David A. Huffman

David Huffman is best known for the invention of Huffman code, a highly important compression scheme for lossless variable length encoding. It was the result of a term paper he wrote while a graduate student at the Massachusetts Institute of Technology (MIT)…

From: Wikipedia

Huffman coding algorithm

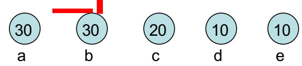
1. Take the two least probable symbols in the alphabet
   (longest code words, equal length, differing in last digit)
2. Combine these two symbols into a single symbol
3. Repeat

Example: Huffman coding

S	Fr
a	30
b	30
c	20
d	10
e	10

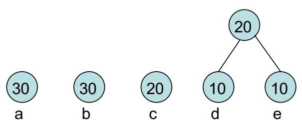
Example

S	Freq	Huffman



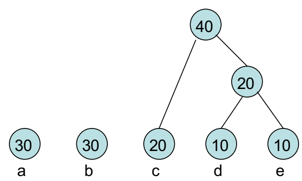
Example

S	Freq	Huffman
a	30	
b	30	
c	20	
d	10	
e	10	



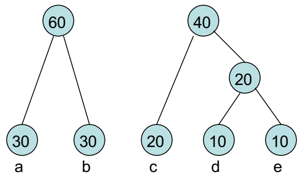
Example

S	Freq	Huffman
a	30	
b	30	
c	20	
d	10	
e	10	



Example

S	Freq	Huffman
a	30	
b	30	
c	20	
d	10	
e	10	

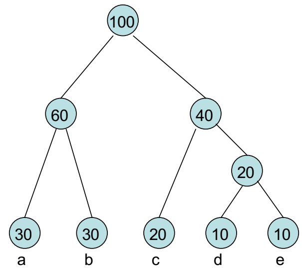


74

74

Example

S	Freq	Huffman
a	30	
b	30	
c	20	
d	10	
e	10	



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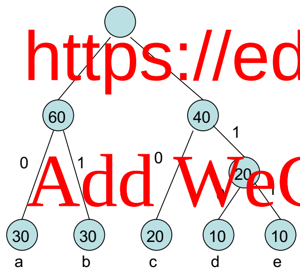
75

Example

S	Freq	Huffman
a	30	00
b	30	01
c	20	10
d	10	110
e	10	111



76

76

Average length L

= (30*2 + 30*2 + 20*2 + 10*3 + 10*3) / 100

77

77

Average length L

= (30*2 + 30*2 + 20*2 + 10*3 + 10*3) / 100

= 220 / 100

= 2.2

Better than using fixed length 3 bits for 5 symbols.

78

78

Entropy

H = -0.3 * log 0.3 + -0.3 * log 0.3 + -0.2 * log 0.2 + -0.1 * log 0.1 + -0.1 * log 0.1

= -0.3*(-1.737) + -0.3*(-1.737) + -0.2 * (-2.322) + -0.1 * (-3.322) + -0.1 * (-3.322)

= 0.3 log 10/3 + 0.3 log 10/3 + 0.2 log 5 + 0.1 log 10 + 0.1 log 10

= 0.3*1.737 + 0.3*1.737 + 0.2* 2.322 + 0.1*3.322 + 0.1*3.322

= 2.17

79

79

Another example

- S={a, b, c, d} with freq {4, 2, 1, 1}
- H = 4/8*$\log_2 2$ + 2/8*$\log_2 4$ + 1/8*$\log_2 8$ + 1/8*$\log_2 8$
- H = 1/2 + 1/2 + 3/8 + 3/8 = 1.75
- a => 0   b => 10   c => 110   d => 111
- Message: {abcdabaa} => {0 10 110 111 0 10 0 0}
- Average length L = 14 bits / 8 chars = 1.75
- If equal probability, i.e. fixed length, need $\log_2 4$ = 2 bits

80

80

Huffman coding

S	Freq	Huffman
a	~~30~~ 21	
b	~~30~~ 21	
c	~~20~~ 20	
d	~~10~~ 19	
e	~~10~~ 19	

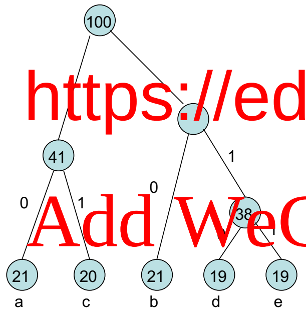
Total: 100

81

81

Huffman coding

S	Freq	Huffman
a	21	00
b	21	10
c	20	01
d	19	110
e	19	111



82

82

Huffman optimal?

H = 0.21 log 100/21 + 0.21 log 100/21 + 0.2 log /19 + 0.19 log 100/19

.21*2.252 + 0.2* 2.322 + 9*2.396

L = (21*2 + 21*2 + 20*2 + 19*3 + 19*3)/100

83

83

Huffman coding

S	Freq	Huffman
a	~~30~~ 100000	
b	~~30~~ 6	
c	~~20~~ 2	
d	~~10~~ 1	
e	~~10~~ 1	

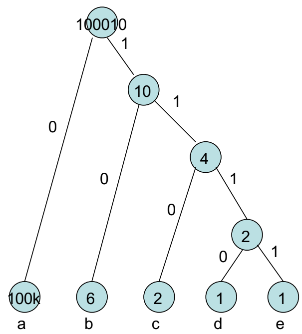
Total: 100010

84

84

Huffman coding

S	Freq	Huffman
a	100000	0
b	6	10
c	2	110
d	1	1110
e	1	1111



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Huffman optimal?

H = 0.9999 log 1.0001 + 0.00006 log 16668.333 + … + 1/100010 log 100010
≈ 0.00

L = (100000*1 + …)/100010
≈ 1

86

86

Problems of Huffman coding

- Huffman codes have an integral # of bits.
  - E.g., log (3) = 1.585 while Huffman may need 2 bits
- Noticeable non-optimality when prob of a symbol is high.

=> Arithmetic coding

87

87

Arithmetic coding

Message to encode:

BILL GATES

88

Example extracted from February, 1991 issue of Dr. Dobb's Journal

88

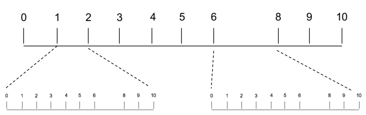
Arithmetic coding

89

89

Arithmetic coding

Character	Probability	Range
SPACE	1/10	0.00 - 0.10
A	1/10	0.10 - 0.20
B	1/10	0.20 - 0.30
E	1/10	0.30 - 0.40
G	1/10	0.40 - 0.50
I	1/10	0.50 - 0.60
L	2/10	0.60 - 0.80
S	1/10	0.80 - 0.90
T	1/10	0.90 - 1.00



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Arithmetic coding algorithm

Set low to 0.0
Set high to 1.0
While there are still input symbols do
  get an input symbol
  code_range = high - low.
  high = low + range*high_range(symbol)
  low = low + range*low_range(symbol)
End of While
output low or a number within the range

91

91

Arithmetic coding

New Character	Low value	High Value
	0.0	1.0
B	0.2	0.3
I	0.25	0.26
L	0.256	0.258
L	0.2572	0.2576
SPACE	0.25720	0.25724
G	0.257216	0.257220
A	0.2572164	0.2572168
T	0.25721676	0.2572168
E	0.257216772	0.257216776
S	0.2572167752	0.2572167756

92

92

Example

Consider the second L as new char:

code_range = 0.258 – 0.256 = 0.002
high = 0.256 + 0.002*0.8 = 0.2576
low = 0.256 + 0.002*0.6 = 0.2572

93

93

Decoding algorithm

get encoded number
Do
find symbol whose rang
number
output the symbol
range = symbol high value - symbol low value
subtract symbol low value from encoded number
divide encoded number by range
until no more symbols

94

94

Arithmetic coding

95

95

Example

At the first L, encoded number is 0.72167752.
output the first L

range = 0.8 – 0.6 = 0.2

encoded number = (0.72167752 – 0.6) / 0.2
= 0.6083876

96

96

Advantage of arithmetic coding

Assume: A 90% END 10%
To encode: AAAAAAA

New Character	Low value	High Value
	0.0	1.0
A	0.0	0.9
A	0.0	0.81
A	0.0	0.729
A	0.0	0.6561
A	0.0	0.59049
A	0.0	0.531441
A	0.0	0.4782969
END	0.43046721	0.4782969

97

97

Advantage of arithmetic coding

Assume: A 90% END 10%

To encode: AAAAAAA

```
New Character   Low value       High Value
-------------   ---------       ----------
                0.0             1.0
     A          0.0             0.9
     A          0.0             0.81
     A          0.0             0.729
     A          0.0             0.6561
     A          0.0             0.59049
     A          0.0             0.531441
     A          0.0             0.4782969
    END         0.43046721      0.4782969
```

e.g., 0.45

98

98

Patents on AC

- Bzip2 and JPG use Huffman as AC protected by patents
- PackJPG using AC shows 25% of size saving

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Some AC patents (expiring)

U.S. Patent 4,122,440 — (IBM) Filed 4 March 77, Granted 24 October 78 (Now expired)
U.S. Patent 4,286,256 — (IBM) Granted 25 August 81 (Now expired)
U.S. Patent 4,467,317 — (IBM) Granted 21 Au
U.S. Patent 4,652,856 — (IBM) Granted 4 Feb
U.S. Patent 4,891,643 — (IBM) Filed 15 Septe
expired)

U.S. Patent 4,905,297 — (IBM) Filed 18 Nove
expired)
U.S. Patent 4,933,883 — (IBM) Filed 3 May 88, granted 12 June 90 (Now expired)
U.S. Patent 4,935,882 — (IBM) Filed 20 July 88, granted 19 June 90 (Now expired)
U.S. Patent 4,989,000 — Filed 19 June 89, granted 29 January 91 (Now expired)
U.S. Patent 5,099,440 — (IBM) Filed 5 January 90, granted 24 March 92 (Now expired)
U.S. Patent 5,272,478 — (Ricoh) Filed 17 August 92, granted 21 December 93 (Now
expired)

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