

4.3 Redundancy of Prefix Codes

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• We will present an alternative proof specifically for prefix codes which offers much insight into the redundancy of such codes.

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• Let *I* be the index set of all the internal nodes (including the root) in the code tree.

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- q_k is equal to the sum of the probabilities of all the leaves descending from node *k*.

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• Once node *k* is reached, the conditional branching distribution is

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• Then define the conditional entropy of node *k* by

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h_k = H_D\left(\left\{\frac{\tilde{p}_{k,0}}{q_k}, \frac{\tilde{p}_{k,1}}{q_k}, \cdots, \frac{\tilde{p}_{k,D-1}}{q_k}\right\}\right) \le \log_D D = 1.
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Conditional Branching Distribution

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- *•* All the codewords have length equal to 1.

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Lemma 4.19 $H_D(X) = \sum_{k \in \mathcal{I}} q_k h_k$.

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10. The outcome of *V* can be represented by a code tree with *n* internal nodes which is obtained by pruning the original code tree at node *k*.

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$$
H_D(X) = \sum_{k \in \mathcal{I}} q_k h_k
$$
.

1. We prove the lemma by induction on the number of internal nodes of the code tree.

2. If there is only one internal node, it must be the root of the tree. Then the lemma is trivially true upon observing that the reaching probability of the root is equal to 1.

3. Assume the lemma is true for all code trees with *n* internal nodes, and consider a code tree with $n+1$ internal nodes.

4. Let *k* be an internal node such that *k* is the parent of a leaf *c* with maximum order.

5. Each sibling of *c* may or may not be a leaf. If it is not a leaf, then it cannot be the ascendent of another leaf because we assume that *c* is a leaf with maximum order.

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7. If we do not identify the outcome exactly in the first step, which happens with probability q_k , we further identify in the second step which of the children (child) of node *k* the outcome is (there is only one child of node *k* which can be the outcome if all the siblings of *c* are not leaves). We call this random variable *W*.

8. If the second step is not necessary, we assume that *W* takes a constant value with probability 1.

9. Then
$$
X = (V, W)
$$
.

10. The outcome of *V* can be represented by a code tree with *n* internal nodes which is obtained by pruning the original code tree at node *k*.

11. By the induction hypothesis,

$$
H(V) = \sum_{k' \in \mathcal{I} \backslash \{k\}} q_{k'} h_{k'}.
$$

12. Then we have

 $H(X) = H(V, W)$

Lemma 4.19
$$
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\frac{H(V) + H(W|V)}{\sum_{k' \in \mathcal{I} \setminus \{k\}} q_{k'} h_{k'} + (1 - q_k) \cdot 0 + q_k h_k}
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H_D(X) = \sum_{k \in \mathcal{I}} q_k h_k
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\sum_{k' \in \mathcal{I} \backslash \{k\}} \frac{q_{k'} h_{k'}}{q_{k'} h_{k'}} + \underbrace{(1 - q_k) \cdot 0} + \underbrace{q_k h_k}_{q_{k'} h_{k'}}
$$

=
$$
\sum_{k' \in \mathcal{I}} q_{k'} h_{k'}
$$

$\textbf{Lemma 4.19} \ \ \frac{H_D(X) = \sum_{k \in \mathcal{I}} q_k h_k.$

Proof

1. We prove the lemma by induction on the number of internal nodes of the code tree.

2. If there is only one internal node, it must be the root of the tree. Then the lemma is trivially true upon observing that the reaching probability of the root is equal to 1.

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11. By the induction hypothesis,

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H(X) = H(V, W)
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$$

=
$$
\sum_{k' \in \mathcal{I}} q_{k'} h_{k'}
$$

The lemma is proved.

Lemma 4.20 $L = \sum_{k \in \mathcal{I}} q_k$.

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$$
L = 3p_1 + 3p_2 + 3p_3 + 3p_4 + 2p_5 + 2p_6
$$

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= \sum_{k \in \mathcal{I}} \frac{q_k}{n!}
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Lemma 4.20
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L = \sum_{k \in \mathcal{I}} q_k
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4. Then

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L = \sum_{i} p_i l_i
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=
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\sum_{i} p_i \sum_{k \in \mathcal{I}} a_{ki}
$$

=
$$
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$$

=
$$
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proving the lemma.

• Define the local redundancy of an internal node *k* by

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r_k = q_k(1 - h_k).
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- $r_k = 0$ if and only if

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i.e., if and only if the internal node *k* is balanced.

• $r_k \geq 0$ because $h_k \leq 1$.

Theorem 4.21 (Local Redundancy Theorem) Let *R* be the redundancy of a *D*-ary prefix code for a source random variable *X*. Then

$$
R = \sum_{k \in \mathcal{I}} r_k.
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Proof
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=
$$
\sum_{k \in \mathcal{I}} \frac{q_k - \sum_{k \in \mathcal{I}} q_k h_k}{\sum_{k \in \mathcal{I}} q_k (1 - h_k)}
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=
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=
$$
\sum_{k \in \mathcal{I}} \frac{q_k (1 - h_k)}{r_k}
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- 2. $R \geq 0$ because $r_k \geq 0$ for all internal nodes *k*.
- 3. $R = 0$ if and only if $r_k = 0$ for all k, which means that all the internal nodes in the code tree are balanced.

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	- 2. Corollary 4.22 states that in order for the entropy bound to be tight, all the internal nodes in the code tree must be balanced.
	- 3. That is, as long as the codeword is not completed, the next code symbol to be revealed always carries one *D*-it of information because it is distributed uniformly on the alphabet.

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(p_{m-1} + p_m) \left[1 - H_2 \left(\left\{ \frac{p_{m-1}}{p_{m-1} + p_m}, \frac{p_m}{p_{m-1} + p_m} \right\} \right) \right],
$$

which is a lower bound on *R*.