

٤٢٠٢ Digital Multimedia

Lecture 4

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Entropy Encoding

- Basic Idea
 - Repeated code takes code of length inverse proportional to its repeat values
 - Two problems (code length?, code structure?)
- Mathematical
 - Studies for the amount of information carried out by symbols
 - Histograms are the base of the entropy as it has the repetitions
 - Source codes are considered as symbols that represents events with probabilities that is mapped to information.

Entropy

- The number of bits needed to encode a media source is lower-bounded by its “Entropy”.

- ***Self information*** of an event A is defined as

$$-\log_b P(A)$$

where $P(A)$ is the probability of event A .

If b equals 2, the unit is “bits” which is our case.

Example

- A source outputs two symbols (the alphabet has 2 symbols) 0 or 1.
 $P(0) = 0.25$, $P(1) = 0.75$.

Information we get when receiving a 0 is

$$\log_2 (1/0.25) = 2 \text{ bit ;}$$

when receiving a 1 is

$$\log_2 (1/0.75) = 0.4150 \text{ bit .}$$

Properties of Self Information

- The letter with smaller probability has high self information.
- The information we get when receiving two independent letters are summation of each of the self information.

$$\begin{aligned} & -\log_2 P(s_a, s_b) \\ &= -\log_2 P(s_a)P(s_b) \\ &= [-\log_2 P(s_a)] + [-\log_2 P(s_b)] \end{aligned}$$

Entropy

- An source has symbols $\{s_1, s_2, \dots, s_n\}$, and the symbols are independent, the average self-information is

$$H = \sum_{i=1}^n P(s_i) \log_2(1/P(s_i)) \text{ bits}$$

- H is called the ***Entropy*** of the source.
- The number of bits per symbol needed to encode a media source is lower-bounded by its “Entropy”.

Entropy (cont)

- Example:

A source outputs two symbols (the *alphabet* has 2 *letters*) 0 or 1. $P(0) = 0.25$, $P(1) = 0.75$.

$$\begin{aligned} H &= 0.25 * \log_2 (1/0.25) + \\ &\quad 0.75 * \log_2(1/0.75) \\ &= 0.8113 \text{ bits} \end{aligned}$$

We need at least 0.8113 bits per symbol in encoding.

The Entropy of an Image

- An grayscale image with 256 possible levels. $A=\{0, 1, 2, \dots, 255\}$. Assuming the pixels are independent and the grayscales are have equal probabilities,

$$H = 256 * 1/256 * \log_2(1/(1/256)) = 8\text{bits}$$

- What about an image with only 2 levels 0 and 255? Assuming, $P(0) = 0.5$ and $P(255) = 0.5$.

$$H = 1 \text{ bit}$$

Estimate the Entropy

Assuming the symbols are independent:

a a a b b b b c c c c d d

$$P(a) = 3/13$$

$$P(b) = 4/13$$

$$P(c) = 4/13$$

$$P(d) = 2/13$$

$$\begin{aligned} H &= [-P(a)\log_2 P(a)] + [-P(b)\log_2 P(b)] + \\ &\quad [-P(c)\log_2 P(c)] + [-P(d)\log_2 P(d)] \\ &= 1.95\text{bits} \end{aligned}$$

Entropy encoding schemes

- Huffman Encoding
- Shannon Fano

Huffman Encoding

Huffman Encoding

- Statistical encoding
- Entropy encoding
- Starts with histogram then normalized histogram
- Recall normalized histogram numbers are probabilities
- To determine Huffman code, it is useful to construct a binary tree
- Leaves are characters to be encoded
- Nodes carry occurrence probabilities of the characters belonging to the sub-tree

Huffman Encoding (Example)

**Step 1 : Sort all Symbols according to their probabilities
(left to right) from Smallest to largest**
these are the leaves of the Huffman tree

- Say we have symbols A,B,C,D,E with probabilities 0.16,0.51,0.09,0.13,0.11 in sequence
- Symbols could represent color codes, gray levels, audio sound level

$P(C) = 0.09$

$P(E) = 0.11$

$P(D) = 0.13$

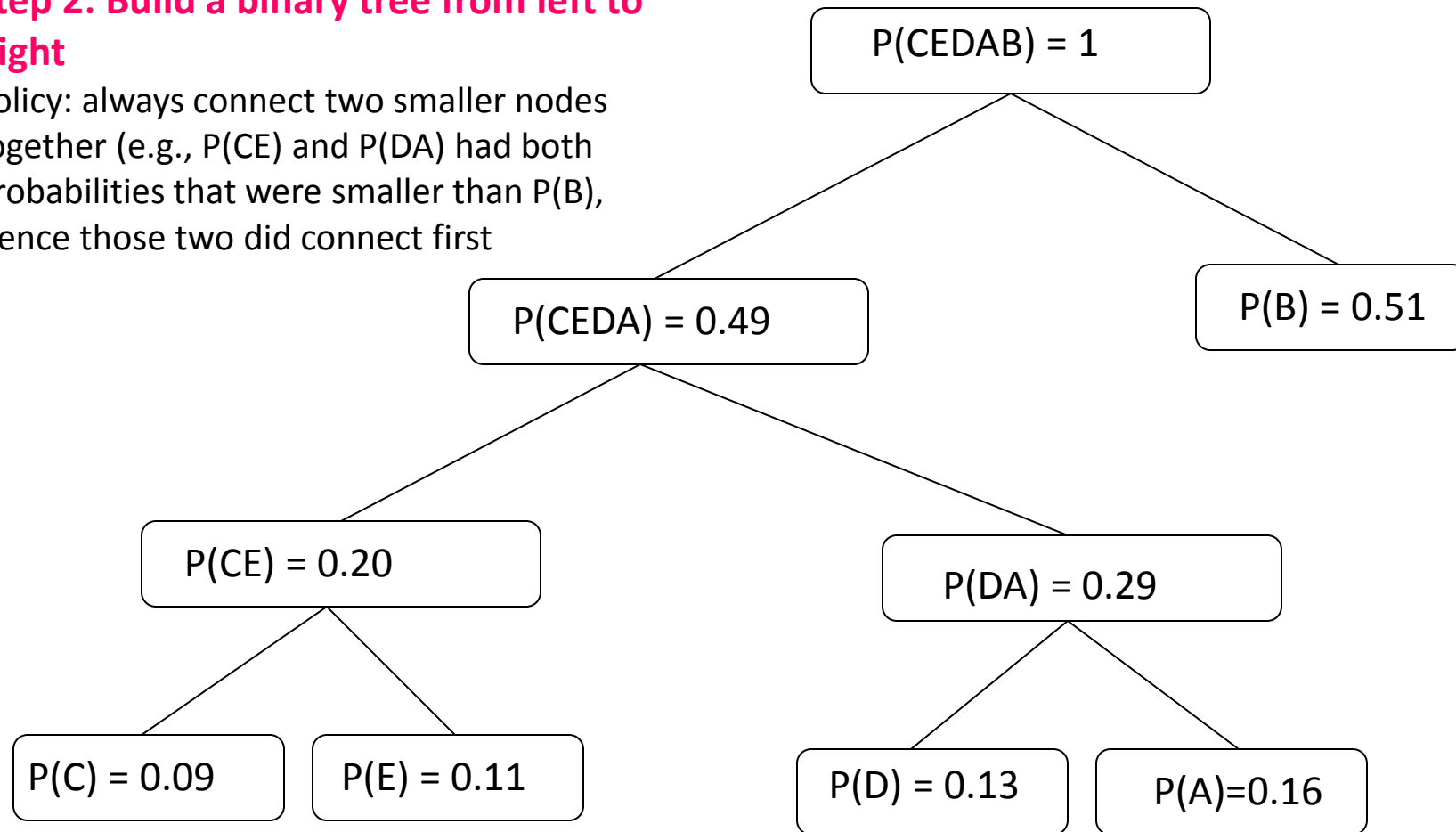
$P(A) = 0.16$

$P(B) = 0.51$

Huffman Encoding (Example)

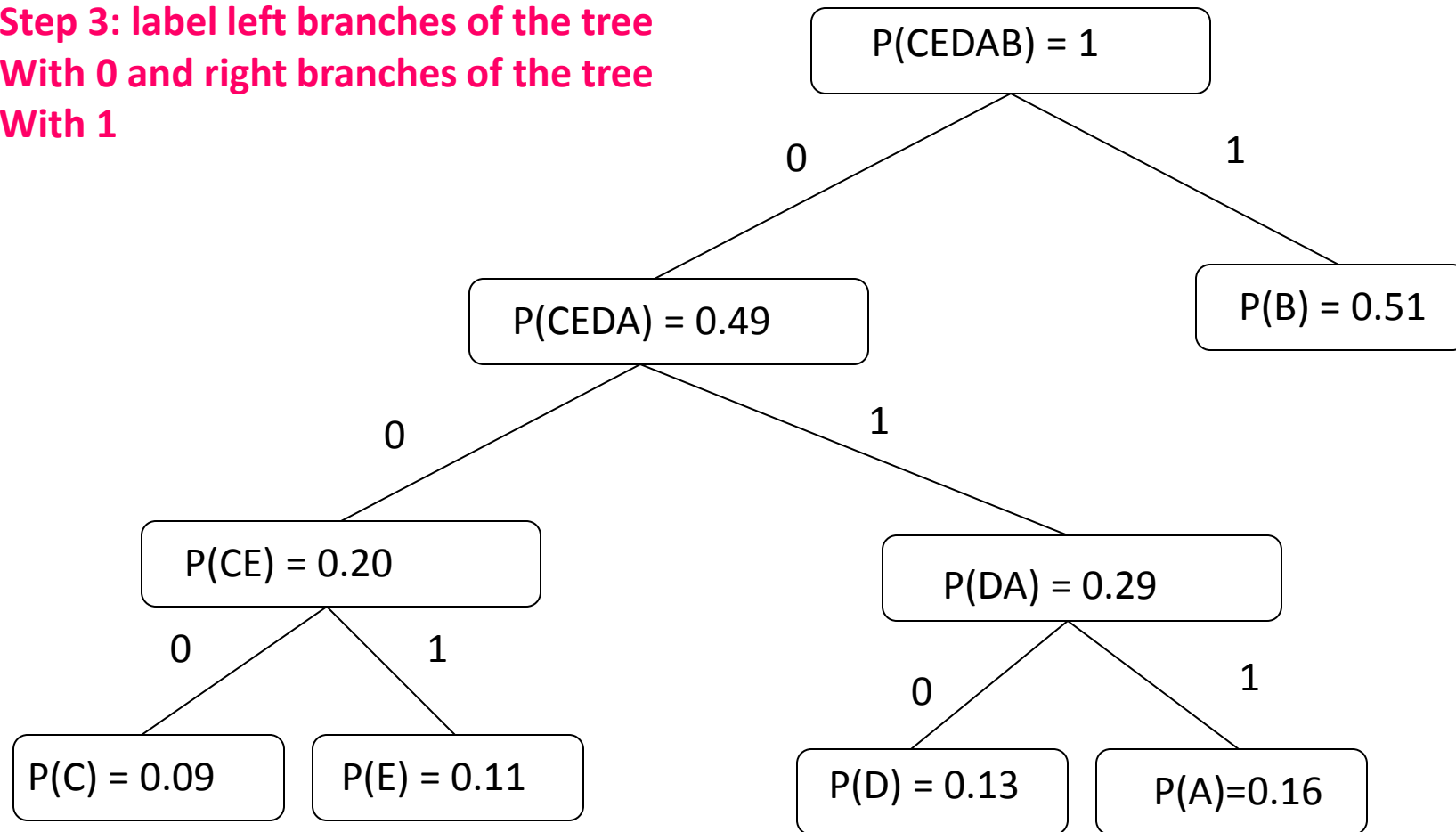
Step 2: Build a binary tree from left to Right

Policy: always connect two smaller nodes together (e.g., $P(CE)$ and $P(DA)$ had both Probabilities that were smaller than $P(B)$, Hence those two did connect first



Huffman Encoding (Example)

Step 3: label left branches of the tree
With 0 and right branches of the tree
With 1



Huffman Encoding (Example)

Step 4: Create Huffman Code

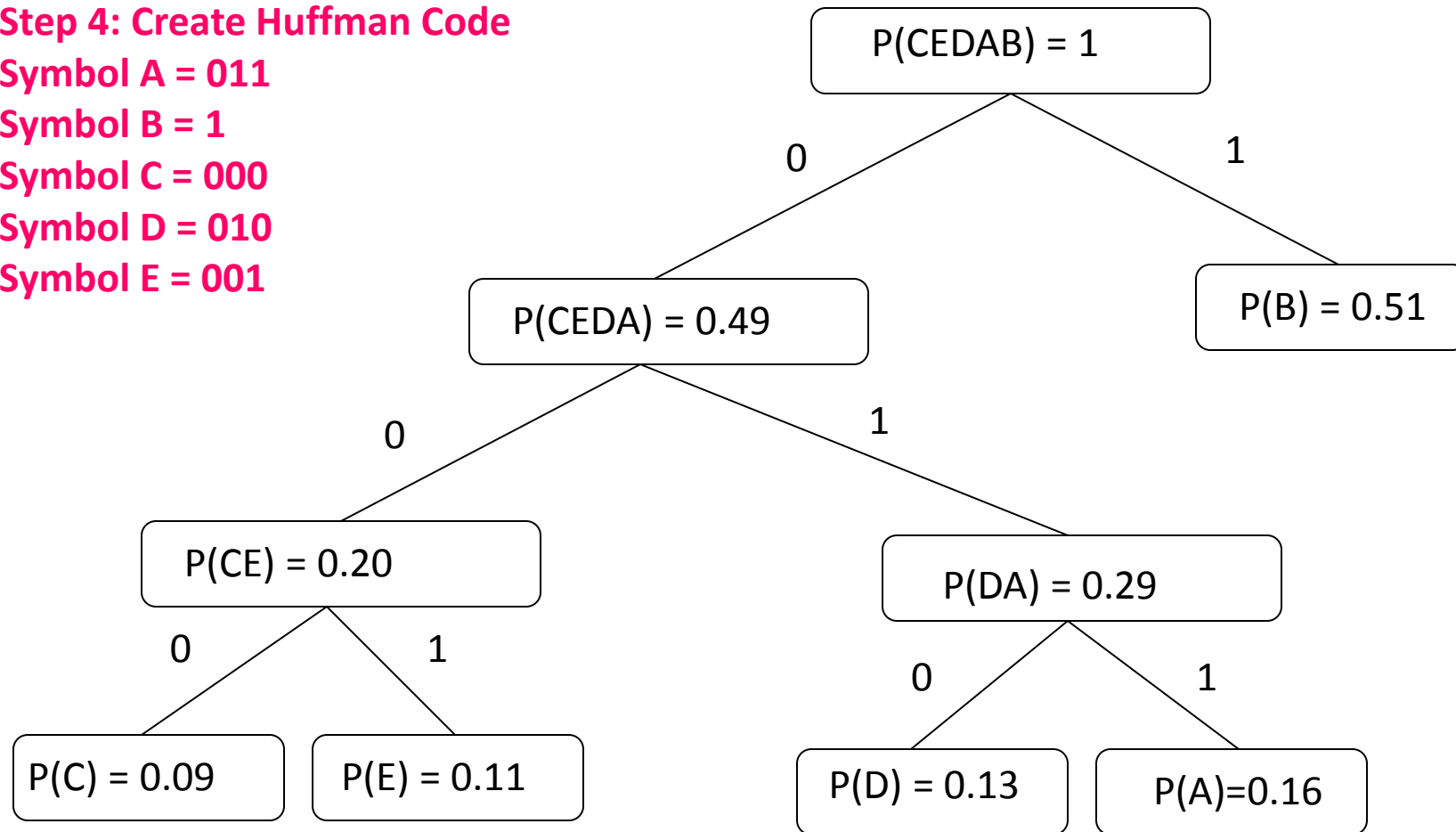
Symbol A = 011

Symbol B = 1

Symbol C = 000

Symbol D = 010

Symbol E = 001



Huffman Encoding table

- **A = 011**
 - **B = 1**
 - **C = 000**
 - **D = 010**
 - **E = 001**
- Table needed for encoding and decoding process
 - Table to be kept in the encoded file for the other side to be able decode
 - No code is a prefix of other code
 - Sequence of bits are uniquely interpreted by specific table

AAABCCDDEAAA

Encoded binary output is :

0110110111000000010010001011011011 encoded data

Huffman Encoding table

- **A = 011**

- **B = 1**

- **C = 000**

- **D = 010**

- **E = 001**

- Table needed for encoding and decoding process
- Table to be kept in the encoded file for the other side to be able decode
- No code is a prefix of other code
- Sequence of bits are uniquely interpreted by specific table

AAABCCDDEAAA

Encoded binary output is :

011 011 011 1 000 000 010 010 001 011 011 011 encoded data

AAABCCDDEAAA DECODED FILE

Huffman Encoding table

- **A = 011**
- **B = 1**
- **C = 000**
- **D = 010**
- **E = 001**

- Table needed for encoding and decoding process
- Table to be kept in the encoded file for the other side to be able decode
- No code is a prefix of other code
- Sequence of bits are uniquely interpreted by specific table

AAABCCDDEAAA

Encoded binary output is :

0110110111000000010010011011011 encoded data

AAABC.....

ABCDE

Size before compression=5*8=40

Size after

compression=3+1+3+3+3=13

CR=40/13

Huffman Decoding

- Assume Huffman Table

- Symbol Code

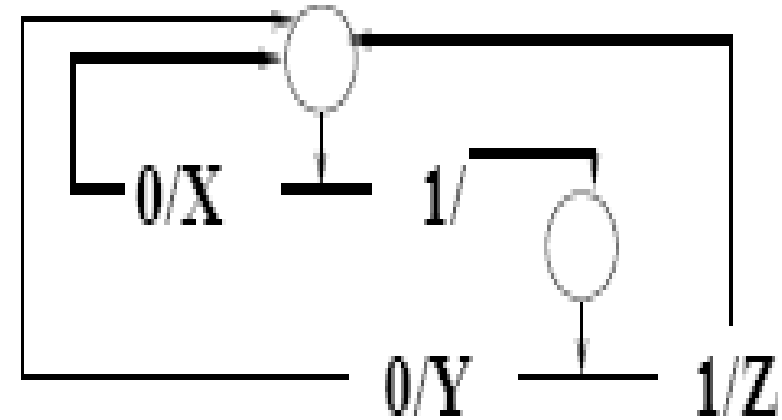
X 0

Y 10

Z 11

Consider encoded
bitstream:
000101011001110

xxxyyzxxzy



What is the decoded string?

Huffman Decoding

- Assume Huffman Table

- Symbol Code

X 0

Y 10

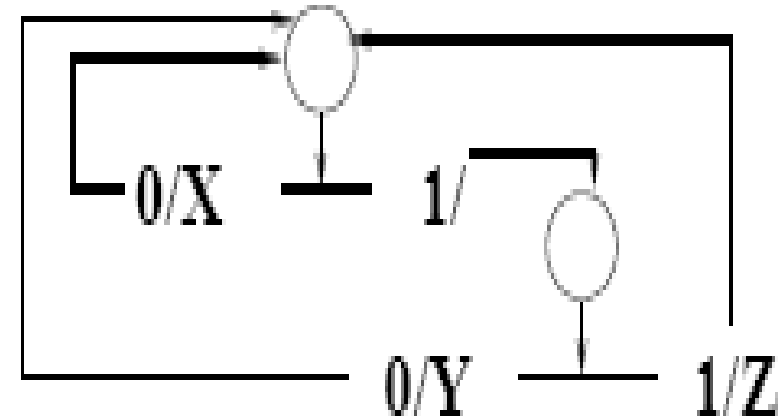
Z 11

Consider encoded

bitstream:

000101011001110

xxxxyyzxxzy



What is the decoded string?

Huffman Example

- Construct the Huffman coding tree (in class)
- General Huffman rules
- If $P(x) > P(y)$ then
- $\text{Code length}(x) \leq \text{code length}(y)$

Home work: design
binary Huffman tree

Symbol (S)	$P(S)$
A	0.25
B	0.30
C	0.12
D	0.15
E	0.18

Characteristics of Solution

Symbol (S)	Code
A	01
B	11
C	100
D	101
E	00

Example Encoding/Decoding

Encode "BEAD"

⇒ 110001101

⇒ Decode "0101100"

Symbol (S)	Code
A	01
B	11
C	100
D	101
E	00

Entropy (Theoretical Limit)

$$H = \sum_{i=1}^N -p(s_i) \log_2 p(s_i)$$

$$\begin{aligned} &= -.25 * \log_2 .25 + \\ &\quad -.30 * \log_2 .30 + \\ &\quad -.12 * \log_2 .12 + \\ &\quad -.15 * \log_2 .15 + \\ &\quad -.18 * \log_2 .18 \end{aligned}$$

$$H = 2.24 \text{ bits}$$

Symbol	$P(S)$	Code
A	0.25	01
B	0.30	11
C	0.12	100
D	0.15	101
E	0.18	00

Average Codeword Length

$$L = \sum_{i=1}^N p(s_i) \text{codelength}(s_i)$$

$$\begin{aligned} &= .25(2) + \\ &\quad .30(2) + \\ &\quad .12(3) + \\ &\quad .15(3) + \\ &\quad .18(2) \end{aligned}$$

$$L = 2.27 \text{ bits}$$

Symbol	$P(S)$	Code
A	0.25	01
B	0.30	11
C	0.12	100
D	0.15	101
E	0.18	00

Huffman encoding

- Entropy encoding
- One of Best entropy encoding
- Exact
- Variable length
- Encoding, Complexity ?
- Must send code book with the data
- Must determine frequency distribution

Home work 1

- Compute Entropy (H)
- Build Huffman tree
- Compute average code length
- Compute compression ratio assume original 8 bit
- Code “BCCADE”
- Try to Decode ‘0110100110’ . Is valid Huffman code?

Symbol (S)	$P(S)$
A	0.1
B	0.2
C	0.4
D	0.2
E	0.1

Shannon Fano entropy encoding

- Create a list of probabilities or frequency counts for the given set of symbols so that the relative frequency of occurrence of each symbol is known.
- Sort the list of symbols in decreasing order of probability, the most probable ones to the left and least probable to the right.
- Split the list into two parts, with the total probability of both the parts being as close to each other as possible.
- Assign the value 0 to the left part and 1 to the right part.
- Repeat the steps 3 and 4 for each part, until all the symbols are split into individual subgroups.

Shannon Fano entropy encoding

- Example for the following histogram
- A 100
- B 200
- C 400
- D 800
- E 1000
- F 100
- G 400

Shannon Fano entropy encoding

- Example for the following histogram

- | | | |
|---|------|------|
| A | 100 | 1000 |
| B | 200 | 800 |
| C | 400 | 400 |
| D | 800 | 400 |
| E | 1000 | 200 |
| F | 100 | 100 |
| G | 400 | 100 |

Shannon Fano entropy encoding

- Example for the following histogram

- A 100 1000 1

- B 200 800 1

- C 400 400 0

- D 800 400 0

- E 1000 200 0

- F 100 100 0

- G 400 100 0

Shannon Fano entropy encoding

- Example for the following histogram

- A 100 1000 1 1

- B 200 800 1 0

- C 400 400 0

- D 800 400 0

- E 1000 200 0

- F 100 100 0

- G 400 100 0

Shannon Fano entropy encoding

- Example for the following histogram

- A 100 1000 1 1

- B 200 800 1 0

- -----

- C 400 400 0

- D 800 400 0

- -----

- E 1000 200 0

- F 100 100 0

- G 400 100 0

Shannon Fano entropy encoding

- Example for the following histogram

- A 100 1000 1 1

- B 200 800 1 0

- C 400 400 0 1

- D 800 400 0 1

- E 1000 200 0 0

- F 100 100 0 0

- G 400 100 0 0

Shannon Fano entropy encoding

- Example for the following histogram

- A 100 1000 1 1

- B 200 800 1 0

- C 400 400 0 1 1

- D 800 400 0 1 0

- E 1000 200 0 0

- F 100 100 0 0

- G 400 100 0 0

Shannon Fano entropy encoding

- Example for the following histogram

- A 100 1000 1 1

- B 200 800 1 0

- C 400 400 0 1 1

- D 800 400 0 1 0

- E 1000 200 0 0

- F 100 100 0 0

- G 400 100 0 0

Shannon Fano entropy encoding

- Example for the following histogram

- A 100 1000 1 1

- B 200 800 1 0

- C 400 400 0 1 1

- D 800 400 0 1 0

- E 1000 200 0 0 1

- F 100 100 0 0 0

- G 400 100 0 0 0

Shannon Fano entropy encoding

- Example for the following histogram

- A 100 1000 1 1

- B 200 800 1 0

- C 400 400 0 1 1

- D 800 400 0 1 0

- E 1000 200 0 0 1

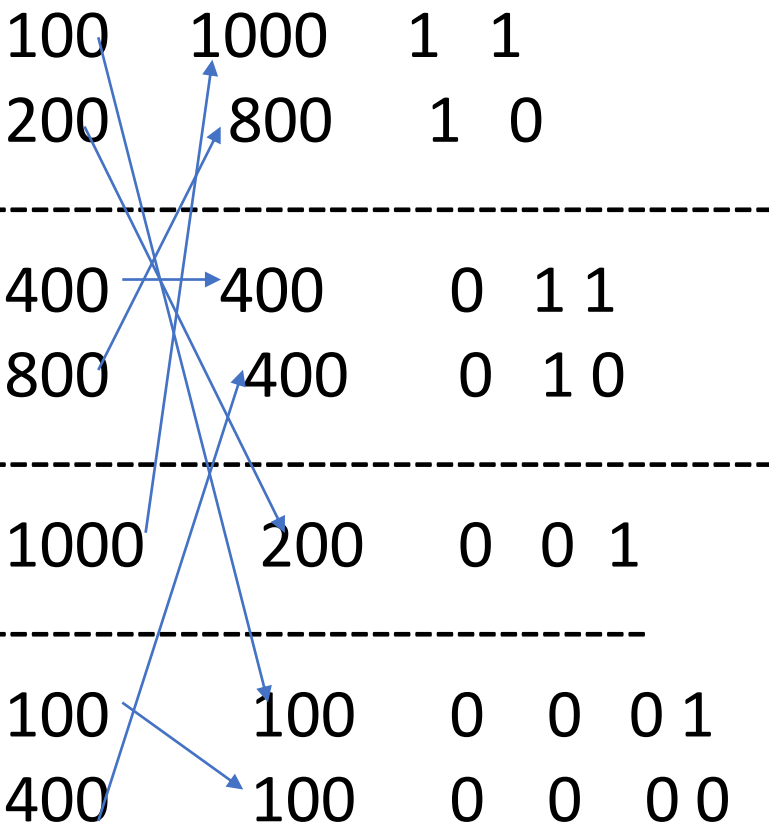
- F 100 100 0 0 0 1

- G 400 100 0 0 0 0

Shannon Fano entropy encoding

- Example for the following histogram

• A	100	1000	1	1
• B	200	800	1	0
•	-----			
• C	400	400	0	1 1
• D	800	400	0	1 0
•	-----			
• E	1000	200	0	0 1
•	-----			
• F	100	100	0	0 0 1
• G	400	100	0	0 0 0



Shannon Fano entropy encoding

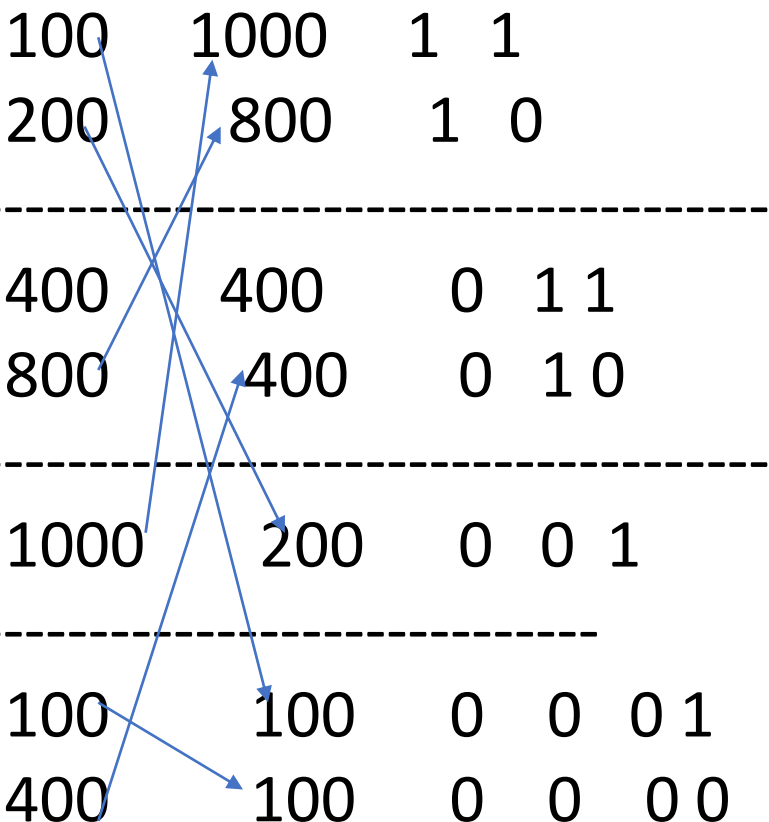
- Example for the following histogram

• A	100	1000	1	1
• B	200	800	1	0

• C	400	400	0	1 1
• D	800	400	0	1 0

• E	1000	200	0	0 1

• F	100	100	0	0 0 1
• G	400	100	0	0 0 0



Shannon Fano encoding table:

Symbol	code	length
A	0001	4
B	001	3
C	011	3
D	10	2
E	11	2
F	0000	4
G	010	3

Shannon Fano entropy encoding

- Example for the following histogram

• A	100	1000	1	1
• B	200	800	1	0
•	-----			
• C	400	400	0	1 1
• D	800	400	0	1 0
•	-----			
• E	1000	200	0	0 1
•	-----			
• F	100	100	0	0 0 1
• G	400	100	0	0 0 0

Encoding AAABBBFFGD

0001000100010010010000000001010

Decode: 0001,11,010,10,11,11,011, ----- valid encoded file

0001110101011110110 invalid encoded file

AEGDEEC

A	0001	4
B	001	3
C	011	3
D	10	2
E	11	2
F	0000	4
G	010	3

Avr lngth= 4

$*100/3000+3*200/3000+3*400/3000$
 $+2*800/3000+2*1000/3000+4*100/3000+3*400/3000$

$H = \text{Sum}(\text{prob} * \log_2 (1/\text{prob}))$

$CR = (8*3000) / (4*100+3*200+3*400+2*800+2*1000+4*100+3*400)$