

**Data Compression 3:**  
**Arithmetic Coding**

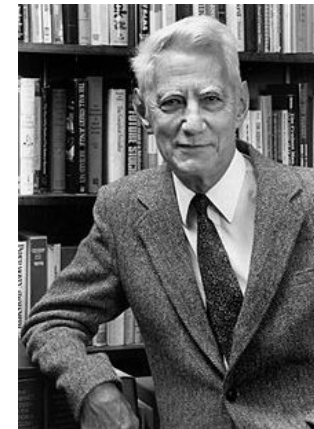
*Fang-Lue Zhang*

# The problem: encoding data succinctly

- Opportunity #1: some symbols are used more
- Claude Shannon proved (1940's) there's a way to transmit symbol strings from alphabet  $X$  with an average of  $H(X)$  bits/symbol, called the *entropy*:

$$H(X) = \sum_i P_i \log_2 \frac{1}{P_i}$$

- He showed it was possible, but not how to do it!
- Huffman Coding gets quite close

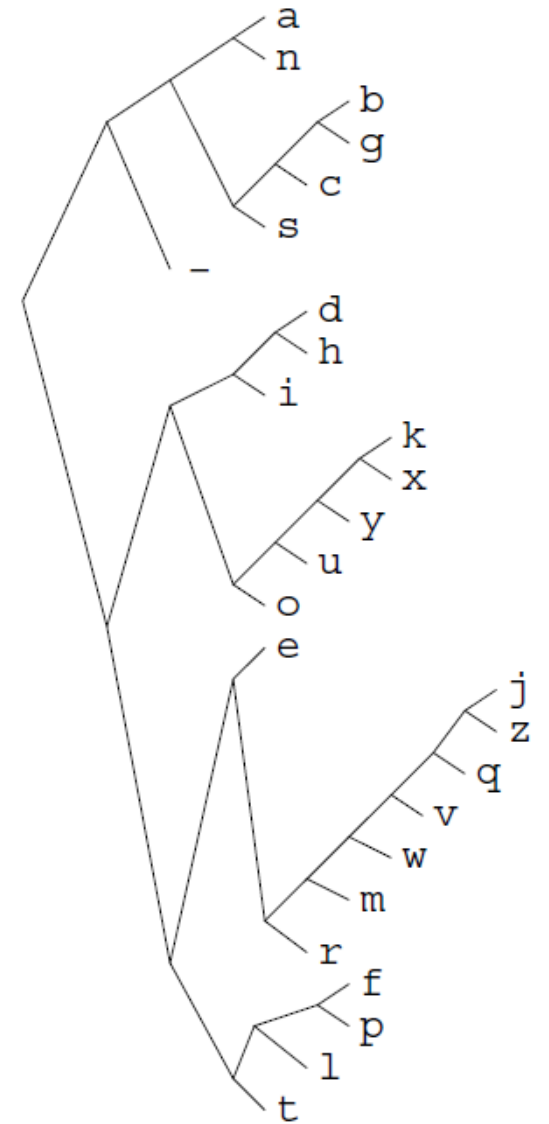


$x$	$P(x)$
a	0.0575
b	0.0128
c	0.0263
d	0.0285
e	0.0913
f	0.0173
g	0.0133
h	0.0313
i	0.0599
j	0.0006
k	0.0084
l	0.0335
m	0.0235
n	0.0596
o	0.0689
p	0.0192
q	0.0008
r	0.0508
s	0.0567
t	0.0706
u	0.0334
v	0.0069
w	0.0119
x	0.0073
y	0.0164
z	0.0007
—	0.1928

# Huffman recap

- send each symbol as soon as it occurs  
(*symbol code*)
- optimal, given this restriction
- but wastes bits
- drop the restriction?  
( $\rightarrow$  *stream codes*)

$a_i$	$p_i$	$\log_2 \frac{1}{p_i}$	$l_i$	$c(a_i)$
a	0.0575	4.1	4	0000
b	0.0128	6.3	6	001000
c	0.0263	5.2	5	00101
d	0.0285	5.1	5	10000
e	0.0913	3.5	4	1100
f	0.0173	5.9	6	111000
g	0.0133	6.2	6	001001
h	0.0313	5.0	5	10001
i	0.0599	4.1	4	1001
j	0.0006	10.7	10	1101000000
k	0.0084	6.9	7	1010000
l	0.0335	4.9	5	11101
m	0.0235	5.4	6	110101
n	0.0596	4.1	4	0001
o	0.0689	3.9	4	1011
p	0.0192	5.7	6	111001
q	0.0008	10.3	9	110100001
r	0.0508	4.3	5	11011
s	0.0567	4.1	4	0011
t	0.0706	3.8	4	1111
u	0.0334	4.9	5	10101
v	0.0069	7.2	8	11010001
w	0.0119	6.4	7	1101001
x	0.0073	7.1	7	1010001
y	0.0164	5.9	6	101001
z	0.0007	10.4	10	1101000001
-	0.1928	2.4	2	01



# The problem: encoding data succinctly

- Opportunity #1: some symbols are used more
- Opportunity #2: the sequence isn't random
  - → Lempel-Ziv
  - → **Arithmetic Coding**, based on rather different ideas
- *reaches* the Shannon limit, for random ordered symbols, and
- **in conjunction with a predictive language model**, it does better still

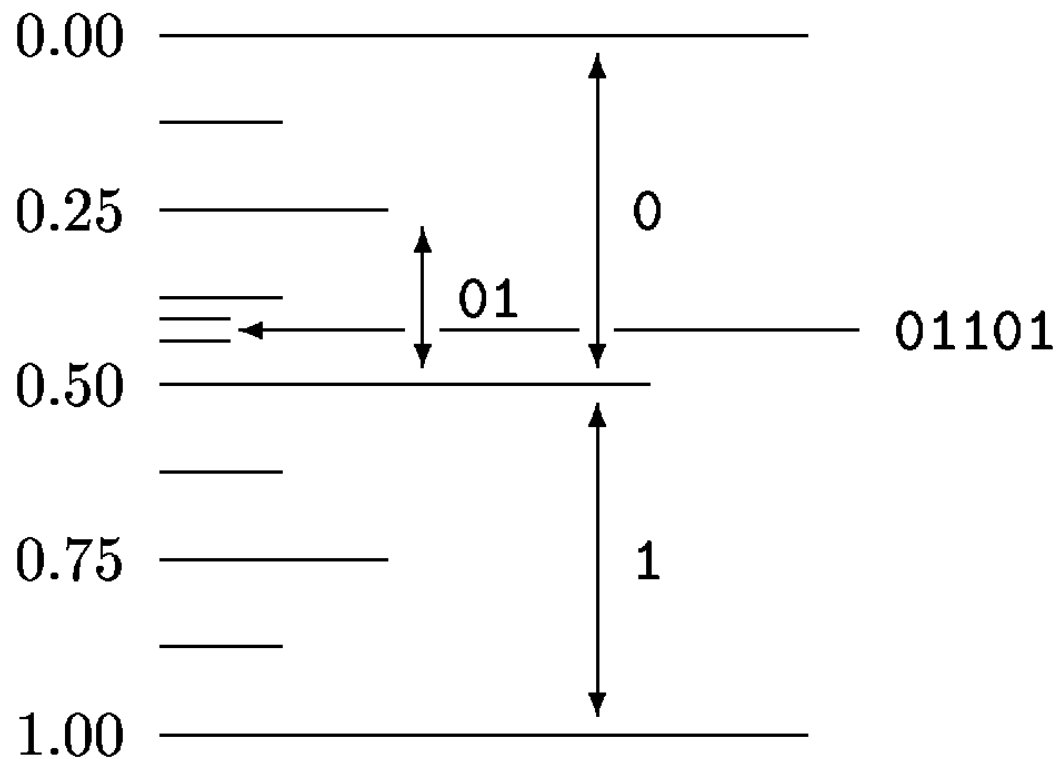
$x$		$P(x)$
a	■	0.0575
b	■	0.0128
c	■	0.0263
d	■	0.0285
e	■	0.0913
f	■	0.0173
g	■	0.0133
h	■	0.0313
i	■	0.0599
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k	■	0.0084
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q	■	0.0008
r	■	0.0508
s	■	0.0567
t	■	0.0706
u	■	0.0334
v	■	0.0069
w	■	0.0119
x	■	0.0073
y	■	0.0164
z	■	0.0007
—	■	0.1928

# The problem: encoding data succinctly

0.00	0	00	000	0000	The total symbol code budget
				0001	
		001	0010		
			0011		
0.25	01	010		0100	
				0101	
		011	0110		
			0111		
0.50	1	100		1000	
				1001	
		101	1010		
			1011		
0.75	11	110		1100	
				1101	
		111	1110		
			1111		
1.00					

## ...and think of intervals as bit-strings

- the interval corresponding to  $n$ -bits has width  $1/2^n$
- to specify interval of size  $\alpha$ , we will need about  $\log_2 1/\alpha$  bits

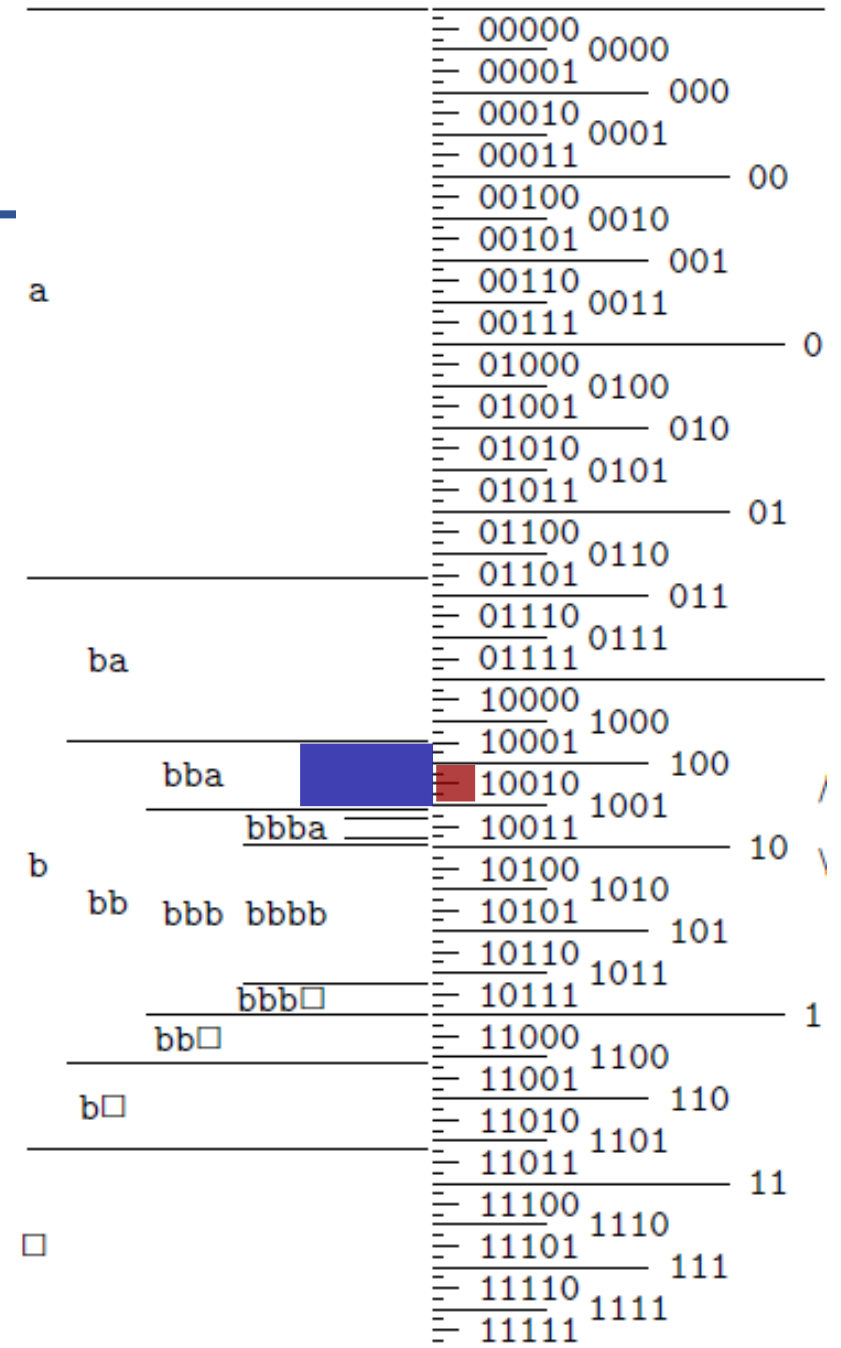


eg: if  $\alpha=1/8$   
we need  
 $\log_2 1/\alpha = 3$  bits

next slide  
considers sending  
symbols in a  
simple alphabet of  
just  $\{a, b, \square\}$

# To send symbol string, send interval (as bit-string)

- To send a string, I recursively partition up the interval  $[0,1]$  into segments...  
(but don't worry about the partitioning scheme just yet!)
- I send you the binary string that corresponds to the **largest interval enclosed by the string I want to send**.
- You should be able to *decode* this, provided you use the same scheme for partitioning as I did!



# On-the-fly encoding: transmitting bbba .

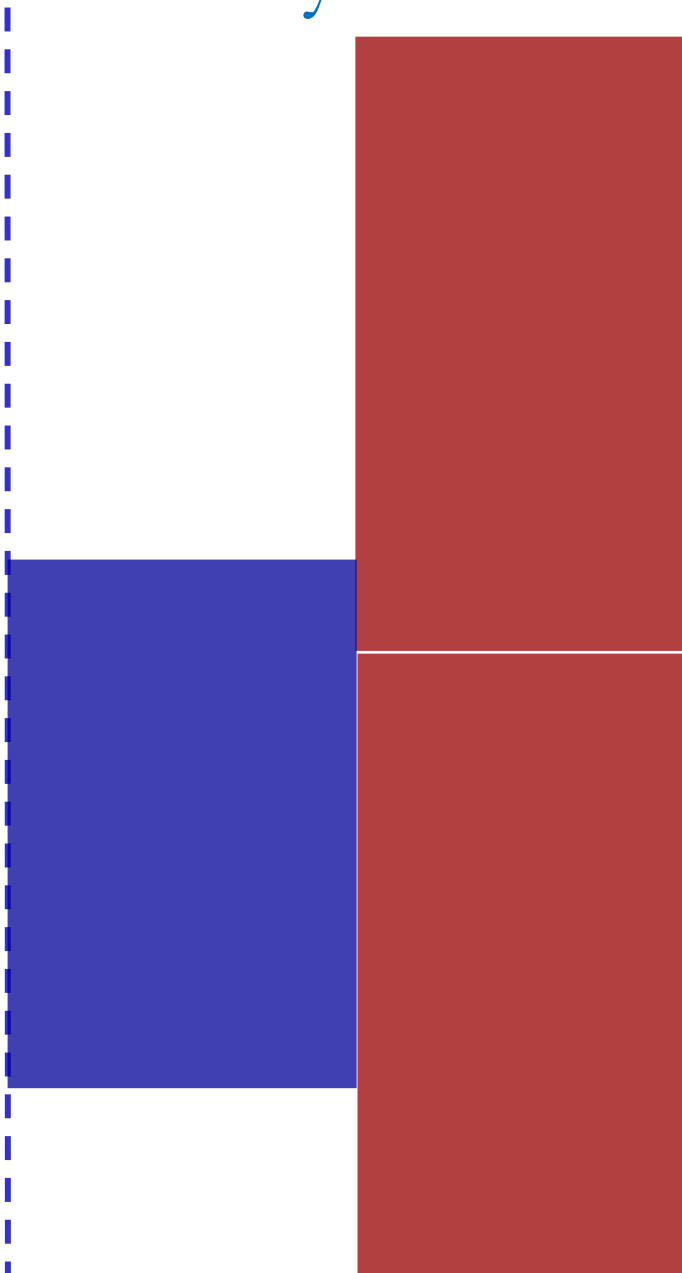
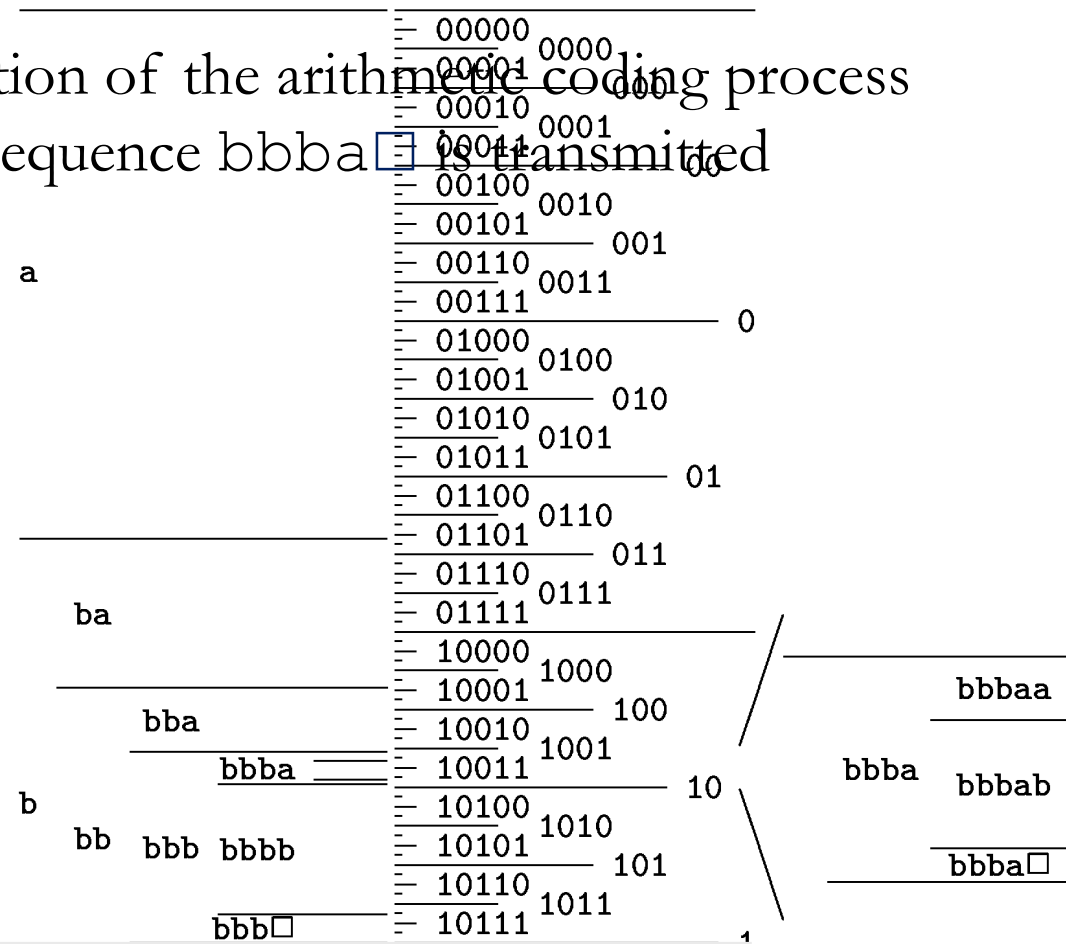


Illustration of the arithmetic coding process as the sequence bbba is transmitted



b : not wholly enclosed by 0 or 1  
(i.e. could be 01, 10, or 11)

→ Don't transmit anything yet



# On-the-fly encoding: transmitting bbba

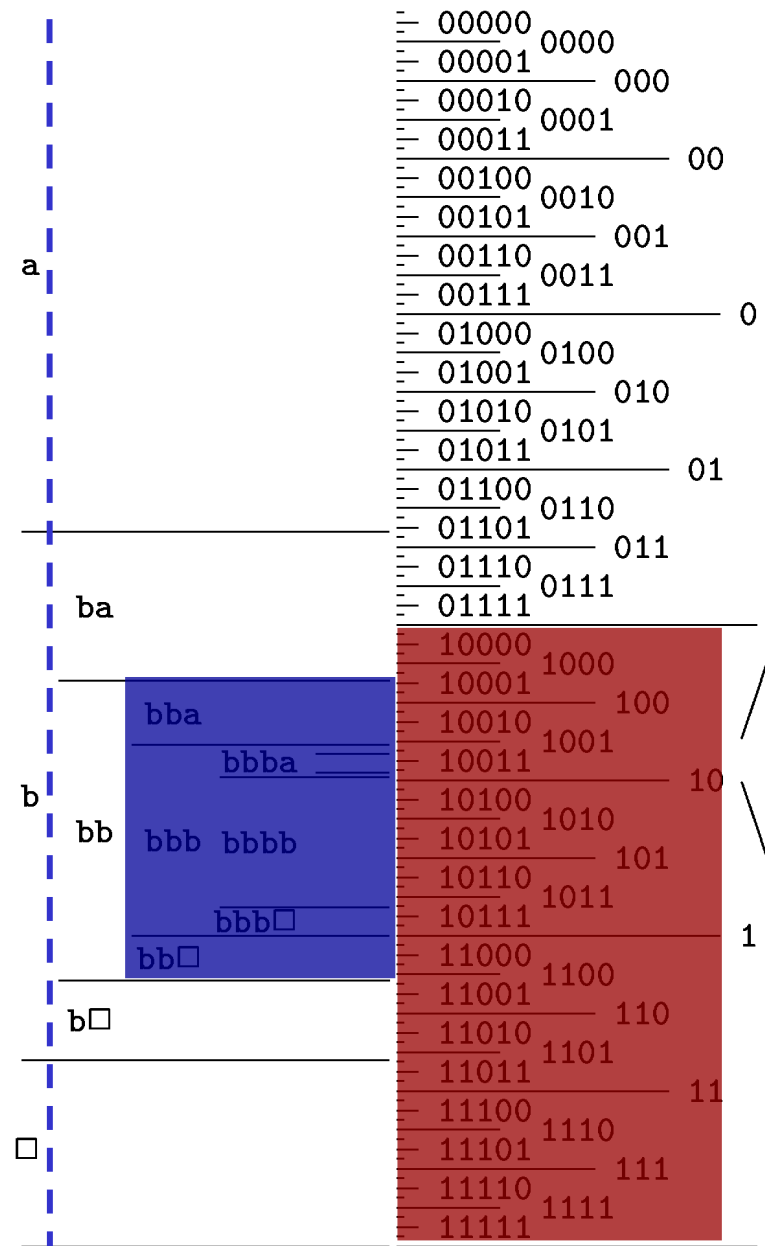
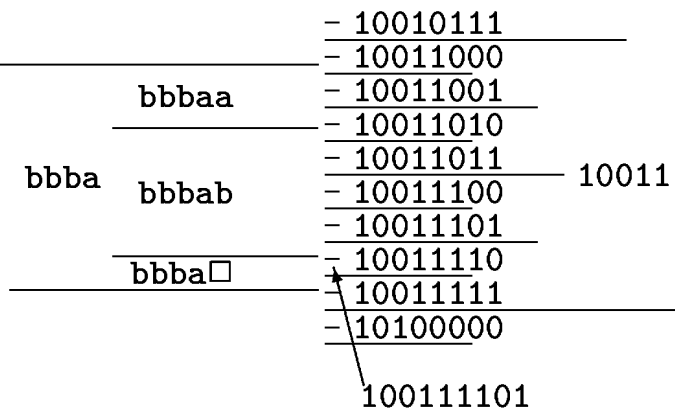
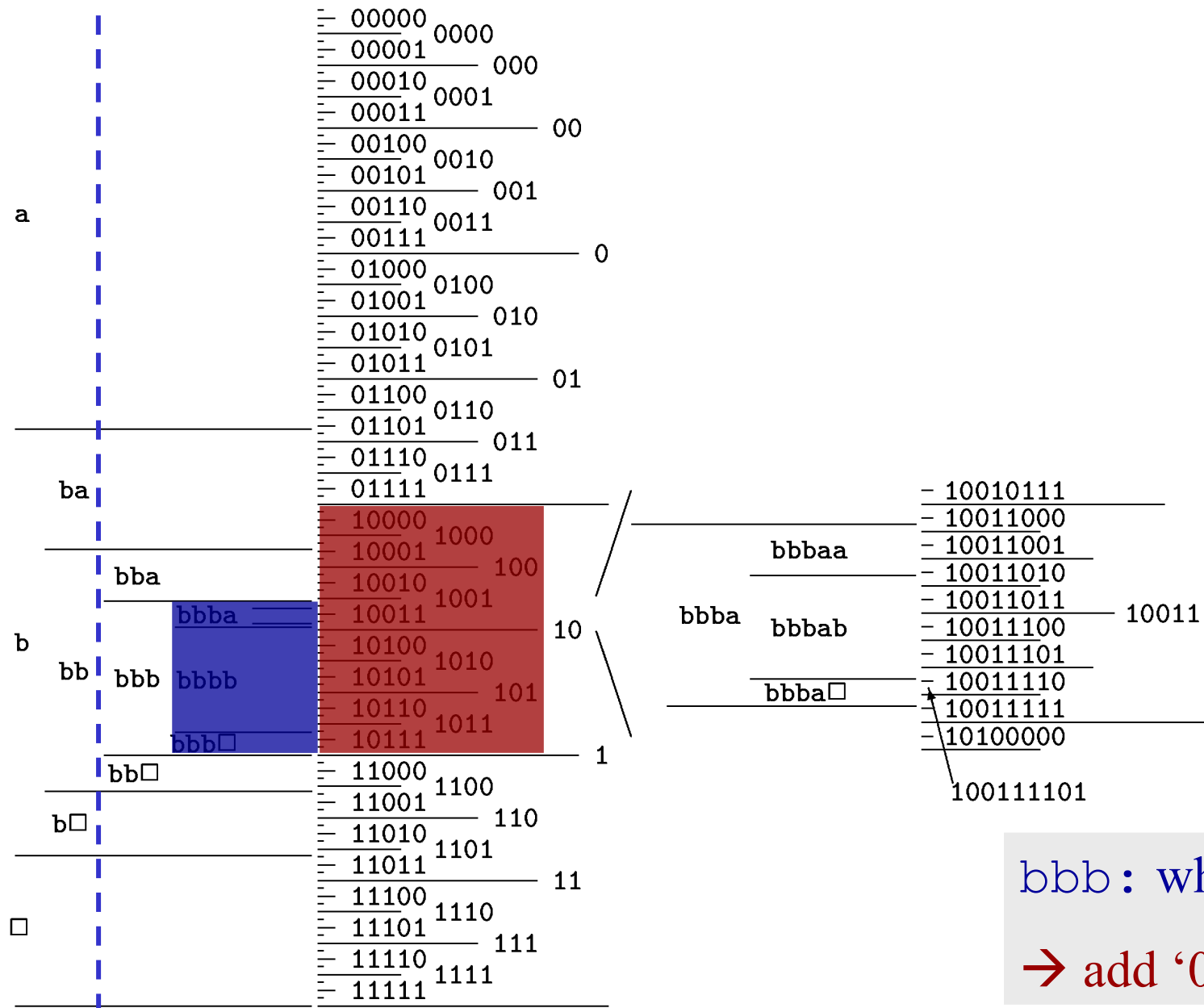


Illustration of the arithmetic coding process as the sequence bbba□ is transmitted



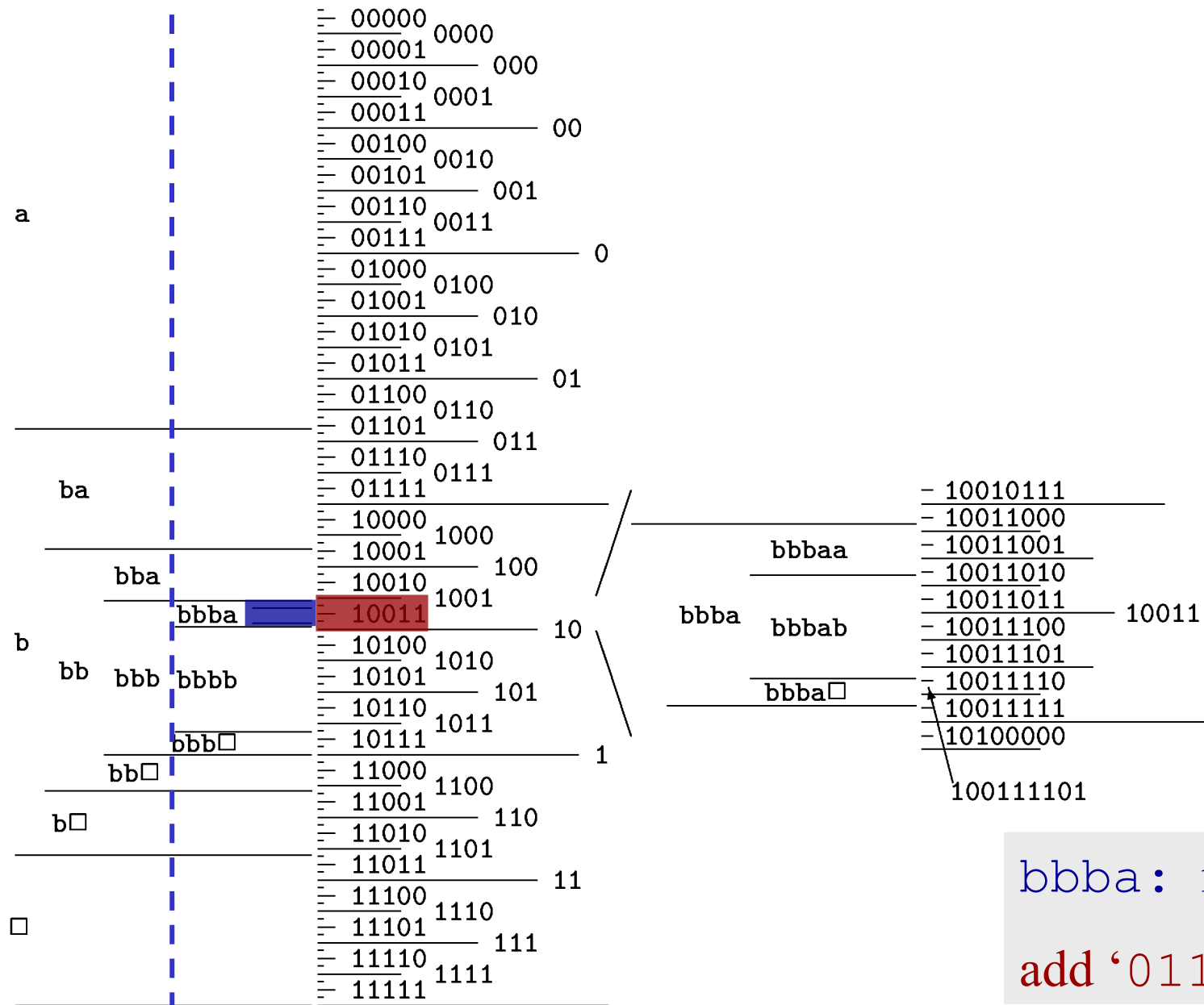
bb : wholly enclosed by '1' range,  
 → transmit '1'

# On-the-fly encoding: transmitting bbba .



bbb : wholly within 10, so  
 → add '0' to the transmission

# On-the-fly encoding: transmitting bbba .



bbba : is within 10011, so  
 add '011' to the transmission

# On-the-fly decoding:

The first '1' arrives.

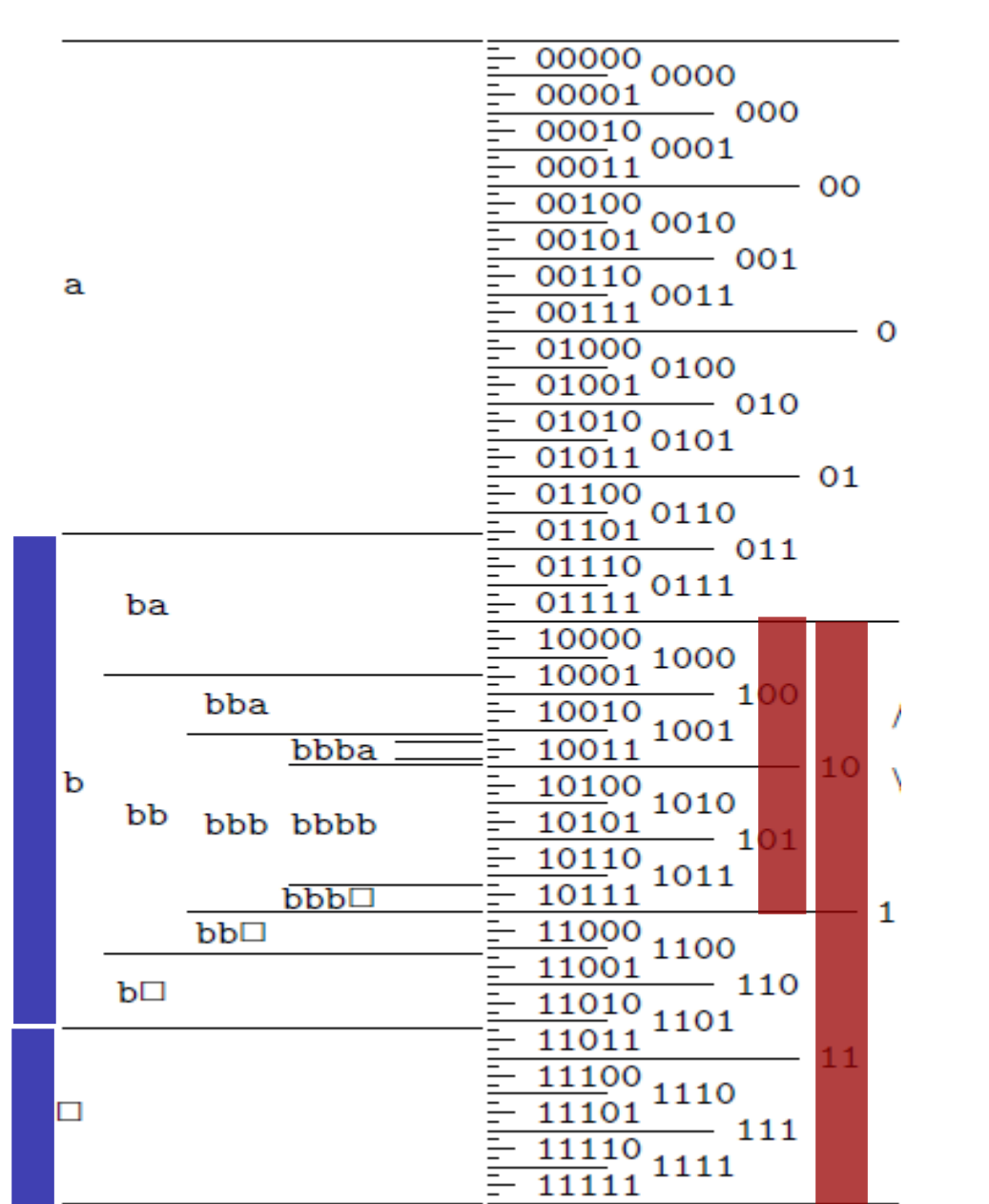
Could be b, or □.

Don't emit anything yet

'10' has arrived

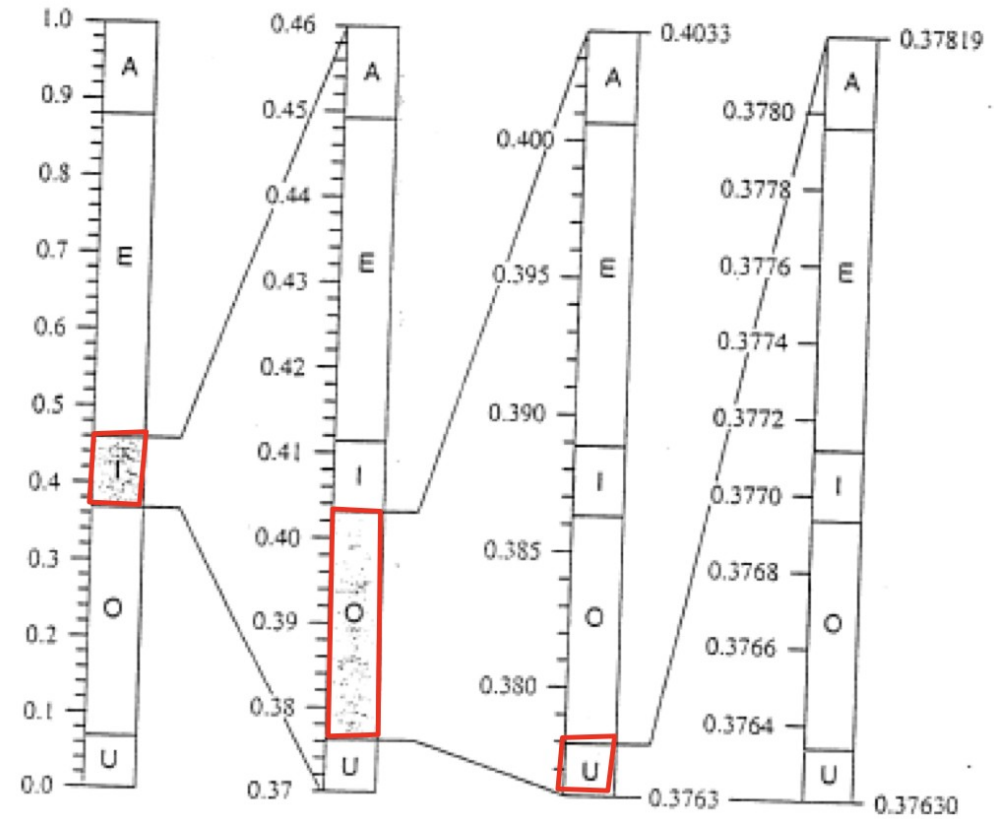
this is wholly enclosed by the 'b' interval, so now we can safely emit 'b'

.....



# A "vowellish" example

Symbols	Probabilities	Optimal # Bits $\log_2(1/P_i)$
a	0.12	3.06
e	0.42	1.25
I	0.09	3.47
o	0.3	1.74
u	0.07	3.84



To send "iou": Send any interval C within  
[0.37630 , 0.37819)

Using a binary fraction of 0.011000001 (9 bits)

(It would be 10 bits in Huffman coding)

This example is from the book of Numerical Recipes

# What's the best partitioning scheme?

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- suppose our scheme gives string  $\mathbf{S}$  an interval of size  $\alpha_s$
- this is going to require  $\log_2 1/\alpha_s$  bits
- expected message length will be  $\sum_s P_s \log_2 \frac{1}{\alpha_s}$
- If we set  $\alpha_s = P_s$  this matches the Shannon limit!  
(and any other scheme is worse)

*So this is the code that Shannon knew must exist!*

# What's the best partitioning for an entire string?

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- thought: is there a recursive way to do the partitioning, which gives the right "real estate" to a whole **string**, not just individual symbols?
- remarkably, yes!
- based on the recursive "chain rule" of probabilities...

$$P(s_1, s_2) = P(s_1)P(s_2 | s_1)$$

$$P(s_1, s_2, s_3) = P(s_1)P(s_2 | s_1)P(s_3 | s_1, s_2) \quad \text{details *not* examinable}$$

⋮

- to do it, we need to build a predictive model of the language
  - Machine Learning, 400 level.

# Summary

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- key insight is to make a *stream code*
- with a fixed partitioning, based on **fixed symbol probabilities** from a look-up table, we get to the Shannon limit for “random looking” text
- with partitioning based on **dynamic symbol probabilities** (via a learned *predictive model*) we get close to the entropy of the *strings in the language*, ie. the theoretical limit 😊