// C++ program for Huffman Coding

#include <iostream>

#include <cstdlib>

using namespace std;

// This constant can be avoided by explicitly

// calculating height of Huffman Tree

#define MAX\_TREE\_HT 100

// A Huffman tree node

struct MinHeapNode {

// One of the input characters

char data;

// Frequency of the character

unsigned freq;

// Left and right child of this node

struct MinHeapNode \*left, \*right;

};

// A Min Heap: Collection of

// min-heap (or Huffman tree) nodes

struct MinHeap {

// Current size of min heap

unsigned size;

// capacity of min heap

unsigned capacity;

// Attay of minheap node pointers

struct MinHeapNode\*\* array;

};

// A utility function allocate a new

// min heap node with given character

// and frequency of the character

struct MinHeapNode\* newNode(char data, unsigned freq)

{

struct MinHeapNode\* temp

= (struct MinHeapNode\*)malloc

(sizeof(struct MinHeapNode));

temp->left = temp->right = NULL;

temp->data = data;

temp->freq = freq;

return temp;

}

// A utility function to create

// a min heap of given capacity

struct MinHeap\* createMinHeap(unsigned capacity)

{

struct MinHeap\* minHeap

= (struct MinHeap\*)malloc(sizeof(struct MinHeap));

// current size is 0

minHeap->size = 0;

minHeap->capacity = capacity;

minHeap->array

= (struct MinHeapNode\*\*)malloc(minHeap->

capacity \* sizeof(struct MinHeapNode\*));

return minHeap;

}

// A utility function to

// swap two min heap nodes

void swapMinHeapNode(struct MinHeapNode\*\* a,

struct MinHeapNode\*\* b)

{

struct MinHeapNode\* t = \*a;

\*a = \*b;

\*b = t;

}

// The standard minHeapify function.

void minHeapify(struct MinHeap\* minHeap, int idx)

{

int smallest = idx;

int left = 2 \* idx + 1;

int right = 2 \* idx + 2;

if (left < minHeap->size && minHeap->array[left]->

freq < minHeap->array[smallest]->freq)

smallest = left;

if (right < minHeap->size && minHeap->array[right]->

freq < minHeap->array[smallest]->freq)

smallest = right;

if (smallest != idx) {

swapMinHeapNode(&minHeap->array[smallest],

&minHeap->array[idx]);

minHeapify(minHeap, smallest);

}

}

// A utility function to check

// if size of heap is 1 or not

int isSizeOne(struct MinHeap\* minHeap)

{

return (minHeap->size == 1);

}

// A standard function to extract

// minimum value node from heap

struct MinHeapNode\* extractMin(struct MinHeap\* minHeap)

{

struct MinHeapNode\* temp = minHeap->array[0];

minHeap->array[0]

= minHeap->array[minHeap->size - 1];

--minHeap->size;

minHeapify(minHeap, 0);

return temp;

}

// A utility function to insert

// a new node to Min Heap

void insertMinHeap(struct MinHeap\* minHeap, struct MinHeapNode\* minHeapNode)

{

++minHeap->size;

int i = minHeap->size - 1;

while (i && minHeapNode->freq < minHeap->array[(i - 1) / 2]->freq) {

minHeap->array[i] = minHeap->array[(i - 1) / 2];

i = (i - 1) / 2;

}

minHeap->array[i] = minHeapNode;

}

// A standard function to build min heap

void buildMinHeap(struct MinHeap\* minHeap)

{

int n = minHeap->size - 1;

int i;

for (i = (n - 1) / 2; i >= 0; --i)

minHeapify(minHeap, i);

}

// A utility function to print an array of size n

void printArr(int arr[], int n)

{

int i;

for (i = 0; i < n; ++i)

cout<< arr[i];

cout<<"\n";

}

// Utility function to check if this node is leaf

int isLeaf(struct MinHeapNode\* root)

{

return !(root->left) && !(root->right);

}

// Creates a min heap of capacity

// equal to size and inserts all character of

// data[] in min heap. Initially size of

// min heap is equal to capacity

struct MinHeap\* createAndBuildMinHeap(char data[], int freq[], int size)

{

struct MinHeap\* minHeap = createMinHeap(size);

for (int i = 0; i < size; ++i)

minHeap->array[i] = newNode(data[i], freq[i]);

minHeap->size = size;

buildMinHeap(minHeap);

return minHeap;

}

// The main function that builds Huffman tree

struct MinHeapNode\* buildHuffmanTree(char data[], int freq[], int size)

{

struct MinHeapNode \*left, \*right, \*top;

// Step 1: Create a min heap of capacity

// equal to size. Initially, there are

// modes equal to size.

struct MinHeap\* minHeap = createAndBuildMinHeap(data, freq, size);

// Iterate while size of heap doesn't become 1

while (!isSizeOne(minHeap)) {

// Step 2: Extract the two minimum

// freq items from min heap

left = extractMin(minHeap);

right = extractMin(minHeap);

// Step 3: Create a new internal

// node with frequency equal to the

// sum of the two nodes frequencies.

// Make the two extracted node as

// left and right children of this new node.

// Add this node to the min heap

// '$' is a special value for internal nodes, not used

top = newNode('$', left->freq + right->freq);

top->left = left;

top->right = right;

insertMinHeap(minHeap, top);

}

// Step 4: The remaining node is the

// root node and the tree is complete.

return extractMin(minHeap);

}

// Prints huffman codes from the root of Huffman Tree.

// It uses arr[] to store codes

void printCodes(struct MinHeapNode\* root, int arr[], int top)

{

// Assign 0 to left edge and recur

if (root->left) {

arr[top] = 0;

printCodes(root->left, arr, top + 1);

}

// Assign 1 to right edge and recur

if (root->right) {

arr[top] = 1;

printCodes(root->right, arr, top + 1);

}

// If this is a leaf node, then

// it contains one of the input

// characters, print the character

// and its code from arr[]

if (isLeaf(root)) {

cout<< root->data <<": ";

printArr(arr, top);

}

}

// The main function that builds a

// Huffman Tree and print codes by traversing

// the built Huffman Tree

void HuffmanCodes(char data[], int freq[], int size)

{

// Construct Huffman Tree

struct MinHeapNode\* root= buildHuffmanTree(data, freq, size);

// Print Huffman codes using

// the Huffman tree built above

int arr[MAX\_TREE\_HT], top = 0;

printCodes(root, arr, top);

}

// Driver program to test above functions

int main()

{

char arr[] = { 'a', 'b', 'c', 'd', 'e', 'f' };

int freq[] = { 5, 9, 12, 13, 16, 45 };

int size = sizeof(arr) / sizeof(arr[0]);

HuffmanCodes(arr, freq, size);

return 0;

}