Bits and Bytes COMP 102, lecture 4

Data Representation

Sound formats
Image formats
Movie formats

Data Representation

sound formats

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Sound formats



AIFF Sound format

each sample is a signed 15 (or 23 or 31) bits value

176 samples \approx 4 ms (44 100 samples = 1 s)

AIFF Sound format

■ 44 100 samples / second \blacksquare 16 b = 2 B / sample (or 24 b = 3 B / sampleor 32 b = 4 B / sample) \blacksquare stereo = two channels \blacksquare 2 x 2 x 44 100 = 176,4 kB/s \square CD \approx 700 MB \approx 75 minutes

AIFF Sound format

why 44 100 samples / second ?
because it is in the correct range...
because 44 100 is divisible by 2,3,4,5,6,7,9,10

MP3 Sound format

Based on Fourrier transform.

576 samples of amplitude / time are converted to 576 samples of distinct frequencies.

Bass



In human ears, the cochlea is mechanically performing a process analog to the Fourrier Transform. The eardrum vibrates back and forth according to the wave-like representation of the sound. The frequency information stimulates a specific area in the cochlea.

MP3 Sound format

and the de والبرابير وحد Bass Treble Frequencies with small coefficients removed Waveform reconstructed is close to original

MP3 Sound format



Data Representation

Image formats



TIFF image format



TIFF image format

an 8x8 sub-region of a large image:

each individual pixel
 uses 24 bites: 8b for red,
 8b for blue, 8b for green.



total size = number of pixels x 3 Bytes.





Animal eyes focus light on the retina where an image of the environment is produced.

- This image is analysed according to 3 types of colour sensitive <u>cones</u>, mostly triggered near the red, green and blue bands.
- A perceived colour is a triplet (x,y,z) of excitations of the 3 types of cones.

Two combinations of colours yielding the same triplet (x,y,z) are indistinguishable.



Using a transformation similar to Fourier transform (used for audio), a so called Discrete Cosine Transform is applied to each sub-bloc of size 8x8.





If no data is removed, the resulting image is nearly identical to the original. Imprecision in the transform causes small errors.





If all data very close to zero is removed, the resulting image is only slightly different from the original



are used for abstract data. Dark means small, bright means large.



If all data close to zero is removed, the resulting image is somewhat different from the original





If all data of small magnitude is removed, the resulting image is still very similar to the original

Notice: colours are used for abstract data. Dark means small, bright means large.



If only data of large magnitude is kept, the resulting image is similar but quite different from the original. Most details are wiped out.





Data Representation

movie formats



RAW movie format

720×576 pixels per frame
24 bits (colour) per pixel
30 frames per second
30 x 3 x 720 x 576 ≈ 37 MB/s ≈ 135 GB/hour
typically 200 GB per movie !!! (≈ 50 DVDs)









MPEG2 format

Fixed Background images



































MPEG2 format





MPEG2 format

Each image is encoded with JPEG or similar.
 Sound is encoded with MP3 or similar.

- Most frames use only small amount of info to construct from previous frames.
- A complete frame is displayed every so often to make sure the fix part or travelling part has not substantially changed.