

IGCSE COMPUTER SCIENCE

DATA REPRESENTATION

LOSSY & LOSSLESS COMPRESSION

Please prepare your BYOD

for our KWK & KWL Activity

Pay attention & listen attentively

STARTER

KNOWING WHAT YOU KNOW (KWYK)

Go to:

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LINKING

Today we will be discussing on Lossy and Lossless compression based on the Scheme of Work as a topic presentation for 1 period.

21-Oct	25-Oct	11	Parents Conference	Single 1.3	21	Single count of Rest of Chapter 1 1.3 Data storage and compression	The purpose of and need for data compression Lossy and lossless file compression methods
					22	7. Algorithm design and problem solving + PC on Programming	Loops

Grade 09 Computer Science	
No.	Topic
1	Converting text to binary
	Character set - ASCII, UNICODE
2	Converting image to binary
	Pixel, Resolution, Metadata, Colour depth
3	Converting sounds to binary
	Sound sampling, Sample rate, Sampling resolution
4	Measuring data storage
	Bytes, KB & KiB, MB & MiB, GB & GiB
5	Calculating size of a file
6	Data Compression
	Lossy, Lossless, RLE Algorithm

This is the continuation link part of DATA REPRESENTATION unit.

LESSON OBJECTIVES

- ▶ Understand what lossy and lossless compression is
- ▶ Explain the importance of compressing files that are transmitted on the Internet
- ▶ Describe the difference between lossy and lossless compression

YOUR SUCCESS CRITERIA

- You **MUST** understand what lossy and lossless compression is
- You **SHOULD** explain the importance of compressing files that are transmitted on the internet.
- You **COULD** describe the difference between lossy and lossless compression.

Compression Techniques

- Reduce file size
- Mostly used with sound, image and video file types
- Two types:
 - Lossy compression (JPG, GIF, MP3, MP4)
 - Lossless compression (PNG, TIF, SVG)

LOSSY COMPRESSION

What lossy compression is?

Lossy compression

- Permanently removes some data
- Recreates the file using the remaining data and uses algorithms to guess the removed content
- Uncompressed data is **not** the same as the original

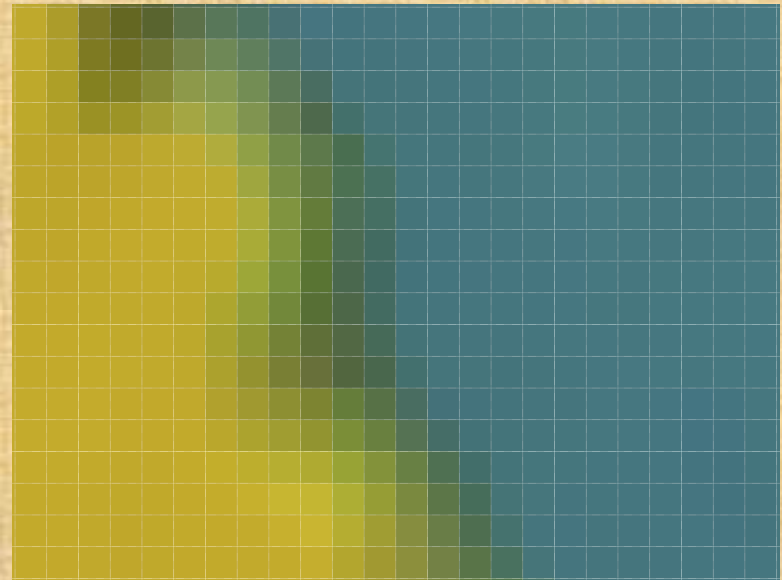
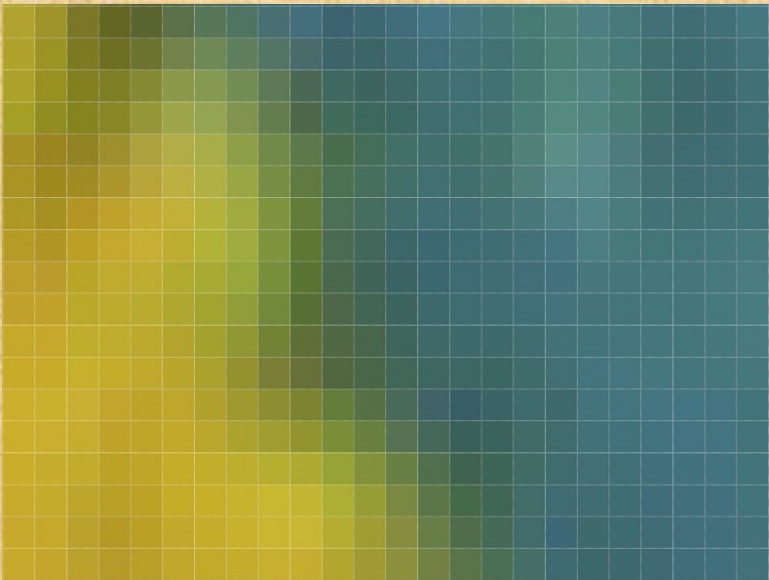
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    guess = i put "Try to guess t sswor ")
    g ses gue es + 1

rint("Pa swor uessed c r ctly
```

Would this technique work for compressing a computer program?

How lossy compression works

- Similarly coloured pixels are all made the same



LOSSLESS COMPRESSION

What lossless compression is?

Lossless image compression

- Finds groups of repeating data and records the data only once along with the number of times it was repeated



$$= 12 \times \text{yellow square} + 6 \times \text{teal square}$$

- When data is uncompressed it is restored exactly as it was in the original

Lossless text compression

- Finds patterns in the original text
- Encodes each pattern in a dictionary

***An eye for an eye,
a tooth for a tooth***

Dictionary

.	0	0000
An_	1	0001
eye	2	0010
for	3	0011
an_	4	0100
'_	5	0101
a_	6	0110
tooth	7	0111



Lossless text compression

- 38 Characters including spaces = 38 bytes (assuming an 8-bit ASCII table is used)
- 48 bits = 12 bytes = 32% of original size (plus codes)

Dictionary

.	0	0000
An_	1	0001
eye	2	0010
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an_	4	0100
'_	5	0101
a_	6	0110
tooth	7	0111

*An eye for an eye,
a tooth for a tooth*

1	2	3	4	2	5	6	7	3	6	7	0
0001	0010	0011	0100	0010	0101	0110	0111	0011	0110	0111	0000

What's the difference ?

Identify the statement to describe if either it is Lossy or Lossless compression

LOSSY

LOSSLESS

A. Uncompressed image data is stored exactly to its original text.

B. It finds pattern in the original text and encode it in a dictionary

C. Permanently remove some data

D. Uncompressed data is not the same as the original

E. Recreates the file using the remaining data and uses algorithms to guess the removed content

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RUN LENGTH ENCODING

- Run length encoding (RLE) is a form of lossless data compression **algorithm** that **condenses identical elements into a single value** with a count
- For a text file, "**AAAABBBBCCDAA**" is compressed to "**4A3B2C1D2A**"
- The string has **patterns** of **four 'A's**, followed by **three 'B's**, **two 'C's**, **one 'D'**, and **two 'A's** that is **indexed** according to instance with their position.
- RLE algorithm is used in **bitmap images** to compress **sequences of the same colour**
- For example, a line in an image with 5 red pixels followed by 3 blue pixels could be represented as "**5R3B**"

Check Point Question

Describe how lossless compression compresses text file.

(ii) Describe how lossless compression compresses the text file.

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..... [4]

Check Point Answer

Describe how lossless compression compresses text file.

Any **four** from:

- A compression algorithm is used
- ... such as RLE/run length encoding
- **Repeating** words/characters/phrases are identified // Patterns are identified
- ... and indexed
- ... with number of occurrences
- ... with their position

Worksheet Activity

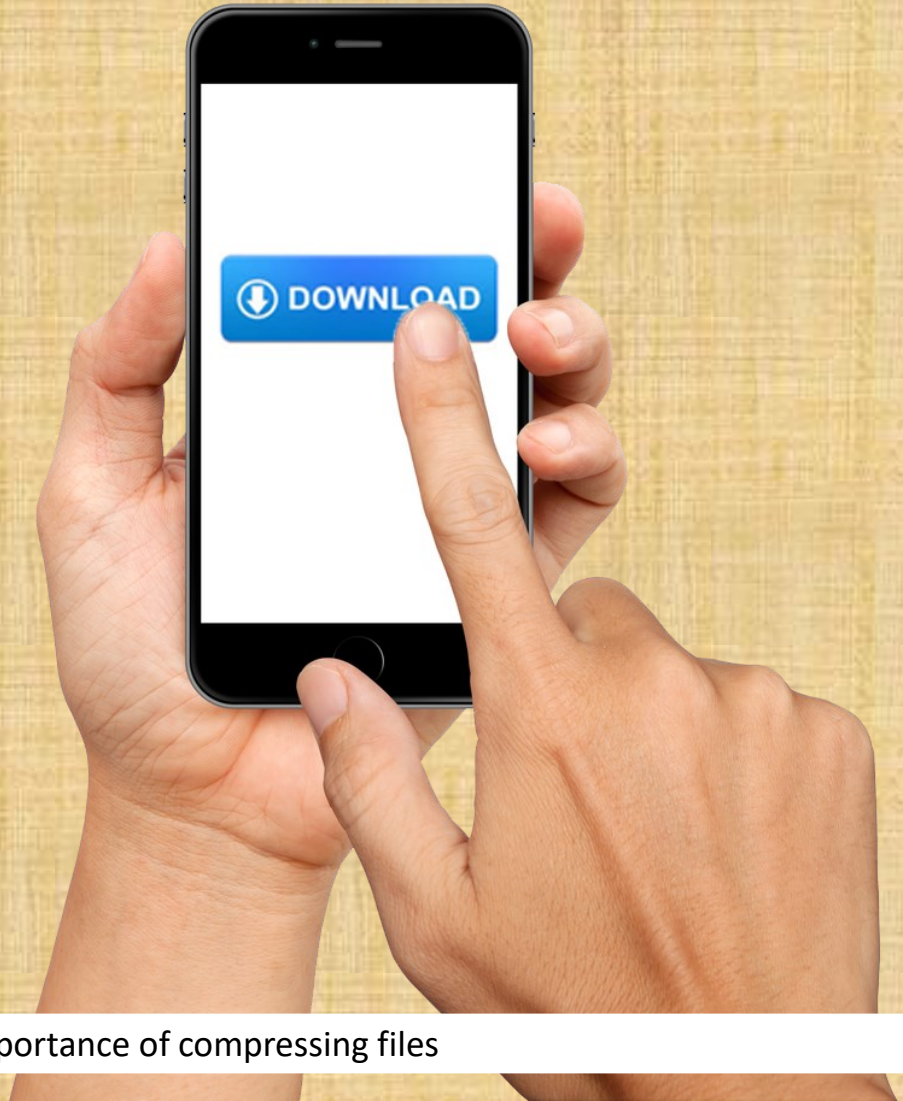
- Complete **Task 1** – Lossless compression

Importance of Compressing Files

**What purpose of and need for
data compression ?**

Transmission of data over IP

- Why use compression?
 - Download speeds are increased
 - Data allowances are reduced
 - Voice can be transmitted fast enough to keep up with speech



Downloading a music track

- Dancing Queen by ABBA = 3m 51sec = 231 seconds
 - MP3 quality = 128kbps
 - CD quality = 1411kbps
 - $231 \times 128\text{kbps} = 29,568\text{kbs} / 1024 / 8 = 3.6\text{MB}$
- OR:
- $231 \times 1411\text{kbps} = 325,941\text{kbs} / 1024 / 8 = 39.79\text{MB}$
 - 11.5 times faster with a compressed file
 - 36 MB less download data used



COMPARISON NOTES:
128 kbps = 128000 bps
1.411 Mbps = 1,411 kbps = 1,411,000 bps

Worksheet Activity

- Complete **Task 2**

Comparison Notes:

128 kbps = 128000 bps

1.411 Mbps = 1,411 kbps = 1,411,000 bps

COMPRESSION BENEFITS & COMMON STANDARDS

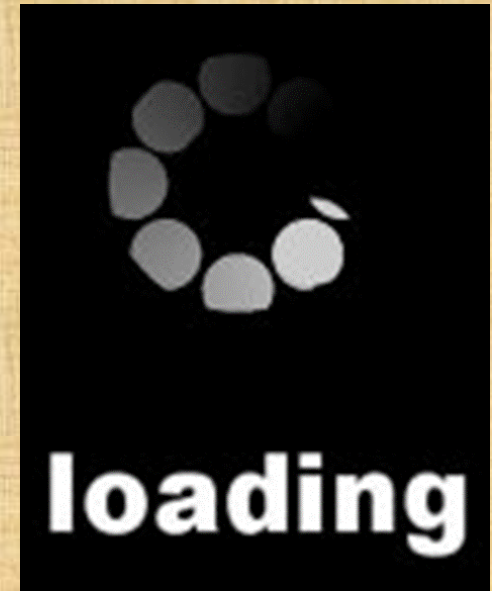
**What are the compression
benefits and common
standards?**

Benefits of compression

- Smaller files = fewer packets = faster transmission
 - Quicker to complete
 - Reduces traffic over the Internet
 - Less chance of collisions or transmission errors
- Improves download speed of video, sound (including speech used for VOIP systems) and image files
- Speeds up download of webpages that use images
- Reduces space on disk / servers
- Enables better streaming of music and video

Buffering

Video or music streaming causes buffering if the download speed is slower than the playback speed

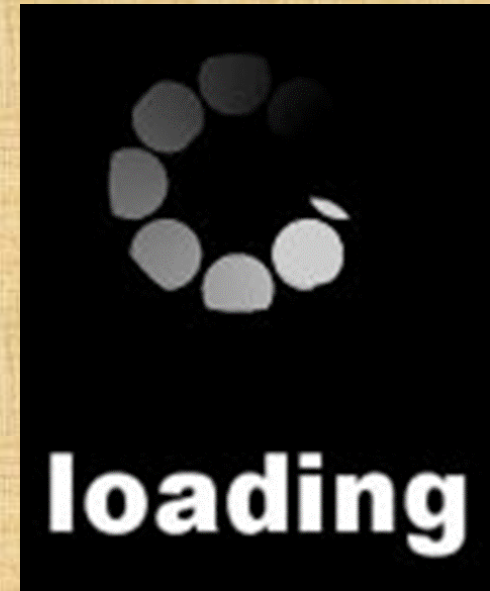


Buffering

- Video or music streaming causes buffering if the download speed is slower than the playback speed

DEEP & PROFOUND QUESTION

How could you reduce the chances of people experiencing buffering if you were the website owner?



Common file standards

- PDF – Fixed layout document that maintains its original appearance regardless of the software used to view it (Portable Document Format)
- JPG – Lossy compressed files commonly used for website images (Joint Photographic Expert Group)
- GIF – Lossy compressed images using only 256 colours, used for simple web graphics (Graphic Interchange Format)
- PNG – Lossless compressed format using an alpha channel to preserve transparent backgrounds (Portable Network Graphic)
- MP3 / MP4 – Lossy music / video formats

PLENARY

KNOWING WHAT YOU LEARNED (KWYL)

Go to:

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EXTENSION TASK

Answer extension task in your worksheet

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NOTES

THANK YOU VERY MUCH