

## Lecture 5 – Image Compression

### Administrative

- HW2 due now
- Quiz #1 – Wednesday, Oct. 14, 2015
  - ❖ Plan on 60-75 minutes

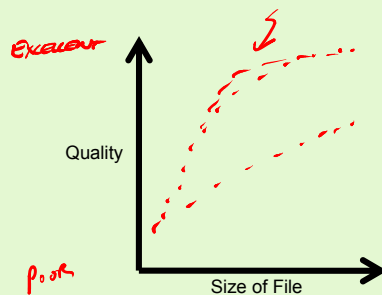
## Image Compression Usage / Observation

	JPG	TIF	PNG	GIF	BMP	EPS SVG
Lossless		✓	✓	?	✓	Vector (vs. raster)

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## Image exploration

- <http://www.cs.pdx.edu/~wuchi/Teaching/410/Image>
- Take a look at each set
  - ✦ Examine: ONE of {Car, Lion, Hood} and PSU logo
  - ✦ Graph



- Is there a knee in the curve?
- When does JPEG / GIF do better?
- When they start to become unacceptable, how does it manifest itself?
- Is one preferred over the other?

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## Images



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PPM - simpler version of TIFF

Portable Pixmap Format

Mostly UNIX/LINUX thing

Netpbm libraries

Cygwin →

- full color

16x16



P6 in  
16 16 in  
255 in

HEX: FF0000FF0000 ...

Color: "PPM"

P6\nXsize Ysize\n 255\n[Xsize\*Ysize RGB values]...

Grayscale: "PGM"

P5\nXsize Ysize\n 255\n[Xsize\*Ysize gray values]...

1/3 size of RGB

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## GIF

"JIF" pronounced

Introduced in late 1980's to compress digital images

8-bit <sup>indexed</sup> color

supports interlacing + transparent colors

Use LZW compression

Every "pixel" points to an entry that is 24-bits

→ pixels

[0-255][0-255][0-255]

GIF extremely good w/ logos (limited color)  
not so good for "real" images

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## GIF

### □ Progressive scan

- ❖ Multiple scans – low detail to high detail

### □ Animation – ~~EXTENSION~~

- ❖ Multiple images that are displayed in a row

### □ Transparent colors

- ❖ Can have backgrounds that are transparent:



XT  
XT  
XT  
XT  
XT

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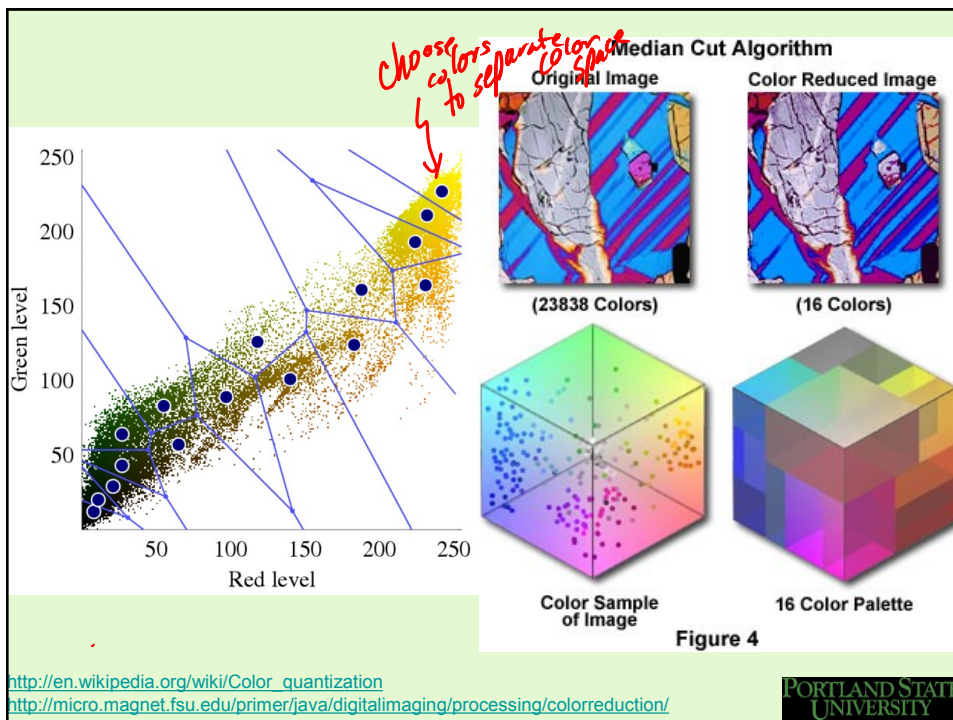
## Reducing Color

*GH requires 256 colors max.*

*If we have 30000 colors how do we get to 256?*

- ) Choose colors (subset of 30000)*  
*↑*  
*\* may not be exactly in original*
- ) Dithering - creates an illusion of more colors*

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## GIF Format

byte#	hexadecimal	text or	Meaning
(hex)	value	value	
0:	47 49 46		
	38 39 61	GIF89a	Header
			Logical Screen Descriptor
6:	03 00	3	- logical screen width in pixels
8:	05 00	5	- logical screen height in pixels
A:	F7		- GCT follows for 256 colors with
		resolution 3 x 8 bits/primary	
B:	00	0	- background color #0
C:	00		- default pixel aspect ratio
		R G B	Global Color Table
D:	00 00 00	0 0 0	- color #0 black
10:	80 00 00	128 0 0	- color #1
:			:
85:	00 00 00	0 0 0	- color #40 black
:			:
30A:	FF FF FF	255 255 255	- color #255 white

*actual color of 1*

1	1	1	1	1	1
1	2	2	2	1	1

## GIF Format

byte# (hex)	hexadecimal value	text or value	Meaning
...			
30D:	21 F9		Graphic Control Extension
30F:	04	4	- 4 bytes of GCE data follow
310:	01		- there is a transparent background color
311:	00 00		- delay for animation: not used
313:	10	16	- color #16 is transparent
314:	00		- end of GCE block
315:	2C		Image Descriptor
316:	00 00 00 00	(0,0)	- NW corner position of image in logical screen
31A:	03 00 05 00	(3,5)	- image width and height in pixels
31E:	00		- no local color table
31F:	08	8	Start of image - LZW minimum code size
320:	0B	11	- 11 bytes of LZW encoded image data follow
321:	00 51 FC 1B 28 70 A0 C1 83 01 01		
32C:	00		- end of image data
32D:	3B		GIF file terminator

## PNG

1996 - grassroots effort to create a better GIF

1995 - dot com

GIF/JPG in HTML

CompuServe/Burroughs/Unisys had patent on GIF

GIF limitations

- 256 colors
- patent problem

PNG - allows 24-bit color (full color)

can choose reduced color or not

Grayscale, RGB, Indexed RGB, alpha channel

RGBA RGBA <sup>transparency</sup>

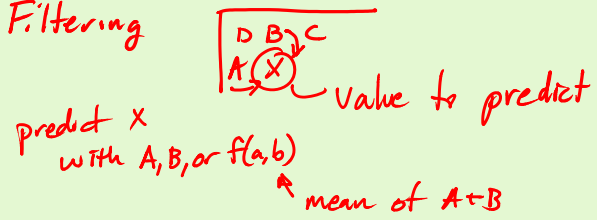
Interlacing (progressive scan)

256  
full color  
TIF  
← PNG →

# PNG

## Compression

### Filtering



### Deflate (LZ77)

↑  
original lempel-ziv algorithm from 1977

# PNG

## Alpha Transparency

