

BENC 4173 Multimedia Technology & Application

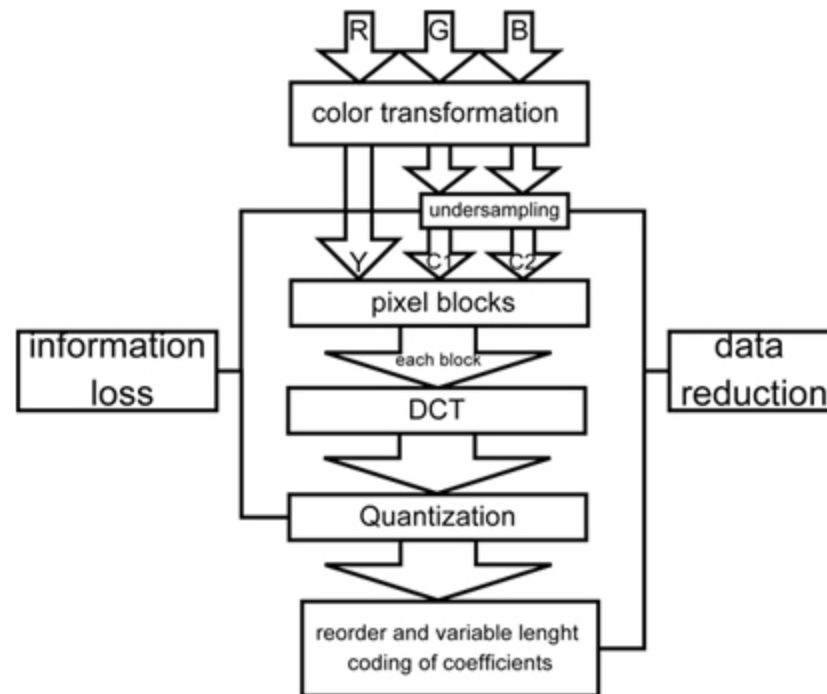
Chapter 3: JPEG Compression

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JPEG Compression

- JPEG is not file format.
- JPEG is an acronym for the Joint Photographic Experts Group (standard).
- Referring to the JFIF (JPEG File Interchange Format).
- “Lossy” means, that the compression will also reduce some of the image content (in opposite to lossless compression).

JPEG Compression



Camera Picture

- The camera's sensor is overlaid with a color filter array (CFA), usually a Bayer filter, consisting of a mosaic of a 2x2 matrix of red, green, blue and (again) green filters.
- The green photo-sensors are luminance-sensitive elements.
- The red and blue ones are chrominance-sensitive elements.

JPEG Observation

- **Observation #1:** Human eyes **don't see color (chrominance)** quite as well as we do brightness (luminance).
- **Observation #2:** Human eyes **can't distinguish high frequency changes** in image intensity.

STEP 1

- Convert RGB to YCbCr color space
 - Each pixel in your image is stored as a additive combination of Red, Blue and Green (RGB model) values range of 0 to 255.
 - Luminance is more important to the eventual perceptual quality of the image than color.
 - Convert from RGB color space to one where luminance is confined to a single channel. This color space is called YCbCr.



R: 233
G: 30
B: 99

C: 0
M: 0.877
Y: 0.593
K: 0.0471

STEP 1

- Convert RGB to YCbCr color space
 - **Y** is the luminance component and **Cb**, **Cr** are the chrominance components.

$$Y = 0.299 R + 0.587 G + 0.114 B$$

$$Cb = -0.1687 R - 0.3313 G + 0.5 B + 128$$

$$Cr = 0.5 R - 0.4187 G - 0.0813 B + 128$$

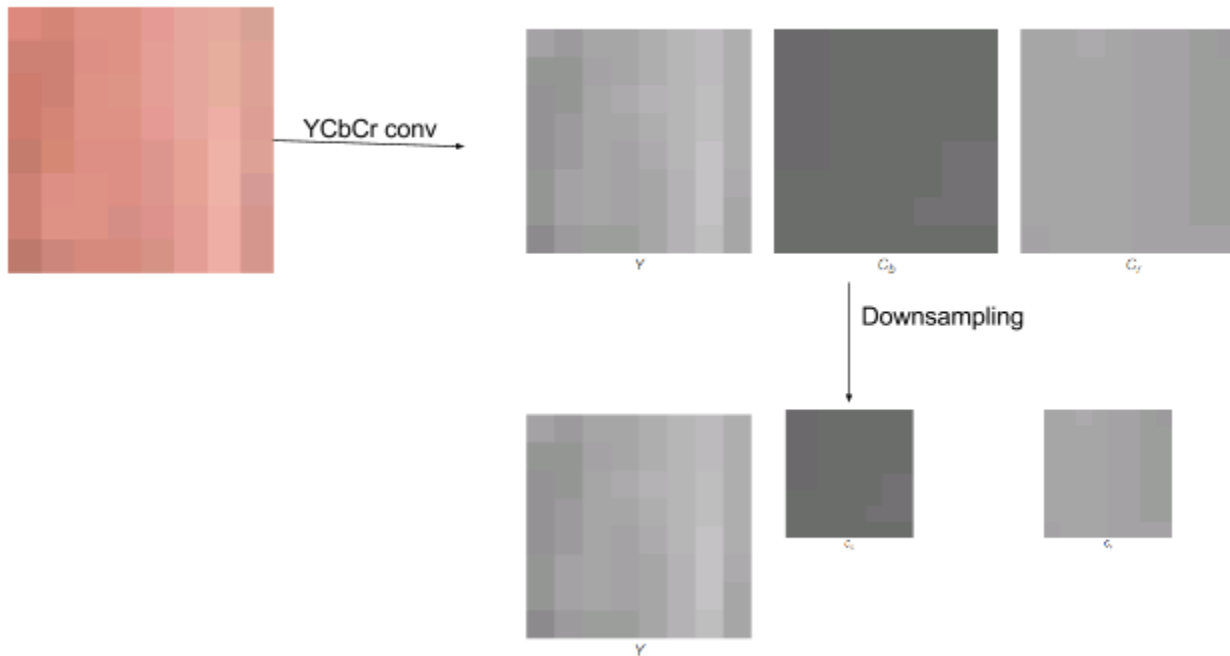


STEP 2

- **Downsampling**
 - Chrominance is not very important, downsample and reduce the amount of color (CbCr components).
 - Y is sampled at each pixel, where as Cb and Cr are sampled at every block of 2x2 pixels.
 - Now for every 4 Y pixels, there will exist only 1 CbCr pixel.

STEP 2

- Downsampling



STEP 3

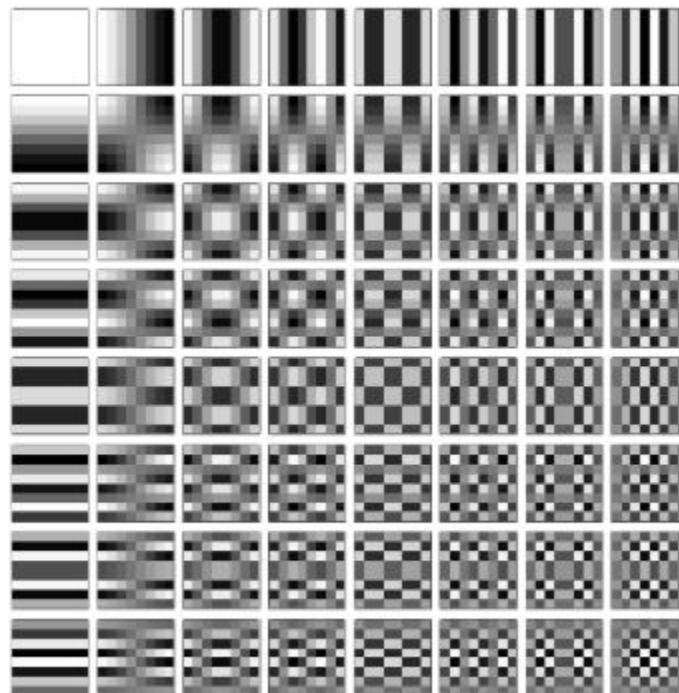
- Discrete Cosine Transform (DCT)
 - Each of the three YCbCr components are compressed and encoded separately.
 - DCT is a method that expresses a finite sequence of data points in terms of a sum of cosine functions oscillating at different frequencies.

STEP 3

- Discrete Cosine Transform (DCT)
 - These are 64 base images, that are built from cosine functions at different frequencies in the X and Y axes.
 - Convert into frequency domain.

STEP 3

- Discrete Cosine Transform (DCT) – base image



First base image, that is `baseimg[0][0]` will be full white,
 for `baseimg[0][1]` to `baseimage[0][7]`, you can see the frequency increasing along the x-axis.
 for `baseimg[1][0]` to `baseimage[7][0]`, you can see the frequency increasing along the y-axis.
`baseimg[7][7]` will be totally checked.

STEP 3

- Discrete Cosine Transform (DCT) – sub-images
 - The entire image is divided into sub-images each of which comprises of 8x8 pixels (each of them as a sub-image).
 - This sub-image can be visualized as an 8x8 matrix.

STEP 3

- Discrete Cosine Transform (DCT) – sub-images

Original Sub-image

| | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 64 | 60 | 57 | 56 | 48 | 47 | 47 | 43 |
| 61 | 58 | 53 | 52 | 48 | 49 | 52 | 53 |
| 67 | 60 | 53 | 53 | 49 | 47 | 48 | 54 |
| 68 | 61 | 63 | 63 | 62 | 65 | 65 | 64 |
| 71 | 61 | 70 | 63 | 69 | 74 | 88 | 88 |
| 83 | 94 | 102 | 105 | 107 | 111 | 110 | 115 |
| 95 | 108 | 108 | 124 | 122 | 130 | 128 | 128 |
| 107 | 118 | 125 | 134 | 137 | 142 | 141 | 137 |

– Subtract 128 from every value.

STEP 3

- Discrete Cosine Transform (DCT) – sub-images

Shifted sub-image

| | | | | | | | |
|-----|-----|-----|-----|-----|-----|-----|-----|
| -64 | -68 | -71 | -72 | -80 | -81 | -81 | -85 |
| -67 | -70 | -75 | -76 | -80 | -79 | -76 | -75 |
| -61 | -68 | -75 | -75 | -79 | -81 | -80 | -74 |
| -60 | -67 | -65 | -65 | -66 | -63 | -63 | -64 |
| -57 | -67 | -58 | -65 | -59 | -54 | -40 | -40 |
| -45 | -36 | -26 | -23 | -21 | -17 | -18 | -13 |
| -33 | -20 | -20 | -4 | -6 | 2 | 0 | 0 |
| -21 | -10 | -3 | 6 | 9 | 14 | 13 | 9 |

- The 8x8 sub-image to be compressed.
- 64 base images.

STEP 3

- Discrete Cosine Transform (DCT) – sub-images

After DCT

| | | | | | | | |
|------|------|------|------|------|------|------|------|
| -376 | -23 | 1 | -2.5 | -0.3 | 4 | 0.2 | -2.6 |
| -224 | 53 | 20 | 3.4 | 5 | 3 | 0.6 | 2.3 |
| 68 | 3.3 | -14 | -0.3 | -2.8 | -1.9 | -4.7 | -6.2 |
| 2.3 | -8.9 | -1.5 | -3.8 | -2.5 | 1.2 | 1.4 | 1.9 |
| -8.4 | 1.2 | 1.9 | 3.3 | -2.1 | 5 | 1.8 | 5.3 |
| 4.5 | 7.3 | -7.4 | 1.9 | 1.3 | -0.7 | -1.5 | -6 |
| 6.4 | 6.8 | -3.2 | -2.6 | 1.3 | -2.1 | 1.7 | 1 |
| -16 | 0.1 | 9 | 0.8 | 1.8 | 1.7 | -1 | 1 |

- Compute DCT for a 2D array.
- 8x8 table of coefficients, represents the contribution of each base image to the sub-image.

STEP 4

- Quantization
 - Quantize the coefficient table from DCT. (real lossy part of the process).
 - Top-left cells refer to low frequency part, and the bottom-right cells refers to high frequency part.
 - High frequency part can be eliminated without much loss in the look of the image.

STEP 4

- Quantization
 - Every value in the coefficient table is **divided by the corresponding value in the quantization table** and **rounded to the nearest integer** using a standard JPEG Quantization table.

Quantization Table

| | | | | | | | |
|----|----|----|----|-----|-----|-----|-----|
| 16 | 11 | 10 | 16 | 24 | 40 | 51 | 61 |
| 12 | 12 | 14 | 19 | 26 | 58 | 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 |

STEP 4

- Quantization

- All values **except the top-left 3x3 block are all zeroes** (high frequency data).
- JPEG's claim to fame is that with just these 9 values we can get almost the same image back.

After Quantization

| | | | | | | | |
|-----|-----|---|---|---|---|---|---|
| -24 | -23 | 0 | 0 | 0 | 0 | 0 | 0 |
| -19 | 4 | 1 | 0 | 0 | 0 | 0 | 0 |
| 5 | 0 | 1 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

STEP 5

- Encoding

- store the values in a zigzag order: -24, -23, 19, 5, 4, 0, 0, 1, 0, 0, 0, 0, 1 followed by 53 zeros.
- The final output is JPG encoded using a combination of RLE and Huffman encoding.

After Quantization

| | | | | | | | |
|-----|-----|---|---|---|---|---|---|
| -24 | -23 | 0 | 0 | 0 | 0 | 0 | 0 |
| -19 | 4 | 1 | 0 | 0 | 0 | 0 | 0 |
| 5 | 0 | 1 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

STEP 6

- Add Header

- JPEG Start Of Image (SOI) marker
 - Application markers
 - Width in pixels
 - Height in pixels
 - Number of components (eg 3 for RGB)
- To decompress a JPEG compressed file, simply do the reverse.
 - Use Discrete Cosine Transform-III to reverse DCT-II.

Quality Parameter

- The quality parameter that you normally see when exporting JPG images from Photoshop.
- q , is an integer from 1 to 100.
- Clear signs of the blocking stage, as well as the quantization stage.



Quality : 50



Quality : 1

References

- <https://arjunsreedharan.org/post/146070390717/jpeg-101-how-does-jpeg-work>
- <https://www.image-engineering.de/library/technotes/745-how-does-the-jpeg-compression-work>
- <https://www.freecodecamp.org/news/how-jpg-works-a4dbd2316f35/>
- <https://cgjennings.ca/articles/jpeg-compression.html> try to explore the process of JPEG compression