## Mike's Simple Adaptive Block Compression With Silence Compression ©1994 mycal labs www.mycal.net

## To Compress a Sample:

Assume BLOCK\_SIZE is initialized to a multiple of 16, good values are 80 to 160. I'm assuming that the data\_in[] array is the incoming sample, and that it is filtered with the /4, /2, /4 filter. I'm also assuming that the data\_in[] array is padded to a multiple of the BLOCK\_SIZE with 0x80. Assume data\_len = the length of the data\_in[] array padded out to a multiple of BLOCK\_SIZE;

**Initialize Global State Variables before compressing a sample:** Ref\_sample = 0x0; Current block pointer=0;

### Compress, a block at a time until there is no data left:

While(current\_block\_pointer<data\_len) compress a block(current\_block\_pointer); current\_block\_pointer= current\_block\_pointer + BLOCK\_SIZE;

Else

We are done;

## **Compress and store block:**

#### Calculate Average Step Size:

```
Prev=data_in[current_sample_pointer] -128;
Step_size=0;
For(i=1;i<BLOCK_SIZE;i++)
{
    t=(data_in[i+current_block_pointer]-128);
    step_size=step_size+abs(t - prev);
    prev=t;
```

step\_size=step\_size/(BLOCK\_SIZE/2);

Store step size.

If(step\_size!=0) we need to store block

### Store Block:

```
For (i=0;i<BLOCK_SIZE;i++)
{
    t=(data_in[i+current_block_pointer]-128);
    if(t > ref_sample)
    {
        store a 1
        ref_sample=ref_sample + step_size;
    }
}
```

// convert sample to signed, just flip msb on
// a byte, or flip upper byte on word.

```
else
{
store a 0
ref_sample=ref_sample - step_size;
}
```

# To Uncompress a Sample:

Assume Post Filtering with /4,/2,/4 filter. Assume BLOCK\_SIZE as above. Assume cdata[] array is an array of bytes produced by the above routine.

**Initialize Global State Variables:** Ref\_sample = 0x0; Current block pointer=0;

### **Uncompress\_Block:**

```
While(data_pointer<data_len)
Uncompress_block(data_pointer);
Else
```

Were done;

#### Get Step Size:

Step\_size = cdata[data\_pointer];

Data\_pointer = data\_pointer +1;

```
If (step size == 0)
{
        //replicate silence
        for(i=0; i< BLOCK SIZE;i++)
                 store ref_sample;
}
else
{
        // replicate waveform from data
        For (i=0;i<BLOCK_SIZE;i++)
        {
                 if(bit=1)
                          ref sample=ref sample+step size;
                 else
                          ref sample=ref sample-step size;
                 store ref sample;
        data_pointer = data_pointer + (BLOCK_SIZE/8);
}
```

## **EXAMPLE - compress**

This sample does not take in consideration the filter, and it can be assumed that the filter is applied before the compression takes place.

#### Eleven.wav - for this example we use a block size of 16. The first 16 data bytes from eleven.wav are :

134, 133, 133, 131, 129, 127, 127, 125, 123, 120, 121, 122, 122, 125, 128, 128 2<sup>nd</sup> 16 bytes are: 122, 118, 120, 124, 132, 140, 142, 139, 131, 123, 118, 120, 127, 133, 138, 139

#### Converted to signed values are:

6, 5, 5, 3, 1, -1, -1, -3, -5, -8, -7, -6, -6, -3, 0, 0 and -6, -10, -8, -4, 4, 12, 14, 11, 3, -5, -10, -8, -1, 5, 10, 11

#### First block calculated step size is:

step\_size = 3 (step= 28,  $28/(block_size/2), 28/(16/2), 28/8$ )  $2^{nd}$  is : step size = 9 (step=79, 79/8)

# **First Compressed Block is :** 0x03 0xC8 0x97

- This is Step size =0x03 plus
- Ref\_sample=0, step\_size=3, 1<sup>st</sup> value = 6 is greater than Ref\_Sample, Store 1 Ref\_sample=Ref\_Sample + step\_size = 3
- Ref\_sample=3, step\_size=3, 2<sup>nd</sup> value = 5 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = 6
- Ref\_sample=6 step\_size=3, 3<sup>st</sup> value = 5 is less than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample - step\_size = 3
- Ref\_sample=3, step\_size=3, 4<sup>th</sup> value = 3 is less (or =) than Ref\_Sample, Store 0 Ref\_Sample=Ref\_Sample - step\_size = 0
- Ref\_sample=0, step\_size=3, 5<sup>st</sup> value = 1 is greater than Ref\_Sample, Store 1 Ref\_sample=Ref\_Sample + step\_size = 3
- Ref\_sample=3, step\_size=3, 6<sup>th</sup> value = -1 is less than Ref\_Sample, Store 0 Ref Sample=Ref Sample - step\_size = 0
- Ref\_sample=0, step\_size=3, 7<sup>th</sup> value = -1 is less than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample + step\_size = -3
- Ref\_sample=-3, step\_size=3, 8<sup>th</sup> value = -3 is less than (or =) Ref\_Sample, Store 0 Ref\_Sample=Ref\_Sample - step\_size = -6
- Ref\_sample=-6, step\_size=3, 9<sup>th</sup> value = -5 is greater than Ref\_Sample, Store 1 Ref\_sample=Ref\_Sample + step\_size = -3
- Ref\_sample=-3, step\_size=3, 10<sup>th</sup> value = -8 is less than Ref\_Sample, Store 0 Ref Sample=Ref Sample - step size = -6
- Ref\_sample=-6 step\_size=3, 11<sup>th</sup> value = -7 is less than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample - step\_size = -9

- Ref\_sample=-9, step\_size=3, 12<sup>th</sup> value = -6 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = -6
- Ref\_sample=-6, step\_size=3, 13<sup>th</sup> value = -6 is less than (or =) than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample - step\_size = -9
- Ref\_sample=-9, step\_size=3, 14<sup>th</sup> value = -3 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = -6
- Ref\_sample=-6, step\_size=3, 15<sup>th</sup> value = 0 is greater than Ref\_Sample, Store 1 Ref\_sample=Ref\_Sample + step\_size = -3
- Ref\_sample=-3, step\_size=3, 16<sup>th</sup> value = 0 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = 0

# **Second Compressed Block is :** 0x09 0x3D 0x17

This is Step\_size =0x09 plus

- Ref\_Sample is carried over from the last block, (it = 0 in this case)
- Ref\_sample=0, step\_size=9, 17<sup>th</sup> value = -6 is less than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample - step\_size = -9
- Ref\_sample=-9, step\_size=9, 18<sup>th</sup> value = -10 is less than Ref\_Sample, Store 0 Ref\_Sample=Ref\_Sample - step\_size = -18
- Ref\_sample=-18 step\_size=9, 19<sup>th</sup> value = -8 is greater than Ref\_Sample, Store 1 Ref\_sample=Ref\_Sample + step\_size = -9
- Ref\_sample=-9, step\_size=9, 20<sup>th</sup> value = -4 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = 0
- Ref\_sample=0, step\_size=9, 21<sup>st</sup> value = 4 is greater than Ref\_Sample, Store 1 Ref\_sample=Ref\_Sample + step\_size = 9
- Ref\_sample=9, step\_size=9, 22<sup>nd</sup> value = 12 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = 18
- Ref\_sample=18, step\_size=9, 23<sup>rd</sup> value = 14 is less than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample - step\_size = 9
- Ref\_sample=9, step\_size=9, 24<sup>th</sup> value = 11 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = 18
- Ref\_sample=18, step\_size=9, 25<sup>th</sup> value = 3 is less than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample + step\_size = 9
- Ref\_sample=9, step\_size=9, 26th value = -5 is less than Ref\_Sample, Store 0 Ref\_Sample=Ref\_Sample - step\_size = 0
- Ref\_sample=0 step\_size=9, 27th value = -10 is less than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample - step\_size = -9

- Ref\_sample=-9, step\_size=9, 28<sup>th</sup> value = -8 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = 0
- Ref\_sample=0, step\_size=9, 29<sup>th</sup> value = -1 is less than than Ref\_Sample, Store 0 Ref\_sample=Ref\_Sample - step\_size = -9
- Ref\_sample=-9, step\_size=9, 30<sup>th</sup> value = 5 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = 0
- Ref\_sample=0, step\_size=9, 31<sup>st</sup> value = 10 is greater than Ref\_Sample, Store 1 Ref\_sample=Ref\_Sample + step\_size = 9
- Ref\_sample=9, step\_size=9, 32<sup>nd</sup> value = 11 is greater than Ref\_Sample, Store 1 Ref\_Sample=Ref\_Sample + step\_size = 18