Compression

Madhuri A. Joshi,Mehul S. Raval,Yogesh H. Dandawate,Kalyani R. Joshi,Shilpa P. Metkar

The Data Compression Book Mark Nelson,2008 Described by Jeff Prosise of PC Magazine as one of my favorite books on applied computer technology, this updated second edition brings you fully up-to-date on the latest developments in the data compression field. It thoroughly covers the various data compression techniques including compression of binary programs, data, sound, and graphics. Each technique is illustrated with a completely functional C program that demonstrates how data compression works and how it can be readily incorporated into your own compression programs. The accompanying disk contains the code files that demonstrate the various techniques of data compression found in the book.

Understanding Compression Colt McAnlis,Aleks Haecky,2016-07-13 If you want to attract and retain users in the booming mobile services market, you need a quick-loading app that won't churn through their data plans. The key is to compress multimedia and other data into smaller files, but finding the right method is tricky. This witty book helps you understand how data compression algorithms work—in theory and practice—so you can choose the best solution among all the available compression tools. With tables, diagrams, games, and as little math as possible, authors Colt McAnlis and Aleks Haecky neatly explain the fundamentals. Learn how compressed files are better, cheaper, and faster to distribute and consume, and how they'll give you a competitive edge. Learn why compression has become crucial as data production continues to skyrocket Know your data, circumstances, and algorithm options when choosing compression tools Explore variable-length codes, statistical compression, arithmetic numerical coding, dictionary encodings, and context modeling Examine tradeoffs between file size and quality when choosing image compressors Learn ways to compress client- and server-generated data objects Meet the inventors and visionaries who created data compression algorithms

Compression for Great Video and Audio Ben Waggoner,2013-02-11 Learn how to compress video and audio with optimal quality and minimal hassles. Renowned expert Ben Waggoner teaches you to improve the quality of your final content and develop effective workflows. Understand the basic concepts of vision and hearing, apply that knowledge in the context of compression, then move onto practical, applicable information for creating, editing, and compressing the best video and audio, whether you're delivering for the web, DVD, Blu-ray, phones, or beyond. Clear examples of how to make the best choices in real-world projects Covers Mac and Windows products for a complete look at today's compression technologies: all the different tools, codecs, and formats for different kinds of deliverables are described, focusing on how to pick the right options for particular projects, players, and sources Formats Windows Media QuickTime Flash FLV and F4V MPEG-4 and H.264 MPEG-2 Ogg Vorbis and Theora Silverlight and Smooth Streaming Devices iPod and iPhone Zune HD Playstation Portable Playstation 3 Xbox 360 DVD and Blu-ray

Compression Algorithms for Real Programmers Peter Wayner,2000 You'll learn not only to choose the optimal compression strategy for your project, but also to apply it in a way that guarantees the best possible results.--BOOK JACKET.

Data Compression in Digital Systems Roy Hoffman,2012-12-06 Data compression is now indispensable to products and services of many industries including computers, communications, healthcare, publishing and entertainment. This invaluable resource introduces this area to information system managers and others who need to understand how it is changing the world of digital systems. For those who know the technology well, it reveals what happens when data compression is used in real-world applications and provides guidance for future technology development.

Data Compression David Salomon,2012-12-06 viii • The second new chapter, Chapter 6, discusses video compression. The chapter opens with a general description of CRT operation and basic analog and digital video concepts. It continues with a general discussion of video compression, and it concludes with a description of MPEG-1 and H.261. • Audio compression is the topic of the third new chapter, Chapter 7. The first topic in this chapter is the properties of the human audible system and how they can be exploited to achieve lossy audio compression. A discussion of a few simple audio compression methods follows, and the chapter concludes with a description of the three audio layers of MPEG-1, including the very popular mp3 format. Other new material consists of the following: • Conditional image RLE (Section 1.4.2). • Scalar quantization (Section 1.6). • The QM coder used in JPEG, JPEG 2000, and JBIG is now included in Sec tion 2.16. • Context-tree weighting is discussed in Section 2.19. Its extension to lossless image compression is the topic of Section 4.24. • Section 3.4 discusses a sliding buffer method called repetition times. • The troublesome issue of patents is now also included (Section 3.25). • The relatively unknown Gray codes are discussed in Section 4.2.1, in connection with image compression. • Section 4.3 discusses intuitive methods for image compression, such as subs- pling and vector quantization.

Data Compression David Salomon,2004-02-26 A comprehensive reference for the many different types and methods of compression, including a detailed and helpful taxonomy, an analysis of the most common methods, and discussions on their use and comparative benefits. The presentation is organized into the main branches of the field: run length encoding, statistical methods, dictionary-based methods, image compression, audio compression, and video compression. Detailed descriptions and explanations of the most well- known and frequently used methods are covered in a self-contained fashion, with an accessible style and technical level for specialists and nonspecialists. In short, the book provides an invaluable reference and guide for all computer scientists, computer engineers, electrical engineers, signal/image processing engineers and other scientists needing a comprehensive compilation for a broad range of compression methods.

Lossless Compression Handbook Khalid Sayood,2002-12-18 The 21 chapters in this handbook are written by the leading experts in the world on the theory, techniques, applications, and standards surrounding lossless compression. As with most applied technologies, the standards section is of particular importance to practicing design engineers. In order to create devices and communication systems that can communicate and be compatible with other systems and devices, standards must be followed. *Clearly explains the process of compression and transmission of multimedia signals *Invaluable resource for engineers dealing with image processing, signal processing, multimedia systems, wireless technology and more

Image and Video Compression Madhuri A. Joshi,Mehul S. Raval,Yogesh H. Dandawate,Kalyani R. Joshi,Shilpa P. Metkar,2014-11-17 Image and video signals require large transmission bandwidth and storage, leading to high costs. The data must be compressed without a loss or with a small loss of quality. Thus, efficient image and video compression algorithms play a significant role in the storage and transmission of data. Image and Video Compression: Fundamentals, Techniques, and Applications explains the major techniques for image and video compression and demonstrates their practical implementation using MATLAB® programs. Designed for students,

researchers, and practicing engineers, the book presents both basic principles and real practical applications. In an accessible way, the book covers basic schemes for image and video compression, including lossless techniques and wavelet- and vector quantization-based image compression and digital video compression. The MATLAB programs enable readers to gain hands-on experience with the techniques. The authors provide quality metrics used to evaluate the performance of the compression algorithms. They also introduce the modern technique of compressed sensing, which retains the most important part of the signal while it is being sensed.

Understanding Compression Colt McAnlis,Aleks Haecky,2016-07-13 If you want to attract and retain users in the booming mobile services market, you need a quick-loading app that won't churn through their data plans. The key is to compress multimedia and other data into smaller files, but finding the right method is tricky. This witty book helps you understand how data compression algorithms work—in theory and practice—so you can choose the best solution among all the available compression tools. With tables, diagrams, games, and as little math as possible, authors Colt McAnlis and Aleks Haecky neatly explain the fundamentals. Learn how compressed files are better, cheaper, and faster to distribute and consume, and how they'll give you a competitive edge. Learn why compression has become crucial as data production continues to skyrocket Know your data, circumstances, and algorithm options when choosing compression tools Explore variable-length codes, statistical compression, arithmetic numerical coding, dictionary encodings, and context modeling Examine tradeoffs between file size and quality when choosing image compressors Learn ways to compress client- and server-generated data objects Meet the inventors and visionaries who created data compression algorithms

Introduction to Data Compression Khalid Sayood,2006 Khalid Sayood provides an extensive introduction to the theory underlying today's compression techniques with detailed instruction for their applications using several examples to explain the concepts. Encompassing the entire field of data compression Introduction to Data Compression, includes lossless and lossy compression, Huffman coding, arithmetic coding, dictionary techniques, context based compression, scalar and vector quantization. Khalid Sayood provides a working knowledge of data compression, giving the reader the tools to develop a complete and concise compression package upon completion of his book.--BOOK JACKET.

Real-Time Video Compression Raymond Westwater,Borko Furht,2007-08-28 Real-Time Video Compression: Techniques and Algorithms introduces the XYZ video compression technique, which operates in three dimensions, eliminating the overhead of motion estimation. First, video compression standards, MPEG and H.261/H.263, are described. They both use asymmetric compression algorithms, based on motion estimation. Their encoders are much more complex than decoders. The XYZ technique uses a symmetric algorithm, based on the Three-Dimensional Discrete Cosine Transform (3D-DCT). 3D-DCT was originally suggested for compression about twenty years ago; however, at that time the computational complexity of the algorithm was too high, it required large buffer memory, and was not as effective as motion estimation. We have resurrected the 3D-DCT-based video compression algorithm by developing several enhancements to the original algorithm. These enhancements make the algorithm feasible for real-time video compression in applications such as video-on-demand, interactive multimedia, and videoconferencing. The demonstrated results, presented in this book, suggest that the XYZ video compression technique is not only a fast algorithm, but also provides superior compression ratios and high quality of the video compared to existing standard techniques, such as MPEG and H.261/H.263. The elegance of the XYZ technique is in its simplicity, which leads to inexpensive VLSI implementation of any XYZ codec. Real-Time Video Compression: Techniques and Algorithms can be used as a text for graduate students and researchers working in the area of real-time video compression. In addition, the book serves as an essential reference for professionals in the field.

A Guide to Data Compression Methods David Salomon,2013-03-20 A concise guide of essential data compression methods and algorithms for text, audio and imaging data.

Compression of Biomedical Images and Signals Amine Nait-Ali,Christine Cavaro-Menard,2013-03-01 During the last decade, image and signal compression for storageand transmission purpose has seen a great expansion. But what aboutmedical data compression? Should a medical image or a physiologicalsignal be processed and compressed like any other data? Theprogress made in imaging systems, storing systems and telemedicinemakes compression in this field particularly interesting. However,this compression has to be adapted to the specificities ofbiomedical data which contain diagnosis information. As such, this book offers an overview of compression techniquesapplied to medical data, including: physiological signals, MRI,X-ray, ultrasound images, static and dynamic volumetricimages. Researchers, clinicians, engineers and professionals in this area,along with postgraduate students in the signal and image processingfield, will find this book to be of great interest.

Compression for Multimedia Irina Bocharova,2010 Provides a thorough theoretical understanding of lossy compression techniques and systems, plus key features, applications, implementation issues, and design trade-offs. It also includes detailed comparisons of multimedia standards and their common and distinguishing features, examples based on real multimedia data, end-of-chapter review problems, and the basics of lossless coding.

Transporting Compressed Digital Video Xuemin Chen,2006-04-18 The purpose of Transporting Compressed Digital Video is to introduce fundamental principles and important technologies used in design and analysis of video transport systems for many video applications in digital networks. In the past two decades, progress in digital video processing, transmission, and storage technologies, such as video compression, digital modulation, and digital storage disk, has proceeded at an astounding pace. Digital video compression is a field in which fundamental technologies were motivated and driven by practical applications so that they often lead to many useful advances. Especially, the digital video-compression standards, developed by the Moving Pictures Expert Group (MPEG) of the International Organization for Standardization (ISO) and the International Electrotechnical Commission (IEC), have enabled many successful digital-video applications. These applications range from digital-video disk (DVD) and multimedia CDs on a desktop computer, interactive digital cable television, to digital satellite networks. MPEG has become the most recognized standard for digital video compression. MPEG video is now an integral part of most digital video transmission and storage systems. Nowadays, video compression technologies are being used in almost all modern digital video systems and networks. Not only is video compression equipment being implemented to increase the bandwidth efficiency of communication systems, but video compression also provides innovative solutions to many related vid- networking problems. The subject of Transporting Compressed Digital Video includes several important topics, in particular video buffering, packet scheduling, multiplxing and synchronization.

Standard Codecs Mohammed Ghanbari,2003 This book discusses the growth of digital television technology and the revolution in image and video compression (such as JPEG2000, broadcast TV, video phone), highlighting the need for standardisation in processing static and moving images and their exchange between computer systems.

Text Compression Timothy C. Bell,John G. Cleary,Ian H. Witten,1990 M->CREATED

JPEG William B. Pennebaker,Joan L. Mitchell,1992-12-31 Created by the Joint Photographic Experts Group (JPEG), the JPEG standard is the first color still image data compression international standard. This new guide to JPEG and its technologies offers detailed information on the new JPEG signaling conventions and the structure of JPEG compressed data.

Reduce Storage Occupancy and Increase Operations Efficiency with IBM zEnterprise Data Compression Paolo Bruni,Maria Kroos Boisen,Gianmauro De Marchi,Franco Pinto,IBM Redbooks,2018-12-17 IBM® zEnterprise® Data Compression (zEDC) capability and the Peripheral Component Interconnect Express (PCIe or PCI Express) hardware adapter called zEDC Express were announced in July 2013 as enhancements to the IBM z/OS® V2.1 operating system (OS) and the IBM zEnterprise EC12 (zEC12) and the IBM zEnterprise BC12 (zBC12). zEDC is optimized for use with large sequential files, and uses an industry-standard compression library. zEDC can help to improve disk usage and optimize cross-platform exchange of data with minimal effect on processor usage. The first candidate for such compression was the System Management Facility (SMF), and support for basic sequential access method (BSAM) and queued sequential access method (QSAM) followed in first quarter 2014. IBM software development kit (SDK) 7 for z/OS Java, IBM Encryption Facility for z/OS, IBM Sterling Connect:Direct® for z/OS and an IBM z/VM® guest can also use zEDC Express. zEDC can also be used for Data Facility Storage Management Subsystem data set services (DFSMSdss) dumps and restores, and for DFSMS hierarchical storage manager (DFSMShsm) when using DFSMSdss for data moves. This IBM Redbooks® publication describes how to set up the zEDC functionality to obtain the benefits of portability, reduced storage space, and reduced processor use for large operational sets of data with the most current IBM System z® environment.

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