CMSC 132: Object-Oriented Programming II

Compression & Huffman Codes

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Overview

Compression
- Examples
- Sources
- Types
- Effectiveness

Huffman Code
- Properties
- Huffman tree (encoding)
- Decoding
Compression

Definition
- Reduce size of data
  (number of bits needed to represent data)

Benefits
- Reduce storage needed
- Reduce transmission cost / latency / bandwidth
Compression Examples

**Formats**

- **General**
  - .zip, .rar

- **Images**
  - .jpg, .gif

- **Audio**
  - .mp3, .wmv

- **Video**
  - .mpg, .mov
Sources of Compressibility

- Redundancy
  - Recognize repeating patterns
  - Exploit using
    - Dictionary
    - Variable length encoding

- Human perception
  - Less sensitive to some information
  - Can discard less important data
Types of Compression

- **Lossless**
  - Preserves all information
  - Exploits redundancy in data
  - Applied to general data
    - Some lossless audio formats (e.g., FLAC)

- **Lossy**
  - May lose some information
  - Exploits redundancy & human perception
  - Applied to audio, image, video, multimedia
Effectiveness of Compression

**Metrics**

- **Bits per byte (8 bits)**
  - 2 bits / byte $\Rightarrow \frac{1}{4}$ original size
  - 8 bits / byte $\Rightarrow$ no compression
- **Percentage**
  - 75% compression $\Rightarrow \frac{1}{4}$ original size
Effectiveness of Compression

- Depends on data
  - Random data ⇒ hard
    - Example: 1001110100 ⇒ ?
  - Organized data ⇒ easy
    - Example: 1111111111 ⇒ 1×10

- Corollary
  - No universally best compression algorithm
Effectiveness of Compression

- Lossless Compression is not guaranteed
  - Pigeonhole principle
    - Reduce size 1 bit ⇒ can only store $\frac{1}{2}$ of data
  - Example
    - $000, 001, 010, 011, 100, 101, 110, 111 \Rightarrow 00, 01, 10, 11$

- If compression is always possible (alternative view)
  - Compress file (reduce size by 1 bit)
  - Recompress output
  - Repeat (until we can store data with 0 bits)
Lossless Compression Techniques

- **LZW (Lempel-Ziv-Welch) compression**
  - Build pattern dictionary
  - Replace patterns with index into dictionary

- **Run length encoding**
  - Find & compress repetitive sequences

- **Huffman code**
  - Use variable length codes based on frequency
Huffman Code

**Approach**
- Variable length encoding of symbols
- Exploit statistical frequency of symbols
- Efficient when symbol probabilities vary widely

**Principle**
- Use fewer bits to represent **frequent** symbols
- Use more bits to represent **infrequent** symbols
Huffman Code Example

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Dog</th>
<th>Cat</th>
<th>Bird</th>
<th>Fish</th>
</tr>
</thead>
<tbody>
<tr>
<td>Frequency</td>
<td>1/8</td>
<td>1/4</td>
<td>1/2</td>
<td>1/8</td>
</tr>
<tr>
<td>Original Encoding</td>
<td>00</td>
<td>01</td>
<td>10</td>
<td>11</td>
</tr>
<tr>
<td>Expected size</td>
<td>2 bits</td>
<td>2 bits</td>
<td>2 bits</td>
<td>2 bits</td>
</tr>
<tr>
<td>Huffman Encoding</td>
<td>110</td>
<td>10</td>
<td>0</td>
<td>111</td>
</tr>
<tr>
<td>Expected size</td>
<td>3 bits</td>
<td>2 bits</td>
<td>1 bit</td>
<td>3 bits</td>
</tr>
</tbody>
</table>

Original  ⇒ 1/8×2 + 1/4×2 + 1/2×2 + 1/8×2 = 2 bits / symbol
Huffman  ⇒ 1/8×3 + 1/4×2 + 1/2×1 + 1/8×3 = 1.75 bits / symbol
Huffman Code Data Structures

- **Binary (Huffman) tree**
  - Represents Huffman code
  - Edge $\Rightarrow$ code (0 or 1)
  - Leaf $\Rightarrow$ symbol
  - Path to leaf $\Rightarrow$ encoding
  - Example
    - A = “11”, H = “10”, C = “0”

- **Priority queue**
  - To efficiently build binary tree
Huffman Code Algorithm Overview

Encoding
1. Calculate frequency of symbols in file
2. Create binary tree representing “best” encoding
3. Use binary tree to encode compressed file
   - For each symbol, output path from root to leaf
   - Size of encoding = length of path
4. Save binary tree
Huffman Code – Creating Tree

Algorithm

1. Place each symbol in leaf
   - Weight of leaf = symbol frequency
2. Select two trees L and R (initially leafs)
   - Such that L, R have lowest frequencies in tree
3. Create new (internal) node
   - Left child ⇒ L
   - Right child ⇒ R
   - New frequency ⇒ frequency( L ) + frequency( R )
4. Repeat until all nodes merged into one tree
Huffman Tree Construction 1

2 trees with lowest frequency
Huffman Tree Construction 2

2 trees with lowest frequency
Huffman Tree Construction 3

2 trees with lowest frequency
Huffman Tree Construction 4

2 trees with lowest frequency
Huffman Tree Construction 5

Huffman code for each leaf:

- E = 01
- I = 00
- C = 10
- A = 111
- H = 110
Huffman Coding Example

- Huffman code
  - E = 01
  - I = 00
  - C = 10
  - A = 111
  - H = 110

- Input
  - ACE

- Output
  - (111)(10)(01) = 1111001
Huffman Code Algorithm Overview

Decoding

1. Read compressed file & binary tree
2. Use binary tree to decode file
   - Follow path from root to leaf
Huffman Decoding 1

1111001
Huffman Decoding 2

1111001
Huffman Decoding 4

1111001

A

C

E

I

A

H

3
2
5
8
7
10
15
25

1
0
1
0
1
0
1
0
1
Huffman Decoding 5

1111001

AC
Huffman Decoding 6

1111001

AC
Huffman Decoding 7

1111001

ACE
Huffman Code Properties

- **Prefix code**
  - No code is a prefix of another code
  - Example
    - Huffman("dog") ⇒ 01
    - Huffman("cat") ⇒ 011  // not legal prefix code
  - Can stop as soon as complete code found
  - No need for end-of-code marker

- **Nondeterministic**
  - Multiple Huffman coding possible for same input
  - If more than two trees with same minimal weight
Huffman Code Properties

- **Greedy algorithm**
  - Chooses best local solution at each step
  - Combines 2 trees with lowest frequency
- **Still yields overall best solution**
  - Optimal prefix code
  - Based on statistical frequency
- **Better compression possible (depends on data)**
  - Using other approaches (e.g., pattern dictionary)