Subject Name: Digital Image Processing

Code: MTCS-202 (C) M.Tech (Computer Science)

M. Tech (Computer Scien

2nd Semester

Faculty Name: Dr Satya Bhushan Verma

### **Bit Plane Slicing and Bit Plane Compression**

Image is mainly grouping of pixel (dots) information. When we write that image is of 600 X 400 sizes, it means that image has 600 pixels in horizontal direction and 400 pixel in vertical direction. So, altogether there are 600 X 400 pixels and each pixel contains some information about image.

Pixel of grayscale image has a value lies in between 0-255 (Total 256 or  $2^8$  Levels) which decides at which position, if pixel value is 0, it means that pixel colour will be fully black and if pixel value is 255, then that pixel will be fully white and pixel having intermediate value will be having shades of black and white.

Since pixel value of grayscale image lies between 0 -255, so its information is contained using 8 bit So, we can divide those image into 8 planes (8 Binary Image). Binary image are those images whose pixel value can be either 0 or 1.

For an 8 bit image "0" is encoded in **00000000** and "255" is encoded in **11111111** 

#### **Example:**

Apply bit plane slicing on the following image size (3X3)

| 167 | 133 | 111 |
|-----|-----|-----|
| 144 | 140 | 135 |
| 159 | 154 | 148 |

**Step 1:** Binary format for above image is

| 10100111 | 10000101 | 01101111 |
|----------|----------|----------|
| 10010000 | 10001100 | 10000111 |
| 10011111 | 10011010 | 10010100 |

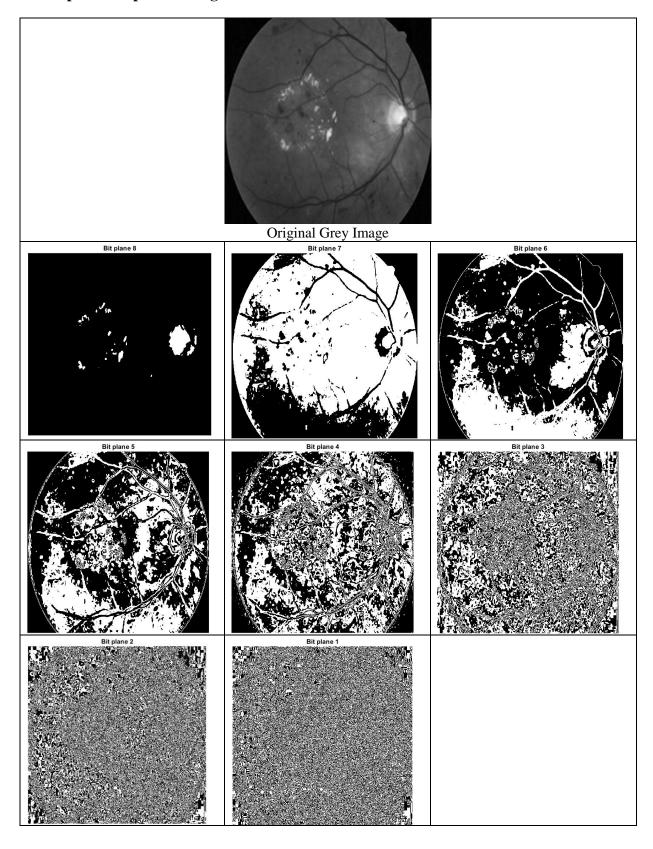
For 1<sup>st</sup> digit: Binary format of the **167** 

| 1   | 0                   | 1                   | 0                   | 0                   | 1                   | 1                   | 1   |
|-----|---------------------|---------------------|---------------------|---------------------|---------------------|---------------------|-----|
| MSB | 7 <sup>th</sup> bit | 6 <sup>th</sup> bit | 5 <sup>th</sup> bit | 4 <sup>th</sup> bit | 3 <sup>rd</sup> bit | 2 <sup>nd</sup> bit | LSB |

**Step2:** Bit plane slicing of above example

| 1   | 1               | 0     |   | 0    | 0                 | 1     | 1 | 0     | 1 |
|-----|-----------------|-------|---|------|-------------------|-------|---|-------|---|
| 1   | 1               | 1     |   | 0    | 0                 | 0     | 0 | 0     | 0 |
| 1   | 1               | 1     |   | 0    | 0                 | 0     | 0 | 0     | 0 |
| (MS | 8bit<br>B bit P | lane) | I |      | 7 bit             |       |   | 6 bit |   |
| 0   | 0               | 0     |   | 0    | 0                 | 1     | 1 | 1     | 1 |
| 1   | 0               | 0     |   | 0    | 1                 | 0     | 0 | 1     | 1 |
| 1   | 1               | 1     |   | 1    | 1                 | 0     | 1 | 0     | 1 |
|     | 5 bit           |       | l |      | 4 bit             |       |   | 3 bit |   |
|     |                 |       |   |      |                   |       |   |       |   |
| 1   | 0               | 1     |   | 1    | 1                 | 1     |   |       |   |
| 0   | 0               | 1     |   | 0    | 0                 | 1     |   |       |   |
| 1   | 1               | 0     |   | 1    | 0                 | 0     |   |       |   |
|     | 2 bit           |       | l | (LSI | 1 bit<br>B bit Pa | alne) |   |       |   |

## **Example of Bit plane slicing**



#### **Bit plane Compression**

this is a lossy data compression

Example:

Explain with a simple example how to encoding and decoding is carried out in bit plane compression.

In this example, the MSB (most significant bit) alone is considered and encoded.

Apply bit plane compression and decompression in following image.

| 180 | 1   | 80  | 33 | 201 | 28  |
|-----|-----|-----|----|-----|-----|
| 120 | 224 | 160 | 33 | 67  | 144 |
| 224 | 160 | 180 | 11 | 133 | 144 |

**Step1:** Obtain binary of the values in the image

| 10110100 | 00000001 | 01010000 | 00100001 | 11001001 | 00011100 |
|----------|----------|----------|----------|----------|----------|
| 01111000 | 11100000 | 10100000 | 00100001 | 01000011 | 10010000 |
| 11100000 | 10100000 | 10110100 | 00001011 | 10000101 | 10010000 |

**Step2:** Extract the MSB (most significant bit)

| 1 | 0 | 0 | 0 | 1 | 0 |
|---|---|---|---|---|---|
| 0 | 1 | 1 | 0 | 0 | 1 |
| 1 | 1 | 1 | 0 | 1 | 1 |

Step3: Rearrange the MSB values such that each row contains 8 columns or 8 bits

| 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 |
|---|---|---|---|---|---|---|---|
| 1 | 0 | 0 | 1 | 1 | 1 | 1 | 0 |
| 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |

{we have 3x6=18 values but we need 8 columns in each row. It achieved by padding the matrix with zeros in the end in order to form a matrix which has 8 columns in each row.}

Step4: Convert binary in each row to decimal number

| 10001001 = 137 | 137 |
|----------------|-----|
| 10011110 =158  | 158 |
| 11000000 = 192 | 192 |

# **Decompression**

**Step1:** Our compressed data =

| 137 |
|-----|
| 158 |
| 192 |

Convert the decimal values to binary format

| 1 | 0 | 0 | 0 | 1 | 0 | 0 | 1 |
|---|---|---|---|---|---|---|---|
| 1 | 0 | 0 | 1 | 1 | 1 | 1 | 0 |
| 1 | 1 | 0 | 0 | 0 | 0 | 0 | 0 |

**Step2:** Remove extra zeros appended to the matrix

**Step3:** reshape the matrix to size of the original image.

| 1 | 0 | 0 | 0 | 1 | 0 |
|---|---|---|---|---|---|
| 0 | 1 | 1 | 0 | 0 | 1 |
| 1 | 1 | 1 | 0 | 1 | 1 |

**Step4:** Pre allocate a matrix of same size of original image and replace the MSB of each value in the matrix with the bit we decompressed in the previous step.

| 10000000 | 00000000 | 00000000 | 00000000 | 10000000 | 00000000 |
|----------|----------|----------|----------|----------|----------|
| 00000000 | 10000000 | 10000000 | 00000000 | 00000000 | 10000000 |
| 10000000 | 10000000 | 10000000 | 00000000 | 10000000 | 10000000 |

**Step5:** Display the final data

| 128 | 0   | 0   | 0 | 128 | 0   |
|-----|-----|-----|---|-----|-----|
| 0   | 128 | 128 | 0 | 0   | 128 |
| 128 | 128 | 128 | 0 | 128 | 128 |

Original Image:

| 180 | 1   | 80  | 33 | 201 | 28  |
|-----|-----|-----|----|-----|-----|
| 120 | 224 | 160 | 33 | 67  | 144 |
| 224 | 160 | 180 | 11 | 133 | 144 |

After applying compression and decompression:

| 128 | 0   | 0   | 0 | 128 | 0   |
|-----|-----|-----|---|-----|-----|
| 0   | 128 | 128 | 0 | 0   | 128 |
| 128 | 128 | 128 | 0 | 128 | 128 |