CSCU9N5: Multimedia and HCI **Graphics Tutorial - Answers**

Question 1

Ans. A possible example: a photo of a person placed on a solid colour background. For this image the following sizes were found (using Adobe Photoshop, rather than GIMP, but results will be similar): Photoshop native PSD 1.09Mb; BMP 585kb; GIF 82.9kb; PNG 201kb; JPG 25.3kb. Defects seen were quantization of facial colours with GIF and artifacts on the boundary between the photo and the background with JPG.

Question 2

1. Ans. Applying the algorithm given in lectures results in the following:

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|----|
| A | A | A | A | b | b | b | A | A | A |

| Index | С | w | w + c | Output | Dictionary |
|-------|---|----|-------|--------|------------|
| 1 | A | " | A | - | found |
| 2 | A | A | AA | A | #256 = AA |
| 3 | A | A | AA | - | found |
| 4 | A | AA | AAA | #256 | #257 = AAA |
| 5 | b | A | Ab | A | #258 = Ab |
| 6 | b | b | bb | b | #259 = bb |
| 7 | ь | b | bb | - | found |
| 8 | A | bb | bbA | #259 | #260 = bbA |
| 9 | A | A | AA | - | found |
| 10 | A | AA | AAA | - | found |

Final output: A, #256, A, b, #259, #257

2. Ans. Reconstructed sequence is AzAzzzAzA

This can be reconstructed because every dictionary entry is either a single character or a 2-character or longer sequence of characters that have already appeared in the data. Thus the dictionary entries for this data must be:

$$#256 = Az$$
, $#257 = zA$, $#258 = Azz$, $#259 = zz$, $#260 = zAz$

Note that not all of the dictionary entries will necessarily be used in the compressed sequence.

Question 3

Ans.

| | Image A | Image B | Image C |
|----|--------------------------------|---------------------------------|---------------------------------|
| a) | Any format with lossless | Uncompressed image format, | Uncompressed (eg BMP, |
| | compression eg BMP, GIF, | such as BMP or TIFF or any | TIFF) or lossless (eg PNG). |
| | PNG, TIFF. Limited colour | lossless format with large | JPEG may be ok at a low |
| | palette of GIF will not matter | colour palette eg PNG. Lossy | compression level, but could |
| | here. | compression with JPEG may | introduce artifacts around the |
| | | still be fine. | text. |
| b) | Files using RLE or LZW | JPEG is best for real world | JPEG is likely to produce the |
| | compression should work well | images like this as will retain | smallest file that still has ok |
| | eg GIF, PNG for LZW. | reasonable quality for a small | visual quality (but may distort |
| | | file size. | the text). |
| c) | GIF and PNG are web- | JPEG is also web compatible, | JPEG likely, or could use PNG |
| | compatible and will provide | so best for use on a web page. | (but may have a large file |
| | small file sizes. | | size). |
| d) | Any of the above are fine as | Must use raw data or lossless | BMP or PNG, so that there are |
| | they are all lossless. | compression eg BMP or PNG. | no losses. |
| | | Limited colour palette of GIF | |
| | | may introduce losses. | |