

#### CSCI 15: AN INTRODUCTION TO THE MODERN INTERNET

Lecture 2: File formats

# FILE EXTENSIONS

.txt .bmp .jpg .mpeg .exe

• What do these do?

Are they required?

#### MEASURING NUMBER OF BITS

- Byte, KB, MB, GB, TB
- Byte is 8 bits (why?)

Kilobyte (KB)	1000 Bytes
Megabyte (MB)	1000 KB = 1,000,000 Bytes
Gigabyte (GB)	1000  MB = 1  billion Bytes
Terabyte (TB)	1000  GB = 1  trillion Bytes
Petabyte (PB)	1000 TB = 1 quadrillion Bytes
Exabyte, Zetabye	1000 or 1,000,000 PB

#### EVERYTHING IS BITS

How can we represent text using bits?

First: what is text made of?

Then: how do you represent it?

## ASCII

- One way to encode text
- A bit out of date, but:
- Simple
- Still frequently in use

#### UNICODE

Much more flexibility!

The ASCII code for a character is the same as its Unicode code

http://www.unicode.org/charts/

#### **PICTURES**?

Last week we said that colors can be represented as numbers

How is a picture "made of" colors?

#### PIXELS



#### BIT MAP

• How do we store these colors?

• One by one, each row one at a time

- This is called a .bmp file (bitmap)
- (A .bmp is slightly more complicated in reality)

#### TRY IT OUT!

- Download hello.txt and feep.pgm
- Open hello.txt. What should its bits look like?

- Open feep.pgm. How should it be stored?
- Hint: larger numbers are brighter

## HOW TO CHECK

Right click on folder, click "open in terminal"

xxd –b hello.txt



#### WHAT'S WRONG WITH THIS?

This image is1024x1024 px

must store 1 million pixels

That seems excessive!



#### COMPRESSION

- Making files smaller
- That crown is only 25Kb (~25,000 byes) rather than 1,000,000 bytes
- The magic of compression!

#### TWO KINDS OF COMPRESSION

- Lossless: don't lose information
- Can get the exact picture back

- Lossy: do lose information
- Called a "compression artifact"

#### LOSSLESS COMPRESSION

How could you store this picture efficiently?

- Store lines instead of pixels, or
- Take advantage of repetition



#### LOSSLESS COMPRESSION

- Lots of modern ways to do this
- Zip files, for example

- Let's compress some text losslessly!
- gzip/gunzip
- mobydick.txt

#### LOSSY COMPRESSION

- Why would we WANT to lose stuff???
- Files can get MUCH smaller
- We usually won't miss it





Lossy method for image compression
Makes files really really small.

that's 19KB!

#### HOW DOES JPEG WORK?



- Divides picture into small "blocks"
- Makes the blocks out of a combination of waves
- Looks for "structure" in the blocks
- Repeated blocks are definitely good structure
- Or blocks that are the same except a different shade
- Or similar blocks in less-obvious ways
- Tunable how lossy do you want to be?

#### LOSS IN JPEG

- So what do we lose then?
- JPEG tries to get blocks to repeat
- Get "blocky" artifacts
- Does badly on borders (why?)

#### EXAMPLE OF JPEG COMPRESSION



400% jpeg compression 0/12



400% jpeg compression 6/12



400% no compression (original)

#### CAN GET REALLY BAD







Compressed

## CAN GET REALLY BAD (WHY THIS EXAMPLE?)



#### **OTHER MEDIA**

- How do you store audio? A video?
- Compression gets VERY important for video
- Uncompressed HD video takes about 1GB/second
- Can't stream that... (your connection is about 1MB/second)

- Same basic idea as JPEG to compress video
- IOmin HD Youtube video: 250MB to 300MB

# I WANT TO EMPHASIZE

There is no modern internet without compression

#### METADATA

- What is metadata?
- Why does it matter?

When is metadata stored?

#### METADATA

#### What does this photo say about me?



#### STENOGRAPHY

What is it?

• We'll talk about it a little more when we get to cryptography.

#### (IF WE HAVE TIME) BITS ON THE INTERNET

- Bits we send on the internet need a format too!
- What do we need to include?
- Actual data (payload)
- Format we're using (there's a bunch!)
- Where it's going
- Where it's from
- Length of the payload
- Checksum (don't want errors in where it's going!)

#### HOW CAN WE SHARE A MEDIUM?

- Let's say many devices are all using the same connection
- Only one can broadcast successfully at a time
- How can you make sure things get sent?
- Don't know anything about the network (except that we'll all agree on one protocol)