

# **Data Science**

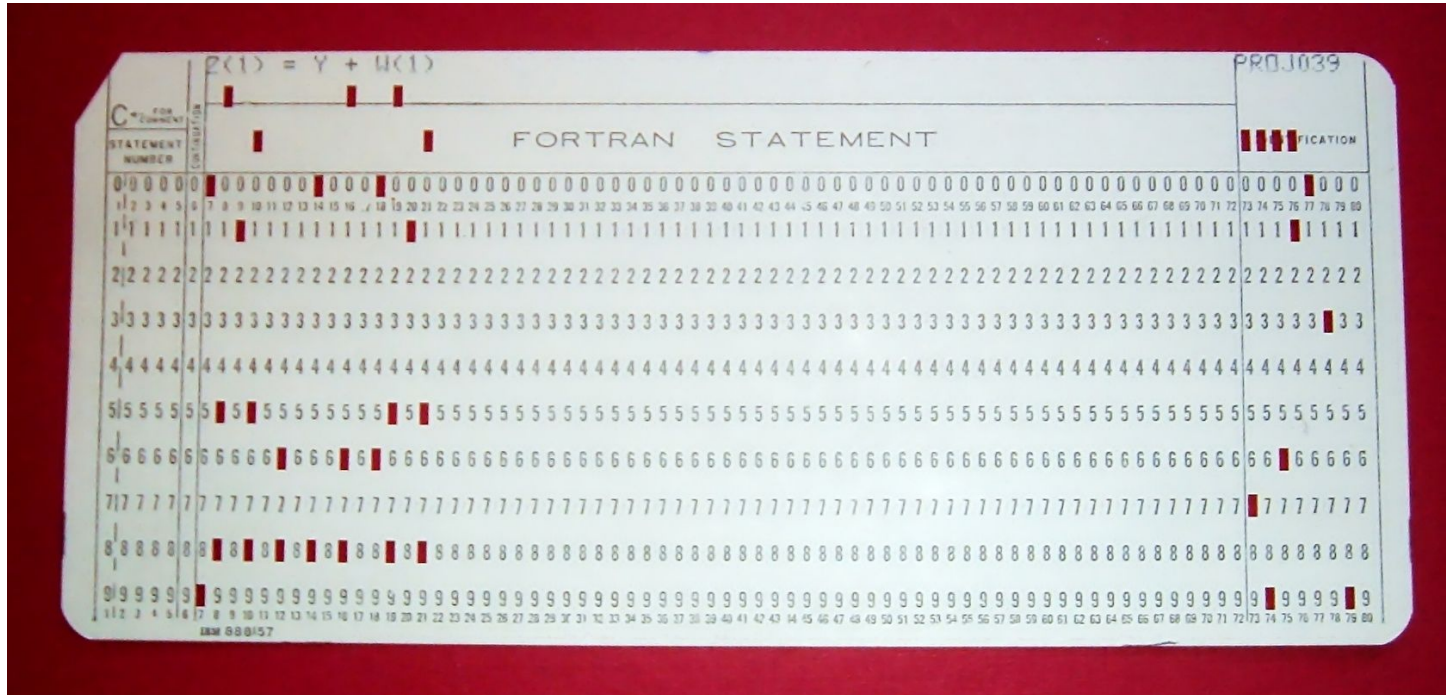
# **Survival Skills**

What is actually data?



# A file

- Entity of content
- Back in the days: punch cards



# Storing information as bits and bytes

Number:

7

Binary: 111

Characters:

DATA

Binary →

Pixel values:

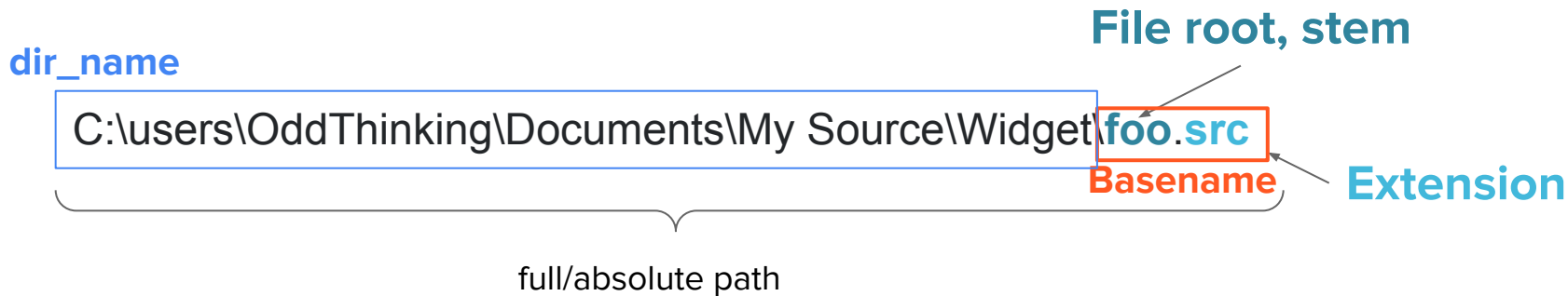
Are numbers!!

USASCII code chart

Bits																	
b <sub>7</sub>	b <sub>6</sub>	b <sub>5</sub>	b <sub>4</sub>	b <sub>3</sub>	b <sub>2</sub>	b <sub>1</sub>	b <sub>0</sub>										
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0	0	0	0	0	0
								0	0	0	0	0</					

# File identification

- Root/stem → identifier
- Extension → File type
- Path → Location



# File size

- Maybe trivial, but it is measured in bytes
- Remember the 4 GB max file size on FAT32?

$2^{32} - 1 \rightarrow 4,294,967,295 (2^{32} - 1)$  bytes, ca 4 GB max

Traditional units				
Name	Symbol	Binary	Number of bytes	Equal to
Kilobyte	kB	$2^{10}$	1,024	1024 B
Megabyte	MB	$2^{20}$	1,048,576	1024 KB
Gigabyte	GB	$2^{30}$	1,073,741,824	1024 MB
Terabyte	TB	$2^{40}$	1,099,511,627,776	1024 GB
Petabyte	PB	$2^{50}$	1,125,899,906,842,624	1024 TB
Exabyte	EB	$2^{60}$	1,152,921,504,606,846,976	1024 PB
Zettabyte	ZB	$2^{70}$	1,180,591,620,717,411,303,424	1024 EB
Yottabyte	YB	$2^{80}$	1,208,925,819,614,629,174,706,176	1024 ZB

# Files' internal metadata

## Magic Numbers:

Beginning of file tells you which file type it is!

-Untitled- x	test image.jpg x	
00000000	FF D8	FF E0 00 10 4A 46 49 46 00 01 01 00 00 01
00000010	00 01 00 00 FF DB 00 43	00 08 06 06 07 06 05 08
00000020	07 07 07 09 09 08 0A 0C	14 0D 0C 0B 0B 0C 19 12
00000030	13 0F 14 1D 1A 1F 1E 1D	1A 1C 1C 20 24 2E 27 20
00000040	22 2C 23 1C 1C 28 37 29	2C 30 31 34 34 34 1F 27
00000050	39 3D 38 32 3C 2E 33 34	32 FF DB 00 43 01 09 09
00000060	09 0C 0B 0C 18 0D 0D 18	32 21 1C 21 32 32 32 32
00000070	32 32 32 32 32 32 32 32	32 32 32 32 32 32 32 32
00000080	32 32 32 32 32 32 32 32	32 32 32 32 32 32 32 32
00000090	32 32 32 32 32 32 32 32	32 32 32 32 32 32 FF C0
000000A0	00 11 08 00 10 00 20 03	01 22 00 02 11 01 03 11
000000B0	01 FF C4 00 1F 00 00 01	05 01 01 01 01 01 01 00
000000C0	00 00 00 00 00 00 00 01	02 03 04 05 06 07 08 09
000000D0	0A 0B FF C4 00 B5 10 00	02 01 03 03 02 04 03 05
000000E0	05 04 04 00 00 01 7D 01	02 03 00 04 11 05 12 21
000000F0	31 41 06 13 51 61 07 22	71 14 32 81 91 A1 08 23
00000100	42 51 61 15 52 61 50 24	22 62 72 82 92 0A 16 17





# What can I do with files - in general?

- Create a new file
- Change the [access permissions](#) and [attributes](#) of a file
- [Open](#) a file, which makes the file contents available to the program
- [Read](#) data from a file
- [Write](#) data to a file
- [Delete](#) a file
- [Close](#) a file, terminating the association between it and the program
- [Truncate](#) a file, shortening it to a specified size within the file system without rewriting any content



# File extensions are arbitrary

Extensions help to decipher the file content, but the file needs still to follow the file type's organization.

For example:

Renaming image.**png** to image.**jpg** does not convert the file to the JPG standard.

It has still the SAME CONTENT (--> being a PNG file)

# File systems

1960s:

IBM's Generalized Sequential Access Method (GSAM) - sequential data processing, efficient for tape-based data

1977:

File Allocation Table (FAT). Introduced w/ DOS and early Windows with an 8-bit table. FAT16 and FAT32 were developed to allow larger volumes and file sizes.

1992:

Extended File System (ext): For Linux and other Unix systems. Ext2-4 for performance improvements.

1993:

New Technology File System (NTFS). For Windows NT and later, after M\$ broke up w/ IBM - brought rich metadata, advanced data structures and access control lists

# File extensions

Which ones do you know?

# File types commonly used in Data Science

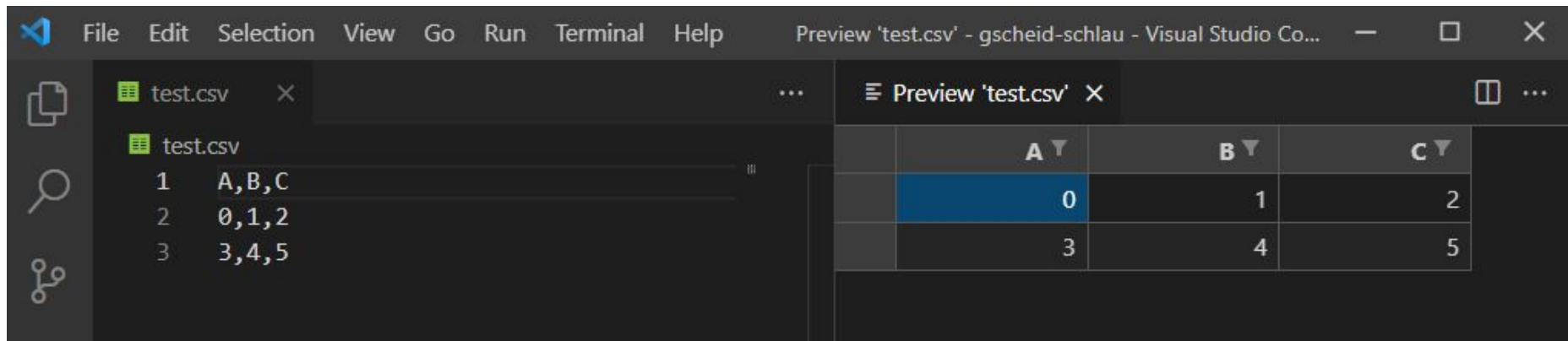
- Plain text (common extensions \*.txt, \*.csv, \*.log, \*.json, \*.xml) - Python program code!
- Spreadsheets (\*.xlsx)
- Word processing files (\*.docx)
- Images (\*.jpg -> Camera, \*.png -> Scientific data, \*.tif -> Microscopy)
- Videos (\*.avi -> mostly raw data, \*.mp4 almost everything, commonly h264 codec)
- Medical imaging data (DICOM, Nifti \*.nii and \*.nii.gz)
- Vector graphics (\*.pdf, \*.svg, \*.ai)
- Container files (\*.hdf5)
- Archives (\*.zip, \*.tar.gz, \*.7z, \*.rar)
- Database (\*.sqlite)
- Deep Neural Networks (\*.pb, \*.h5, \*.tflite, ...)

# Software you should have around

These are EXAMPLES that e.g. work for me. They can be replaced by various other tools. Everything is free except indicated.

- Visual Studio Code (plain text, CSV files, JSON, XML)
- LibreOffice/M\$ Office/Google Docs (docx, xlsx, pptx,...)
- FIJI / ImageJ (Microscopy images) and paint.NET (all purpose images)
- VLC (Videos)
- Inkscape (free) or Adobe Illustrator (\$\$\$) (vector graphics)
- 7zip (all kinds of archives)
- HDF5View (HDF5 container files)
- Netron (universal cross-platform deep neural network viewer)

# Plain text file



The screenshot shows the Visual Studio Code interface with a dark theme. The top menu bar includes File, Edit, Selection, View, Go, Run, Terminal, and Help. The title bar indicates the active window is 'Preview 'test.csv' - gscheid-schlau - Visual Studio Co...'. The Explorer sidebar on the left shows a file named 'test.csv'. The main editor area is split into two panes. The left pane shows the raw text of the CSV file:

```
1 A,B,C
2 0,1,2
3 3,4,5
```

The right pane, titled 'Preview 'test.csv'', displays a table representation of the data:

	A ▼	B ▼	C ▼
	0	1	2
	3	4	5

Ln 3, Col 6

Spaces: 4

UTF-8

CRLF

Plain Text



# Let's deepdive

How is this file stored?

⇒ HEX Editor



# Text file - encoding

Latin-1 (ISO 8859-1) is one-byte encoding, compatible to ASCII

UTF-8 offers 1-4 one-byte encodings, also compatible to ASCII

Code point ↔ UTF-8 conversion

First code point	Last code point	Byte 1	Byte 2	Byte 3	Byte 4
U+0000	U+007F	0xxxxxxx			
U+0080	U+07FF	110xxxxx	10xxxxxx		
U+0800	U+FFFF	1110xxxx	10xxxxxx	10xxxxxx	
U+10000	<sup>[b]</sup> U+10FFFF	11110xxx	10xxxxxx	10xxxxxx	10xxxxxx

UTF-8 encoding process

Character	Binary code point	Binary UTF-8	Hex UTF-8
\$ U+0024	010 0100	00100100	24
£ U+00A3	000 1010 0011	11000010 10100011	C2 A3
И U+0418	100 0001 1000	11010000 10011000	D0 98
₹ U+0939	0000 1001 0011 1001	11100000 10100100 10111001	E0 A4 B9
€ U+20AC	0010 0000 1010 1100	11100010 10000010 10101100	E2 82 AC
한 U+D55C	1101 0101 0101 1100	11101101 10010101 10011100	ED 95 9C
㉿ U+10348	0 0001 0000 0011 0100 1000	11110000 10010000 10001101 10001000	F0 90 8D 88

# Comparison of plain text files

- Older OS did not track how large a file is -  
They used the EOF-tag (end of file)
- Newer OS track how large a file is - no need for EOF
- CR/LF (EOL → `\r\n`, 0x0D, 0x0A → 13 and 10 in decimal)  
(carriage return, line feed)

`\r` → advances to the beginning of the line

`\n` → goes to new line

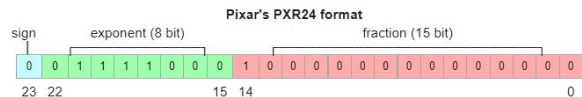
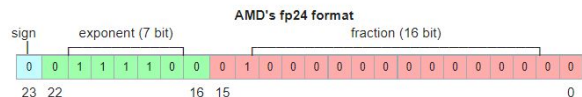
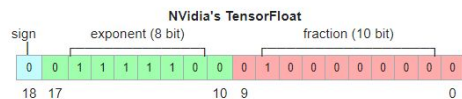
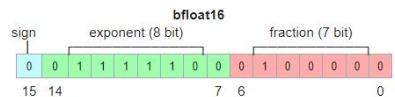
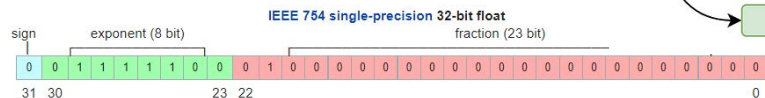
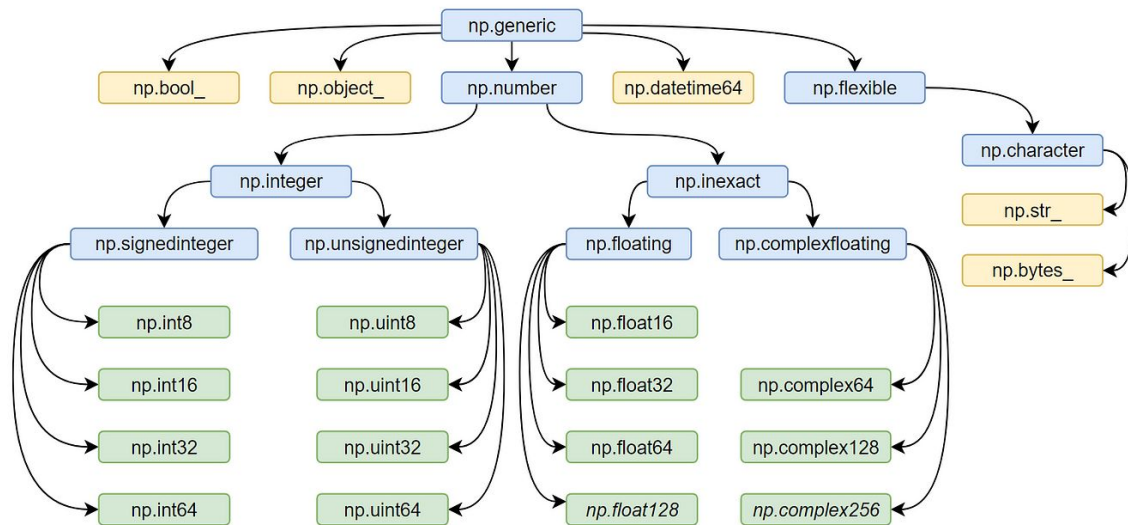
# Tabular data

Table I

<i>Iris setosa</i>				<i>Iris versicolor</i>				<i>Iris virginica</i>			
Sepal length	Sepal width	Petal length	Petal width	Sepal length	Sepal width	Petal length	Petal width	Sepal length	Sepal width	Petal length	Petal width
5.1	3.5	1.4	0.2	7.0	3.2	4.7	1.4	6.3	3.3	6.0	2.5
4.9	3.0	1.4	0.2	6.4	3.2	4.5	1.5	5.8	2.7	5.1	1.9
4.7	3.2	1.3	0.2	6.9	3.1	4.9	1.5	7.1	3.0	5.9	2.1
4.6	3.1	1.5	0.2	5.5	2.3	4.0	1.3	6.3	2.9	5.6	1.8
5.0	3.6	1.4	0.2	6.5	2.8	4.6	1.5	6.5	3.0	5.8	2.2
5.4	3.9	1.7	0.4	5.7	2.8	4.5	1.3	7.6	3.0	6.6	2.1
4.6	3.4	1.4	0.3	6.3	3.3	4.7	1.6	4.9	2.5	4.5	1.7
5.0	3.4	1.5	0.2	4.9	2.4	3.3	1.0	7.3	2.9	6.3	1.8
4.4	2.9	1.4	0.2	6.6	2.9	4.6	1.3	6.7	2.5	5.8	1.8
4.9	3.1	1.5	0.1	5.2	2.7	3.9	1.4	7.2	3.6	6.1	2.5
5.4	3.7	1.5	0.2	5.0	2.0	3.5	1.0	6.5	3.2	5.1	2.0
4.8	3.4	1.6	0.2	5.9	3.0	4.2	1.5	6.4	2.7	5.3	1.9
4.8	3.0	1.4	0.1	6.0	2.2	4.0	1.0	6.8	3.0	5.5	2.1
4.3	3.0	1.1	0.1	6.1	2.9	4.7	1.4	5.7	2.5	5.0	2.0
5.8	4.0	1.2	0.2	5.6	2.9	3.6	1.3	5.8	2.8	5.1	2.4
5.7	4.4	1.5	0.4	6.7	3.1	4.4	1.4	6.4	3.2	5.3	2.3
5.4	3.9	1.3	0.4	5.6	3.0	4.5	1.5	6.5	3.0	5.5	1.8
5.1	3.5	1.4	0.3	5.8	2.7	4.1	1.0	7.7	3.8	6.7	2.2
5.7	3.8	1.7	0.3	6.2	2.2	4.5	1.5	7.7	2.6	6.9	2.3
5.1	3.8	1.5	0.3	5.6	2.5	3.9	1.1	6.0	2.2	5.0	1.5
5.4	3.4	1.7	0.2	5.9	3.2	4.8	1.8	6.9	3.2	5.7	2.3
5.1	3.7	1.5	0.4	6.1	2.8	4.0	1.3	5.6	2.8	4.9	2.0
4.6	3.6	1.0	0.2	6.3	2.5	4.9	1.5	7.7	2.8	6.7	2.0
5.1	3.3	1.7	0.5	6.1	2.8	4.7	1.2	6.3	2.7	4.9	1.8
4.8	3.4	1.9	0.2	6.4	2.9	4.3	1.3	6.7	3.3	5.7	2.1
5.0	3.0	1.6	0.2	6.6	3.0	4.4	1.4	7.2	3.2	6.0	1.8
5.0	3.4	1.6	0.4	6.8	2.8	4.8	1.4	6.2	2.8	4.8	1.8
5.2	3.5	1.5	0.2	6.7	3.0	5.0	1.7	6.1	3.0	4.9	1.8
5.2	3.4	1.4	0.2	6.0	2.9	4.5	1.5	6.4	2.8	5.6	2.1
4.7	3.2	1.6	0.2	5.7	2.6	3.5	1.0	7.2	3.0	5.8	1.6
4.8	3.1	1.6	0.2	5.5	2.4	3.8	1.1	7.4	2.8	6.1	1.9
5.4	3.4	1.5	0.4	5.5	2.4	3.7	1.0	7.9	3.8	6.4	2.0
5.2	4.1	1.5	0.1	5.8	2.7	3.9	1.2	6.4	2.8	5.6	2.2
5.5	4.2	1.4	0.2	6.0	2.7	5.1	1.6	6.3	2.8	5.1	1.5
4.9	3.1	1.5	0.2	5.4	3.0	4.5	1.5	6.1	2.6	5.6	1.4
5.0	3.2	1.2	0.2	6.0	3.4	4.5	1.6	7.7	3.0	6.1	2.3
5.5	3.5	1.3	0.2	6.7	3.1	4.7	1.5	6.3	3.4	5.6	2.4
4.9	3.6	1.4	0.1	6.3	2.3	4.4	1.3	6.4	3.1	5.5	1.8
4.4	3.0	1.3	0.2	5.6	3.0	4.1	1.3	6.0	3.0	4.8	1.8
5.1	3.4	1.5	0.2	5.5	2.5	4.0	1.3	6.9	3.1	5.4	2.1
5.0	3.5	1.3	0.3	5.5	2.6	4.4	1.2	6.7	3.1	5.6	2.4
4.5	2.3	1.3	0.3	6.1	3.0	4.6	1.4	6.9	3.1	5.1	2.3
4.4	3.2	1.3	0.2	5.8	2.6	4.0	1.2	5.8	2.7	5.1	1.9
5.0	3.5	1.6	0.6	5.0	2.3	3.3	1.0	6.8	3.2	5.9	2.3
5.1	3.8	1.9	0.4	5.6	2.7	4.2	1.3	6.7	3.3	5.7	2.5
4.8	3.0	1.4	0.3	5.7	3.0	4.2	1.2	6.7	3.0	5.2	2.3
5.1	3.8	1.6	0.2	5.7	2.9	4.2	1.3	6.3	2.5	5.0	1.9
4.6	3.2	1.4	0.2	6.2	2.9	4.3	1.3	6.5	3.0	5.2	2.0
5.3	3.7	1.5	0.2	5.1	2.5	3.0	1.1	6.2	3.4	5.4	2.3
5.0	3.3	1.4	0.2	5.7	2.8	4.1	1.3	5.9	3.0	5.1	1.8

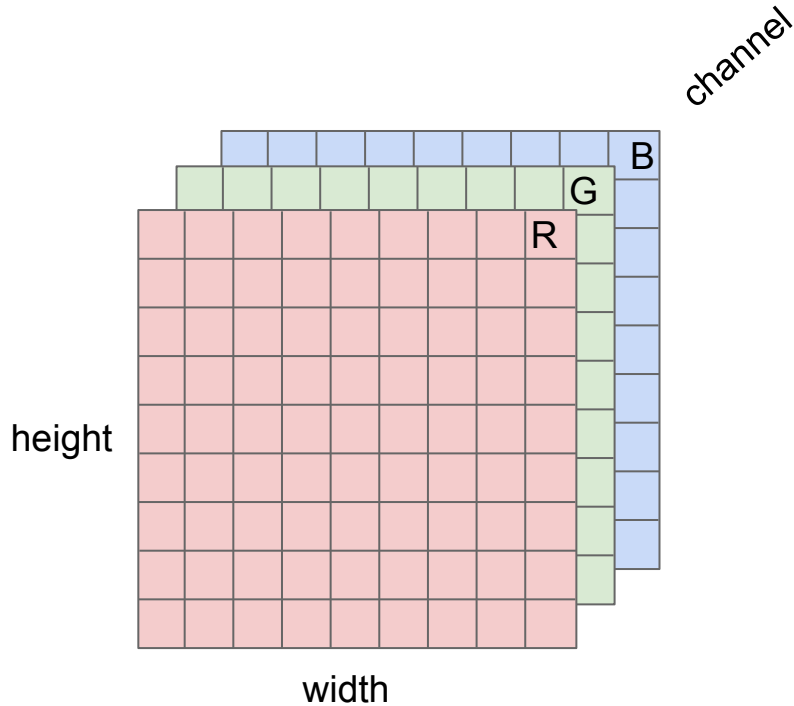
Iris dataset,  
Fisher 1939

# Data types



<https://betterprogramming.pub/a-comprehensive-guide-to-numpy-data-types-8f62cb57ea83?qi=4d56b0703884>

# An image consists of many pixels



## Very common:

RGB (height x width x channels  $\Rightarrow$  HxWx3)

RGBA (HxWx4, last channel is alpha  $\Leftrightarrow$  transparency)

Monochrome (HxWx1  $\Rightarrow$  HxW)

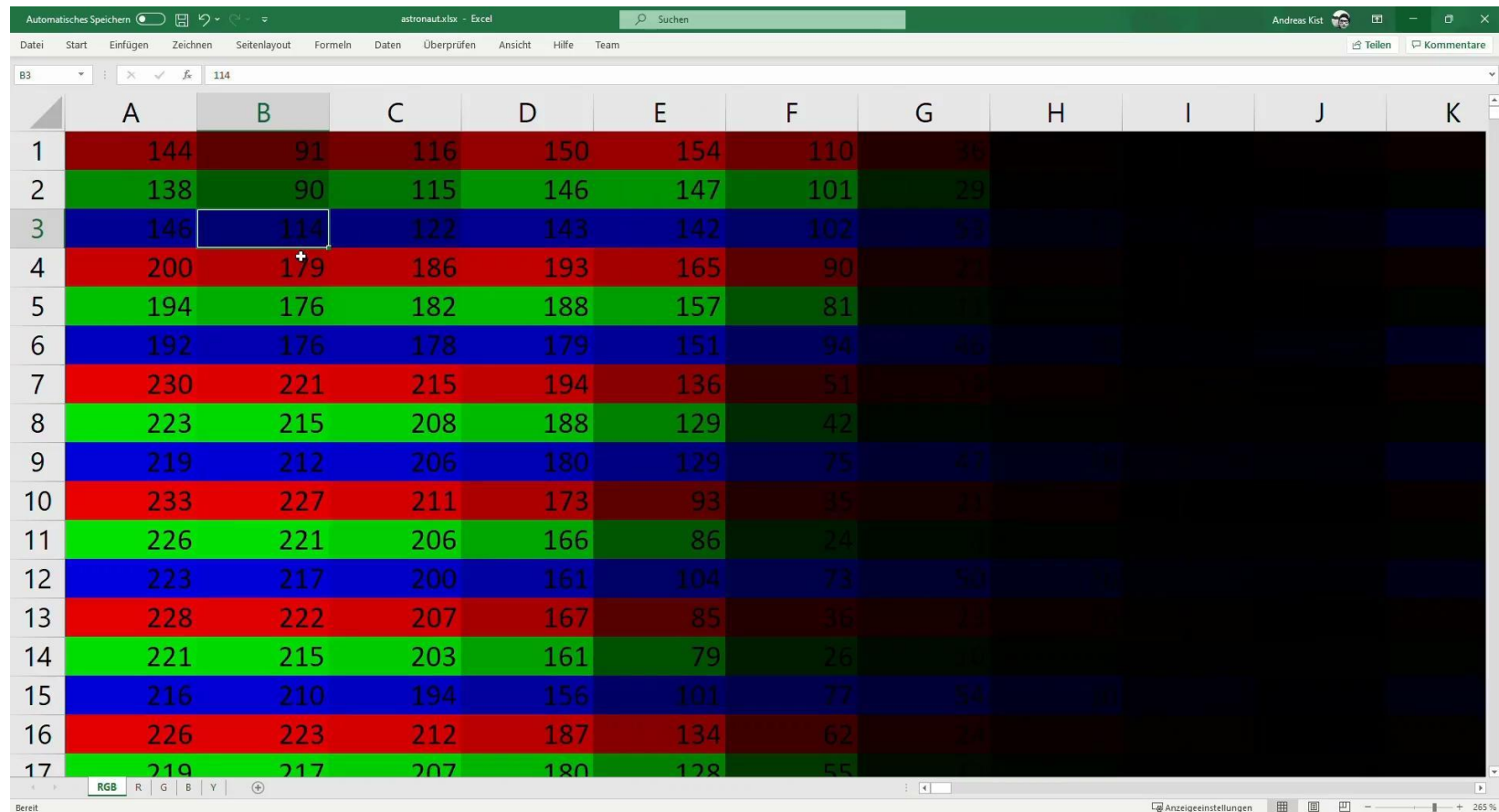
## Microscopy data:

HxWxC,

where C is e.g. DAPI, GFP, Alexa488, mCherry, ....

E.g. an image of HxWxC = 256x256x3,  
has  $256 \times 256 \times 3 = 196,608$  units, that we call **pixels**!

# Images are just Excel sheets



astronaut.xlsx - Excel

Suchen

Andreas Kist

Teilen Kommentare

B3

	A	B	C	D	E	F	G	H	I	J	K
1	144	91	116	150	154	110	46				
2	138	90	115	146	147	101	29				
3	146	114	122	143	142	102	53				
4	200	179	186	193	165	90	21				
5	194	176	182	188	157	81	13				
6	192	176	178	179	151	94	46				
7	230	221	215	194	136	51	19				
8	223	215	208	188	129	42	7				
9	219	212	206	180	129	75	47				
10	233	227	211	173	93	35	21				
11	226	221	206	166	86	24	1				
12	223	217	200	161	104	73	50				
13	228	222	207	167	85	36	21				
14	221	215	203	161	79	26	16				
15	216	210	194	156	101	77	54				
16	226	223	212	187	134	62	24				
17	219	217	207	180	128	55	1				

RGB R G B Y

Bereit

Anzeigeeinstellungen

265 %

# Interacting with images in Python

## OPENING/SAVING

**imageio** - Python library for reading and writing image data



scikit-image  
image processing in python



## PROCESSING



NumPy

Multi-dimensional image processing (scipy.ndimage)¶



scikit-image  
image processing in python



## PLOTTING

matplotlib

seaborn: statistical data visualization

PyQtGraph

Scientific Graphics and GUI Library for Python



# Storing information efficiently

Example: WWII

The war is over            (8 bit \* 15 characters = 120 bits)

The war is not over        (8 bit \* 19 characters = 152 bits)

Information can be reduced to **1 (!) bit** (either we won or we didn't)

Formalize with Shannon  
entropy:

$$H(x) = \mathbb{E}_{x \sim P} [I(x)] = -\mathbb{E}_{x \sim P} [\log P(x)], \quad (3.49)$$

Expected value of  
information  $I(x)$

Log base 2: bits,  
Base e: nats,  
Base 10: dits or bans

## Deeper...

$$H(\mathbf{x}) = \mathbb{E}_{\mathbf{x} \sim P} [I(x)] = -\mathbb{E}_{\mathbf{x} \sim P} [\log P(x)], \quad (3.49)$$

$I(\mathbf{x})$  is **the information content of  $\mathbf{X}$** .

$I(\mathbf{x})$  itself is **a random variable**. In our example, the

possible outcomes of the War. Thus,  $H(\mathbf{x})$  is **the**

**expected value of every possible information.**

# Encoding

Transmitting 4 characters: A, B, C and D

Everyone is equally likely (i.e. 25%) → transmitting  $H(X)=2$  bit (00, 01, 10, 11).

Change the likelihood: A=70%, B=26%, C and D=2%

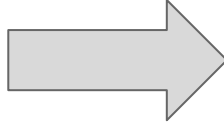
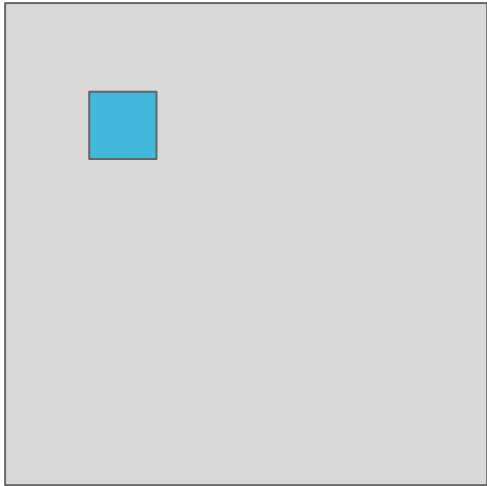
Do the math,...  $H(x) = 1.0881$  bit

A: 0, B: 10, C: 110, D: 111

**=> Efficient encoding ensures efficient transmission**

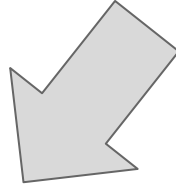
# Compression

Increasing entropy! Removing redundant information!



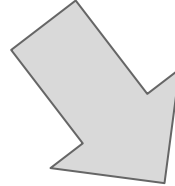
Rectangle size,  
Blue rectangle size and location

# Compression algorithms



## **LOSSY**

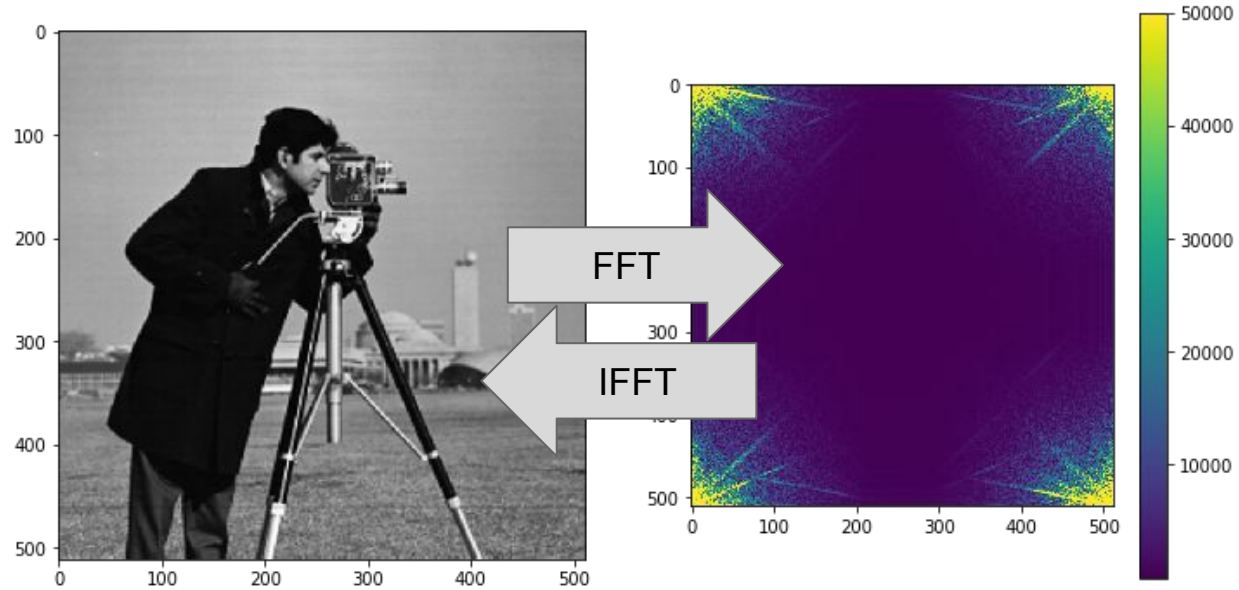
E.g. Discrete Cosine Transformations  
As in JPEG files or MP3 files



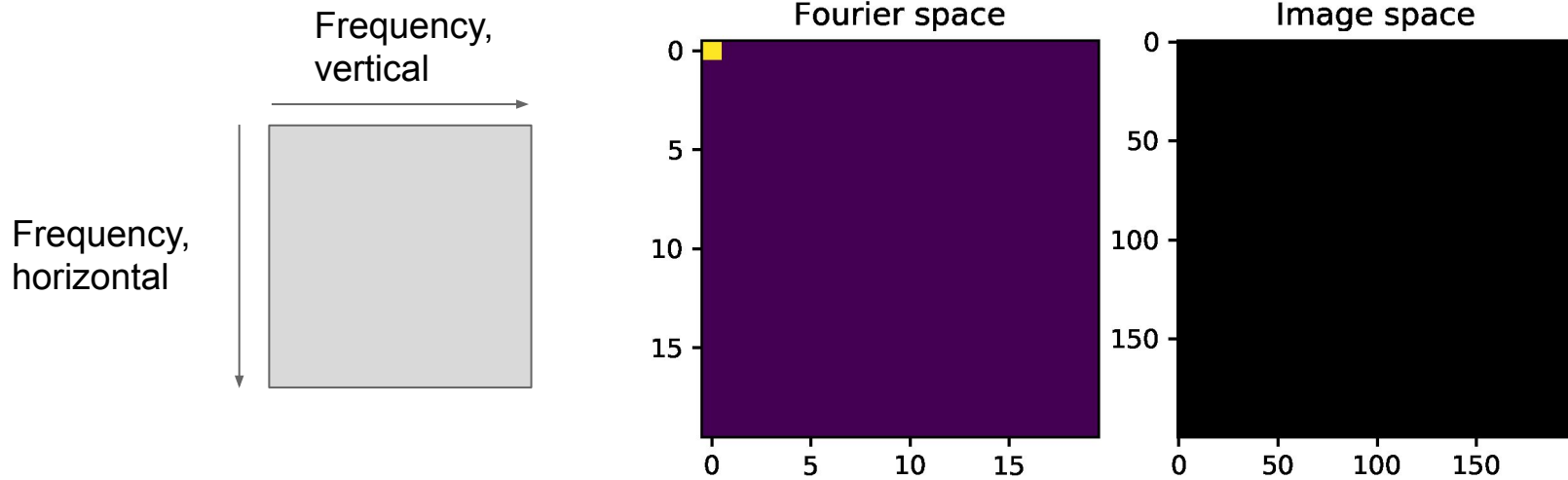
## **LOSSLESS**

E.g. ZIP/7z files, PNG files

# Images in Fourier space

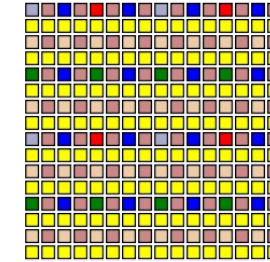
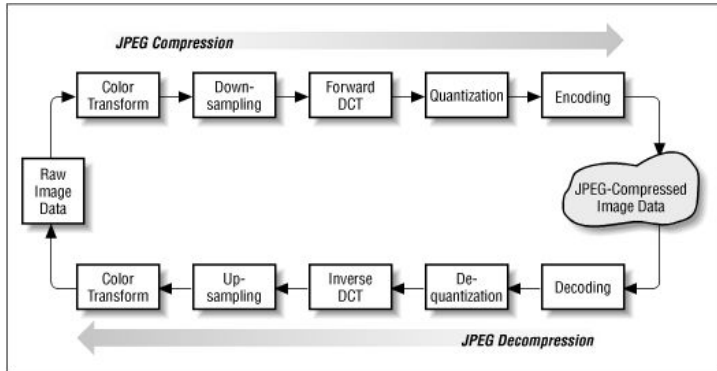
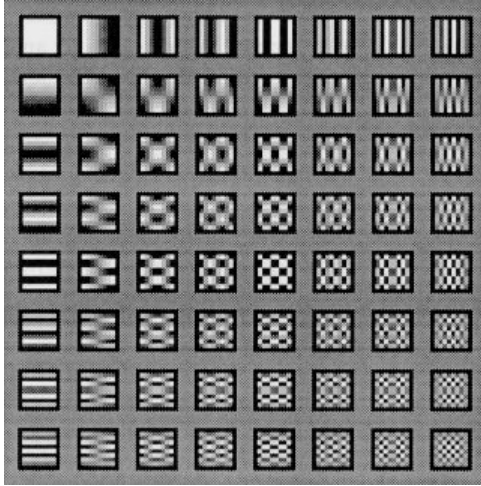


# What is exactly happening?





# Lossy and lossless compression



First reduced image



Second reduced image



Third reduced image



Fourth reduced image



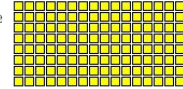
Fifth reduced image



Sixth reduced image



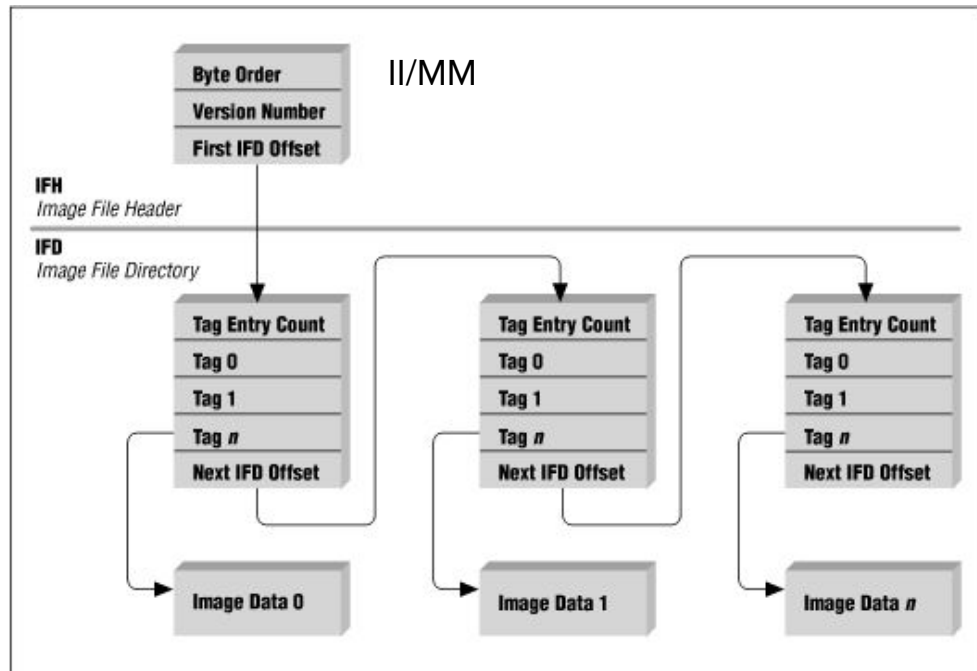
Seventh reduced image



PNG: LZ77-based lossless compression (LUT, +Huffmann encoding)

# The TIF file format header

Some files need more information, such as bit depth of an image (8 bit, 16 bit), color or grayscale, size of the image etc.



# Images in a scientific environment

TIFF



- Saves raw data
- Multiple channels
- Multiple bit depth levels

PNG



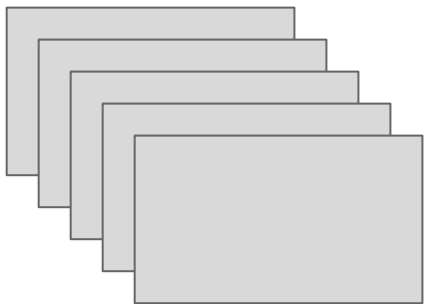
- Lossless compression
- Up to 4 channels (RGBA)

JPG

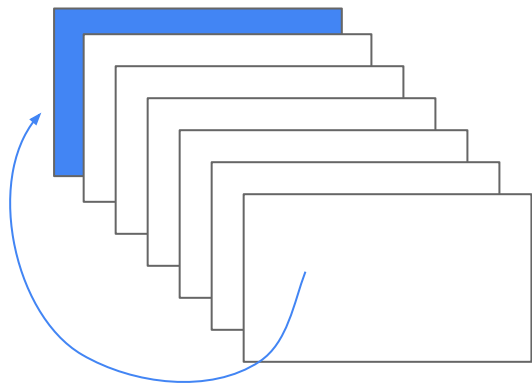


- Lossy compression
- Fine for photography
- Compression artifacts

# Videos

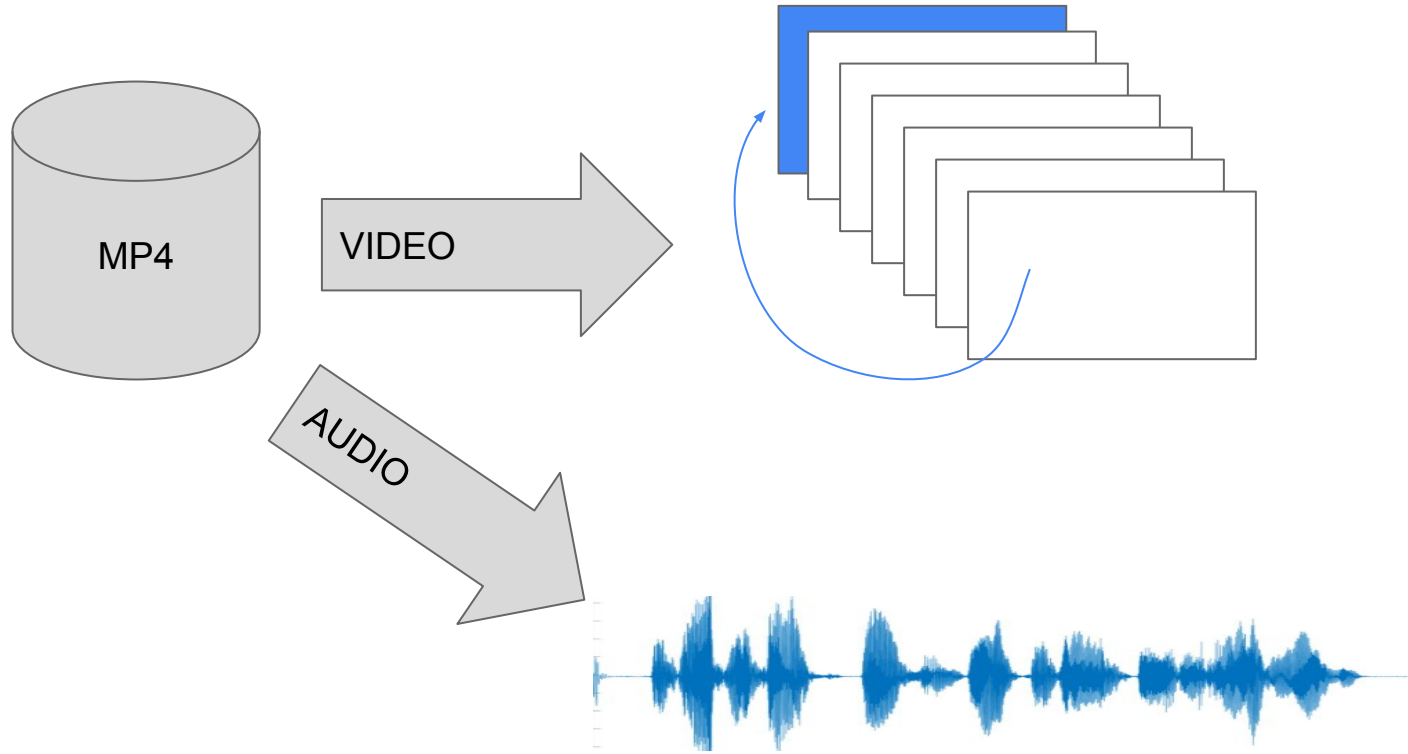


WAY 1: Store each frame one after another,  
each frame is independent

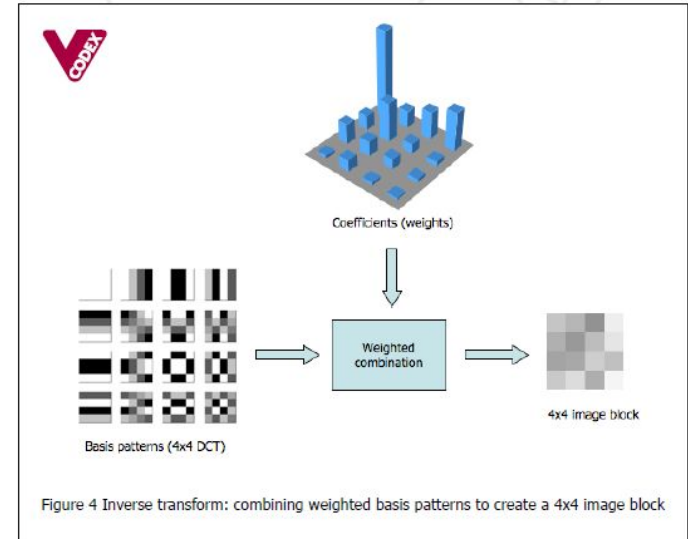
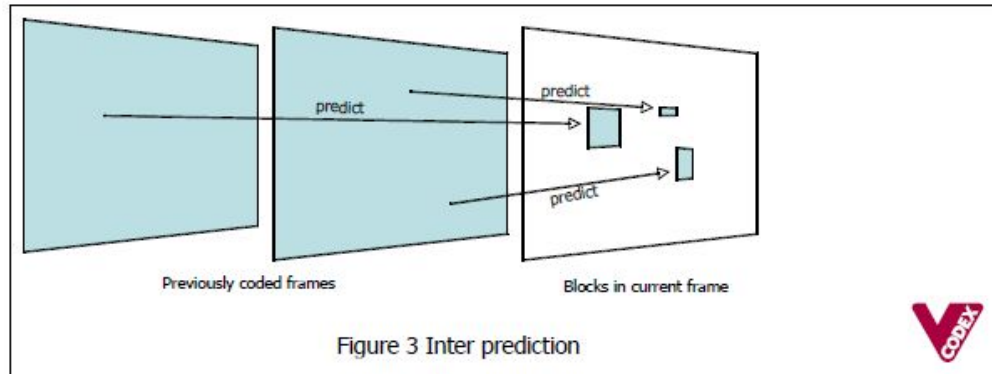
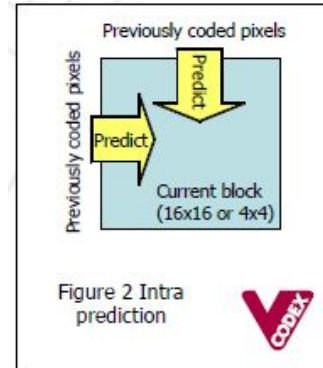
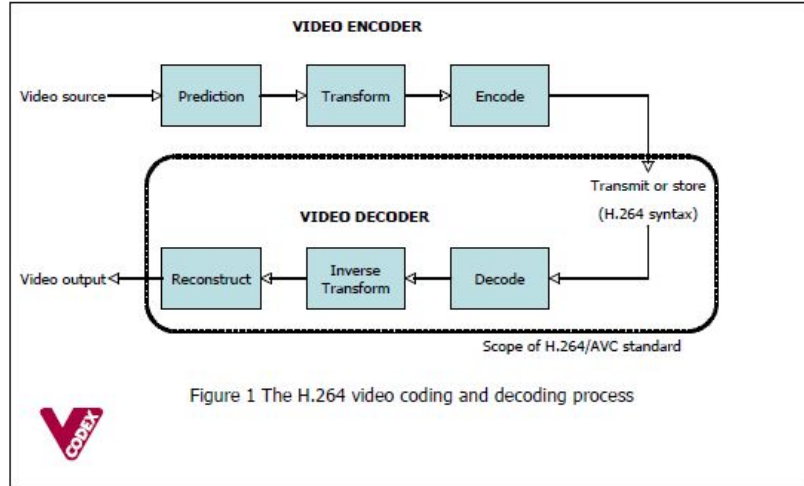


WAY 2: Store **key frames** and then store only the  
difference relative to the key frames

# H264 codec in MP4 container



# H264



# H264 performance



Figure 5 A video frame compressed at the same bitrate using MPEG-2 (left), MPEG-4 Visual (centre) and H.264 compression (right)



H264 is a great encoder, however, with the default settings you encode your data **lossy**!

LOSSLESS!!!

Storing in mp4 is convenient for sharing and inspection using VLC

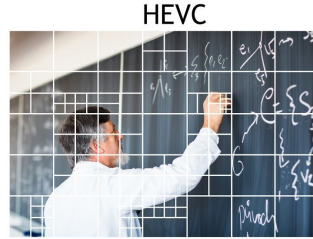
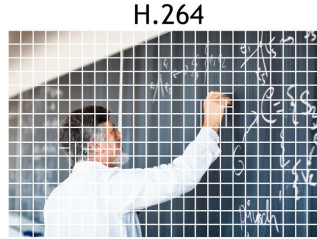
```
np.random.seed(42)
# Random video
ims_in = (np.random.randn(200, 256, 256, 3) ** 2).astype(np.uint8)

io.mimwrite("file.mp4",
            ims_in, # images
            codec='libx264rgb', # use the right codec
            pixelformat='rgb24', # and pixel format
            output_params=['-crf', '0', # Ensure setting crf to 0
                          '-preset', 'ultrafast']) # Maximum compression: veryslow,
                                                    # maximum speed: ultrafast

ims_out = io.mimread("file.mp4")
np.allclose(ims_in, ims_out)
# True
```



# “New” kids on the block



Layek, Md. Abu et al. “Performance analysis of H.264, H.265, VP9 and AV1 video encoders.” 2017 19th Asia-Pacific Network Operations and Management Symposium (APNOMS) (2017): 322-325.

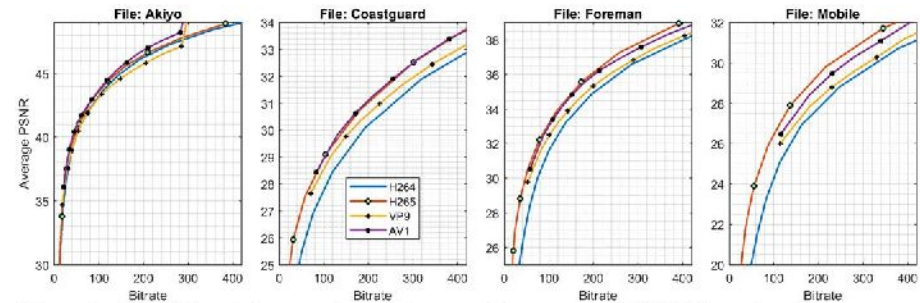


Fig. 8: PSNR with varying bitrates in case of CRF level adjustment (placebo presets for H.264 and H.265)

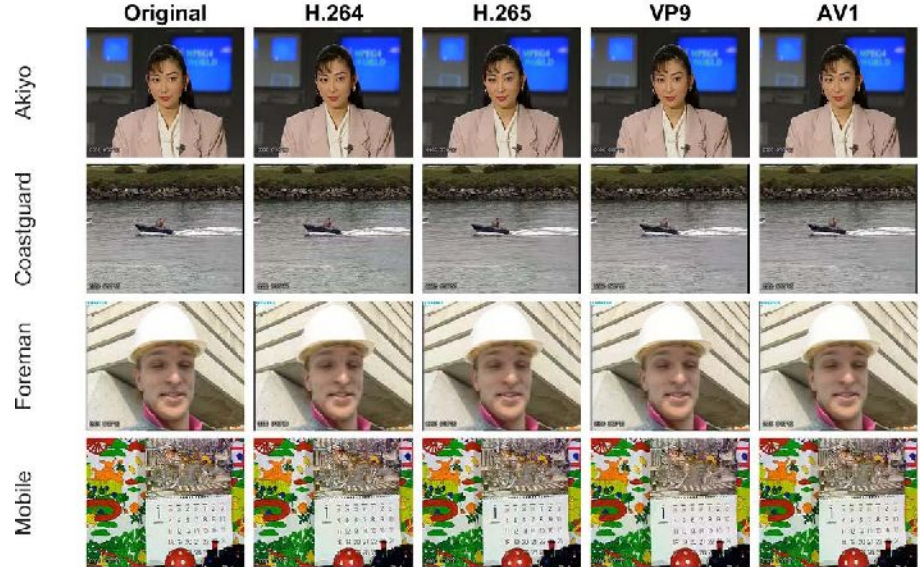
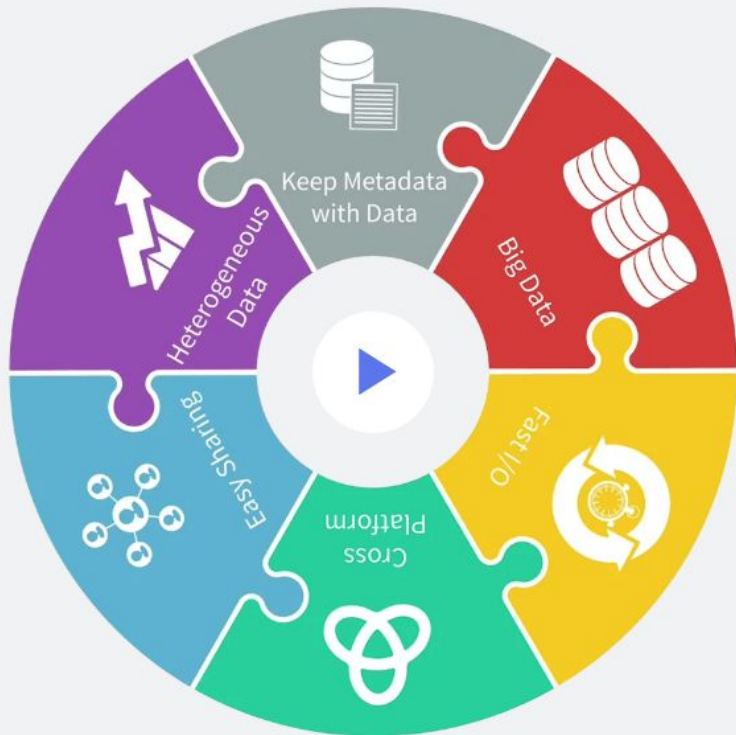


Fig. 9: First frames of the originals and the encoded videos at the

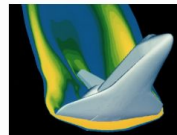
# HDF5 - the universal file container



## Scientific Fields



Astronomy



Computational Fluid  
Dynamics



Earth Sciences



Engineering



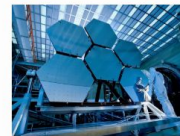
Finance



Genomics



Medicine



Physics

# Hierarchical Data Format 5 (HDF5)

**Groups:** Similar to directories in a file system, groups contain sets of related data and can be nested within each other to create a hierarchical organization.

**Datasets:** The actual data arrays, similar to files in a file system. A dataset consists of metadata and raw data, and it can be of various multidimensional array types.

**Datatypes:** Define the nature of the data in the datasets, such as integer, float, or string.

**Attributes:** Metadata that can be attached to groups and datasets to describe the contained data.

**Space:** Describes the size and shape of the data array.

# Why should you consider HDF5 files?

**Scalability:** It can store and organize massive volumes of data in a compact and efficient manner.

**Flexibility:** It supports a wide variety of data types and is capable of handling both homogeneous and heterogeneous data in a single file.

**Portability:** HDF5 files are self-describing, allowing them to be transferred easily between different types of computers, operating systems, and applications without compatibility issues.

**Efficiency:** HDF5 provides efficient data I/O by allowing users to read and write subsets of data without having to access the entire dataset.

**Rich Metadata Support:** Users can store detailed metadata in attributes, making it easier to track and manage complex data.

**Support for Parallel I/O:** It's designed to support high-performance computing, allowing for parallel I/O which is essential in processing large-scale data efficiently.

# How to handle/open/save HDF5?

`pip install flammkuchen`

```
import flammkuchen as fl

d = {
    'foo': np.ones((10, 20)),
    'sub': {
        'bar': 'a string',
        'baz': 1.23,
    },
}
fl.save('test.h5', d)
```

Numpy ndarray  
(e.g. multi-channel z-stack...)

E.g. some metadata...

Command line tool

Or, better yet, our custom tool `ddl5` (or `python -m fl.1s`):

```
$ ddl5 test.h5
/foo          array (10, 20) [float64]
/sub          dict
/sub/bar      'a string' (8) [unicode]
/sub/baz      1.23 [float64]
```

# Compression

Intelligent lossless compression,  
A general feature of many libraries!

Check your data dtype!  
You may save a lot of space!

Method	Compression	Space (MB)	Write time (s)	Read time (s)
scipy's mmwrite	N	145	79	40
numpy's save	N	134	1.36	0.75
pickle	N	115	0.63	0.17
deepdish (no compression)	N	115	0.52	0.17
numpy's savez_compressed	Y	32	8.88	1.33
pickle (gzip)	Y	29	5.19	0.86
deepdish (blosc)	Y	24	0.36	0.37
deepdish (zlib)	Y	21	9.01	0.83

```
In [19]: 1 import flammkuchen as fl
          2 import numpy as np
          3 import os
```

```
In [20]: 1 x = np.random.randint(0, 2, (120, 512, 512, 3)) # int32!!
```

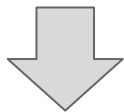
```
In [33]: 1 for i in range(10):
          2     %time fl.save("test_compression{}.h5".format(i), dict(x=x), compression=("blosc", i))
          3     print("compression level {}, file size: {:.2f} MB".format(i,
          4         os.path.getsize("test_compression{}.h5".format(i))/1048576))
```

```
Wall time: 283 ms
compression level 0, file size: 384.01 MB
Wall time: 496 ms
compression level 1, file size: 155.01 MB
Wall time: 704 ms
compression level 2, file size: 69.06 MB
Wall time: 855 ms
compression level 3, file size: 90.59 MB
Wall time: 825 ms
compression level 4, file size: 46.72 MB
Wall time: 805 ms
compression level 5, file size: 46.72 MB
Wall time: 789 ms
compression level 6, file size: 46.72 MB
Wall time: 782 ms
compression level 7, file size: 46.72 MB
Wall time: 763 ms
compression level 8, file size: 46.72 MB
Wall time: 772 ms
compression level 9, file size: 46.72 MB
```

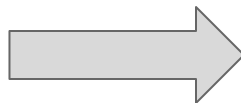


# Fun fact: DOCX files are just ZIP files...

DOCX files are just ZIP files.docx



DOCX files are just ZIP files.zip



Zip G:\Meine Ablage\AIBE\Teaching\DSSS\Misc\DOCX files are just ZIP files.zip\

Datei Bearbeiten Ansicht Favoriten Extras Hilfe

Hinzufügen Entpacken Überprüfen Kopieren Verschieben Löschen Eig

G:\Meine Ablage\AIBE\Teaching\DSSS\Misc\DOCX files are just ZIP files.zip\

Name	Größe	Gepackte Größe	Geändert am
docProps	1 462	739	
word	57 441	8 209	
_rels	590	239	
[Content_Types].xml	1 312	346	1980-01-01 00:00

# Homework

In this week's lecture, we covered some kinds of data files and talked about datasets. You will have to work now with a mini version of the Benchmark for Automatic Glottis Segmentation ([BAGLS](#)) dataset. After that, the task is to convert an image from RGB to grayscale.

