

Stack-Run Adaptive Wavelet Image Coding

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Wavelets are not well-suited to represent oscillatory patterns, a special form of texture. However, results from various image coding methods based on wavelet packets, such as [1], show that they are particularly good in coding images with oscillatory patterns. In this paper, we present an adaptive wavelet transform based image coder which employs a stack-run representation for quantized transform coefficients in order to benefit from the intra-subband redundancies. Our compression algorithm can be divided into four parts: In the first part, an adaptive wavelet packet basis is selected for representing the given image using certain entropy-based cost function. Next, the wavelet packet coefficients are quantized using an optimal scalar quantizer for Laplacian distribution. In the third part, we represent the quantized coefficients with stack-run coding [3] generating a redundant symbol stream. Finally, this symbol stream is entropy coded using a higher order arithmetic coder. The coder variations were based on three different filters: symmlet-8, biorthogonal 17/11, and biorthogonal 9/7 filters. Each of these variations employed three additive cost functions for basis selection: Coifman-Wickerhauser (CW) entropy, energy, and l_1 -norm. Coding gains achieved by our SRWP coder over both SPIHT [2] and FAWP [1] coders are noticeable, especially for *Barbara* (1.2dB over SPIHT and 0.4dB over FAWP). Another interesting result is the consistently better performance of the symmlet-8 filters over filters in popular use.

References

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