Theory

Question 1

Quantized sequence: 1.75, 2.25, 2.25, 3.25, 3.25, 3.25, 2.50, 2.75, 2.75, 2.75, 1.50, 1.00, 1.25, 1.25, 1.75, 2.25, 2.25, 2.25, 2.0, 2.25, 1.25, 0.25, -1.25, -1.25, -1.75, -1.00, -2.25, -1.50, -0.75, 0.00, 1.00

TODO: CALCULATE THE LEVELS

Bits: log32 = 5

Question 2

Part 1

Bits/s = 1080*1920*24*(12 + 3 + 3) = 895795200To make this fit 12Mb/second (the slowest configuration), it must be compressed by bits/s / 12Mb/s = 895795200 / (8*12E6) = 9.33

Part 2

352*255*18*24 / (8E6) = 5Since 5 is much less than 12 MB/s, we don't need to do anything.

Part 3

1920:1080 = 16:9 352:288 = 11:9

Thus, each pixel width should be 11/16th of the original with the second optional feature turned on

Question 3

Part 1

rotations/hr = 36km/hr / (0.4244*pi) = 27000 rotations/s = 27000/3600 = 7.5

Part 2

7.5 - 8 = 0.5 rotations/s in the opposite direction

Part 3

By nyquist \rightarrow frequency (24fps) should be at least 2F, so F=12 rotations/s

180km/hr = 50m/s circumference = pi*d d = circumference/pi = 50 / (12pi) = 1.3m The diameter must be at least 1.3 meters