

1.3 Compression

Name: _____ Class: _____ Date: _____

Total: 21 marks

Objective

Build the skills to answer exam questions on **compression** 压缩—why it is used, the difference between lossless and lossy, and how text, images and sound are compressed.

You must be able to:

- explain the **need** for compression (storage and **bandwidth** 带宽)
- explain the difference between **lossless** 无损 and **lossy** 有损 compression, and justify which to use
- describe how a text file, bitmap image, vector graphic and sound file can be compressed

1 Worked examples

Study these first. Each one shows the method for a question type used later —follow the steps and you can do the Practice and Exam-style questions yourself.

■ Lossless or lossy?

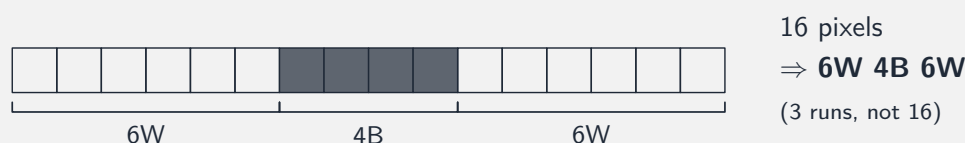
Compression makes a file smaller, so it needs less storage and less bandwidth to send. There are two kinds —the key question in the exam is *which one is suitable and why*.

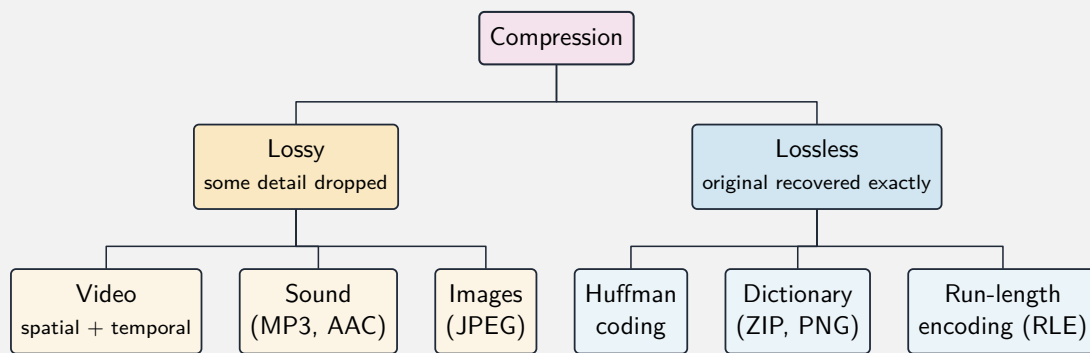
	keeps every bit?	smaller file?	use for	examples
lossless	yes —exact original back	smaller	text, code, data that must stay exact	ZIP, PNG
lossy	no —drops fine detail	much smaller	photos, music, video	JPEG, MP3

So: choose **lossless** when the data must be recovered exactly; choose **lossy** when a much smaller file matters more than perfect detail (e.g. streaming).

■ Run-length encoding (a lossless method)

Run-length encoding 行程编码 (RLE) stores each *run* of identical values as a (count, value) pair, instead of repeating the value. It shrinks large flat areas a lot, but does nothing for noisy data (where runs are length 1).





Lossless versus lossy compression methods

■ Compressing text and sound

- **Text (lossless):** a **dictionary** method (ZIP) replaces repeated sequences of characters with a short reference; **Huffman coding** gives the most frequent characters the shortest codes.
- **Sound (lossy, e.g. MP3):** drop pitches the ear barely hears, and quiet sounds masked by louder ones —much smaller, slight quality loss.
- **Video (lossy):** **spatial** compression shrinks each frame (like JPEG); **temporal** compression stores only what *changed* from the previous frame.

2 Practice

Now apply the methods above.

2.1 State the difference between **lossless** and **lossy** compression.

[2]

2.2 Give one situation that needs **lossless** compression and one suited to **lossy** compression, with a reason for each.

[2]

2.3 Write the run-length encoding of this pixel row: **W W W W W B B B W** (W = white, B = black).

[2]

2.4 State why run-length encoding gives almost no saving on a detailed photograph. [1]

3 Exam-style questions

3.1 A website streams live video. Explain why **lossy** compression is used rather than lossless. [3]

3.2 (a) Describe how run-length encoding compresses a black-and-white bitmap image.[2]

(b) State one kind of image for which run-length encoding gives a large saving. [1]

3.3 Explain how a text file can be compressed **without losing any data**. [2]

3.4 A music app streams songs to phones.

(a) Justify the use of lossy compression for the songs. [2]

(b) State one drawback of using lossy compression here. [1]

3.5 Describe the difference between **spatial** and **temporal** compression in a video file.[3]

4 Go further

You are now ready for the real exam questions on this subtopic. Open the **1.3 Compression** past-paper sheet in the Library, or try these in **Practice mode**:

- 9618/11 N24 —Q4 (compressing a file; run-length encoding)
- 9618/12 N24 —Q7 (methods of compression)
- 9618/43 N25 —Q2 (extended compression question)

Solutions

2.1 Lossless: the original data is recovered **exactly**. Lossy: some detail is **permanently removed** to make the file smaller.

2.2 Lossless —e.g. a program / document / spreadsheet, because every bit must be exact. Lossy —e.g. a streamed photo / song / video, because a much smaller file matters more than perfect detail.

2.3 5W 3B 1W.

2.4 A photograph has detail that changes pixel to pixel, so runs are only 1 long —storing (count, value) is no shorter.

3.1 Video is a huge amount of data and must be sent in **real time** over limited **bandwidth**; lossless would not shrink it enough, so it would keep buffering/freezing; lossy makes it small enough to stream with only minor quality loss.

3.2 (a) Each row is split into runs of the same colour; each run is stored as a (count, colour) pair instead of every pixel, so long runs of one colour take far less space.

(b) e.g. a simple logo / icon / large areas of one colour.

3.3 Use a lossless method: a dictionary replaces repeated character sequences with a short reference, **or** Huffman coding gives frequent characters shorter codes; the exact text can still be rebuilt.

3.4 (a) Songs are large and streamed over mobile data, so a much smaller file downloads faster and uses less data; the listener barely notices the dropped detail.

(b) e.g. some audio quality is lost permanently.

3.5 Spatial compression reduces the data **within a single frame** (like a JPEG image). Temporal compression stores only the **differences between frames**, since most of one frame is the same as the previous one.