

# CSE 421

# Algorithms

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Huffman Codes:  
An Optimal Data Compression  
Method

# Compression Example

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

100k file, 6 letter alphabet:

File Size:

ASCII, 8 bits/char: 800kbits

$2^3 > 6$ ; 3 bits/char: 300kbits

Why?

Storage, transmission vs 5 Ghz cpu

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100k file, 6 letter alphabet:

File Size:

ASCII, 8 bits/char: 800kbits

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better:  $\longrightarrow$

2.52 bits/char  $74\%*2 + 26\%*4$ : 252kbits

Optimal?

	E.g.:	Why not:
a	00	00
b	01	01
d	10	10
c	1100	110
e	1101	1101
f	1110	1110

1101110 = cf or ec? <sub>3</sub>

# Data Compression

## Binary character code (“code”)

each k-bit source string maps to unique code word  
(e.g. k=8)

“compression” alg: concatenate code words for  
successive k-bit “characters” of source

## Fixed/variable length codes

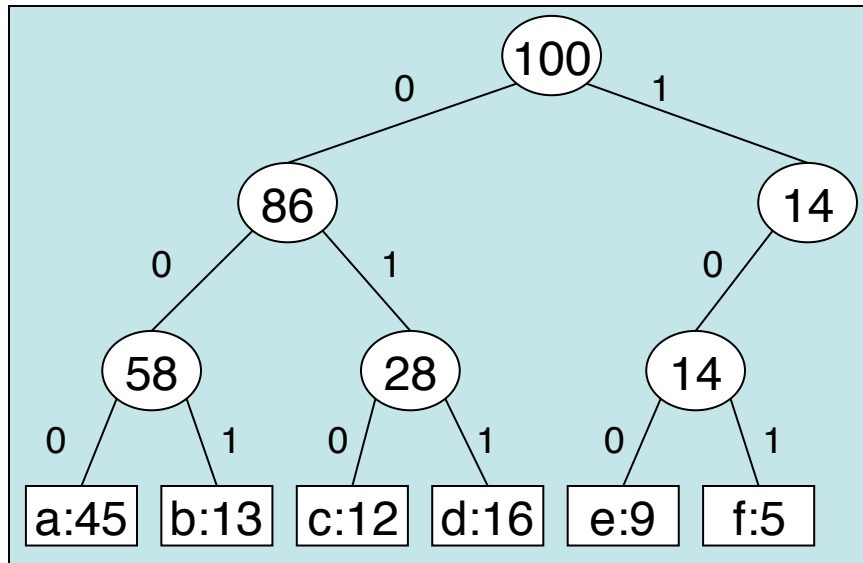
all code words equal length?

## Prefix codes

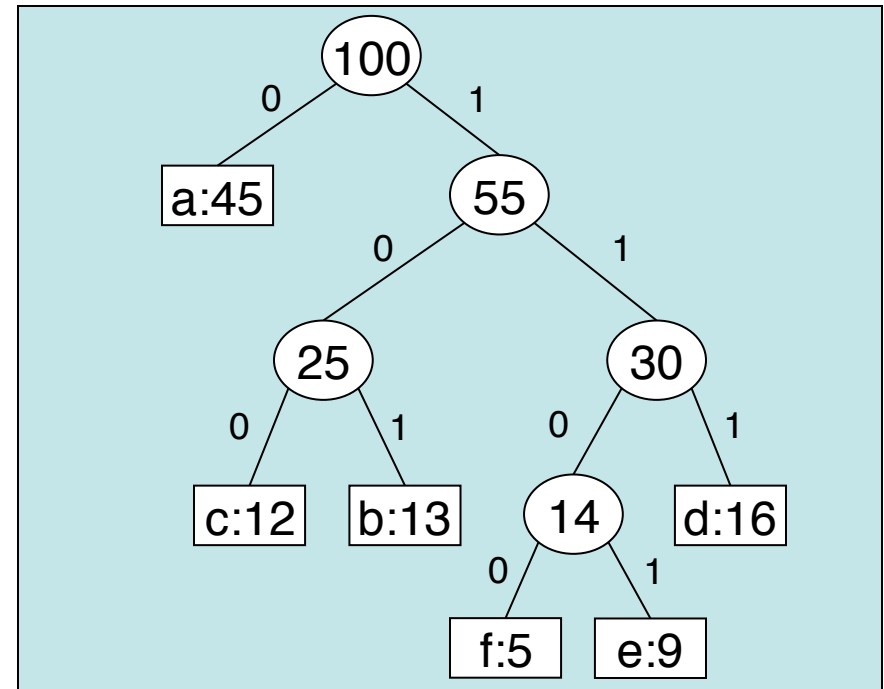
no code word is prefix of another (unique decoding)

# Prefix Codes = Trees

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%



1 0 1 0 0 0 0 0 1  
f a b

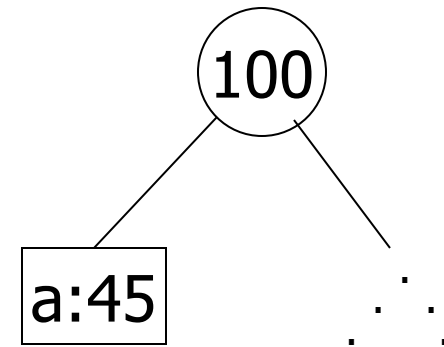


1 1 0 0 0 1 0 1  
f a b

# Greedy Idea #1

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

Put most frequent  
under root, then recurse ...



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a	45%
b	13%
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f	5%

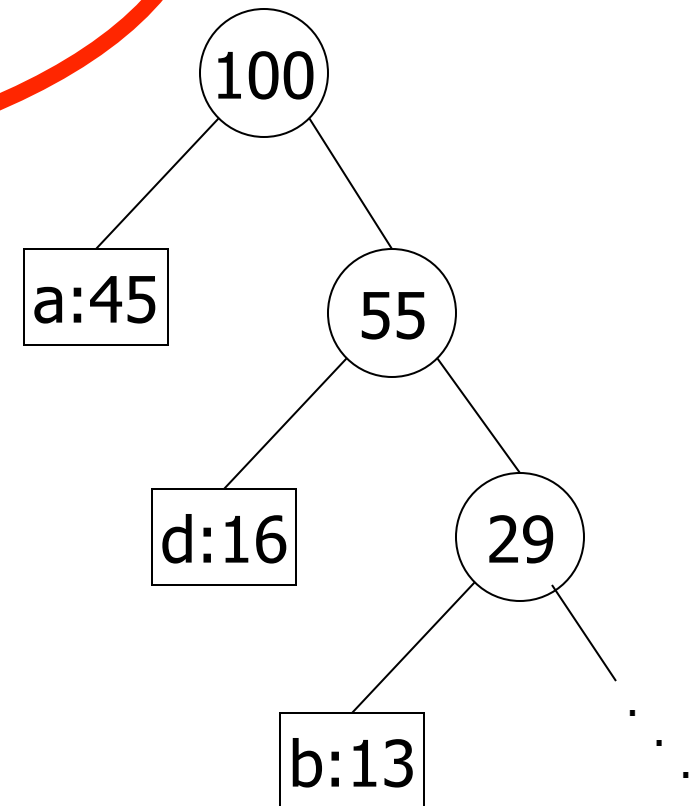
Top down: Put *most* frequent under root, then recurse

**Too greedy:  
unbalanced tree**

$$.45 \cdot 1 + .16 \cdot 2 + .13 \cdot 3 \dots = 2.34$$

not too bad, but imagine if all freqs were  $\sim 1/6$ :

$$(1+2+3+4+5+5)/6=3.33$$



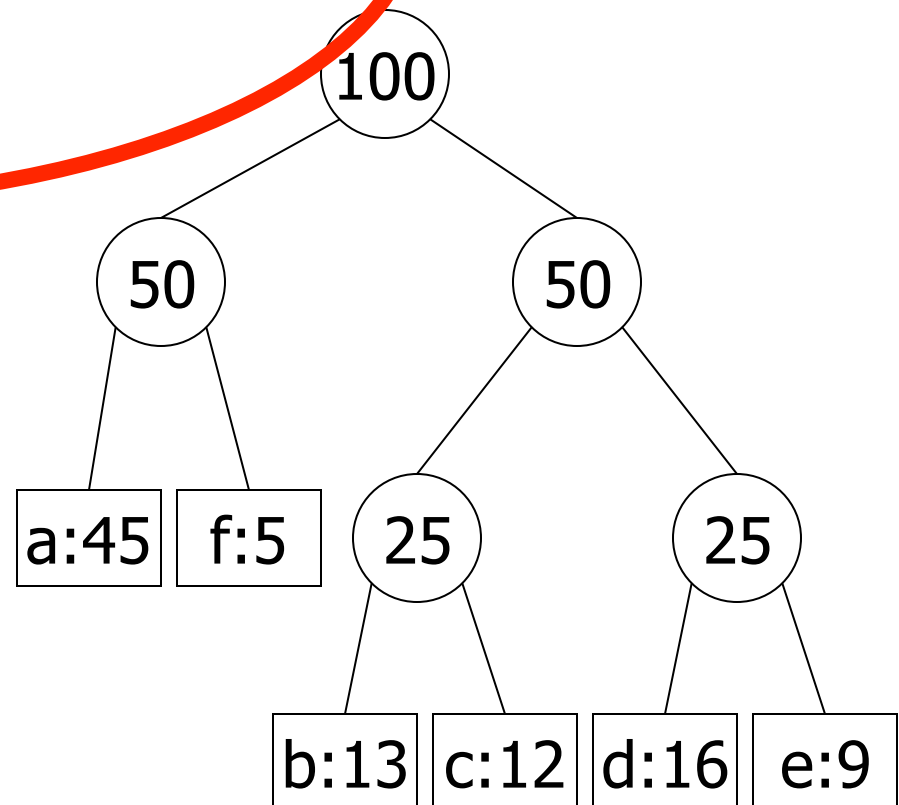
# Greedy Idea #2

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

Top down: Divide letters into 2 groups, with ~50% weight in each; recurse (Shannon-Fano code)

Again, not terrible  
 $2 * .5 + 3 * .5 = 2.5$

But this tree can easily be improved! (How?)

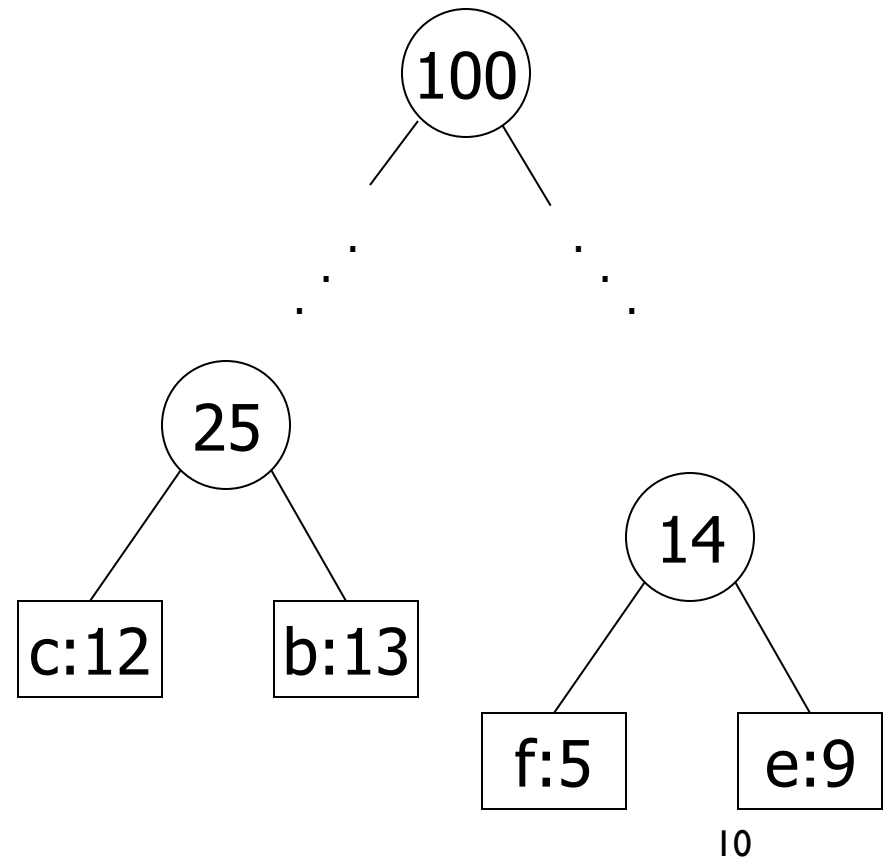


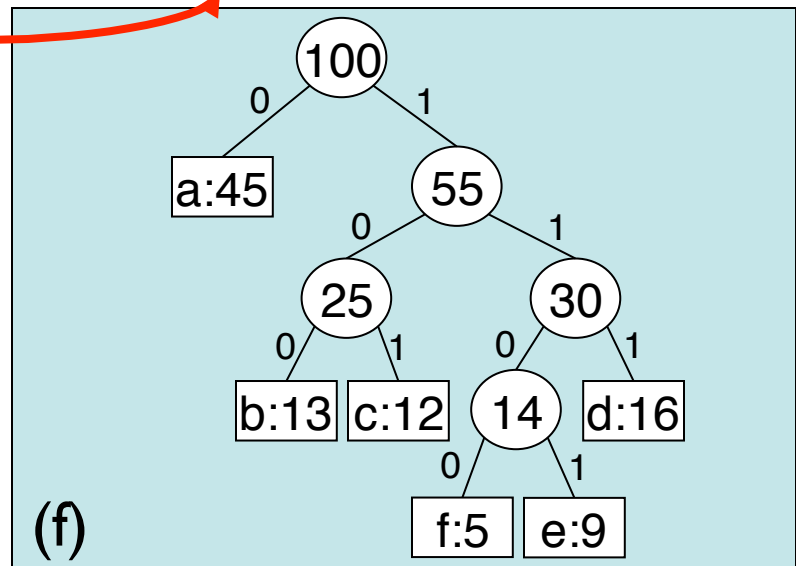
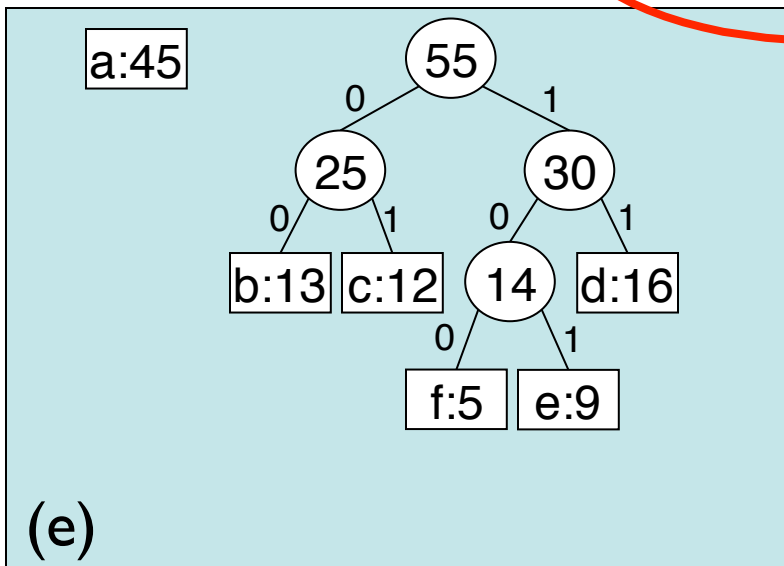
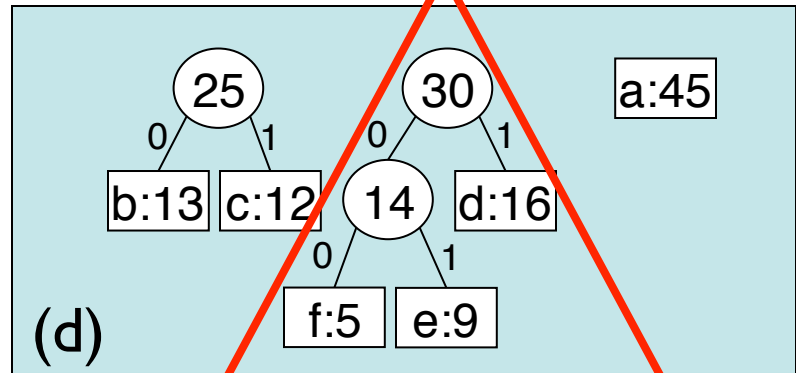
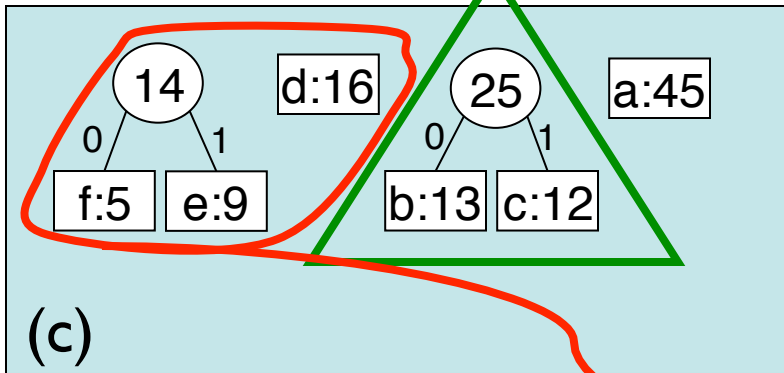
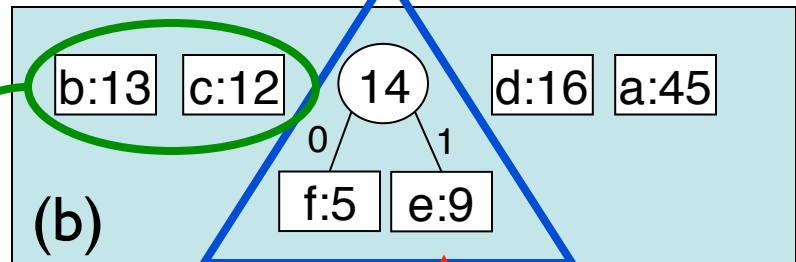
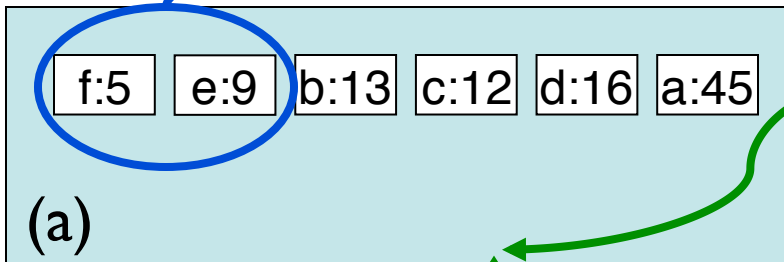


# Greedy idea #3

a	45%
b	13%
c	12%
d	16%
e	9%
f	5%

Bottom up: Group  
*least* frequent letters  
near bottom





$$.45 * 1 + .41 * 3 + .14 * 4 = 2.24 \text{ bits per char}$$

# Huffman's Algorithm (1952)

Algorithm:

insert node for each letter into priority queue by freq  
while queue length > 1 do  
    remove smallest 2; call them x, y  
    make new node z from them, with  $f(z) = f(x) + f(y)$   
    insert z into queue

Analysis:  $O(n)$  heap ops:  $O(n \log n)$

Goal: Minimize  $B(T) = \sum_{c \in C} \text{freq}(c) * \text{depth}(c)$

Correctness: ???

# Correctness Strategy

Optimal solution may not be **unique**, so cannot prove that greedy gives the *only* possible answer.

Instead, show that greedy's solution is **as good as any**.

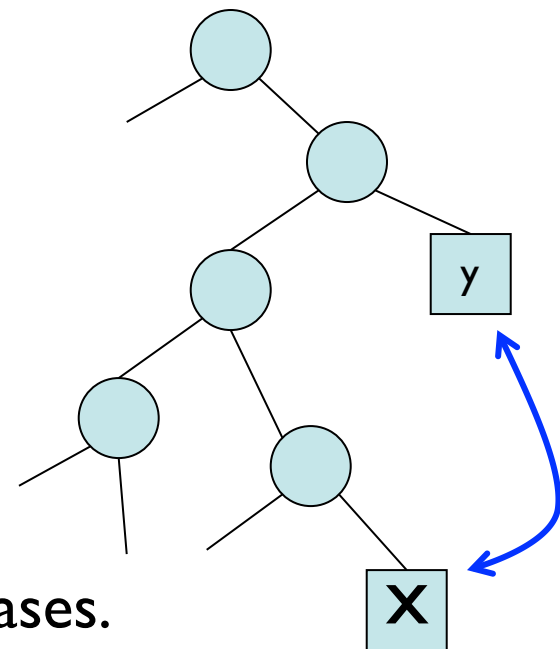
How: an exchange argument

Defn: A pair of leaves is an inversion if

$$\text{depth}(x) \geq \text{depth}(y)$$

and

$$\text{freq}(x) \geq \text{freq}(y)$$



Claim: If we flip an inversion, cost never increases.

Why? All other things being equal, better to give more frequent letter the shorter code.

$$\begin{aligned} & \text{before} & \text{after} \\ & \underbrace{\hspace{10em}} & \underbrace{\hspace{10em}} \\ & (d(x)*f(x) + d(y)*f(y)) - (d(x)*f(y) + d(y)*f(x)) = \\ & (d(x) - d(y)) * (f(x) - f(y)) \geq 0 \end{aligned}$$

I.e., non-negative cost savings.

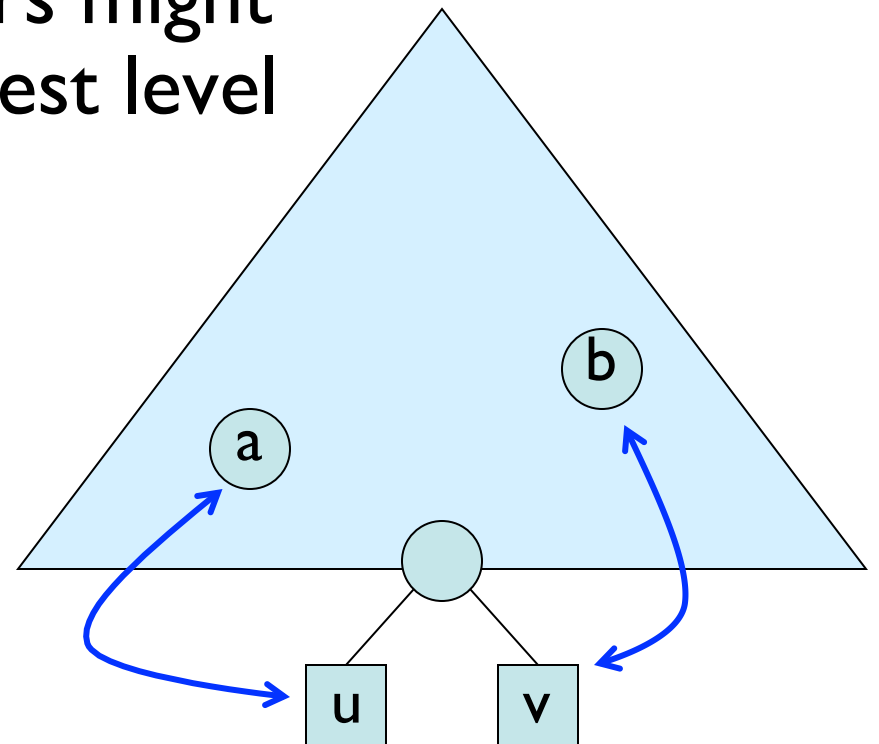
# Lemma I: “Greedy Choice Property”

The 2 least frequent letters might as well be siblings at deepest level

Let  $a$  be least freq,  $b$  2<sup>nd</sup>

Let  $u, v$  be siblings at max depth,  $f(u) \leq f(v)$   
(why must they exist?)

Then  $(a,u)$  and  $(b,v)$  are inversions. Swap them.



# Lemma 2

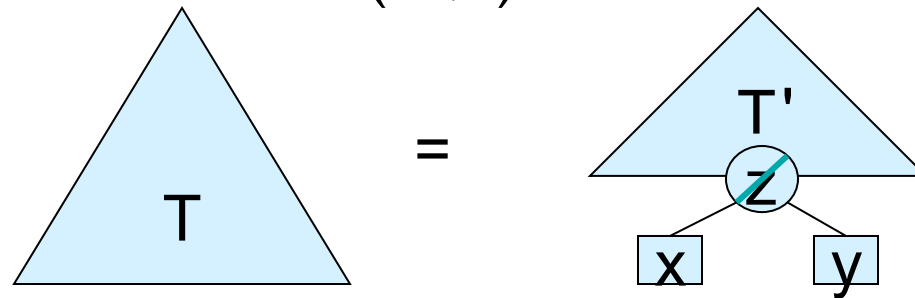
Let  $(C, f)$  be a problem instance:  $C$  an  $n$ -letter alphabet with letter frequencies  $f(c)$  for  $c$  in  $C$ .

For any  $x, y$  in  $C$ , let  $C'$  be the  $(n-1)$  letter alphabet  $C - \{x, y\} \cup \{z\}$  and for all  $c$  in  $C'$  define

$$f'(c) = \begin{cases} f(c), & \text{if } c \neq x, y, z \\ f(x) + f(y), & \text{if } c = z \end{cases}$$

Let  $T'$  be an optimal tree for  $(C', f')$ .

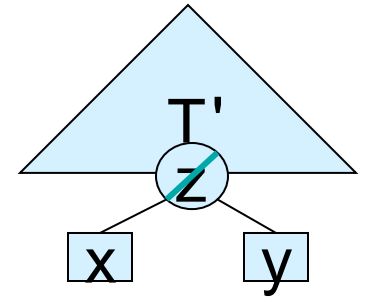
Then



is optimal for  $(C, f)$  among all trees having  $x, y$  as siblings

Proof:

$$B(T) = \sum_{c \in C} d_T(c) \cdot f(c)$$



$$\begin{aligned} B(T) - B(T') &= d_T(x) \cdot (f(x) + f(y)) - d_{T'}(z) \cdot f'(z) \\ &= (d_{T'}(z) + 1) \cdot f'(z) - d_{T'}(z) \cdot f'(z) \\ &= f'(z) \end{aligned}$$

Suppose  $\hat{T}$  (having  $x$  &  $y$  as siblings) is better than  $T$ , i.e.

$B(\hat{T}) < B(T)$ . Collapse  $x$  &  $y$  to  $z$ , forming  $\hat{T}'$ ; as above:

$$B(\hat{T}) - B(\hat{T}') = f'(z)$$

Then:

$$B(\hat{T}') = B(\hat{T}) - f'(z) < B(T) - f'(z) = B(T')$$

Contradicting optimality of  $T'$



# Theorem:

## Huffman gives optimal codes

Proof: induction on  $|C|$

Basis:  $n=1,2$  – immediate

Induction:  $n>2$

Let  $x,y$  be least frequent

Form  $C', f',$  &  $z$ , as above

By induction,  $T'$  is opt for  $(C',f')$

By lemma 2,  $T' \rightarrow T$  is opt for  $(C,f)$  among trees  
with  $x,y$  as siblings

By lemma 1, some opt tree has  $x, y$  as siblings

Therefore,  $T$  is optimal.

# Data Compression

Huffman is **optimal**.

**BUT** still might do better!

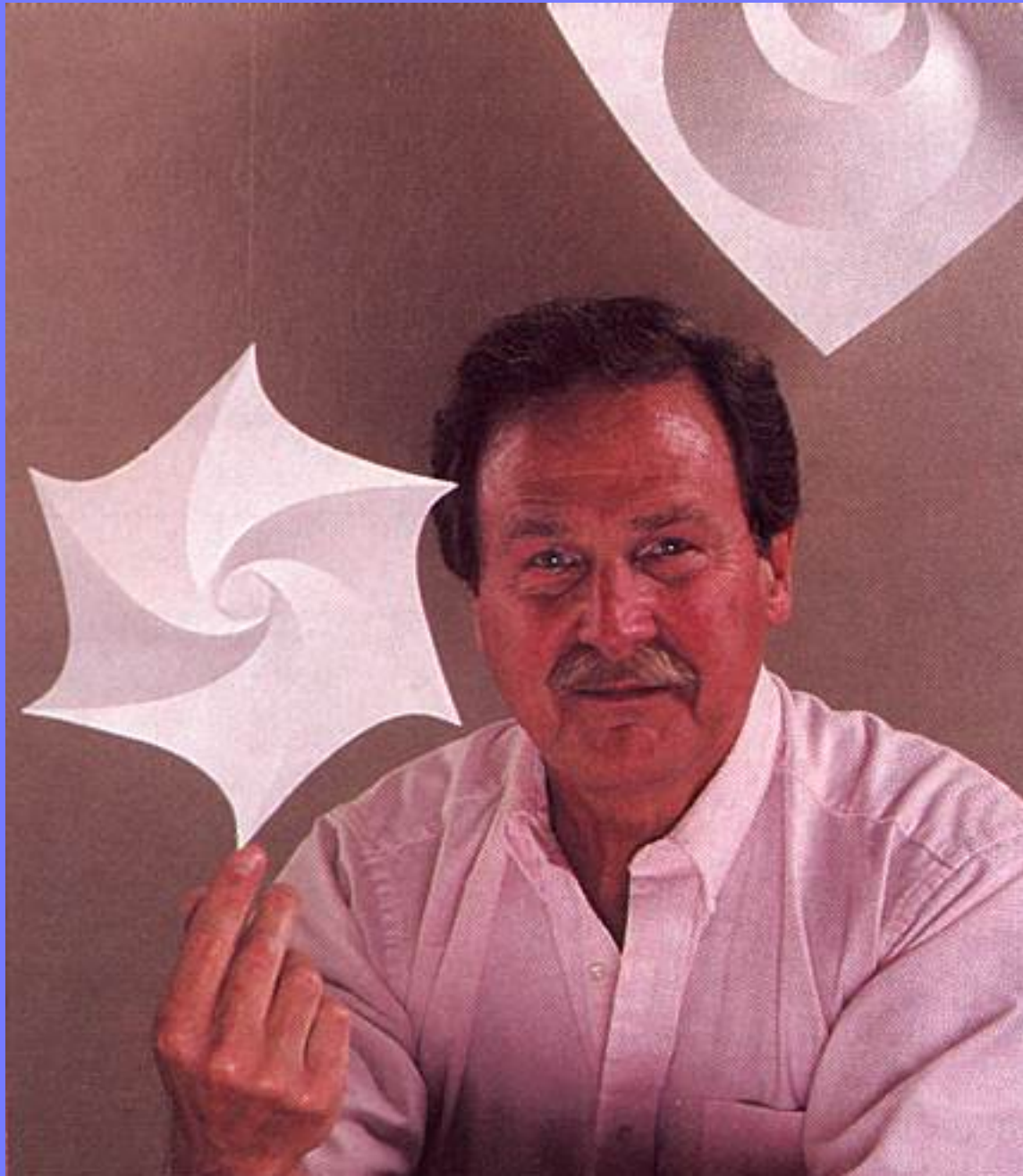
Huffman encodes fixed length blocks. What if we vary them?

Huffman uses one encoding throughout a file. What if characteristics change?

What if data has structure? E.g. raster images, video,...

Huffman is lossless. Necessary?

**LZW, MPEG, ...**



David A. Huffman, 1925-1999



