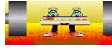


Data Compression



- Reduce the size of data.
 - Reduces storage space and hence storage cost.
 - $\text{Compression ratio} = \text{original data size} / \text{compressed data size}$
 - Reduces time to retrieve and transmit data.

Lossless And Lossy Compression

- $\text{compressedData} = \text{compress}(\text{originalData})$
- $\text{decompressedData} = \text{decompress}(\text{compressedData})$
- When $\text{originalData} = \text{decompressedData}$, the compression is **lossless**.
- When $\text{originalData} \neq \text{decompressedData}$, the compression is **lossy**.

Lossless And Lossy Compression

- Lossy compressors generally obtain much higher compression ratios than do lossless compressors.
 - Say **100** vs. **2**.
- Lossless compression is essential in applications such as text file compression.
- Lossy compression is acceptable in many imaging applications.
 - In video transmission, a slight loss in the transmitted video is not noticed by the human eye.

Text Compression

- Lossless compression is essential.

- Popular text compressors such as **zip** and Unix's **compress** are based on the LZW (Lempel-Ziv-Welch) method.



LZW Compression

- Character sequences in the original text are replaced by codes that are dynamically determined.
- The code table is not encoded into the compressed text, because it may be reconstructed from the compressed text during decompression.

LZW Compression

- Assume the letters in the text are limited to $\{a, b\}$.
 - In practice, the alphabet may be the **256** character ASCII set.
- The characters in the alphabet are assigned code numbers beginning at **0**.
- The initial code table is:

code	0	1
key	a	b

LZW Compression

code	0	1
key	a	b

- Original text = **abababbabaabbabbaabba**
- Compression is done by scanning the original text from left to right.
- Find longest prefix **p** for which there is a code in the code table.
- Represent **p** by its code **pCode** and assign the next available code number to **pc**, where **c** is the next character in the text that is to be compressed.

LZW Compression

code	0	1	2
key	a	b	ab

- Original text = **abababbabaabbabbaabba**
- **p** = a
- **pCode** = 0
- **c** = b
- Represent **a** by 0 and enter **ab** into the code table.
- Compressed text = 0

LZW Compression

code	0	1	2	3
key	a	b	ab	ba

- Original text = **abababbabaabbabbaabba**
- Compressed text = 0
- **p** = b
- **pCode** = 1
- **c** = a
- Represent **b** by 1 and enter **ba** into the code table.
- Compressed text = 01

LZW Compression

code	0	1	2	3	4
key	a	b	ab	ba	aba

- Original text = **abababbabaabbabbaabba**
- Compressed text = 01
- **p** = ab
- **pCode** = 2
- **c** = a
- Represent **ab** by 2 and enter **aba** into the code table.
- Compressed text = 012

LZW Compression

code	0	1	2	3	4	5
key	a	b	ab	ba	aba	abb

- Original text = **abababbabaabbabbaabba**
- Compressed text = 012
- **p** = ab
- **pCode** = 2
- **c** = b
- Represent **ab** by 2 and enter **abb** into the code table.
- Compressed text = 0122

LZW Compression

code	0	1	2	3	4	5	6
key	a	b	ab	ba	aba	abb	bab

- Original text = **abababbabaabbabbaabba**
- Compressed text = 0122
- **p** = ba
- **pCode** = 3
- **c** = b
- Represent **ba** by 3 and enter **bab** into the code table.
- Compressed text = 01223

LZW Compression

code	0	1	2	3	4	5	6	7
key	a	b	ab	ba	aba	abb	bab	baa

- Original text = abababbababbaabba
- Compressed text = 01223
- p = ba
- pCode = 3
- c = a
- Represent ba by 3 and enter baa into the code table.
- Compressed text = 012233

LZW Compression

code	0	1	2	3	4	5	6	7	8
key	a	b	ab	ba	aba	abb	bab	baa	abba

- Original text = abababbababbaabba
- Compressed text = 012233
- p = abb
- pCode = 5
- c = a
- Represent abb by 5 and enter abba into the code table.
- Compressed text = 0122335

LZW Compression

code	0	1	2	3	4	5	6	7	8	9
key	a	b	ab	ba	aba	abb	bab	baa	abba	abbaa

- Original text = abababbababbaabba
- Compressed text = 0122335
- p = abba
- pCode = 8
- c = a
- Represent abba by 8 and enter abbaa into the code table.
- Compressed text = 01223358

LZW Compression

code	0	1	2	3	4	5	6	7	8	9
key	a	b	ab	ba	aba	abb	bab	baa	abba	abbaa

- Original text = abababbababbaabba
- Compressed text = 01223358
- p = abba
- pCode = 8
- c = null
- Represent abba by 8.
- Compressed text = 012233588

Code Table Representation

code	0	1	2	3	4	5	6	7	8	9
key	a	b	ab	ba	aba	abb	bab	baa	abba	abbaa

- Dictionary.
 - Pairs are (key, element) = (key, code).
 - Operations are : get(key) and put(key, code)
- Limit number of codes to 2^{12} .
- Use a hash table.
 - Convert variable length keys into fixed length keys.
 - Each key has the form pc, where the string p is a key that is already in the table.
 - Replace pc with (pCode)c.

Code Table Representation

code	0	1	2	3	4	5	6	7	8	9
key	a	b	ab	ba	aba	abb	bab	baa	abba	abbaa

code	0	1	2	3	4	5	6	7	8	9
key	a	b	0b	1a	2a	2b	3b	3a	5a	8a

LZW Decompression

code	0	1
key	a	b

- Original text = abababbabaabbabbaabba
- Compressed text = 012233588
- Convert codes to text from left to right.
- 0 represents a.
- Decompressed text = a
- pCode = 0 and p = a.
- p = a followed by next text character (c) is entered into the code table.

LZW Decompression

code	0	1	2
key	a	b	ab

- Original text = abababbabaabbabbaabba
- Compressed text = 012233588
- 1 represents b.
- Decompressed text = ab
- pCode = 1 and p = b.
- lastP = a followed by first character of p is entered into the code table.

LZW Decompression

code	0	1	2	3
key	a	b	ab	ba

- Original text = abababbabaabbabbaabba
- Compressed text = 012233588
- 2 represents ab.
- Decompressed text = abab
- pCode = 2 and p = ab.
- lastP = b followed by first character of p is entered into the code table.

LZW Decompression

code	0	1	2	3	4
key	a	b	ab	ba	aba

- Original text = abababbabaabbabbaabba
- Compressed text = 012233588
- 2 represents ab
- Decompressed text = ababab.
- pCode = 2 and p = ab.
- lastP = ab followed by first character of p is entered into the code table.

LZW Decompression

code	0	1	2	3	4	5
key	a	b	ab	ba	aba	abb

- Original text = abababbabaabbabbaabba
- Compressed text = 012233588
- 3 represents ba
- Decompressed text = abababba.
- pCode = 3 and p = ba.
- lastP = ab followed by first character of p is entered into the code table.

LZW Decompression

code	0	1	2	3	4	5	6
key	a	b	ab	ba	aba	abb	bab

- Original text = abababbabaabbabbaabba
- Compressed text = 012233588
- 3 represents ba
- Decompressed text = abababbaba.
- pCode = 3 and p = ba.
- lastP = ba followed by first character of p is entered into the code table.


LZW Decompression

code	0	1	2	3	4	5	6	7
key	a	b	ab	ba	aba	abb	bab	baa

- Original text = **abababbabaabbabbaabba**
- Compressed text = **012233588**
- **5** represents **abb**
- Decompressed text = **abababbabaabb**.
- **pCode** = **5** and **p** = **abb**.
- **lastP** = **ba** followed by first character of **p** is entered into the code table.

LZW Decompression

code	0	1	2	3	4	5	6	7	8
key	a	b	ab	ba	aba	abb	bab	baa	abba

- Original text = **abababbabaabbabbaabba**
- Compressed text = **012233588**
- **8** represents **???**
- When a code is not in the table, its key is **lastP** followed by first character of **lastP**. 
- **lastP** = **abb**
- So **8** represents **abba**.

LZW Decompression

code	0	1	2	3	4	5	6	7	8	9
key	a	b	ab	ba	aba	abb	bab	baa	abba	abbaa

- Original text = **abababbabaabbabbaabba**
- Compressed text = **012233588**
- **8** represents **abba**
- Decompressed text = **abababbabaabbabbaabba**.
- **pCode** = **8** and **p** = **abba**.
- **lastP** = **abba** followed by first character of **p** is entered into the code table.

Code Table Representation

code	0	1	2	3	4	5	6	7	8	9
key	a	b	ab	ba	aba	abb	bab	baa	abba	abbaa

- Dictionary.
 - Pairs are (key, element) = (code, what the code represents) = (code, codeKey).
 - Operations are : **get(key)** and **put(key, code)**
- Keys are integers **0, 1, 2, ...**
- Use a 1D array **codeTable**.
 - **codeTable[code] = codeKey**.
 - Each code key has the form **pc**, where the string **p** is a code key that is already in the table.
 - Replace **pc** with **(pCode)c**.

Time Complexity



- Compression.
 - **O(n)** expected time, where **n** is the length of the text that is being compressed.
- Decompression.
 - **O(n)** time, where **n** is the length of the decompressed text.