

# **Adaptive Huffman Coding**

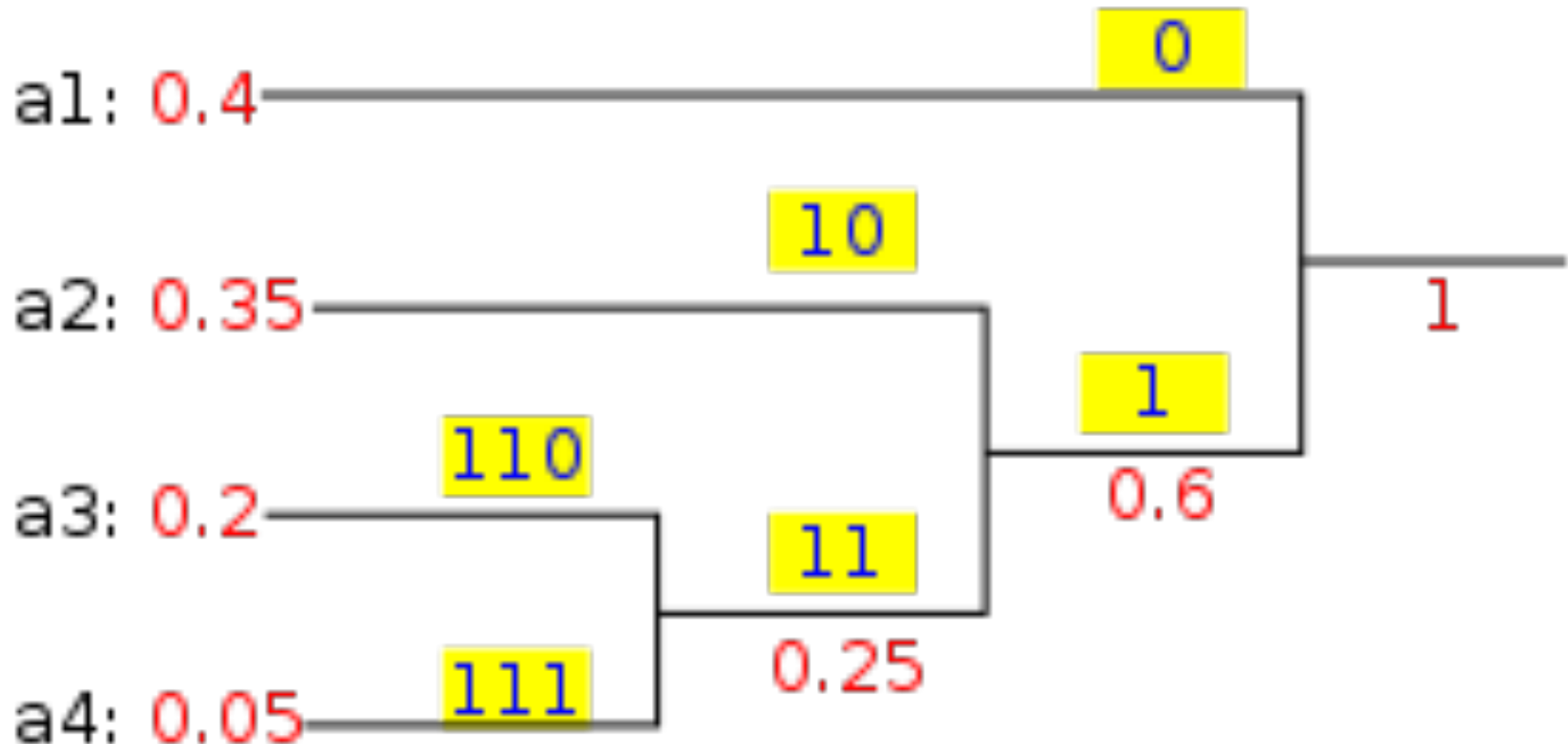
**Martin Matyášek, Tomáš Hnídek**

# Huffman Coding

- lossless data compression, prefix code
- runs in  $O(n \log(n))$
- tree construction algorithm:
  1. foreach symbol  $s$  do  $\text{add}(\text{queue}, \text{node}(s))$
  2. while not empty(queue) do
    - i.  $n1 := \text{poll}(\text{queue})$      $n2 := \text{poll}(\text{queue})$
    - ii.  $n := \text{new node with children } n1, n2 \text{ and } p(n) = p(n1) + p(n2)$
    - iii.  $\text{add}(\text{queue}, n)$
  3. remaining node is the root (the tree has been generated)

# Huffman Coding

Example of the coding tree:



# Adaptive Huffman Coding

- lossless data compression, prefix code
- adaptive!
- runs in  $O(n \cdot \log |\Lambda|)$ , space  $O(|\Lambda|)$  where
  - $n$  - size of the input message
  - $\Lambda$  - the alphabet
- algorithms:
  - FGK (Faller 1973, Gallager 1978, Knuth 1985)
  - Vitter's algorithm (1987)

# Adaptive Huffman Coding

- definition:
  - binary coding tree has the sibling property if each node (except root) has a sibling and if the nodes can be listed in order of nonincreasing weight with each node adjacent to its sibling
- theorem:
  - binary prefix code is Huffman code iff the code tree has the sibling property
- main idea:
  - modify code tree so that it satisfies the sibling property

# FGK algorithm

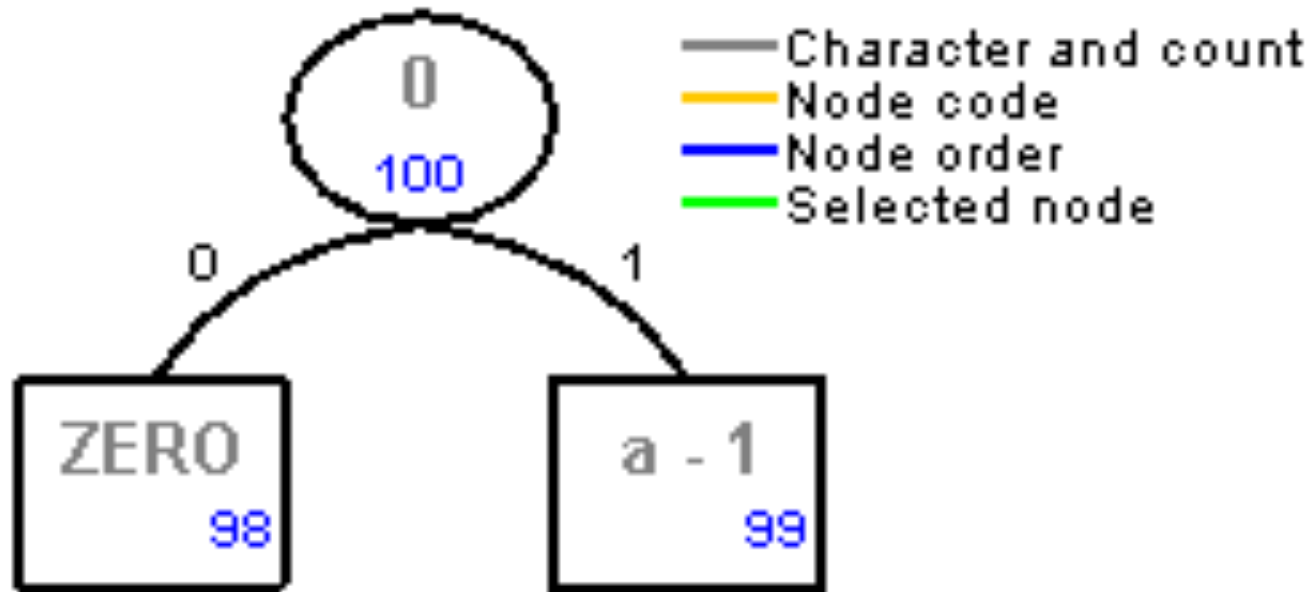
- pros:
  - can compress better than static Huffman coding, due to the fact that coding tree needn't to be encoded
- cons:
  - has worse sensitivity to errors, because one wrong character can destroy whole message

# FGK Example - abba



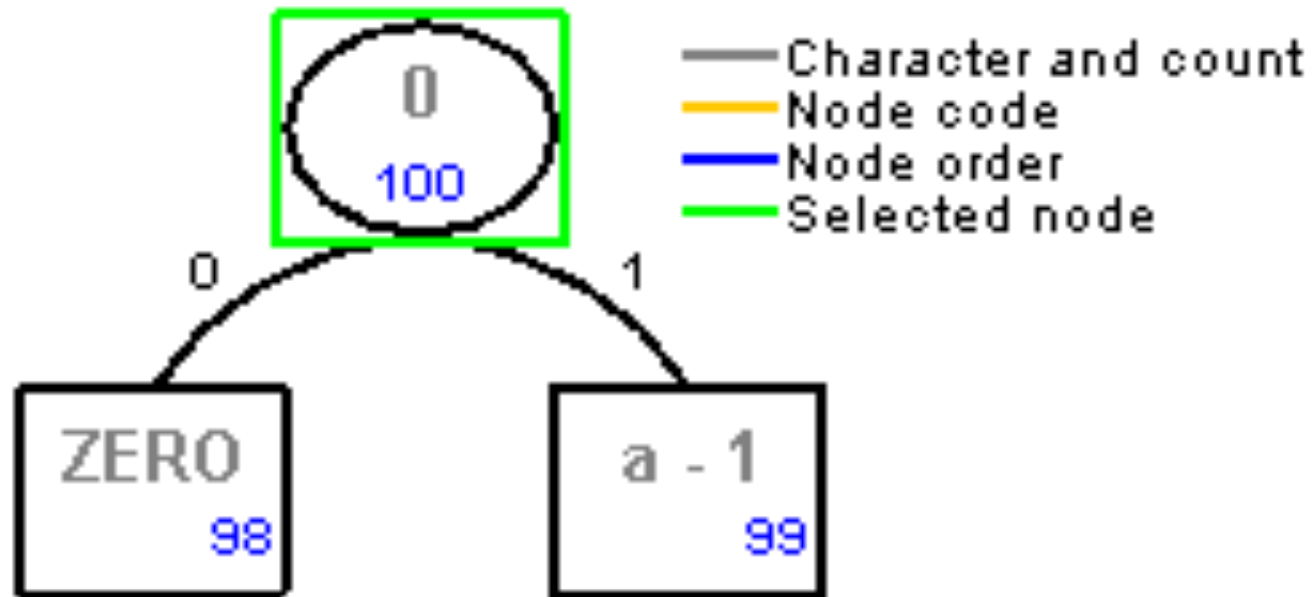
- Character and count
- Node code
- Node order
- Selected node

# FGK Example - abba

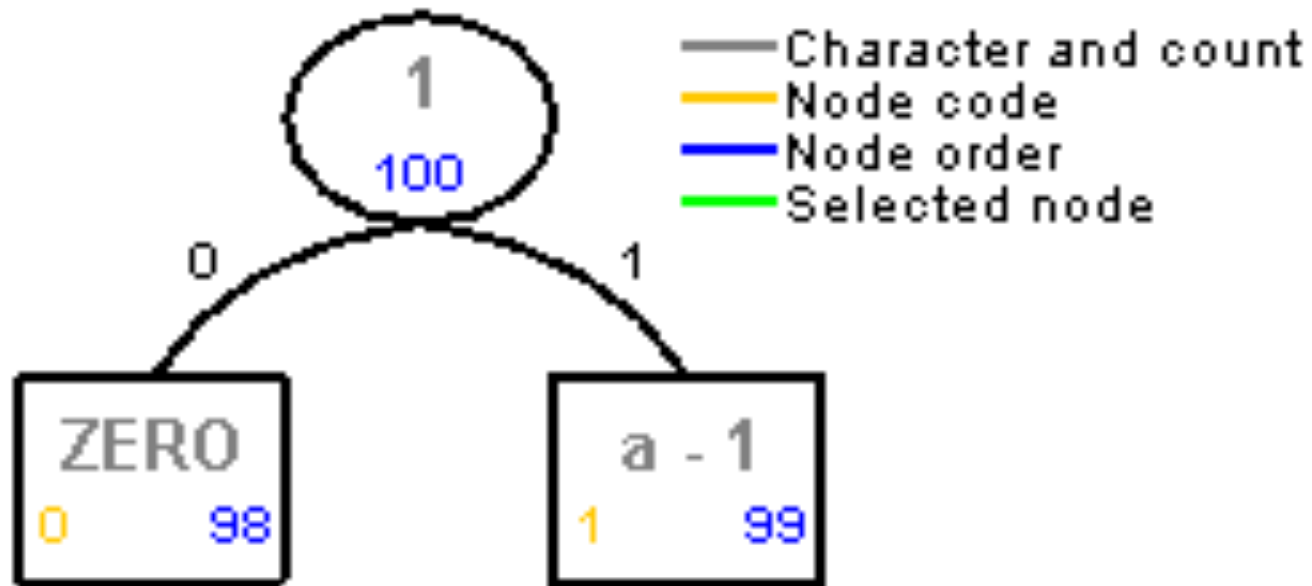




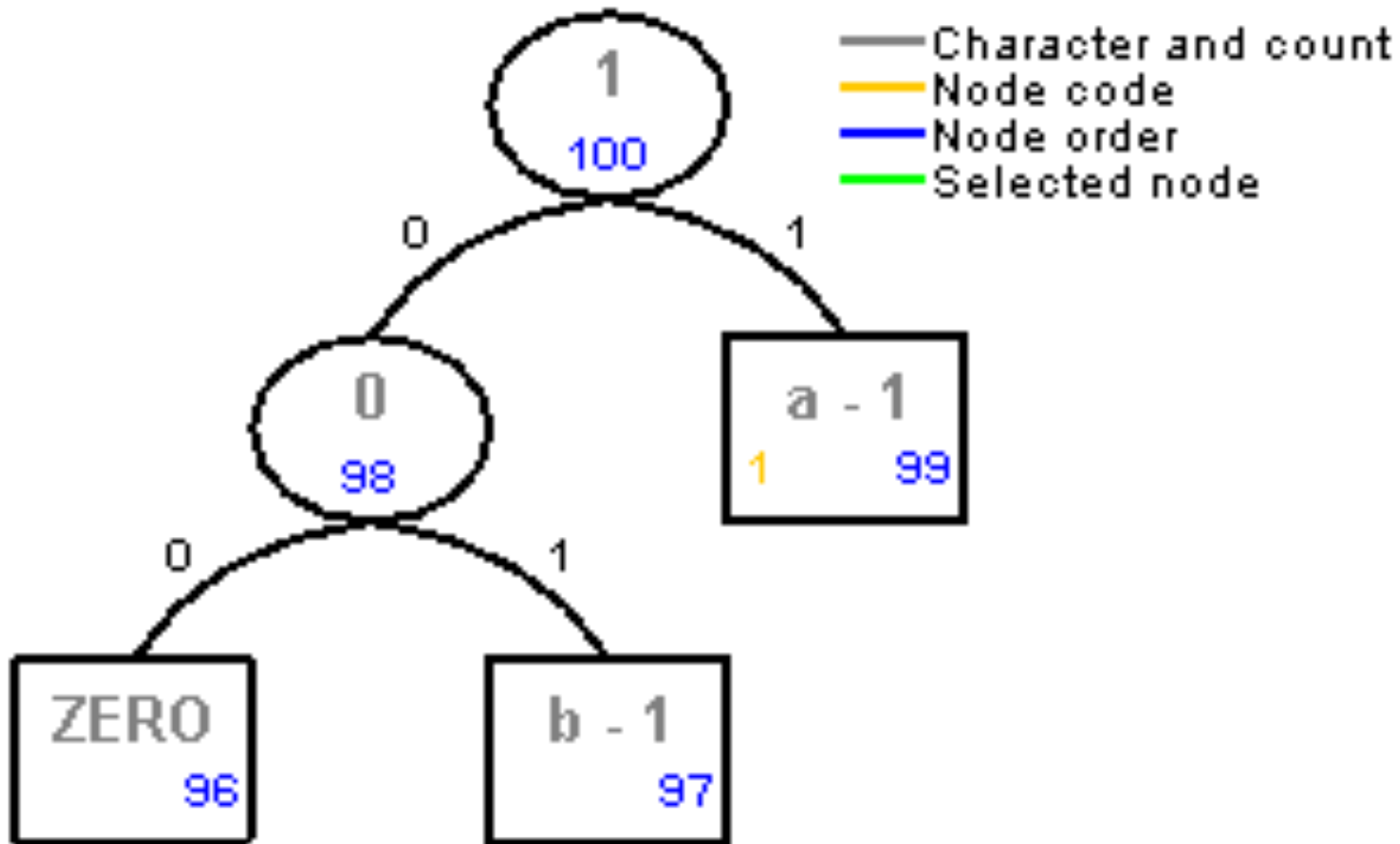
# FGK Example - abba



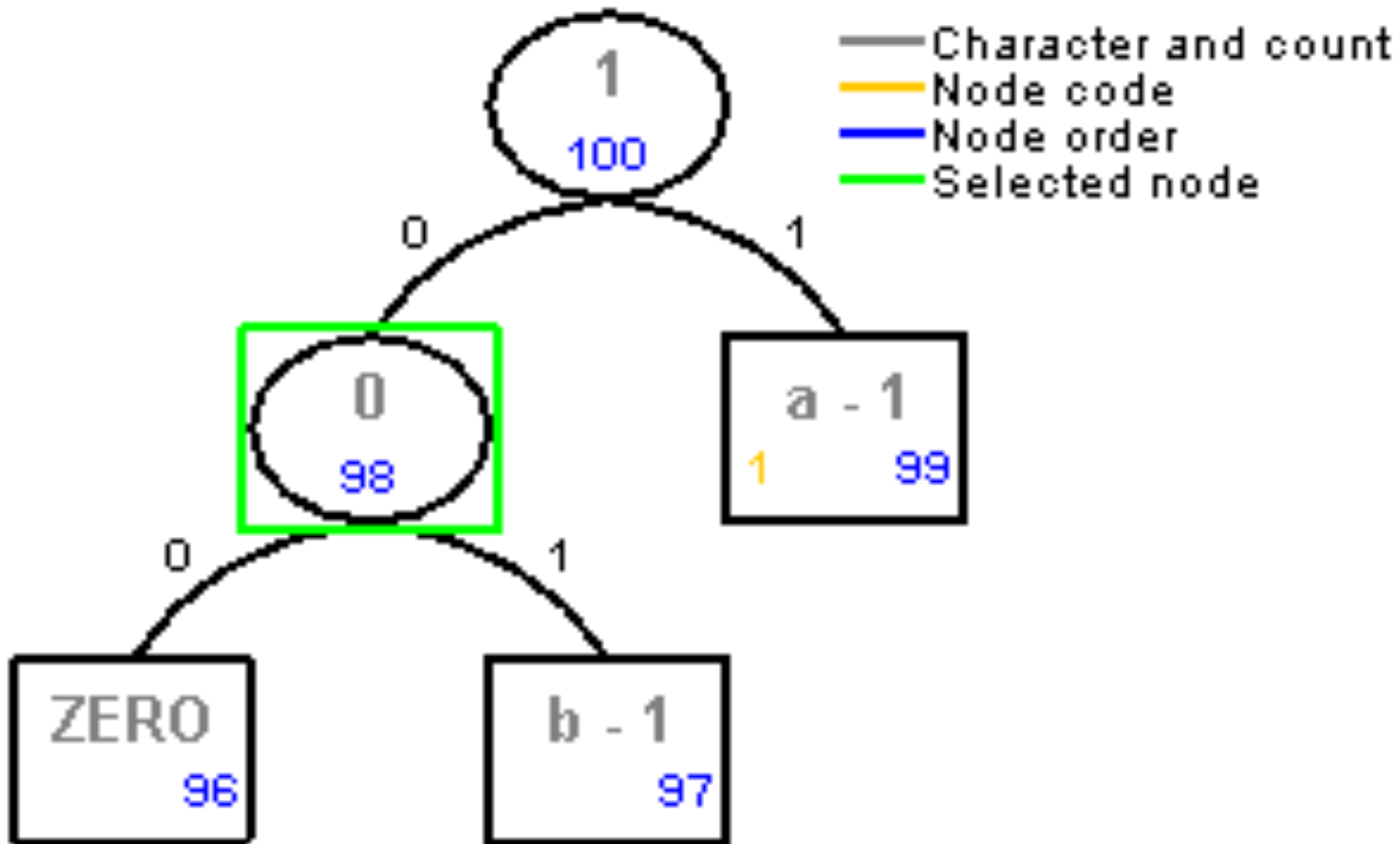
# FGK Example - abba



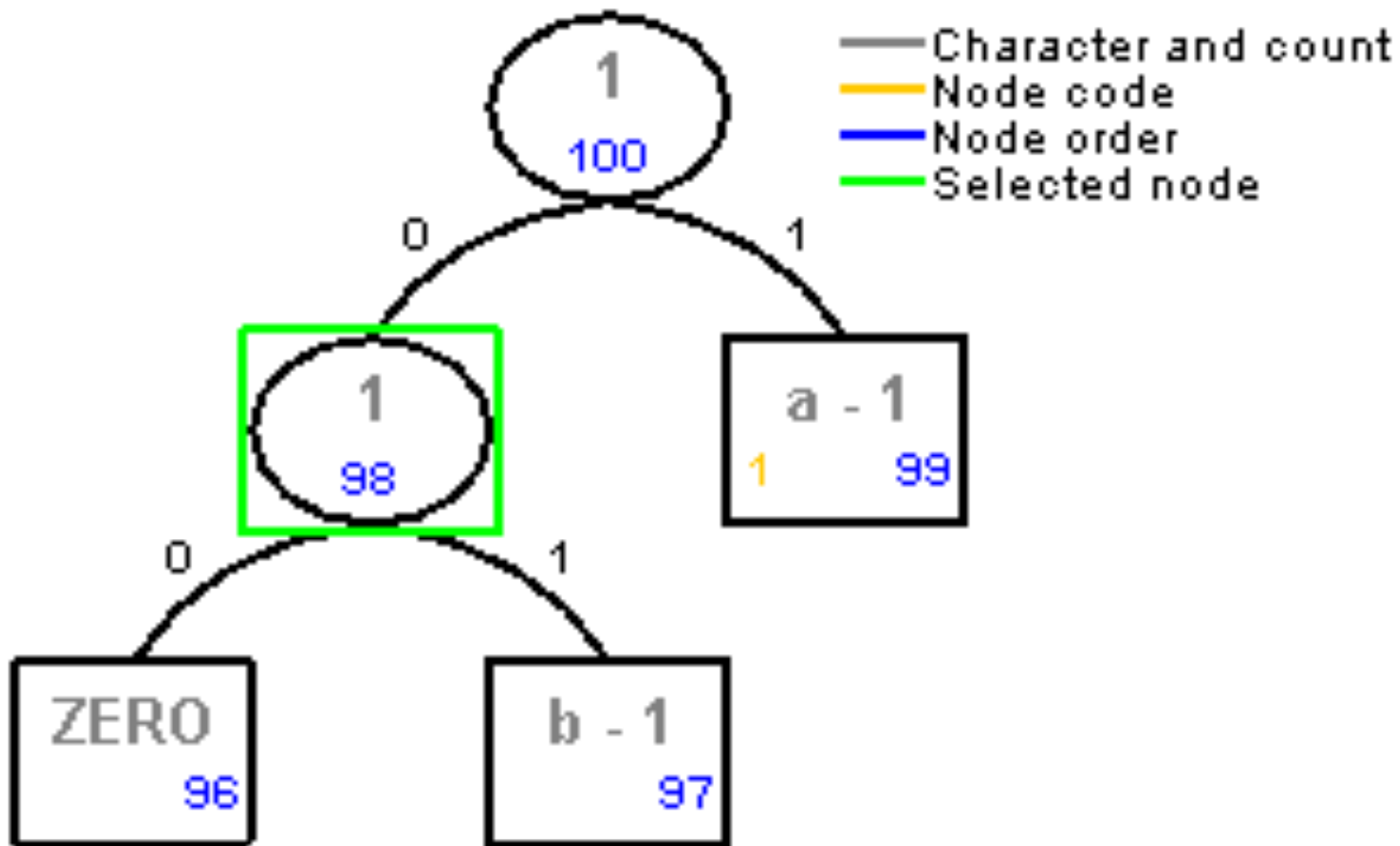
# FGK Example - abba



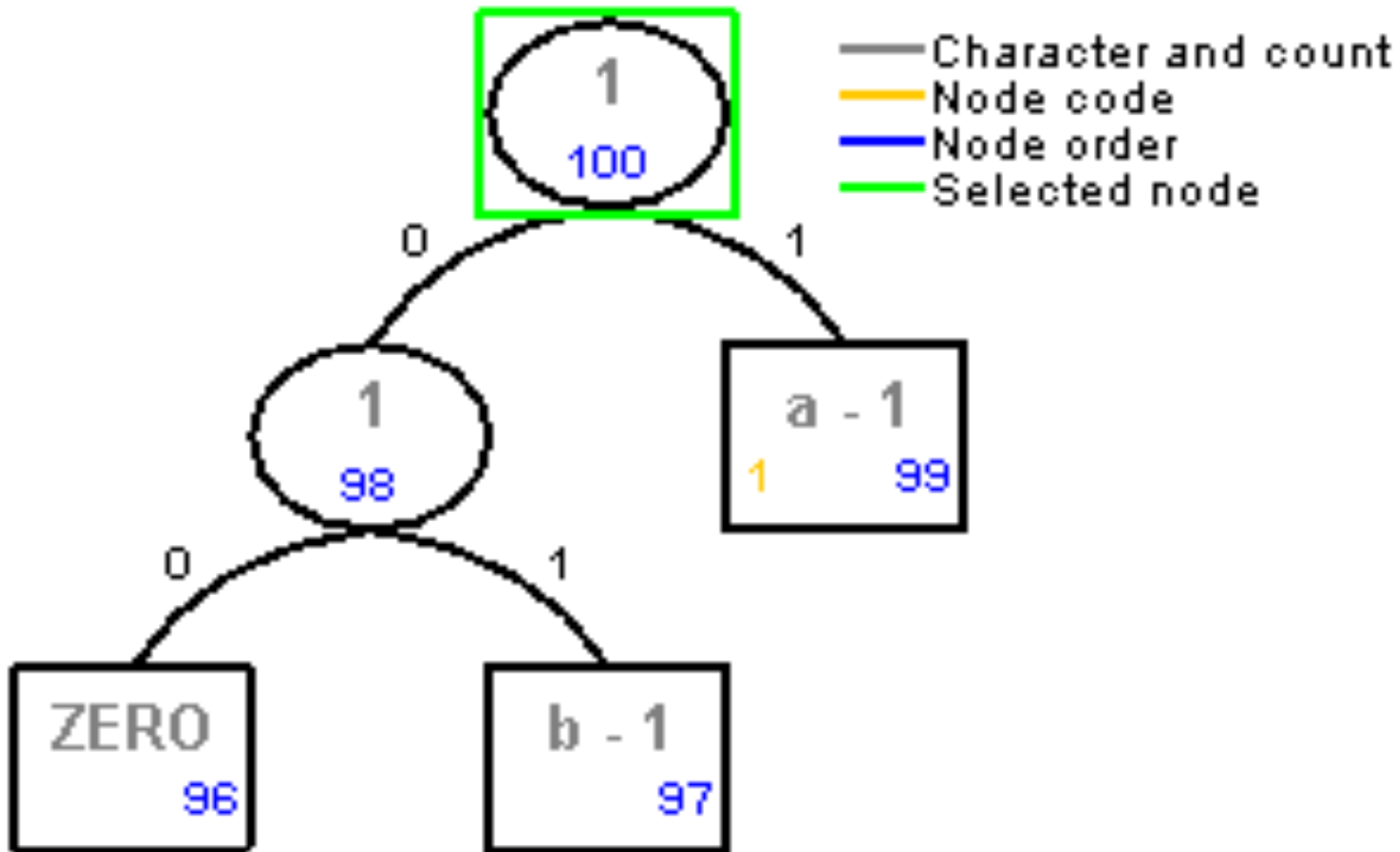
# FGK Example - abba



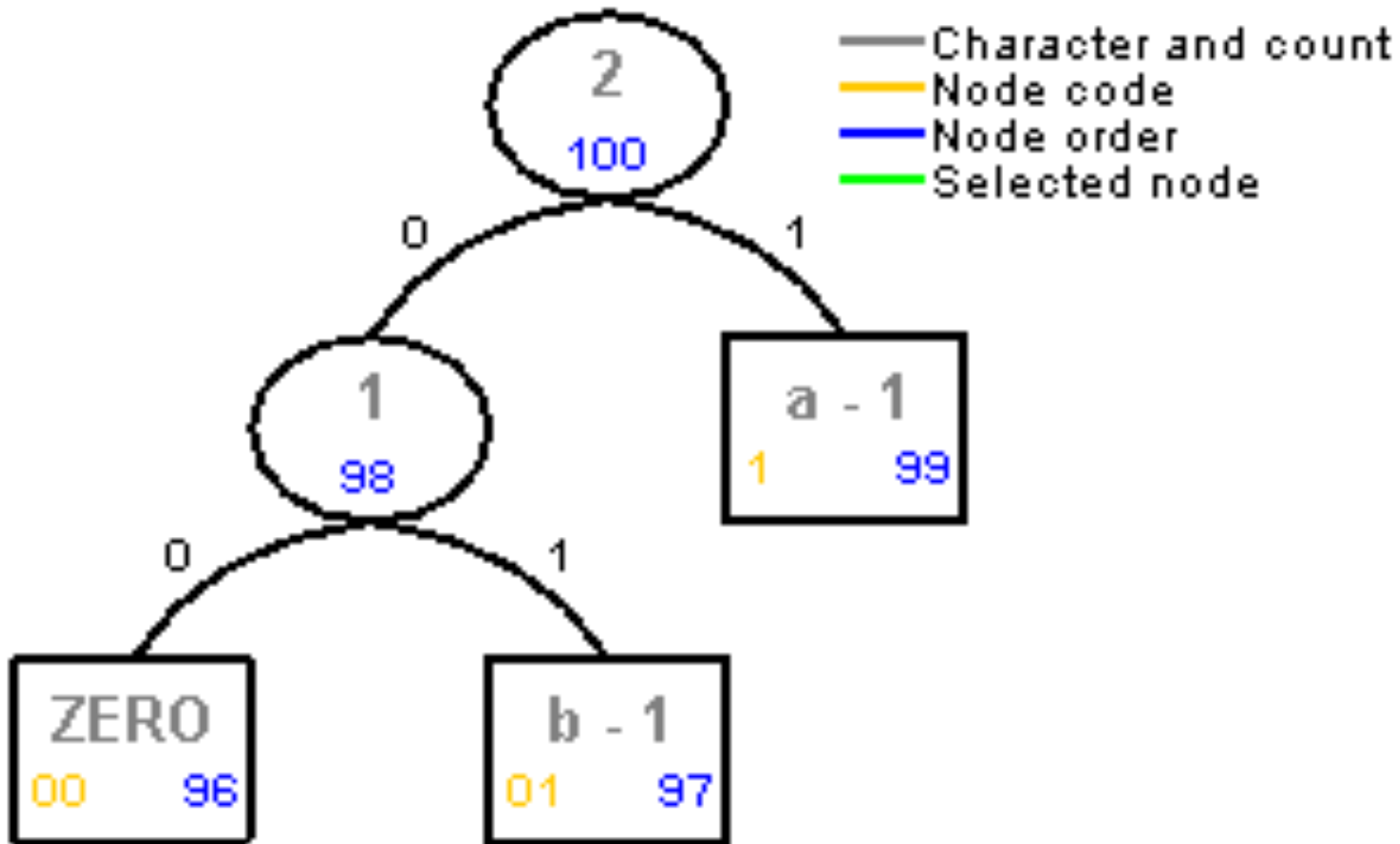
# FGK Example - abba



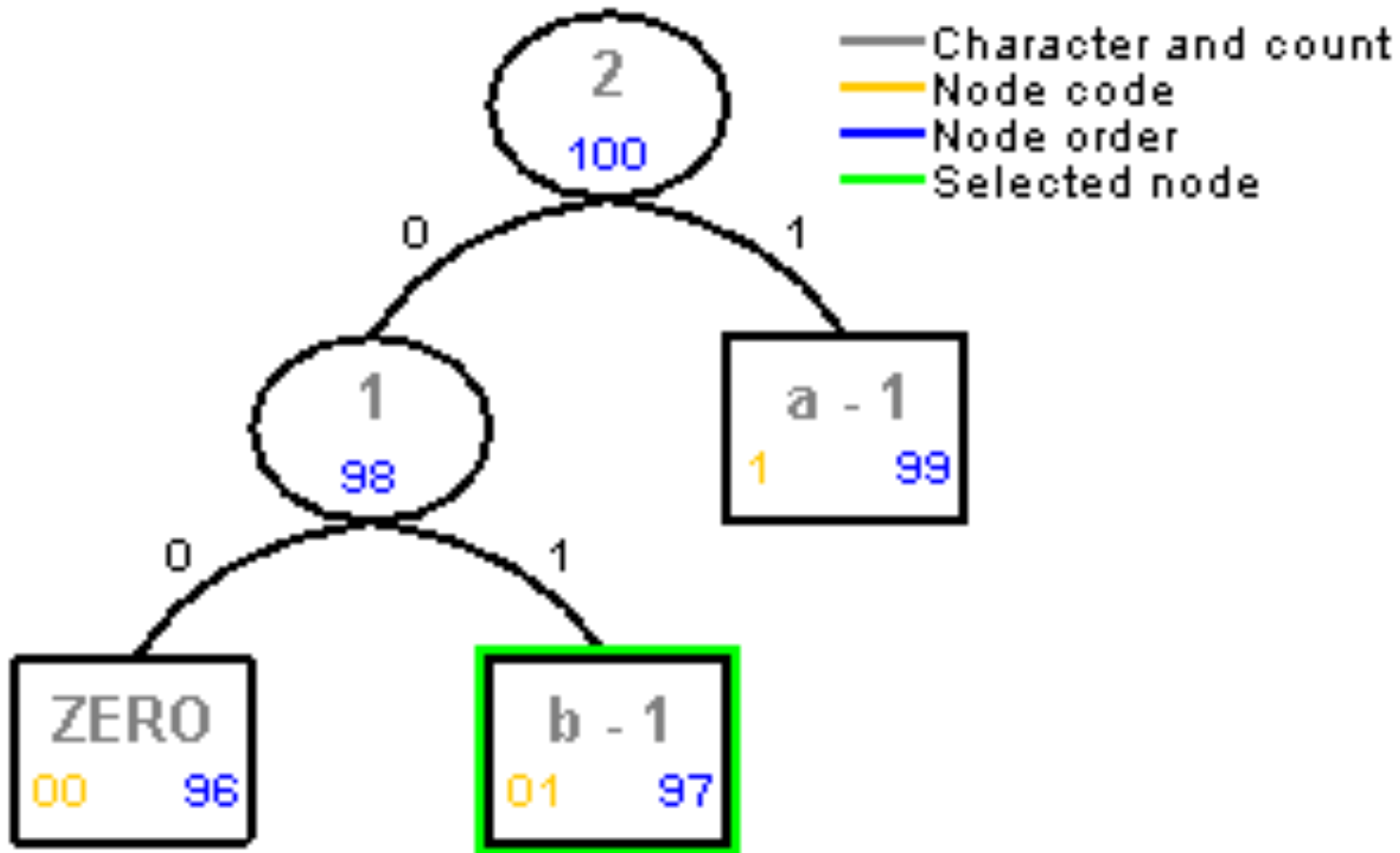
# FGK Example - abba



# FGK Example - abba

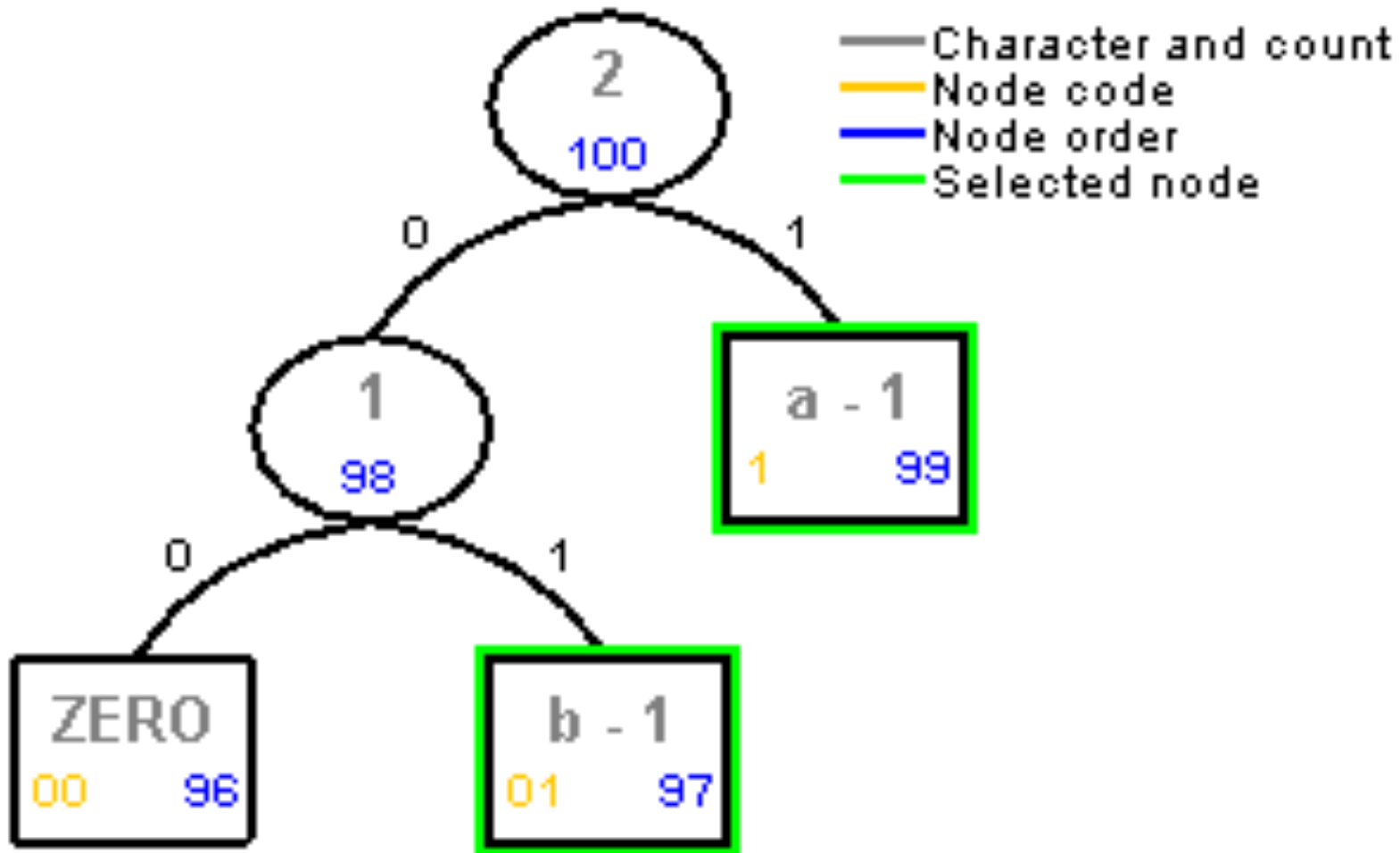


# FGK Example - abba

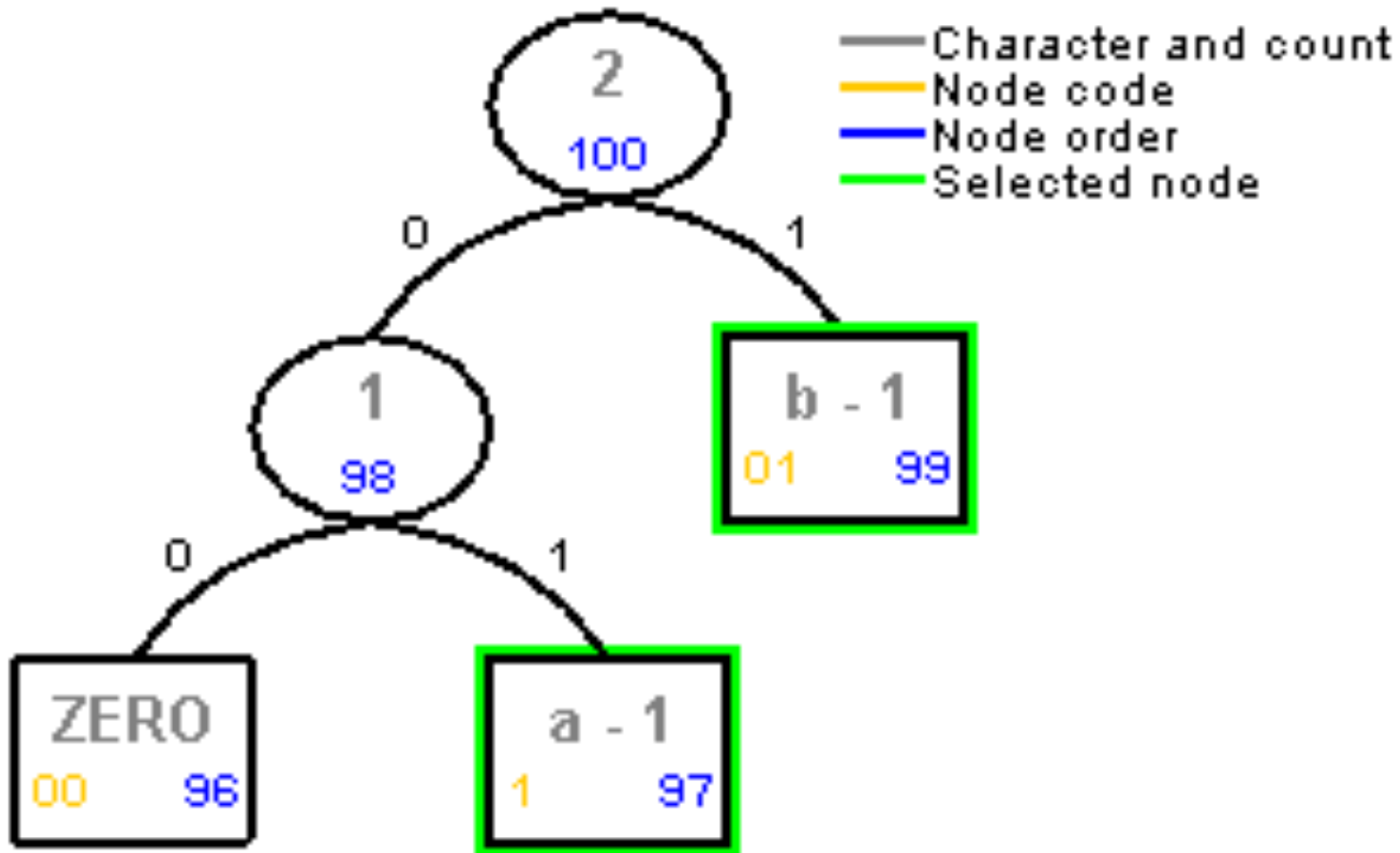




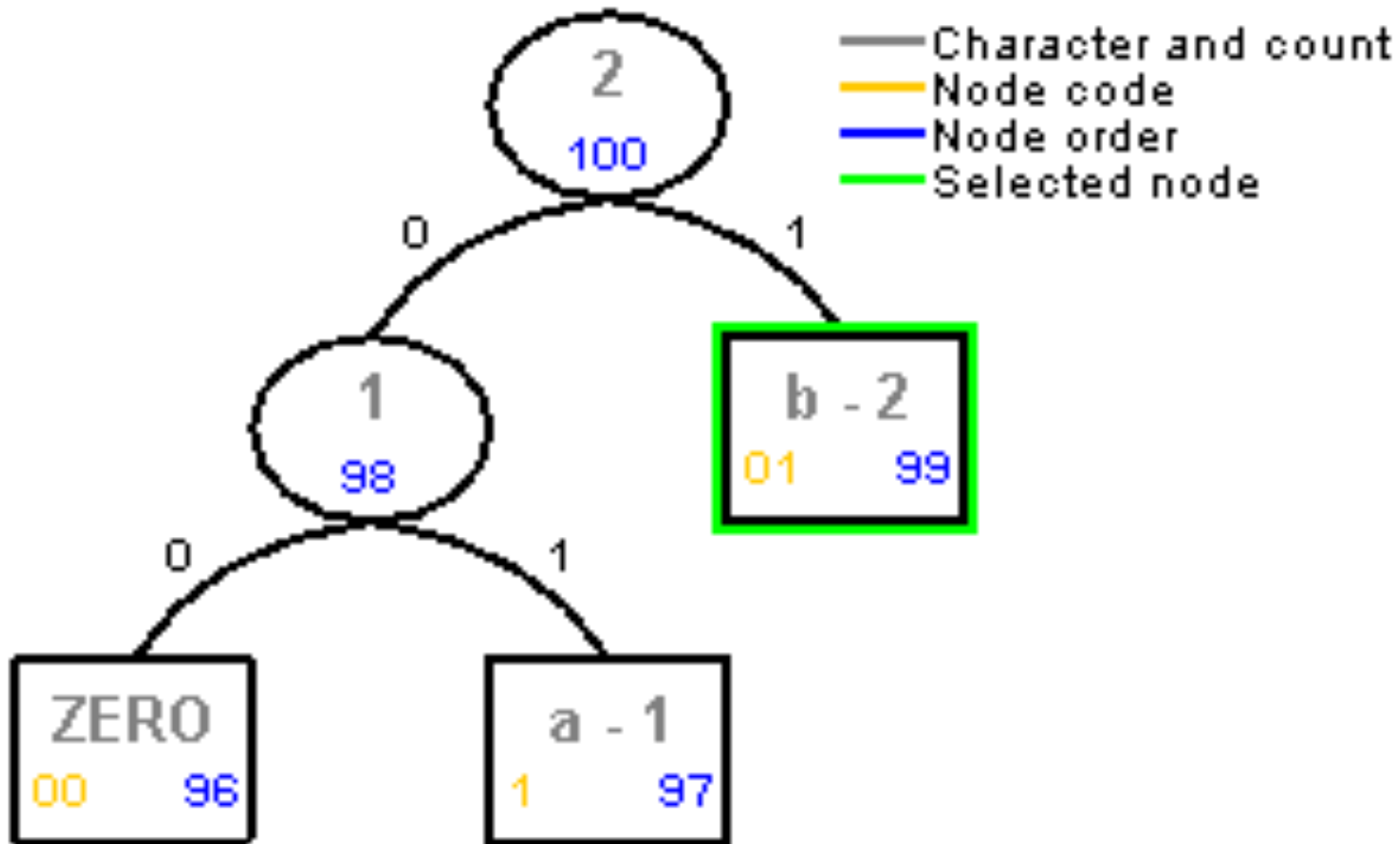
# FGK Example - abba



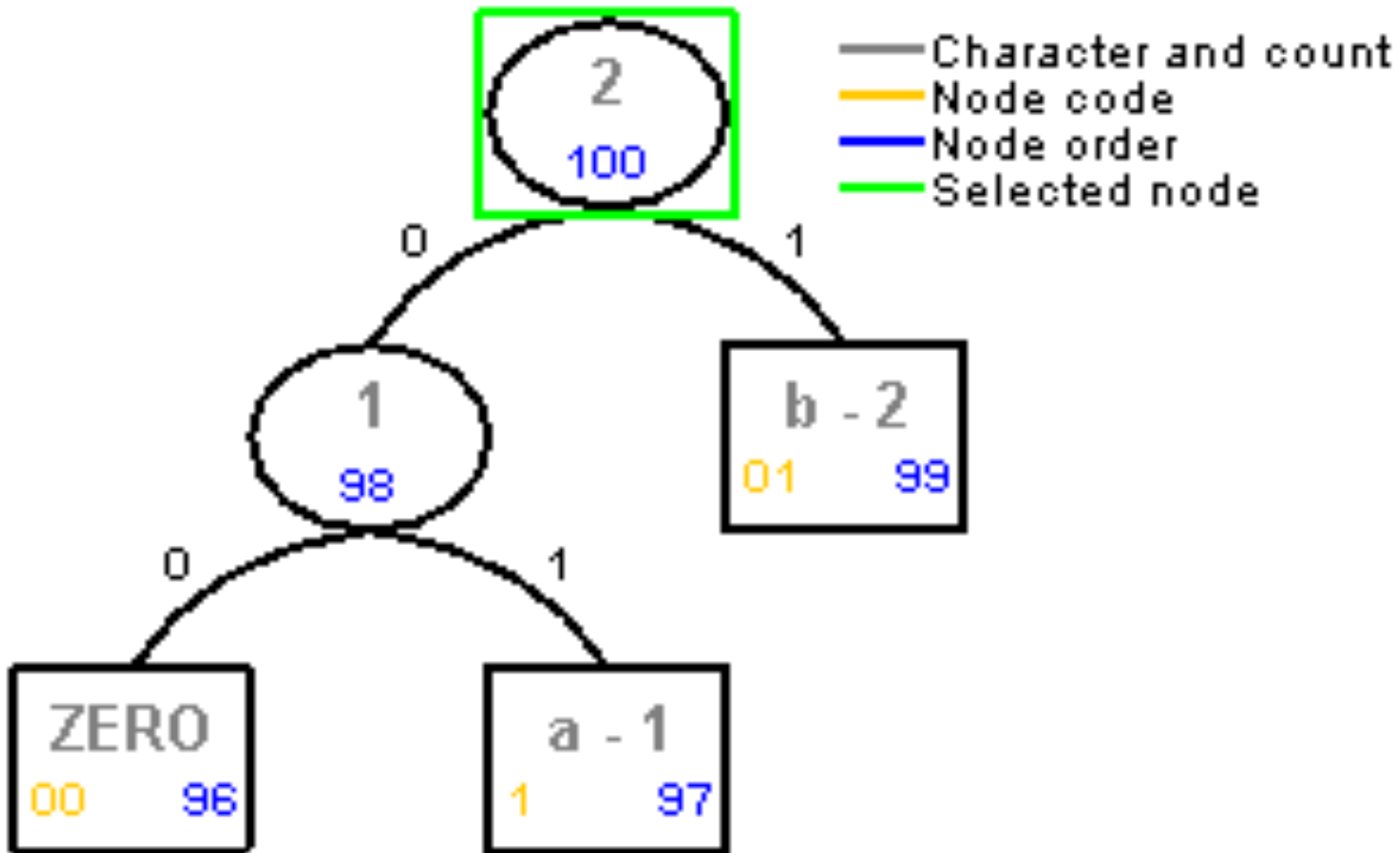
# FGK Example - abba



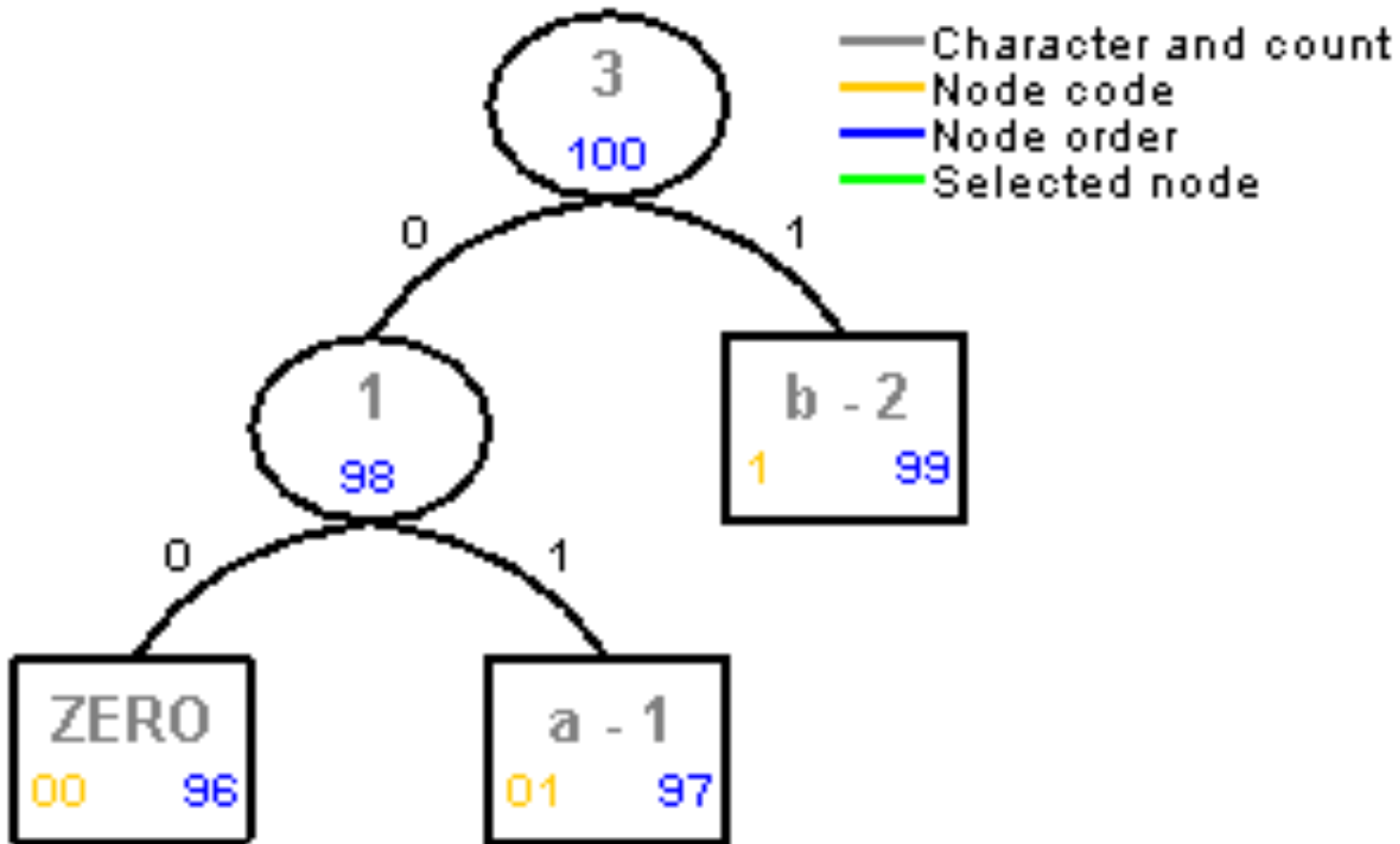
# FGK Example - abba



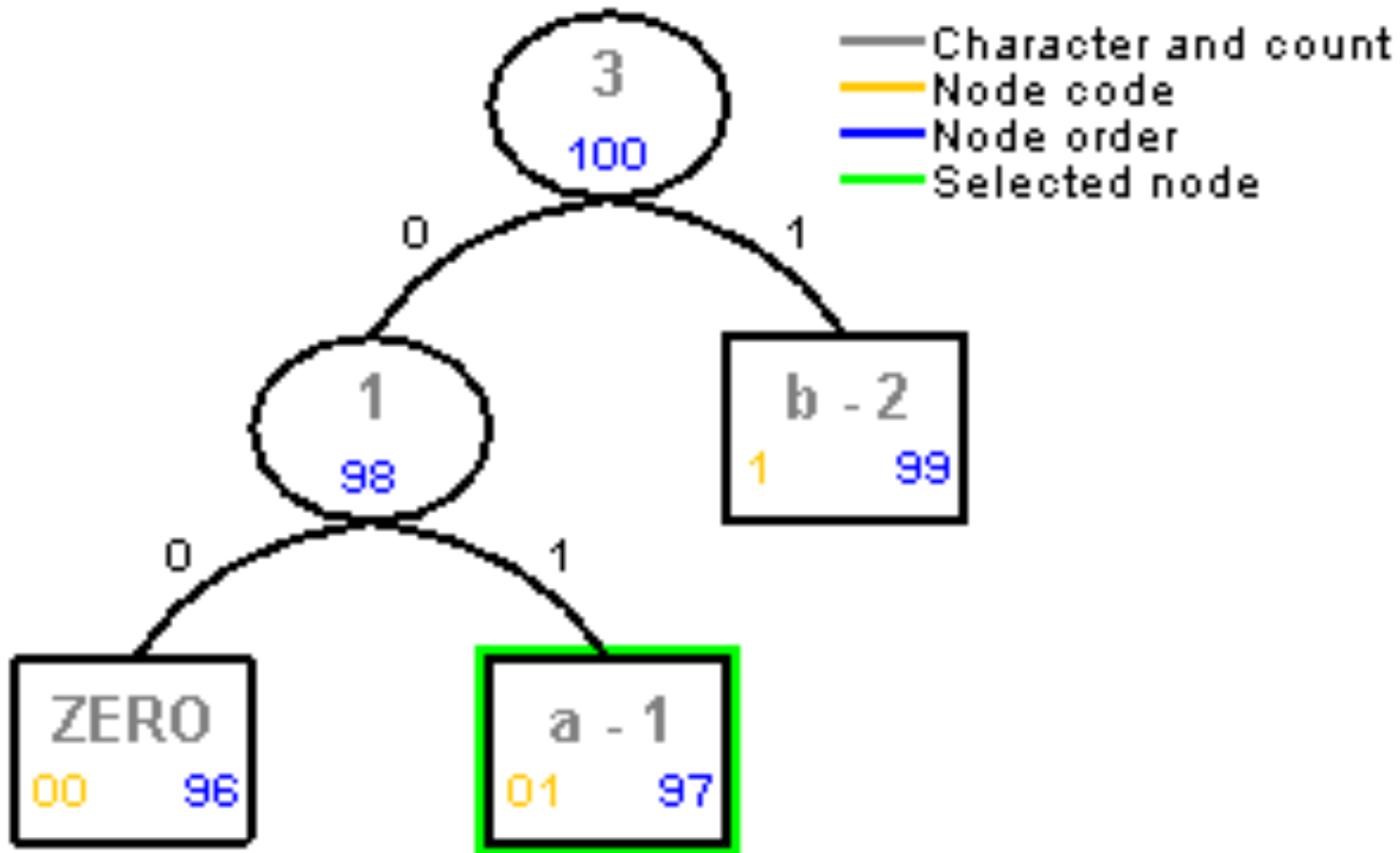
# FGK Example - abba



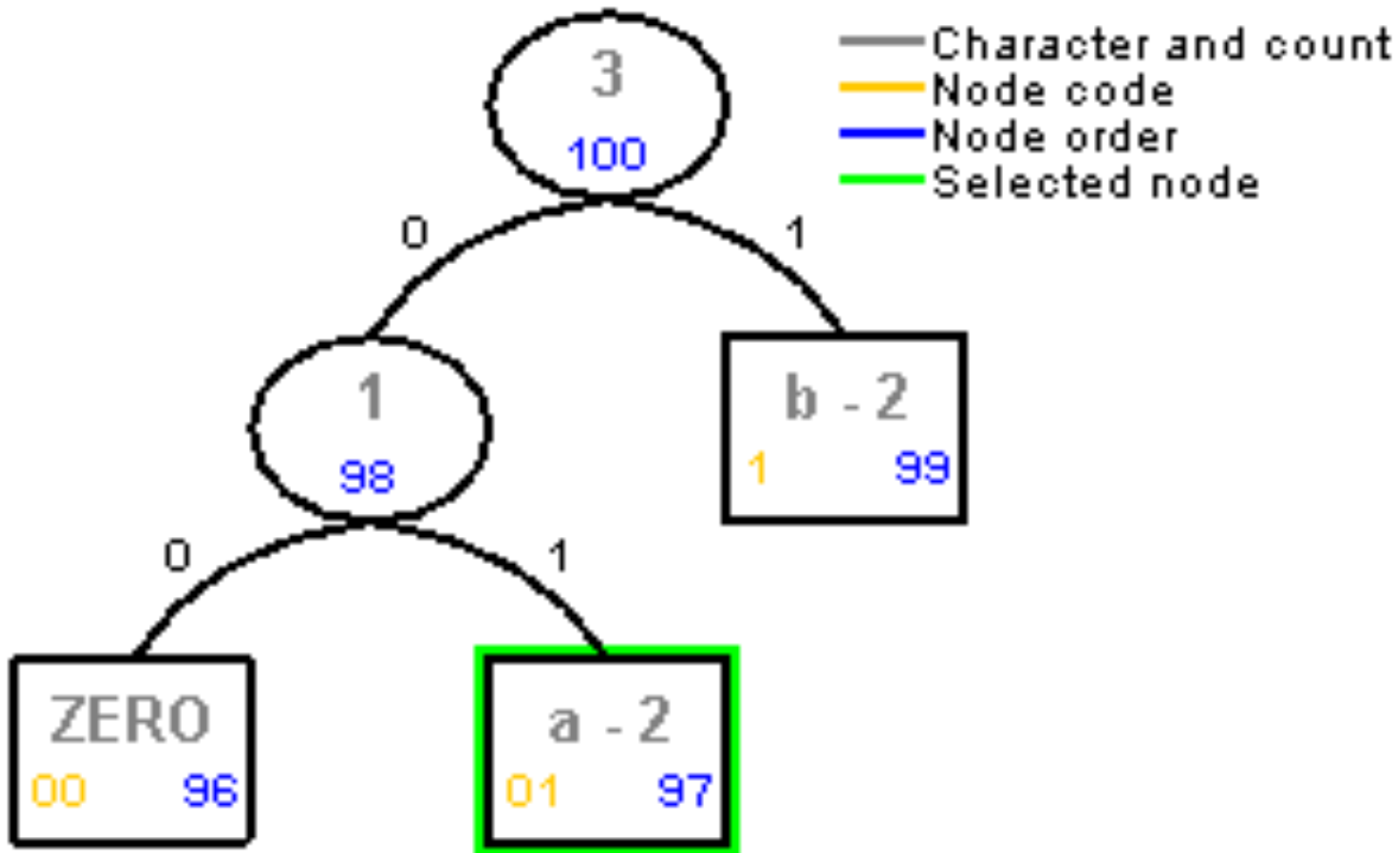
# FGK Example - abba



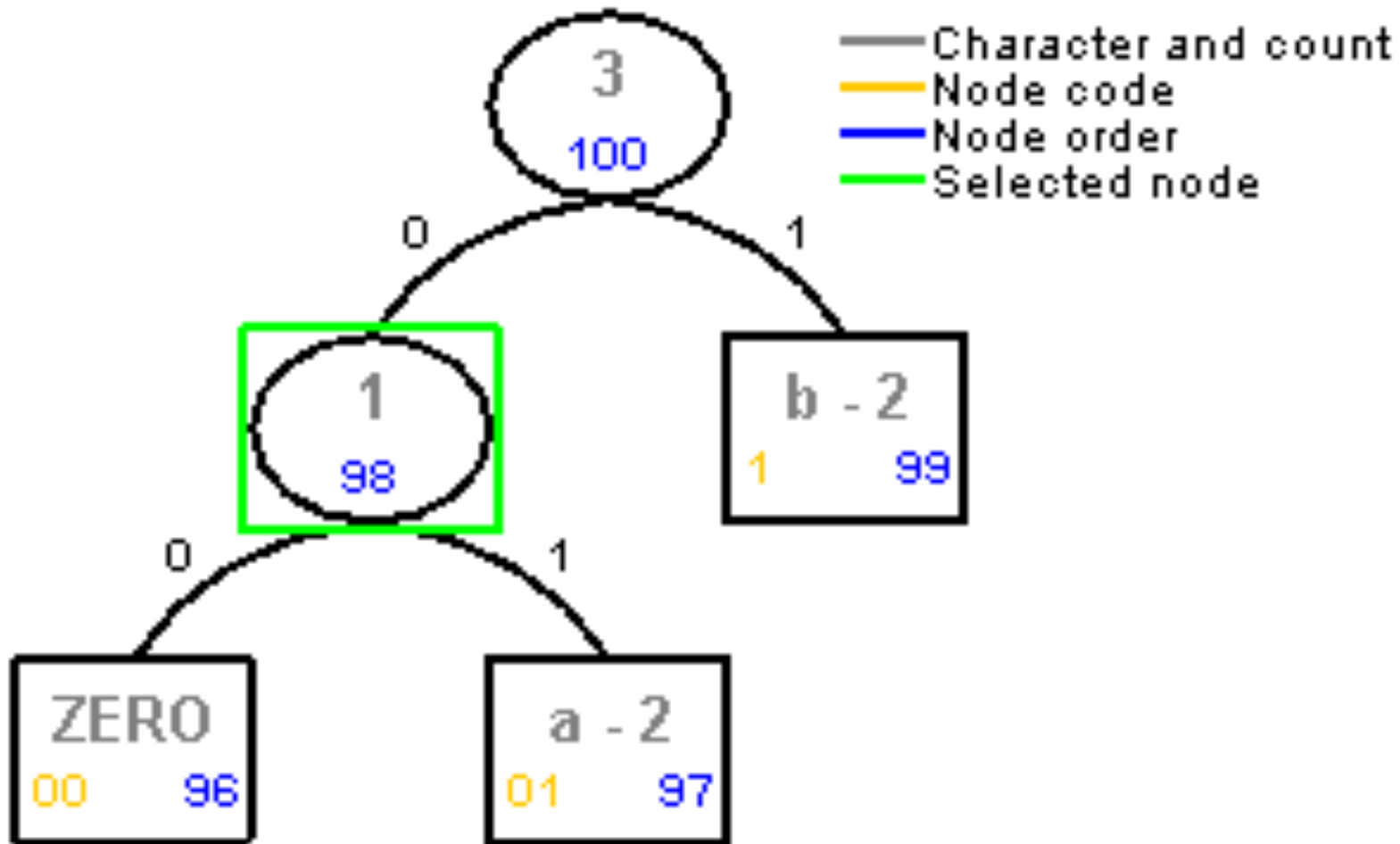
# FGK Example - abba



# FGK Example - abba

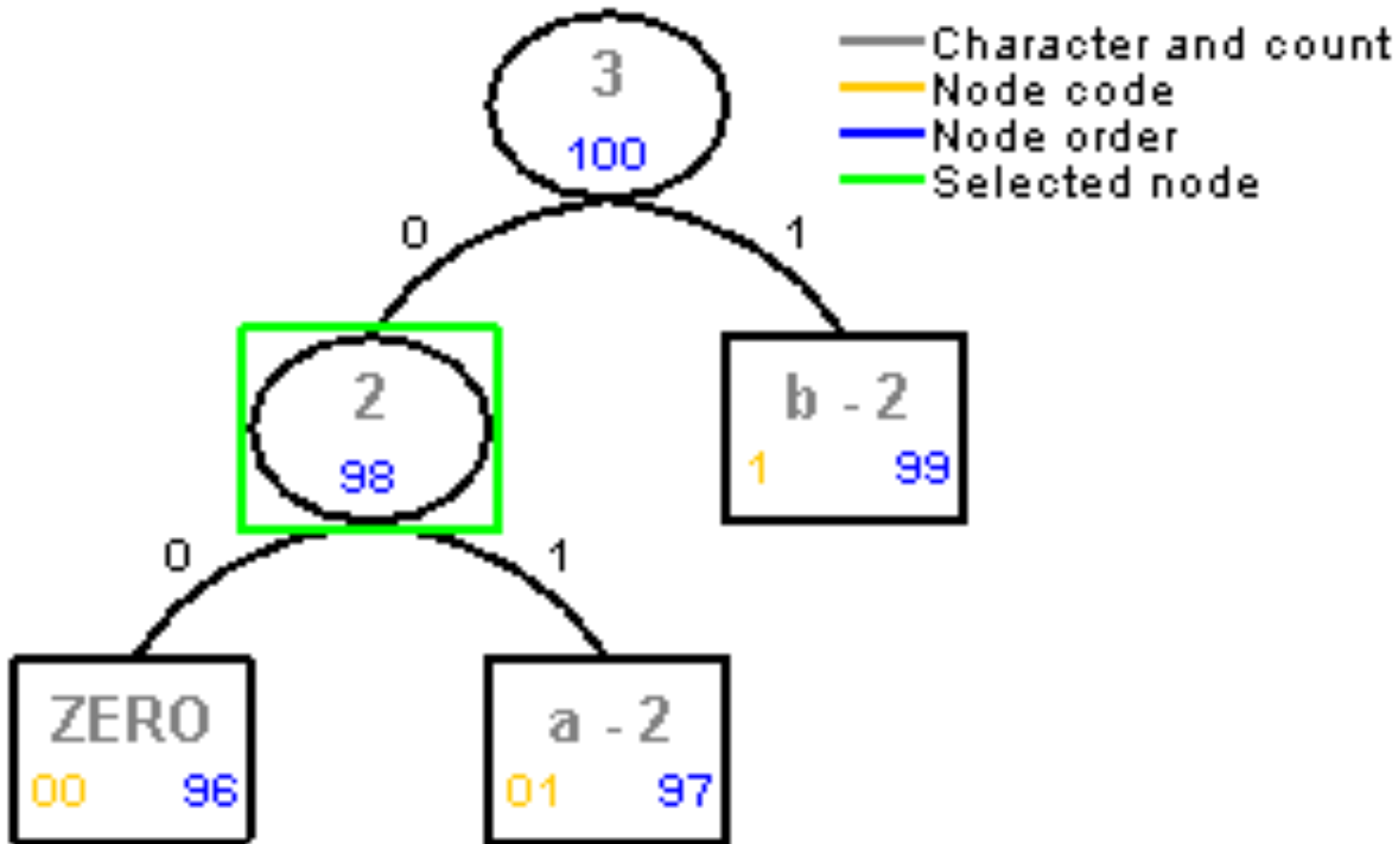


# FGK Example - abba

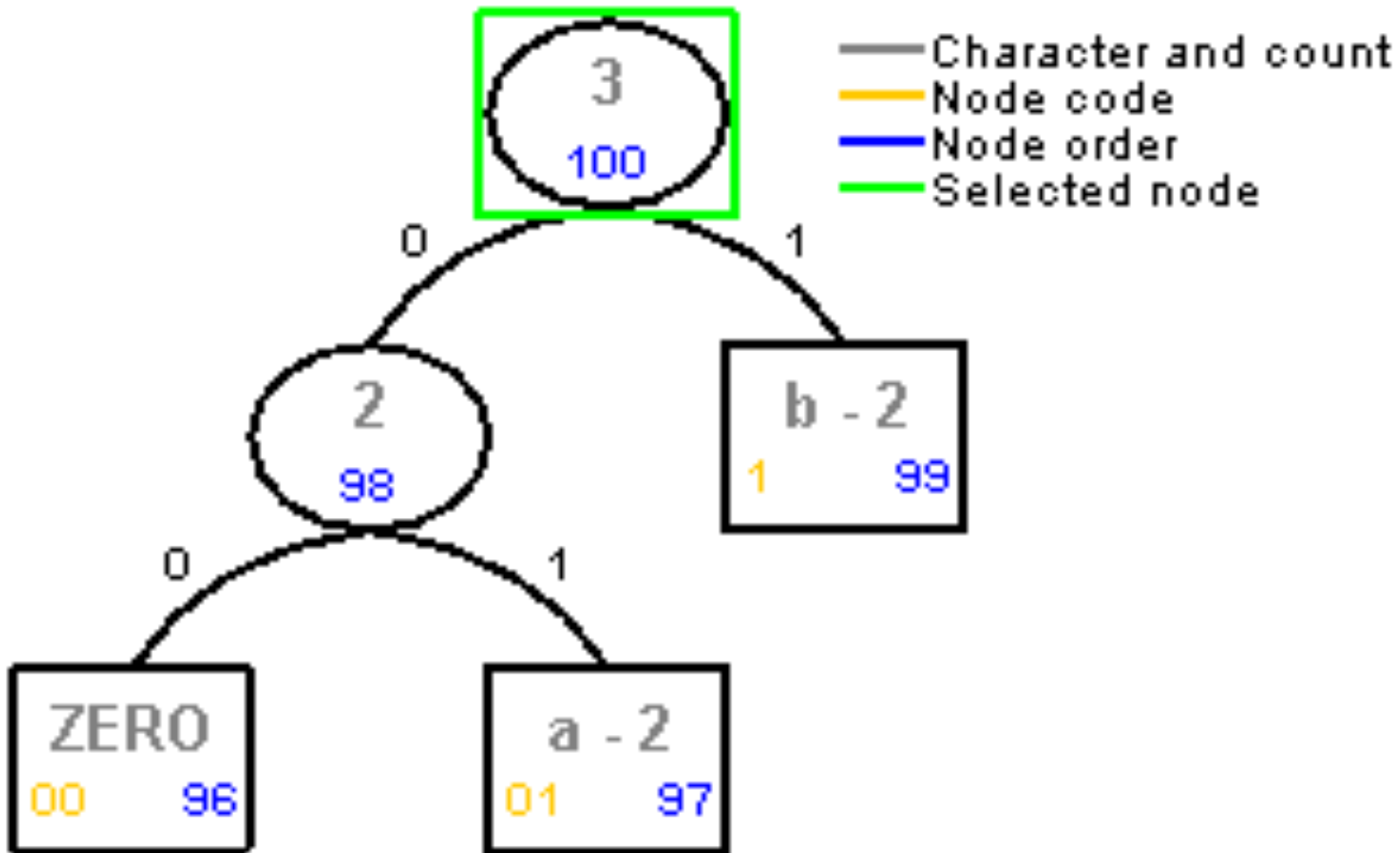




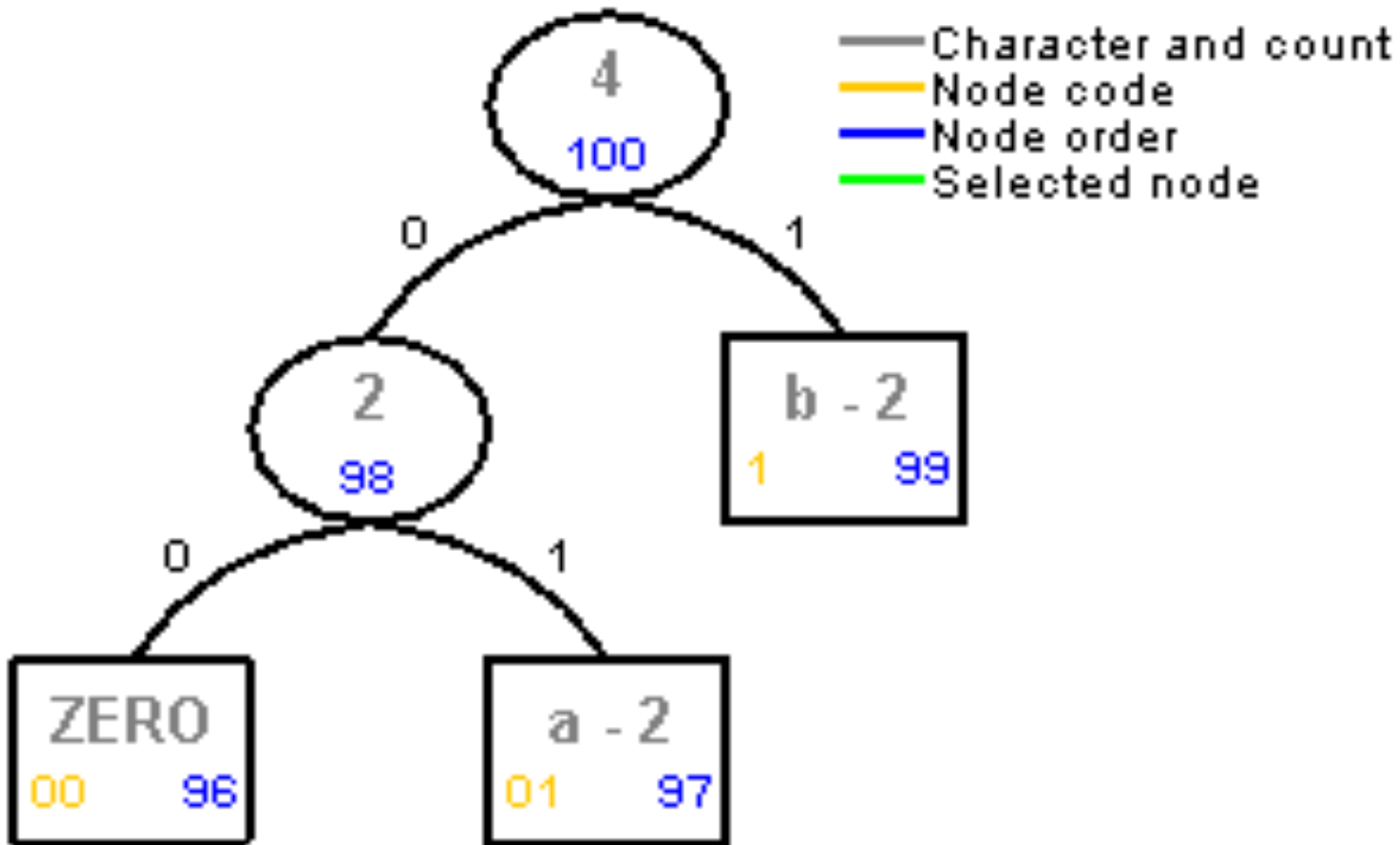
# FGK Example - abba



# FGK Example - abba



# FGK Example - abba

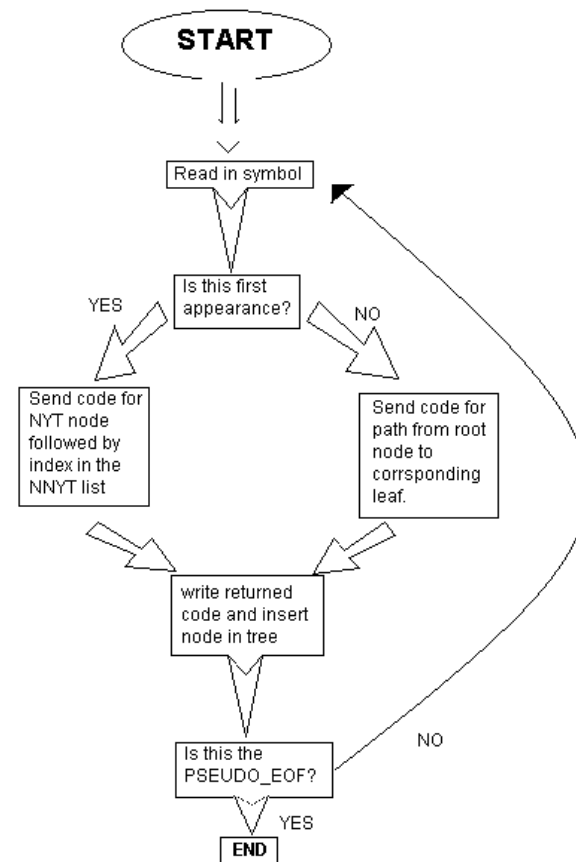


# Vitter's algorithm

- quite similar to FGK
- uses another way to update coding tree
- results into more balanced tree.

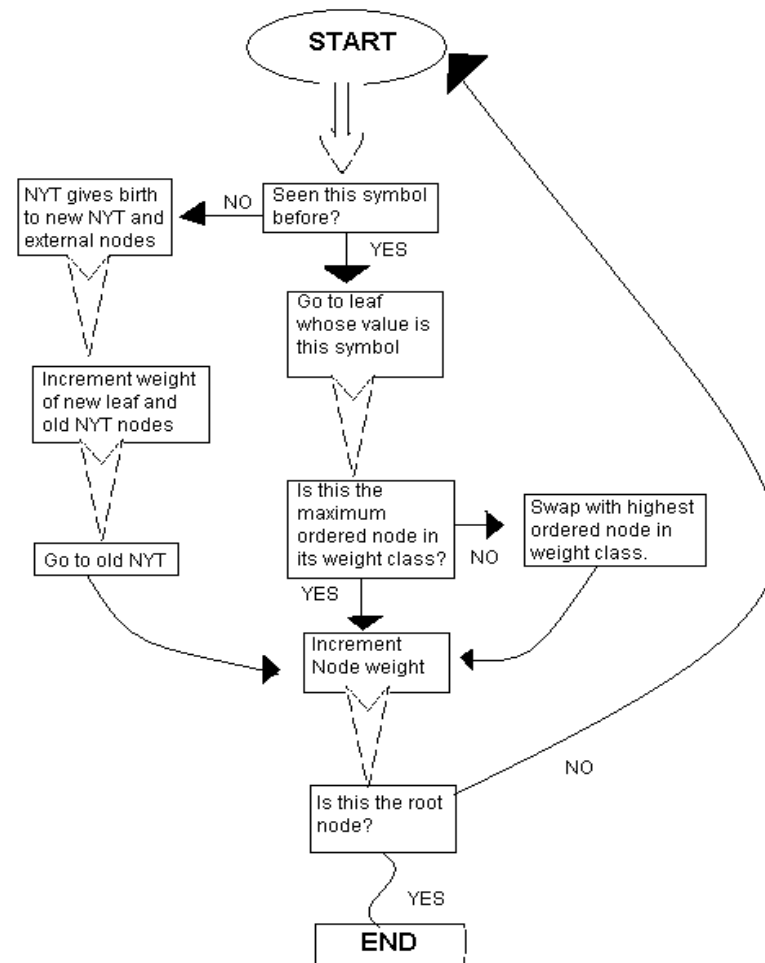
# Vitter's algorithm

encoding  
procedure



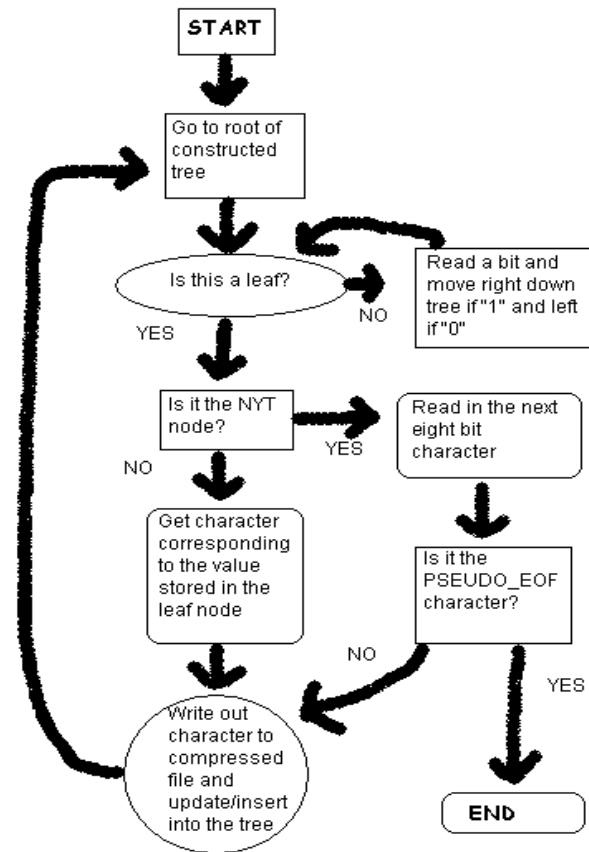
# Vitter's algorithm

tree manipulation  
process



# Vitter's algorithm

decoding  
procedure



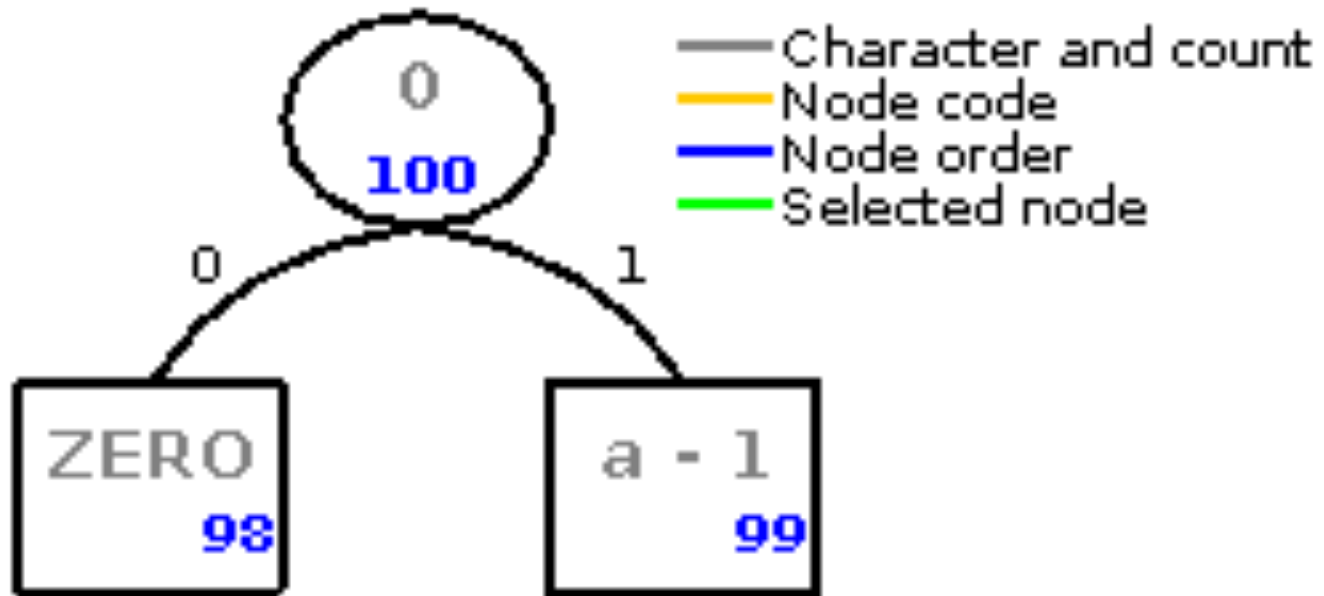
# Vitter example: abba



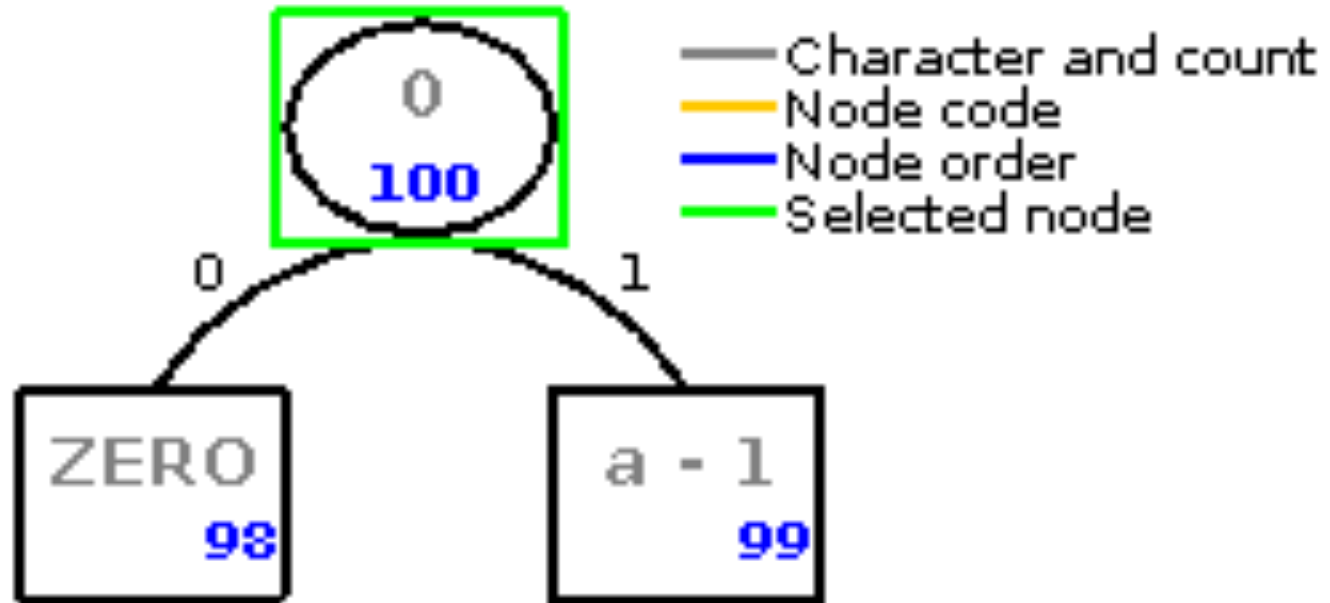
- Character and count
- Node code
- Node order
- Selected node



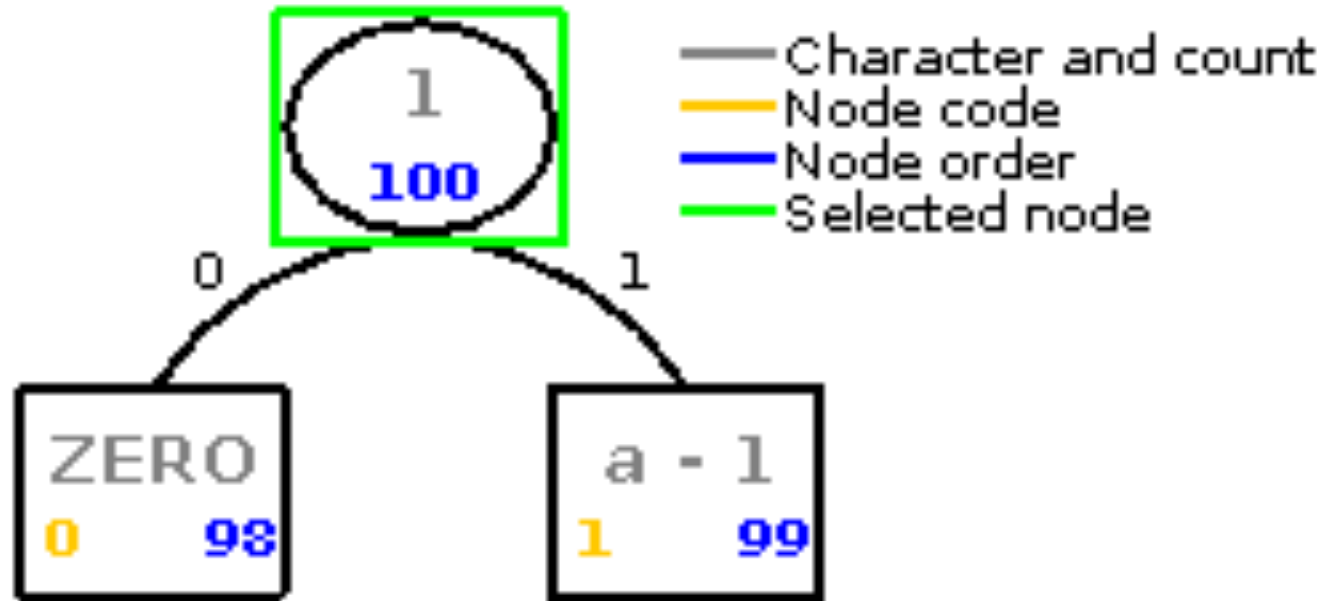
# Vitter example: abba



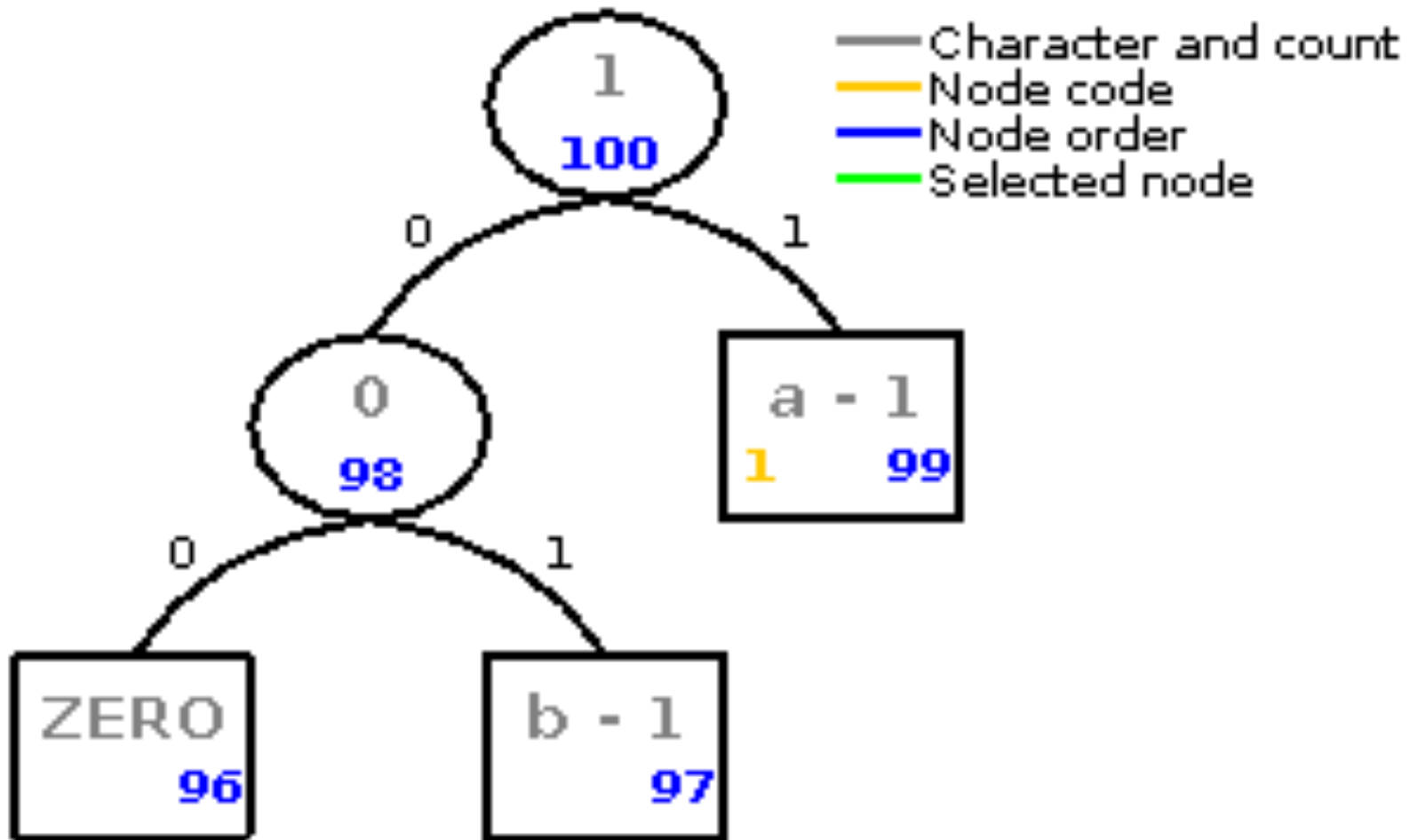
# Vitter example: abba



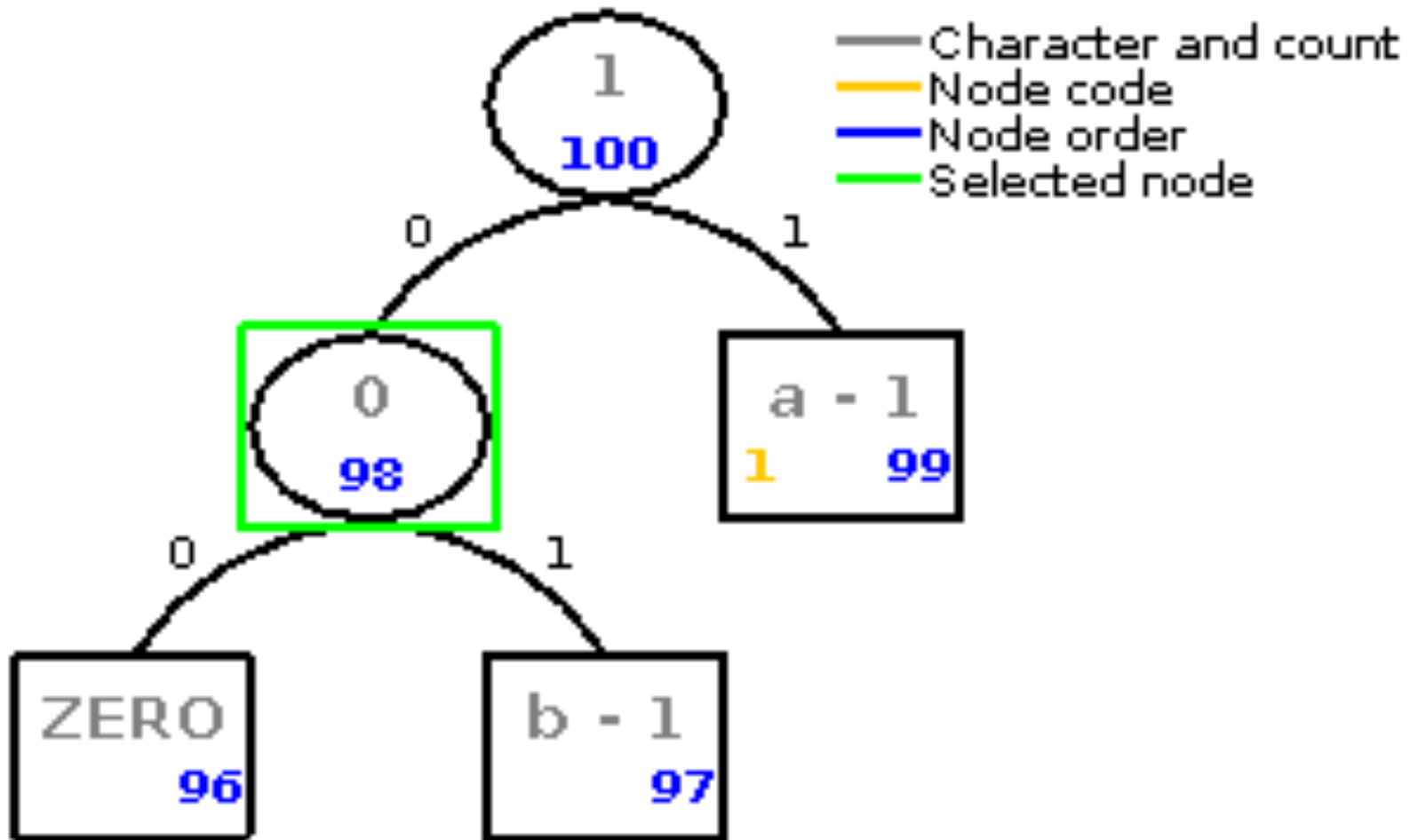
# Vitter example: abba



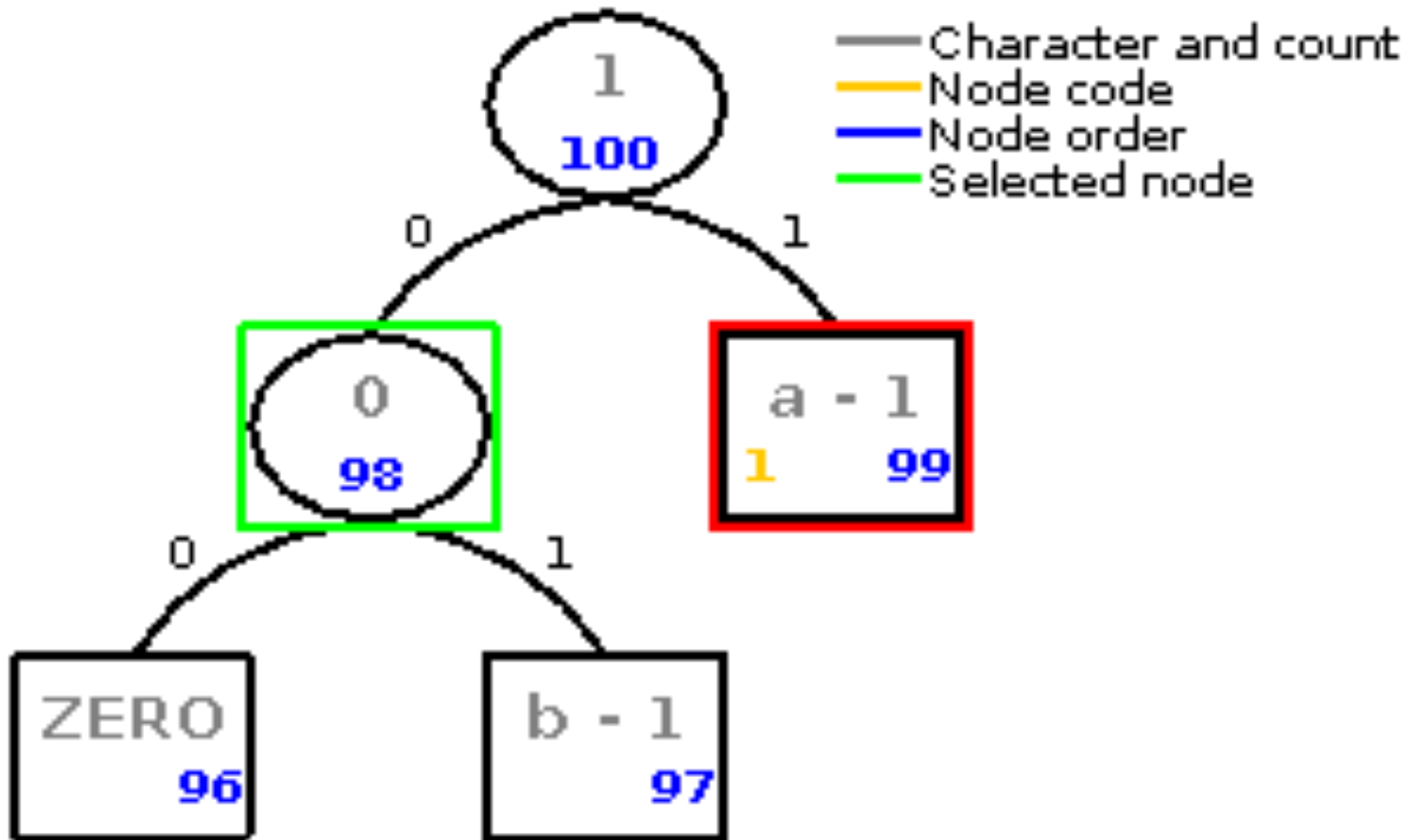
# Vitter example: abba



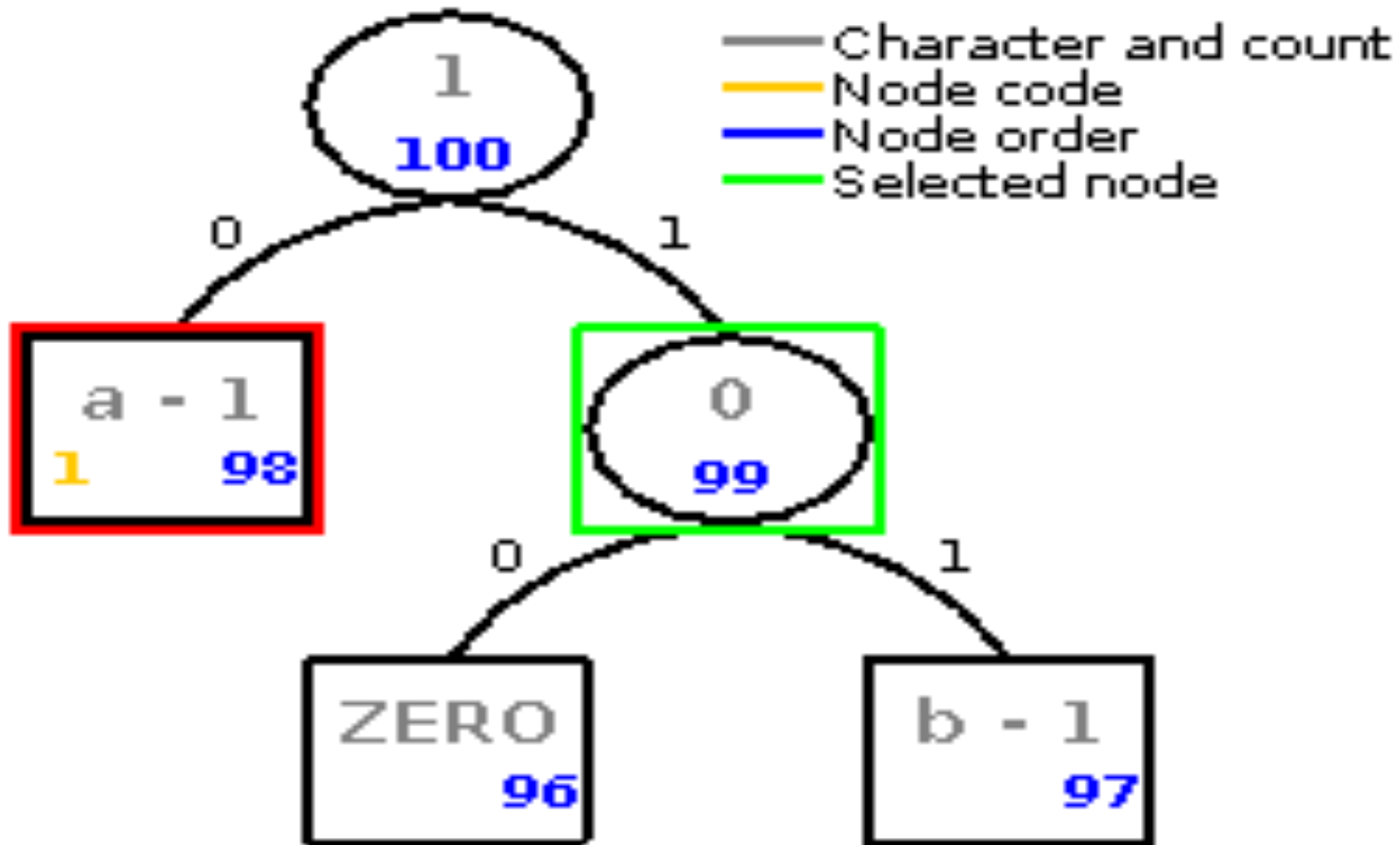
# Vitter example: abba



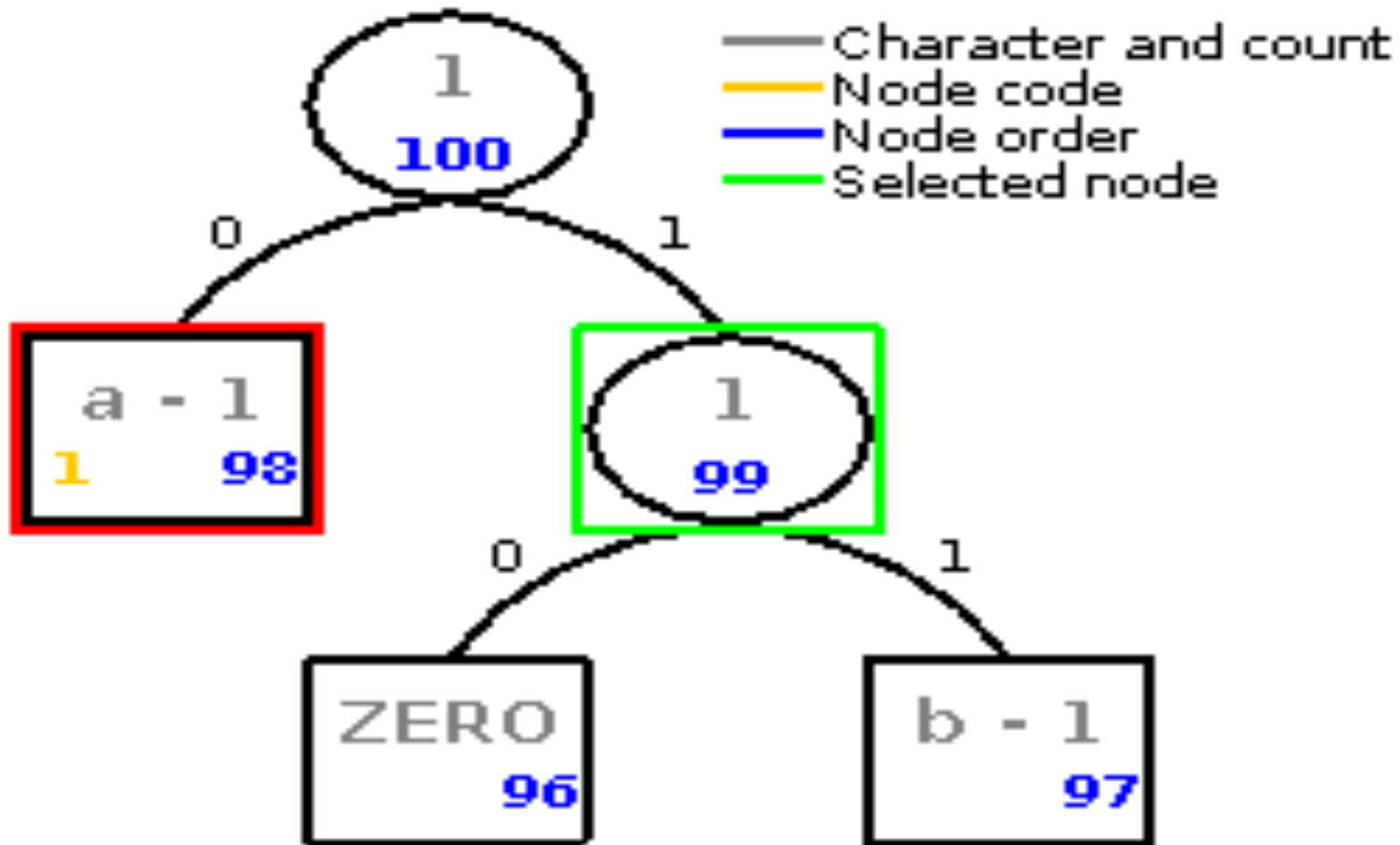
# Vitter example: abba



# Vitter example: abba

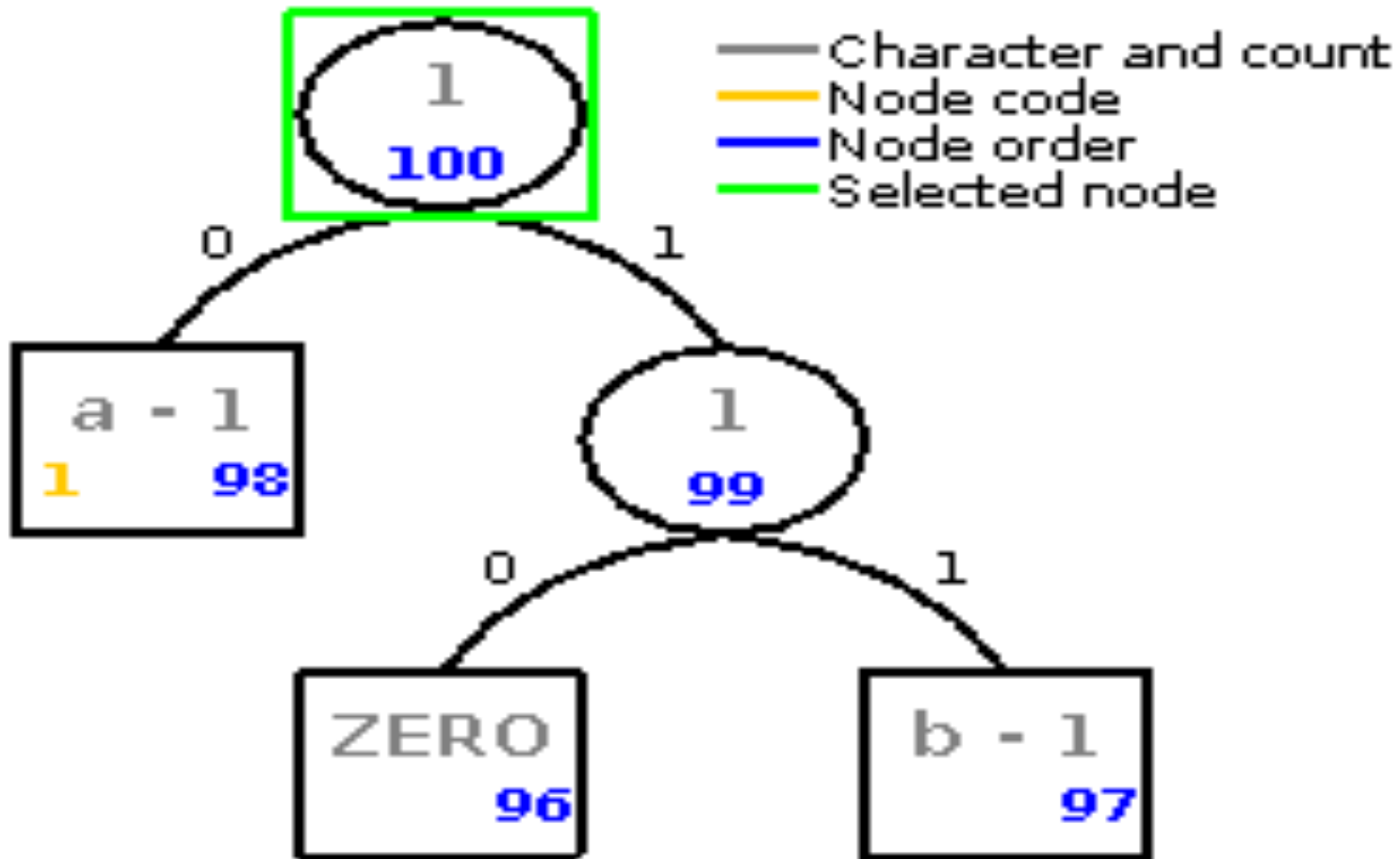


# Vitter example: abba

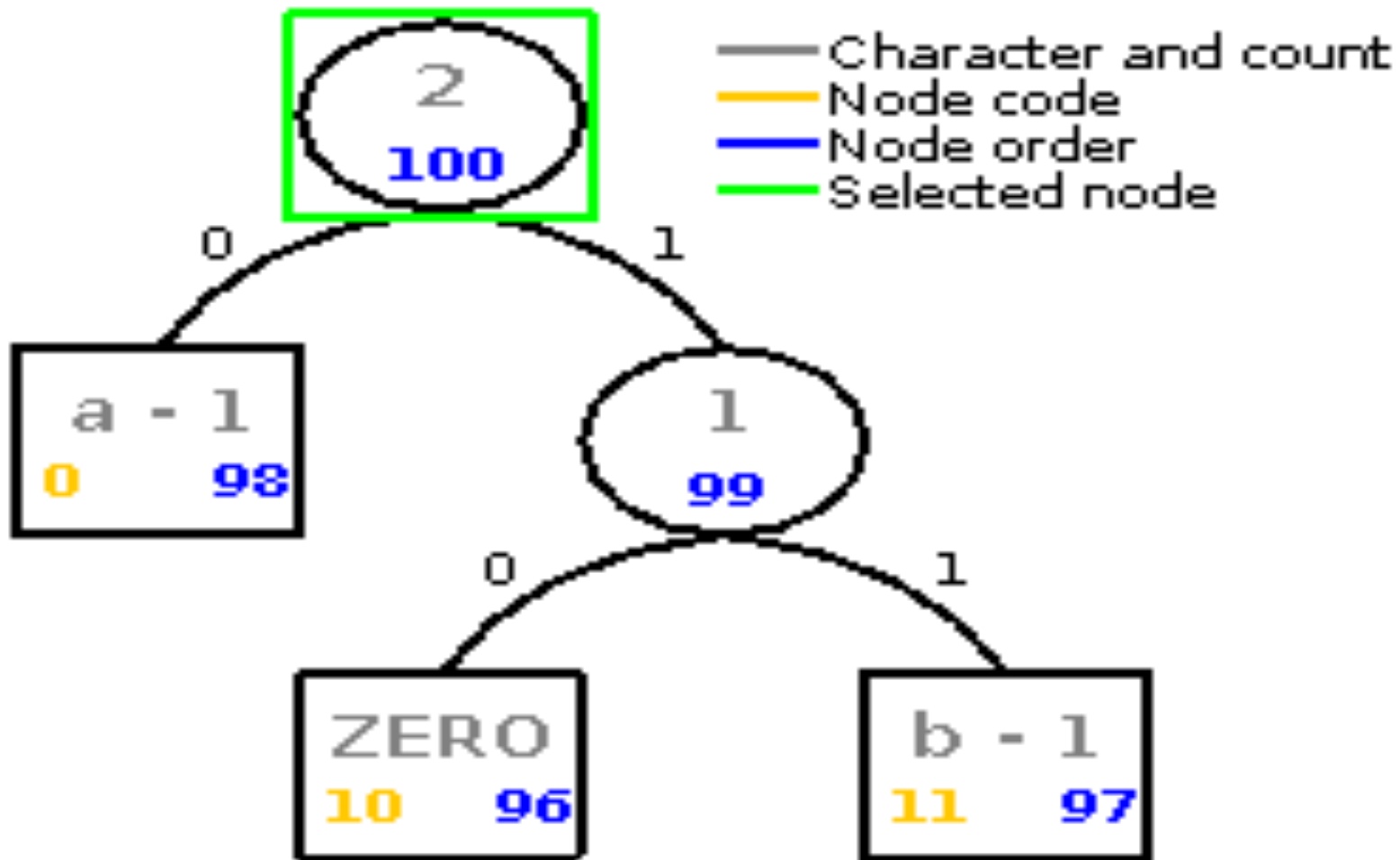




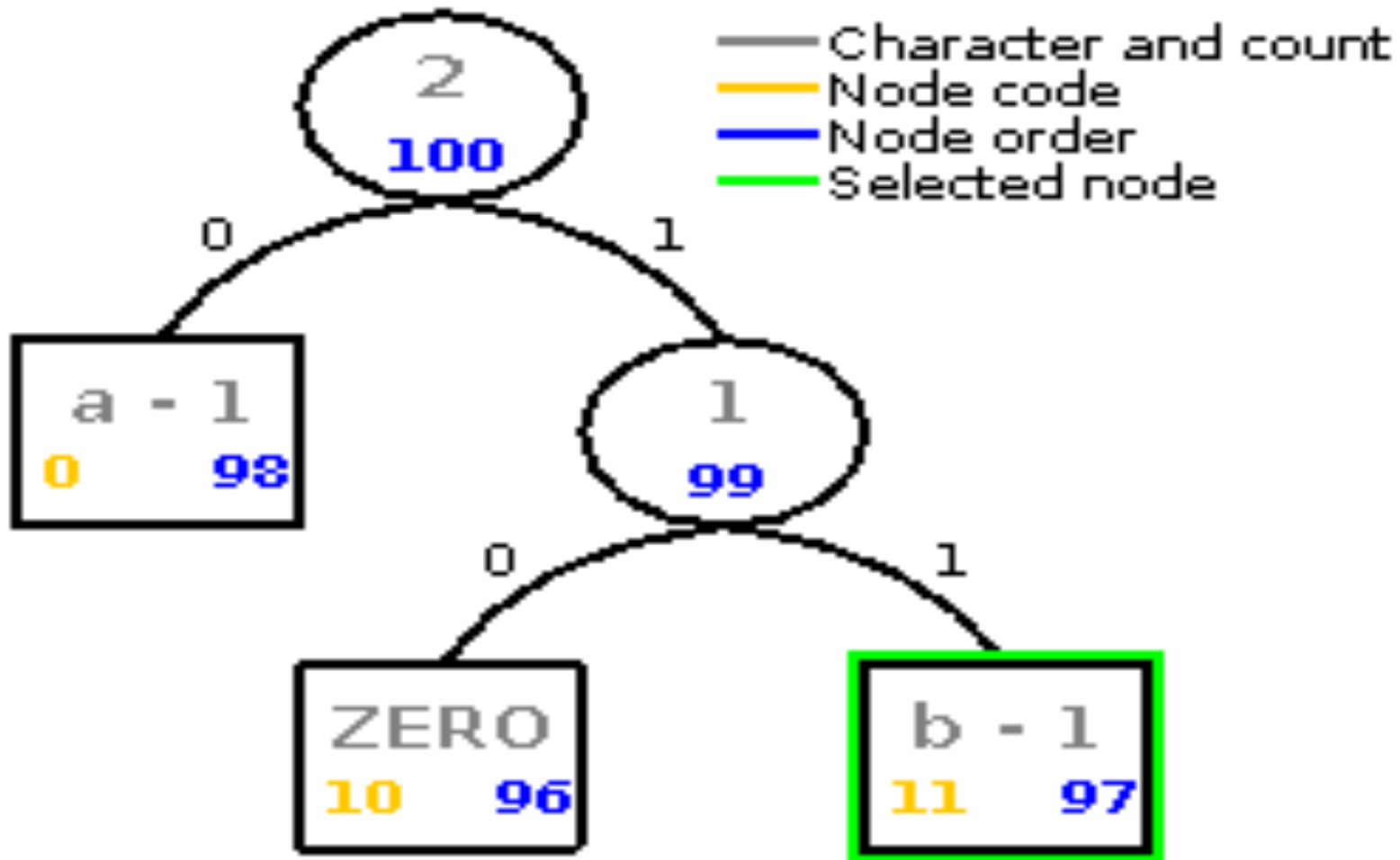
# Vitter example: abba



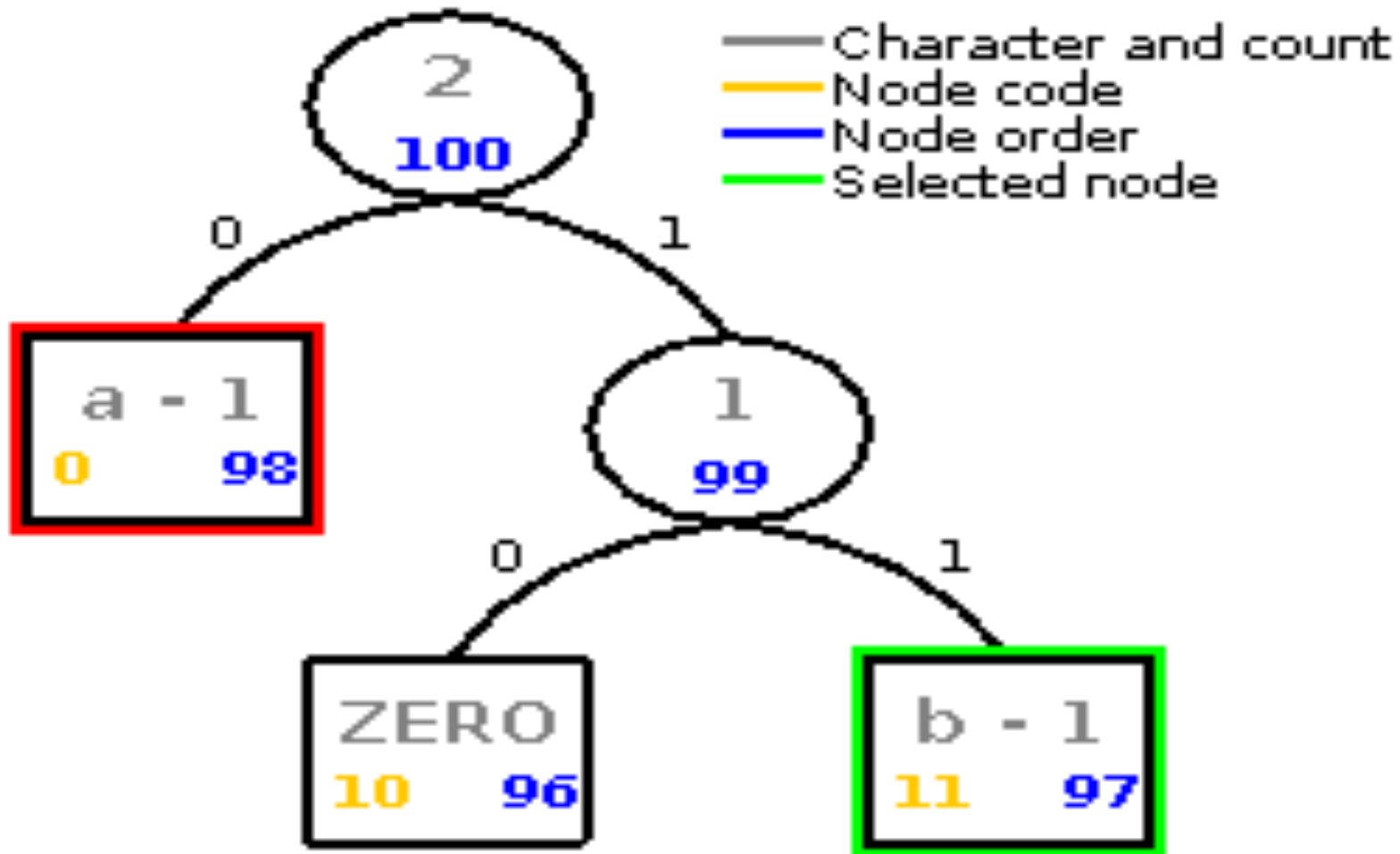
# Vitter example: abba



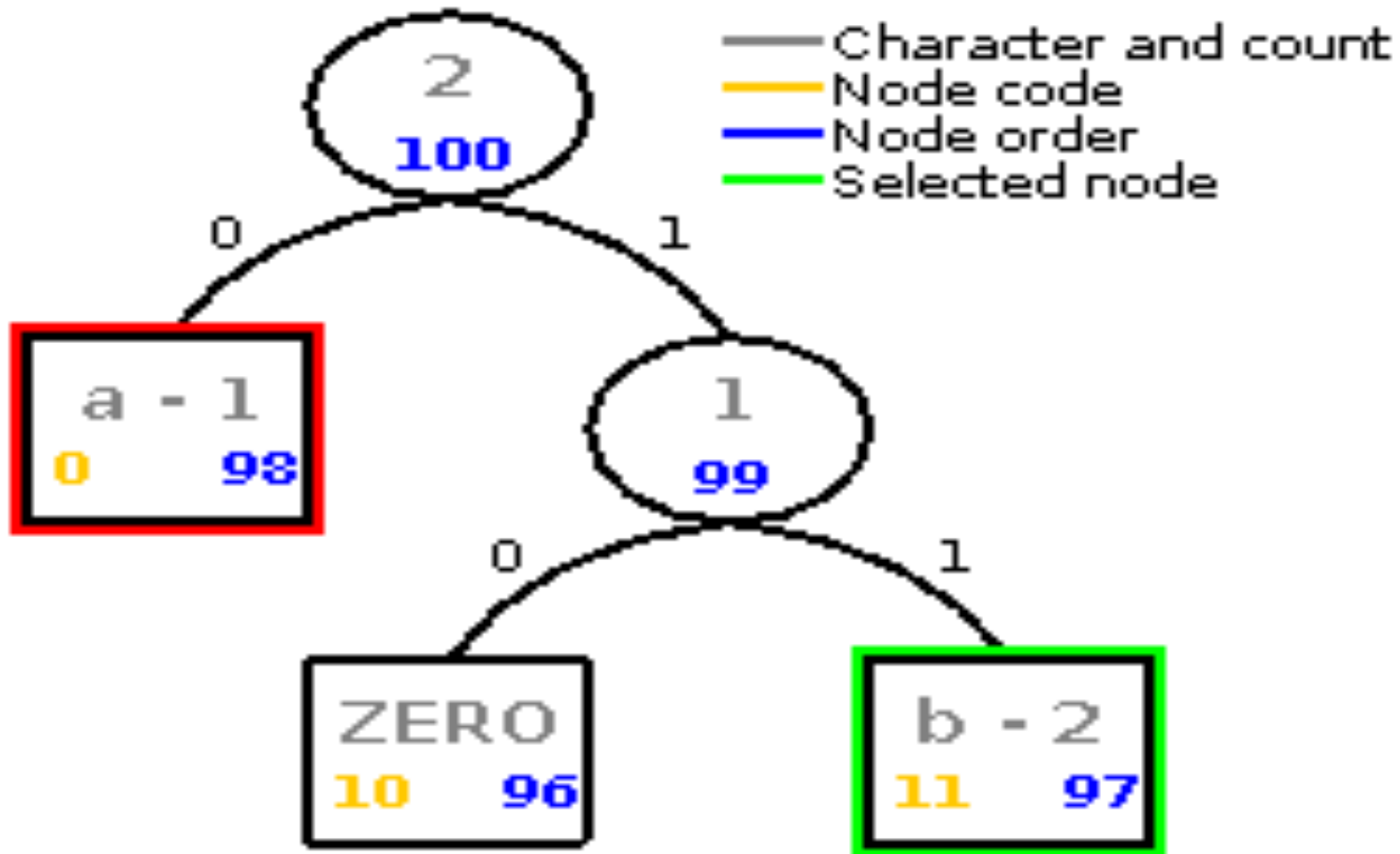
# Vitter example: abba



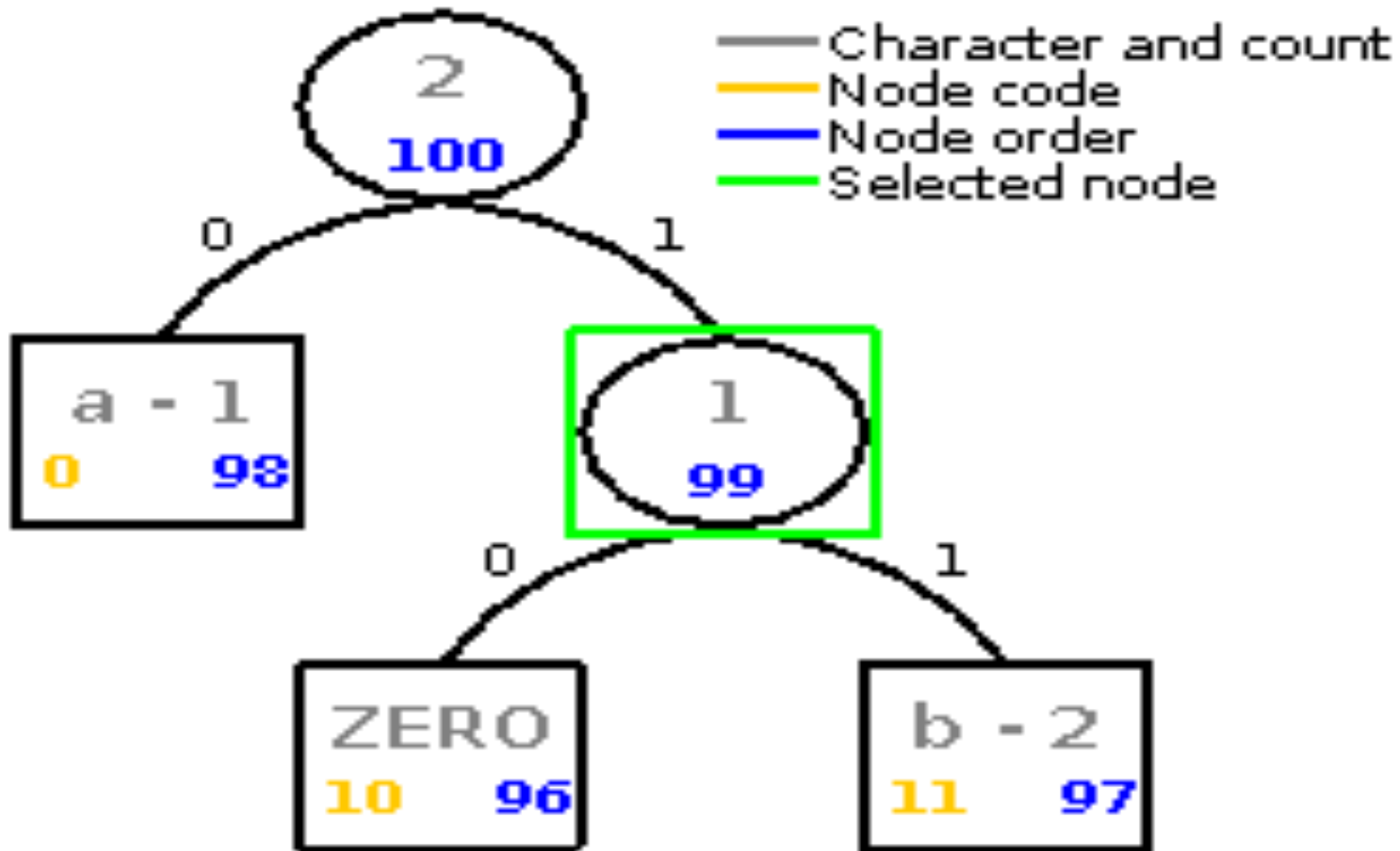
# Vitter example: abba



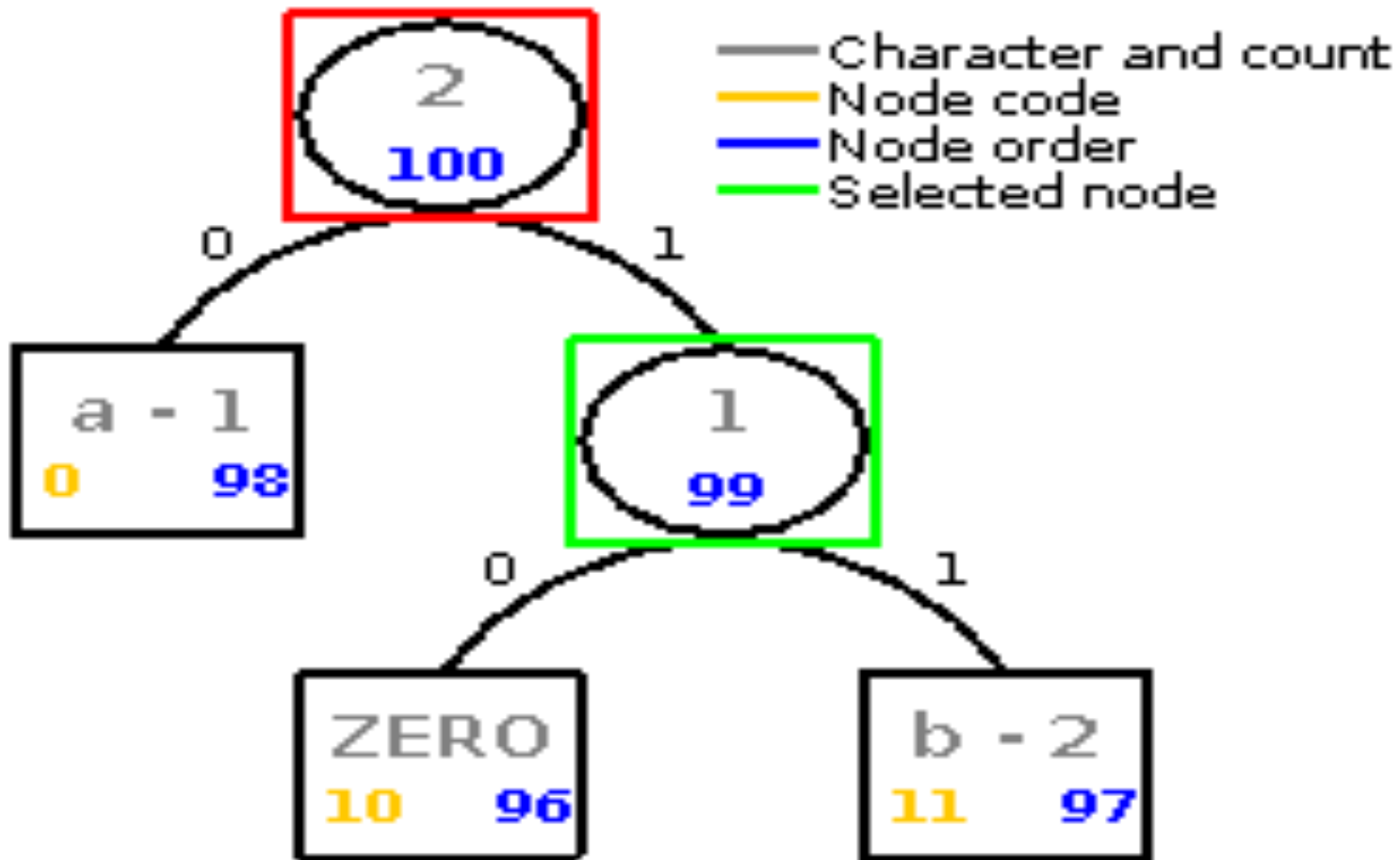
# Vitter example: abba



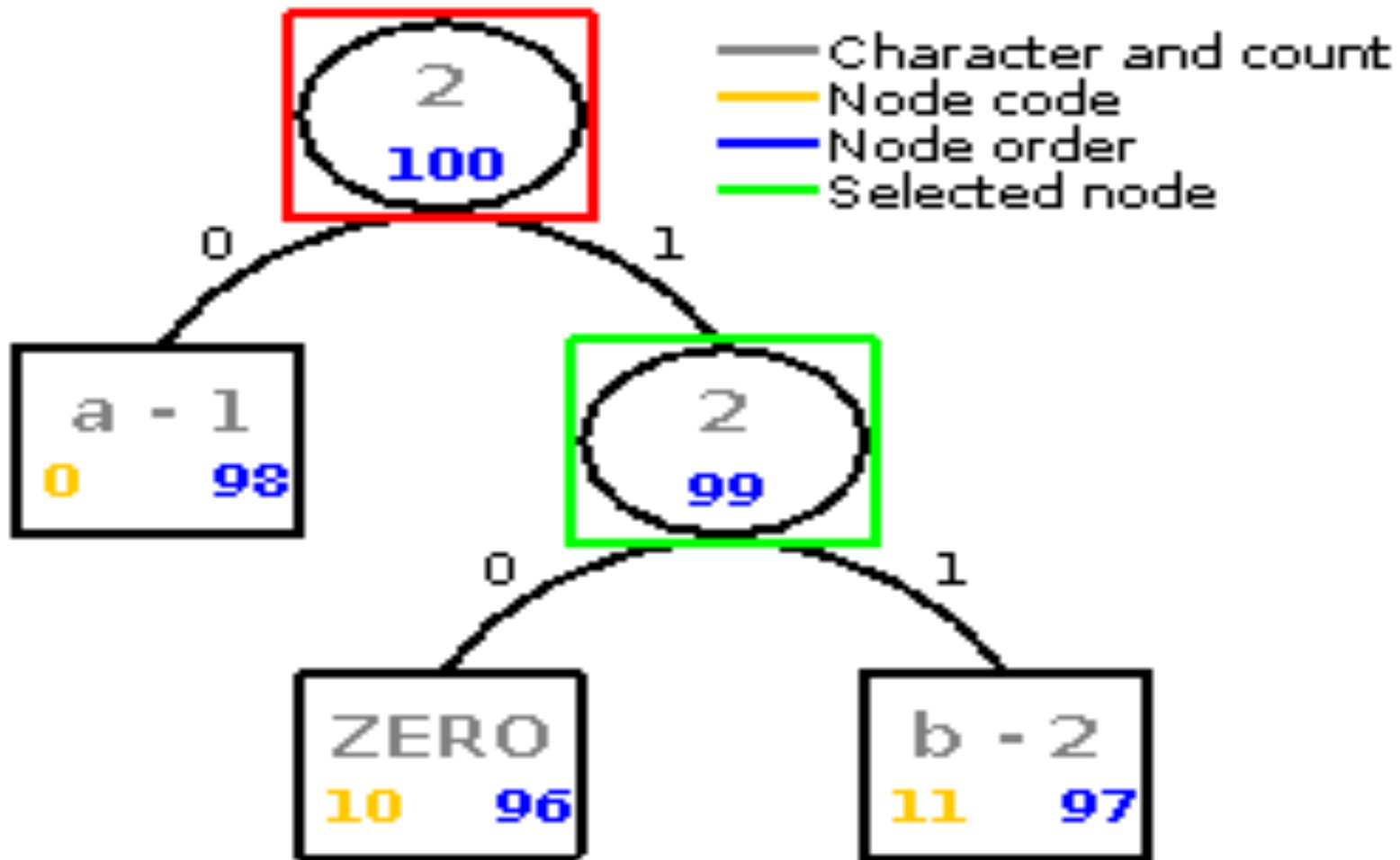
# Vitter example: abba



# Vitter example: abba

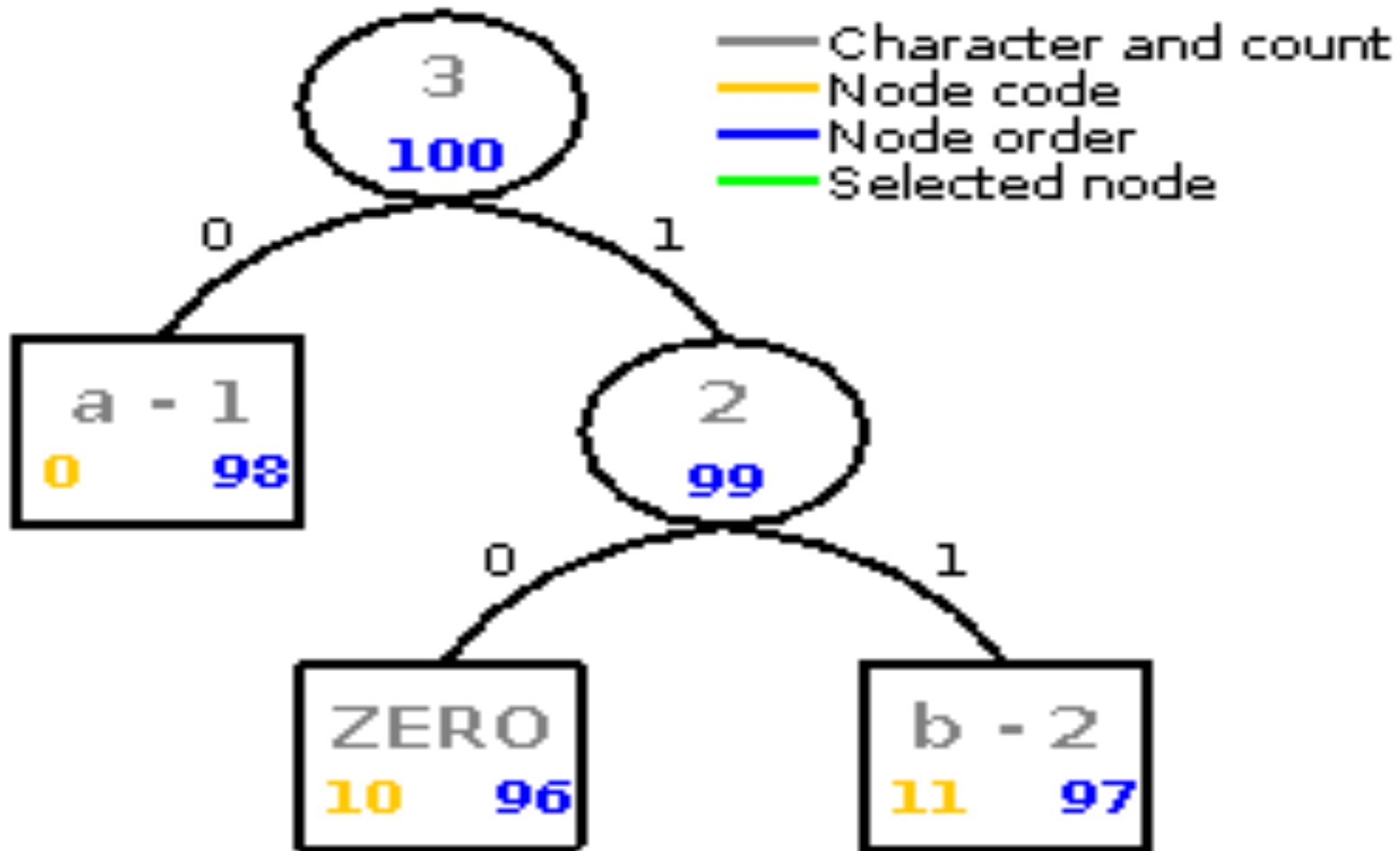


# Vitter example: abba

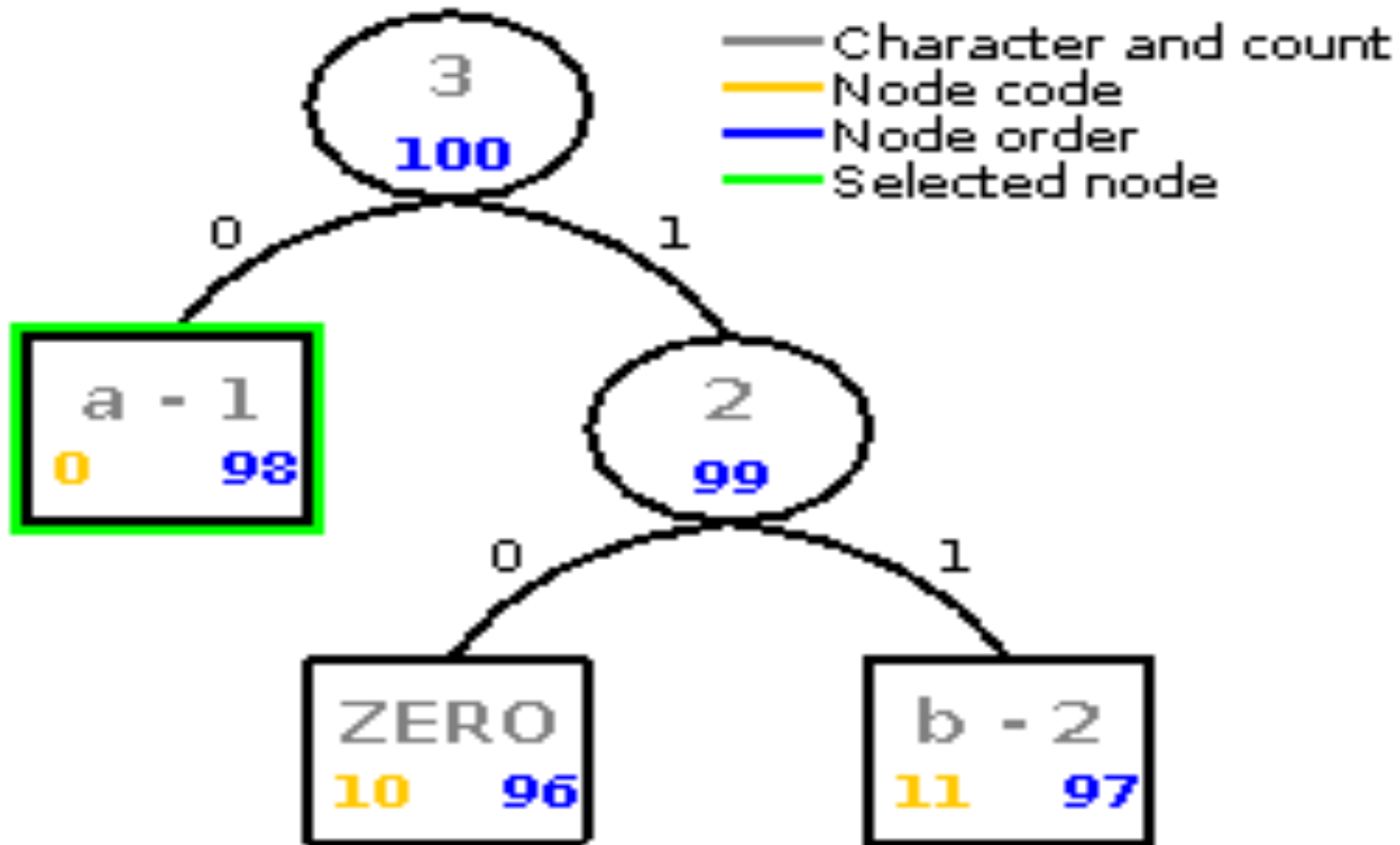




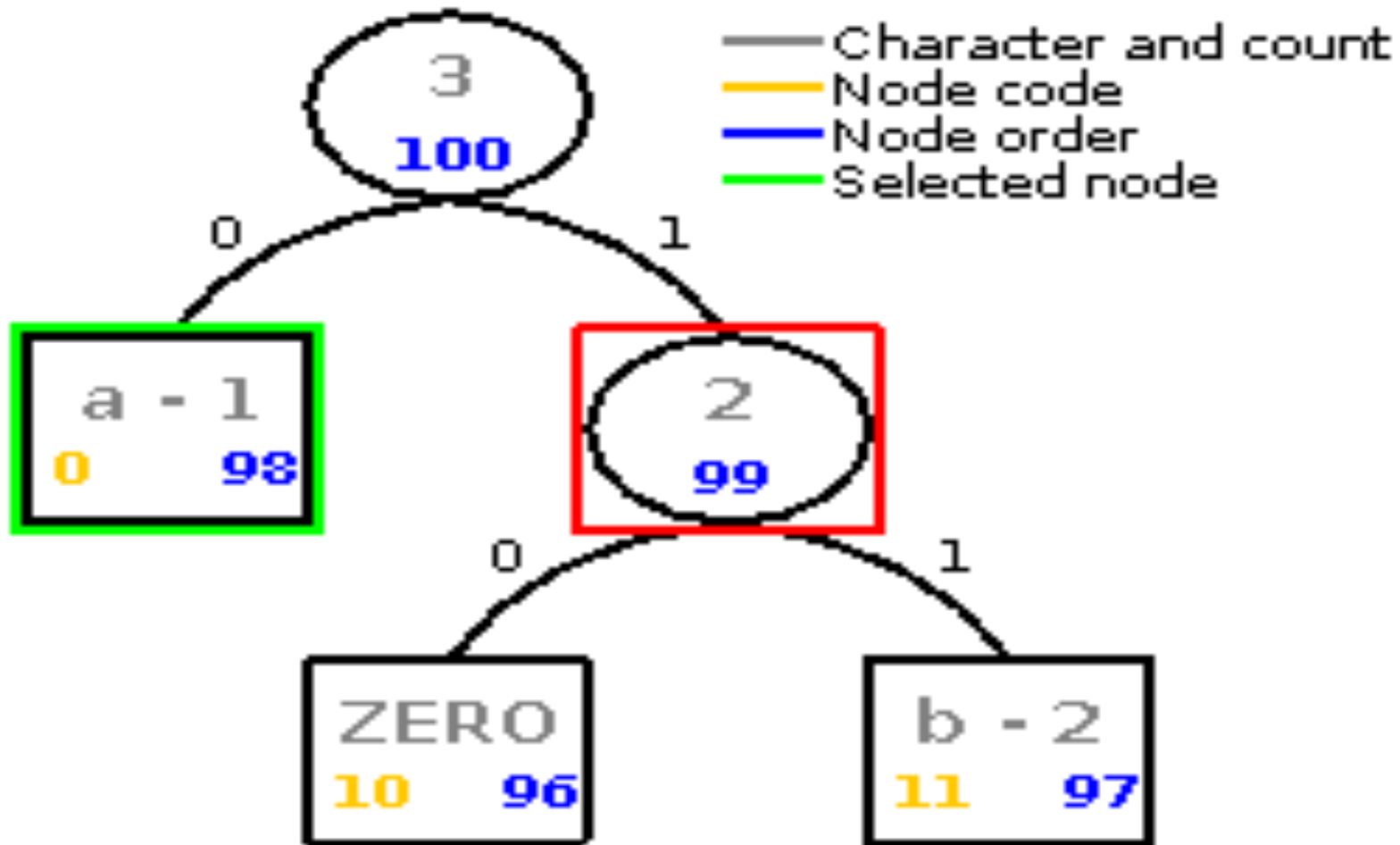
# Vitter example: abba



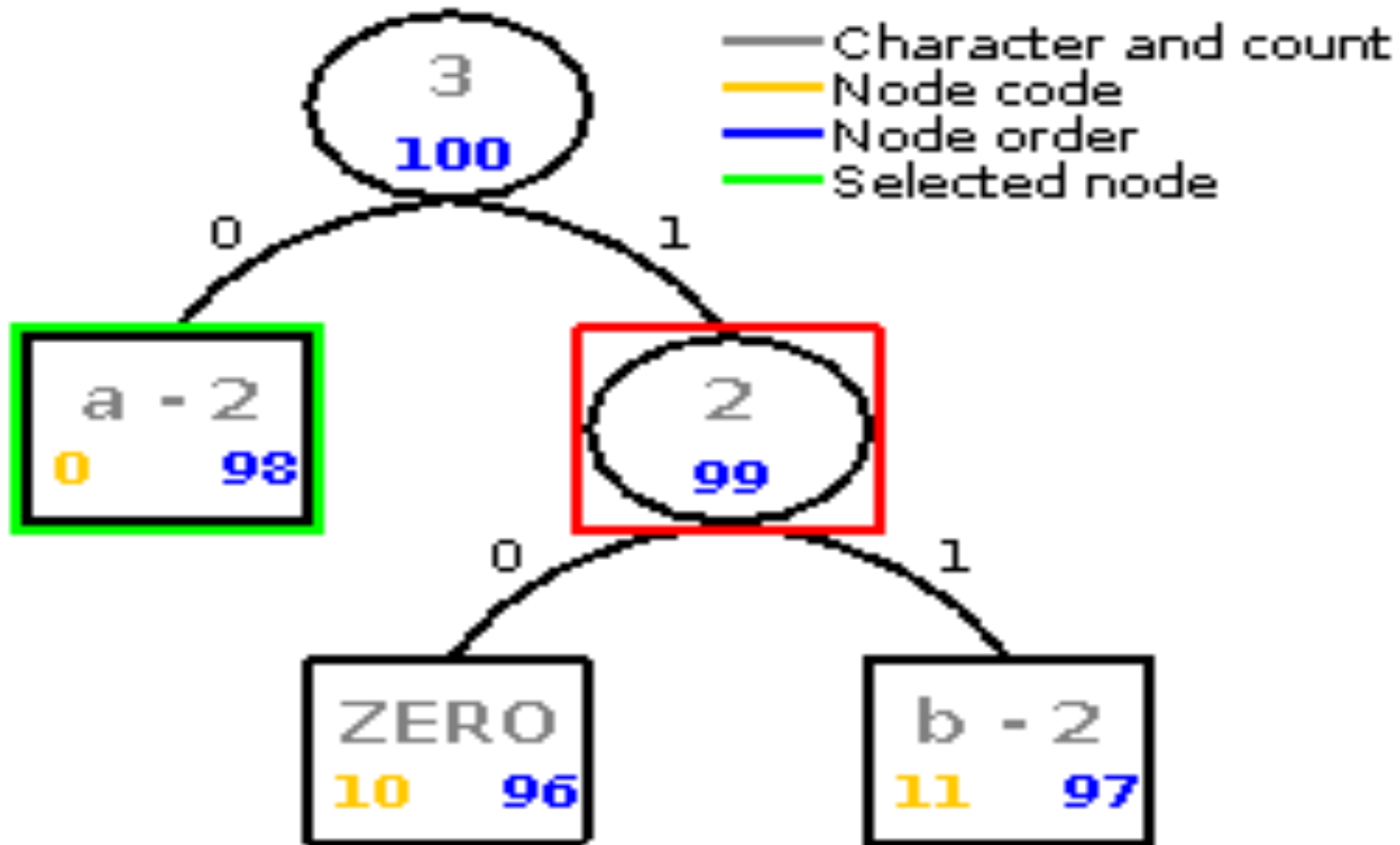
# Vitter example: abba



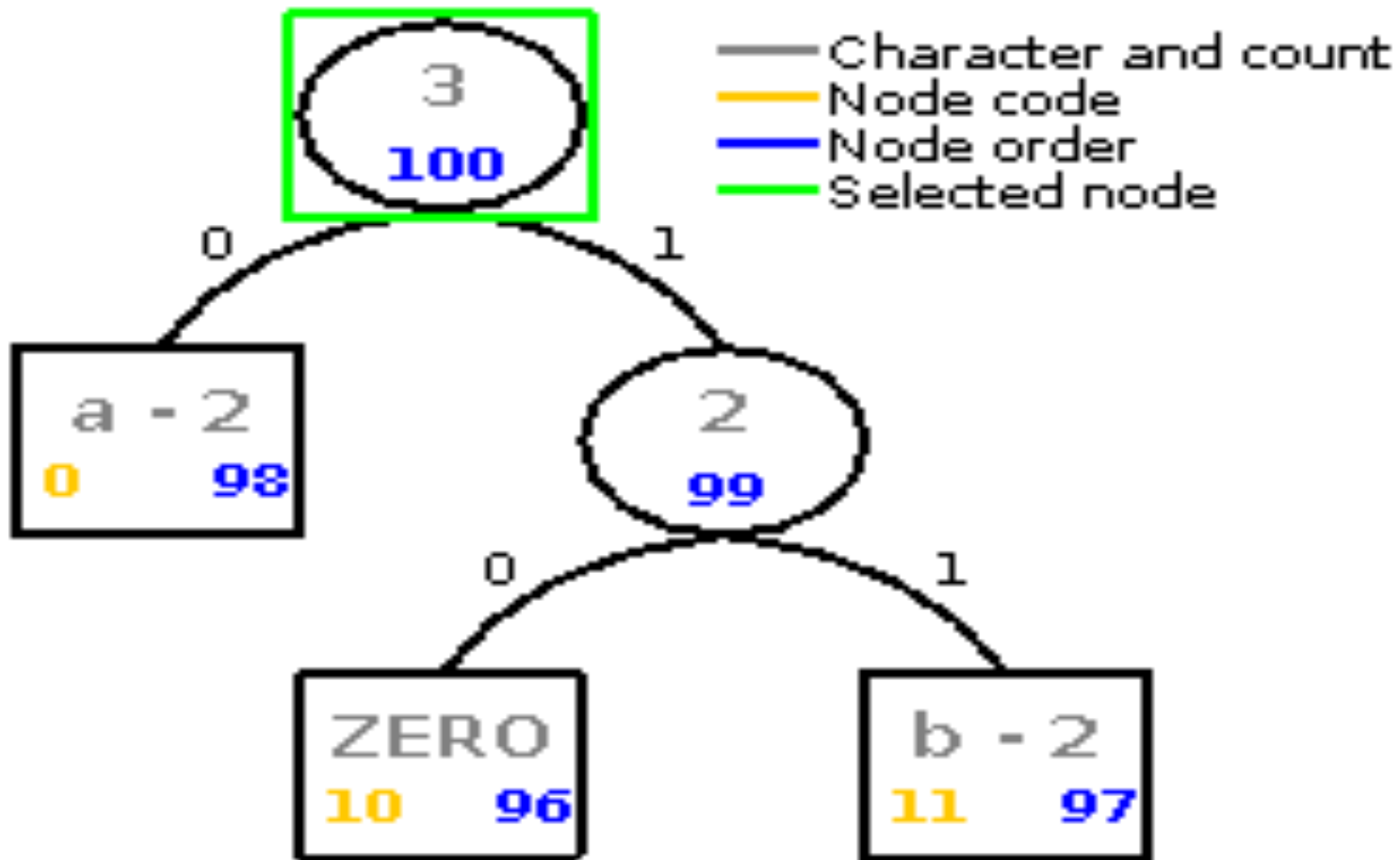
# Vitter example: abba



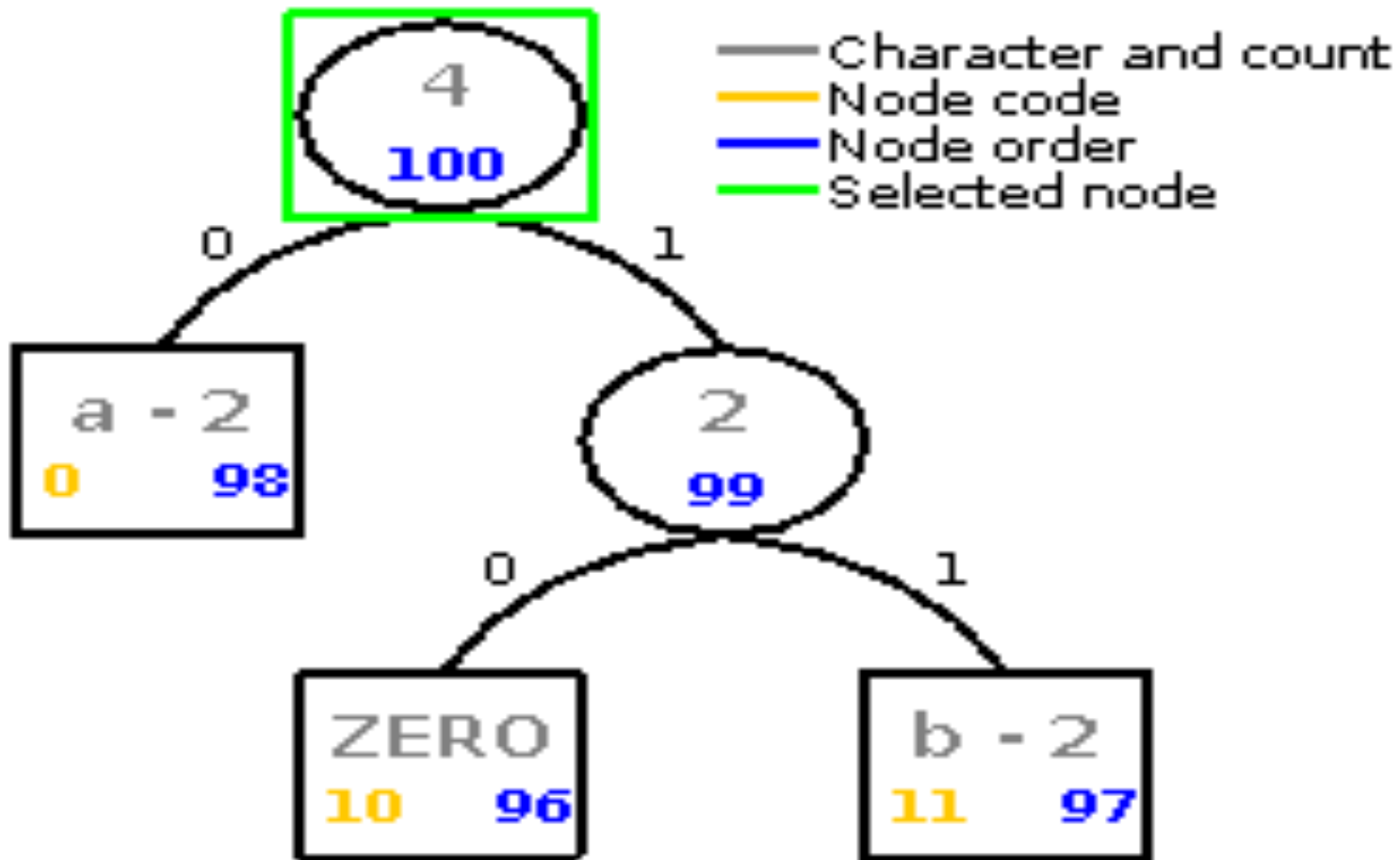
# Vitter example: abba



# Vitter example: abba



# Vitter example: abba



# Summary

The main advantage of adaptive Huffman coding is its ability to code/decode the source string even if it is incomplete (e.g. waiting for user input, slow connection), and this can be very helpful for encoding/decoding speed. But one must be aware of its sensitivity to errors.

# References

- readings:
  - [http://www.stringology.org/DataCompression/ahv/index\\_en.html](http://www.stringology.org/DataCompression/ahv/index_en.html)
  - [http://www.stringology.org/DataCompression/fgk/index\\_en.html](http://www.stringology.org/DataCompression/fgk/index_en.html)
  - <http://www.cs.duke.edu/csed/curious/compression/adaptivehuff.html#tree>
  - <http://www.ics.uci.edu/~dan/pubs/DC-Sec4.html>
  - [http://en.wikipedia.org/wiki/Huffman\\_coding](http://en.wikipedia.org/wiki/Huffman_coding)
- implementation:
  - <https://bitbucket.org/matyama/adaptivehuffman>