Image compression practices and standards for geospatial information systems

Enrico Magli¹, David Taubman²

¹ CERCOM – Center for Multimedia Radio Communications Dip. di Elettronica - Politecnico di Torino (Italy) e-mail: enrico.magli@polito.it

² David Taubman School of Electrical Engineering and Telecommunications The University of New South Wales Sydney, Australia d.taubman@unsw.edu.au

Outline

Motivation Application scenario DAD main requirements JPEG family of standards → JPEG 2000 → JPEG-LS \rightarrow File format technology → JPIP Conclusions



Motivation



Application





Which compression ?

Lossless

- → widely used in the past
- → low compression, not suitable for network-based access
- → Not used for SAR

Lossy

- → partially avoided in the past due to the quality loss
- → now being adopted on major systems (SPOT 4/5, IKONOS)
- → maybe not very useful if lossy compression is used on-board
- Near-lossless
 - → provides a bound on the error at each pixel
 - → possible solution to the quality problem ?



DAD requirements

Access to the data in a flexible way

- → variable resolutions, to optimize network access
- → random access to portions of the data
- → possibility of reordering the compressed data in various orders of importance (quality-wise, component-wise, resolution-wise,...)
- Scalability: ability of generating a bitstream that contains the information in order of importance



DAD requirements (cont'd)

Quality

→ for each application, quality requirements (resolution/accuracy) must be worked out

- Image compression must support high to very high qualities
 - → high coding efficiency
 - → possibility to model the coding distortion
 - → knowledge of how this distortion impacts on the applications



DAD requirements (cont'd)

Integration

- → seamless access to the database, the data and all the associated information
- ⇒ File format technology must allow flexible use of data and associated metadata
 - → contain auxiliary information and precomputed image analysis results (e.g. features) in a standardized format
 - \rightarrow contain links to other relevant information in the database
- Compressed domain processing
 - → allows to carry out image analysis directly on the compressed data



JPEG 2000 family of standards

- ◆ JPEG (1992)
 - → lossy and lossless, DCT-based
- ◆ JPEG-LS (1997)
 - → Lossless and near-lossless, prediction-based
- ◆ JPEG 2000 Part 1 (2002)
 - → lossy and lossless, wavelet-based
- ◆ JPEG 2000 Part 2 (2002)
 - → Provision for 3D extensions
- ◆ JP3D (started in 2002)
 - multicomponent and volumetric images



JPEG 2000 Part 1

♦ JPEG 2000: main features

- → released in 2002
- → high coding efficiency (20% more than JPEG)
- → wavelet-based compression (also good for compressed domain processing)
- → seamless lossy-to-lossless compression
- highly scalable (in quality, resolution, component)
- → easy alteration of the progression order
- → region of interest coding
- → random access to codestream portions



JPEG 2000 Part 2

JPEG 2000 Part 2 (extensions)

→ supports arbitrary wavelet filters

→ supports multicomponent transformations

Multicomponent support:

- → Linear block transform (DCT, KLT,...)
- → 3D wavelet transform
- → predictive coding

Must specify inverse transform, then store 2D wavelet-compressed components



JPEG-LS

JPEG-LS: lossless and near-lossless compression

- → released in 1997
- → based on non-linear prediction and context-based Golomb-Rice coding
- → has low complexity
- → lossless compression is better than JPEG 2000
- → provides support for near-lossless compression
- → does not provide scalability
- → good choice for on-board compression, but not well suited to DAD



JPEG-LS Part 2

♦ JPEG-LS Part 2

→ has just been approved for publication by the ISO

Provides a few add-ons over Part 1

- → Arithmetic coding (multiplication-free)
- → Adaptive peak error (based on image features)
- → Scan-based peak error (allows for rate control)
- → Modified prediction for images with spase histograms



JPEG 2000 file formats

♦ JPEG file format technology

→ codestream, JP2, JPX, MJ2, JPM

File format: sequence of boxes, some for metadata and some for codestreams

- → it is possible to add custom boxes to enhance functionality of the file format
- → it is possible to use UUID boxes to embed vendorspecific information (e.g. URL of web page containing additional information)
- → The format of each extension must be userdefined
- → example: GeoJP2 file format



JPIP

◆ JPIP: interactive imaging protocol (http-like)

- → provides PUT and GET functions to access data from a remote system
- → provides the capability of selective access to the data (e.g. metadata, selected portions of the data)
- → can adapt the transmission mode to the bandwidth and to the client capabilities
- → can support several protocols (TCP/IP, UDP, …)
- → is tailored to JPEG 2000, but extensions to other file formats can be devised



Open issues

- Quality
 - near-lossless is a general quality-preserving framework
 - → it may be too conservative for certain applications
 - → the effect of lossy compression is not thoroughly understood
 - → in general, we do not know much about quality issues for remote sensing images



Open issues (cont'd)

Compressed domain processing

- → May be very useful for the development of an integrated DAD system
- → May lead to lower complexity image analysis techniques
- → So far, we do not have many available techniques

Standardization

→ We need to standardize more things, e.g. the metadata description



Lessons learned

- Network-based access does impose constraints on image compression
- We need more insight on image quality assessment for geospatial applications
- We need more integration
 - → Compressed domain processing
 - → Metadata description

There are other relevant problems (privacy, security,...)

