ISSN: 2348 - 2117

International Journal of Engineering Technology and Computer Research (IJETCR)
Available Online at www.ijetcr.org
Volume 4; Issue 6; November-December; 2016; Page No. 55-64

VIDEO COMPRESSION BY USING IMPROVED 3D SET PARTITIOINING IN A HIERARCHICAL TREES ALGORITHM TECHNIQUE

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Abstract

In this paper, an improved 3D-SPIHT algorithm has been proposed based on a traditional hierarchical encoding of the spatial-temporal trees of wavelet coefficients. We first encode the coefficient of LLLn using Huffman coding; meanwhile divide the other 3D-wavlet transform coefficients into three groups of horizontal, vertical and diagonal directions, which can be encoded independently by the 3D SPIHT algorithm. This procedure brings the added benefit of parallelization of the compression and decompression algorithms. Second we use the symbol array of fixed allocation of memory instead of the lists of LSP, LIP, and LIS. Then a threshold is set respectively to each of seven high-pass sub bands of the highest level decomposition and also the information of all descendants is saved orderly in an array. When taking the significant test to every coefficient every time, we can quickly get the significant coefficients only need to binary search to the array. As shown by simulations, the improved algorithm shows significant improvements of the coding efficiency and PSNR, reducing memory usage, while helping for the hardware design. It is true that the bit stream is the output of a fully embedded wavelet coder which renders it capable of delivering progressive buildup of fidelity and scalability in frame size and rate.

Key Words: DVD,MPEG,JPG,SPIHT,LZW,DWT,EZW,PSNR,LIP,LIS,LSP.

Introduction

Video compression technologies are about reducing and removing redundant video data so that a digital video file can be effectively sent over a network and stored on computer disks. With efficient compression techniques, a significant reduction in file size can be achieved with little or no adverse effect on the visual quality. By raising the compression level or a given compression technique video quality can be affected. There are 3 types of redundancies in color video sequences. They are classified by spatial, spectral and temporal redundancy. Spatial redundancy exists among neighboring pixels in a frame. Pixel values usually don't changes rapidly in a frame except near edges and highly textured areas. Hence there is significant correlation among neighboring pixels, i.e. used to predict pixel values in a frame from nearby pixels. Predicted pixel is subtracted from current error to get actual error. The resulting residual frame has lower entropy than that of the original frame. Spectral Redundancy or correlation between different color planes or spectral bands. In a moving video sequence, successive frames of video are usually very similar. This is called temporal redundancy. Eliminating temporal redundancy result in further compression. By doing this, only that part of frame will be sent which is changed previously. Generally, changes between frames are due to movement in the scene that can be almost as simple linear motion. From the previous transmitted frames, we can predict the motion of regions and send only the prediction error (motion prediction). By doing so the video bit rate is further reduced. The compression process involves applying an algorithm to the source video that will create a compressed file which be ready for transmission or storage. To execute the compressed file, an inverse algorithm is applied to produce a video that shows virtually the same content as the original source video. The time taken for compress, send, decompress and display a file is called latency. The faster the compression

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algorithm, the higher the latency. The combination of algorithms that works together is called a video codec (encoder/decoder). Video codecs of different standards are normally not compatible with each other; i.e, video content that is compressed using one standard cannot be decompressed with a different standard. For instance, an MPEG-4 decoder will not

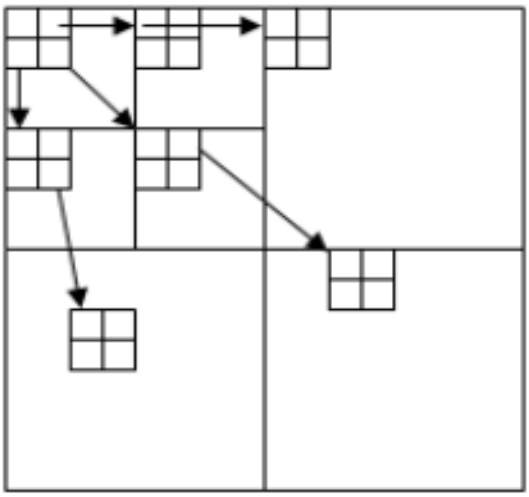

Figure 1: Quadtree organization of wavelet cofficients in SPIHT algorithm

Video compression is done using LZW and SPIHT algorithm. Video is extracted in multiple frames and each frame is decomposed into 3 stages. Both algorithms are used in each frame of the multiple frames. Bior (biorthogonal) wavelet transform is used in all frames. In this paper, it is aimed to improve

efficiency and dealing with the performance evaluation of image compression techniques for various kinds of images from uncontrolled environments. The key special of this paper is, the image compressions is carried out using wavelet based image compression and decomposition Technique.

SPIHT based image compression is proposed for achieving better image compression in high compression ratio. The simulation results of SPIHT technique are compared with the various existing compression techniques such as VD, DCT and DWT. All the technique used in this paper are implemented in MATLAB software. In this research, a new lossless compression scheme is presented and named as LZW Lossless Image Compression. In this technique first stage is compression through LZW algorithm and the remaining stages are compressed by SPIHT algorithm. This Proposed Technique is used to increase the compression ratio (CR), Peak signal of Noise Ratio (PSNR), and Mean Square Error (MSE).

be working with an H.264 encoder. The aim of compression is to represent an image/video with the least amount of bits possible. There are “lossless” and “lossy” modes in compression. In lossy compression, for storage and transmission the image quality may be degraded in order to meet a given target data rate.

1. **MULTIMEDIA DATA:**

A. **Text**: Text file can be stored vary greatly. In addition to ASCII based files, text is typically stored in processor files, spreadsheets, databases and annotations on more general multimedia objects. With availability and groth of GUIs, text fonts the job of storing text is becoming complex allowing special effects (color, shades..).

B. **Images** : There is great variation in the quality and size of storage for still images. Digitalized images are sequence of pixels that represents a portion in the user's graphical display. The space overhead for still images varies on the basis of resolution, size, complexity, and compression scheme used to store image. The most popular image formats are jpg, png, bmp, tiff.

C. **Audio** : The popularity of audio that is data file is increased and data type being integrated in most of applications is Audio. It is very small space intensive. One minute of sound can take up to 2-3 Mbs of space. Many techniques are available to compress in suitable format.

D. **Video** : It is taking lot of space to store video multimedia data type which is digitalized video. Digital video is combination of many frame or may say sequence of frame. Highly resolution and size of a single frame can be consume upto 1 MB. Also to have realistic video playback, the transmission, compression, and decompression of digitalized require continuous transfer rate.

E. **Graphic Objects**: These contains special data structures used to define 2D and 3D shapes through which we can define multimedia objects. These include different type of formats used by image, video editing applications. Examples are CAD / CAM objects.

2. VIDEO COMPRESSION:

Modern coding techniques are used to reduce redundancy in video data. Most video compression algorithms and codecs combine spatial image compression and temporal motion compensation. Video compression is a practical implementation of

source coding in information theory. In practice, most video codecs also use audio compression techniques in parallel to compress the separate, but combined data streams as one package.

The maximum video compression algorithms use lossy compression. High data rate is required for the original video as compare to compressed video. Although lossless video compression codecs perform an average compression factor of over 3, a typical MPEG-4 lossy compression video has a compression factor between 20 and 200. As in all lossy compression, there is a trade-off between video qualities, cost of processing the compression and decompression, and system requirements. Highly compressed video may present visible or distracting artifacts. Video data may be represented as a series of still image frames. The sequence of frames contains spatial and temporal redundancy that video compression algorithms are used to eliminate or code in a smaller size. Similarities can be encoded by only storing differences between frames, or by using perceptual features of human vision.

One of the most powerful techniques for compressing video is interframe compression. Interframe compression uses one or more earlier or later frames in a sequence to compress the current frame, while intraframe compression uses only the current frame, effectively being image compression.

3. METHODOLOGY

SET PARTITIONING IN HIERARCHICAL TREES (SPIHT)

This compression schemes is based on wavelet coding technique. The image is transformed using a discrete wavelet transform. In the beginning, the image is decomposed into four sub-bands by cascading horizontal and vertical two-channel critically sampled filter-banks. This process of decomposition continues until some final scale is reached. In each scale there are three sub-bands and one lowest frequency sub-band. Then successive-approximation quantization (SAQ) is used to perform embedding coding. This particular configuration is also called QMF pyramid. The SPIHT algorithm is used to the multi-resolution pyramid after the subband/ wavelet transformation is performed . The SPIHT video coding system is shown in fig.1

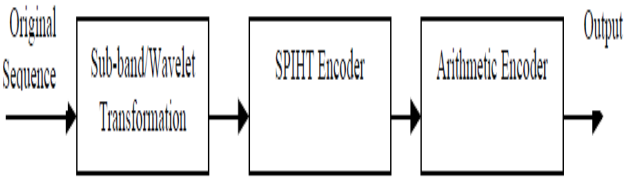

Figure 2: SPIHT Video Coding System

The decoder does exactly opposite, that is, it first performs arithmetic decoding on the input bit Stream, then SPIHT decoding, finally sub-band/wavelet transformation.

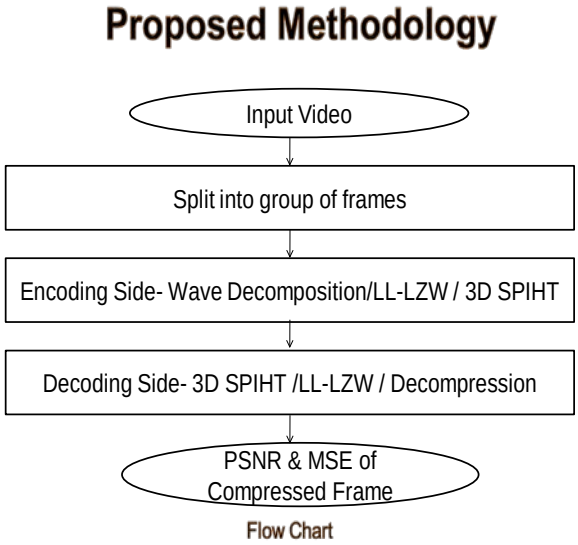

Figure 3: SPIHT FLOW CHART

1. THE IMPROVED 3D-SPIHT ALGORITHM

In the sorting pass of the traditional SPIHT algorithm, we encode significance of every tree. To determine significance of a tree, we compare e very coefficient on the tree with a threshold. During encoding process, most coefficients will be checked many times, so it cause circuit of frequency cycle consumed, and a great deal of memory space are spent to save sets of LIP, LSP and LIS. In the term of defect of traditional 3D-SPIHT, we made the following improvements in this paper. It can reduce memory usage and facilitate the hardware structure design if using the symbol array of fixed allocation of memory instead of the lists of LSP, LIP, LIS. For the LIP list, we can achieve the purpose of the compression that regarding two neighborhoods as a unit which can be encoded by the average of absolute value of significant coefficient. In the other saying, it can be scanning by a unit, not coefficients. if only have one significant coefficient in the unit, certainly encode it individually. In the three wavelet dimensional

transform, most of the energy is concentrated in the low-pass subbands, so the coefficients in low-pass subbands are usually larger than those in the high-pass sub bands. If we encode the low-pass sub band LLLn immediately, the numble of scanning in the sorting pass will increase because of the larger threshold. Thus, in the improved algorithm, we encode the coefficient of LLLn using Huffman coding for compression technique in the first. Then, dividing the other coefficients of 3D-WT into three groups of horizontal, vertical, and diagonal directions, and encoded them by 3D-SPIHT respectively. By doing this, the numble of scanning has been decreased sharply, and the efficiency of the improved algorithm has been increased greatly. In the improved algorithm, we set a threshold respectively to the each of seven high-pass sub bands of the highest level decomposition.

Oet the information of all descendants at once, which can be saved orderly in an array. When taking the significant test to every coefficient at a time, we can quickly get the significant coefficients only need to binary search to this array. It solves a lot of double counting problem.

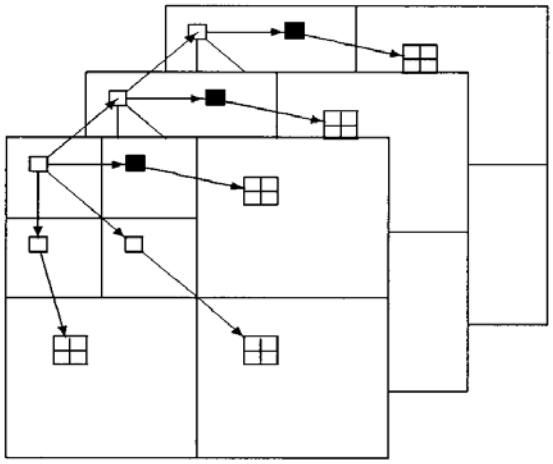

Figure 4 Tree structure used in the 3-D-SPIHT algorithm

RESULTS & DISCUSSIONS

The coding efficiency and compression ratio compared to traditional algorithm have improved highly by using the method of two kinds of wavelet bases to decompose the video images based on 3D-WT and improvement on the traditional 3D-SPIHT.In terms of PSNR, the improved algorithm outperforms the other coding algorithm.

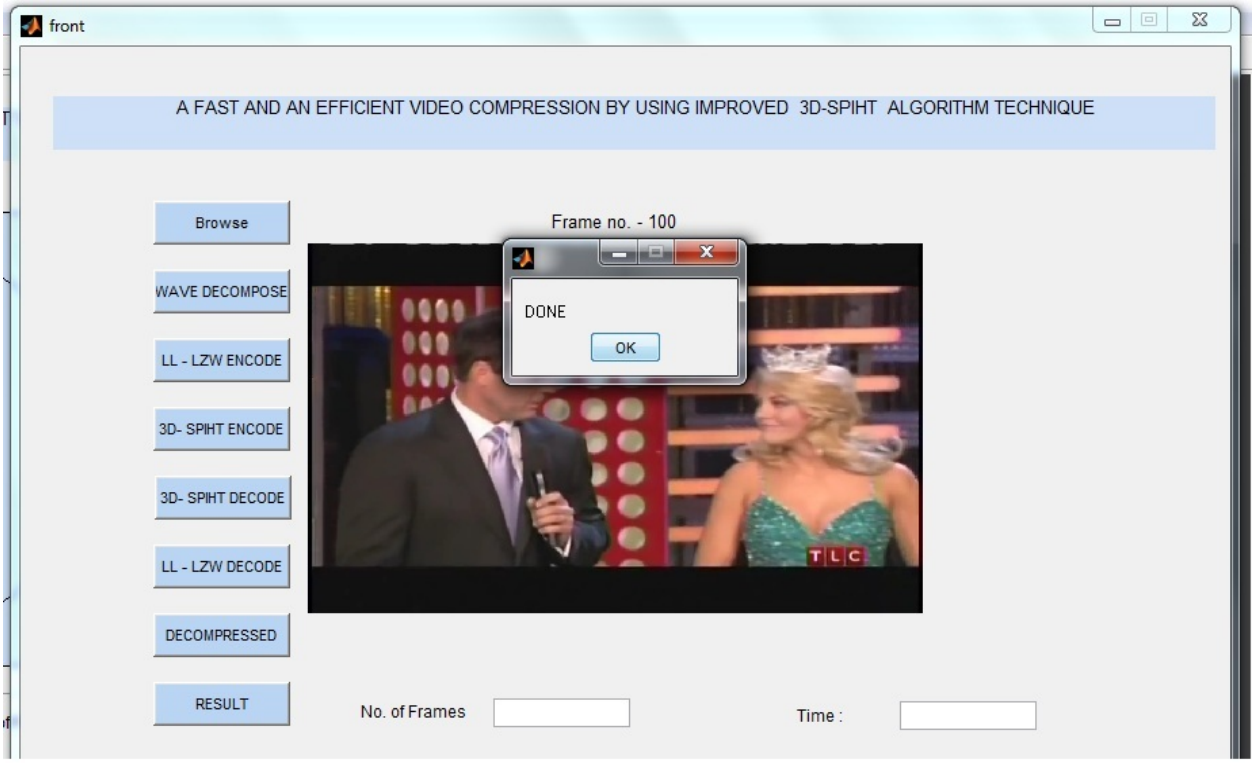

Figure 5.1: Browse Video

Browse video is used for select a video file and read frame and also extract frame. Where we use counter to count or select a frame. In this process we read beginning 100 frame of the video.

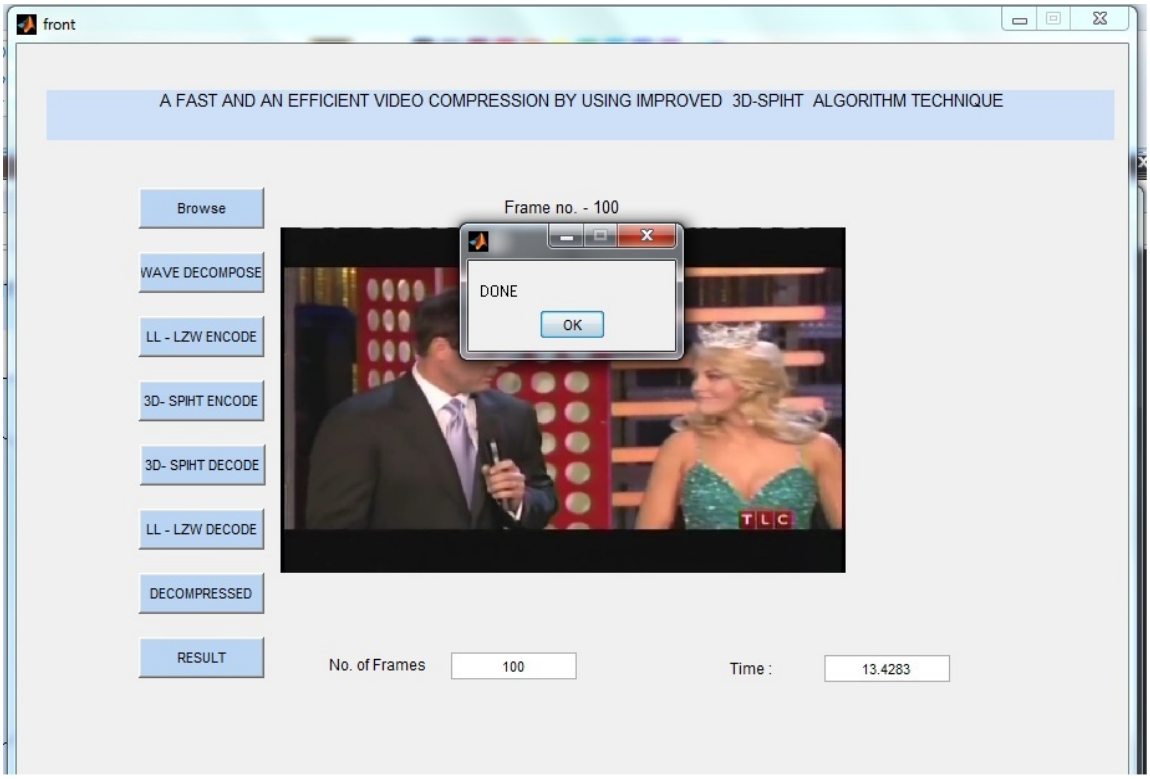

Figure 5.2: Wave Decomposition

In wave decomposition we split a frame in different level to compress frame and where we using three level decomposition.

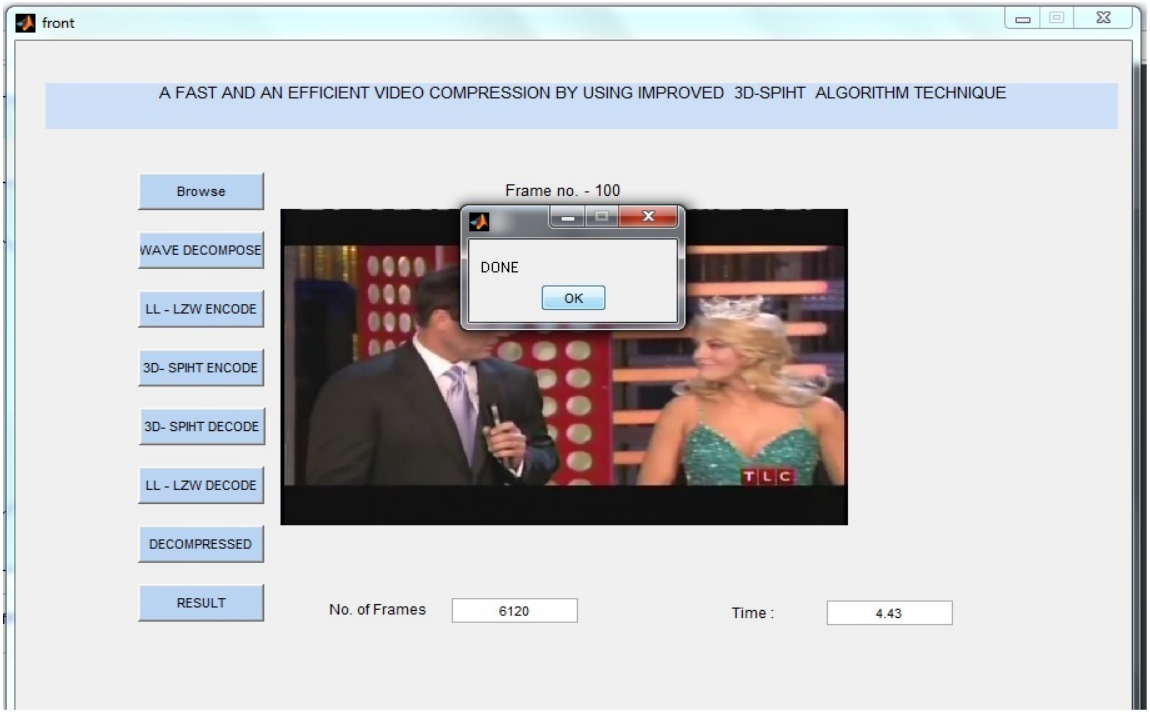

Figure 5.3: LL LZW Encoding

After three level wave decomposition LLLn portion containing high level energy so this portion is encode by LZW encoding. Its very efficient and lossless encoding that's why we use this encoding technique.

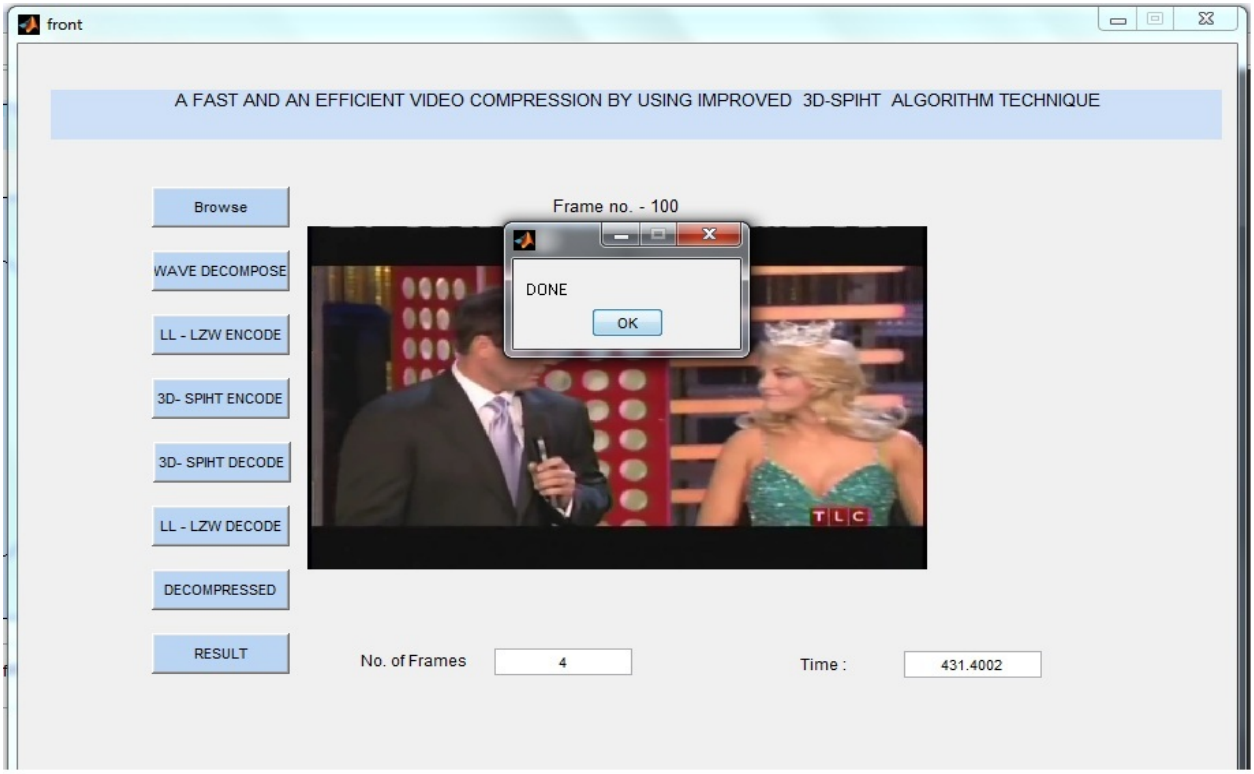

Figure5.4: 3D SPIHT Encoding

After wave decomposition LLLn portion is encode by LZW encoding technique and remains part is encode by 3D SPIHT encoding process.

Figure5.5: 3D SPIHT Decoding

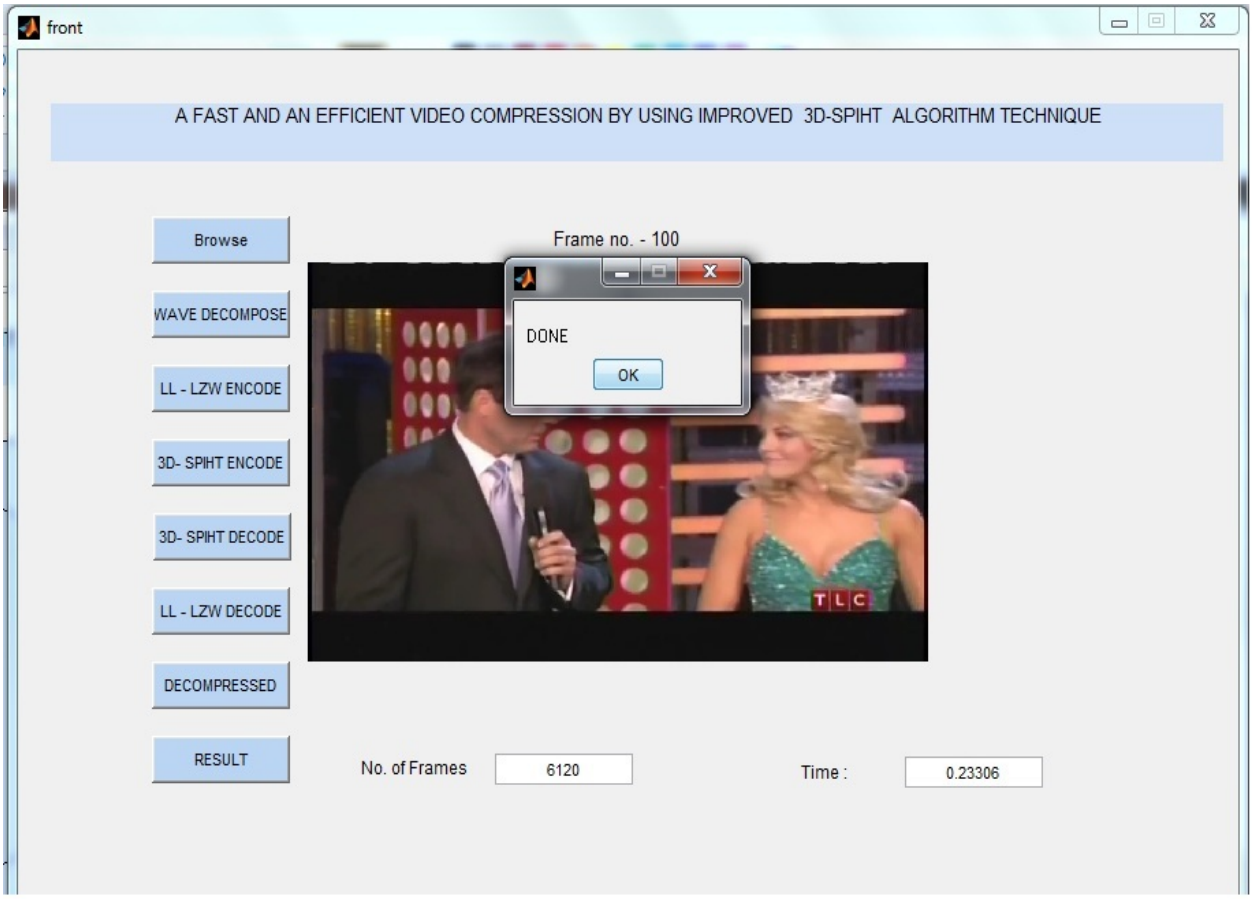

Figure 5.6: LL LZW Decoding

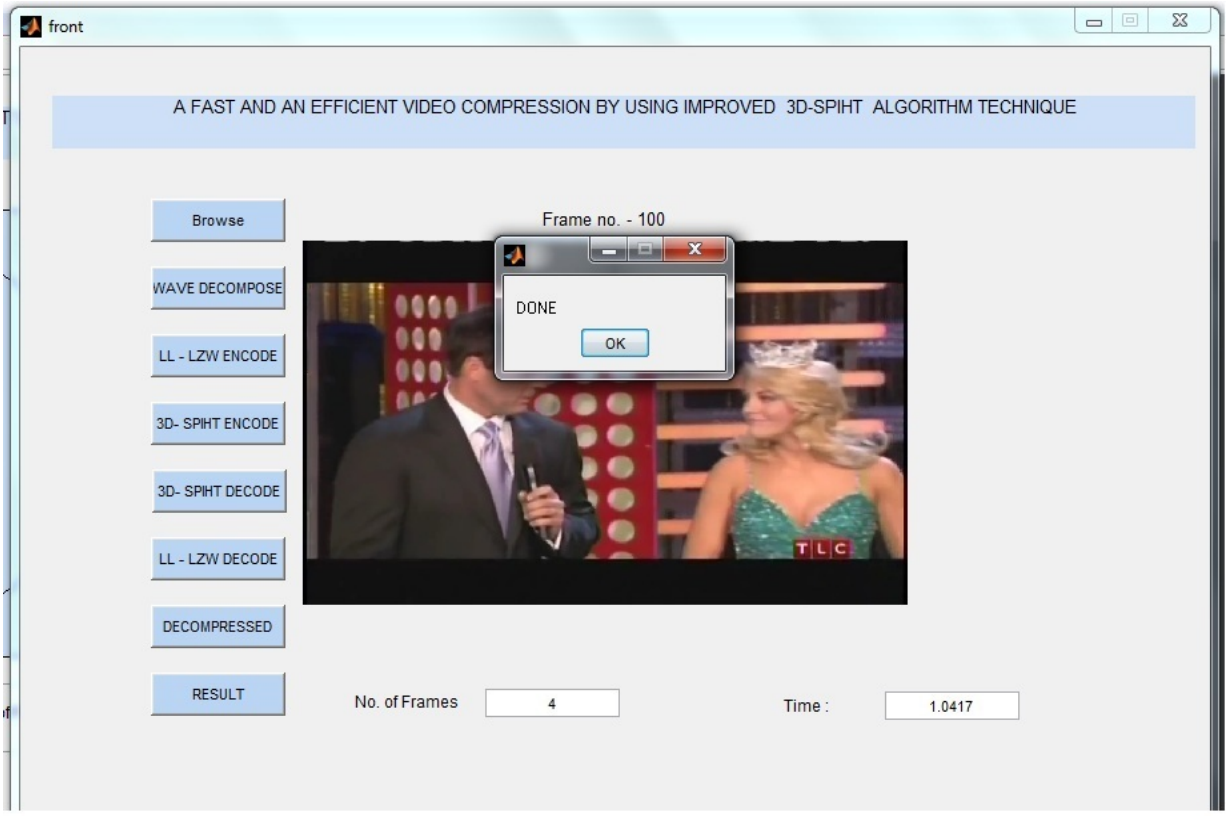

Figure5.7: Decompression

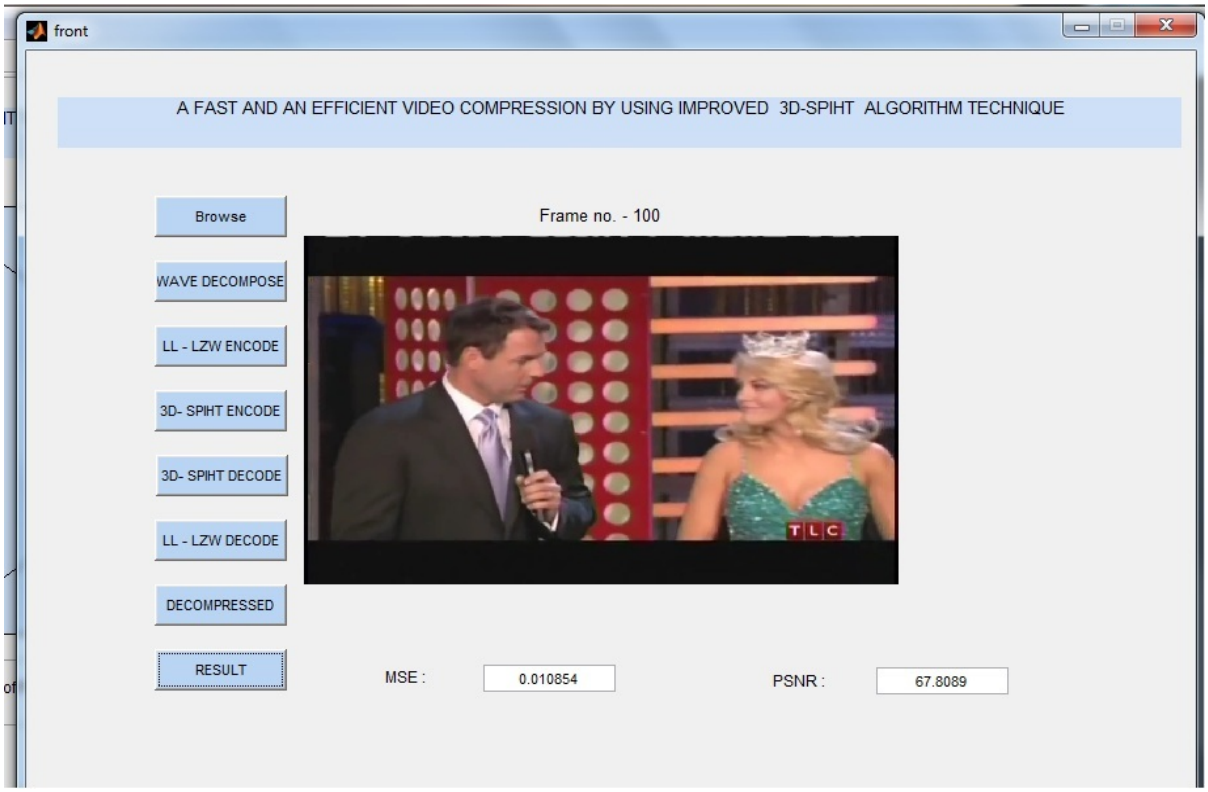

Figure 5.8: Final Output of a frame - PSNR & MSE

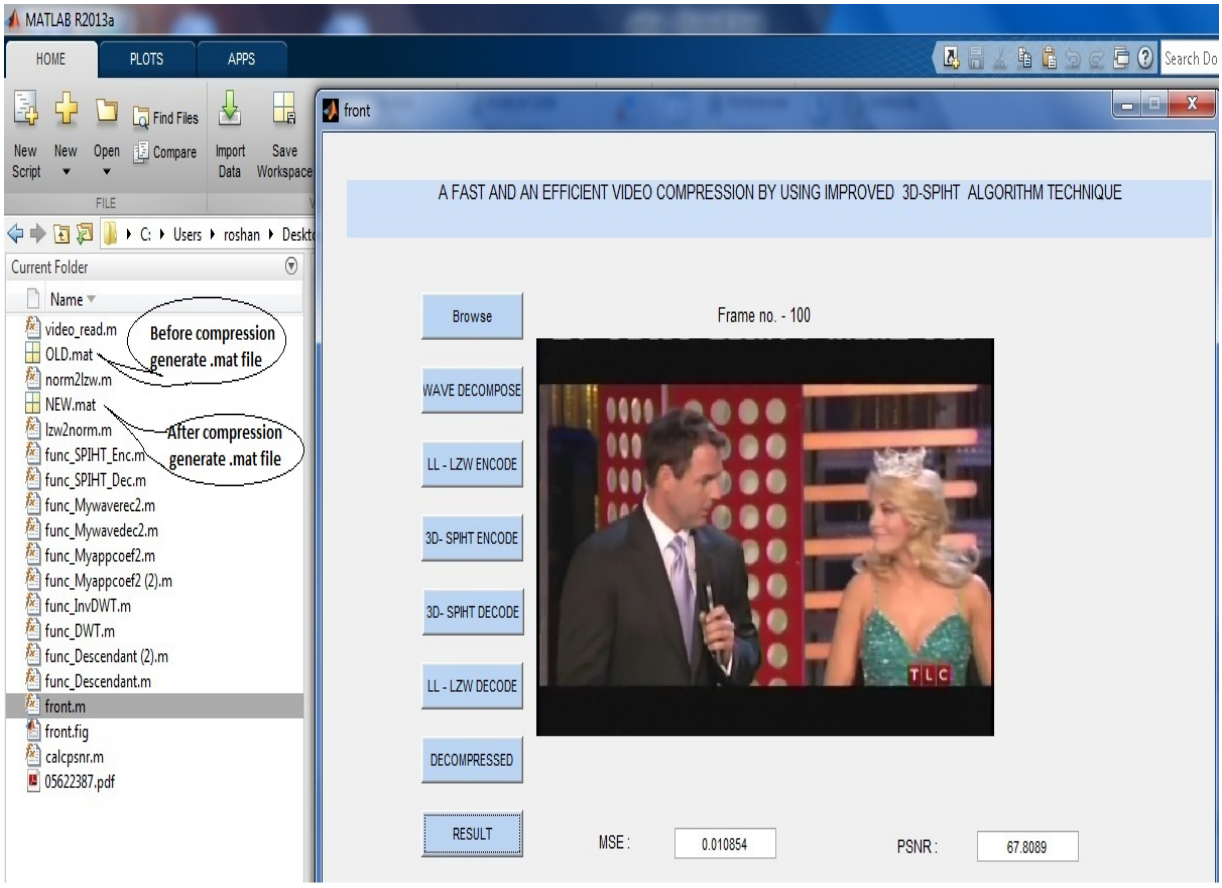

Figure 5.9: Generate .mat file before and after compression

After encoding of frame now we have to recover original frame so first of all decode by 3D SPIHT algorithm than LL-LZW algorithm technique is used.
Decompression process decompress the decoded data and get original frame that is 4 frame which is use to encode and decode the 4 frame from the read frame.

Finally result block in GUI generate final result of single frame MSE and PSNR.If we need to many frame MSE and PSNR so we have to take average value.
CR (compression ratio) is calculated by the .mat file size which is generated before and after compression. The ratio of new.mat and old.mat file that is shown in figure 5.9 .

In the video compression algorithm based on 3D-WT, considering that if using a small number of frames in a GOF, it will lead to decrease the levels of wavelet decompression, not efficient decomposition is achieved and the problem of many coefficients included in low-pass subbands. Based on the above reasons, so in this paper, we take a GOF of 4 frames into consideration, and a three level wavelet decomposition using the Daubechies' 9/7 biorthogonal filters are applied to video images for spatial domain and the Haar filters are used for the temporal domain. We used video sequence "Miss America" of international testing standards to coding simulation. Experimental results are shown in

TABLE 1 Performance evaluation matrix

S.No.	VIDEO	COMPRESSION RATIO	OLD FRAME SIZE	NEW FRAME SIZE	MSE	PSNR
1.	Miss America Low Quality (14.2 MB)	0.839	83.3 KB	69.93 KB	0.024571	64.2606
1.	Miss America Low Quality (22.5 MB)	0.786	201KB	158 KB	0.014822	66.4381

2. CONCLUSION:

In this paper, we have analyzed three-dimension set partitioning in hierarchical trees algorithm in detail. The coding efficiency and compression ratio compared to traditional algorithm have improved highly by using the method of two kinds of wavelet bases to decompose the video images based on 3D-WT and improvement on the traditional 3D-SPIHT. In terms of PSNR, the improved algorithm outperforms the other coding algorithm. Because of adopting integer variable during the whole coding process, it is easy to be implemented in computer or other hardware devices. In addition to this, 3D-SPIHT performs well by providing a fully embedded bit stream. These properties are particularly applied to network transmission or communication.

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