

# Data Compression

**Sabah Sayed**



# Topics

1. Data Compression.
2. Run Length Compression.
3. Dictionary Compression.
4. Image Compression
5. Video and Audio Compression

# Data Compression

- Lossy versus lossless
  1. Run-length encoding (lossless)
  2. Dictionary encoding (Includes adaptive dictionary encoding such as LZW encoding.) (lossless)

# Run Length Encoding

- The process of replacing sequences of identical data elements with a **code** indicating the element that is repeated and the number of times it occurs in the sequence.
- Example:  
111111111111000001111111111111110000000000  
000000000000000011111111111111111111  
– 70 bits  
– 11 (1) + 5 (0) + 14 (1) + 23 (0) + 17 (1)

# Dictionary Encoding

- In particular, an **entire word** can be encoded as a **single reference** to this **dictionary** rather than as a sequence of individual characters encoded using a system such as UTF-8.
- **Dictionary** encoding can be used **by word processors** to **compress text** documents because the **dictionaries already contained** in these processors for the purpose of **spell checking** make excellent compression dictionaries.

# Dictionary Encoding Example

- A typical **dictionary** in a word processor contains approximately **25,000** entries, which means an individual **entry** can be identified by an **integer** in the range of 0 to 24,999.
- This means that a particular **entry** in the dictionary can be identified by a pattern of only **15 bits**. In contrast, if the word being referenced could be 4 or 8 bytes long

# LZW Encoding

- **Adaptive dictionary encoding:** the dictionary is allowed to change during the encoding process.
- We have a dictionary

x	y	space	xy	yyx
1	2	3	4	5

xy yyx xy xy yyx

1123221343435

# Compressing Images

- Compression is **lossy**!
- GIF: Good for cartoons
  - a dictionary encoding system
- JPEG: Good for photographs
  - most digital cameras use JPEG as their default compression technique.



# Graphics Interchange Format GIF

- **GIF** approaches the compression problem by reducing the number of colors that can be assigned to a pixel to only 256.
- The red-green-blue combination for each of these colors is encoded using three bytes (same technique as lookup for BMP)
- These 256 encodings are stored in a table (a dictionary) called the palette..

# Graphics Interchange Format GIF

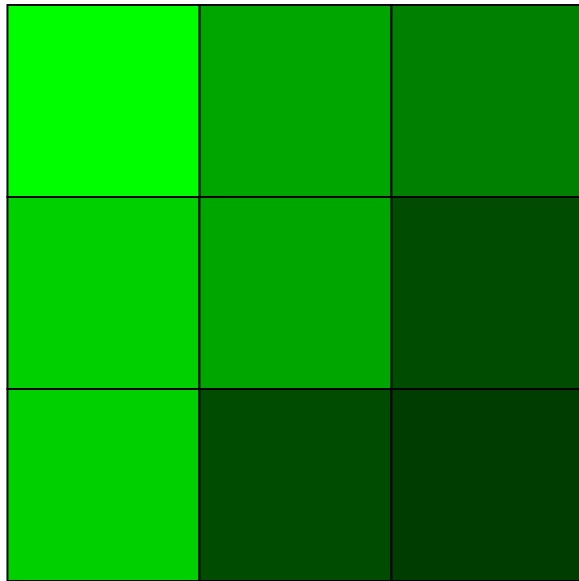
- **GIF** is a **lossy** compression system when applied to arbitrary images because the colors in the palette may not be identical to the colors in the original image.
- GIF can obtain additional compression by extending this simple dictionary system to an adaptive dictionary system using LZW techniques.

# Joint Photographic Experts Group

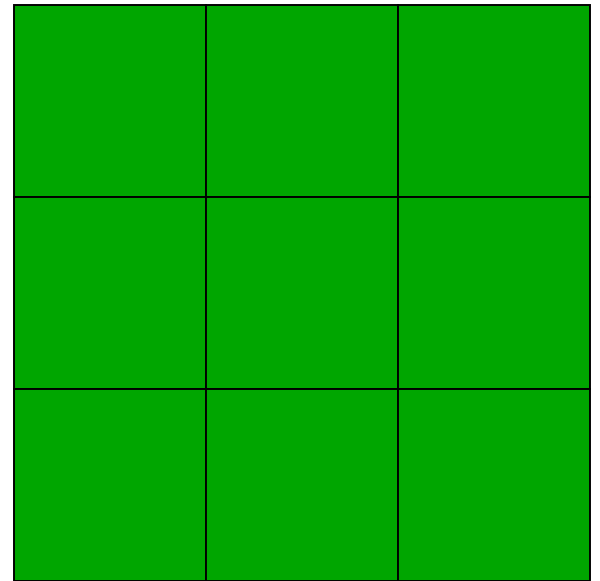
## JPEG

- JPEG's baseline standard (also known as JPEG's lossy sequential mode) has become the standard of choice in many applications.
- It takes advantage of a human eye's limitations.
- Eye is more sensitive to changes in brightness than to changes in color.
- Encoded in terms of **luminance** and **chrominance**.
  - Average the chrominance values over two-by-two pixel squares. This reduces the size of the chrominance information by a factor of four while preserving all the original brightness information.
  - Then, divide the image into eight-by-eight pixel blocks and Compress each block as a unit.

# JPEG



9:1  
“averaging”



The result is a significant degree of compression without a noticeable loss of image quality.

# Compressing Audio and Video

- MPEG
  - High definition television broadcast
  - Video conferencing
- MP3
  - Temporal masking
  - Frequency masking

# Motion Picture Experts Group

## MPEG

- MPEG encompasses a variety of **standards** for different applications.
- A video is constructed as a sequence of pictures.
- To **compress** such sequences, only some of the pictures, called **I-frames**, are encoded.

# MPEG

- The pictures between the I-frames are encoded using **relative encoding techniques**.
- Rather than encode the entire picture, only its **distinctions from** the **prior** image are recorded.
- The **I-frames** themselves are usually **compressed** with techniques similar to **JPEG**

# MP3 (*MPEG layer 3*)

- MP3 takes advantage of the properties of the **human ear**, removing those details that the human **ear cannot perceive**.
- One such property, called **temporal masking**, is that for a short period after a loud sound, the human ear cannot detect softer sounds that would otherwise be audible.



# MP3 (*MPEG layer 3*)

- Another, called **frequency masking**, is that a sound at one frequency tends to mask softer sounds at nearby frequencies.
- By taking advantage of such characteristics, MP3 can be used to obtain **significant compression** of audio while maintaining near CD quality sound.

# Video and Audio Compression goals

1. Save storage space.
2. Obtaining encodings that allow information to be transmitted over today's communication systems fast enough to provide timely presentation.

# Compression and Data Transmission

- Audio and video compression systems are often judged by the transmission speeds required for timely data communication.
- Example:
  - If each video frame required a MB of storage and the frames had to be transmitted over a communication path that could relay only one KB per second, what about successful video conferencing ?

# Communication Speed

- Communication speeds are normally measured in **bits per second (bps)**.
  - **Kbps** (equal to one thousand **bps**)
  - **Mbps** (equal to one million **bps**)
  - **Gbps** (equal to one billion **bps**).

# MPEG and MP3 Requirements

- For MPEG techniques, video presentations can be successfully relayed over communication paths that provide transfer rates of 40 Mbps.
- MP3 recordings require transfer rates of no more than 64 Kbps.

# Exercise

- Suppose a digital camera has a storage capacity of 500MB. How many black-and-white photographs could be stored in the camera if each consisted of 512 pixels per row and 512 pixels per column if each pixel required one bit of storage?

# Exercise

- What would be the encoded version of the message:

xyx yxxxy xyx yxxxy yxxxy

if LZW compression, starting with the dictionary containing  $x$ ,  $y$ , and a space were used?

# Exercise

- The following message was compressed using LZW compression with a dictionary whose first, second, and third entries are b, c, and space, respectively. What is the decompressed message?

2123113431213536