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# Project Milestone #02

Algorithm Pseudo code

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⇒ Huffman's Coding

Compression Technique:

The technique works by creating a binary tree of Nodes. These can stored in a regular array, the size of which depends upon the number of symbols,  $n$ . A node can either be a leaf Node or an internal Node.

Initially all nodes are leaf nodes, which contains the symbol itself, its frequency and optionally a link to its child nodes. As a convention bit '1' represent right child and bit '0' represent left child. Priority Queue is used to store the nodes, which provide the nodes with lowest frequency when popped.



## Pseudo Code :

Huffman\_Compression (C) // C is set of characters.

n = C.size

Q = priority-queue()

for i=1 to n

n = node (C[i])

Q.push(n)

While Q.size() is Not equal to 1

Z = new node()

Z.left = x = Q.pop()

Z.right = y = Q.pop()

Z.frequency = x.frequency + y.frequency

Q.push(Z)

return Q

## Decompression Technique:

The process of decompression is simply a matter of translating the stream of prefix code of individual byte value, usually by traversing a leaf node by node as each bit is read from input stream.

Reaching the leaf node necessarily terminates the search for that particular byte value.

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The leaf value represent the desired character. Usually the Huffman Tree is constructed using statistically adjusted data on each compression cycle thus the reconstruction is fairly simple.

### Pseudo code :

Huffman-Decompression( $\text{root}, s$ ) //  $\text{root}$  is Tree root  
 $n = s.\text{length}$  //  $s$  is bit stream decompose

for  $i = 1$  to  $n$

$\text{current} = \text{root}$

    while  $\text{current}.\text{left} \neq \text{NULL}$  and  $\text{current}.\text{right}$

$\neq \text{NULL}$

        if  $s[i]$  is equal to '0'

$\text{current} = \text{current}.\text{left}$

        else

$\text{current} = \text{current}.\text{right}$

$i = i + 1$

Print  $\text{current}.\text{Symbol}$

Our idea is to assign variable length codes to input characters, length of the assigned code are based on the frequency of corresponding character. We create a binary tree are as far to operate in bottom-up manner so that least character gets the minimum code.