

CMPT 365 Multimedia Systems

Lossless Compression

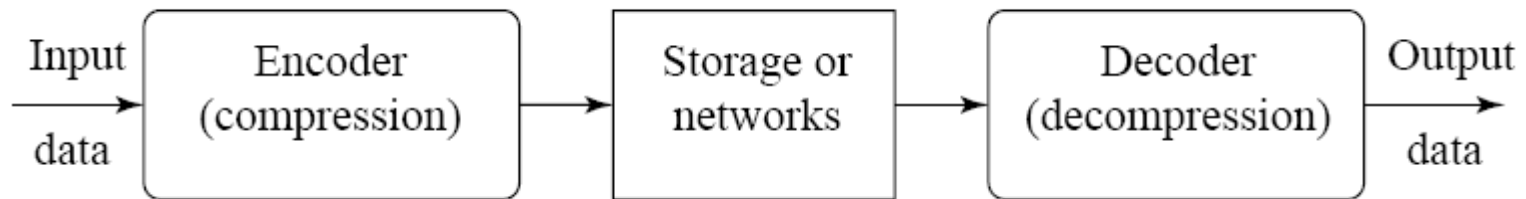
Fall 2023

Outline

- ❑ Why compression ?
- ❑ Entropy
- ❑ Variable Length Coding
 - Shannon-Fano Coding
 - Huffman Coding
 - LZW Coding
 - Arithmetic Coding

Compression

- ❑ **Compression:** the process of coding that will effectively reduce the total number of bits needed to represent certain information.



Why Compression ?

- ❑ Multimedia data are too big
 - "A picture is worth a thousand words ! "

File Sizes for a **One-minute** QCIF Video Clip

Frame Rate	Frame Size	Bits / pixel	Bit-rate (bps)	File Size (Bytes)
30 frames/sec	176 x 144 pixels	12	9,123,840	68,428,800



Approximate file sizes for 1 sec audio

Channels	Resolution	Fs	File Size
Mono	8bit	8Khz	64Kb
Stereo	8bit	8Khz	128Kb
Mono	16bit	8Khz	128Kb
Stereo	16bit	16Khz	512Kb
Stereo	16bit	44.1Khz	1441Kb*
Stereo	24bit	44.1Khz	2116Kb

1CD 700M 70-80 mins

Lossless vs Lossy Compression

- ❑ If the compression and decompression processes induce no information loss, then the compression scheme is **lossless**; otherwise, it is **lossy**.
- ❑ **Compression ratio:**

$$\text{compression ratio} = \frac{B_0}{B_1}$$

B_0 – number of bits before compression

B_1 – number of bits after compression

E.g., original file of size 100KB; after compression, 20KB.
Then compression ratio = 5

Why is Compression possible ?

□ Information Redundancy



□ Question: How is "information" measured ?

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Self-Information

Information is related to probability
Information is a measure of uncertainty (or "surprise")

□ Intuition 1:

- I've heard this story many times vs This is the first time I hear about this story
- Information of an event is a function of its probability:
 $i(A) = f(P(A))$. Can we find the expression of $f()$?

□ Intuition 2:

- Rare events have high information content
 - Water found on Mars!!! Covid-19 case confirmed ! (Feb 2020)
 - Common events have low information content
 - It's raining in Vancouver. Covid-19 case confirmed ! (Feb 2021)
- Information should be a **decreasing** function of the probability:
Still numerous choices of $f()$.

□ Intuition 3:

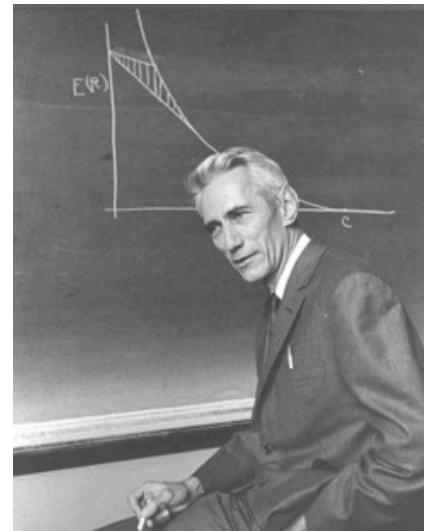
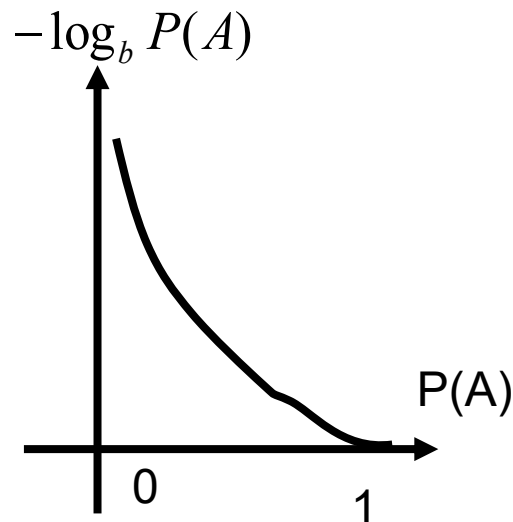
- Information of two independent events = **sum** of individual information:
If $P(AB)=P(A)P(B) \rightarrow i(AB) = i(A) + i(B)$.
- Only the **logarithmic** function satisfies these conditions.

Self-information

- Shannon's Definition [1948]:
 - Self-information of an event:

$$i(A) = \log_b \frac{1}{P(A)} = -\log_b P(A)$$

If $b = 2$, unit of information is **bits**



Entropy

- Suppose:
 - a data source generates output sequence from a set $\{A_1, A_2, \dots, A_N\}$
 - $P(A_i)$: Probability of A_i
- **First-Order Entropy (or simply Entropy):**
 - the average self-information of the data set

$$H = \sum_i -P(A_i) \log_2 P(A_i)$$

- The first-order entropy represents the minimal number of bits needed to losslessly represent **one** output of the source.

Example 1

- ❑ X is sampled from $\{a, b, c, d\}$
- ❑ Prob: $\{1/2, 1/4, 1/8, 1/8\}$
- ❑ Find entropy.

Example 1

- The entropy η represents the *average* amount of information contained per symbol in the source S
- η specifies the lower bound for the average number of bits to code each symbol in S , i.e.,

$$\eta \leq \bar{l}$$

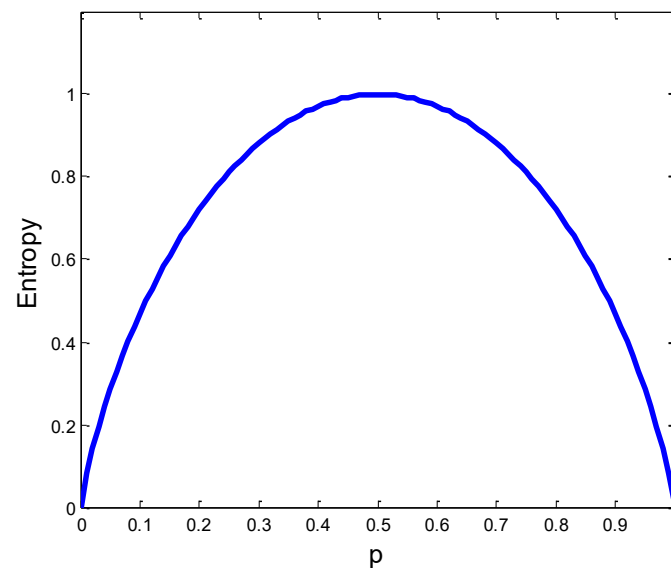
- the average length (measured in bits) of the codewords produced by the encoder.

Example 2

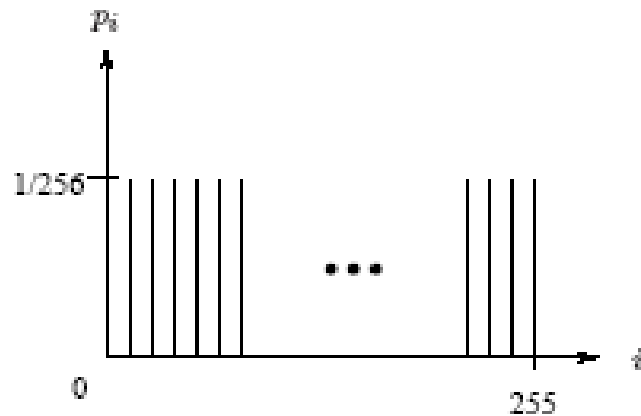
- A binary source: only two possible outputs: 0, 1
 - Source output example: 000101000101110101.....
 - $P(X=0) = p$, $P(X=1) = 1 - p$.
- First order entropy:

- $H = p (-\log_2(p)) + (1-p) (-\log_2(1-p))$

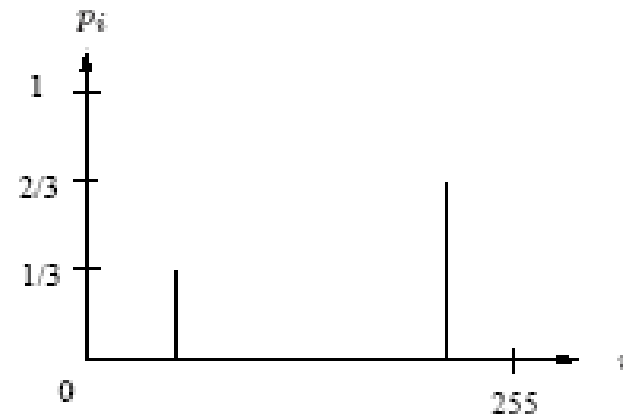
- $H = 0$ when $p = 0$ or $p = 1$
 - Fixed output, no information
- H is largest when $p = 1/2$
 - Largest uncertainty
 - $H = 1$ bit in this case



Example 3



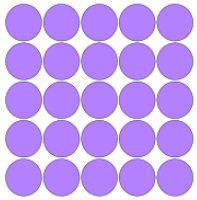
(a)



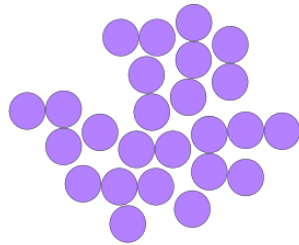
(b)

- (a) histogram of an image with *uniform* distribution of gray-level intensities, i.e., $p_i = 1/256$. Entropy = $\log_2 256 = 8$
- (b) histogram of an image with two possible values. Entropy = 0.92 .

Entropy in Physics



Low Entropy



High Entropy

The Second Law of Thermodynamics

Entropy is a measure of the disorder in a system. All systems gain entropy over time.

The Second Law of Thermodynamics says that the total entropy of both a system and its surrounding will NEVER decrease.



Order



Arrow of Time

Entropy



Disorder