# Algorithm-10

## — Huffman-Codes

#### A. Problem Description

Huffman coding is based on the frequency of occurance of a data item (pixel in images). The principle is to use a lower number of bits to encode the data that occurs more frequently. Codes are stored in a *Code Book* which may be constructed for each image or a set of images. In all cases the code book plus encoded data must be transmitted to enable decoding.

### B. Description of algorithm

HUFFMAN(C)

n = |C|

INITIALIZE Q = BUILD-MIN-HEAP(C)

for i=1 to n-1

allocate a new node z

 $z.left = x \leftarrow EXTRACT-MIN(Q)$ 

 $z.right = y \leftarrow EXTRACT-MIN(Q)$ 

 $z.freq \leftarrow x.freq + y.freq$ 

INSERT(Q, z)

return EXTRACT-MIN(Q)

## C. Time Complexity

Step "INITIALIZE Q = BUILD-MIN-HEAP(C)"  $\rightarrow$  O(n)

Step "for"  $\rightarrow$  O(n)

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Step "EXTRACT-MIN(Q)" \rightarrow O(nlogn)
   Step "INSERT(Q, z)" \rightarrow O(nlogn)
   Therefore, the total time is
   T = O(nlogn)
D. Code[Python]
    #!/usr/bin/python
    # Filename: Huffman Codes.py
    class node:
     def init (self, flag = ", value = -1, left=-1, right = -1, prefix =
-1):
      self.flag = flag
      self.value = value
      self.left = left
      self.right = right
      self.prefix = prefix
    def Huffman Codes(array):
     low = 0
     high = (len(array) - 1) / 2
     while low < high:
      sort(array, low, high)
      high +=1
      array[high].value = array[low].value + array[low + 1].value
      array[high].left = low
      array[high].right = low + 1
      array[low].prefix = 0
      array[low + 1].prefix = 1
      low += 2
    def Traceback(array, index, a):
     if array[index].left != -1:
      a.append(0)
      Traceback(array, array[index].left, a)
      a.pop()
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a.append(1)
      Traceback(array, array[index].right, a)
      a.pop()
     else:
           print str(a) + ' ==> ' + array[index].flag + '(' +
str(array[index].value) + ')'
    def sort(array, a, b):
     for i in range(a, b):
      k = i
      for j in range(i + 1, b + 1):
       if array[j].value < array[k].value:</pre>
         k = i
      if k != i:
       temp = node()
       temp = array[i]
        array[i] = array[k]
        array[k] = temp
```