

CSE 521

Algorithms

Huffman and Arithmetic Codes:
Optimal Data Compression Methods

Compression Example

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

100k file, 6 letter alphabet:

File Size:

ASCII, 8 bits/char: 800kbits

$2^3 > 6$; 3 bits/char: 300kbits

Why?

Storage, transmission vs 5 Ghz cpu

Compression Example

a	45%
b	13%
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100k file, 6 letter alphabet:

File Size:

ASCII, 8 bits/char: 800kbits

$2^3 > 6$; 3 bits/char: 300kbits

better: \longrightarrow

2.52 bits/char $74\%*2 + 26\%*4$: 252kbits

Optimal?

	E.g.:	Why not:
a	00	00
b	01	01
d	10	10
c	1100	110
e	1101	1101
f	1110	1110

1101110 = cf or ec? ₃

Data Compression

Binary character code (“code”)

each k -bit *source string* maps to unique *code word*
(e.g. $k=8$)

“compression” alg: concatenate code words for
successive k -bit “characters” of source

Fixed/variable length codes

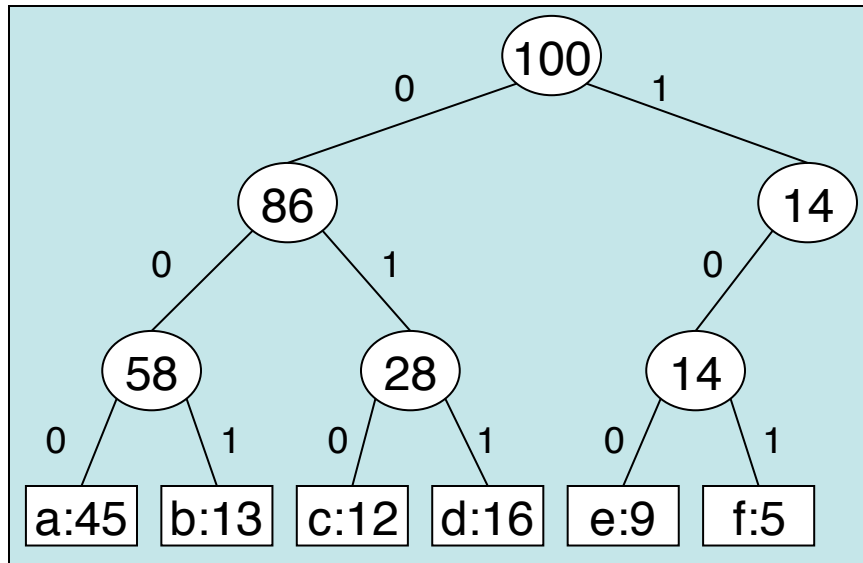
all code words equal length?

Prefix codes

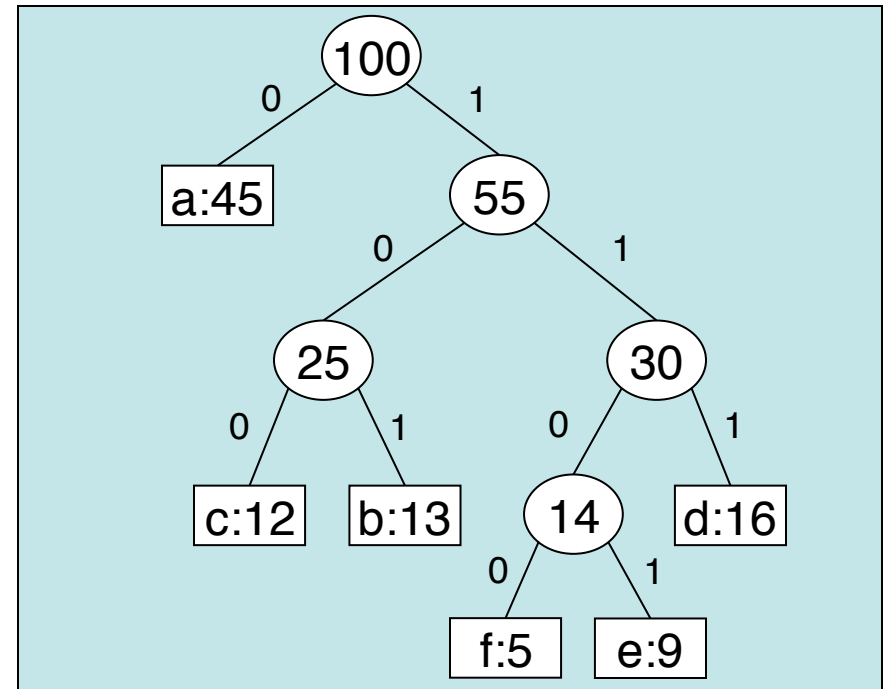
no code word is prefix of another (unique decoding)

Prefix Codes = Trees

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%



1 0 1 0 0 0 0 0 1
f a b

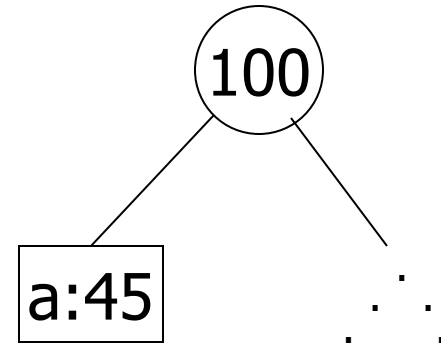


1 1 0 0 0 1 0 1
f a b

Greedy Idea #1

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

Put most frequent
under root, then recurse ...



Greedy Idea #1

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

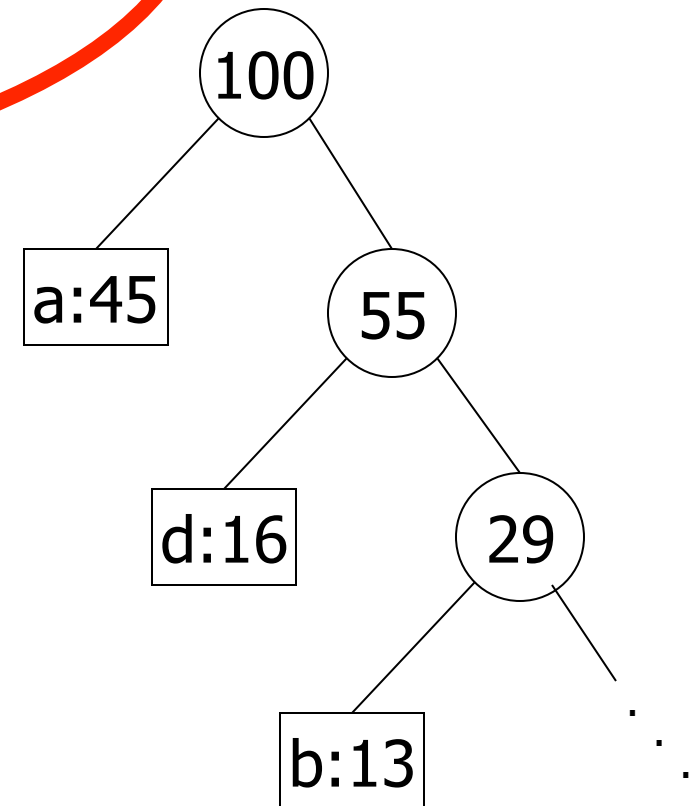
Top down: Put *most* frequent under root, then recurse

**Too greedy:
unbalanced tree**

$$.45*1 + .16*2 + .13*3 \dots = 2.34$$

not too bad, but imagine if all freqs were $\sim 1/6$:

$$(1+2+3+4+5+5)/6=3.33$$



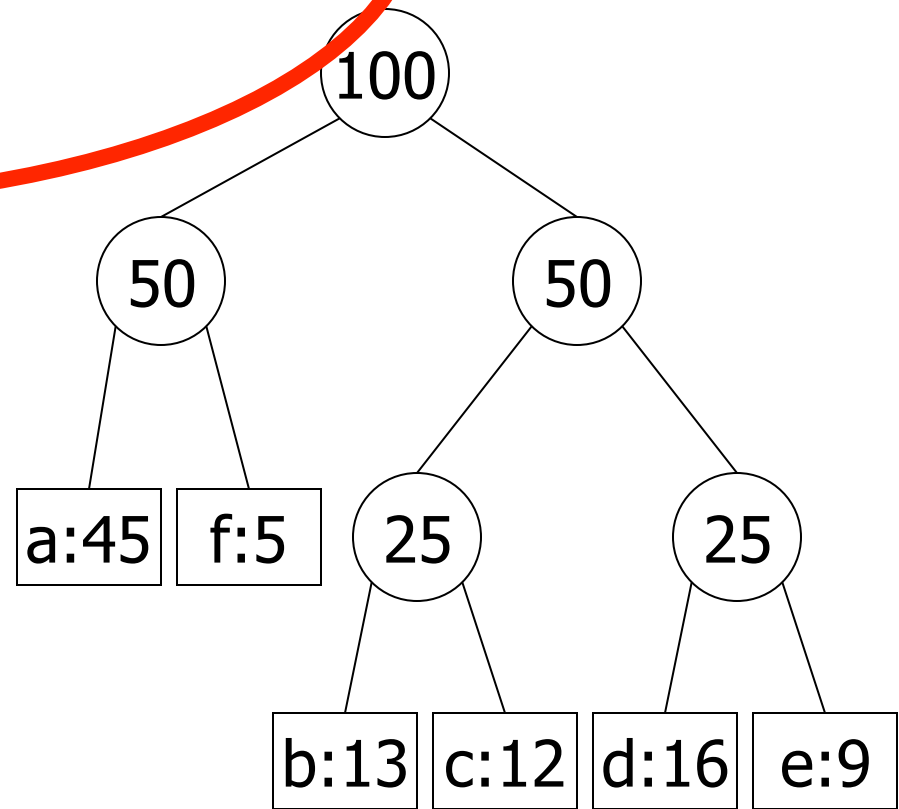
Greedy Idea #2

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

Top down: Divide letters into 2 groups, with ~50% weight in each; recurse (Shannon-Fano code)

Again, not terrible
 $2 \cdot .5 + 3 \cdot .5 = 2.5$

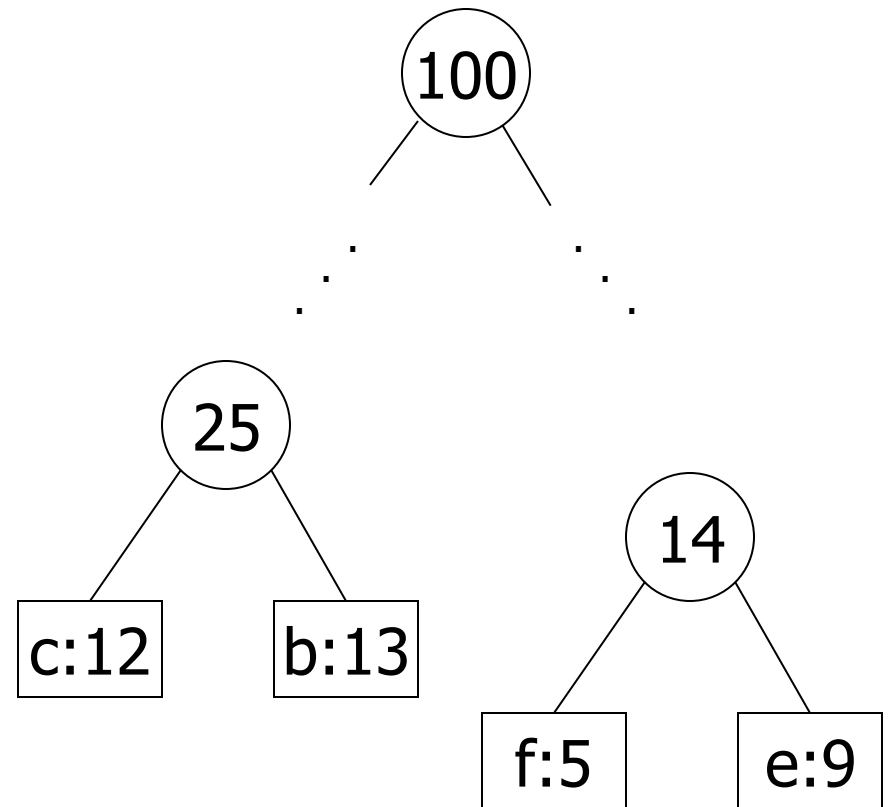
But this tree can easily be improved! (How?)

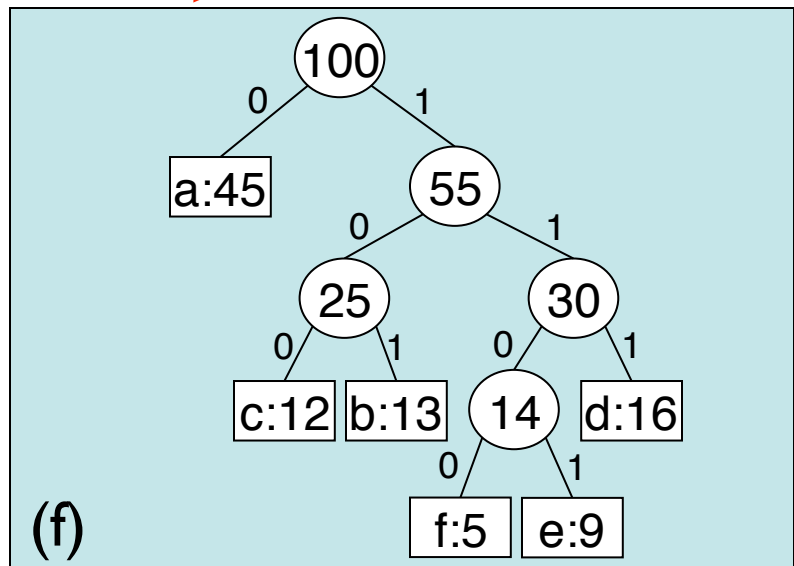
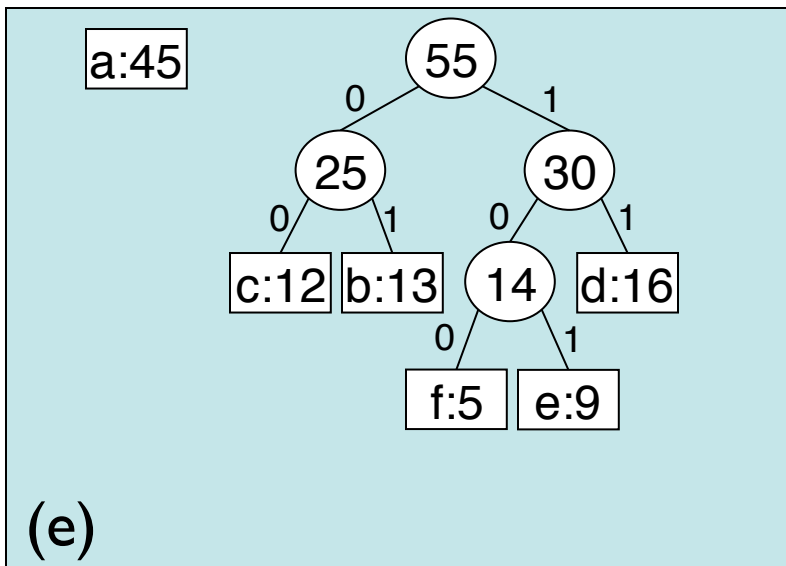
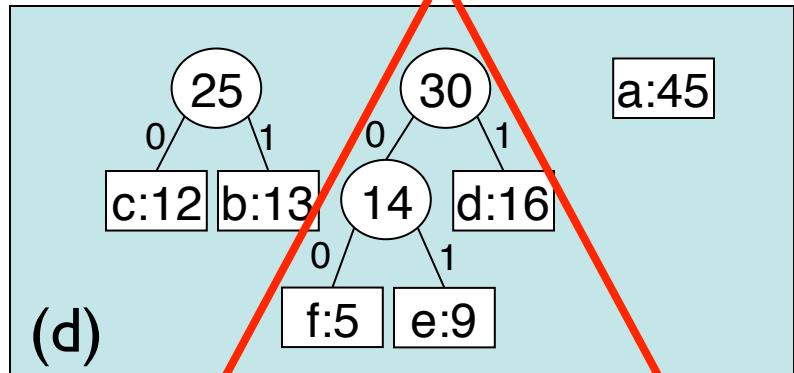
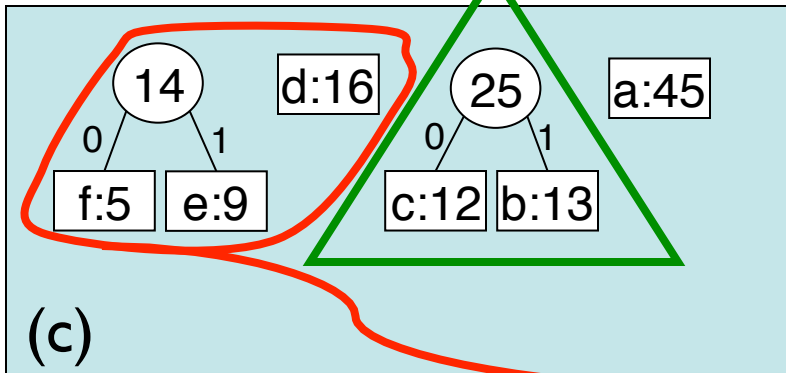
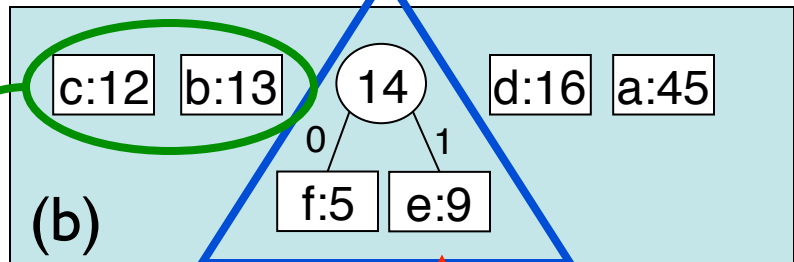
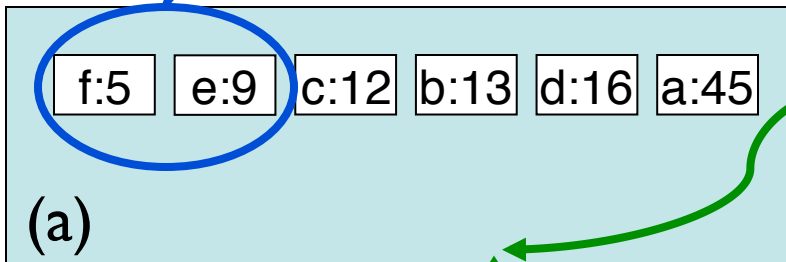


Greedy idea #3

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

Bottom up: Group
least frequent letters
near bottom





$$.45 * 1 + .41 * 3 + .14 * 4 = 2.24 \text{ bits per char}$$

Huffman's Algorithm (1952)

Algorithm:

insert node for each letter into priority queue by freq
while queue length > 1 do
 remove smallest 2; call them x, y
 make new node z from them, with $f(z) = f(x) + f(y)$
 insert z into queue

Analysis: $O(n)$ heap ops: $O(n \log n)$

Goal: Minimize $B(T) = \sum_{c \in C} \text{freq}(c) * \text{depth}(c)$

Correctness: ???

Correctness Strategy

Optimal solution may not be **unique**, so cannot prove that greedy gives the *only* possible answer.

Instead, show that greedy's solution is **as good as any**.

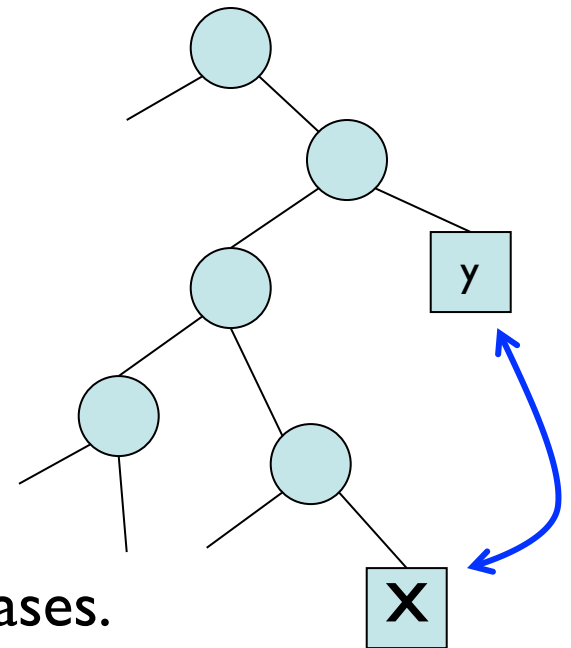
How: an exchange argument

Defn: A pair of leaves x, y is an inversion if

$$\text{depth}(x) \geq \text{depth}(y)$$

and

$$\text{freq}(x) \geq \text{freq}(y)$$



Claim: If we flip an inversion, cost never increases.

Why? All other things being equal, better to give more frequent letter the shorter code.

$$\begin{aligned} & \text{before} & \text{after} \\ & \underbrace{\hspace{10em}} & \underbrace{\hspace{10em}} \\ & (d(x)*f(x) + d(y)*f(y)) - (d(x)*f(y) + d(y)*f(x)) = \\ & (d(x) - d(y)) * (f(x) - f(y)) \geq 0 \end{aligned}$$

I.e., non-negative cost savings.

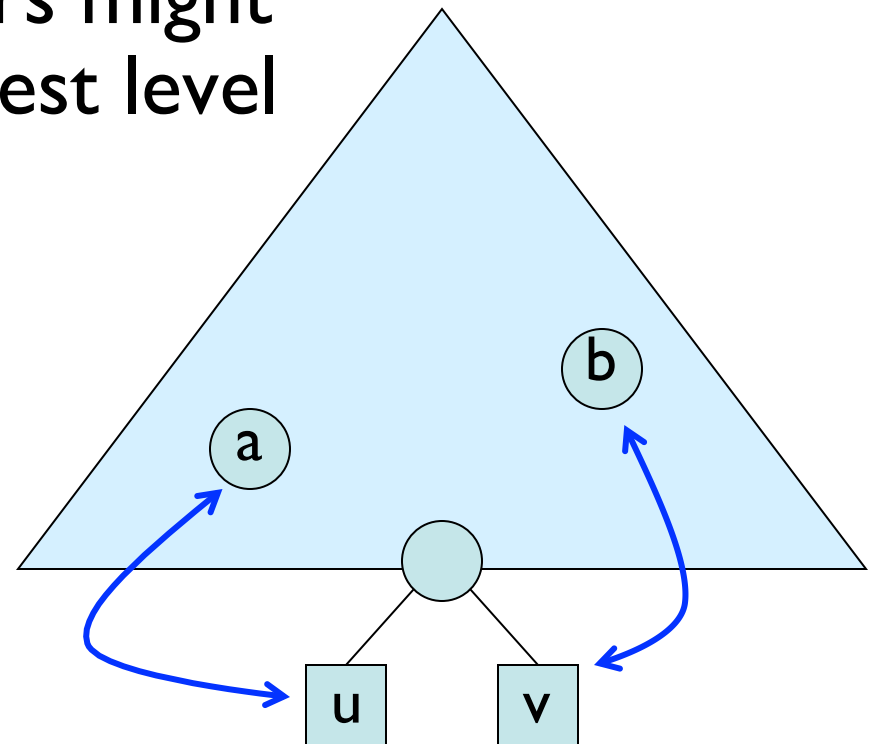
Lemma I: “Greedy Choice Property”

The 2 least frequent letters might
as well be siblings at deepest level

Let a be least freq, b 2nd

Let u, v be siblings at
max depth, $f(u) \leq f(v)$
(why must they exist?)

Then (a,u) and (b,v) are
inversions. Swap them.



Lemma 2

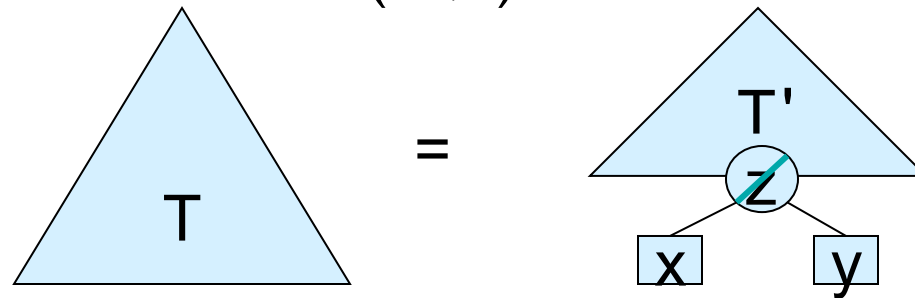
Let (C, f) be a problem instance: C an n -letter alphabet with letter frequencies $f(c)$ for c in C .

For any x, y in C , z not in C , let C' be the $(n-1)$ letter alphabet $C - \{x,y\} \cup \{z\}$ and for all c in C' define

$$f'(c) = \begin{cases} f(c), & \text{if } c \neq x,y,z \\ f(x) + f(y), & \text{if } c = z \end{cases}$$

Let T' be an optimal tree for (C',f') .

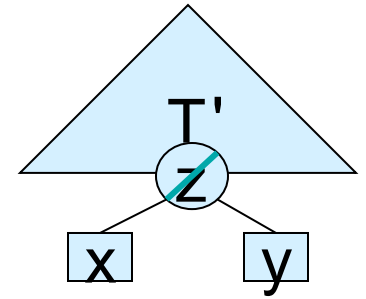
Then



is optimal for (C,f) among all trees having x,y as siblings

Proof:

$$B(T) = \sum_{c \in C} d_T(c) \cdot f(c)$$



$$\begin{aligned} B(T) - B(T') &= d_T(x) \cdot (f(x) + f(y)) - d_{T'}(z) \cdot f'(z) \\ &= (d_{T'}(z) + 1) \cdot f'(z) - d_{T'}(z) \cdot f'(z) \\ &= f'(z) \end{aligned}$$

Suppose \hat{T} (having x & y as siblings) is better than T , i.e.

$B(\hat{T}) < B(T)$. Collapse x & y to z , forming \hat{T}' ; as above:

$$B(\hat{T}) - B(\hat{T}') = f'(z)$$

Then:

$$B(\hat{T}') = B(\hat{T}) - f'(z) < B(T) - f'(z) = B(T')$$

Contradicting optimality of T'

Theorem:

Huffman gives optimal codes

Proof: induction on $|C|$

Basis: $n=1,2$ – immediate

Induction: $n>2$

Let x,y be least frequent

Form $C', f',$ & z , as above

By induction, T' is opt for (C',f')

By lemma 2, $T' \rightarrow T$ is opt for (C,f) among trees
with x,y as siblings

By lemma 1, some opt tree has x, y as siblings

Therefore, T is optimal.

Data Compression

Huffman is **optimal**.

BUT still might do better!

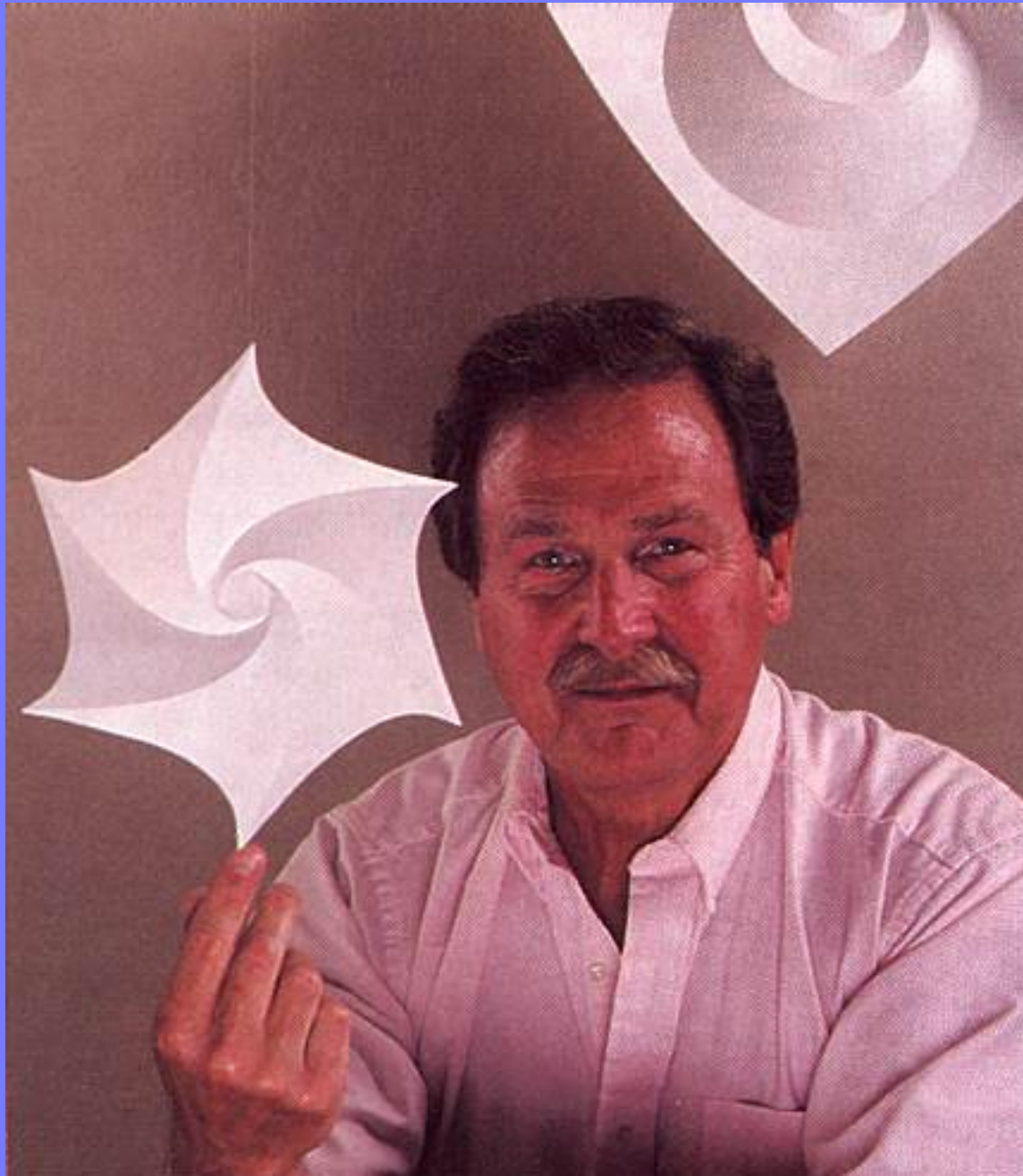
Huffman encodes fixed length blocks. What if we vary them?

Huffman uses one encoding throughout a file. What if characteristics change?

What if data has structure? E.g. raster images, video,...

Huffman is lossless. Necessary?

LZW, MPEG, ...



David A. Huffman, 1925-1999





Arithmetic Coding

In some ways a generalization of Huffman coding

Can provide better compression (by relaxing some of the Huffman assumptions)
approaching theoretical limit

Algorithmically very different

Arithmetic Codes

Shannon Bound

letter i , prob P_i

I ndp

need $-\sum P_i \log_2 P_i$

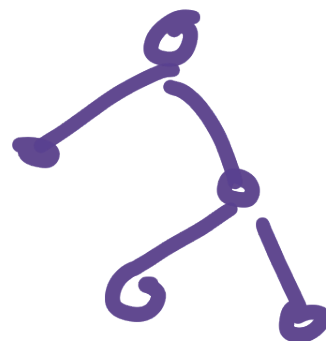
on average

(bits per character)

F x

{a, b, c}, P = 1/3

Huffman



$$\frac{1}{3} \cdot 1 + \frac{2}{3} \cdot 2 = 1.67$$

bits / char

Shannon

$$-\sum \frac{1}{3} \log_2 \frac{1}{3} = \log_2 3$$
$$\approx 1.585 < 1.666$$

An Idea:

message : abach...

View as (01021...)
(base 3)



In more detail

may $.01021$

find interval for

$.01021x$ for all x

Send some

$$v \in [.01021, .0102122222\dots)$$

(any such v will do; might as well be the shortest one in binary)

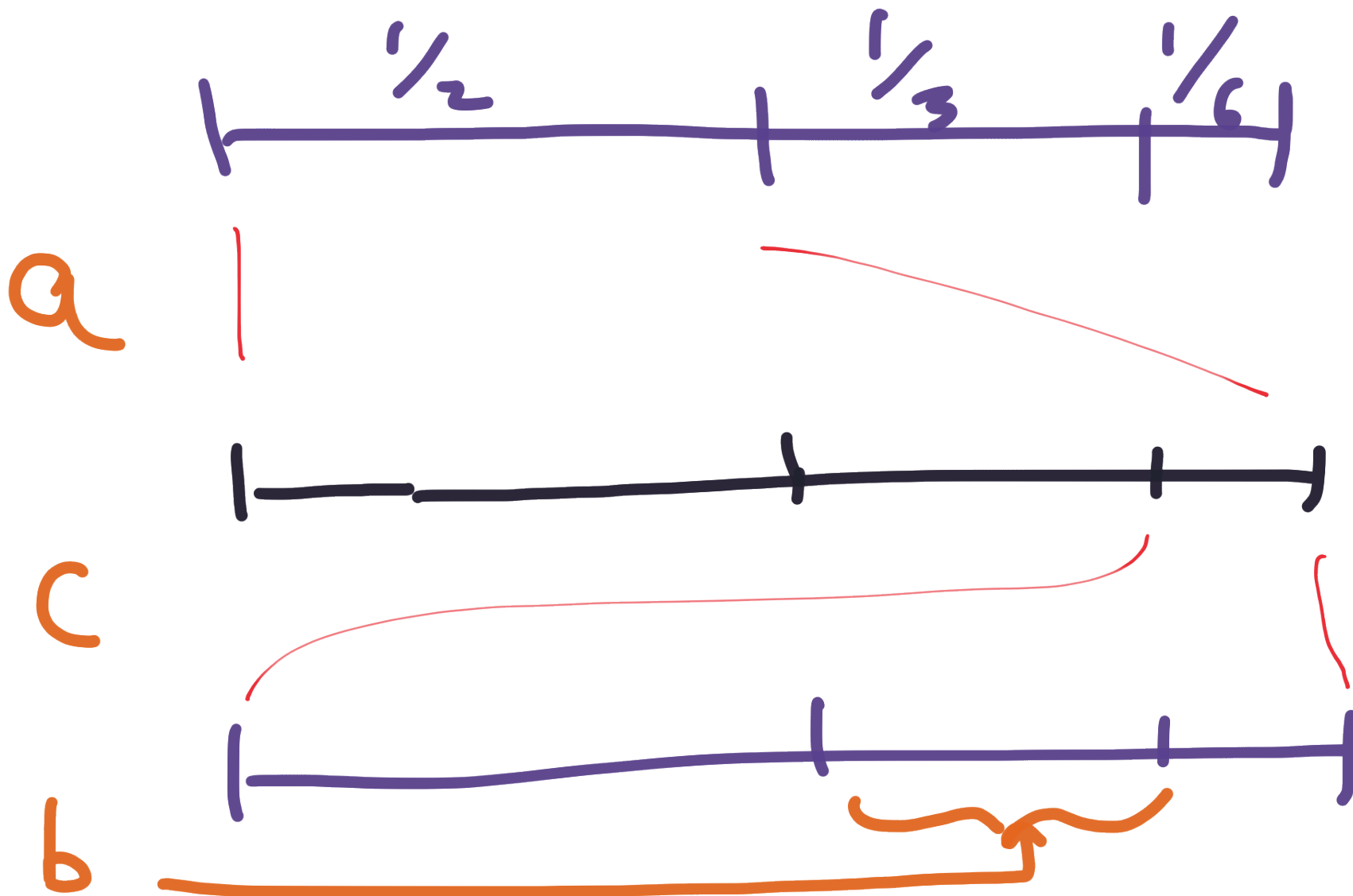
What about \neq frequencies?

E.g.: $P_a = \frac{1}{2}$, $P_b = \frac{1}{3}$, $P_c = \frac{1}{6}$

Same idea, but unequal intervals. E.g. "a"

maps to $\frac{1}{2}$ of 1st half; "ac"

to last sixth of 1st half.



$$abc \rightarrow \odot \neq \frac{5}{6} \cdot \frac{1}{2} + \left[\frac{1}{2} + \frac{5}{6} \right) \cdot \frac{1}{2} \cdot \frac{1}{6}$$

In general, if i^{th} letter of the alphabet a_i has frequency p_i , and $q_i = \sum_{j < i} p_j$

Associate an interval $(b, l) = \{ x \mid b \leq x < b+l \}$ with a string as follows:

empty string \Rightarrow interval $(0, l)$

if string $s \Rightarrow$ interval (b, l) then

string $sa_i \Rightarrow$ interval $(b+q_i, l+p_i)$

How many bits?

msg .01021

find interval for

.01021x for all x

Send some

$v \in [.01021, .0102122222\dots)$

(any such v will do; might as well be the shortest one in binary)

Fact

interval of width

$\frac{1}{4} \leq \varepsilon < \frac{1}{2}$ contains

$k/4$ for exactly one

integer k

More generally
need $\lceil -\log_2 \varepsilon \rceil$
to encode a point
in an interval of
width ε .

Arithmetic Coding

i ~~the~~ letter, p_i

Shannon: $-\sum p_i \log_2 p_i$

msg length n , expect
 np_i of letter i

S_0 : interval length

$$\approx \prod p_i^{n p_i}$$

$$\left[-\log_2 \prod p_i^{n p_i} \right]$$

$$\approx -n \sum p_i \log_2 p_i$$

= Shannon

More :

patents

non-independent

adaptive

(But must be

careful about

arithmetic \rightarrow , # bits)