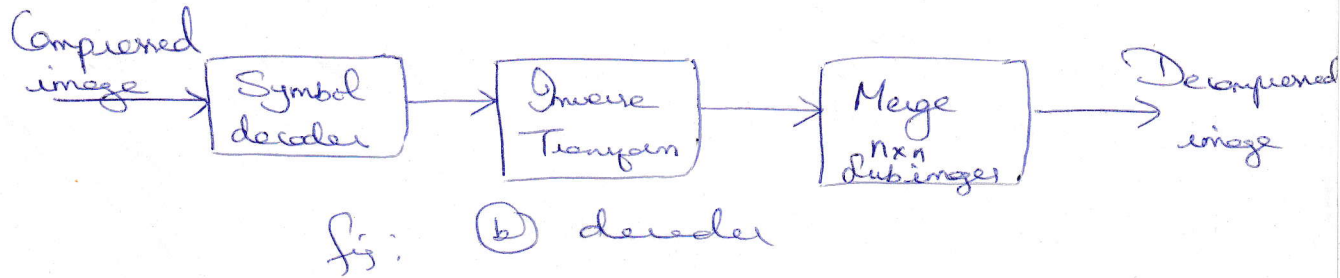
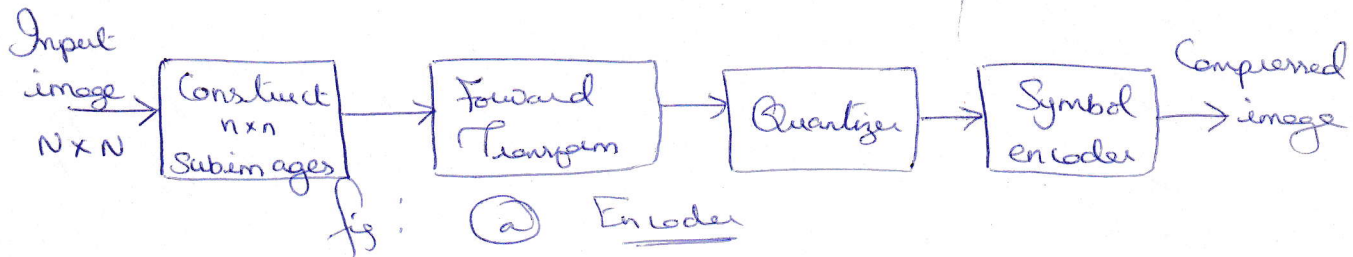


Transform Coding System



Transform Selection → blocking artifacts

Subimage Size Selection → 8×8 → 16×16

Bit allocation → The process of truncating, Quantizing and coding the C -coefficients of a transformed subimage is commonly called bit allocation.

Transform coding System ⇒ the retained C -coefficients are selected based on basis of maximum

Variance → Zonal coding, maximum magnitude

→ Threshold coding [Inherently adaptive in sense]

Wavelet Coding

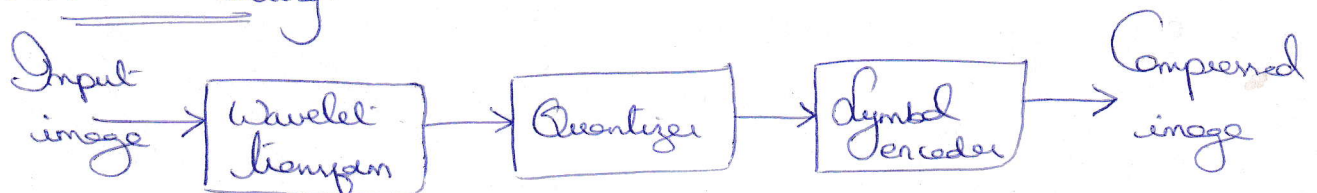


fig (a): encoder

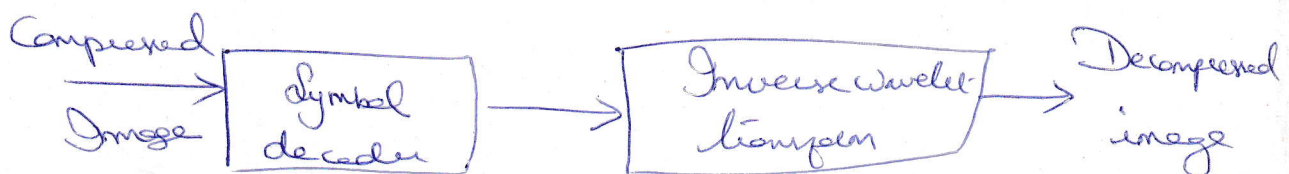


fig (b): decoder