

DSA Assignment4 Result

-Open Source Practice

電機 4B 108501025 沈冠璋

1. Result

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penguin@LAPTOP-NP8CU4V0:~$ cd test
penguin@LAPTOP-NP8CU4V0:~/test$ cd HW4
penguin@LAPTOP-NP8CU4V0:~/test/HW4$ g++ main.cpp -o aa
penguin@LAPTOP-NP8CU4V0:~/test/HW4$
```

```

    <Following is Huffman Coding>
e: 0
d: 10
a: 1100
b: 1101
c: 111

    <Following is Arithmetic Coding>
Enter probability of each character:
Symbol  Probability      Range_from      Range_to
-----
a       0.05             0              0.05
b       0.1             0.05          0.15
c       0.2             0.15          0.35
d       0.25            0.35          0.6
e       0.4             0.6           1

Please enter abcde within length of 5, for example:abcde acedb

Encoding
Symbol  Low_v   High_v  diff
a       0      0.05   0.05
c       0.0075 0.0175 0.01
e       0.0135 0.0175 0.004
d       0.0149 0.0159 0.001
b       0.01495 0.01505 0.0001
Code word for acedb is: 0.01495

Decoding:
Code    Output  Range_from      Range_to
0.01495 a       0              0.05
0.299   c       0.15           0.35
0.745   e       0.6            1
0.3625  d       0.35           0.6
0.05    a       0              0.05
Text for 0.01495 is: aceda
The time of two algorithm is:

Huffman Coding: 0.007seconds
Arithmetic Coding: 0.005seconds
PS C:\Users\penguin\.vscode> 

```

比較:

Huffman 是先建立一棵 2 元樹，並進行解碼及編碼，因此其系統所需時間會較為短