

Improved Performance For “Color To Gray And Back” Using Walsh, Hartley And Kekre Wavelet Transform With Various Color Spaces

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ABSTRACT:- In this paper comparison of various Wavelet Transform with various color spaces using Image transforms alias Walsh, Hartley, And Kekre for ‘Color to Gray and Back’. Using Wavelet transform color information of the image is embedded into its gray scale version/equivalent. The aim of the paper is to provide better bandwidth and storage utilization instead of using the original color image for storage and transmission, gray (Gray scale version with embedded color information) can be used. Using three wavelet transforms and seven color spaces (YCbCr, YCgCb, YUV, YIQ, XYZ , YCC, Kekre’s LUV And CMY) Twenty-Four variations of the algorithm for ‘Color to Gray and Back’ are being proposed. Among all considered image transforms and color spaces, Walsh gives better performance with YCbCr color space for ‘Color to gray and Back’

Keywords:- Color Embedding, Color-to-Gray Conversion, Transforms, Color Space, Image Colorization, Information Hiding, Wavele .

I. INTRODUCTION

Due to the increase in the size to database because of color image in a recent year. There is need to reduce the size of the data by enabling information of all individual plane in color image into a single plane of gray image which result into the reduce of bandwidth require to transmit the image over a network[6]-[12]. Resulted gray image can be printed using a conventional fax machine from a color image [7].Original color image can be retrieve from a gray image. In earlier researches, this has been done on various Wavelet Transform alias Walsh, Hartley, And Kekre using RGB color spaces. Therefore. Further it has been extended using seven color spaces (YCbCr, YCgCb, YUV, YIQ, XYZ , YCC, Kekre’s LUV And CMY). The first step is to select the transform for which the wavelet need to be generated i.e. let’s assume “4 x 4 Walsh transform as shown in Figure 1”. The procedure of generating 16x16 Walsh wavelet transform from 4x4 Walsh transform is illustrated in Figure 2.

1	1	1	1
1	1	-1	-1
1	-1	-1	1
1	-1	1	-1

Figure 1: 4x4 Walsh Transform Matrix Figure

	1 st column of W ₄ Repeated N=4 times	2 nd column of W ₄ Repeated N=4 times	3 rd column of W ₄ Repeated N=4 times	4 th column of W ₄ Repeated N=4 times
1 to 4 rows	1 1 1 1	1 1 1 1	1 1 1 1	1 1 1 1
	1 1 1 1	1 1 1 1	-1 -1 -1 -1	-1 -1 -1 -1
	1 1 1 1	-1 -1 -1 -1	-1 -1 -1 -1	1 1 1 1
	1 1 1 1	-1 -1 -1 -1	1 1 1 1	-1 -1 -1 -1
5 to 8 rows	1 1 -1 -1	0 0 0 0	0 0 0 0	0 0 0 0
	0 0 0 0	1 1 -1 -1	0 0 0 0	0 0 0 0
	0 0 0 0	0 0 0 0	1 1 -1 -1	0 0 0 0
	0 0 0 0	0 0 0 0	0 0 0 0	1 1 -1 -1
9 to 12 rows	1 -1 -1 1	0 0 0 0	0 0 0 0	0 0 0 0
	0 0 0 0	1 -1 -1 1	0 0 0 0	0 0 0 0
	0 0 0 0	0 0 0 0	1 -1 -1 1	0 0 0 0
	0 0 0 0	0 0 0 0	0 0 0 0	1 -1 -1 1
13 to 16 rows	1 -1 1 -1	0 0 0 0	0 0 0 0	0 0 0 0
	0 0 0 0	1 -1 1 -1	0 0 0 0	0 0 0 0
	0 0 0 0	0 0 0 0	1 -1 1 -1	0 0 0 0
	0 0 0 0	0 0 0 0	0 0 0 0	1 -1 1 -1

Figure 2: Generation of 16x16 Walsh wavelet transform from 4x4 Walsh transform

Wavelets for other transforms can also be generated using the same procedure.

The paper is organized as follows. Section II describes various color spaces. Section III presents Method to convert color-to-gray image. Section IV presents method to recover color image. Section V describes experimental results and finally the concluding remark are given in section VI.

II. COLOR SPACES

In this along with RGB eight other color space like YCbCr, YCgCb, YUV, YIQ, XYZ, YCC, Kekre’s LUV And CMY are also employed for ‘Color-to-Gray and Back’

2.1 Kekre’s LUV Color Space(K-LUV)

Kekre’s LUV color space [4] is special form of Kekre Transform, where L is luminance and U and V are chromaticity value of color image. RGB to LUV conversion matrix is given in equation 1

$$\begin{bmatrix} L \\ U \\ V \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 \\ -2 & 1 & 1 \\ 0 & -1 & 1 \end{bmatrix} * \begin{bmatrix} R \\ G \\ B \end{bmatrix} \text{-----(1)}$$

The LUV to RGB conversion matrix is given in equation 2.

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 1 & -2 & 0 \\ 1 & 1 & -1 \\ 1 & 1 & 1 \end{bmatrix} * \begin{bmatrix} L \\ U \\ V \end{bmatrix} \text{-----(2)}$$

2.2 YCbCr Color Space

In YCbCr [4], Y is luminance and Cb and Cr are chromaticity value of color image. To get YCbCr components, convert RGB to YCbCr components. The RGB to YCbCr conversion matrix is given in equation 3.

$$\begin{bmatrix} Y \\ Cb \\ Cr \end{bmatrix} = \begin{bmatrix} 0.2989 & 0.5866 & 0.1145 \\ -0.1688 & -0.3312 & 0.5000 \\ 0.5000 & -0.4184 & -0.0816 \end{bmatrix} * \begin{bmatrix} R \\ G \\ B \end{bmatrix} \text{-----(3)}$$

The YCbCr to RGB conversion matrix is given in equation 4.

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.144 \\ -0.14713 & -0.22472 & 0.436 \\ 0.615 & -0.51498 & 0.0010 \end{bmatrix} * \begin{bmatrix} Y \\ Cb \\ Cr \end{bmatrix} \text{-----(4)}$$

2.3 YUV Color Space

The YUV color model [4] is used in PAL, NTSC, and SECAM composition color video standard. Where Y is luminance and U and V are chromaticity value of color image. To get YUV components, convert RGB to YUV components. The RGB to YUV conversion matrix is given in equation 5.

$$\begin{bmatrix} Y \\ U \\ V \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.144 \\ -0.14713 & -0.22472 & 0.436 \\ 0.615 & -0.51498 & 0.10001 \end{bmatrix} * \begin{bmatrix} R \\ G \\ B \end{bmatrix} \text{-----(5)}$$

The YUV to RGB conversion matrix is given in equation 6.

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 0.7492 & -0.50901 & 1.1398 \\ -1.0836 & -0.22472 & -0.5876 \\ 0.97086 & 0.51498 & -0.000015 \end{bmatrix} * \begin{bmatrix} Y \\ U \\ V \end{bmatrix} \text{-----(6)}$$

2.4 YIQ Color Space

The YIQ color space [4] is derived from YUV color space and is optionally used by NTSC composite color video standard. The ‘I’ stands for phase and ‘Q’ for quadrature which is the modulation method used to transmit the color information. RGB to YIQ conversion matrix is given in equation 7.

$$\begin{bmatrix} Y \\ I \\ Q \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.144 \\ -0.595716 & -0.274453 & -0.32126 \\ 0.211456 & -0.522591 & 0.31135 \end{bmatrix} * \begin{bmatrix} R \\ G \\ B \end{bmatrix} \text{-----(7)}$$

Conversion matrix of YIQ to RGB is given in equation 8.

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 1 & 0.9563 & 0.6210 \\ 1 & -0.2721 & -0.6474 \\ 1 & -1.107 & 1.7046 \end{bmatrix} * \begin{bmatrix} Y \\ I \\ Q \end{bmatrix} \text{-----}(8)$$

2.5 YCgCb Color Space

To get YCgCb [4] components, convert RGB to YCgCb components. The RGB to YCgCb conversion matrix is given in equation 9.

$$\begin{bmatrix} Y \\ Cg \\ Cb \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 \\ 1 & -1 & 0 \\ 1 & 0 & -1 \end{bmatrix} * \begin{bmatrix} R \\ G \\ B \end{bmatrix} \text{-----}(9)$$

Conversion matrix of YCgCb to RGB is given in equation 10.

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 1 & 1 & 1 \\ 1 & -2 & 0 \\ 1 & 0 & -2 \end{bmatrix} * \begin{bmatrix} Y \\ Cg \\ Cb \end{bmatrix} \text{-----}(10)$$

2.6 XYZ Color Space

Conversion matrix of RGB to XYZ [4] is given in equation 11.

$$\begin{bmatrix} X \\ Y \\ Z \end{bmatrix} = \begin{bmatrix} .412453 & 0.357580 & 0.180423 \\ 0.212671 & 0.71160 & 0.072169 \\ 0.019334 & 0.119193 & 0.950227 \end{bmatrix} * \begin{bmatrix} R \\ G \\ B \end{bmatrix} \text{-----}(11)$$

Conversion matrix of XYZ to RGB is given in equation 12.

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 3.240479 & -1.53750 & -0.498535 \\ -0.969256 & 1.875992 & 0.041556 \\ 0.055648 & -0.204043 & 1.057311 \end{bmatrix} * \begin{bmatrix} X \\ Y \\ Z \end{bmatrix} \text{-----}(12)$$

2.7 CMY Color Space

Conversion matrix of RGB to CMY is given in equation 13.

$$\begin{bmatrix} C \\ M \\ Y \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} - \begin{bmatrix} R \\ G \\ B \end{bmatrix} \text{-----}(13)$$

Conversion matrix of CMY to RGB is given in equation 14.

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ 1 \end{bmatrix} - \begin{bmatrix} C \\ M \\ Y \end{bmatrix} \text{-----}(14)$$

2.8 YCC Color Space

Conversion matrix of RGB to YCC is given in equation 15.

$$\begin{bmatrix} R' \\ G' \\ B' \end{bmatrix} = \begin{bmatrix} 4.5 \\ 4.5 \\ 4.5 \end{bmatrix} * \begin{bmatrix} R \\ G \\ B \end{bmatrix}$$

$$\begin{bmatrix} Y \\ C1 \\ C2 \end{bmatrix} = \begin{bmatrix} 0.299 & 0.587 & 0.114 \\ -0.299 & -0.587 & 0.886 \\ 0.701 & -0.587 & -0.114 \end{bmatrix} * \begin{bmatrix} R' \\ G' \\ B' \end{bmatrix} \text{-----}(15)$$

Conversion matrix of YCC to RGB is given in equation 16.

$$\begin{bmatrix} R' \\ G' \\ B' \end{bmatrix} = \begin{bmatrix} Y + C2 \\ Y - 0.0194C1 - 0.509C2 \\ Y + C1 \end{bmatrix}$$

$$\begin{bmatrix} R \\ G \\ B \end{bmatrix} = \begin{bmatrix} 4.5 \\ 4.5 \\ 4.5 \end{bmatrix} / \begin{bmatrix} R' \\ G' \\ B' \end{bmatrix} \text{-----(16)}$$

III. CONVERSION OF COLOR-TO-GRAY

The 'Color to Gray and Back' has two steps as Conversion of Color to Gray Image with color embedding into gray image & Recovery of Color image back as shown in Figure 4. Here the wavelet transform-based mapping method is elaborated as per the following steps.[1][2][3].

- 1) Image is converted into desired color space of size N x N i.e. K-LUV, YIQ, YUV, XYZ, YCbCr, CMY, YCC and YCgCb or kept in RGB.
- 2) Then, 1st-plane component of size NxN remain as it is and the size of 2nd-Plane and 3rd-plane is reduced to half i.e N/2.
- 3) Wavelet Transform i.e. Walsh, Hartley or Kekre Wavelet Transform is applied to all the components of image.
- 4) First color component is divide it into four subbands as shown in Figure3 Low Pass [LL] , Vertical[LH] , Horizontal[HL], and diagonal [HH] subbands
- 5) LH to be replaced by second color component, HL to replace by third color component and HH by zero.
- 6) To obtain Gray image of size N x N inverse wavelet transform is applied.

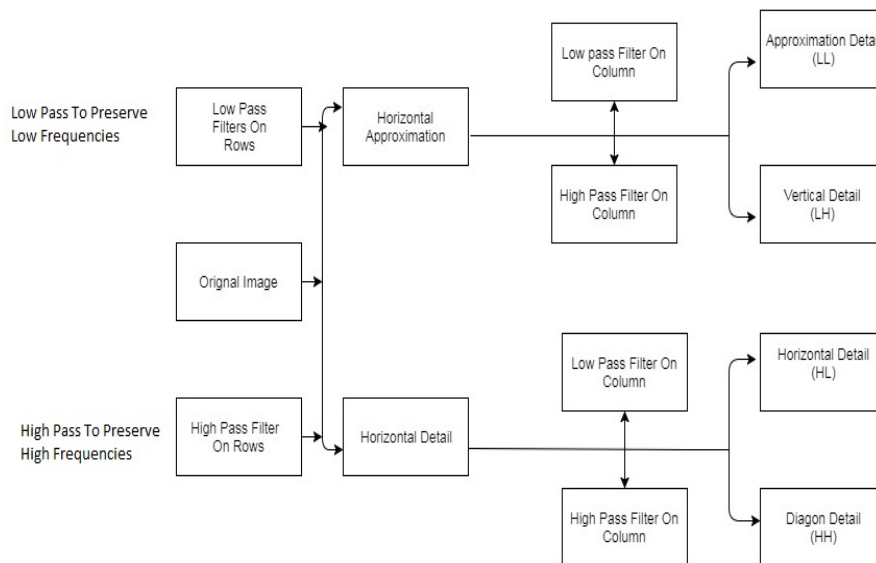


Figure 3 : Subbands in transform domain

IV. RECOVERED COLOR IMAGE

One nice feature of the proposed embedding method is the ability to recover the color from the Gray image (gray scale version with embedded color information) as shown in Figure 5. For that, reverse all steps in the Color-to-gray mapping. [1][2][3].

- 1) On gray image of size NxN, Wavelet Transform is applied to obtain back four subbands.
- 2) Retrieve LH and HL component as second color component and third color component of size N/2 x N/2.
- 3) On all three color component inverse Transform is applied.
- 4) Second color component and third color component are resized to N x N.
- 5) To obtain Recovered Color Image all three components are merged.
- 6) If not in RGB, convert recovered color image to RGB color space.

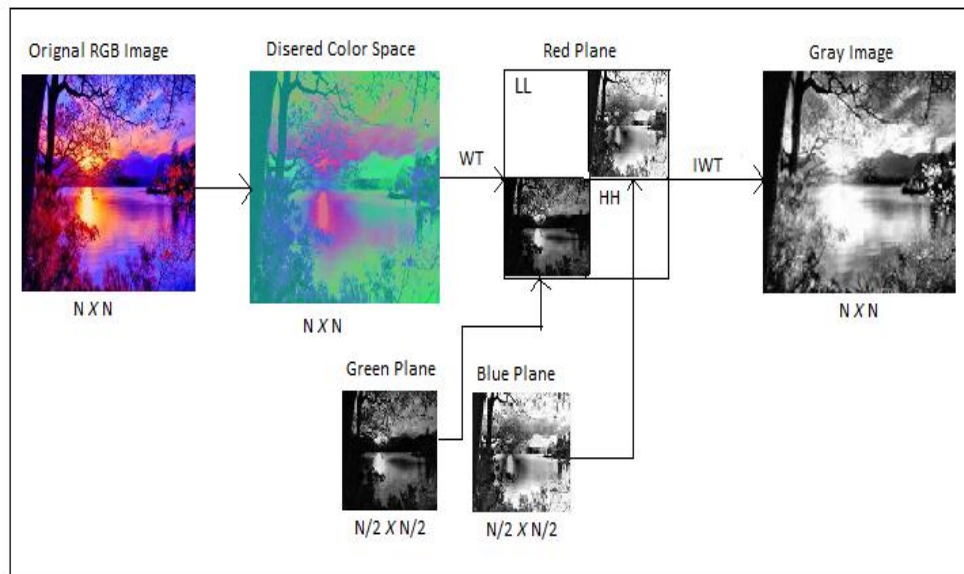


Figure 4: Generation of Gray Image from an Original Image using a transform

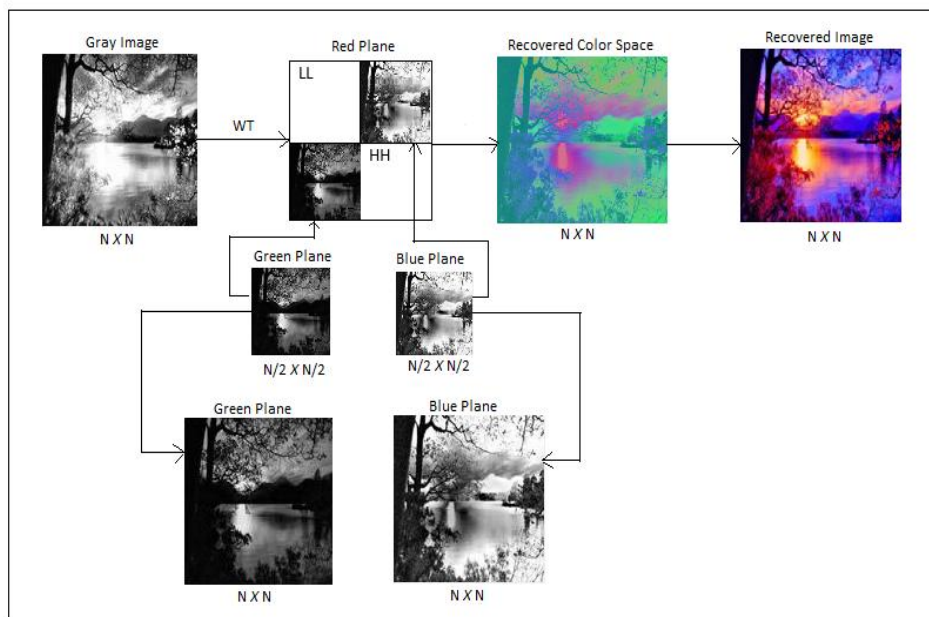


Figure 5 : Generating A Recovered Image From Gray Image Using A Transfo

V. FIGURES AND TABLES

Using Mean Squared Error (MSE) quality of 'Color to Gray and Back' is measured of original color image with that of recovered color image, also the difference between original gray image and gray image (where color information is embedded) gives an important insight through user acceptance of the methodology. Result in this experiment are taken on 16 different images as show in Figure 6 of different category as shown in Table 1. It is observed in YCbCr color space shows the least MSE between Original Color Image and the Recovered Color Image for the Wavelet Transforms (Walsh, Hartley, Kekre). It is observed that Walsh wavelet transform gives least MSE between Original Color Image and the Recovered Color Image in all of the color space of the image. Among all considered wavelet transforms, Walsh wavelet transform gives best results. And it is observed that Haar wavelet transform gives least MSE between Original Gray Image and the Matted Gray Image in all the color space of the image. Among all considered wavelet transforms, less distortion in Gray Scale image after information embedding is observed for kekre wavelet transform. The quality of the matted gray is not an issue, just the quality of the recovered color image matters. This can be observed that when

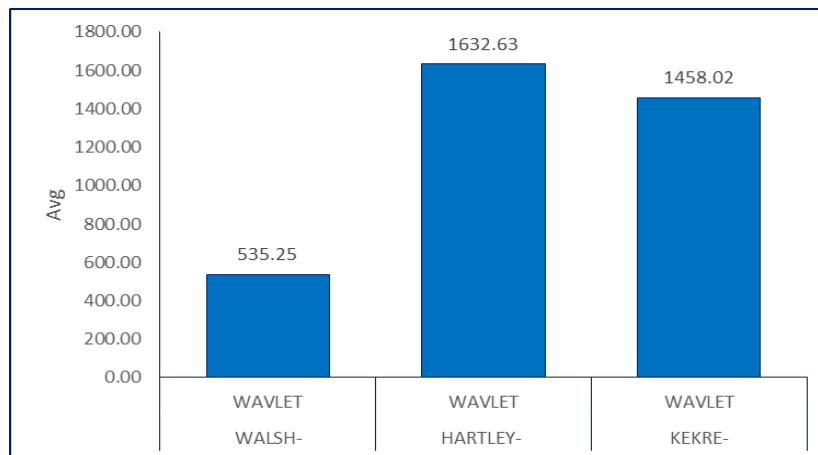
Walsh wavelet transform is applied on YCbCr color space the recovered color image is of best quality as compared to other wavelet transforms and color spaces.



Figure 6: Images Used for an Experiment

Table 1: MSE of Original Color w.r.t. Recovered Color Image (YCbCr)

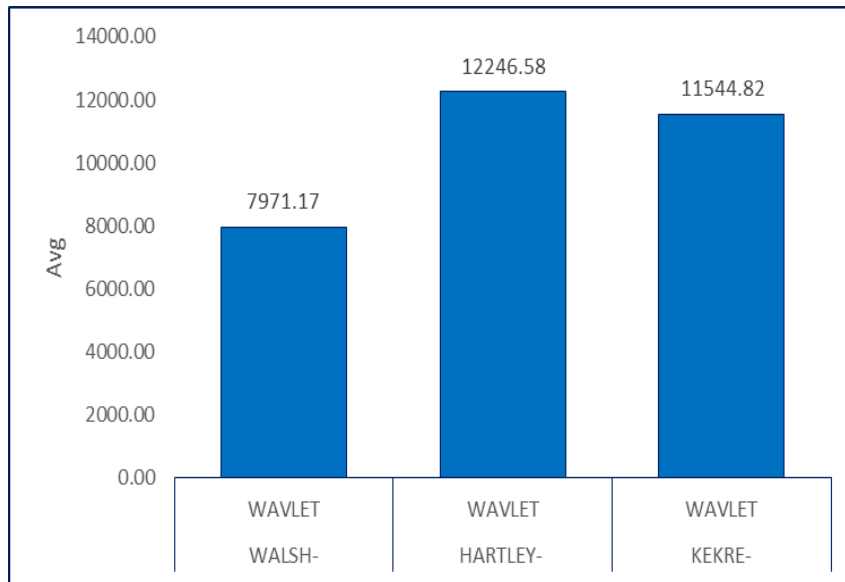
	WALSH- WAVLET	HARTLEY- WAVLET	KEKRE- WAVLET
Img1	18.19	74.13	60.29
Img2	17.73	93.68	86.02
Img3	7.93	42.27	35.38
Img4	14.38	27.87	26.25
Img5	14.51	75.27	58.51
Img6	16.39	84.65	65.98
Img7	146.97	296.08	286.49
Img8	16.24	89.54	71.93
Img9	13.73	77.85	67.93
Img10	67.59	141.44	131.58
Img11	40.26	168.93	151.52
Img12	8.08	30.02	27.20
Img13	94.40	197.78	188.88
Img14	11.53	53.53	43.77
Img15	24.08	93.30	78.52
Img16	23.25	86.31	77.75
AVG	535.25	1632.63	1458.02



Average MSE of Original Color w.r.t Recovered Color (YCbCr)

Table 2: MSE of Original Color w.r.t. Recovered Color Image (YCgCr)

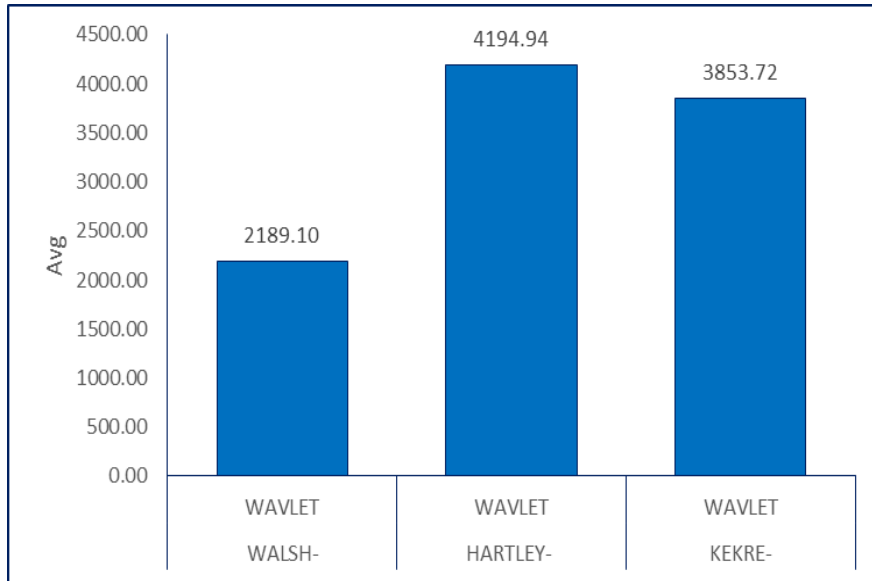
	WALSH- WAVLET	HARTLEY- WAVLET	KEKRE- WAVLET
Img1	566.77	762.62	716.92
Img2	257.97	546.11	524.75
Img3	114.05	256.69	227.78
Img4	560.38	606.84	602.73
Img5	743.29	999.48	928.79
Img6	228.34	494.30	421.29
Img7	979.35	1427.10	1410.40
Img8	380.67	705.49	626.23
Img9	545.51	798.81	760.43
Img10	1095.70	1450.70	1410.30
Img11	286.55	802.43	725.17
Img12	840.07	946.08	933.56
Img13	488.27	896.85	835.66
Img14	297.27	464.95	429.22
Img15	427.36	679.42	616.35
Img16	159.62	408.71	375.25
Avg	7971.17	12246.58	11544.82



Average MSE of Original Color w.r.t Recovered Color (YCgCr)

Table 3: MSE of Original Color w.r.t. Recovered Color Image (CMY)

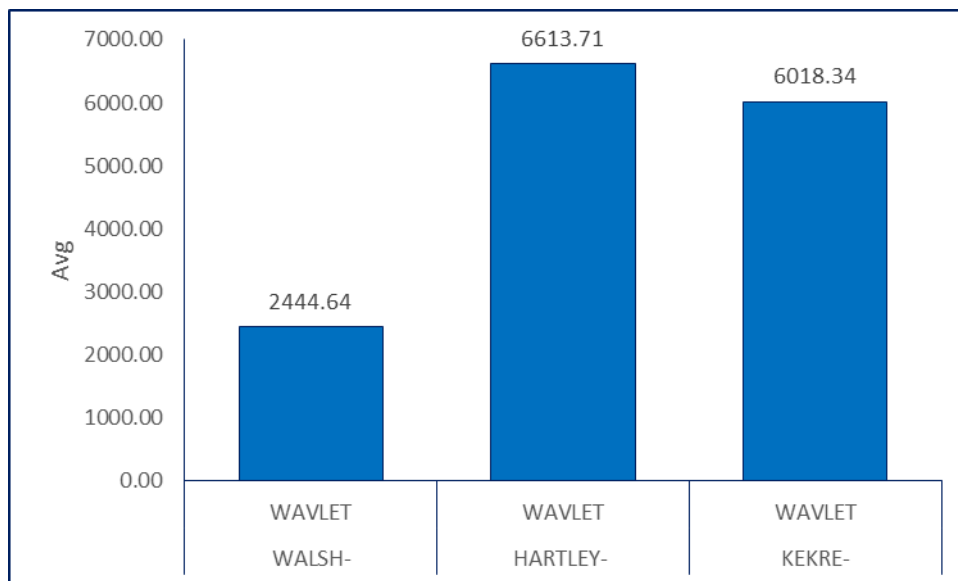
	WALSH- WAVLET	HARTLEY- WAVLET	KEKRE- WAVLET
Img1	89.19	291.31	248.42
Img2	81.38	204.09	182.51
Img3	38.01	91.30	80.09
Img4	58.60	113.54	102.99
Img5	62.66	174.22	142.64
Img6	72.21	178.79	149.72
Img7	505.80	825.55	805.14
Img8	76.31	172.49	149.71
Img9	62.13	165.33	147.45
Img10	281.91	475.96	455.81
Img11	172.05	352.53	326.60
Img12	30.41	39.09	38.87
Img13	407.88	557.84	534.61
Img14	50.60	163.78	136.59
Img15	101.20	210.05	184.30
Img16	98.75	179.06	168.27
AVG	2189.10	4194.94	3853.72



Average MSE of Original Color w.r.t Recovered Color (CMY)

Table 4: MSE of Original Color w.r.t. Recovered Color Image (LUV)

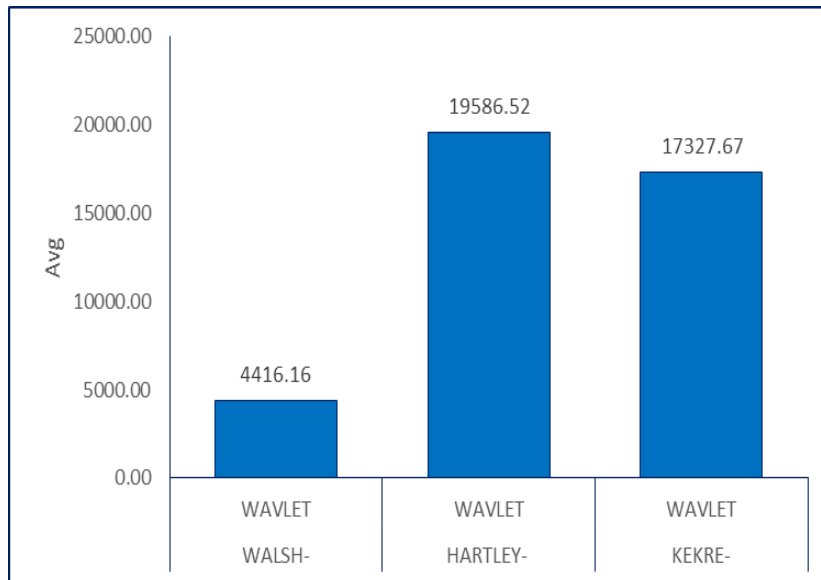
	WALSH-WAVLET	HARTLEY-WAVLET	KEKRE-WAVLET
Img1	90.27	290.44	240.43
Img2	100.96	404.85	367.74
Img3	48.38	174.30	162.10
Img4	57.33	107.65	99.67
Img5	78.25	295.58	263.75
Img6	89.04	319.38	281.99
Img7	518.40	1029.00	949.49
Img8	99.70	394.38	345.27
Img9	80.43	329.55	295.34
Img10	300.12	679.70	614.74
Img11	204.70	680.67	643.32
Img12	39.47	134.79	132.96
Img13	446.40	888.25	793.79
Img14	54.24	189.21	186.19
Img15	120.39	341.37	309.38
Img16	116.55	354.59	332.18
AVG	2444.64	6613.71	6018.34



Average MSE of Original Color w.r.t Recovered Color (LUV)

Table 5: MSE of Original Color w.r.t. Recovered Color Image (XYZ)

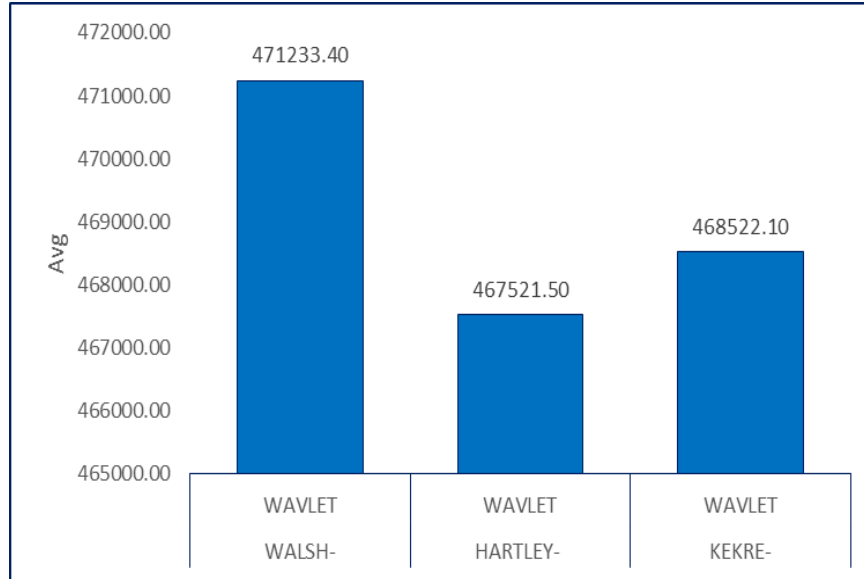
	WALSH- WAVLET	HARTLEY- WAVLET	KEKRE- WAVLET
Img1	178.81	1006.90	818.42
Img2	206.49	1211.80	1080.50
Img3	101.45	590.38	490.32
Img4	94.28	301.22	279.26
Img5	145.25	962.42	743.90
Img6	180.00	1105.70	854.68
Img7	873.25	2868.00	2756.80
Img8	199.56	1237.30	994.44
Img9	168.56	1039.90	893.45
Img10	463.10	1584.70	1442.40
Img11	414.27	2187.50	1955.80
Img12	66.49	334.74	300.68
Img13	754.08	2162.10	2155.20
Img14	110.55	761.86	601.28
Img15	240.58	1154.20	985.71
Img16	219.43	1077.80	974.83
AVG	4416.16	19586.52	17327.67



Average MSE of Original Color w.r.t Recovered Color (XYZ)

Table 6: MSE of Original Color w.r.t. Recovered Color Image (YCC)

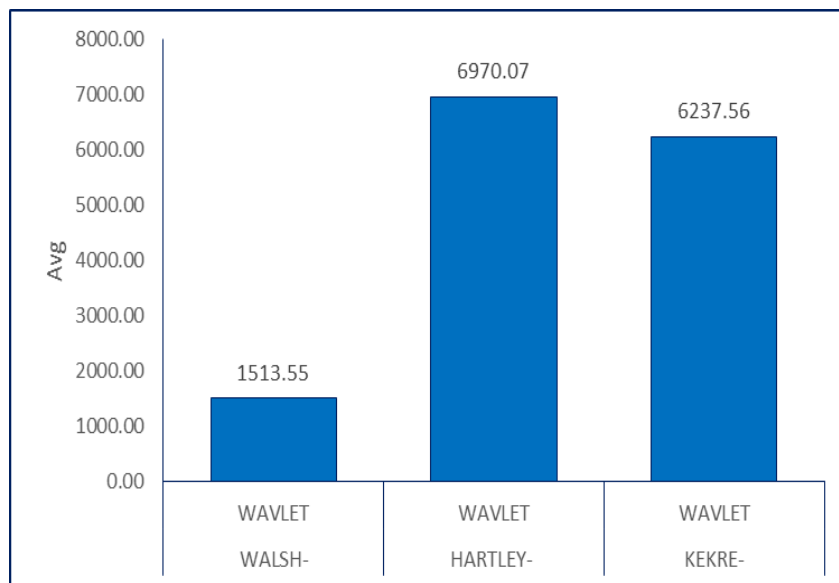
	WALSH- WAVLET	HARTLEY- WAVLET	KEKRE- WAVLET
Img1	6712.30	6527.10	6603.70
Img2	5118.40	4850.70	4872.30
Img3	42760.00	42638.00	42782.00
Img4	13596.00	13556.00	13517.00
Img5	33896.00	33673.00	33684.00
Img6	40525.00	40281.00	40299.00
Img7	18580.00	18135.00	18201.00
Img8	62142.00	61875.00	61989.00
Img9	43021.00	42786.00	43008.00
Img10	20710.00	20492.00	20509.00
Img11	21751.00	21256.00	21209.00
Img12	9356.70	9280.70	9297.10
Img13	15922.00	15659.00	15658.00
Img14	21420.00	21274.00	21345.00
Img15	44608.00	44370.00	44320.00
Img16	71115.00	70868.00	71228.00
AVG	471233.40	467521.50	468522.10



Average MSE of Original Color w.r.t Recovered Color (YCC)

Table 7: MSE of Original Color w.r.t. Recovered Color Image (YIQ)

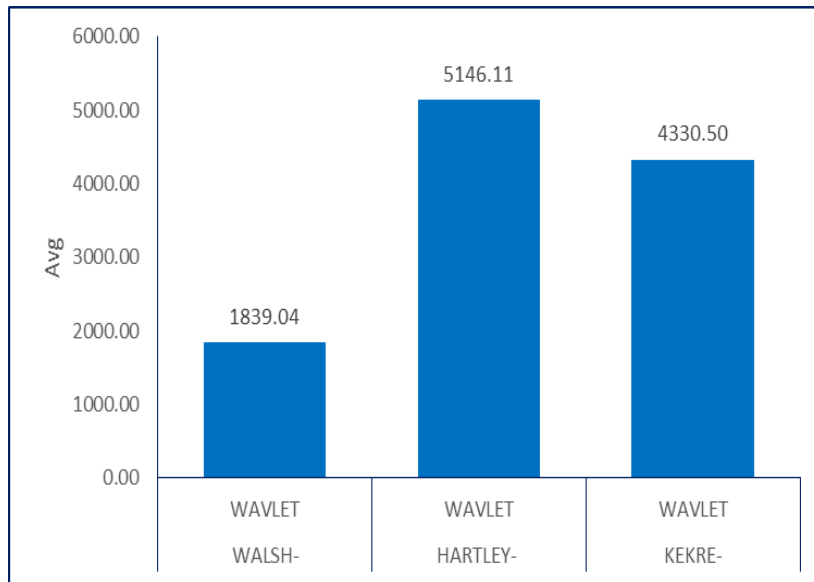
	WALSH-WAVLET	HARTLEY-WAVLET	KEKRE-WAVLET
Img1	94.60	334.42	275.17
Img2	94.60	418.67	390.73
Img3	94.60	199.75	168.30
Img4	94.60	113.42	108.00
Img5	94.60	331.60	262.81
Img6	94.60	372.37	294.62
Img7	94.60	1144.50	1118.40
Img8	94.60	406.20	330.95
Img9	94.60	355.40	314.05
Img10	94.60	598.80	562.80
Img11	94.60	729.31	652.28
Img12	94.60	130.79	120.19
Img13	94.60	859.02	797.67
Img14	94.60	224.77	187.08
Img15	94.60	386.21	322.88
Img16	94.60	364.85	331.63
Avg	1513.55	6970.07	6237.56



Average MSE of Original Color w.r.t Recovered Color (YIQ)

Table 8: MSE of Original Color w.r.t. Recovered Color Image (YUV)

	WALSH- WAVLET	HARTLEY- WAVLET	KEKRE- WAVLET
Img1	114.94	321.63	270.66
Img2	114.94	321.63	270.66
Img3	114.94	321.63	270.66
Img4	114.94	321.63	270.66
Img5	114.94	321.63	270.66
Img6	114.94	321.63	270.66
Img7	114.94	321.63	270.66
Img8	114.94	321.63	270.66
Img9	114.94	321.63	270.66
Img10	114.94	321.63	270.66
Img11	114.94	321.63	270.66
Img12	114.94	321.63	270.66
Img13	114.94	321.63	270.66
Img14	114.94	321.63	270.66
Img15	114.94	321.63	270.66
Img16	114.94	321.63	270.66
Avg	1839.04	5146.11	4330.50



Average MSE of Original Color w.r.t Recovered Color (YUV)

Table 9: Comparison of Color Image, Load on Network (Gray Image) and Recovered Image

	Comparison of Color Image ,Load on Network(Gray Image) and Recovered Image		
	Original Image	Gray Image	Recovered Image
Img 1	11.9KB	6.03KB	10.61KB
Img 2	9.71KB	6.83KB	8.16KB
Img 3	10.70KB	1.07KB	8.77KB
Img 4	13.01KB	1.47KB	9.24KB
Img 5	14.79KB	11.68KB	12.30KB
Img 6	12.55KB	1.82KB	10.20KB
Img 7	26.27KB	6.15KB	17.31KB
Img 8	8.98KB	1.11KB	7.32KB
Img 9	14.41KB	1.12KB	11.95KB
Img 10	18.99KB	6.41KB	14.14KB
Img 11	15.47KB	12.04KB	11.72KB
Img 12	9.72KB	2.73KB	8.12KB
Img 13	16.45KB	3.38KB	11.90KB
Img 14	8.65KB	4.00KB	7.20KB
Img 15	11.02KB	1.31KB	8.75KB
Img 16	12.42KB	1.07KB	9.57KB

VI. CONCLUSION

In this paper we have proposed method to convert image to gray embedding color information into it and method of retrieving color information from gray image. These allows us to achieve 66.66% compression and to store and send gray image instead of color image by embedding the color information into a gray image which is almost similar to an original image. The proposed method is based on wavelet transforms i.e Walsh, Hartley and Kekre wavelet transform with color spaces alias YCbCr, YCgCb, YUV, YIQ, XYZ , YCC, Kekre’s LUV And CMY. The YCbCr color space is proved to be better with Walsh wavelet transform for ‘Color-to-Gray and Back’. Even it is observed that the image named as img 10 as shown in Figure4 gave the maximum MSE for all the wavelet transform which shows that as granularity i.e. frequent changes in the intensity of a color of an image increases MSE of an image increases, so as smooth as the image will be there will be least MSE. Even it is concluded that while transferring the images on the various social media the compression of an image take place only on the image having a large size and due to this compression data of an image is being lost that is permanent in nature and with the proposed technique we can observe from Table [4] that the load on a network has been reduced by doing C2G on original image while transmitting and the recovered image is almost similar to an original colored image and the data loss is very less. Our next research step could be to test hybrid wavelet transforms for ‘Color-to-Gray and Back’.

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