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### Solution 1:

#### To run:

Type the following

make thread=<no of thread>

Eg **make thread=3**

Above line will run the program with three threads.

#### Design:

A huffman mapping is created by taking the common character frequency from internet.

The whole file is divided into n chunks where n is the number of pthreads.

Each thread will encode its chunk and save the encoding in a separate file.

A script is run to concat all the files generated by the threads and store the result in output.txt file

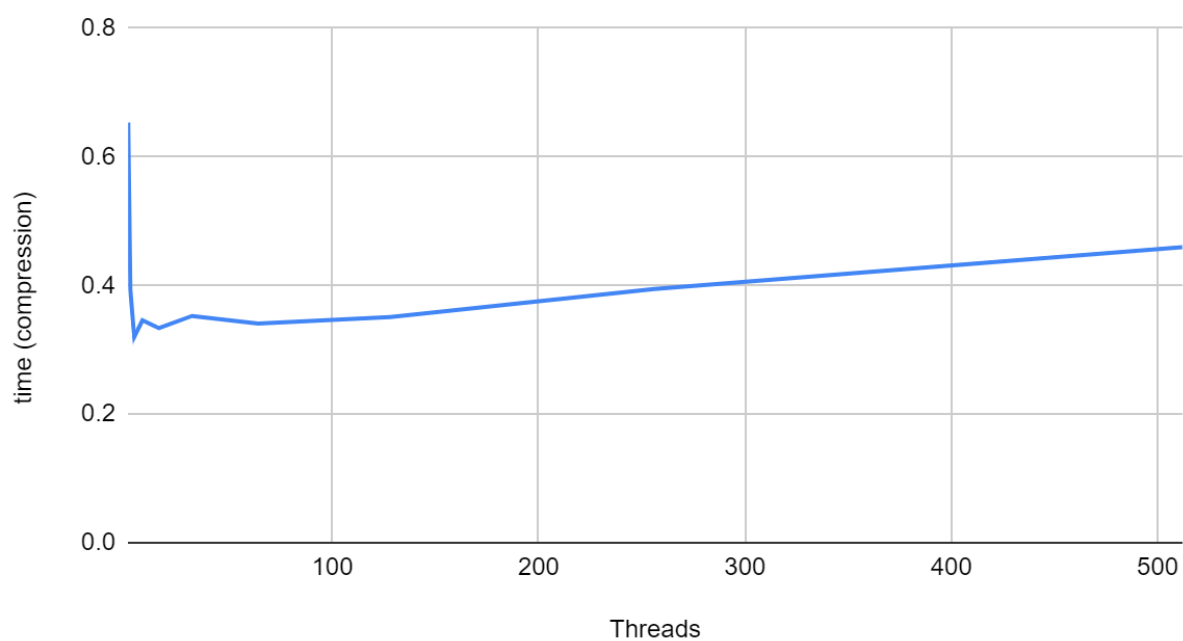
For decoding, the parent thread sequentially goes through the output.txt file and decode it and store the result in decompressed.txt.

Threads	time (compressic	time (decoding)	speed up	effiency	cost
1	0.65329	0.28811	1	1	0.65329
2	0.394443	0.294449	1.656234234	0.828117117	0.788886
4	0.320218	0.288921	2.040141404	0.5100353509	1.280872
8	0.345873	0.287	1.888814681	0.2361018351	2.766984
16	0.333624	0.2887	1.958162482	0.1223851551	5.337984
32	0.35263	0.2934	1.852621728	0.057894429	11.28416
64	0.340918	0.2931	1.916267255	0.02994167586	21.818752
128	0.350785	0.2891	1.862365837	0.0145497331	44.90048
256	0.394539	0.2889	1.655831236	0.006468090765	101.001984
512	0.459716	0.2912	1.42107301	0.002775533223	235.374592

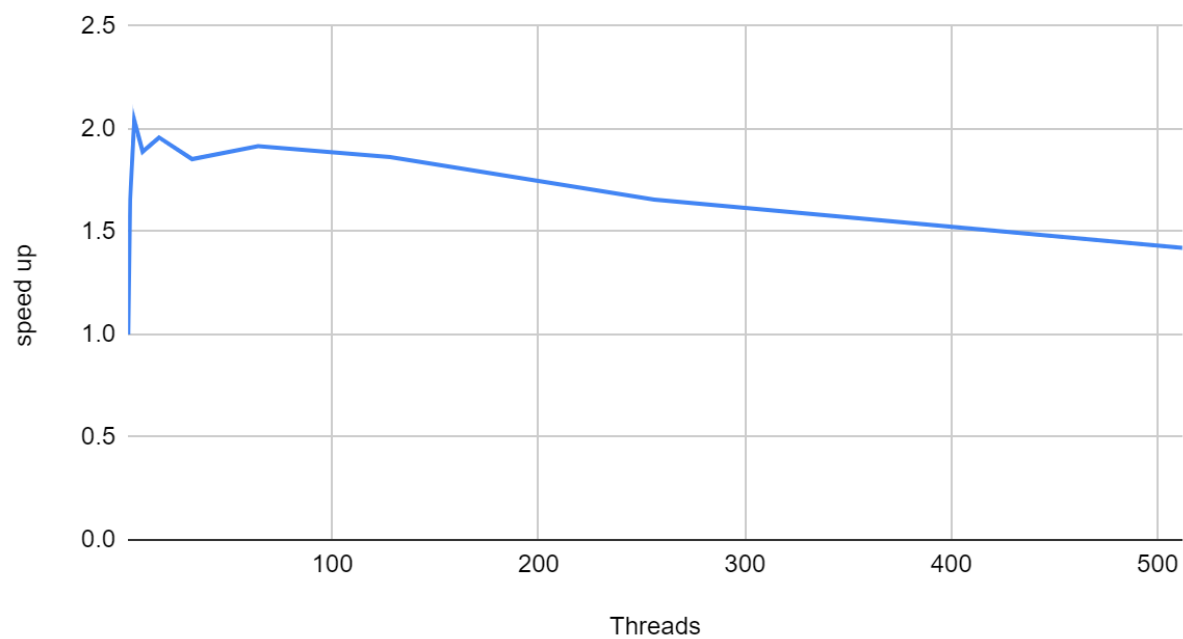
The generation of huffman tree , code table and decompression algo work sequentially..

4 Threads are needed to solve this problem optimally. As it has lowest cost and takes minimum time and has highest speedup.

time (compression) vs. Threads



speed up vs. Threads



effiency vs. Threads

