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**% Experiment No. 9: To Implementation of Shannon Fano codes by using suitable software.**

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clc;

clear all;

close all;

%=====

% --- Recursive Function for Shannon-Fano Algorithm (Final Version) ---

%=====

function codes = shannon\_fano\_encoder(symbols, probs)

n = length(probs);

codes = cell(n, 1); % Initialize cell array for codes

if n > 1

% Find the split point that makes the two probability sums as close as possible

cumulative\_probs = cumsum(probs);

total\_prob = sum(probs);

min\_diff = inf;

split\_idx = 0;

for i = 1:(n-1)

diff = abs(2\*cumulative\_probs(i) - total\_prob);

if diff < min\_diff

min\_diff = diff;

split\_idx = i;

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    end

    end

codes1 = shannon_fano_encoder(symbols(1:split_idx), probs(1:split_idx));
codes2 = shannon_fano_encoder(symbols(split_idx+1:n), probs(split_idx+1:n));
for i = 1:length(codes1)
    codes{i} = ['0', codes1{i}];
end
for i = 1:length(codes2)
    codes{split_idx + i} = ['1', codes2{i}];
end
end
end

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% Define the symbols and their corresponding probabilities from the problem statement
symbols = {1, 2, 3, 4, 5, 6};
probabilities = [0.3, 0.25, 0.2, 0.12, 0.08, 0.05];

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% --- 1. Source Entropy Calculation (Same for Both Methods) ---
% H = -sum(p_i * log2(p_i))
entropy = -sum(probabilities .* log2(probabilities));

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% PART I: Shannon-Fano Coding Implementation
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% The Shannon-Fano algorithm is implemented using a recursive function.
% First, sort the probabilities and symbols in descending order.

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[sorted_probs, sort_order] = sort(probabilities, 'descend');

sorted_symbols = symbols(sort_order);

shannon_fano_codes_sorted = shannon_fano_encoder(sorted_symbols, sorted_probs);
shannon_fano_codes = cell(size(symbols));
shannon_fano_codes(sort_order) = shannon_fano_codes_sorted;

% --- Calculations for Shannon-Fano ---

sf_lengths = cellfun(@length, shannon_fano_codes); % Length of each codeword
sf_avg_length = sum(probabilities .* sf_lengths); % Average length (L)
sf_efficiency = entropy / sf_avg_length; % Efficiency (eta)
sf_redundancy = 1 - sf_efficiency; % Redundancy (gamma)

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% PART II: Huffman Coding Implementation (Corrected)

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% The Huffman algorithm is implemented using the built-in Octave function.

numeric_symbols = 1:length(symbols);
huffman_dict = huffmandict(numeric_symbols, probabilities);
huffman_codes = huffman_dict;

% --- Calculations for Huffman ---

huff_lengths = cellfun(@length, huffman_codes);
huff_avg_length = sum(probabilities .* huff_lengths);
huff_efficiency = entropy / huff_avg_length;
huff_redundancy = 1 - huff_efficiency;
clc;

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% --- Display Final Results ---

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% --- Shannon-Fano Results Table ---

fprintf('=====\\n');

fprintf('      PART I: Shannon-Fano Code Results\\n');

fprintf('=====\\n');

disp('Generated Codes:');

for i = 1:length(symbols)

    fprintf(' Symbol x%d (p=%.2f): %s\\n', symbols{i}, probabilities(i),
shannon_fano_codes{i});

end

disp('-----');

fprintf('1. Source Entropy (H) : %.4f bits/symbol\\n', entropy);

fprintf('2. Average Code Length (L) : %.4f bits/symbol\\n', sf_avg_length);

fprintf('3. Code Efficiency (eta) : %.4f or %.2f%%\\n', sf_efficiency, sf_efficiency * 100);

fprintf('4. Redundancy (gamma) : %.4f or %.2f%%\\n', sf_redundancy, sf_redundancy * 100);

fprintf('=====\\n\\n');




% --- Huffman Results Table ---

fprintf('=====\\n');

fprintf('      PART II: Huffman Code Results\\n');

fprintf('=====\\n');

disp('Generated Codes:');

for i = 1:length(symbols)

    % Convert the numeric vector code (e.g., [1 0 1]) to a text string ('101') for printing.

    code_as_string = strrep(num2str(huffman_codes{i}), ' ', "");


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fprintf(' Symbol %s (p=%f): %s\n', symbols{i}, probabilities(i), code_as_string);

end

disp('-----');

fprintf('1. Source Entropy (H) : %.4f bits/symbol\n', entropy);

fprintf('2. Average Code Length (L) : %.4f bits/symbol\n', huff_avg_length);

fprintf('3. Code Efficiency (eta) : %.4f or %.2f%%\n', huff_efficiency, huff_efficiency * 100);

fprintf('4. Redundancy (gamma) : %.4f or %.2f%%\n', huff_redundancy, huff_redundancy * 100);

fprintf('=====\\n');

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## OUTPUT:

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PART I: Shannon-Fano Code Results
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Generated Codes:
Symbol x1 (p=0.30) : 00
Symbol x2 (p=0.25) : 01
Symbol x3 (p=0.20) : 10
Symbol x4 (p=0.12) : 110
Symbol x5 (p=0.08) : 1110
Symbol x6 (p=0.05) : 1111

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1. Source Entropy (H) : 2.3601 bits/symbol
2. Average Code Length (L) : 2.3800 bits/symbol
3. Code Efficiency (eta) : 0.9917 or 99.17%
4. Redundancy (gamma) : 0.0083 or 0.83%
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PART II: Huffman Code Results
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Generated Codes:
Symbol (p=0.30) : 00
Symbol (p=0.25) : 01
Symbol (p=0.20) : 11
Symbol (p=0.12) : 101
Symbol (p=0.08) : 1000
Symbol (p=0.05) : 1001

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1. Source Entropy (H) : 2.3601 bits/symbol
2. Average Code Length (L) : 2.3800 bits/symbol
3. Code Efficiency (eta) : 0.9917 or 99.17%
4. Redundancy (gamma) : 0.0083 or 0.83%
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