

# BLOCK-WISE IMPLEMENTATION OF DIRECTIONAL GENLOT

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## ABSTRACT

A block-wise implementation and directional design approach of 2-D non-separable linear-phase paraunitary filter banks (LPPUFB) are introduced.

- A boundary operation and compatibility with block-DCT are given.
- Directional transforms are given with a GenLOT-like lattice structure.

## Introduction

### Problems

- JPEG, MPEG-2 and H.264/AVC employ block-DCT and JPEG2000 adopts DWT for exploiting spatial redundancy. However, **All these transforms are separable and weak in diagonal direction.**
- Several non-separable transforms have been developed. However, **Adaptability to local characteristics and moderate boundary operation for size-limitation are hard to be realized under perfect reconstruction.**

### Proposal

- A lattice structure of 2-D LPPUFB is utilized for realizing adaptive directional transforms while maintaining the orthogonality (i.e. PR).

## Review of 2-D LPPUFB

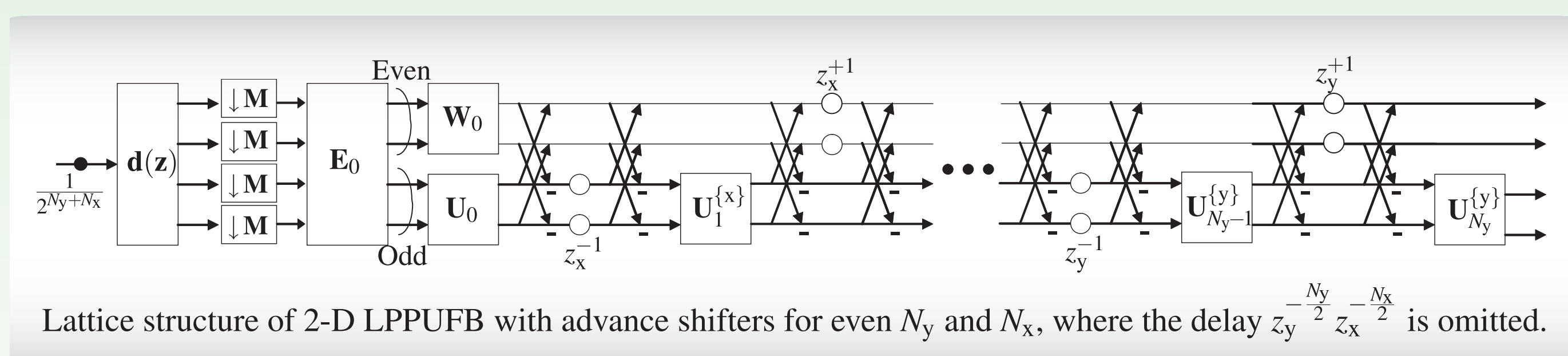
### Product form of 2-D LPPUFB

- Orthogonality and symmetry are guaranteed by the following form of polyphase Mtx. with 2-D DCT  $\mathbf{E}_0$  :

$$\mathbf{E}(\mathbf{z}) = \prod_{n_y=1}^{N_y} \left\{ \mathbf{R}_{n_y}^{[y]} \mathbf{Q}(z_y) \right\} \prod_{n_x=1}^{N_x} \left\{ \mathbf{R}_{n_x}^{[x]} \mathbf{Q}(z_x) \right\} \mathbf{R}_0 \mathbf{E}_0, \quad \mathbf{z} = (z_y, z_x)^T \in \mathbb{C}^2$$

where  $\mathbf{R}_0 = \begin{pmatrix} \mathbf{W}_0 & \mathbf{0} \\ \mathbf{0} & \mathbf{U}_0 \end{pmatrix}$ ,  $\mathbf{R}_n^{[d]} = \begin{pmatrix} \mathbf{I} & \mathbf{0} \\ \mathbf{0} & \mathbf{U}_n^{[d]} \end{pmatrix}$  and  $\mathbf{Q}(z_d) = \frac{1}{2} \begin{pmatrix} \mathbf{I} & \mathbf{I} \\ \mathbf{0} & z_d^{-1} \mathbf{I} \end{pmatrix} \begin{pmatrix} \mathbf{I} & \mathbf{0} \\ \mathbf{0} & \mathbf{I} \end{pmatrix} \begin{pmatrix} \mathbf{I} & \mathbf{I} \\ \mathbf{0} & \mathbf{I} \end{pmatrix}$  for  $d \in \{y, x\}$ .  $\mathbf{W}_0$ ,  $\mathbf{U}_0$  and  $\mathbf{U}_n^{[d]}$  are parameter orthonormal matrices.

### Construction with Advance Shifters

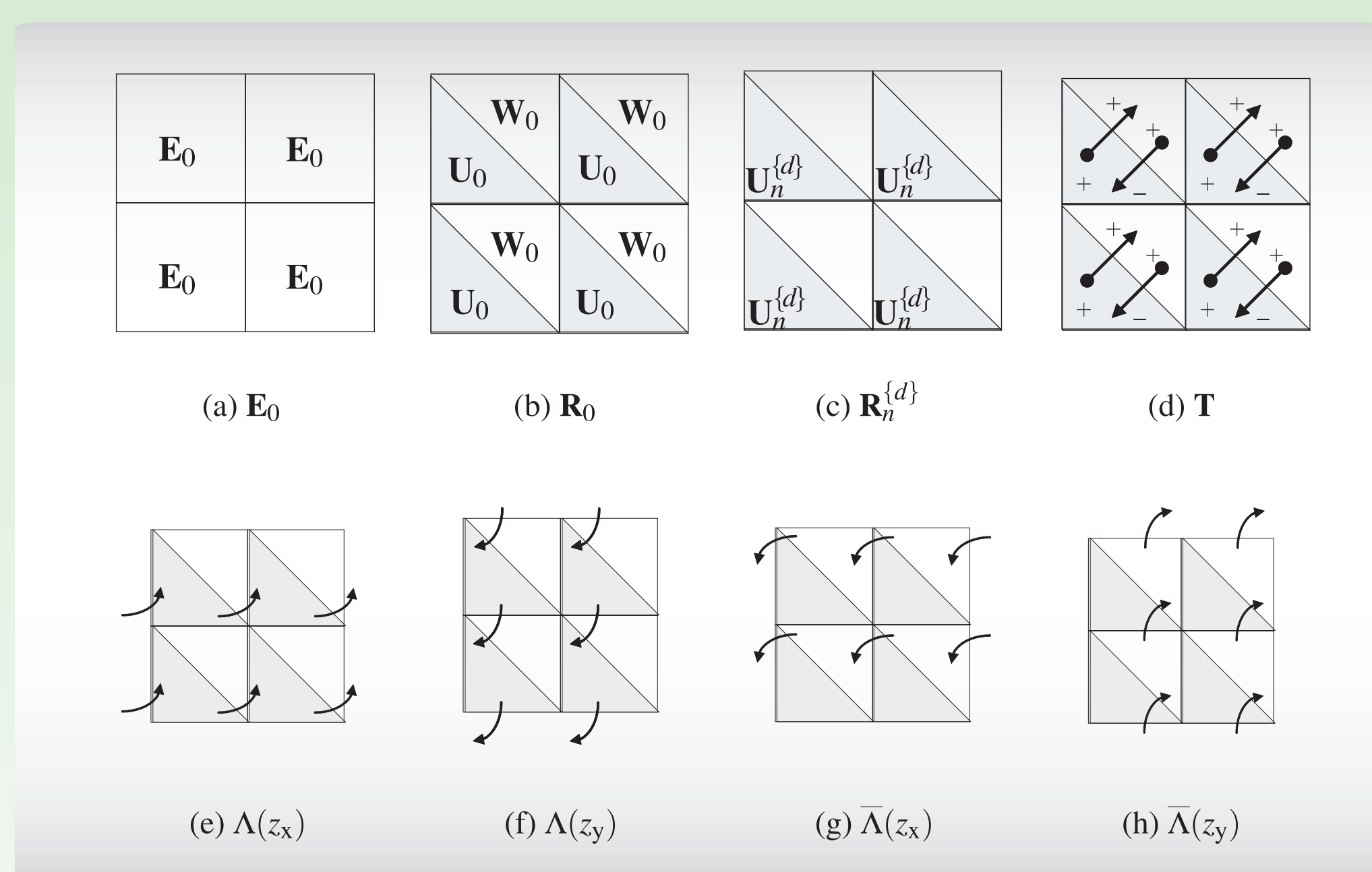


$$\mathbf{E}(\mathbf{z}) = z_y^{-\frac{N_y}{2}} z_x^{-\frac{N_x}{2}} \prod_{k_y=1}^{N_y/2} \left\{ \mathbf{R}_{2k_y}^{[y]} \mathbf{Q}(z_y) \mathbf{R}_{2k_y-1}^{[y]} \mathbf{Q}(z_y) \right\} \prod_{k_x=1}^{N_x/2} \left\{ \mathbf{R}_{2k_x}^{[x]} \mathbf{Q}(z_x) \mathbf{R}_{2k_x-1}^{[x]} \mathbf{Q}(z_x) \right\} \mathbf{R}_0 \mathbf{E}_0$$

where  $\bar{\mathbf{Q}}(z_d) = z_d \mathbf{Q}(z_d)$ .

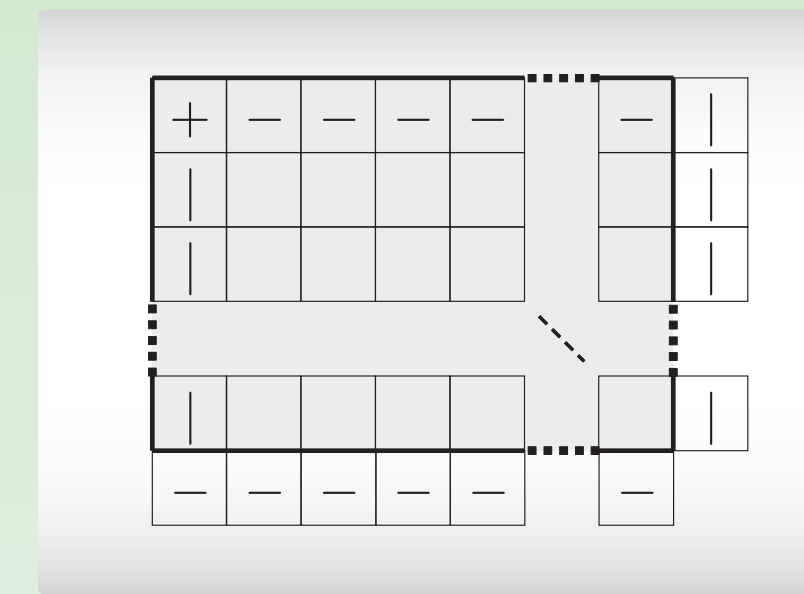
## Block-wise Operation

### Primitive Block Operations



- The white and shaded triangles denote operations for upper and lower half intermediate Coefs. in the lattice structure, respectively.
- Combination of these operations allows to implement the transform, where the parameter matrices can vary block by block.

### Boundary Operation



- Symmetric Ext. is not applicable.
- Overlapping can be controlled by selecting  $\mathbf{U}_{2k-1}^{[d]} = -\mathbf{I}$ , for which

$$\mathbf{R}_{2k}^{[d]} \bar{\mathbf{Q}}(z_d) \mathbf{R}_{2k-1}^{[d]} \mathbf{Q}(z_d) = \begin{pmatrix} \mathbf{I} & \mathbf{0} \\ \mathbf{0} & -\mathbf{U}_{2k}^{[d]} \end{pmatrix}$$

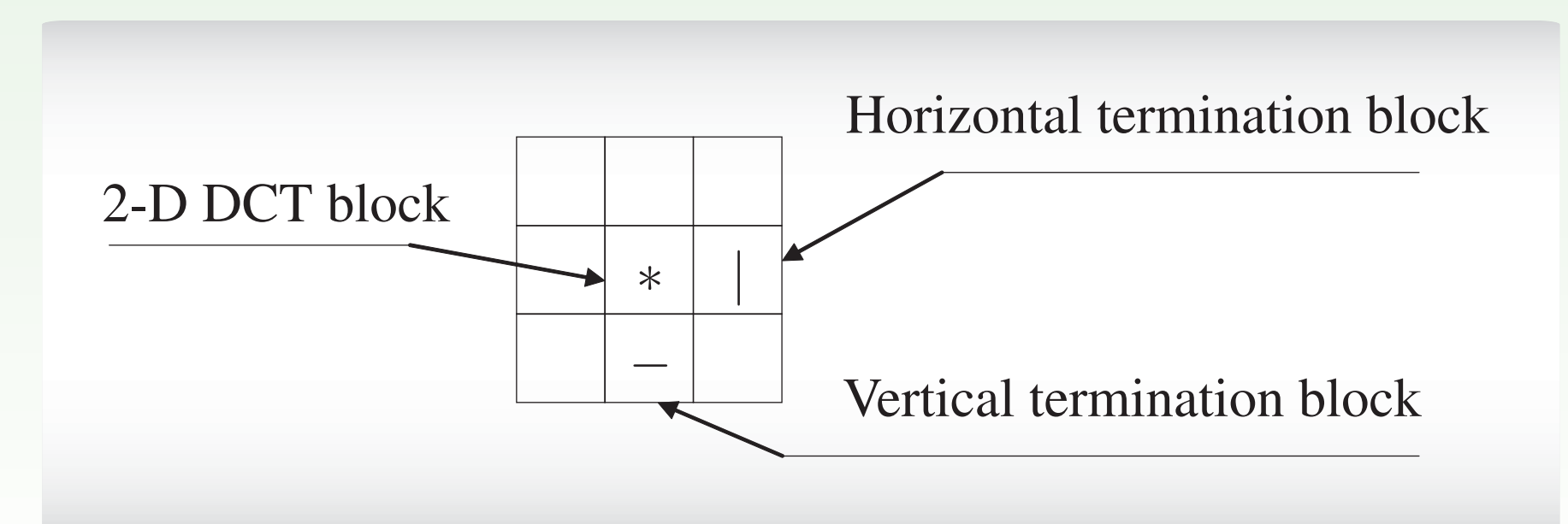
- Boundary operation with block termination: the blocks including 'I', '-' and '+' denote termination blocks in the horizontal, vertical and both directions, respectively.

### Compatibility with 2-D Block DCT

- 2-D DCT block can be set by selecting

$$\mathbf{W}_0 = \mathbf{U}_0 = \mathbf{I}$$

$$\mathbf{U}_n^{[d]} = -\mathbf{I}$$



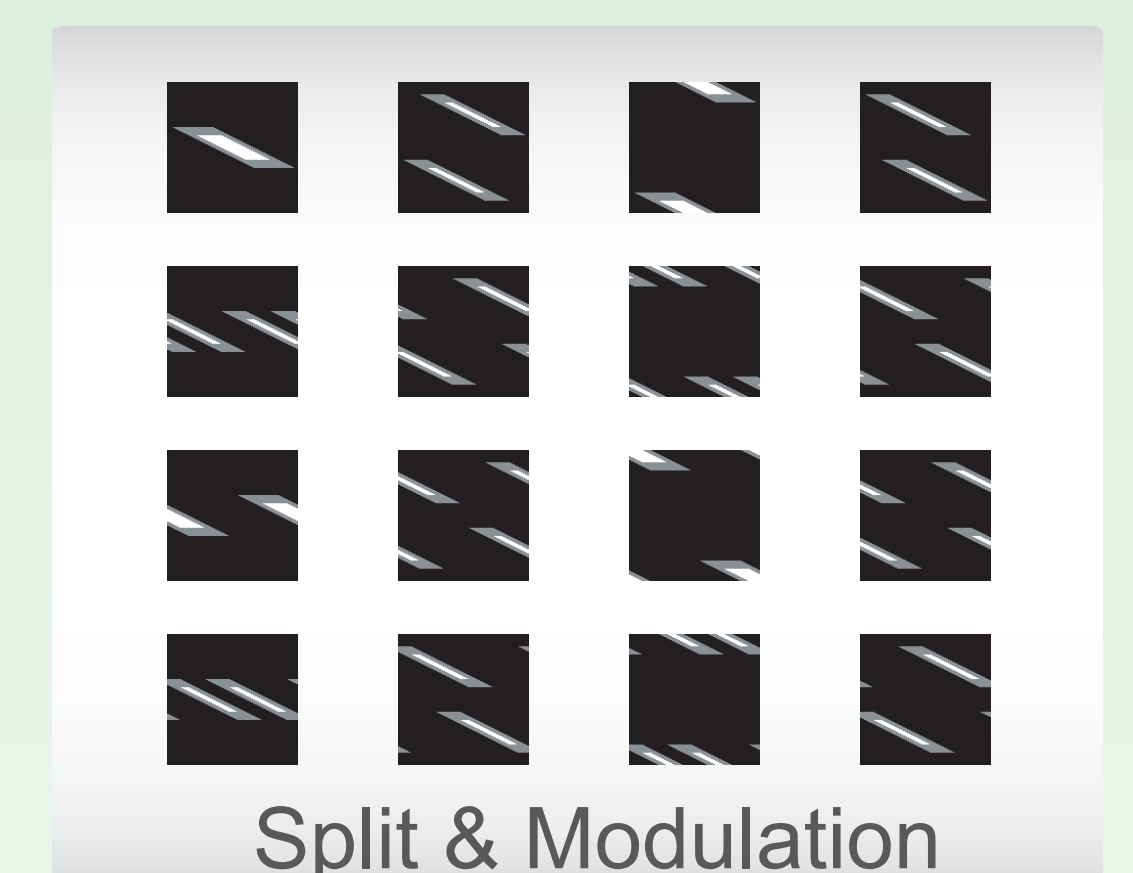
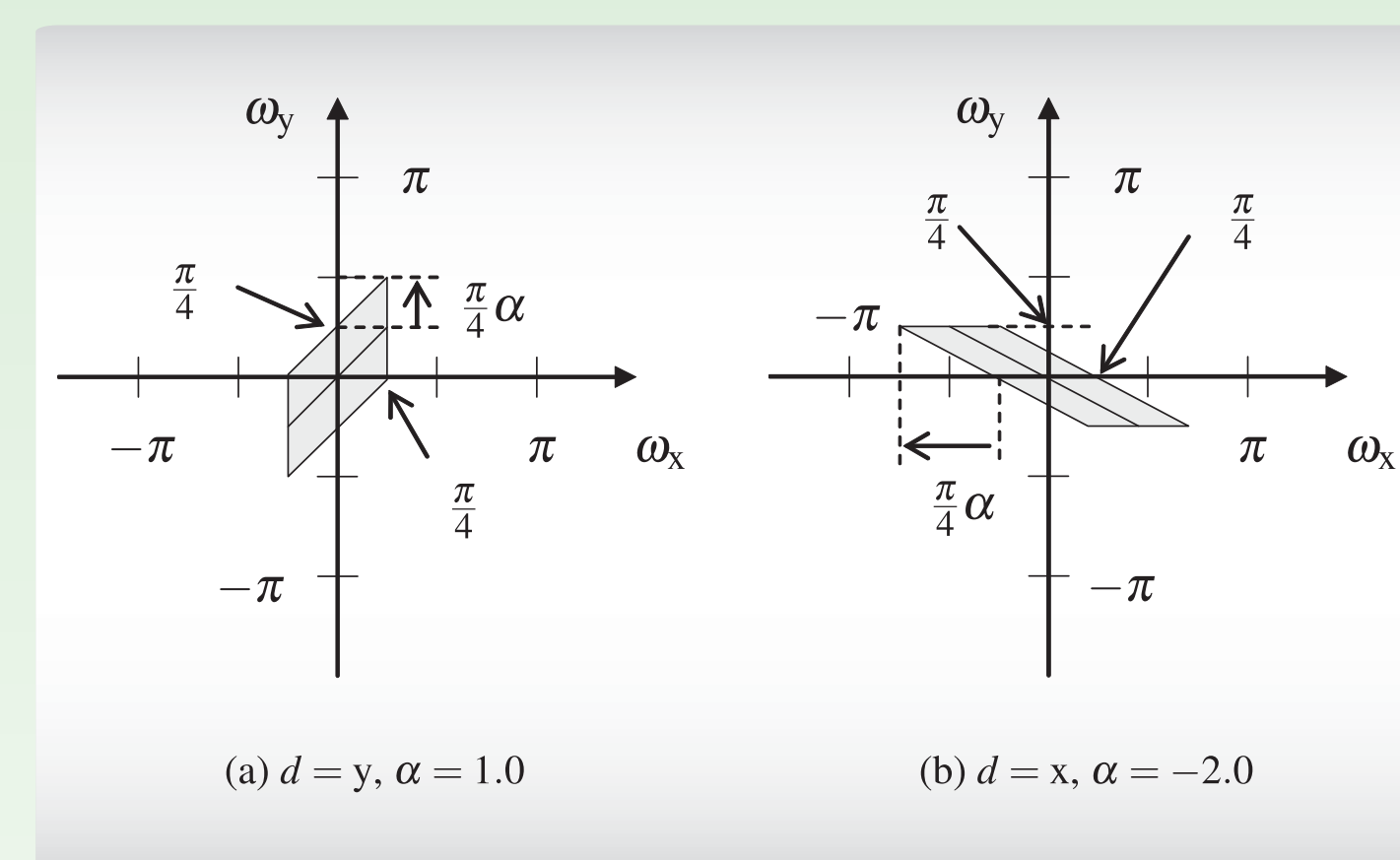
## Directional Design

### Design Specification

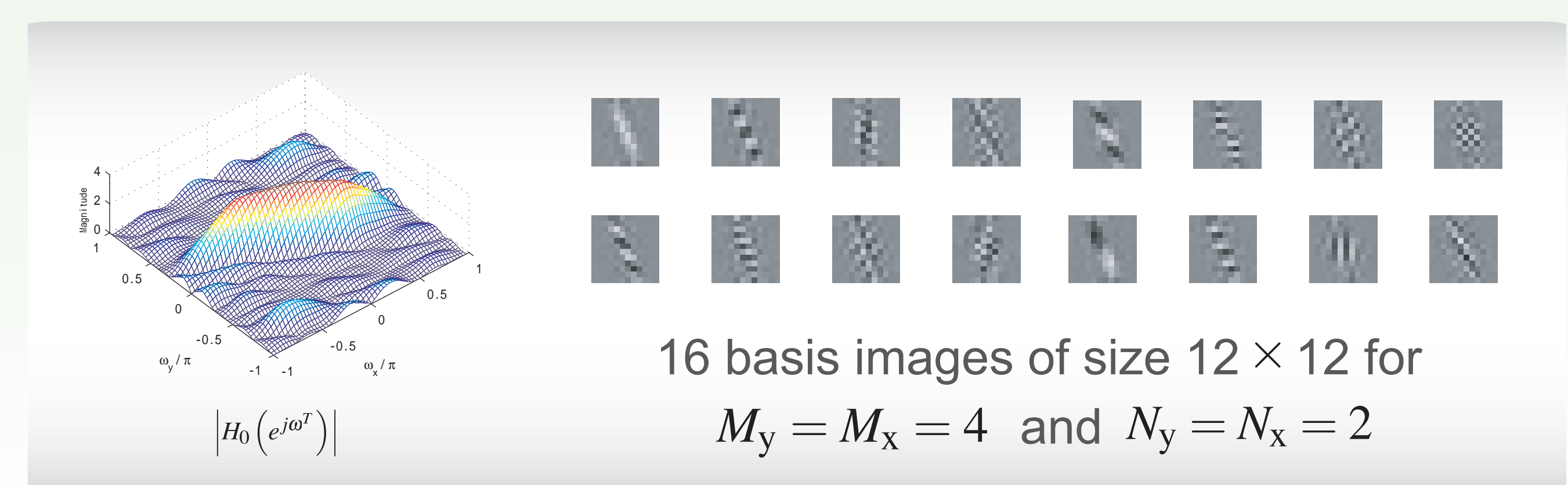
- Ideal lowpass filter specification:  $\alpha$  controls the passband shape.

$$|H_{10}(e^{j\omega^T})| = \begin{cases} c_0 & \omega \in \text{SPD}\{\pi(\mathbf{M}\mathbf{A}_d(\alpha))^{-T}\} \\ 0 & \omega \in [-\pi, \pi)^2 - \text{SPD}\{\pi(\mathbf{M}\mathbf{A}_d(\alpha))^{-T}\} \end{cases}$$

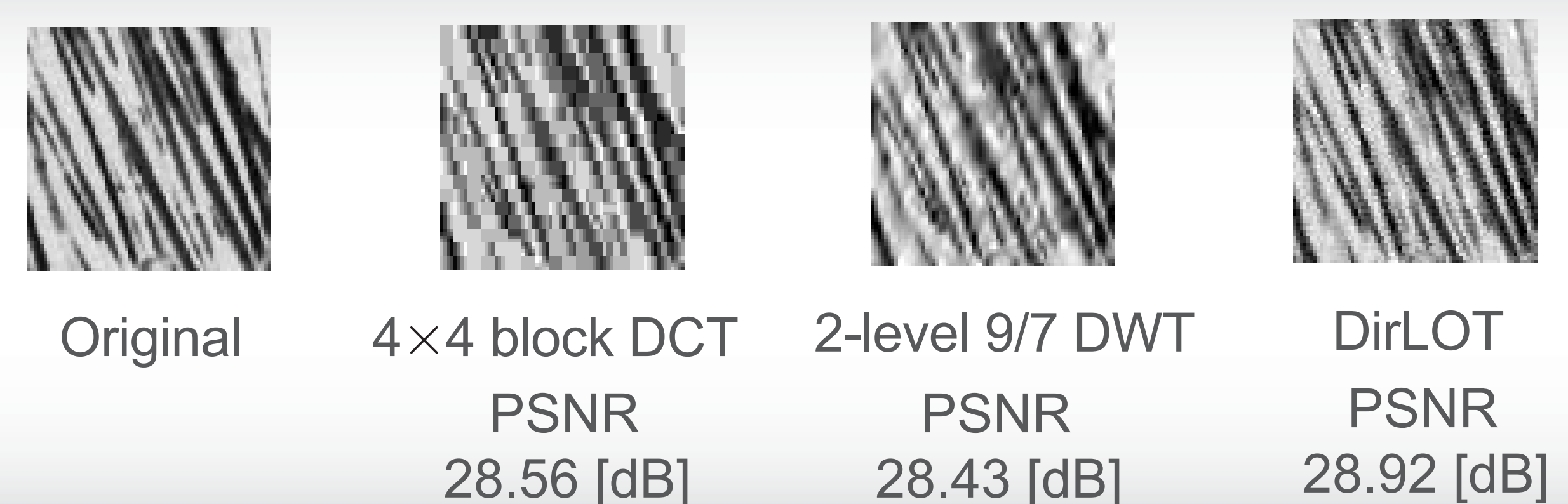
- Examples of design specifications for  $M_y = M_x = 4$ .



### Design Example



## Experimental Results



- ECSQ at 0.5bpp for 8-bit grayscale image of size  $72 \times 72$ , where the proposed boundary operation is applied for DirLOT.

## Conclusions

- The block-wise operation serves variability of basis images without any violation to the orthogonality, a boundary operation for size-limitation and the compatibility with 2-D block-DCT.
- Directional transforms can be obtained by directional specifications, and show good performance for a picture with a specific directionality.