

Contents

<i>Preface</i>	<i>page</i> xv
<i>Acknowledgments</i>	xix

1 Motivation	1
1.1 The importance of compression	1
1.2 Data types	2
1.2.1 Symbolic information	2
1.2.2 Numerical information	3
1.3 Basic compression process	4
1.4 Compression applications	5
1.5 Design of compression methods	6
1.6 Multi-disciplinary aspect	8
Note	8
References	9
2 Book overview	10
2.1 Entropy and lossless coding	10
2.2 Quantization	11
2.3 Source transformations	12
2.3.1 Prediction	12
2.3.2 Transforms	13
2.4 Set partition coding	16
2.5 Coding systems	17
2.5.1 Performance criteria	17
2.5.2 Transform coding systems	18
2.5.3 Subband coding systems	19
2.6 Distributed source coding	20
Notes	21
References	22
3 Principles of lossless compression	23
3.1 Introduction	23
3.2 Lossless source coding and entropy	23

3.3	Variable length codes	28
3.3.1	Unique decodability and prefix-free codes	28
3.3.2	Construction of prefix-free codes	28
3.3.3	Kraft inequality	30
3.4	Optimality of prefix-free codes	32
3.4.1	Sources with memory	36
3.5	Concluding remarks	37
	Problems	37
	References	40
4	Entropy coding techniques	41
4.1	Introduction	41
4.2	Huffman codes	41
4.3	Shannon–Fano–Elias codes	47
4.3.1	SFE code examples	48
4.3.2	Decoding the SFE code	49
4.4	Arithmetic code	50
4.4.1	Preliminaries	50
4.4.2	Arithmetic encoding	51
4.4.3	Arithmetic decoding	53
4.5	Run-length codes	55
4.6	Alphabet partitioning: modified Huffman codes	57
4.6.1	Modified Huffman codes	57
4.6.2	Alphabet partitioning	58
4.7	Golomb code	60
4.8	Dictionary coding	63
4.8.1	The LZ78 code	64
4.8.2	The LZW algorithm	65
4.8.3	The LZ77 coding method	67
4.9	Summary remarks	72
	Problems	72
	Notes	75
	References	76
5	Lossy compression of scalar sources	77
5.1	Introduction	77
5.2	Quantization	77
5.2.1	Scalar quantization	77
5.2.2	Uniform quantization	81
5.3	Non-uniform quantization	87
5.3.1	High rate approximations	89
5.4	Companding	91
5.4.1	Distortion at high rates	93

Contents

ix

5.5	Entropy coding of quantizer outputs	95
5.5.1	Entropy coded quantizer characteristics	98
5.5.2	Null-zone quantization	99
5.6	Bounds on optimal performance	101
5.6.1	Rate-distortion theory	102
5.6.2	The Gish–Pierce bound	104
5.7	Concluding remarks	107
5.8	Appendix: quantization tables	107
	Problems	109
	Note	113
	References	114
6	Coding of sources with memory	116
6.1	Introduction	116
6.2	Predictive coding	116
6.2.1	Optimal linear prediction	117
6.2.2	DPCM system description	120
6.2.3	DPCM coding error and gain	121
6.3	Vector coding	122
6.3.1	Optimal performance bounds	122
6.3.2	Vector (block) quantization (VQ)	129
6.3.3	Entropy constrained vector quantization	135
6.4	Tree-structured vector quantization	141
6.4.1	Variable length TSVQ coding	144
6.4.2	Pruned TSVQ	145
6.5	Tree and trellis codes	146
6.5.1	Trellis codes	148
6.5.2	Encoding and decoding of trellis codes	150
6.5.3	Codevector alphabets	152
6.6	Trellis coded quantization (TCQ)	152
6.6.1	Entropy-coded TCQ	154
6.6.2	Improving low-rate performance in TCQ	155
6.7	Search algorithms	155
6.7.1	M-algorithm	155
6.7.2	The Viterbi algorithm	158
6.8	Concluding remarks	160
	Problems	160
	Notes	163
	References	164
7	Mathematical transformations	166
7.1	Introduction	166
7.1.1	Transform coding gain	169

7.2	The optimal Karhunen–Loeve transform	171
7.2.1	Optimal transform coding gain	172
7.3	Suboptimal transforms	172
7.3.1	The discrete Fourier transform	172
7.3.2	The discrete cosine transform	173
7.3.3	The Hadamard–Walsh transform	174
7.4	Lapped orthogonal transform	175
7.4.1	Example of calculation of transform coding gain	178
7.5	Transforms via filter banks	179
7.6	Two-dimensional transforms for images	181
7.7	Subband transforms	184
7.7.1	Introduction	184
7.7.2	Coding gain of subband transformation	187
7.7.3	Realizable perfect reconstruction filters	192
7.7.4	Orthogonal wavelet transform	194
7.7.5	Biorthogonal wavelet transform	199
7.7.6	Useful biorthogonal filters	204
7.7.7	The lifting scheme	205
7.7.8	Transforms with integer output	208
7.8	Concluding remarks	211
	Problems	212
	Notes	214
	References	216
8	Rate control in transform coding systems	218
8.1	Rate allocation	218
8.1.1	Optimal rate allocation for known quantizer characteristics	220
8.1.2	Realizing the optimal rate allocation	223
8.1.3	Fixed level quantization	225
8.1.4	Optimal bit allocation for arbitrary set of quantizers	226
8.1.5	Building up to optimal rates for arbitrary quantizers	228
8.1.6	Transform coding gain	230
8.2	Subband rate allocation	233
8.2.1	Practical issues	237
8.2.2	Subband coding gain	239
8.3	Algorithms for rate allocation to subbands	241
8.4	Conclusions	242
	Problems	242
	Notes	243
	References	244
9	Transform coding systems	245
9.1	Introduction	245

Contents

xi

9.2 Application of source transformations	245
9.2.1 Model-based image transform coding	246
9.2.2 Encoding transform coefficients	249
9.3 The JPEG standard	251
9.3.1 The JPEG baseline system	252
9.3.2 Detailed example of JPEG standard method	256
9.4 Advanced image transform coding: H.264/AVC intra coding	259
9.5 Concluding remarks	262
Problems	262
Notes	263
References	264
10 Set partition coding	265
10.1 Principles	265
10.1.1 Partitioning data according to value	267
10.1.2 Forming partitions recursively: square blocks	270
10.1.3 Binary splitting	274
10.1.4 One-dimensional signals	276
10.2 Tree-structured sets	276
10.2.1 A different wavelet transform partition	279
10.2.2 Data-dependent thresholds	282
10.2.3 Adaptive partitions	283
10.3 Progressive transmission and bitplane coding	285
10.4 Applications to image transform coding	286
10.4.1 Block partition coding and amplitude and group partitioning (AGP)	287
10.4.2 Enhancements via entropy coding	289
10.4.3 Traversing the blocks	289
10.4.4 Embedded block coding of image wavelet transforms	291
10.4.5 A SPECK coding example	291
10.4.6 Embedded tree-based image wavelet transform coding	297
10.4.7 A SPIHT coding example	299
10.4.8 Embedded zerotree wavelet (EZW) coding	302
10.4.9 Group testing for image wavelet coding	306
10.5 Conclusion	306
Problems	307
Notes	310
References	311
11 Subband/wavelet coding systems	313
11.1 Wavelet transform coding systems	313
11.2 Generic wavelet-based coding systems	317
11.3 Compression methods in wavelet-based systems	318

11.4	Block-based wavelet transform set partition coding	320
11.4.1	Progressive resolution coding	321
11.4.2	Quality-progressive coding	323
11.4.3	Octave band partitioning	326
11.4.4	Direct bit-embedded coding methods	328
11.4.5	Lossless coding of quantizer levels with adaptive thresholds	329
11.4.6	Tree-block coding	331
11.4.7	Coding of subband subblocks	332
11.4.8	Coding the initial thresholds	333
11.4.9	The SBHP method	335
11.4.10	JPEG2000 coding	336
11.4.11	The embedded zero-block coder (EZBC)	343
11.5	Tree-based wavelet transform coding systems	347
11.5.1	Fully scalable SPIHT	347
11.5.2	Resolution scalable SPIHT	349
11.5.3	Block-oriented SPIHT coding	352
11.6	Rate control for embedded block coders	354
11.7	Conclusion	356
	Notes	357
	References	359
12	Methods for lossless compression of images	361
12.1	Introduction	361
12.2	Lossless predictive coding	362
12.2.1	Old JPEG standard for lossless image compression	362
12.3	State-of-the-art lossless image coding and JPEG-LS	364
12.3.1	The predictor	364
12.3.2	The context	365
12.3.3	Golomb–Rice coding	366
12.3.4	Bias cancellation	366
12.3.5	Run mode	367
12.3.6	Near-lossless mode	368
12.3.7	Remarks	368
12.4	Multi-resolution methods	368
12.5	Concluding remarks	369
	Problems	370
	Notes	371
	References	372
13	Color and multi-component image and video coding	373
13.1	Introduction	373

Contents

xiii

13.2	Color image representation	374
13.2.1	Chrominance subsampling	376
13.2.2	Principal component space	377
13.3	Color image coding	378
13.3.1	Transform coding and JPEG	378
13.3.2	Wavelet transform systems	380
13.4	Multi-component image coding	383
13.4.1	JPEG2000	383
13.4.2	Three-dimensional wavelet transform coding	384
13.4.3	Video coding	389
13.5	Concluding remarks	395
Notes		395
References		396
14	Distributed source coding	398
14.1	Slepian–Wolf coding for lossless compression	398
14.1.1	Practical Slepian–Wolf coding	400
14.2	Wyner–Ziv coding for lossy compression	404
14.2.1	Scalar Wyner–Ziv coding	406
14.2.2	Probability of successful reconstruction	407
14.3	Concluding remarks	411
Problems		411
Notes		412
References		413
<i>Index</i>		414