

Arithmetic Coding (background)

- ▶ Refines the guessing game:
 - ▶ In guessing game the predictor chooses **order** over alphabet.
 - ▶ In arithmetic coding the predictor chooses a **Distribution** over alphabet.
- ▶ First discovered by Elias (MIT).
- ▶ Invented independently by Rissanen and Pasco in 1976.
- ▶ Widely used in practice.