CSCI 241

Scott Wehrwein

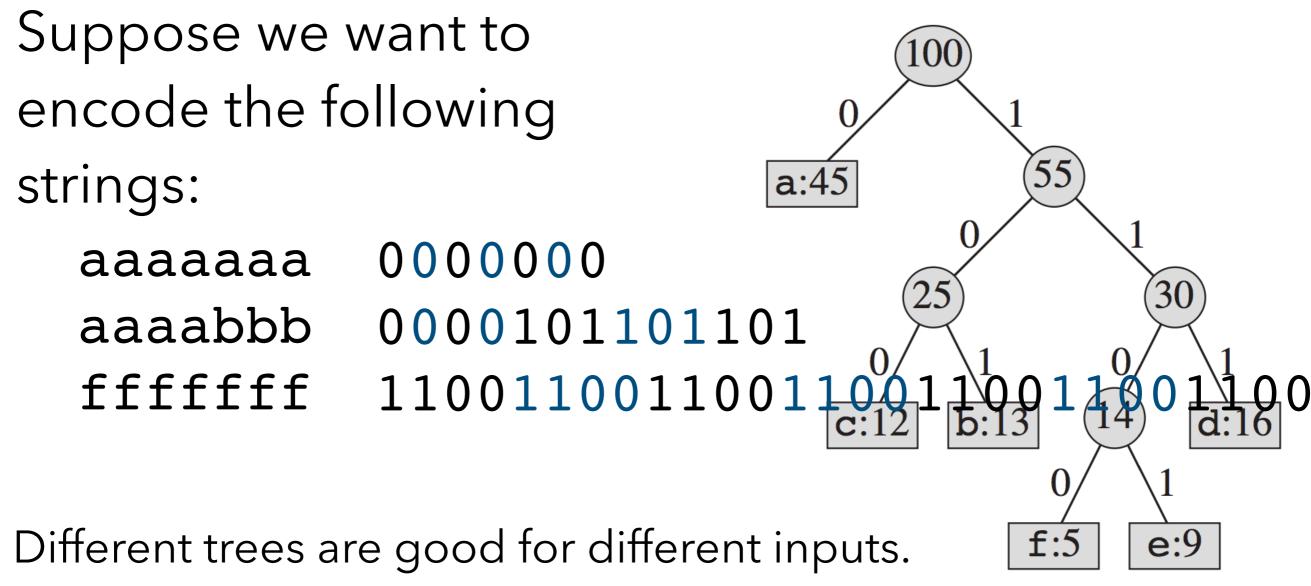
Huffman Codes: Building Optimal Coding Trees

Goals

Understand the intuition behind Huffman Coding Trees

Be able to execute on paper and implement construction of Huffman Coding Trees.

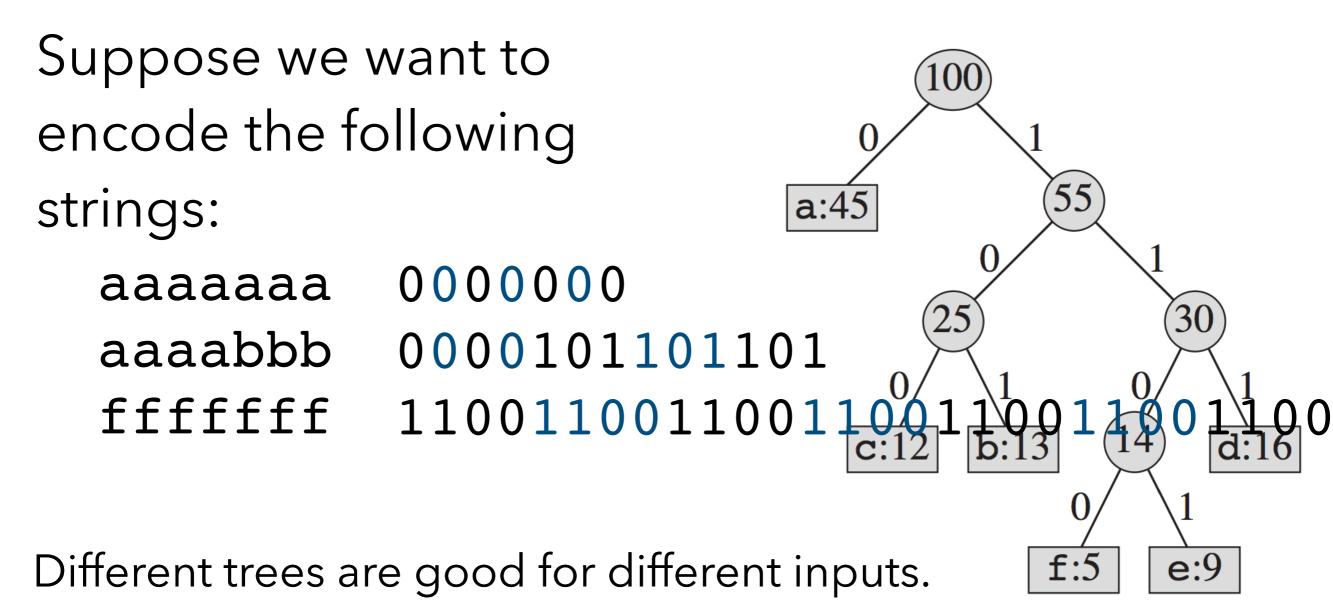
Tree Construction: Intuition



Idea:

- Build a tree that's **optimal** for your input.
- Store the tree plus the encoded string.

Tree Construction: Intuition



What makes a tree good for a given input? Key idea:

 Characters that appear more often should live closer to the root.

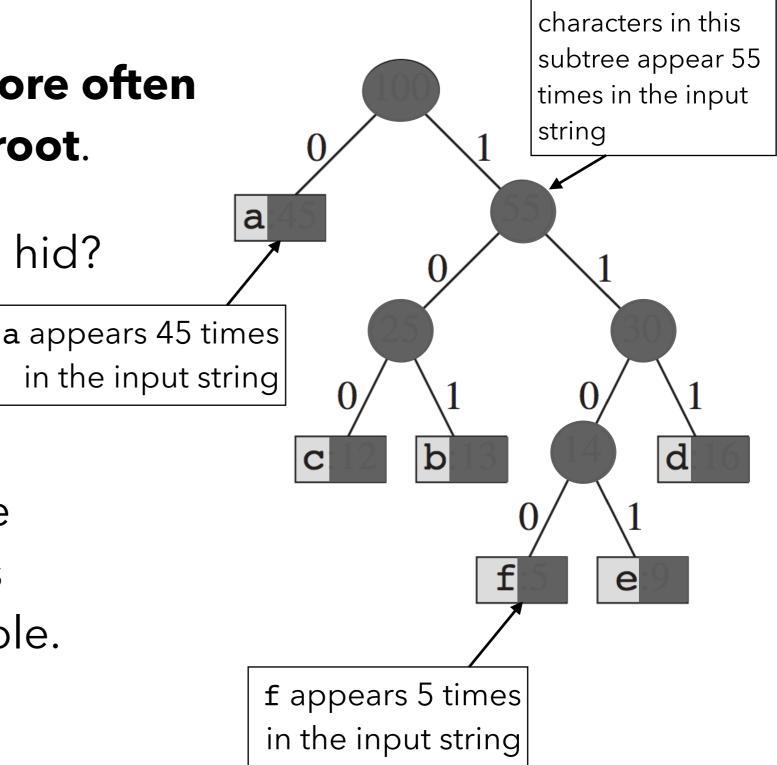
Tree Construction: Intuition

Characters that appear **more often** should live **closer to the root**.

What are those numbers I hid?

Frequencies!

Goal: build a tree with the most-frequent symbols as close to the root as possible.



Overview:

- 1. Count the frequency of each character in the input.
- 2. Create a **forest** of single-node trees, one for each character.
- Build the tree bottom-up by repeatedly connecting the two lowest-frequency trees.

abcdefExample:Frequency (in thousands)4513121695

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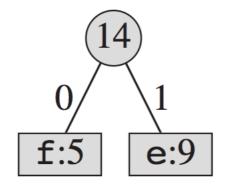
- 1. Count the frequency of each character in the input.
- 2. Create a **forest** of single-node trees, one for each character.



- 3. Greedily connect the two lowest-frequency trees.
 - A. Remove the two trees with smallest root frequencies from the forest.
 - B. Join them with a parent whose frequency is the sum of the child frequencies.
 - C. Put the newly created tree back into the forest.

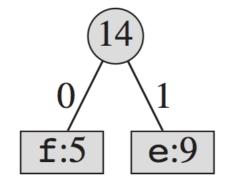


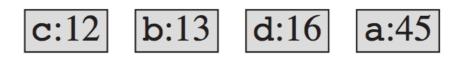
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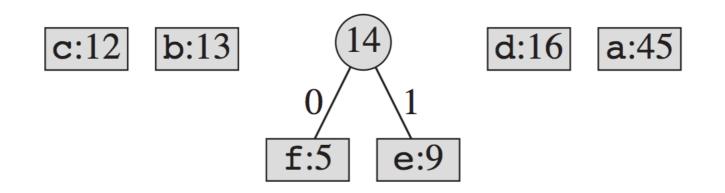


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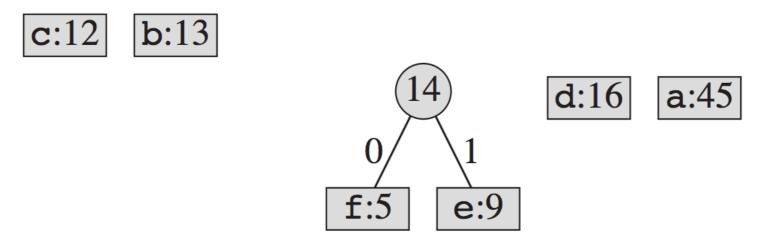




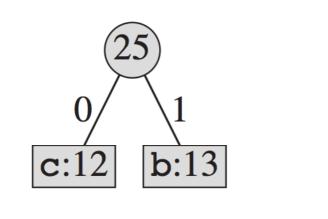
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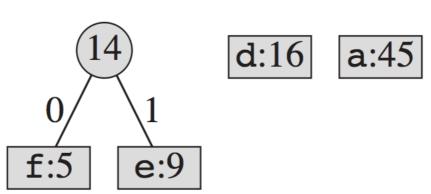


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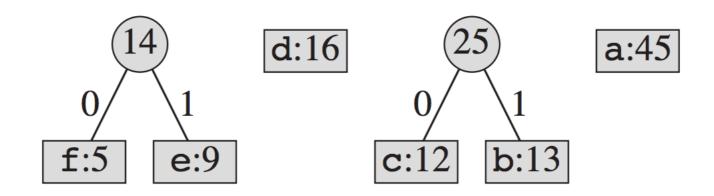


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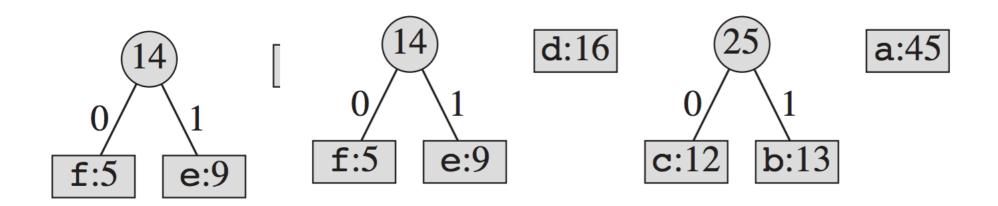




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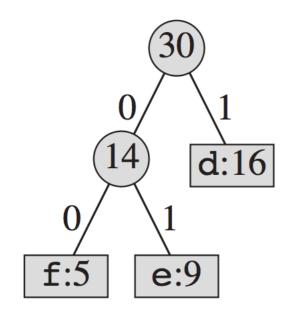
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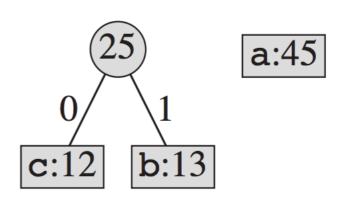


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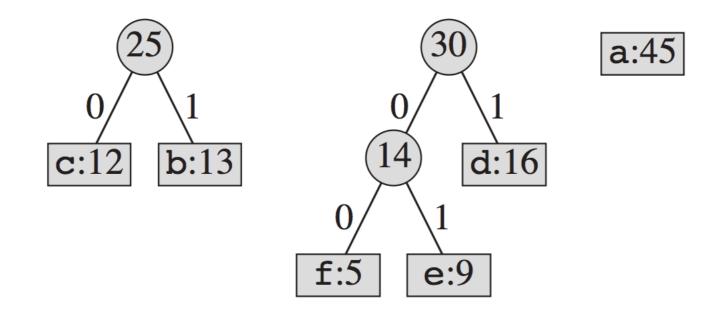


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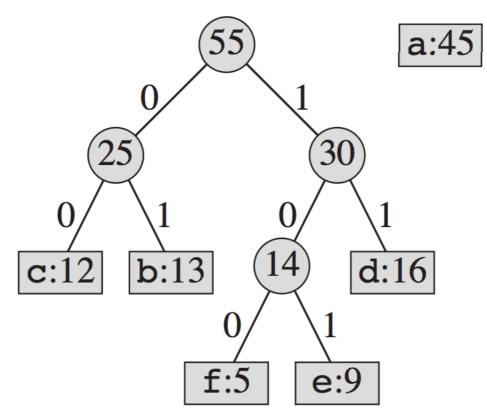




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