

CS 2100:

Huffman codes



Recap

Lab due Sunday ←

Reading for Zybook -
check later today (Graphs)

Next HW is posted

Final exam:

Wed at 2pm
↳ last day of class:
review session

Huffman Codes - the idea:

We would like to transmit
info using as few bits
as possible.

What does ASCII do?

8-bit rep. of letters
↳ 256 characters
x letters \Rightarrow 8x bits

How can we do better?

↳ Well, what if we don't
use all the characters?

fewer than 8 bits
↳ shorter

use fewer bits for
more common letters

Problem:

If not fixed length, hard to tell when a character is finished.

Ex:

E	:	11	} 2 bits
A	:	00	
S	:	01	
J	:	10	} 3 bits
R	:	110	
M	:	001	
B	:	010	
N	:	100	
	:	...	etc.

Decode: 11001

1	1	0	0	1
E		M		
R		S		

} X

How Should we do this?

Use frequency counts
to make a good
prefix-free code (or tree):

This sentence contains three a's, three c's, two d's, twenty-six e's, five f's, three g's, eight h's, thirteen i's, two l's, sixteen n's, nine o's, six r's, twenty-seven s's, twenty-two t's, two u's, five v's, eight w's, four x's, five y's, and only one z.

lower frequency
= more bits
↳ lower in tree

higher frequency
= fewer bits
↳ higher in tree

Goal: Minimize Cost

↳ here, minimize total length of encoded message:

Input: frequency counts
 $f[1..n]$

Compute: tree with minimum "cost"

$$\text{cost}(T) = \sum_{i=1}^n f[i] \cdot \text{depth}(i)$$



||
of bits to transmit

To do this, we'll need to use the array f :

This sentence contains three a's, three c's, two d's, twenty-six e's, five f's, three g's, eight h's, thirteen i's, two l's, sixteen n's, nine o's, six r's, twenty-seven s's, twenty-two t's, two u's, five v's, eight w's, four x's, five y's, and only one z.

If we ignore punctuation & spaces (just to keep it simple), we get:

A	C	D	E	F	G	H	I	L	N	O	R	S	T	U	V	W	X	Y	Z
3	3	2	26	5	3	8	13	2	16	9	6	27	22	2	5	8	4	5	1

Which letters should be deeper (or shallower)?

(ie: How to be greedy?)

Huffman's alg:

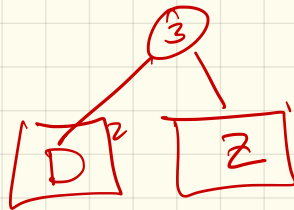
Take the two least frequent characters.

Merge them in to one letter, which becomes a new "leaf":

A	C	D	E	F	G	H	I	L	N	O	R	S	T	U	V	W	X	Y	Z
3	3	2	26	5	3	8	13	2	16	9	6	27	22	2	5	8	4	5	1

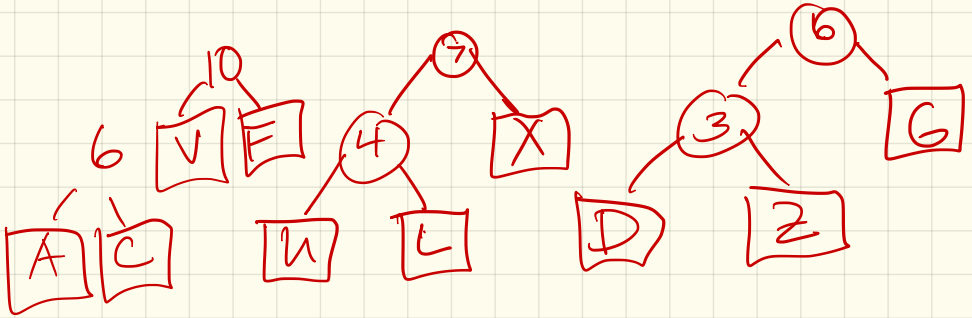


A	C	E	F	G	H	I	L	N	O	R	S	T	U	V	W	X	Y	DZ
3	3	26	5	3	8	13	2	16	9	6	27	22	2	5	8	4	5	3

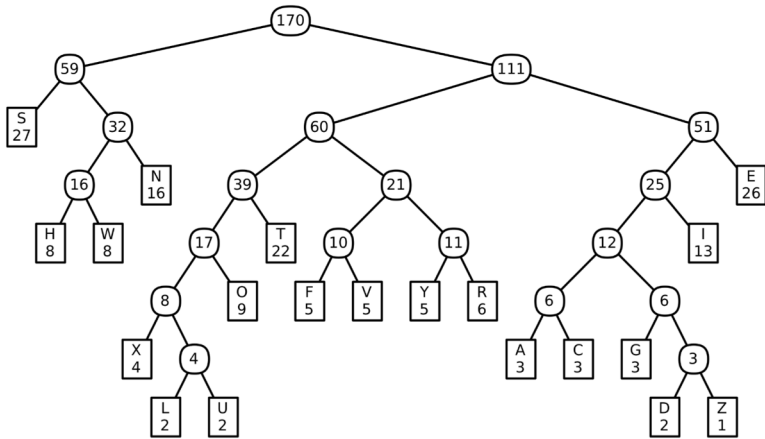


Example (cont):

AC	A	C	E	F	G	H	I	J	N	O	R	S	T	U	V	W	X	Y	Z	Lh
6	3	26	5	3	8	13	2	2	16	9	6	27	22	2	5	8	4	5	6	4



In the end, get a tree with letters at the leaves:



A Huffman code for Lee Sallows' self-descriptive sentence; the numbers are frequencies for merged characters

A	C	D	E	F	G	H	I	L	N	O	R	S	T	U	V	W	X	Y	Z
3	3	2	26	5	3	8	13	2	16	9	6	27	22	2	5	8	4	5	1

If we use this code, the encoded message starts like this:

1001 0100 1101 00 00 111 011 1001 111 011 110001 111 110001 10001 011 1001 110000 ...
 T H I S S E N T E N C E C O N T A

How many bits?

char.	A	C	D	E	F	G	H	I	L	N	O	R	S	T	U	V	W	X	Y	Z
freq.	3	3	2	26	5	3	8	13	2	16	9	6	27	22	2	5	8	4	5	1
depth	6	6	7	3	5	6	4	4	7	3	4	4	2	4	7	5	4	6	5	7
total	18	18	14	78	25	18	32	52	14	48	36	24	54	88	14	25	32	24	25	7

$$\text{Total is } \sum f[i] \cdot \text{depth}(i) \\ = 646 \text{ bits here}$$

How would ASCII do on these
170 letters

$$\hookrightarrow \underline{170 \times 8}$$

Thm: Huffman codes are optimal:
they use the fewest # of bits
possible.

pf: (go take 3/100)

Side note: This is known as
a greedy algorithm.

Implementation: use ~~priority queue~~
heap!

BUILDHUFFMAN($f[1..n]$):

for $i \leftarrow 1$ to n

$L[i] \leftarrow 0$; $R[i] \leftarrow 0$

INSERT($i, f[i]$)

for $i \leftarrow n$ to $2n - 1$

$x \leftarrow \text{EXTRACTMIN}()$

$y \leftarrow \text{EXTRACTMIN}()$

$f[i] \leftarrow f[x] + f[y]$

$L[i] \leftarrow x$; $R[i] \leftarrow y$

$P[x] \leftarrow i$; $P[y] \leftarrow i$

INSERT($i, f[i]$)

$P[2n - 1] \leftarrow 0$

* 3 arrays L, R, P :

(go take algorithms)

Next HW:

decode:

Given an input which describes a tree & a message:

- 1) Create the tree
- 2) Use it to decode the message.

One thing I skipped:
do need to store the tree.

Overview of assignment...