Reduction of Blocking Artifacts from JPEG Compressed image using Spatial method

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Abstract: *Digital images are large in size and occupy large space. Their large size entails two problems one is of the large bandwidth requirement and other is of more time required for uploading and downloading through internet. To combat these problems images are compressed. Block based DCT is used to compress the still images and video sequences because of its energy compaction property but BDCT yields the blocking artifacts in images. To remove blocking artifacts various de blocking techniques have been devised and a comparative analysis of these post processing spatial domain techniques have been presented in this paper.*

Key words: *-DCT, JPEG, Blocking Artifacts, PSNR, BBM, MSSIM, HVS*

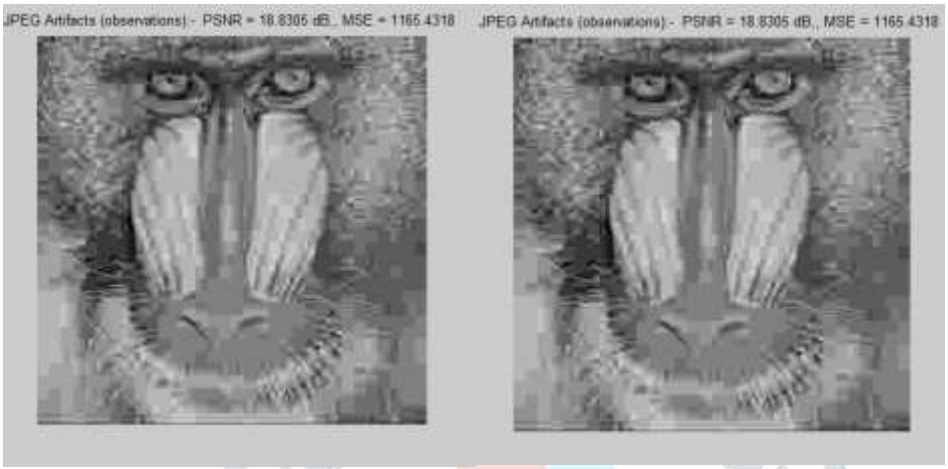
I. INTRODUCTION

The goal of image compression is to represent an image with as few no. of bits as possible while preserving the quality required for the given application. Compression is useful because it helps reduce the consumption of expensive resources such as hard disk space or transmission bandwidth. Compression addresses the problem of redundant data .The transformation is applied prior storage or transmission of the image. At some later time compressed image is decompressed or decoded to reconstruct the original image or an approximation of it. Most of the coding standards for still images and video sequences, such as JPEG, MPEG adopt the Block-based Discrete Cosine Transform (BDCT) as a main coding tool. After this transformation, the transform coefficients are quantized. This is the step where most of the compression is realized, some quality is sacrificed, and the blocking artifacts are caused, which are discontinuities between adjacent blocks. These discontinuities crop up due to independent quantization of each block without considering inter block correlation. To remove these discontinuities various filters have been designed. For the two static and continuously dynamic images, the Block-Based Discrete cosine Transform is the generally used. By reducing the BDCT coefficients, highly compression ratios can be obtained which results in blurred images that gives the introduction to the visually ***blocking Artifacts.***Out of the all image compression accesses, Block-Based Discrete cosine Transform (BDCT) is frequently used transform for the two static and continuously dynamic images in lossy image compression. The Block-Based Discrete cosine Transform (BDCT) is the basic integral for image and video standards. The Block-Based Discrete cosine Transform (BDCT) proves a best transformation and widely used for the compression of digital image data like JPEG, which is used for all still images. MPEG is generally used for moving pictures, and H .261 for videophone or teleconference. The output image from JPEG compression develops a blocking artifact near block boundaries of the image in high compression. This Artifact is due to the medium of transformation and due to the quantization of each block independently. Blocking Artifacts and ringing Artifacts are genuine obstacle in Discrete cosine Transform based image compression. Due to blocking artifact, image quality is reduced and clear image is not visible at high Q values which is considerable fault in the DCT based compression system. Visual image quality can be enhanced by reducing the blocking artifact and the advancement in bit rate to get satisfied quality of image is very costly. . Higher compression ratios can be managed with better picture quality if blocking artifacts are decreased. The recreated images from highly compressed data has excess image degradation, like ringing and blocking artifact near the block of the image. The Post-Processing proves to be the best method for this artifacts because it does not need any subsist standard to be changed. The block based DCT compression outcome in visible artifact at block boundaries because of coarse quantization of the DCT coefficients boundary region between the blocks of

the reconstructed image are remarked as smooth and non- smooth region. The blocking artifact in the smooth and non- smooth regions are ditached by altering some DCTcoefficients.

BLOCKING ARTFACTS

If a block based compression method is used and the given image is quantized coarsely, the artifacts are caused. These artifacts produce two kinds of visual distortions 1)blurring of sharp edges and changes in texture pattern.2) formation of false edges at inter block boundaries[1] .The first kind of distortion is due to the reduction or the improper truncation of high frequency DCT coefficients and these are known as ringing effects. The other is due to severe reduction in the low frequency DCT coefficient we call it as blocking artifact. These artifacts are pseudo edges formed at the block boundaries in the decompressed images .In this paper the focus is on the removal of blocking artifact. The example of Artifacts at various Q value is shown below



(a) **(b)**

Fig-1 : Compressed image with visible artifacts at a) Q=8 and b) Q=10

II. METHODOLOGY FOR PROPOSED ALGORITHM

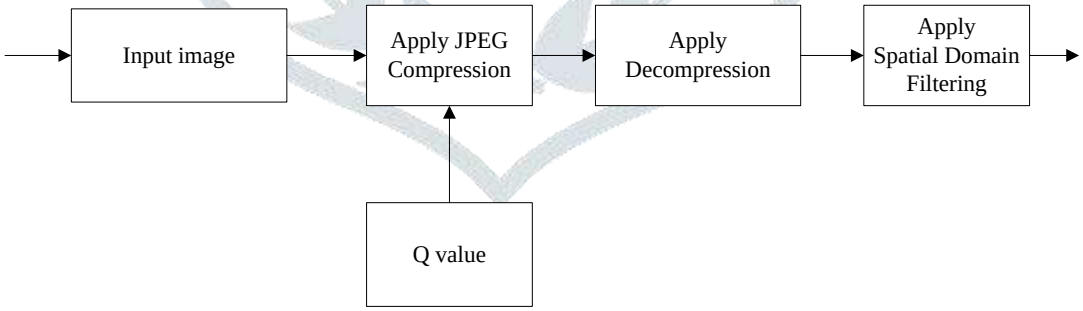


Fig-2: Block Diagram of Methodology

We will test the image for different Q values for different images. Here it is observed that as Q value is increasing high the artifacts are also clearly visible to us. Due to blocking artifacts, the image quality decreases in terms of PSNR and MSE. For higher Q values PSNR of the particular image starts reducing and in the meantime MSE also increases, by this two factor the quality of image starts reducing. By the proposed algorithm we observe that by using the spatial filtering method the performance of image increases in terms of PSNR and MSE. Following are the different results of images for different input image at different Q values.

Fig-3: Input image Lena

Fig-5: Reconstructed image of reference

Fig-4: Reconstructed image using proposed method

Table1: **Effect of Q on PSNR and MSE**

S.NO	Q	PSNR	MSE	C.R
1	5	34.2732	24.3089	30.6807
2	7	33.8088	27.0521	35.7192
3	10	32.3271	38.0515	52.0088
4	20	29.9655	65.5431	100.1804

Table-2 a)**Results of Proposed method , b) Results of Reference method**

Input image	Q value	JPEG Compressed image		Decompressed image using proposed method	
		PSNR	MSE	PSNR ofproposed method	MSE of proposed method
Lena image	5	23.3972	323.718	27.7112	110.1433
Lena image	6	22.7941	383.4479	22.7941	121.3922
Lena image	7	22.3224	437.6919	26.9261	131.5679
Lena image	8	21.8929	503.51.8	26.522	144.8359
Lena image	9	21.3998	566.946	26.1583	157.4886
Lena image	10	21.038	627.4915	25.9114	166.702

(a)

Input image	Q value	JPEG Compressed image		Decompressed image using Reference method	
		PSNR	MSE	PSNR of Reference method	MSE of Reference method
Lena image	5	23.3972	323.7818	23.8549	284.7281
Lena image	6	22.7941	383.4479	23.2607	336.4133
Lena image	7	22.3224	437.6919	22.8166	381.0344
Lena image	8	21.8229	503.5108	22.2998	440.4646
Lena image	9	21.3998	566.946	21.8991	494.2966
Lena image	10	21.038	627.4915	21.5507	543.4514

(b)

From the results shown in table 2, as the value of Q increases , the PSNR of the image goes decreasing and MSE increases, and the quality of the image goes on decreases. By using the post processing technique the

image quality can be increased by improving the PSNR and by decreases the MSE value of the image. The image is first transformed in to another domain by using DCT and then process with JPEG. The compressed image is processed with Proposed algorithm that is by applying the filtering method

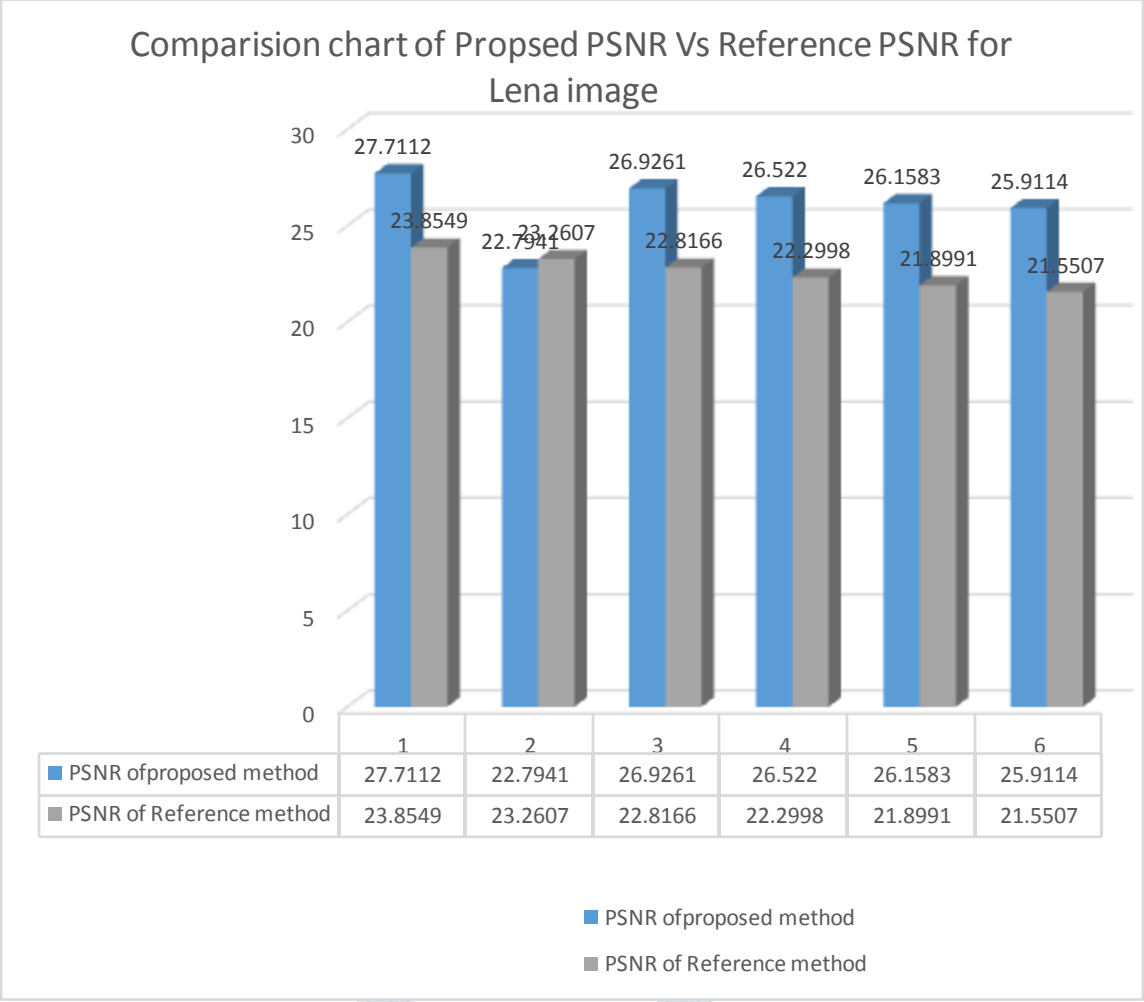


Fig-6: Comparision chart of PSNR

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