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)

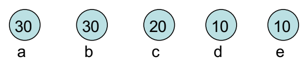
2. Combine these two symbols into a single symbol
3. Repeat

Example: Huffman coding

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

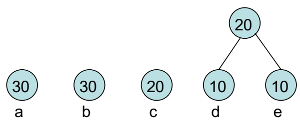
Example

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



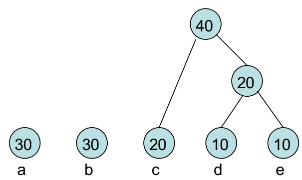
Example

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



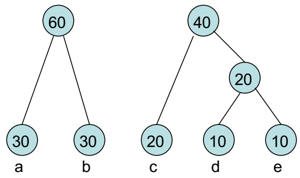
Example

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



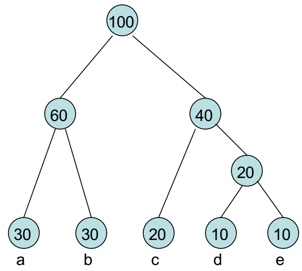
Example

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



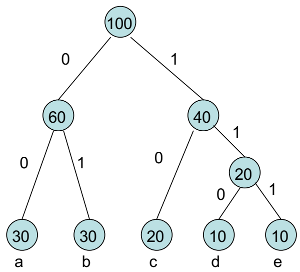
Example

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



Example

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



Average length L

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

= 220 / 100

= <u>2.2</u>

Average length L

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

= 220 / 100

= <u>2.2</u>

Better than using fixed length 3 bits for 5 symbols.

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

= <u>2.17</u>

Another example

- S={a, b, c, d} with freq {4, 2, 1, 1}
- H = $4/8 \cdot \log_2 2 + 2/8 \cdot \log_2 4 + 1/8 \cdot \log_2 8 + 1/8 \cdot \log_2 8$
- 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

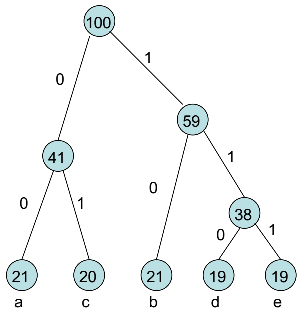
Huffman coding

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

Total: 100

Huffman coding

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



Huffman optimal?

H = 0.21 log 100/21 + 0.21 log 100/21 + 0.2 log 5 + 0.19 log 100/19 + 0.19 log 100/19
= 0.21*2.252 + 0.21*2.252 + 0.2* 2.322 + 0.19*2.396 + 0.19*2.396
= <u>2.32</u>

L = (21*2 + 21*2 + 20*2 + 19*3 + 19*3)/100
= <u>2.38</u>

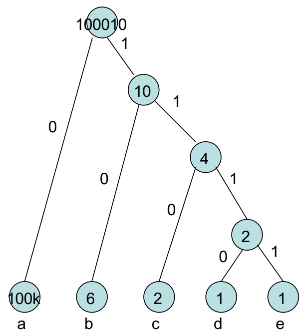
Huffman coding

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

Total: 100010

Huffman coding

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



Huffman optimal?

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

L = (100000*1 + …)/100010
≈ 1

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

Arithmetic coding

Message to encode:
BILL GATES

Character	Probability
SPACE	1/10
A	1/10
B	1/10
E	1/10
G	1/10
I	1/10
L	2/10
S	1/10
T	1/10

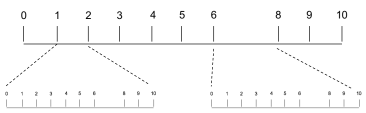
Example extracted from February, 1991 issue of Dr. Dobb's Journal

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

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



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

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 range straddles the encoded 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

Encoded Number	Output Symbol	Low	High	Range
0.2572167752	B	0.2	0.3	0.1
0.572167752	I	0.5	0.6	0.1
0.72167752	L	0.6	0.8	0.2
0.6083876	L	0.6	0.8	0.2
0.041938	SPACE	0.0	0.1	0.1
0.41938	G	0.4	0.5	0.1
0.1938	A	0.2	0.3	0.1
0.938	T	0.9	1.0	0.1
0.38	E	0.3	0.4	0.1
0.8	S	0.8	0.9	0.1
0.0				

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

Patents on AC

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

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 August 84 (Now expired)
U.S. Patent 4,652,856 — (IBM) Granted 4 February 86 (Now expired)
U.S. Patent 4,891,643 — (IBM) Filed 15 September 86, granted 2 January 90 (Now expired)
U.S. Patent 4,905,297 — (IBM) Filed 18 November 88, granted 27 February 90 (Now 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)