

# Lempel-Ziv-Welch algorithm

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# Coding: Reminder notes

We have a non-empty, finite  $\Sigma$  alphabet. The elements of  $\Sigma$  are called characters.  $\Sigma^*$  is the set of finite character sequences. A finite character sequence is called *text/file/sentence/word*. ( $\varepsilon \in \Sigma^*$  is a special text, the empty text.)

## Encoding texts

$$e : \Sigma^* \rightarrow \{0, 1\}^*,$$

where  $e$  is an encoding function.

## Coding scheme

$$e \quad " + " \quad d : \{0, 1\}^* \rightarrow \Sigma^*,$$

where  $d$  is a decoding function.

Two parties/sides are involved in coding: Sender/Receiver, A/B, Alice/Bob.

# Character based coding with fixed length

## Character based encoding with fixed length

There is a constant  $\ell$  and a 1-1 map

$$k : \Sigma \rightarrow \{0, 1\}^\ell,$$

(we assume that  $|\Sigma| \leq 2^\ell$ , i.e.  $\ell \geq \lceil \log_2 |\Sigma| \rceil$ ).

Encoding based on  $k$  is

$$\hat{k} : \Sigma^* \rightarrow \{0, 1\}^*,$$

where for a text  $\tau \in \Sigma^*$ , we obtain  $\hat{k}(\tau)$  by slicing  $\tau$  into characters (if  $\tau$  is not empty, then we take the first character, and we process the leftover text recursively) we encode the characters using  $k$  (compute  $k$  at the character, the code of the actual character), and concatenate the codes of the characters.

# Character based coding with variable length

## *H-tree and prefix-free encoding of characters*

There is  $T$  rooted, binary, plane (0/1 labels at the two edges going to the two children) tree, and a bijective map between  $\Sigma$  and the leaves of  $T$ . The root- $\ell(b)$  path defines the code of the character "b" ( $\ell(b)$  is the leaf matched to the character  $b$ ):

$$k : \Sigma \rightarrow \mathcal{L} \subset \{0, 1\}^*.$$

## *Character based coding with variable length*

Encoding based on  $k$  is

$$\hat{k} : \Sigma^* \rightarrow \{0, 1\}^*,$$

where for a text  $\tau \in \Sigma^*$ , we obtain  $\hat{k}(\tau)$  by slicing  $\tau$  into characters (if  $\tau$  is not empty, then we take the first character, and we process the leftover text recursively) we encode the characters using  $k$  (compute  $k$  at the character, the code of the actual character), and concatenate the codes of the characters.

# Dictionary based encoding with fixed length

Let  $D$  be a finite set of keywords:  $D \subset \Sigma^*$ . We always assume that  $\Sigma \equiv \Sigma^1 \subset D$ .

## Character based coding with fixed length

There is a constant  $\ell$  and a 1-1 "dictionary" map

$$d : \Sigma \rightarrow \{0, 1\}^\ell.$$

Encoding based on  $d$  is

$$\hat{d} : \Sigma^* \rightarrow \{0, 1\}^*,$$

where for a text  $\tau \in \Sigma^*$ , we obtain  $\hat{d}(\tau)$  by slicing  $\tau$  into words ( $\in D$ ) (if  $\tau$  is not empty, then we take the LONGEST prefix of it, that is in the dictionary, and we process the leftover text recursively) we encode the word, actually cut off, using  $k$  (compute  $k$  at the word, the code of the actual word), and concatenate the codes of the words.

# Dictionary based decoding with fixed length

If the dictionary,  $(D, d)$  is known for both parties, then the decoding is very easy.

# Break



# Fixed length LZW: The initial dictionary

We assume that  $\Sigma = \Sigma_{ASCII}$ , the character set of the ASCII code.

We choose a suitable length  $\ell > 7 = \log_2 |\Sigma_{ASCII}|$ . Our dictionary is capable to store  $2^\ell$  words.

The initial dictionary contains  $\Sigma$  and two special "messages" (not words): START, STOP.

The code of ASCII characters are the ASCII code padded by  $0^{\ell-7}$  at the beginning. The code of "START" is 128, the code of "STOP" is 129.

## Example

We assume  $\ell = 12$ . The ASCII code of the letter 'a' is  $97 \equiv 110\ 0001$ . In the dictionary its code is  $97 \equiv 0000\ 0110\ 0001$ .



# Fixed length LZW: Encoding with extending the dictionary

Finding the new chunk of the text to be processed:

Assume that the sender found the word  $w$  as a prefix of the unprocessed/leftover text, but  $w^+ = w''c''$  was not prefix.

Encoding the actual chunk: From the dictionary we get the code for  $w$ . We send it over.

Update: Update the processed and leftover parts of the text.

Extending the dictionary: We add the word  $w^+$  with the first available bit sequence in the dictionary. We skip the extension step if the dictionary is full.

Stop: If we processed the whole set we send "129".

# Fixed length LZW: Sender vs receiver, example 1

The text: "mama ma mamaligát főz" (the ASCII codes are m:109; a:97; SPACE:32)

## Example

sender 128   109   97 → receiver  
 m|a|ma ma mamaligát főz → m|a|??...

START	128	START	128
STOP	129	STOP	129
ma	130	ma	130
am	131	a?	131

# Fixed length LZW: Sender vs receiver, example 2

The text: "mama ma mamaligát főz" (the ASCII codes are m:109; a:97; SPACE:32)

## Example

sender      128   109   97   130      →      receiver  
 m|a|ma| ma mamaligát főz      →      m|a|ma|??...

START	128	START	128
STOP	129	STOP	129
ma	130	ma	130
am	131	am	131
ma_	132	ma?	132

# Fixed length LZW: Sender vs receiver, example 3

The text: "mama ma mamaligát főz" (the ASCII codes are m:109; a:97; SPACE:32)

## Example

sender      128   109   97   130   32      receiver  
 m|a|ma| |ma mamaligát főz      m|a|ma|\_|??...

START	128	START	128
STOP	129	STOP	129
ma	130	ma	130
am	131	am	131
ma_	132	ma_	132
_m	133	_?	133

# Fixed length LZW: Sender vs receiver, example 4

The text: "mama ma mamaligát főz" (the ASCII codes are m:109; a:97; SPACE:32)

## Example

sender      128   109   97   130   32   132      receiver  
                  ───────────────────────────────────→  
 m|a|ma| |ma |mamaligát főz      ─────────────────→      m|a|ma|\_|ma\_|??...

START	128	START	128
STOP	129	STOP	129
ma	130	ma	130
am	131	am	131
ma_	132	ma_	132
_m	133	_m	133
ma_m	134	ma_?	134

# Fixed length LZW: Sender vs receiver

## Theorem

Before the whole text is encoded the receiver dictionary is the same as the sender dictionary except the last line, where the word's last character is unknown.

## Corollary

After obtaining a new part of the code the receiver side can make up for the disadvantage in the previous dictionary.

# Break



# Dictionaries with increasing length

In our first version of LZW the length  $\ell$  of code bit sequences is fixed.

This is a problem. If we set  $\ell$  too large, then the final dictionary will be short compared to the possibility. If we set  $\ell$  too small, then the dictionary might be full very soon.

The solution is a simple modification:

Initialization: Set  $\ell = 8$ .

The NEW extending the dictionary: We add the word  $w^+$  with the first available bit sequence in the dictionary. If the dictionary is full, then  $\ell \leftarrow \ell + 1$ . Available bit sequences will appear, the dictionary extension is possible.



# Dictionaries with increasing length: Receiver side

## Theorem

The receiver side can decode the actual length, set by the sender side.

Proof: Easy. The dictionary on the receiver side has the same number of lines. The timing of the incrementation of the length depends on the number of lines.

# This is the end!

Thank you for your attention!