|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Runtime to Compress (seconds)** | | | | |
| **File** | **LZW** | **Mod -n** | **Mod -r** | **Compress.exe** |
| All.tar |  | 9.83598 | 29.72625 |  |
| Assig2.doc |  | 0.41533 | 0.41129 |  |
| Bmps.tar |  | 22.80613 | 22.42693 |  |
| Code.txt |  | 0.28421 | 0.29220 |  |
| Code2.txt |  | 0.26319 | 0.25317 |  |
| Edit.exe |  | 1.25493 | 1.27494 |  |
| Frosty.jpg |  | 1.40098 | 1.54408 |  |
| Gone\_fishing.bmp |  | 0.19814 | 0.22515 |  |
| Large.txt |  | 3.28959 | 4.48817 |  |
| Lego-big.gif |  | 1.32394 | 1.15982 |  |
| Medium.txt |  | 0.19314 | 0.19314 |  |
| Texts.tar |  | 3.76766 | 5.03869 |  |
| Wacky.bmp |  | 19.53921 | 20.86679 |  |
| Winnt256.bmp |  | 1.00871 | 0.92066 |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Runtime to Decompress (seconds)** | | | | |
| **File** | **LZW** | **Mod -n** | **Mod -r** | **Compress.exe** |
| All.tar |  | 0.35025 | 0.47834 |  |
| Assig2.doc |  | 0.10909 | 0.10711 |  |
| Bmps.tar |  | 0.15409 | 0.15311 |  |
| Code.txt |  | 0.12014 | 0.11709 |  |
| Code2.txt |  | 0.10709 | 0.10409 |  |
| Edit.exe |  | 0.14411 | 0.14411 |  |
| Frosty.jpg |  | 0.13810 | 0.14016 |  |
| Gone\_fishing.bmp |  | 0.10009 | 0.09807 |  |
| Large.txt |  | 0.23016 | 0.29220 |  |
| Lego-big.gif |  | 0.15311 | 0.13109 |  |
| Medium.txt |  | 0.10407 | 0.10809 |  |
| Texts.tar |  | 0.22018 | 0.31522 |  |
| Wacky.bmp |  | 0.13110 | 0.12809 |  |
| Winnt256.bmp |  | 0.13810 | 0.12108 |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Compression Ratio (new size as % of orig size)** | | | | |
| **File** | **LZW** | **Mod -n** | **Mod -r** | **Compress.exe** |
| All.tar |  | 60 | 39 |  |
| Assig2.doc |  | 46 | 46 |  |
| Bmps.tar |  | 8 | 8 |  |
| Code.txt |  | 35 | 35 |  |
| Code2.txt |  | 37 | 37 |  |
| Edit.exe |  | 66 | 65 |  |
| Frosty.jpg |  | 130 | 135 |  |
| Gone\_fishing.bmp |  | 52 | 52 |  |
| Large.txt |  | 42 | 44 |  |
| Lego-big.gif |  | 131 | 131 |  |
| Medium.txt |  | 51 | 51 |  |
| Texts.tar |  | 11 | 43 |  |
| Wacky.bmp |  | 0.4 | 0.4 |  |
| Winnt256.bmp |  | 40 | 40 |  |