

Experiment No.4

Title:-Greedy Method to solve problems of optimal merge pattern.

Problem:- Huffman Coding

Building an optimal prefix code for data compression.

The process of repeatedly merging the two smallest frequency nodes is a direct application of the optimal merge pattern.

Programm:-

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#define MAX_TREE_HT 100
// A Huffman tree node
typedef struct MinHeapNode {
    char data;          // character
    unsigned freq;      // frequency of character
    struct MinHeapNode *left, *right;
} MinHeapNode;
// Min-Heap: collection of min-heap (or Huffman tree) nodes
typedef struct MinHeap {
    unsigned size;
    unsigned capacity;
    MinHeapNode** array;
} MinHeap;
// Create a new node
MinHeapNode* newNode(char data, unsigned freq) {
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MinHeapNode* temp = (MinHeapNode*) malloc(sizeof(MinHeapNode));

temp->left = temp->right = NULL;

temp->data = data;

temp->freq = freq;

return temp;

}

// Create a min-heap of given capacity

MinHeap* createMinHeap(unsigned capacity) {

    MinHeap* minHeap = (MinHeap*) malloc(sizeof(MinHeap));

    minHeap->size = 0;

    minHeap->capacity = capacity;

    minHeap->array = (MinHeapNode**) malloc(minHeap->capacity * sizeof(MinHeapNode*));

    return minHeap;

}

// Swap two nodes

void swapMinHeapNode(MinHeapNode** a, MinHeapNode** b) {

    MinHeapNode* t = *a;

    *a = *b;

    *b = t;

}

// Heapify at given index

void minHeapify(MinHeap* minHeap, int idx) {

    int smallest = idx;

    int left = 2*idx + 1;

    int right = 2*idx + 2;

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if (left < minHeap->size && minHeap->array[left]->freq < minHeap->array[smallest]->freq)
    smallest = left;

if (right < minHeap->size && minHeap->array[right]->freq < minHeap->array[smallest]->freq)
    smallest = right;

if (smallest != idx) {
    swapMinHeapNode(&minHeap->array[smallest], &minHeap->array[idx]);
    minHeapify(minHeap, smallest);
}

// Check if size is 1

int isSizeOne(MinHeap* minHeap) {
    return (minHeap->size == 1);
}

// Extract minimum value node

MinHeapNode* extractMin(MinHeap* minHeap) {
    MinHeapNode* temp = minHeap->array[0];

    minHeap->array[0] = minHeap->array[minHeap->size - 1];
    minHeap->size--;
    minHeapify(minHeap, 0);

    return temp;
}

// Insert a new node

void insertMinHeap(MinHeap* minHeap, MinHeapNode* minHeapNode) {
    minHeap->size++;
    int i = minHeap->size - 1;

    while (i && minHeapNode->freq < minHeap->array[(i - 1)/2]->freq) {

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minHeap->array[i] = minHeap->array[(i - 1)/2];
i = (i - 1)/2;
}

minHeap->array[i] = minHeapNode;
}

// Build min-heap

void buildMinHeap(MinHeap* minHeap) {
    int n = minHeap->size - 1;
    for (int i = (n-1)/2; i >=0; i--)
        minHeapify(minHeap, i);
}

// Create and build min-heap from characters and frequencies

MinHeap* createAndBuildMinHeap(char data[], int freq[], int size) {
    MinHeap* minHeap = createMinHeap(size);
    for (int i=0; i<size; ++i)
        minHeap->array[i] = newNode(data[i], freq[i]);
    minHeap->size = size;
    buildMinHeap(minHeap);
    return minHeap;
}

// Build Huffman Tree

MinHeapNode* buildHuffmanTree(char data[], int freq[], int size) {
    MinHeapNode *left, *right, *top;
    MinHeap* minHeap = createAndBuildMinHeap(data, freq, size);
    while (!isSizeOne(minHeap)) {
        left = extractMin(minHeap);

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    right = extractMin(minHeap);

    top = newNode('$', left->freq + right->freq);

    top->left = left;

    top->right = right;

    insertMinHeap(minHeap, top);

}

return extractMin(minHeap);

}

// Print Huffman codes

void printCodes(MinHeapNode* root, int arr[], int top) {

    if (root->left) {

        arr[top] = 0;

        printCodes(root->left, arr, top + 1);

    }

    if (root->right) {

        arr[top] = 1;

        printCodes(root->right, arr, top + 1);

    }

    if (!(root->left) && !(root->right)) {

        printf("%c: ", root->data);

        for (int i=0; i<top; i++)

            printf("%d", arr[i]);

        printf("\n");

    }

}

```

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// Huffman encoding function

void HuffmanCodes(char data[], int freq[], int size) {
    MinHeapNode* root = buildHuffmanTree(data, freq, size);

    int arr[MAX_TREE_HT], top = 0;

    printf("Huffman Codes:\n");

    printCodes(root, arr, top);

}

// Main function

int main() {

    char arr[] = {'a', 'b', 'c', 'd', 'e', 'f'};

    int freq[] = {5, 9, 12, 13, 16, 45};

    int size = sizeof(arr)/sizeof(arr[0]);


    HuffmanCodes(arr, freq, size);

    return 0;
}

```

Output:-

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
Code + ×

PS C:\Users\shiva> cd "c:\c language\" ; if ($?) { gcc DAAappl_1.c -o DAAappl_1 } ; if ($?) { .\DAAappl_1 }
Huffman Codes:
f: 0
c: 100
d: 101
a: 1100
b: 1101
e: 111
PS C:\c language>

```

Real-World Applications of Optimal Merge Pattern (Greedy Method)

1. File Compression

- Combining multiple smaller files into a single archive efficiently (like ZIP or TAR).
 - Minimizes total read/write operations, speeding up compression.
2. Database Query Optimization
- Merging multiple sorted database query results (joins, indexes) efficiently.
 - Reduces the number of disk accesses and comparison operations.
3. External Sorting
- Sorting huge datasets that cannot fit into memory (external sort).
 - Merging smaller sorted runs on disk with minimal I/O operations.
4. Huffman Coding
- Building an optimal prefix code for data compression.
 - The process of repeatedly merging the two smallest frequency nodes is a direct application of the optimal merge pattern.
5. Log File Aggregation
- Merging multiple server log files into a single chronological file efficiently.
 - Reduces processing time when logs are very large.
6. Document and Media File Management
- Combining video clips, audio files, or documents into a single file while minimizing the total merge time.
7. Big Data Processing
- Merging sorted outputs of distributed computations in MapReduce or other distributed frameworks.
 - Greedy merging reduces network and disk overhead.