01.03.2020

Arithmetic coding

E3 scaling

Applying, $E_3E_2 = E_2E_1$ $E_3E_1 = E_1E_2$

Arguing similarly, one can show that

$$E_3E_3 - - - E_3 E_2 = E_2 E_1 E_1 - - E_1 = 100 - 0$$

m times

$$E_3E_3 - \cdots = E_3E_1 = E_1E_2 - \cdots = E_2 = 011 - \cdots - 1$$

m-times

m times

If we went through three Ez mappings at the encoder, followed by an Ez mapping, we would transmit a 1', followed by three zeros.

Arithmetic ading : Floating point Implementation

Integer implementation

1) Wood length should be determined - m

Total number of symbols = Total want

let his denote the number of times the jth symbol has occurred in the total-wount.

oum_count(k) =
$$\underset{j=1}{\underline{k}}$$
 hj

$$F_X(k) = \frac{\text{aum-count}(k)}{\text{total count}}$$

In floating - point implementation,

Condition for El mapping

 $l^{(0)} \geqslant 0$ $l^{(0)} \angle 0.5$

MSB's of both lin and qin is o

Condition for Ez

 $l^{(n)} \geqslant 0.5$ $l^{(n)} \geq 1.0$ MSB's of both $l^{(n)}$ and $l^{(n)}$ are 'i'.

Condition for Es

1⁽ⁿ⁾ ≥ 0.25 (9⁽ⁿ⁾ ∠ 0.75

MSB of l (1) = 0 second MSB of (1)=1 " ((n) = 1

Elmapping:

 $E_1(x) = 2x$

Send 'o'

|Send MSB = 0 Shift left by 'i' bit of both 200) and 400)

Shift in 'o' into LSB of ((n)),

shift in i' into MSB of you)

Ez mapping:

SEND MSB=1

 $F_2(x) = 2(x-0.5)$

Send 'I'

Shift left by 'i' bit of both (1011) and (1011) shift in b' into LSB of (191)

Shift in i into LSB of Q(0)

E3 mapping:

E3(x) = 2(x-0.25)

increment

scale's' by 1

Increment scale 3 by 'I' Shift out MSB of both 2(n) and (P(n)

Shift in 'o' into LSB of l'n)

Shift in I' into LSB of Q(n)

complement the new MSB's of both 100 and

Eq: We will encode the sequence 1321 with parameters as follows: count(1) = 40 wunt(2) =1 count (3) = 9 Cum_count(1) = 40 Cum-count (2) = 41 Cum-ount (3) = 50 m must be such that, 200 > 4x50 smaller anut $2^{\text{M}} \geqslant \frac{200}{1}$ $1^{(0)} = 000000000 = 0$ $U^{(0)} = 11111111 = 255$ $l^{(1)} = l^{(0)} + \left[\underbrace{(l^{(0)} + l^{(0)} + 1) \text{ aum -aunt}(0)}_{\text{total-count}} \right]$ $= 0 + \left(\frac{(255 - 0 + 1) \times (0)}{50} \right)$ = $\frac{256}{50} = 0$ (1)= 10+ ((20-10)+1) x ann-count (1)) -1 $= 0 + \left| \frac{(2^{55-0+1}) \times 40}{50} \right| - 1$ $= \left| \frac{256 \times 4}{50} \right| -1 = 203$ 10)- 0 = 00000000 $Q^{(1)} = 203 = 11001011$ $\ell^{(2)} = \ell^{(1)} + \left| \frac{(\ell^{(1)} - \ell^{(1)} + 1) \text{ cum-count}(2)}{\text{total-count}} \right|$ $= 0 + \left| \frac{(203 - 0 + 1) \times 41}{50} \right|$

Total - wunt - 50 4=50 one-frakle length of internal should be able to represent 50 numbers.

$$|Q^{(2)}| = |Q^{(1)}| + |Q^{$$

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Eg:
$$A = ha_1, a_2, a_3$$
 \(\text{trucket the sequence } a_1 a_3 a_2 a_1 \)

(\text{count}(1) = 40 \)

 $(\text{count}(2) = 1 \)

 $(\text{count}(3) = 9 \)$
 $(\text{count}(3) = 9 \)$
 $(\text{count}(2) = 41 \)$
 $(\text{count}(3) = 50 \)$
 $(\text{count}(3) = 50 \)$
 $(\text{count}(3) = 50 \)$
 $(\text{count}(3) = 60 \)$
 $($$

None of the mappings are applicable. So, we go an encoding the next symbol i.e., (13)= (2)+ ((12) (12)+1) x cum_count(1) $= 28 + \left(\frac{175 - 28 + 1}{50} \times 40 \right)$ $= 28 + \left[\frac{148 \times 4}{5} \right] = 146 = 10010010$ $y^{(3)} = y^{(2)} + \left| \frac{(y^{(2)} - y^{(2)} + 1) \times \text{cum - connt}(2)}{\text{Total - count}} \right| - 1$ $= 28 + \left[\frac{148 \times 41}{50} \right] = 148 = 10010100$ $L^{(3)} = 10010010$ U(3) = 10010100 Condition for Ez-mapping. So, SENDI Since scale 3 = 1, we SFND 0), decrement scale 3 = 0 and apply Emapping to set, $Q^{(3)} = 00100100 - 36$ $Q^{(3)} = 00101001 = 41$ Condition for E mapping. So, SEND o and apply E mapping to get, $1^{(3)} = 01001000 = 72$ $((3)^2 = 01010011 = 83)$ Condition for E mapping. So, [SEND 0] and apply E mapping to get, 1(3)= 10010000 = 144 $Q^{(3)} = 10100111 = 167$ Condition for E2 mapping. So, SENDI and apply E2 mapping $0^{(3)} = 00100000 = 32$

Q(3) = 01001111 = 79

Condition for E mapping. So, [SEND 0] and apply E1 mapping
$$L^{(3)}$$
 = 01000000 = 64 $U^{(3)}$ = 10011111 = 159

None of the mappings are applicable. So, we go on enading the rext symbol ie, a.

$$\int_{0}^{(4)} = \int_{0}^{(3)} + \left[\frac{(u^{(3)} - l^{(3)} + 1) \times (unn - unnt(e))}{Total - unnt} \right] \\
= 0 + \left[\frac{(191 - 0 + 1) \times 0}{50} \right] = 0$$

$$\int_{0}^{(4)} = \int_{0}^{(3)} + \left[\frac{(u^{(3)} - l^{(3)} + 1) \times (unn - unnt(1))}{Total - unnt} \right] - 1$$

$$= 0 + \left[\frac{(191 - 0 + 1) \times 90}{50} \right] - 1$$

$$= 152$$

None of the mappings are applicable. So, we go on enading but there are no symbols. So, we stop and sand the arrient status of tag value.

as the tag value

Condition for Ez mapping. So, pushout the MSB from the tag and bring in

Push out the MSB.

$$\int_{0}^{(2)} = (01001110)_{2} = 78$$

$$Q^{(2)} - (10010111)_2 = 151$$

Condition for E3 mapping,

$$l^{(2)} = (00011100)_{2} = 28$$

$$V^{(2)} = (10101111)_2 = 175$$

None of the mappings are applicable. So, nego on decode the next symbol.

$$\begin{bmatrix}
 (3) = 28 + \\
 (175 - 28 + 1) \times unm - unint (1 - 1)
 \end{bmatrix}$$

$$= 28 + \left\lfloor \frac{148 \times \text{aum-annl}(x-1)}{50} \right\rfloor$$

$$Q^{(3)} = 28 + \left[\frac{148 \times \text{aum-count}(x)}{50} \right] - 1$$

$$28 + \left\lfloor \frac{148 \times \text{aum-wint}(x-1)}{50} \right\rfloor \leq 146 \leq 28 + \left\lfloor \frac{148 \times \text{aum-wint}(x)}{50} \right\rfloor - 1$$

$$0^{(3)} = 16 = (01110110)_{2}$$

$$1^{(3)} = 146 = (10010010)_{2}$$

$$y(3) = 148 = (10010100)_2$$

Condition for Ez,

$$\mathcal{A}^{(3)} = (00100100)_2 = 36$$

$$U^{(3)} = (00101001)_2 = 41$$

Condition for El mapping,

$$I^{(3)} = 01001000$$

Condition for El mapping,

Condition for Ez mapping,

Condition for El mapping,

$$Q^{(3)} = 10011111$$

Condition for E3 mapping,

$$J^{(3)} = (W000000 = 00000000$$

Dictionary techniques

Dictionary: Most frequent letters/words are stored in the dictionary.

1. Venkajah

2. Data compression

Whonever we come across
a pattern present in
the dictionary, we send only
the ludex of the pattern
in the dictionary and not the pattern.

There are two types of dictionary techniques:

- Static dictionary
- Adaptive dictionary

Source which outputs q letter words.

4-letter word = 20 bits

let us assume that 25% most frequent 4-1 letter words are put in the dictionary.

We'll need 25% keys to represent each of the woods.

8 bils are used to represent the 256 keys.

How we do we know if the pattern is coming from a dictionary? Send 4-letter words present in the dictionary and a flag bit (say b') and send the corresponding index of the pattern.

If the pattern is not present, I send a flag bit (say'I') and send 20 bils

Average no. of bits required for every pattern -

let p' be the prob. with which we encounter a pattern from the dictionary, then

Average no. of bits required = 9p+(1-p)21 < 20