

# Tutorial for Huffman code generation

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import heapq
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class node:
    def __init__(self, freq, symbol, left=None, right=None):
        # frequency of symbol
        self.freq = freq

        # symbol name (character)
        self.symbol = symbol

        # node left of current node
        self.left = left

        # node right of current node
        self.right = right

        # tree direction (0/1)
        self.huff = ''

#arranging the frequency in ascending order
def __lt__(self, nxt):
    return self.freq < nxt.freq

# function to allot and print code for each
character in the tree
def printNodes(node, val=''):

    newVal = val + str(node.huff)

    # if node is not an edge node then
    traverse inside it
    if(node.left):
        printNodes(node.left, newVal)
    if(node.right):
        printNodes(node.right, newVal)

    # if node is edge node then give
    if(not node.left and not node.right):
        print(f'{node.symbol} -> {
```

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newVal}')

# characters for huffman tree
chars = ['a', 'b', 'c', 'd', 'e', 'f', 'g', 'h']

# frequency of characters
freq = [1/2, 1/4, 1/8, 1/16, 1/32, 1/64, 1/128, 1/128]

# empty nodes
nodes = []

# converting characters and frequencies into
huffman tree nodes
for x in range(len(chars)):
    heapq.heappush(nodes, node(freq[x],
                                chars[x]))

while len(nodes) > 1:

    # sort all the nodes in ascending order
    left = heapq.heappop(nodes)
    right = heapq.heappop(nodes)

    # assign directional value to these nodes
    left.huff = 1
    right.huff = 0

    # combine the 2 smallest nodes to create
    a new node as their parent
    newNode = node(left.freq+right.freq, left.
                    symbol+right.symbol, left, right)
    heapq.heappush(nodes, newNode)

#printing the huffman code
printNodes(nodes[0])
```

- 1) define all the parameter for the huffman tree i.e **class node:**. Also rearrange the frequency in ascending order
- 2) Using a function **printNodes(node,val='')** to create the tree print the huffman code.
- 3) **while len(nodes):1** is loop to assign values to the node from the previous step

4) finally printing the code.