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Reg. No.....

THIRD SEMESTER M.Sc. DEGREE (REGULAR) EXAMINATION NOVEMBER 2019

Computer Science

CSS 3E 04 (A)—DATA COMPRESSION

Time: Three Hours

Maximum: 36 Weightage

Part A

Answer all questions.

Each question carries 1 weightage.

- 1. Define the term Entropy.
- 2. What are weak entity sets?
- 3. Differentiate between lossy and lossless compression schemes.
- 4. What do you mean by compression ratio?
- 5. What is the need for an image transform in data compression?
- 6. Define Fourier transform.
- 7. What do you mean by Signal-to-Noise Ratio?
- 8. What are fractals?
- 9. Mention any three audio compression standards.
- 10. What is meant by dictionary coding?
- 11. What is Kraft-McMillan inequality?
- 12. Define the term View in database.

 $(12 \times 1 = 12 \text{ weightage})$

Part B

Answer any **six** questions. Each question carries 2 weightage.

- 13. What are the implementation challenges of audio compression?
- 14. What is an analog video? How it differs from a digital video?
- 15. What are the important criteria used for evaluating audio compression algorithms?
- 16. Explain briefly the progressive image compression scheme.

Turn over

2 D 70934

- 17. Describe the use of ER diagram with the help of an example.
- 18. What are the important roles of a database administrator?
- 19. What is Haar transform? How it can be effectively utilized for data compression?
- 20. What do you mean by diagram by coding? Explain.
- 21. What are the additional challenges to be faced in video compression compared to image compression?

 $(6 \times 2 = 12 \text{ weightage})$

Part C

Answer any three questions.

Each question carries 4 weightage.

- 22. Compare and contrast file system versus database management system.
- 23. Describe how CWT can be effectively used for data compression.
- 24. What do you mean by vector quantization? Explain LBG algorithm.
- 25. What are iterated function systems? Explain their role in data compression.
- 26. Illustrate the working principle of JPEG 2000.
- 27. Discuss in detail the steps involved in MPEG-1 audio compression standard.

 $(3 \times 4 = 12 \text{ weightage})$