

Applications of Huffman tree

- to get an optimal set of codes for symbols s_1, s_2, \dots, s_n which form a message
- the code for each symbol is a binary string - used for transmission of messages.

Ex: - If there are n symbols forming a message.

- To code each symbol using r -bit string
 - code each symbol using r -bit string where

$$2^{r-1} < n \leq 2^r$$

If a message is coded using 11 symbols

Say s_1, s_2, \dots, s_{11}

∴ No. of bits needed to code each symbol is 4 $\left[\because 2^3 < 11 \leq 2^4 \right] \text{ ①}$

Two Coding Schemes

1) Fixed Length Coding

<u>Symbol</u>	<u>Binary Code</u>	<u>Symbol</u>	<u>Binary Code</u>
s_1	0000	s_7	0110
s_2	0001	s_8	0111
s_3	0010	s_9	1000
s_4	0011	s_{10}	1001
s_5	0100	s_{11}	1010
s_6	0101		

~~Advantage~~

Disadvantage :-

This is efficient, only when the message encoded has all symbols with equal probabilities (equal no. of occurrences)

2) Variable Length Coding / Huffman Coding

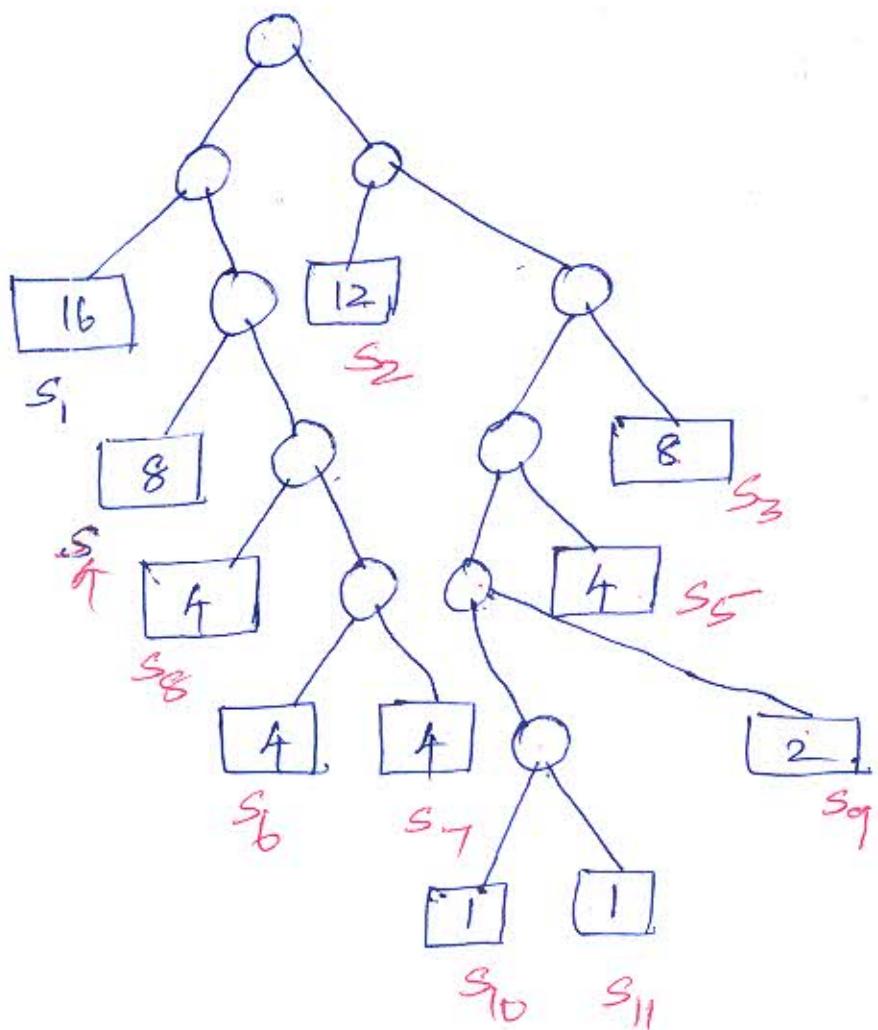
- count the prob. of occurrence of each symbol.
- These probs are the weights of the symbols
- construct a huffman tree using these symbols as external nodes.

Ex: To make wts as integers, probs are multiplied by 64.

<u>Symbol</u>	<u>Prob</u>	<u>weight</u>	<u>Code</u>
s_1	$1/4$	16	00
s_2	$3/16$	12	10
s_3	$1/8$	8	111
s_4	$1/8$	8	010
s_5	$1/16$	4	(1D)
s_6	$1/16$	4	0.1110
s_7	$1/16$	4	01111
s_8	$1/16$	4	0110 ③

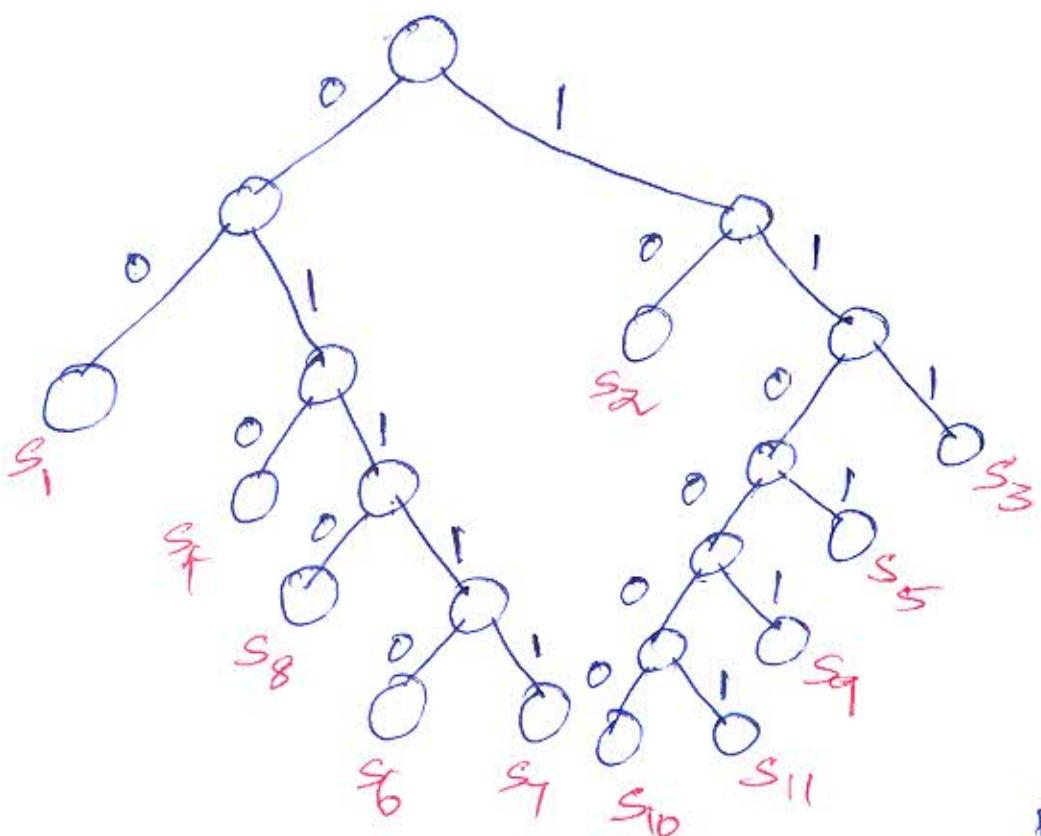
<u>Symbol</u>	<u>prob</u>	<u>weight</u>	<u>Code</u>
s_9	$1/32$	2	11001
s_{10}	$1/64$	1	110000
s_{11}	$1/64$	1	110001

d) Construct a Huffman tree with symbols as external nodes, using their weights.



e) Huffman coding

- 1) Trace all the paths for each external node from the root node.
- 2) An edge is labeled as 0, if it is a left edge of a node. Else, it is labelled as 1.
- 3) Sequence of edges from root node to the leaf node is a binary string corresponding to the code of that symbol.



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DUBAI INTERNATIONAL ACADEMIC CITY, DUBAI
SECOND SEMESTER 2014 - 2015

COURSE : COMPUTER PROGRAMMING (CS F111)
COMPONENT : Tutorial# 6 **DATE** : 11/03/2015

Topics to be discussed:

- while loop
- for loop
- Examples

[Note: Students have already made flow charts for the following questions in Week 2. In this class, they will convert these to programs. Emphasis is on using while and for loops, interchangeably.]

Q1. Review of the topics, i.e. while and for loop.

Q2. Do the following (any two can be done in class):

- a) WAP to find the sum of the cubes of first N natural numbers.
- b) WAP to print the multiplication table of a given number.
- c) WAP to find if a given number is prime.

Q3. Do the following by taking N as input. First attempt each question by assuming that we have a power operator with us, i.e. 2^a will give $2a$. Now, assume that you do not have a power operator ... so to compute $2a$ repeated multiplications will be done.

a) WAP to find the sum of following series:

$$\sum_{a=0}^n \frac{1}{2^a}$$

b) Modify the above program (part a) to get the sum of following series:

$$\sum_{a=0}^n \frac{3 + 2a}{2^a}$$

c) Modify the above program (part b) to get the sum of following series:

$$\sum_{a=0}^n (-1)^a \frac{3 + 2a}{2^a}$$

END

Properties

- 1) It is an optimal set of binary code with minimum average length.
- 2) It has prefix property, no code appears as the prefix of other code.
Hence, doesn't need an end of character delimiter while decoding

Decoding

Scan the codes from the root till we reach a leaf node.

Ex:

Message: 001111001010

Symbol:

$s_1 \ s_3 \ s_9 \ s_4$



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