

Data Compression

(Solutions to Review Questions and Problems)

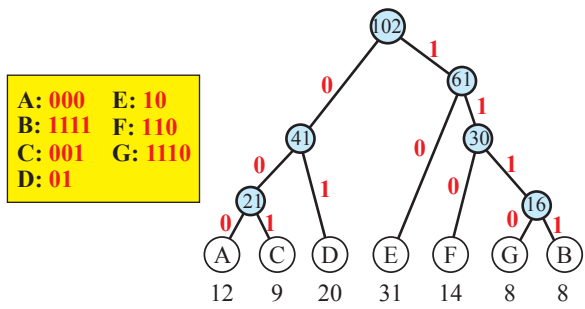
Review Questions

- Q15-1.** The two categories of data compression methods are lossless and lossy.
- Q15-3.** Run length encoding is a lossless compression method in which repeated occurrences of a symbol are replaced by one occurrence of the symbol followed by the number of occurrences.
- Q15-5.** Huffman coding uses the frequency of the characters in the file to construct a tree. The tree is then used to generate codes for each character with the more frequent characters having shorter codes than the less frequent characters.
- Q15-7.** In Huffman coding, both the sender and receiver must have a copy of the same code in order for the decoded file to match the encoded file. In LZ encoding, the dictionary is generated from the data itself.
- Q15-9.** JPEG is used to compress images while MPEG is used to compress video.
- Q15-11.** Blocking is the act of dividing the image into 8×8 blocks in order to reduce the number of calculations.
- Q15-13.** Quantization of the T table reduces the number of bits needed for encoding each value.
- Q15-15.** Spatial compression is the compression of each frame by using a modified version of JPEG; temporal compression is the removal of redundant frames in MPEG.

Problems

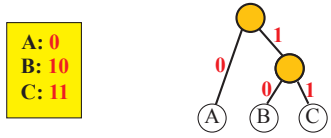
- P15-1.** 10010 00000 11111 11001 01111 00000 00000
- P15-3.** Different codes result from different ways of organizing the tree. One possible tree with the resulting code is shown Figure 15.1.

Figure 15.1 Solution to P15-3



P15-5. This can be a Huffman code. The shorter codes is not the prefix of any of the two longer codes. The tree is shown in Figure 15.2.

Figure 15.2 Solution to P15-5



P15-7. 100 0101 0101 000 1100

P15-9. Encoding is shown in Figure 15.3. Decoding is shown in Figure 15.3.

Figure 15.3 Solution to P15-9, encoding

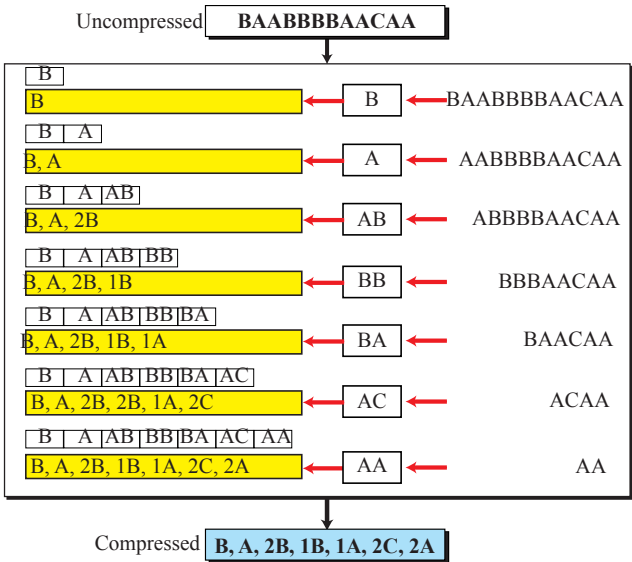
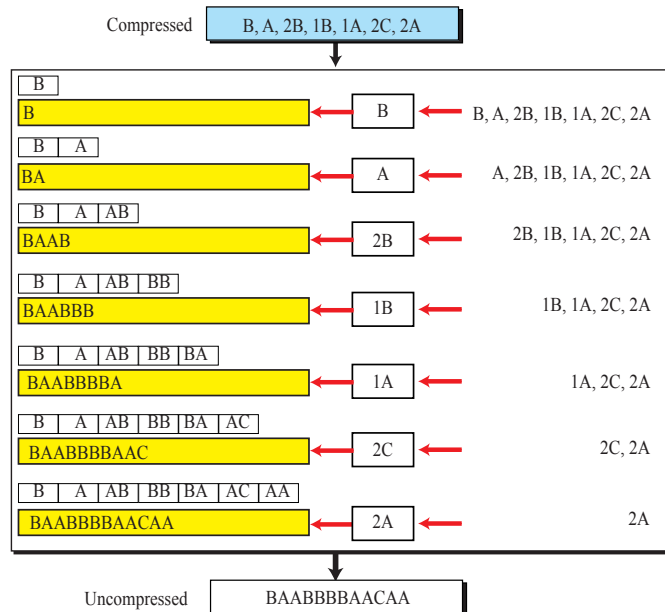


Figure 15.4 Solution to P15-9, decoding


P15-11. Calculations are shown in Table 15.1.

Table 15.1 Solution to P15-11

$T(0, 0)$	$=$	$1/16 [16 + 32 + 128 + 48]$	$=$	17.00
$T(0, 1)$	$=$	$1/16 [0.94 (64) + 0.90 (32) + 0.85 (128) + 0.80 (48)]$	$=$	14.08
$T(1, 0)$	$=$	$1/16 [0.90 (64) + 0.85 (32) + 0.80 (128) + 0.75 (48)]$	$=$	13.59
$T(1, 1)$	$=$	$1/16 [0.85 (64) + 0.80 (32) + 0.75 (128) + 0.70 (48)]$	$=$	13.10