

# Compression of sparse matrices

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# Presentation contents

- ▶ Sparse matrices
- ▶ Proposed solution
- ▶ Christofides–Serdyukov algorithm
- ▶ Compression of chain codes
- ▶ Preliminary results
- ▶ Future work

# Sparse matrices

- ▶ 2D arrays
- ▶ At least 2/3 of the cells are empty
- ▶ It is sensible to only encode non-empty cells
  - How do we efficiently encode the coordinates?

# Proposed solution – outline (1 / 3)

- ▶ Encode the path between points
- ▶ How to generate the path?
  - Travelling salesman problem
  - Complete solution is not feasible, approximation is needed
  - Christofides–Serdyukov algorithm
- ▶ Use chain codes to encode the path
- ▶ Compress chain codes

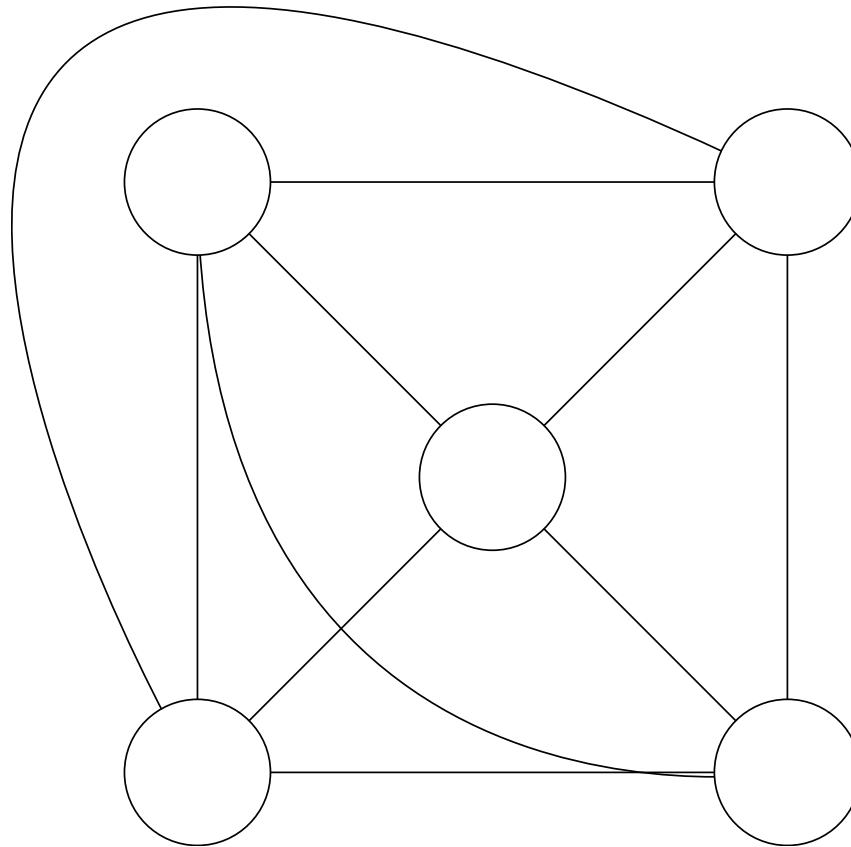
# Christofides–Serdyukov algorithm (1 / 3)

- ▶ TSP approximation algorithm
- ▶ Used terms:
  - $N$  – the number of vertices
  - Minimum spanning tree: a connected graph with  $N - 1$  edges
  - Perfect matching: connecting the vertices by a set of edges, so that each vertex is connected to exactly one other vertex
  - Eulerian circuit: a circular path on the graph that visits each edge exactly once
  - Hamiltonian circuit: a circular path on the graph that visits each vertex exactly once

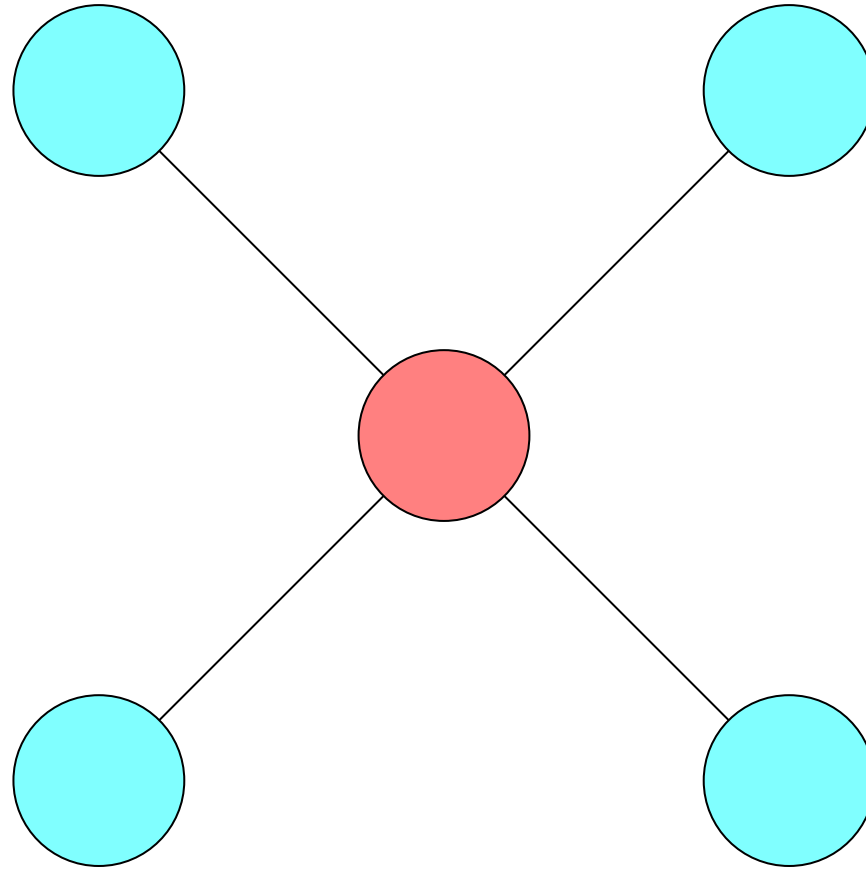
# Christofides–Serdyukov algorithm (2 / 3)

- ▶ Create a minimum spanning tree
- ▶ Find a minimum–weight perfect matching on vertices of odd degree
- ▶ Combine the edges of MST and perfect matching
- ▶ Find an Eulerian circuit
- ▶ Transform the circuit into a Hamiltonian one

# Christofides–Serdyukov algorithm (3 / 3)

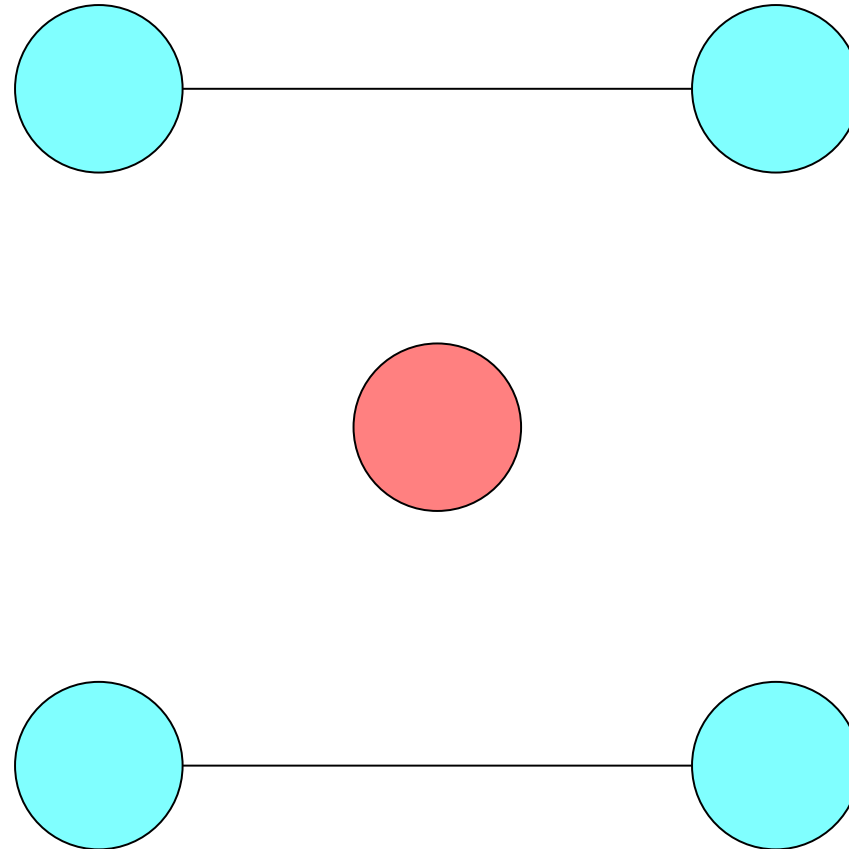


# Christofides–Serdyukov algorithm (3 / 3)

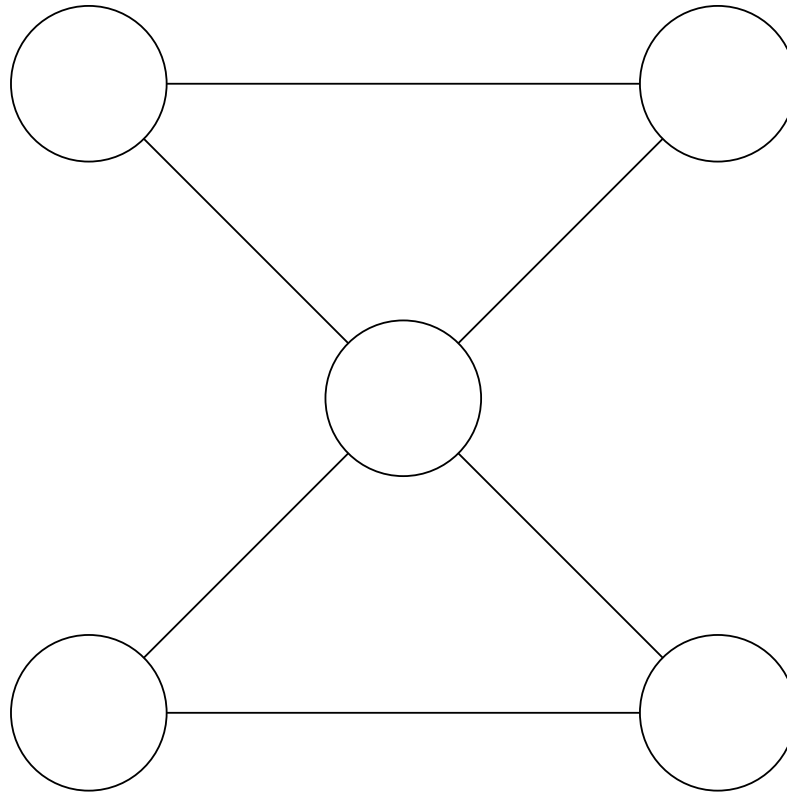




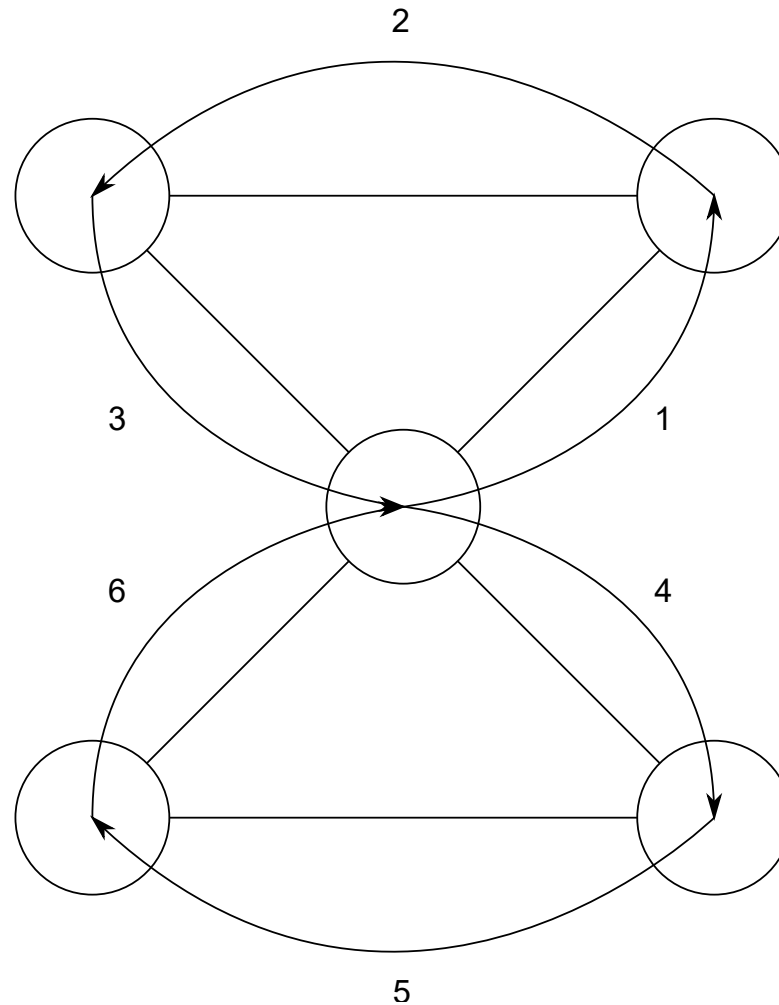
# Christofides–Serdyukov algorithm (3 / 3)



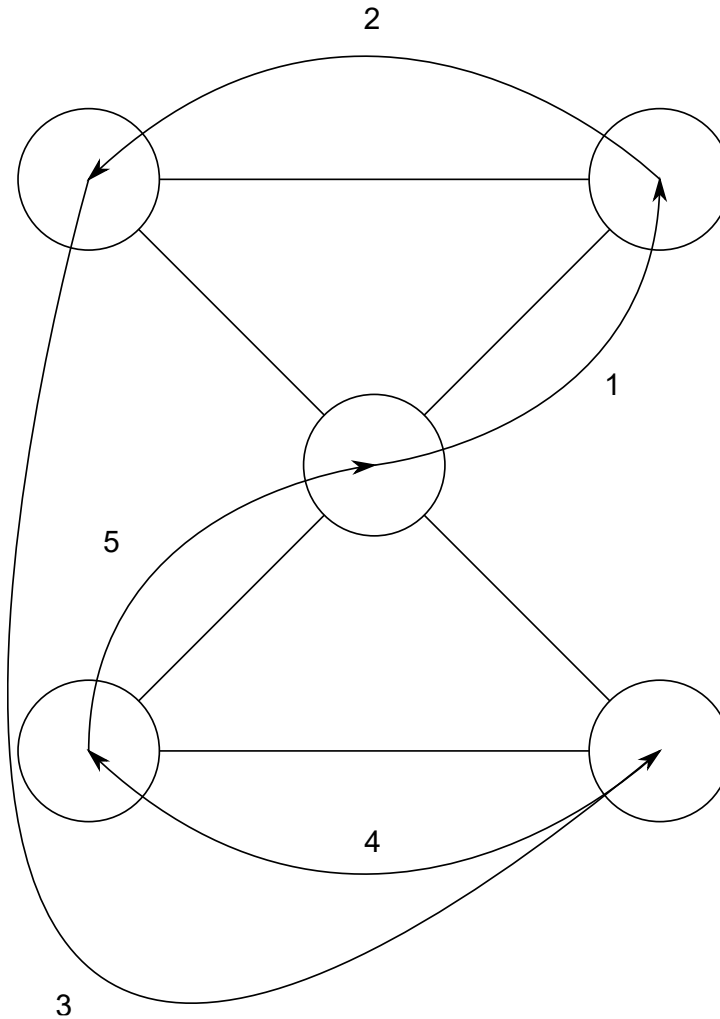
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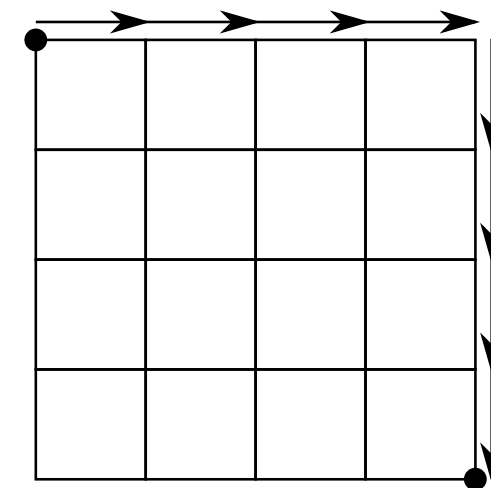


# Proposed solution – details (2 / 3)

- ▶ Split the matrix into four quadrants
- ▶ Apply Christofides–Serdyukov algorithm on each quadrant separately
- ▶ Encode the TSP circuit in each quadrant using chain codes
- ▶ Concatenate the chain codes
- ▶ Compress the chain codes
- ▶ Compress the matrix data (not yet a part of this research)

## Proposed solution – chain code traversal (2/3)

- ▶ Firstly, move along X-axis
- ▶ Then move along Y-axis
- ▶ F4 – point position is marked by outputting reverse of the previous direction  
(0, 0, 0, 0, 3, 3, 3, 3, 1)
- ▶ Relative F4 – only three codes used to encode movements, fourth code used for marking points  
(0, 0, 0, 0, 1, 0, 0, 0, 3)
- ▶ 3OT, VCC – not tested yet



# Compression of chain codes

- ▶ Testing different combinations of encoding
- ▶ String transformations:
  - BWT
  - MTF
- ▶ Entropy coding:
  - Arithmetic coder
  - Interpolative coder
  - ANS coder
  - RLE
  - Binary coder (PAQ8L)

# Preliminary results

- ▶ Best results are obtained with PAQ8L entropy coder
- ▶ The method has not yet been tested extensively
- ▶ Best preliminary results on a black and white image with 2% white pixels:
  - Relative F4 + BWT + PAQ8L: 0,0479 bpp
  - Relative F4 + BWT + MTF + PAQ8L: 0,0483 bpp
  - Relative F4 + PAQ8L: 0,0494 bpp



# Future work

- ▶ Efficiency evaluation on a larger dataset
- ▶ Test different chain codes
- ▶ Test another rasterizing method
- ▶ Evaluation of method with a higher number of dimensions
- ▶ Research compression of matrix/image values