

EE 274 lecture 3

SCL sneak peek

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Entropy as the fundamental limit for lossless compression

Recap

- Prefix codes & tree representation
- Thumb rule - $l(x) \approx \log_2 \frac{1}{P(x)}$
- Kraft's inequality:
 - Any prefix code $\Rightarrow \sum 2^{-l_i} \leq 1$
 - $\sum 2^{-l_i} \leq 1 \Rightarrow$ There exists prefix code with these lengths
 - Simple greedy construction by sorting the lengths
 - In particular, for $l(x) = \left\lceil \log_2 \frac{1}{P(x)} \right\rceil$, above inequality holds, and a code exists!

Decoding for prefix codes...

```
def decode_block(self, bitarray: BitArray):  
    """  
    decode the bitarray one symbol at a time using the decode_symbol  
  
    as prefix free codes have specific code for each symbol, and due to the prefix free nature, allow for  
    decoding each symbol from the stream, we implement decode_block function as a simple loop over  
    decode_symbol function.  
  
    Args:  
        bitarray (BitArray): input bitarray with encoding of >=1 integers  
  
    Returns:  
        Tuple[DataBlock, Int]: return decoded integers in data block, number of bits read from input  
    """  
    data_list = []  
    num_bits_consumed = 0  
    while num_bits_consumed < len(bitarray):  
        s, num_bits = self.decode_symbol(bitarray[num_bits_consumed:])  
        num_bits_consumed += num_bits  
        data_list.append(s)  
  
    return DataBlock(data_list), num_bits_consumed
```

How to implement `decode_symbol`?

```
class PrefixFreeTree:
```

```
    """
```

```
    Class representing a Prefix Free Tree
```

```
    def decode_symbol(self, encoded_bitarray):
```

```
        """
```

```
        Decodes the encoded bitarray stream by decoding symbol by symbol. We parse through the prefix free tree, till we reach a leaf node which gives us the decoded symbol ID using prefix-free property of the tree.
```

```
        - start from the root node
```

```
        - if the next bit is 0, go left, else right
```

```
        - once you reach a leaf node, output the symbol corresponding the node
```

```
        """
```

```
        # initialize num_bits_consumed
```

```
        num_bits_consumed = 0
```

```
        # continue decoding until we reach leaf node
```

```
        curr_node = self.root_node
```

```
        while not curr_node.is_leaf_node:
```

```
            bit = encoded_bitarray[num_bits_consumed]
```

```
            if bit == 0:
```

```
                curr_node = curr_node.left_child
```

```
            else:
```

```
                curr_node = curr_node.right_child
```

```
            num_bits_consumed += 1
```

```
        # as we reach the leaf node, the decoded symbol is the id of the node
```

```
        decoded_symbol = curr_node.id
```

```
        return decoded_symbol, num_bits_consumed
```

Why SCL?

- Efficient implementations often hard for a beginner to understand or modify
- Implementations of many basic algorithms hard to find
- Intuitively understanding the algorithm \neq being able to implement it in practice

Why SCL?

- Provide research implementation of common data compression algorithms
- Provide convenient framework to quickly modify existing compression algorithm and to aid research in the area
- To ourselves understand these algorithms better 😊

SCL at a glance

```
.
├── LICENSE
├── README.md
├── compressors
│   ├── baseline_compressors.py
│   ├── fano_coder.py
│   ├── golomb_coder.py
│   ├── huffman_coder.py
│   ├── prefix_free_compressors.py
│   ├── rANS.py
│   ├── shannon_coder.py
│   ├── shannon_fano_elias_coder.py
│   ├── tANS.py
│   ├── typical_set_coder.py
│   └── universal_uint_coder.py
├── core
│   ├── data_block.py
│   ├── data_encoder_decoder.py
│   ├── data_stream.py
│   ├── encoded_stream.py
│   └── prob_dist.py
├── external_compressors
│   └── zlib_external.py
├── requirements.txt
├── utils
│   ├── bitarray_utils.py
│   ├── misc_utils.py
│   ├── test_utils.py
│   └── tree_utils.py
```

Now back to the board...