

Alternate Means of “Data Compression”

Part VI: Uncompressing of the Data

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Overview

The previous five parts of this series of white papers on “*Alternate Means of Data Compression*” has dealt with the process of the gathering of a data subset from an initial data stream. Obviously if we eliminate much of the initial data stream then “gaps” will appear in the “compressed” data subset. The question now is *how to fill in the gaps* so we can make a model that will fairly and realistically duplicate the full initial data stream. This concept will be the focus of this final paper in this series; “*Uncompressing of the Data*” to simulate the initial full data stream.

Our Toolbox

Our toolbox is essentially the same criteria we used to create the “compressed” data subset; *Time*, *Change* (Delta) and *Time and Delta*. With these tools we have taken a “snapshot” of the complete data stream. In reality we have created a set of “*data points*” that represent Time or Delta or both. Now it is up to us to just simply “connect the dots” with an algorithm that best fits the type of data we are working with.

Using Time or Delta or a combination of both, we can simulate the important points of data we are most interested in, much like a graph does. The toolbox we have is sufficient enough to give us what we need to get started. The rest of the process can get into proprietary areas and can be the basis for proprietary software.

Our Canvas

Our canvas on which we plot this data subset or data points can be any number of mediums. Of course the most visibly appealing will be a type of graph to give us full visual representation. We could just as well generate only raw numbers to fill in the gaps if that is all that is required.

The best canvas would be the combination the generation of numbers to better represent missing data points and using that complete set of data to create a graph or visually appealing representation of data.

Creating Our Finished Product

Any study of a certain area of work will result in knowledge of the inner workings of that particular area of work. In other words, we need to put past experience to use to decide

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how to best create our finished product. Experience is the intangible asset that can deem a work as *proprietary* in nature and thus gives an intangible quantity a resulting tangible value.

The basic fact of creating a finished product from the subset of data we have gathered has now resulted in a final work. This final work combines the data subset, the experience we have in order to generate the missing data, and the expertise to produce an end product. This end product now has a value. It is only a matter of assigning a value to this finished work to reward us for our experience and our efforts.

Conclusion

It is far beyond the scope of this series of white papers to go into detail as to the methodologies we can use to create our finished product. We cover a very broad scope in this paper on purpose, and do not go into specifics for a reason. This is because every field of endeavor varies in some certain degree from other fields of endeavor. *It is the narrowing of this scope of endeavor and then generating the algorithms needed to create missing data points and then present them in a meaningful manner that make the total package a work of art.* And as the saying goes; *“art is in the eye of the beholder”*. This easily translates into *“what is the value of the work and experience used to create a product worth to anyone needing or wanting to use this final product”*.

And hence the word *“proprietary”* now comes into distinct focus...

Change Log Part VI:

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