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Image Compression Techniques for Medical Science Image :Survey and Discussion

Ajay Kumar Pawar[1], Prof. Jitendra Mishra[2]

[1]M. Tech. Scholar, Department of EC, PCST, Bhopal (India)

[2]Head & Professor, Department of EC, PCST, Bhopal (India)

Abstract- *Image storage and transmission has become an important part in modern wireless data services such as mobile multimedia, email, internet access, mobile commerce, mobile data sensing in sensor networks, home and medical monitoring services and mobile conferencing. In this paper present the comparative study for the different image processing techniques for the medical science image.*

Keywords:- Digital Image Processing, Image Compression, Image Registration, Medical science, Wavelet Transformation.

INRODUCTION

An image is an artifact that depicts or records visual perception. Group of pixels arranged in an order to form an image. There are various kinds of images are exist like binary, intensity, RGB images. Image or video or music compression is the technique is used to reduce the size of data without losing the data. This plays a very important wing is using inserting information and transferring information; henceforth it has an extent of application [1]. Images usually occupy more space on a hard disk or bandwidth in a transmission system than words. It goes against the saying, 'An image is worth a thousand words'. Hence, in the wide area of signal processing, efficient signal representations is a very high-activity research domain.

Efficiency, in this perspective, means to include a representation from which we can recover some estimation of the original signal, which doesn't occupy larger space. Unluckily, these are conflicting requirements; to have better pictures, we usually require more memory. Advanced pictures are generally utilized as a part of PC applications. Uncompressed computerized pictures require significant capacity limit and transmission data transfer capacity. Effective picture pressure arrangements are turning out to be more basic with the late development of information serious, media based web applications. Information pressure is the way toward changing over information records into littler documents for productivity of capacity and transmission.

As one of the empowering advances of the interactive media transformation, information pressure is a key to quick advance being made in data innovation. It would not be handy to put pictures, sound, and video alone on sites without pressure. Information pressure calculations are utilized as a part of those measures to lessen the quantity of bits required to speak to a picture or a video arrangement. Pressure is the way toward speaking to data in a reduced frame. Information pressure regards data in computerized frame as parallel numbers spoke to by bytes of information with substantial information sets. Pressure is a fundamental and basic strategy for making picture records with sensible and transmittable sizes. Keeping in mind the end goal to be valuable, a pressure calculation has a relating decompression

calculation that, given the compacted record, repeats the first document. There have been many sorts of pressure calculations created [2].

Digital image processing is the use of computer algorithms to perform image processing on digital images. It allows various algorithms to be applied to the input data and can overcome the problems such as the build-up of noise and signal distortion during processing. Images are important documents today to work with them in some applications there is need to be compressed. Compression is more or less it depends on our aim of the application. Image compression plays a very important role in the transmission and storage of image data as a result of and storage limitations. The main aim of image compression is to represent an image in the fewest number of bits without losing the essential information content within an original image. Compression techniques are being rapidly developed for compress large data files such as images. With the increasing growth of technology a huge amount of image data must be handled to be stored in a proper way using efficient techniques usually succeed in compressing images. There are some algorithms that perform this compression in different ways; some are lossless and lossy. Lossless keep the same information as the original image and in lossy some information loss when compressing the image. Some of these compression techniques are designed for the specific kinds of images, so they will not be so good for other kinds of images [17].

Image compression is a utilization of information compression which lessens the measure of information by diminishing insignificance and excess of the image information, so information can store and transmit in an effective form. Digital image is essentially two dimensional exhibits of pixels. Good quality of image requires more amount of space for maintaining quality of image [1].

II. Digital Images

Two classes of digital images can be distinguished analog and digital images. Both types fall into non temporal multimedia type [3]. Analog images are painted or created through photographic process. During this process, the image is captured by a camera on a film that becomes a negative. We have a positive when the film is developed no processing is possible from this moment. When the photography is made on a transparent medium then we are dealing with a dispositive (slide). Analog images are characterized by continuous, smooth transition of tones. This means that between each two different points at the picture there is an infinite number of tonal values. It is possible to transform an analog image into digital. The digitization process is usually caused by a need of digital processing. The output of digitalization is a digital approximation of the input analog image the analog image is replaced by a set of pixels (points organized in rows and columns) and every pixel has a fixed, discrete tone value. Therefore, the image is not a continuous tone of colors. The precision and accuracy of this transformation depends on the size of a pixel the larger area of an analog image transformed into one pixel the less precise approximation. A digital image can be captured with a digital camera, scanner or created with a graphic program. Transition from digital to analog image also takes place by such devices as computer monitor, projector or printing device. One can distinguish many different types of digital images. First of all the digital images are divided into recorded and synthesized images. To the first group, for example, belong analog images scanned by digital scanner. To the second group are classed all images created with graphical computer programs they come into being already as digital images. The second possible classification of digital images divides them into vector images and raster images. Both of the groups can contain recorded as well as synthesized images.

III. Image Compression Process

Communication systems now a day's greatly rely on image compression algorithms to send image and video from one place to another. Every day, a massive amount of information is stored, processed, and transmitted digitally. The arrival of the biometric identity concept demands that

governments around the world keep profiles of their citizens, and for businesses to keep profiles of their customers and produce the information over the internet. Image compression addresses the problem of pressing large amounts of digital information into smaller packets (by reducing the size of image and data files) that can be moved quickly along an electronic medium before communication can take place effectively. Compressing images results in reduced transmission time and decrease storage requirements [34]. Whereas uncompressed multimedia files require considerable storage capacity and transmission bandwidth. The good compression system should be able to reconstruct the compressed image source or an approximation of it with good quality. It is an important branch of image processing that is still a very active research field and attractive to industry. Basic components of a data compression system are illustrated in below Figure. There are two different encoding systems in operation within the compression system, the predictive coding, and the transform coding. Predictive coding works directly on the input image pixel values as they read into the system; the spatial or space domain encoder also has the capacity to efficiently expect the value of the present sample from the value of those which have been processed previously. So this type of coding has to search for the relationship that governs the tile pixels and make a decision for the best way of operating them before the coding process start. Transform coding on the other hand uses frequency domain, in which the encoding system initially converting the pixels in space domain into frequency domain via transformation function. Thus producing a set of spectral coefficients which are then suitably coded and transmitted. The background research of this chapter will focus on the transform coding since the Bin DCT algorithm by itself is also transforms the row image in space domain into spatial frequency domain. The decoder on the other side must perform an inverse transform before the reconstructed image can be displayed [16]. The coding technique implemented in this project is the transform coding using multiplier-less approximation of the DCT algorithms.

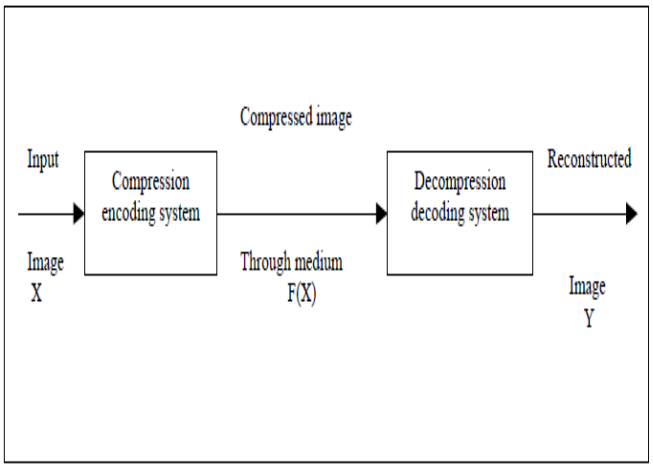

Fig 1: Basic data compression system.

IV. Related Work

In this paper [1], they discussed about image compression and different image compression techniques without any data loss. Few of it are run length arithmetic encoding, Huffman coding and LZW. Finally, they presented the performance issues and pros of compression techniques. Another strategy for the image compression that uses the Wavelet-based Image-Coding in the mix with the Huffman encoder has been clarified here. This strategy utilizes the zero tree engineering of wavelet-coefficients at the decay level of eight with the Huffman encoder is a productively utilized that demonstrated in the higher proportion of compression and a superior PSNR. This paper likewise serves to the product designer to grow new packed programming for the compacting of any image as the lossless genuine image by the utilization of Huffman encoding calculation.

In this paper they [2] present a learned image compression system based on GANs, operating at extremely low bitrates. Our proposed framework combines an encoder, decoder/generator and a multi-scale discriminator, which they train jointly for a generative learned compression objective. The model synthesizes details it cannot afford to store, obtaining visually pleasing results at bitrates

where previous methods fail and show strong artifacts. Furthermore, if a semantic label map of the original image is available, our method can fully synthesize unimportant regions in the decoded image such as streets and trees from the label map, proportionally reducing the storage cost.

In this paper they [3] develop a bit allocation and rate control method that improves object detection of a DNN-based state of the-art object detector called YOLO9000. They utilize the outputs of the initial convolutional layers of this detector to create the importance map, which is used to guide bit allocation towards regions that are important for object detection. The resulting strategy offers significant bit savings of 7% or more compared to the default HEVC at the equivalent object detection rate. For the same bit-rate, the proposed strategy offers more accurate object detection and classification compared to the default HEVC.

Their investigation in this paper [4] is to make a real-time compression system able to capture an image, apply compression algorithm and save compression image on an SD card (for Arduino or Raspberry) or sent directly compressed image to cloud. Compression system with a Raspberry Pi basically used a webcam USB camera to capture the images, the compression function based on python language, and a function to store compressed image to an SD card or to Cloud. The compression system with Arduino used an SD card where the image to be compressed are stored, an external SRAM chip, and an Ethernet shield. The proposed hardware system can decompress the image. In opposition to the approach adopted in the literature, all the results presented within this work use the vector quantization. Eight images have been used to evaluate and compared the compression time for each board according to codebook size used during vector quantization step. Based on their results, they remark that compression and decompression time using Raspberry Pi is lower than compression and decompression time using Arduino.

In this paper they present [5] a robust and secure watermarking approach using transform domain techniques for tele-health applications. The patient report/identity is embedding into the host medical image for the purpose of authentication, annotation and identification. For better confidentiality, they apply the chaos based encryption algorithm on watermarked image in a less complex manner. Experimental results clearly indicated that the proposed technique is highly robust and sufficient secure for various forms of attacks without any significant distortions between watermarked and cover image. Further, the performance evaluation of our method is found better to existing state-of-the-art watermarking techniques under consideration.

Analysts depicted a change based system is introduced for pressure of electrocardiogram (ECG) flag [6]. The procedure utilizes distinctive changes, for example, Discrete Wavelet Transform (DWT), Fast Fourier Transform (FFT) and Discrete Cosine Transform (DCT). A similar investigation of execution of various changes for ECG flag is made as far as Compression proportion (CR), Percent root mean square distinction (PRD), Mean square mistake (MSE), Maximum blunder (ME) and Signal-to-commotion proportion (SNR). The recreation comes about included delineate the adequacy of these changes in biomedical flag preparing. Whenever looked at, Discrete Cosine Transform and Fast Fourier Transform give better pressure proportion, while Discrete Wavelet Transform yields great devotion parameters with equivalent pressure proportion.

IV. Conclusion

Wavelets compression is very popular compression approach in mathematics and digital image processing area because of their ability to effective represent and analysis of data. Image compression is a form of signal processing, and a type of data compression applied to an image to reduce its cost for storage or transmission. Image compression is an extremely important part of modern

computing. By having the ability to compress images from their original size, the required storage space in computer memory space of images can be reduced.

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Ajay Kumar Pawar received his Bachelor`s degree in Electronics & comunication engineering, Shree Institute of Science and Technology, Bhopal, (M.P.) in 2008. Currently he is pursuing Master of Technology Degree in Electronics & Comunication (Digital communication) from PCST, (RGPV), Bhopal, Madhya Pradesh India. His research area include wireless communication.

Mr. **Jitendra Mishra** he is Associate Professor and Head of the Department of Electronics and communication in PCST, Bhopal (RGPV). His received Master of Technology and Bachelor's of engineering respectively in Digital communication from BUIT, Bhopal and from RGPV, Bhopal. He has more than 11 years of teaching experience and publish 50+ papers in International journals, conferences etc. His areas of Interests are Antenna & Wave Propagation, Digital Signal Processing, Wireless Communication, Image Processing etc.