

Digital Image Processing

Assignment – 1

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Q. 1)

**Implement the JPEG compression algorithm. JPEG uses the DCT Transform.
Create three versions of the algorithm:**

- 1) Using the standard DCT Transform**
- 2) Using Fourier Transform**
- 3) Using Wavelet Transform**

Compare the performance of the three versions after application of the compression scheme on an image. The comparison will be on the basis of the standard compression performance indices used.

(Paste your code and output in the file to be submitted)

Ans)

In JPEG compression, we do following steps :

Compression

- Take the input image.
- If image is RGB then transform it to YCBCR mode.
 - Y = Luminance
 - CB = Color Blueness
 - CR = Color Redness
- Apply downsampling to CB & CR matrix.
- Convert Image to 8 x 8 or 16 x 16 blocks.
- Change block range from [0 255] to [-127 128].

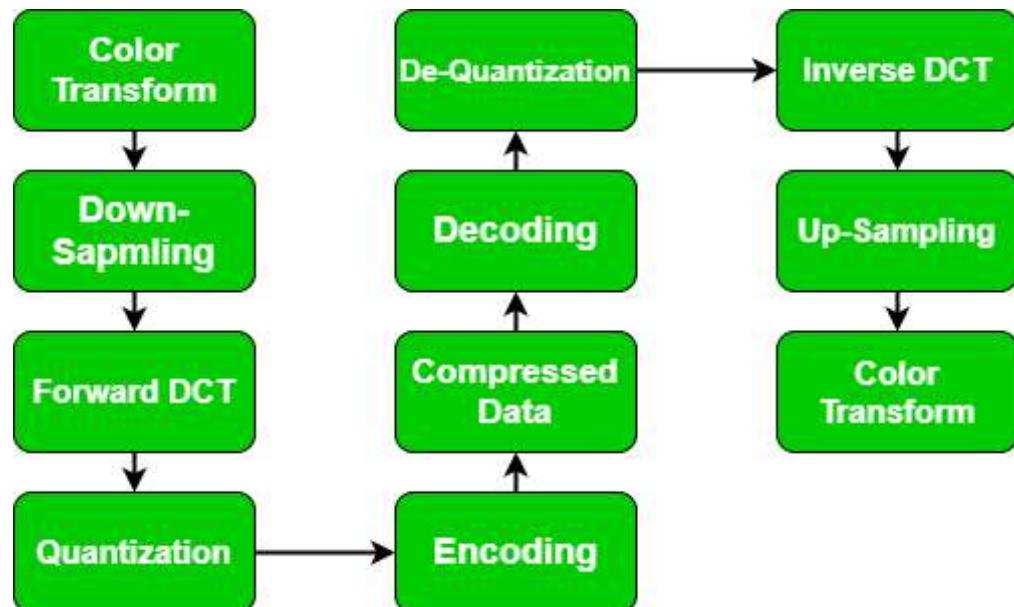
- Apply transform to blocks, such as
 - DCT (Discrete Cosine Transform)
 - FFT (Fast Fourier Transform)
- Do quantization of the blocks by dimensions.
- Do zigzag scanning & transform 8x8 block to 1x64 array.
- Do Entropy Encoding like
 - RLE (Run Length Encoding)
 - Huffman Encoding
- Now you will get the compressed format of the image.

Note :- Compressed format can be text file/binary file/matrix.

Decompression

- Take the compressed format of image.
- Perform Decoding on every array.
- Arrange array into zigzag patterned block.
- Do inverse quantization of the blocks by dimensions.
- Apply inverse transformation & change the range of block.
- Recreate the image from the blocks by dimensions.

Steps :



Code)

In [32]:

// Quantization

```
funcprot(0);

function q_block = quantize(iblock, channel, qf, enc)
/*
// @args
//     iblock = image block of size 8 x 8
//     channel = image channels if its RGB
//     qf = quality factor
//     enc = encoding boolean
//
// @returns
//     qblock = quantized block
//
// @description
//     Perform quantization or dequantization on the 8 x 8 block
//     of image & round off the resultant double matrix
*/
if ~exists('channel', 'local') then channel = 1; end
if ~exists('qf', 'local') then qf = 1; end
if ~exists('enc', 'local') then enc = %t; end

// Luminance Matrix
Qy = [16 11 10 16 24 40 51 61;
      12 12 14 19 26 28 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];

// Chrominance Matrix
Qc = [17 18 24 47 99 99 99 99;
      18 21 26 66 99 99 99 99;
      24 26 56 99 99 99 99 99;
      47 66 99 99 99 99 99 99;
      99 99 99 99 99 99 99 99;
      99 99 99 99 99 99 99 99;
      99 99 99 99 99 99 99 99;
      99 99 99 99 99 99 99 99];

Qy = Qy.*qf;
Qc = Qc.*qf;

if enc then
    if channel == 1 then
        q_block = round(iblock./Qy);
    else
        q_block = round(iblock./Qc);
    end
else
    if channel == 1 then
        q_block = iblock.*Qy;
```

```

        else
            q_block = iblock.*Qc;
        end
    end
endfunction

// zigzag scan

function arr = zigzag(block)
/*
// @args
//     block = 2D matrix of double / constant
//
// @returns
//     arr = 1D array / vector
//
// @description
//     pick elements from matrix block & save it in
// 1D array in linear format.
*/
[n_row, n_col] = size(block);
c_row = 1; c_idx = 1; c_col = 1;
arr = zeros(1, n_row * n_col);

while c_row <= n_row & c_col <= n_col
    if modulo(c_row + c_col, 2) == 0
        then
            if c_row == 1 & c_col <> n_col
                then
                    arr(c_idx) = block(c_row, c_col); // insert element
                    c_idx = c_idx + 1; // update index
                    c_col = c_col + 1; // right shift on 1st row

            elseif c_col == n_col & c_row <> n_row
                then
                    arr(c_idx) = block(c_row, c_col);
                    c_idx = c_idx + 1;
                    c_row = c_row + 1; // down shift on last col

            else
                arr(c_idx) = block(c_row, c_col);
                c_idx = c_idx + 1;
                c_row = c_row - 1; c_col = c_col + 1; // diagonal upward shift
            end

    else
        if c_col == 1 & c_row <> n_row
            then
                arr(c_idx) = block(c_row, c_col); // insert element
                c_idx = c_idx + 1; // update index
                c_row = c_row + 1; // down shift on 1st col

        elseif c_row == n_row & c_col <> n_col
            then
                arr(c_idx) = block(c_row, c_col);
                c_idx = c_idx + 1;

```

```

        c_col = c_col + 1; // right shift on last row

    else
        arr(c_idx) = block(c_row, c_col);
        c_idx = c_idx + 1;
        c_row = c_row + 1; c_col = c_col - 1; // diagonal downward shift
    end
end

if c_row == n_row & c_col == n_col then
    arr(c_idx) = block(c_row, c_col);
    break;
end
end

for i = 1:n_row*n_col
    if arr(i) <> 0 then
        c_idx = i;
    end
end
arr = arr(1:c_idx);
endfunction

// Inverse zigzag scan

function [block] = izigzag(arr, n_row, n_col)
/*
// @args
//     arr = 1D array / vector of size(1, n_row * n_col)
//     n_row = total no. of rows
//     n_col = total no. of cols
//
// @returns
//     block = 2D matrix of size(n_row, n_col)
//
// @description
//     pick elements from 1D zigzagged array & save it in
//     M x N matrix block.
*/
c_row = 1; c_idx = 1; c_col = 1;
block = zeros(n_row, n_col);
arr = resize_matrix(arr, 1, n_row*n_col);

while c_row <= n_row & c_col <= n_col
    if modulo(c_row + c_col, 2) == 0
        then
            if c_row == 1 & c_col < n_col
                then
                    block(c_row, c_col) = arr(c_idx); // insert element
                    c_idx = c_idx + 1; // update index
                    c_col = c_col + 1; // right shift

            elseif c_col == n_col & c_row < n_row
                then
                    block(c_row, c_col) = arr(c_idx)
                    c_idx = c_idx + 1;
                    c_row = c_row + 1; // down shift
    end
end

```

```

    else
        block(c_row, c_col) = arr(c_idx)
        c_idx = c_idx + 1;
        c_row = c_row - 1; c_col = c_col + 1; // diagonal upward shift
    end

    else
        if c_col == 1 & c_row <> n_row
            then
                block(c_row, c_col) = arr(c_idx); // insert element
                c_idx = c_idx + 1; // update index
                c_row = c_row + 1; // down shift on 1st col

        elseif c_row == n_row & c_col < n_col
            then
                block(c_row, c_col) = arr(c_idx);
                c_idx = c_idx + 1;
                c_col = c_col + 1; // right shift on last row

        else
            block(c_row, c_col) = arr(c_idx);
            c_idx = c_idx + 1;
            c_row = c_row + 1; c_col = c_col - 1; // diagonal downward shift
        end
    end

    if c_row == n_row & c_col == n_col then
        block(c_row, c_col) = arr(c_idx);
        break;
    end
end
endfunction

```

// run length encoding

```

function out = rle(vec, enc)
    len = length(vec);
    counter=0;  out = []; i=1;

    if enc then
        while i <= len
            if vec(i) == 0
                while vec(i) == 0
                    counter=counter+1;
                    i=i+1;
                if i > len  break; end
            end
            out = [out 0 counter];
            counter=0;
        else
            out = [out vec(i)];
            i=i+1;
        end
    end
else
    while i<=len

```

```

        if vec(i)==0
            out = [out zeros(1,vec(i+1))];
            i = i + 2;
        else
            out = [out vec(i)];
            i=i+1;
        end
    end
endfunction

// compress

function [img, br, bc, d] = padding(I)
    [r c d] = size(I);
    br = r/8;
    bc = c/8;
    if br <> int(br) then
        br = ceil(br);
    end
    if bc <> int(bc) then
        bc = ceil(bc);
    end
    r = 8*br;
    c = 8*bc;
    for i = 1:d      // zero padding if required
        img(:,:,:,i) = resize_matrix(I(:,:,:,i), r, c);
    end
endfunction

function [arr, len] = compress(I, func)
    [img br bc d] = padding(I);

    if d > 1 then // channel conversion
        img = rgb2ycbcr(img);
        // Chrominance downsampling
        for i = 2:3
            img(:,:,:i) = 2 * round(img(:,:,:i)./2);
        end
    end

    for k = 1:d
        for i = 1:br
            for j = 1:bc
                ib = double(img(i*8-7:i*8, j*8-7:j*8, k)) - 128;
                t_b = func(ib);
                zcoef = rle(zigzag(quantize(t_b, k)), %t);
                arr{i,j} = zcoef;
            end
        end
    end
    len = 0;
    for i = 1:br
        for j = 1:bc
            len = len + length(arr{i,j});
        end
    end
end

```

```

endfunction

// Decompression

function img = decompress(comp, br, bc, d, func)
    img = zeros(8*br, 8*bc, d, 'uint8');
    dc_ant = 0;
    for k = 1:d
        for i = 1:br
            for j = 1:bc
                zcoef = rle(comp{i,j}, enc = %f);
                iz = izigzag(zcoef, 8, 8);
                iq_b = quantize(iz, channel = c, enc = %f);
                ib = func(iq_b) + 128;
                img(i*8-7:i*8, j*8-7:j*8, k) = real(ib);
            end
        end
    end
endfunction

// Compression Parameters

function [mse, psnr] = compression_params(oi, ci)
/*
    // @inputs
    //      oi = Original Image Data
    //      ci = Compressed Image Data
    //
    // @returns
    //      mse = Mean Square Error
    //      psnr = Peak Signal to Noise Ratio
    //
    //
    //      for better compression / reconstruction of image
    //      1. mse should be low.
    //      2. psnr should be high.
    //
*/
    oi = double(oi);
    ci = double(ci);
    [h,w] = size(oi);

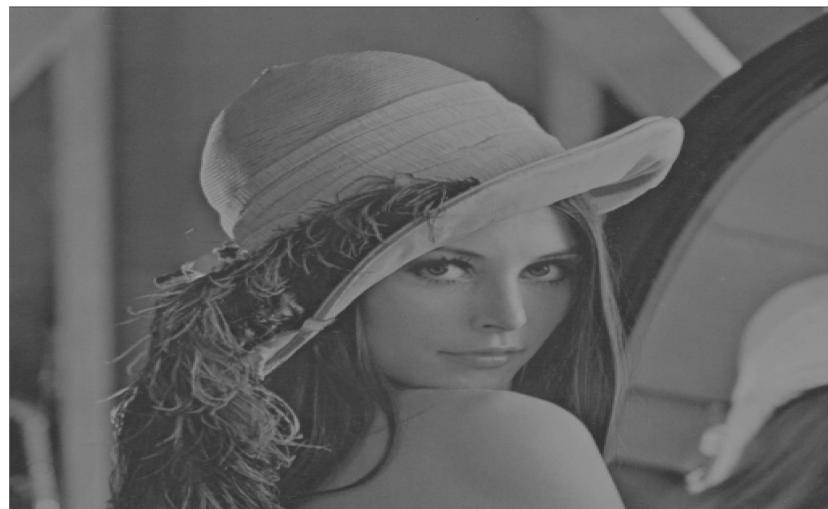
    mse = (sum((oi - ci).^2)/(h*w))^0.5;
    psnr = 20 * log10(255/mse);
endfunction

```

```
In [33]: // testing

img = imread(fullfile(getIPCVpath() + 'images/Lena_dark.png'));
[r c d] = size(img);
title('Original Image'), imshow(img);
```

Original Image



1. DCT Compression Simulation

```
In [ ]: // 1. DCT Compression Simulation

[comp_arr, tpix] = compress(img, dct);
img1 = decompress(comp_arr, ceil(r/8), ceil(c/8), d, idct);
```

```
In [34]: [m1 p1] = compression_params(img, img1);
c1 = prod(size(img))/tpix;
```

```
In [52]: printf(" DCT Compression Ratio \t\t: %.2f", c1);
printf(" Redundancy\t\t\t: %.2f", 1 - (1/c1));
printf(" Mean Square Root Error \t: %.2f", m1);
printf(" Peak Signal to Noise Ratio \t: %.2f db", p1);
```

DCT Compression Ratio	: 9.44
Redundancy	: 0.89
Mean Square Root Error	: 12.51
Peak Signal to Noise Ratio	: 26.19 db

```
In [36]: title('DCT reconstructed Image'),imshow(img1);
```

DCT reconstructed Image



2. FFT Compression Simulation

```
In [37]: // 2. FFT Compression Simulation
```

```
[comp_ar1, tpx1] = compress(img, fft);
img2 = decompress(comp_ar1, ceil(r/8), ceil(c/8), d, ifft);
```

```
In [38]: [m2 p2] = compression_params(img, img2);
c2 = prod(size(img))/tpx1;
```

```
In [51]: printf(" FFT Compression Ratio \t\t: %.2f", c2);
printf(" Redundancy\t\t\t: %.2f", 1 - (1/c2));
printf(" Mean Square Root Error \t: %.2f", m2);
printf(" Peak Signal to Noise Ratio \t: %.2f db", p2);
```

FFT Compression Ratio	: 2.06
Redundancy	: 0.51
Mean Square Root Error	: 9.82
Peak Signal to Noise Ratio	: 28.29 db

```
In [40]: title('FFT reconstructed Image'),imshow(img2);
```

FFT reconstructed Image



3. Wavelet Compression Simulation

In [142]: // 3. DWT Compress

```
function [CA] = wave_compress(img, r, c, level)
    i1 = double(img);
    CA = zeros(r, c, 'uint8');

    for i = 1:level
        s = std(i1(:));
        [ca ch cv cd] = dwt2(i1, 'haar');
        ca(ca < s) = 0;
        ch(ch < s) = 0;
        cv(cv < s) = 0;
        cd(cd < s) = 0;

        i1 = ca;
        CA(1:r/(2^i), 1:c/(2^i)) = ca;
        CA((1 + r/(2^i)):r/(2^(i-1)), 1:c/(2^i)) = cv;
        CA(1:r/(2^i), (1+ c/(2^i)) : c/(2^(i-1))) = ch;
        CA((1+ r/(2^i)):r/(2^(i-1)), (1+ c/(2^i)) : c/(2^(i-1))) = cd;
    end
/*
CAA = CA;
for i = level:-1:1
    ca = CAA(1:r/(2^i), 1:c/(2^i));
    cv = CAA((1 + r/(2^i)):r/(2^(i-1)), 1:c/(2^i));
    ch = CAA(1:r/(2^i), (1+ c/(2^i)) : c/(2^(i-1)));
    cd = CAA((1+ r/(2^i)):r/(2^(i-1)), (1+ c/(2^i)) : c/(2^(i-1)));

    i1 = idwt2(ca, ch, cv, cd, 'haar');
    CAA(1:r/2^(i-1), 1:c/2^(i-1)) = i1;
end

[m p] = compression_params(img,i1);*/
c = nnz(img)/(nnz(CA));
title('Decomposite Image at level ' + string(level)), imshow(CA);
printf("\n Decomposition Level \t\t: %d", level);
printf("\n DWT Compression Ratio \t\t: %.2f", c);
printf("\n Redundancy\t\t\t: %.2f", 1 - (1/c));
endfunction
```

```
In [143]: A1 = wave_compress(img, r, c, 1);
```

```
Decomposition Level      : 1
DWT Compression Ratio   : 3.99
Redundancy                : 0.75
```

Decomposite Image at level 1



```
In [146]: A2 = wave_compress(img, r, c, 2);
```

```
Decomposition Level      : 2
DWT Compression Ratio   : 15.47
Redundancy                : 0.94
```

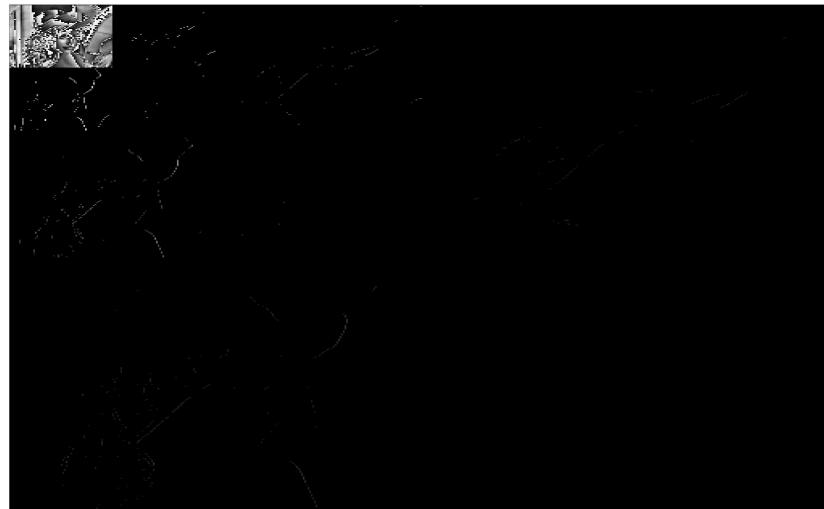
Decomposite Image at level 2



```
In [145]: A3 = wave_compress(img, r, c, 3);
```

```
Decomposition Level      : 3
DWT Compression Ratio   : 53.76
Redundancy                : 0.98
```

Decomposite Image at level 3



Q2)

Refer to the paper Sarma, Rituparna, and Yogesh Kumar Gupta. "A comparative study of new and existing segmentation techniques." IOP Conference Series: Materials Science and Engineering. Vol. 1022. No. 1. IOP Publishing, 2021. It presents a number of image segmentation techniques; select any of these and describe the working of the algorithm. Implement and apply the algorithm on an image.

(Paste your code and output in the file to be submitted)

Ans)

[Segmentation Technique : Otsu Thresholding](#)

[Otsu's method:](#)

Otsu's thresholding technique is a classification-based method which searches for the threshold that minimizes the intra-class variance, defined as a weighted sum of variances of the two classes. It is the most popular method of binarizing a grayscale image. Otsu's algorithms simply assume that a grayscale image consists of two types of pixels. Foreground and background pixels. It divides all the pixels into two clusters. It minimises the intra-cluster variation by maximising the inter-cluster variance. Finally, it returns a single intensity value which is called a threshold value. This threshold value divides the two clusters of pixels. All pixels of one cluster are assigned intensity value 0 and pixels of the second cluster are assigned value 1. Thus, it binarises the grayscale image.

Otsu's Method

- Otsu's thresholding method is based on selecting the lowest point *between* two *classes* (peaks).
- Frequency and Mean value:
 - Frequency: $\omega = \sum_{i=0}^T P(i)$ $P(i) = n_i / N$ N: total pixel number
 - Mean: $\mu = \sum_{i=0}^T iP(i) / \omega$ n_i : number of pixels in level i
- Analysis of variance (variance=standard deviation²)
 - Total variance:

$$\sigma_t^2 = \sum_{i=0}^T (i - \mu)^2 P(i)$$

Otsu's Method (cont'd)

- **Drawbacks of the Otsu's method**

- The method assumes that the histogram of the image is bimodal (i.e., two classes).
- The method breaks down when the two classes are very unequal (i.e., the classes have very different sizes)
 - In this case, σ_B^2 may have two maxima.
 - The correct maximum is not necessarily the global one.
- The method does not work well with variable illumination.

Code)

```
In [1]: // Otsu Thresholding Function

function level = otsu_threshold(I)

// Calculate Otsu's Global threshold value
//
// @args
//   I : Source Image
//
// @returns
//   level : Otsu's threshold value
//
// @description
//   The function uses Otsu's method, which chooses the threshold to
//   minimize the intraclass variance of the black and white pixels.
//   If the image is RGB convert it to grayscale

sz = size(I);
if (length(sz)==3)
    I = rgb2gray(I);
end

// Calculation of the normalized histogram
n = 256;
h = imhist(I(:), n);
h = h/(length(I(:)) + 1);

// Calculation of the cumulated histogram and the mean values
w = cumsum(h);
mu = zeros(n, 1);
mu(1) = h(1);
for i=2:n
    mu(i) = mu(i-1) + i*h(i);
end

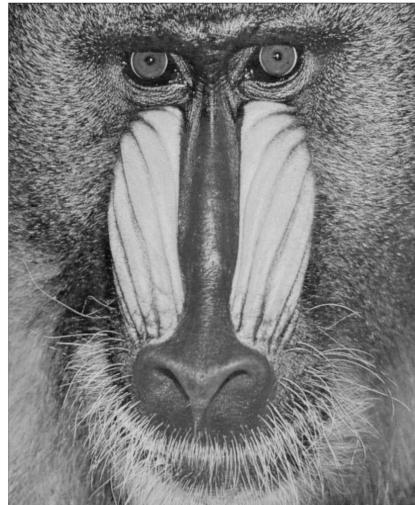
// Initialisation of the values used for the threshold calculation
level = find (h > 0, 1);
w0 = w(level);
w1 = 1-w0;
mu0 = mu(level)/w0;
mu1 = (mu($)-mu(level))/w1;
maxval = w0*w1*(mu1-mu0)*(mu1-mu0);

// For each step of the histogram
// calculation of the threshold and storing of the maximum
for i = find (h > 0)
    w0 = w(i);
    w1 = 1-w0;
    mu0 = mu(i)/w0;
    mu1 = (mu($)-mu(i))/w1;
    s = w0*w1*(mu1-mu0)*(mu1-mu0);
    if (s > maxval)
        maxval = s;
        level = i;
    end
end
```

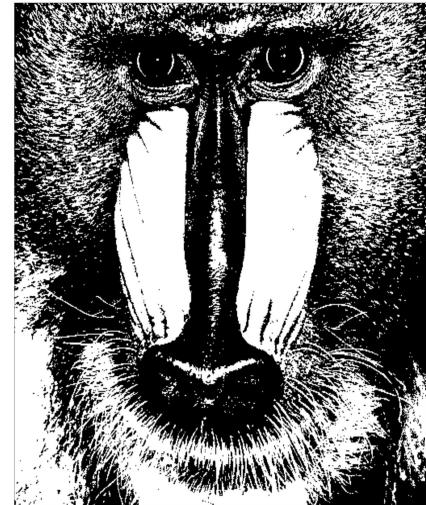
```
// Normalisation of the threshold  
level = level/n;  
endfunction
```

```
In [5]: // Testing  
  
img = imread(fullfile(getIPCVpath() + 'images/baboon.png'));  
img = rgb2gray(img);  
subplot(121), title('Original Image'), imshow(img);  
  
th = otsu_threshold(img);  
bw = im2bw(img, th);  
subplot(122), title('Thresholding by Otsu''s method at T =' + string(th*256));  
imshow(bw);
```

Original Image



Thresholding by Otsu's method at T =129



Q3)

Refer to any recent research publication on low pass/high pass filtering on images.

Describe the algorithm used. Present an analysis of the same and enumerate its strength and weaknesses.

Extra points for implementing the algorithm used. Papers can be found at [Google Scholar](#).

Ans)

Paper Name :

Satpathy, S. K., Panda, S., Nagwanshi, K. K., & Arbil, C. (2010). Image restoration in non-linear filtering domain using MDB approach. World Academy of Science, Engineering and Technology, 37, 761-765

Technique :

Image Restoration in Non-Linear Filtering Domain

using MDB (MinMax Detector Based) approach

Proposed Algorithm :

Step 1. Take corrupted image (X).

Step 2. Take a 3 x 3 window (W).

Let the center pixel be the test pixel.

Step 3. Shift the window row wise then column wise

to cover the entire pixel in the image & repeat Step4 and Step5.

Step 4. If (test pixel <= min) OR (test pixel >= max)

then the test pixel is corrupted.

Step 5. If the test pixel is corrupted apply median

filter to the test filter in the window W.

Step 6. Stop.

Strength :

- Good impulse noise attenuation
- A little faster approach from standard median filter
- Stable results

Weakness :

- Not affective to other noises
- Lost of information on some images

Code)

```
In [147]: // mdb (MinMax Based Detector) filter

// Original Image
grayImg = rgb2gray(imread('penguins.jpg'));
subplot(221), title("Original Image"), imshow(grayImg);
mini = min(grayImg(:));
maxi = max(grayImg(:));

f = 0.5;

// Noised Image
d_im = imnoise(grayImg, 'salt & pepper', f);
subplot(222), title("Padded " + string(f*100) + "% Noisy Image"), imshow(d_im);

// algorithm
[r c] = size(d_im);
img1 = zeros(r+2, c+2, 'uint8');
img1(2:r+1, 2:c+1) = d_im(:, :);

// border padded image
img1(1, 1) = d_im(1, 1);
img1(r+2, 1) = d_im(r, 1);
img1(1, c+2) = d_im(1, c);
img1(r+2, c+2) = d_im(r, c);

img1(2:r+1, 1) = d_im(:, 1);
img1(2:r+1, c+2) = d_im(:, c);
img1(1, 2:c+1) = d_im(1, :);
img1(r+2, 2:c+1) = d_im(r, :);

subplot(223), title("Median Filtered Image"), imshow(immedian(d_im, 3));

for i = 2:r+1
    for j = 2:c+1
        if img1(i,j) <= mini || img1(i,j) >= maxi then
            img1(i,j) = gsort(img1(i-1:i+1, j-1:j+1))(5);
        end
    end
end

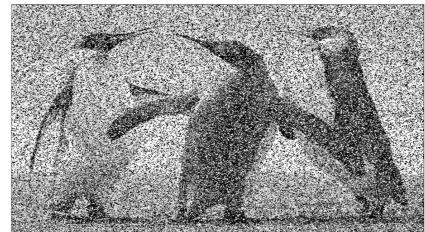
subplot(224), title("Denoised Image using mdb filter"), imshow(img1(2:r+1, 2:c+1))
```



Original Image



Padded 50% Noisy Image



Median Filtered Image



Denoised Image using mdb filter



Thank You