

# CS 240: Data Structures and Data Management

## Module 10 Study Guide

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### Key Concepts

- **Compression** takes a source text  $S$  and encodes it into a coded text  $C$ .
- The goal of compression is to minimize  $|C|$ , and this can be measured by the compression ratio.
- **Lossless** compression occurs when  $\text{DECODE}(\text{ENCODE}(S)) = S$ , and **lossy** compression occurs otherwise.
- **Huffman coding** uses character frequencies to build a variable-length code. Characters that occur more often get a shorter encoding.
- **Run-length encoding** encodes runs of identical characters by storing the run length. However, compression is only possible when runs in the string are of length  $\geq 6$  characters.
- **Lempel–Ziv–Welch coding** is similar to Huffman coding, but it considers frequent substrings instead of frequent characters.
  - The encoder reads a substring  $x$ , then adds  $xc$  to an adaptive dictionary (where  $c$  is the character following  $x$ )
  - The decoder reads two substrings  $x$  and  $y$ , then adds  $xc$  to an adaptive dictionary (where  $c = y[0]$ )
- Text **transforms** allow us to make a source text more compressible by rearranging its characters.
- The **move-to-front transform** rearranges the source alphabet,  $\Sigma_S$ , and converts source characters to their index in the alphabet. Recently-seen characters have a smaller index value.
- The **Burrows–Wheeler transform** rearranges the characters in the source text.
  - The encoder generates all cyclic shifts of  $S$ , sorts these shifts lexicographically, then returns the trailing characters of each shift as  $C$
  - The decoder rebuilds the cyclic shifts and constructs  $S$  one character at a time directly from  $C$
- Many real-world compression algorithms use a combination of the above techniques.
  - A typical encoding process may be  $\text{BWT} \rightarrow \text{MTF} \rightarrow \text{RLE} \rightarrow \text{encoder}$
  - The decoding process is simply the inverse of these steps

### Suggested Readings

- **CLRS:** 16.3 (Huffman codes)
- **Goodrich/Tamassia:** 9.3 (Text Compression)

## Practice Questions

### CLRS

- 16.3-2. Prove that a binary tree that is not full cannot correspond to an optimal prefix-free code.
- 16.3-3. What is an optimal Huffman code for the following set of frequencies, based on the first 8 Fibonacci numbers?  
 a:1 b:1 c:2 d:3 e:5 f:8 g:13 h:21  
 Can you generalize your answer to find the optimal code when the frequencies are the first  $n$  Fibonacci numbers?
- 16.3-5. Prove that if we order the characters in an alphabet so that their frequencies are monotonically decreasing, then there exists an optimal code whose codeword lengths are monotonically increasing.
- 16.3-7. Generalize Huffman's algorithm to ternary codewords (i.e., codewords using the symbols 0, 1, and 2), and prove that it yields optimal ternary codes.
- 16.3-9. Show that no compression scheme can expect to compress a file of randomly chosen 8-bit characters by even a single bit.  
*(Hint: Compare the number of possible files with the number of possible encoded files.)*

### Goodrich/Tamassia

- R-9.12. Draw the frequency table and Huffman tree for the following string:

"dogs do not spot hot pots or cats".

- C-9.20. Suppose  $A$ ,  $B$ , and  $C$  are three integer arrays representing the ASCII or Unicode values of three character strings, each of size  $n$ . Given an arbitrary integer  $x$ , design an  $O(n^2 \log(n))$  time algorithm to determine if there exist numbers  $a \in A$ ,  $b \in B$ , and  $c \in C$  such that  $x = a + b + c$ .
- C-9.21. Give an  $O(n^2)$  time algorithm for the previous problem.

## Additional Practice Questions

1. (a) Encode the string TIN<sub>U</sub>TIPTIP using Lempel-Ziv encoding. Assume we are using the standard ASCII character set (0–127) for our alphabet  $\Sigma$ .  
 (b) Decode the sequence of numbers [66 65 68 65 128 132 129] which has been obtained from Lempel-Ziv encoding. Assume we are using the standard ASCII character set (0–127) for our alphabet  $\Sigma$ .
2. Show the result of encoding the string ONDON\$ using:
  - The Burrows-Wheeler transform, where characters are ordered \$ < D < N < O.
  - Move-to-front encoding, where the initial dictionary is

0	1	2	3
\$	D	N	O

3. If the Burrows-Wheeler transform outputs the string E ↳ ↳ N R O D Y A O \$ U E, then what was the original string?  
*(Note: The original string ends with \$ and you may assume that the space character ↳ comes after the character Z.)*