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Hardware Implementation of EZW based Image Compression with Huffman coding

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Abstract- Embedded Zero-tree Wavelet (EZW) is a wavelet based image compression scheme. It is basically a quantization stage that incorporates some characteristics of the wavelet decomposition. The EZW approach and its descendants significantly outperform some of the generic approaches. The wavelet coefficients in different sub bands represent the same spatial location in the image. This is an important characteristic used by EZW. In case of decomposition, since the size of the different sub bands is different, then a single coefficient in the smaller sub band may represent the same spatial location as multiple coefficients in the other sub bands. This paper describes hardware implementation of EZW encoding algorithm along with Huffman encoding and decoding architectures. After performing lifting based DWT technique and EZW algorithm, Huffman coding ensures further compression of the image. In Huffman coding no bit string is a prefix of any other bit string. Hence each code is uniquely decodable.

Index Terms- Embedded Zero-tree Wavelet (EZW), Huffman encoder and decoder, VLSI Architecture.

I. INTRODUCTION

Digital images require huge amounts of space for storage and large bandwidths for transmission [1]. The objective of image compression is to reduce irrelevance and redundancy of the image data in order to be able to store or transmit data in an efficient form [2]. Wavelet based algorithms Embedded Zero-tree Wavelet (EZW), Set Partitioning In Hierarchical Trees (SPIHT) and Embedded Block Coding with Optimized Truncation (EBCOT) have dominated in image compression [3]-[4]. EZW is computationally very fast among the best image compression algorithm known today. The motivation behind this work has come with reference to Dr. K. P. Soman [5] in which it is mentioned that EZW output can be further compressed using Huffman coding.

Wavelet transforms are the most powerful and most widely used tool to arise in the field of signal processing. Apart from image and video compression EZW finds applications in water marking, face and iris recognition, remote sensing and medical applications like EEG, ECG [6]-[9]. Vijaya Prakash. A.M and K.S. Gurumurthy [10] proposed Low Power VLSI architecture for image compression, which uses Variable Length Coding method to compress JPEG signals. Gopal Lakhani [11] proposed modified JPEG Huffman coding in which they obtained average code reduction to the total image size by their method as 4%. Their methods can be used for progressive image transmission. EZW with Huffman coding was attempted yet. Hence, a technique for image compression using EZW based image compression with Huffman coder is proposed in this work [10]-[11]. Lifting based scheme is well suited for Discrete wavelet transform (DWT) since it requires far fewer computations [12]-[13].

DWT coefficients of the image which is to be compressed were computed using MATLAB software as an initial step. DWT matrix obtained for an $n \times n$ image will be having a size of $n \times n$. Fig.1 shows DWT coefficients of 8×8 image. After computing DWT matrix, coefficients are scanned in particular order in order to apply image compression algorithm. Image scan methods, based on Raster order or Morton (Z) order are widely used. Morton order is used here since pattern of scanning is same in all frequency bands [14].

57	-35	52	8	5	12	-10	5
-29	25	14	-14	3	1	5	-2
15	15	2	-9	8	-10	6	12
-10	-6	-11	7	7	-2	4	5
-2	12	-1	47	6	6	-2	3



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0	3	-2	1	1	-4	3	1
0	-4	8	-4	4	5	3	3
5	14	4	3	-2	5	-4	1

Fig.1 DWT Coefficients

Generalized form of Morton scan can be obtained by using the expressions as shown in the Fig.2. Where x represents the Morton order of low frequency band of coefficients and n is the order, which represents the size of the image. For an 8×8 image, x represents the Morton order of low frequency components which is a 4×4 matrix as shown in Fig.3.

x	$x+(n/2)(n/2)$
$x+2(n/2)(n/2)$	$x+3(n/2)(n/2)$

Fig.2 Morton Scan generic format

1	2	5	6
3	4	7	8
9	10	13	14
11	12	15	16

Fig.3 The Morton order of lowest frequency coefficients (x) for 8×8 image

The relationship between each coefficient in each band can be generalized as follows:

LLn – Approximation which is same as the lowest frequency coefficients order or x

HLn – Horizontal Detail or $x + (n/2) (n/2)$

Here we need to add $(n/2) (n/2)$ with x in order to obtain morton scan order. Since n here is 8, we have to add x with $(8/2)(8/2) = 16$.

LHn – Vertical Detail or $x + 2 (n/2)(n/2)$

Here we need to add $2(n/2)(n/2)$ with x in order to obtain morton scan order. Since n here is 8, we have to add x with $2(8/2)(8/2) = 32$.

HHn – Diagonal Detail or $x + 3 (n/2)(n/2)$

Here we need to add $3(n/2)(n/2)$ with x in order to obtain morton scan order. Since n here is 8, we have to add x with $3(8/2)(8/2) = 48$.

The resulting Morton scanning order for an 8×8 image is shown in Fig.4.

1	2	5	6	17	18	21	22
3	4	7	4	19	20	23	24
9	10	13	14	25	26	29	30
11	12	15	16	17	28	31	32
33	34	37	38	49	50	53	54



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4	ZZZZZZZZTZZTZNZZZZZPTTTPPTPNPTNTTTTTTPTPN PPPTTTTTTPTTTTPNP
2	ZZZZZTZZZZZTPZZZTTPTTTTNPPTPTTTNPPN TTTTPNNPPTTPTTPTTT

Table.II shows the bits obtained after performing EZW (Embedded Zerotree wavelet) algorithm for the wavelet coefficients shown in Fig. 1 during subordinate pass.

Table.II Bits of the wavelet coefficients for the subordinate pass

Threshold	Subordinate pass result
32	1010
16	100111
8	0011100111100010001110
4	010100011111010101001011000110000001100000
2	11011100011011000000000111110010100000011001000101011011

In hardware point of view since there are four symbols, each symbol can take two bits for representation. So P is coded as 00, N as 01, Z as 10 and T as 11. Then these symbols are encoded using a statistical encoding technique called Huffman coding for further compression. The decoding phase of EZW consists of reversing the above stages.

- (1) Initialization: Initialize the values of the coefficients by zeros, the list of coefficients processed by an empty list and the threshold by T_n .
- (2) Principal stage: Read the codes of the principal list one by one. Each code is one of the four symbols $[P, N, Z, T]$:
 - If the code is P , assign T_n as the value of the coefficient and add the coefficient (its position) to the list of Processed coefficients;
 - If the code is N , assign $-T_n$ as the value of the coefficient and add the coefficient to the list of processed Coefficients;
 - If the code is Z or T , do nothing.
- (3) Secondary stage: Read the codes of the secondary list one by one. It corresponds to the list of already processed coefficients.

For each of these coefficients, if the corresponding term of the secondary list is zero, do nothing, whereas if this term is 1 modify its value. If the coefficient is positive, then $\frac{1}{2}(T_n-1)$ is added to it. If it is negative the same quantity can be subtracted from it.

- (4) Updated new threshold : We can calculate the new threshold with $T_{n+1} = (1/2)T_n$

The algorithm steps for the proposed scheme are given in the flow chart shown in Figure. 5. The proposed architecture modules are explained in section III.



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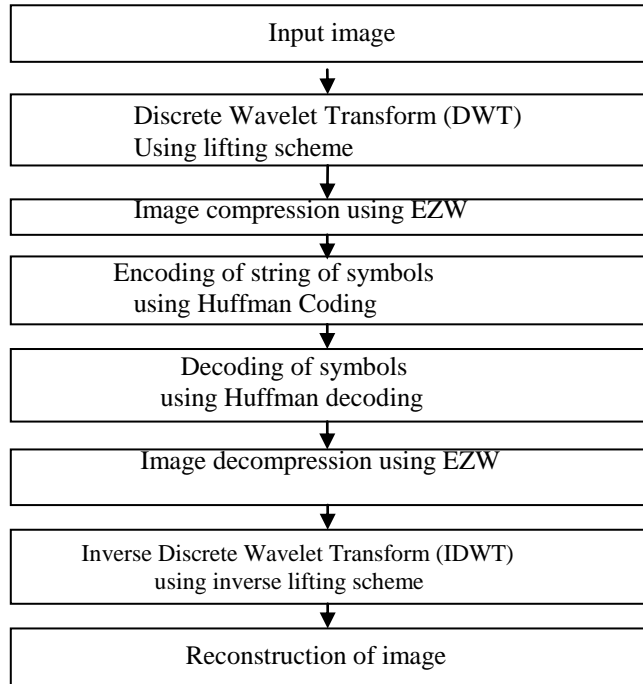


Fig. 5 Flow Chart

III. HUFFMAN CODER ARCHITECTURE

Huffman encoding is an algorithm or lossless data compression that represents data in fewer bits than otherwise needed. Huffman coding needs to prepare a code word table that contains the information of mapping data between real data and the code words for encoding. There are two types of Huffman coding methods: static Huffman is coding and adaptive Huffman coding. Static Huffman coding uses a known code word table for encoding. While, Adaptive Huffman coding uses an encoding tree which is adaptively constructed and maintained at sender as well as receiver side. Here we use static Huffman coding in our algorithm to encode the symbols P, N, Z and T. After performing lifting based DWT and EZW for different images we came to a conclusion that symbol T occurs more frequently among the four symbols. Hence, one bit is assigned to the symbol T i.e 0 or 1. Based on the order of occurrence of the symbols Z, N and P, the binary bits are assigned as follows.

P is encoded as 1110

N is encoded as 110

Z is encoded as 10

T is encoded as 0.

We can also use the following bits.

P is encoded as 0001

N is encoded as 001

Z is encoded as 01

T is encoded as 1.

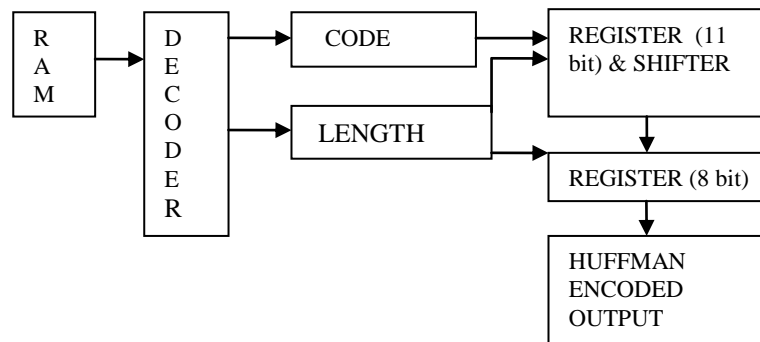


Fig. 6. Huffman encoder architecture



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The working modules of the proposed architecture are shown in Fig.6. Bit strings corresponding to symbols P, N, Z and T are stored in a RAM. The decoder reads these bit strings and generates a code and a length for each symbol, where code represents the Huffman encoded codes like 1110, 110, 10 and 0 or 0001, 001, 01, and 1, corresponding to P, N, Z and T symbols respectively. Length represents number of bits in the Huffman code. For example length for symbol P is 4 and for symbol N is 3. The coded bit strings are stored in a 11 bit register and each time when register is filled with eight bit positions Huffman encoded string gives an output. An eight bit register is selected because it will represent code for at least two symbols if they both are P symbols. FSM (Finite State Machine) is a mathematical model of computation to design sequential logic circuits. Event driven FSM represents transition from one state to another and is triggered by an event (Huffman code). Huffman decoder is modeled as a Finite State machine having 7 states S0, S1, S2, S3, S4, S5, S6 as shown in Figure.7. It is basically an infinite loop that reads incoming events. The state machine has only two states: *State* and *Next state*. It represents a mealy machine that is outputs are dependent of inputs and states.

States S0, S2, S4, S6 outputs corresponding code. State S0 detects symbol P, State S2 detects symbol N, State S4 detects symbol Z and State S6 detects symbol T and outputs 00, 01, 10 and 11 respectively. Ones and zeros represents the inputs to each of the 7 states.

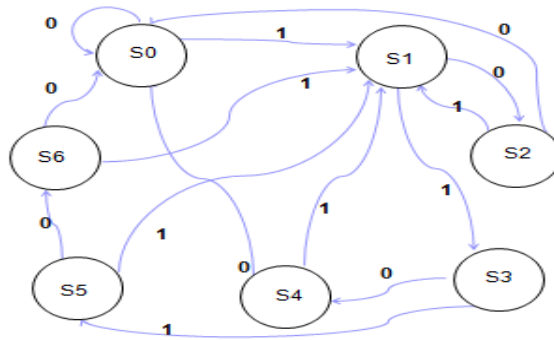


Fig.7 Huffman decoder

IV. RESULTS AND DISCUSSIONS

EZW encoder and Huffman coder are implemented and simulated on iverilog. MATLAB simulation result of subordinate pass for threshold 16 and 32 for Fig.1 is shown in Fig.8 and Fig.9 respectively.

	1	2	3	4	5	6	7	8	9
1	1	0	0	1	1	1			
2									

Fig.8. MATLAB Simulation result of subordinate pass for threshold 16

	1	2	3	4	5	6	7	8	9
1	1	0	1	0					
2									

Fig.9. MATLAB Simulation result of subordinate pass for threshold 32



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Fig. 10, 11 and 12 shows the simulation waveform of EZW encoder for threshold 16, Huffman encoder and decoder respectively.

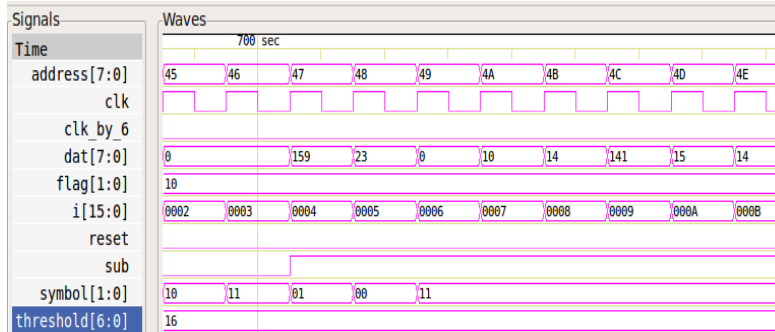


Fig.10. Simulation waveform of EZW encoder for threshold 16 on iverilog

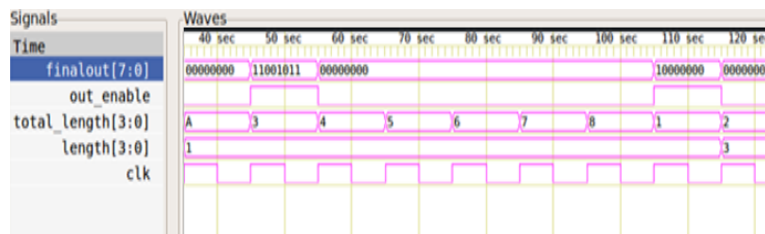


Fig.11. Simulation waveform of Huffman encoder for threshold 16 on iverilog

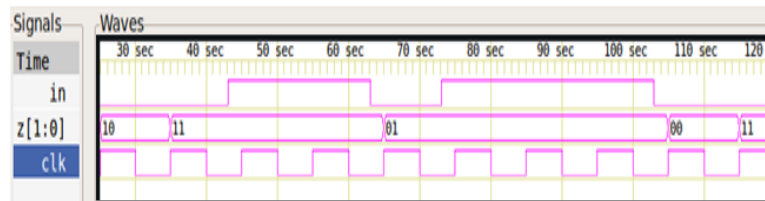


Fig.12. Simulation waveform of Huffman decoder for threshold 16 on iverilog

The power analysis results of EZW encoder are listed in the following Table. III

Table.III Power analyzer summary

Power play power analyzer status	Successful
Quartus version	11.0 Build157 04/27/2011 SJ Web edition
Top level entity name	EZW
Family	Cyclone II
Device	EP2C5T144C6
Power models	Final
Total thermal power dissipation	34.81mW
Core static thermal power dissipation	18.02 mW
I/O thermal power dissipation	16.79 mW



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The quality of the designed VLSI architecture for Huffman encoder and decoder, are measured using PSNR value and bits per pixel. The results are listed in the following Table. IV and Table.V for 8 x 8 image and 16 x 16 image respectively.

Table IV Compression ratio and PSNR values (8 x8 image)

Threshold	No of bits needed	Bits per pixel (bpp)	PSNR (dB)	Compression ratio
32	33	0.25	25.8925	15.06
16	51	1.12	26.6137	9.85
8	91	2.75	27.6726	3.41

Table.V Compression ratio and PSNR values (16 x 16 image)

Threshold	No of bits needed	Bits per pixel (bpp)	PSNR (dB)	Compression ratio
32	132	0.37	26.7929	12.11
16	204	1.23	26.9137	10.83
8	364	2.64	27.6526	2.49

V. CONCLUSION

A new architecture for image compression by EZW algorithm with Huffman coder is proposed in this work. The efficiency of the structure is improved in the design by utilizing Huffman coder architecture which is explained in the section II. The reduced hardware complexity of threshold calculation structure is incorporated and is implemented. For DWT coefficient calculation, lifting based scheme is utilized. The proposed structure is scalable for higher number of levels. The single RAM utilization for storage of DWT coefficients helps in reducing the hardware elements by utilizing the same memory for entire calculations. Since this architecture along with Huffman coder increases the compression ratio, without increasing the memory bandwidth, the implementation is suitable for high speed image processing. The architecture can be improved for processing of large size images and further to process video signals.

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