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## Lecture 14: Data Compression II

**COMP526: Efficient Algorithms** 

Updated: November 19, 2024

Will Rosenbaum University of Liverpool

#### Announcements

- 1. Programming Assignment 2 posted
  - Due 29 November
- 2. Quiz 6 due Friday
  - Covers Lecture 13 material
  - 1 Question, Short Answer
  - Usual rules apply
- 3. Attendance Code:

## **Meeting Goals**

- 1. Introduce Programming Assignment 2
- 2. Discuss limitations of general compression
- 3. Introduce compression techniques that exploit redundancy in texts
  - 3.1 Run length encoding
  - 3.2 Elias codes
  - 3.3 Lempel-Ziv-Welch (LZW) encoding

# Programming Assignment 2

#### **The Setup**

**So.** You've decided to **cheat** on the final exam for COMP666.

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**Goal:** figure out a scheme to get the highest possible **guaranteed** score (without knowing how to answer any questions correctly yourself)

• For all possible (correct) exam solutions, maximize the *worst* score you receive

## The Problem, Formalized

#### **Three Pieces:**

- B = B[0..20) the correct solutions to the exam
  - expressed in binary 1 for true, 0 for false
  - known only to your hacker friend
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**One Goal:** Achieve the maximum *guaranteed* score.

- $20 \max \{ d_H(A, B) \mid B \in \{0, 1\}^{20} \}$
- $d_H(A, B)$  is **Hamming distance** = number of indices where solutions differ

Main Task. Implement functions to compute & decode the message M

- complete exam\_cheat\_code.py
- encode(solutions: list[int]) -> list[int]
  - input: list of binary values, B, length 20
  - output: list of binary values, *M*, length 10
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**Optional Task.** Prove an **upper bound** on the best achievable score for **any** cheating scheme.

#### **Evaluation**

#### Total marks: 100

- Main Task (code): 70 marks
  - higher guaranteed test score = more marks!
  - > 70 marks possible if guaranteed score is > 16
  - more marks for **simpler** solutions (tie breaking)
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#### Admininstration

- Full instructions on course website: https://willrosenbaum.com/teaching/2024f-comp-526/
- Submission through Canvas
- Due 29 November (next Friday)

## Limits of Compression

- Compression ratio
  - $\frac{|C| \cdot \log |\Sigma_C|}{|S \cdot \log |\Sigma_S|}$   $\stackrel{\Sigma_C = \{0, 1\}}{=}$   $\frac{|C|}{|S| \cdot \log |\Sigma_S|}$
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- Prefix coding
  - ensures unambiguous decoding
- Huffman codes
  - most efficient possible prefix code

#### Introduced lossless compression task

- Compression ratio
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 $\frac{|C|}{|S| \cdot \log |\Sigma_S|}$ 

- Character encoding
  - encode characters in binary

#### PollEverywhere Question

Suppose *S* is a text of length *n* over an alphabet  $\Sigma_S$  of size 8. What is the **smallest** possible compression ratio of any character encoding of *S*?



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An Issue with character encodings:

- Only single characters are encoded in isolation
- Cannot exploit *larger patterns* in text

**Example.** Huffman encoding doesn't distinguish between the following texts:

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**Question.** How can we generalize our notation of encoding to compress texts further?

• One idea: use a larger source alphabet—e.g., use pairs of characters

#### **General Compression**

**High Level View.** A compressed representation of *S* is a **program** whose output is *S*.

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- Why restrict ourselves?
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#### Example.

```
s = ''
for i in range(1000000):
    s = s + 'A'
print(s)
```

**Definition.** Suppose we fix a (programming) language L (e.g., Python). Given a source text S, the **Kolmogorov complexity** of S (relative to L), denoted K(S) is the length of the shortest program whose output is S.

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Question. How much compression can we achieve in this way?

• How close to *K*(*S*) can we get?

## **Limits of General Compression**

**Fact 1.** Suppose  $\Sigma = \{0, 1\}$  and fix any language *L*. Then for every positive integer *n*, there exists a source text  $S \in \Sigma^n$  for which  $K(S) \ge n$ .

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Well we can't compress everything, but how well can we do?

- Can we generally find an optimal compression of a string in a given language?
- We did manage this for prefix codes! (Huffman codes)

#### Theorem

Suppose L is a "sufficiently rich" programming language (e.g. Python). Then there is no algorithm/program that for any string S:

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- **Claim.**  $K(S_n) = O(\log n)$ .
- This contradicts the assumption that *P* computed K(S).  $\Box$

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**Moral.** There is no general method for determining how compressible a source text might be.

- Most texts are not very compressible.
  - Generalization of Fact 1.
- But many "interesting" source texts are compressible.
- Can still exploit features of common texts
  - most "interesting" source texts obey some patterns

# Run Length Encoding

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#### Run Length Encoding. For binary alphabet, store

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**Example.** 1111110000111100000000 becomes 1,6,4,4,9 **Question.** What is wrong with this encoding? **Issues:** 

- The alphabet is no longer binary!
- Even if we express run lengths in binary, we still need an extra symbol for the comma!

**Generic Problem.** Given only a binary alphabet, how can we express a *list* of numbers efficiently?

- A single *m* can be represented with log *m* bits.
- Can we represent *k* such numbers with  $\approx k \log m$  bits?

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$$m = \underbrace{000\cdots0}_{m \text{ times}} 1$$

Sentinel 1 denotes the end of a number

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Question. How to address these shortcomings?

Goal. A *prefix code* for long runs (of 0s or 1s)

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- Represent lengths in *unary* 
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- length  $\ell = 4 = 0000_1$
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#### This encoding of positive integers is called the Elias gamma code.

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#### **PollEverywhere Question**

What is the first value stored in the following encoded text:

#### 00001101000010111001111



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**Encoding procedure.** To compute the RLE of a binary source text *S*:

- Write the first bit of *S*.
- For each run, write the length of the run using the Elias gamma code

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 $\implies$  1 00110 010 010 0001001

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- For each run, write the length of the run using the Elias gamma code

**Decoding procedure.** To decode an RLE encoded text *C*:

- Write the first bit  $b_0$  of *C*
- Parse code word starting at index 1 of *C* and repeat  $b_0$  that many times
- Parse next coded value of *C* and write  $1 b_0$  that many times
- Repeat until done

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- For each run, write the length of the run using the Elias gamma code

**Decoding procedure.** To decode an RLE encoded text *C*:

- Write the first bit  $b_0$  of *C*
- Parse code word starting at index 1 of *C* and repeat  $b_0$  that many times
- Parse next coded value of *C* and write  $1 b_0$  that many times
- Repeat until done

Example. Decode 1001100100100001001.

### **RLE Discussion**

#### **Generalizations and Applications.**

- Can be extended to larger alphabets
  - write next character before run length
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**Evaluation.** 

- Fairly simple and fast!
- Can compress *n* bits to Θ(log *n*) bits (extreme best case!)
- Not good compression for many common datatypes
  - No compression for run lengths  $\leq 6$
  - Expansion for run lengths k = 2, 6.

# Lempel-Ziv-Welch Encoding

### Lempel-Ziv Compression

Compression so far: Exploit frequently repeated single characters

- Huffman: globally frequent characters (large alphabet)
- RLE: repeated characters (binary alphabet)
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**Observation.** In many contexts, some substrings are much more frequent than others

- short words in English text (the, be, to, of, and, a, in, that)
- tags in HTML (<div>, <a href,...)

# Lempel-Ziv Compression

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Lempel-Ziv covers a family of *adaptive* compression algorithms

- encode (frequently repeated) substrings of text with codewords
  - not just individual characters!
- Several variations of this idea
- Lempel-Ziv-Welch is a clean one (that is used in practice!)

### **LZW Idea**

#### Codewords for different strings of text

- Variable-to-fixed encoding
  - all codewords have *k* bits (typical  $k \approx 12$ )
  - size of substring represented by each codeword varies
- Maintain a dictionary D (map) with  $2^k$  entries
  - codewords are *values* in the dictionary
  - text strings are keys in the dictionary

## **LZW Idea**

#### Codewords for different strings of text

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  - codewords are *values* in the dictionary
  - text strings are *keys* in the dictionary

### Encoding Idea.

- Initialize D with single characters  $\Sigma$
- Start reading characters from *S* building up "words" (substrings) *x*
- If *D* contains *x* and next character is *c*, check if *D* contains *xc*
- If *D* does not contain *xc*, write *D*(*x*) to *C*, **add** *xc* **to** *D*, and start building next word from *c*



#### Consider $S = N \land N \land S \land B \land N \land N \land S$

code	string
0000	А
0001	В
0010	Ν
0011	S
0100	
0101	
0110	
0111	
1000	
1001	
1010	
1011	

### LZW in Pseudocode

1: **procedure** LZWENCODE(S[0..n)) 2:  $x \leftarrow \varepsilon$ 3:  $C \leftarrow \varepsilon$ 4:  $D \leftarrow \text{all } c \in \Sigma_S$  $k \leftarrow |\Sigma_S|$ 5: for i = 0, 1, ..., n - 1 do 6: 7:  $c \leftarrow S[i]$ 8: if *D*.CONTAINSKEY(*xc*) then 9:  $x \leftarrow xc$ 10: else 11:  $C \leftarrow CD.GET(x)$ 12: D.PUT(xc, k)13:  $k \leftarrow k+1, x \leftarrow c$ 14: end if end for 15: 16:  $C \leftarrow CD.GET(x)$ 17: end procedure

▷ previous word, initially empty
▷ output, initially empty
▷ dictionary of codewords
▷ next free codeword

 $\triangleright$  append codeword for *x* 

## LZW in Pseudocode

1:	<pre>procedure LZWENCODE(S[0n))</pre>
2:	$x \leftarrow \varepsilon$
3:	$C \leftarrow \varepsilon$
4:	$D \leftarrow \text{all } c \in \Sigma_S$
5:	$k \leftarrow  \Sigma_S $
6:	<b>for</b> $i = 0, 1,, n-1$ <b>do</b>
7:	$c \leftarrow S[i]$
8:	if <i>D</i> .CONTAINSKEY( <i>xc</i> ) then
9:	$x \leftarrow xc$
10:	else
11:	$C \leftarrow CD.GET(x)$
12:	<i>D</i> .PUT( <i>xc</i> , <i>k</i> )
13:	$k \leftarrow k+1, x \leftarrow c$
14:	end if
15:	end for
16:	$C \leftarrow CD.GET(x)$
17:	end procedure

For next time. Given C and D, how to decompress?

previous word, initially empty
output, initially empty
dictionary of codewords
next free codeword

 $\triangleright$  append codeword for *x* 

## **Next Time**

### Decompression

- Decoding LZW Encoding
- Making Texts Compressible

### **Scratch Notes**