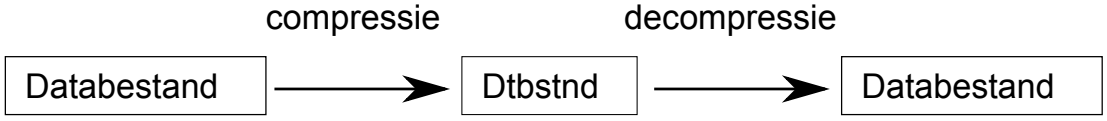
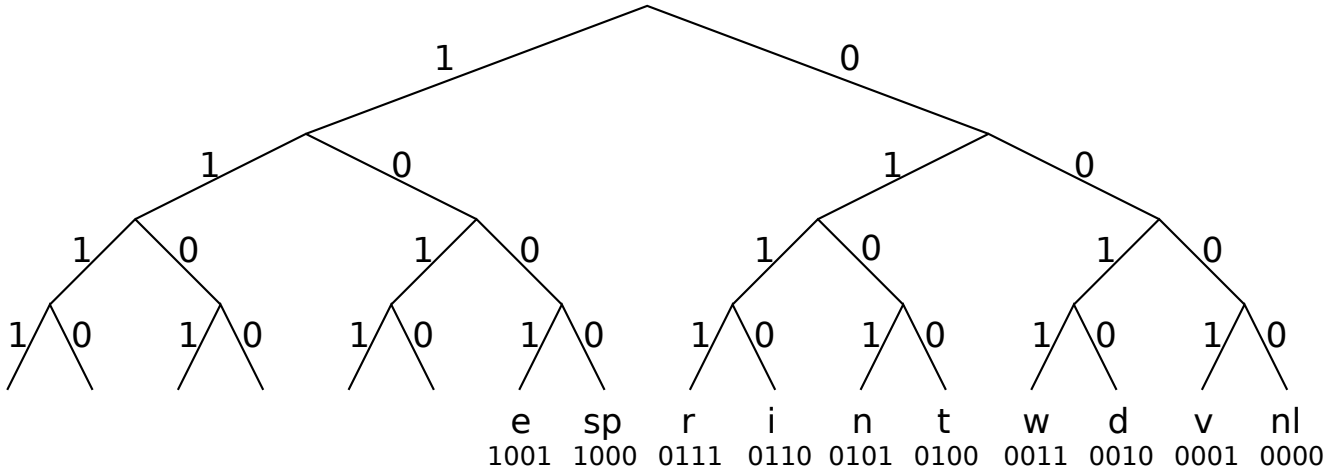
Hoofdstuk 9

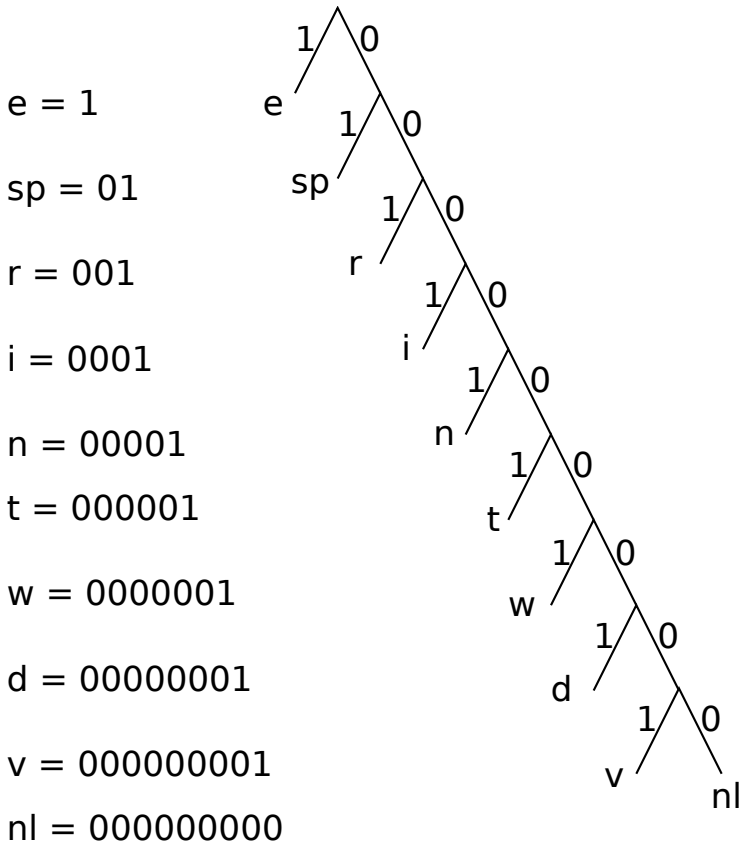
Datacompressie



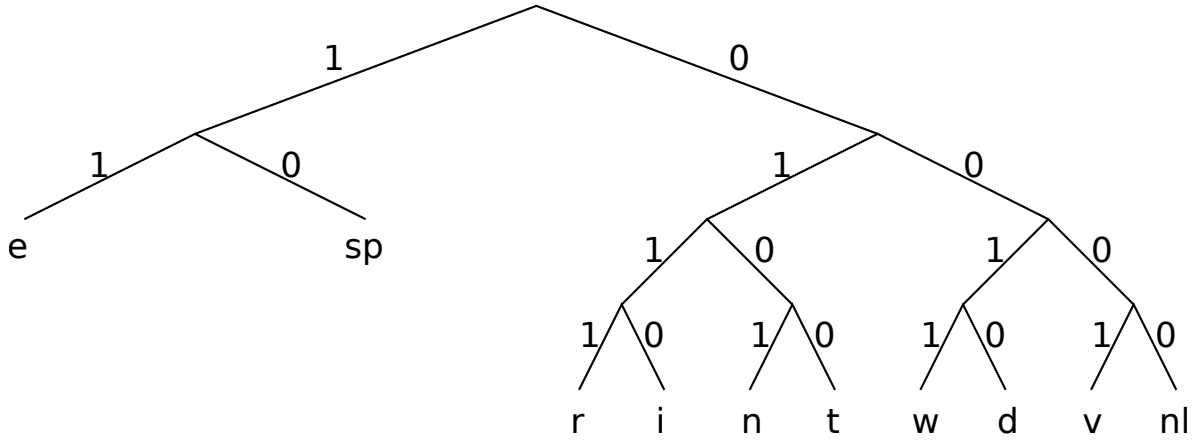
Figuur 9.1: Datacompressie en decompressie.



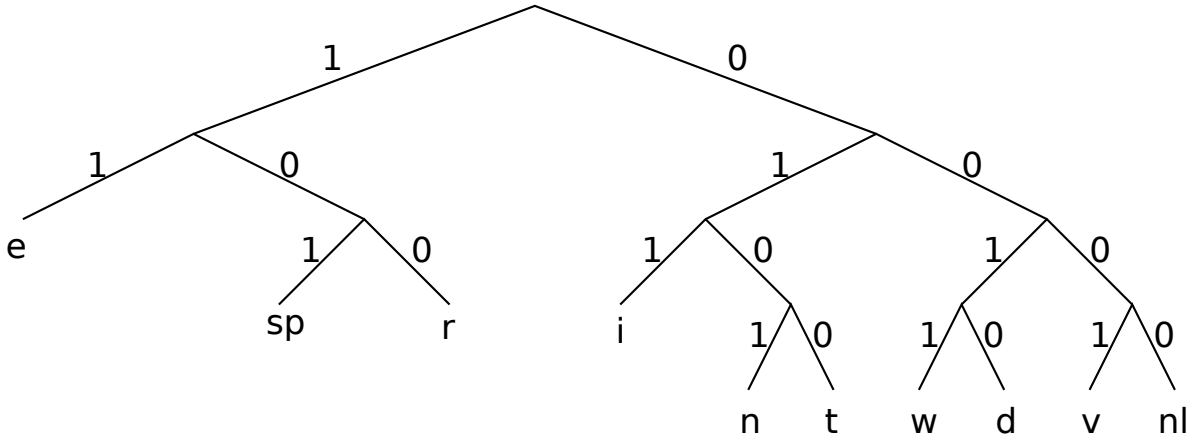
Figuur 9.2: Binaire boom voor coderen van tekens.



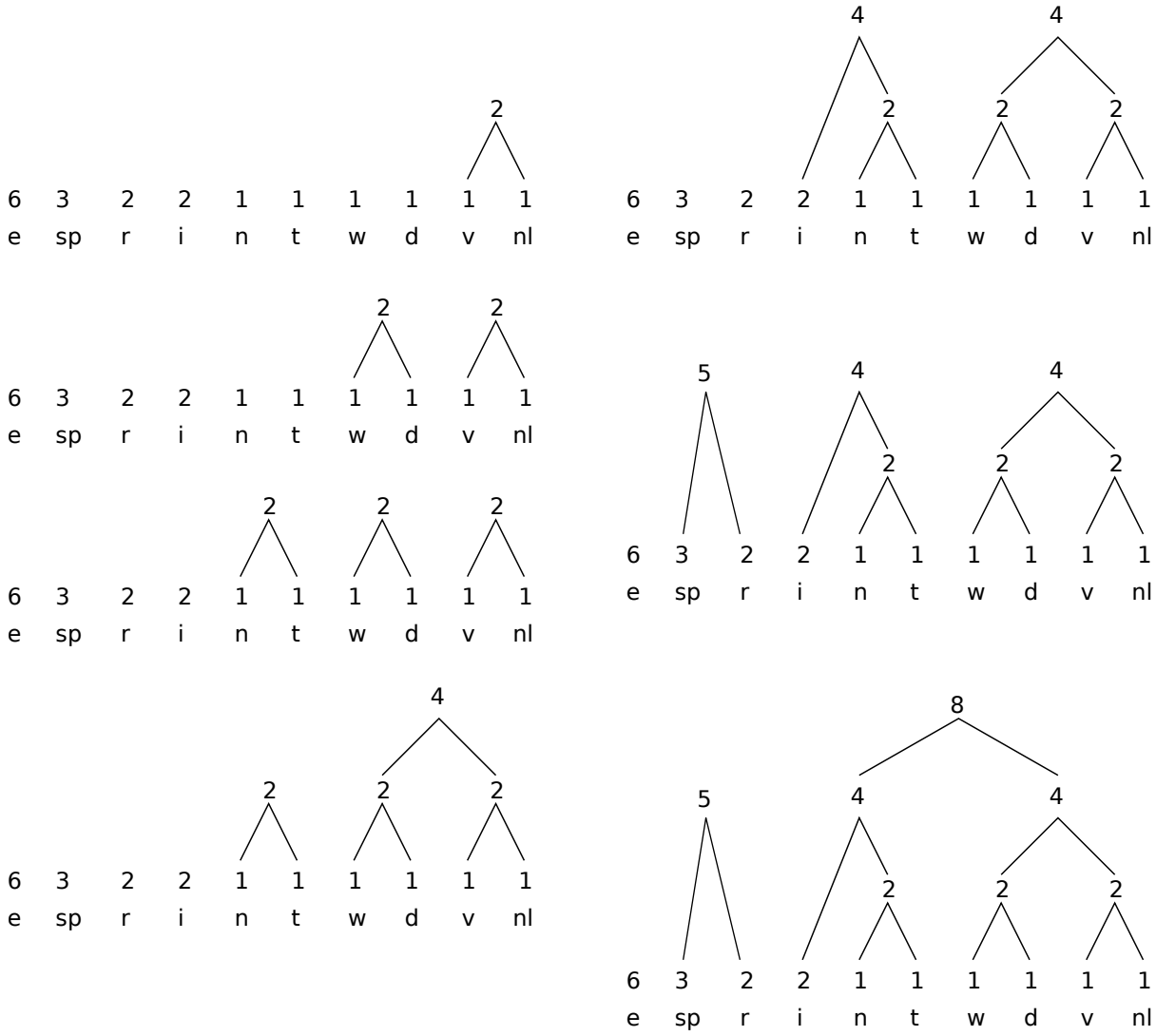
Figuur 9.3: Ongebalanceerde boom naar tekenfrequentie



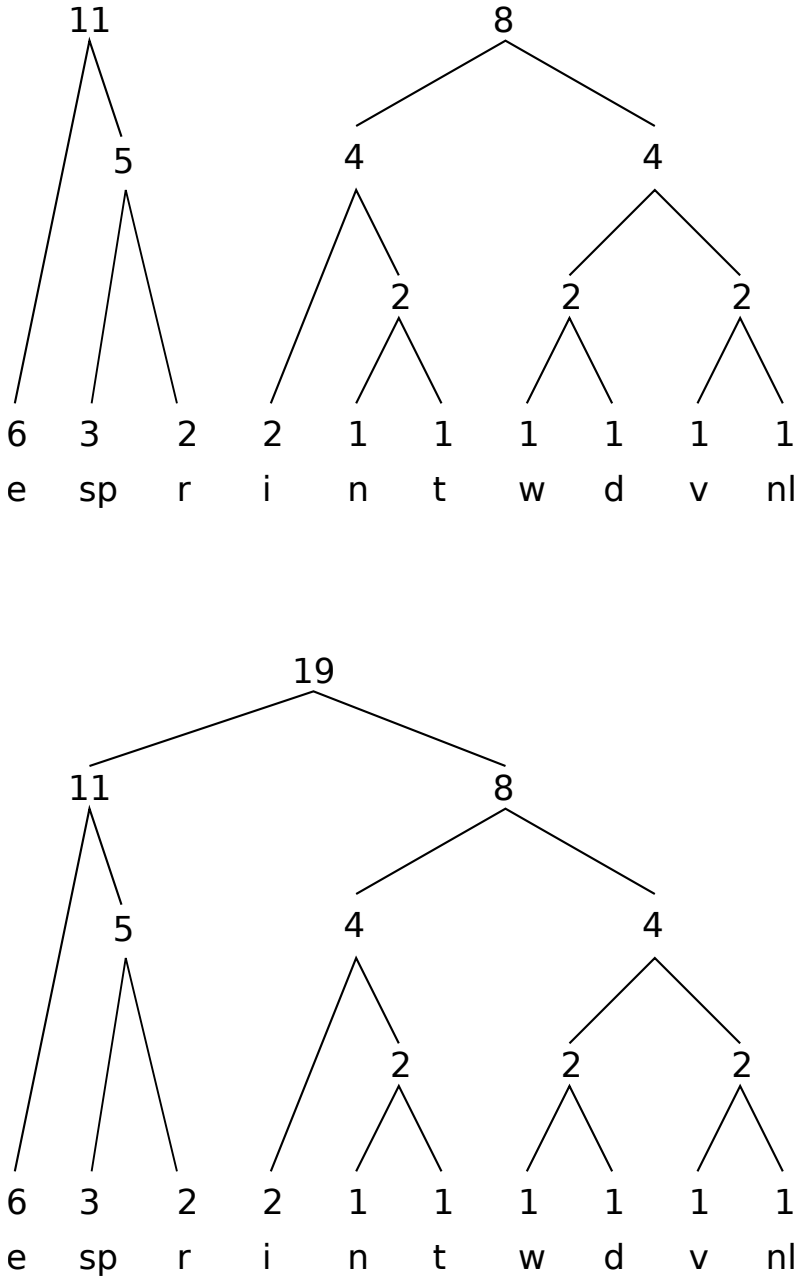
Figuur 9.4: Intuïtief bijna-optimale boom.



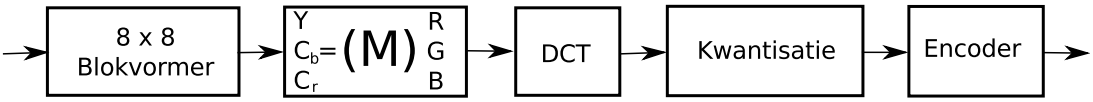
Figuur 9.5: Optimale boom voor gegeven tekst.



Figuur 9.6: Eerste zeven stappen in de Huffmancodering.



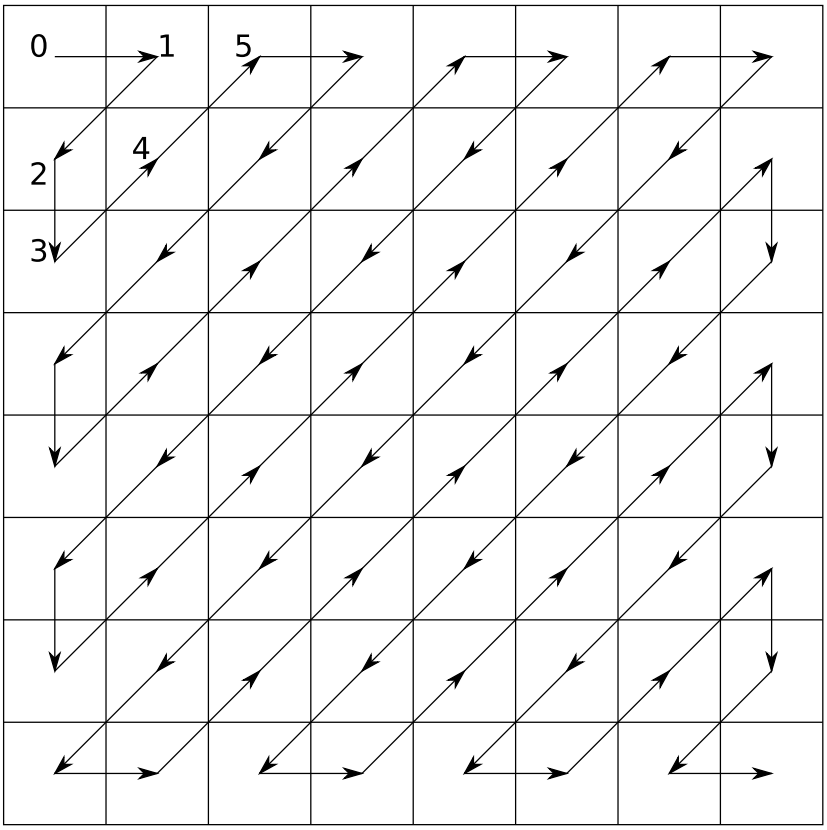
Figuur 9.7: Laatste twee stappen in de Huffmancodering.



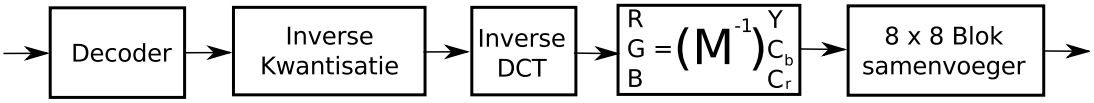
Figuur 9.8: Jpeg encoding.

97	48	12	3	1	0	0	0
64	34	12	1	1	0	0	0
17	8	6	1	0	0	0	0
2	2	1	0	0	0	0	0
1	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0

Figuur 9.9: Luminantie na DCT en kwantisatie.



Figuur 9.10: Volgorde matrixelementen voor encoder.



Figuur 9.11: Jpeg-decoder.