
LOSSLESS IMAGE COMPRESSION

SUBMITTED TO PROF TWINKLE BHAVSAR

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CODE

```
function varargout = ImageCompression(varargin)

%GUI formation
gui_Singleton = 1;
gui_State = struct('gui_Name',       mfilename, ...
                  'gui_Singleton',   gui_Singleton, ...
                  'gui_OpeningFcn',   @ImageCompression_OpeningFcn, ...
                  'gui_OutputFcn',    @ImageCompression_OutputFcn, ...
                  'gui_LayoutFcn',    [] , ...
                  'gui_Callback',     []);

if nargin && ischar(varargin{1})
    gui_State.gui_Callback = str2func(varargin{1});
end

if nargout
    [varargout{1:nargout}] = gui_mainfcn(gui_State,
varargin{:});
else
    gui_mainfcn(gui_State, varargin{:});
end

function ImageCompression_OpeningFcn(hObject, event, handle,
varargin)

handle.output = hObject;

guidata(hObject, handle);
guidata(hObject, handle);

set(handle.axes3, 'visible', 'off')
set(handle.axes4, 'visible', 'off')

axis off
axis off
```

```

function varargout = ImageCompression_OutputFcn(hObject,
event, handle)

varargout{1} = handle.output;

function pushbutton1_Callback(hObject, event, handle)

global file_name;

%the program is sufficient to work with all types of
extension
file_name=uigetfile({'*.bmp;*.jpg;*.png;*.tiff;';'*. *'}, 'S
elect an Image File');
fileinfo = dir(file_name);
SIZE = fileinfo.bytes;
Size = SIZE/1024;

%displaying current size in the GUI
set(handle.text7, 'string',Size);

imshow(file_name, 'Parent', handle.axes3)

function pushbutton2_Callback(hObject, event, handle)

global file_name;
if(~ischar(file_name))
    errordlg('Please select Images first');
else
    I1 = imread(file_name);

    %masking the 1st frame
    I = I1(:, :, 1);
    I = im2double(I);
    %Discrete cosine transform matrix
    T = dctmtx(8);
    B = blkproc(I, [8 8], 'P1*x*P2', T, T');
    mask = [1    1    1    1    0    0    0    0
             1    1    1    0    0    0    0    0
             1    1    0    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];
B2 = blkproc(B,[8 8], 'P1.*x',mask);
I2 = blkproc(B2,[8 8], 'P1*x*P2',T',T);

```

%masking the 2nd frame

```

I = I1(:, :, 2);
I = im2double(I);
T = dctmtx(8);
B = blkproc(I,[8 8], 'P1*x*P2',T,T');
mask = [1    1    1    1    0    0    0    0
        1    1    1    0    0    0    0    0
        1    1    0    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];
B2 = blkproc(B,[8 8], 'P1.*x',mask);
I3 = blkproc(B2,[8 8], 'P1*x*P2',T',T);

```

%masking the 3rd frame

```

I = I1(:, :, 3);
I = im2double(I);
T = dctmtx(8);
B = blkproc(I,[8 8], 'P1*x*P2',T,T');
mask = [1    1    1    1    0    0    0    0
        1    1    1    0    0    0    0    0
        1    1    0    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];
B2 = blkproc(B,[8 8], 'P1.*x',mask);
I4 = blkproc(B2,[8 8], 'P1*x*P2',T',T);

```

%concatinating all 3 frames

```

L(:, :, :)=cat(3,I2, I3, I4);

```

```
%writing into the file
imwrite(L, 'CompressedColourImage.jpg');

fileinfo = dir('CompressedColourImage.jpg');

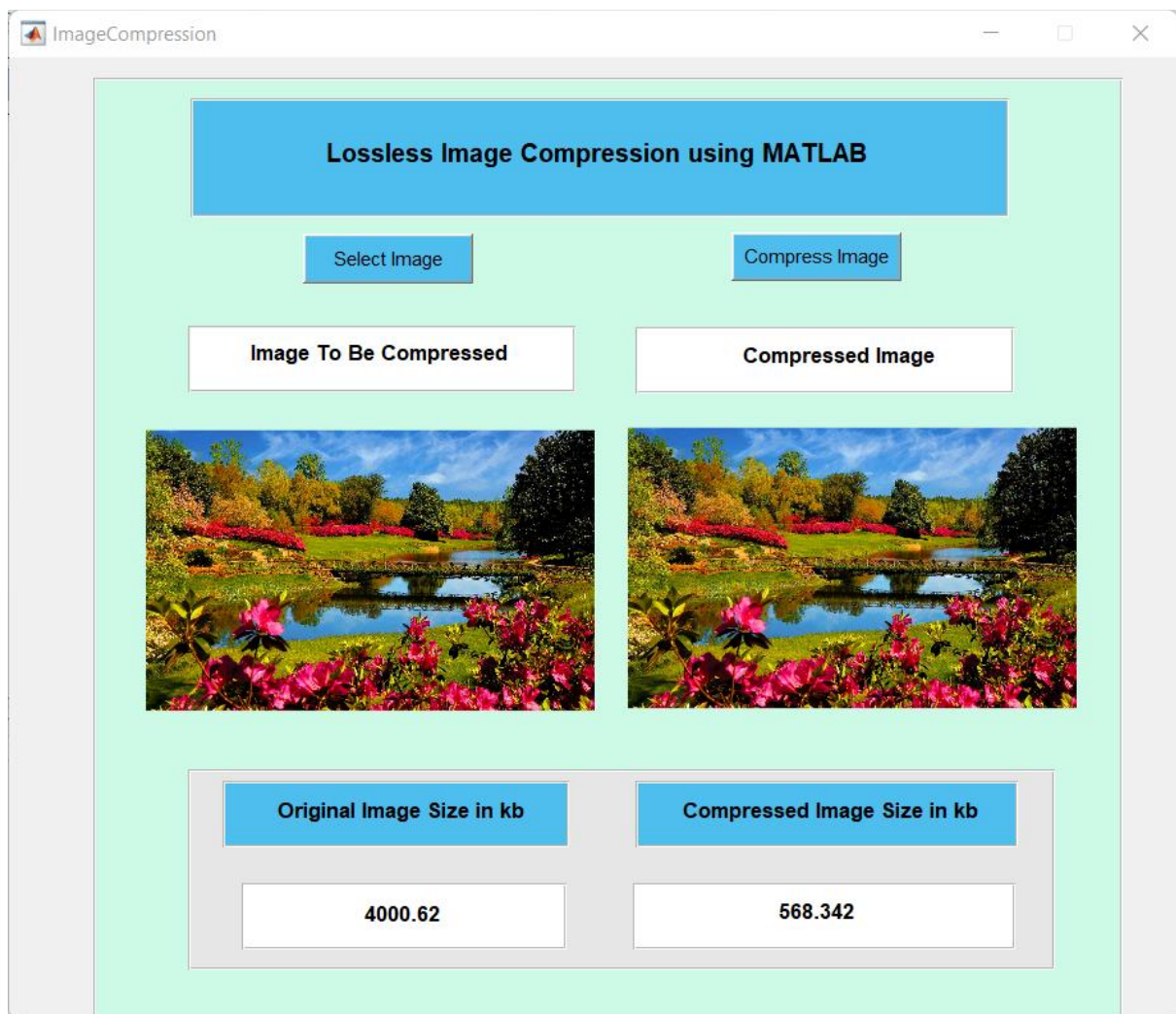
SIZE = fileinfo.bytes;
Size = SIZE/1024;

%displaying in the gui

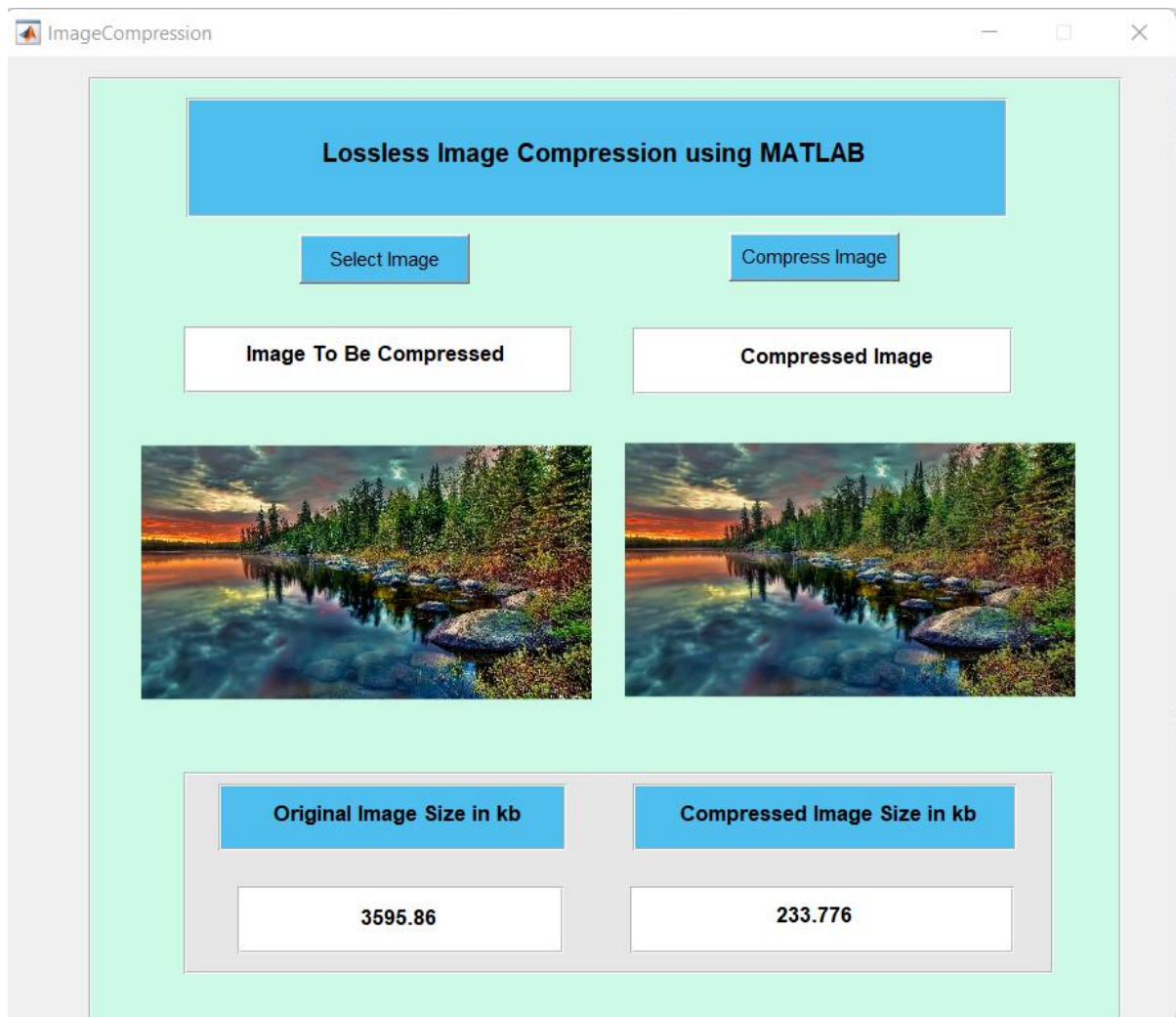
set(handle.text8, 'string', Size);
imshow(L, 'Parent', handle.axes4)
end
```

OUTUT

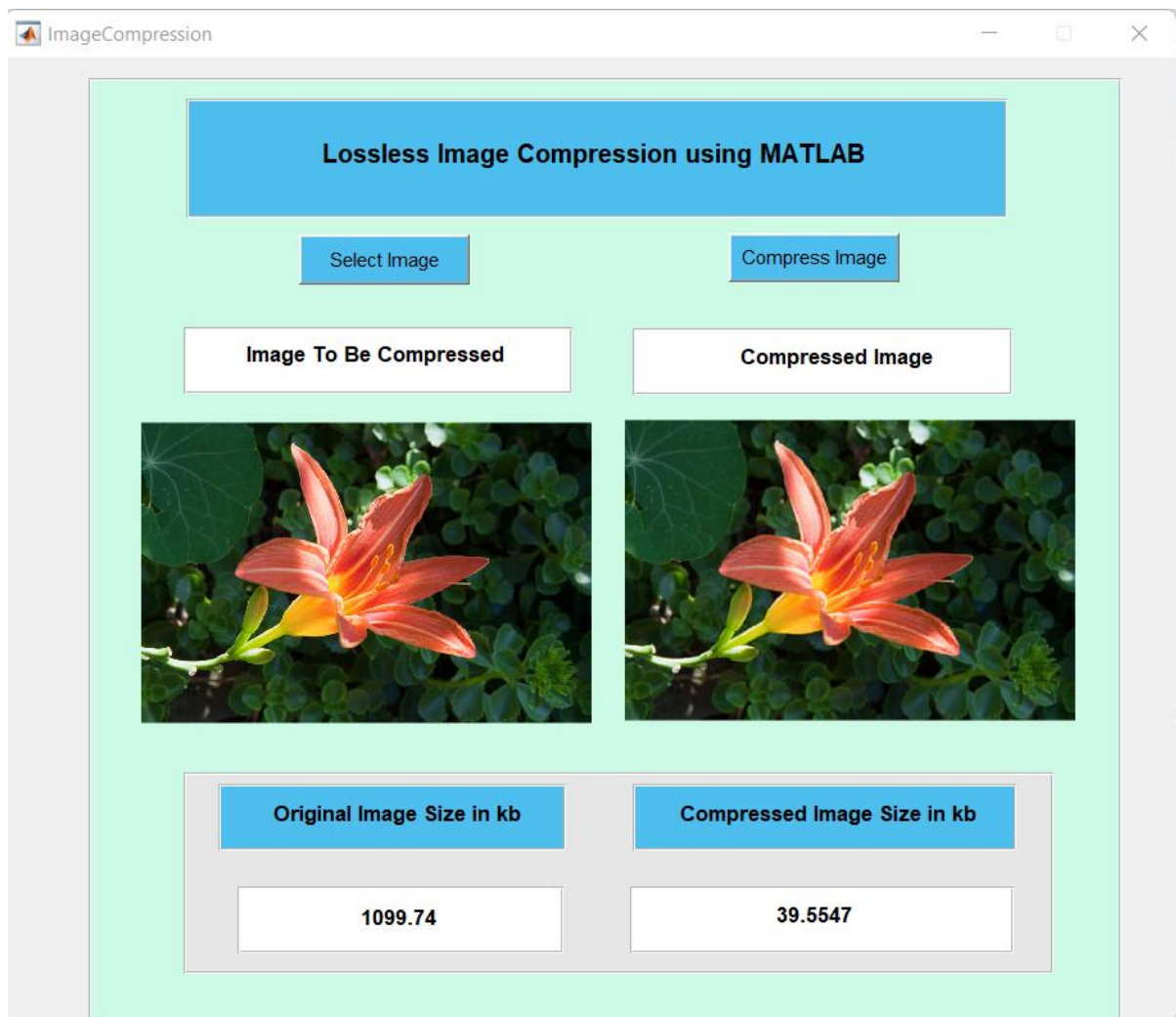
JPG



PNG



BMP



TIFF

Original:



Compressed:

