

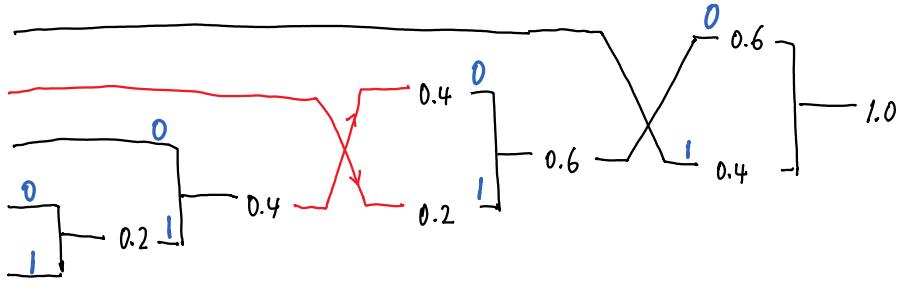
## Lecture 12

### Huffman Code (cont'd)

Consider another example:

$$\text{Alphabet} = \{a_1, a_2, a_3, a_4, a_5\}$$

| Codeword | Symbol | Prob |
|----------|--------|------|
| 1        | $a_1$  | 0.4  |
| 01       | $a_2$  | 0.2  |
| 000      | $a_3$  | 0.2  |
| 0010     | $a_4$  | 0.1  |
| 0011     | $a_5$  | 0.1  |



Avg. Codeword Length (ACL)

$$= 1 \times 0.4 + 2 \times 0.2 + 3 \times 0.2 + 4 \times 0.1 + 4 \times 0.1 = 2.2 \text{ bits/symbol}$$

Entropy of the source entropy:

$$H(0.4, 0.2, 0.2, 0.1, 0.1) = 2.1219 \text{ bits/symbol}$$

```
>> -0.4*log2(0.4)-2*0.2*log2(0.2)-2*0.1*log2(0.1)
ans =
2.1219
```

$$\text{Redundancy} = \text{ACL} - H() = 2.2 - 2.1219 = 0.0781 \text{ bit/symbol}$$

$$\text{Var}[X] \approx E[(X - E[X])^2]$$

Variance of the codeword lengths

$$= (1 - 2.2)^2 \times 0.4 + (2 - 2.2)^2 \times 0.2 + (3 - 2.2)^2 \times 0.2 + (4 - 2.2)^2 \times 0.1 \times 2 = 1.36$$

Next, minimum-variance Huffman codes:

Break the probability tie by moving the **composite symbol upward**.

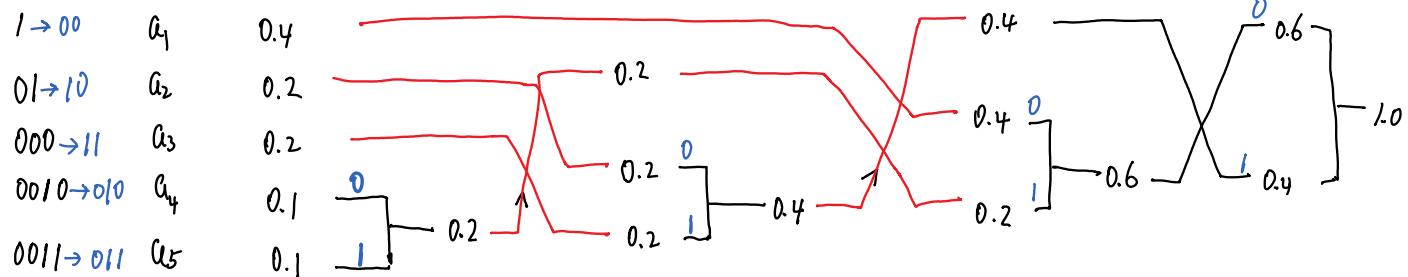
**variance** — Variance for Huffman code

'min' | 'max'

Variance for Huffman code, specified as one of these values.

- 'min' — This function generates N-ary Huffman code dictionary with the minimum variance. If you do not specify the variance input argument, the function uses this case (default).
- 'max' — This function generates N-ary Huffman code dictionary with the maximum variance.

Codeword      Symbol      Prob



$$\text{Avg. Codeword Length (ACL)} = 2 \times 0.4 + 2 \times 0.2 + 2 \times 0.2 + 3 \times 0.1 + 3 \times 0.1 = 2.2 \text{ bits/symbol} \text{ -- no change}$$

Variance of the codeword lengths

$$= (2 - 2.2)^2 \times 0.4 + (2 - 2.2)^2 \times 0.2 + (2 - 2.2)^2 \times 0.2 + (3 - 2.2)^2 \times 0.1 \times 2 = 0.16 < 1.36 \text{ previously}$$

Matlab,  
Huffmandict ()  
Generate Huffman code dictionary

```
>> symbols = (1:5)
symbols =
    1    2    3    4    5
>> p = [.4 .2 .2 .1 .1]
p =
    0.4000    0.2000    0.2000    0.1000    0.1000
>> sum(p)
ans =
    1
>> [dict, avglen] = huffmandict(symbols, p);
>> avglen
avglen =
    2.2000
```

>> dict

| Codeword | Symbol |
|----------|--------|
| $1$      | $a_1$  |
| $01$     | $a_2$  |
| $000$    | $a_3$  |
| $0010$   | $a_4$  |
| $0011$   | $a_5$  |

dict =

5x2 cell array

| Index | Codeword    |
|-------|-------------|
| {[1]} | {[ 1]}      |
| {[2]} | {[ 0 0 0]}  |
| {[3]} | {[ 0 1]}    |
| {[4]} | {[0 0 1 1]} |
| {[5]} | {[0 0 1 0]} |

- Color image (R,G,B components) -- HW3 problem

```
>> I = imread('football.jpg');
>> imshow(I)
>> whos I
  Name      Size            Bytes Class Attributes
  I         256x320x3       245760  uint8

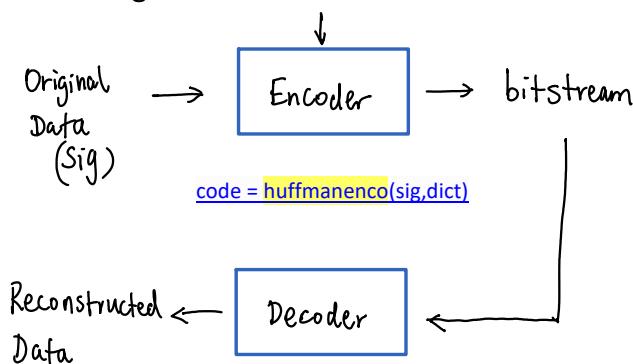
>> IR = I(:,:,1);
>> figure; imshow(IR)
```

Go back to minimum-variance Huffman code:

```
>> [dict,avglen] = huffmandict(symbols, p, 2, 'min');
>> avglen
avglen =
2.2000
```

```
>> dict
dict =
5×2 cell array
{[1]} {[ 0 0]}           Codeword   Symbol
{[2]} {[ 1 1]}           1→00      a1
{[3]} {[ 1 0]}           01→10    a2
{[4]} {[0 1 1]}          000→11   a3
{[5]} {[0 1 0]}          0010→010 a4
                                         0011→011 a5
```

Huffman encoding: `dict = huffmandict (symbols, p)`



```
>> symbols = 1:6;
p = [.5 .125 .125 .0625 .0625];
>>[dict,avglen] = huffmandict(symbols,p);
>> inputSig = randsrc(100,1,[symbols;p]);
```

```
>> code = huffmanenco(inputSig,dict);
>> 224/100
ans =
2.2400
>> avglen
avglen =
2.1250
```