B A adaptive, 336 approximate arithmetic, 115-118 code values, 104-106 ACB algorithm, Buynovsky's, Backup, remote, massive data sets, 201-203 context-based, 397 280 Adaptive coding correct decoding: conditions for, Balanced pairs, rsync algorithm, 283-284 binary arithmetic coding, 134-139 118-120 cumulative distribution update decoding process, 110-111 Bandwidth, in telemetry compression, 250-251 direct, 133-134 dynamic sources, 112-113 periodic, 140-142 encoder and decoder synchronized Bayesian model averaging, 218 Bidirectional dictionary methods, tree-based, 139-140 decisions, 113 encoding process, 106-109 161 strategies for computing symbol distributions, 132 entropy-coding methods, 102 Bilevel image data, 336-338 Binary arithmetic coding, 134-139 Adaptive entropy coder intervals code selection, 317 positive-length and disjoint, Binary polynomial representation, fundamental sequence encoding, 118-119 56, 74-75 313-314 rescaling, 114-115 Binary sources, 10 inverse operations, 120 Biocompress programs, 162 low-entropy options second-extension option, 316 model for Burrows-Wheeler Biomolecular sequences, zero-block option, 316-317 compression, 177-179 compression, 162-163 no compression, 317 nested subintervals, 119-120 Bisection search, 143-145 split-sample option, 314-315 notation, 103-104 Bit-plane coding, JPEG2000, Adaptive Huffman coding optimality, 111-112 360-364 algorithm M, 94 practical problems, 102-103 Bit rate brute force, 89-90 separation of coding and source for lossless audio signal, 256 Faller, Gallager, and Knuth (FGK) modeling, 113-114 variable, peak vs. average, 264 algorithm, 91-93 Arithmetic coding implementation, Bits per character splay tree algorithm, 93-94 120-147 averages, 240 Vitter's algorithm Λ, 93 adaptive coding, 132-142 entropy and, 228-229 for new transforms, 242 Additive codes, 72-73, 77 coding with fixed-precision Algorithmic Information Theory, see arithmetic, 121-132 Bitstream scaling, architecture for, 421 Kolmogorov complexity complexity analysis, 142-147 integer-based, 147-150 Algorithmic Prefix Complexity, Blending 42-43, 48 Arithmetic encoder, 19-21 model-based, 218-219 Algorithm M, 94 Arithmetic operations, speed of, performance-based, 218 Amplitude range, and segmentation, 146-147 probability domain, 219 259-260 Asymptotic equipartition property, Blocking system, 17-18 Apostolico and Fraenkel codes, 26 - 34Block moves, in delta compression, 67-69,77 ATMEL digital audio decoder, 273 Approximate arithmetic, 115-118 432-433 Block size, rsync algorithm, 281-283 Arithmetic coding Average filter, 380

The state of the s		
Block-sorting compression, see	Checksums, blockwise, of current	text, see Text compression
Burrows-Wheeler compression	file, 280–281	Unicode, 293–294
Bottom layer templates, 335–336	Chip-sets, 438	Compression engine, PNG, 374–376
Bottom layer typical prediction,	Church-Turing thesis, 38–39	compress program, 165
334 Poundo	Codebook	Computation
Bounds	computed for classes only, 87 Huffman, 80–83	issues, of Kolmogorov complexity, 44–47
error probability, 34	*	
lower-bounding Kolmogorov	Coder/docader pairs, Huffman	sequential, of interval, 21–23
complexity, 46–47 and redundancy and entropy,	Coder/decoder pairs, Huffman, 94–96	symbol distributions, strategies for, 132
16–17		Computational complexity analysis
Brute force adaptive Huffman, 89–90	Code selection function, adaptive entropy coder, 317	arithmetic operations, 146–147
•	Codestream, JPEG2000, 365–366	cumulative distribution estimation,
Buffer carries, implementation with, 122–126	Code values	145–146
Burrows-Wheeler algorithm, 170	arithmetic coding, 104–111	interval renormalization, 142–143
Burrows-Wheeler compression,	scaling of, 115	symbol search, 143–145
73–74, 77	Codewords	Concrete Kolmogorov complexity,
improvements to, 180–181, 190	descendants, 14	40
Move-to-Front step, 183–185	end-of-line, 398	Consultative Committee for Space
elimination, 187–189	groups, in Golomb code,	Data Systems, see CCSDS
permutation, 181–183	62–64	Content progressive representations,
preprocessing, 181	ideal length, 16–17	340
statistical compressor, 185–187	in prefix code, 13–14	Context adaptive lossless image
and symbol-ranking, 200	in tree, 15	compression algorithm, see
Burrows-Wheeler transform	variable-length, 12	CALIC
in file synchronization, 189	Coding distribution, 19	Correcting one-pass algorithm, 278
final coder, 190	Combined predictors, 217–219	Counting argument, 41
forward, 170–171	model-based blending, 218–219	Cumulative distribution
implementation, 173–174	performance-based blending of	of code values, 105–106
for lossless algorithms, 233	predictors, 218	estimation, 145–146
for PNG, 374	probability domain blending, 219	updates
relationship to other algorithms,	Comma codes	direct, 133–134
180	adaptive entropy coder, 313–314	periodic, 140–142
reverse, 171	ternary, 70–71	tree-based, 139-140
algorithms for, 172–173	Competitive optimality, 25–26	Current context, 202
Buynovsky's ACB algorithm,	Complementary palindromes, 162	Current file, 270–271
201–203	Complete tree, 93	blockwise checksums of, 280-281
Bzip2 compression algorithm, 234,	Component transforms, JPEG2000,	encoding, 274
236–241	354–355	Cyclic redundancy code, 373
	Compress anything claim, 43-44	
	Compressed bitstream scaling,	
C	architecture for, 421	D
C	Compressed domain image	
CALIC, 301	processing, JPEG2000, 353	Database records, and file systems:
approach to modeling prediction	Compressed pointer macro scheme,	reconciling, 286–287
error, 212	157	Data compression
edge detection by, 216	Compression	audio, 255–267
Canonical codes, Huffman, 84	algorithms, 208	different approaches, 35-36
Carries	Burrows-Wheeler, see	lossless, CCSDS recommendation
buffer, implementation with,	Burrows-Wheeler	for space applications,
122–126	compression	311–326
propagation, 130-131	data, see Data compression	Data compression: dictionary-based
Cascaded coding model, 178	dynamic Markov, 232	benchmark programs and
CCSDS, e_Rice algorithm	practical tips, 383-385	standards, 165-166
recommendation, 312	sequence, 20-21	biomolecular sequence
C-Cube video products, 427-428	symbol-ranking, 195-201	compression, 162-163
Chain rule, 7	telemetry, see Telemetry	data structures
Channel coding, 251	compression	Karp-Rabin fingerprints,
Checkpointing, 278	tests, 385–388	164–165

suffix trees, 163-164	static vs. dynamic construction,	fundamental sequence, 313-314
trie-reverse trie pairs, 164	154–161	JPEG-LS, 302–309
tries and compact tries, 163	symbol, decoding, 343–345	prefix-free, 42–44
dictionary construction, 154–161	Dictionary-based data compression	process, in arithmetic coding,
stages, 153	benchmark programs and	106–109
Data structure	standards, 165-166	of ranks, 196
and decoding control: JBIG2,	compressing biomolecular	run-length color, 398
346–348	sequences, 162–163	Encoding: JBIG
dictionary-based data	data structures, 163–165	adaptive arithmetic coding, 336
compression, 163–165	dictionary construction	bottom layer typical prediction,
JBIG, 336–338	parsing issues, 155–157	334
telemetry frame or packet, 251	semidynamic and dynamic,	differential layer prediction,
DCT, see Discrete Cosine Transform	157–161	332–334
Decoding	static methods, 154–155	model templates, 334–336
combined with updating and	stages, 153	resolution reduction, 330–331
coding, 145	Differential compression, see Delta	Entropy
correct: conditions for, 118–120	compression	achieving, 23–24
Golomb code, 63–64	Differential layer prediction,	adaptive entropy coder, 313–317
JBIG, 338–339	332–334	and bits per character, 228–229
JPEG-LS, 309	Differential layer templates, 334	conditional, 6
postprocessor and adaptive	diff utility, 272	interpretation, 8–9
entropy decoder for,	Digit vector, combined with weight	properties, 7–8
321–323	vector, 56–57	definition, 3–4
process, in arithmetic coding,	Discrete Cosine Transform	as information measure, 5–6
110–111	hardware, 416	joint, 6
Decoding: JBIG2	video compression, 419–420	properties, 7
generic refinement region,	Distance coding, 233	properties, 4–5
342–343	Distance measures, rsync algorithm,	Entropy coding
generic region, 341–342	283	in compression systems, 102
halftone region, 346 pattern dictionary, 345–346	results, 285	efficiency, 208 JPEG-LS, 307–309
rest region, 345	Distribution scheme, efficient, 270 Dynamic dictionary methods,	lossless audio data compression,
symbol dictionary, 343–345	157–161	262–263
Decoding control, and data	bidirectional, 161	Entropy rate, 11
structures: JBIG2, 346–348	unidirectional, 158–161	Equivalence classes, Huffman code
Decompression program	Dynamic Markov compression, 232	for, 87
custom-built, 41–42	Dynamic sources, arithmetic coding,	e_Rice algorithm, 312–313
lossless audio data compression,	112–113	Error accumulation, 120
264–265	112 113	Error modeling, in lossless image
Deflate, core of PNG's compression		compression, 212
scheme, 374–376	E	Error probability
Delta compression	e-commerce, security, 36	bounded, 34
applications, 271–273	Edge detection, by CALIC, 216	and rate, 28
block moves, 273	Efficiency	optimal balance between, 31-33
choosing reference files,	entropy coding, 208	Escape character, 231
278–279	Huffman codes, 86	Even-Rodeh code, 59-60
experimental results, 275-277	implementation of Huffman	Exclusion list, 198
LZ77-based, 274-275	codecs, 94–96	Explicit detection, predictors based
problem definition, 270-271	memory-efficient algorithms, 95	on, 215–216
space-constrained, 277-278	output, and renormalization,	Extended Huffman codes, 87-89
Descriptional language, Kolmogorov	127–130	External pointer macro scheme, 157
complexity, 39-40	Rice codes, 61, 64	
Design decisions, PNG, 372-374	speed-efficient algorithms, 95-96	F
Deterministic prediction, 333-334	Elias algorithm, 19, 22-25	£
Dictionary	Elias gamma codes, 58-59, 77	Facsimile compression
for Golomb code, 62	Elias omega codes, 59	algorithms
methods for lossless algorithms,	emacs data set, 275-276	context-based arithmetic
232–233	Encoding	coding, 397
nattern decoding 345_346	current file 274	modified Huffman 303

current file, 274

modified Huffman, 393

pattern, decoding, 345-346

Facsimile compression (cont.)	Gödel's incompleteness theorem,	Image compression
modified READ, 393-397	36–37	bilevel, see JBIG; JBIG2
run-length color encoding, 398	Goldbach G1 codes, 72, 77	highly scalable, see JPEG2000
historical overview, 391-393	Golomb codes, 62–64	lossless, see Lossless image
standards	limited-length, 307	compression
ITU-T Group 3 (T.4), 398-399	Gradient adaptive predictor, 216	Image compression hardware,
ITU-T Group 4 (T.6), 399	Grayscale image	415–417
JBIG and JBIG2 (T.82 and	GIF and PNG, 374	DCT, 416
T.88), 399	JBIG2, 339-340	JPEG, 417
MRC-T.44, 399-402	Greedy strategy, of parsing, 156–157,	wavelet architectures, 416–417
Facsimile transmission, 87	164	Image compression standard, GIF,
JBIG compression for, 327–328	gzip compression program, 165,	166
Faller, Gallager, and Knuth (FGK)	233–234, 241, 276	Image objects, 389
algorithm, 91–93		Image stripes, 328, 330
Fibonacci codes	H	Implementations
Apostolico and Fraenkel codes,	Halftone region, decoding, 346	arithmetic coding
67–69	Hamming ball, 30–31	adaptive coding, 132–142
Fraenkel and Klein codes, 66	Hardware implementation	complexity analysis, 142–147
higher-order Fibonacci	image compression, 415–417	with fixed-precision arithmetic, 121–132
representation, 66–67	text compression, 407–417	with buffer carries, 122–126
new order-3, 69–70	video compression, 417–442	
use as universal codes, 65	Hierarchical lossless image coding,	Burrows–Wheeler compressor, 173–180
Zeckendorf representation, 66	220–222	
Fibonacci polynomial representation, 57	Hierarchical prediction, in lossless	data compression for space applications, 324–326
Fictitious pixel, LNTP, 332–333	image compression, 211–212	and efficient output, 127–130
File synchronization	Hilbert scans, 213–214	with integer arithmetic, 126–127
Burrows-Wheeler transform in,	Historical perspective	integer-based, 147–150
189	facsimile compression, 391–393	Lempel–Ziv methods, 161
remote, see Remote file	Kolmogorov complexity, 51	numerical, lossless audio data
synchronization	PNG, 371–372	compression, 263
File systems, and database records:	symbol-ranking compressors, 197	Implementations: hardware
reconciling, 286–287	unidirectional dictionary methods,	image compression, 415–417
Filters, PNG, 378–383	158	text compression, 407–415
Final coder, simplified, 190	HTTP	video compression, 417-442
Fingerprints, Karp-Rabin, 164-165	performance improvement, 272	Incompressibility, in Kolmogorov
Fixed-length codes, for memoryless	transfer, file synchronization for,	complexity, 40-42
sources, 26-34	280	Independent and identically
Fixed-precision arithmetic, coding	Huffman codes, 49-50	distributed source, 10, 48, 102
with, 121-132	building of, 80–83	Independent updating, 145-146
Flexible greedy parsing, 156	canonical, 84, 230	Inequality
Formatting, JBIG, 336–338	extended, 87–89	frequently used in information
Fraenkel and Klein codes, 66	length-constrained, 89	theory, 4–5
Frame telemetry, 248	modified, 87	Kraft-McMillan, 84-85
Freeze heuristics, 161	N-ary, 83–84	Kraft's
Frequency decay method, 91	performance, 84–86	in competitive optimality, 26
Fujitsu, audio video products,	prefixed, 87	for prefix code, 14–17
431–432	Shannon–Fano coding, 80	Information measure
Fundamental sequence encoding,	Huffman coding	entropy as, 5–6
313–314	adaptive, 89–94	universal, 50–51
	statistical method for lossless algorithms, 229–232	Information sources
${f G}$		discrete, 9
	Huffman tree, 408–409 Human genome, 162	discrete stationary, 10–11 with memory, variable-length
Gamma codes, Levenstein and Elias, 58–59	Human genome, 102	codes for, 18-26
gcc data set, 275–276	I	memoryless
GenCompress program, 162–163		fixed-length codes for, 26–34
GIF compression standard, 166,	IBM, MPEG-2 digital audio/video	variable-length codes for,
372–373, 385–386	decoder, 436–437	11–18

memoryless or i.d.d., 10	generic refinement region	Layers, JPEG2000, 364-365
Information theory, background, 228–229	decoding, 342–343 generic region decoding, 341–342	Learning-based switch predictors, 216–217
Initial letter preserving transform,	halftone region decoding, 346	Least frequently used heuristic, 161
241–243 Innovation entropy, 11	overview, 339–341 pattern dictionary decoding,	Least recently used updating, in symbol-ranking compressor,
Instantaneous code, 13	345–346	200–201
Integer arithmetic, implementation	standard (T.88), 399	Least significant bits, 259–260
with, 126-127, 147-150	symbol dictionary decoding,	Lempel-Ziv encoder, 412-415
Integer wavelet transform, 221-222	343-345	processing element, 414-415
Internet	text region decoding, 345	Lempel–Ziv-77 method, 159,
efficient web page storage,	JPEG2000	232–233, 273, 407–408
272–273	features, 352–354	delta compressors based on,
fax standard, 402 HTTP performance improvement,	compressed domain image processing/editing, 353	274–275 LZU compressor, 294–296
272	progression, 353–354	Unicode compressors, 294
MPEG-4 transportation on,	performance, 366–369	Lempel–Ziv-78 method, 160,
422–423	JPEG2000 algorithm	232–233, 407–408
Intervals	bit-plane coding, 360-364	Length-constrained Huffman codes,
in arithmetic encoding process,	JPEG2000 codestream, 365-366	89
106–109	packets and layers, 364–365	Length-index preserving transform,
positive-length and disjoint, 118–119	quantization, 358–360	236–240
rescaling, 114–115, see also	tiles and component transforms, 354–355	Letter index transform, 242–243 Levenstein codes, 58–59
Renormalization	wavelet transform, 355–358	Lexicographical ordering
sequences represented by,	JPEG hardware, 417	FGK algorithm, 91
19–24	JPEG-LS	over source sequence, 21
Intrapixel differencing, 389	entropy coding, 307-309	Lifting, in hierarchical lossless image
Invariance Theorem, 40, 45	modifications for multicomponent	coding, 221–222
Inverse arithmetic operations, 120	images, 304–306	Linear first-order unit-delay
Inversion frequencies, 188 Inversion ranks, 190	overview, 301–302	predictor, 319 Line interleaving, 305–306
Irreversible color transform,	prediction error correction, 306 single-component images,	Line Not Typical, fictitious pixel,
JPEG2000, 354–355	303–304	332–333
ITU-T Recommendations		Lossless audio data compression
Group 3 (T.4), 398-399		amplitude range and segmentation,
Group 4 (T.6), 399	K	259–260
	Karp-Rabin fingerprints, 164-165	basic redundancy removal,
	Kolmogorov complexity	257–258
J	basic definitions, 39-40	entropy coding, 262–263 multiple-channel redundancy,
JBIG	computational issues, 44-47	260
data structure and formatting,	historical perspective, 51	numerical implementation and
336–338	incompressibility, 40–42 lower-bounding, 46–47	portability, 263
decoding, 338–339	notion of describing data, 38	prediction, 260-262
encoding	prefix-free encoding, 42–44	segmentation and
adaptive arithmetic coding, 336	relationship to Shannon	resynchronization, 263–264
bottom layer typical prediction, 334	Information Theory, 47-51	software systems MLP, 266
differential layer prediction,	resource-bounded, 45-46	PCA, 266–267
332–334	Kraft–McMillan inequality, 84–85	Shorten, 265
model templates, 334-336	Kraft's inequality	speed and complexity, 264-265
resolution reduction, 330-332	in competitive optimality, 26 for prefix code, 14–17	variable bit rate, 264
overview of encoding/decoding,	for prenx code, 14–17	Lossless compression algorithms
327–330		dictionary methods, 232-233
standard (T.82), 399	L	performance comparison,
JBIG2 decoding control and data	Laplacian pyramid structure,	233–234
structures, 346–348	reduced 221	statistical methods, 229–232

reduced, 221

transform-based methods, 233

structures, 346-348

Lossless image compression Move-to-Front recoding, 170, Original pointer macro scheme, 157 bilevel, see JBIG; JBIG2 174-176, 185, 190 Output fragments, good and bad, combined predictors, 217-219 Move-to-Front step 185-186 error modeling, 212 Burrows-Wheeler, 183-185 hierarchical prediction, 211-212 elimination, 187-189 JPEG-LS BWT, 233 P decoding, 309 MOVIE project, 425 encoding, 302-309 Packetization algorithm, MPEG-4, MPEG-2 overview, 301-302 422-423 digital audio/video decoder by probability mass function IBM, 436-437 Packets, JPEG2000, 364-365 prediction, 208 video decoder by Motorola, Packet telemetry, 248 pyramid coding scheme, 220-222 Paeth filter, 380-383 436 scanning techniques, 212-214 MPEG-4 Palindrome, complementary, 162 spatial prediction, 209-211 decoder by Sigma Designs, Inc., Parsing switched predictors, 214-217 bidirectional, 161 Lossy audio compression, 256 products by Toshiba, 437-438 issues in dictionary construction, 155-157 Low-entropy options, adaptive transportation on Internet, modifications, 160-161 entropy coder, 316-317 422-423 LSI Logic products, 428-430 video codec by Toshiba, 423-425 Patch, of minimal size, 270 Pattern dictionary, decoding, Lucent system-layer decoder, 428 MPEG 1 Layer 3, 256 345-346 LZW algorithm, 160 Multicomponent images, modifications for, 304-306 Peak bit rate, 264 Multiple-channel redundancy, 260 Peer-to-peer systems, 280 M Perceptual coding, lossy, Multiple-Image Network Graphics, Macro schemes, dynamic dictionary 388-390 255-256 methods, 157 Perfect Clarity Audio, from Sonic Multiplications, inexact, 115-118 Magnitude refinement pass, bit-plane Foundry, Inc., 266-267 coding, 363-364 Performance MARVLE architecture, 407 HTTP, improvement, 272 N elements of, 411-412 Huffman codes, 84-86 N-ary Huffman codes, 83-84 JPEG2000, 366-369 memory mapping, 410 NEAR, JPEG-LS, 302, 306, 309 lossless compression algorithms, Mask layer, facsimile, 401-402 NEC audio video codec, 430-431 Maximum ambiguity, of current and comparison, 233-234 Nested loops, 389 reference files, 284-285 timing, degraded, 240-241 Nested subintervals, 119-120 Median edge detection, predictor Per letter entropy, 11 Noiseless source-coding theorem, based on, 216 Permutation, Burrows-Wheeler, Shannon's, 48, 50 Memory-efficient algorithms, 95 173-174, 181-183 Noncomputability, 36-37 PNG, see Portable Network Graphics Memoryless sources, 10 None filter, 380 fixed-length codes for, 26-34 Polynomial representations, Non-prefix codes, subtle problems variable-length codes for, 56-57 with, 43-44 Portable Network Graphics 11 - 18Notation, arithmetic coding, Memory mapping, 409-410 compression engine, 374-376 103-104 compression tests and Meridian Lossless Packing, 266 Number index transform, 241–243 comparisons, 385-388 Minimum description length principle, 39 design decisions, 372-374 Mixed Raster Content (MRC) filters, 378-383 0 standard, 399-402 historical background, 371-372 Occam's Razor, 39 MNG, 388-390 MMR coding, JBIG2, 340-341 Omega code, Elias, 59 practical compression tips, Model templates, JBIG encoding, One-step lookahead, greedy parsing 383-385 334-336 with, 156-157, 164 zlib format, 376 Modem, compression standards, zlib library, 376-378 Optimality Prediction Modified Huffman algorithm, 393 arithmetic coding, 111-112 Modified Huffman codes, 87 competitive, 25-26 bottom layer typical, 334 Modified READ algorithm, 393-397 Optimal tree-based search, differential layer, 332-334 143-144 lossless audio data compression, Most significant bits, 259 Order-3 Fibonacci code, 69-70 260-262 JPEG2000, 360-361

Original external pointer macro

scheme, 157

process, symbol-ranking

compressors, 198-199

Motorola, MPEG-2 video decoder,

436

Prediction by Partial Match (PPM)	Q	Rice codes, 60-62, 75, see also
Burrows-Wheeler transform and,	Quality progressive representations,	e_Rice algorithms
180	340	rsync algorithm, 280–281
constant-order compressor, 295 finite-context statistical	Quantization	experimental results, 282–283
compressors, 293	JPEG2000, 358-360	Run-length coding, 179–180 Run-length color encoding, 398
method C, 231	and prediction error correction,	Run-lengths, and Wheeler 1/2 code,
method D, 237–241	306	73–75
Prediction error correction, 306		Run mode, JPEG-LS, 304
Prediction error mapper, 320		entropy coding, 307-309
Predictors	R	,,
combined, 217-219	Recoding, MTF, 170, 174–176, 185,	S
FIR and IIR, 262	190	
linear and nonlinear, 211	Reconstruction	Sample interleaving, 306
Paeth, 380–383	and prediction error correction,	Scalability, architecture, 406
preprocessor, 318–319 Shannon coder, 196	306 progressive, in JBIG transmission,	Scanning techniques, in lossless
switched, 214–217	328	image compression, 212–214 Second-extension option, adaptive
symbol, 198	Recursively enumerable set, 45	entropy coder, 316
using previous pixel in image, 210	Reduced-pyramid structure, 221	Segmentation
Prefix codes	Redundancy	amplitude range and, 259–260
codewords in, 13–14	coding, acceptable, 22–23	resynchronization and, 263–264
in Kolmogorov complexity, 42-44	individual and expected, 16	Self-delimiting codes, 55
Kraft's inequality for, 14-16	multiple-channel, 260	Self-delimiting process, 43
sharing of prefixes, 81-83	removal, 257-258	Sequences
Preprocessing	Reference bitmap, refined,	biomolecular, compression,
Burrows-Wheeler compression,	342–345	162–163
181	Reference file, delta compression,	complex nonrandom, 37
prediction error mapper, 320	270–271	empty, 9
predictor, 318–319	choosing, 278–279	representation by intervals, 19-24
reference file, 274	preprocessing, 274	of sources, infinite, 48–49
reference sample, 319–320	Reference sample, preprocessor	Settled symbols, 131
Probabilities, see also Error	predictor, 319–320	Shannon coder, 196
probability consistent, 10	Remote file synchronization applications, 279–280	Shannon-Fano coding, 80
for memoryless sources, 27	balanced pairs, 283–284	Shannon Information Theory complex nonrandom sequences, 37
shift invariant, 11	database records and file systems:	relationship to Kolmogorov
static and dynamic, 228–229	reconciling, 286–287	complexity, 47–51
Probability distribution	distance measures, 283	structured random strings, 37–38
combined, 217	results, 285	Shorten software, 265
dyadic, 24–26	estimation of file distances, 286	Sigma Designs, Inc., MPEG-4
given for free, 49–50	fundamental results, 284-285	decoder, 438
over source sequences, 23	problem definition, 270–271	Single-chip decoder, by Zoran, 435
Probability domain blending, of	rsync algorithm, 280-281	Single-component images, 303–304
subpredictors, 219	experimental results,	Single-pass methods, 158
Probability mass function,	282–283	Single-progression sequential mode,
prediction, 208 Processing elements, Lempel–Ziv,	Renormalization, 121–132, 142–143	JBIG, 328
413–415	Rescaling, interval, 114–115, see	Software programs, lossless audio data compression, 265–267
Programmability, hardware systems,	also Renormalization	Sorting algorithm, improvements to,
407	Resolution reduction, JBIG	182–183
Programmable logic, 96	encoding, 330–331	Source coding system
Programming language, see	Resynchronization, segmentation	fixed-length codes for memoryless
Descriptional language	and, 263-264	sources, 26-34
Progressive-compatible sequential	Reverse binary tree, 408-409	variable-length codes for source
mode, JBIG, 328, 330	Reversible color transform,	symbols, 12–13
Progressivity dimensions,	JPEG2000, 354-355	Source modeling, separation from
JPEG2000, 353-354	Revision Control System, software	coding, 113-114
Pyramid coding scheme, 211–212	package, 271–272	Source samples, blocks, 312–313

Source symbols	Symbol-ranking compression,	Tiles, JPEG2000, 354, 364
blocks, 17-18	195–201	Timing performance, degraded,
variable-length codes for, 12-13	and Burrows-Wheeler	240–241
Space applications	compression, 200	Toshiba
adaptive entropy coder, 313-317	compressor history, 197	MPEG-4 products, 437-438
coded data format, 321	fast, 200-201	MPEG-4 video codec, 423-425
e_Rice algorithm, 312-313	prediction flagging, 197-198	Transform-based methods, for
implementation issues and	Shannon coder, 196	lossless algorithms, 233
applications, 324-326	Symbol search	Tree-based encoder, 408-412
lossless decoder, 321-323	bisection search, 143	MARVLE architecture, 411–412
preprocessing stage, 318-320	on sorted symbols,	memory mapping, 409-410
Space-constrained delta	144–145	Tree-structured codebook, Huffman,
compression, 277-278	optimal tree-based, 143-144	81–83
Spatial prediction, in lossless image	sequential search on sorted	Trie-reverse trie pairs, 164
compression, 209-211	symbols, 143	Tries, and compact tries, 163
Speed-efficient algorithms, 95-96	Synchronization, see also Remote	Tunstall code, 88–89
Splay tree algorithm, 93-94	file synchronization	
Split-sample option, adaptive entropy	encoder-decoder decisions,	
coder, 314-315	113	U
Star (*) transformation, 234–236	file, BWT in, 189	
Start-step-stop codes, 64-65		Unary codes, 57–58, 307
Static dictionary, 154–155		Uncertainty, resolved through
Stationary sources, discrete, 10-11	T	information, 5–6
Statistical coding	•	Unicode
Burrows-Wheeler compressor,	Tandem repeats, 162	character codings, 291–293
176–180	TANGRAM coprocessor, 420	big-endian vs. little-endian,
for lossless algorithms, 229-232	Telemetry, description of,	292
Statistical compressors, 185–187	247–250	UTF-8 coding, 292–293
finite- and unbounded-context,	Telemetry compression	compression
293	existing, 252–253	comparison of compressors,
Sticky MTF, 184–185	issues in, 250–251	295–296
STMicroelectronics, video decoder,	Ternary comma codes, 70–71	finite- and unbounded-context
433–435	Ternary polynomial representation,	statistical compressors,
String-matching, PNG, 378	56–57	293
Strings	Test compressors, 294	LZ77 compressors, 294
algorithmic prefix complexity,	Text compression	file test suite, 294–295
42–43	ACB algorithm of Buynovsky,	Unidirectional dictionary methods
incompressible, 41–42	201–203	construction modifications, 160
run-length compressed, 73–75	classification of lossless	dictionary maintenance in
searching, fingerprints for,	compression algorithms, 229–234	dynamic methods, 161 historical overview, 158
164–165	hardware, 407–415	Lempel–Ziv-77, 159
vs. sources, 37	Lempel–Ziv encoder, 412–415	Lempel–Ziv-78, 160
structured random, 37–38	tree-based encoder, 408–412	LZ77 variants, 159
Stripes, document partitioned into,	initial letter preserving transform,	parsing modifications, 160–161
400–401	241–243	Uniquely decipherable code, 230
Structured coding model, 179	length-index preserving transform,	Uniquely decodable code, 13–14
Sub filter, 380	236–240	Universal codes
Subpredictors, combining, 217–219	letter index transform, 241–243	characteristics, 55–56
Suffix-complete dictionary, 156	number index transform,	comparison of representations,
Suffix trees	241–243	75–77
as alternative to explicit sort,	star (*) transformation, 234–236	Elias omega and Even-Rodeh
182–183	timing performance	codes, 59–60
construction, 163–164	measurements, 240–241	Fibonacci codes, 65–70
Summation codes, 71–73	Text region, decoding, 345	Golomb codes, 62–64
Switched predictors, 214–217 explicit detection-based, 215–216	Textual substitution, compression	Levenstein and Elias gamma
learning-based, 216–217	with, 153	codes, 58–59
Symbol dictionary, decoding,	TIFF-FAX standard, 402	polynomial representations,
343–345	Tile-parts, 366	56–57
272 212	1 ,	

Rice codes, 60–62 start–step–stop codes, 64–65 summation codes, 71–73 ternary comma codes, 70–71 unary codes, 57–58 Wheeler 1/2 code and run-lengths, 73–75 Up filter, 380 User files, synchronization, 279–280

V

Variable-length codes
for memoryless sources, 11–18
for sources with memory, 18–26
Varn's algorithm, 97
vcdiff, compared to zdelta and xdelta,
275–277
Video compression hardware,
417–442
commercial video and audio
products, 426–442

compressed bitstream scaling architecture, 421
DCT, 419–420
MOVIE project, 425
MPEG-4 transportation on Internet, 422–423
MPEG-4 video codec by Toshiba, 423–425
TANGRAM coprocessor, 420

Video object plane size, 422–423 Vitter's algorithm Λ, 93 VLSI architectures, technology advances, 406–407

W

Wavelet architectures, 416–417
Wavelet transform, JPEG2000,
355–358
Web page
commercial, for vendors, 442
efficient storage, 272–273
Wheeler 1/2 code, 74–75

X

xdelta, compared to zdelta and vcdiff, 275–277 Xdelta File System, 272

\mathbf{z}

zdelta, compared to xdelta and vcdiff, 275–277

Zeckendorf representation, 66

Zero-block option
adaptive entropy coder, 316–317
coded data format, 323
testing and, 324

Zero-frequency leaf, 93

Zip variants, of LZ77, 159

Ziv-Lempel dictionary-based scheme, 89, 97, 232–233, see also Lempel–Ziv-77 method zlib, format and library, 376–378

Zoran, single-chip decoder, 435