

Structure of Program, Time complexity

The following major steps are taken in huffmanenc:

1. The first while loop obtained from fileio.cpp. This code runs through the inputted file character by character, and has been modified to increment the frequency of each character into a frequency vector as they appear in the inputted file (where the character's ascii value corresponds to the index of the frequency vector). Time complexity: $O(n)$, where n is the length of the input file.
2. The next for loop creates a vector comprised of Huffman nodes (called "huffnodes"), and stores the frequency and character value in each node. Utilizes the frequency vector from the last step. Time complexity: $O(n)$
3. Heap heap1 created. "huffnodes" is passed to heap1. Time complexity: $O(1)$
4. Next, while loop in huffmanenc. Creates a Huffman tree on the heap using the process described in class. Two deleteMin() method calls are called, each with average complexity of $O(\log n)$. Then, an insert() method is called, which on average has time complexity of $O(1)$ (since inserts happen at the end of the heap, and there is a high probability that the value being inserted will be a leaf, since half the nodes of the tree are leaves). Overall time complexity: $O(1) + O(\log n) + O(\log n) \rightarrow O(1) + O(2*\log n)$.
5. Next, "encode" method called, sets prefix values for the Huffman tree. Since the method has a recursive implementation, the general time complexity will be $O(\log n)$.
6. Next, for loop to print out letters and their expected prefix vals. Simple for loop that runs through the huffnode vector. Time complexity: $O(n)$.
7. Next, nested for loop to print out encoded message. Outer loop runs 128 times through the vector, inner for loop runs based on huffnode size (n). Time complexity: $O(128*n)$
8. Last, for loop that runs through huffnode vector to calculate tree cost and compressed bit size. Time complexity $O(n)$.

Approximate overall time complexity for huffmanenc: $O(n) + O(n) + O(1) + O(1) + O(2*\log n) + O(n) + O(128n) + O(n) \rightarrow O(131n) + O(2*\log n)$

For huffmandec:

1. While loop that stores prefix vals of each character into vector. Time complexity: $O(n)$
2. Next, for loop that goes through the prefixVec vector 128 times. At each iteration, calls populate Tree, a recursive method that creates a prefix code tree. Thus, time complexity is: $O(128 * \log n)$.
3. Next, while loop that concatenates all the bits from the inputted file into a single string. $O(n)$ time complexity.

Approximate overall time complexity for huffmandec: $O(n) + O(n) + O(128 * \log n) \rightarrow O(2n) + O(128*\log n)$

Space

Space and memory allocation depends on the amount and sizes of variables used in each program¹. Calculating the sum of bytes gives us the memory allocations for each program.

Memory taken up by huffmanenc:

<i>Variable</i>	<i># of Bytes</i>
Integer frequency vector (128)	4* 128 = 512 bytes
Int currentChar	4
Char g, j, y, d	4
hNode * h , hNode * dummy	8
huffnodes vector	depends on number of nodes
String prefix	depends on number of characters (+ 1)
Int dSymbols, oBits, symbolNo	12
Double tCost, cRatio, cBits	24
Loop integer iterators (of which there were 3)	12

Memory taken up by each node:

<i>Variable</i>	<i># of Bytes</i>
Int frequency	4
Char charVal	1
hNode * left, * right	8
string prefix	depends on number of characters (+1)

Memory taken up by a heap

<i>Variable</i>	<i># of Bytes</i>
heapVec vector	depends on number of nodes in this vector
int heap_size	4

Memory taken up by huffmandec not included to keep this report from being too long. Similar to huffmanenc.

¹ All byte values assumed under a 32 bit system