



Huffman Coding | Huffman Coding Example | Time Complexity

📁 Design & Analysis of Algorithms

Huffman Coding-

- Huffman Coding is a famous Greedy Algorithm.
- It is used for the lossless compression of data.
- It uses variable length encoding.
- It assigns variable length code to all the characters.
- The code length of a character depends on how frequently it occurs in the given text.
- The character which occurs most frequently gets the smallest code.

- The character which occurs least frequently gets the largest code.
- It is also known as **Huffman Encoding**.

Prefix Rule-

- Huffman Coding implements a rule known as a prefix rule.
- This is to prevent the ambiguities while decoding.
- It ensures that the code assigned to any character is not a prefix of the code assigned to any other character.

Major Steps in Huffman Coding-

There are two major steps in Huffman Coding-

1. Building a Huffman Tree from the input characters.
2. Assigning code to the characters by traversing the Huffman Tree.

Huffman Tree-

The steps involved in the construction of Huffman Tree are as follows-

Step-01:

- Create a leaf node for each character of the text.
- Leaf node of a character contains the occurring frequency of that character.

Step-02:

- Arrange all the nodes in increasing order of their frequency value.

Step-03:

Considering the first two nodes having minimum frequency,

- Create a new internal node.
- The frequency of this new node is the sum of frequency of those two nodes.
- Make the first node as a left child and the other node as a right child of the newly created node.

Step-04:

- Keep repeating Step-02 and Step-03 until all the nodes form a single tree.
- The tree finally obtained is the desired Huffman Tree.

Time Complexity-

The time complexity analysis of Huffman Coding is as follows-

- `extractMin()` is called $2 \times (n-1)$ times if there are n nodes.
- As `extractMin()` calls `minHeapify()`, it takes $O(\log n)$ time.

Thus, Overall time complexity of Huffman Coding becomes **$O(n \log n)$** .

Here, n is the number of unique characters in the given text.

Important Formulas-

The following 2 formulas are important to solve the problems based on Huffman Coding-

Formula-01:

$$\begin{aligned}\text{Average code length per character} &= \frac{\sum (\text{frequency}_i \times \text{code length}_i)}{\sum \text{frequency}_i} \\ &= \sum (\text{probability}_i \times \text{code length}_i)\end{aligned}$$

Formula-02:

Total number of bits in Huffman encoded message

= Total number of characters in the message x Average code length per character

$$= \sum (\text{frequency}_i \times \text{Code length}_i)$$

PRACTICE PROBLEM BASED ON HUFFMAN CODING-

Problem-

A file contains the following characters with the frequencies as shown. If Huffman Coding is used for data compression, determine-

1. Huffman Code for each character
2. Average code length
3. Length of Huffman encoded message (in bits)

Characters	Frequencies
a	10
e	15
i	12
o	3
u	4
s	13
t	1

Solution-

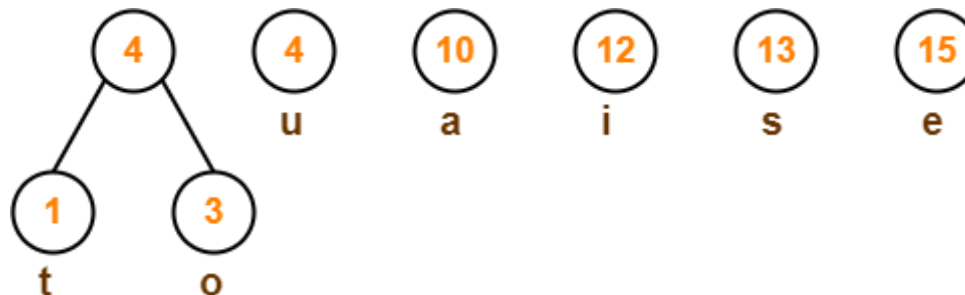
First let us construct the Huffman Tree.

Huffman Tree is constructed in the following steps-

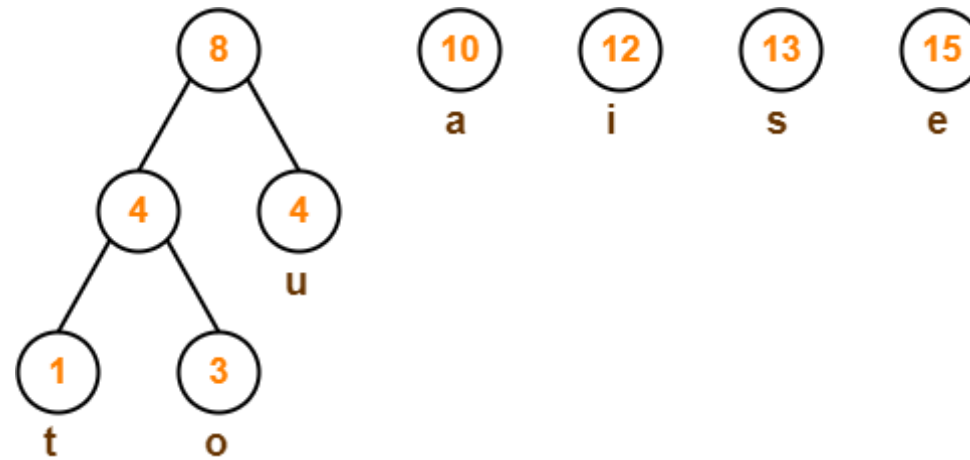
Step-01:



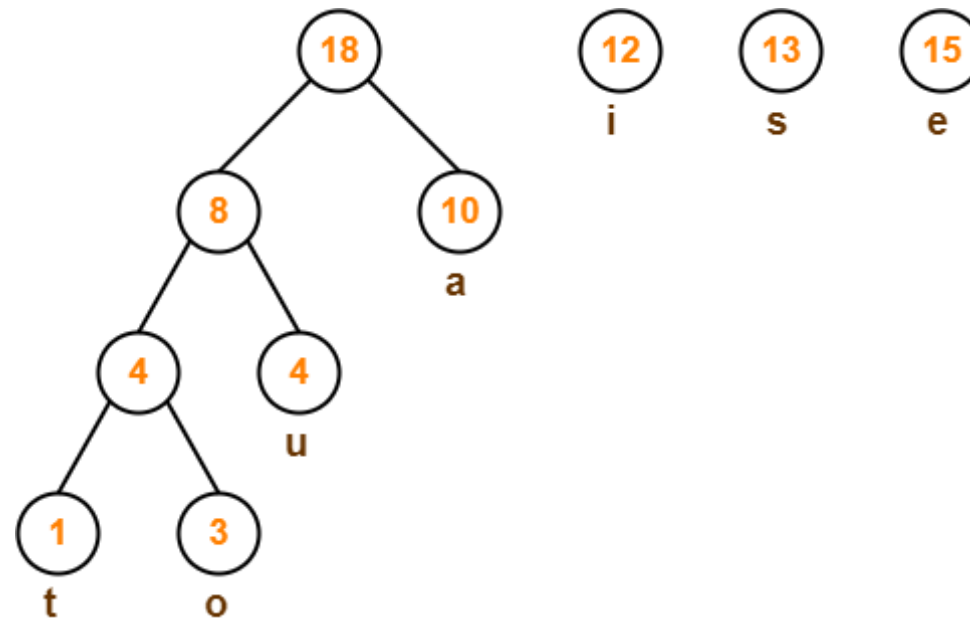
Step-02:



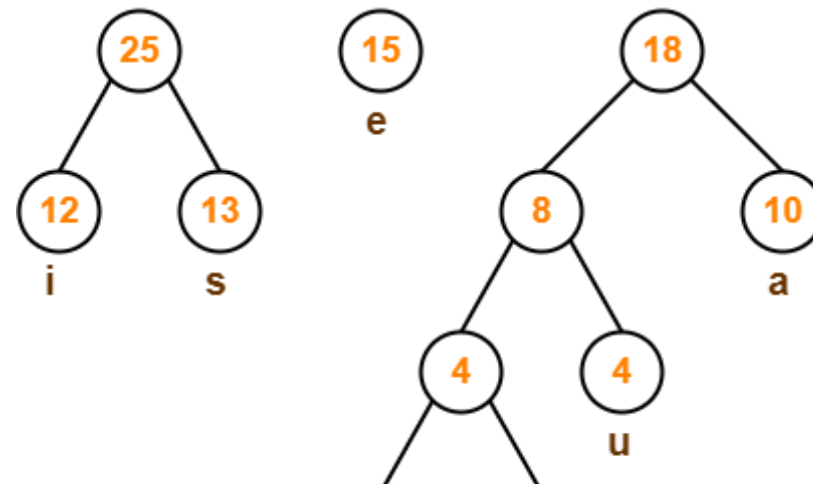
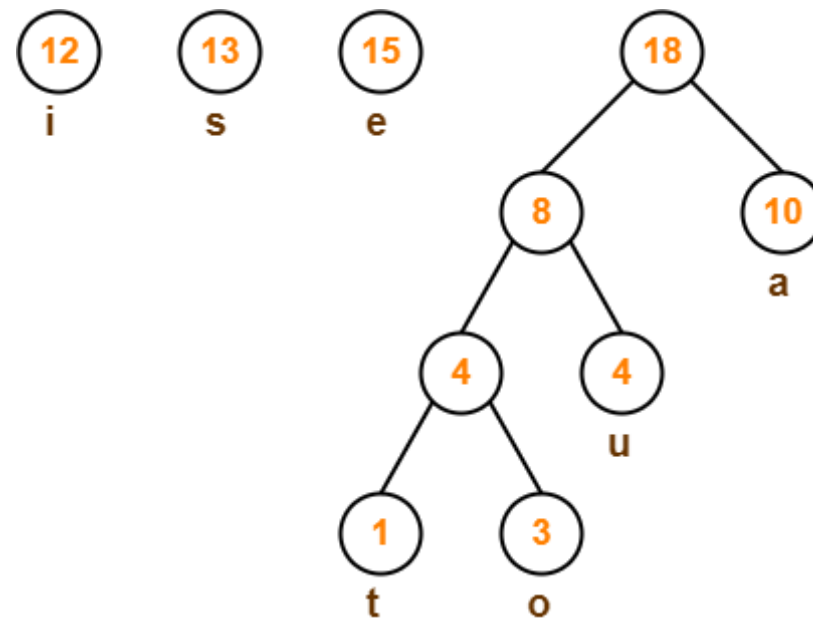
Step-03:



Step-04:



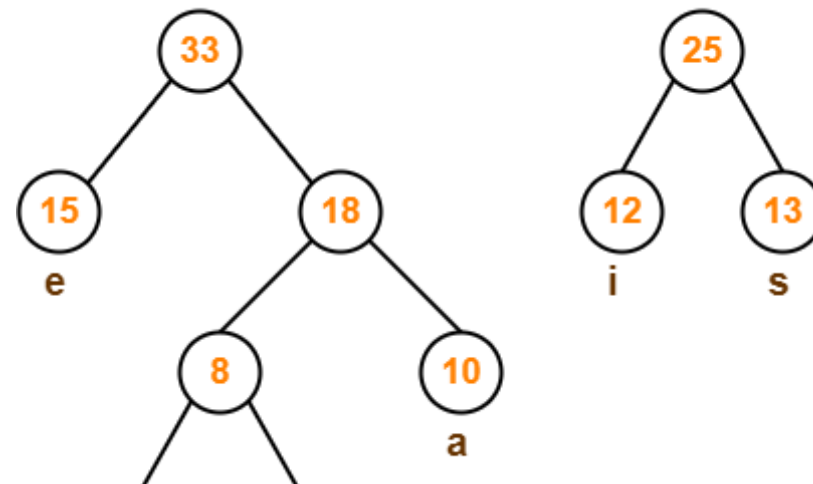
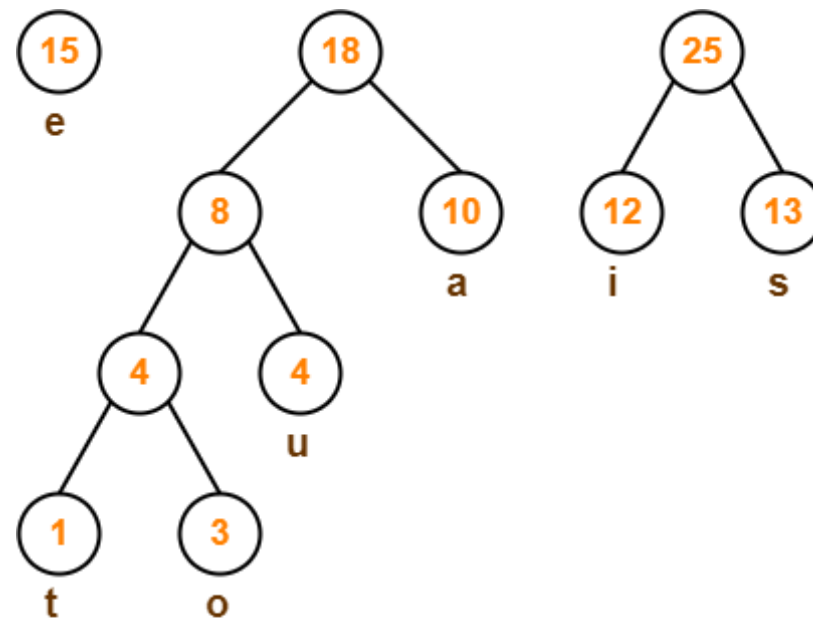
Step-05:

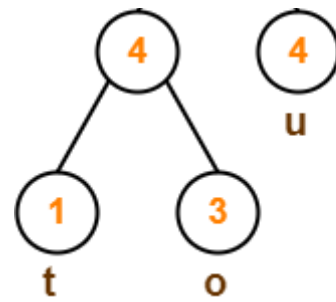


1
t

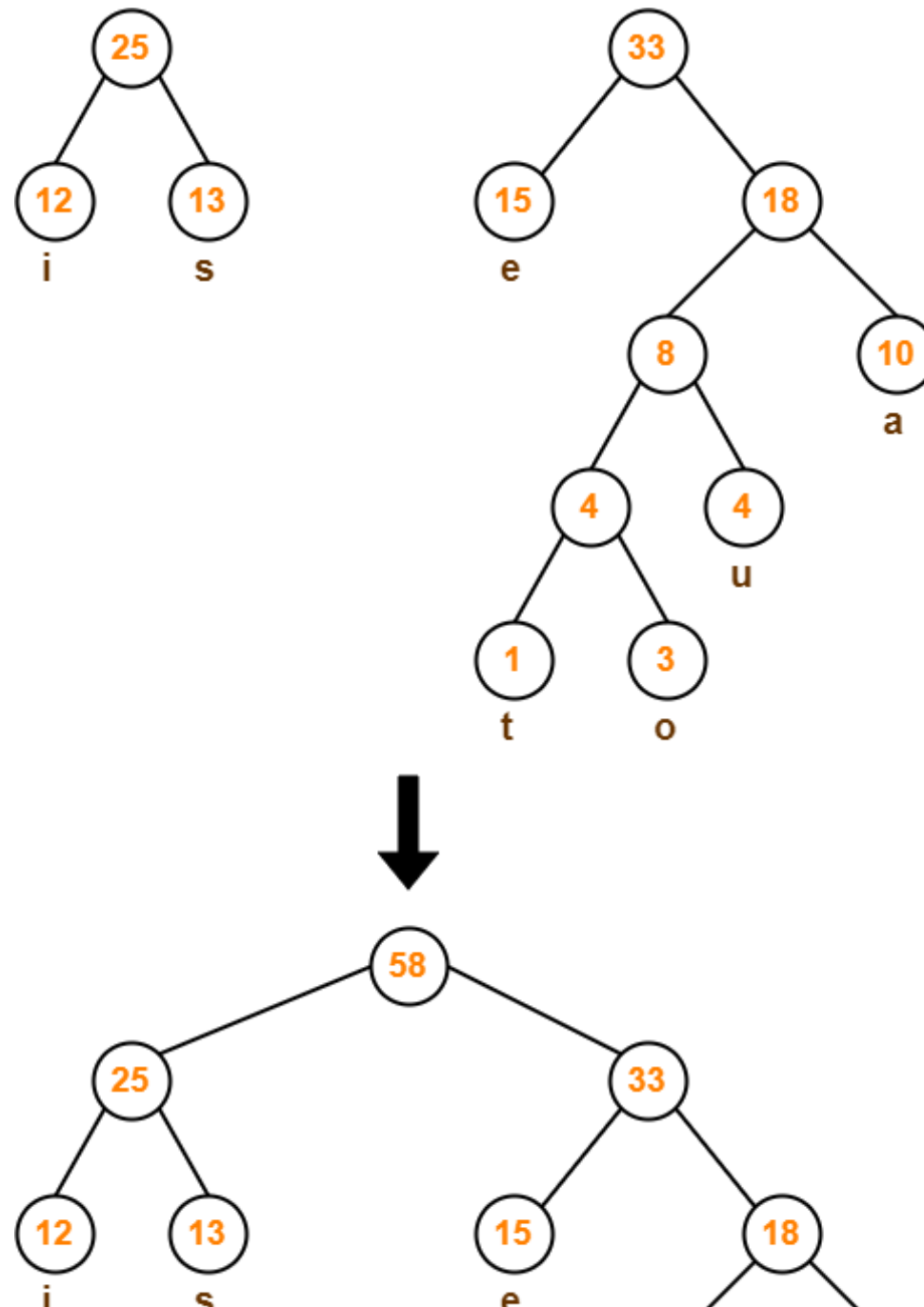
3
o

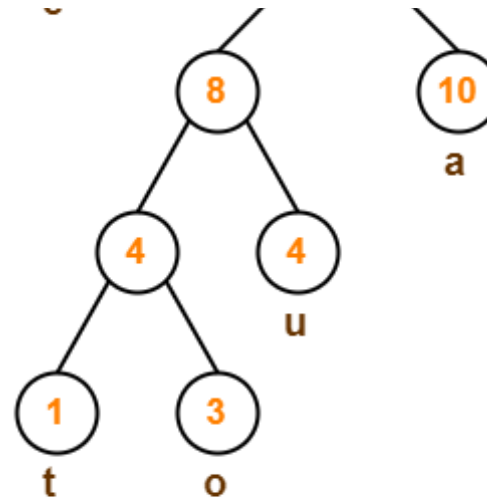
Step-06:





Step-07:





Huffman Tree

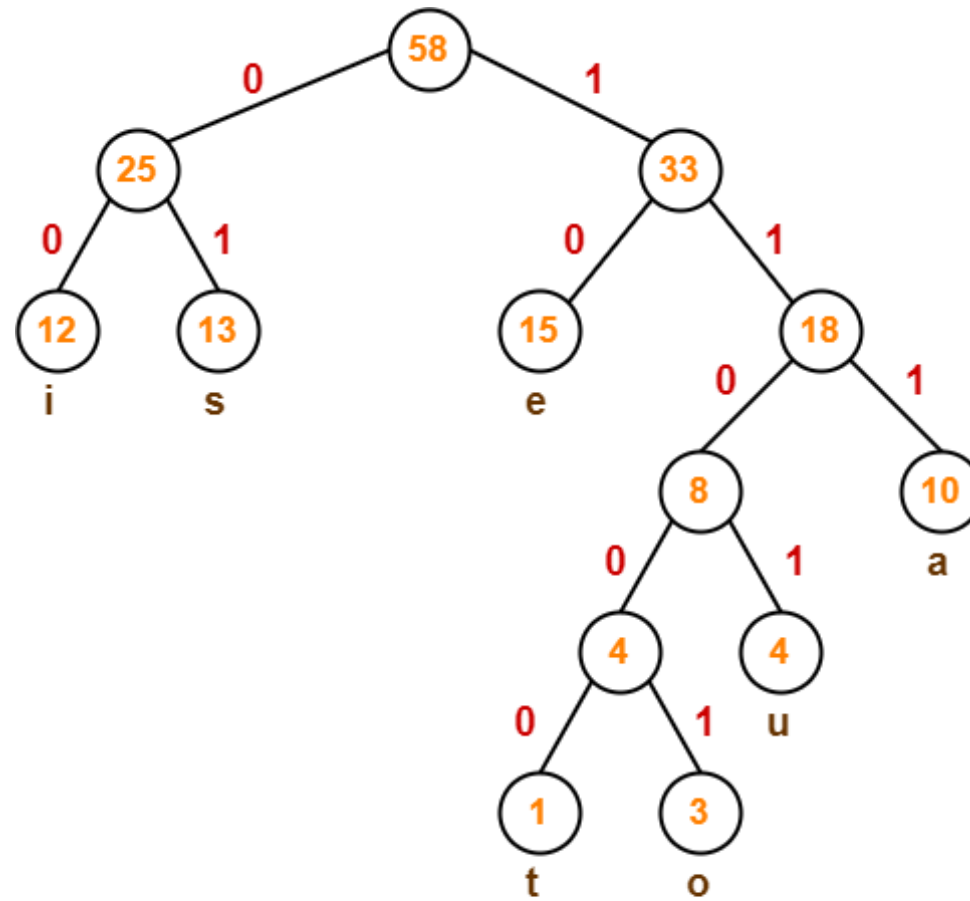
Now,

- We assign weight to all the edges of the constructed Huffman Tree.
- Let us assign weight '0' to the left edges and weight '1' to the right edges.

Rule

- If you assign weight '0' to the left edges, then assign weight '1' to the right edges.
- If you assign weight '1' to the left edges, then assign weight '0' to the right edges.
- Any of the above two conventions may be followed.
- But follow the same convention at the time of decoding that is adopted at the time of encoding.

After assigning weight to all the edges, the modified Huffman Tree is-



Huffman Tree

Now, let us answer each part of the given problem one by one-

1. Huffman Code For Characters-

To write Huffman Code for any character, traverse the Huffman Tree from root node to the leaf node of that character.

Following this rule, the Huffman Code for each character is-

- a = 111
- e = 10
- i = 00
- o = 11001
- u = 1101
- s = 01
- t = 11000

From here, we can observe-

- Characters occurring less frequently in the text are assigned the larger code.
- Characters occurring more frequently in the text are assigned the smaller code.

2. Average Code Length-

Using formula-01, we have-

Average code length

$$= \sum (\text{frequency}_i \times \text{code length}_i) / \sum (\text{frequency}_i)$$

$$= \{ (10 \times 3) + (15 \times 2) + (12 \times 2) + (3 \times 5) + (4 \times 4) + (13 \times 2) + (1 \times 5) \} / (10 + 15 + 12 + 3 + 4 + 13 + 1)$$

$$= 2.52$$

3. Length of Huffman Encoded Message-

Using formula-02, we have-

Total number of bits in Huffman encoded message

$$= \text{Total number of characters in the message} \times \text{Average code length per character}$$

$$= 58 \times 2.52$$

$$= 146.16$$

$$\cong 147 \text{ bits}$$

To gain better understanding about Huffman Coding,

[Watch this Video Lecture](#)

To practice previous years GATE problems on Huffman Coding,

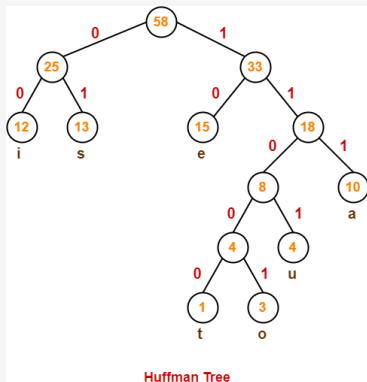
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Summary



Article Name Huffman Coding | Huffman Coding Example | Time Complexity

Description Huffman Coding or Huffman Encoding is a Greedy Algorithm that is used for the lossless compression of data. Huffman Coding Example and Time Complexity. Huffman Tree Construction Steps.

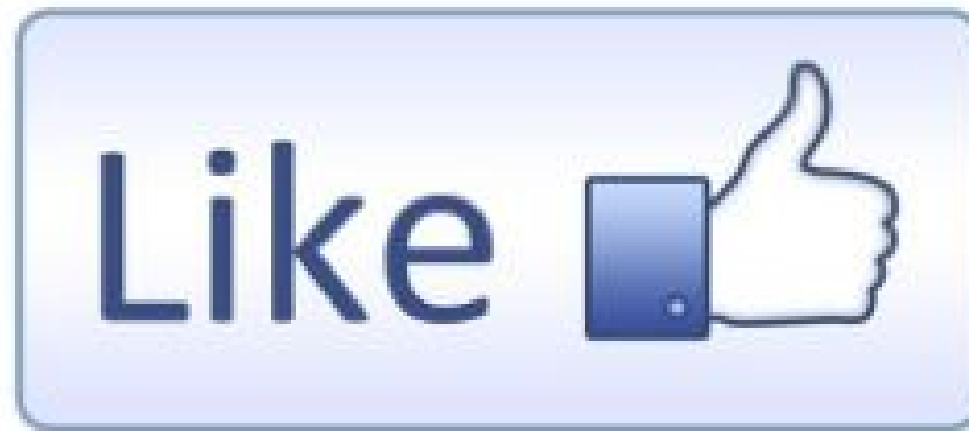
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Sorting Algorithms

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Merge Sort

Quick Sort

Topological Sort

Shortest Path Algorithms

Types of Shortest Path Problems

Dijkstra's Algorithm

Floyd-Warshall Algorithm

Greedy Approach

Fractional Knapsack Problem

Job Sequencing with Deadlines

Huffman Coding

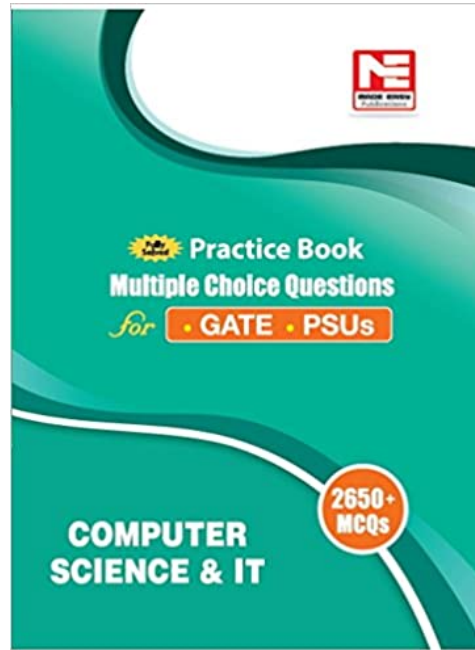
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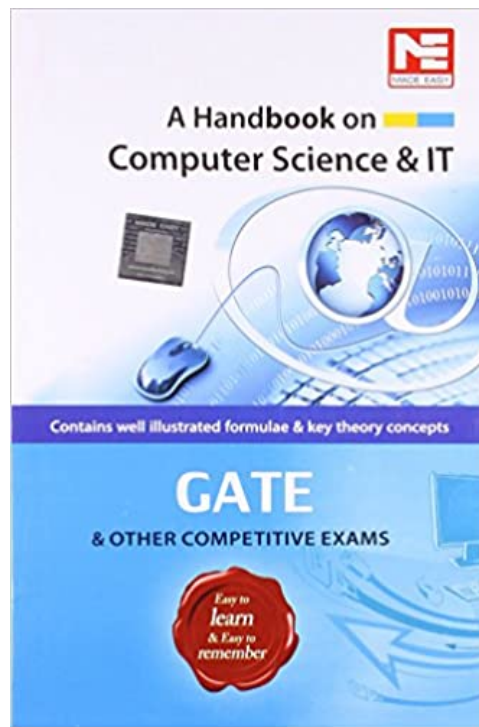
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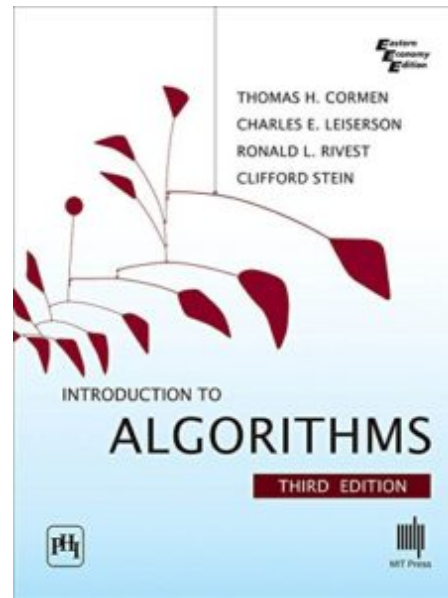
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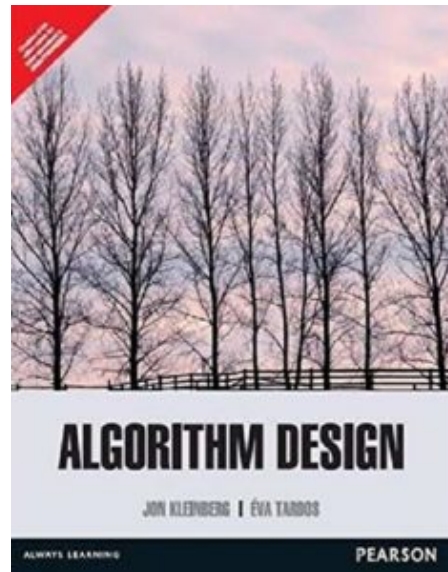
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Job Opportunities

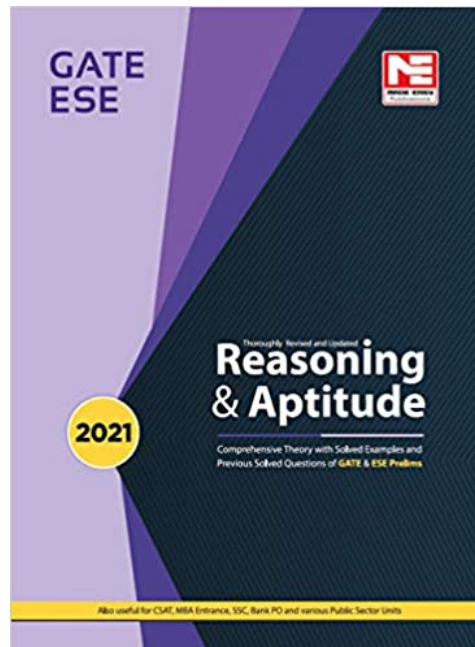


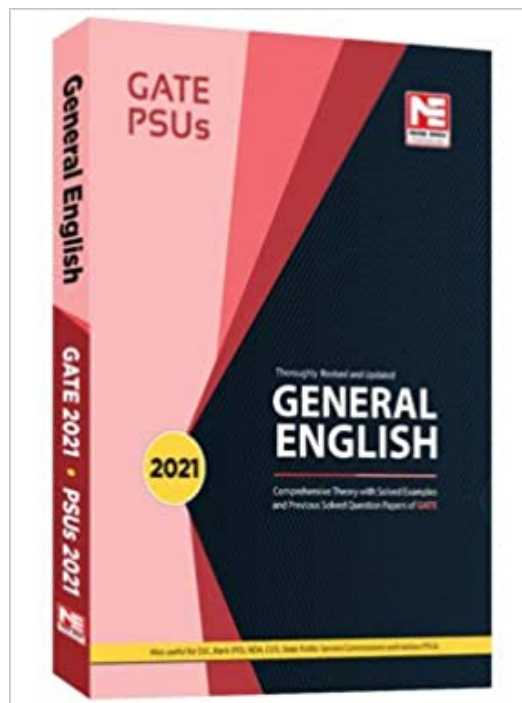


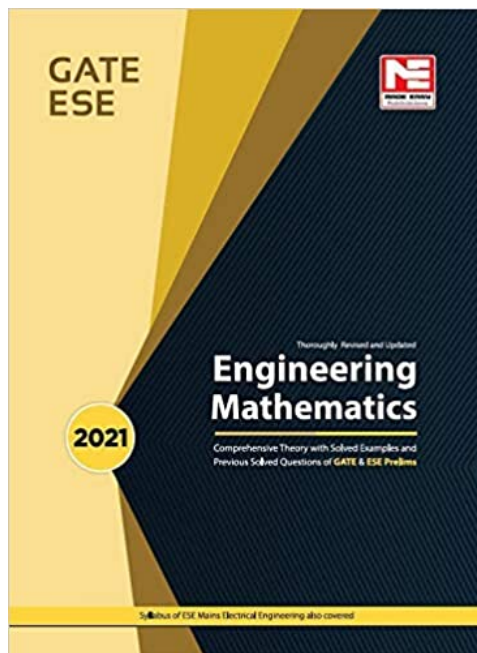
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