

Student name:  
Student number:

1. An image  $f(x,y)$  has the following 1 level orthonormal Haar wavelet transform.

20	10	16	7
-10	5	4	3
17	6	3	-1
-2	0	2	0

You are asked to apply EZW coding in compressing the image under the following assumptions

- We have a budget of 35 bits.
- We can send the initial threshold value  $T_0$  separately without effecting the bit budget
- We use the following codes

Zerotree root	zr	00
Significant positive	sp	11
Significant negative	sn	<del>0</del> 110
Isolated zero	iz	<del>10</del> 01

Show all the required steps of the EZW coding and the final transmitted bitstream. (3 points)

- Continuing question 1, calculate and compare the original and the 16 bit reconstructed images (3 points)
- For the wavelet transform of question 1, allocate bits to the 4 sub-bands in an optimum way so that the overall bit count is  $R_c=1$  bit/pixel. (3 points)
- What are some of the differences between the H.261 and H.263 Video standards? (1 point)
- What forms of redundancies are explored (removed) in most video compression standards?. (1 point)
- In a 5 level 2-D Wavelet transform  $N \times N$  what is the size (resolution) of the largest sub-band and what is the size (resolution) of the smallest sub-band? What is the overall number of sub-bands? (1 point)
- What is asymmetrical coding in video encoding? Name at least one asymmetrical encoder and one symmetrical encoder. (1 point)
- What is the number of bits per second required by a typical colour video application? Please derive result explicitly. (2 points)

Usual formulas:

$$A = \frac{1}{\sqrt{2}} \begin{bmatrix} 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 \\ 1 & -1 & 0 & 0 \\ 0 & 0 & 1 & -1 \end{bmatrix}, \quad b_k = R_c + \log_2 \frac{w_k \sigma_k^2}{\prod_{i=1}^M (w_k \sigma_k^2)^{a_{ki}}}$$