

Algorithms Project 2 -- Marshall Thompson

1. Implementation Specifics

Inputs

It is assumed that there are two lists given as input. First, a set of symbols. Second, is the corresponding frequencies of occurrence for those symbols.

Implementation

Approach

My approach relies on a min heap to achieve optimality. A min heap allows for easy retrieval of the minimum element of the set. This is necessary as a greedy approach to constructing Huffman trees relies on pairing the two symbols with minimum probability. Furthermore, when inserting nodes back into the heap the order is maintained, so further removals from the heap remain in the proper order.

The minimum elements are desirable for creating an optimal Huffman Coding as we want the symbols with the greatest probability to appear near the top of the tree and thus have a shorter encoded length. This is true of pairs of symbols as well which are created in the Huffman Encoding Algorithm. Symbols with greater probability will be paired later in the algorithm and thus be higher in the tree.

A heap is optimal in finding the minimum ($O(\log n)$) over brute force and unordered binary tree ($O(n)$).

For my implementation I used the Python `heapq` library for a min heap, and I created my own Node class for ease of use and comparison. The Node class can be seen below

PseudoCode

```
class Node:
    symbol,
    freq,
    left,
    right,
    huffman_code

    # overrides < operator
    def overridePythonLessThan(otherNode)
        return this.freq < otherNode.freq

def huffman(syms, freqs):
    huffman_heap = Heap

    n = len(syms)
    for i=0-->n:
        add (syms[i], freq[i]) to huffman_heap

    while len(huffman_heap) > 1:
```

```

left_node = huffman_heap.pop()
right_node = huffman_heap.pop()

left_node.huffman_code = 0
right_node.huffman_code = 1

new_freq = left_node.freq + right_node.freq

new_node = Node(new_freq, left=left_node, right=right_node)

```

2. Numerical Results

Table

Graph

