

# Lempel-Ziv-Welch (LZW) Compression

## Data Structures and Algorithms

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# Basic introduction to data compression

## What is Data Compression, at first?

- A process of reducing the amount of data "represented by bits" needed for the storage or transmission.
- Important in storing information digitally on computer disks and in transmitting it over communication channels.
- Since the size of data increases over time, compression methods enable efficient data transfer at lower bandwidth by utilizing payload.

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# Historical Background

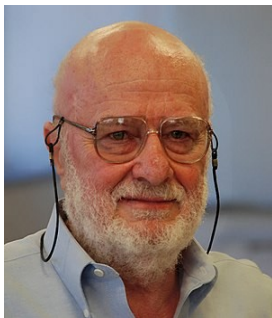


Figure 1: Abraham Lempel

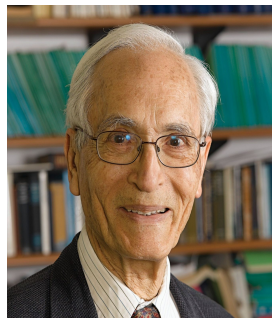


Figure 2: Jacob Ziv

- Upon the pioneering work of Abraham Lempel and Jacob Ziv on LZ7, LZ78, published in *IEEE Transactions on Information Theory*.

# Historical Background

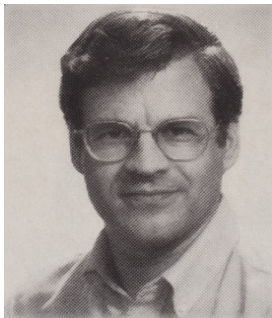


Figure 3: Abraham Lempel

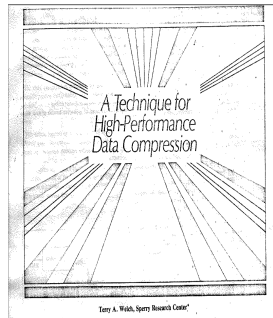


Figure 4: Lempel-Ziv-Welch paper

- Terry Welch further refined the algorithm to improve its efficiency and adaptiveness, leading to his 1984 article, "A Technique for High-Performance Data Compression", published in *Computer*.



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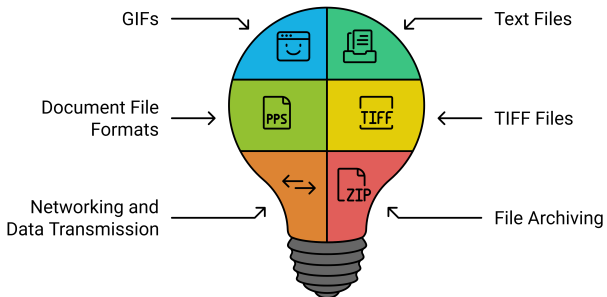
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# Applications

## LZW Compression Applications Overview



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# Key Concepts and Mechanisms (1)

## Lossless Dictionary-based method

- To "memorize" the substrings of characters that occurred before in the text.
- Uses the indices of the place in the dictionary where the substring is stored.

## "Greedy" parsing algorithm

- The text is looped over exactly once, during this parsing, the longest recognized substring is saved to the encoded results.
- "The current substring + the next character" is added to the dictionary.

## Key Concepts and Mechanisms (2)

- No dictionary transmission which reduces transmission overhead. The dynamic dictionary is created by both compressor and decompressor with a small dictionary.
- Relies heavily on the nature of the input data. Does not attempt to optimally select strings by making use of probability estimation.
- Therefore, its effectiveness is less than optimal but creates great usability by the simplicity of the algorithm.

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# Compression Phase

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## Algorithm 1 LZW Compression Process

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```
1: Initialize an empty dictionary.
2: Populate the emptied dictionary with all possible one-length characters from the
   extended ASCII set (values 0 to 255).
3: Initialize an empty string P.
4: while not at the end of the character stream do
5:   C = next character.
6:   if P + C exists in the dictionary then
7:     P = P + C (Extend by adding C to the string P).
8:   else
9:     Output the code for P.
10:    Append the string P + C to the dictionary.
11:    P = C (Replace the string P with the current character).
12:   end if
13: end while
```

---



# Compression Process with Step by Step

Step	Encoder Output		Dictionary		Explanation
	Output	Represents	Key	Value	
1					P = "", C = "A", assign P+C = "A" to P
2	193	"A"	"AB"	256	P = "A", C = "B", assign C = "B" to P
3	194	"B"	"BC"	257	P = "B", C = "C", assign C = "C" to P
4	195	"C"	"CB"	258	P = "C", C = "B", assign C = "B" to P
5					P = "B", C = "C", assign P+C = "BC" to P
6	257	"BC"	"BCC"	259	P = "BC", C = "C", assign C = "C" to P
7	195	"C"	"CA"	260	P = "C", C = "A", assign C = "A" to P
8					P = "A", C = "B", assign P+C = "AB" to P
9	256	"AB"			P = "AB", C = ""
					end of stream

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# Decompression Phase

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## Algorithm 2 LZW Decompression Process

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- 1: Initialize the dictionary with all possible single-length characters.
  - 2: **OLD** = first input code.
  - 3: Output translation of **OLD** (decoded sequence).
  - 4: **while** not at the end of the encoded sequence **do**
  - 5:     **NEW** = next input code.
  - 6:     **if** **NEW** exists in the dictionary **then**
  - 7:          $S$  = translation of **NEW**.
  - 8:     **else**
  - 9:          $S$  = translation of **OLD** +  $C$ .
  - 10:    **end if**
  - 11:    Output  $S$ .
  - 12:     $C$  = first character of  $S$ .
  - 13:    Append translation of **OLD** +  $C$  to the dictionary.
  - 14:    **OLD** = **NEW**.
  - 15: **end while**
-

# Decompression Process with Step by Step

Step	Decoder Output	Dictionary		Explanation
		Key	Value	
1	"A"			OLD = 193
2	"B"	256	"AB"	NEW = 194, S = "B", C = "B", OLD = 194
3	"C"	257	"BC"	NEW = 195, S = "C", C = "C", OLD = 195
4	"BC"	258	"CB"	NEW = 257, S = "BC", C = "B", OLD = 257
5	"C"	259	"BCC"	NEW = 195, S = "C", C = "C", OLD = 195
6	"AB"	260	"CA"	NEW = 256, S = "AB", C = "A", OLD = 256
				end of stream

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# Compression Ratios

Data Type	Compression Ratio
English Text	1.8
Cobol Files	2 to 6
Floating Point Arrays	1.0
Formatted Scientific Data	2.1
System Log Data	2.6
Program Source Code	2.3
Object Code	1.5

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# Best Case for English Text

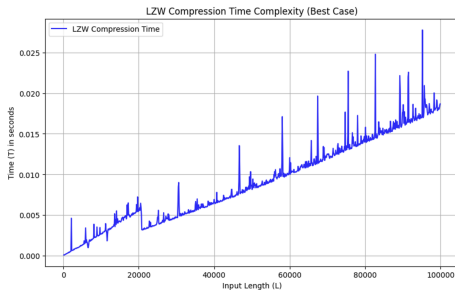


Figure 5: LZW Compression Runtime in Best Case

# Best Case for English Text

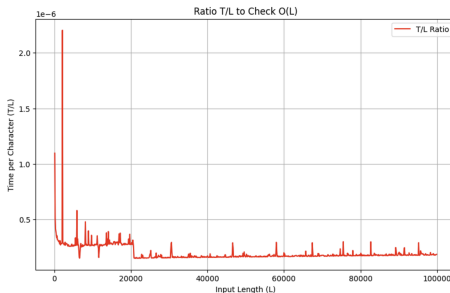


Figure 6: Best Case:  $T = \mathcal{O}(L)$

# Worst Case for English Text

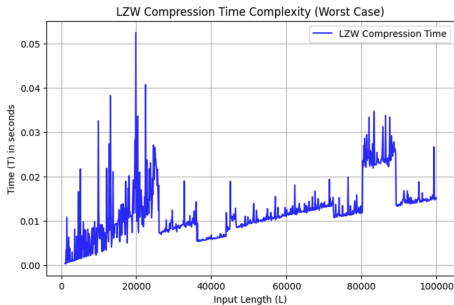


Figure 7: LZW Compression Runtime in Worst Case

# Worst Case for English Text

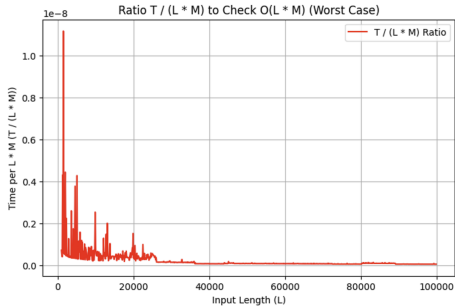


Figure 8: Best Case:  $T = O(L \cdot M)$

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LZ77

LZ78

Comparison between LZ77, LZ78, and LZW

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## LZ77

**Concept:** Uses a *sliding window* to find matches between the lookahead buffer and previous data.

**Compression Output:** A triplet (offset, length, symbol).

Strengths	Weaknesses
Efficient for localized patterns	Less efficient for globally repetitive data
Simple implementation	Limited range due to sliding window

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## LZ78

**Concept:** Dynamically builds a dictionary to store symbol sequences.

**Compression Output:** A pair (index, symbol).

Strengths	Weaknesses
Captures patterns over longer ranges	Includes raw symbols in the output
Does not require a fixed window size	May create a large dictionary, increasing memory usage

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# Comparison between LZ77, LZ78, and LZW

Feature	LZ77	LZ78	LZW
Dictionary Type	Sliding Window	Dynamic Dictionary	Pre-initialized Dictionary
Output	(offset, length, symbol)	(index, symbol)	(index)
Strengths	Local Patterns	Long-Range Patterns	High Compression Ratios
Weaknesses	Limited Range	Includes Raw Symbols	Complex Initialization
Applications	ZIP, PNG	Basis for LZW	GIF, Legacy Systems

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# Conclusion

