Compression

Andy Beach, Aaron Owen

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

<u>Data Compression in Digital Systems</u> 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. 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.

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

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.

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

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.

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.

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.

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

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 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.

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 Concise Introduction to Data Compression David Salomon,2009-10-12 This clearly written book offers readers a succinct foundation to the most important topics in the field of data compression. Part I presents the basic approaches to data compression and describes a few popular techniques and methods that are commonly used to compress data. The reader will discover essential concepts. Part II concentrates on advanced techniques, such as arithmetic coding, orthogonal transforms, subband transforms and Burrows-Wheeler transform. This book is the perfect reference for advanced undergraduates in computer science and requires a minimum of mathematics. An author-maintained website provides errata and auxiliary material.

Compression Garments in Sports: Athletic Performance and Recovery Florian Engel, Billy Sperlich, 2016-07-12 This book presents recent research addressing the effects of different types of compression clothing on sport performance and recovery after exercise. It is also the first book that summarizes the effects of compression clothing on all main motor abilities in the context of various sports, offering a wealth of practical guidelines on how to optimize performance and recovery with the help of compression clothing. The book examines the effects of this clothing on physiological, psychological and biomechanical parameters including endurance, speed, strength, power, and motor control. It explains the basic principles involved in the reasonable application of compression garments in connection with different kinds of exercise, and describes the essential mechanisms of how

compression garments work in a reader-friendly format that addresses the needs of researchers, athletes and coaches alike.

Compression Textiles for Medical, Sports, and Allied Applications Nimesh Kankariya, René M. Rossi, 2023-07-27 Textile-based compression therapy is used in a range of applications, such as for athlete and sport recovery, enhanced proprioception, compression spacesuits, and in the management of chronic diseases. This book provides an overview of compression devices and products, testing methods to measure the properties of materials used in compression devices, and design considerations based on dynamic body measurements. It also includes a model for predicting pressure and details the challenges in applying compression for various applications. Chapters in this book: Discuss the science behind compression therapy Delve into the materials used in compression devices and products and assesses their performance based on their properties and structure Cover theoretical modeling to predict the pressure exerted by compression devices on the human body Consider compression textile design based on dynamic body measurements This book is aimed at professionals and researchers in textile engineering, materials engineering, biotechnology, and the development of textile-based compression devices and products, and at such medical practitioners as phlebologists.

Video Compression Handbook Andy Beach, Aaron Owen, 2018-03-23 More than ever, video and preparing it for delivery is a critical part of many jobs. One of the keys to delivering a high-quality video experience is understanding the fundamentals of video and video compression. Video Compression Handbook gives you these keys by explaining the core concepts of compression, the latest tools to use, and the important workflows for creating video for specific deliveries. After the groundwork is laid, you will learn how to compress video according to the specific requirements of your projects and will learn some best practices by following the author's own tips and recipes. Experts in the field lend their own solutions in several sidebars throughout the book, making this a valuable learning tool for anyone learning to encode video, whether you are a video editor, independent filmmaker, or simply involved in the video-to-viewer process.

Time-Space Compression Barney Warf,2008-03-03 If geography is the study of how human beings are stretched over the earth's surface, a vital part of that process is how we know and feel about space and time. Although space and time appear as natural and outside of society, they are in fact social constructions; every society develops different ways of measuring, organizing, and perceiving them. Given steady increases in the volume and velocity of social transactions over space, time and space have steadily shrunk via the process of time-space compression. By changing the time-space prisms of daily life — how people use their times and spaces, the opportunities and constraints they face, the meanings they attach to them — time-space compression is simultaneously cultural, social, political, and psychological in nature. This book explores how various social institutions and technologies historically generated enormous improvements in transportation and communications that produced transformative reductions in the time and cost of interactions among places, creating ever-changing geographies of centrality and peripherality. Warf invokes a global perspective on early modern, late modern, and postmodern

capitalism. He makes use of data concerning travel times at various historical junctures, maps of distances between places at different historical moments, anecdotal analyses based on published accounts of people's sense of place, examinations of cultural forms that represented space (e.g., paintings), and quotes about the culture of speed. Warf shows how time-space compression varies under different historical and geographical conditions, indicating that it is not one, single, homogenous process but a complex, contingent, and contested one. This book will be useful book for those studying and researching Geography, History, Sociology, and Political Science, as well as Anthropology, and Philosophy.

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