# Linear Algebra in File Compression: SVD and DCT

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## How Are Images Stored?

- Images are generally stored and visualized through storing a 2D array of values, called Raster images, which are meant to correspond to the amount of shading each pixel has
- For a colored image, three matrices are used instead to store the Red, Green, and Blue values of the RGB format
- Popular forms of image storage use different methods to compress their data:
- PNG: Raster format with lossless compression
- JPEG: Discrete Cosine Transform (DCT) with lossy conversion. Known to compress to 1/10th of a file's original size with little visual loss.

## Effectiveness of Compression

- Many images can be compressed around to around 1/10th of their original size, while still remaining quite recognizable
- Makes streaming, a service that often loads 60 images per second, into something possible to do without ridiculously fast internet speeds
- Even in cases where high-quality images must be preserved, lossless conversions help to keep image sizes down
- Different methods of bit storage can also help in compression

## Singular Value Decomposition

- In Linear Algebra, it turns any matrix A into the form  $\mathsf{U}\Sigma\mathsf{V}^{\mathsf{T}}$
- Based upon the singular values of A, which are found by taking the square root of each eigenvalue of A<sup>T</sup>A
- U = Colspace of A and nullspace of A<sup>T</sup>, all orthogonalized. mxm
- Σ = Diagonal matrix, with each diagonal containing a singular value of A, going from greatest to least. Same size as A, which is mxn
- V = A matrix with its columnspace comprised of the eigenvectors of A<sup>T</sup>A. Also happens to be the rowspace of A and nullspace of A all orthogonalized. nxn
- $V^{T}$  = Transpose of V

### SVD in File Compression

- With larger matrix sizes, many singular values held in the  $\boldsymbol{\Sigma}$  matrix become very small
- By removing many smaller values in the Σ matrix while keeping the larger ones, many rows can be removed from U as well as many columns from V<sup>T</sup>, as they would just be multiplied by zeroes anyway
- By keeping the larger values, all three matrices that must be stored become much smaller, but most of the meaningful image values are still kept
- Thus, SVD results in a lossy compression, but it still keeps the image's meaning

### Discrete Cosine Transformation

- Involves splitting up the image matrix into many NxN matrices, then multiplying each by the NxN DCT matrix, which is calculated using a complex set of calculations involving cosine, matrix size, and relative column/row sizes
- Then, for each NxN matrix, symbolized by M, calculate the compressed form of that matrix by performing the following matrix multiplies:
- $D = TMT^T$
- D = Compressed coefficients of the image matrix and T = The DCT matrix

### Discrete Cosine Transformation (contd.)

- Then, each matrix D derived from the previous formula is multiplied by a matrix  $Q_{\chi}$ , which is a set constant matrix based upon how high quality the user wants the image to be on a scale of 100. For example, multiplying by  $Q_{10}$  results in a very low quality image with a very high compression ratio, whereas multiplying by  $Q_{90}$  produces a higher quality image that is not compressed as effectively.
- Matrices are ordered by sensitivity to human eye, top left = most sensitive, bottom right = least sensitive
- Many values that aren't in the top left end up being nearly zero, allowing for many to be brought to zero and lots of space to be saved
- Undoing this entire process resulting in decompressing the image

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## Citations

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