

# Information Theory and Statistics

## Lecture 2: Source coding

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# Injections and codes

## Definition (injection)

Function  $f$  is called an *injection* if  $x \neq y$  implies  $f(x) \neq f(y)$ .

In coding theory we consider injections that map elements of a countable set  $\mathbb{X}$  into strings over a countable set  $\mathbb{Y}$ . The set of these strings is denoted as  $\mathbb{Y}^+ = \bigcup_{n=1}^{\infty} \mathbb{Y}^n$ . Sometimes we also consider set  $\mathbb{Y}^* = \{\lambda\} \cup \mathbb{Y}^+$  where  $\lambda$  is the empty string. Sets  $\mathbb{X}$  and  $\mathbb{Y}$  are called alphabets.

## Definition (code)

Any injection  $\mathbf{B} : \mathbb{X} \rightarrow \mathbb{Y}^*$  will be called a *code*.

We will consider mostly binary codes, i.e., codes for which  $\mathbb{Y} = \{0, 1\}^*$ . On the other hand, the alphabet  $\mathbb{X}$  may consist of letters, digits or other symbols.

# Example of a code

## Example

An example of a code:

<i>symbol x:</i>	<i>code word B(x):</i>
<i>a</i>	<i>0</i>
<i>b</i>	<i>1</i>
<i>c</i>	<i>10</i>
<i>d</i>	<i>11</i>

# Uniquely decodable codes

The original purpose of coding is to transmit some representations of strings written with symbols from an alphabet  $\mathbb{X}$  through a communication channel which passes only strings written with symbols from a smaller alphabet  $\mathbb{Y}$ . Thus the idea of a particularly good coding is that we should be able to reconstruct coded symbols from the concatenation of their codes. Formally speaking, the following property is desired.

## Definition (uniquely decodable code)

Code  $\mathbf{B} : \mathbb{X} \rightarrow \mathbb{Y}^*$  is called *uniquely decodable* if the code extension

$$\mathbf{B}^* : \mathbb{X}^* \ni (\mathbf{x}_1, \dots, \mathbf{x}_n) \mapsto \mathbf{B}(\mathbf{x}_1)\dots\mathbf{B}(\mathbf{x}_n) \in \mathbb{Y}^*$$

is also an injection.

# Examples of codes

## Example (a code which is not uniquely decodable)

<i>symbol x:</i>	<i>code word B(x):</i>
<i>a</i>	<i>0</i>
<i>b</i>	<i>1</i>
<i>c</i>	<i>10</i>
<i>d</i>	<i>11</i>

## Example (a uniquely decodable code)

<i>symbol x:</i>	<i>code word B(x):</i>
<i>a</i>	<i>0c</i>
<i>b</i>	<i>1c</i>
<i>c</i>	<i>10c</i>
<i>d</i>	<i>11c</i>

# Comma-separated codes

## Definition (comma-separated code)

Let  $c \notin Y$ . Code  $B : X \rightarrow (Y \cup \{c\})^*$  is called *comma-separated* if for each  $x \in X$  there exists a string  $w \in Y^*$  such that  $B(x) = wc$ . Symbol  $c$  is called the comma.

## Theorem

*Each comma-separated code is uniquely decodable.*

## Proof

For a comma-separated code  $B$ , let us decompose  $B(x) = \phi(x)c$ . We first observe that  $B(x_1)\dots B(x_n) = B(y_1)\dots B(y_m)$  holds only if  $n = m$  (the same number of  $c$ 's on both sides of equality) and  $\phi(x_i) = \phi(y_i)$  for  $i = 1, \dots, n$ . Next, we observe that function  $\phi$  is a code. Hence string  $B(x_1)\dots B(x_n)$  may be only the image of  $(x_1, \dots, x_n)$  under the mapping  $B^*$ . This means that code  $B$  is uniquely decodable.

# Fixed-length codes

## Definition (fixed-length code)

Let  $n$  be a fixed natural number. Code  $\mathbf{B} : \mathbb{X} \rightarrow \mathbb{Y}^n$  is called a *fixed-length code*.

## Example

An example of a fixed-length code:

symbol $x$ :	code word $\mathbf{B}(x)$ :
$a$	00
$b$	01
$c$	10
$d$	11

# Fixed-length codes (continued)

## Theorem

*Each fixed-length code is uniquely decodable.*

## Proof

Consider a fixed-length code  $\mathbf{B}$ . We observe that  $\mathbf{B}(x_1)\dots\mathbf{B}(x_n) = \mathbf{B}(y_1)\dots\mathbf{B}(y_m)$  holds only if  $n = m$  (the same length of strings on both sides of equality) and  $\mathbf{B}(x_i) = \mathbf{B}(y_i)$  for  $i = 1, \dots, n$ . Because  $\mathbf{B}$  is an injection, string  $\mathbf{B}(x_1)\dots\mathbf{B}(x_n)$  may be only the image of  $(x_1, \dots, x_n)$  under the mapping  $\mathbf{B}^*$ . Hence, code  $\mathbf{B}$  is uniquely decodable.



# Expected code length

Let  $|\mathbf{w}|$  denote the length of a string  $\mathbf{w} \in \mathbb{Y}^*$ , measured in the number in symbols. For a random variable  $\mathbf{X} : \Omega \rightarrow \mathbb{X}$ , we will be interested in the expected code length

$$\mathbf{E} |\mathbf{B}(\mathbf{X})| = \sum_{\mathbf{x} \in \mathbb{X}} \mathbf{P}(\mathbf{X} = \mathbf{x}) |\mathbf{B}(\mathbf{x})|.$$

## Example

Consider the following distribution and a code:

<i>symbol</i> $\mathbf{x}$ :	$\mathbf{P}(\mathbf{X} = \mathbf{x})$ :	<i>code word</i> $\mathbf{B}(\mathbf{x})$ :
<i>a</i>	$1/2$	<i>0C</i>
<i>b</i>	$1/6$	<i>1C</i>
<i>c</i>	$1/6$	<i>10C</i>
<i>d</i>	$1/6$	<i>11C</i>

We have  $\mathbf{E} |\mathbf{B}(\mathbf{X})| = 2 \cdot \frac{1}{2} + 2 \cdot \frac{1}{6} + 3 \cdot \frac{1}{6} + 3 \cdot \frac{1}{6} = 2\frac{1}{3}$ .

# What is the shortest code?

- We are interested in codes that minimize the expected code length for a given probability distribution.
- In this regard, both comma-separated codes and fixed-length codes have advantages and drawbacks.
- If certain symbols appear more often than others then comma-separated codes allow to code them as shorter strings and thus to spare space.
- On the other hand, if all symbols are equiprobable then a fixed-length code without a comma occupies less space than the same code with a comma.

# Kraft inequality

## Theorem (Kraft inequality)

For any uniquely decodable code  $\mathbf{B} : \mathbb{X} \rightarrow \{0, 1\}^*$  we have

$$\sum_{x \in \mathbb{X}} 2^{-|\mathbf{B}(x)|} \leq 1.$$

# Kraft inequality (proof)

## Proof

Consider an arbitrary  $L$ . Let  $a(m, n, L)$  denote the number of sequences  $(x_1, \dots, x_n)$  such that  $|B(x_i)| \leq L$  and the length of  $B^*(x_1, \dots, x_n)$  equals  $m$ . We have

$$\left( \sum_{x: |B(x)| \leq L} 2^{-|B(x)|} \right)^n = \sum_{m=1}^{nL} a(m, n, L) \cdot 2^{-m}.$$

Because the code is uniquely decodable, we have  $a(m, n, L) \leq 2^m$ . Therefore

$$\sum_{x: |B(x)| \leq L} 2^{-|B(x)|} \leq (nL)^{1/n} \xrightarrow{n \rightarrow \infty} 1.$$

Letting  $L \rightarrow \infty$ , we obtain the Kraft inequality.

# Source coding inequality

## Theorem (source coding inequality)

For any uniquely decodable code  $\mathbf{B} : \mathbb{X} \rightarrow \{0, 1\}^*$ , the expected length of the code satisfies inequality

$$E |\mathbf{B}(\mathbf{X})| \geq H(\mathbf{X}),$$

where  $H(\mathbf{X})$  is the entropy of  $\mathbf{X}$ .

# Source coding inequality (proof)

## Proof

Introduce probability distributions  $\mathbf{p}(\mathbf{x}) = \mathbf{P}(\mathbf{X} = \mathbf{x})$  and

$$\mathbf{r}(\mathbf{x}) = \frac{2^{-|\mathbf{B}(\mathbf{x})|}}{\sum_{\mathbf{y} \in \mathbb{X}} 2^{-|\mathbf{B}(\mathbf{y})|}}.$$

We have

$$\begin{aligned} \mathbf{E} |\mathbf{B}(\mathbf{X})| - \mathbf{H}(\mathbf{X}) &= \sum_{\mathbf{x}: \mathbf{p}(\mathbf{x}) > 0} \mathbf{p}(\mathbf{x}) \log \frac{\mathbf{p}(\mathbf{x})}{\mathbf{r}(\mathbf{x})} - \log \left( \sum_{\mathbf{x} \in \mathbb{X}} 2^{-|\mathbf{B}(\mathbf{x})|} \right) \\ &= \mathbf{D}(\mathbf{p} \parallel \mathbf{r}) - \log \left( \sum_{\mathbf{x} \in \mathbb{X}} 2^{-|\mathbf{B}(\mathbf{x})|} \right). \end{aligned}$$

That difference is nonnegative by nonnegativity of Kullback-Leibler divergence and Kraft inequality.

# Prefix-free and suffix-free codes

## Definition (prefix-free code)

A code  $\mathbf{B}$  is called *prefix-free* if no code word  $\mathbf{B}(\mathbf{x})$  is a prefix of another code word  $\mathbf{B}(\mathbf{y})$ , i.e., it is not true that  $\mathbf{B}(\mathbf{y}) = \mathbf{B}(\mathbf{x})\mathbf{u}$  for  $\mathbf{x} \neq \mathbf{y}$  and  $\mathbf{u} \in \mathbb{Y}^*$ .

## Definition (suffix-free code)

A code  $\mathbf{B}$  is called *suffix-free* if no code word  $\mathbf{B}(\mathbf{x})$  is a suffix of another code word  $\mathbf{B}(\mathbf{y})$ , i.e., it is not true that  $\mathbf{B}(\mathbf{y}) = \mathbf{u}\mathbf{B}(\mathbf{x})$  for  $\mathbf{x} \neq \mathbf{y}$  and  $\mathbf{u} \in \mathbb{Y}^*$ .

## Example (a code which is prefix-free but not suffix-free)

symbol $\mathbf{x}$ :	code word $\mathbf{B}(\mathbf{x})$ :
$a$	$10$
$b$	$0$
$c$	$11$

# Prefix-free and suffix-free codes (continued)

## Theorem

*Any prefix-free or suffix-free code is uniquely decodable.*

## Proof

Without loss of generality we shall restrict ourselves to prefix-free codes. The proof for suffix-free codes is mirror-like. Let  $\mathbf{B}$  be a prefix-free code and assume that  $\mathbf{B}(x_1)\dots\mathbf{B}(x_n) = \mathbf{B}(y_1)\dots\mathbf{B}(y_m)$ . By the prefix-free property the initial segments  $\mathbf{B}(x_1)$  and  $\mathbf{B}(y_1)$  must match exactly and  $x_1 = y_1$ . The analogous argument applied by induction yields  $x_i = y_i$  for  $i = 2, \dots, n$  and  $n = m$ . Thus code  $\mathbf{B}$  is uniquely decodable.



# A theorem converse to Kraft inequality

## Theorem

If function  $l : \mathbb{X} \rightarrow \mathbb{N}$  satisfies inequality

$$\sum_{x \in \mathbb{X}} 2^{-l(x)} \leq 1$$

then we may construct a prefix-free code  $\mathbf{B} : \mathbb{X} \rightarrow \{0, 1\}^*$  such that  $|\mathbf{B}(x)| = l(x)$ .

# Complete codes

## Definition (complete code)

A code  $\mathbf{B} : \mathbb{X} \rightarrow \{0, 1\}^*$  is called *complete* if

$$\sum_{x \in \mathbb{X}} 2^{-|\mathbf{B}(x)|} = 1.$$

## Example

A code which is prefix-free, suffix-free, and complete.

symbol $x$ :	code word $\mathbf{B}(x)$ :
$a$	$00$
$b$	$01$
$c$	$10$
$d$	$11$

# Complete codes (continued)

## Example

Another code which is prefix-free, suffix-free, and complete.

<i>symbol x:</i>	<i>code word B(x):</i>
<i>a</i>	<i>01</i>
<i>b</i>	<i>000</i>
<i>c</i>	<i>100</i>
<i>d</i>	<i>110</i>
<i>e</i>	<i>111</i>
<i>f</i>	<i>0010</i>
<i>g</i>	<i>0011</i>
<i>h</i>	<i>1010</i>
<i>i</i>	<i>1011</i>

# Shannon-Fano code

## Definition (Shannon-Fano code)

A prefix-free code  $\mathbf{B} : \mathbb{X} \rightarrow \{0, 1\}^*$  is called a *Shannon-Fano code* if

$$|\mathbf{B}(x)| = \lceil -\log P(\mathbf{X} = x) \rceil .$$

## Theorem

*Shannon-Fano codes exist for any distribution and satisfy*

$$\mathbf{H}(\mathbf{X}) \leq \mathbf{E} |\mathbf{B}(\mathbf{X})| \leq \mathbf{H}(\mathbf{X}) + 1.$$

# Shannon-Fano code (continued)

## Proof

We have

$$\sum_{x \in \mathcal{X}} 2^{-\lceil -\log P(X=x) \rceil} \leq \sum_{x \in \mathcal{X}} 2^{\log P(X=x)} \leq 1.$$

Hence Shannon-Fano codes exist. The other claim follows by

$$-\log P(X = x) \leq |B(x)| \leq -\log P(X = x) + 1.$$

# Drawbacks of the Shannon-Fano code

Shannon-Fano code is not necessarily the shortest possible code.

## Example

Consider the following distribution and codes:

<i>symbol</i> $x$ :	$P(\mathbf{X} = x)$ :	<i>code word</i> $\mathbf{B}(x)$ :	<i>code word</i> $\mathbf{C}(x)$ :
<i>a</i>	$1 - 2^{-5}$	0	0
<i>b</i>	$2^{-6}$	100000	10
<i>c</i>	$2^{-6}$	100001	11

Code  $\mathbf{B}$  is a Shannon-Fano code, whereas code  $\mathbf{C}$  is another code. We have  $H(\mathbf{X}) = 0.231\dots$ ,  $E |\mathbf{B}(\mathbf{X})| = 1.15625$ , and  $E |\mathbf{C}(\mathbf{X})| = 1.03125$ . For no symbol code  $\mathbf{C}$  is worse than code  $\mathbf{B}$ , whereas for less probable symbols code  $\mathbf{C}$  is much better.

A code that minimizes the expected code length is known under the name of Huffman code.

# Trees and paths

## Definition (binary tree)

A *binary tree* is a directed acyclic connected graph where each node has at most two children nodes and at most one parent node. The node which has no parents is called the *root node*. The nodes which have no children are called *leaf nodes*. We assume that links to the left children are labeled with **0**'s whereas links to the right children are labeled with **1**'s. Moreover, some nodes may be labeled with some symbols as well.

## Definition (path)

We say that a binary tree contains a *path*  $\mathbf{w} \in \{0, 1\}^*$  if there is a sequence of links starting from the root node and labeled with the consecutive symbols of  $\mathbf{w}$ . We say that the path is ended with symbol  $\mathbf{a} \in \mathbb{X}$  if the last link of the sequence ends in a node labeled with symbol  $\mathbf{a}$ .

# Code trees

## Definition (code tree)

The *code tree* for a code  $\mathbf{B} : \mathbb{X} \rightarrow \{0, 1\}^*$  is a labeled binary tree which contains a path  $\mathbf{w}$  if and only if  $\mathbf{B}(\mathbf{a}) = \mathbf{w}$  for some  $\mathbf{a} \in \mathbb{X}$ , and exactly in that case we require that path  $\mathbf{w}$  is ended with symbol  $\mathbf{a}$ .

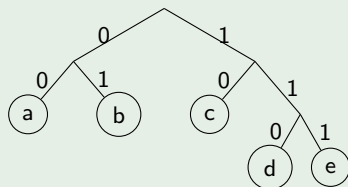
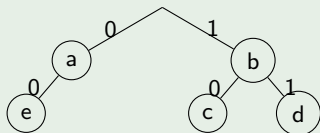


# Examples of code trees

## Example

<i>symbol x:</i>	<i>code word B(x):</i>	<i>code word C(x):</i>
<i>a</i>	<i>0</i>	<i>00</i>
<i>b</i>	<i>1</i>	<i>01</i>
<i>c</i>	<i>10</i>	<i>10</i>
<i>d</i>	<i>11</i>	<i>110</i>
<i>e</i>	<i>00</i>	<i>111</i>

The code trees for these codes are:



# Weighted code trees

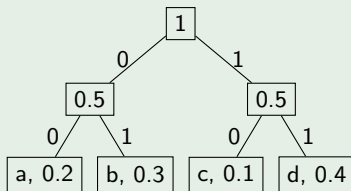
## Definition (weighted code tree)

The *weighted code tree* for a prefix code  $\mathbf{B} : \mathbb{X} \rightarrow \{0, 1\}^*$  and a probability distribution  $\mathbf{p} : \mathbb{X} \rightarrow [0, 1]$  is the code tree for code  $\mathbf{B}$  where the nodes are enhanced with the following weights: (1) for a leaf node with symbol  $\mathbf{a}$ , we add weight  $\mathbf{p}(\mathbf{a})$ , (2) to other (internal) nodes, we ascribe weights equal to the sum of weights of their children.

# Example of a weighted code tree

## Example

<i>symbol x:</i>	<b><math>p(x)</math>:</b>	<i>code word C(x):</i>
<i>a</i>	<b>0.2</b>	<i>00</i>
<i>b</i>	<b>0.3</b>	<i>01</i>
<i>c</i>	<b>0.1</b>	<i>10</i>
<i>d</i>	<b>0.4</b>	<i>11</i>



# Huffman code

## Definition (Huffman code)

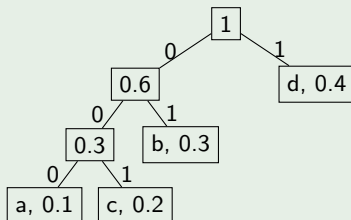
The *Huffman code* for a probability distribution  $\mathbf{p} : \mathbb{X} \rightarrow [0, 1]$  is a code whose weighted code tree is constructed by the following algorithm:

- 1 Create a leaf node for each symbol and add them to a list.
- 2 While there is more than one node in the list:
  - 1 Remove two nodes of the lowest weight from the list.
  - 2 Create a new internal node with these two nodes as children and with weight equal to the sum of the two nodes' weights.
  - 3 Add the new node to the list.
- 3 The remaining node is the root node and the tree is complete.

# Example of Huffman code

## Example

symbol $x$ :	$p(x)$ :	Huffman code $B(x)$ :
$a$	<b>0.2</b>	$000$
$b$	<b>0.3</b>	$01$
$c$	<b>0.1</b>	$001$
$d$	<b>0.4</b>	$1$



# Optimality of Huffman code

A code **B** will be called optimal for a given distribution  $\mathbf{p}(\mathbf{x}) = \mathbf{P}(\mathbf{X} = \mathbf{x})$  if  $\mathbf{E} |\mathbf{B}(\mathbf{X})|$  achieves the minimum.

## Theorem

*For any probability distribution, the Huffman code is optimal.*

To prove the theorem, we will use the this fact:

## Lemma

*Consider the two symbols  $\mathbf{x}$  and  $\mathbf{y}$  with the smallest probabilities. Then there is an optimal code tree **C** such that these two symbols are sibling leaves in the lowest level of **C**'s code tree.*

# Proof of the lemma

## Proof

Every internal node in a code tree for an optimal code must have two children. Then let  $\mathbf{B}$  be an optimal code and let symbols  $\mathbf{a}$  and  $\mathbf{b}$  be two siblings at the maximal depth of  $\mathbf{B}$ 's code tree. Assume without loss of generality that  $\mathbf{p}(\mathbf{x}) \leq \mathbf{p}(\mathbf{y})$  and  $\mathbf{p}(\mathbf{a}) \leq \mathbf{p}(\mathbf{b})$ . We have  $\mathbf{p}(\mathbf{x}) \leq \mathbf{p}(\mathbf{a})$ ,  $\mathbf{p}(\mathbf{y}) \leq \mathbf{p}(\mathbf{b})$ ,  $|\mathbf{B}(\mathbf{a})| \geq |\mathbf{B}(\mathbf{x})|$ , and  $|\mathbf{B}(\mathbf{b})| \geq |\mathbf{B}(\mathbf{y})|$ . Now let  $\mathbf{C}$ 's code tree differ from the  $\mathbf{B}$ 's code tree by switching  $\mathbf{a} \leftrightarrow \mathbf{x}$  and  $\mathbf{b} \leftrightarrow \mathbf{y}$ . Then we obtain

$$\begin{aligned} & \mathbf{E} |\mathbf{C}(\mathbf{X})| - \mathbf{E} |\mathbf{B}(\mathbf{X})| \\ &= (\mathbf{p}(\mathbf{a}) - \mathbf{p}(\mathbf{x}))(|\mathbf{B}(\mathbf{x})| - |\mathbf{B}(\mathbf{a})|) \\ & \quad + (\mathbf{p}(\mathbf{b}) - \mathbf{p}(\mathbf{y}))(|\mathbf{B}(\mathbf{y})| - |\mathbf{B}(\mathbf{b})|) \leq 0. \end{aligned}$$

Hence code  $\mathbf{C}$  is also optimal.

# Proof of Huffman code's optimality

Now we will proceed by induction on the number of symbols in the alphabet  $\mathbb{X}$ . If  $\mathbb{X}$  contains only two symbols, then Huffman code is optimal. In the second step, we assume that Huffman code is optimal for  $n - 1$  symbols and we prove its optimality for  $n$  symbols. Let  $\mathbf{C}$  be an optimal code for  $n$  symbols. Without loss of generality we may assume that symbols  $\mathbf{x}$  and  $\mathbf{y}$  having the smallest probabilities occupy two sibling leaves in the lowest level of  $\mathbf{C}$ 's code tree. Then from the weighted code tree of  $\mathbf{C}$  we construct a code  $\mathbf{C}'$  for  $n - 1$  symbols by removing nodes with symbols  $\mathbf{x}$  and  $\mathbf{y}$  and ascribing a symbol  $\mathbf{z}$  to its parent node. Hence we have

$$E |\mathbf{C}'(\mathbf{X}')| = E |\mathbf{C}(\mathbf{X})| - p(\mathbf{x}) - p(\mathbf{y}),$$

where variable  $\mathbf{X}' = \mathbf{z}$  if  $\mathbf{X} \in \{\mathbf{x}, \mathbf{y}\}$  and  $\mathbf{X}' = \mathbf{X}$  otherwise.



# Proof of Huffman code's optimality (continued)

On the other hand, let  $\mathbf{B}'$  be the Huffman code for  $\mathbf{X}'$  and let  $\mathbf{B}$  be the code constructed from  $\mathbf{B}'$  by adding leaves with symbols  $x$  and  $y$  to the node with symbol  $z$ . By construction, code  $\mathbf{B}$  is the Huffman code for  $\mathbf{X}$ . We have

$$\mathbf{E} |\mathbf{B}'(\mathbf{X}')| = \mathbf{E} |\mathbf{B}(\mathbf{X})| - p(x) - p(y).$$

Because  $\mathbf{E} |\mathbf{B}'(\mathbf{X}')| \leq \mathbf{E} |\mathbf{C}'(\mathbf{X}')|$  by optimality of Huffman code  $\mathbf{B}'$ , we obtain  $\mathbf{E} |\mathbf{B}(\mathbf{X})| \leq \mathbf{E} |\mathbf{C}(\mathbf{X})|$ . Hence Huffman code  $\mathbf{B}$  is also optimal.