

## HW7: Huffman Coding (due Thursday, Aug 20, 2020 11:00 pm AoE)

This assignment focuses on binary trees, priority queues, and recursion. This assignment is worth 10 more points than the others. Turn in the following files using the link on the course website:

- HuffmanCode.java – A class that represents a “huffman code” which is used to compress data. This file must contain a private static class named HuffmanNode.
- secretmessage.short – A compressed hidden message that you will write
- secretmessage.code – The corresponding huffman code for your hidden message
- reflection.txt – a reflection on feedback from 20Questions

You will need the support file HuffmanCompressor.java, BitInputStream.java, and BitOutputStream.java; place these in the same folder as your program or project. The code you submit must work properly with the unmodified versions of the provided files.

### ASCII and Binary Representation

We discovered on an earlier assignment that every char has an equivalent int value between 0 and 255. (Recall, (int)'a' = 97, (int)'z' = 122, etc.) In this assignment, we go a step further: computers actually see integers as *binary* (1's and 0's). Binary is a lot like the normal numbers we use, except it's based around 2 instead of 10. For example, “1204” is written that way, because

$$1204 = \boxed{1} \cdot 10^3 + \boxed{2} \cdot 10^2 + \boxed{0} \cdot 10^1 + \boxed{5} \cdot 10^0$$

Similarly, because

$$97 = \boxed{0} \cdot 2^7 + \boxed{1} \cdot 2^6 + \boxed{1} \cdot 2^5 + \boxed{0} \cdot 2^4 + \boxed{0} \cdot 2^3 + \boxed{0} \cdot 2^2 + \boxed{0} \cdot 2^1 + \boxed{1} \cdot 2^0$$

97 is “01100001” in binary! In fact, all *char*'s can be written using exactly 8 binary digits (bits). This encoding, which is used pretty universally by computers, is called ASCII.

### Huffman Coding

*Huffman coding* is an algorithm devised by David A. Huffman of MIT in 1952 for *compressing* data to make a file occupy a smaller amount of space. Unbelievably, this algorithm is still used today in a variety of very important areas. For example, mp3s and jpgs both use Huffman Coding. The general idea behind Huffman Coding is the following:

**What if we used fewer than 8 bits for characters that are more common?**

Consider the following (simple) example. Imagine we have the following data:

```

bbbbaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
ccccaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
ddaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaa
    
```

#### How many bits to store with ASCII Coding?

First, we find the ASCII code for each letter:

a → 01100001,      b → 01100010,  
 c → 01100011,      d → 01100100

Since each line has 80 letters, and each letter code is 8 bits, the number of bits required is:

$$\boxed{80 \cdot 8 \cdot 4 = 2560}$$

#### How many bits to store with Huffman Coding?

Since a is most frequent, we use a short code for it, then we use the next longest code for b, etc:

a → 1,              b → 00,  
 c → 011,            d → 010

This data has 229 a's, 4 b's, 3 c's, and 2 d's. Since we need one bit for a, two for b, and three for c and d, the total count of bits is:

$$\boxed{229 \cdot 1 + 4 \cdot 2 + 3 \cdot 3 + 2 \cdot 3 = 255}$$

Woah! By changing the coding, we compressed the data by a factor of 10!!

In this assignment, you will create classes `HuffmanCode` and `HuffmanNode` to be used in compression of data. You are provided with a client `HuffmanCompressor.java` that handles user interaction and calls your Huffman code methods to compress and decompress a given file.

## Making a Huffman Code

In the previous example, we magically arrived at the special binary sequences to be used as codes. In this section, we explain the algorithm to create these special binary sequences.

Throughout this section, we will use the following example:

```
simple-spec-example.txt
aba ab cabbb
```

### Step 1: Count the Frequencies of the Characters

The file `simple-spec-example.txt` has the characters 'a', 'b', 'c', and ' '. Counting up the frequencies, we get the following:

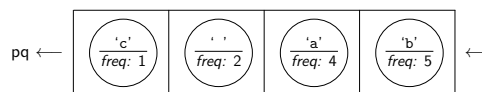
Character	Count
' '	2
'a'	4
'b'	5
'c'	1


### Step 2: Create a "Priority Queue" Ordered By Frequency

Since our ultimate goal is to create a code based on frequencies, we need to use a data structure that helps us keep track of the order of the letters based on frequencies. We will use a *priority queue* for this. A *priority queue* is a queue that is ordered by *priorities* (in this case frequencies) instead of FIFO order. In other words, we can ask the priority queue to insert a new element (`add(element)`) and we can ask it for the highest priority (`remove()`).

For Huffman coding, we want to remove the node with *lowest* frequency first. (Intuitively, the reason is that the things we remove first will end up having the longest codes).

We begin by creating a node for each letter in our text:



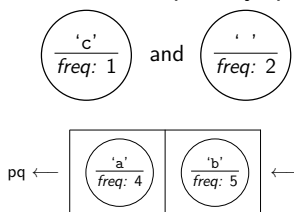
 In Java, if you print out a priority queue, it *will not* appear in the order you expect it to. This is EXPECTED behavior.

### Step 3: Combine the Nodes Until Only One is Left

Now that we have a priority queue of the nodes, we want to put them together into a tree. To do this, we repeatedly remove the smallest two (the ones at the front of the priority queue) and create a new node with them as children. Note that the priority queue is *arbitrary* in how it breaks ties.

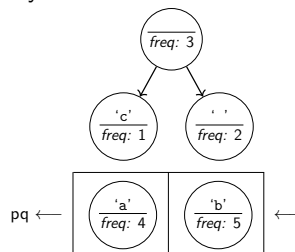
#### (3a) Remove Two Smallest

First, remove the smallest two nodes from the priority queue:



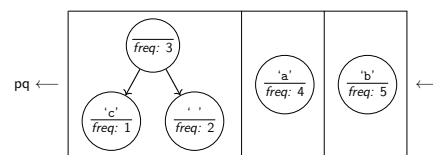
#### (3b) Combine Them Together

Then, create a new node. The frequency is the sum of two nodes:



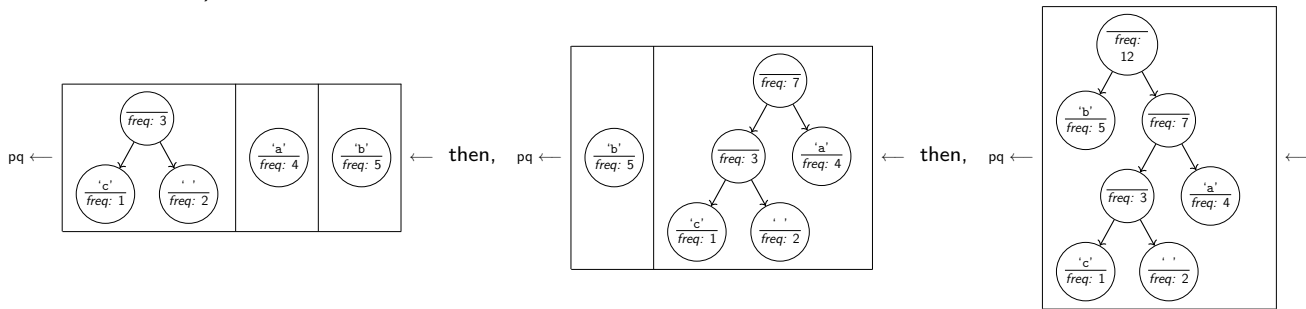
#### (3c) Add Back To Priority Queue

Now that we have a "new node", add it back to the priority queue:



We repeat this process until there is only one node left in the priority queue.

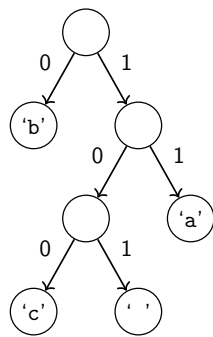
Here are the remaining steps (each time, we remove the two smallest frequencies, combine them, and put the result back):



Now that we only have one node left, we can use the tree we constructed to create the Huffman codes!

### Step 4: Read Off The Huffman Codes

At this point, the frequencies of the letters have already been taken into account; so, we no longer even look at them. Thus, the tree we've constructed looks like the following:



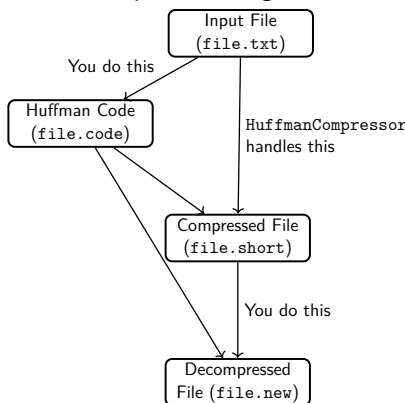
```
simple-spec-example.code
98
0
99
100
32
101
97
11
```

To figure out the Huffman code for a letter, we traverse the tree from the root to the node with the letter in it. When we go left, we print a 0 and if we go right, we print a 1. For example, 'c' would be 100, because we go right, then left, then left to reach it.

Just like in 20 questions, we will output the tree in "standard format". Notice that the only actual information is in the leaves of the tree. So, the code file, which you can get by asking the main to "make a code", will consist of line pairs: the first line will be the ASCII value of the character in the leaf and the second line will be the Huffman code for that character. For example, the output of the tree we just constructed would look like the above. The leaves should appear in traversal order.

## Huffman Compression and Decompression

Now that we know how to construct a Huffman code, we are ready to understand the Huffman compression and decompression algorithms. Here is an overview of how they work:



### Compression Algorithm

- (1) HuffmanCompressor generates the frequencies in a given file.
- (2) HuffmanCode creates the Huffman code from the frequencies.
- (3) HuffmanCode writes out the Huffman codes to a .code file.
- (4) HuffmanCompressor writes a .short file.

### Decompression Algorithm

- (1) HuffmanCode reads in a .code file in standard format.
- (2) HuffmanCode writes out a .new file.

## HuffmanNode

The contents of the `HuffmanNode` class are up to you. Though we have studied trees of ints, you *should* create nodes specific to solving this problem. Your `HuffmanNode` class must be a private static inner class within `HuffmanCode`, and should have at least one constructor used by your tree. Your node's fields *must* be public. `HuffmanNode` should not contain *any actual huffman coding logic*. It should only represent a single node of the tree.

## HuffmanCode

This class represents a huffman code for a particular message. It keeps track of a binary tree constructed using the huffman algorithm.

### HuffmanCode should have the following constructors:

```
public HuffmanCode(int[] frequencies)
```

This constructor should initialize a new `HuffmanCode` object using the algorithm described for making a code from an array of frequencies. `frequencies` is an array of frequencies where `frequencies[i]` is the count of the character with ASCII value `i`. Make sure to use a `PriorityQueue` to build the huffman code.

```
public HuffmanCode(Scanner input)
```

This constructor should initialize a new `HuffmanCode` object by reading in a previously constructed code from a `.code` file. You may assume the `Scanner` is not null and is always contains data encoded in legal, valid standard format.

### HuffmanCode should also implement the following methods:

```
public void save(PrintStream output)
```

This method should store the current huffman codes to the given output stream in the standard format described above.

```
public void translate(BitInputStream input, PrintStream output)
```

This method should read individual bits from the input stream and write the corresponding characters to the output. It should stop reading when the `BitInputStream` is empty. You may assume that the input stream contains a legal encoding of characters for this tree's huffman code. **See below for the methods that a `BitInputStream` has.**

## BitInputStream

The provided `BitInputStream` class reads data bit by bit. This will be useful for the `translate` method in `HuffmanCode`. `BitInputStream` has the following methods:

```
public int nextBit()
```

This method returns the next bit in the input stream. If there is no such bit, then it throws a `NoSuchElementException`.

```
public boolean hasNextBit()
```

This method returns true if the input stream has at least one more bit and false otherwise.

The interface for `BitInputStream` looks very much like a `Scanner`, and it should be used similarly.

## Implementation Details

Your program should exactly reproduce the format and general behavior demonstrated on the output comparison tool. Note that this assignment has two mostly separate parts: creating a huffman code and decompressing a message using your huffman code. Of the four methods to implement, two are relevant to each part.

### Creating A Huffman Code

You will write methods to (1) create a huffman code from an array of frequencies and (2) write out the code you've created in standard format.

#### Frequency Array Constructor

You should use the algorithm described in the "Making a Huffman Code" section to implement this constructor. You will need to use `PriorityQueue<E>` in the `java.util` package.

The only difference between a priority queue and a standard queue is that it uses the natural ordering of the objects to decide which object to dequeue first, with objects considered "less" returned first. You will be putting subtrees into your priority queue, which means you'll be adding values of type `HuffmanNode`.

This means that your `HuffmanNode` class will have to implement the `Comparable<E>` interface. It should use the frequency of the subtree to determine its ordering relative to other subtrees, with lower frequencies considered "less" than higher frequencies. If two frequencies are equal, the nodes are too.

Remember that, in order to make our code more flexible we should be declaring variables with their interface types when possible. This means you should define your `PriorityQueue` variables with the `Queue` interface.

The Huffman solution is not unique. You can obtain any one of several different equivalent trees depending upon how certain decisions are made. If you implement it as we have specified, then you should get exactly the same tree for any particular implementation of `PriorityQueue`. Make sure that you use the built-in `PriorityQueue` class and that when you are combining pairs of values taken from the priority queue, you make the first value removed from the queue the left subtree and you make the second value removed the right subtree.

### Decompressing A Message

You will write methods to (1) read in a `.code` file created with `save()` and (2) translate a compressed file back into a decompressed file.

#### Scanner Constructor

This constructor will be given a `Scanner` that contains data produced by `save()`. In other words, the input for this constructor is the output you produced into a `.code` file. The goal of this constructor is to re-create the huffman tree from your output. Note that the frequencies are irrelevant for this part, because the tree has already been constructed; so, you should set all the frequencies to some standard value (such as 0 or -1) when creating `HuffmanNodes` in this constructor.

Remember that the standard code file format is a series of pairs of lines where the first line has an integer representing the character's ASCII value and the second line has the code to use for that character. You might be tempted to call `nextInt()` to read the integer and `nextLine()` to read the code, but remember that mixing token-based reading and line-based reading is not simple. Here is an alternative that uses a method called `parseInt` in the `Integer` class that allows you to use two successive calls on `nextLine()`:

```
1 int asciiValue = Integer.parseInt(input.nextLine());
2 String code = input.nextLine();
```



See lecture slides for example of this algorithm

## translate

This method takes in a `BitInputStream` representing a previously compressed message and outputs the original decompressed message. `BitInputStream` can be used in a very similar way to a `Scanner`; see the description of its methods on page 4.

This method reads sequences of bits that represent encoded characters to figure out what the original characters must have been. The algorithm works as follows:

- Begin at the top of the tree
- For each bit read in from the `BitInputStream`, if it's a 0, go left, and if it's a 1, go right.
- Eventually, we will hit a leaf node. Once we do, write out the integer code for that character to the output using the following `PrintStream` method:

```
public void write(int b)
```

- Then, go back to the top of the tree, and do the process over again.

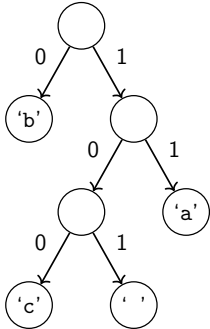
You will have to be careful if you use recursion in your decode method. Java has a limit on the stack depth you can use. For a large message, there are hundreds of thousands of characters to decode. It would not be appropriate to write code that requires a stack that is hundreds of thousands of levels deep. You might be forced to write some or all of this using loops to make sure that you don't exceed the stack depth.



Do not use  
print instead  
of write!

## Translate Example

Suppose we have the following `.code` and `.short` files:



example.short

110101110101100

- Read 1, go right. Read 1, go right. 'a' is a leaf. Output 'a'. (Input: 110101110101100)
- Read 0, go left. 'b' is a leaf. Output 'b'. (Input: 110101110101100)
- Read 1, go right. Read 0, go left. Read 1, go right. ' ' is a leaf. Output ' '. (Input: 110101110101100)
- Read 1, go right. Read 1, go right. 'a' is a leaf. Output 'a'. (Input: 110101110101100)
- Read 0, go left. 'b' is a leaf. Output 'b'. (Input: 110101110101100)
- Read 1, go right. Read 0, go left. Read 1, go right. ' ' is a leaf. Output ' '. (Input: 110101110101100)
- Read 1, go right. Read 0, go left. Read 0, go right. 'c' is a leaf. Output 'c'. (Input: 110101110101100)

So, the decompressed text is "ab ab c".

## Creative Aspect (secretmessage.short and secretmessage.code)

Along with your program you should turn in files named `secretmessage.short` and `secretmessage.code` that represent a "secret" compressed message from you to your TA and its code file. The message can be anything you want, as long as it is not offensive. Your TA will decompress your message with your tree and read it while grading.

## Style Guidelines and Grading

Part of your grade will come from appropriately utilizing binary trees and recursion to implement HuffmanCode as described previously. We will also grade on the elegance of your recursive algorithm; don't create special cases in your recursive code if they are unnecessary.

### `x = change(x)`

An important concept introduced in lecture was called `x = change(x)`. This idea is related to proper design of recursive methods that manipulate the structure of a binary tree in order to reduce redundancy for cases dealing with left/right. You should use the `x = change(x)` pattern where appropriate to remove such redundancy.

### Avoid Redundancy

Create "helper" method(s) to capture repeated code. As long as all extra methods you create are private (so outside code cannot call them), you can have additional methods in your class beyond those specified here. If you find that multiple methods in your class do similar things, you should create helper method(s) to capture the common code.

### Data Fields

Properly encapsulate your objects by making your fields `private`. (You can and *should* make fields in `HuffmanNode` public.) Avoid unnecessary fields; use fields to store important data of your object but not temporary data used in only one place. Always initialize fields in a constructor or method, never at declaration.

### Java Style Guidelines

Appropriately use control structures like loops and if/else statements. Avoid redundancy using techniques such as methods, loops, and factoring common code out of if/else statements. Properly use indentation, good variable names, and types. Do not have any lines of code longer than 100 characters. You should thoroughly document all methods of your class and include a general description of the class in the class header. Please refer to the [Style Guide](#), the [General Style Deductions](#), and the [Commenting Guide](#).