

# Announcements

- Exam 2 on Friday
  - Please let me know if you cannot take during class time (and didn't already tell me for exam 1)
- No class on Monday

# Last Time

- Greedy Algorithms
  - Find decision Procedure
  - Repeatedly make best available choice
  - Repeat until done
- Exchange arguments
- Optimal Caching

# Today

- Huffman Codes
- Minimum Spanning Trees

# Huffman Codes

- Want to encode string of letters in binary.

Ex: ABCDACBDAD

- A = 00, B = 01, C = 10, D = 11

A	B	C	D	A	C	B	D	A	D
00	01	10	11	00	10	01	11	00	11

- Use two bits to encode each letter.

# Question: Encoding Length

Using the coding scheme from the last slide,  
how many bits are needed to encode a string  
of  $n$  As, Bs, Cs and Ds?

1) 2

2)  $n$

You need two bits per letter.

3)  $2n$

4)  $4n$

5)  $n^2$

# Non-Fix Length Encodings

- Suppose instead we had to decode:

AAABAACBAABADAAA

- 16 Letters requires 32 bits.
- Note that there are a lot of As here. If we could find a way to encode them with fewer bits, we could save a lot.

# Unique Decoding

Cannot do any encoding we like.

Suppose we tried:

$$A = 0, B = 1, C = 10, D = 01$$

How do you decode 01? Either AB or D.

**Problem:** The encoding for A is a prefix of the encoding for D. When you see it, you don't know if it's an A, or the start of a D.

# Prefix Free Encodings

**Definition:** An encoding is prefix-free if the encoding of no letter is a prefix of the encoding of any other.

**Example:**

$A = 0, B = 10, C = 110, D = 111$

**Lemma:** Any prefix-free encoding can be uniquely decoded.



# Example

A = 0, B = 10, C = 110, D = 111

Decode:

00010001101000100111000  
└┘└┘└┘└┘└┘└┘└┘└┘└┘└┘└┘└┘  
AAA B AA C B AA B A D AAA

Only 23 bits instead of 32!

# Optimal Encoding

**Problem:** Given a string,  $S$ , find a prefix-free encoding that encodes  $S$  using the fewest number of bits.

# How Long is the Encoding?

If for each letter  $x$  in our string,  $x$  appears  $f(x)$  times and if we encode  $x$  as a string of length  $\ell(x)$ , the total encoding length is:

$$\sum f(x) \cdot \ell(x).$$

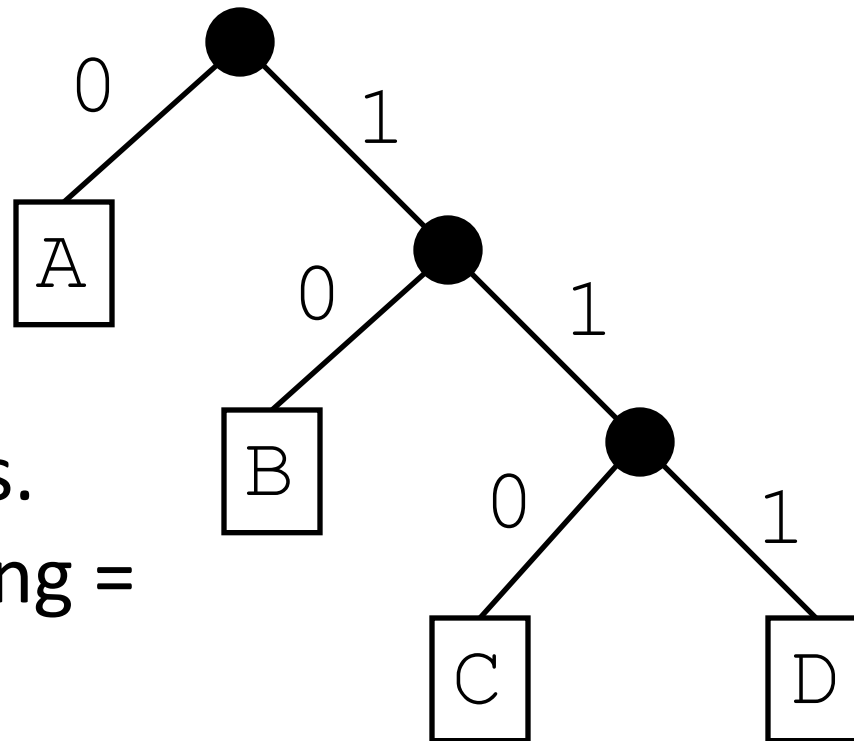
Our example has:

11 As, 3 Bs, 1 C, 1 D.

These are the frequencies. We need to find the best encoding.

# Tree Representation

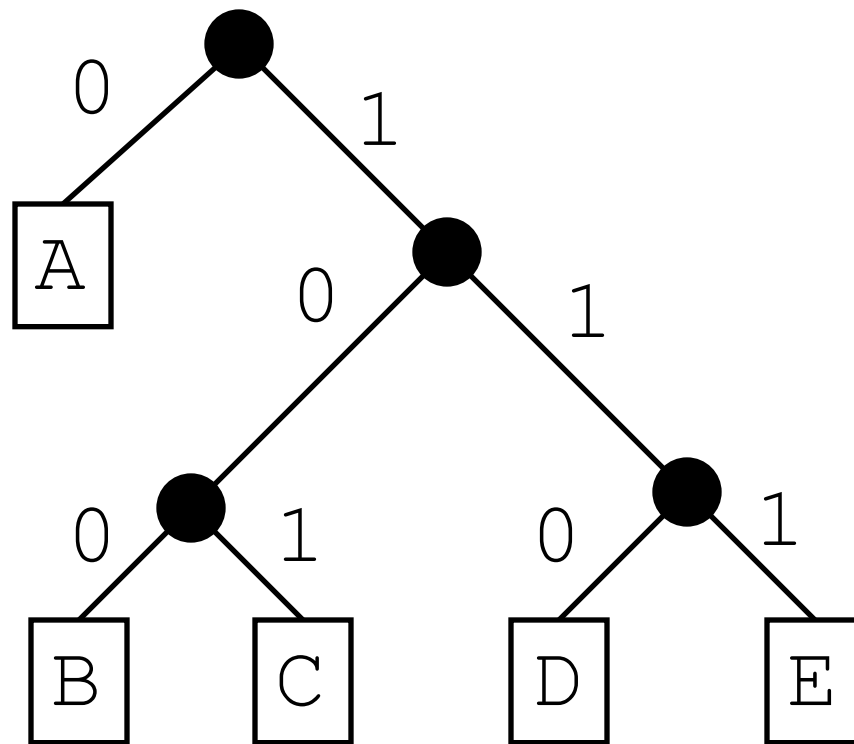
Can represent prefix-free encoding as a tree.



Letters are leaves.  
Length of encoding =  
Depth of leaf.

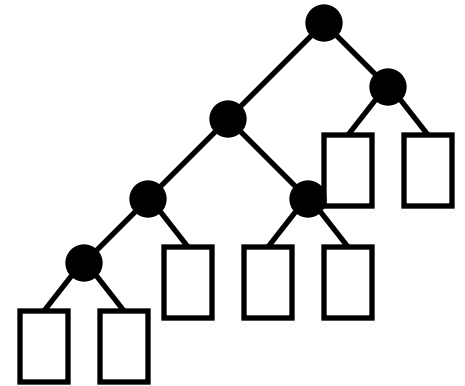
# Question: Tree Decoding

What letter does the string 111 correspond to in this tree?



# Placement of Leaves

Suppose we know the tree structure. Where do we put the letters?



Objective =  $\sum \text{freq}(x)\text{depth}(x)$

Want least frequent letters at lowest depth.

Letter frequencies

Ax10, Bx15,

Cx4, Dx22,

Ex31, Fx5,

Gx19

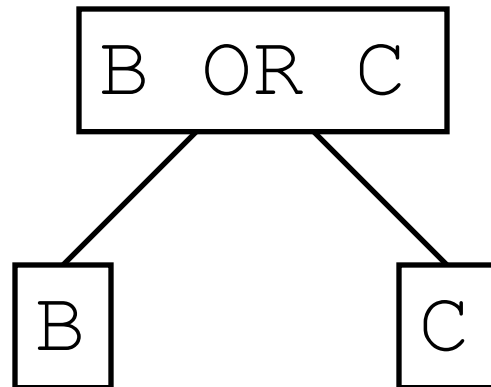
# Siblings

- No matter what the tree structure, two of the deepest leaves are siblings.
- Can assume filled by two least frequent elements.
- Can assume that two least frequent elements are siblings!

# Example

Frequencies:

Ax30, Bx15, Cx25, Dx50, Ex65

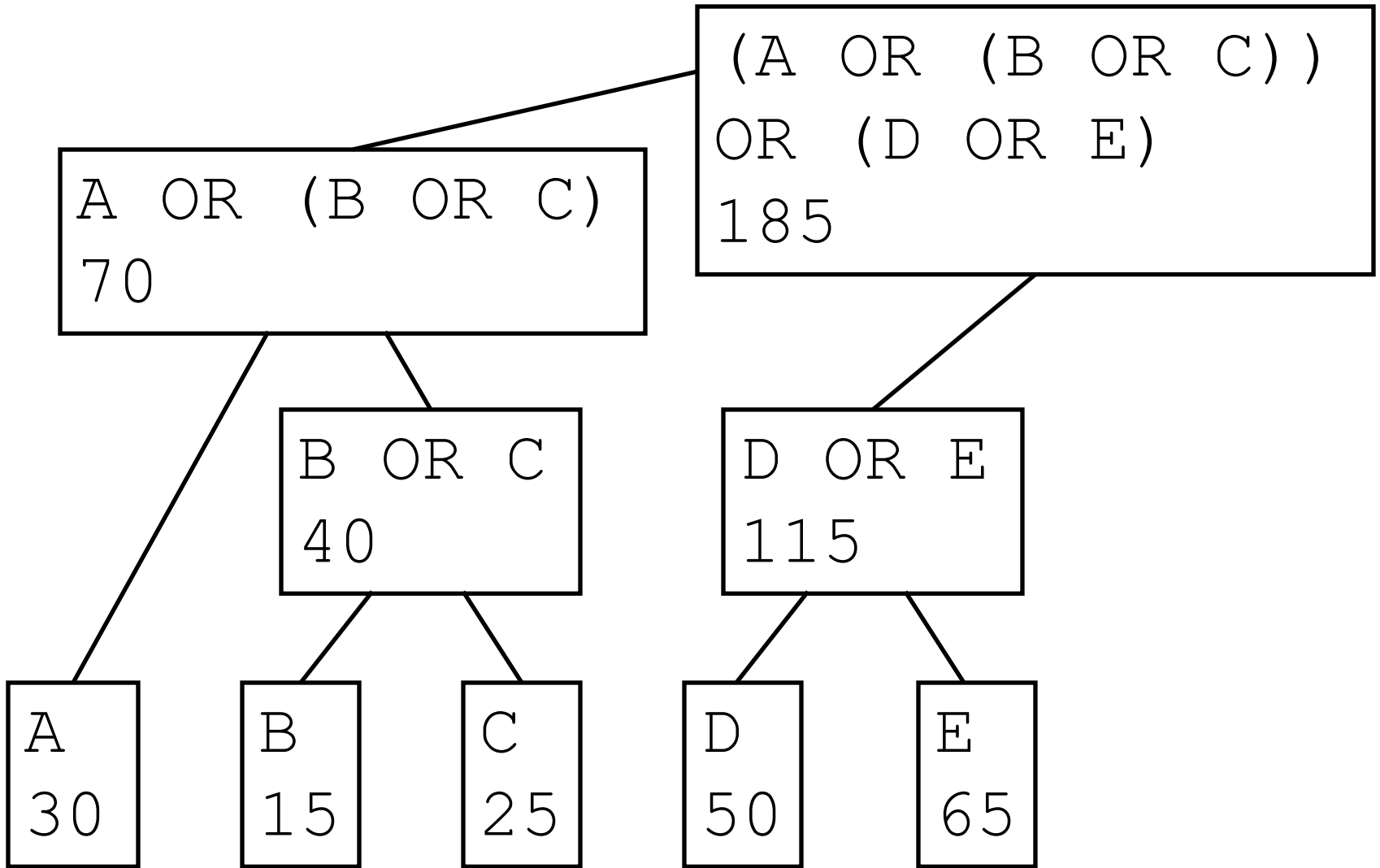


Think of as a  
new node of  
weight

$$15+25=40$$



# Example



# Algorithm

HuffmanTree(L)

While (at least two left)

$x, y \leftarrow$  Two least frequent

$z$  new node  $f(z) \leftarrow f(x) + f(y)$

$x$  and  $y$  children of  $z$

Replace  $x$  and  $y$  with  $z$  in  $L$

Return remaining elt of  $L$

**Better with priority queue.**

# Optimized Algorithm

HuffmanTree(L)

Priority queue Q

Insert all elements of L to Q

While(|Q| ≥ 2)

    x ← Q.DeleteMin()

    y ← Q.DeleteMin()

    Create z, f(z) = f(x) + f(y)

    x and y children of z

    Q.Insert(z)

Return Q.DeleteMin()

} O(n log(n))

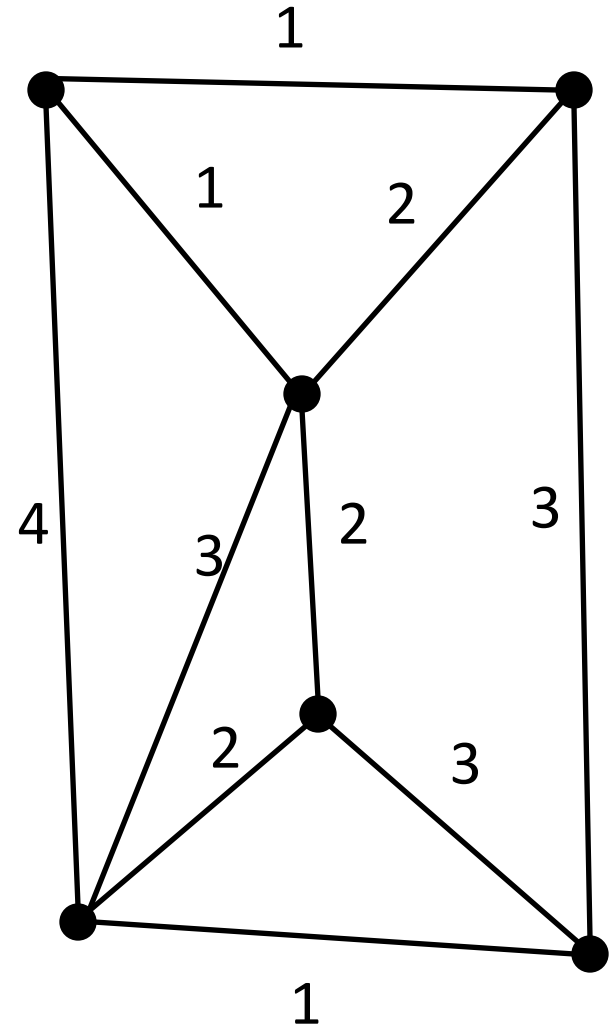
} O(n) Iterations

} O(log(n))

**Runtime: O(n log(n))**

# Minimum Spanning Trees

- Suppose that you have a collection of cities that you would like to connect by roads.
- There are several potential roads you could build.
- Each has a cost.
- What is the cheapest way to connect them?  $1+1+1+2+2=7$



# Trees

**Note:** In this problem, you will never want to build more roads than necessary. This means, you will never want to have a cycle.

**Definition:** A tree is a connected graph, with no cycles.

A spanning tree in a graph  $G$ , is a subset of the edges of  $G$  that connect all vertices and have no cycles.

If  $G$  has weights, a minimum spanning tree is a spanning tree whose total weight is as small as possible.

# Question: MST

What is the weight of the minimum spanning tree of the graph below?

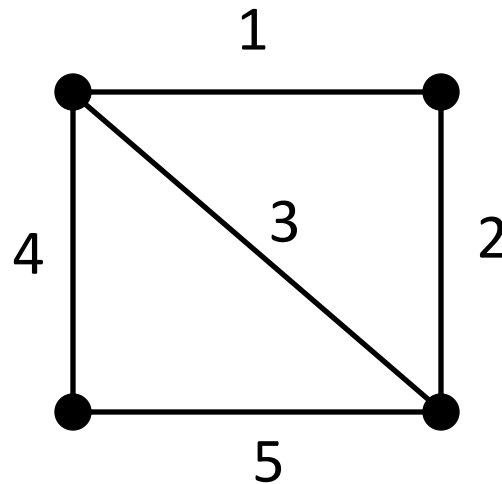
A) 5

B) 6

C) 7

D) 8

E) 9



# Basic Facts about Trees

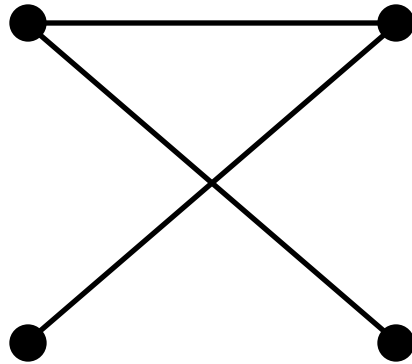
**Lemma:** For an undirected graph  $G$ , any two of the below imply the third:

1.  $|E| = |V| - 1$
2.  $G$  is connected
3.  $G$  has no cycles

**Corollary:** If  $G$  is a tree, then  $|E| = |V| - 1$ .

# Proof Idea

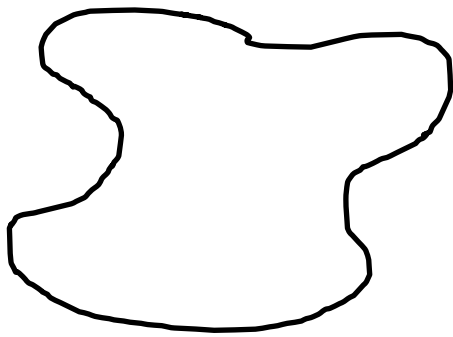
- Start with a graph with no edges.
- Add edges one at a time.
- Count number of connected components.



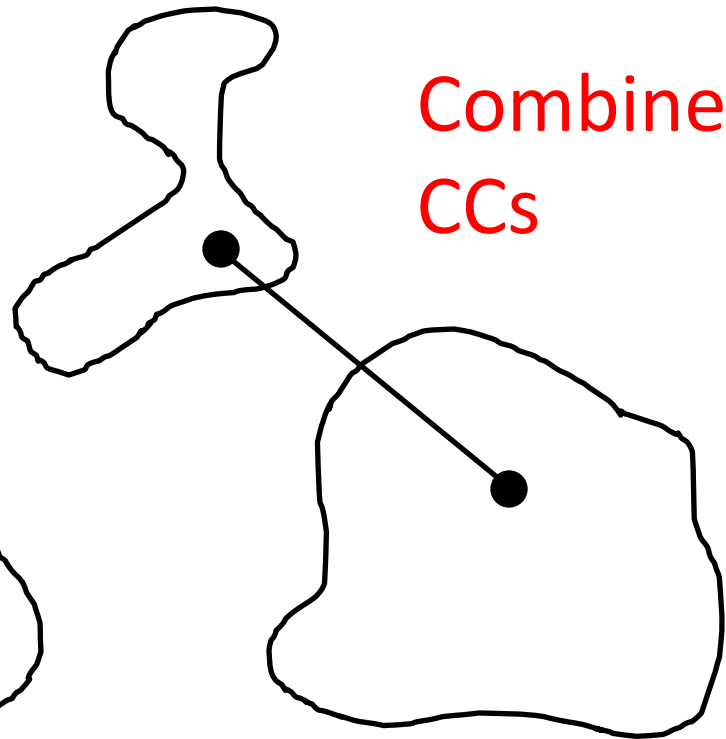
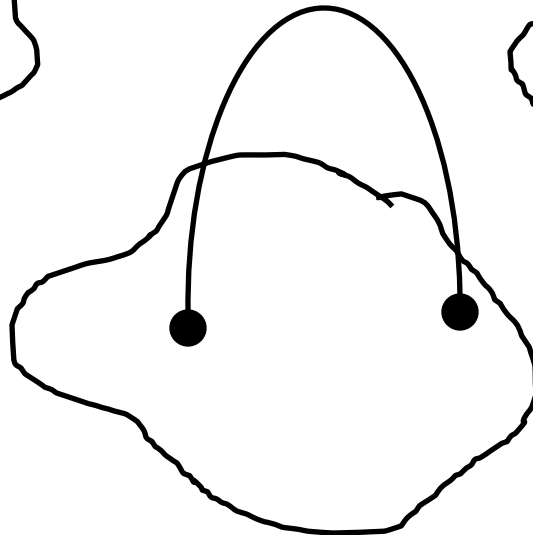


# Extra Edge

An extra edge decreases the number of CCs by 1 *unless* it creates a cycle.



Creates  
Cycle



Combines  
CCs

# Number of Components

- Starts with  $|V|$ .
- Each edge decreases by 1 unless a cycle.
- Final graph is connected if it reduces to 1.

If  $|E| = |V| - 1$  and no cycle, then only 1 CC left.

If  $|E| = |V| - 1$  and connected, each edge must decrease by 1, so no cycles.

If connected and no cycles, each edge decreases by 1, so must be  $|V| - 1$  edges.

# Greedy Idea

How do you make an MST?

- Try using the cheapest edges.

**Proposition:** In a graph  $G$ , let  $e$  be an edge of lightest weight. Then there exists an MST of  $G$  containing  $e$ . Furthermore, if  $e$  is the unique lightest edge, then *all* MSTs contain  $e$ .

# Proof Idea

- Suppose that we have an MST  $T$  that *does not* contain  $e$ .
- Modify  $T$  to get  $T'$  that does contain  $e$  and has  $\text{wt}(T') \leq \text{wt}(T)$ .
- $T'$  will be a MST as well.
- Furthermore if  $e$  is the unique lightest edge,  $\text{wt}(T') < \text{wt}(T)$ , so  $T$  could not have been minimal.

# Proof

- Consider tree  $T$  not containing  $e$ .
- With extra edge, no longer a tree, must contain a cycle.
- Remove edge  $e'$  from cycle to get  $T'$ .
- $|T'| = |V| - 1$ , and connected, so  $T'$  is a tree.
- $\text{wt}(T') = \text{wt}(T) + \text{wt}(e) - \text{wt}(e') \leq \text{wt}(T)$   
(because  $\text{wt}(e)$  is minimal).

