**PROJECT Data Compression: Huffman Coding**

**Objective** To investigate the mechanisms of data compression of text files.

***PROJECT DESCRIPTION***

Read and review the " Focus on Data Compression " details regarding Huffman Coding in Chapter 7 of your course textbook.

Implement the Huffman Coding algorithm on the following passage by using a hand trace of the Huffman Coding tree or a suitable software tool such as MS Paint, MS Excel, MS PowerPoint, Adobe Photoshop CC , etc.

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• Find the number of bits required to encode the message.

• Compute the lower bound of compression based on the following formula:

*n*

*E* = ∑ { − *P* ( *x* *i* ) × log [ *P* ( *x* *i* ) ] }

*i* = 1

What is the redundancy ( in bits ) given this computation?

***Information about This Project***

The Huffman Coding routine examines each symbol and its frequency of occurrence and encodes each symbol using the frequency of each symbol such that those with higher occurrence ( i.e. weights ) have fewer bits in their encoding.

***Steps to Complete This Project***

**STEP 1 View the Video Lecture**

After you review the course textbook on the topic of data compression, view a video on this subject such as that given in the Web link below.

**[ How Computers Compress Text: Huffman Coding and Huffman Trees ]**

[**https://www.youtube.com/watch?v=JsTptu56GM8**](https://www.youtube.com/watch?v=JsTptu56GM8) **TRT 6:30**

**STEP 2 Launch a Drawing Tool or Create the Tree by Hand**

Draw the Huffman Tree by hand and take a photo camera snapshot of the drawing or use suitable digital software to create the tree.

**STEP 3 Perform the Tasks of the Project**

After you design the tree, perform any other tasks required by the project and answer any other questions that appear.

**STEP 4 Submit the Project**

Submit a copy of your completed project for credit.