ABSTRACT

Rapid changes and improvements in computer graphics is undesirable. Thus, uncompressed digital images require hilarious storage capacity with high resolution graphics. Image compression plays a big role here, where it is becoming critical day by day. This report undertakes a study of the performance difference of the discrete cosine transform (DCT) and the wavelet transform for still images. The evaluation method and design methodologies are discussed in detail. The study reveals that, for still images, the wavelet transform outperforms the DCT based on peak signal to noise ratio and the root mean square readings.