4.8 Huffman Codes

These lecture slides are supplied by Mathijs de Weerd

Data Compression

- Q. Given a text that uses 32 symbols (26 different letters, space, and some punctuation characters), how can we encode this text in bits?
- A. We can encode 2^5 different symbols using a fixed length of 5 bits per symbol. This is called fixed length encoding.
- Q. Some symbols (e, t, a, o, i, n) are used far more often than others. How can we use this to reduce our encoding?
- A. Encode these characters with fewer bits, and the others with more bits.
- Q. How do we know when the next symbol begins?
- A. Use a separation symbol (like the pause in Morse), or make sure that there is no ambiguity by ensuring that no code is a prefix of another one.

Ex.
$$c(a) = 01$$
 What is 0101?
 $c(b) = 010$
 $c(e) = 1$

Prefix Codes

Definition. A prefix code for a set S is a function c that maps each $x \in S$ to 1s and 0s in such a way that for $x,y \in S$, $x \neq y$, c(x) is not a prefix of c(y).

Suppose frequencies are known in a text of 16 (characters):

$$f_a=0.4$$
, $f_e=0.2$, $f_k=0.2$, $f_l=0.1$, $f_u=0.1$

Q. What is the size of the encoded text?

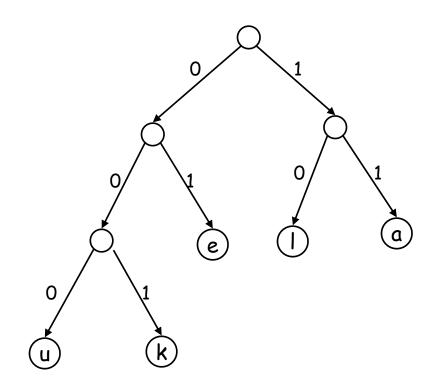
A.
$$2*f_a + 2*f_e + 3*f_k + 2*f_1 + 3*f_u = 2.36$$
 (bits)

Optimal Prefix Codes

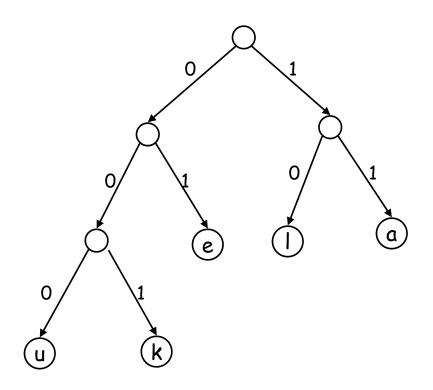
Definition. The average bits per letter of a prefix code c is the sum over all symbols of its frequency times the number of bits of its encoding: $ABL(c) = \sum f_x \cdot |c(x)|$

We would like to find a prefix code that has the lowest possible average bits per letter.

Suppose we model a code in a binary tree...



Q. How does the tree of a prefix code look?



- Q. How does the tree of a prefix code look?
- A. Only the leaves have a label.
- Pf. An encoding of x is a prefix of an encoding of y if and only if the path of x is a prefix of the path of y.

Q. What is the meaning of 111010001111101000?

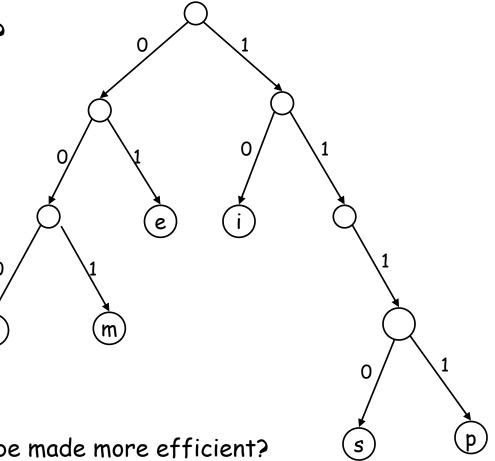
Q. What is the meaning of 111010001111101000?

A. "simpel"

$$ABL(T) = \sum_{x \in S} f_x \cdot \text{depth}_T(x)$$

depth: the length of the path from the root to the leaf

Q. How can this prefix code be made more efficient?



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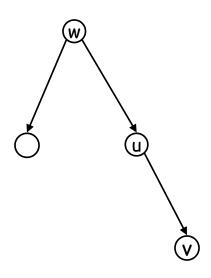
Q. How can this prefix code be made more efficient?

A. Change encoding of p and s to a shorter one.

This tree is now full.

Definition. A tree is full if every node that is not a leaf has two children.

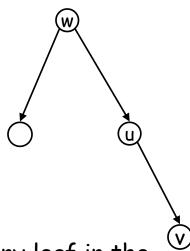
Claim. The binary tree corresponding to the optimal prefix code is full. Pf.



Definition. A tree is full if every node that is not a leaf has two children.

Claim. The binary tree corresponding to the optimal prefix code is full. Pf. (by contradiction)

- Suppose T is binary tree of optimal prefix code and is not full.
- This means there is a node u with only one child v.
- Case 1: u is the root; delete u and use v as the root
- Case 2: u is not the root
 - let w be the parent of u
 - delete u and make v be a child of w in place of u
- In both cases the number of bits needed to encode any leaf in the subtree of v is decreased. The rest of the tree is not affected.
- Clearly this new tree T' has a smaller ABL than T. Contradiction.



Optimal Prefix Codes: False Start

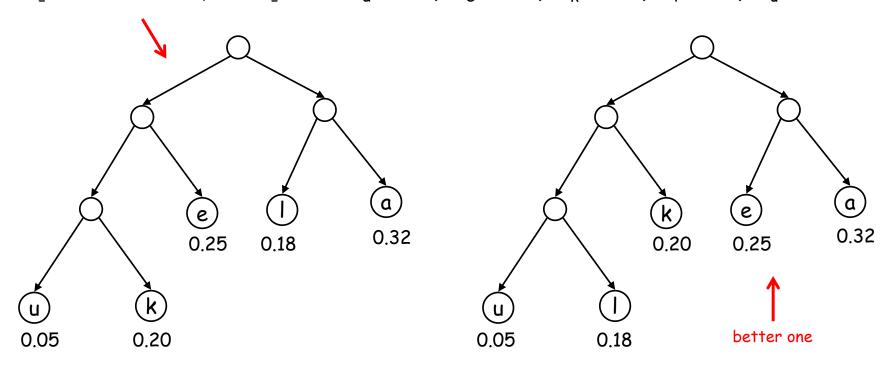
Q. Where in the tree of an optimal prefix code should letters be placed with a high frequency?

Optimal Prefix Codes: False Start

Q. Where in the tree of an optimal prefix code should letters be placed with a high frequency?

A. Near the top.

Greedy template. Create tree top-down, split S into two sets S_1 and S_2 with (almost) equal frequencies. Recursively build tree for S_1 and S_2 . [Shannon-Fano, 1949] f_a =0.32, f_e =0.25, f_k =0.20, f_l =0.18, f_u =0.05



Optimal Prefix Codes: Huffman Encoding

Observation. Lowest frequency items should be at the lowest level in tree of optimal prefix code.

Observation. For n > 1, the lowest level always contains at least two leaves.

Observation. The order in which items appear in a level does not matter.

Claim. There is an optimal prefix code with tree T* where the two lowest-frequency letters are assigned to leaves that are siblings in T*.

Greedy template. [Huffman, 1952] Create tree bottom-up. Make two leaves for two lowest-frequency letters y and z. Recursively build tree for the rest using a meta-letter for yz.



Optimal Prefix Codes: Huffman Encoding

```
Huffman(S) {
   if |S|=2 {
      return tree with root and 2 leaves
   } else {
      let y and z be lowest-frequency letters in S
      S' = S
      remove y and z from S'
      insert new letter ŵ in S' with fo=fy+fz
      T' = Huffman(S')
      T = add two children y and z to leaf ŵ from T'
      return T
   }
}
```

Q. What is the time complexity?

Optimal Prefix Codes: Huffman Encoding

```
Huffman(S) {
  if |S|=2 {
    return tree with root and 2 leaves
} else {
    let y and z be lowest-frequency letters in S
    S' = S
    remove y and z from S'
    insert new letter \omega in S' with fo=fy+fz
    T' = Huffman(S')
    T = add two children y and z to leaf \omega from T'
    return T
}
```

- Q. What is the time complexity?
- A. T(n) = T(n-1) + O(n)so $O(n^2)$
- Q. How to implement finding lowest-frequency letters efficiently?
- A. Use priority queue for S: $T(n) = T(n-1) + O(\log n)$ so $O(n \log n)$

Claim. Huffman code for S achieves the minimum ABL of any prefix code.

Pf. by induction, based on optimality of T' (y and z removed, ω added) (see next page)

Claim. $ABL(T')=ABL(T)-f_{\omega}$ Pf.

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Claim. $ABL(T')=ABL(T)-f_{\omega}$ Pf.

$$ABL(T) = \sum_{x \in S} f_x \cdot \operatorname{depth}_T(x)$$

$$= f_y \cdot \operatorname{depth}_T(y) + f_z \cdot \operatorname{depth}_T(z) + \sum_{x \in S, x \neq y, z} f_x \cdot \operatorname{depth}_T(x)$$

$$= (f_y + f_z) \cdot (1 + \operatorname{depth}_T(\omega)) + \sum_{x \in S, x \neq y, z} f_x \cdot \operatorname{depth}_T(x)$$

$$= f_\omega \cdot (1 + \operatorname{depth}_T(\omega)) + \sum_{x \in S, x \neq y, z} f_x \cdot \operatorname{depth}_T(x)$$

$$= f_\omega + \sum_{x \in S'} f_x \cdot \operatorname{depth}_{T'}(x)$$

$$= f_\omega + \operatorname{ABL}(T')$$

Claim. Huffman code for S achieves the minimum ABL of any prefix code.

Pf. (by induction over n=|S|)

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Base: For n=2 there is no shorter code than root and two leaves.

Hypothesis: Suppose Huffman tree T' for S' of size n-1 with $\boldsymbol{\omega}$ instead

of y and z is optimal.

Step: (by contradiction)

Claim. Huffman code for S achieves the minimum ABL of any prefix code.

Pf. (by induction)

Base: For n=2 there is no shorter code than root and two leaves.

Hypothesis: Suppose Huffman tree T' for S' of size n-1 with ω instead of y and z is optimal. (IH)

Step: (by contradiction)

- Idea of proof:
 - Suppose other tree Z of size n is better.
 - Delete lowest frequency items y and z from Z creating Z'
 - Z' cannot be better than T' by IH.

Claim. Huffman code for S achieves the minimum ABL of any prefix code.

Pf. (by induction)

Base: For n=2 there is no shorter code than root and two leaves.

Hypothesis: Suppose Huffman tree T' for S' with ω instead of y and z is optimal. (IH)

Step: (by contradiction)

- Suppose Huffman tree T for S is not optimal.
- So there is some tree Z such that ABL(Z) < ABL(T).
- Then there is also a tree Z for which leaves y and z exist that are siblings and have the lowest frequency (see observation).
- Let Z' be Z with y and z deleted, and their former parent labeled ω .
- Similar T' is derived from S' in our algorithm.
- We know that $ABL(Z')=ABL(Z)-f_{\omega}$, as well as $ABL(T')=ABL(T)-f_{\omega}$.
- But also ABL(Z) < ABL(T), so ABL(Z') < ABL(T').
- Contradiction with IH.