Sample 8-3

離散コサイン変換

画像符号化

画像処理特論

村松 正吾

動作確認: MATLAB R2023a

Discrete cosine transform

Image codec

Advanced Topics in Image Processing

Shogo MURAMATSU

Verified: MATLAB R2023a

準備

(Preparation)

close all

単変量変換行列の定義

(Definition of univariate transform)

• 回転行列(rotation matrix)

$$\mathbf{A}_{\theta} = \begin{pmatrix} \cos \theta & -\sin \theta \\ \sin \theta & \cos \theta \end{pmatrix}$$

Atheta = @(theta) [cos(theta) -sin(theta); sin(theta) cos(theta)];

ブロック毎の処理の定義

(Definition of patch processing)

(Forward transform → Quantization → Inverse quantization → Inverse transform)

$$T(\mathbf{X}) = \mathbf{A}^{-1}(\mathbf{Q} \odot \text{round}((\mathbf{A}\mathbf{X}\mathbf{A}^T) \oslash \mathbf{Q}))\mathbf{A}^{-T}$$

- ⊙: 要素毎の掛け算 (Entry-wise multiplication)
- ⊘: 要素毎の割り算 (Entry-wise division)

ブロックサイズ (Patch size)

```
blkSz = [2 2];
```

配列に対するブロック処理

品質制御パラメータ (Quality factor)

• 量子化ステップを制御 (Controls the quantization step)

```
Qfactor = 1;
```

入力配列の定義

(Definition of input array)

```
U = [
2 2 3 1;
2 2 3 1;
3 3 2 0;
1 1 0 2 ];
```

単位行列の場合

(For the indentity matrix case)

量子化テーブル (Quantization table) Q

```
Q0 = Qfactor*[ % Flat
    2 2 ;
    2 2 ];
```

符号化および復号(Coding and decoding)

```
% Definition of block processing
mycodec0 = @(x) mycodec(x,A0,Q0);

% Run codec
V0 = blockproc(U,blkSz,mycodec0)
```

```
V0 = 4×4

2 2 4 2
2 2 4 2
4 4 2 0
```

```
% Error
U-V0
```

```
ans = 4 \times 4
0 0 -1 -1
0 0 -1 -1
-1 -1 0 0
-1 -1 0 0
```

ハール変換の場合

(For the Haar case)

```
Ah = Atheta(-pi/4)
```

```
\begin{array}{rcl} Ah & = & 2 \times 2 \\ & 0.7071 & 0.7071 \\ & -0.7071 & 0.7071 \end{array}
```

量子化テーブル (Quantization table) Q

```
Qh = Qfactor*[ % Manually weighted
   3 4;
   4 5 ]/2;
```

符号化および復号(Coding and decoding)

```
% Definition of block processing
mycodech = @(x) mycodec(x,Ah,Qh);
% Run codec
Vh = blockproc(U,blkSz,mycodech)
```

```
Vh = 4 \times 4
    2.2500
                                     1.2500
               2.2500
                          3.2500
    2.2500
               2.2500
                          3.2500
                                     1.2500
    3.2500
               3.2500
                          2.0000
                                    -0.5000
    1.2500
               1.2500
                         -0.5000
                                     2.0000
```

```
% Error
U-Vh
```

```
ans = 4 \times 4
                                  -0.2500
   -0.2500
             -0.2500
                        -0.2500
   -0.2500
             -0.2500
                       -0.2500
                                  -0.2500
   -0.2500
             -0.2500
                                   0.5000
                             0
   -0.2500
             -0.2500
                         0.5000
```

品質評価

(Quality assesment)

$$PSNR(\mathbf{U}, \mathbf{V}) = 10 \log_{10} \frac{peak^2}{MSE(\mathbf{U}, \mathbf{V})} \text{ [dB]}$$

• PSNR が大きいほど誤差が小さい (Larger PSNR means smaller error.)

```
Qfactor
Qfactor = 1

fprintf('PSNR (theta=0): %6.2f [dB]',psnr(U,V0,max(U(:))))

PSNR (theta=0): 12.55 [dB]

fprintf('PSNR (theta=-π/4): %6.2f [dB]',psnr(U,Vh,max(U(:))))

PSNR (theta=-π/4): 20.61 [dB]
```

原画像の読込

(Read an image)

```
U = rgb2gray(imread('data/barbaraFaceRgb.tif'));
```

符号化および復号

(Coding and decoding)

単位行列の場合 (For the indentity matrix case)

```
% Run codec w/ θ = 0
V0 = cast(blockproc(U,blkSz,mycodec0),'like',U);
```

ハール変換の場合 (For the Haar case)

```
% Run codec w/ \theta=-\pi/4
Vh = cast(blockproc(U,blkSz,mycodech),'like',U);
```

品質評価

(Quality assesment)

```
Qfactor
Qfactor = 1

fprintf('PSNR (theta=-π/4): %6.2f [dB]',psnr(U,Vh))
```

```
PSNR (theta=-\pi/4): 51.85 [dB]
```

画像表示

(Image show)

```
figure(1)
imshow(U)
```

title('Original picture')



```
figure(2)
imshow(V0)
title(['Decoded picture w/ \theta=0 (PSNR: ' num2str(psnr(U,V0)) ' dB)'])
```

Decoded picture w/ θ =0 (PSNR: 51.1546 dB)



```
figure(3)
imshow(Vh)
title(['Decoded picture w/ \theta=-\pi/4 (PSNR: ' num2str(psnr(U,Vh)) ' dB)'])
```

Decoded picture w/ θ =- π /4 (PSNR: 51.848 dB)



© Copyright, Shogo MURAMATSU, All rights reserved.