Running Time

- ightharpoonup Time for setting up of a priority queue of n symbols is O(n).
- **Each** operation on priority queue takes $O(\log n)$ time.
- ▶ So, due to for loop, the time is $O(n \log n)$.

- ▶ Let *x* and *y* be pair of symbols with lowest frequencies.
- ▶ Consider symbols $C' = C \{x, y\} \cup \{z\}$.
- ▶ Let T' be the tree for an optimal prefix code of C'.
- ► Construct a new tree *T* from *T'* as follow:
 - Make z by an internal node, and
 - Make x and y as the left and the right children of z.

Now,

$$ABL(T') = \sum_{c \in C'} f(c)d_{T'}(c)$$

From construction of T, $d_T(c) = d_{T'}(c)$, for $c \in C' - \{z\}$, and:

$$d_T(x) = d_T(y) = d_{T'}(z) + 1$$

Therefore,

$$f(x)d_T(x) + f(y)d_T(y) = (f(x) + f(y))(d_{T'}(z) + 1)$$

= $f(z)(d_{T'}(z) + 1)$

R. K. Ghosh Strings

So,

$$ABL(T) = ABL(T') + f(x) + f(y), \text{ or } \\ ABL(T') = ABL(T) - f(x) - f(y)$$

If T is not optimal, then we can replace with optimal tree $T^{\prime\prime}$ having lower cost, i.e.,

It is proved earlier that x and y would be siblings in T''.

Now construct a new tree T''' by replacing x, y in T'' with leaf z such that f(x) + f(y) = f(z).

Then T''' represent a prefix code tree for C'. Furthermore,

$$ABL(T''') = ABL(T'') - f(x) - f(y)$$
$$< ABL(T) - f(x) - f(y)$$
$$= ABL(T')$$

It contradicts the fact that T' is optimal for C'.

Hence, T is the tree representing optimal prefix code for C.

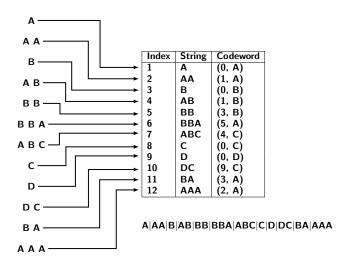
Lempel-Ziv Compression

- Provides a variable-to-fixed length coding scheme.
- Consists of an encoder and decoder.
- ► Encoder incrementally parses the text into distinct unseen phrases.
- A dictionary is built as the words keep coming for encoding.
- The idea behind the compression is that normally words occur repetitively.
 - A substring that have been seen already more likely to appear again than a substring not seen.

Incremental Parsing

- ▶ Uses the concept of incremental parsing of the text.
- Consider the string: AAABABBBBBAABCCDDCBAAAA
- First codeword is a null character (Λ), it is inserted into slot 0 (its index) of dictionary.
- Incoming string is incrementally parsed first character A is not present in the dictionary.
- A prefix is Λ, so codeword for A is <index(Λ), A>, i.e., <0,
 A>.
- ▶ Codeword <0, A> is inserted in slot 1.

Incremental Parsing



Amount of Compression

- ► Total number of bits = # of symbols * 8 = 23 * 8 = 184 bits
- ▶ Index i requires $\log i$ bits for i > 1.
- ▶ In fact, requirement will be determined by the significant bits in i.
 - For example, codeword (0, A), (1, A), (0, B), (1, B), (0, C), (0, D) reach require 1 index bit.
 - (3, B) (3, A), (2, A) each require 2 index bits.
 - (5, A) and (4, C) each require 3 index bits.
 - (9, C) requires 4 index bits.
- So, minimum total = 9*6+3*10+2*11+12=118 bits.
- And the compressed message would be: 0A1A0B1B11B101A100C0C0D1001C10A

Implementation Aspects

- ► For the purpose of implementation, preferably the code should be of fixed bit length or it should be possible to determine the length, if and when it changes.
- ▶ Incremental way of growing dictionary allows to control the width of the index part.
 - The expansion of width must follow a rule in creation of the dictionary.
 - Both the coder and the decoder should agree on it.
 - The encoder usually runs ahead of decoder.
 - Width is increased to p+1 bits when the next empty slot in table is at the position 2^p (which requires p+1 bits) for the new word.

Implementation Aspect

- So at the point of 2nd entry in our example, expand the code from 9 to 10 bits.
- At the point of 4th entry expand the code from 10 to 11 bits
- ▶ At the point of 8th entry expand the code from 11 to 12 bits
- This way the message will be coded as 0A 01A 00B 001B 011B 101A 100C 0000C 0000D 1001C 0011A 0010A
- ► It requires 1*9 + 2*10 + 4*11 + 5*12 = 133 bits.
- ▶ In general, 2^k entries of length (k+2)+8 bits.

Encoder Algorithm

```
dictionary = null;
phrase w = \text{null};
while (true) {
    wait for the next symbol v;
     if (w.v) in dictionary
          w = w.v;
    else {
          encode < index(w), v >;
          add w.v to dictionary;
          w = \text{null}:
```