CSE 490 GZ
Introduction to Data Compression
Winter 2002

Predictive Coding
Burrows-Wheeler Transform

Predictive Coding

- The next symbol can be statistically predicted from the past.
  - Code with context
  - Code the difference
  - Move to front, then code
- Goal of prediction
  - The prediction should make the probability of the next symbol high as possible
  - After prediction there is nothing left to know except the probabilities

Bad and Good Prediction

- From information theory – The lower the information the fewer bits are needed to code the symbol.

$$\text{inf}(a) = \log_2\left(\frac{1}{P(a)}\right)$$

- Examples:
  - P(a) = 1024/1024, inf(a) = .000977
  - P(a) = 1/2, inf(a) = 1
  - P(a) = 1/1024, inf(a) = 10

Entropy

- Entropy is the expected number of bit to code a symbol in the model with a_i having probability $P(a_i)$.

$$H = \sum_{i=1}^{m} P(a_i)\log_2\left(\frac{1}{P(a_i)}\right)$$

- Good coders should be close to this bound.
  - Arithmetic
  - Huffman
  - Golomb
  - Tunstall

PPM

- Prediction with Partial Matching
  - Cleary and Witten (1984)
  - Tries to find a good context to code the next symbol

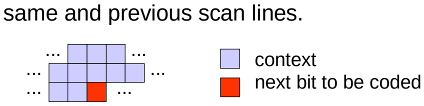
good ↘

context	a	e	i	r	s	y
the	0	0	5	7	4	7
he	10	1	7	10	9	7
e	12	2	10	15	10	10
<nil>	50	70	30	35	40	13

- Uses adaptive arithmetic coding for each context

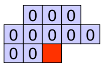
JBIG

- Coder for binary images
  - documents
  - graphics
- Codes in scan line order using context from the same and previous scan lines.



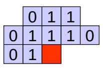
- Uses adaptive arithmetic coding with context

JBIG Example



next bit	0	1
frequency	100	10

$$H = \frac{10}{110}\log(\frac{110}{10}) + \frac{100}{110}\log(\frac{110}{100}) = .44$$



next bit	0	1
frequency	15	50

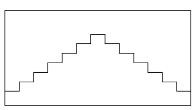
$$H = \frac{15}{65}\log(\frac{65}{15}) + \frac{50}{65}\log(\frac{65}{50}) = .78$$

Issues with Context

- Context dilution
  - If there are too many contexts then too few symbols are coded in each context, making them ineffective because of the zero-frequency problem.
- Context saturation
  - If there are too few contexts then the contexts might not be good as having more contexts.
- Wrong context
  - Again poor predictors.

Prediction by Differencing

- Used for Numerical Data
- Example: 2 3 4 5 6 7 8 7 6 5 4 3 2



- Transform to 2 1 1 1 1 1 1 –1 –1 –1 –1 –1 –1
  - much lower first-order entropy

General Differencing

- Let $x_1, x_2, ..., x_n$ be some numerical data that is correlated, that is x_i is near x_{i+1}
- Better compression can result from coding $x_1, x_2 - x_1, x_3 - x_2, ..., x_n - x_{n-1}$
- This idea is used in
  - signal coding
  - audio coding
  - video coding
- There are fancier prediction methods based on linear combinations of previous data, but these can require training.

Move to Front Coding

- Non-numerical data
- The data have a relatively small working set that changes over the sequence.
- Example: a b a b a a b c c b b c c c c b d b c c
- Move to Front algorithm
  - Symbols are kept in a list indexed 0 to m-1
  - To code a symbol output its index and move the symbol to the front of the list

Example

- Example: <u>a</u> b a b a a b c c b b c c c c b d b c c
  0

0	1	2	3
a	b	c	d

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1

0	1	2	3
a	b	c	d

↓

0	1	2	3
b	a	c	d

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1 1

0	1	2	3
b	a	c	d

↓

0	1	2	3
a	b	c	d

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1 1 1

0	1	2	3
a	b	c	d

↓

0	1	2	3
b	a	c	d

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1 1 1 1

0	1	2	3
b	a	c	d

↓

0	1	2	3
a	b	c	d

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1 1 1 1 0

0	1	2	3
a	b	c	d

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1 1 1 1 0 1

0	1	2	3
a	b	c	d

↓

0	1	2	3
b	a	c	d

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1 1 1 1 0 1 2

0	1	2	3
b	a	c	d

↓

0	1	2	3
c	b	a	d

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1 1 1 1 0 1 2 0 1 0 1 0 0 0 1 3 1 2 0

0	1	2	3
c	b	d	a

Example

- Example: a b a b a a b c c b b c c c c b d b c c
  0 1 1 1 1 0 1 2 0 1 0 1 0 0 0 1 3 1 2 0

Frequencies of {a, b, c, d}

a	b	c	d
4	7	8	1

Frequencies of {0, 1, 2, 3}

0	1	2	3
8	9	2	1

Extreme Example

Input:
aaaaaaaaaabbbbbbbbbbccccccccccdddddddddd
Output
0000000000100000000020000000003000000000

Frequencies of a b c d

a	b	c	d
10	10	10	10

Frequencies of 0 1 2 3

0	1	2	3
37	1	1	1

Burrows-Wheeler Transform

- Burrows-Wheeler, 1994
- BW Transform creates a representation of the data which has a small working set.
- The transformed data is compressed with move to front compression.
- The decoder is quite different from the encoder.
- The algorithm requires processing the entire string at once (it is not on-line).
- It is a remarkably good compression method.

Encoding Example

- abracadabra

1. Create all cyclic shifts of the string.

```
0   abracadabra
1   bracadabraa
2   racadabraab
3   acadabraabr
4   cadabraabra
5   adabraabrac
6   dabraabraca
7   abraabracad
8   braabracada
9   raabracadab
10  aabracadabr
```

Encoding Example

2. Sort the strings alphabetically in to array A

		→	A	
0	abracadabra		0	aabracadabr
1	bracadabraa		1	abraabracad
2	racadabraab		2	abracadabra
3	acadabraabr		3	acadabraabr
4	cadabraabra		4	adabraabrac
5	adabraabrac		5	braabracada
6	dabraabraca		6	bracadabraa
7	abraabracad		7	cadabraabra
8	braabracada		8	dabraabraca
9	raabracadab		9	raabracadab
10	aabracadabr		10	racadabraab

Encoding Example

3. L = the last column

A	
0	aabracadabr
1	abraabracad
2	abracadabra
3	acadabraabr
4	adabraabrac
5	braabracada
6	bracadabraa
7	cadabraabra
8	dabraabraca
9	raabracadab
10	racadabraab

L = rdarcaaaabb

Encoding Example

4. Transmit X the index of the input in A and L (using move to front coding).

A	
0	aabracadabr
1	abraabracad
2	abracadabra
3	acadabraabr
4	adabraabrac
5	braabracada
6	bracadabraa
7	cadabraabra
8	dabraabraca
9	raabracadab
10	racadabraab

L = rdarcaaaabb
X = 2

Why BW Works

- Ignore decoding for the moment.
- The prefix of each shifted string is a context for the last symbol.
  - The last symbol appears just before the prefix in the original.
- By sorting similar contexts are adjacent.
  - This means that the predicted last symbols are similar.

Decoding Example

- We first decode assuming some information. We then show how compute the information.
- Let A^s be A shifted by 1

A		A^s	
0	aabracadabr	0	raabracadab
1	abraabracad	1	dabraabraca
2	abracadabra	2	aabracadabr
3	acadabraabr	3	racadabraab
4	adabraabrac	4	cadabraabra
5	braabracada	5	abraabracad
6	bracadabraa	6	abracadabra
7	cadabraabra	7	acadabraabr
8	dabraabraca	8	adabraabrac
9	raabracadab	9	braabracada
10	racadabraab	10	bracadabraa

Decoding Example

- Assume we know the mapping T[i] is the index in A^s of the string i in A.
- T = [2 5 6 7 8 9 10 4 1 0 3]

A		A^s	
0	aabracadabr	0	raabracadab
1	abraabracad	1	dabraabraca
2	abracadabra	2	aabracadabr
3	acadabraabr	3	racadabraab
4	adabraabrac	4	cadabraabra
5	braabracada	5	abraabracad
6	bracadabraa	6	abracadabra
7	cadabraabra	7	acadabraabr
8	dabraabraca	8	adabraabrac
9	raabracadab	9	braabracada
10	racadabraab	10	bracadabraa

Decoding Example

- Let F be the first column of A, it is just L, sorted.

```
F = 0 1 2 3 4 5 6 7 8 9 10
    a a a a a b b c d r r

T =  0 1 2 3 4 5 6  7 8 9 10
     2 5 6 7 8 9 10 4 1 0 3
```

- Follow the pointers in T in F to recover the input starting with X.

Decoding Example

```
F = 0 1 2 3 4 5 6 7 8 9 10
    a a a a a b b c d r r

T =  0 1 2 3 4 5 6  7 8 9 10
     2 5 6 7 8 9 10 4 1 0 3
```

a

Decoding Example

```
F = 0 1 2 3 4 5 6 7 8 9 10
    a a a a a b b c d r r

T =  0 1 2 3 4 5 6  7 8 9 10
     2 5 6 7 8 9 10 4 1 0 3
```

ab

Decoding Example

```
F = 0 1 2 3 4 5 6 7 8 9 10
    a a a a a b b c d r r

T =  0 1 2 3 4 5 6  7 8 9 10
     2 5 6 7 8 9 10 4 1 0 3
```

abr

Decoding Example

- Why does this work?
- The first symbol of A[T[i]] is the second symbol of A^s[T[i]] is the second symbol of A[i] because A^s[T[i]] = A[i].

	A		A^s
0	aabracadabr	0	raabracadab
1	abraabracad	1	dabraabraca
2	abracadabra	2	aabracadabr
3	acadabraabr	3	racadabraab
4	adabraabrac	4	cadabraabra
5	braabracada	5	abraabracad
6	bracadabraa	6	abracadabra
7	cadabraabra	7	acadabraabr
8	dabraabraca	8	adabraabrac
9	raabracadab	9	braabracada
10	racadabraab	10	bracadabraa

Decoding Example

- How do we compute T from L and X?

```
    0 1 2 3 4 5 6 7 8 9 10
F = a a a a a b b c d r r
L = r d a r c a a a a b b
```

Note that L is the first column of A^s and A^s is in the same order as A.

If i is the k-th x in F then T[i] is the k-th x in L.

Decoding Example

```
     0 1 2 3 4 5 6 7 8 9 10
F =  a a a a a b b c d r r
L =  r d a r c a a a a b b

T=  0 1 2 3 4 5 6  7 8 9 10
    2 5 6 7 8
```


Decoding Example

```
     0 1 2 3 4 5 6 7 8 9 10
F =  a a a a a b b c d r r
L =  r d a r c a a a a b b

T=  0 1 2 3 4 5 6  7 8 9 10
    2 5 6 7 8 9 10
```


Decoding Example

```
     0 1 2 3 4 5 6 7 8 9 10
F =  a a a a a b b c d r r
L =  r d a r c a a a a b b

T=  0 1 2 3 4 5 6  7 8 9 10
    2 5 6 7 8 9 10 4
```


Decoding Example

```
     0 1 2 3 4 5 6 7 8 9 10
F =  a a a a a b b c d r r
L =  r d a r c a a a a b b

T=  0 1 2 3 4 5 6  7 8 9 10
    2 5 6 7 8 9 10 4 1
```


Decoding Example

```
     0 1 2 3 4 5 6 7 8 9 10
F =  a a a a a b b c d r r
L =  r d a r c a a a a b b

T =  0 1 2 3 4 5 6  7 8 9 10
     2 5 6 7 8 9 10 4 1 0 3
```


Notes on BW

- Alphabetic sorting does not need the entire cyclic shifted inputs. You just have to look at long enough prefixes.
  - A bucket sort will work here.
- There are high quality practical implementations
  - Bzip
  - Bzip2 (seems to be public domain)