

Huffman Trees

BACADAEAFABBAAGAH

Fixed-Length Code

A	000
B	001
C	010
D	011
E	100
F	101
G	110
H	111

54 bits:

001000010000011000100000101000001001000000000110000111

BACADAEAFABBAAGAH

Fixed-Length Code

A	000
B	001
C	010
D	011
E	100
F	101
G	110
H	111

Variable-Length Code

A	0
B	100
C	1010
D	1011
E	1100
F	1101
G	1110
H	1111

54 bits:

001000010000011000100000101000001001000000000110000111

42 bits:

100010100101101100011010100100000111001111

BACADAEAFABBAAGAH

Frequency Table:

A	9
B	3
C	1
D	1
E	1
F	1
G	1
H	1

9:A

3:B

1:C

1:D

1:E

1:F

1:G

1:H

9:A

3:B

1:C

1:D

1:E

1:F

1:G

1:H



2:CD

1:C

1:D



9:A

3:B

2:CD

1:E

1:F

1:G

1:H

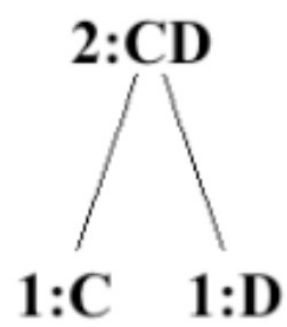
1:C

1:D



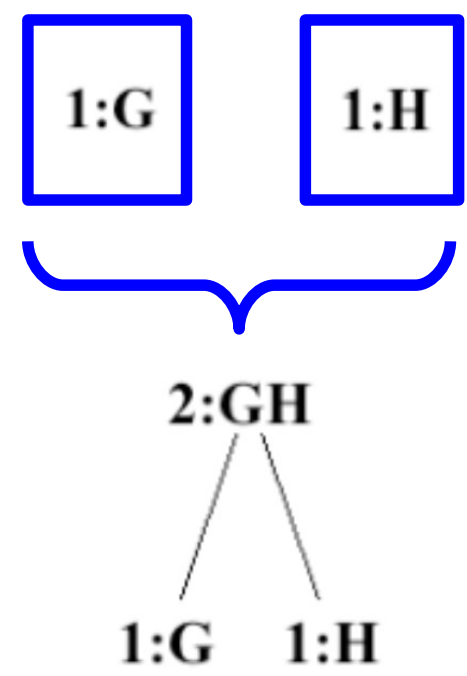
9:A

3:B



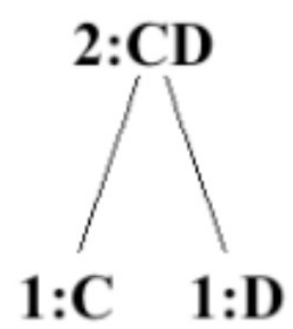
1:E

1:F



9:A

3:B



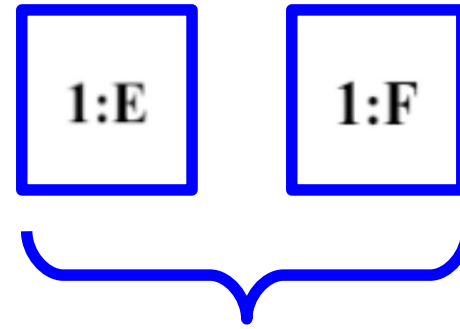
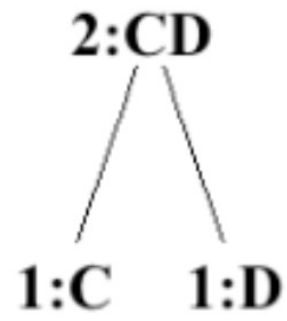
1:E

1:F



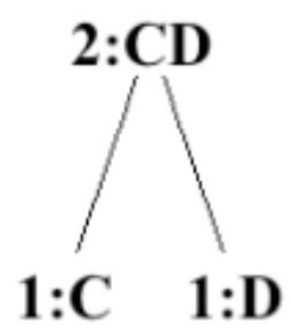
9:A

3:B



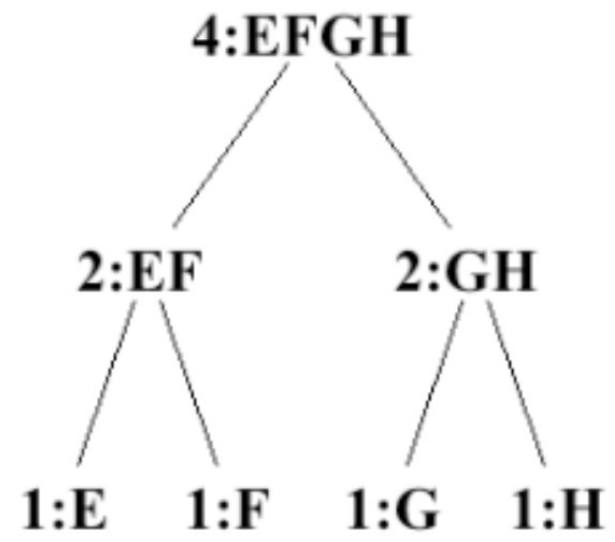
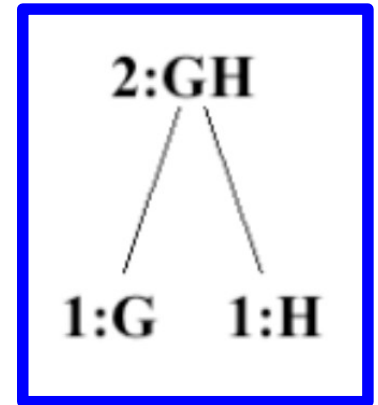
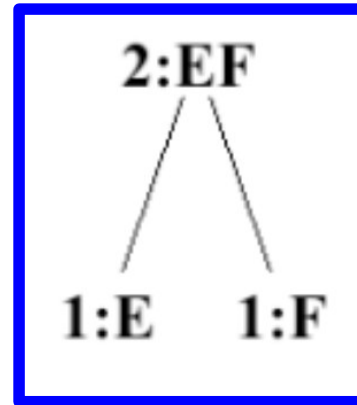
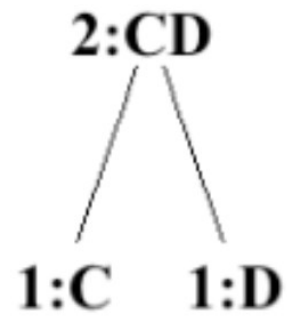
9:A

3:B



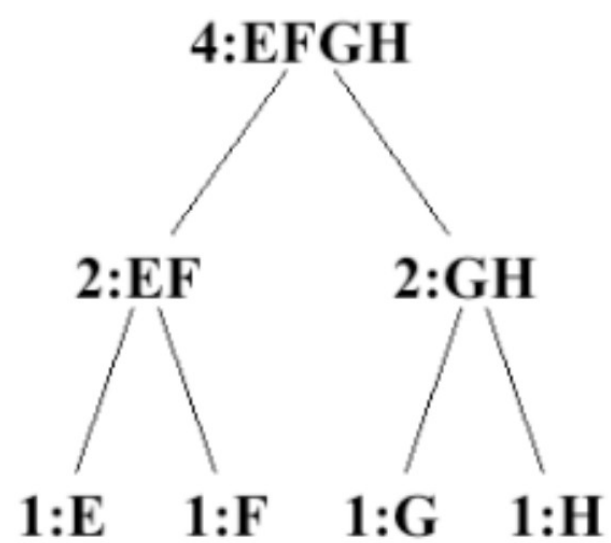
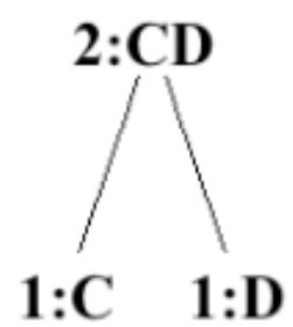
9:A

3:B

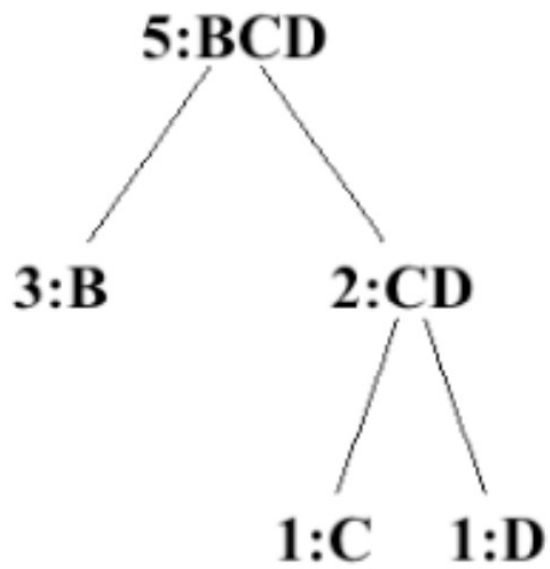
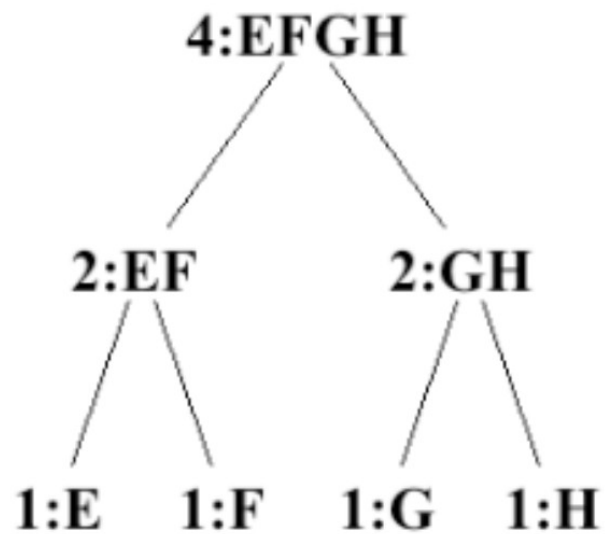
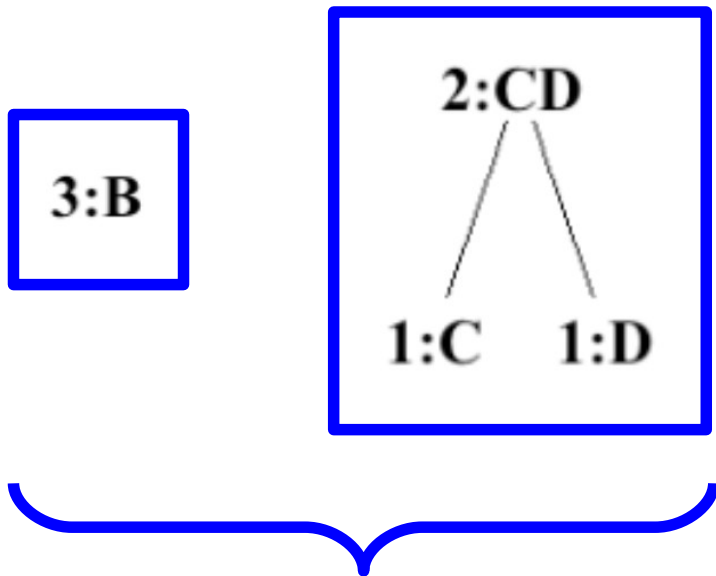


9:A

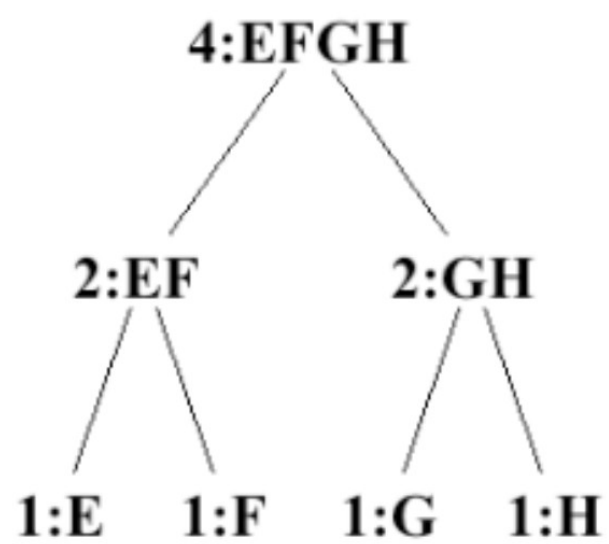
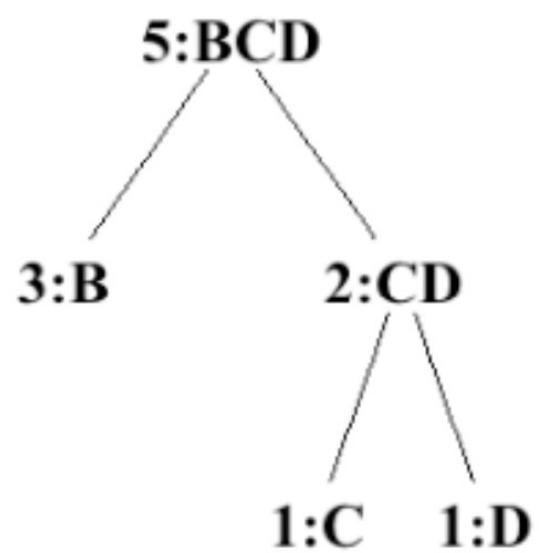
3:B



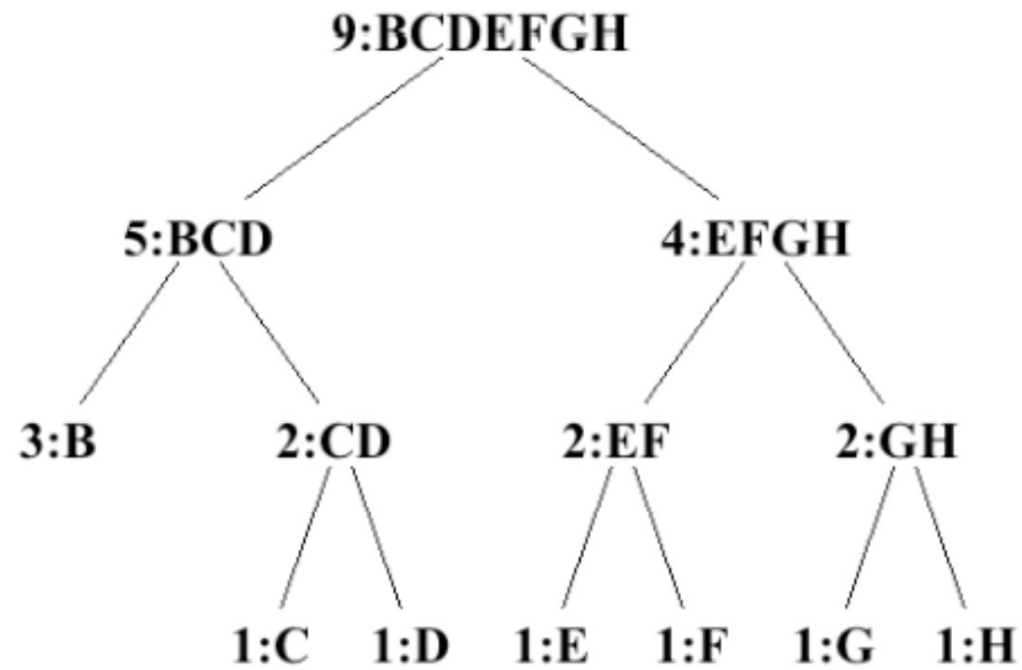
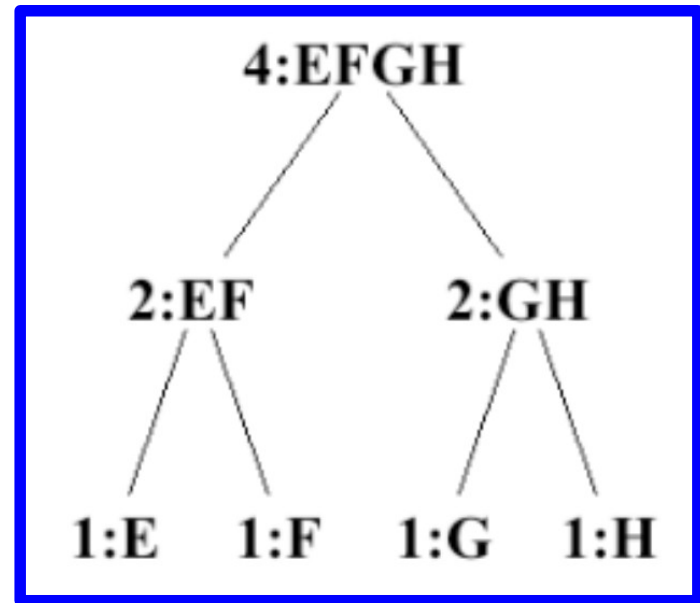
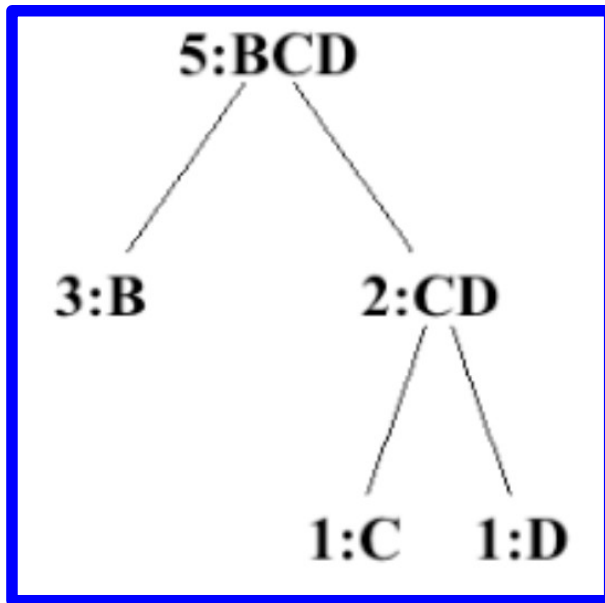
9:A



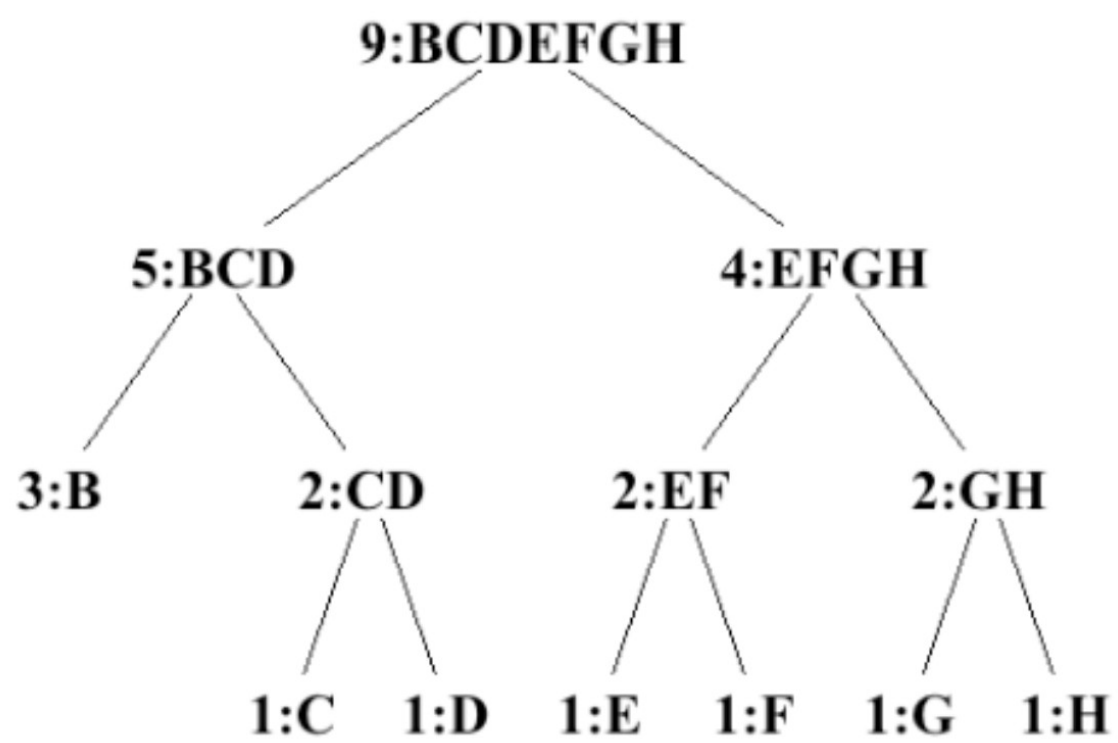
9:A



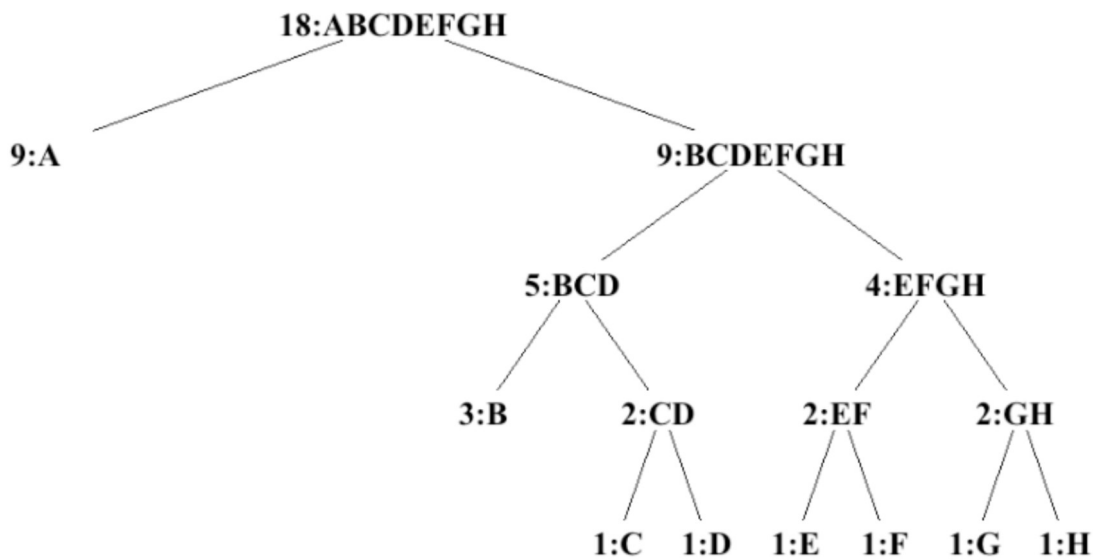
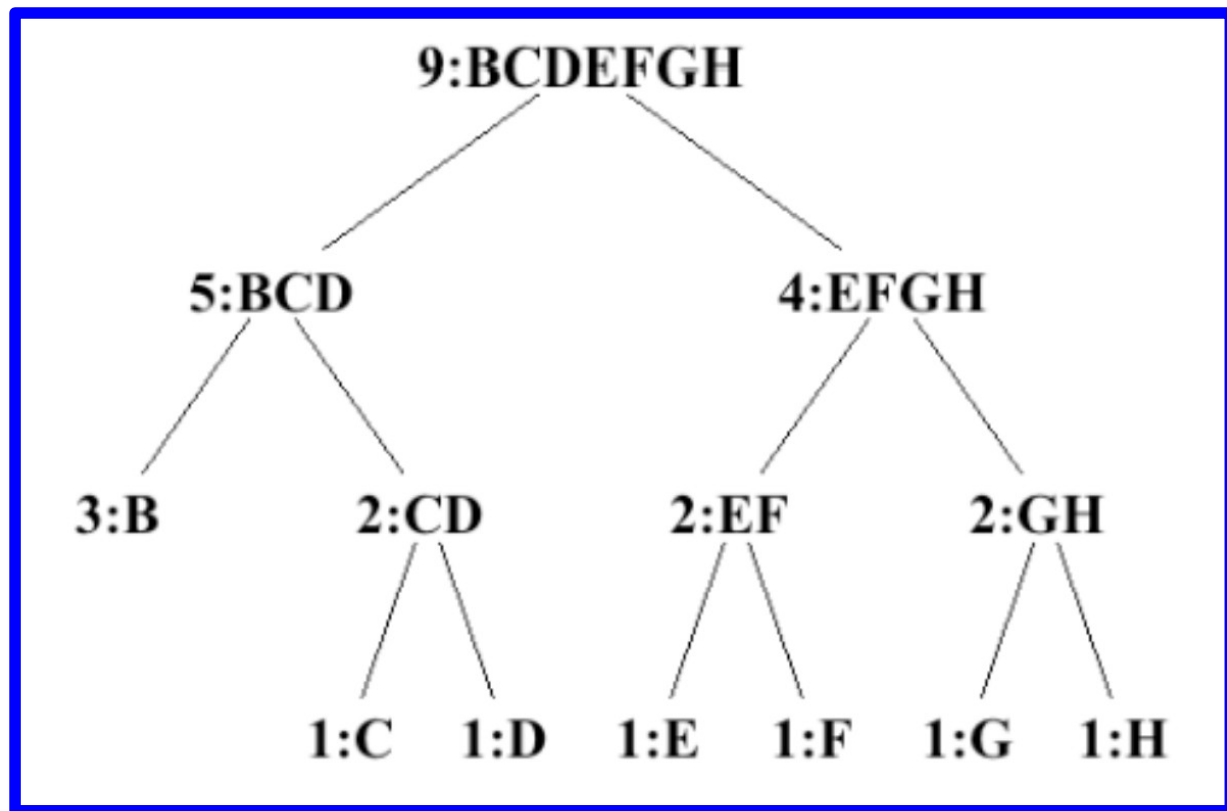
9:A

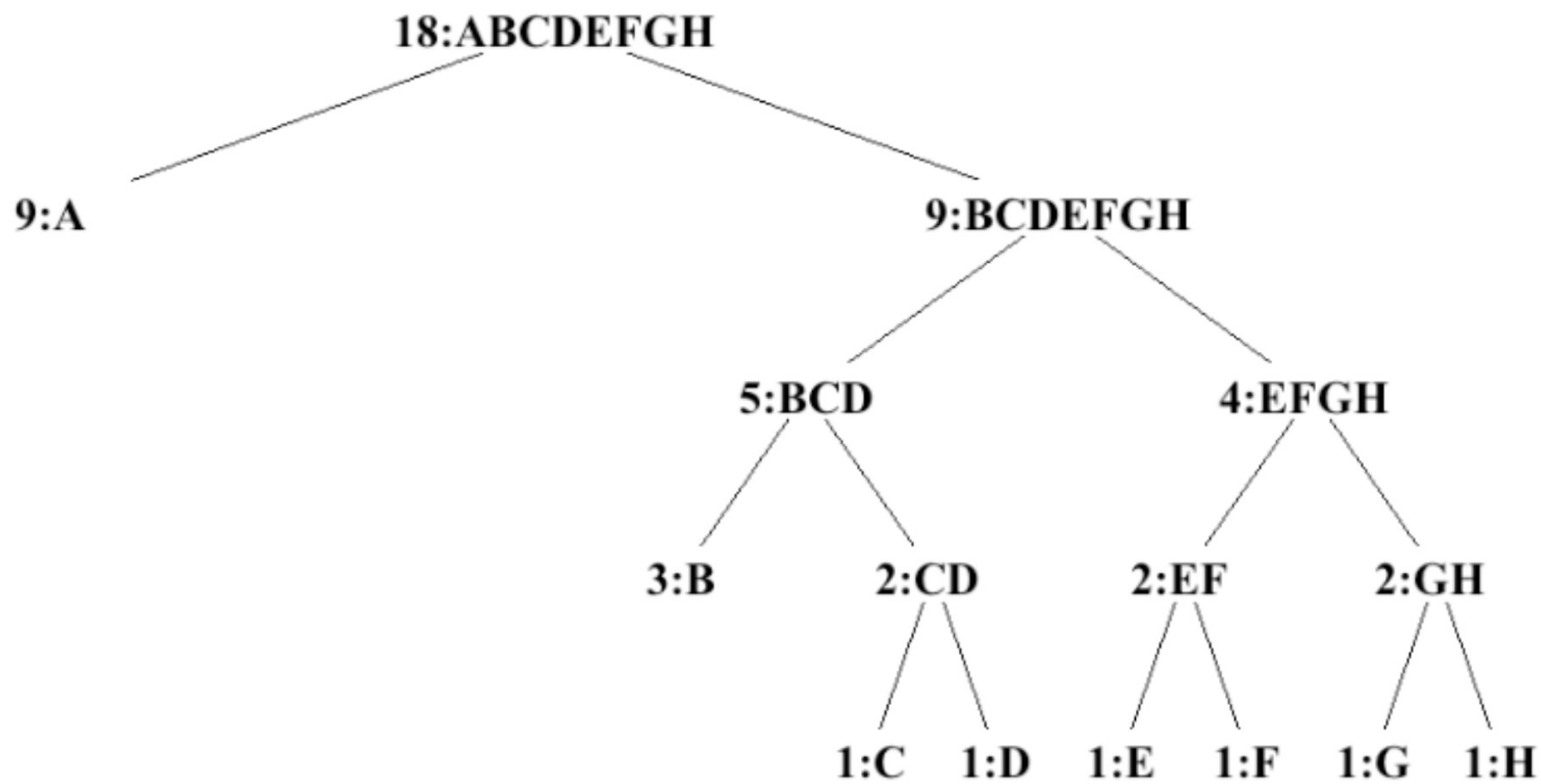


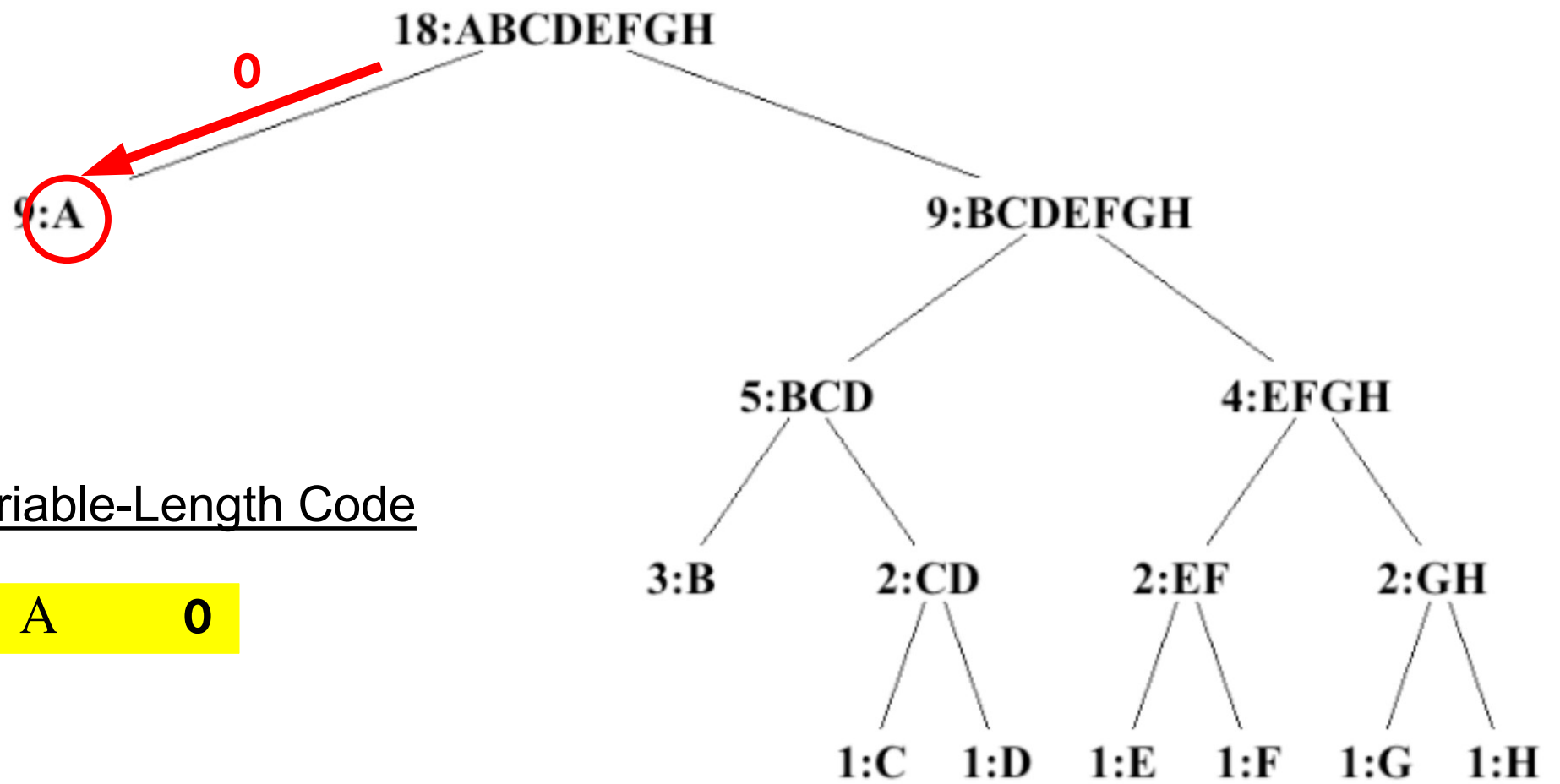
9:A



9:A

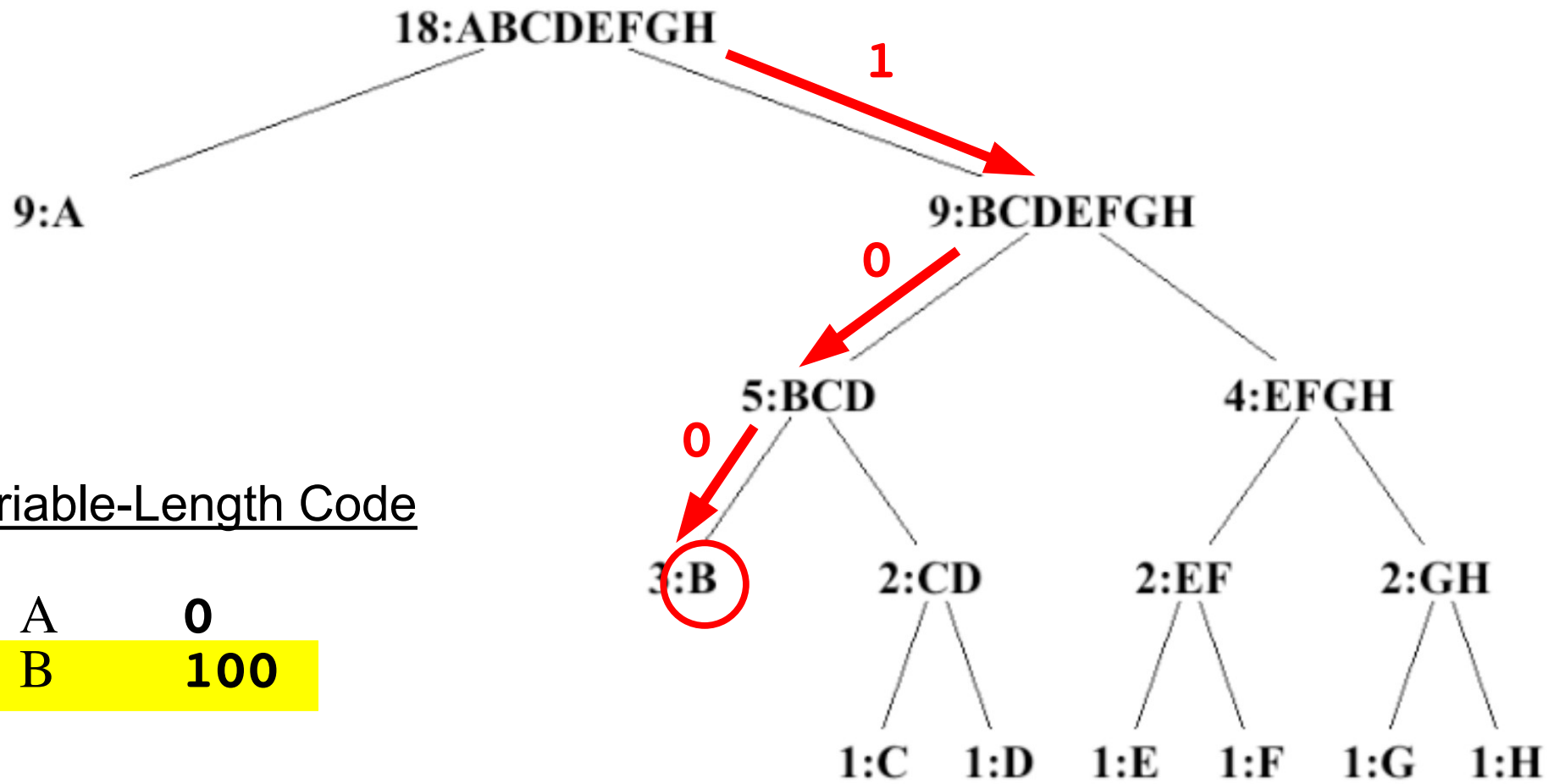






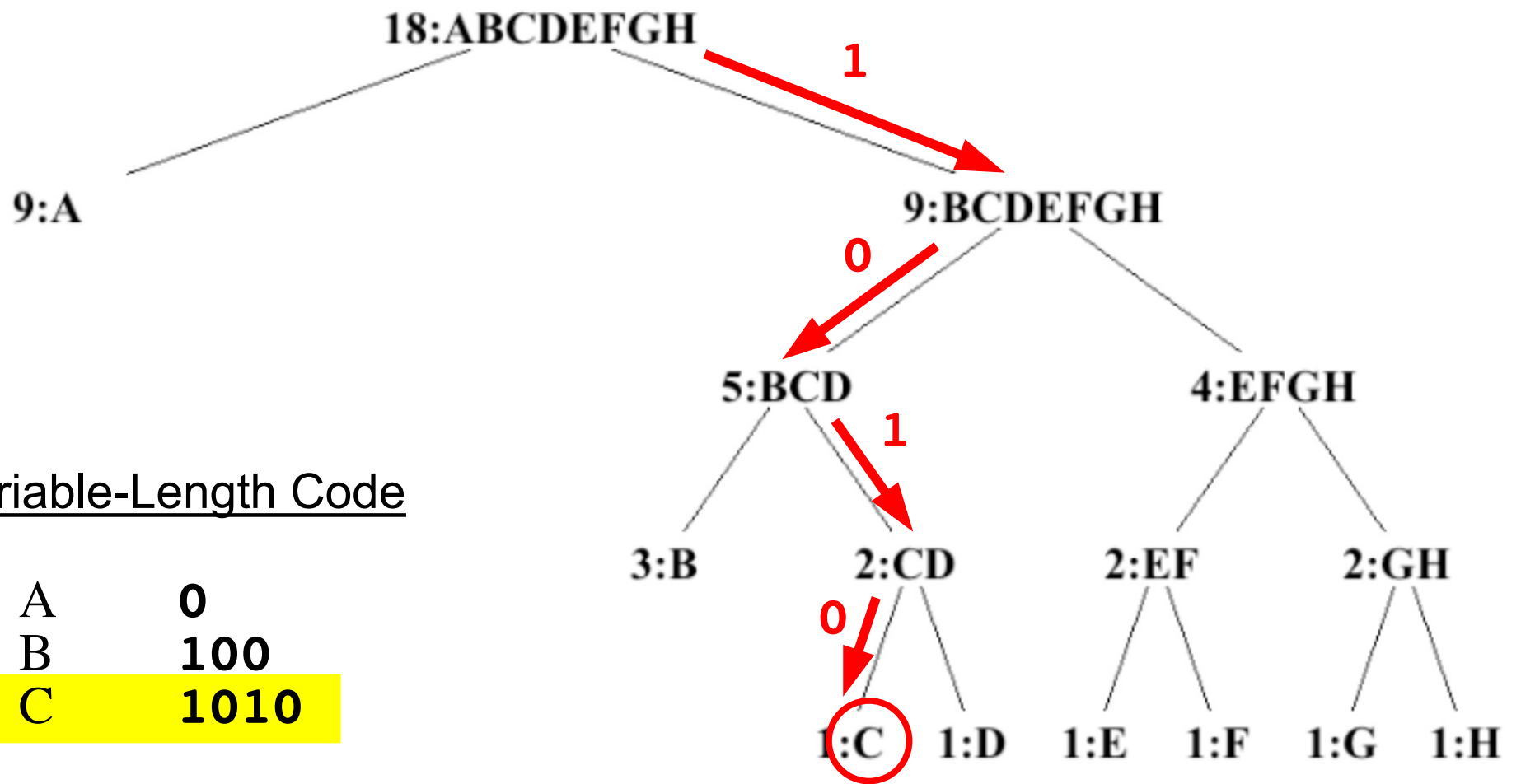
Variable-Length Code

A 0



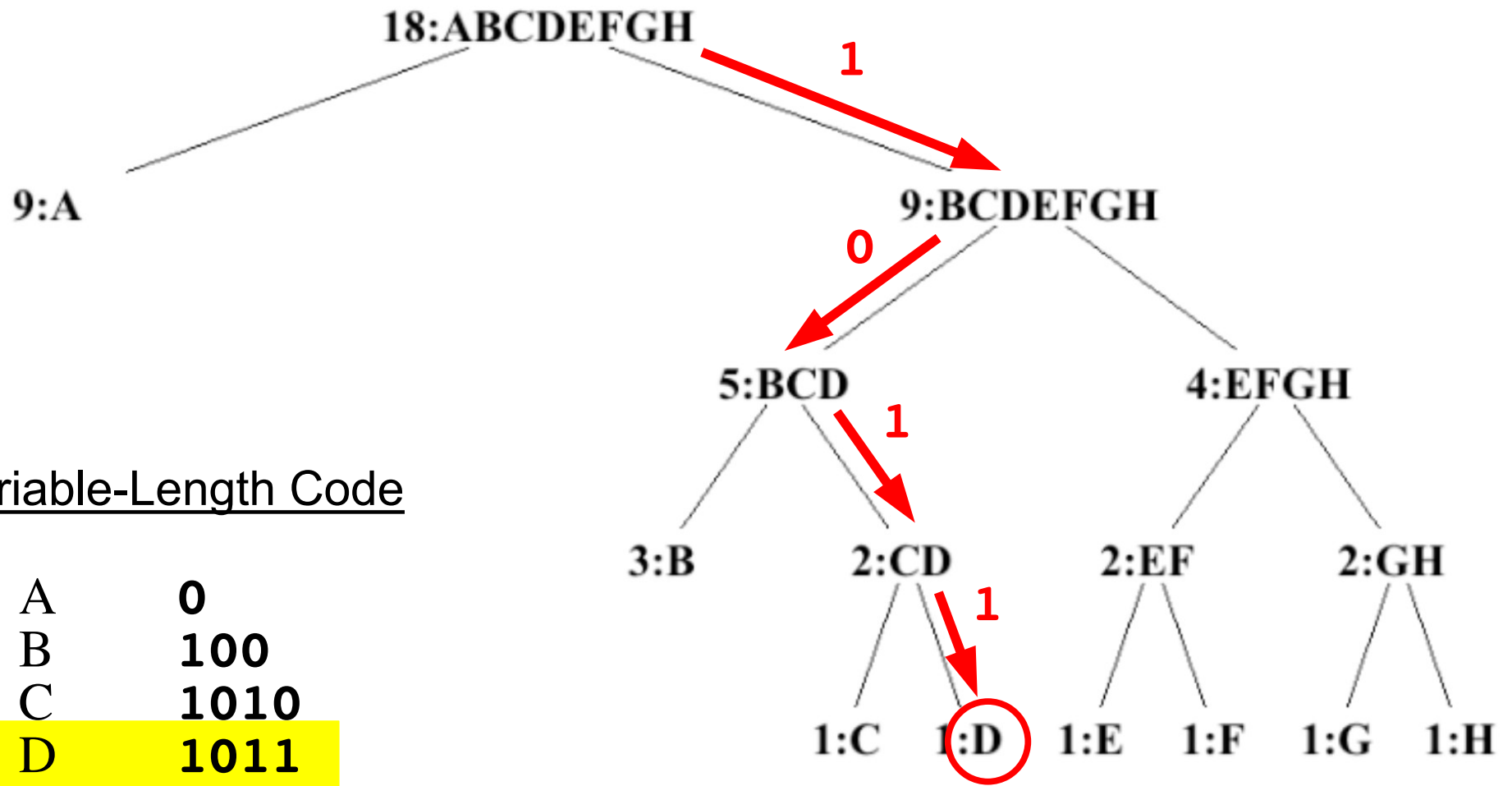
Variable-Length Code

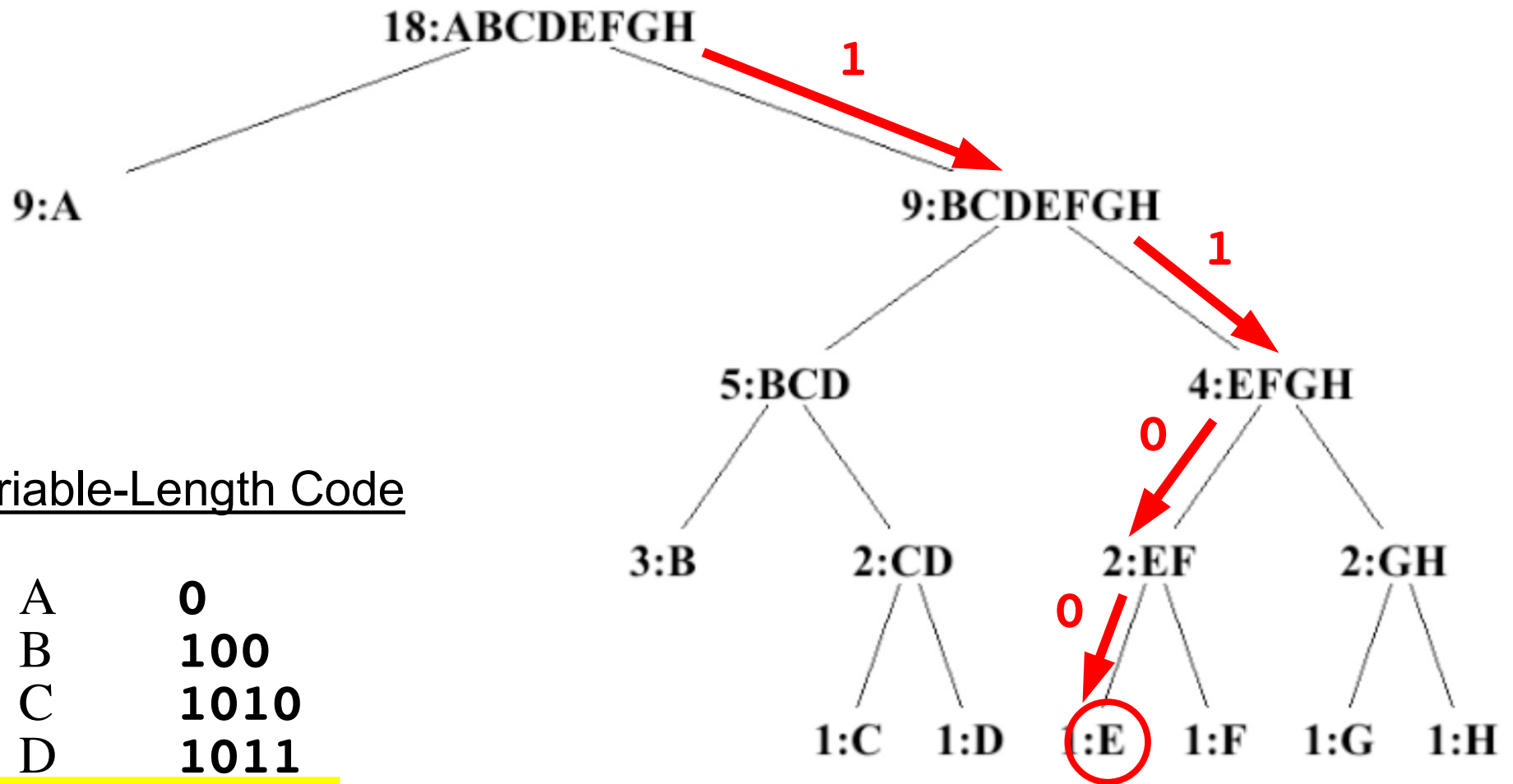
A	0
B	100



Variable-Length Code

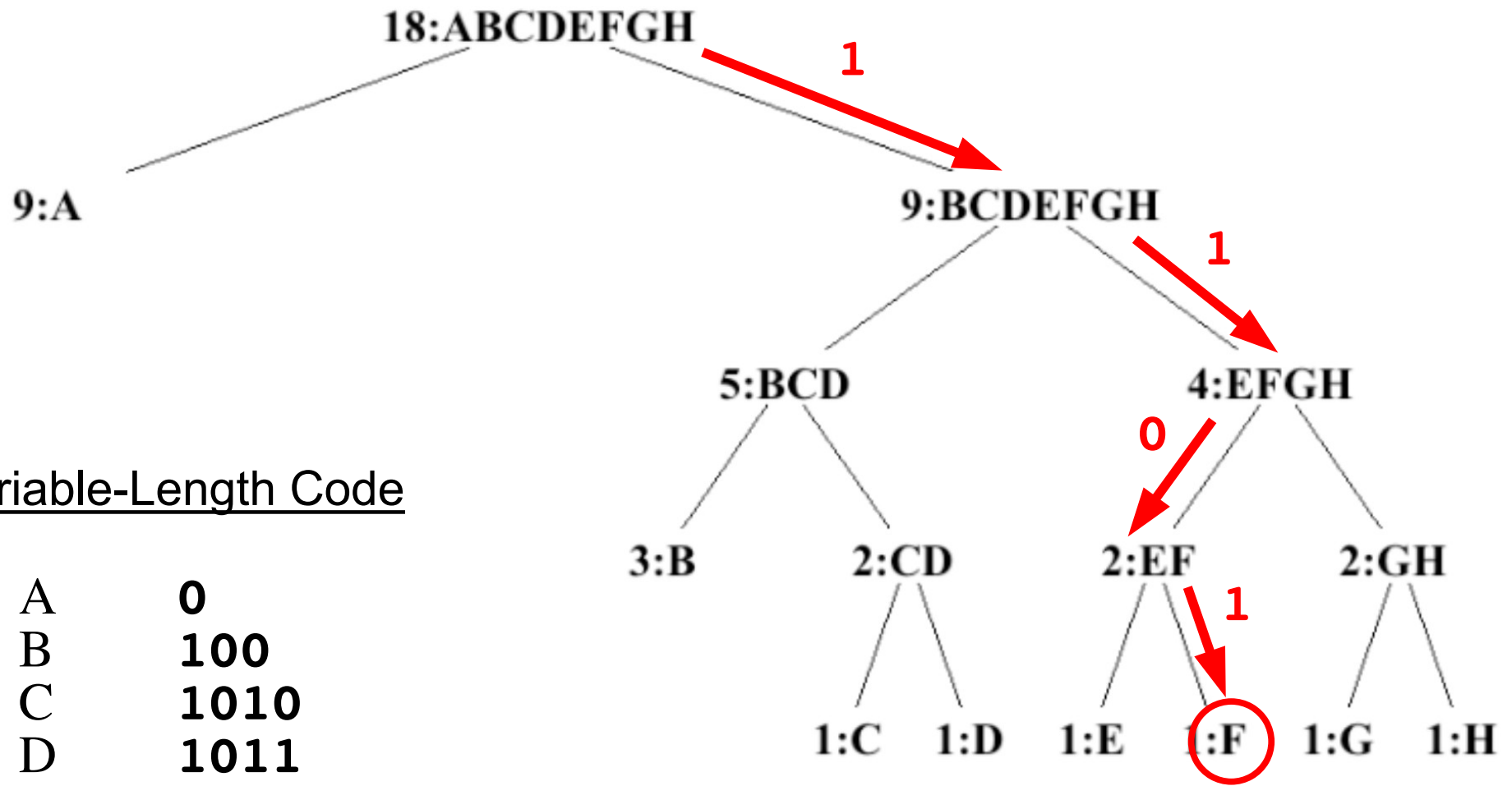
A	0
B	100
C	1010





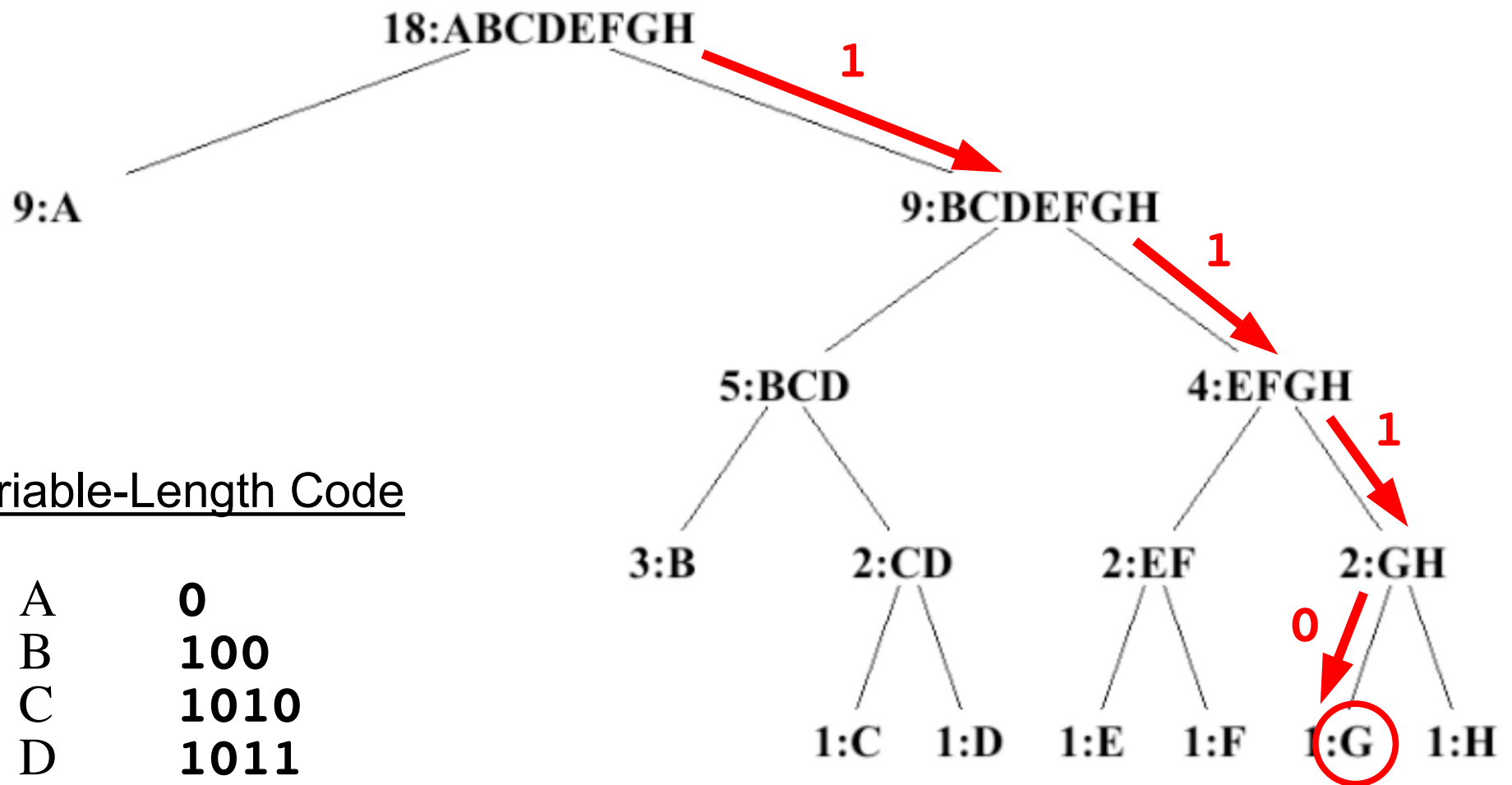
Variable-Length Code

A	0
B	100
C	1010
D	1011
E	1100



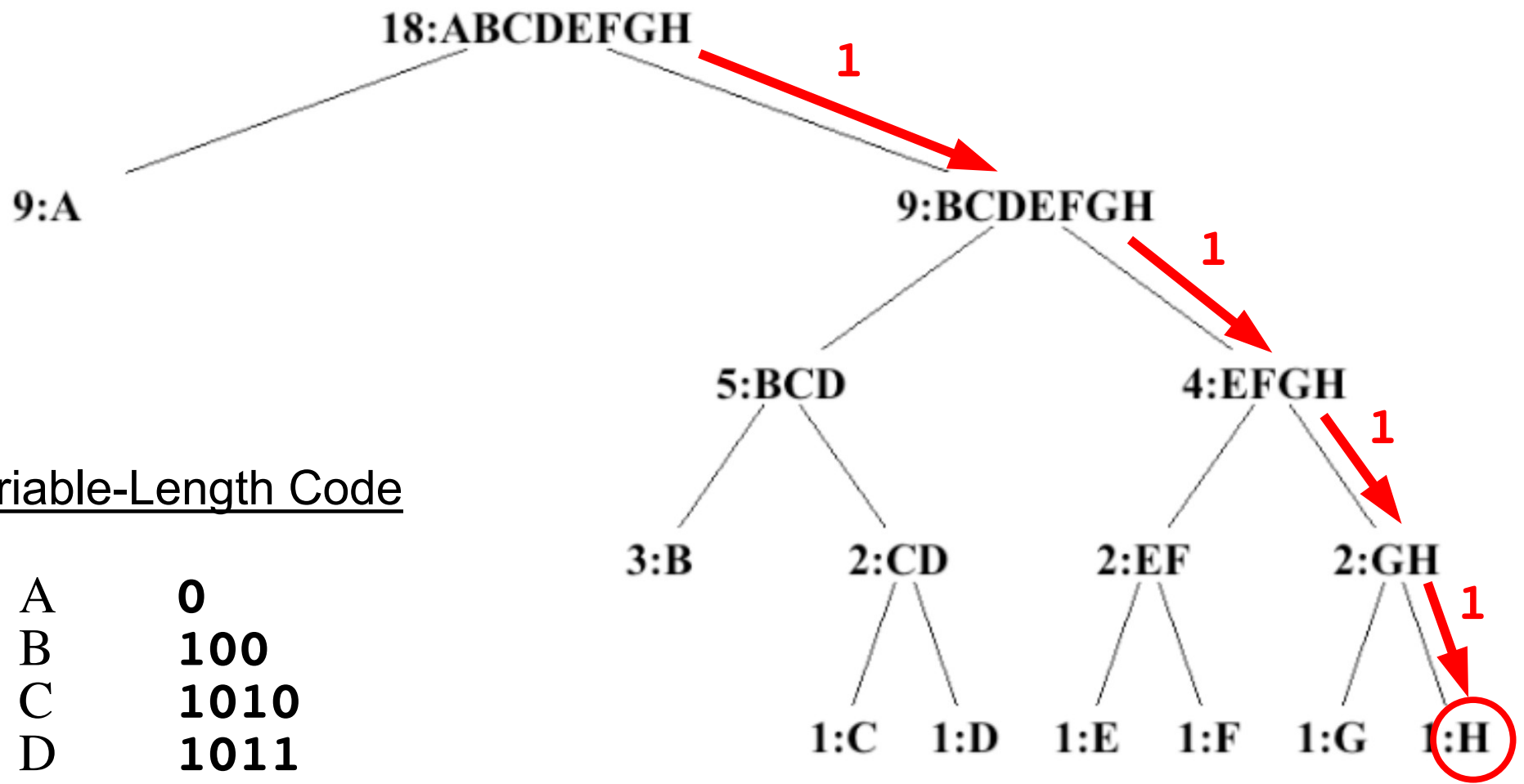
Variable-Length Code

A	0
B	100
C	1010
D	1011
E	1100
F	1101



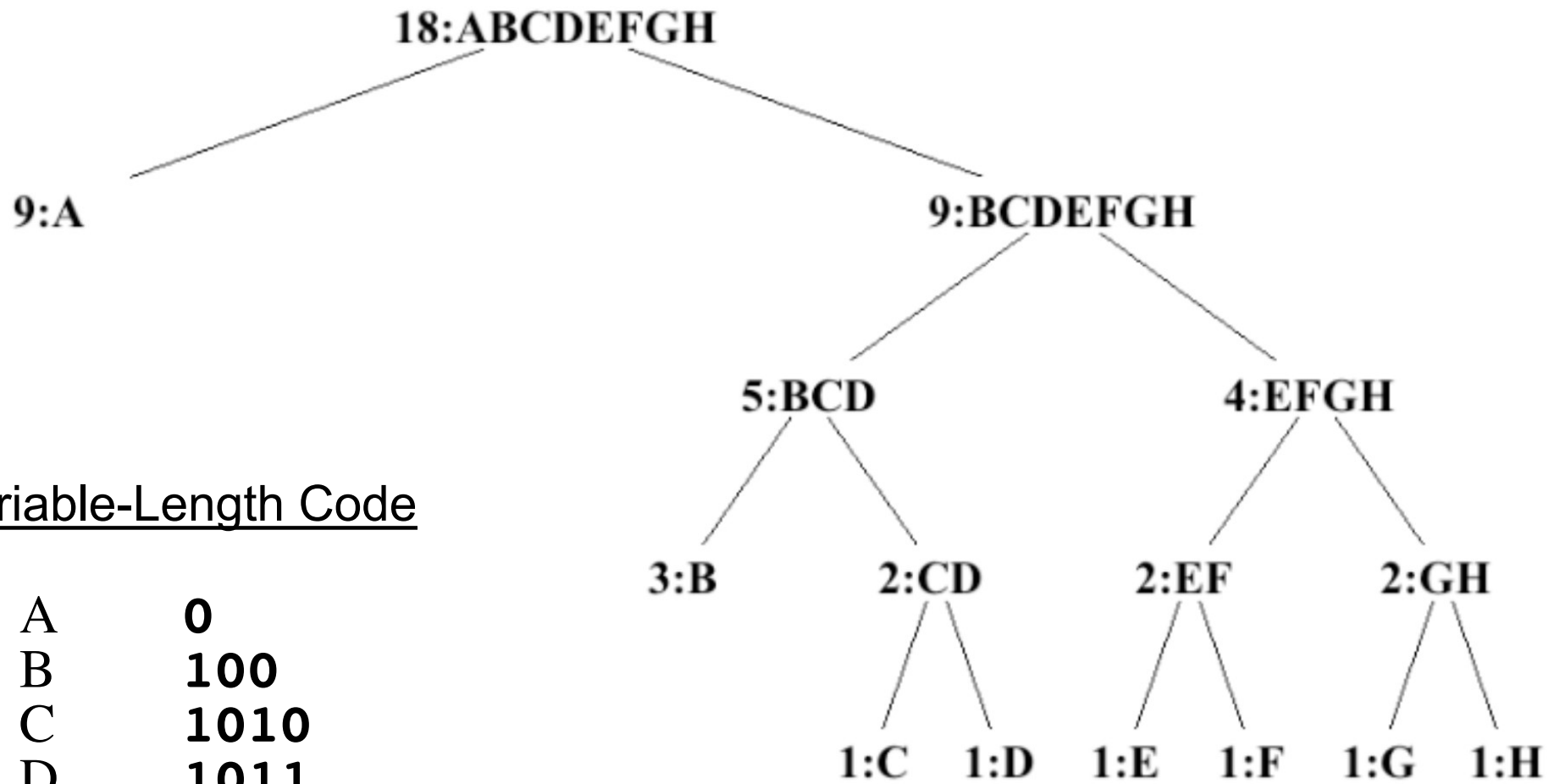
Variable-Length Code

A	0
B	100
C	1010
D	1011
E	1100
F	1101
G	1110



Variable-Length Code

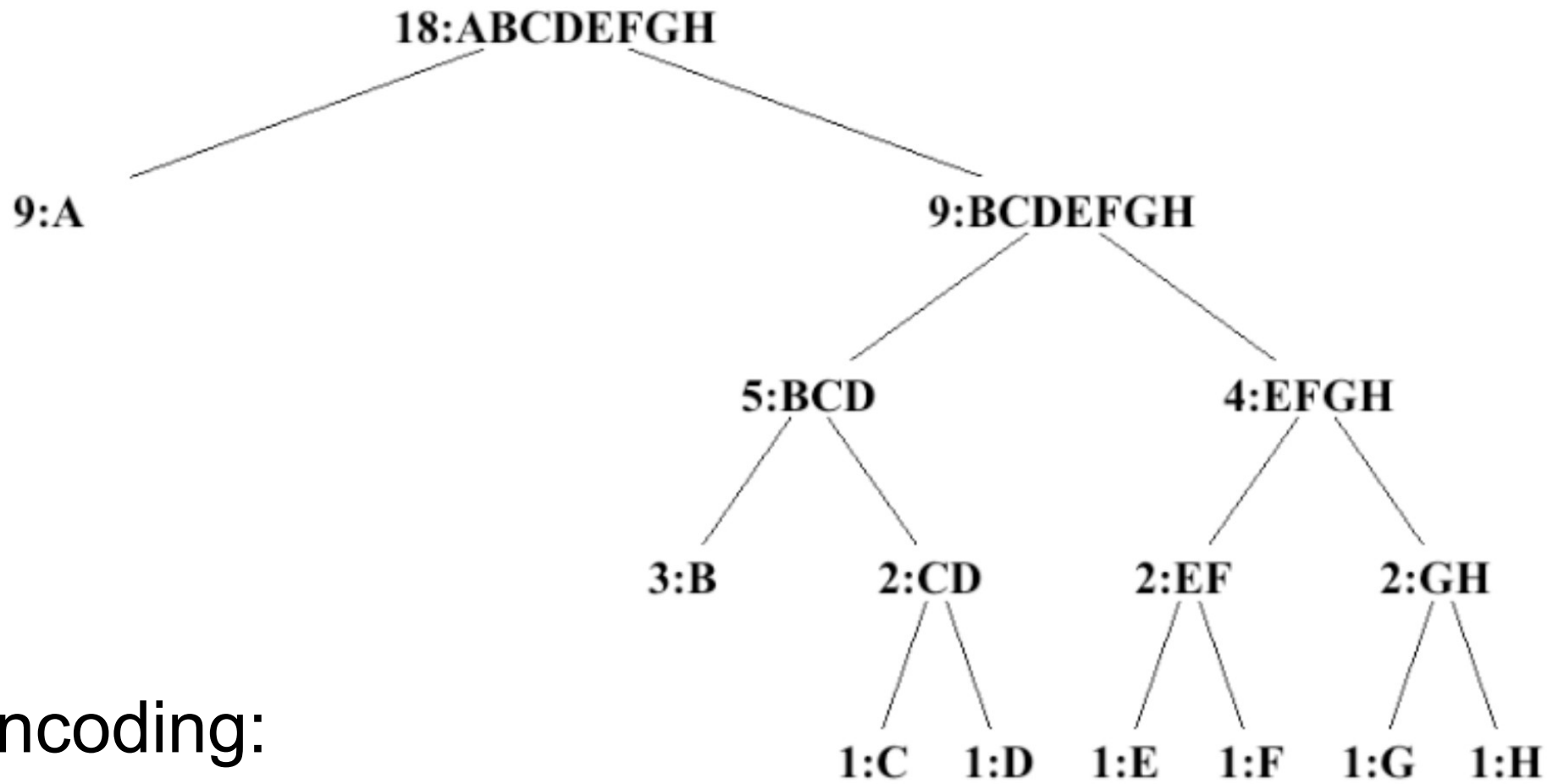
A	0
B	100
C	1010
D	1011
E	1100
F	1101
G	1110
H	1111



Variable-Length Code

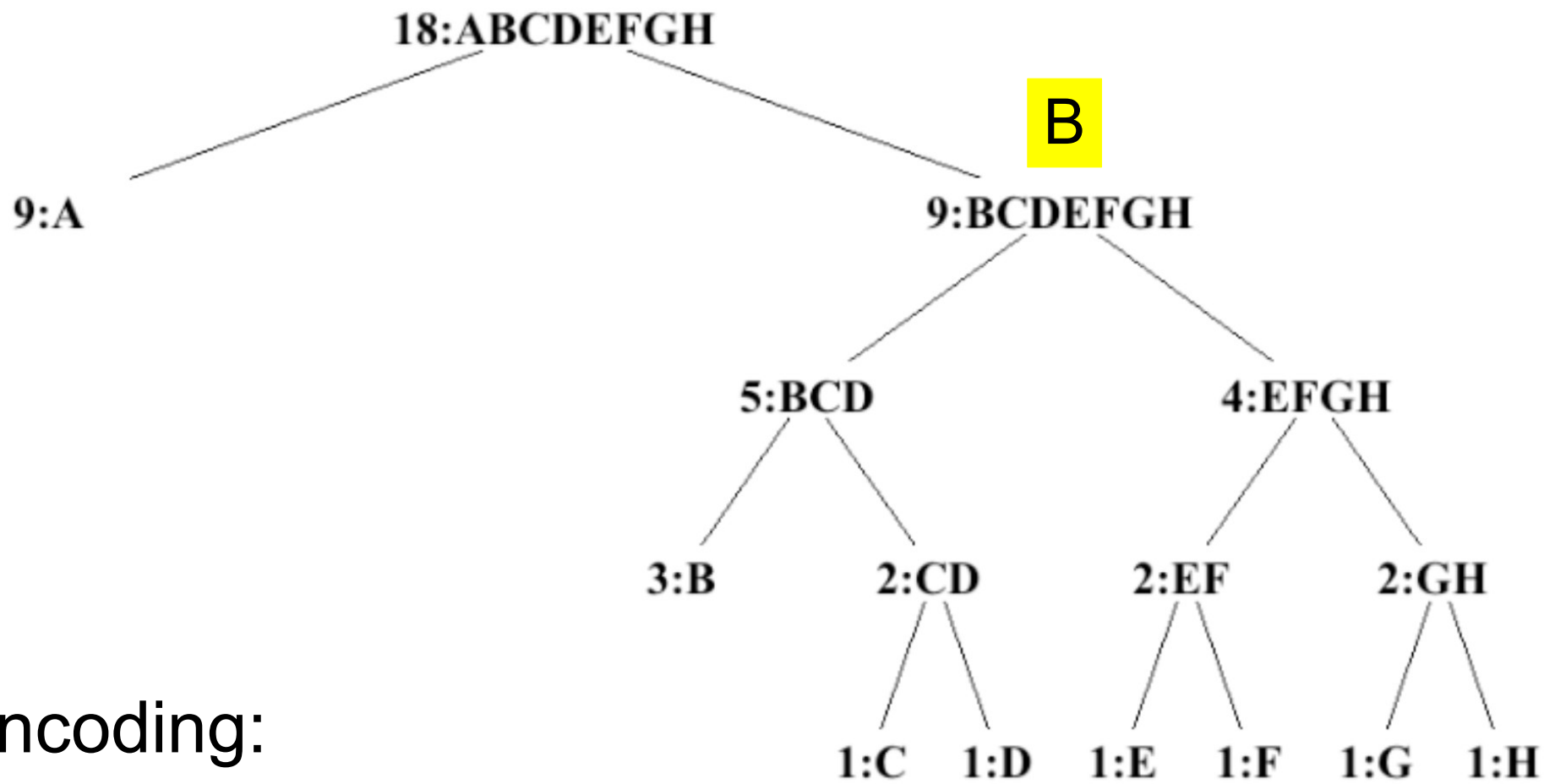
A	0
B	100
C	1010
D	1011
E	1100
F	1101
G	1110
H	1111

B



Encoding:

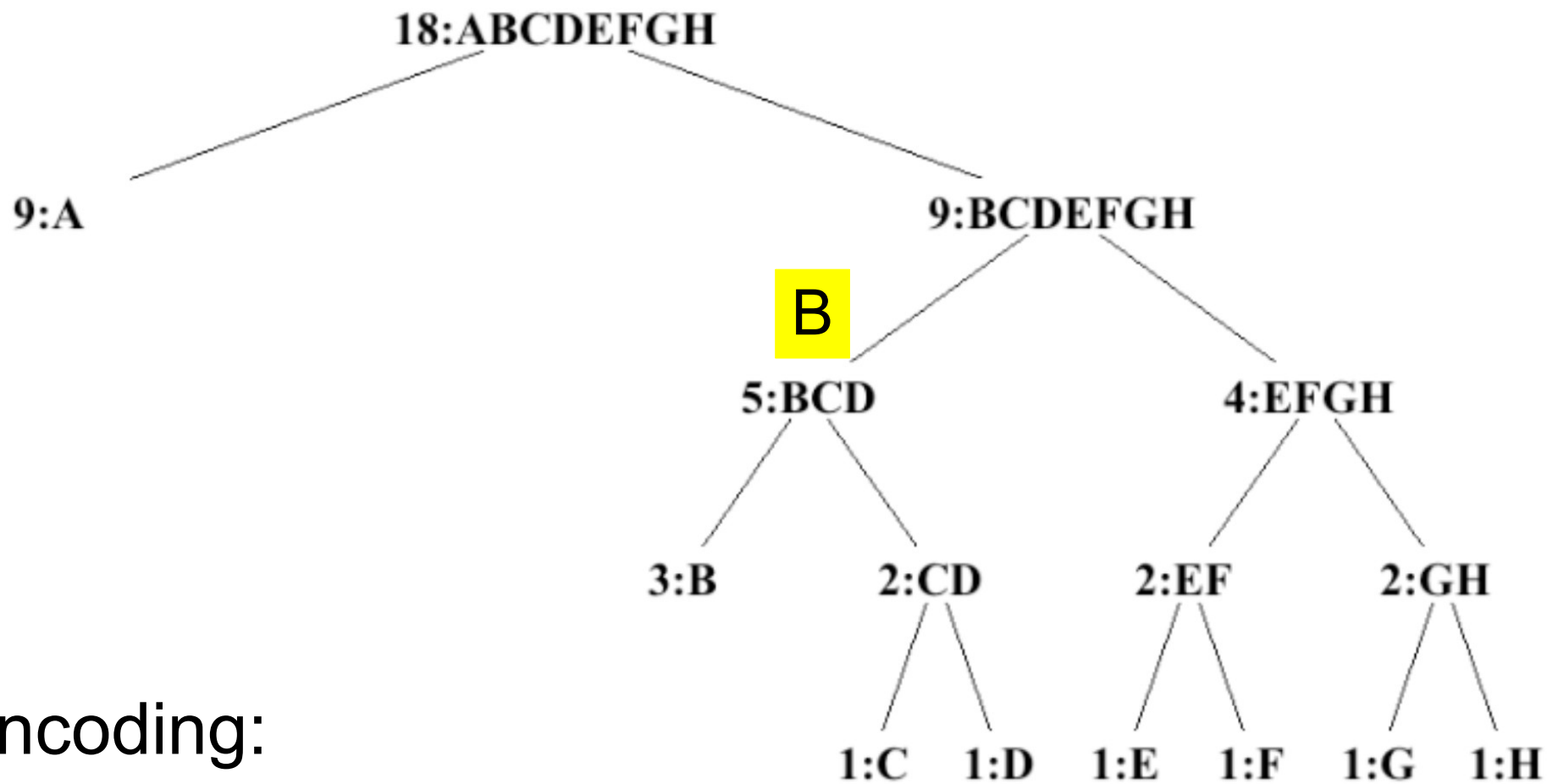
BA C A D A E A F A B B A A A G A H



Encoding:

BA C A D A E A F A B B A A A G A H

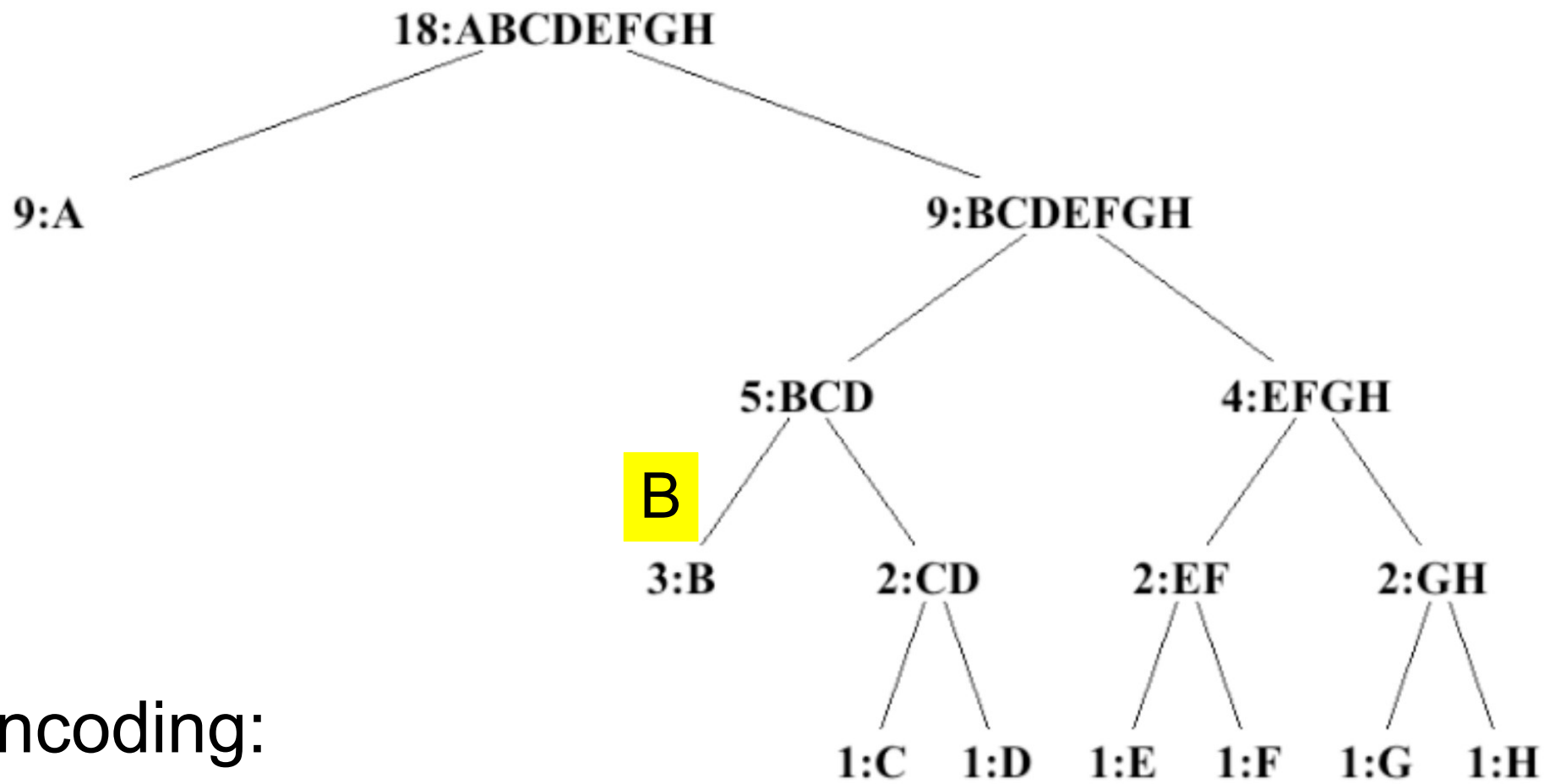
1



Encoding:

BA C A D A E A F A B B A A A G A H

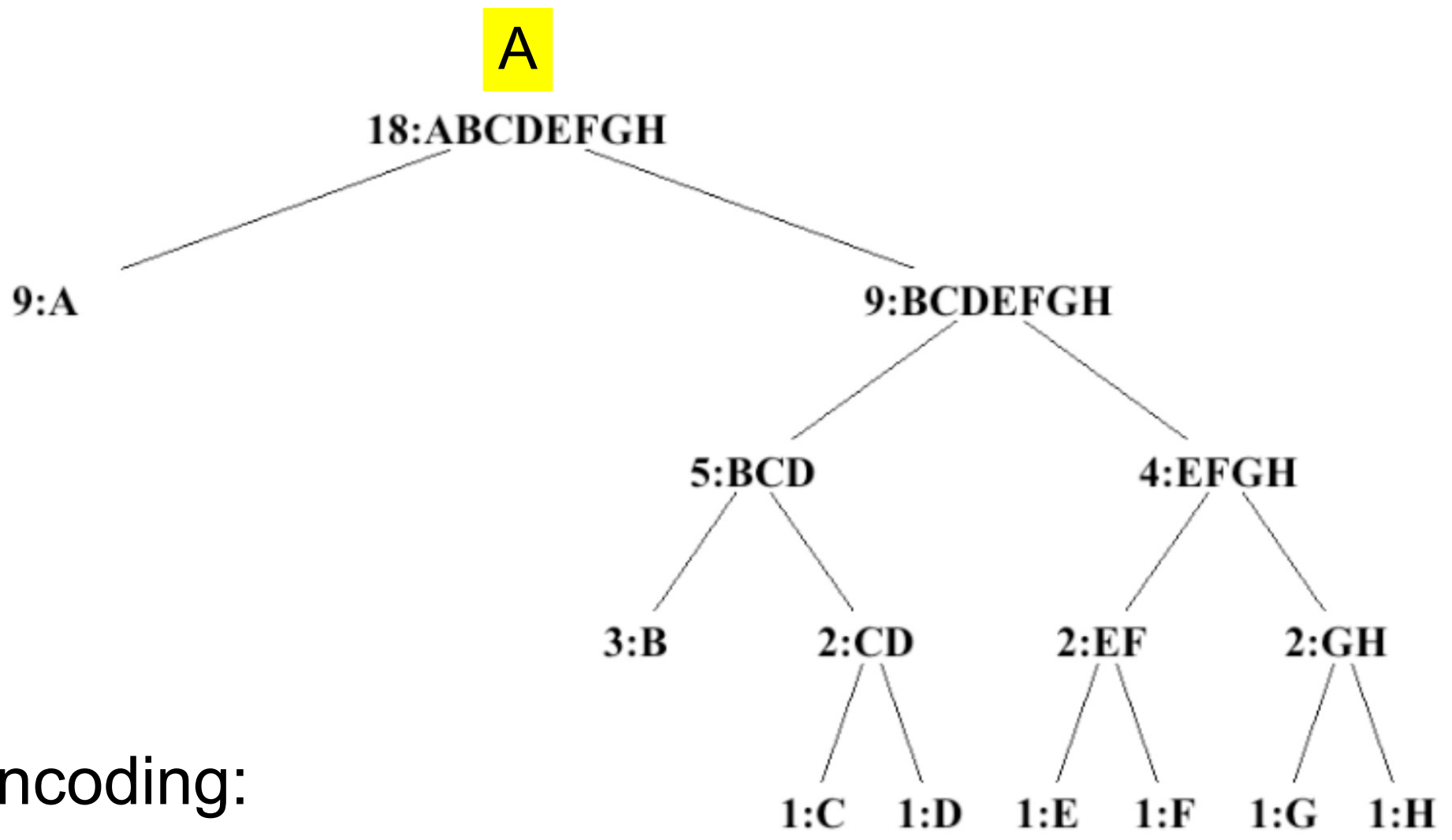
10



Encoding:

BA C A D A E A F A B B A A A G A H

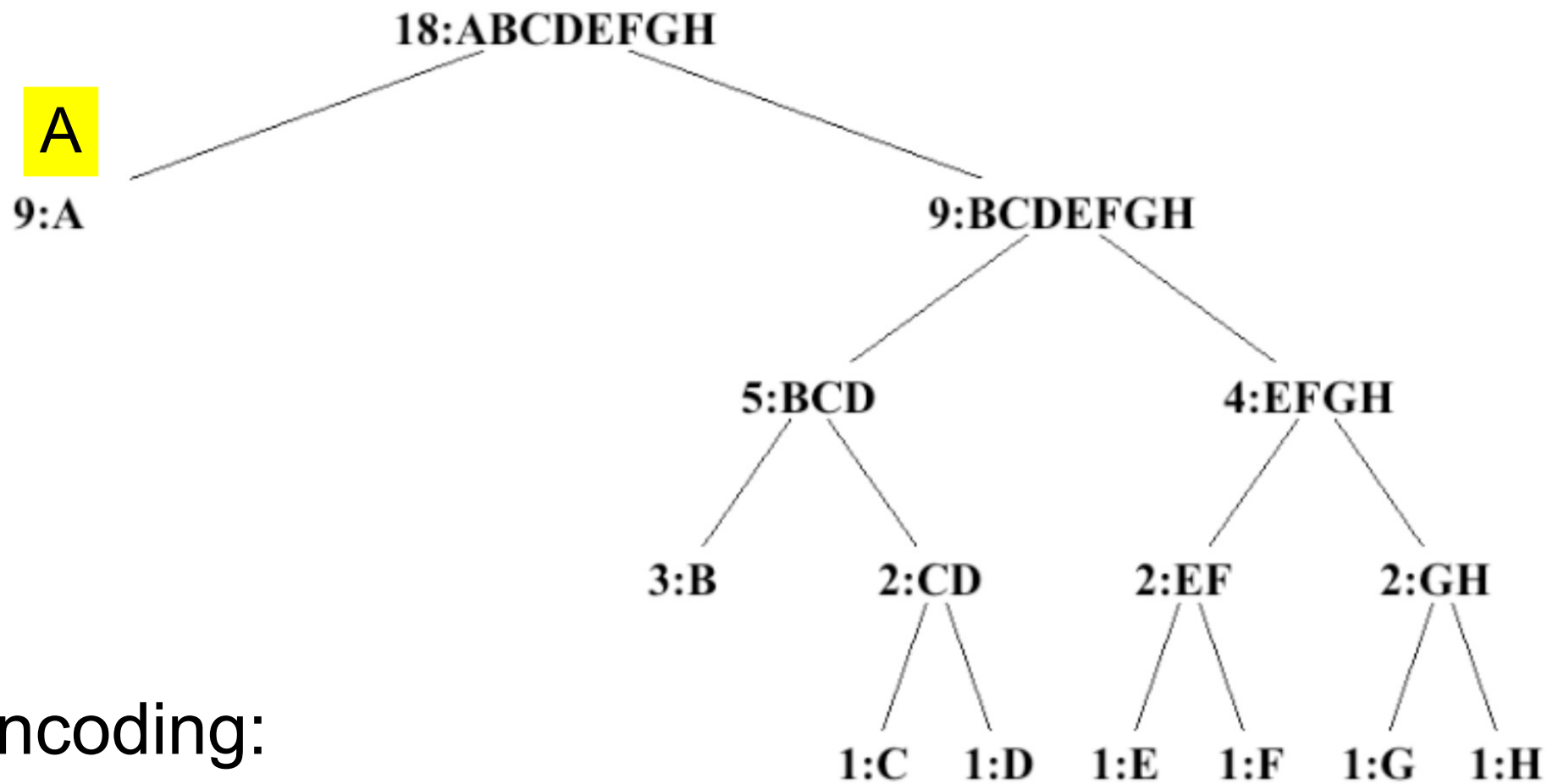
100



Encoding:

BACADAEAFABBAAGAH

100

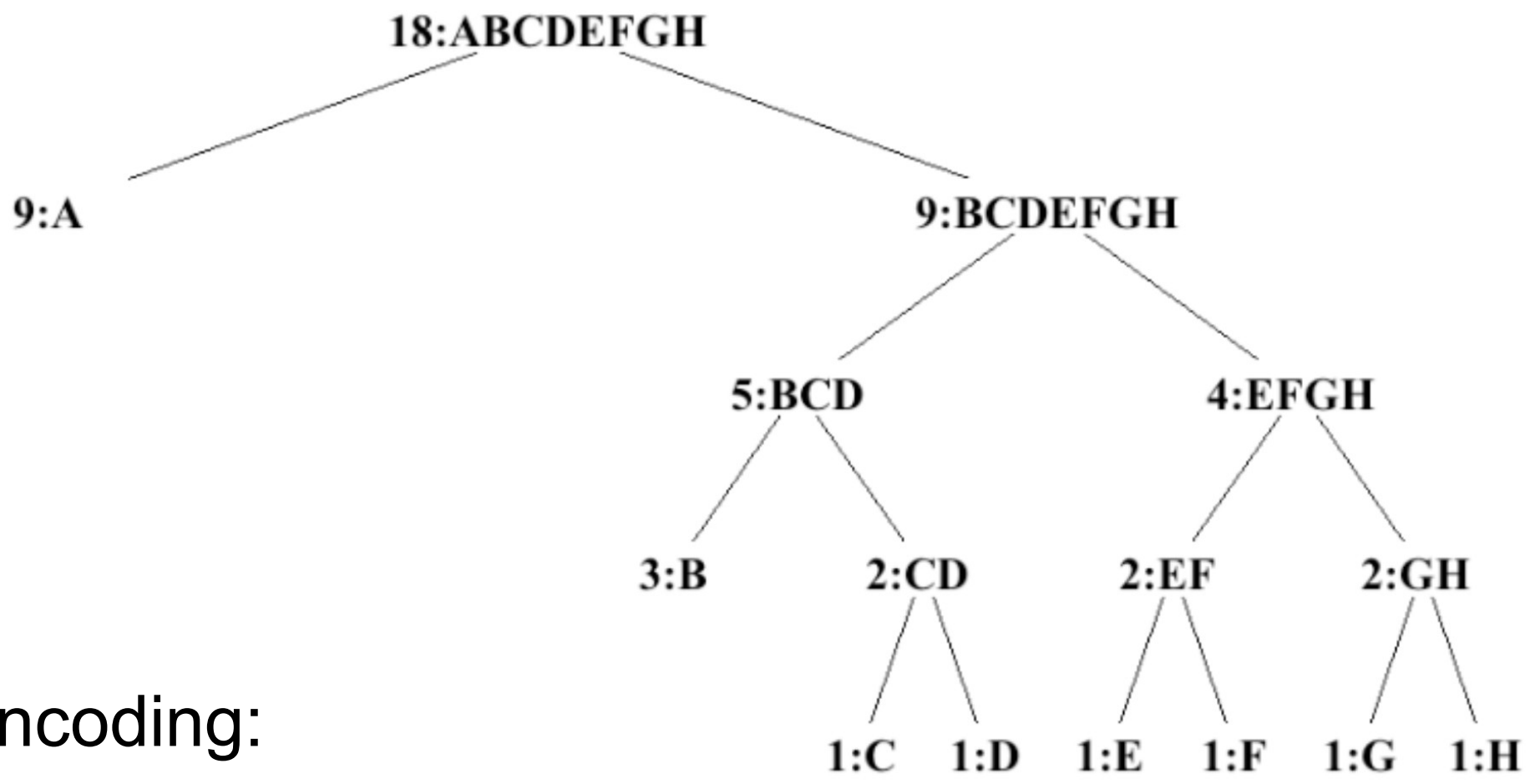


Encoding:

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100 0

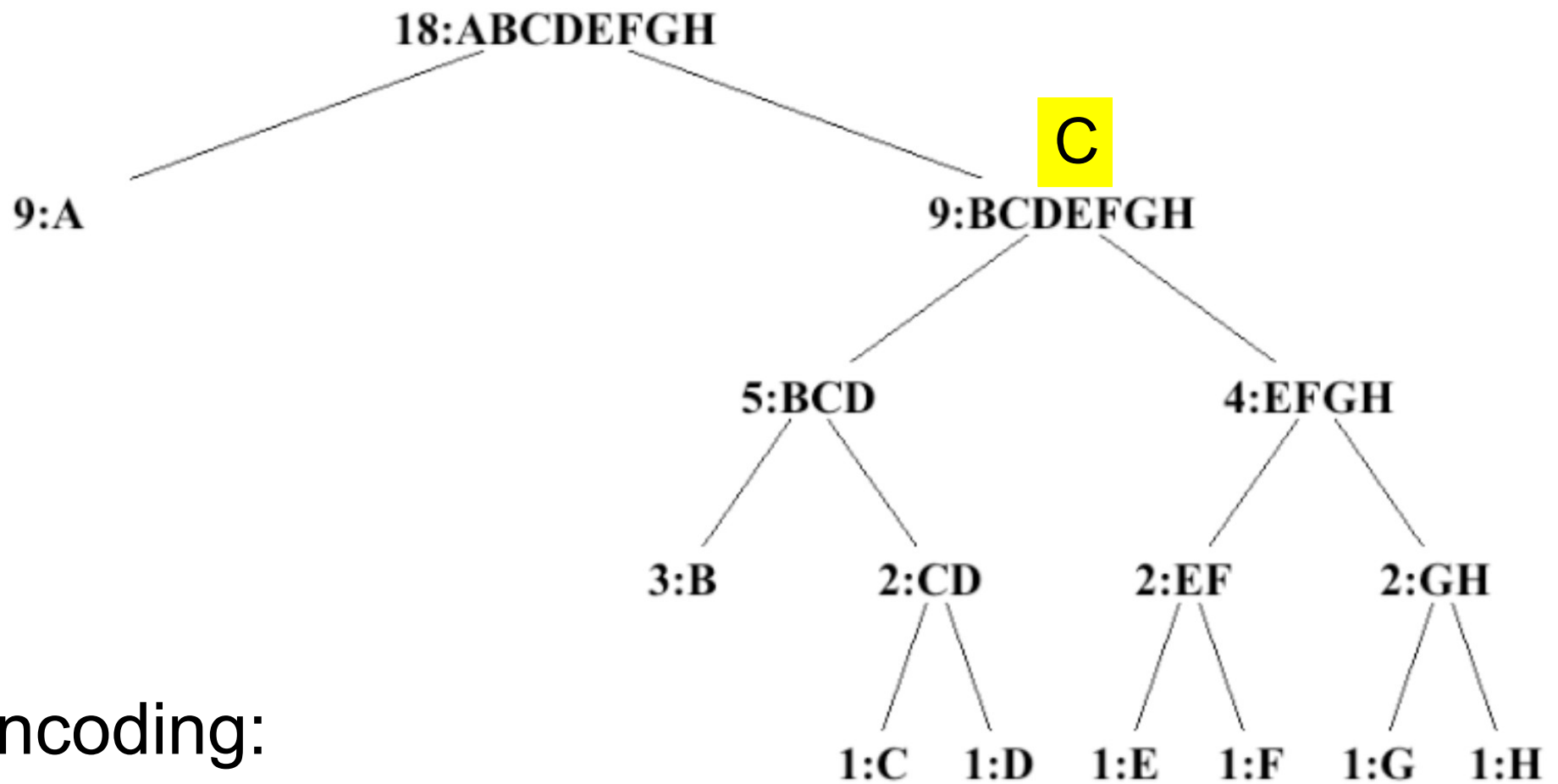
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Encoding:

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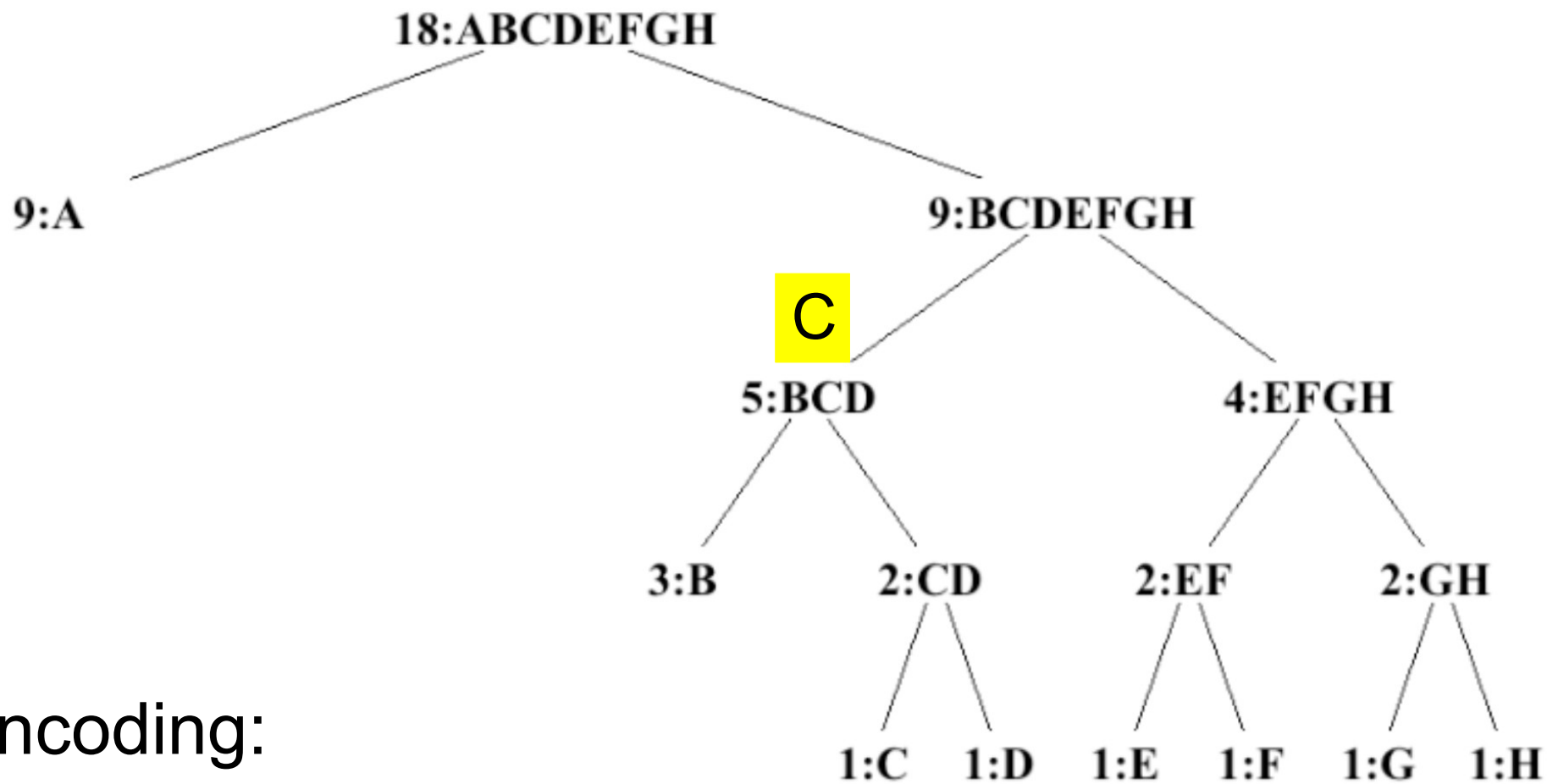
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Encoding:

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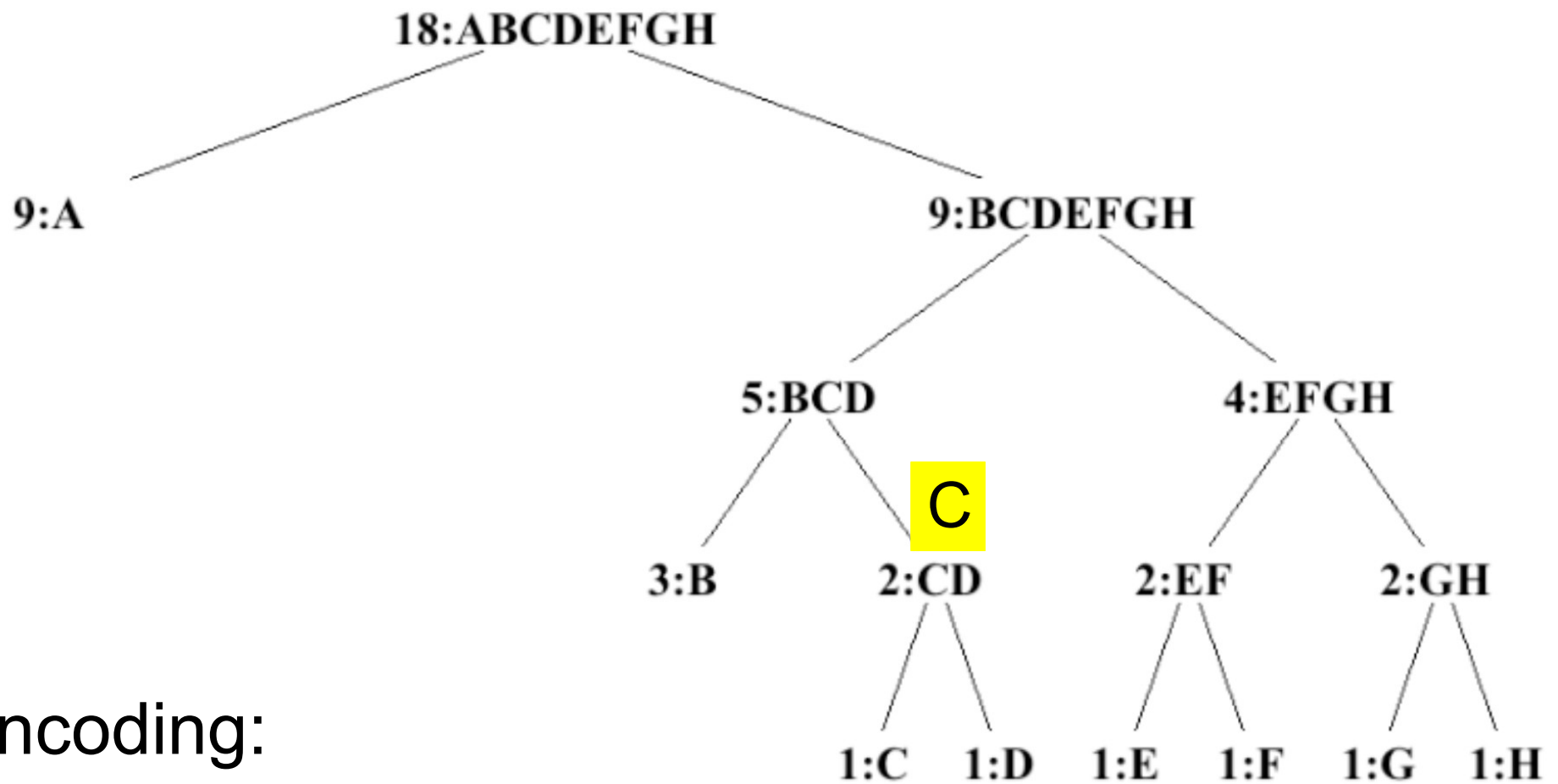
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Encoding:

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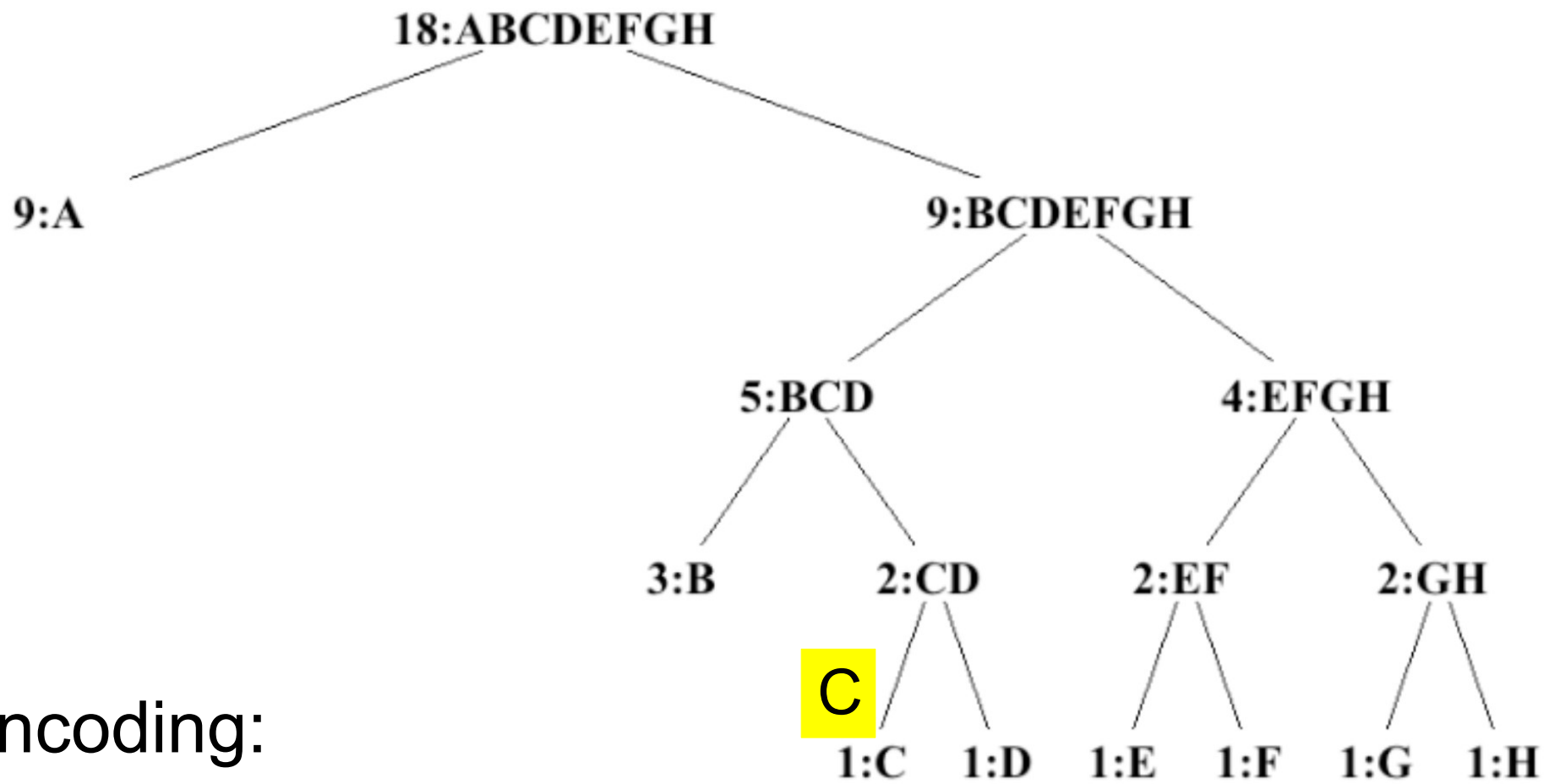
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Encoding:

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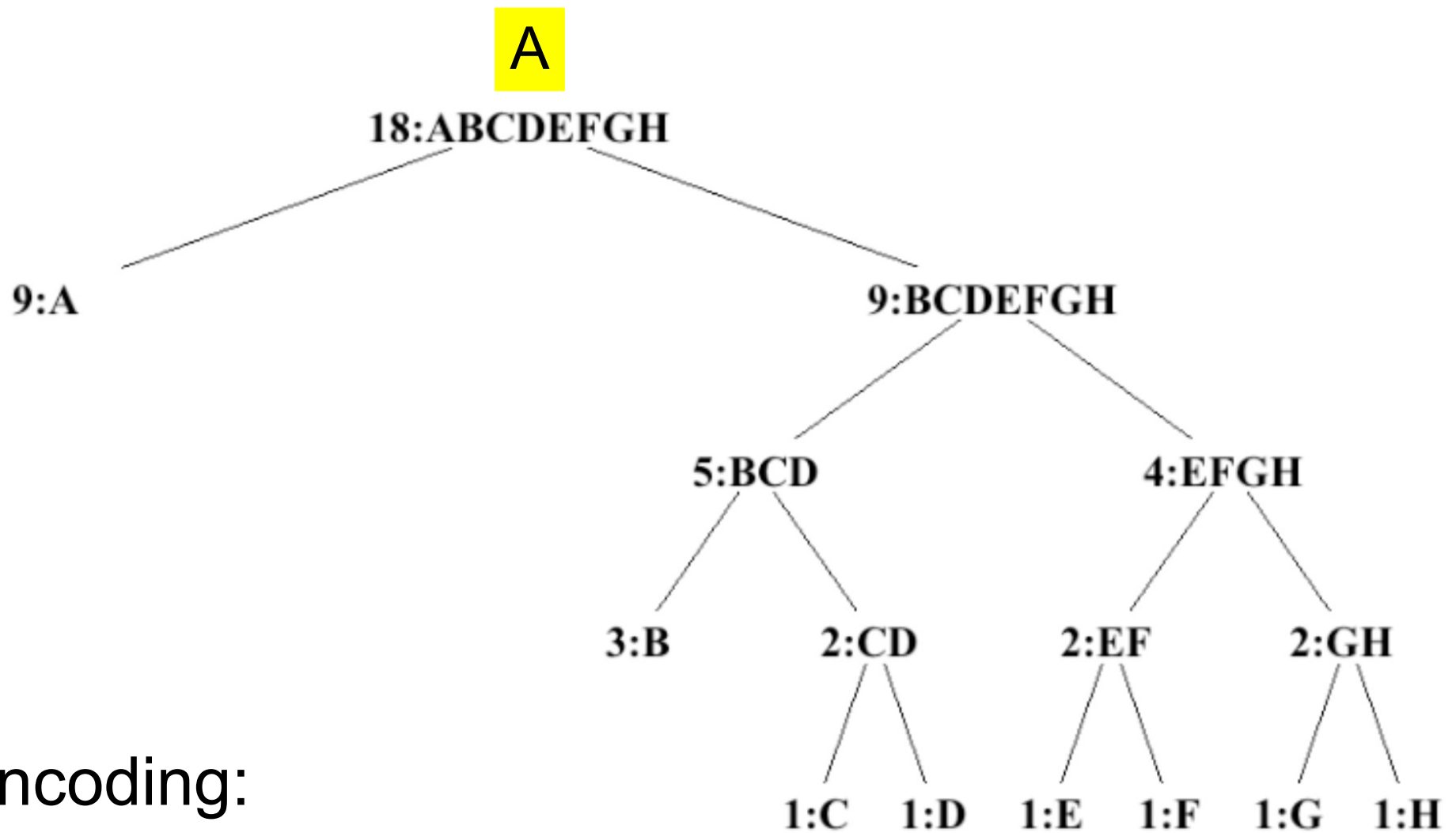
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Encoding:

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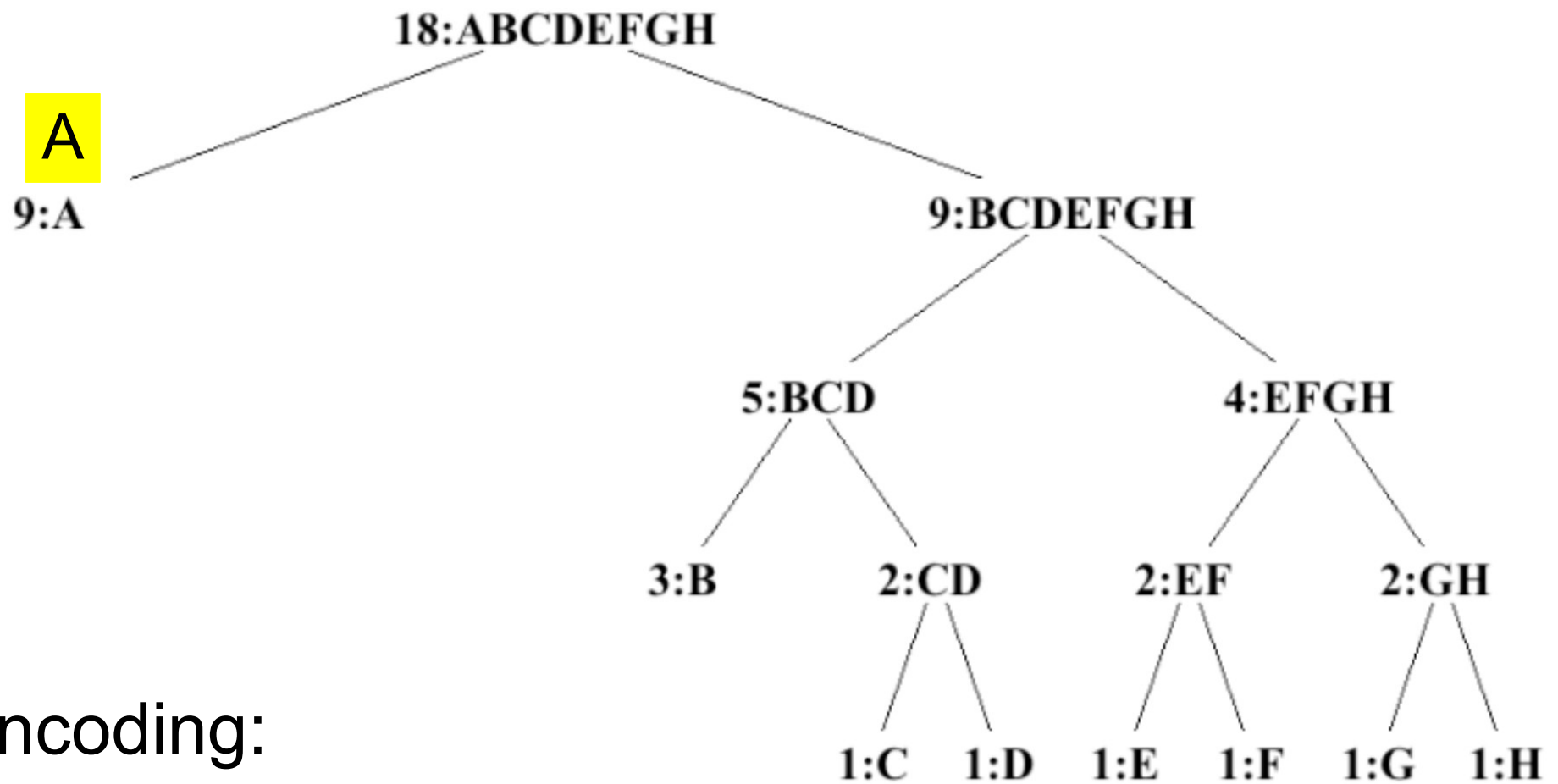
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Encoding:

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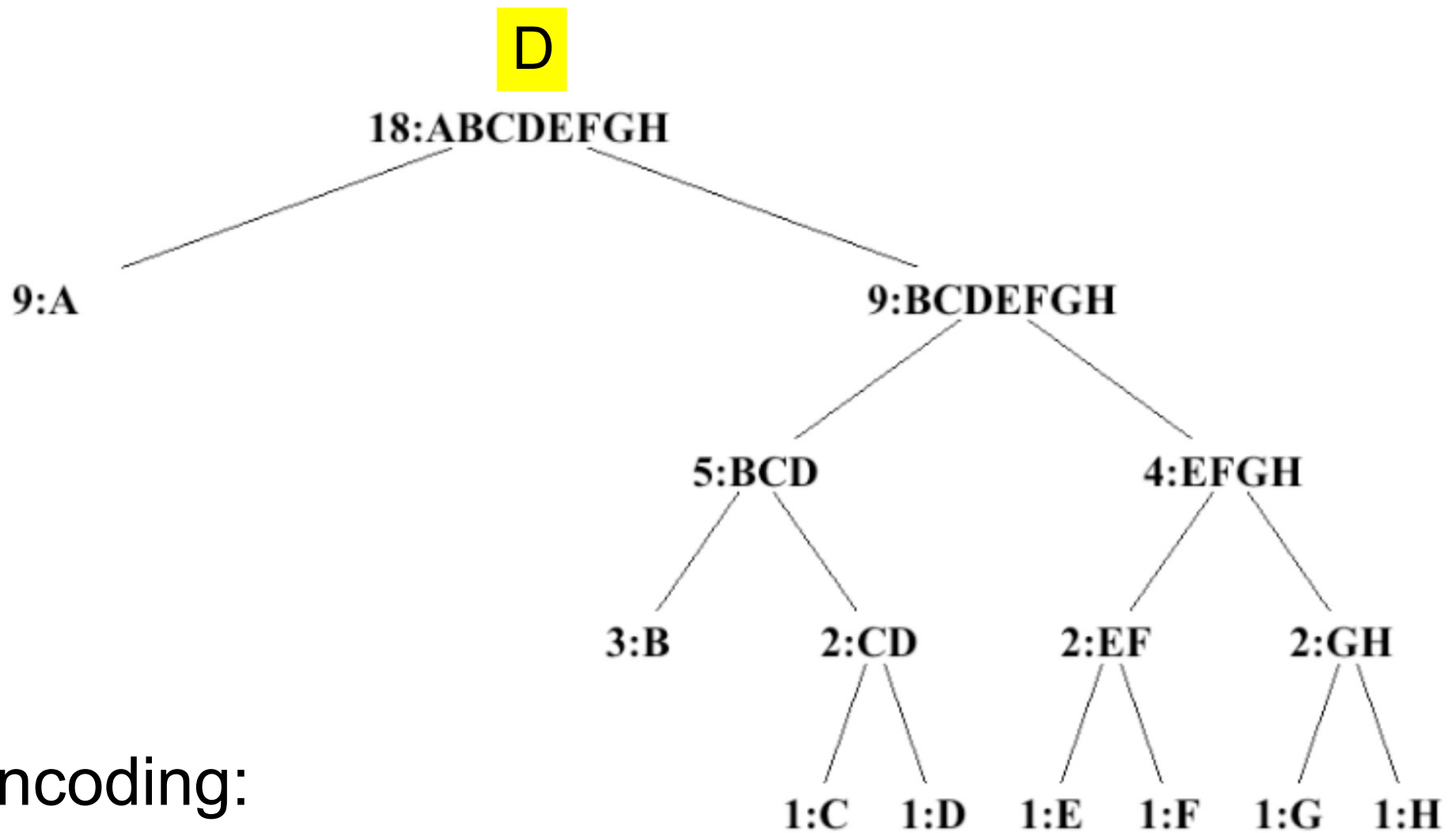
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Encoding:

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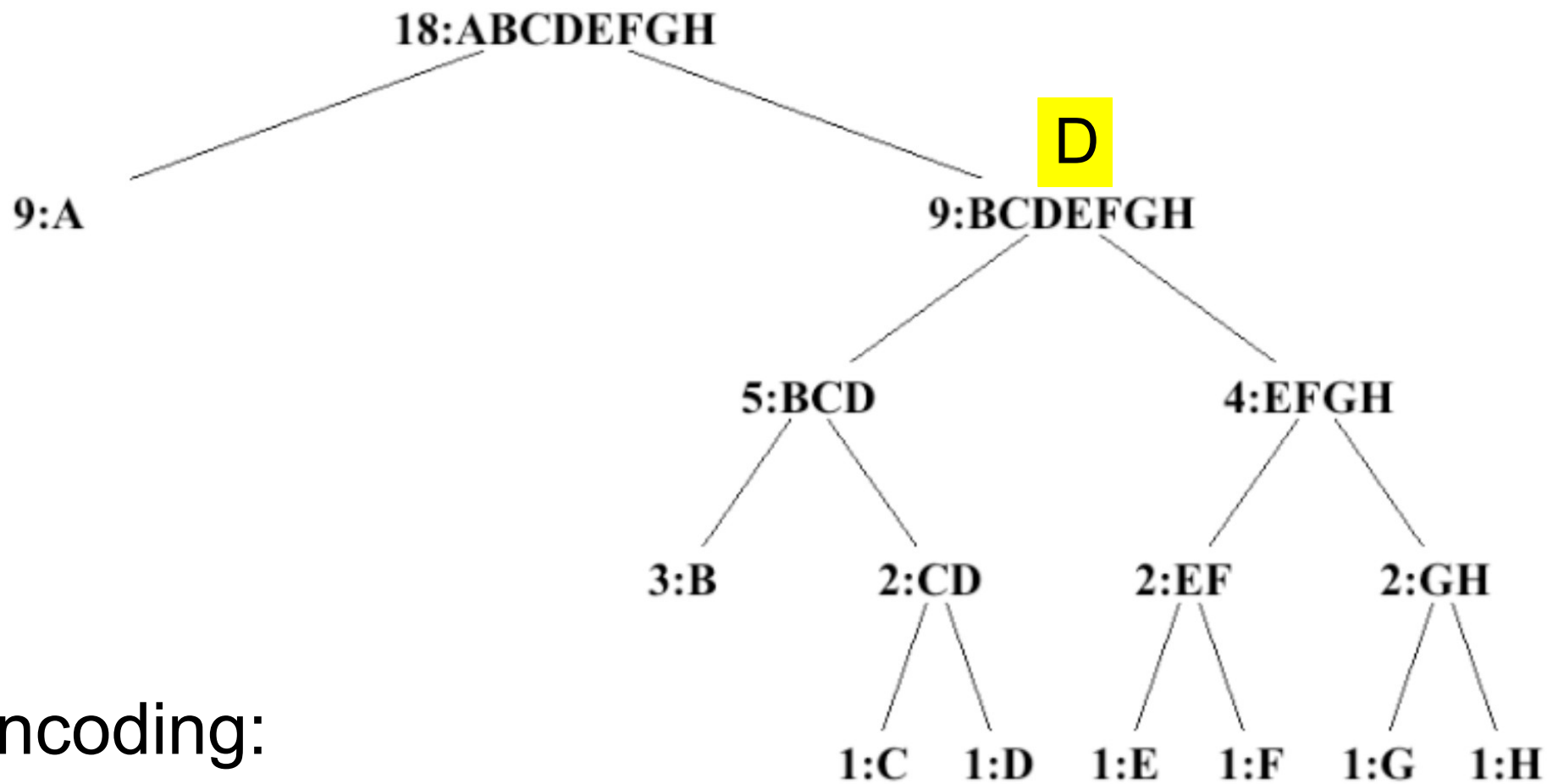
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Encoding:

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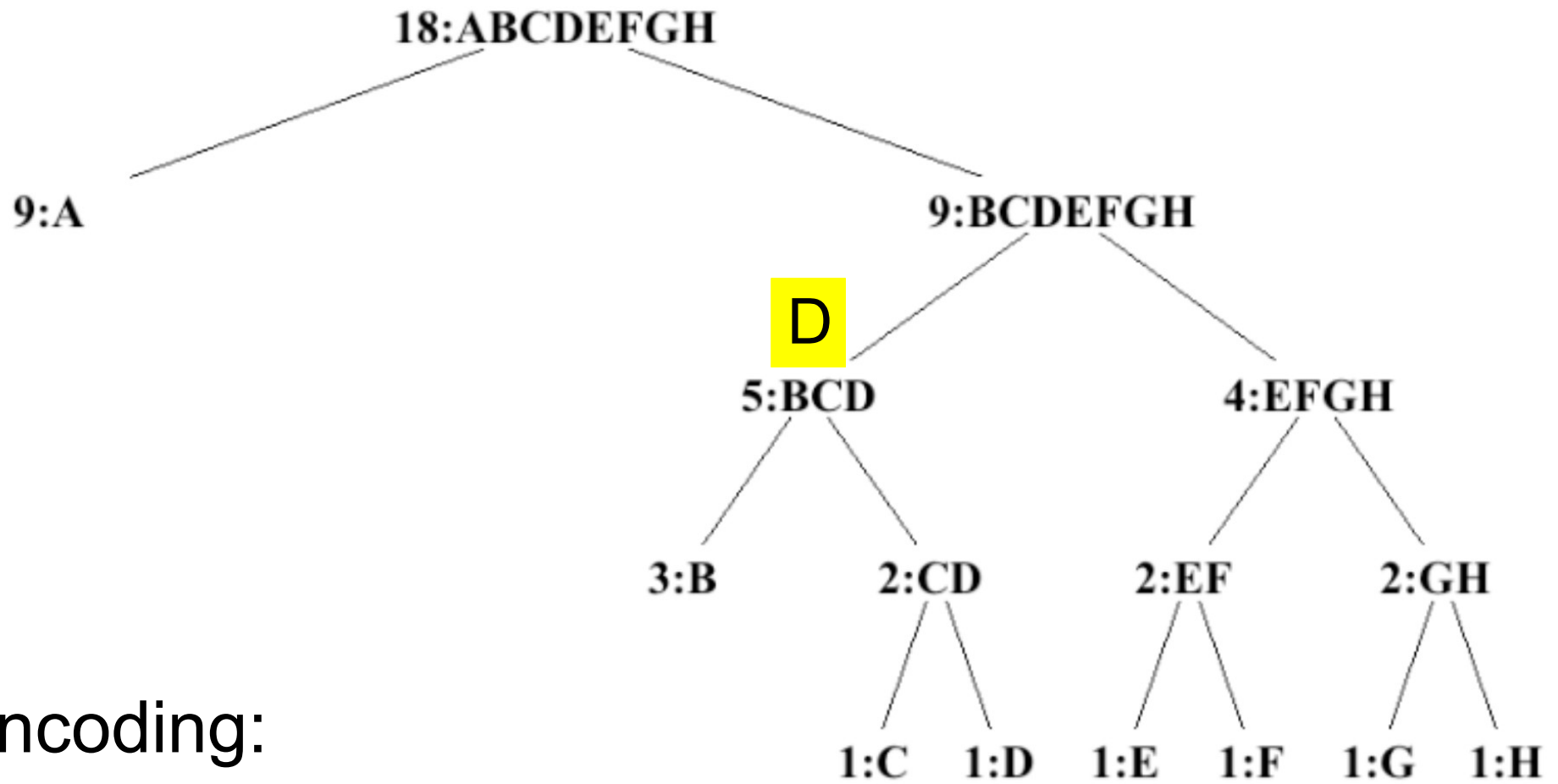
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Encoding:

BACADAEAFABBAAGAH

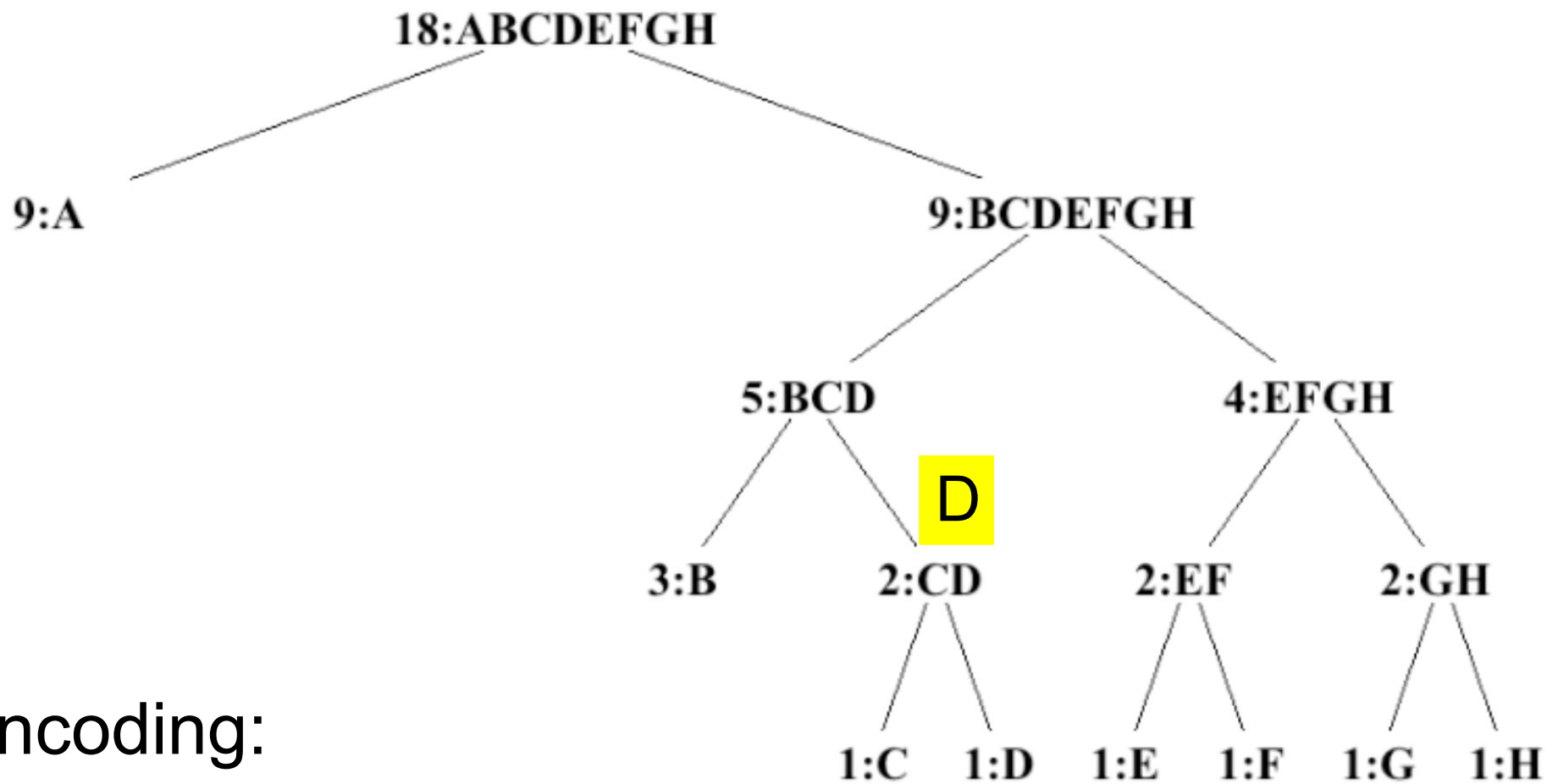
100 0 1010 0 1



Encoding:

BACADAEAFABBAAGAH

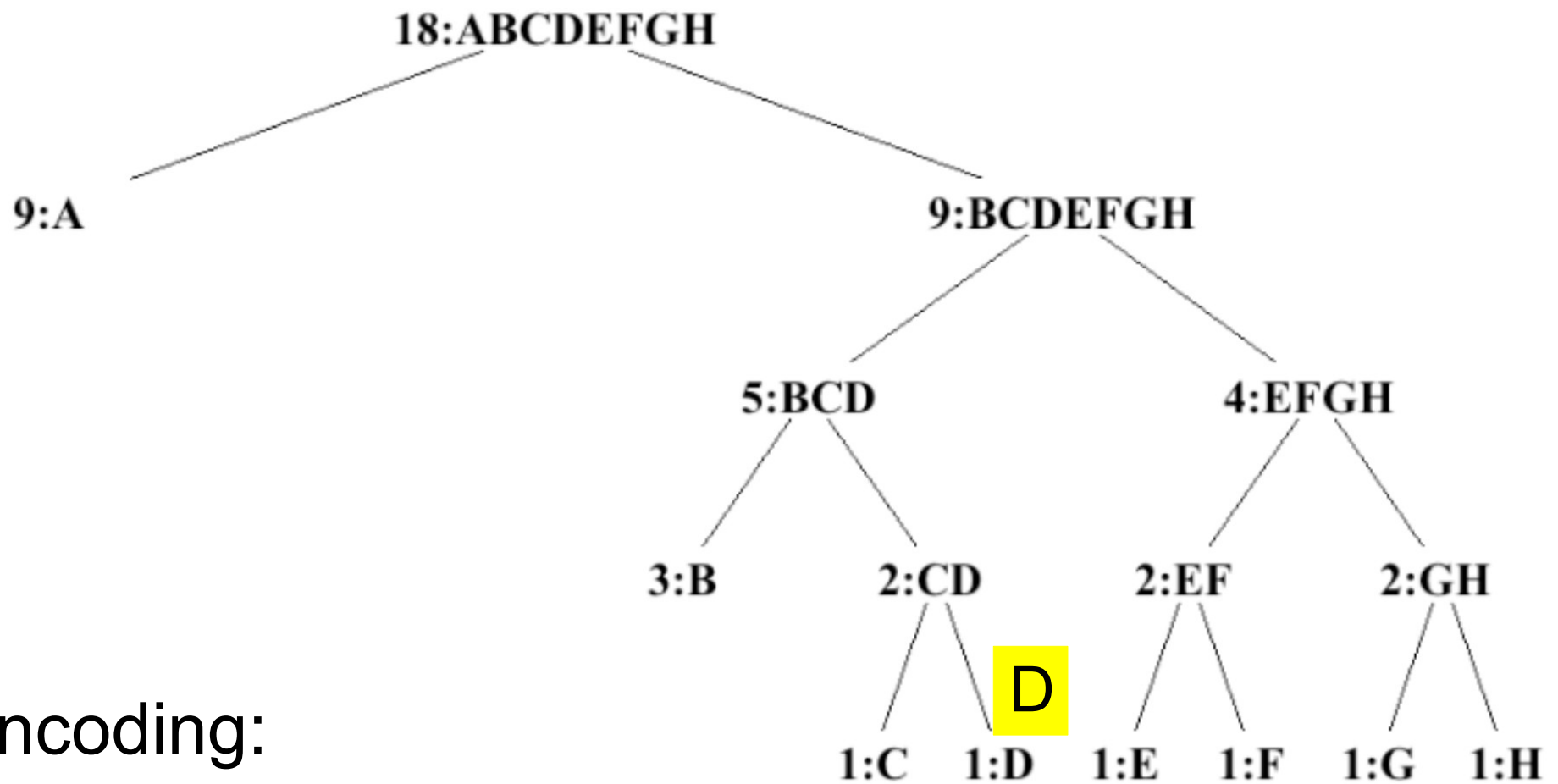
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Encoding:

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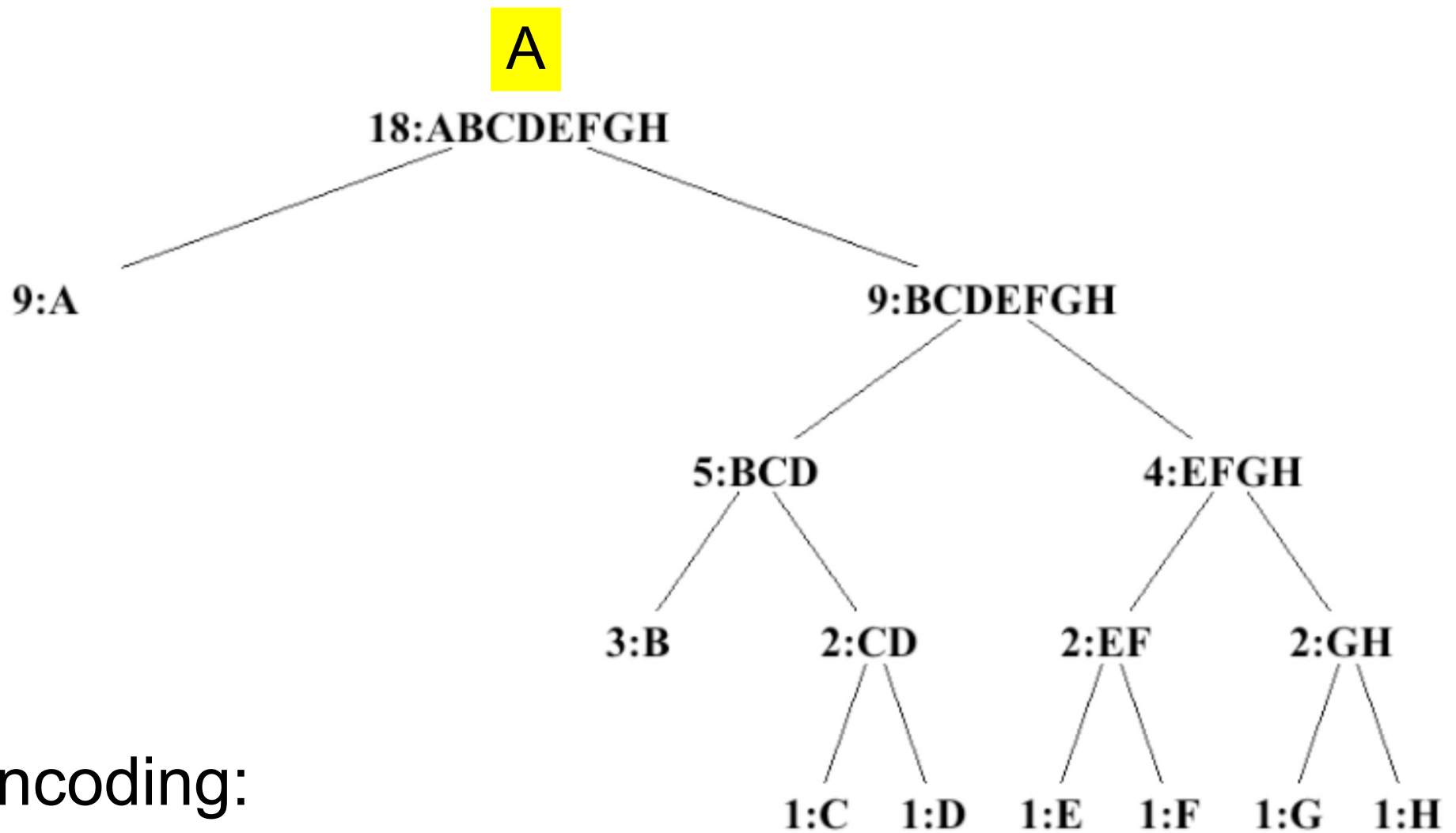
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Encoding:

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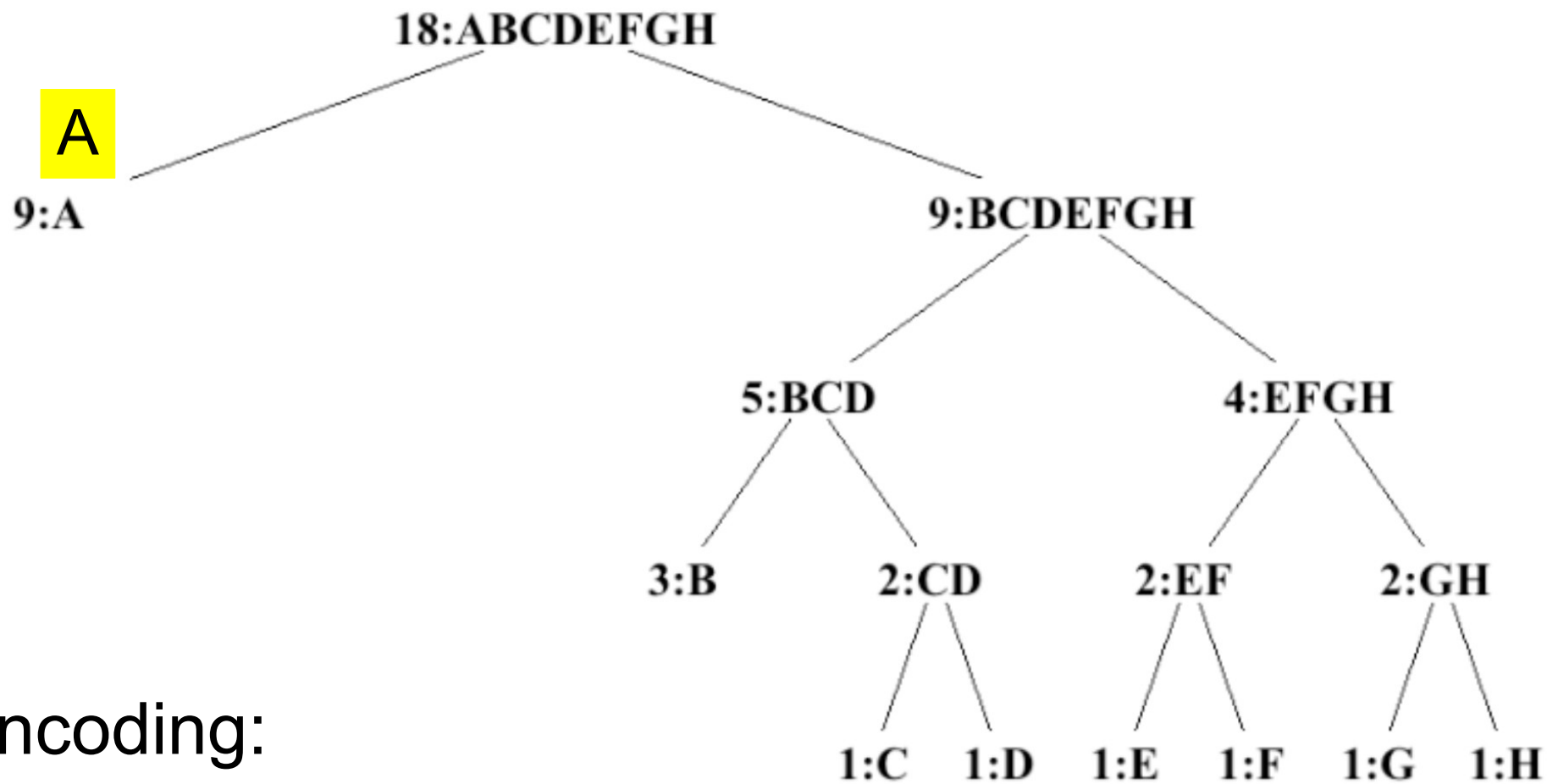
100 0 1010 0 1011



Encoding:

BACAD**A**EAFABBAAGAH

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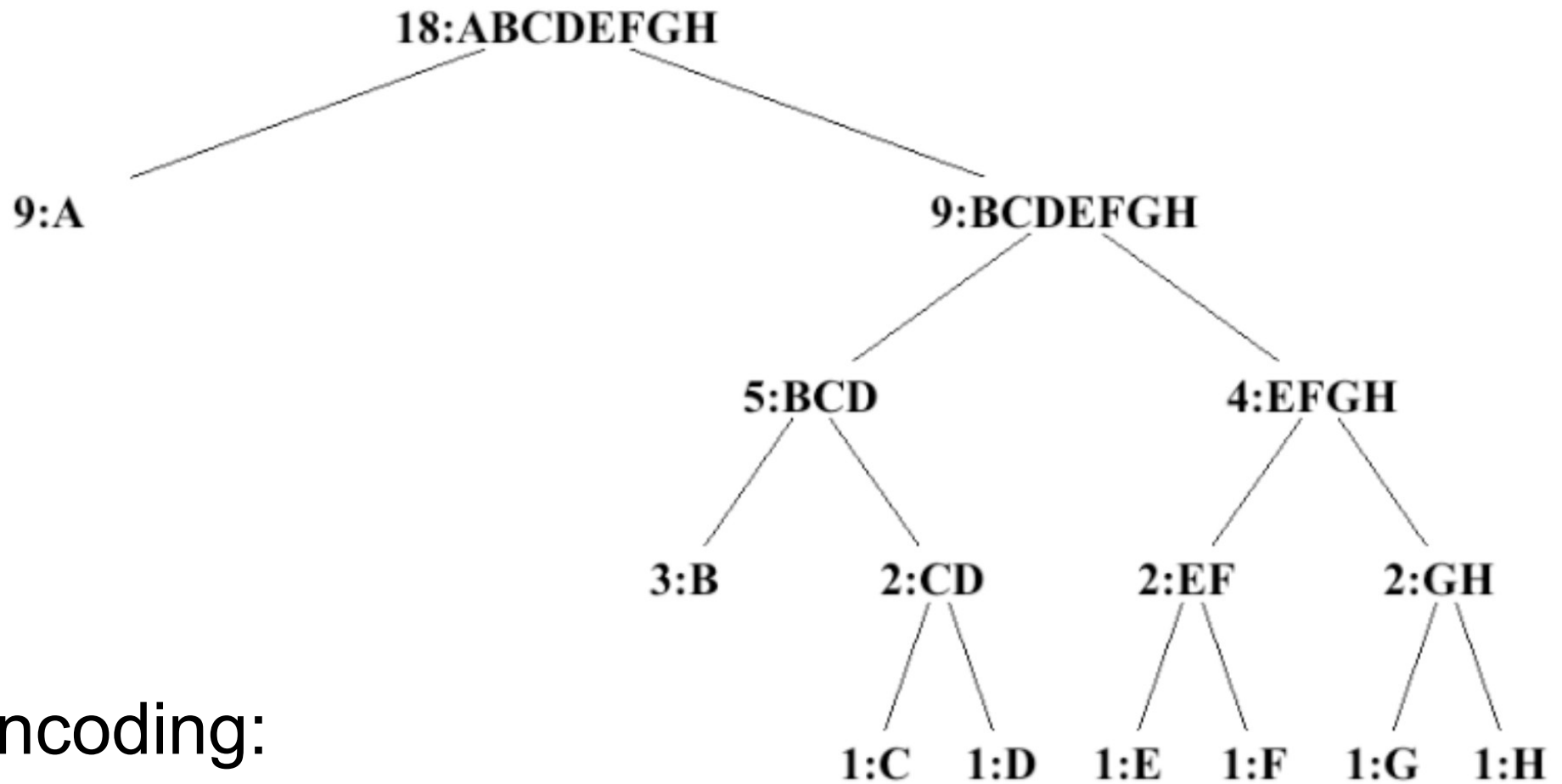


Encoding:

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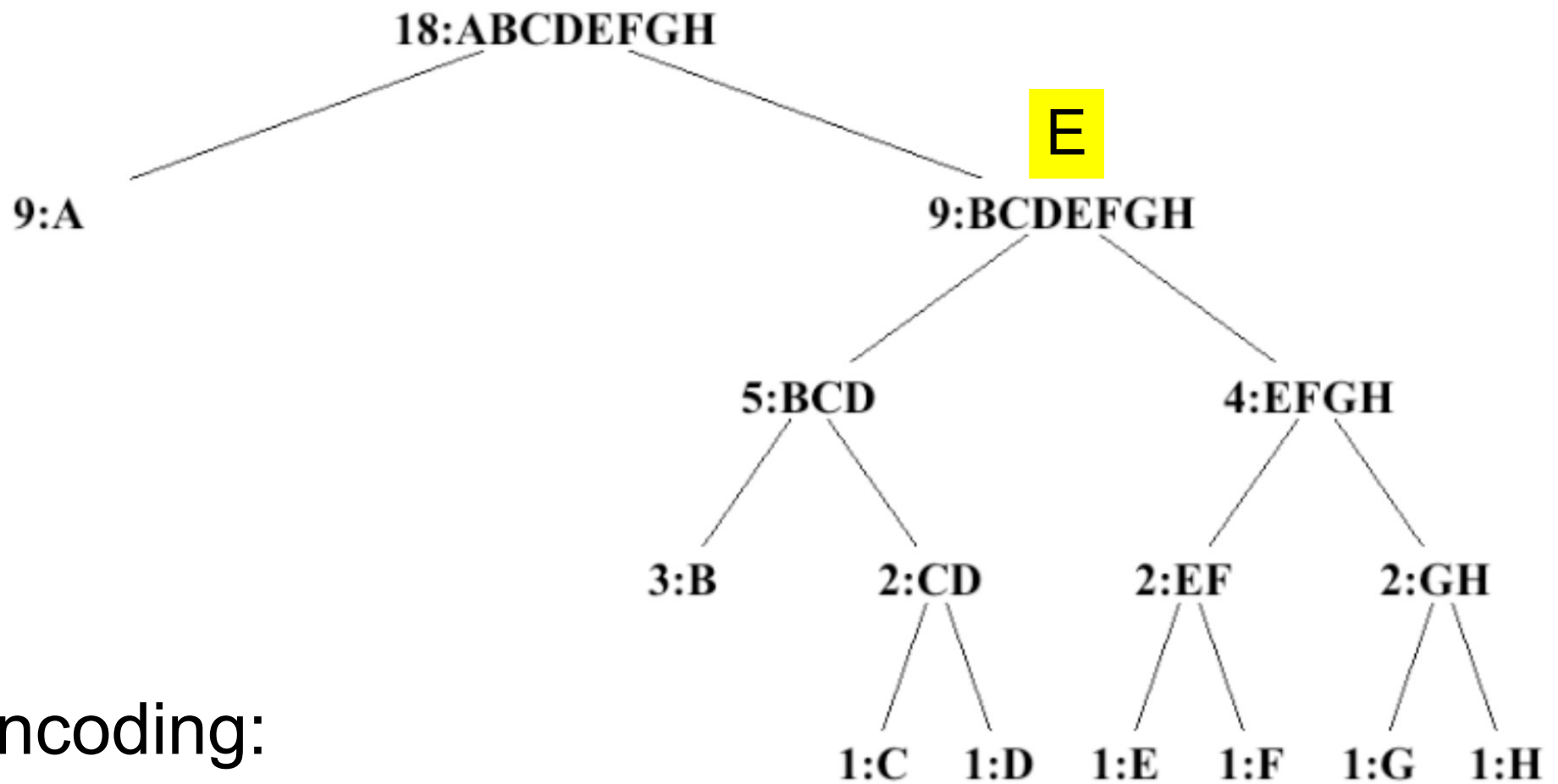
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Encoding:

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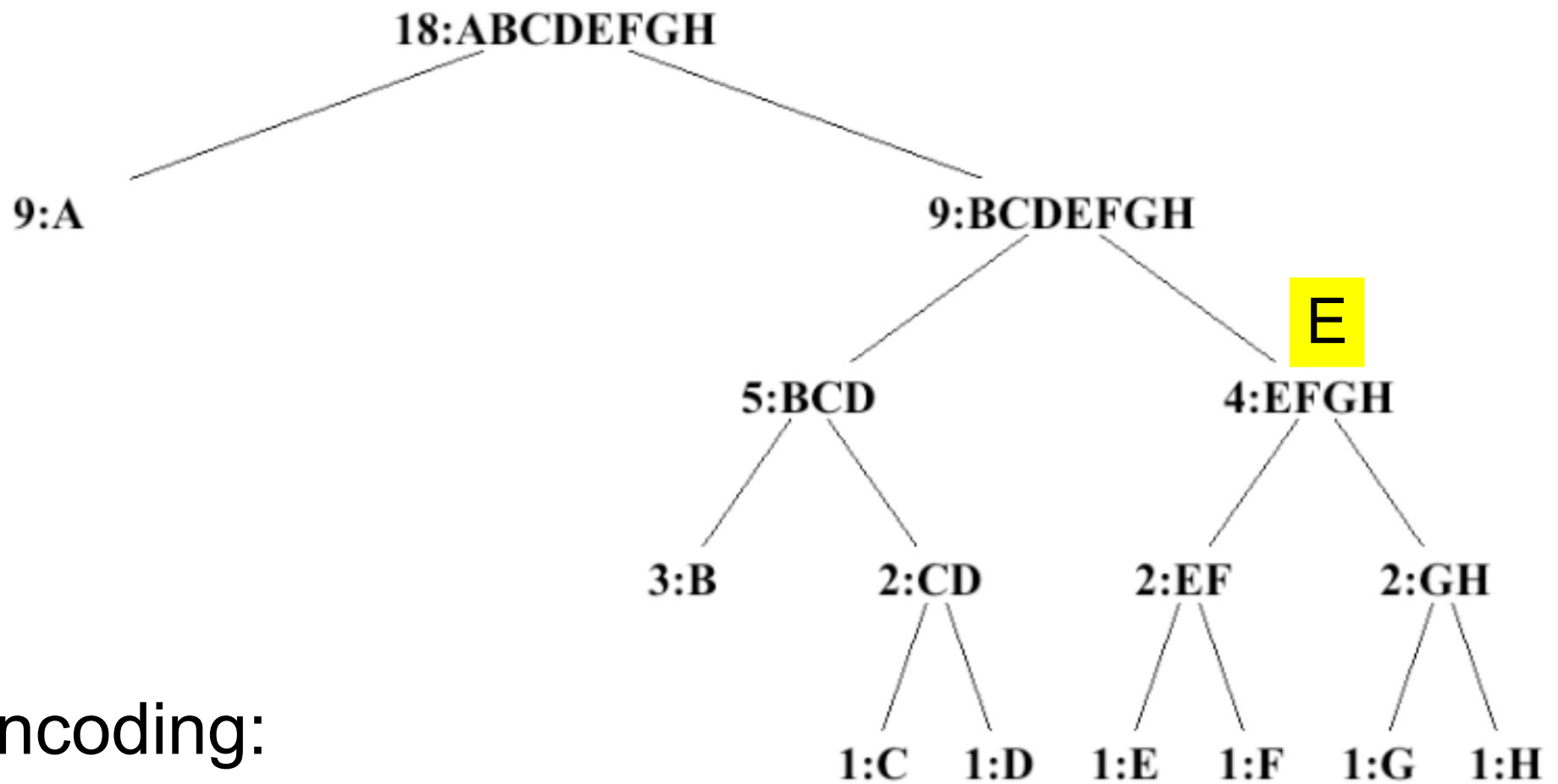
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Encoding:

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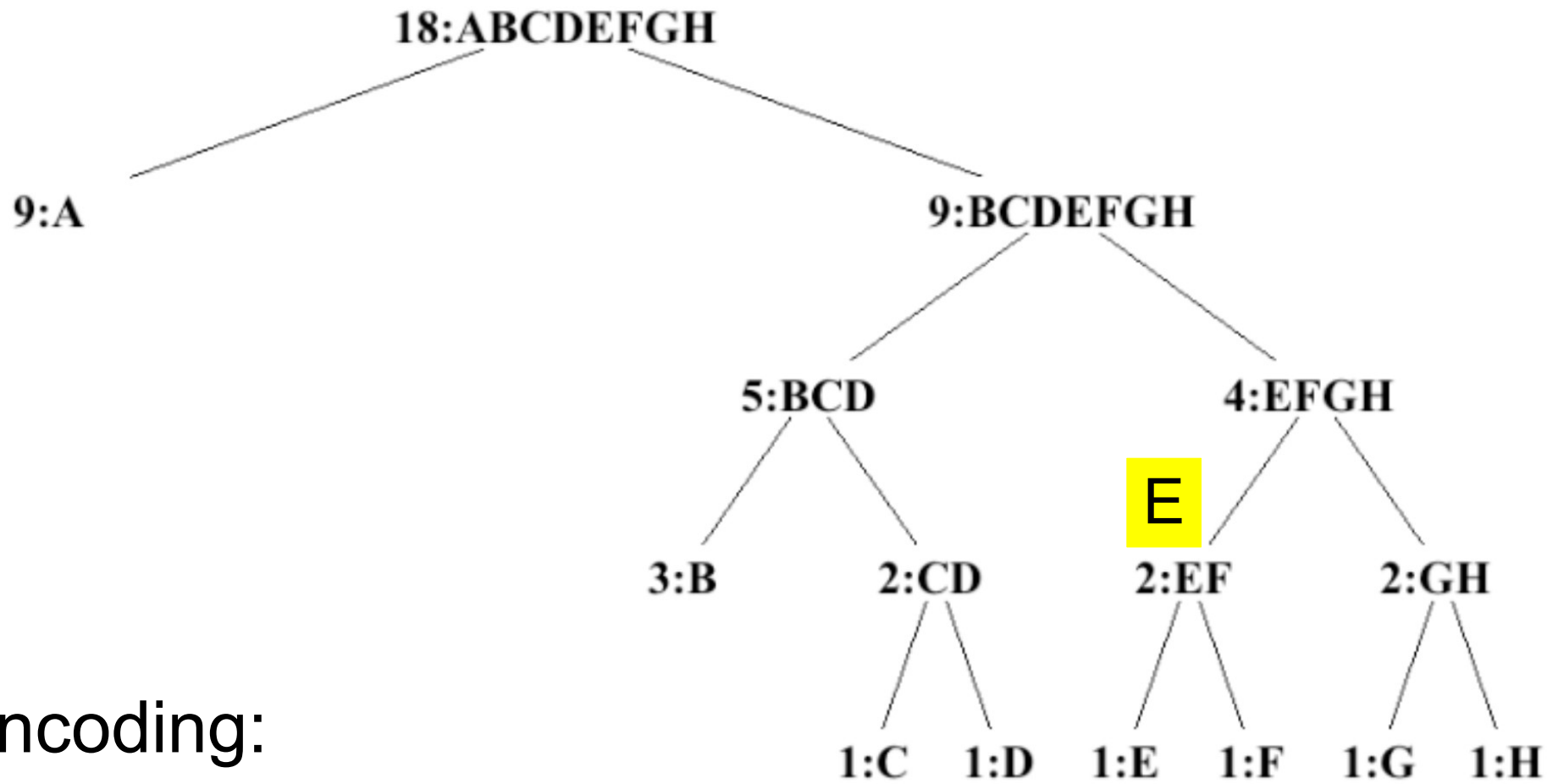
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Encoding:

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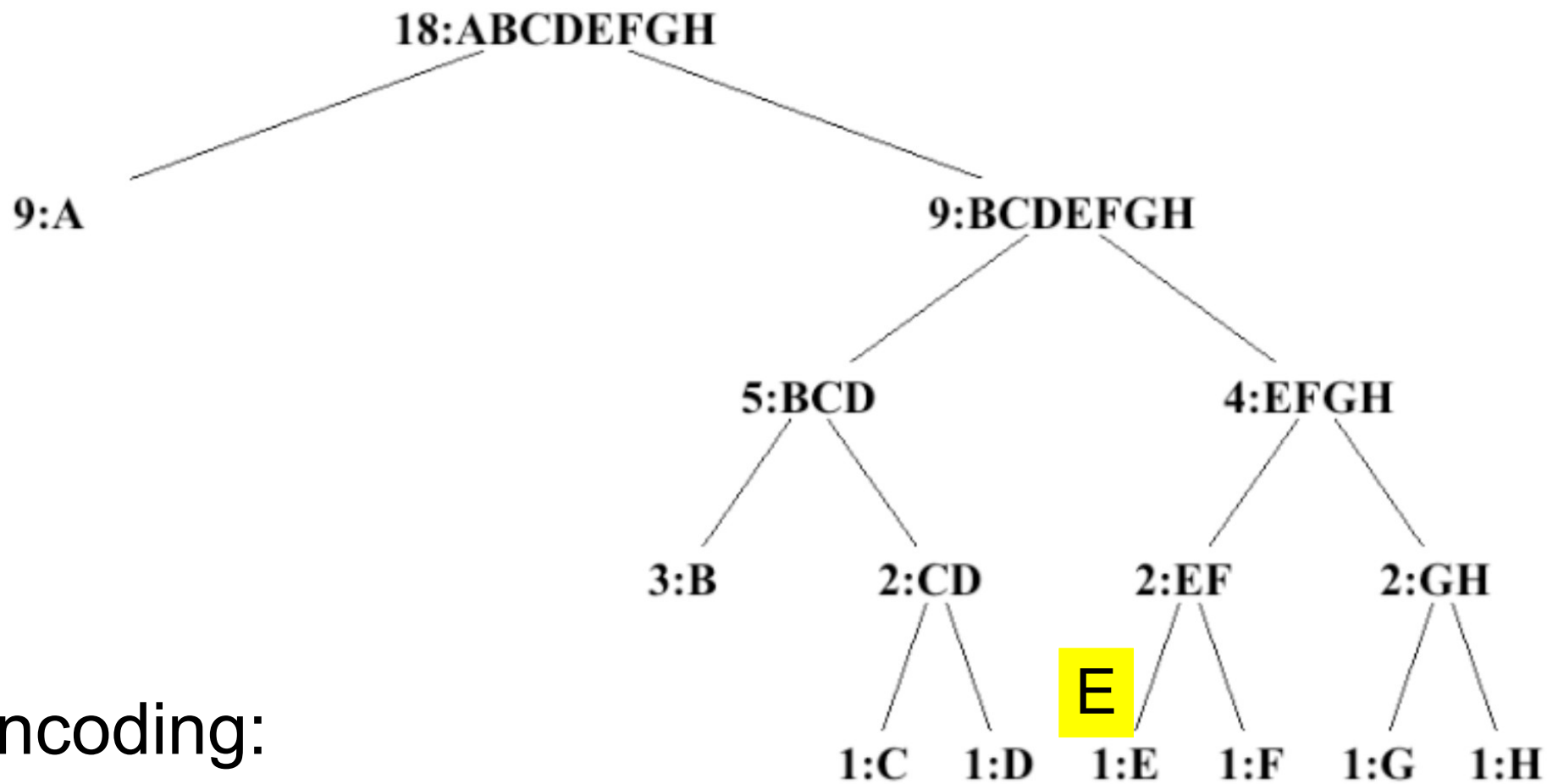
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Encoding:

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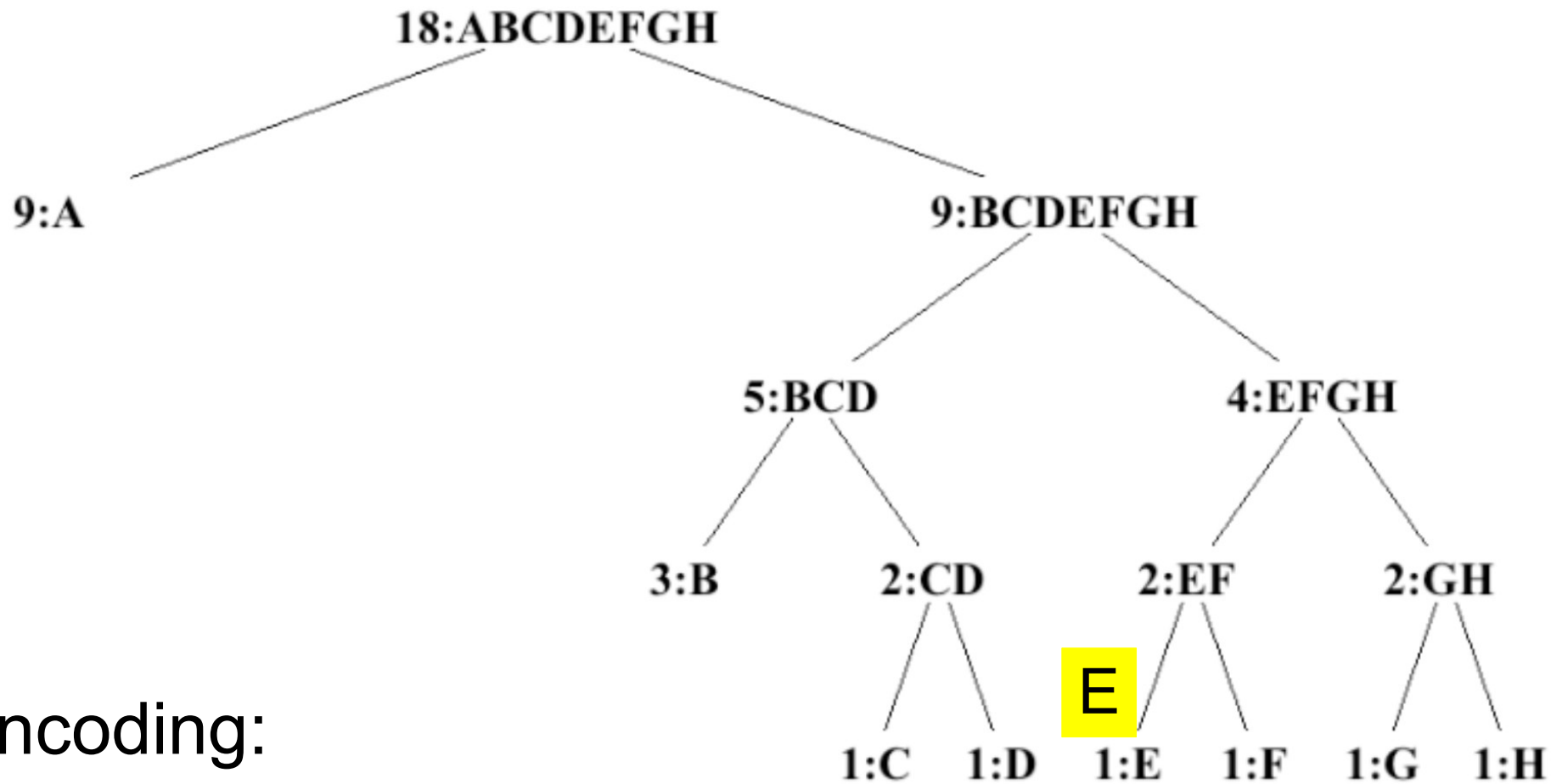
100 0 1010 0 1011 0 110



Encoding:

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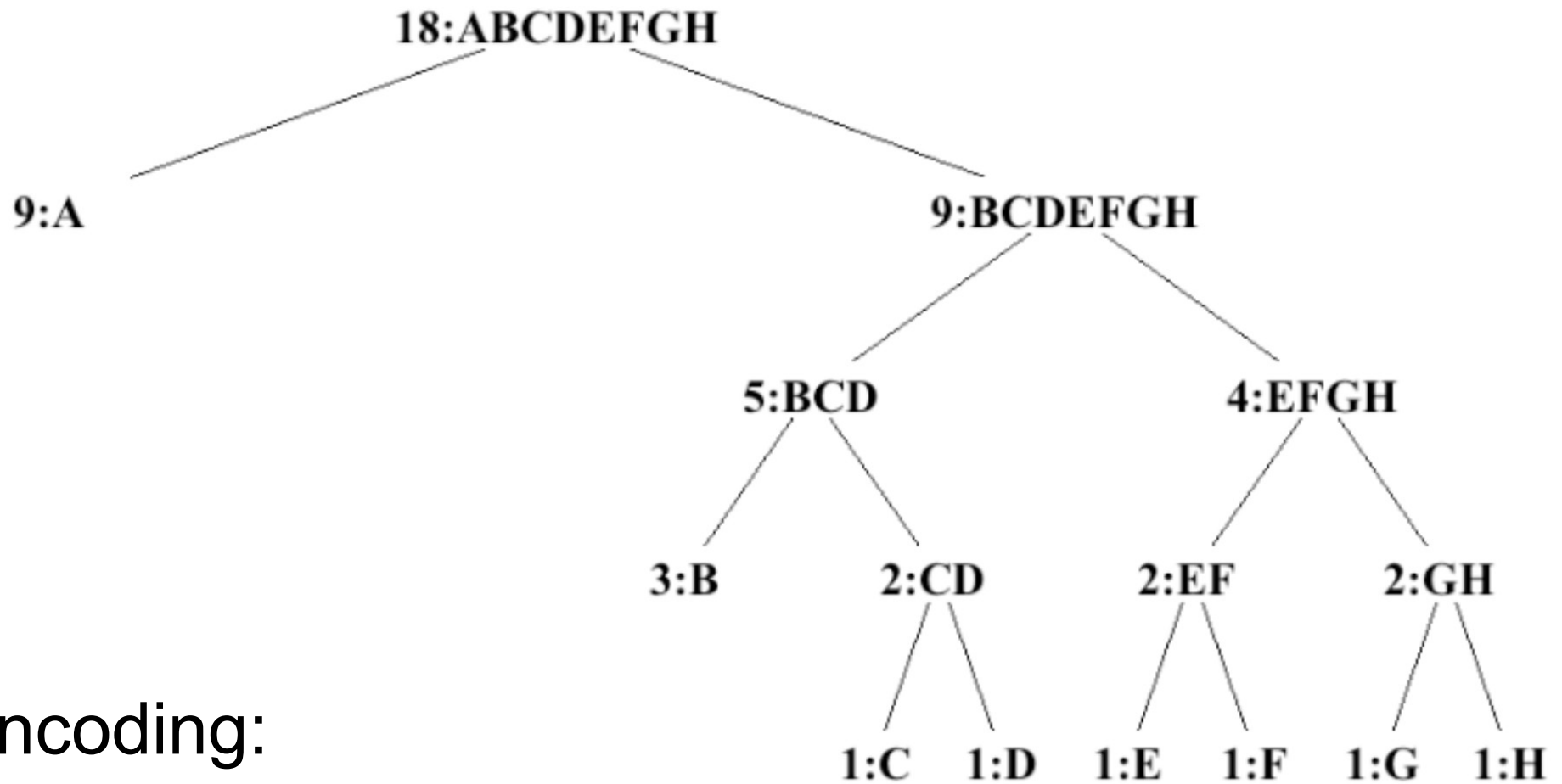
100 0 1010 0 1011 0 1100



Encoding:

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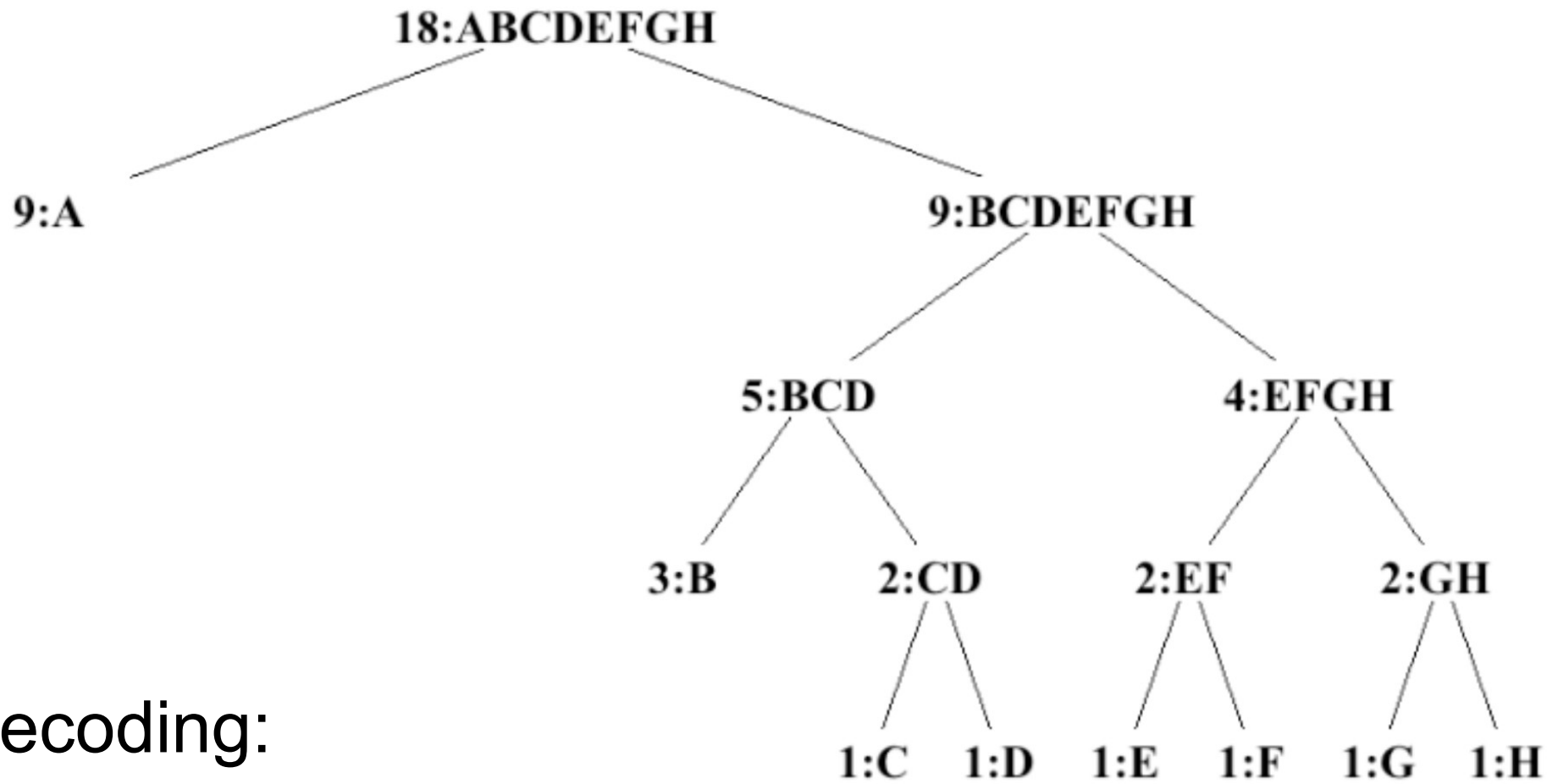
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Encoding:

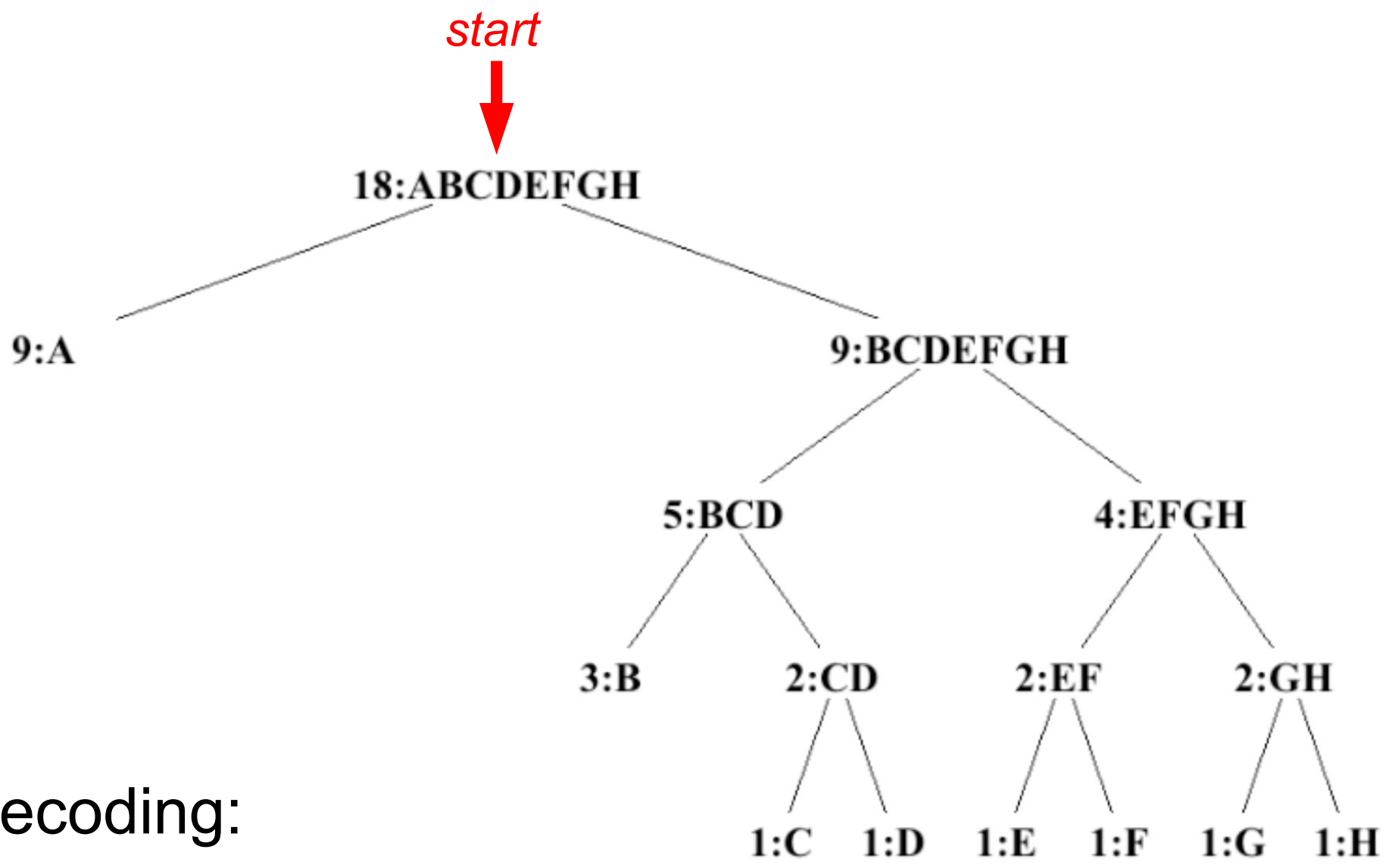
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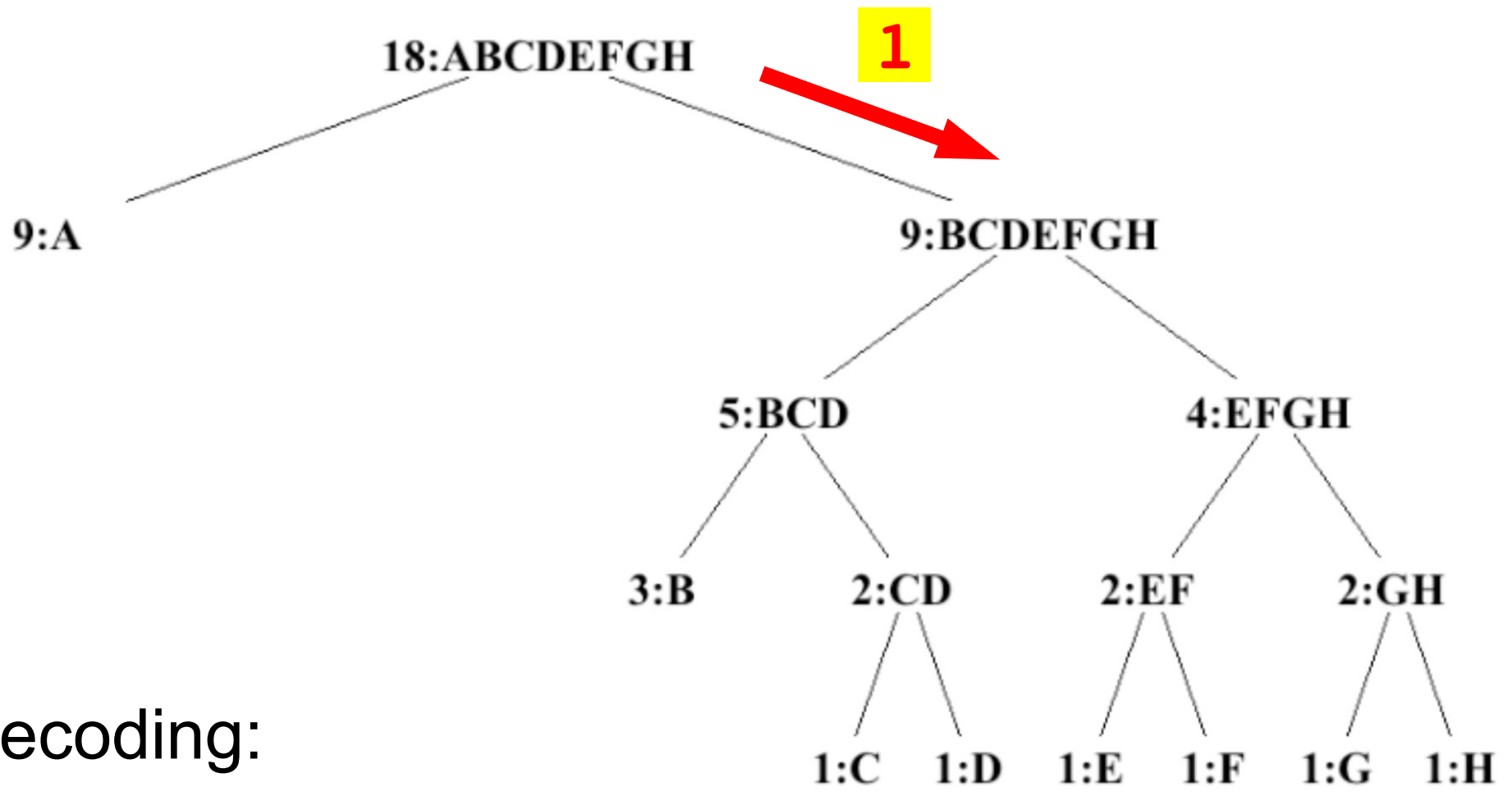
Decoding:

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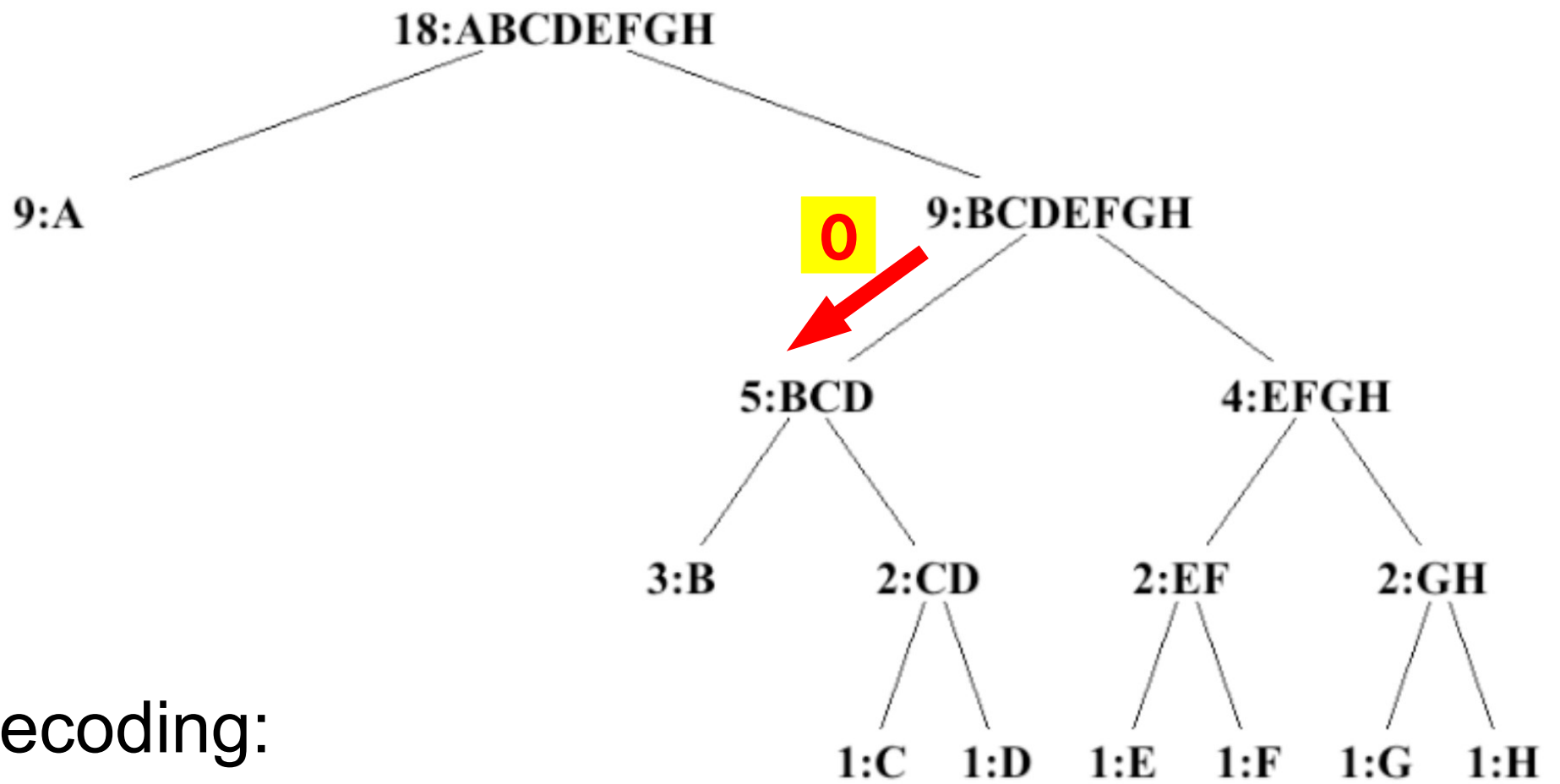
Decoding:

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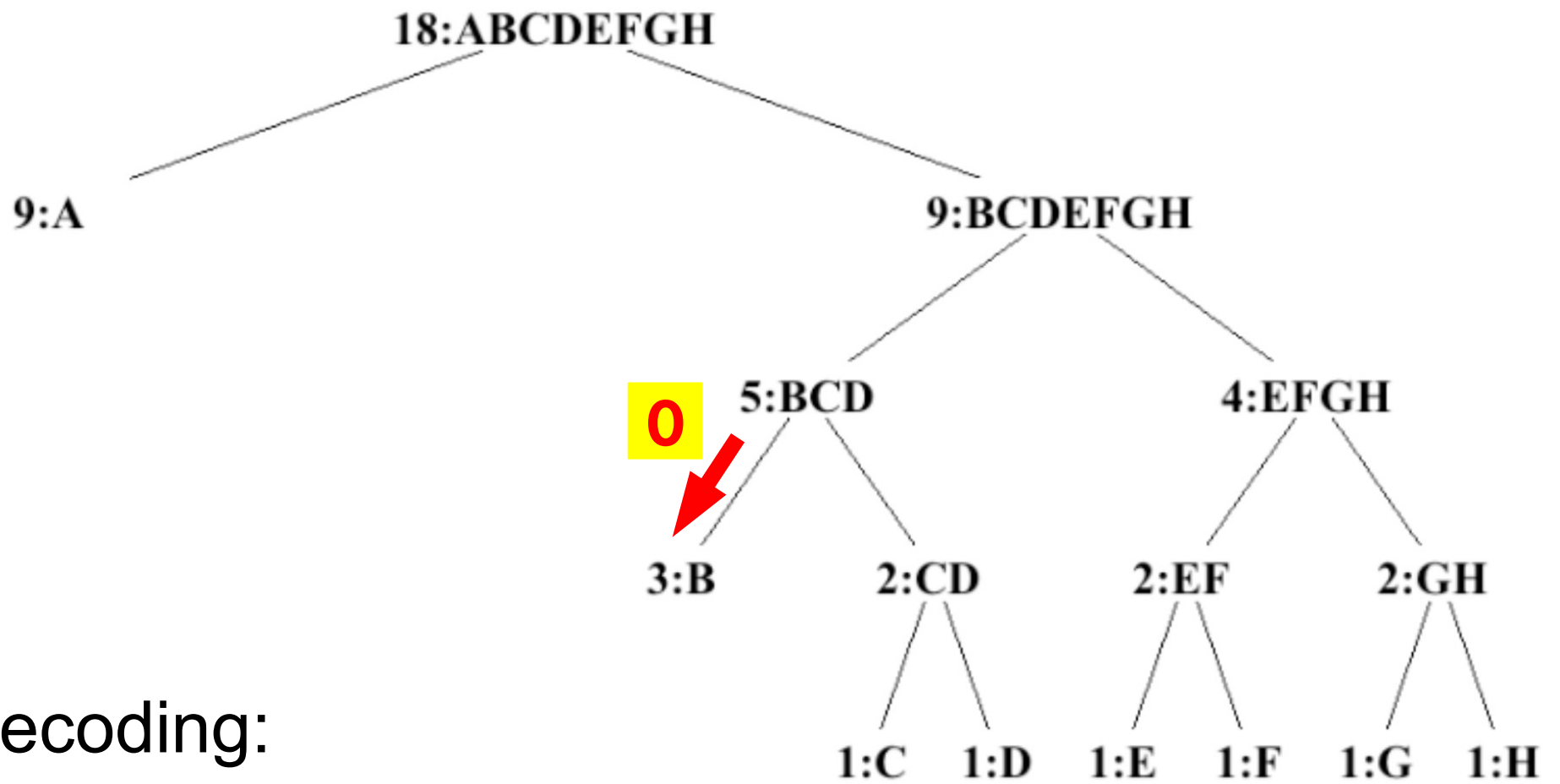
Decoding:

100010100101101100



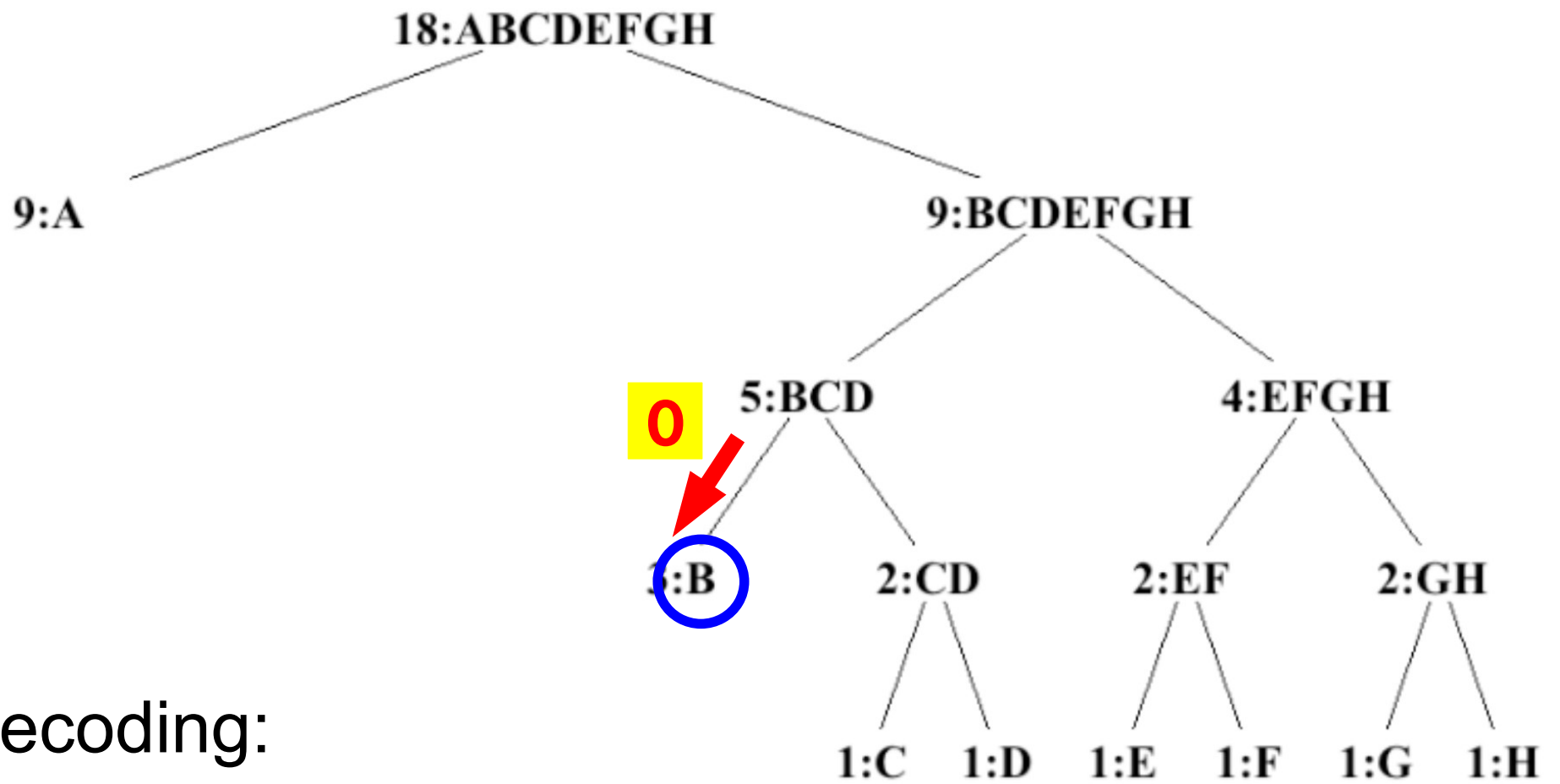
Decoding:

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Decoding:

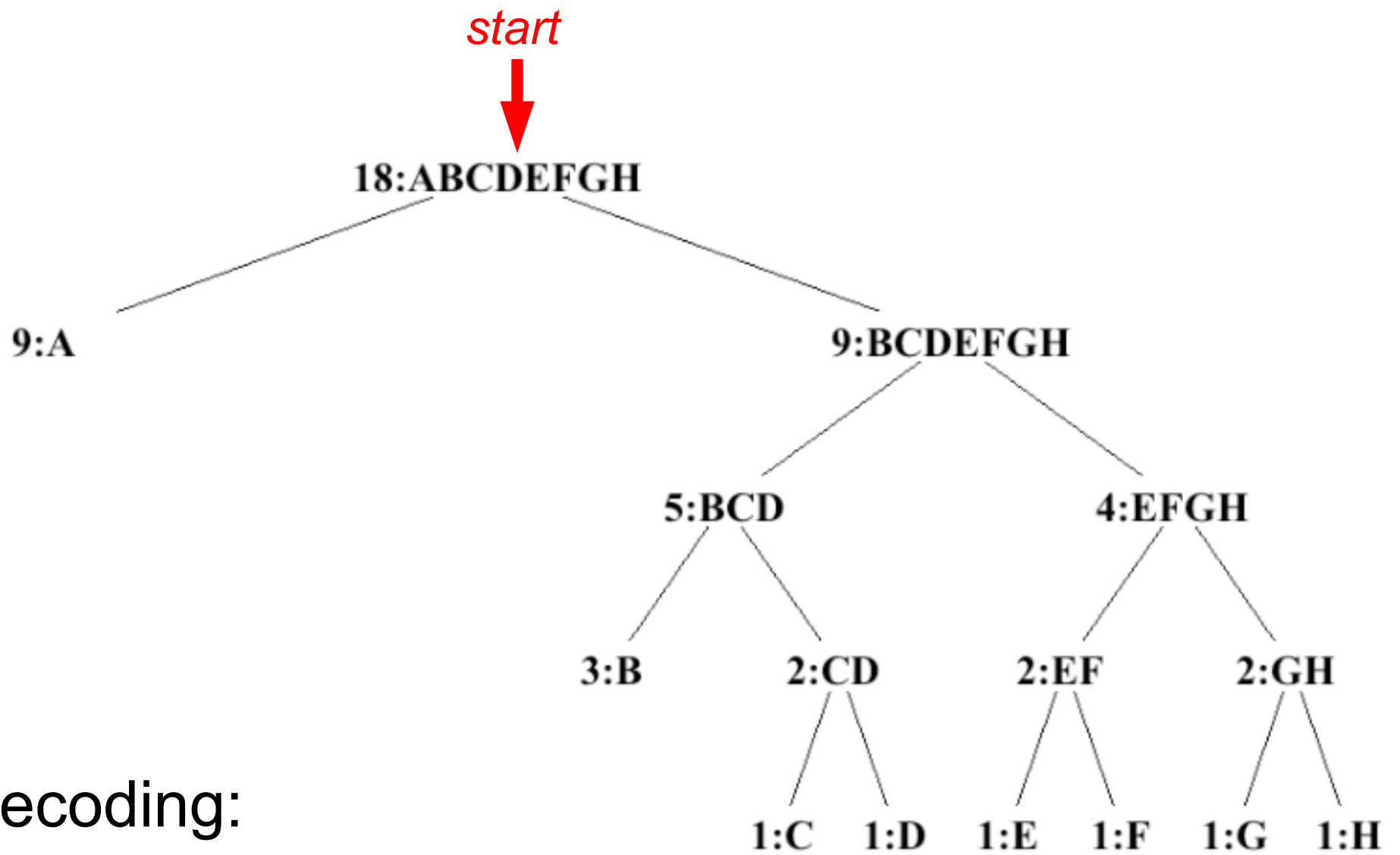
100010100101101100



Decoding:

100010100101101100

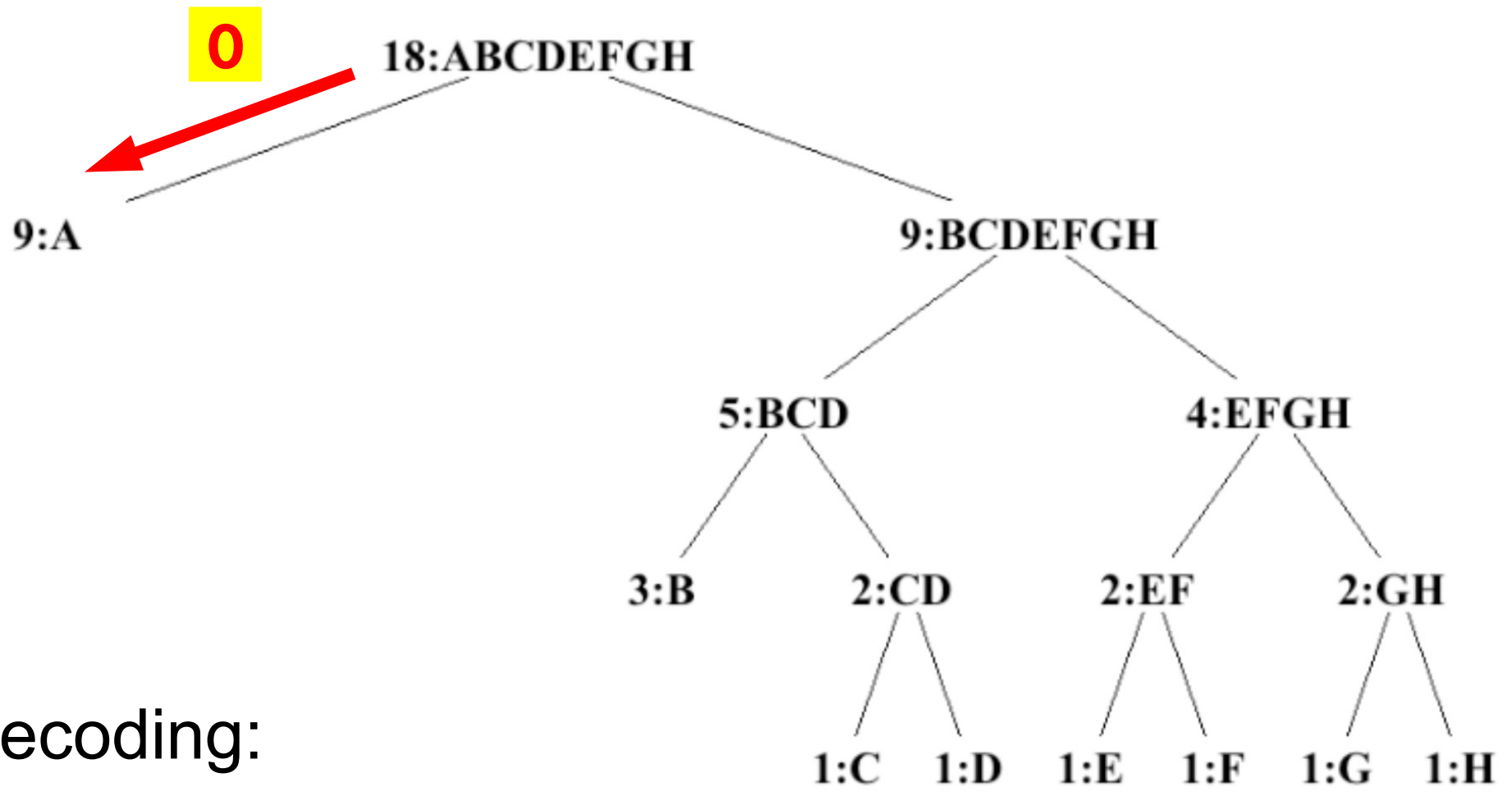
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Decoding:

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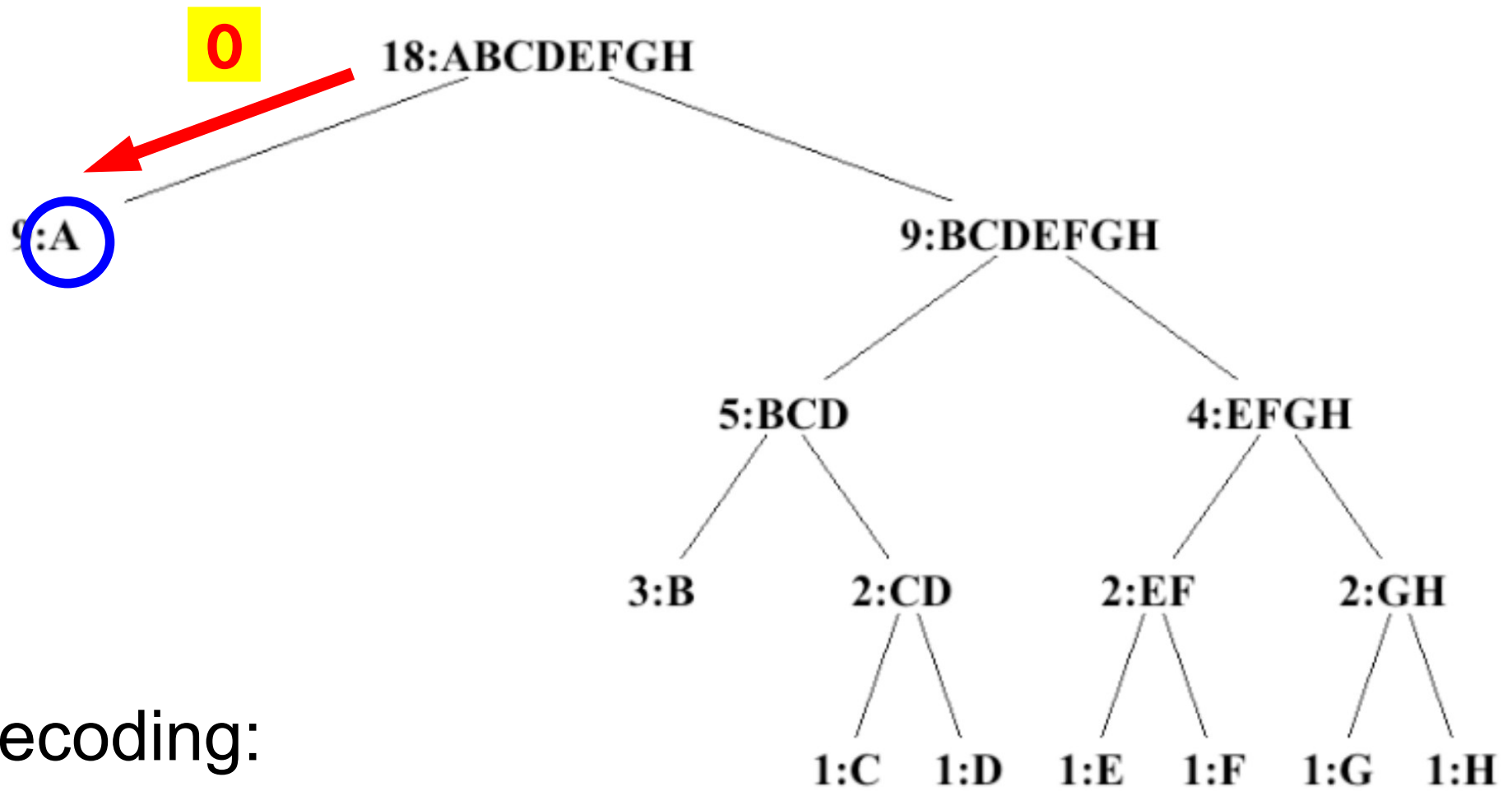
B



Decoding:

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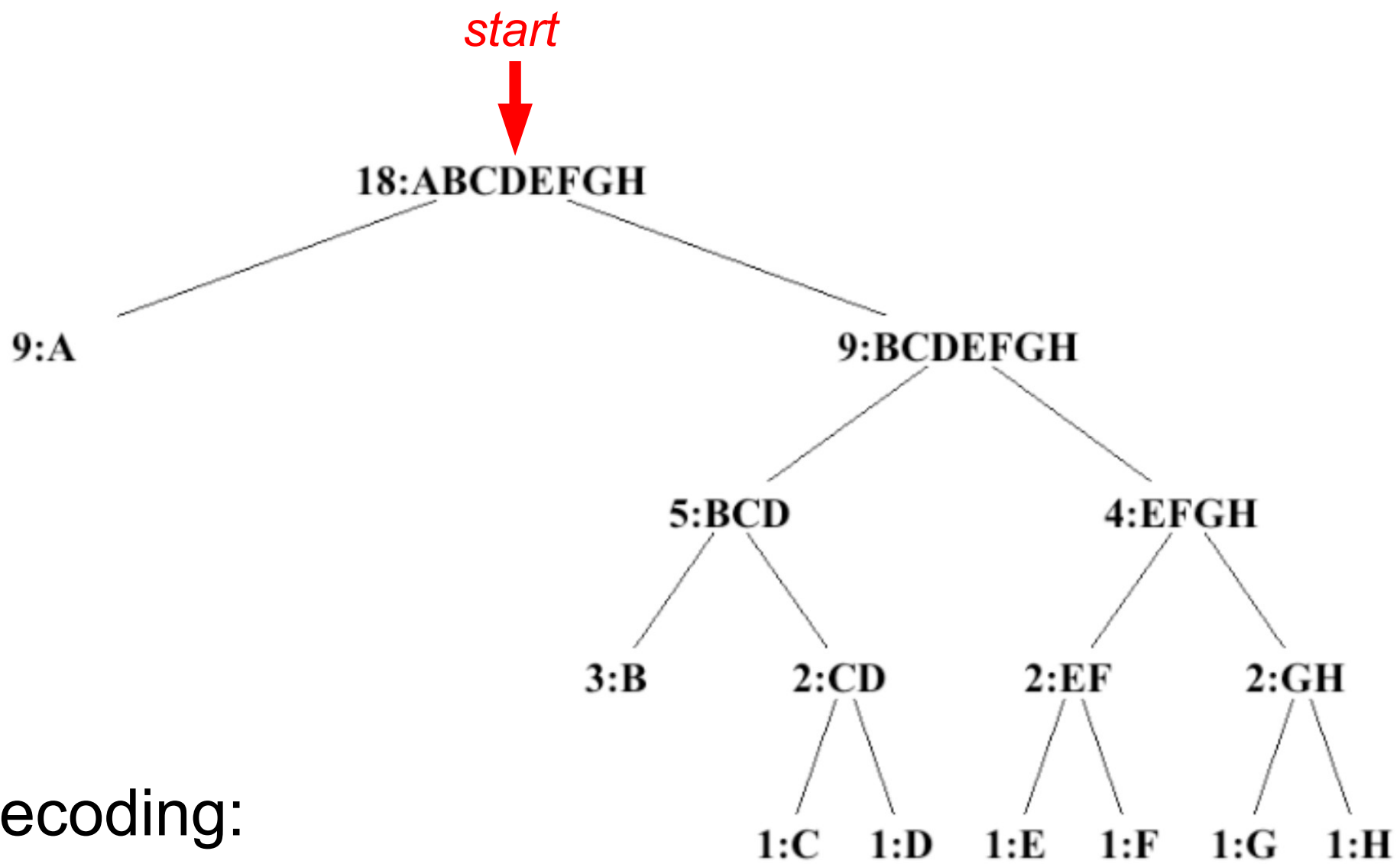
B



Decoding:

100010100101101100

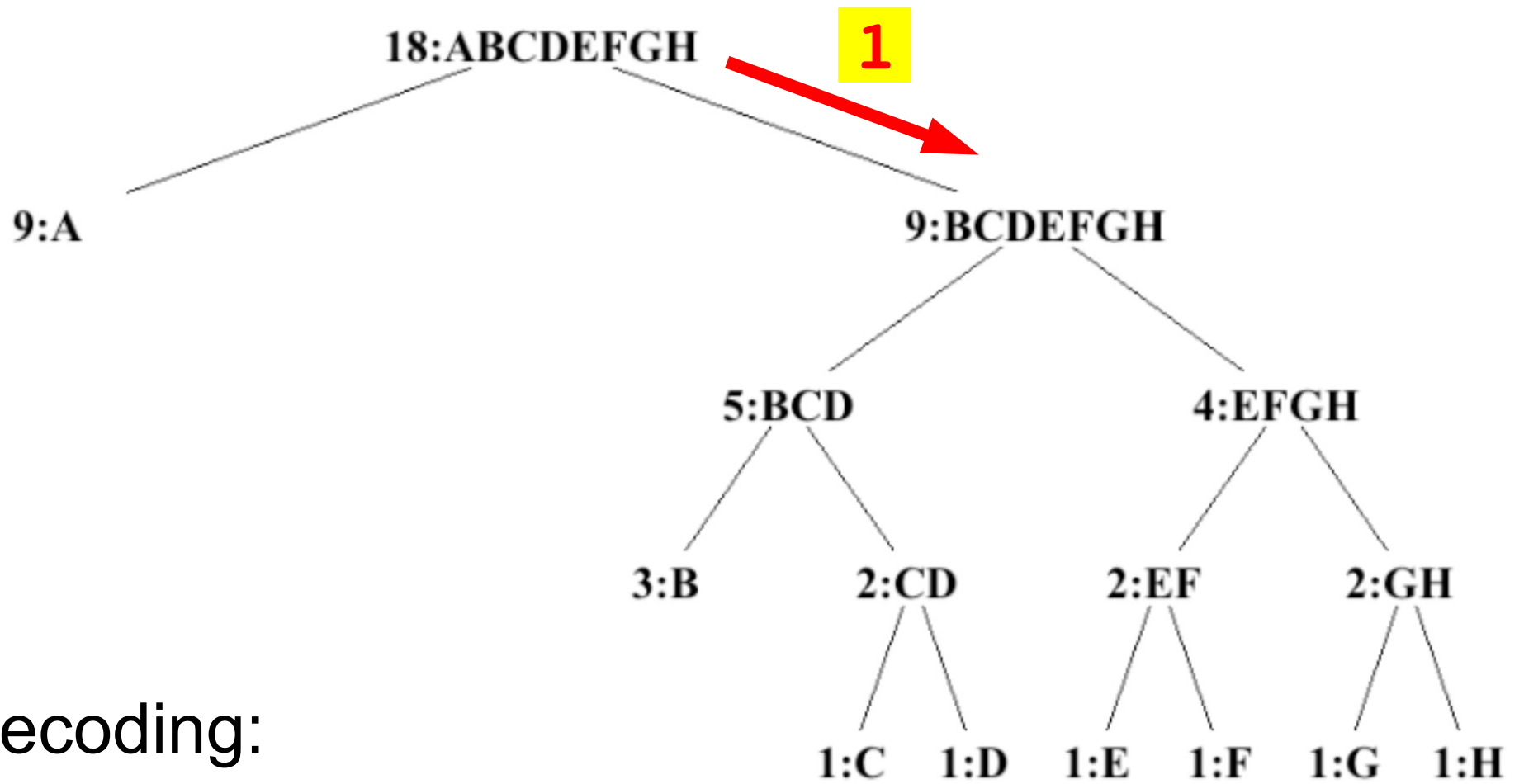
BA



Decoding:

100010100101101100

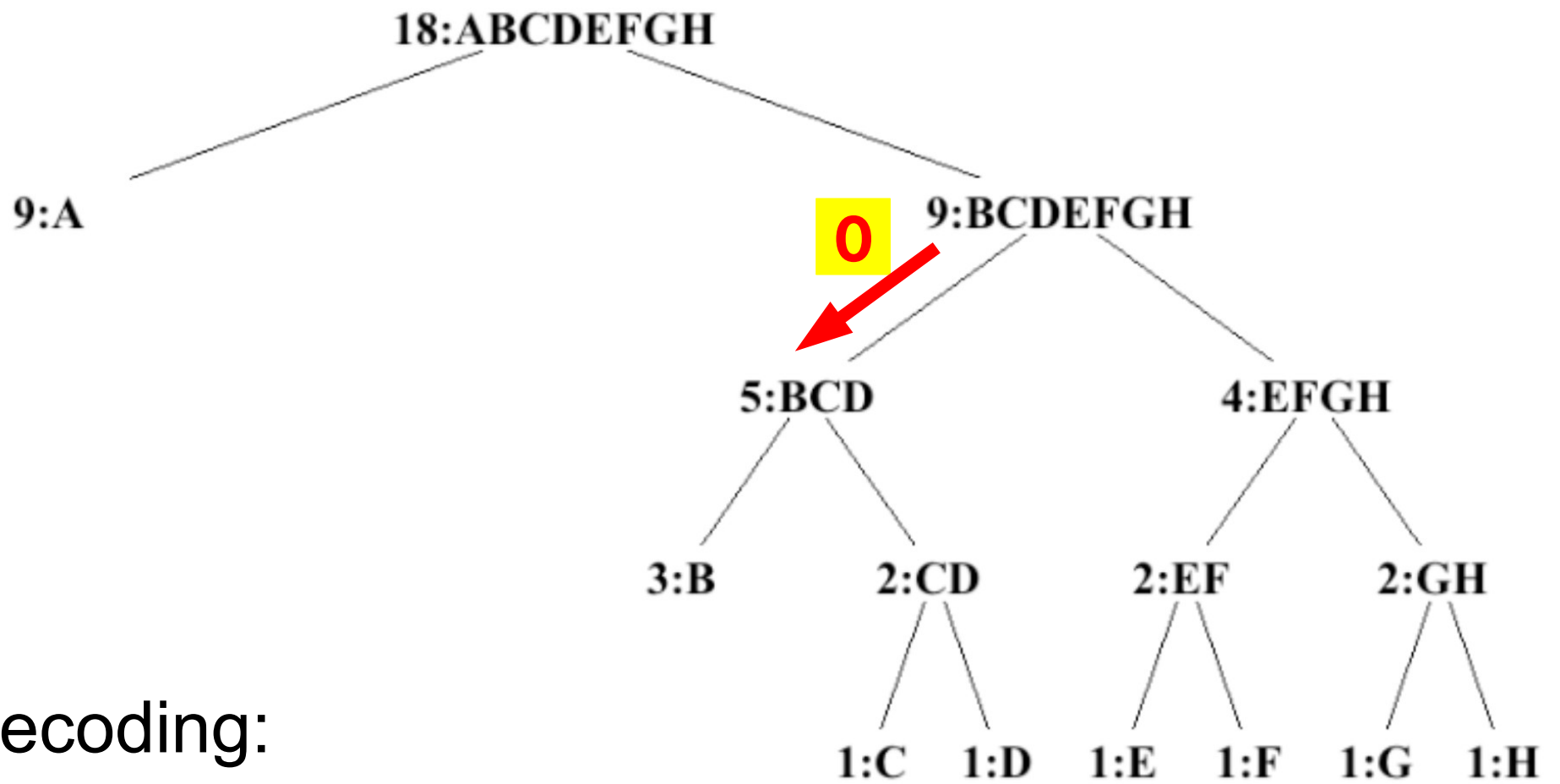
BA



Decoding:

100010100101101100

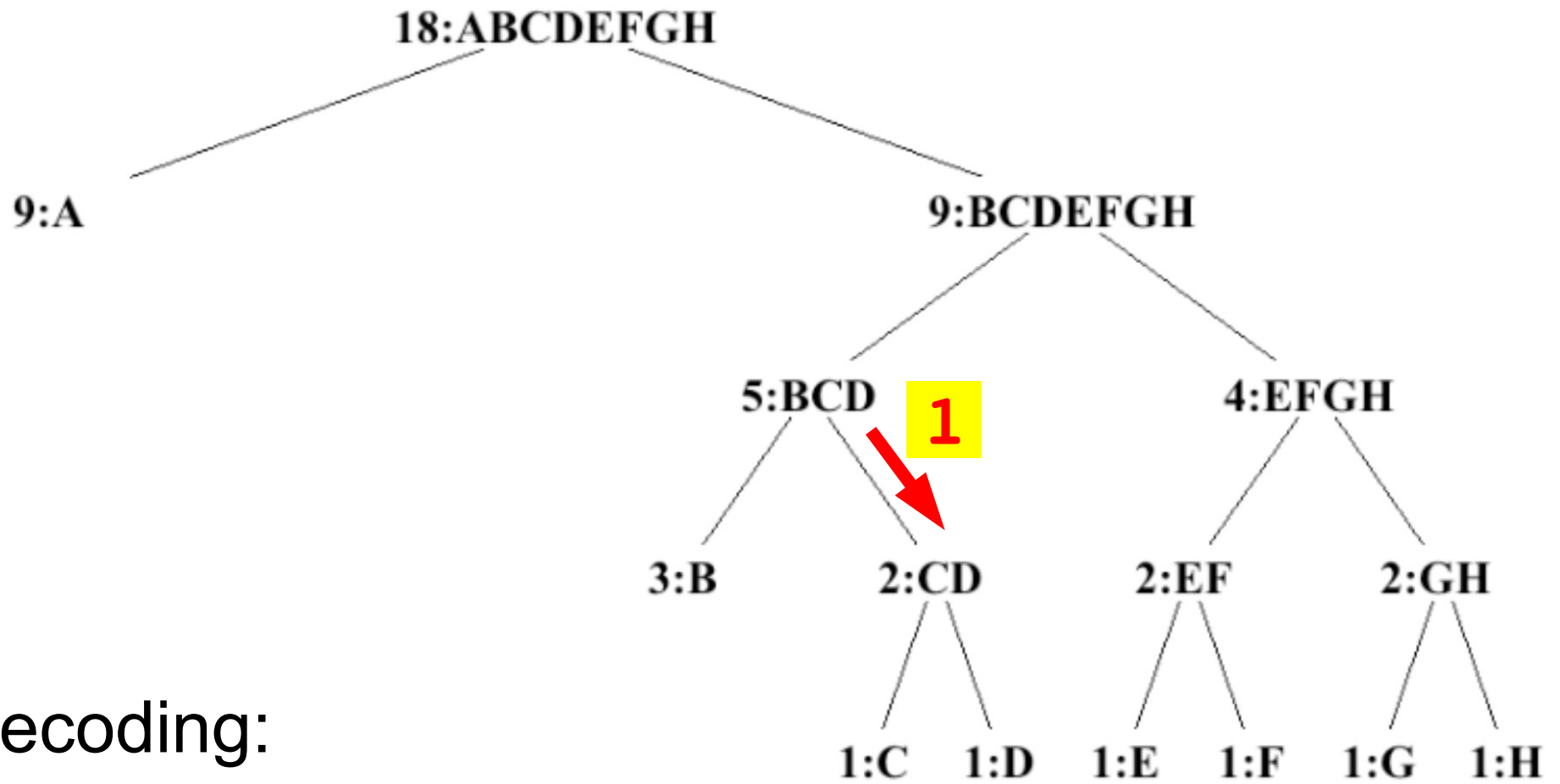
BA



Decoding:

100010100101101100

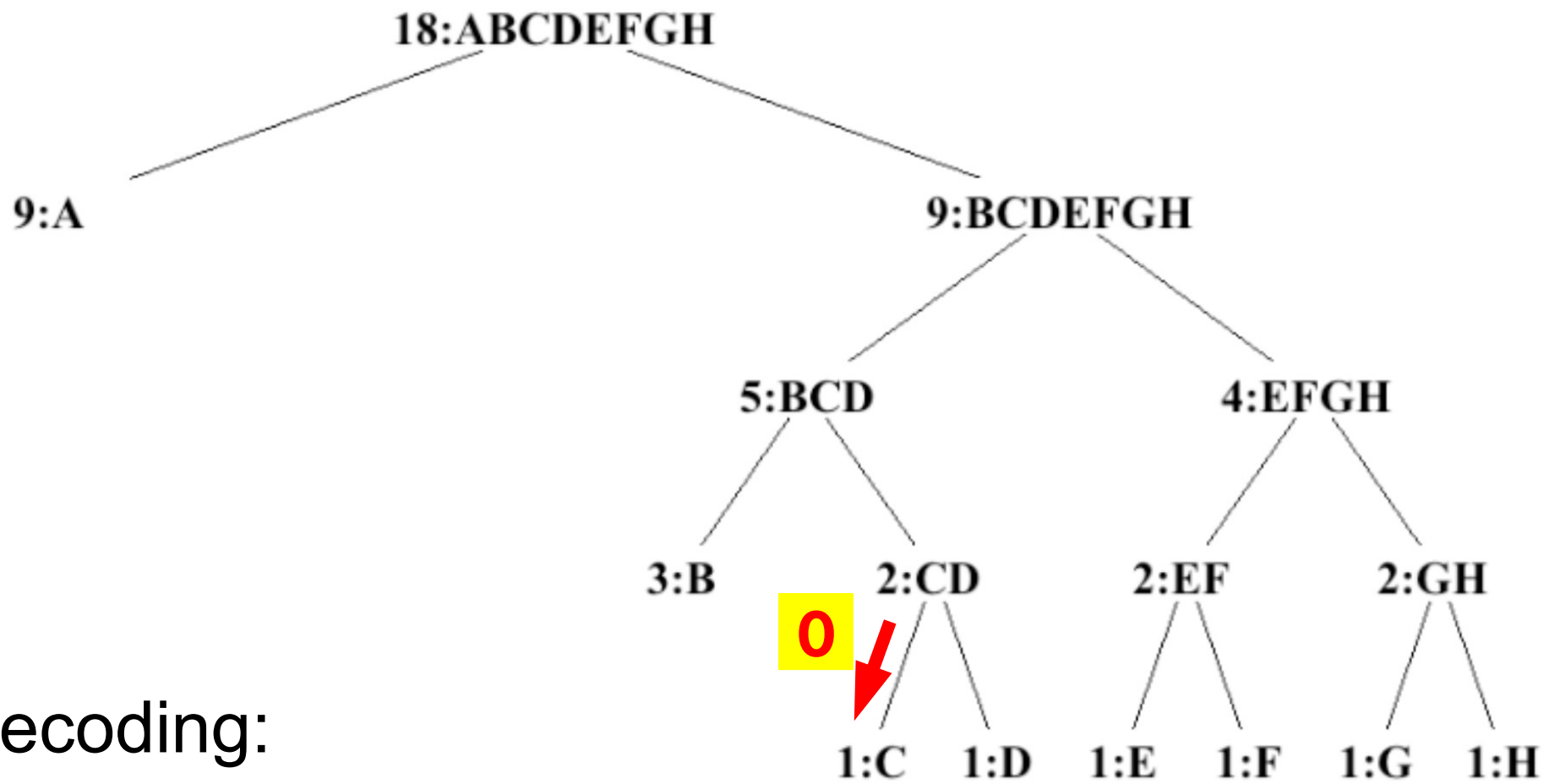
BA



Decoding:

100010100101101100

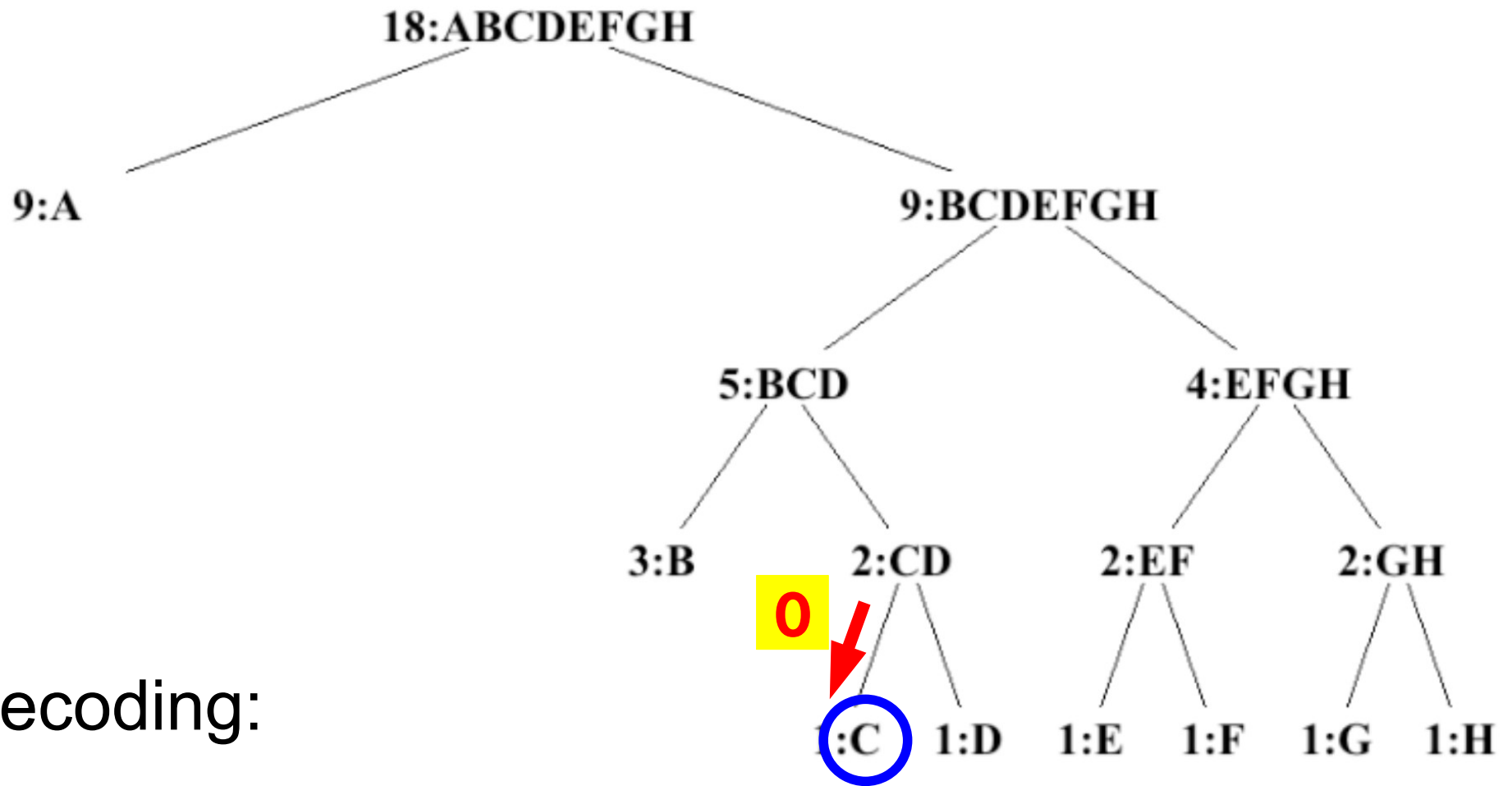
BA



Decoding:

100010100101101100

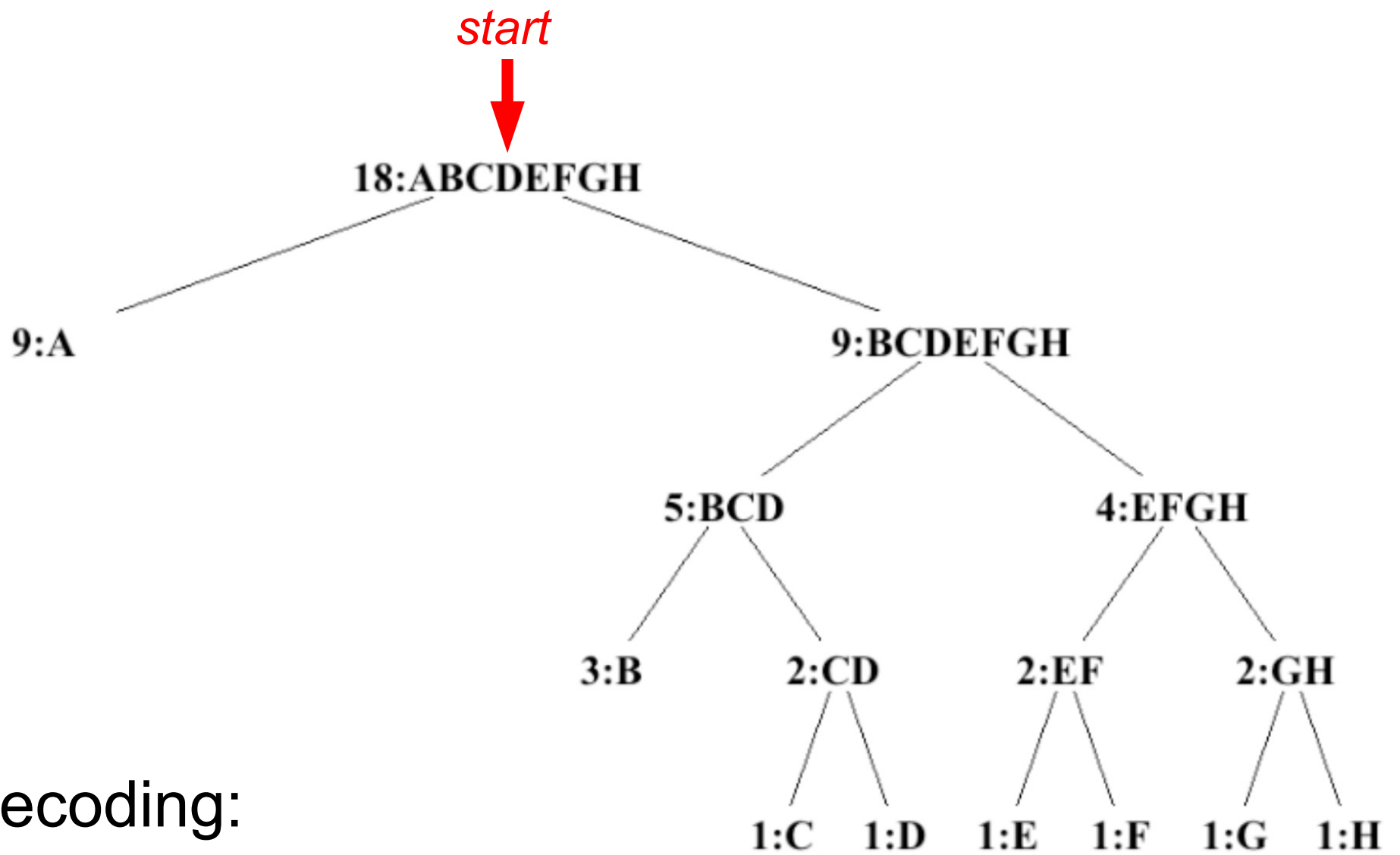
BA



Decoding:

100010100101101100

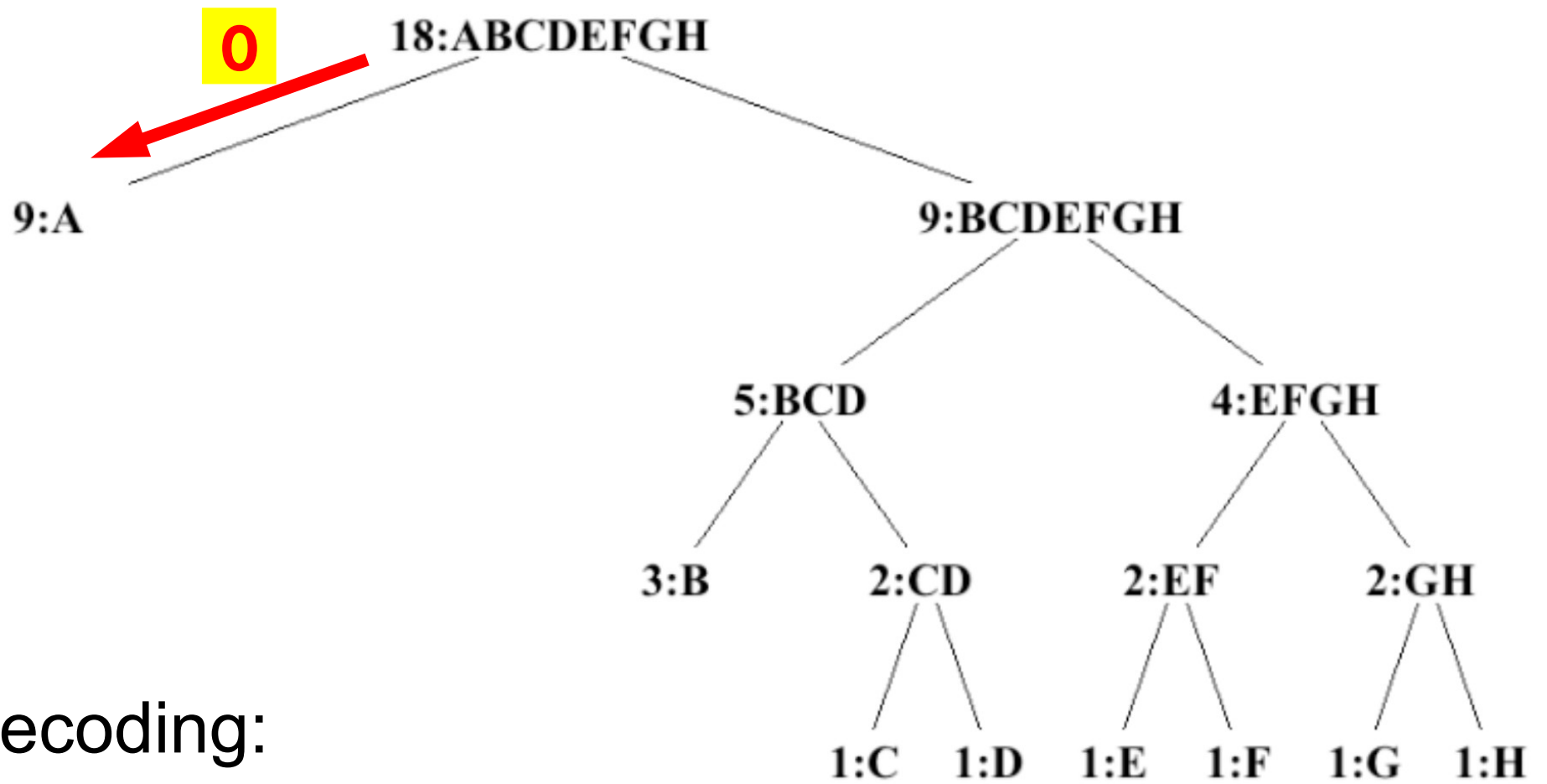
BAC



Decoding:

100010100101101100

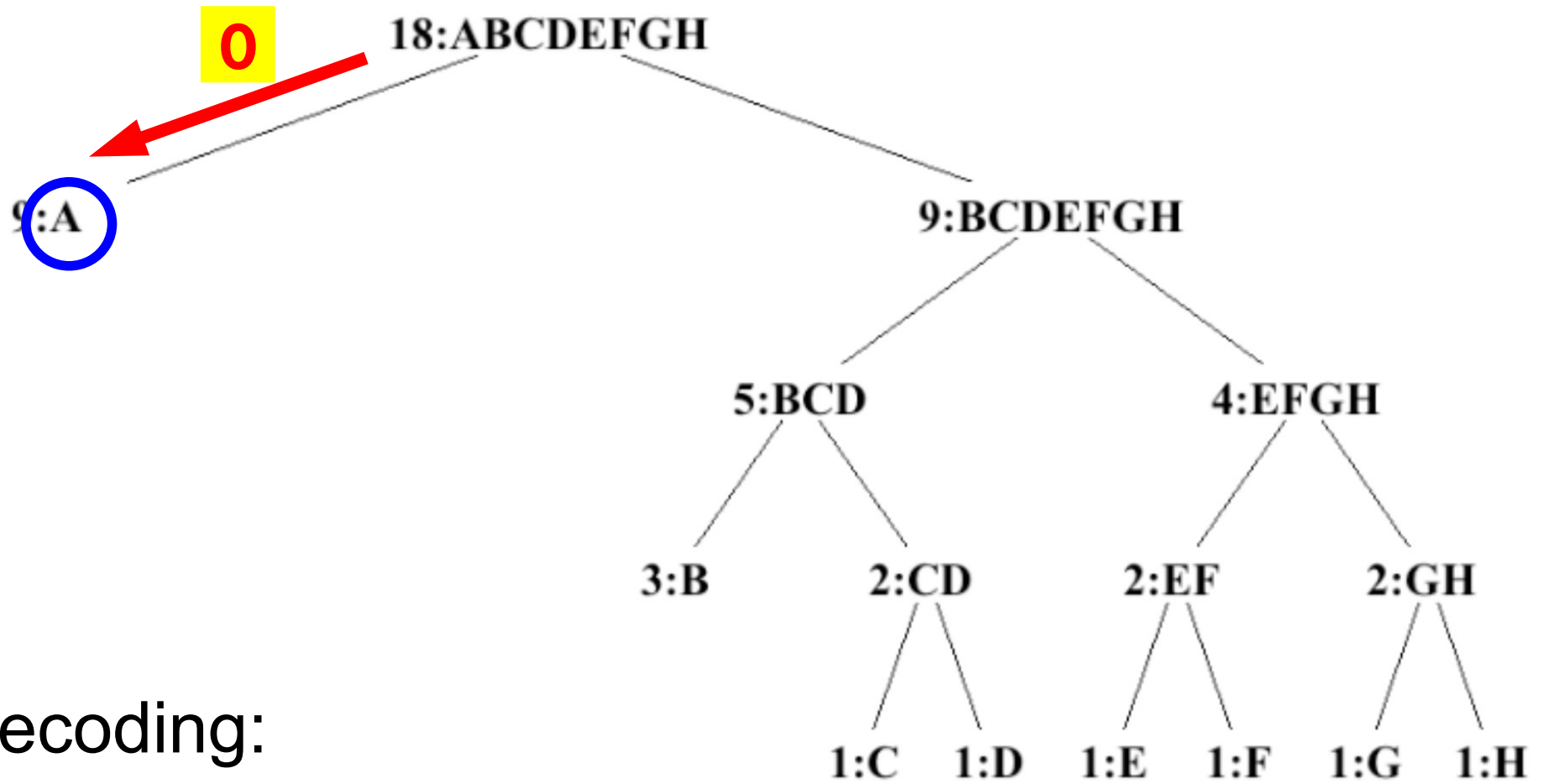
BAC



Decoding:

100010100101101100

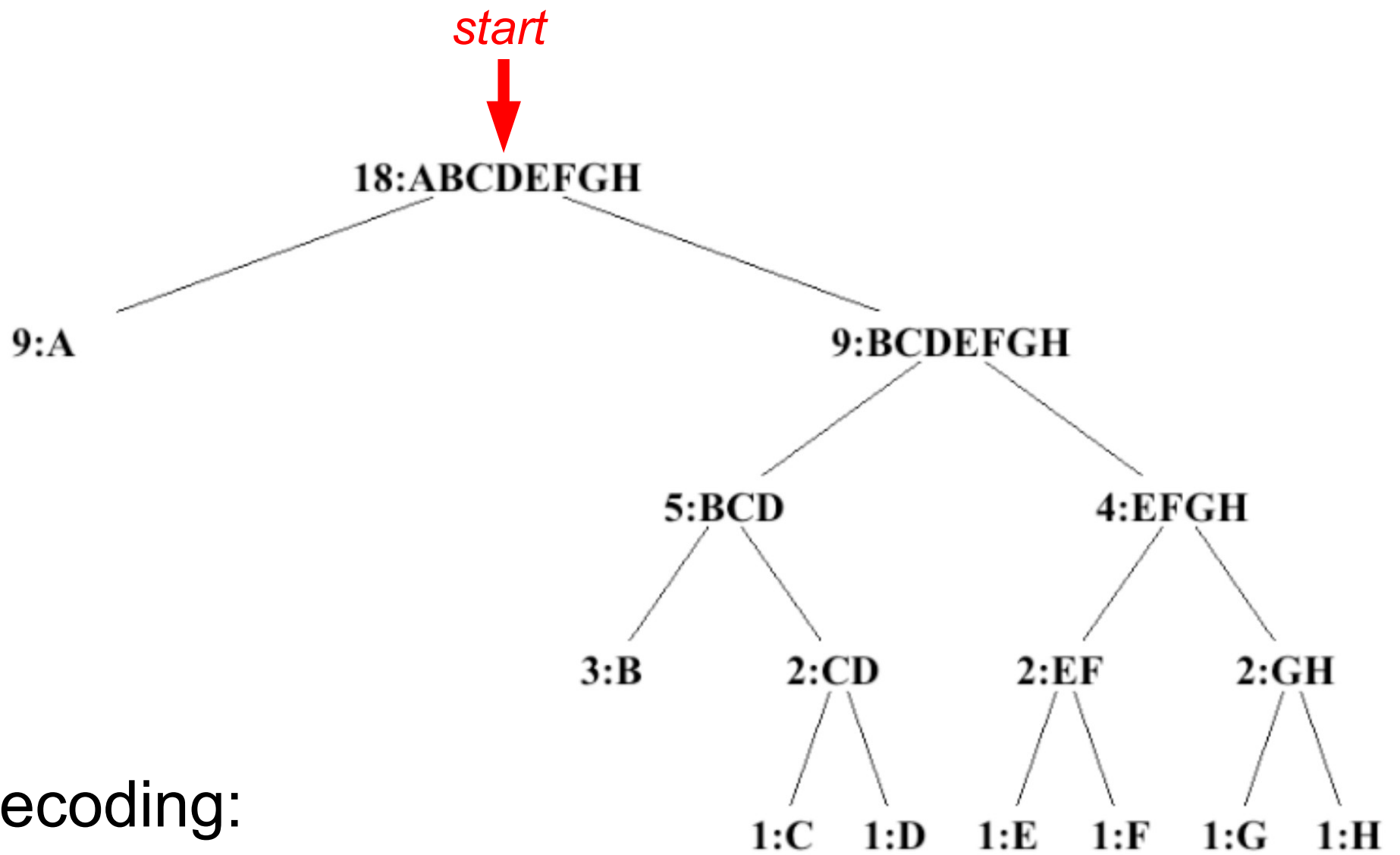
BAC



Decoding:

100010100101101100

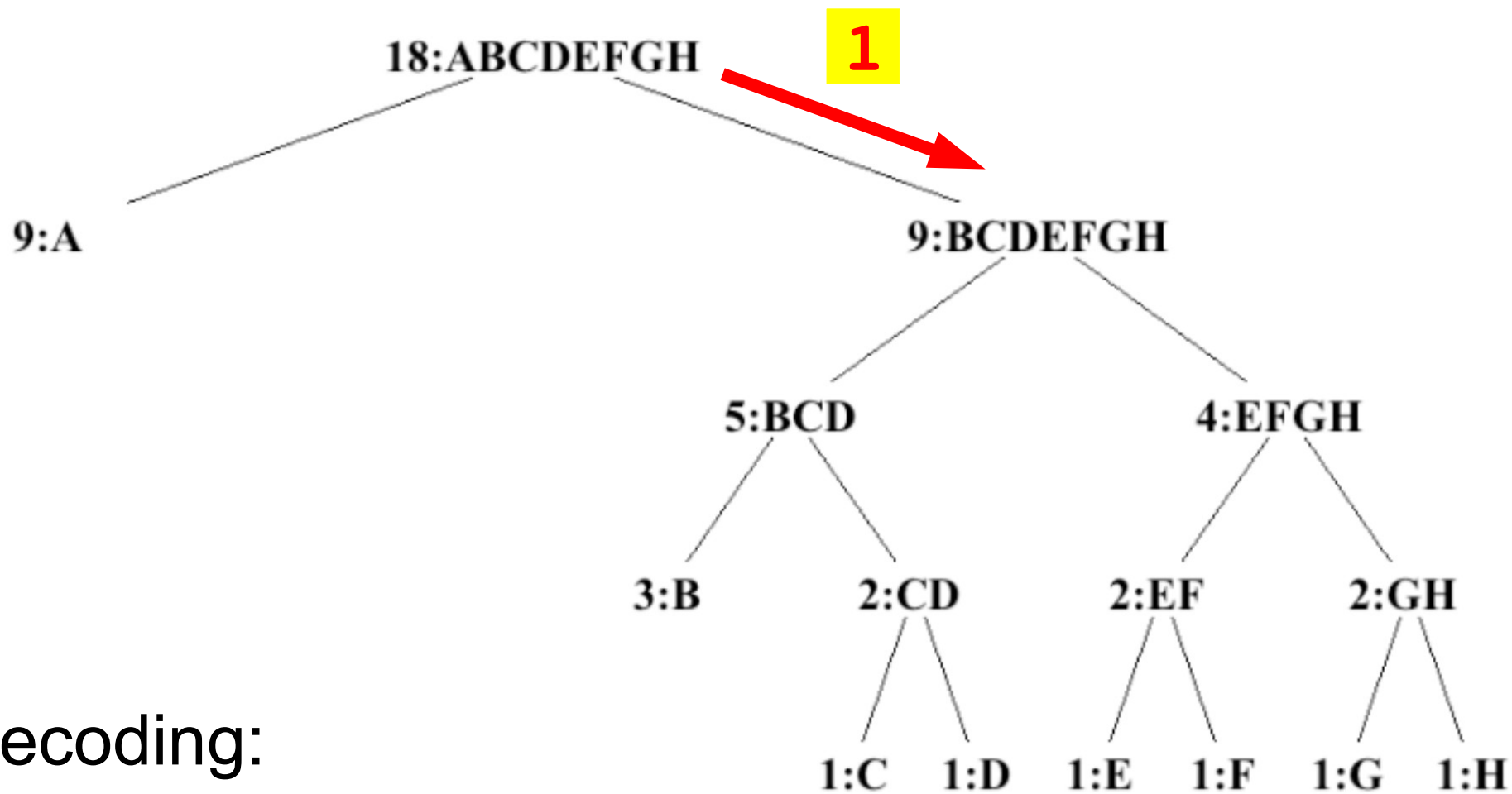
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Decoding:

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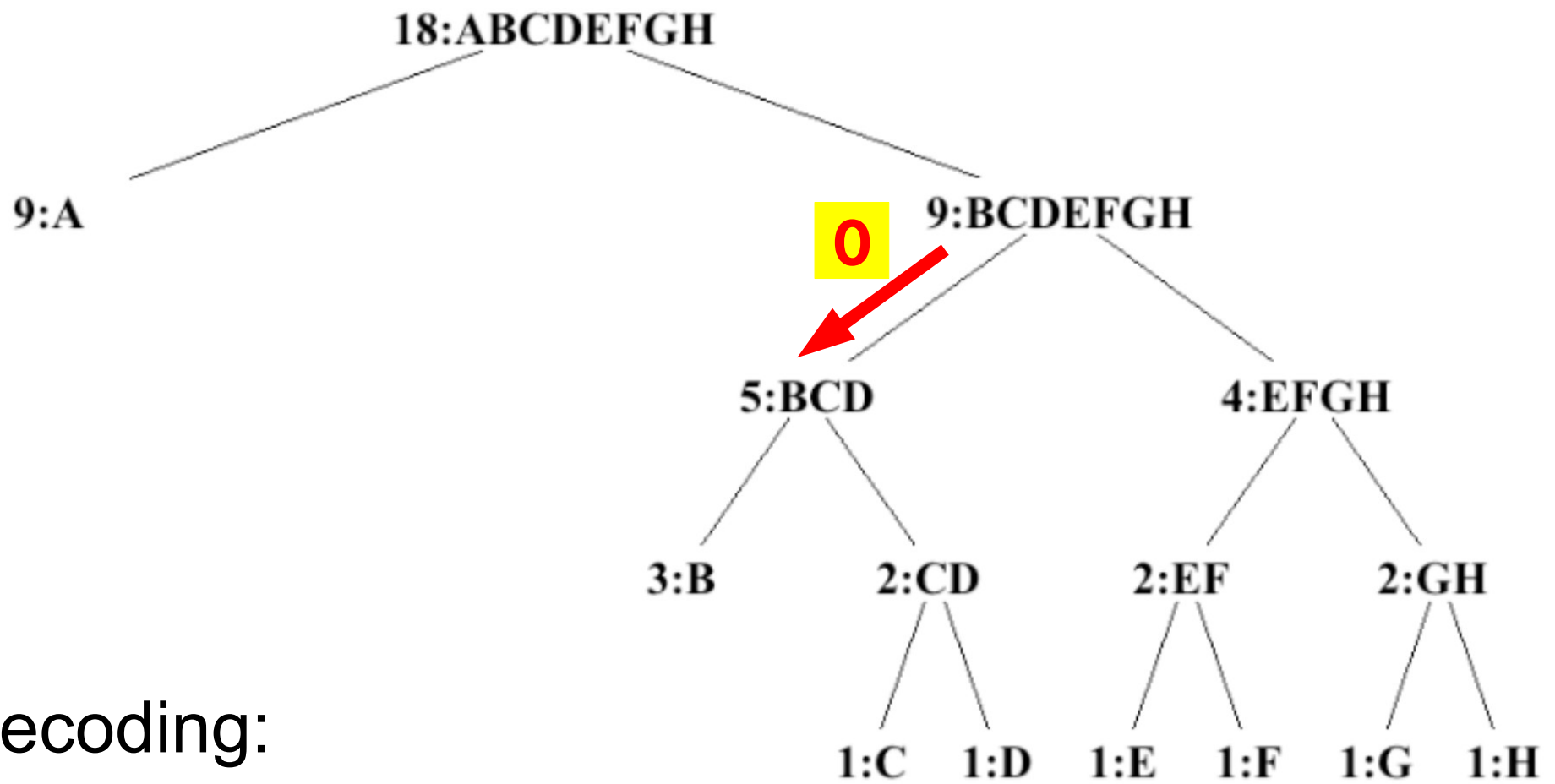
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Decoding:

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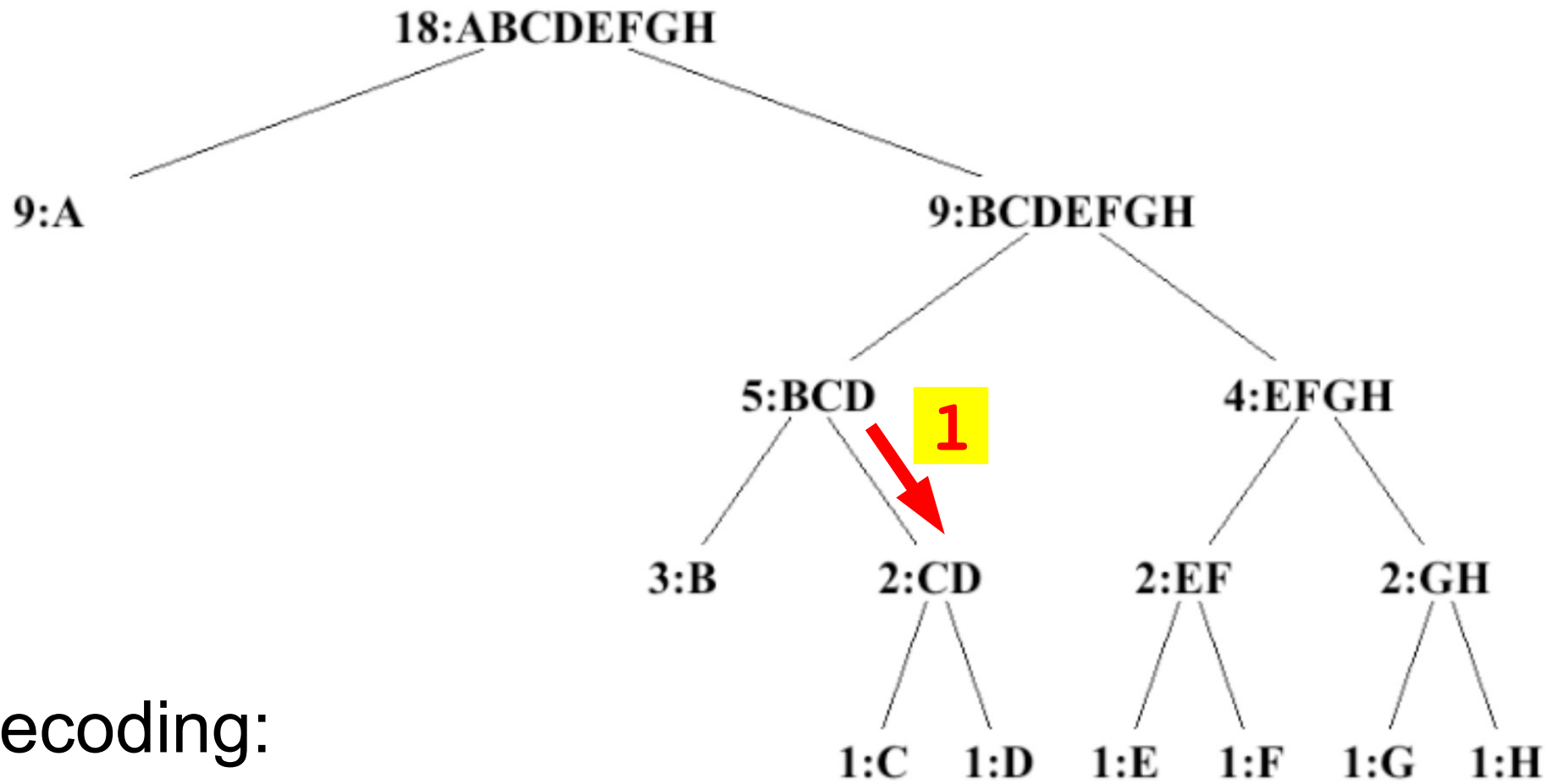
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Decoding:

100010100101101100

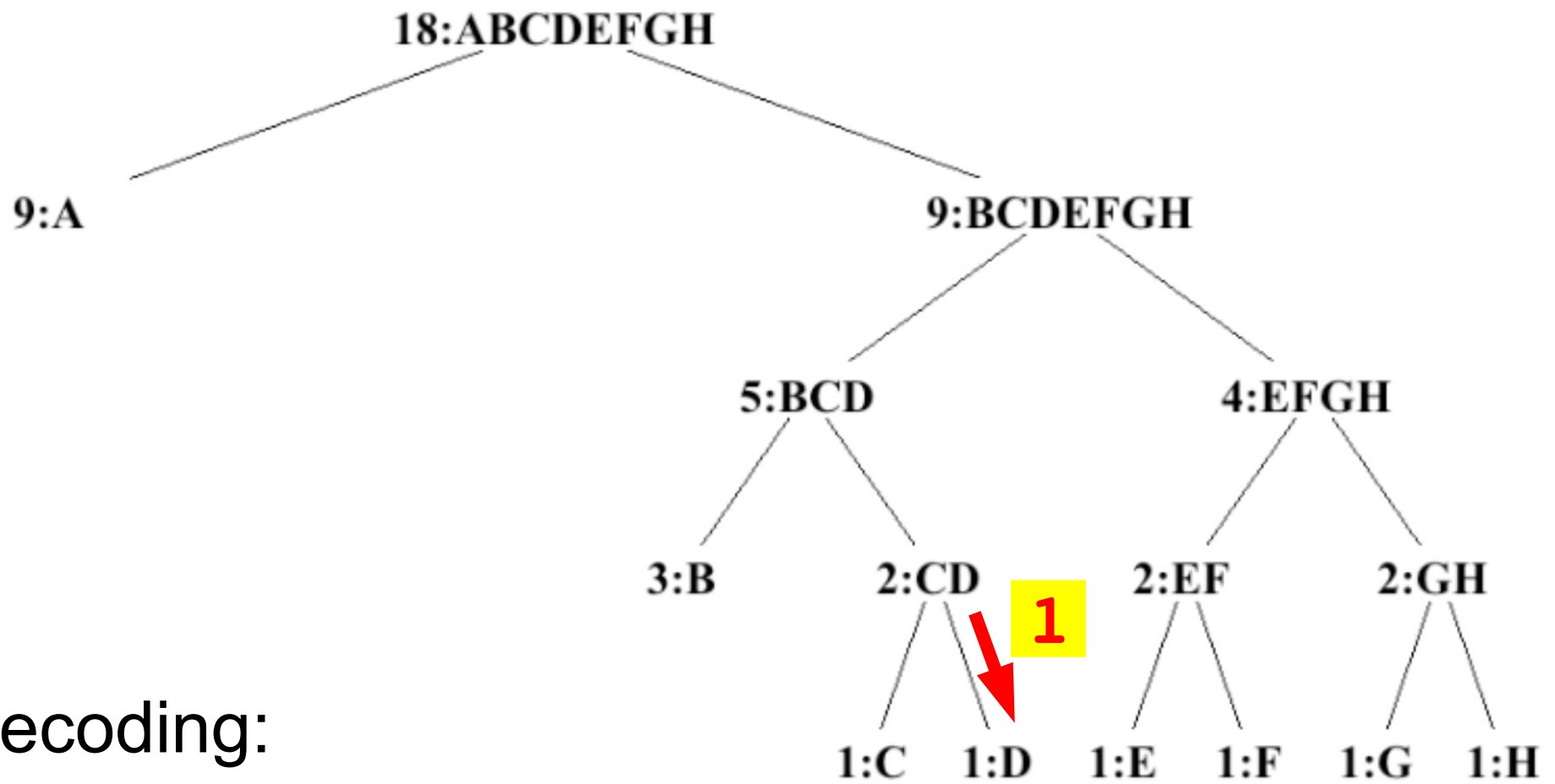
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Decoding:

100010100101101100

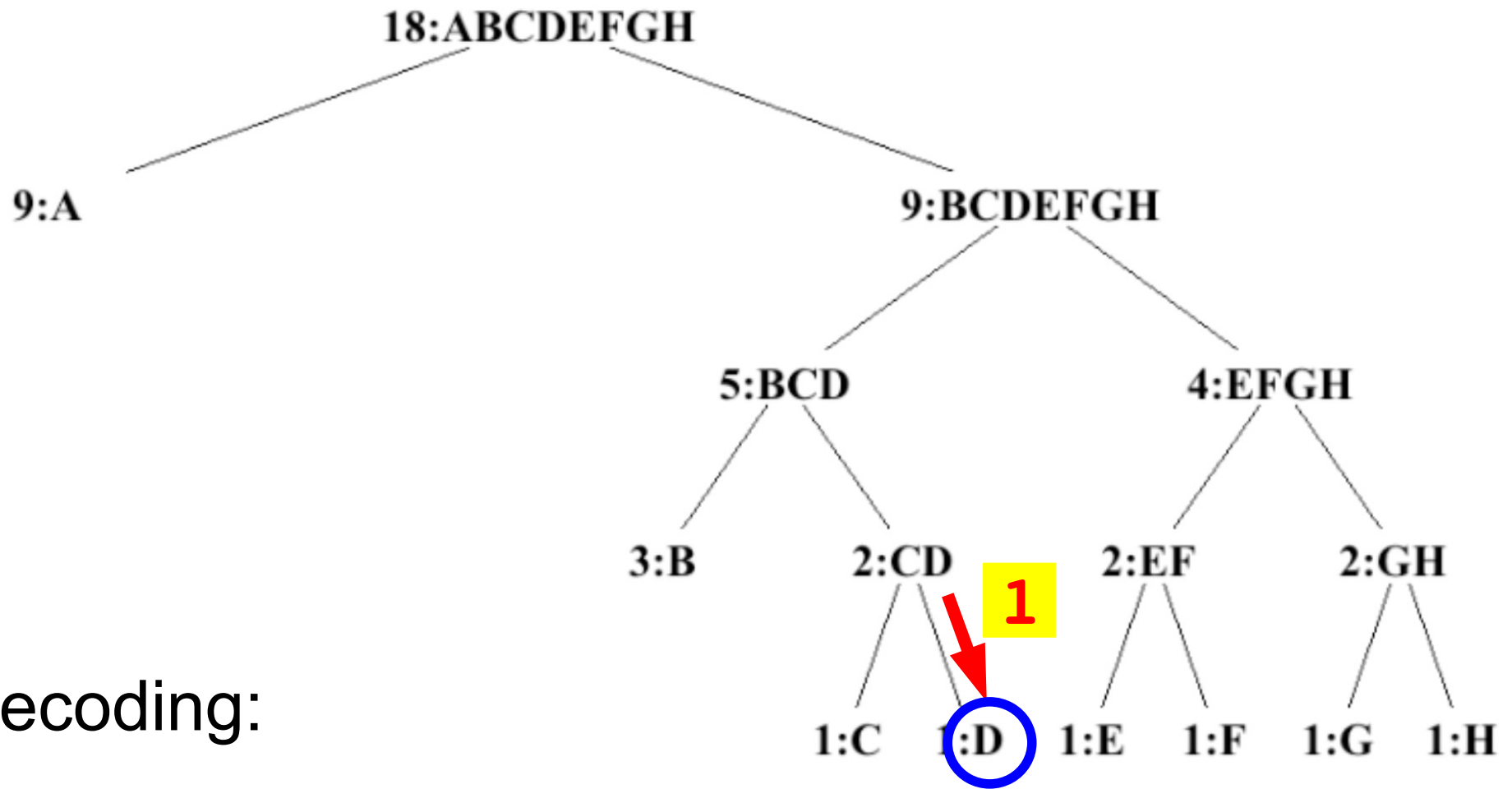
BACA



Decoding:

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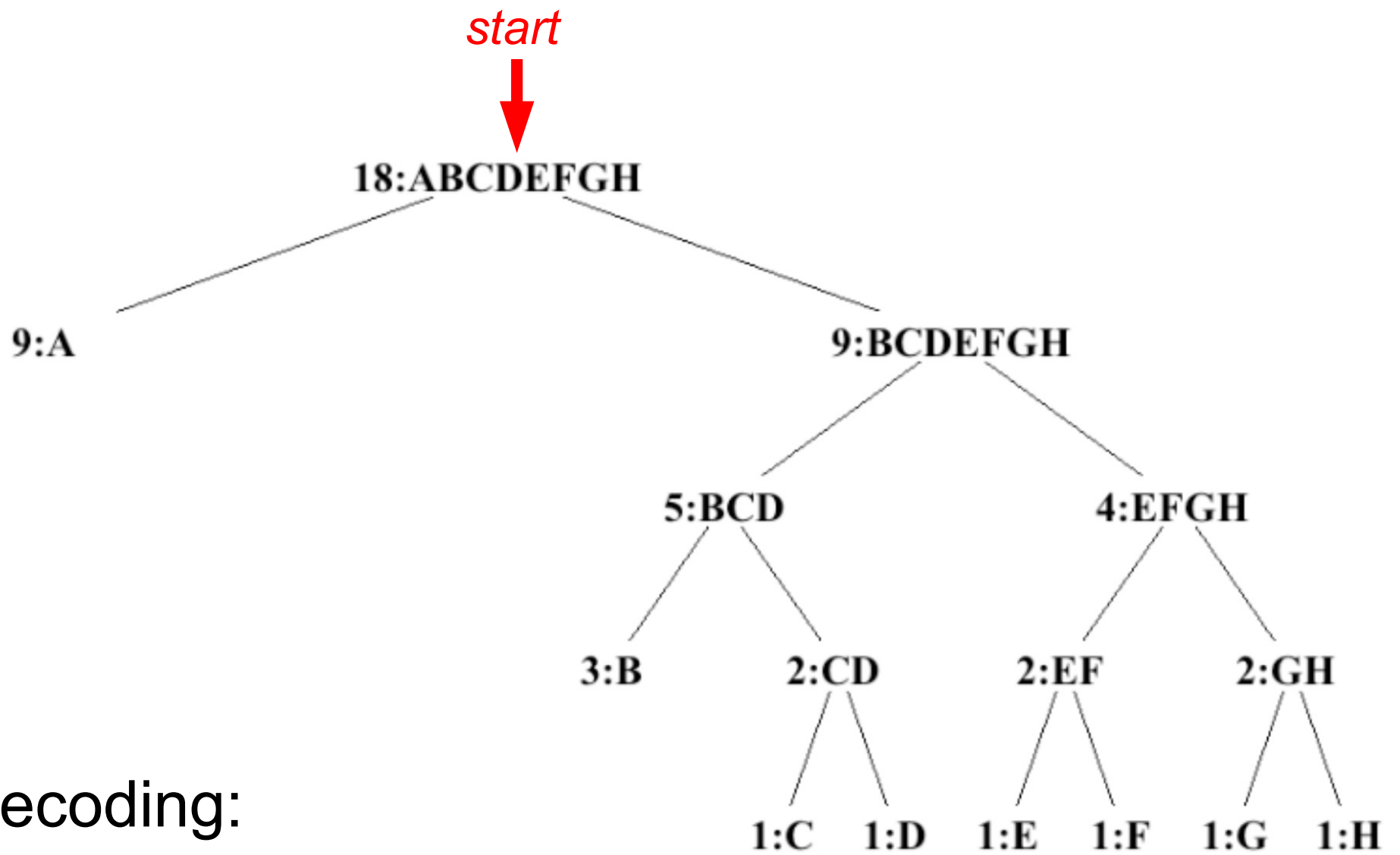
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Decoding:

100010100101101100

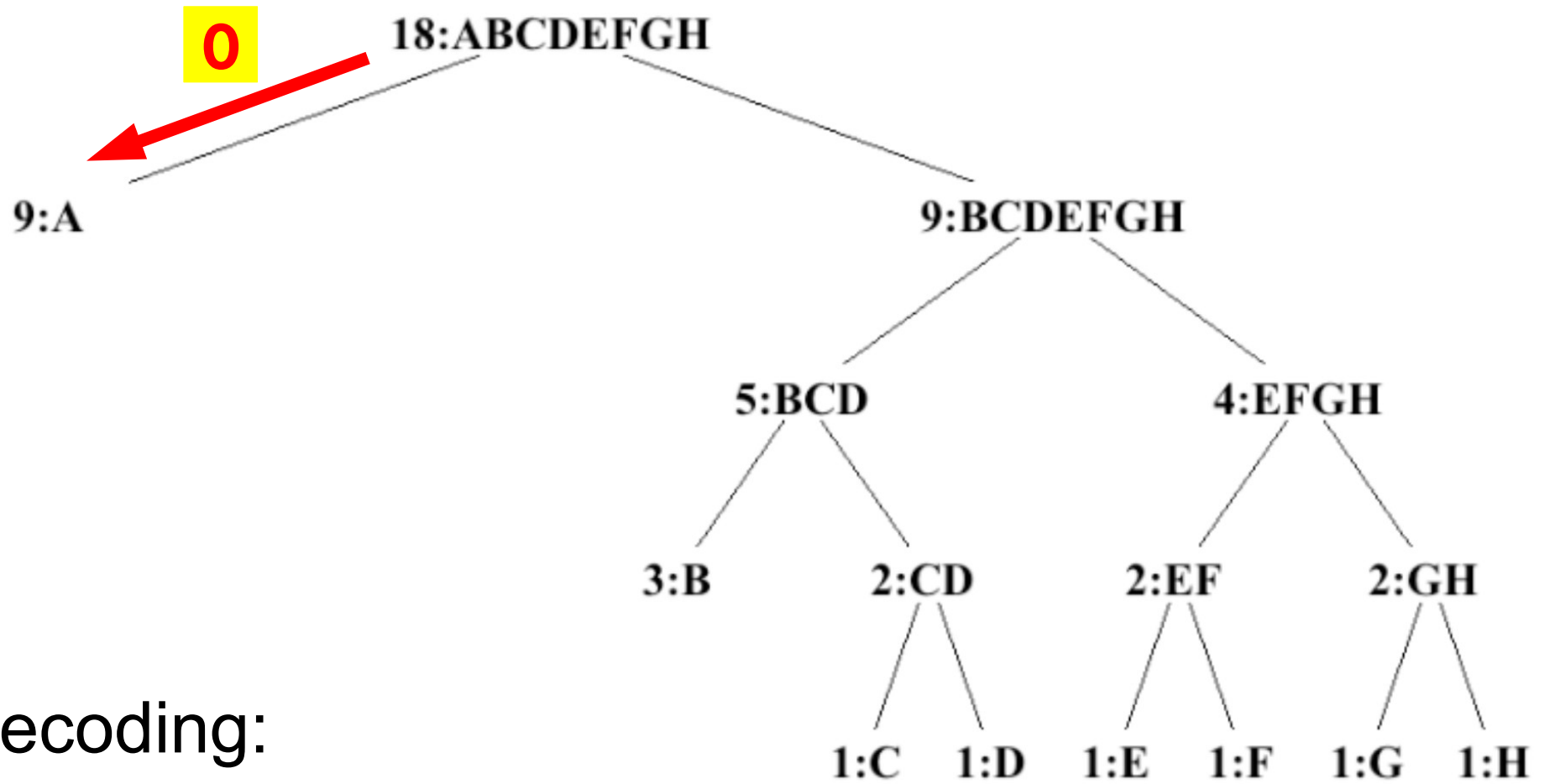
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Decoding:

100010100101101100

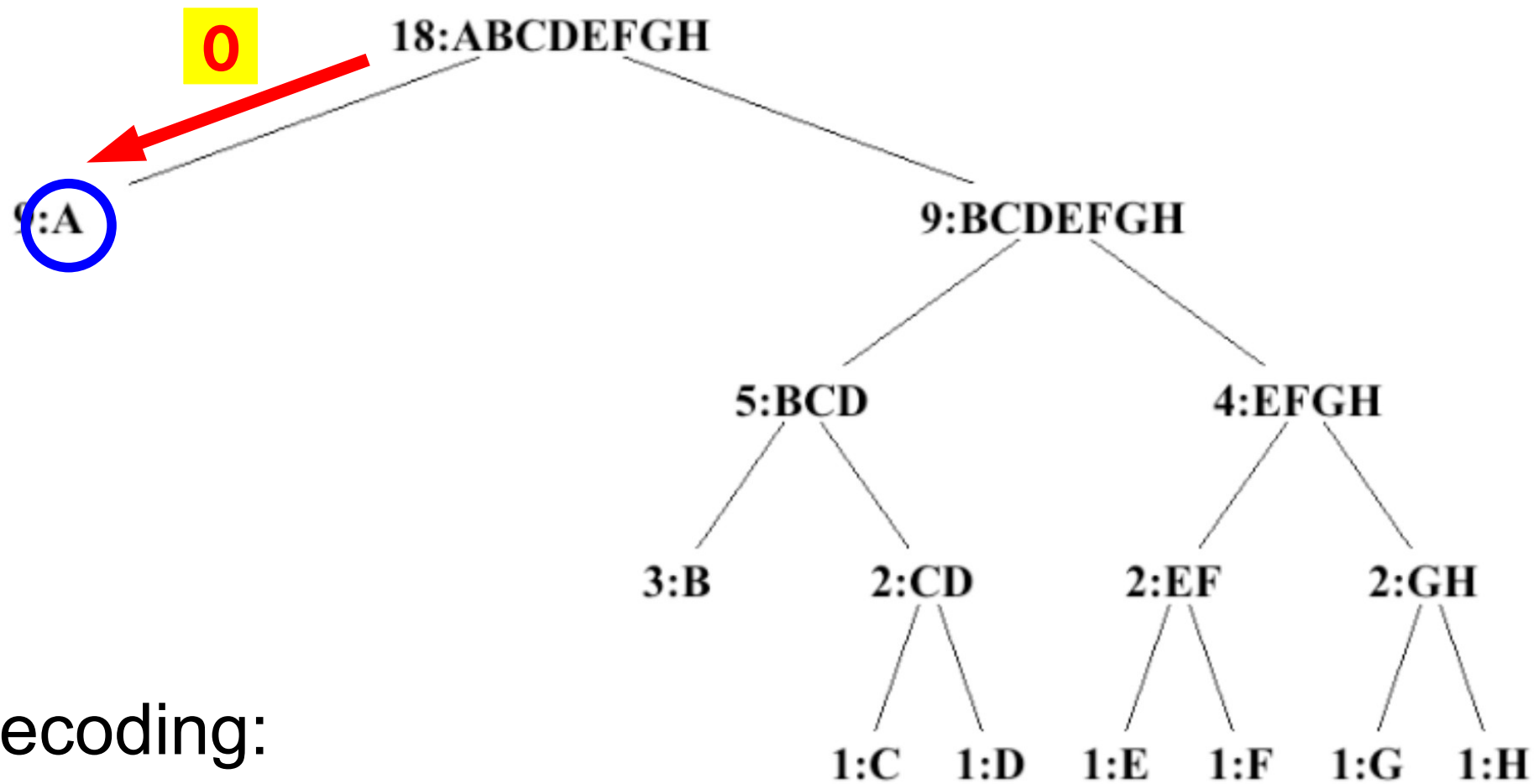
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Decoding:

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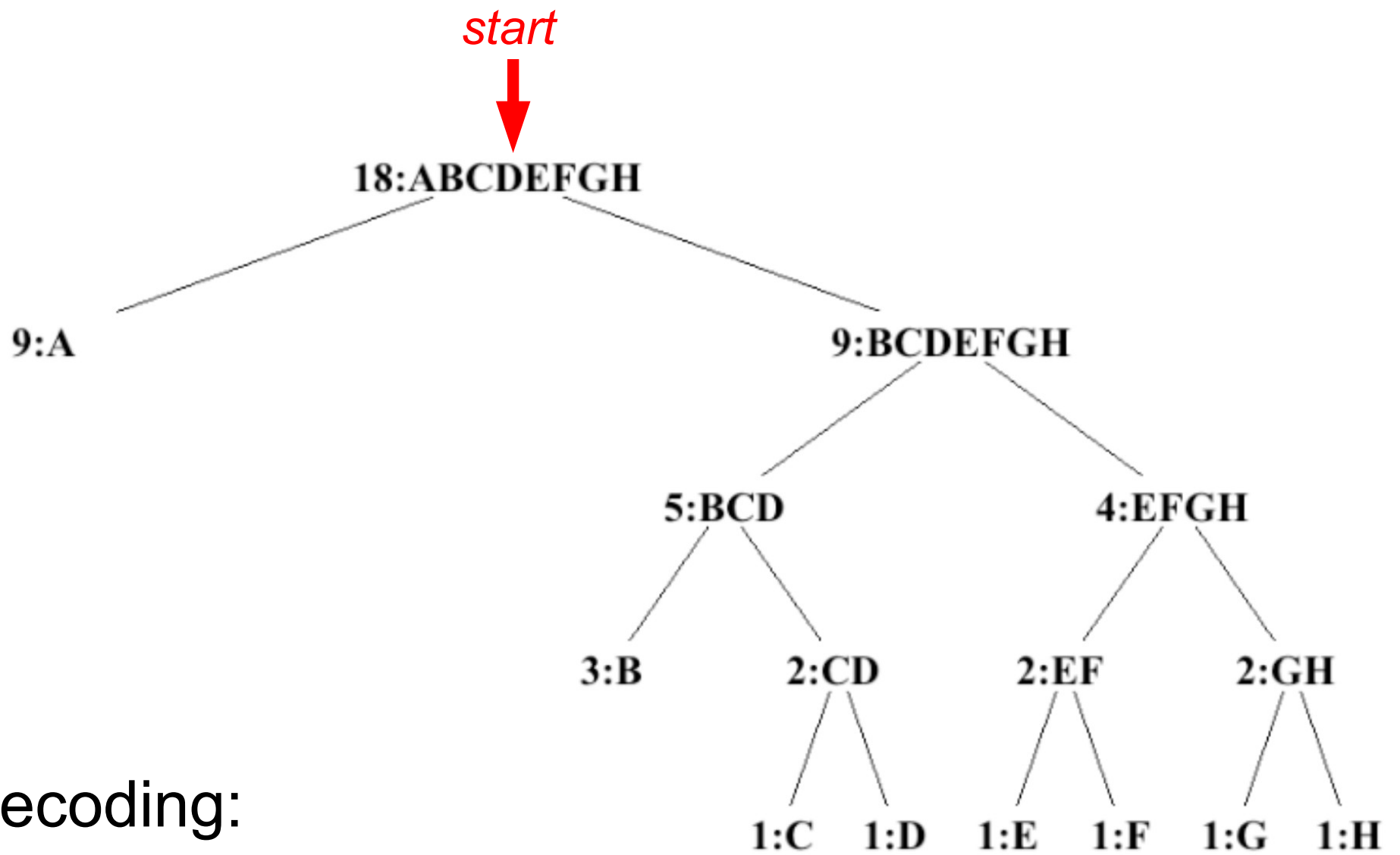
BACAD



Decoding:

100010100101101100

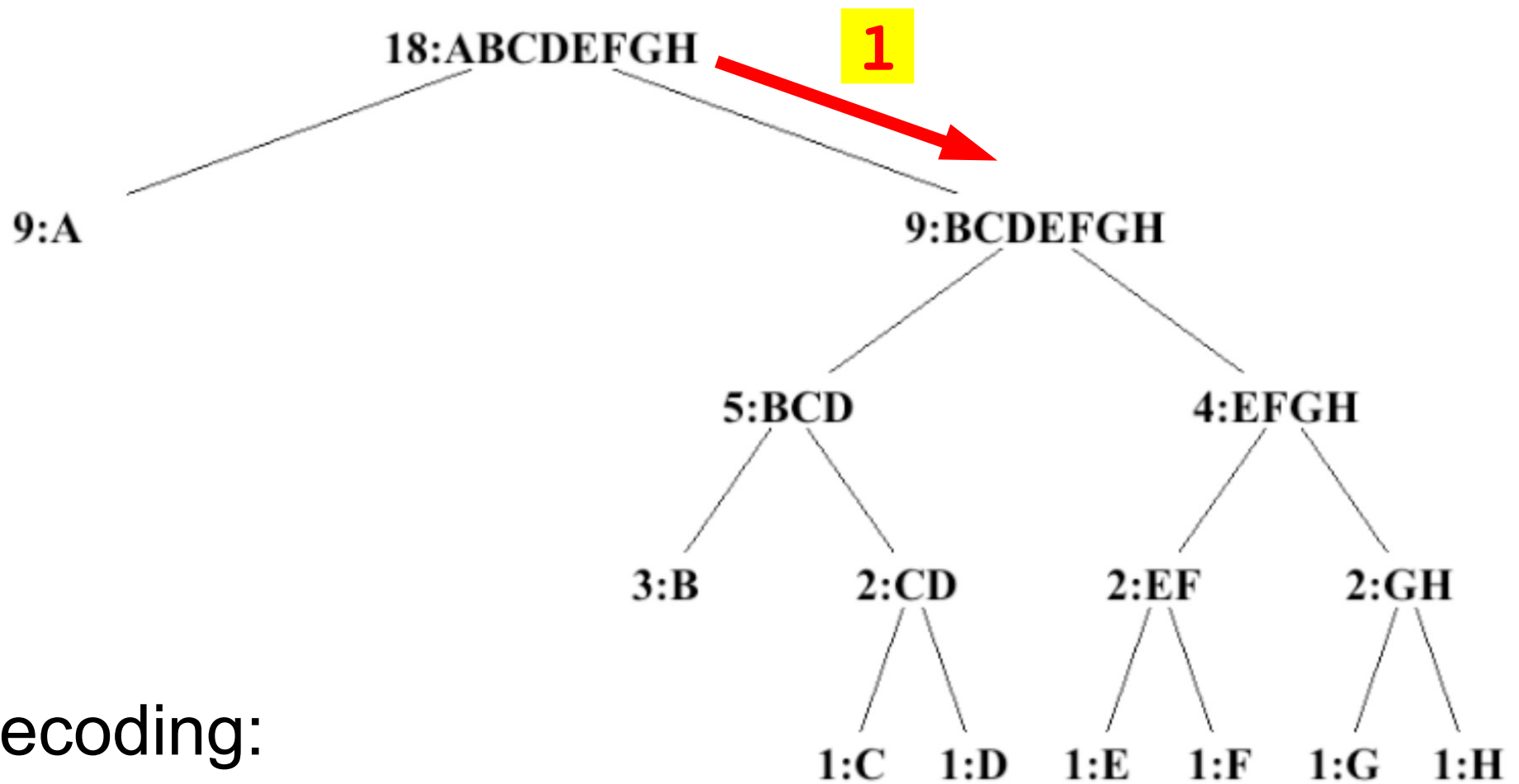
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Decoding:

100010100101101100

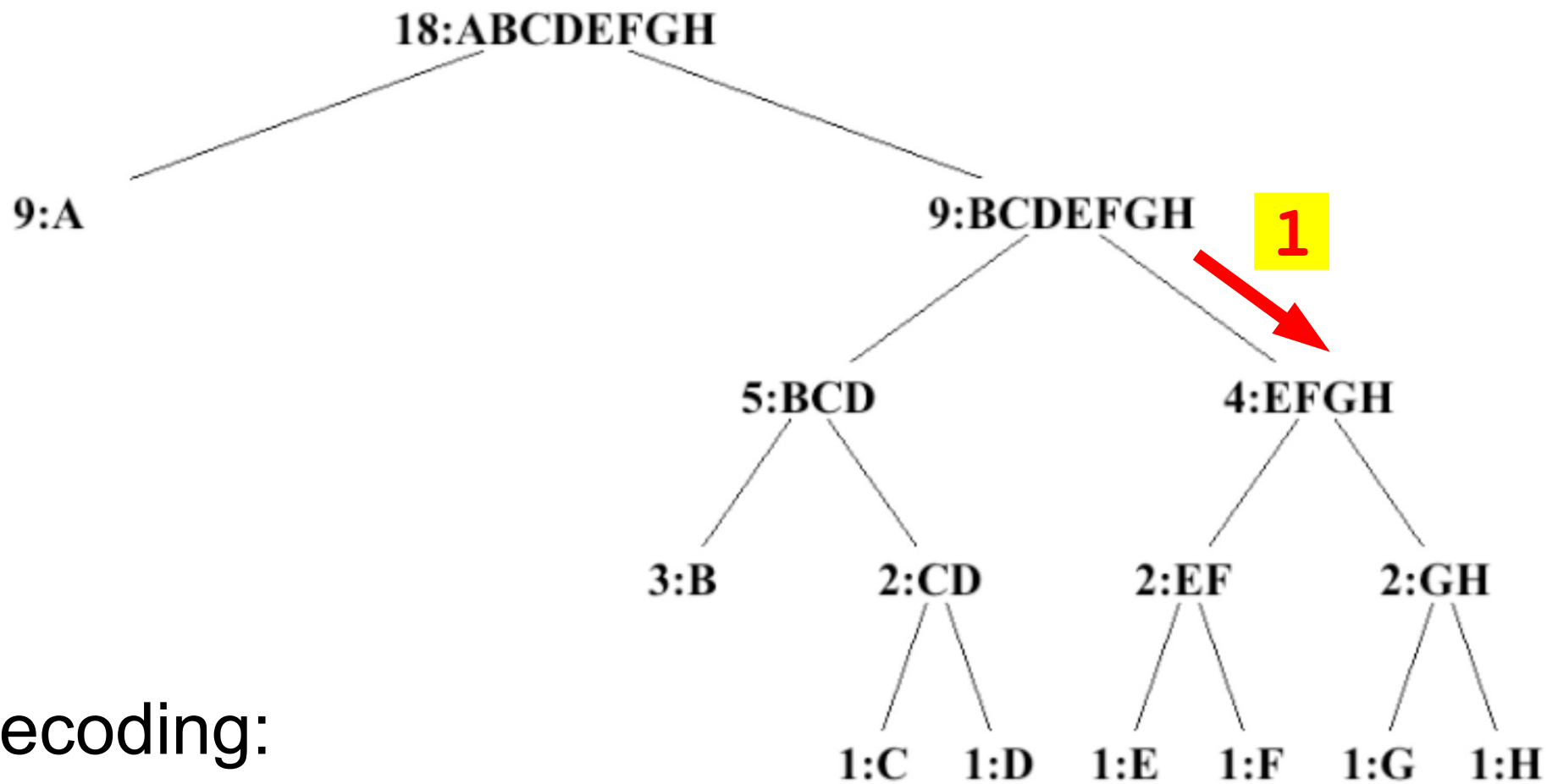
BACADA



Decoding:

10001010010110**1**100

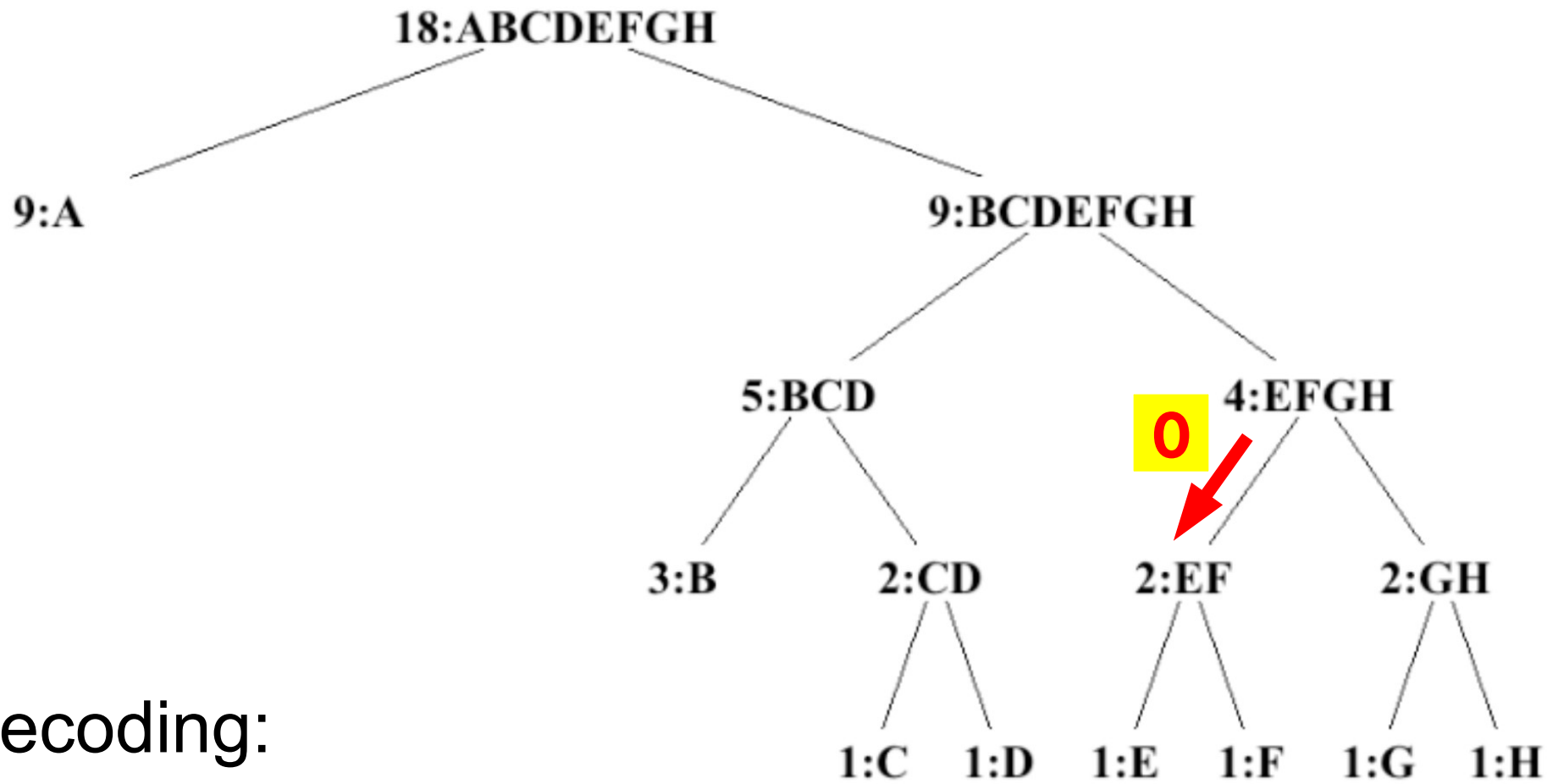
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Decoding:

100010100101101100

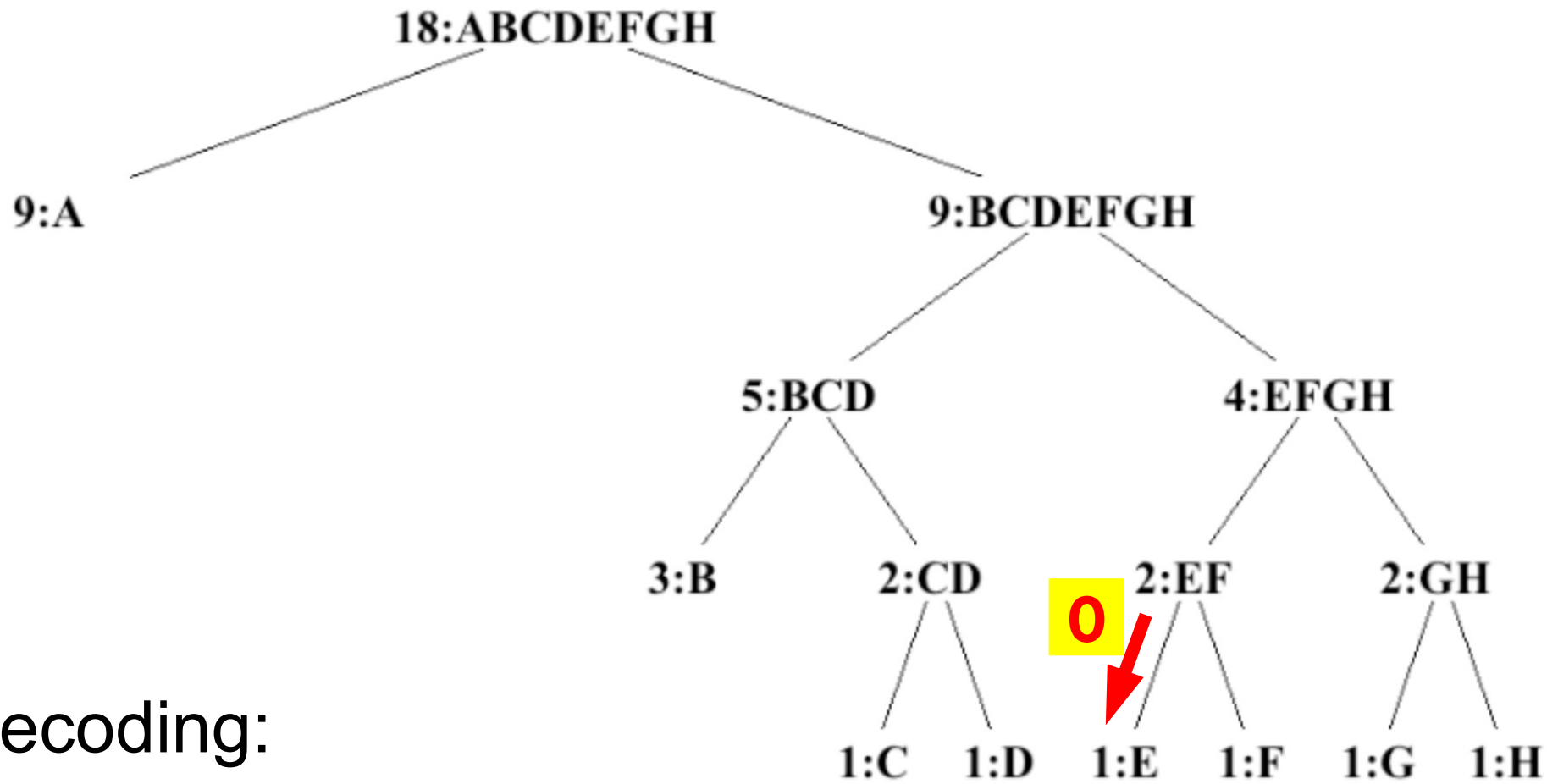
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Decoding:

100010100101101100

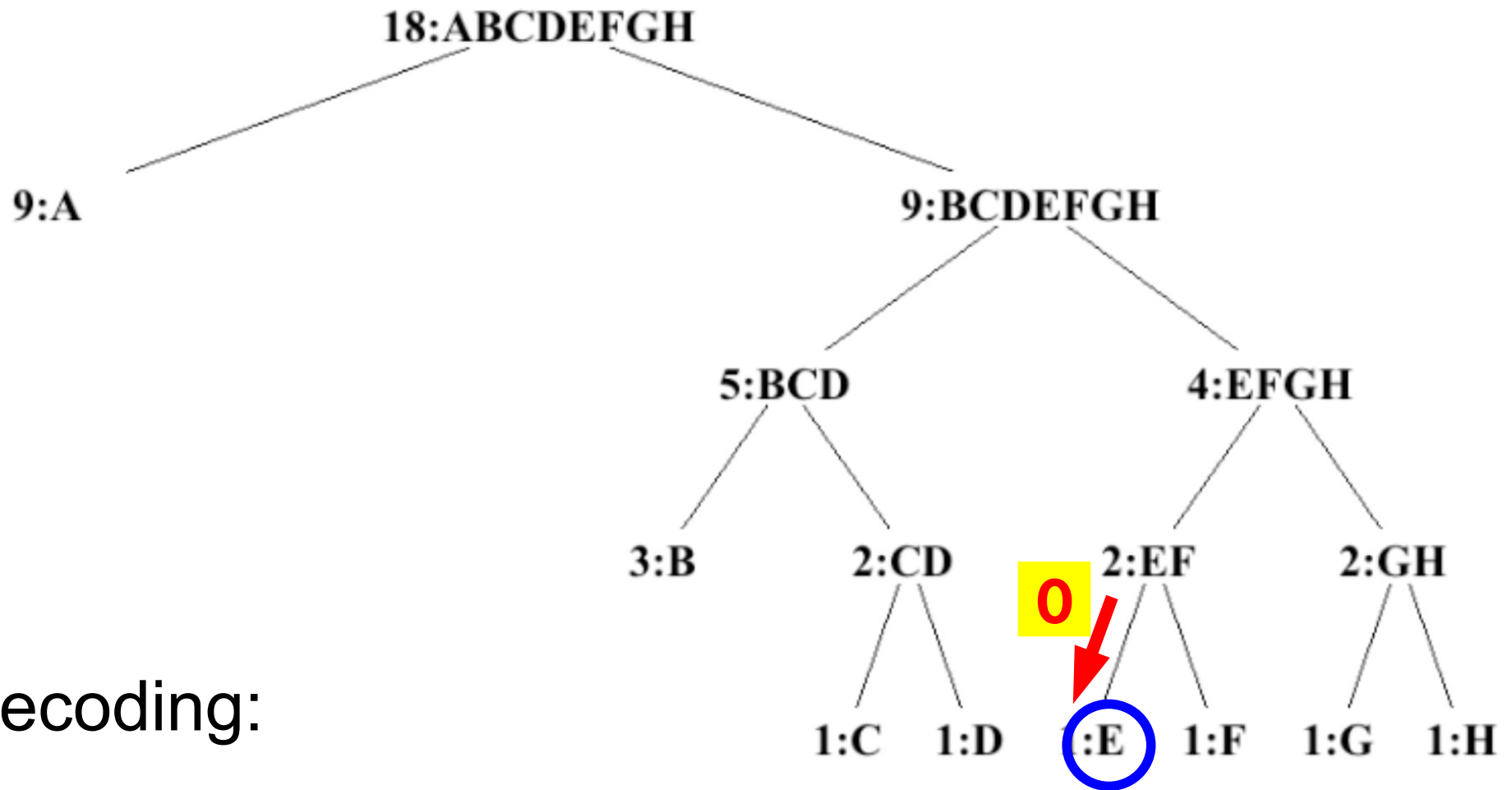
BACADA



Decoding:

100010100101101100

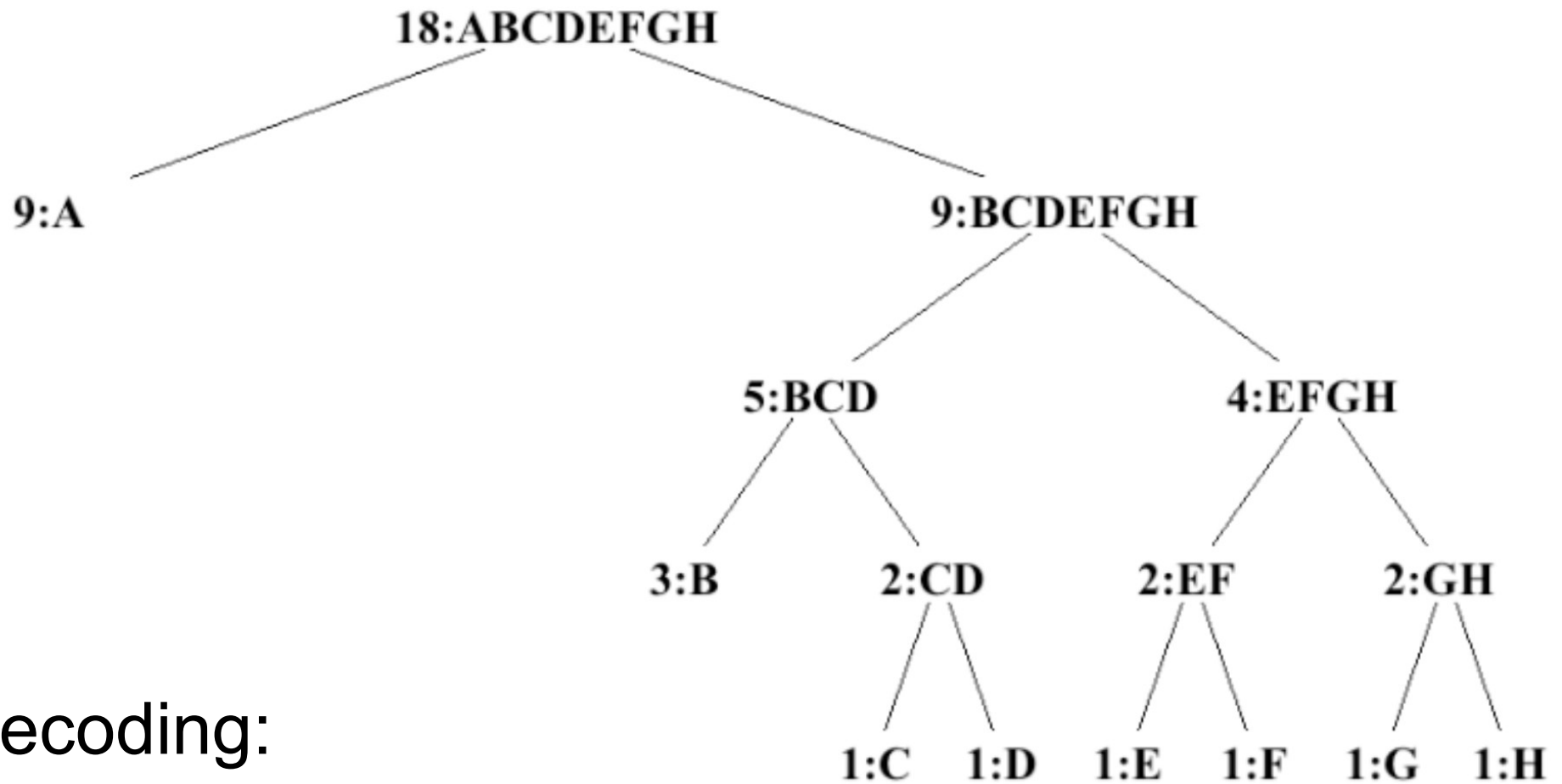
BACADA



Decoding:

100010100101101100

BACADAE



Decoding:

100010100101101100...

BACADAEAFABBAAGAHAH *... and so on*