

Huffman coding

aa b c
↑
8-bit

t t a a b c c t a a c m c a a m m t t t c

① histogram

t → 6

a → 7

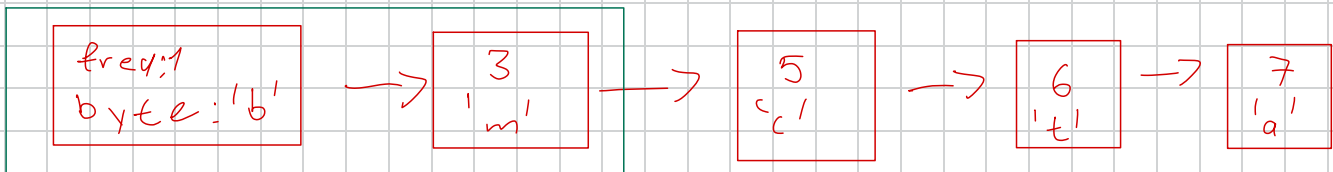
b → 1

c → 5

m → 3

'a'	'b'	'c'	...	'm'	...	't'
7	1	5		3		6

② build a list



struct node {

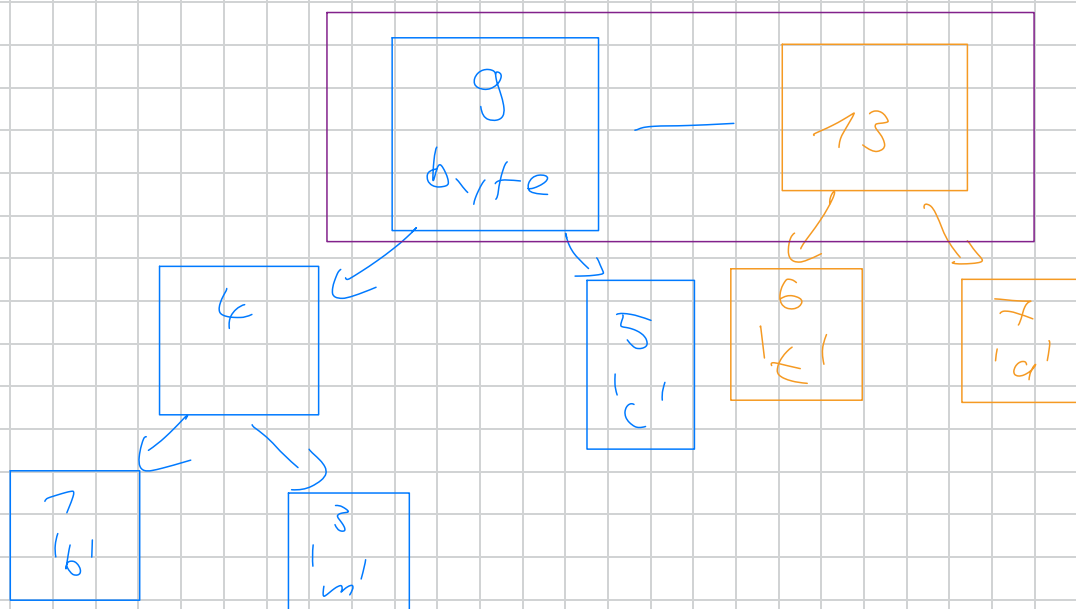
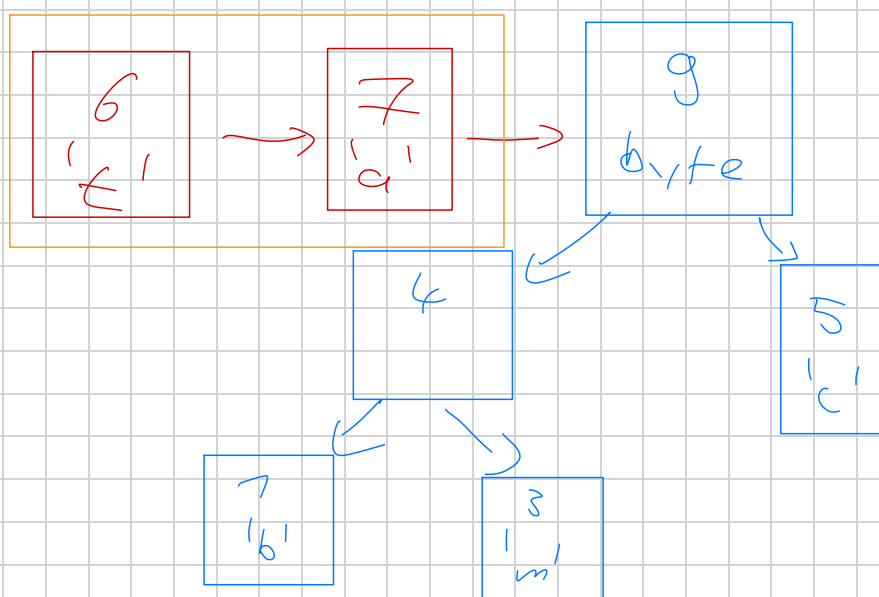
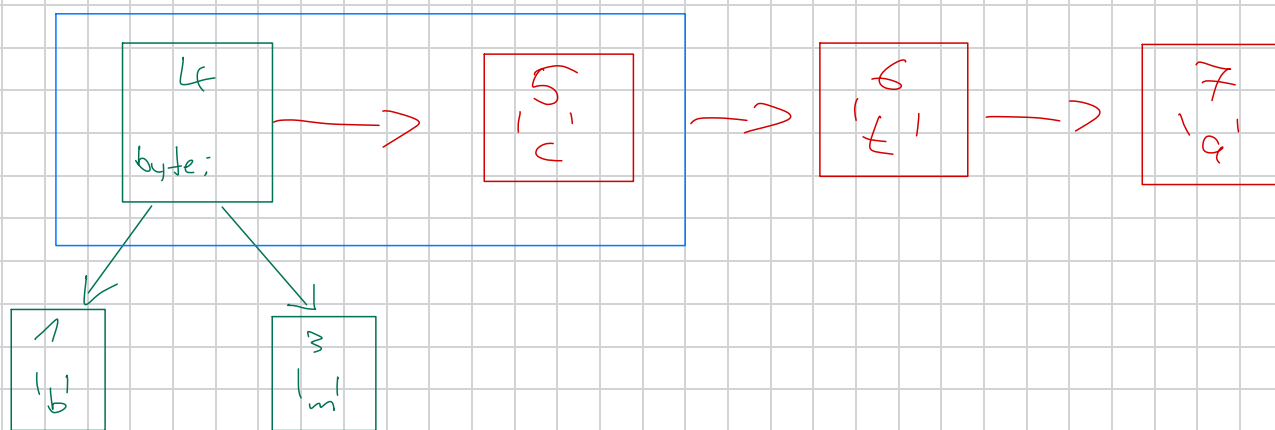
int freq;

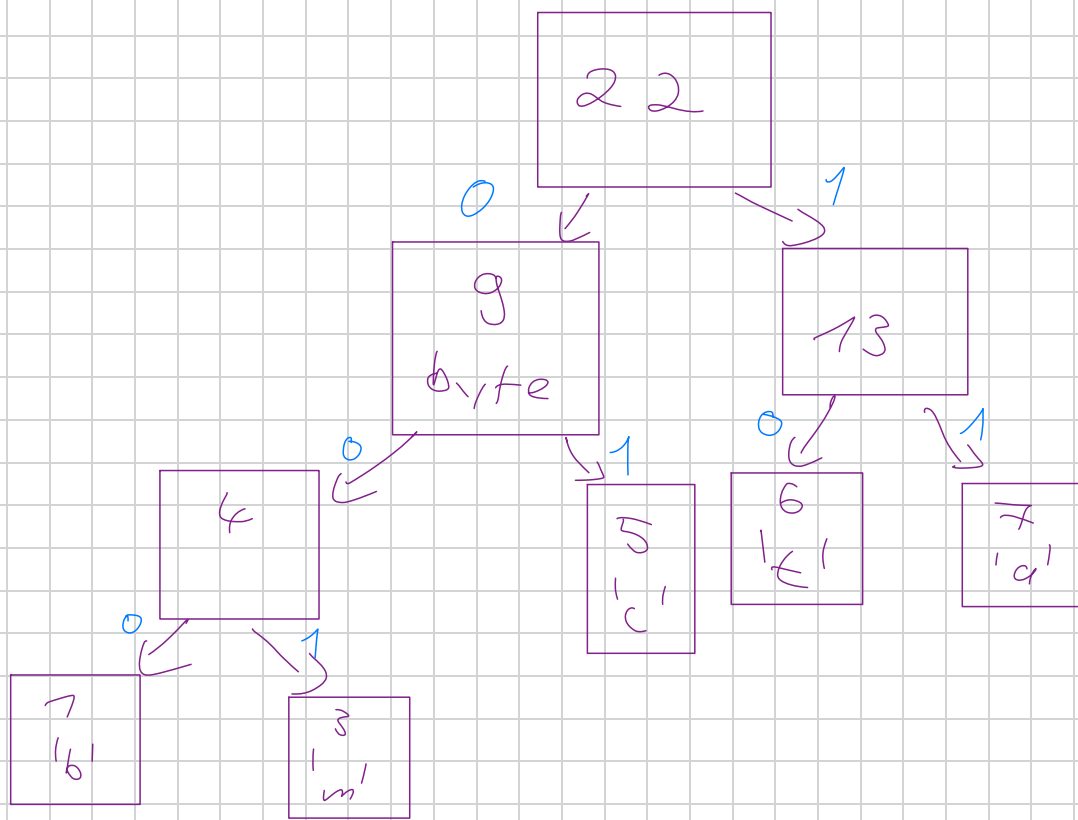
char byte;

struct node *next;

}

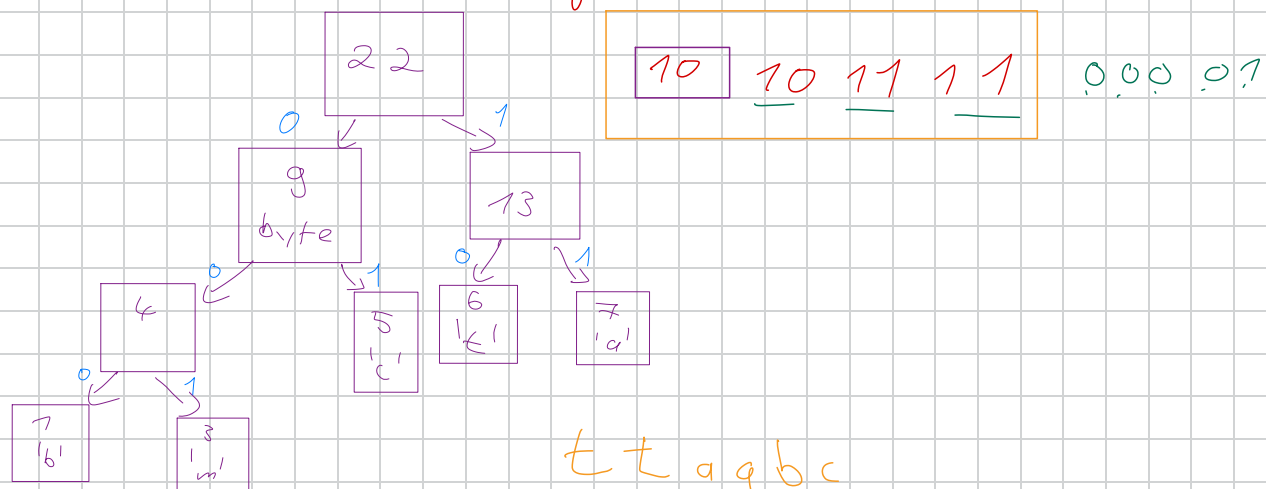
③ Build a tree as long as there are nodes





'b' → 000
 'm' → 001
 'c' → 01
 't' → 10
 'a' → 11

④ build encoding t t a b c t a a c m c a a m m t t c



- ① histogram
- ② list in order of frequency
- ③ tree (list \Rightarrow tree)
- ④ encoding
- ⑤ use encoding to compress
- ⑥

struct node {

int freq;

char byte;

struct node *next;

struct node *left;

struct node *right;

};

