Image Types

Learn how to decode raw image data into pixel data using TensorFlow.

Chapter Goals:

- Decode raw byte data into usable pixel data
- Understand the relationship between channels and pixels

A. Decoding

We'll now decode the raw byte data into usable pixel data. The decoding function that we use depends on the format of the image. If the input is a PNG image then we use tf.image.decode_png, and if the input is a JPEG image we use tf.image.decode_jpeg. For generic decoding (i.e. decoding any image format), we use tf.image.decode_image.

Since tf.image.decode_image can decode any type of image, you might be wondering why we even bother with the other two decoding functions. One reason is that you may want to only use specific image formats, in which case it's more efficient and better for code clarity to just use the format-specific decoding function.

Another reason is that <code>tf.image.decode_image</code> supports GIF decoding, which results in an output shape of <code>(num_frames, height, width, channels)</code>. Since the function can return data with different shapes, we can't use <code>tf.image.decode_image</code> when we also need to resize the image with <code>tf.image.resize_images</code> (see next chapter).

B. Channels

In the previous chapter we discussed image interpretations. If we only pass in value as the required argument for one of the decoding functions, we're using the interpretation specified in the raw image data. Normally it's fine to do this, but sometimes we want to use a specific format for the pixels.

We can change the pixel format of the decoded image via the channels keyword argument

ncy word argument.

```
import tensorflow as tf
value = tf.read_file('image3.j)
with tf.Session() as sess:
    arr = sess.run(tf.image.decomprint(arr.shape)
    print(repr(arr))
```

As you can see, the channels argument represents the number of integers per pixel. The default value for channels is 0, which means the decoding function uses the interpretation specified from the raw data. Setting channels to 1 specifies a grayscale image, while setting channels to 3 specifies an RGB image. For PNG images we're also allowed to set channels to 4, corresponding to RGBA images. Setting channels to 2 is invalid.

Time to Code!

In this chapter we'll continue to work on the decode_image function from the previous chapter. The previous chapter's code is already filled in the function.

We decode value based on the image type. There are two image types, PNG and JPEG, that we will specifically check for.

Create an if...else code block, where the if condition checks that image_type equals 'png' and the elif condition checks that image_type equals 'jpeg'.

If the image type is PNG or JPEG we'll use the specific decoding function for the type. For all other image types (e.g. gif) or if the image type is unknown (image_type=None), we'll use the generic image decoding function.

Inside the if block, set decoded_image equal to the output of tf.image.decode_png with required argument value and keyword argument channels=channels.

Inside the elif block, set decoded_image equal to the output of tf.image.decode_jpeg with required argument value and keyword argument channels=channels.

Inside the else block, set decoded_image equal to the output of tf.image.decode_image with required argument value and keyword

argument channels=channels.

