

Slides Media Data Formats

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Questions for Lecture Notes p. 1 - Section 1.4

- 1 Why do we need different compression techniques for different data types ?
- 2 How can different compression techniques be classified into different classes ?
- 3 What does “Codec” mean ?
- 4 What is the “compression rate” and how does it relate to bpp or compression in % ?
- 5 Given the increasing storage capacity and transmission bandwidths, why do we still need compression ?
- 6 What are compression-enabling properties of data ? Why is it impossible to compress noise-like data ?
- 7 When have the first real compression algorithms been developed ? Of which type have they been ?

Questions for Lecture Notes Section 1.5 - 2.1

- 8 What is scalability and how does it relate to progressive transmission ?
- 9 Why is algorithm complexity an important selection criterion for a compression scheme ?
- 10 Why are standards important when selecting a compression scheme ?
- 11 What does transcoding mean ? As we always can transcode by simply decoding and re-encoding, what needs to be considered then ?
- 12 Why can adaptivity of an algorithm be an important issue ?
- 13 What is the classical trade-off in lossless compression ?
- 14 Which typical components does a lossless compression scheme exhibit ?

Questions for Lecture Notes Section 2.1 - 2.1.3

- 15 What is the most fundamental idea of lossless compression (see also statistical redundancy) ?
- 16 How do we call the average information per symbol and how is it defined ?
- 17 What is the lower compression bound for lossless compression ?
- 18 Does the sampling rate of media data have any influence on compression ratio ? If yes, why ?
- 19 What is the fundamental idea of predictive / differential encoding ?
- 20 In the example given on predictive coding, what is the role / influence of the 999 pixels ?
- 21 In the Runlength coding example, please explain the “**33” part in the compressed data.

