

# 資料結構作業三

109501549 電機三 B 白琪澤

## 一、編譯

```
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$ g++ Main.cpp arth.cpp bitstream.cpp huffman.h huffman.c arth.h -o Main.out
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$ ./Main.out -e Test1.txt output_arth.txt output_huff.txt
```

## 二、執行結果

我用三種不同想要壓縮的文字檔比較 **huffman coding** 和 **Arithmetic coding**，如下：

**Test1.txt:**

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
```

**執行結果:**

```
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$ g++ Main.cpp arth.cpp bitstream.cpp huffman.h huffman.c arth.h -o Main.out
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$ ./Main.out -e Test1.txt output_arth.txt output_huff.txt
start Arithmetic encoding...
start Huffman encoding...
time cost of arithmetic coding: 0.000319 ms
time cost of huffman coding: 0.000284 ms
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$ _
```

**Test2.txt:**

Arithmetic coding is a data compression technique that encodes data (the data string) by creating a code string which represents a fractional value on the number line between 0 and 1. The coding algorithm is symbolwise recursive; i.e., it operates upon and encodes (decodes) one data symbol per iteration or recursion. On each recursion, the algorithm successively partitions an interval of the number line between 0 and 1, and retains one of the partitions as the new interval. Thus, the algorithm successively deals with smaller intervals, and the code string, viewed as a magnitude, lies in each of the nested intervals. The data string is recovered by using magnitude comparisons on the code string to recreate how the encoder must have successively partitioned and retained each nested subinterval. Arithmetic coding differs considerably from the more familiar compression coding techniques, such as prefix (Huffman) codes. Also, it should not be confused with error control coding, whose object is to detect and correct errors in computer operations. This paper presents the key notions of arithmetic compression

coding by means of simple examples.

```
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$ ./Main.out -e Test2.txt output_arth.txt output_huff.txt
start Arithmetic encoding...
start Huffman encoding...
time cost of arithmetic coding: 0.000952 ms
time cost of huffman coding: 0.000492 ms
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$
```

**Test3.txt:**

[illegible]

[illegible]

[illegible]

CCCCCCCCCCCCCCCCCCCCCCCCCCCCCCCC

```
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$ ./Main.out -e Test3.txt output_arth.txt output_huff.txt
start Arithmetic encoding...
start Huffman encoding...
time cost of arithmetic coding: 0.001935 ms
time cost of huffman coding: 0.000620 ms
bb232399@LAPTOP-260T28MJ:/mnt/d/Datastructure/109501549_assignment_3/arth$
```

理論上 Arithmetic coding 壓縮效率較 huffman coding 高，但三個文字檔測出來都顯示 Arithmetic coding 的 time cost 較高，且文字檔文字越多或文字差異月大皆會使得兩者的 time cost 差異越大。