Huffman Encoding

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1. Introduction

In 1951, the MIT student David A. Huffman was working on his term paper which his professor gave to Huffman's class for whom didn't want to take the final exam. The Problem that was assigned to them was to find the most effecient binary code. Huffman got the idea to use a frequency sorted binary tree and proved that his method is the most efficient.[1]

Huffman coding assigns binary codes to character in such a way that the code's lenght depends on the frequency/weight of its corresponding character. The codes have variable lenghths, and they're prefix-free which means that any code isn't a prefix of any of the other codes.[2]

The Huffman tree is a binary tree in which any leaf in the tree corresponds to the character/data that is being coded.

We have managed to utilize this technique to compress images with ".pgm" format by encoding each pixel in the image according to its frequency thus storing it in less number of bits.
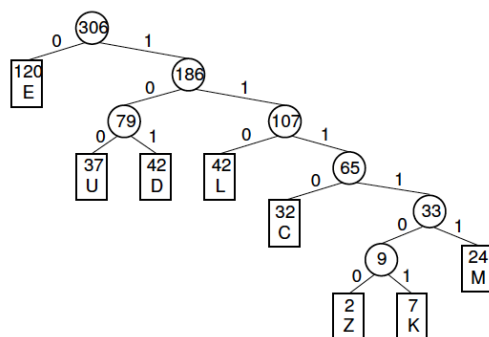

Figure 1. Example of a coded Huffman Tree

2. Motivation

We were really motivated and enthusiastic about this project cause it helped us learn a lot of new things:

1. The concept of file compression and how much useful it is.

2. How to read/write files using C++.

3. How to handle command line arguments and flags.

4. Storing data in binary files.

5. Learned how useful some data structures like hashmaps are.

6. How to make user friendly GUI with a descent UI.

3. Resources

We used the pgmb_io library to read and write the pgm file. Its written mainly in c, we added more c++ functionalities to make it compatible with our application and we removed the unneeded functions in it.

4. Challenges and Problems

1. Learning how to use fstream functionalities.

2. Learning how to build a GUI.

3. Converting data to bitsets.
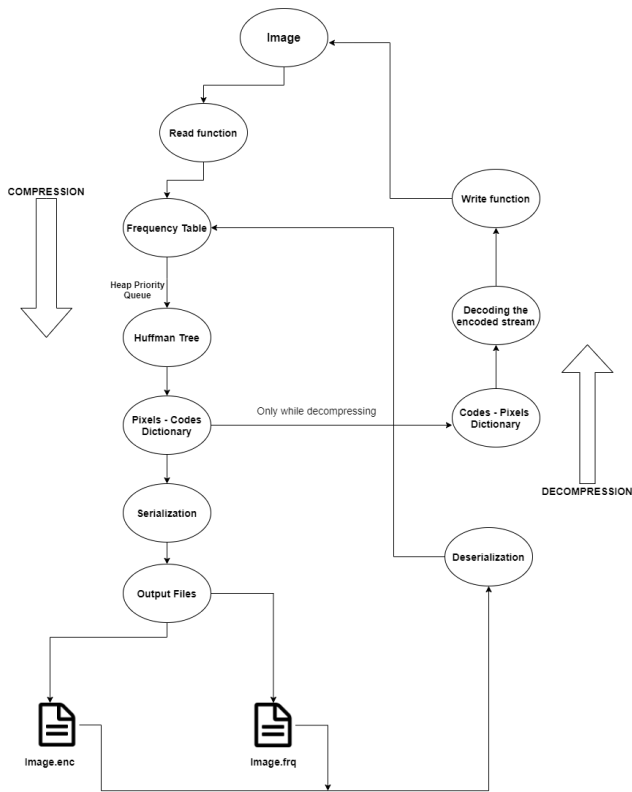
5. System Block Diagram

Figure 2. System Block Diagram

6. User manual for the system

Steps to run your programs.

7. Results

Screenshots for your running programs

8. Contributions

1. Mostafa Essam:

    (a) Read/write imagefiles in ".pgm" format.
    (b) Serializing the encoded image and frequency table.
    (c) Deserializing the frequency table.
    (d) Documentation

2. Habiba Mahmoud:

    (a) Construct a frequency table from the image.
    (b) From the frequency table,construct Huffman tree with the help of heap priority queue (Huffman Encoding).

    (c) Generate the codes for each pixel.
    (d) Documentation.

3. Mo'men Maged:

    (a) Deserializing the encoded image and frequency table.
    (b) Decoding the encoded image data.
    (c) Arguments flag.
    (d) Report.

4. Mariam Mohamed Osama: GUI.

5. Anas Mohamed Abdelrahman: GUI.

References

[1] G. Stix, "Encoding the "Neatness" of Ones and Zeroes," *Scientific American*, vol. 265, no. 3, pp. 54–58, Sep. 1991.

[2] "Huffman coding," 2014. [Online]. Available: http://homes.sice.indiana.edu/yye/lab/teaching/spring2014-C343/huffman.php