Image compression using k-means clustering algorithm

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Digital Images

Images are represented by pixels and RGB values. Some cameras use up to 48bits to represent each pixel. 3×16 bits for each color 281.5 trillion colors mean a typical 20 megapixel image would require without any compression;

48bits
$$\times$$
 2 \cdot 10⁶ \approx 30megabytes

We do not need 281.5 trillion colors in most cases. Most of them are redundant.

Image processing and k-means

k-means can reduce and choose the colors to represent an image.

- Turn the colors used in image into a 2D array
- Use k-means on the array to form clusters
- Each cluster is now a color and we can now use k pixels to represent the image

Image processing examples:1

$$k = 20$$





Image processing examples:2

Grayscale image with k = 15 colors





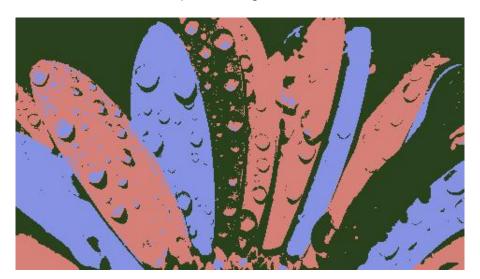
Effect of different k and under/over fitting

Original Image











Compressed Image with k=5, under fit for most situations









Compressed Image with k=50





Compressed Image with k=200



Compressed Image with k=200 and the original





Even with a k = 200, data required to represent each pixel reduces to 8 from 48

Original image is compressed to \approx %16 to its size.