />
```

```
</linearGradient>
```



Summary



Deepened our understanding of color

An exploration of the nature of images

Explored some useful image formats

- BMP
- TIFF
- GIF
- JPEG
- PNG

Put this knowledge into practice

Created a brand new image-driven page

An understanding of SVG

