

# Arithmetic Coding

## Expository Presentation

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## Problem Statement

- Consider the source alphabet  $\{a_1, a_2, a_3\}$  with probabilities  $P(a1) = 0.95$ ,  $P(a2) = 0.02$ , and  $P(a3) = 0.03$ .
- Source entropy = 0.335 bits/symbol
- Avg code length per symbol using Huffman coding = 1.05 bits.
- By coding in blocks of two symbols we achieve 0.611 bits/symbol.
- For block length = 8, possible combinations =  $3^8 = 6561!$

# Arithmetic Coding

- Generate codewords for the entire letter sequence instead of for each block.
- Unique tag generation.
- Correct decoding.

## Coding a Sequence

- Very large number of possible message sequences.
- Need very large number of values (infinite) to generate unique tags.
- One possible range:  $[0, 1)$ .

## Generating a Tag

- Can we assign a unique sub-interval that respects the order of our sequence (and generate a tag from it)?
- Use the cumulative distribution function and partition the interval  $[0, 1]$ .
- From the message sequence, associate each symbol  $a_k$  with the sub-interval  $[F_X(k - 1), F_X(k))$ .
- Partition the sub-interval in the same way as the unit interval.

## Example

Consider the source:

$\mathcal{A} = \{a_1, a_2, a_4\}$  with  $P(a_1) = 0.7$ ,  $P(a_2) = 0.1$ , and  $P(a_3) = 0.2$ .

Cumulative distribution function:  $F_X(1) = 0.7$ ,  $F_X(2) = 0.8$ , and  $F_X(3) = 1$ .

Associated intervals:  $\{a_1 : [0.0, 0.7), a_2 : [0.7, 0.8), a_3 : [0.8, 1)\}$ .

Partition the unit interval.



Figure: Partition the unit interval

## Example: Finding Sub-intervals

Suppose the first symbol in the sequence is  $a_1$ .



Figure: First sub-interval

## Example: Finding Sub-intervals

Suppose the first symbol in the sequence is  $a_1$ .

We then divide this sub-interval in the same proportion as the original interval.

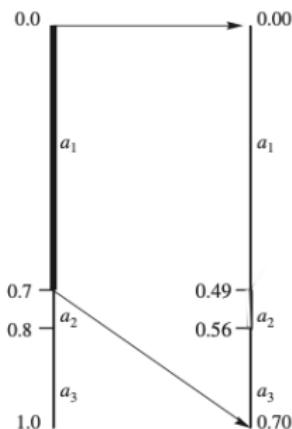


Figure: Partition the first sub-interval

## Example: Finding Sub-intervals

Suppose the second symbol is  $a_2$ .

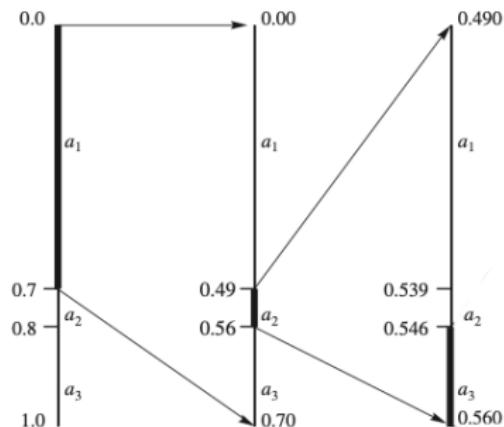


Figure: Partition the second sub-interval

## Example: Finding Sub-intervals

The last symbol in the message is  $a_3$ .

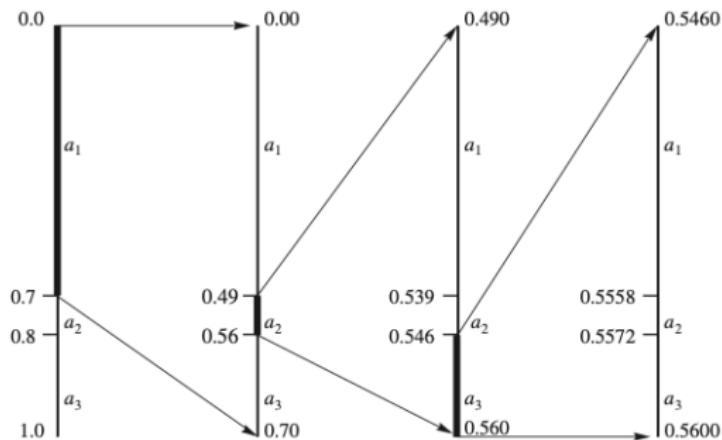


Figure: Partition the second sub-interval

A unique sub-interval is selected at each step, and it respects the order of the sequence.

Select a tag from the final interval. The binary representation of the tag gives a unique encoding for the sequence.

## Example: Updating the Interval Bounds

After the  $n^{th}$  symbol in the sequence has been generated, the upper and lower limits of the updated sub-interval  $[l^{(n)}, u^{(n)}]$  will be:

$$l^{(n)} = l^{(n-1)} + (u^{(n-1)} - l^{(n-1)})F_X(x_n - 1)$$

$$u^{(n)} = l^{(n-1)} + (u^{(n-1)} - l^{(n-1)})F_X(x_n)$$

## Precision Problem

- As the sequence length increases, the subinterval becomes smaller and smaller.

$\perp \rightarrow a_1 \rightarrow a_2 \rightarrow a_3$ .

$[0, 1] \rightarrow [0.00, 0.70) \rightarrow [0.490, 0.560) \rightarrow [0.5460, 0.5600)$ .

- Fixed bit representation (64 bits) for floating points, having more bits for the tag will lead to information loss, and hence incorrect decoding.
- To avoid this, we need to rescale the intervals while preserving the uniqueness of the tag.

## Solution Overview

While computing the sub-intervals, we will have 3 cases:

1. The interval is entirely contained in the lower half of the unit interval  $[0, 0.5)$  ( $E_1$  rescaling).
2. The interval is entirely contained in the upper half of the unit interval  $[0.5, 1.0)$  ( $E_2$  rescaling).
3. The interval straddles the midpoints of the unit interval ( $E_3$  rescaling).

# Solution Overview: Incremental Encoding

- The most significant bit of tag in the interval  $[0, 0.5)$  has to be **0**.
- The most significant bit of tag in the interval  $[0.5, 1)$  has to be **1**.
- Either of these intervals uniquely determines the most significant bit of the tag. We send this bit to the decoder without waiting for subsequent sequence members.
- Now, we take the same proportion as the unit interval inside the sub-interval, and then we also rescale the sub-interval.
- We can safely remove the other half of the unit interval, through the following scaling:

$$E_1 : [0, 0.5) \rightarrow [0, 1); E_1(x) = 2x$$

$$E_2 : [0.5, 1) \rightarrow [0, 1); E_2(x) = 2(x - 0.5)$$

- Since we are sending the most significant bit of the tag whenever the most significant bit of the upper and lower limit of its sub-interval are equal, we are generating the binary representation of the tag itself.
- The scaling operations are just left shifts on the tag.
- This is the same tag as our original encoding, which we have already argued to be unique.

## Solution Overview: Decoding

- Initialize  $u^{(0)}$  to 1 and  $l^{(0)}$  to 0.
- Given the tag value, find the symbol  $a_k$  such that the tag is within the interval  $[l^{(1)}, u^{(1)})$ , where:

$$l^{(1)} = 0 + (1 - 0)F_X(x_n - 1)$$

$$u^{(1)} = 0 + (1 - 0)F_X(x_n)$$

- This element  $a_k$  will be the first element in the decoding.
- Repeat this with  $[l^{(2)}, u^{(2)})$  and onwards.
- Every time our interval  $[l^{(i)}, u^{(i)})$  satisfies the condition for  $E_1$  scaling or  $E_2$  scaling, we perform the scaling and remove the MSB of the tag.

# Example

```
Source:  
Symbols: [1, 2, 3, 4, 5]  
Probabilities: {1: 0.5, 2: 0.25, 3: 0.125, 4: 0.0625, 5: 0.0625}  
  
Cumulative distribution function: {1: 0.5, 2: 0.75, 3: 0.875, 4: 0.9375, 5: 1.0}  
  
Message generated by the source: [3, 1, 4, 3]  
Message length: 4
```

```
Encoding message...  
Original Interval: [0.0, 1.0)  
  
Encoding first symbol  
Current symbol: 3  
 $L_{(1)} = 0.0 + (1.0 - 0.0)*0.75$   
 $U_{(1)} = 0.0 + (1.0 - 0.0)*0.875$   
Updated Interval: [0.75, 0.875)
```

# Example

```
E2 Scaling
L_(1) = 2*(0.75 - 0.5)
U_(1) = 2*(0.875 - 0.5)
Adding 1 to the encoding
Current encoding: 1
Scaled Interval: [0.5, 0.75)
```

```
E2 Scaling
L_(1) = 2*(0.5 - 0.5)
U_(1) = 2*(0.75 - 0.5)
Adding 1 to the encoding
Current encoding: 11
Scaled Interval: [0.0, 0.5)
```

```
E1 Scaling
L_(1) = 2*0.0
U_(1) = 2*0.5
Adding 0 to the encoding
Current encoding: 110
Scaled Interval: [0.0, 1.0)
```

# Example

```
Current Tag: 0.75  
Current encoding: 110  
Current symbol: 1  
 $L_{(2)} = 0.0 + (1.0 - 0.0)*0.0$   
 $U_{(2)} = 0.0 + (1.0 - 0.0)*0.5$   
Updated Interval: [0.0, 0.5)  
  
E1 Scaling  
 $L_{(2)} = 2*0.0$   
 $U_{(2)} = 2*0.5$   
Adding 0 to the encoding  
Current encoding: 1100  
Scaled Interval: [0.0, 1.0)
```

# Example

```
Current Tag: 0.75  
Current encoding: 1100  
Current symbol: 4  
 $L_{(3)} = 0.0 + (1.0 - 0.0)*0.875$   
 $U_{(3)} = 0.0 + (1.0 - 0.0)*0.9375$   
Updated Interval: [0.875, 0.9375)
```

```
E2 Scaling  
 $L_{(3)} = 2*(0.875 - 0.5)$   
 $U_{(3)} = 2*(0.9375 - 0.5)$   
Adding 1 to the encoding  
Current encoding: 11001  
Scaled Interval: [0.75, 0.875)
```

```
E2 Scaling  
 $L_{(3)} = 2*(0.75 - 0.5)$   
 $U_{(3)} = 2*(0.875 - 0.5)$   
Adding 1 to the encoding  
Current encoding: 110011  
Scaled Interval: [0.5, 0.75)
```

```
E2 Scaling  
 $L_{(3)} = 2*(0.5 - 0.5)$   
 $U_{(3)} = 2*(0.75 - 0.5)$   
Adding 1 to the encoding  
Current encoding: 1100111  
Scaled Interval: [0.0, 0.5)
```

# Example

```
E1 Scaling
L_(3) = 2*0.0
U_(3) = 2*0.5
Adding 0 to the encoding
Current encoding: 11001110
Scaled Interval: [0.0, 1.0)

Current Tag: 0.8046875

Current encoding: 11001110
Current symbol: 3
L_(4) = 0.0 + (1.0 - 0.0)*0.75
U_(4) = 0.0 + (1.0 - 0.0)*0.875
Updated Interval: [0.75, 0.875)

E2 Scaling
L_(4) = 2*(0.75 - 0.5)
U_(4) = 2*(0.875 - 0.5)
Adding 1 to the encoding
Current encoding: 110011101
Scaled Interval: [0.5, 0.75)

E2 Scaling
L_(4) = 2*(0.5 - 0.5)
U_(4) = 2*(0.75 - 0.5)
Adding 1 to the encoding
Current encoding: 1100111011
Scaled Interval: [0.0, 0.5)
```

# Example

```
E2 Scaling
L_(4) = 2*(0.5 - 0.5)
U_(4) = 2*(0.75 - 0.5)
Adding 1 to the encoding
Current encoding: 1100111011
Scaled Interval: [0.0, 0.5)
```

```
E1 Scaling
L_(4) = 2*0.0
U_(4) = 2*0.5
Adding 0 to the encoding
Current encoding: 11001110110
Scaled Interval: [0.0, 1.0)
```

Current Tag: 0.8076171875

Generated tag: 0.8076171875

Encoded message: 11001110110

## Example

## Example

## Example

## Example

# Example

```
Decoded message: [3, 1, 4, 3]
Original message: [3, 1, 4, 3]

Encoding and decoding successful!

Avg bits per symbol from arithmetic coding: 2.75
Source Entropy: 1.875
Percentage difference: 46.66666666666664
```

Thank you

Thank you