Topic 20: Huffman Coding

The author should gaze at Noah, and ... learn, as they did in the Ark, to crowd a great deal of matter into a very small compass.

Sydney Smith, Edinburgh Review

Agenda

- Encoding
- Compression
- Huffman Coding

Encoding

- UT CS
- 85 84 32 67 83
- 01010101 01010100 00100000 01000011 01010011

- what is a file? how do some OS use file extensions?
- open a bitmap in a text editor
- open a pdf in word
Title: The Adventures of Sherlock Holmes

Author: Arthur Conan Doyle

Posting Date: April 18, 2011 [EBook #1661]
First Posted: November 29, 2002
JPEG File

JPEG VS BITMAP

- JPEG File
- Encoding Schemes
  - "It's all 1s and 0s"
  - What do the 1s and 0s mean?
  - 50 12 109
  - ASCII -> 2ym
  - Red Blue Green ->
  dark teal?

Agenda

- Encoding
- Compression
- Huffman Coding
Compression

- Compression: Storing the same information but in a form that takes less memory
- lossless and lossy compression
- Recall:

<table>
<thead>
<tr>
<th>File Name</th>
<th>Type</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tower-number1-1024x768.bmp</td>
<td>Bitmap image</td>
<td>2,305 KB</td>
</tr>
<tr>
<td>Tower-number1-1024x768.jpg</td>
<td>JPEG Image</td>
<td>283 KB</td>
</tr>
</tbody>
</table>

Lossy Artifacts

Why Bother?

- Is compression really necessary?

Toshiba Canvio® Connect
2TB Portable Hard Drive
(Silver)

Item: 193434  Model: HDTDY20X53C1

⭐⭐⭐⭐⭐ Read 133 Reviews

2 Terabytes
500 HD, 2 hour movies or 500,000 songs

Little Pipes and Big Pumps

**Home Internet Access**
- 40 Mbps roughly $40 per month.
- 12 months * 3 years * $40 = $1,440
- 10,000,000 bits /second = 1.25 * 10^6 bytes / sec

**CPU Capability**
- $1,500 for a laptop or desktop
- Intel i7 processor
- Assume it lasts 3 years.
- Memory bandwidth 25.6 GB / sec
  - = 2.6 * 10^10 bytes / sec on the order of 5.0 * 10^10 instructions / second
Mobile Devices?

**Cellular Network**
- Your mileage may vary …
- Mega bits per second
- AT&T
  - 17 download, 7 upload
- T-Mobile & Verizon
  - 12 download, 7 upload
- 17,000,000 bits per second = $2.125 \times 10^6$
  bytes per second

**iPhone CPU**
- Apple A6 System on a Chip
- Coy about IPS
- 2 cores
- Rough estimates:
  - $1 \times 10^{10}$ instructions per second

http://tinyurl.com/q6o7wan

Little Pipes and Big Pumps

CPU

Data In
From Network

Compression - Why Bother?

- Apostolos "Toli" Lerios
- Facebook Engineer
- Heads image storage group
- jpeg images already compressed
- look for ways to compress even more
- 1% less space = millions of dollars in savings

Agenda

- Encoding
- Compression
- Huffman Coding
Purpose of Huffman Coding

- Proposed by Dr. David A. Huffman
  - A Method for the Construction of Minimum Redundancy Codes
  - Written in 1952
- Applicable to many forms of data transmission
  - Our example: text files
  - still used in fax machines, mp3 encoding, others

The Basic Algorithm

- Huffman coding is a form of statistical coding
- Not all characters occur with the same frequency!
- Yet in ASCII all characters are allocated the same amount of space
  - 1 char = 1 byte, be it \( \text{e} \) or \( \text{X} \)

The Basic Algorithm

1. Scan text to be compressed and tally occurrence of all characters.
2. Sort or prioritize characters based on number of occurrences in text.
3. Build Huffman code tree based on prioritized list.
4. Perform a traversal of tree to determine all code words.
5. Scan text again and create new file using the Huffman codes
Building a Tree
Scan the original text

• Consider the following short text

Eerie eyes seen near lake.

• Count up the occurrences of all characters in the text

Eerie eyes seen near lake.

Eerie eyes seen near lake.

• What characters are present?

E e r i space
y s n a r l k.

Building a Tree
Scan the original text

Eerie eyes seen near lake.

• What is the frequency of each character in the text?

<table>
<thead>
<tr>
<th>Char</th>
<th>Freq.</th>
<th>Char</th>
<th>Freq.</th>
<th>Char</th>
<th>Freq.</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>8</td>
<td>y</td>
<td>2</td>
<td>k</td>
<td>1</td>
</tr>
<tr>
<td>e</td>
<td>1</td>
<td>s</td>
<td>1</td>
<td>.</td>
<td>1</td>
</tr>
<tr>
<td>r</td>
<td>2</td>
<td>n</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>i</td>
<td>1</td>
<td>a</td>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>space</td>
<td>4</td>
<td>l</td>
<td>1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Building a Tree
Prioritize characters

• Create binary tree nodes with character and frequency of each character

• Place nodes in a priority queue
  – The lower the occurrence, the higher the priority in the queue
Building a Tree

• The queue after inserting all nodes

1 1 1 1 1 1 2 2 2 2 4 8

e

• Null Pointers are not shown

Building a Tree

• While priority queue contains two or more nodes
  – Create new node
  – Dequeue node and make it left subtree
  – Dequeue next node and make it right subtree
  – Frequency of new node equals sum of frequency of left and right children
  – Enqueue new node back into queue
Building a Tree

What is happening to the characters with a low number of occurrences?
Building a Tree

Diagram:  
- Root node labeled '10'
- Node '4' with children '2' and '6'
- Node '2' with children 'E l i i k l 1 l y l 1 i'
- Node '2' with children 'a n 2 r 2 s 2'

Diagram:  
- Root node labeled '16'
- Node '4' with children '2' and '4'
- Node '8' with children '2' and 'sp 4'
- Node '2' with children 'E l i i k l 1 l y l 1 i'
- Node '2' with children 'a n 2 r 2 s 2'
Building a Tree

• After enqueueing this node there is only one node left in priority queue.

Encoding the File

Traverse Tree for Codes

• Perform a traversal of the tree to obtain new code words
  • left, append a 0 to code word
  • right append a 1 to code word
  • code word is only completed when a leaf node is reached

Encoding the File

Traverse Tree for Codes

<table>
<thead>
<tr>
<th>Char</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>0000</td>
</tr>
<tr>
<td>i</td>
<td>0001</td>
</tr>
<tr>
<td>k</td>
<td>0010</td>
</tr>
<tr>
<td>l</td>
<td>0011</td>
</tr>
<tr>
<td>y</td>
<td>0100</td>
</tr>
<tr>
<td>.</td>
<td>0101</td>
</tr>
<tr>
<td>space</td>
<td>0110</td>
</tr>
<tr>
<td>e</td>
<td>1100</td>
</tr>
<tr>
<td>a</td>
<td>1101</td>
</tr>
<tr>
<td>n</td>
<td>1110</td>
</tr>
<tr>
<td>r</td>
<td>1111</td>
</tr>
<tr>
<td>s</td>
<td></td>
</tr>
</tbody>
</table>
Encoding the File

- Rescan text and encode file using new code words
  Eerie eyes seen near lake.

<table>
<thead>
<tr>
<th>Char</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>0000</td>
</tr>
<tr>
<td>i</td>
<td>0001</td>
</tr>
<tr>
<td>k</td>
<td>0010</td>
</tr>
<tr>
<td>ly</td>
<td>0011</td>
</tr>
<tr>
<td>.</td>
<td>0100</td>
</tr>
<tr>
<td>space</td>
<td>0101</td>
</tr>
<tr>
<td>e</td>
<td>0110</td>
</tr>
<tr>
<td>n</td>
<td>0111</td>
</tr>
<tr>
<td>r</td>
<td>1000</td>
</tr>
<tr>
<td>s</td>
<td>1001</td>
</tr>
<tr>
<td>s</td>
<td>1100</td>
</tr>
<tr>
<td>e</td>
<td>1101</td>
</tr>
<tr>
<td>n</td>
<td>1110</td>
</tr>
<tr>
<td>r</td>
<td>1111</td>
</tr>
</tbody>
</table>

00001011100001100110
01001011110111111010
11010111011011001110
011001111000010100101

Encoding the File

- Have we made things any better?
- 82 bits to encode the text
- ASCII would take 8 * 26 = 208 bits

- If modified code used 4 bits per character are needed. Total bits 4 * 26 = 104. Savings not as great.

Decoding the File

- How does receiver know what the codes are?
- Tree constructed for each text file.
  - Considers frequency for each file
  - Big hit on compression, especially for smaller files
- Tree predetermined
  - Based on statistical analysis of text files or file types

Decoding the File

- Once receiver has tree it scans incoming bit stream
- 0 ⇒ go left
- 1 ⇒ go right
1010001001111000111111
11011100001010

A. elk nay sir
B. eek a snake
C. eek kin sly
D. eek snarl nil
E. eel a snarl
Assignment Hints

- reading chunks not chars
- header format
- the pseudo eof character
- the GUI

Assignment Example

- "Eerie eyes seen near lake." will result in different codes than those shown in slides due to:
  - adding elements in order to PriorityQueue
  - required pseudo eof character (PEOF)

Assignment Example

<table>
<thead>
<tr>
<th>Char Freq.</th>
<th>Char Freq.</th>
<th>Char Freq.</th>
</tr>
</thead>
<tbody>
<tr>
<td>E</td>
<td>y</td>
<td>k</td>
</tr>
<tr>
<td>e</td>
<td>s</td>
<td>.</td>
</tr>
<tr>
<td>r</td>
<td>n</td>
<td>PEOF</td>
</tr>
<tr>
<td>i</td>
<td>a</td>
<td></td>
</tr>
<tr>
<td>space</td>
<td>l</td>
<td>1</td>
</tr>
</tbody>
</table>

Assignment Example

```
. E i k l y PEOF a n r s S P e
1 1 1 1 1 1 1 2 2 2 2 4 8
```
Assignment Example

Assignment Example

Assignment Example

Assignment Example
Codes

value: 32, equivalent char: , frequency: 4, new code 011
value: 46, equivalent char: ., frequency: 1, new code 1110
value: 69, equivalent char: E, frequency: 1, new code 11111
value: 97, equivalent char: a, frequency: 2, new code 0101
value: 101, equivalent char: e, frequency: 8, new code 10
value: 105, equivalent char: i, frequency: 1, new code 0000
value: 107, equivalent char: k, frequency: 1, new code 0001
value: 108, equivalent char: l, frequency: 1, new code 0010
value: 110, equivalent char: n, frequency: 2, new code 1100
value: 114, equivalent char: r, frequency: 2, new code 1101
value: 115, equivalent char: s, frequency: 2, new code 1110
value: 121, equivalent char: y, frequency: 1, new code 0011
value: 256, equivalent char: ?, frequency: 1, new code 0100