9.1 Uncompressed Audio & Video

1. Audio

Qu	\mathbf{ality}	Sample Rate (kHz)	Quantization Level	$\mid ext{Bandwidth (Mbps/Gbps)} \mid$
AM Rad	lio (stereo)	11.025	8	$0.1764~\mathrm{Mbps}$
FM Rad	lio (stereo)	22.05	16	$0.7056~\mathrm{Mbps}$
HD/DV	VD Audio	192	24	$4.608~\mathrm{Mbps}$

2. Video

Quality	Resolution	Bits Per Pixel	FPS	Bandwidth (Mbps/Gbps)	
4k Video	3840×2160	24	24	$4'777.574~{ m Mbps} \ / \ 4.777~{ m Gbps}$	
$5 \mathrm{k} \ \mathrm{Video}$	5140×2880	36	30	15'987.456 Mbps / 15.987 Gbps	
$8 \mathrm{k} \ \mathrm{Video}$	7680×4320	48	60	$\mid 95'551.488 \; ext{Mbps} \; / \; 95.551 \; ext{Gbps} \; \mid$	

9.2 Digitization of Audio Data

9.3 Source Encoding

9.4 MPEG Audio

9.5 Huffman Coding

1. Encoding of **IACEANFI**: 0000 11 10 001 11 0001 01 0000

2. Encoding of MARCEL ZAUDER:

Symbol	Weight	Symbol	Encoding
M	1/13	A	11
A	2/13	M	101
R	2/13	\mathbf{E}	001
C	1/13	R	000
E	2/13	m L	1001
L	1/13	Γ	1000
Z	1/13	U	0111
U	1/13	Z	0110
D	1/13	'space'	0101
'space'	1/13	D	0100

Encoding: 101 11 000 1000 001 1001 0101

0110 11 0111 0100 001 000

3. What do we call codes of this property? Code of this type is called a prefix code. A prefix code requires that ther is no whole code word in the system that is a prefix of any other code word in the system. Therefore no seperator is required.

9.6 Pulse Code Modulation