

# Index

- Abramson, N., 83
- Absolute difference measure, 198
- AC coefficient of transforms, 400, 413–414
- Action units (AUs), 590
- Adaptive arithmetic coding, 112
- Adaptive codebook, FS 1016 standard, 551
- Adaptive dictionary techniques
  - LZ77 approach, 121–125
  - LZ78 approach, 125–127
  - LZW algorithm, 127–133
- Adaptive DPCM, 337
  - G.722 standard, 461–462
  - ITU and ITU-T standards, 345, 347–349, 461–462
  - prediction, 339–342
  - quantization, 338–339
- Adaptive Huffman coding, 58
  - decoding procedure, 63–65
  - encoding procedure, 62–63
  - update procedure, 59–61
- Adaptive model, 17
- Adaptive scalar quantization
  - backward/on-line, 246–248
  - forward/off-line, 244–246
  - Jayant, 249–253
- Adaptive spectral enhancement filter, 557
- Adaptive TRansform Acoustic Coding (ATRAC) algorithm, 535
- Adaptive vector quantization, 315–316
- Addition, vector, 358
- Additive noise model of a quantizer, 231
- Adjoint matrix, 635–636
- Adler, Mark, 133
- Admissibility condition, 479
- ADPCM. *See* Adaptive DPCM
- Advanced audio coding (AAC), MPEG, 527–533
- Advanced prediction mode,
  - H.263 standard, 600
- Advanced Television Systems Committee (ATSC), 533
- AEP. *See* Asymptotic equipartition property
- Affine wavelets, 480
- A lattices, 309
- Algorithmic information theory, 35–36
- Algorithms
  - adaptive Huffman, 58–65
  - Adaptive TRansform Acoustic Coding (ATRAC), 535
  - arithmetic coding, 92, 107
  - Burrows-Wheeler Transform (BWT), 152–157
  - cluster compression, 284
  - dictionary techniques, 121–133
  - CALIC (Context Adaptive Lossless Image Compression), 166–170
  - compression versus reconstruction, 3–4
  - deflate, 133
  - differential encoding, 328–332
  - dynamic Markov compression, 158–160
  - embedded zerotree coder, 497–505
  - FS 1016, 550–551
  - generalized BFOS, 303
  - H.261 standard, 582–588
  - H.263 standard, 598–603
  - Huffman coding, 41–54
  - Jayant, 247, 249–253
  - JBIG, 183–188
  - JBIG2, 189–190

Algorithms (*Continued*)

- JPEG lossless old standard, 164–166
- JPEG-LS, 170–172
- least mean squared (LMS), 342
- Levinson-Durbin, 530, 547
- Linde-Buzo-Gray (LBG), 282–299
- Lloyd, 283–284
- Lloyd-Max, 254–257
- LPC-10, 544–545
- LZ77, 121–125
- LZ78, 125–127
- LZW, 127–133
- MH (Modified Huffman), 180, 187–188
- mixed excitation linear prediction, 555–557
- model-based coding, 588–590
- MPEG-1 algorithm, 580
- origin of term, 3
- packet video, 610, 612–613
- pairwise nearest neighbor (PNN), 292–294
- ppma*, 144, 149–150
- ppmz*, 151
- prediction with partial match (ppm), 26, 143–149
- set partitioning in hierarchical trees, 505–512
- subband, 436–438
- trellis-coded, 316–321
- Tunstall, 69–71
- videoconferencing and videophones, 582–590
- Viterbi, 317
- Aliasing, 376
  - filters, 429, 443
  - time domain, 417
- Al-Khwarizmi, 3
- All pole filter, 218
- Alphabet
  - defined, 16, 27
  - extended, 52
- AMDF. *See* Average magnitude difference function
- Analog-to-digital (A/D) converter, 228
- Analysis filter bank, 436–437
- Analysis filters, 539–540
- Analysis/synthesis schemes
  - background of, 537–538
  - image compression, 559–568
  - speech compression, 539–559
- Anchor frames, 592
- APCO. *See* Association of Police Communications Officers
- Arimoto, S., 212
- Arithmetic coding, 54
  - adaptive, 112
  - algorithm implementation, 96–102
  - applications, 112–113
  - binary code, generating, 92–109
  - bit sliced, 533
  - decoding, 106–109
  - defined, 81
  - encoding, 102–106
  - floating-point implementation, 102–109
  - Graphics Interchange Format (GIF), 133–134
  - Huffman coding compared with, 81–83, 109–112
  - JBIG, 183–188
  - JBIG2, 189–190
  - sequences, 83–92
  - syntax-based and H.263 standard, 600
  - tags, deciphering, 91–93
  - tags, generating, 84–91, 97–99
  - uniqueness and efficiency of, 93–96
- ARJ, 125
- ARMA (moving average model), 218, 223
- AR(N) model, 219–222
- Association of Police Communications Officers (APCO), 555
- Associative coder of Buyanovsky (ACB), 157–158
- Associativity axiom, 358
- Asymmetric applications, 590–591
- Asymptotic equipartition property (AEP), 305–306
- Atal, B. S., 550
- ATM (asynchronous transfer mode)
  - networks, 610–611
- Atomic blocks, 566

- ATRAC. *See* Adaptive TRansform
- Acoustic Coding
- ATSC. *See* Advanced Television Systems Committee
- AU. *See* Action units
- Audio coding
  - See also* MPEG audio coding
  - Dolby AC3, 533–534
  - hearing principles, 516
  - psychoacoustic model, 518–519
  - spectral masking, 517
  - temporal masking, 517–518
- Audio compression
  - Huffman coding and, 75–77
  - masking, 201
  - subband coding and, 462–463
  - transform coding and, 416–419
- Auditory perception, 200–201
- Autocorrelation approach, 546
- Autocorrelation function
  - AR(N) model, 219–222
  - differential pulse code modulation, 333, 334
  - differential pulse code modulation, adaptive, 339–340
  - of a random process, 628
- Autocovariance approach, 546
- Autoregressive model
  - AR(N) model, 219–222
  - moving average model (ARMA), 218, 223
  - speech compression algorithms, 223
- Average information
  - derivation of, 18–22
  - mutual, 204–205
- Average magnitude difference function (AMDF), 544–545
- Axiomatic approach, 618–620
- Axioms, probability, 618
- Backward adaptive prediction in DPCM (DPCM-APB), 340–342
- Backward/on-line adaptive scalar quantization, 246–248
- Band-pass filters, 371, 428
- Bandwidth, 371
- Barnsley, Michael, 561
- Barnwell, T. P., III, 449
- Basis matrices, 400
- Basis vectors, 356–357
- Basis vector spaces, 360–361
- Bayes' rule, 616–617
- Bell Laboratories, 3
- Bennett, W. R., 263
- Bennett integral, 263, 267
- Bidirectionally predictive coded (B) frames, 592–594
- BIFS. *See* Binary Format for Scenes
- Binary code, generating
  - in arithmetic coding, 92–109
  - in transform coding, 396
- Binary codewords, pruned tree-structure and, 303
- Binary entropy function, 212
- Binary Format for Scenes (BIFS), 609
- Binary images
  - coding schemes, comparing, 188
  - facsimile encoding, 178–190
  - JBIG, 183–188
  - JBIG2, 189–190
  - Markov model and, 24–25
- Binary sources, rate distortion function and, 212–214
- Binary symmetric channel, 617
- Binary trees
  - adaptive Huffman coding and, 58
  - external (leaves), 31
  - Huffman coding and, 45–46
  - internal nodes, 31
  - prefix code, 31
  - sibling property, 58
- Bit allocation
  - Dolby AC3, 534–535
  - subband coding, 437, 438, 459–461
  - threshold coding, 409–410
  - transform coefficients, 399, 407–410
  - zonal sampling, 408–409
- Bit reservoir, 526
- Bits, 14
- Bit sliced arithmetic coding (BSAC), 533

- Bitstreams, 519–521
  - constrained parameter, 594
  - order, 593
- Black-and-white television, 576–578
- Blahut, R. E., 212
- Block, 59
- Block-based motion compensation, 574
- Block diagrams
  - channel vocoder, 539
  - companded scalar quantization, 258–259
  - delta modulation, 343
  - differential encoding, 331
  - Dolby AC3, 534
  - generic compression, 197
  - G.728, 553
  - H.261 standard, 583
  - H.263 standard, 599
  - linear predictive coder, 543
  - mixed excitation linear prediction, 555–557
  - MPEG audio coding, 519
  - subband coding system, 436
- Block switching, MPEG-2 AAC, 528–529
- Bloom, Charles, 151
- Boundary gain, 304, 307
- Braille code, 2
- Breiman, L., 303
- BSAC. *See*
  - Bit sliced arithmetic coding
- Burrows-Wheeler Transform (BWT), 152–157
- Buyanovsky, George, 157–158
- Buzo, A., 283, 284
  
- CALIC. *See* Context Adaptive Lossless Image Compression
- Canadian Space Agency (CSA), 2
- Capon model, 179
- CBP. *See* Coded block pattern
- CCIR (International Consultative Committee on Radio), 601–2
  - standard, 579–582
- CCITT (Consultative Committee on International Telephone and Telegraph)
  - See also* International Telecommunications Union (ITU-T) Recommendation V.42, 136
- CCSDS. *See*
  - Consultative Committee on Space Data Standards
- CD-audio. *See* Audio compression
- cdf. *See* Cumulative distribution function
- CELP. *See* Code excited linear prediction
- CFDM. *See* Constant factor adaptive delta modulation
- Chaitin, G., 35
- Channel vocoder, 538, 539–542
- Characteristic equation, 636
- Chen, O.T.-C., 612
- Chen, W.-H., 409, 410, 413, 414
- Cholesky decomposition, 548
- Chou, P. A., 303
- Chrominance components, 578–579
- CIF. *See* Common Interchange Format
- Classified vector quantization, 313
- Clear code, 134
- Cleary, J. G., 143, 144, 149
- Cloning, dynamic Markov compression (DMC), 158–160
- Cluster compression algorithm, 284
- Codebook design
  - defined, 282
  - Hilbert approach, 284, 291
  - image compression and, 294–299
  - initializing Linde-Buzo-Gray algorithm, 287–294
  - pairwise nearest neighbor (PNN) algorithm, 292–294
  - splitting technique, 288–291
  - two-dimensional vector quantization, 284–287
- Codebooks
  - bits per sample, 275
  - bits per vector, 275
  - defined, 274, 282
  - FS 1016, 551
  - vector, 274
- Coded block pattern (CBP), 587
- Code excited linear prediction (CELP), 539, 549–552

## Codes (coding)

*See also* Arithmetic coding; Audio coding; Subband coding; Transforms and transform coding

clear, 134  
 comparison of binary, 188  
 defined, 6, 27  
 delay, 551  
 dictionary, 9–10  
 digram, 119–121  
 embedded, 505  
 fixed-length, 27  
 Golomb, 65–67  
 H.261 standard, 586–587  
 H.264 standard, 608  
 Huffman, 41–77  
 instantaneous, 29  
 JPEG, 413–416  
 Kraft-McMillan inequality, 32–35  
 make-up, 180  
 model-based, 588–590  
 modified Huffman (MH), 180  
 move-to-front (mtf), 153, 156–157  
 predictive, 7–9  
 prefix, 31–32  
 rate, 27–28  
 Relative Element Address Designate (READ), 181  
 Rice, 67–69  
 run-length, 179–180  
 terminating, 180  
 threshold, 409–410  
 transform, 391–420  
 Tunstall, 69–71  
 unary, 65–66  
 uniquely decodable, 28–31

## Code-vectors, 274

## Codewords

dangling suffix, 30–31  
 defined, 27  
 Huffman, 41–77  
 Kraft-McMillan inequality, 32–35, 49–51  
 in optimum prefix codes, 48–49  
 Tunstall, 69–71  
 unique, 28

## Coefficients

autocorrelation approach, 546  
 autocovariance approach, 546  
 Coiflet, 491, 493  
 covariance method, 548  
 Daubechies, 491, 492  
 discrete Fourier series, 377–378  
 expansion, 373  
 filter, 430  
 parcor, 339–340, 531, 547  
 periodic function, 377  
 quadrature mirror, 432, 433, 434, 447–449  
 reflection, 547  
 set partitioning in hierarchical trees, 505–512  
 Smith-Barnwell, 432, 434–435  
 transform, 399, 407–410  
 wavelets, 480, 488–491

## Coiflet filters, 491, 493

## Color television, 578

## Column matrix, 632

## Comfort noise, 559

## Common Interchange Format (CIF), 580

## Commutativity axiom, 358

## Companded scalar quantization, 257–259

*Compendious Book on Calculation, The*  
 (Al-Khwarizmi), 3

## Composite source model, 27

## compress command, UNIX, 133

## Compression

*See also* Audio compression; Image compression; Speech compression; Video compression; Wavelet-based compression

algorithm, 3–4

ratio, 5

techniques, 3–6

## Compressor function, 258

## Compressor mapping, 259–260

## CompuServe Information Service, 133, 134

## Conditional entropy, 202–204

## Conditional probabilities, 204

Constant factor adaptive delta modulation  
 (CFDM), 343–345

- Constrained parameter bitstream (CPB), 594
- Consultative Committee on International Telephone and Telegraph (CCITT). *See* International Telecommunications Union (ITU-T)
- Consultative Committee on Space Data Standards (CCSDS), 67–69
- Context adaptive binary arithmetic code (CABAC), 608
- Context Adaptive Lossless Image Compression (CALIC), 166–170
- Context adaptive variable length code (CAVLC), 608
- Context-based compression and models
  - associative coder of Buyanovsky (ACB), 157–158
  - Burrows-Wheeler Transform (BWT), 152–157
  - dynamic Markov compression, 158–160
  - finite, 25–26
  - JBIG standard, 183–184
  - prediction with partial match (ppm), 143–152
  - zero frequency problem, 26
- Continuously variable slope delta modulation (CVSDM), 345
- Continuous wavelet transform (CWT), 479–480
- Contouring, 237
- Contours of constant probability, 304
- Convolution
  - filter, 431
  - Z-transform discrete, 387–389
- Convolution theorem, 367
- Conway, J. H., 638
- Cormack, G. V., 158
- Covariance method, 548
- CPB. *See* Constrained parameter bitstream
- CRC bit, 520–521
- Critical band frequencies, 201
- Critically decimated filter bank, 454
- Crochiere, 448
- Croisier, A., 432
- Cross product, matrix, 634
- CSA. *See* Canadian Space Agency
- Cumulative distribution function (cdf)
  - defined, 83
  - joint, 627
  - overview of, 621–622
  - sequences, 83–92
  - tag generating, 84–91, 97–99
- Cutoff frequency, 428
- Cutoffs, filter, 371–372
- CVSDM. *See* Continuously variable slope delta modulation
- CWT. *See* Continuous wavelet transform
- Dadson, ?FIRST NAME, 516
- Dangling suffix, 30–31
- Data compression
  - applications, 1–2
  - packages, 125
  - techniques, 3–6
- Data-dependent transforms,
  - Karhunen-Loève transform, 401–402
- Data-independent transforms
  - discrete cosine transform, 402–404, 410–411, 416–419, 580
  - discrete sine transform, 404
  - discrete Walsh-Hadamard transform, 404, 406
- Daubechies filters, 491, 492
- DC coefficient of transforms, 400, 414–415
- DCT. *See* Discrete cosine transform
- DDVPC. *See* Defense Department Voice Processing Consortium
- Deblocking filter mode, 601
- Decibels, 198
- Decimation, 436, 438
- Deciphering tags, 91–93
- Decision boundaries
  - defined, 231
  - Lloyd algorithm, 283
  - mean squared quantization error, 231–233
  - pdf-optimized, 254–257
  - quantizer rate, 232–233
- Decision tree, vector quantization, 302

- Decoding procedures
  - adaptive Huffman coding and, 63–65
  - arithmetic coding and, 106–109
  - Burrows-Wheeler Transform (BWT), 155–156
  - generic, 189–190
  - G.728 standard, 551–552
  - halftone region, 190
  - instantaneous, 29
  - JBIG, 183–188
  - JBIG2, 189–190
  - JPEG standard, 413–416
  - LZ77 approach, 121–125
  - LZ78 approach, 125–127
  - LZW algorithm, 130–133
  - symbol region, 190
  - vector quantization, 274–275
- Decomposition
  - Cholesky, 548
  - of images, 465–467
  - model-based coding, 588–590
  - polyphase, 454–459
- Defense Department Voice Processing Consortium (DDVPC), 555
- Deflate algorithm, 133
- Delivery Multimedia Integration Framework (DMIF), 609
- Delta function
  - dirac, 370–371
  - discrete, 387
- Delta modulation (DM), 342
  - block diagram, 343
  - constant factor adaptive, 343–345
  - continuously variable slope, 345
  - granular regions, 343
  - slope overload regions, 343
  - syllabically companded, 345
- Deprettere, E. F., 550
- Derivation of average information, 18–22
- Determinant, matrix, 635
- DFS. *See* Discrete Fourier series
- DFT. *See* Discrete Fourier transform
- Dictionary compression, 9–10
- Dictionary ordering, 87
- Dictionary techniques
  - adaptive, 121–133
  - applications, 133–138
  - digram coding, 119–121
  - LZ77 approach, 121–125
  - LZ78 approach, 125–127
  - LZW algorithm, 127–133
  - purpose of, 117–118
  - static, 118–121
- Difference distortion measures, 198
- Difference equation, 24
- Differential encoding
  - adaptive DPCM, 337–342
  - basic algorithm, 328–332
  - block diagram, 331
  - defined, 325–326
  - delta modulation, 342–345
  - dynamic range, 326
  - image coding, 349–351
  - ITU and ITU-T standards, 345, 347–349
  - performance, 336
  - prediction in DPCM, 332–337
  - quantization error accumulation, 329–330
  - sinusoidal example, 326, 330–331
  - speech coding, 334–337, 345–349
- Differential entropy, 205–208
- Differential pulse code modulation (DPCM)
  - adaptive, 337–342
  - backward adaptive prediction with, 340–343
  - basic algorithm, 328–332
  - block diagram, 331
  - defined, 325–326
  - delta modulation, 342–345
  - development of, 331
  - forward adaptive prediction and, 339–340
  - noise feedback coding, 346
  - prediction in, 332–337
  - speech coding, 345–349
- Digital Theater Systems (DTS), 535
- Digital-to-analog (D/A) converter, 229
- Digram coding, 119–121
- Dirac delta function, 370–371
- Direct Broadcast Satellites (DBS), 533

- Discrete convolution, Z-transform, 387–389
- Discrete cosine transform (DCT), 402–404, 410–411
  - modified, 416–419
  - video compression and, 580
- Discrete delta function, 387
- Discrete Fourier series (DFS), 377–378
- Discrete Fourier transform (DFT), 376–378, 402–403
- Discrete sine transform (DST), 404
- Discrete time Markov chain, 24
- Discrete time wavelet transform (DTWT), 480
- Discrete Walsh-Hadamard transform (DWT), 404, 406
- Discrete wavelet transform (DWT), 480
- Display order, 593
- Distortion
  - aliasing, 376
  - auditory perception, 200–201
  - Bennett integral, 263, 267
  - control loop, 526
  - criteria, 197–201
  - defined, 6, 196
  - difference distortion measures, 198
  - high-rate entropy-coded quantization, 266–269
  - human visual system, 199–200
  - Linde-Buzo-Gray (LBG), 282–299
  - Lloyd, 283–284
  - mean squared quantization error, 231–233
  - quantizer, 231
  - rate distortion theory, 196, 208–215
  - scalar versus vector quantization, 276–282
  - trellis-coded quantization, 316–321
  - uniform quantization for uniformly distributed sources, 234–236
  - vector versus scalar quantization, 276–282
- Distribution functions
  - cumulative distribution function (cdf), 83–92, 97–99, 621–622, 627
  - probability density function (pdf), 205, 622–23
- Distributivity axiom, 358
- Dithering, 237
- D lattices, 309
- DM. *See* Delta modulation
- DMIF. *See* Delivery Multimedia Integration Framework
- Dolby AC3, 533–534
- Domain blocks, 561
- Dot product, 357, 634
- Downsampling, 436, 438, 440–442
- DPCM. *See* Differential pulse code modulation
- DST. *See* Discrete sine transform
- DTWT. *See* Discrete time wavelet transform
- Dudley, Homer, 3, 538
- DVDs, 533
- DWHT. *See* Discrete Walsh-Hadamard transform
- DWT. *See* Discrete wavelet transform
- Dynamic Markov compression (DMC), 158–160
- Dynamic range, differential encoding, 326
- EBCOT (embedded block coding with optimized truncation), 512
- Edge blocks, 563
- Eigenvalues, 636
- Elias, Peter, 83
- Embedded block coding with optimized truncation (EBCOT), 512
- Embedded coding, 505
- Embedded zerotree wavelet (EZW), 497–505, 610
- Empty cell problem, 294
- Encoding procedures
  - See also* Differential encoding
  - adaptive Huffman coding and, 62–63
  - arithmetic coding and, 102–106
  - associative coder of Buyanovsky (ACB), 157–158
  - Burrows-Wheeler Transform (BWT), 152–157



- digram coding, 119–121
- facsimile, 178–190
- G.728 standard, 551–552
- H.261 standard, 586–587
- Huffman coding and, 62–63
- JBIG, 183–188
- JBIG2, 189–190
- JPEG, 164–166, 413–416
- LZ77 approach, 121–125
- LZ78 approach, 125–127
- LZW algorithm, 127–133
- minimum variance Huffman codes, 46–48
- vector quantization, 274–275
- End-of-block (EOB) symbol, 410, 414, 415
- Ensemble, stochastic process, 627
- Entropy
  - average mutual information, 204–205
  - binary entropy function, 212
  - conditional, 202–204
  - defined, 16
  - differential, 205–208
  - estimating, 16–17
  - extended Huffman codes, 51–54
  - first-order, 16
  - Markov model, 24–25
  - rate distortion theory, 196, 208–215
  - reducing, 17
  - run-length coding, 179–180
  - of the source, 16
- Entropy-coded scalar quantization, 264–269
- Entropy-constrained quantization, 265–266
- EOB. *See* End-of-block symbol
- Equitz, W. H., 292
- Error magnitude, maximum value of the, 199
- Escape symbol, 149–150
- Esteban, D., 432
- Euler's identity, 363
- European Space Agency (ESA), 2
- Exception handler, LZW algorithm, 132
- Excitation signal
  - channel vocoder synthesis, 541–542
  - sinusoidal coders, 552–554
- Exclusion principle, 151–152
- Expander function, 258–259
- Expectation operator, 623
- Extended alphabet, 52
- Extended Huffman codes, 51–54
- External nodes, 31
- EZW. *See* Embedded zerotree wavelet
- Facsimile encoding
  - binary coding schemes, comparing, 188
  - groups, 178–179
  - Group 3 and 4 (recommendations T.4 and T.6), 180–183
  - JBIG, 183–188
  - JBIG2, 189–190
  - MH (Modified Huffman), 180, 187–188
  - modified modified READ (MMR) code, 187–188
  - modified READ (MR) code, 181, 187–188
  - Relative Element Address Designate (READ) code, 181
  - run-length coding, 179–180
- Faller, N., 58
- Families of wavelets, 491–493
- Fano, Robert, 41, 83
- Fast Fourier transform (FFT), 378
- FBI fingerprint image compression, 512
- FCC (Federal Communications Commission), 597–598
- Federal standards. *See* standards
- Fenwick, P., 157
- FFT. *See* Fast Fourier transform
- Fidelity
  - See also* Distortion
  - defined, 6
- Fields, television, 577–578
- File compression,
  - UNIX compress command, 133
- Filter banks
  - analysis, 436–437
  - design of, 438–444
  - M-band QMF, 451–454
  - perfect reconstruction using two-channel, 444–451

## Filters

- adaptive spectral enhancement, 557
  - all pole, 218
  - analysis filter bank, 436–437
  - anti-aliasing, 429, 443
  - band-pass, 371, 428
  - bandwidth, 371
  - coefficients, 430
  - Coiflet, 491, 493
  - convolution, 431
  - cutoffs, 371–372
  - Daubechies, 491, 492
  - defined, 371, 428
  - finite impulse response, 430, 449–451
  - high-pass, 371, 428
  - H.261 loop, 584–586
  - impulse response, 430–431
  - infinite impulse response, 430
  - interpolation, 443
  - linear systems and, 371–372
  - low-pass, 371, 428
  - magnitude transfer function, 428–429
  - mechanical, 428
  - passband, 371
  - quadrature mirror, 432, 433, 434, 447–449
  - Smith-Barnwell, 432, 434–435
  - stopband, 371
  - subband, 428–435
  - synthesis, 443
  - taps, 430
  - vocal tract filter, 545–548
  - wavelet, 486–493
- Fine quantization assumption, 332, 333
- Finite context models, 25–26
- Finite impulse response (FIR) filters
- defined, 430
  - power symmetric and perfect reconstruction, 449–451
- FIR. *See* Finite impulse response filters
- First-order entropy, 16
- First-order Markov model, 24
- Fischer, T. R., 306
- Fixed-length code
- defined, 27
  - LZ77 approach, 121–125
  - quantizer output, 231
  - uniform quantization, 236
- Fletcher, H., 516
- Fletcher-Munson curves, 201
- Floating-point implementation, arithmetic coding and, 102–109
- Format frequencies, 540
- Format vocoders, 541
- FORTRAN, 74
- Forward adaptive prediction in DPCM (DPCM-APF), 339–340
- Forward/off-line adaptive scalar quantization, 244–246
- Forward transform, 396
- Fourier, Jean Baptiste Joseph, 362
- Fourier series, 362–364
- discrete, 377
- Fourier transform
- average analysis, 474
  - convolution theorem, 367
  - defined, 365–366
  - discrete, 376–378, 402–403
  - fast, 378
  - inverse, 366
  - modulation property, 366–367
  - Parseval's theorem, 366
  - periodic extension, 365
  - short-term, 474–476
  - time and, 474
- Fractal compression, 560–568
- Fractional pitch refinement, 556
- Frames
- anchor, 592
  - bidirectionally predictive coded (B), 592–594
  - H.263 standard and improved, 600
  - I, 591–593
  - MPEG, 591–594
  - predictive coded (P), 592, 593
  - television, 577–578
- Freidman, J. H., 303
- Frequencies
- formats, 540
  - short-term Fourier transform and, 474

- Frequency domain view, sampling, 373–374
- Frequency of occurrence, description of, 615–616
- FS 1016 standard, 550–551
- Fundamental theorem of expectation, 624
  
- Gabor transform, 474
- Gailly, Jean-loup, 133
- Gain-shape vector quantization, 306, 311
- Galand, C., 432
- Gallagher, R. G., 58
- Gamma distribution, 217
  - mismatch effect, 244
  - overview, 626
- Gaussian distribution, 216
  - contours of constant probability, 306
  - Gabor transform, 474
  - Laplacian distribution model versus, 242–243
  - mismatch effect, 244
  - output entropies, 265
  - overview, 626
  - pdf*-optimized quantization, 257
  - polar and spherical vector quantization, 306–307
  - uniform quantization of nonuniform source, 239–240
- Gaussian sources
  - differential entropy, 206–208
  - rate distortion function and, 214–215
- Generalized BFOS algorithm, 303
- Generalized Lloyd algorithm (GLA). *See* Linde-Buzo-Gray (LBG) algorithm
- Generic decoding, 189–190
- Geometric transformation, 562
- Gersho, Allen, 254, 275, 459
- GIF. *See* Graphics Interchange Format
- Gish, H., 266
- Global motion, 590
- GOBs. *See* Groups of blocks
- Golomb, Solomon, 66
- Golomb codes, 65–67, 608
- GOPs. *See* Group of pictures
- Government standards. *See* Standards
  
- Grand Alliance HDTV, 597–598
- Granular error/noise, 240, 307
- Granular regions, 343
- Graphics Interchange Format (GIF), 133–134
- Gray, R. M., 275, 283, 284, 303
- Gray-scale images,
  - CALIC (Context Adaptive Lossless Image Compression), 166–170
- Groups of blocks (GOBs), 587, 598
- Groups of pictures (GOPs), 592
- G.722 standard, 461–462
- G.722.2 standard, 558–559
- G.726 standard, 347–349
- G.728 standard, 551–552
- gzip, 125, 133
  
- Haar scaling function, 481–485
- Hadamard matrices, 406
- Halftone region decoding, 190
- Hartleys, 14
- HDTV, 533, 597–598
- High-pass coefficients of transforms, 399
- High-pass filters, 371, 428
- High profile, 594
- High-rate quantizers
  - entropy-coded quantization, 266–269
  - properties of, 261–264
- Hilbert, E. E., 284
- Hilbert approach, 284, 291
- HINT (Hierarchical INTERpolation), 173
- Homogeneity, linear systems and, 368
- Horizontal mode, 182
- Horspool, R.N.S., 158
- Hotelling, H., 395
- Hotelling transform, 401–402
- H.261 standard, 582
  - block diagram, 583
  - coded block pattern, 587
  - coding, 586–587
  - group of blocks, 587
  - loop filter, 584–586
  - motion compensation, 583–584
- MPEG-1 video standard compared to, 591–594

- H.261 standard (*Continued*)
  - quantization, 586–588
  - rate control, 588
  - transform, 586
- H.263 standard, 598–603
- H.264 standard, 603–608
- Huang, J.-Y., 395
- Huffman, David, 41
- Huffman coding, 2
  - adaptive, 58–65
  - algorithm, 41–54
  - arithmetic coding compared with, 81–83, 109–112
  - applications, 72–77
  - decoding procedure, 63–65
  - design of, 42–46
  - encoding procedure, 62–63
  - extended, 51–54
  - Golomb codes, 65–67
  - length of codes, 49–51
  - minimum variance, 46–48
  - modified, 180, 187–188
  - nonbinary, 55–57
  - optimality of, 48–49
  - redundancy, 45
  - Rice codes, 67–69
  - Tunstall codes, 69–71
  - update procedure, 59–61
- Human visual system, 199–200
- HV partitioning, 567
  
- Identity matrix, 631
- IEC. *See* International Electrotechnical Commission
- IEEE Transactions on Information Theory*, 254
- I frames, 591–593
- Ignorance model, 23
- iid (independent, identically distributed), 627
- IIR. *See* Infinite impulse response filters
- Image compression, lossless
  - CALIC (Context Adaptive Lossless Image Compression), 166–170
  - dynamic Markov compression (DMC), 158–160
  - facsimile encoding, 178–190
  - Graphics Interchange Format (GIF), 133–134
  - Huffman coding and, 72–74
  - JPEG-LS, 170–172
  - JPEG old standard, 164–166
  - MRC-T.44, 190–193
  - multiresolution models, 172–178
  - Portable Network Graphics (PNG), 134–136
- Image compression, lossy
  - analysis/synthesis schemes, 559–568
  - differential encoding, 349–351
  - fractal compression, 560–568
  - JBIG2, 189–190
  - JPEG, 410–416
  - Linde-Buzo-Gray (LBG) algorithm and, 294–299
  - subband coding and, 463–470
  - uniform quantization and, 236–237
  - wavelet, 494–496
- Imaging, 443
- Improved MBE (IMBE), 555
- Impulse function, 370
- Impulse response
  - of filters, 430–431
  - linear systems and, 369–370
- Independent, identically distributed (iid), 627
- Independent events, 617
- Inequalities
  - Jensen's, 50
  - Kraft-McMillan, 32–35, 49–51
- Infinite impulse response (IIR) filters, 430–432
- Information theory
  - algorithmic, 35–36
  - average mutual information, 204–205
  - conditional entropy, 202–204
  - derivation of average information, 18–22
  - differential entropy, 205–208
  - lossless compression and overview of, 13–22, 35–36

- lossy compression and, 201–208
- self-information, 13–14
- Inner product, 357, 361, 634
- Instantaneous codes, 29
- Integer implementation, arithmetic coding and, 102–109
- Inter mode, 586
- Internal nodes, 31
- International Consultative Committee on Radio. *See* CCIR
- International Electrotechnical Commission (IEC), 112, 590
- International Standards Organization (ISO), 112, 410, 590
- International Telecommunications Union (ITU-T), 112
  - differential encoding standards, 345, 347–349
  - facsimile encoding, 178–190
    - G.722 standard, 461–462
    - G.722.2 standard, 558–559
    - G.726 standard, 347–349
    - G.728 standard, 551–552
    - H.261 standard, 582–588
    - H.263 standard, 598–603
    - H.264 standard, 603–608
    - T.4 and T.6 standards, 180–183
    - T.44, 190–193
    - V.42 bis standard, 136–138
  - Video Coding Experts Group (VCEG), 603
- Interpolation filters, 443
- Intra mode, 586
  - H.263 standard, 600–601
  - H.264 standard, 605–606
- Inverse, matrix, 635
- Inverse Fourier transform, 366
- Inverse transform, 396–397
- Inverse Z-transform
  - defined, 381
  - long division, 386–387
  - partial fraction expansion, 382–386
  - tabular method, 381–382
- ISO. *See* International Standards Organization
- Isometries, fractal compression, 562
- ITU-R recommendation BT.601-2, 569–582
- ITU-T. *See* International Telecommunications Union
- Jacquin, Arnaud, 561
- Jain, A. K., 448
- Japanese Space Agency (STA), 2
- Jayant, Nugehally S., 247
- Jayant quantizer, 247, 249–253
- JBIG, 183–188
- JBIG2, 189–190
- Jelinek, F., 83
- Jensen's inequality, 50
- Johnston, J. D., 432
  - quadrature mirror filters, 432, 433, 434, 448
- Joint cumulative distribution function, 627
- Joint probability density function, 627
- Joint Video Team (JVT), 603
- Journal of Educational Psychology, 395
- JPEG (Joint Photographic Experts Group)
  - coding, 413–416
  - differential encoding versus, 349–351
  - discrete cosine transform, 410, 411
  - image compression and, 410–416
  - JPEG 2000 standard, 494, 512
  - lossless standard, 1, 164–166
  - quantization, 411–413
  - transform, 410–411
- JPEG-LS, 170–172
- JPEG 2000 standard, 494, 512
- Just noticeable difference (jnd), 200
- Karhunen, H., 395
- Karhunen-Loève transform, 401–402
- Karlsson, G., 612
- Katz, Phil, 133
- Knuth, D. E., 58
- Kolmogorov, A. N., 35
- Kolmogorov complexity, 35
- Kraft-McMillan inequality, 32–35, 49–51

- Kramer, H. P., 395
- Kroon, P., 550
- Lagrange multipliers, 407
- Lane, Thomas G., 416
- Langdon, G. G., 84
- Laplacian distribution, 216–217
  - contours of constant probability, 306
  - discrete processes, 231
  - Gaussian distribution model versus, 242–243
  - mismatch effects, 244
  - pdf-optimized quantization, 257
  - output entropies, 265
- Lapped orthogonal transform (LOT), 424
- Lattices
  - A and D, 309
  - defined, 308
  - root, 310, 637–638
  - spherical, 309–310
- Lattice vector quantization, 307–311
- LBG. *See* Linde-Buzo-Gray (LBG) algorithm
- Least mean squared (LMS), 342
- Least significant bit (LSB)
  - integer implementation, 103–104, 105, 107
  - predictive coding, 146–147
- Leaves, 31
- Lempel, Abraham, 121
- Length of Huffman codes, 49–51
- Less Probable Symbol (LPS), 185–186
- Letters
  - defined, 16, 27
  - digram coding, 119–121
  - optimality of Huffman codes and, 48–49
  - probabilities of occurrence in English alphabet, 75
- Levels
  - MPEG-2 video standard (H.262), 594–599
  - vector quantization, 276
- Levinson-Durbin algorithm, 530, 547
- Lexicographic ordering, 87
- LHarc, 125
- Lie algebras, 310
- Linde, Y., 284, 302
- Linde-Buzo-Gray (LBG) algorithm
  - empty cell problem, 294
  - Hilbert approach, 284, 291
  - image compression and, 294–299
  - initializing, 287–294
  - known distribution, 283
  - Lloyd algorithm, 283–284
  - pairwise nearest neighbor (PNN) algorithm, 292–294
  - splitting technique, 288–291
  - training set, 283
  - two-dimensional codebook design, 284–287
- Linearly independent vectors, 360
- Linear prediction
  - code excited, 539, 549–552
  - mixed excitation, 555–557
  - multipulse, 550
- Linear predictive coder, 539
  - multipulse, 550
  - pitch period estimation, 543–545
  - synthesis, 549
  - transmitting parameters, 549
  - vocal tract filter, 545–548
  - voiced/unvoiced decision, 542–543
- Linear system models, 218–223
- Linear systems
  - filter, 371–372
  - impulse response, 369–371
  - properties, 368
  - time invariance, 368
  - transfer function, 368–369
- List of insignificant pixels (LIP), 507
- List of insignificant sets (LIS), 507
- List of significant pixels (LSP), 507
- Lloyd, Stuart O., 254, 283
- Lloyd algorithm, 283–284
- Lloyd-Max algorithm, 254–257
- Lloyd-Max quantizer, 254–257
  - entropy coding of, 265
- LMS. *See* Least mean squared
- Loading factors, 241
- Local motion, 590

- LOCO-I, 170
- Loève, M., 395
  - Karhunen-Loève transform, 401–402
- Logarithms
  - overview of, 14–15
  - self-information, 14
- Long division, Z-transform, 386–387
- Long term prediction (LTP), 532
- Lookabaugh, T., 303
- Look-ahead buffer, 121–122
- Loop filter, H.261 standard, 584–586
- Lossless compression
  - See also* Image compression, lossless
  - arithmetic coding and, 112–113
  - coding, 27–35
  - Consultative Committee on Space Data Standards recommendations for, 67–69
  - defined, 4–5, 13
  - derivation of average information, 18–22
  - information theory, 13–22, 35–36
  - JBIG, 183–188
  - JBIG2, 189–190
  - JPEG-LS, 170–172
  - minimum description length principle, 36–37
  - models, 23–27
- Lossy compression
  - defined, 5, 13
  - differential encoding, 325–351
  - distortion, 197–201
  - information theory, 201–208
  - JBIG2, 189–190
  - mathematical preliminaries, 195–224
  - models, 215–223
  - performance measures, 6
  - rate distortion theory, 196, 208–215
  - scalar quantization, 228–264
  - subband coding, 405–470
  - transform coding, 392–419
  - vector quantization, 273–321
  - video compression, 571–614
  - wavelet-based compression, 455–513
- LOT. *See* Lapped orthogonal transform
- Lovag, Kempelen Farkas, 538
- Low-pass coefficients of transforms, 399
- Low-pass filters
  - Choiflet, 491, 493
  - Daubechies, 491, 492
  - defined, 371, 428
  - finite impulse response, 430, 449–451
  - magnitude transfer function, 428–429
  - quadrature mirror, 432, 433, 434, 448
  - Smith-Barnwell, 432, 434–435
- LPC. *See* Linear predictive coder
- LPC-10 algorithm, 544–545
- LPS (Less Probable Symbol), 185–186
- Lukaszewicz, J., 254
- Luminance components, 578
- LZ77 approach, 121–125
- LZ78 approach, 125–127
- LZSS, 125
- LZW algorithm, 127–133
- Macroblocks, H.261 standard, 584
- Magnitude transfer function, 428–429
- Main profile, 594
- Make-up codes, 180
- Markov, Andre Andrevich, 24
- Markov models
  - binary images and, 24–25
  - composite source, 27
  - discrete cosine transform and, 403
  - discrete time Markov chain, 24
  - first-order, 24
  - overview of, 24–27
  - text compression and, 25–27
  - two-state, 179
- Masking, 201
  - spectral, 517
  - temporal, 517–518
- Massic transformation, 562
- Mathews, M. V., 395
- Matrices
  - adjoint, 635–636
  - column, 632
  - defined, 631
  - determinant, 635
  - eigenvalues, 636
  - identity, 631, 634
  - minor, 635

- Matrices (*Continued*)
  - operations, 632–636
  - row, 632
  - square, 631
  - Toeplitz, 547
  - transpose, 632
- Matrices, transform
  - basis, 400
  - discrete cosine, 404
  - discrete sine, 404
  - discrete Walsh-Hadamard, 4044, 406
  - forward, 397
  - inverse, 397
  - Karhunen-Loève, 402
  - orthonormal, 397
  - separable, 397
- Max, Joel, 254
- Maximally decimated filter bank, 454
- Maximum value of the error
  - magnitude, 199
- M*-band QMF filter banks, 451–454
- MBE. *See* Multiband excitation coder
- MDCT. *See* Modified discrete cosine transform
- Mean, 624–625
- Mean-removed vector quantization, 312
- Mean squared error (mse), 198, 275
- Mean squared quantization error
  - companded scalar quantization, 263–264
  - defined, 231
  - pdf*-optimized quantization, 257
  - quantizer design, 231–233
  - uniform quantization, 234
  - variance mismatch, 242–243
- Measure of belief, 616–618
- Mechanical filters, 428
- Median Adaptive Prediction, 171
- MELP. *See* Mixed excitation linear prediction
- Method of principal components, 395
- MH. *See* Modified Huffman
- Midrange blocks, 563
- Midrise quantizers, 233–234, 253, 254
- Midtreed quantizer, 233–234
- Miller, Warner, 67
- Minimum description length (MDL)
  - principle, 36–37
- Minimum variance Huffman codes, 46–48
- Minor, matrix, 635
- Mintzer, F., 449
- Mismatch effects
  - pdf*-optimized, 257
  - uniform quantization and, 242–244
- Mixed excitation linear prediction (MELP), 555–557
- Mixed Raster Content (MRC)-T.44, 190–193
- MMR. *See* Modified modified READ
- Model-based coding, 588–590
- Modeling,
  - defined, 6
- Models
  - See also* Context-based compression and models
  - adaptive, 17
  - based coding, 588–590
  - composite source, 27
  - finite context, 25–26
  - ignorance, 23
  - linear system, 218–223
  - lossy coding, 215–223
  - Markov, 24–27
  - physical, 23, 223
  - probability, 23–24, 216–218
  - sequence and entropy, 17
  - speech production, 223
  - static, 17
- Modified discrete cosine transform (MDCT), 416–419, 523
  - MPEG-2 AAC, 528–529
- Modified Huffman (MH), 180, 187–188
- Modified modified READ (MMR) code, 187–188
- Modified READ (MR) code, 181, 187–188
- Modulation property, 366–367
- Moffat, A., 150
- More Probable Symbol (MPS), 185–186
- Morse, Samuel, 2
- Morse code, 2
- Most significant bit (MSB)



- integer implementation, 103–104, 105, 107
- predictive coding, 146–147
- Mother wavelet, 476, 478
- Motion compensation, 573–576
  - block-based, 574
  - global, 590
  - H.261 standard, 583–584
  - H.264 standard, 604
  - local, 590
- Motion vectors, 574–575
  - unrestricted and H.263 standard, 600
- Move-to-front (mtf) coding, 153, 156–157
- Moving Picture Experts Group. *See* MPEG
- MPEG (Moving Picture Experts Group), 1
  - advanced audio coding, 527–533
  - bit reservoir, 526
  - bit sliced arithmetic coding, 533
  - bitstream order, 593
  - bitstreams, 519–521
  - block switching, 528–529
  - constrained parameter bitstream, 594
  - display order, 593
  - frames, 591–594
  - groups of pictures, 592
  - H.261 compared to, 591–592
  - Layer I, 520–521
  - Layer II, 521–522
  - Layer III (*mp3*), 522–527
  - layers, overview of, 519
  - long term prediction, 532
  - perceptual noise substitution, 532
  - profiles, 531–532, 594–597
  - quantization and coding, 531
  - spectral processing, 529–531
  - stereo coding, 531
  - subband coding 462–463
  - TwinVQ, 532–533
- MPEG-1 algorithm, 580
- MPEG-1 video standard, 591–594
- MPEG-2 AAC, 527–532
- MPEG-2 video standard (H.262), 594–598
- MPEG-3 video standard, 590
- MPEG-4 AAC, 532–533
- MPEG-4 video standard, 603–610
- MPEG-7 video standard, 591, 610
- MPEG-SIF, 580
- MPS. *See* More Probable Symbol
- MR. *See* Modified READ
- MRA. *See* Multiresolution analysis
- MRC (Mixed Raster Content)-T.44, 190–193
- mse. *See* Mean squared error
- Multiband excitation coder (MBE), 554, 555
- Multiplication, scalar, 358–359
- Multipulse linear predictive coding (MP-LPC), 550
- Multiresolution analysis (MRA), 480–486
- Multiresolution models, 172–178
- Multistage vector quantization, 313–315
- Munson, W. A., 516
  - Fletcher-Munson curves, 201
- Mutual information
  - average, 204–205
  - defined, 204
- National Aeronautics and Space Agency (NASA), 2
- National Television Systems Committee (NTSC), 578–579
- Nats, 14
- Nelson, D. J., 612
- Network video. *See* Packet video
- Never Twice the Same Color, 578
- Node number, adaptive Huffman coding and, 58
- Noise
  - See also* Distortion; Signal-to-noise ratio (SNR)
  - boundary gain, 304, 307
  - comfort, 559
  - differential encoding and accumulation of, 329–330
  - feedback coding (NFC), 346
  - granular, 240, 307
  - overload, 240, 307
  - pdf*-optimized, 253–257
  - peak-signal-to-noise-ratio (PSNR), 198
  - quantization, 231

- Nonbinary Huffman codes, 55–57
  - Nonuniform scalar quantization
    - companded, 257–264
    - defined, 253
    - midrise, 253, 254
    - mismatch effects, 257
    - pdf*-optimized, 253–257
- Nonuniform sources,
  - uniform quantization and, 238–242
- NTSC. *See* National Television Systems Committee
- Nyquist, Harry, 372, 429
- Nyquist theorem/rule, 429, 436, 483
- NYT (not yet transmitted) node, 59–65
- OBMC. *See* Overlapped Block Motion Compensation
- Off-line adaptive scalar quantization, 244–246
- Offset, 122
- Olshen, R. A., 303
- On-line adaptive scalar quantization, 246–248
- Operational rate distortion, 460
- Optimality
  - of Huffman codes, 48–49
  - of prefix codes, 41–42
- Orthogonal random variables, 628
- Orthogonal sets, 361–362
- Orthogonal transform, lapped, 424
- Orthonormal sets, 361–362
- Orthonormal transforms, 397–398
- Outer product, matrix, 634
- Overdecimated filter bank, 454
- Overlapped Block Motion Compensation (OBMC), 600
- Overload error/noise, 240, 307
- Overload probability, 240
- Packet video, 610, 612–613
- Pairwise nearest neighbor (PNN)
  - algorithm, 292–294
- PAL (Phase Alternating Lines), 578, 579
- Parcor coefficients
  - DPCM -APF, 339–340
  - linear predictive coder and, 547
  - MPEG-2 AAC, 531
- Parkinson's First Law, 2
- Parseval's theorem, 366, 479
- Partial fraction expansion, Z-transform, 382–386
- Pasco, R., 83
- Passband, 371
- Pass mode, 181
- pdf*. *See* Probability density function
- pdf*-optimized, 253–257
- Peakiness, 557
- Peak-signal-to-noise-ratio (PSNR), 198
- Pearlman, William, 505
- Perceptual noise substitution (PNS), 532
- Perfect reconstruction
  - power symmetric FIR filters, 449–451
  - two-channel filter banks, 444–451
  - two-channel PR quadrature mirror filters, 447–449
- Performance
  - differential encoding, 336
  - measures of, 5–6
- Periodic extension, Fourier transform
  - and, 365
- Periodic signals, Fourier series and, 364
- P frames (predictive coded), 592, 593
- Phase Alternating Lines (PAL), 578, 579
- Physical models
  - applications, 23
  - speech production, 223
- Picture resampling, H.263 standard, 601
- Picture selection mode, H.263
  - standard, 601
  - enhanced, 603
- Pierce, J. N., 266
- Pierce, J. R., 588–589
- Pitch period
  - differential encoding, 345
  - estimating, 543–545
  - fractional pitch refinement, 556
  - FS 1016 standard, 551
- PKZip, 125
- PNG (Portable Network Graphics), 125, 134–136
- PNN. *See* Pairwise nearest neighbor
- Polar vector quantization, 306–307

- Polyphase decomposition, 454–459
- Portable Network Graphics. *See* PNG
- ppm*. *See* Prediction with partial match
- ppma* algorithm, 144, 149–150
- ppmz* algorithm, 151
- Pratt, W. K., 409, 410, 413, 414
- Prediction in DPCM, 332–337
- Prediction with partial match (ppm)
  - algorithm, 26, 143–149
  - escape symbol, 149–150
  - exclusion principle, 151–152
  - length of context, 150–151
- Predictive coded (P) frames, 592, 593
- Predictive coding
  - Burrows-Wheeler Transform (BWT), 152–157
  - CALIC (Context Adaptive Lossless Image Compression), 166–170
  - code excited linear prediction, 539, 549–552
  - dynamic Markov compression (DMC), 158–160
  - example of, 7–9
  - facsimile encoding, 178–190
  - HINT (Hierarchical INterpolation), 173
  - JPEG-LS, 170–172
  - linear predictive coder, 539, 542–549
  - mixed excitation linear prediction, 555–557
  - multipulse linear, 550
  - multiresolution models, 172–178
  - regular pulse excitation with long-term prediction (RPE-LTP), 550
  - typical, 189
- Prefix codes, 31–32
  - optimality of, 41–42
- Probabilities
  - axiomatic approach, 618–620
  - Bayes' rule, 616–617
  - conditional, 204
  - contours of constant, 304
  - frequency of occurrence, 615–616
  - measure of belief, 616–618
  - overload, 240
- Probability density function (pdf), 205, 622–23
- Probability models
  - Gamma distribution, 216, 217, 244
  - Gaussian distribution, 216, 217
  - Laplacian distribution, 216–217
  - lossless compression, 23–24
  - lossy, 216–218
- Product code vector quantizers, 306
- Profiles
  - MPEG-2 AAC, 531–532
  - MPEG-2 video standard (H.262), 594–597
- Progressive image transmission, 173–178
- Pruned tree-structured vector
  - quantization, 303
- Psychoacoustic model, 518–519
- Pyramid schemes, 177
- Pyramid vector quantization, 305–306
- QCIF (Quarter Common Interchange Format), 580
- Q coder, 184
- QM coder, 184–186
- Quadrature mirror filters (QMF), 432, 433, 434, 447–449
- Quadtree partitioning, 566–568
- Quality, defined, 6
- Quantization
  - See also* Scalar quantization; Vector quantization coefficients, transform, 399, 407–410
  - H.261 standard, 586–587
  - H.263 standard, 602
  - H.264 standard, 606–608
  - JPEG, 411–413
  - MPEG-2 AAC, 531
  - noise, 231
  - subband coding, 437
  - table, 411
- Quantization error
  - accumulation in differential encoding, 329–330
  - companded scalar quantization, 260

- Quantization error (*Continued*)
  - granular, 240
  - overload, 240
- Quantizer distortion, 231
- Quantizers. *See* Scalar quantization; Vector quantization
- Quarter Common Interchange Format. *See* QCIF
- Random variables
  - defined, 620
  - distribution functions, 621–623
  - expectation, 623–624
  - independent, identically distributed, 627
  - mean, 624–625
  - orthogonal, 628
  - realization, 620
  - second moment, 625
  - variance, 625
- Range blocks, 561
- Rate
  - code, 27–28
  - control, 588
  - control loop, 526
  - defined, 6
  - dimension product, 298
  - H.261 standard, 588
  - sequence coding, 273
  - vector quantization, 275
  - video data, 571
- Rate distortion function
  - binary sources and, 212–214
  - defined, 208
  - Gaussian source and, 214–215
  - operational, 460
  - Shannon lower bound, 215
- Rate distortion theory, 196, 208–215
- READ (Relative Element Address Designate) code, 181
- Reconstruction, perfect. *See* Perfect reconstruction
- Reconstruction
  - algorithm, 3–4
- Reconstruction alphabet, 202–203
- Reconstruction levels (values)
  - defined, 231
  - Linde-Buzo-Gray (LBG) algorithm, 283–284
  - Lloyd algorithm, 283–284
  - pdf-optimized, 255–257
  - trellis-coded quantization, 316–321
- Rectangular vector quantization, 293
- Recursive indexing
  - CALIC (Context Adaptive Lossless Image Compression), 170
  - entropy-coded quantization, 268
- Recursively indexed vector quantizers (RIVQ), 314–315
- Redundancy, Huffman coding and, 45
- Reference picture resampling, 601
- Reference picture selection mode, 601
  - enhanced, 603
- Reflection coefficients, 547
- Region of convergence, Z-transform, 379, 380
- Regular pulse excitation (RPE), 550
- Regular pulse excitation with long-term prediction (RPE-LTP), 550
- Relative Element Address Designate (READ) code, 181
- Remde, J. R., 550
- Rescaling
  - QM coder, 186
  - tags, 97–102
- Residual
  - defined, 6, 313
  - sequence and entropy, 17
- Residual vector quantization, 313
- Resolution update mode, reduced, 602
- Rice, Robert F., 67
- Rice codes, 67–69
- Ripple, 429
- Rissanen, J. J., 36, 83, 84
- RIVQ. *See* Recursively indexed vector quantizers
- Robinson, D. W., 516
- Root lattices, 310, 637–638
- Row matrix, 632
- RPE. *See* Regular pulse excitation

- RPE-LTP. *See* Regular pulse excitation
  - with long-term prediction
- Run-length coding, 179–180
- Said, Amir, 505
- Sakrison, D. J., 306
- Samet, H., 566
- Sample, use of term, 276
- Sample average, 624
- Sampling
  - aliasing, 376
  - development of, 372–373
  - frequency domain view, 373–374
  - theorem, 429
  - time domain view, 375–376
  - zonal, 408–409
- Sayood, K., 612
- Scalable Sampling Rate, 532
- Scalar multiplication, 358–359
- Scalar quantization
  - adaptive, 244–253
  - companded, 257–259
  - defined, 228
  - design of quantizers, 228–233
  - entropy-coded, 264–269
  - high-rate optimum, 266–269
  - Jayant, 249–251
  - mean squared quantization error, 231–233
  - nonuniform, 253–264
  - pdf-optimized, 253–257
  - uniform, 233–244
  - vector quantization versus, 276–282
- Scalefactor, 520
- Scaling
  - Haar, 481–485
  - linear systems and, 368
  - wavelets, 476–478, 480–486, 488–491
- Schroeder, M. R., 550
- Schultheiss, P. M., 395
- Search buffer, 121
- SECAM (Séquential Couleur avec Mémoire), 578
- Second extension option, 68
- Second moment, 625
- Self-information
  - conditional entropy, 202–203
  - defined, 13–14
  - differential entropy, 205–206
- Separable transforms, 397
- Sequences, 83–92
- Séquential Couleur avec Mémoire (SECAM), 578
- Set partitioning in hierarchical trees (SPIHT), 505–512
- Shade blocks, 563
- Shannon, Claude Elwood, 13, 16, 19, 25, 26, 83, 141–142, 273, 305
- Shannon-Fano code, 83
- Shannon lower bound, 215
- Shapiro, J. M., 497
- Shifting property, delta function and, 371
- Shifting theorem, 388–389
- Shoham, Y., 459
- Short-term Fourier transform (STFT), 474–476
- Sibling property, 58
- Side information, 244
- SIF, MPEG-, 580
- Signal representation, video. *See* Video signal representation
- Signals, Systems, and Noise-The nature and Process of Communications* (Pierce), 588–589
- Signal-to-noise ratio (SNR)
  - companded quantization, 258
  - defined, 198
  - differential encoding, 336
  - pdf-optimized, 256–257
  - peak-signal-to-noise-ratio (PSNR), 198
  - profile, 594
  - Pyramid vector quantization, 306
  - scalar versus vector quantization, 280–282
  - uniform quantization, 236
- Signal-to-prediction-error ratio (SPER), 336
- Significance map encoding, 498, 500
- Simple profile, 594
- Sinusoidal coders, 552–555

- Sinusoidal example, 326, 330–331
- Sinusoidal transform coder (STC), 554–555
- Sloan, Alan, 561
- Slope overload regions, 343
- Sluyter, R. J., 550
- Smith, M. J. T., 449
- Smith-Barnwell filters, 432, 434–435
- SNR. *See* Signal-to-noise ratio (SNR)
- Snr-scalable profile, 594, 596, 601
- Society of Motion Picture and television Engineers, 579
- Solomonoff, Ray, 35, 36
- Sony Dynamic Digital Sound (SDDS), 535
- Sound Pressure Level (SPL), 518
- Source coder, 196–197
- Span, 481
- Spatially scalable profile, 594, 596, 601
- Spatial orientation trees, 505
- Spectral masking, 517
- Spectral processing, MPEG-2 AAC, 529–531
- Speech compression
  - channel vocoder, 538, 539–542
  - code excited linear prediction, 539, 549–552
  - differential encoding, 334–337, 345–349
  - FS 1016, 550–551
  - G.722 standard, 461–462
  - G.722.2 standard, 558–559
  - G.726 standard, 347–349
  - G.728 standard, 551–552
  - linear predictive coder, 539, 542–549
  - mixed excitation linear prediction, 555–557
  - sinusoidal coders, 552–555
  - subband coding, 461–462
  - voiced/unvoiced decision, 542–543
  - wideband, 558–559
- Speech production, 223
- SPER. *See* Signal-to-prediction-error ratio
- Spherical lattices, 309–310
- Spherical vector quantization, 306–307
- SPIHT. *See* Set partitioning in hierarchical trees
- Split sample options, 68
- Splitting technique, 288–291
- Squared error measure, 198
- Square matrix, 631
- STA. *See* Japanese Space Agency
- Standard deviation, 625
- Standards
  - CCIR (International Consultative Committee on Radio), 601–2
    - standard, 579–582
  - Common Interchange Format (CIF), 580
  - FBI fingerprint image compression, 512
  - FS 1016, 550–551
  - G.722, 461–462
  - G.722.2, 558–559
  - G.726, 347–349
  - G.728, 551–552
  - HDTV, 597–598
  - ITU-R recommendation BT.601–2, 569–582
  - ITU-T H.261, 582–588
  - ITU-T H.263, 598–603
  - ITU-T H.264, 603–608
  - JBIG, 183–188
  - JBIG2, 189–190
  - JPEG, 410–416
  - JPEG 2000, 494, 512
  - linear predictive coder (LPC-10), 539, 542–549
  - MPEG-1 video, 591–594
  - MPEG-2 video (H.262), 594–598
  - MPEG-3 video, 590
  - MPEG-4 video, 603–610
  - MPEG-7 video, 591, 610
  - MPEG-SIF, 580
  - Quarter Common Interchange Format (QCIF), 580
  - T.4 and T.6, 180–183
  - T.44, 190–193
  - V.42 bis, 136–138
    - video signal representation, 579–580
- Static dictionary techniques, 118–121
- Static model, 17
- Stationarity, weak and wide sense, 628
- Statistical average, 624

- Statistically independent, 617
- STC. *See* Sinusoidal transform coder
- Steinhaus, H., 254
- Stereo coding, MPEG-2 AAC, 531
- STFT. *See* Short-term Fourier transform
- Stochastic codebook, FS 1016 standard, 551
- Stochastic process, 626–628
- Stone, C. J., 303
- Stopband, 371
- Structured vector quantization, 303–311
  - contours of constant probability, 304
  - lattice, 307–311
  - polar and spherical, 306–307
  - pyramid, 305–306
- Subband coding
  - algorithm, 436–438
  - analysis, 436, 438
  - analysis filter bank, 436–437
  - audio coding and, 462–463
  - basic description, 423–428
  - bit allocation, 437, 438, 459–461
  - decimation, 436, 438
  - downsampling, 436, 438, 440–442
  - encoding, 438
  - filter banks, design of, 438–444
  - filter banks, *M*-band QMF, 451–454
  - filter banks, reconstruction using
    - two-channel, 444–451
  - filters, types of, 428–435
  - image compression and, 463–470
  - polyphase decomposition, 454–459
  - quantization, 437
  - speech coding and, 461–462
  - synthesis, 437–438
  - upsampling, 439, 443–444
- Subspace, 359
- Superposition, 368
- Symbol region decoding, 190
- Synthesis filters, 443, 540
- Synthesis schemes. *See* Analysis/synthesis schemes
- Système Essentiellement Contre les Américains, 578
- Tabular method, Z-transform, 381–382
- Tags
  - algorithm for deciphering, 92
  - binary code, generating, 92–109
  - deciphering, 91–93
  - defined, 83
  - dictionary ordering, 87
  - generating, 84–91, 97–99
  - lexicographic ordering, 87
  - partitioning, using cumulative
    - distribution function, 83–86
  - rescaling, 97–102
- Taps, in filters, 430
- Taubman, D., 512
- TCM. *See* Trellis-coded modulation
- TCQ. *See* Trellis-coded quantization
- Television
  - black-and-white, 576–578
  - color, 578
  - high definition, 533, 597–598
- Temporally scalable profile, 596, 601
- Temporal masking, 517–518
- Temporal Noise Shaping (TNS), 530
- Terminating codes, 180
- Text compression
  - Huffman coding and, 74–75
  - Markov models and, 25–27
  - LZ77 approach, 121–125
  - LZ78 approach, 125–127
  - LZW algorithm, 127–133
  - prediction with partial match (ppm), 143–152
  - UNIX compress command, 133
- T.4 and T.6 standards, 180–183
- T.44 standard, 190–193
- Threshold coding, 409–410
- Time
  - domain aliasing, 417
  - domain view, sampling, 375–376
  - invariant linear systems, 368
  - short-term Fourier transform
    - and, 474
- Toeplitz matrix, 547
- Training set, 283–287

- Transfer function
  - linear systems and, 368–369
  - speech production and, 223
- Transform-Domain Weighted Interleave Vector Quantization (TwinVQ), 532–533
- Transforms and transform coding
  - audio compression and use of, 416–419
  - basis matrices, 400
  - bit allocation, 399, 407–410
  - coding gain, 398
  - coefficients, 399, 407–410
  - discrete cosine, 402–404, 410–411
  - discrete Fourier, 376–378, 402–403
  - discrete sine, 404
  - discrete time wavelet transform, 480
  - discrete Walsh-Hadamard, 404, 406
  - discrete wavelet transform, 480
  - efficacy of, 398
  - examples and description of, 392–400
  - forward, 396
  - Gabor, 474
  - H.261 standard, 586
  - H.264 standard, 605
  - image compression and use of, 410–416
  - inverse, 396–397
  - JPEG, 410–416
  - Karhunen-Loève, 401–402
  - lapped orthogonal, 424
  - orthonormal, 397–398
  - separable, 397
  - short-term Fourier, 474–476
- Transpose matrix, 632
- Tree-structured vector quantization (TSVQ)
  - decision tree, 302
  - design of, 302–303
  - pruned, 303
  - quadrant, 299–301
  - splitting output points, 301
- Trellis-coded modulation (TCM), 316
- Trellis-coded quantization (TCQ), 316–321
- Trellis diagrams, 318–321
- Trigonometric Fourier series
  - representation, 363
- TSVQ. *See* Tree-structured vector quantization
- Tunstall codes, 69–71
- TwinVQ, 532–533
- Typical prediction, 189
- Unary code, 65–66
- Uncertainty principle, 475
- Uncorrelated random variables, 628
- Underdecimated filter bank, 454
- Uniform distribution, 216, 625–626
- Uniformly distributed sources, uniform quantization and, 234–236
- Uniform scalar quantization, 233–244
  - image compression and, 236–237
  - midrise versus midtread, 233–234
  - mismatch effects, 242–244
  - nonuniform sources and, 238–242
  - scalar versus vector quantization, 276–282
  - uniformly distributed sources and, 234–236
- Uniquely decodable codes, 28–31
- Unisys, 134
- U.S. government standards. *See* Standards
- Units of information, 14
- UNIX compress command, 133
- Unvoiced decision, 542–543
- Update procedure, adaptive Huffman coding and, 59–61
- Upsampling, 439, 443–444
- Vaidyanathan, P. P., 438
- Variable-length coding
  - arithmetic, 54, 81–113
  - Golomb, 65–67
  - H.263 standard and inter, 602
  - Huffman, 41–77
  - LZ77 approach, 121–125
  - of quantizer outputs, 264–265
  - Rice, 67–69
  - Tunstall, 69–71
  - unary, 65–66
- Variables, random. *See* Random variables
- Variance, 625



- Vector quantization
  - adaptive, 315–316
  - bits per sample, 275
  - classified, 313
  - decoding, 274–275
  - defined, 228, 273–276
  - encoding, 274–275
  - gain-shape, 306, 311
  - lattice, 307–311
  - Linde-Buzo-Gray (LBG) algorithm, 282–299
  - mean removed, 312
  - mean squared error, 275
  - multistage, 313–315
  - polar, 306–307
  - product code, 306
  - pyramid, 305–306
  - rate, 275
  - scalar quantization versus, 276–282
  - spherical, 305–307
  - structured, 303–311
  - tree structured, 299–303
  - trellis coded, 316–321
- Vectors
  - addition, 358
  - basis, 356–357
  - linearly independent, 360
  - motion, 374–375
  - scalar multiplication, 358–359
- Vector spaces
  - basis, 360–361
  - dot or inner product, 357, 361
  - defined, 357–359
  - orthogonal and orthonormal sets, 361–362
  - subspace, 359
- Vertical mode, 192
- Vetterli, M., 612
- V.42 bis standard, 136–138
- Video compression
  - asymmetric applications, 590–591
  - ATM networks, 610–612
  - background information, 573–572
  - CCIR (International Consultative Committee on Radio), 601–2
    - standard, 579–582
  - data rates, 571
  - discrete cosine transform, 580
  - ITU-T H.261 standard, 582–588
  - ITU-T H.263 standard, 598–603
  - ITU-T H.264, 603–608
  - motion compensation, 573–576
  - MPEG-1 algorithm, 580
  - MPEG-1 video standard, 591–594
  - MPEG-2 video standard (H.262), 594–598
  - MPEG-3 video standard, 590
  - MPEG-4 video standard, 603–610
  - MPEG-7 video standard, 591, 610
  - MPEG-SIF, 580
  - packet video, 610, 612–613
  - still images versus, 571–572
  - YUV data, 580
- Videoconferencing and videophones
  - ITU-T H.261 standard, 582–588
  - model-based coding, 588–590
- Video signal representation
  - black-and-white television, 576–578
  - chrominance components, 578–579
  - color television, 578
  - Common Interchange Format (CIF), 580
  - frames and fields, 577–578
  - luminance component, 578
  - MPEG-1 algorithm, 580
  - MPEG-SIF, 580
  - National Television Systems Committee (NTSC), 578–579
  - Quarter Common Interchange Format (QCIF), 580
  - standards, 579–582
- Virtual Reality Modeling Language (VRML), 609
- Viterbi algorithm, 317
- Vitter, J. S., 58
- Vocal tract filter, 545–548
- Vocoders (voice coder)
  - channel, 539–542
  - development of, 3

- Vocoders (voice coder) (*Continued*)
  - format, 541
  - linear predictive coder, 539, 542–549
- Voice compression/synthesis. *See* Speech compression
- Vorbis, 535
- Wavelet-based compression
  - admissibility condition, 479
  - affine wavelets, 480
  - coefficients, 480, 488–491
  - continuous wavelet transform, 479–480
  - discrete time wavelet transform, 480
  - discrete wavelet transform, 480
  - embedded zerotree coder, 497–505
  - families of wavelets, 491–493
  - functions, 476–480
  - Haar scaling function, 481–485
  - image compression, 494–496
  - implementation using filters, 486–493
  - JPEG 2000 standard, 494, 512
  - mother wavelets, 476, 478
  - multiresolution analysis, 480–486
  - scaling, 476–478, 480–486, 488–491
  - set partitioning in hierarchical trees, 505–512
- Weak sense stationarity, 628
- Weber fraction/ratio, 200
- Weight (leaf), adaptive Huffman coding and, 58
- Welch, Terry, 127–128, 133
- Wheeler, D. J., 153
- Wide sense stationarity, 628
- Wiener-Hopf equations, 334
- Witten, I. H., 143, 144, 149
- Yeh, Pen-Shu, 67
- YUV data, 580
- Zahkor, A., 493
- Zero block option, 68, 69
- Zero frequency problem, 26
- Zeros of  $F(z)$ , 381
- Zerotree toot, 497
- ZIP, 125
- Ziv, Jacob, 121
- zlib library, 133
- Zonal sampling, 408–409
- ZRL code, 414
- Z-transform, 378
  - discrete convolution, 387–389
  - downsampling, 440–442
  - inverse, 381
  - long division, 386–387
  - partial fraction expansion, 382–386
  - properties, 387
  - region of convergence, 379, 380
  - tabular method, 381–382