

Project 2: RLE Encoding

Overview

In this project students will develop routines to encode and decode data for images using run-length encoding (RLE), a form of lossless compression used in many industry applications, including imaging. Students will implement encoding and decoding of raw data, conversion between data and strings, and display of information by creating procedures that can be called from within their programs and externally. This project will give students practice with loops, strings, Python lists, methods, and type-casting.

RLE is intended to take advantage of datasets where elements (such as bytes or characters) are repeated several times in a row in certain types of data (such as pixel art in games). Instead of representing each pixel individually, a color is recorded once, followed by the number of subsequent instances.

For example, consider the first row of pixels from the pixel image of a gator (shown in Figure 1). The color black is “0”, and green is “2”:

Flat (unencoded) data: [0, 0, 2, 2, 2, 0, 0, 0, 0, 0, 0, 2, 2, 0].

Run-length encoded data: [2, 0, 3, 2, 6, 0, 2, 2, 1, 0].



Figure 1 – Gator Pixel Image

Submission Instructions

After completing each part, please submit a .py file labeled with your 3 letter initials (three letters from your name), project number, and part letter.

For example: *P2_A.py*, *P2_B.py*, and *P2_C.py*

Specification

The images are stored in **uncompressed** / **unencoded** format natively. In addition, there are a few other rules to make the project more tractable:

1. Images are stored as a list of numbers, with the first two numbers holding image width and height.
2. Pixels will be represented by a number between 0 and 15 (representing 16 unique colors).
3. **No run may be longer than 15 pixels; if any pixel runs longer, it should be broken into a new run.**

For example, the chubby smiley image (Figure 2) would contain the data shown to the right (Figure 3).



Figure 2

```
88 0B BB BB B0 BB BB BB
BB BB 0B B0 BB BB BB BB
BB BB 0B B0 BB BB B0 0B
BB BB BB BB BB 0B BB BB
B0
```

Figure 3 – Data for “Chubby Smiley”

Project 2: RLE Encoding

NOTE: Students do not need to work with the image file format itself – they only need to work with lists and encode or decode them. Information about image formatting is to provide context.

Requirements

Student programs must present a menu when run in standalone mode and must also implement several methods, defined below, during this assignment.

Standalone Mode (Menu)


When run as the program driver via the main() method, the program should:

1. Display welcome message
2. Display color test (console_gfx.test_rainbow)
3. Display the menu
4. Prompt for input

Note: for colors to properly display, it is highly recommended that student install the “CS1” theme on the project page.

```

Welcome to the RLE image encoder!

Displaying Spectrum Image:


RLE Menu
-----
0. Exit
1. Load File
2. Load Test Image
3. Read RLE String
4. Read RLE Hex String
5. Read Data Hex String
6. Display Image
7. Display RLE String
8. Display Hex RLE Data
9. Display Hex Flat Data

Select a Menu Option:

```

There are five ways to load data into the program that should be provided and four ways the program must be able to display data to the user.

Loading a File

Accepts a filename from the user and invokes **console_gfx.load_file(filename)**:

```

Select a Menu Option: 1
Enter name of file to load: testfiles/uga.gfx

```

Loading the Test Image

Loads **console_gfx.test_image**:

```

Select a Menu Option: 2
Test image data loaded.

```

Reading RLE String

Reads RLE data from the user in decimal notation with delimiters (smiley example):

```

Select a Menu Option: 3
Enter an RLE string to be decoded: 28:10:6B:10:10B:10:2B:10:12B:10:2B:10:5B:20:11B:10:6B:10

```

Reading RLE Hex String

Reads RLE data from the user in hexadecimal notation **without** delimiters (smiley example):

```

Select a Menu Option: 4
Enter the hex string holding RLE data: 28106B10AB102B10CB102B105B20BB106B10

```

Project 2: RLE Encoding

[Reading Flat Data Hex String](#)

Reads RLE data from the user in hexadecimal notation (smiley example):

```
Select a Menu Option: 5
Enter the hex string holding flat data:
880bbbbbb0bbbbbbbbb0bb0bbbbbbbbb0bb0bbbbbb00bbbbbbbbb0bbbbbb0
```

[Displaying the Image](#)

Displays the current image by invoking the `console_gfx.display_image(image_data)` method

[Displaying the RLE String](#)

Convert the current data into a human-readable RLE representation (with delimiters):

```
Select a Menu Option: 7
RLE representation: 28:10:6b:10:10b:10:2b:10:12b:10:2b:10:5b:20:11b:10:6b:10
```

[Displaying the RLE Hex Data](#)

Convert the current data into RLE hexadecimal representation (**without** delimiters):

```
Select a Menu Option: 8
RLE hex values: 28106b10ab102b10cb102b105b20bb106b10
```

[Displaying the RLE Hex Data](#)

Displays the current raw (flat) data in hexadecimal representation (**without** delimiters):

```
Select a Menu Option: 9
Flat hex values:
880bbbbbb0bbbbbbbbb0bb0bbbbbbbbb0bb0bbbbbb00bbbbbbbbb0bbbbbb0
```

Required Functions

Student submissions are required to provide all of the following functions

1. `to_hex_string(data)`
 Translates data (RLE or raw) a hexadecimal string (without delimiters). This method can also aid debugging.
 Ex: `to_hex_string([3,15,6,4])` returns the string `'3f64'`
2. `count_runs(flat_data)`
 Returns number of runs of data in an image data set; double this result for length of encoded (RLE) list. Runs cannot be longer than 15.
 Ex: `count_runs([15,15,15,4,4,4,4,4,4])` returns the int 2
3. `encode_rle(flat_data)`
 Returns encoding (in RLE) of the raw data passed in; used to generate RLE representation of a data. Runs cannot be longer than 15.
 Ex: `encode_rle([15,15,15,4,4,4,4,4,4])` returns the list of ints `[3,15,6,4]`

Project 2: RLE Encoding

4. `get_decoded_length(rle_data)`

Returns decompressed size RLE data; used to generate flat data from RLE encoding. (Counterpart to #2)

Ex: `get_decoded_length([3,15,6,4])` returns the int 9

5. `decode_rle(rle_data)`

Returns the decoded data set from RLE encoded data. This decompresses RLE data for use. (Inverse of #3)

Ex: `decode_rle([3,15,6,4])` returns the list of ints `[15,15,15,4,4,4,4,4,4]`

6. `string_to_data(data_string)`

Translates a string in hexadecimal format into byte data (can be raw or RLE). (Inverse of #1)

Ex: `string_to_data('3f64')` returns the list of ints `[3,15,6,4]`

7. `to_rle_string(rle_data)`

Translates RLE data into a human-readable representation. For each run, in order, it should display the run length in decimal (1-2 digits); the run value in hexadecimal (1 digit); and a delimiter, ':', between runs. (See examples in the standalone menu section.)

Ex: `to_rle_string([15,15,6,4])` returns the string `'15f:64'`

8. `string_to_rle(rle_string)`

Translates a string in human-readable RLE format (with delimiters) into RLE byte data. (Inverse of #7)

Ex: `string_to_rle('15f:64')` returns the list of ints `[15,15,6,4]`

Project 2: RLE Encoding

P2 A (10 points)

For this assignment, students will set up the standalone menu alongside the 4 requirements listed on page 2 of this document. In addition to this, students should also set up menu options 1 (loading an image), 2 (loading specifically the test image), and 6 (displaying whatever image was loaded) in order to help grasp the bigger picture of the project.

This involves correctly setting up the `console_gfx.py` file and utilizing its methods. You will use `console_gfx.display_image(...)` to display images. Notice how it takes in a decoded list. This is the format in which you will locally (in your program) store any image data that you are working with. When the document mentions that something is “loaded” it means that something is stored as a list of flat (decoded) data.

P2 B (20 points)

For part B of this assignment, students will complete the first 6 methods on page 3 of this document. They must match specifications and pass test cases, which will be your means of submission for this part of the assignment. To guarantee functionality moving forward to part C, it is expected that you will receive full marks for this section.

P2 C (70 points)

For this assignment, students will now complete the final 2 methods on page 3 of this document as well as the remainder of the project involving the menu options and understanding how all the individual methods are intertwined with each other. You will submit your whole program including the 8 methods listed above and the main method. We will only test your remaining 2 methods and the main method in part C.