# Lossless JPEG Image Compression

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# Algorithm

Consists of 2 Stages:

### • Prediction Stage

- 1) 3 arrays corresponding to the RGB components are constructed respectively from the original image.
- 2) Another 3 arrays are constructed from the original image using the following pixel prediction scheme (A + (B C) / 2) (Gave the best result out of the 7 available schemes).
- 3) The predicted 3 arrays are subtracted from the original 3 arrays and stored in another 3 arrays corresponding to the difference between the original and the predicted image.

### • Encoding Stage

The 3 difference arrays are encoded using the Huffman Coding Scheme.

# Code Structure

Is similar to a C program where it consists of the following functions:

### main

Scans the original image and generates both the predicted and difference images then invokes the remaining functions to perform the encoding stage.

### • build\_huffman

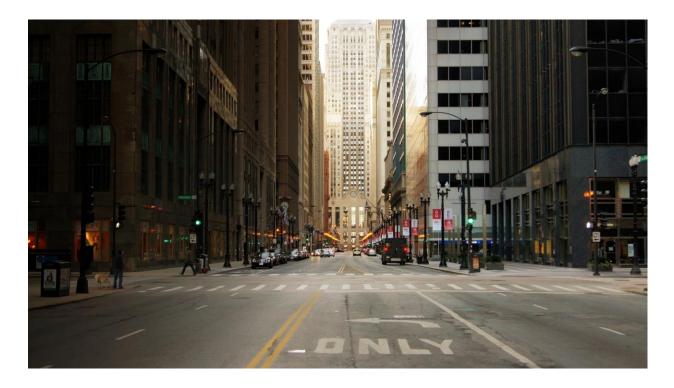
Constructs a Huffman tree from a given histogram.

### traverse

Traverses a given Huffman tree to produce the count of bits of the compressed image.

# Example

## **Original Image**



**Compression Ratio = 3.8467**