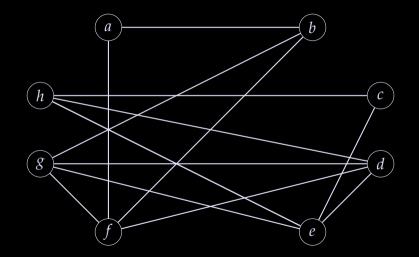
# Lossless Graph Compression



### Lossless Graph Compression

#### Main ideas

- Exploit repetitions
- Exploit distribution of values

### Huffman coding

```
Data: Set O of objects, each object o_i has probability p_i
if |O| > 2 then
    Pick two objects o_i, o_i with smallest probability;
    x \leftarrow new object with probability p_i + p_i;
    h \leftarrow \text{Huffman}(O \setminus \{o_i, o_i\} \cup \{x\});
    h(o_i) \leftarrow h(x)0;
    h(o_i) \leftarrow h(x)1;
    Remove h(x):
else
    h(o_1) \leftarrow 0;
    h(o_2) \leftarrow 1;
return h:
```

### Elias $\gamma$ code

#### binary code for $x \ge 1$

- $N = \lfloor \log_2 x \rfloor$
- $\Sigma$  N zeroes · 1 one · binary representation of x, omitting the leading bit
- 3 uses  $2\lfloor \log_2 x \rfloor + 1$  bits

#### Elias $\delta$ code

#### binary code for $x \ge 1$

- $N = \lfloor \log_2 x \rfloor$
- $> \gamma(N+1)$  binary representation of x, omitting the leading bit
- uses  $\lfloor \log_2 x \rfloor + 2 \lfloor \log_2 (\lfloor \log_2 x \rfloor + 1) \rfloor + 1$  bits

### Variable-length nibble code

#### binary code for $x \ge 1$

- $p \leftarrow$  the binary representation of n, left-padded with zeroes, so that its length is a multiple of 3
- prepend each block with a zero, replace the leading o of the last block with a one.

### Minimal binary code

#### binary code for $0 \le x \le z - 1$

- $s = \lceil \log_2 z \rceil$
- $p \leftarrow 2^s z$
- If x < p then output the x-th binary word of length s 1
- If  $x \ge p$  then output the  $(x z + 2^s)$ -th binary word of length s

$$\zeta_k$$
 code

### binary code for $2^{hk} \le x \le 2^{(h+1)k} - 1$

- **■** *k*: shrinking factor
- 1 h+1 in unary · minbincode of  $x 2^{hk}$ , with  $z = 2^{(h+1)k} 2^{hk} 1$

#### Move-to-front transform

- Maintain the list *L* of recently used objects
- $\mathbf{z}$  Encode an object as its index in L
- $\mathbf{S}$  Move the object to the head of L

### Run-length encoding

 $AAAAAABBBB \rightarrow (A,6)(B,4)$ 

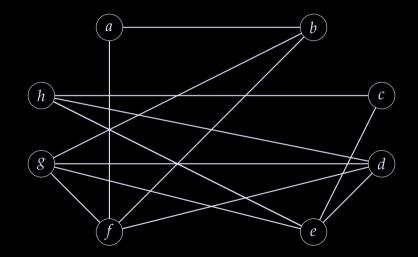
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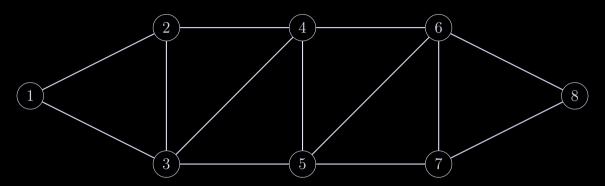
#### Binary alphabet

- o-runs and 1-runs alternate
- start with 1-run (o-length if o-run)
- first, number of runs
- then run-lengths (lengths decremented by 1)

# Lossless Graph Compression



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#### Delta

- $\blacksquare$  adjacency list of v
- store difference with previous vertex
- $_{
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-2, 1, 2, 1

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Assumptions?

#### Delta

- $\mathbf{1}$  adjacency list of v
- store difference with previous vertex
- $\mathbf{3}$  store difference with v

#### Example adj(3)

-2, 1, 2, 1

#### Assumptions?

Neighbors of a vertex are close to the vertex.

### N(x) and N(y)

- N(y) is a previous vertex
- which elements of N(x) are not in N(y)?
- $N(x) \setminus N(y)$

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adj(2) = [1, 3, 4]; adj(4) = [2, 3, 5, 6] \rightarrow \langle 2, 101_2, [1, 1] \rangle using the triple \langle previous vertex, characteristic vector of the vertices of N(y) that are not in N(x), the encoding of N(x) \setminus N(y) \rangle
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#### Assumptions?

N(x) and N(y) are almost identical

# Interval encoding

### Interval encoding

- [b, e-b]
- if all intervals are longer than a threshold  $L \Rightarrow$  decrement all lengths by L

## **Figures**

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