

# digitales Compandieren

## Compression

Segm		Segm - QZ (Segm)
0 (1a)	V 0 0 0 0 0 0 0 0 A B C D	V 0 0 0 A B C D
1 (1b)	V 0 0 0 0 0 0 1 A B C D	V 0 0 1 A B C D
2	V 0 0 0 0 0 1 A B C D X	V 0 1 0 A B C D
3	V 0 0 0 0 1 A B C D X X	V 0 1 1 A B C D
4	V 0 0 0 1 A B C D X X X X	V 1 0 0 A B C D
5	V 0 0 1 A B C D X X X X	V 1 0 1 A B C D
6	V 0 1 A B C D X X X X	V 1 1 0 A B C D
7	V 1 A B C D X X X X	V 1 1 1 A B C D

werden abgeschnitten  $\xrightarrow{1:64}$  Compressin

## Expandieren

0	V 0 0 0 A B C D	V 0 0 0 0 0 0 0 0 A B C D	} immer ändert
1	V 0 0 1 A B C D	V 0 0 0 0 0 0 1 A B C D	
2	V 0 1 0 A B C D	V 0 0 0 0 0 1 A B C D	~ Mike
3	V 0 1 1 A B C D	V 0 0 0 0 1 A B C D	"
4	V 1 0 0 A B C D	V 0 0 0 1 A B C D	"
5	V 1 0 1 A B C D	V 0 0 1 A B C D	"
6	V 1 1 0 A B C D	V 0 1 A B C D	"
7	V 1 1 1 A B C D	V 1 A B C D	"

