

# HUFFMAN CODING

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# Introduction

- Huffman Coding is a lossless data compression algorithm. The idea is to assign **variable-length codes** to input characters, lengths of the assigned codes are based on the frequencies of corresponding characters.
- The most frequent character gets the smallest code and the least frequent character gets the largest code.
- Developed by **David A. Huffman** while he was a Ph.D. student at MIT and published in the **1952** paper “**A Method for the Construction of Minimum Redundancy Codes**”.

# Major Steps

- There are mainly three major steps in Huffman Coding:
  - i. Prepare the frequency table
  - ii. Build a Huffman Tree from input characters
  - iii. Traverse the Huffman Tree and assign codes to characters

# Huffman Tree

- Steps to build Huffman Tree :
  - i. Create a leaf node for each unique character
  - ii. Extract two nodes with the minimum frequency
  - iii. Create a new internal node with frequency equal to the sum of the two nodes frequencies
  - iv. Repeat Step (ii) and (iii) until the heap contains only one node. The remaining node is the root node and the tree is complete.

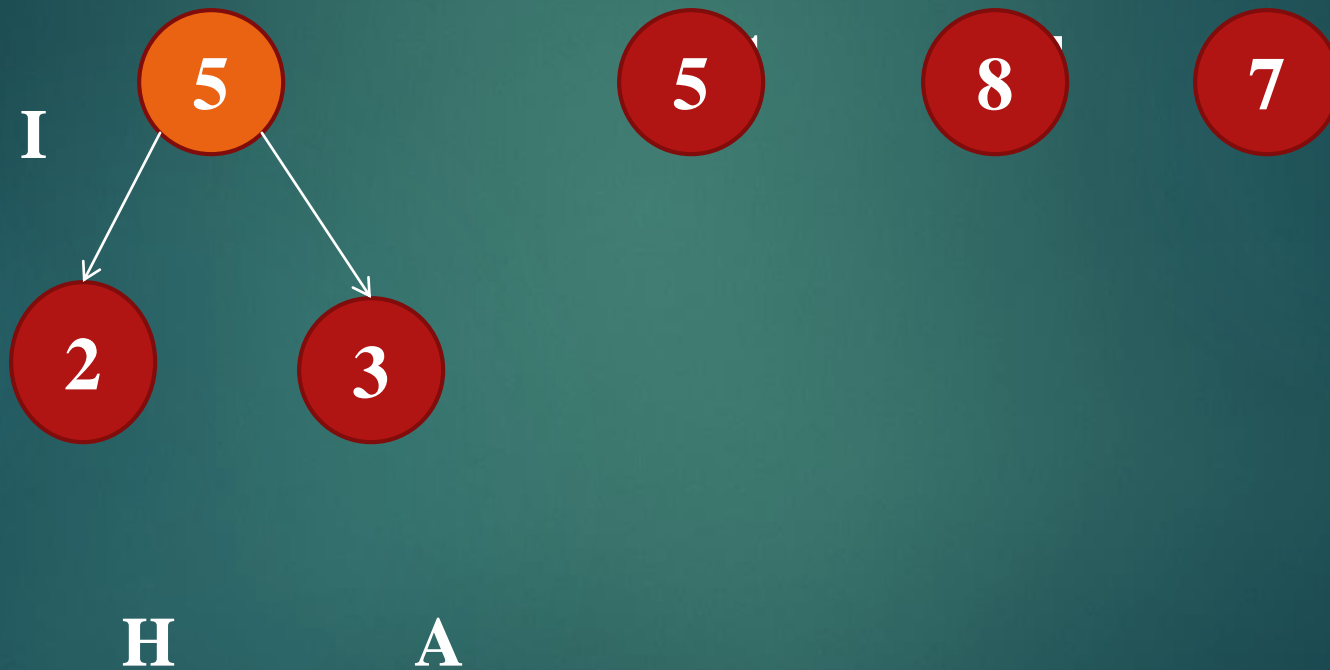
# Huffman Tree (contd..)

6

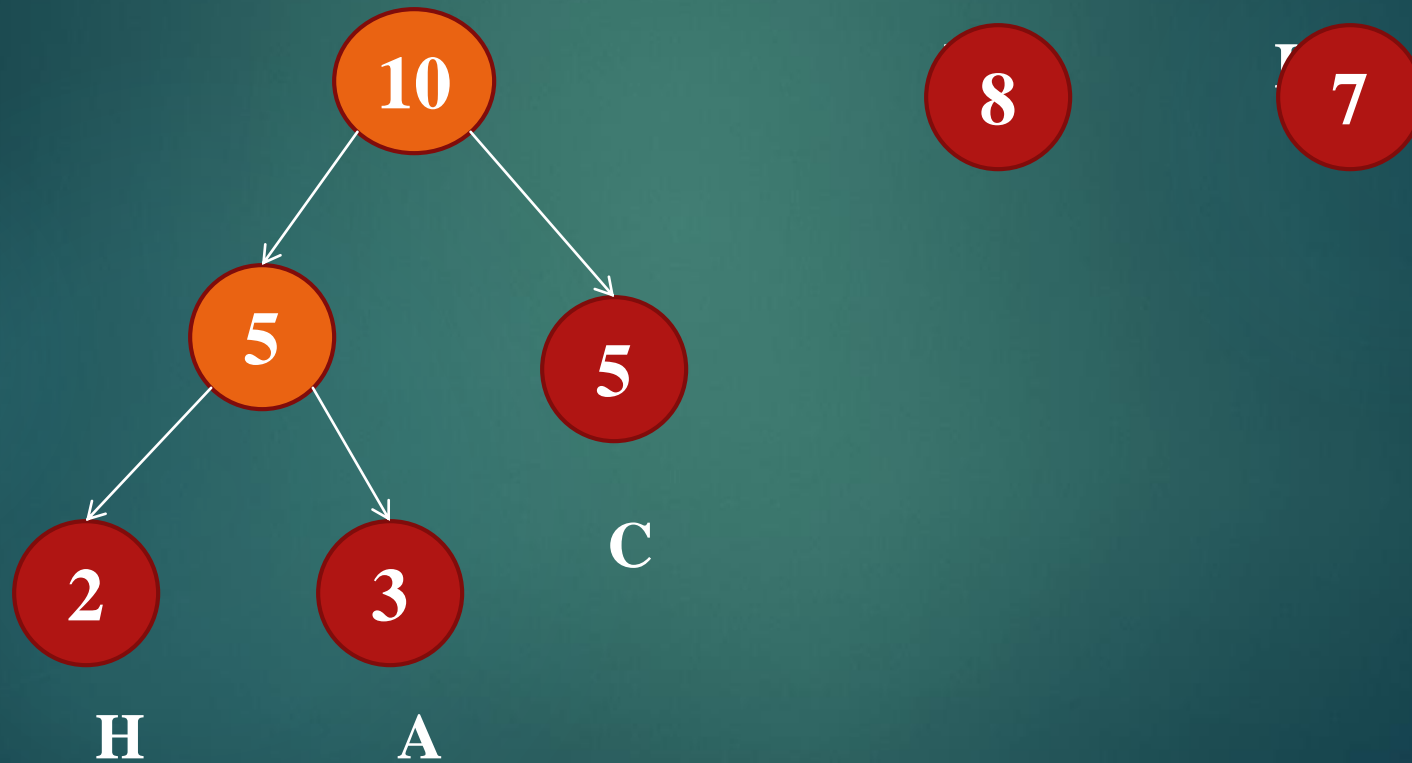
➤ Example:



# Huffman Tree (contd..)

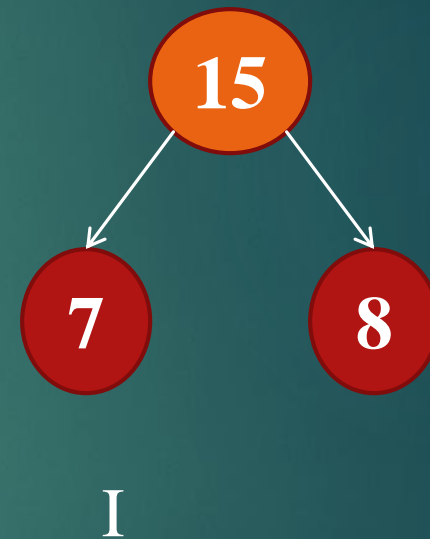
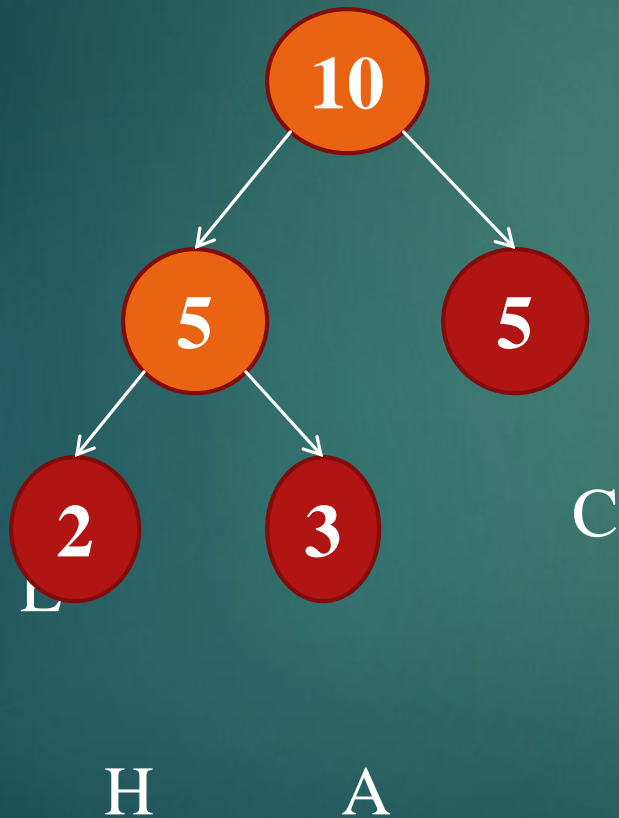


# Huffman Tree (contd..)

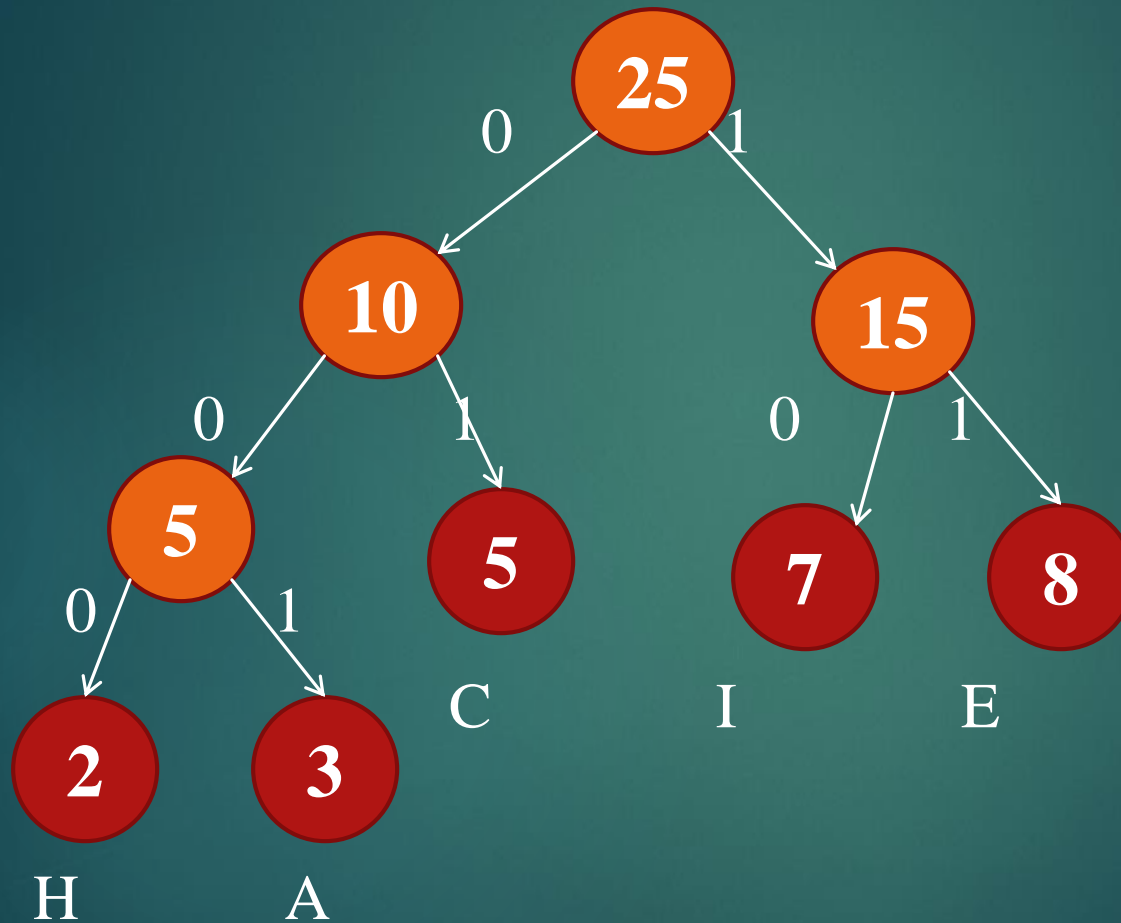




# Huffman Tree (contd..)



# Huffman Tree (contd..)



A = 001

C = 01

E = 11

H = 000

I = 10

# Algorithm

HUFFMAN( C )

1.  $n \leftarrow |C|$
2.  $Q \leftarrow C$
3. *for*  $i \leftarrow 1$  *to*  $n-1$
4.     *do* allocate a new node  $z$
5.          $x \leftarrow \text{left}[z] \leftarrow \text{EXTRACT} - \text{MIN}(Q)$
6.          $y \leftarrow \text{right}[z] \leftarrow \text{EXTRACT} - \text{MIN}(Q)$
7.          $f[z] \leftarrow f[x] + f[y]$
8.         INSERT (Q, Z)
9. *return* EXTRACT - MIN(Q)

# Analysis

## ➤ Time Complexity:

Time Complexity of Huffman Coding is  $O(n \log n)$  where each iteration requires  $O(\log n)$  time to determine the cheapest weight and there would be  $O(n)$  iterations.

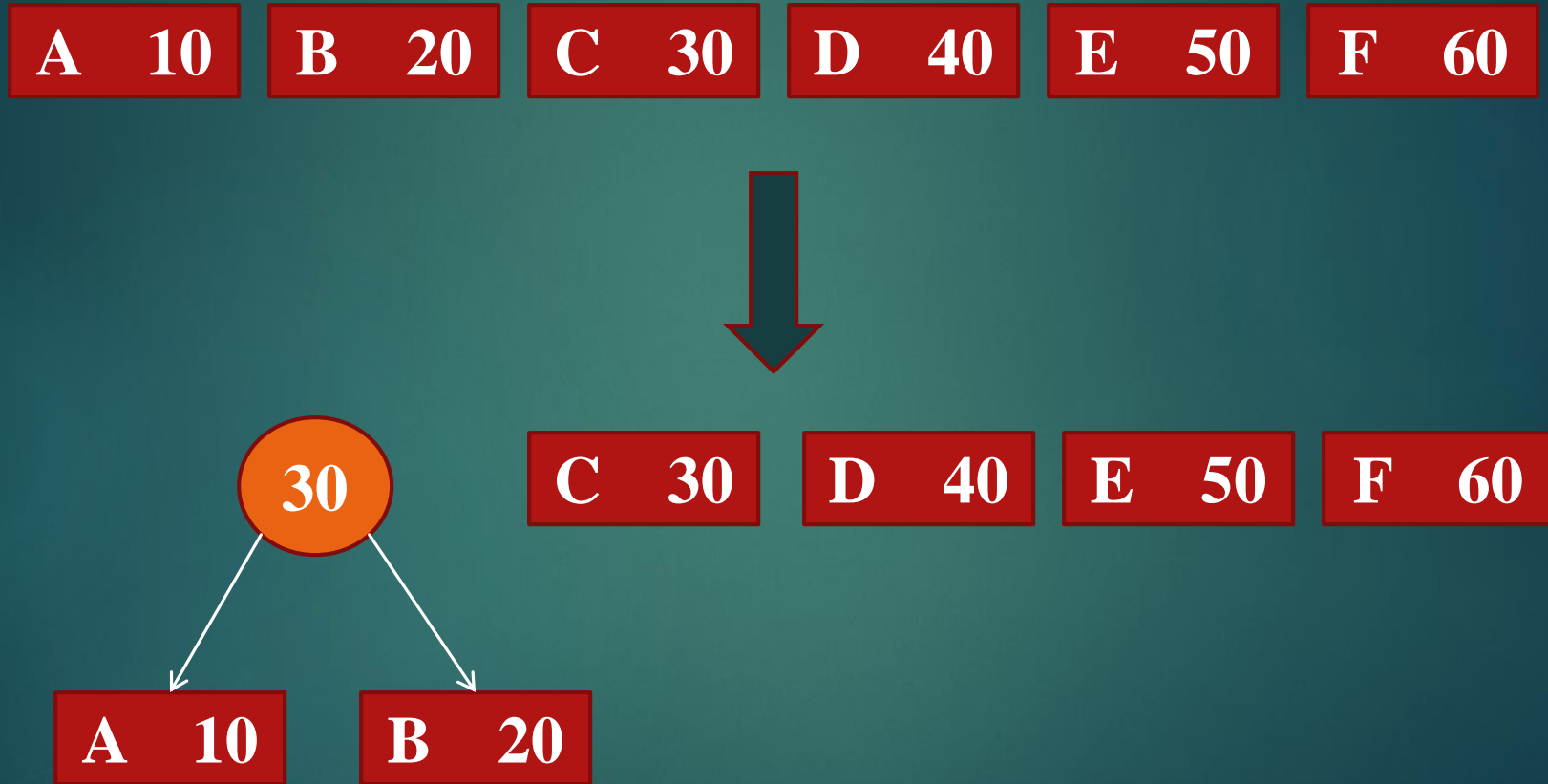
# Worked Example

- Alphabet: A, B, C, D, E, F
- Frequency Table:

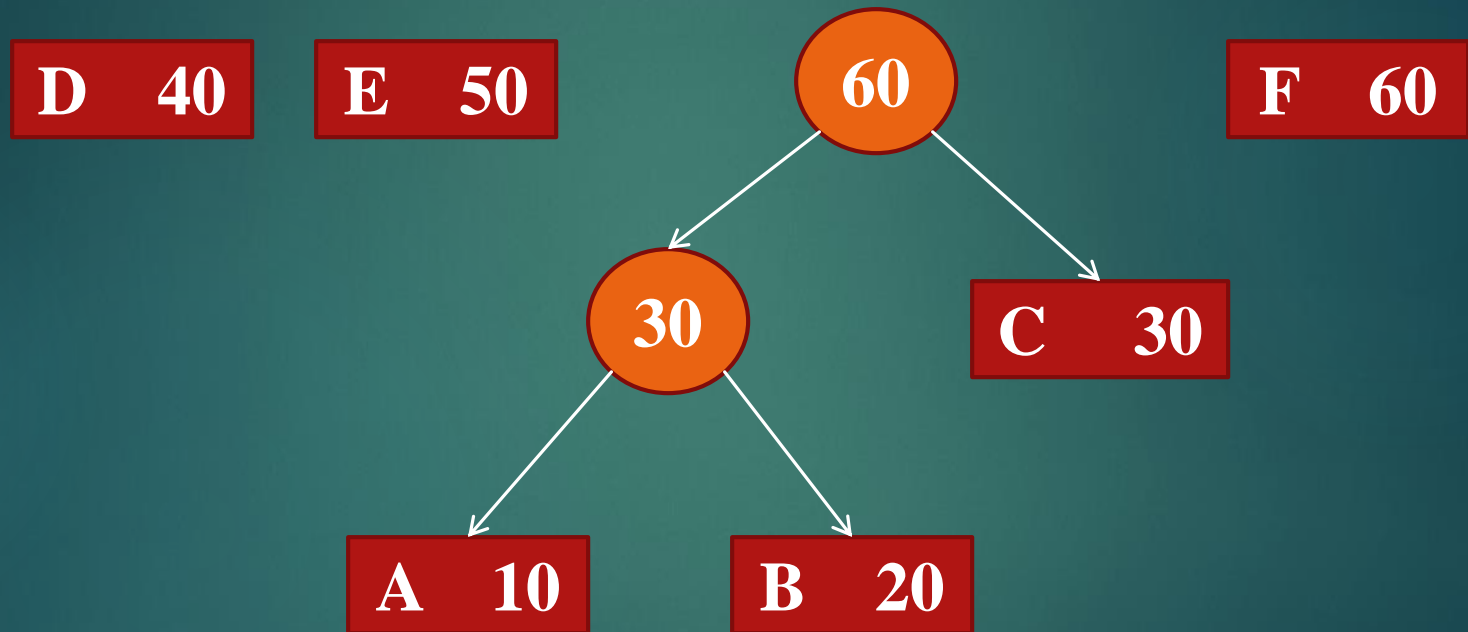
A	B	C	D	E	F
10	20	30	40	50	60

- Total File Length: 210

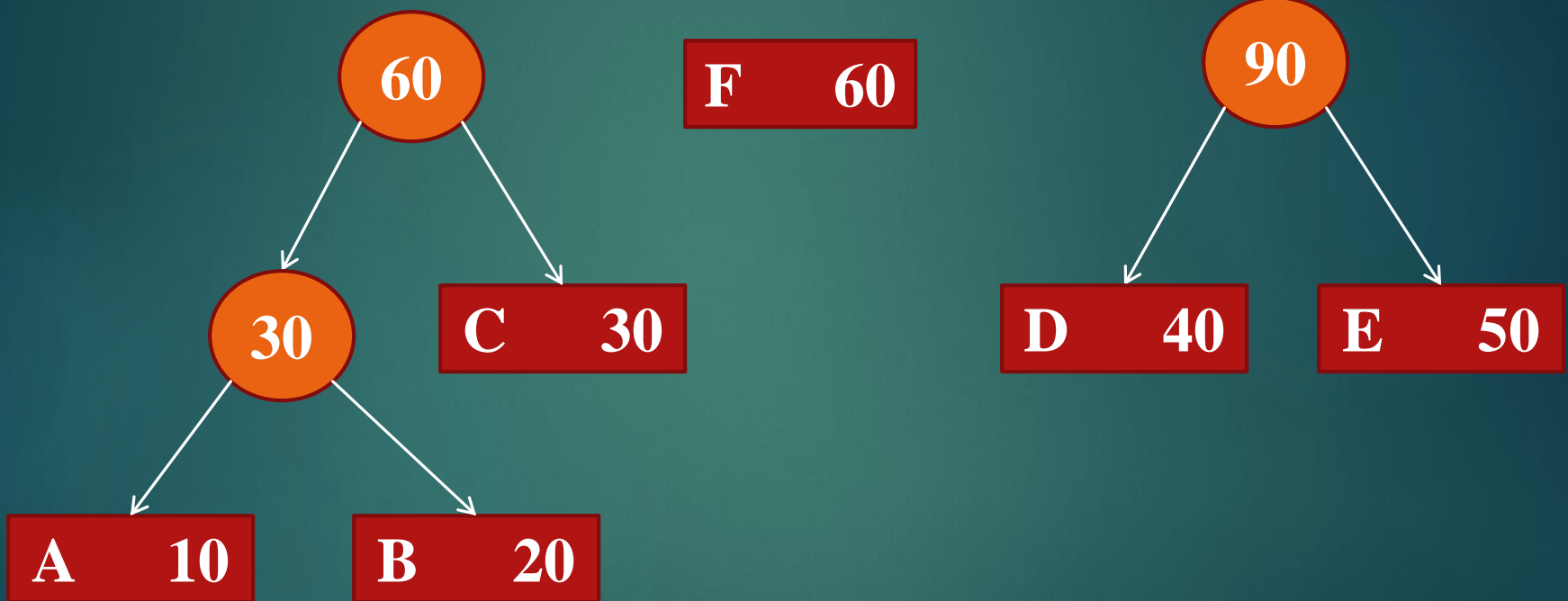
# Worked Example (contd..)



# Worked Example (contd..)

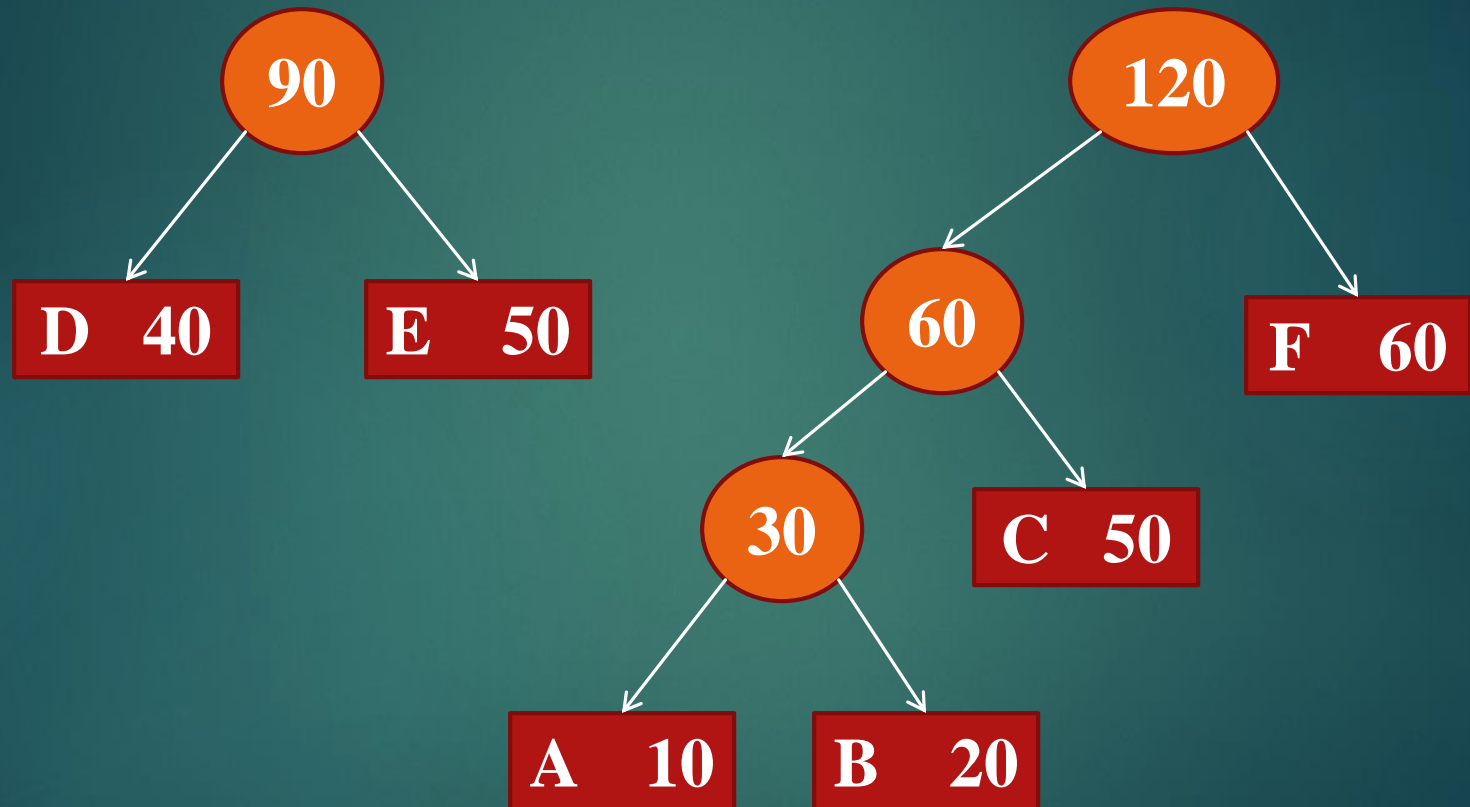


# Worked Example (contd..)

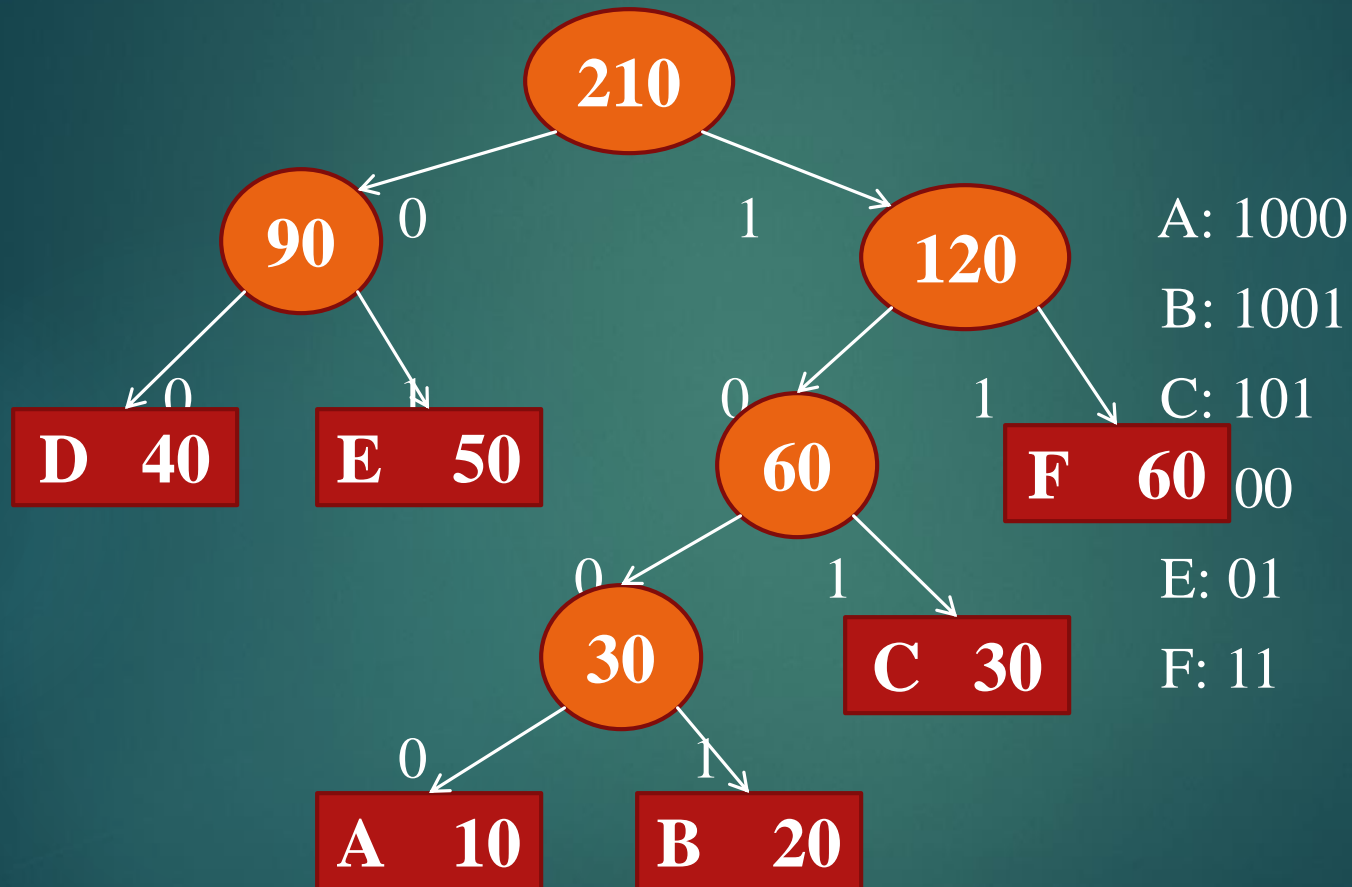




# Worked Example (contd..)



# Worked Example (contd..)



# Worked Example (contd..)

## Calculation:

➤ File Size =  $10 \times 4 + 20 \times 4 + 30 \times 3 + 40 \times 2 + 50 \times 2 + 60 \times 2$   
 $= 40 + 80 + 90 + 80 + 100 + 120 = 510$  bits

➤ The Huffman Code:  
Required **510** bits for the file

➤ Fixed length code:  
Need 3 bits for 6 characters  
File has 210 characters  
Total =  $210 \times 3 = 630$  bits for the file

# Properties of the Huffman Codes

- No Huffman code is prefix of any other Huffman codes so decoding is unambiguous
  - For example: In a given set of Huffman codewords, 10 and 101 can not simultaneously be valid Huffman codewords because first is the prefix of the second.
- The Huffman Coding technique is optimal i.e. savings of 20% to 90% are typical, depending on the characteristics of the file being compressed.
- Symbols that occur more frequently have shorter Huffman Codes

# Conclusion

- Huffman Coding is a method for construction of minimum redundancy codes
- Also known as Probabilistic variable length coding
- It is widely used and very effective technique for compressing data
- Used in many compression algorithm like gzip, bzip, fax compression

**THANK YOU!**