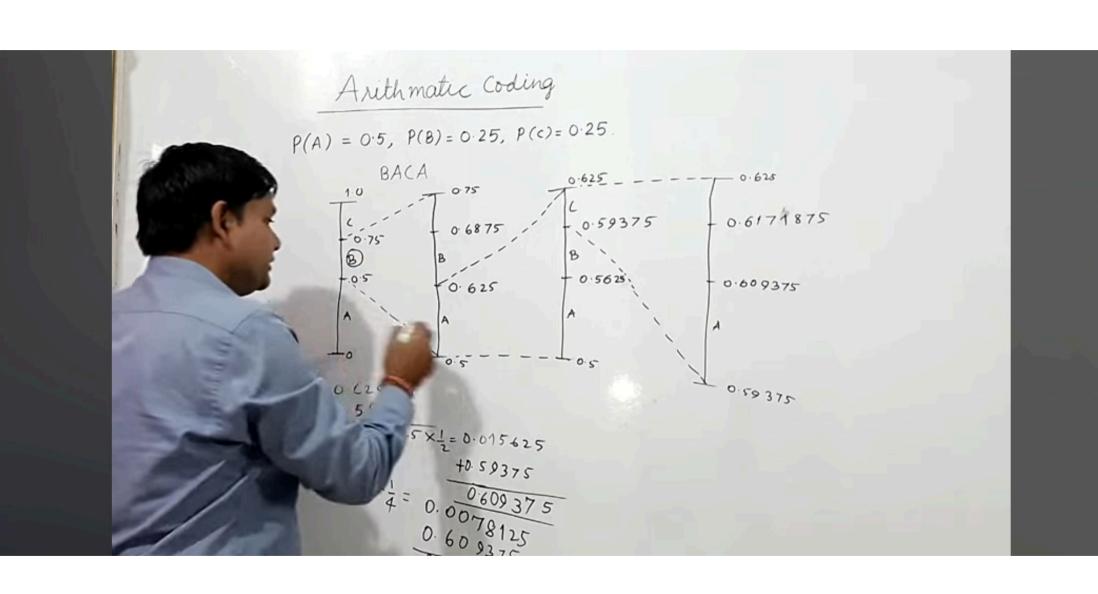
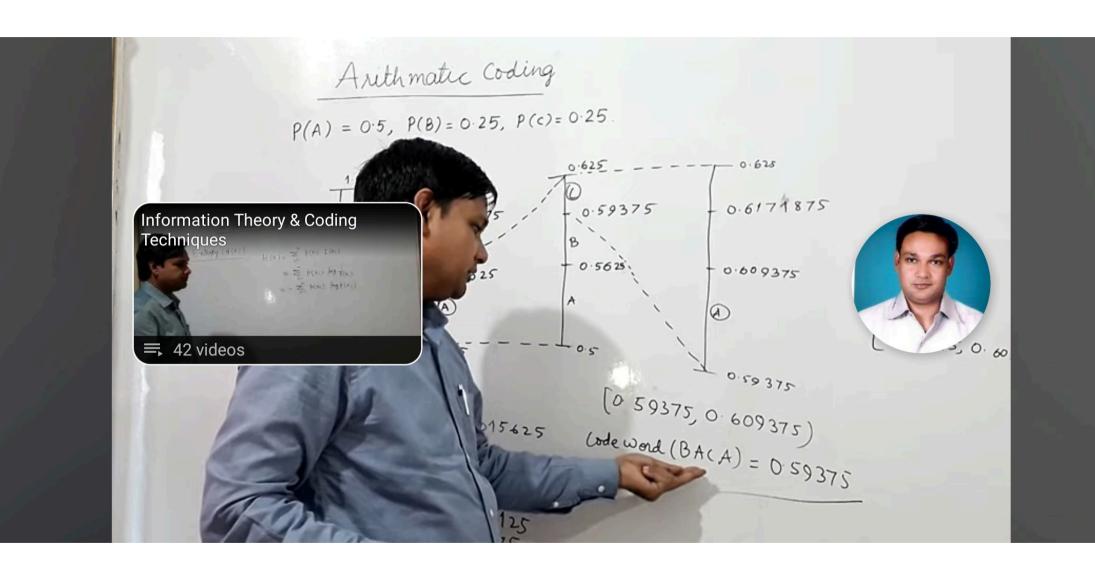
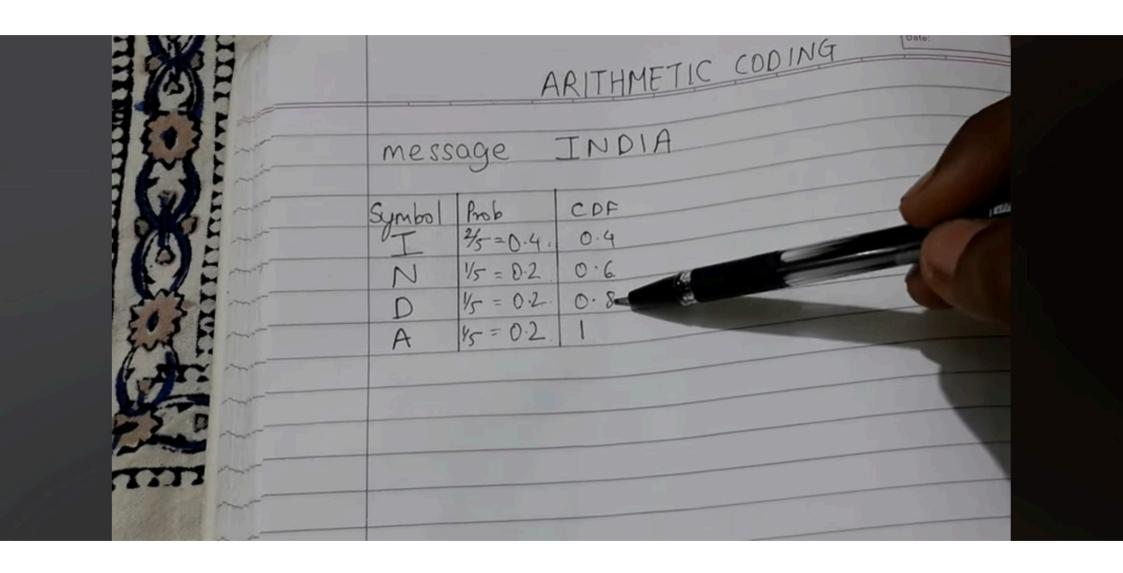
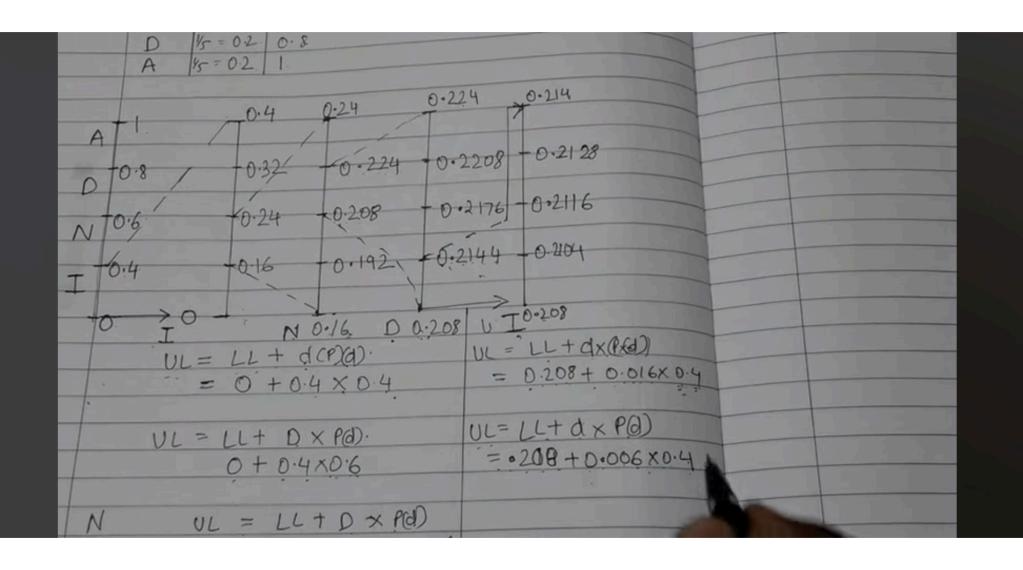
### Arithmetic Coding

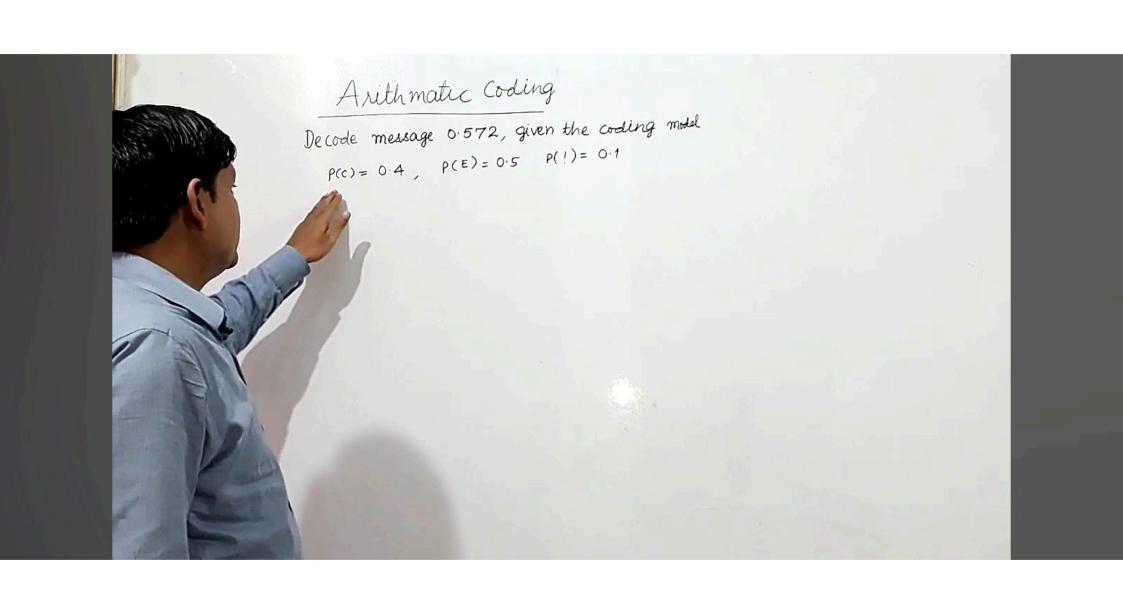




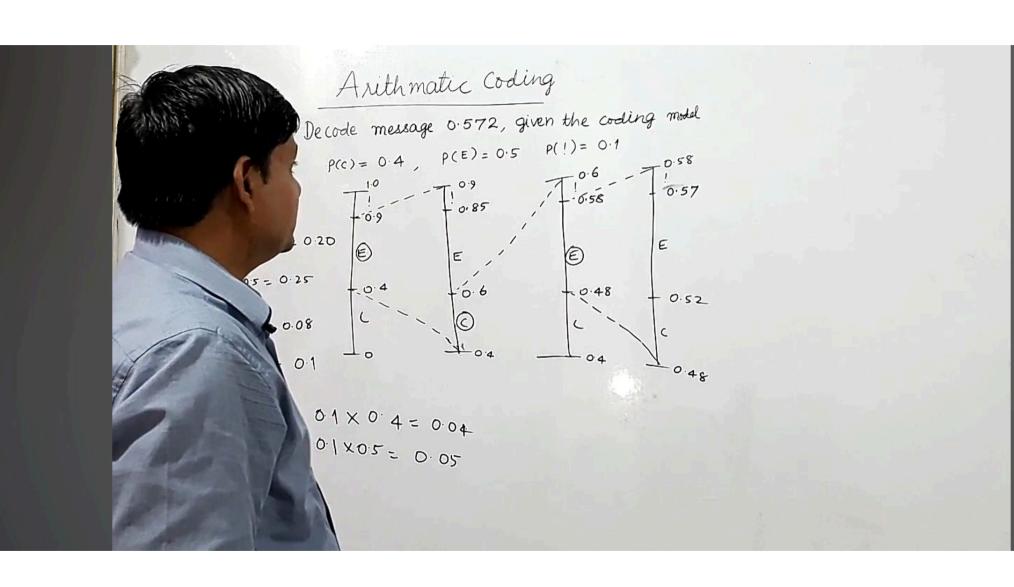


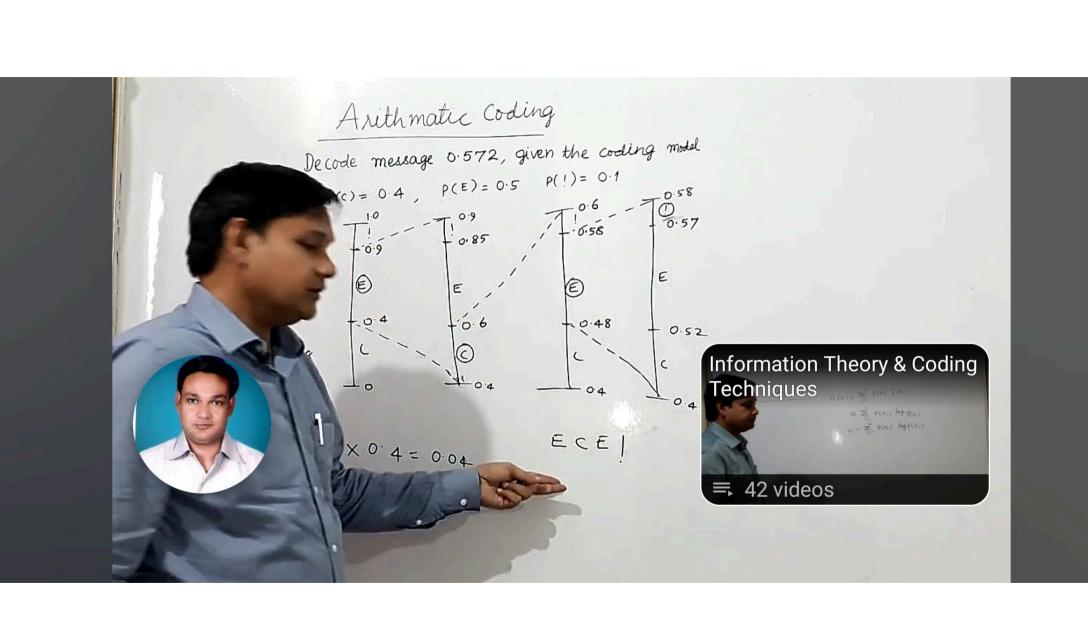


#### Arithmetic Decoding

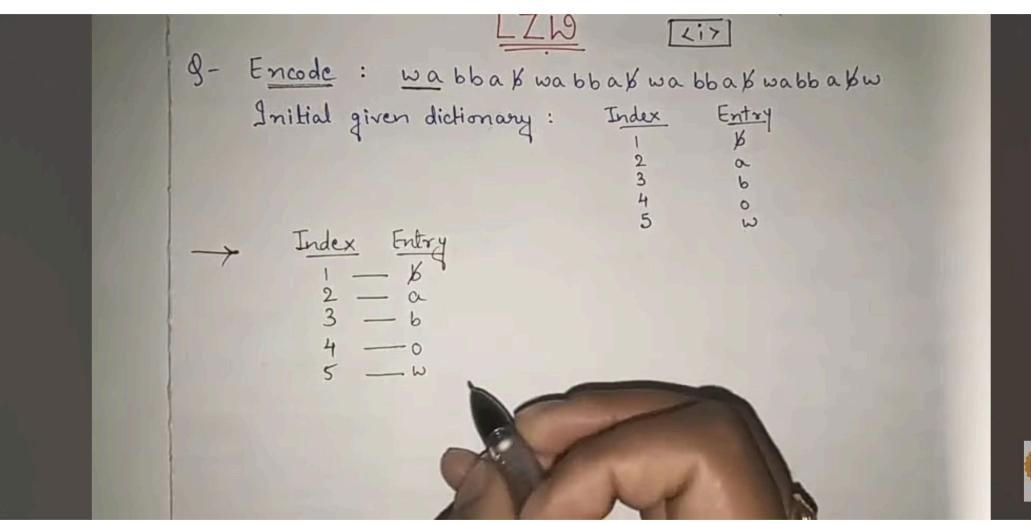


# Arithmatic Coding De code message 0.572, given the coding model p(c) = 0.4, p(E) = 0.5 p(!) = 0.10.5×0.4=0.20 0.5 × 0.5 = 0.25





# LZW Encoding



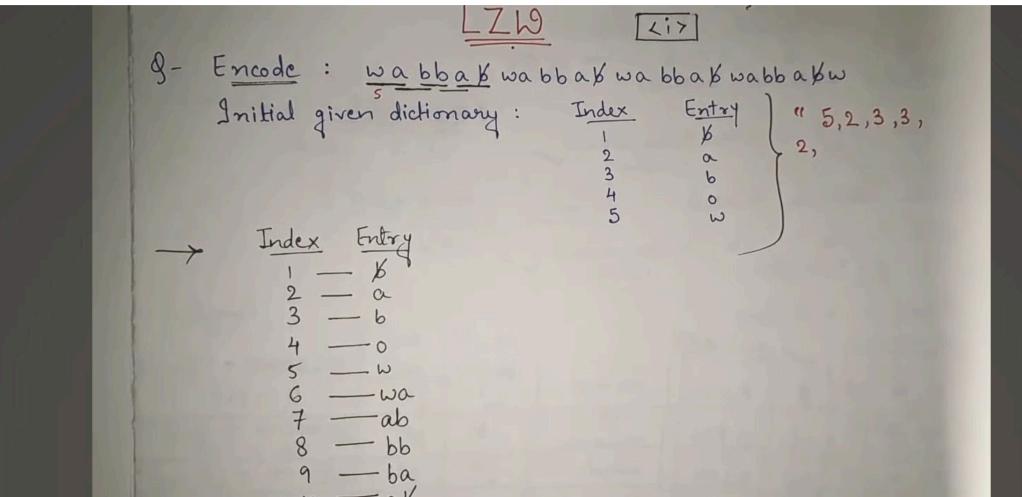


9- Encode: wabbak wabba

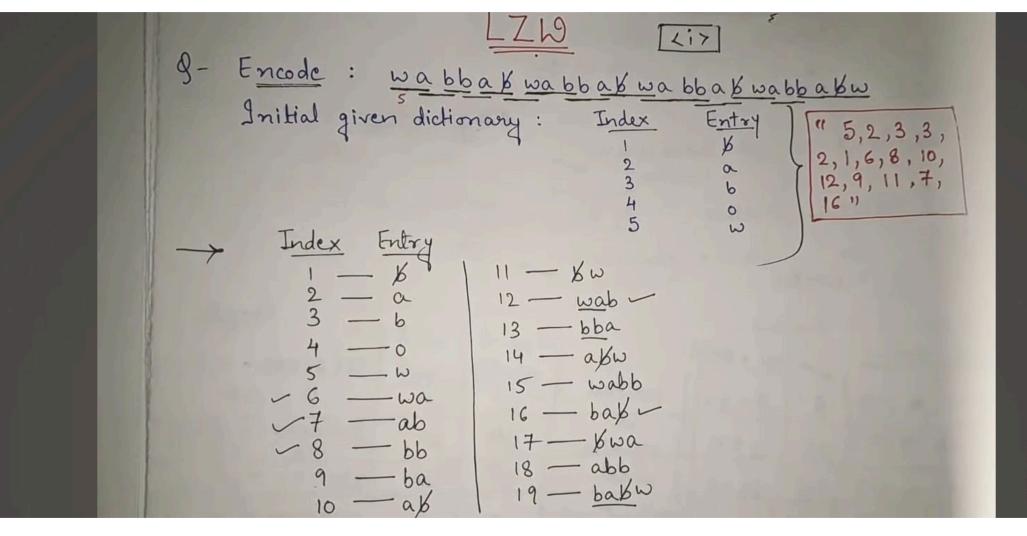


9- Encode: wabbak wabba " 5,2,3,

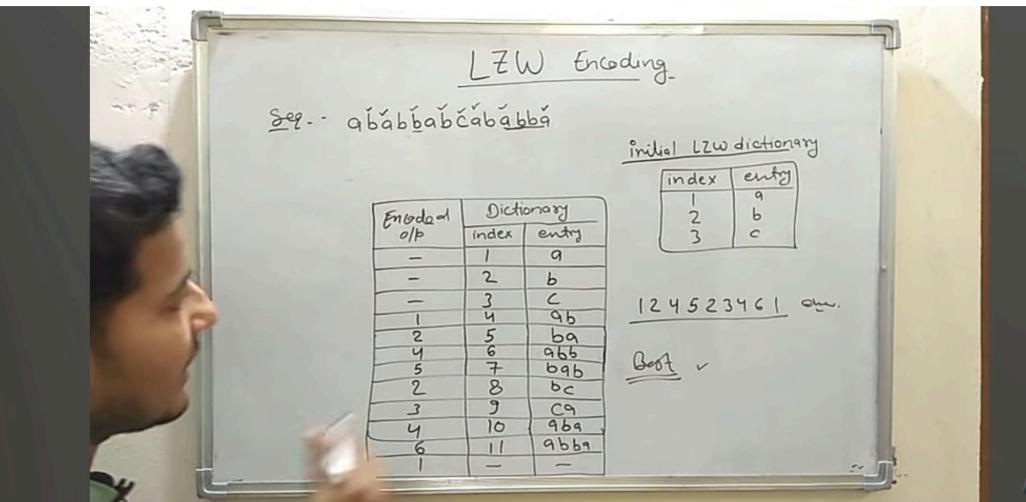














## LZW Decoding

g- Sequence: "3,1,4,6,8,4,2,1,2,5,10,6,11,13,6"

Initial seq. dictionary:

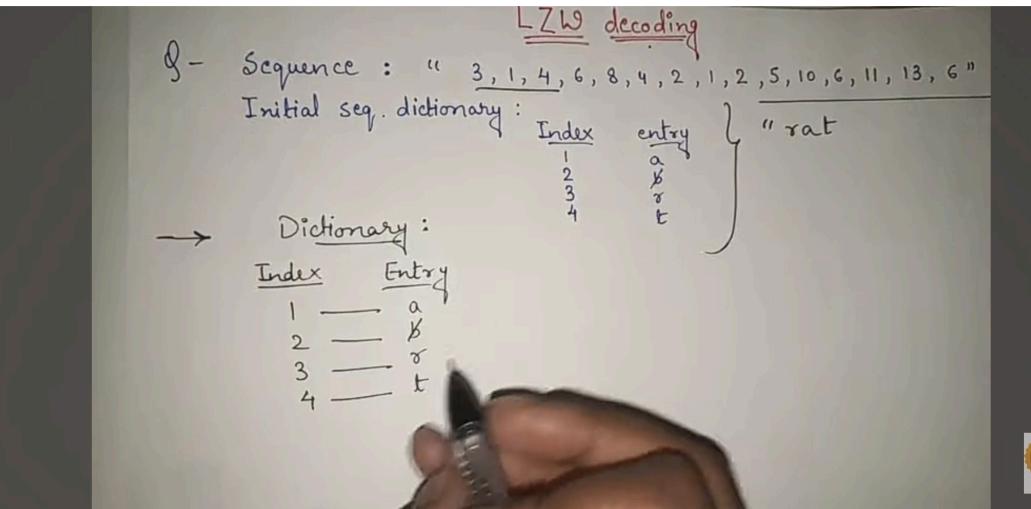
Index entry

2
3
4
5
7
6
1 Dictionary:

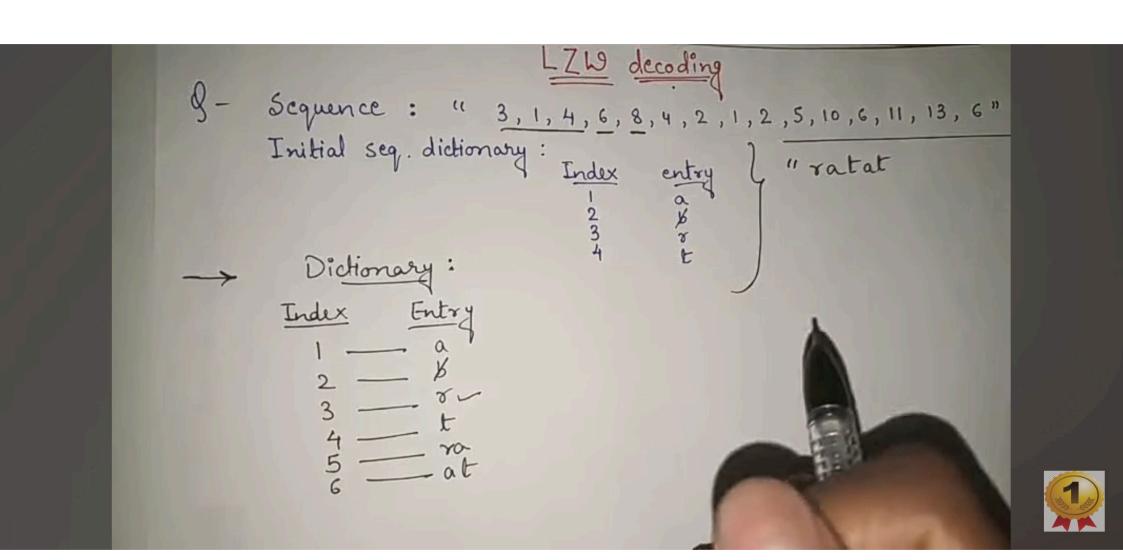
Index Entry

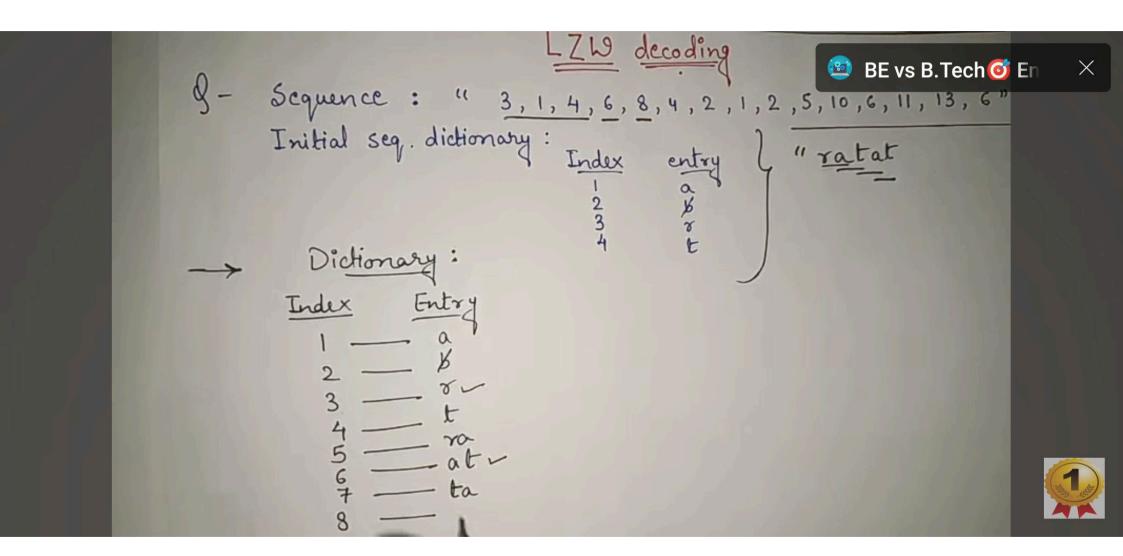
1 - a
2 - x
3 - t

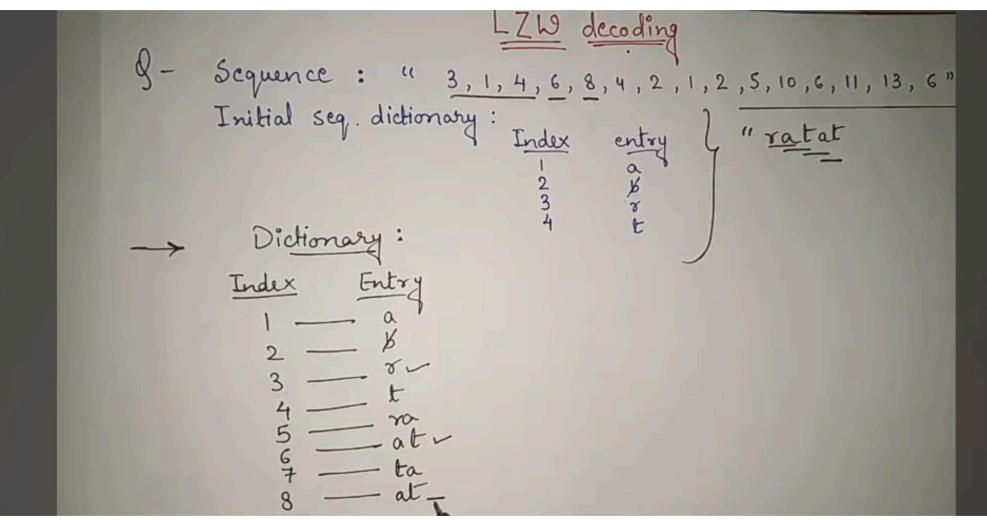




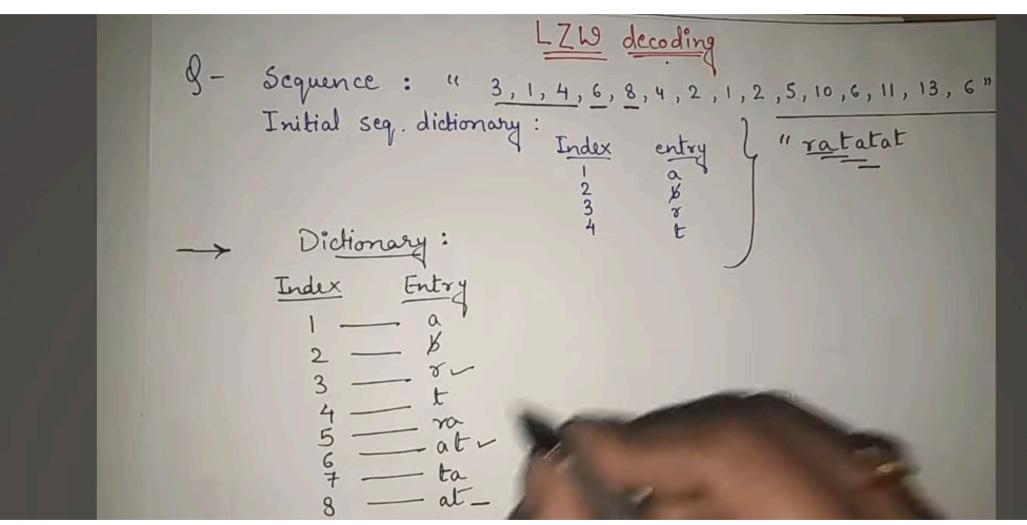




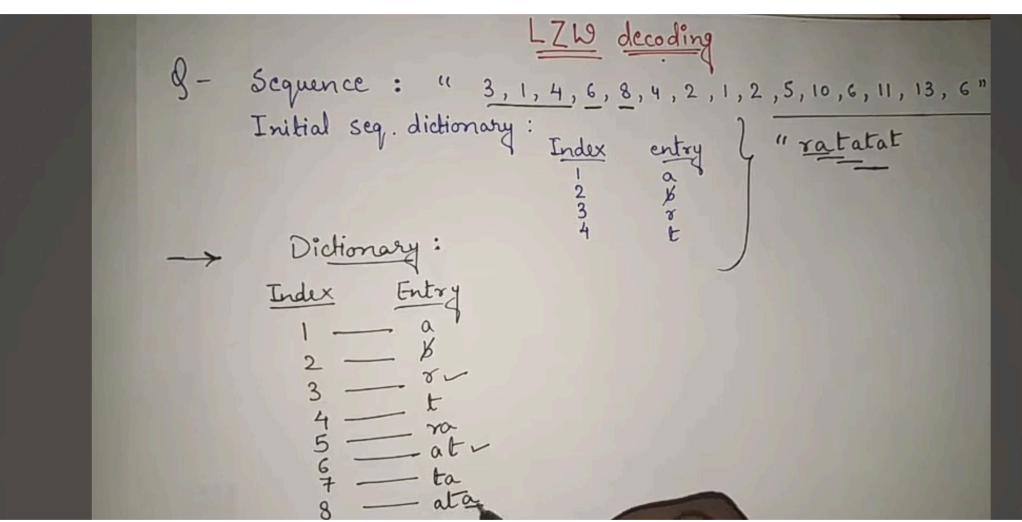




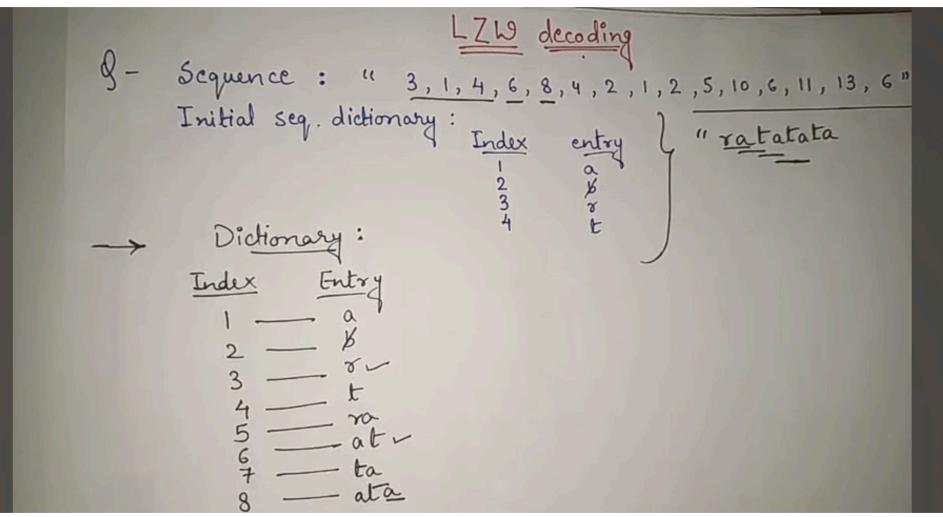




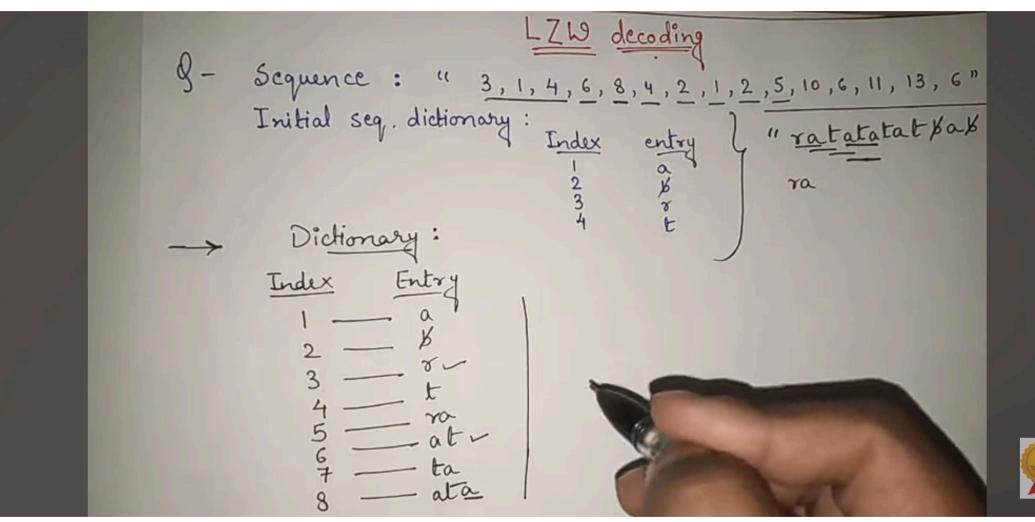




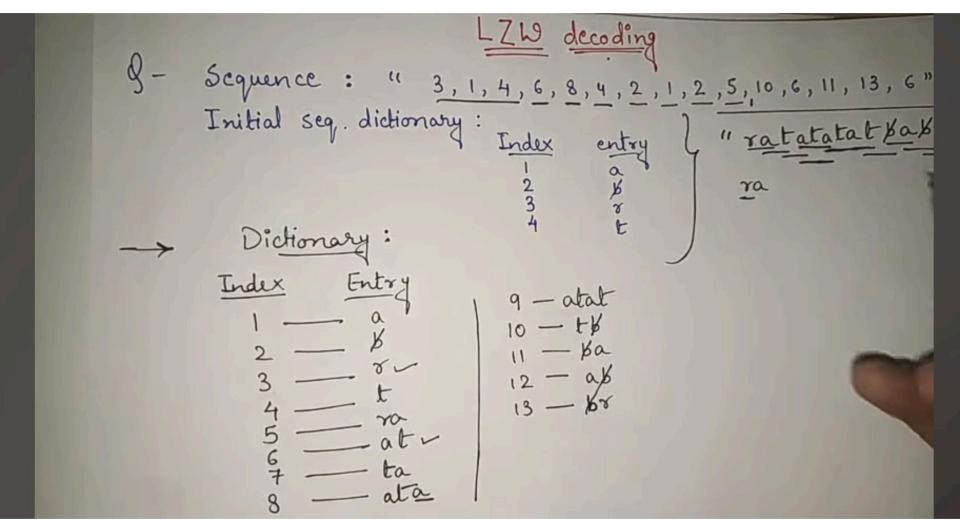




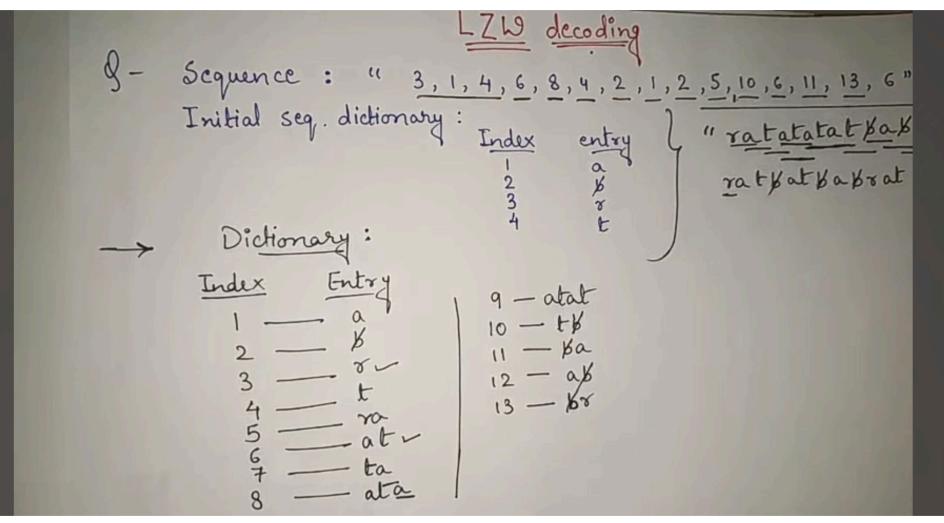






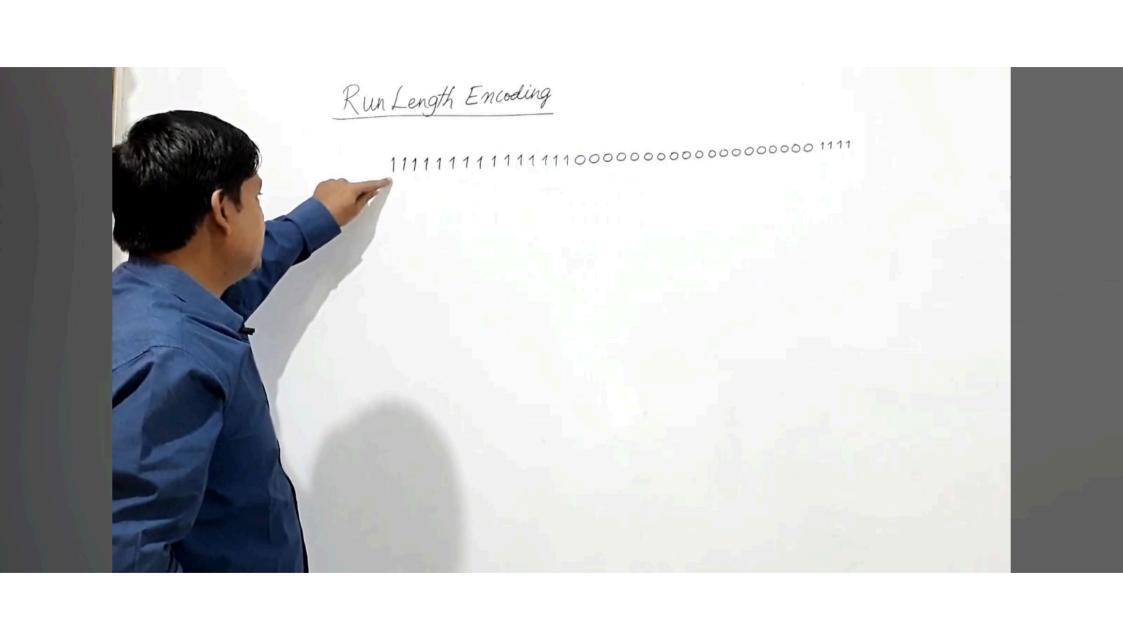


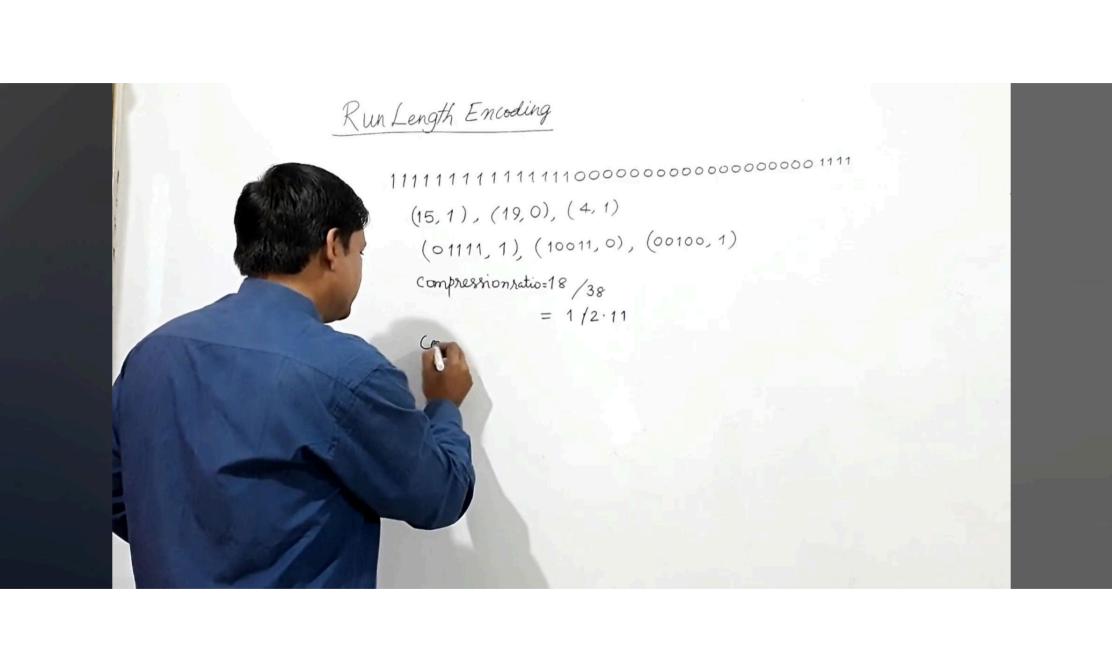






### Run length encoding







(15, 1), (19, 0), (4, 1)

(01111, 1), (10011, 0), (00100, 1)

ompression ratio=18/38

= 1/2.11

Compression ratio = 1:2.11





Information Theory & Coding



Run length Encoding
lossless Method Steat of gr. programs 5

>> Semplest method of compression

Example: I/P: AAABBCDDDD Encoded: 3A2BIC 4D

Run length Encoding
lossless Method Etent or gr. programs >> Simplest method of compression Example: I/P: AAABBC DDDD Encoded: 3A2BIC 4D decoded : AAABB CDADD

② resulting 5-6it byles > \$20 bits ] ≥00110,11110,01101,11001