<u>Programming Project – Huffman encoding-decoding</u>

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Problem Statement: Software giant Toggle recently bought video streaming site MyTube. Now MyTube needs to send its data to Toggle server. As enormous amount of data will be transferred, they decided to use Huffman coding to reduce data size. The aim is to implement the working model of Huffman encoder and decoder.

- 1. **Huffman Coding:** In this part of the project, I implemented the three types of data structures that can store the input data in form of a heap. The idea is to be able to get the minimum element from the heap data structure and using it to build the Huffman tree.
 - i) Binary Heap: I implemented the binary heap data structure using a Node data structure. The node data structure has six fields: parent, leftchild, rightchild, isleaf, key and value; where key is the input number and the value is the frequency of that number. Following functions are included in the code. Following table explains the prototype of functions used for implementing the binary heap

| FUNCTION | CLASS | PROTOTYPE (returnType FunctionName(arguments)) |
|-----------------------|------------|--|
| BinaryHeap | BinaryHeap | Class Constructor |
| getHeap | BinaryHeap | BinaryNode[] getHeap () |
| insert | BinaryHeap | void insert (BinaryNode n) |
| findSmallestCh ild | BinaryHeap | int findSmallestChild (int s, int e) |
| restoreHeap | BinaryHeap | void restoreHeap (int i) |
| removeMin | BinaryHeap | BinaryNode removeMin() |
| getSize | BinaryHeap | int getSize() |
| swap | BinaryHeap | void swap (int p, int l) |

ii) 4-way cache optimized heap: I implemented the 4-way heap data structure using a DNode data structure. The DNode data structure has six fields: parent, leftchild, rightchild, isleaf, key and value; where key is the input number and the value is the frequency of that number. Following functions are included in the code. Following table explains the prototype of functions used for implementing the 4-way heap:

| FUNCTION | CLASS | PROTOTYPE (returnType FunctionName(arguments)) |
|-----------------------|-------|--|
| DHeap | DHeap | Class Constructor |
| getdHeap | DHeap | DNode[] getdHeap() |
| insert | DHeap | void insert (DNode n) |
| findSmallestCh ild | DHeap | int findSmallestChild(int s, int e) |
| restoreHeap | DHeap | void restoreHeap (int i) |
| removeMin | DHeap | DNode removeMin() |
| getSize | DHeap | int getSize() |

iii) Pairing Heap: I implemented the 4-way heap data structure using PNode data structure. The PNode data structure has five fields: nextSibling, backLink, IChild, leftChild, rightChild, isLeaf, key and value; where key is the input number and the value is the frequency of that number. Following functions are included in the code. Following table explains the prototype of functions used for implementing the 4-way heap:

| FUNCTION | CLASS | PROTOTYPE (returnType FunctionName(arguments)) |
|------------------------------|-------------|---|
| DHeap | PairingHeap | Class Constructor |
| insert | PairingHeap | PNode insert (PNode newNode) |
| meldOperation | PairingHeap | PNode meldOperation (PNode n1, PNode n2) |
| twoPassSchemeJoin | PairingHeap | PNode twoPassSchemeJoin(PNode sibling) |
| increaseMinTreeArra ySize | PairingHeap | PNode[] increaseMinTreeArraySize (PNode[] arr, int pos) |
| removeMin | PairingHeap | PNode removeMin () |

Performance Analysis:

2. Encoder: encoder.java class contains the main class for the encoder program.

| FUNCTION | CLASS | PROTOTYPE (returnType FunctionName(arguments)) |
|----------------------|---------|--|
| encodeInput | encoder | void encodeInput(LinkedHashMap <integer, string=""> codeMap, File file)</integer,> |
| huffmanCodeGenerator | encoder | LinkedHashMap <integer,string> huffmanCodeGenerator(DNode n, String hCode, LinkedHashMap m, BufferedWriter w)</integer,string> |
| runEncoder | encoder | void runEncoder(String path) |
| main | encoder | void main(String [] args) |

3. **Decoder:** decoder.java contains the main function for decoder program.

| FUNCTION | CLASS | PROTOTYPE (returnType FunctionName(arguments)) |
|-----------------------------|---------|--|
| generateTree | decoder | Node generateTree(File file) |
| generateTreefromCode | decoder | Node generateTreefromCode(Node root, String codePair, int pos, int posMax) |
| getDecodedMessageStri ng | decoder | void getDecodedMessageString(File file2, File file3, Node htree) |
| decodeData | decoder | String decodeData(Node htree, String message, BufferedWriter bw) |
| runDecoder | decoder | void runDecoder(String[] arr) |
| main | decoder | void main(String[] args) |