Huffman Text Compression

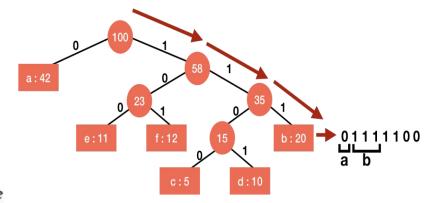
Hitesh Kumar 244161004

Algorithm and example

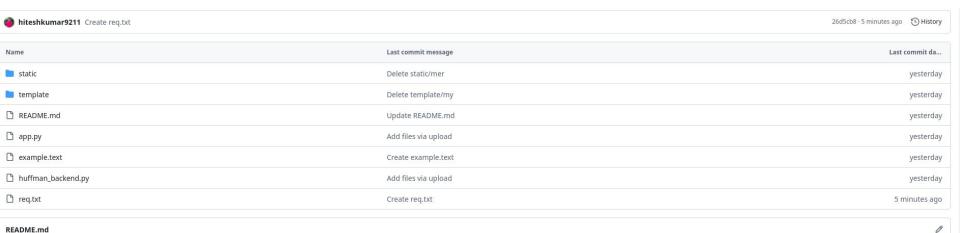
Algorithm

```
HUFFMAN(C)

1. n = |C|
2. Q = C
3. for i = 1 to n-1
4. allocate a new node z
5. z.left = x = EXTRACT-MN(Q)
6. z.right = y = EXTRACT-MIN(Q)
7. z.freq = x.freq + y.freq
8. INSERT(Q,z)
9. return EXTRACT-MIN(Q) // return the root of the tree
```



Overall Structure of project.



Python-Project-DA-514

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huffman_backend.py

from collections import Counter import matplotlib.pyplot as plt

```
import networkx as nx
class HuffmanNode:
    def init (self, char, freq):
        self.char = char
        self.freq = freq
        self.left = None
        self.right = None
    def _ lt (self, other):
        return self.freq < other.freq
def generate huffman tree(text):
    text = text.replace(" ", "")
    freq dict = Counter(text)
    nodes = [HuffmanNode(char, freq) for char, freq in freq dict.items()]
    while len(nodes) > 1:
       nodes = sorted(nodes, key=lambda x: x.freq)
        left = nodes.pop(0)
        right = nodes.pop(0)
        merged = HuffmanNode(None, left.freq + right.freq)
        merged.left = left
        merged.right = right
        nodes.append(merged)
    root = nodes[0]
    huffman code = {}
    build huffman code(root, "", huffman code)
```

continued.....

```
def build huffman code(node, current code, huffman code):
    if node.char is not None:
        huffman code[node.char] = current code
    else:
        build huffman code(node.left, current code + "0", huffman code)
        build huffman code(node.right, current code + "1", huffman code)
def encode text(text, huffman code):
    text = text.replace(" ", "")
    return ''.join(huffman code[char] for char in text)
def calculate storage size(encoded text):
    return len(encoded text) / 8
def plot frequency(freq dict):
    plt.figure(figsize=(10, 5))
    plt.bar(freq dict.keys(), freq dict.values(), color="skyblue")
    plt.xlabel('Characters')
    plt.ylabel('Frequency')
    plt.title('Character Frequency')
    plot path = 'static/frequency plot.png'
    plt.savefig(plot path)
    plt.close()
    return plot path
```

```
def plot huffman tree(root):
   G = nx.DiGraph()
    pos = {} # Position dictionary for node coordinates
    def add edges(node, pos, parent pos=None, x=0, y=0, level=0, x offset=1);
        if node is not None:
           pos[node] = (x, y)
            G.add node(node, label=node.char if node.char else "", weight=node.freg)
            if parent pos is not None:
                G.add edge(parent pos, node)
            # Define positions for left and right child nodes
            left x = x - x offset / (level + 1)
            right x = x + x offset / (level + 1)
            y -= 1 # Move down a level
            # Recursively add edges for left and right children
            add edges(node.left, pos, node, left x, y, level + 1, x offset)
            add edges(node.right, pos, node, right x, y, level + 1, x offset)
    add edges (root, pos)
    # Plot the graph
    labels = nx.get node attributes(G, 'label')
    plt.figure(figsize=(10, 8))
   nx.draw(G, pos, labels=labels, with labels=True, node size=700, node color="skyblue", font size=10)
    tree path = 'static/huffman tree.png'
    plt.savefig(tree path)
    plt.close()
    return tree path
```

app.py

from flask import Flask, render template, request

```
import os
app = Flask( name )
@app.route("/", methods=["GET", "POST"])
def index():
    encoded text = ""
    storage size = 0
    plot path = ""
    tree path = ""
    if request.method == "POST":
        text = request.form["text"]
        # Generate Huffman tree and code
        freq_dict, huffman_code, root = generate_huffman_tree(text)
        encoded text = encode text(text, huffman code)
        storage size = calculate storage size(encoded text)
        plot path = plot frequency(freq dict)
        tree path = plot huffman tree(root)
    return render template("index.html", encoded text=encoded text, storage size=storage size, plot path=plot path, tree path=tree
```

from huffman backend import generate huffman tree, encode text, calculate storage size, plot frequency, plot huffman tree

```
<html lang="en">
    <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <title>Huffman Coding Text Compression</title>
       body { font-family: Arial, sans-serif; background-color: ■#f4f4f9; color: □#333; text-align: center; }
       h1 { color: ■#4a90e2; }
       form { margin-top: 20px; }
       textarea { width: 80%; height: 100px; margin-top: 10px; }
       input[type="submit"] { padding: 10px 20px; background-color: ■#4a90e2; color: ■#fff; border: none; cursor: pointer; }
       input[type="submit"]:hover { background-color: \_#357abd; }
       .result-section { margin-top: 30px;
       img { margin-top: 20px; max-width: 80%; }
    <h1>Huffman Coding Text Compression</h1>
   <form method="post">
       <label for="text">Enter Text:</label><br>
       <textarea id="text" name="text" rows="4" cols="50" placeholder="Type or paste your text here..."></textarea><br>
       <input type="submit" value="Compress">
    {% if encoded text %}
       <div class="result-section">
           <h2>Encoded Text:</h2>
           {{ encoded text }}
           <h2>Storage Size:</h2>
           {{ storage size }} bytes
           <h2>Frequency Plot:</h2>
           <imq src="{{ plot path }}" alt="Frequency Plot" id="frequencyPlot">
           <h2>Huffman Tree:</h2>
           <imq src="{{ tree path }}" alt="Huffman Tree" id="HuffmanTree">
   {% endif %}
       document.getElementById("text").addEventListener("input", function()
           document.getElementById("encodedText").innerText = "";
           document.getElementById("storageSize").innerText = "";
           document.getElementById("frequencyPlot").style.display = "none";
           document.getElementById("HuffmanTree").style.display = "none";
```

<!DOCTYPE html>

Huffman Coding Text Compression

Enter Text:

Type or paste your text here...

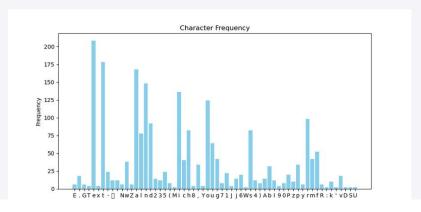


Encoded Text:

Storage Size:

1323.75 bytes

Frequency Plot:



Huffman Tree:

















