## Huffman Coding Trees

ASCII codes: 8 bits per character.

- Fixed-length coding.

Can take advantage of relative frequency of letters to save space.

- Variable-length coding

$$
\begin{array}{cccccccc}
Z & \mathrm{~K} & \mathrm{M} & \mathrm{C} & \mathrm{U} & \mathrm{D} & \mathrm{~L} & \mathrm{E} \\
2 & 7 & 24 & 32 & 37 & 42 & 42 & 120
\end{array}
$$

Build the tree with minimum external path weight.

## Huffman Tree Construction (1)

| Step 1: | 2 <br> $Z$ | 7 <br> K | 24 <br> $M$ | 32 <br> $C$ | 37 <br> $U$ | 42 <br> D | 42 <br> $L$ | 120 <br> E |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Step 2: |  | $\begin{array}{\|l\|} \hline 7 \\ \mathrm{~K} \\ \hline \end{array}$ | $\begin{array}{\|c\|} \hline 24 \\ M \\ \hline \end{array}$ | $\begin{array}{\|c\|} \hline 32 \\ \mathrm{C} \\ \hline \end{array}$ | $\begin{array}{\|c\|} \hline 37 \\ U \\ \hline \end{array}$ | 42 D | 42 $L$ | 120 <br> E |
| Step 3: | $\begin{array}{\|c\|} \hline 32 \\ \mathrm{C} \end{array}$ | $\begin{array}{l\|} \hline 2 \\ z \end{array}$ | $\begin{aligned} & 33 \\ & \hline \begin{array}{l} 7 \\ 1 \end{array} \\ & \hline \end{aligned}$ | $\begin{aligned} & 24 \\ & M \end{aligned}$ | 37 <br> $U$ | 42 D | 42 $L$ | 120 <br> E |

## Huffman Tree Construction (2)



## Assigning Codes



## Coding and Decoding

A set of codes is said to meet the prefix property if no code in the set is the prefix of another.

Code for DEED:
Decode 1011001110111101:
Expected cost per letter:

## Search Tree vs. Trie

- In a BST, the root value splits the key range into everything less than or greater than the key
- The split points are determined by the data values
- View Huffman tree as a search tree
- All keys starting with 0 are in the left branch, all keys starting with 1 are in the right branch
- The root splits the key range in half
- The split points are determined by the data structure, not the data values
- Such a structure is called a Trie

