

**GUJARAT TECHNOLOGICAL UNIVERSITY****BE - SEMESTER-VI (NEW) - EXAMINATION – SUMMER 2017****Subject Code: 2161603****Date: 03/05/2017****Subject Name: Data Compression and data Retrieval****Time: 10:30 AM to 01:00 PM****Total Marks: 70****Instructions:**

1. Attempt all questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.
4. Assume /b as blank space

**MARKS**

<b>Q.1</b>	<b>Define Following.</b>	<b>14</b>
	1 Compression Ratio.	
	2 Vector Quantization.	
	3 Entropy.	
	4 LZ77.	
	5 Huffman Code.	
	6 HINT.	
	7 Data Retrieval.	
	8 LZW.	
	9 Query Optimization.	
	10 Distortion.	
	11 Self Information.	
	12 Compare Lossless and Lossy Data Compression.	
	13 Run Length Coding.	
	14 Rice Code.	
<b>Q.2</b>	(a) Write a procedure to generate Adaptive Huffman Code.	<b>03</b>
	(b) Write a short note on Uniquely decodable codes.	<b>04</b>
	(c) Explain Huffman Coding with respect to minimum variance Huffman codes with separate trees.	<b>07</b>
	<b>OR</b>	
	(c) Explain modeling and coding. Explain how this will help to reduce entropy with suitable example.	<b>07</b>
<b>Q.3</b>	(a) Write a different Application of Huffman Coding.	<b>03</b>
	(b) Write a short note on Skip Pointer with example.	<b>04</b>
	(c) Encode “acadebaa” using Adaptive Huffman code. Derive, Codes and final tree.	<b>07</b>
	<b>OR</b>	
<b>Q.3</b>	(a) Write a short note on Prefix Code.	<b>03</b>
	(b) Write a short note on Phrase queries with example.	<b>04</b>
	(c) Encode and Decode “AABBC” with arithmetic coding. ( $P(A)=0.6$ , $P(B)=0.3$ , $P(C)=0.1$ )	<b>07</b>
<b>Q.4</b>	(a) Explain CALIC.	<b>03</b>
	(b) Generate GOLOMB code for $m=5$ and $n=4$ to 10.	<b>04</b>
	(c) Encode the following sequence using Diagram Coding of Static Dictionary method (Generate for 3 bit): abracadabra	<b>07</b>

**OR**

- Q.4** (a) Explain OLD JPEG Standard. **03**  
(b) Generate TUNSTALL code  $P(A)=0.4$ ,  $P(B)=0.3$ ,  $P(C)=0.3$  and  $n=3$  bits. **04**  
(c) Given an initial dictionary Index 1=w, 2=a, 3=b, encode the following message using the LZ78 algorithm: wabba/bwabba/bwabba/bwabba/bwoo/bwoo/bwoo. **07**
- Q.5** (a) Explain prediction with partial match in short. **03**  
(b) Explain Vector Space Model in XML. **04**  
(c) Encode the sequence this/bis/bthe using Burrows-Wheeler transform and move to front coding. **07**

**OR**

- Q.5** (a) Explain Tokenization. **03**  
(b) Explain Information Retrieval in detail. **04**  
(c) Explain how Vector Quantization is better than Scalar Quantization with example. **07**

\*\*\*\*\*