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LZJB

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LZJB is a lossless data compression algorithm invented by Jeff Bonwick to compress crash dumps and data in ZFS. It includes a number of improvements to the LZRW1 algorithm, a member of the Lempel–Ziv family of compression algorithms. The name LZJB is derived from its parent algorithm and its creator—Lempel Ziv Jeff Bonwick. Bonwick is also one of two architects of ZFS, and the creator of the Slab Allocator.

External links [edit]

- ""compress" source code" ☑. Archived from the original ☑ on 8 June 2012.
- "LZJB source code" ☑. Archived from the original ☑ on 7 August 2010.
- LZJB python binding ☑
- Javascript port of the LZJB algorithm

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| v·t·e Data compression methods [hide] | | |
|---|--|--|
| Lossless | Entropy type | Unary · Arithmetic · Golomb · Huffman (Adaptive · Canonical · Modified) · Range · Shannon · Shannon–Fano · Shannon–Fano–Elias · Tunstall · Universal (Exp-Golomb · Fibonacci · Gamma · Levenshtein) |
| | Dictionary type | Byte pair encoding · DEFLATE · Lempel–Ziv (LZ77 / LZ78 (LZ1 / LZ2) · LZJB · LZWA · LZO · LZRW · LZS · LZSS · LZW · LZWL · LZX · LZ4 · Statistical) |
| | Other types | BWT · CTW · Delta · DMC · MTF · PAQ · PPM · RLE |
| Audio | Concepts | Bit rate (average (ABR) · constant (CBR) · variable (VBR)) · Companding · Convolution · Dynamic range · Latency · Nyquist–Shannon theorem · Sampling · Sound quality · Speech coding · Sub-band coding |
| | Codec parts | A-law \cdot μ -law \cdot ACELP \cdot ADPCM \cdot CELP \cdot DPCM \cdot Fourier transform \cdot LPC (LAR \cdot LSP) \cdot MDCT \cdot Psychoacoustic model \cdot WLPC |
| lmage | Concepts | Chroma subsampling · Coding tree unit · Color space · Compression artifact · Image resolution · Macroblock · Pixel · PSNR · Quantization · Standard test image |
| | Methods | Chain code · DCT · EZW · Fractal · KLT · LP · RLE · SPIHT · Wavelet |
| Video | Concepts | Bit rate (average (ABR) · constant (CBR) · variable (VBR)) · Display resolution · Frame · Frame rate · Frame types · Interlace · Video characteristics · Video quality |
| | Codec parts | Lapped transform · DCT · Deblocking filter · Motion compensation |
| Theory | Entropy · Kolmogorov complexity · Lossy · Quantization · Rate–distortion · Redundancy · Timeline of information theory | |
| Compression formats · Compression software (codecs) | | |

Categories: Lossless compression algorithms | Sun Microsystems software | Computer science stubs

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