Learning Goals · Describe "Binary code," "Prefix free, "Average letter length" · Explain connection between binary codes + trees · Describe Huffman's alg. · Analyze runtime of Huffman's alg · Describe impact of data structures alg runtime · Prove correctness of Huffman's alg



<u>ex</u>:

.

def:

Suppose you have a message where the letter "a" OCCURS 50% of the time, "b" 30%, and "c" 20%. Which is the best binary encoding of $Z = \{a, b, c\}$? A): f(a)=00 B) f(a)=0 C) f(a)=0 f(b)=01 f(b)=1 f(b)=10f(c)=10 f(c)=01 f(c)=11

A): f(a) = OOC) f(a) = OB) f(a) = Df(b) = O(b)f(b) = 10f(b) = 1f(c) = 1f(c) = 10f(c) = 0

.

.

Average letter length:

.

 e_{χ} :

Binary Trees & Binary Codes

f(a) = O $f(b) = O \setminus \qquad \longleftrightarrow$ f(c) = (1)

<u>def</u>:

.

	Merge	Trees	+0	Create	Prefi	x Free	Codes	
$\left \begin{array}{cccccccccccccccccccccccccccccccccccc$								
$\left \begin{array}{cccccccccccccccccccccccccccccccccccc$		· · · ·	•	· · · ·			· · · ·	7
$\left[\begin{array}{cccccccccccccccccccccccccccccccccccc$						· · · ·	· · ·	
$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$							· · · ·	
	4	· · · ·		· · · ·				
								· · ·

Optimal Binary Encoding Problem

jubrit:

Output:

Huffman's Algorithm

 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .
 .

Ū.	P(i)	· Use Huffman's algorithm to create a binary
Q	.3	Code
Ь	.25	· What is the average letter length of your
C.	• 2	code
d d	.15	· What is the runtime of Huffman's in terms of
e e	J • [[Z]=n? Ideas to improve?
		· Why greedy?

٠		•			٠	•	•	•	•	•	•	•	•	•	•	•	•	•	•	٠	•
•	٠	٠	•	•	•	•	•	•	•	•	•	•	•	•		•	•	•	•	٠	•
•	٠		•		•	٠	٠	٠	•	•	•	•	٠	•	٠	٠	•	٠	•	•	٠

Huffman's Algorithm For each ie 2: · Create a tree with one node, label · Give tree weight p(i) While there is more than one tree: Merge two trees with smallest weights Set weight of merged tree to be sum of weights Why greedy:

Huffman's Algorithm For each iez: Create a tree with one node, label i Give tree weight p(i) While there is more than one tree: Merge two trees with smallest weights Set weight of merged tree to be sum of weights

Improve runtime? • At each iteration of while loop, find minimum value tree. • Helpful data structure??

Go Program! (Lots of details to figure out!) (see programming assignment) Ethical Matrix Thm: Huffman's Algorithm produces a prefix free code That minimizes average lefter length. Pf:

ex: $\Sigma = \Xi e, f, g, h \Xi p(e) = .1 p(f) = .7 p(g) = .15 p(h) = .05$ They 5= Huffman 9 2 .15 G °.D5 .7 (h) \bigcirc (F .15 .7 .15 .15 .7 .15 Ð g (g)én γ. V ne E (7)Ì (g) (e/h

In general: ffman Lemma: There is an optimal tree for Z where a, b are siblings. (will prove later)

on Z Define 4 9+1 alb (fill in with d, $p(a)_1 p(b)$) 6 They $L(T^*) = \sum_{i \neq a, b \in \Sigma} P(i) d(i)$ + $L(T^{*-}) = \sum_{i \neq a/b} P(i)d(i) +$

So		•	
00	$(T^*) - L(T^* -)$	ſ	
٠		•	•

Thus

	•	•	•	•
				-

Similarly

 $L(T) - L(T^{-1}) = 1$

 $L(T^{*})-L(T^{*}) = L(T)-L(T^{-})$

Rearranging: $L(T) - L(T^*) =$ This is a contradiction because

•	•	•	•	•	•

Lemma: There is an optimal tree for Z with a, b (characters with smallest p-values) siblings.

.