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CSE 100 Alvarado

Feb 14 2017

PA3 Checkpoint Report

1. Run your compressor using the provided input files: **checkpoint1.txt and checkpoint2.txt**.
2. Record the encoded output in Checkpoint.pdf

   Command line: ./compress checkpoint1.txt encode.txt

   In encode.txt what is outputted is 0 on a new line, up until lines 98, 99, 100, and 101 there is a 10 printed on each of those lines, and on the 257th line is:
   00111001000111001000111001000111001000111001000111001000111001000111001000111001001
   Each line is a frequency so that means on line 98, there are 10 ‘a’s since the ascii value 97 is ‘a’ so for each line
   Line 98: 10 … this means there are 10 ‘a’s
   Line 99: 10 … this means there are 10 ‘b’s
   Line 100: 10 … this means there are 10 ‘c’s
   Line 101: 10 … this means there are 10 ‘d’s

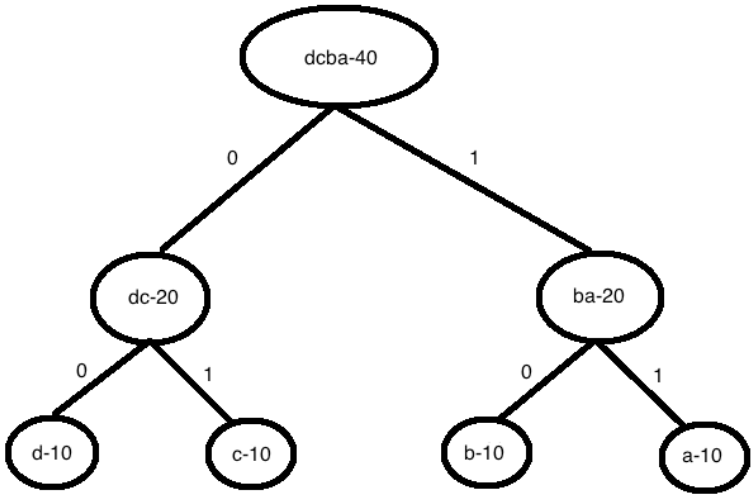
   And the encoding is that huge binary number on the 257th line.

   Command line: ./compress checkpoint2.txt encode2.txt

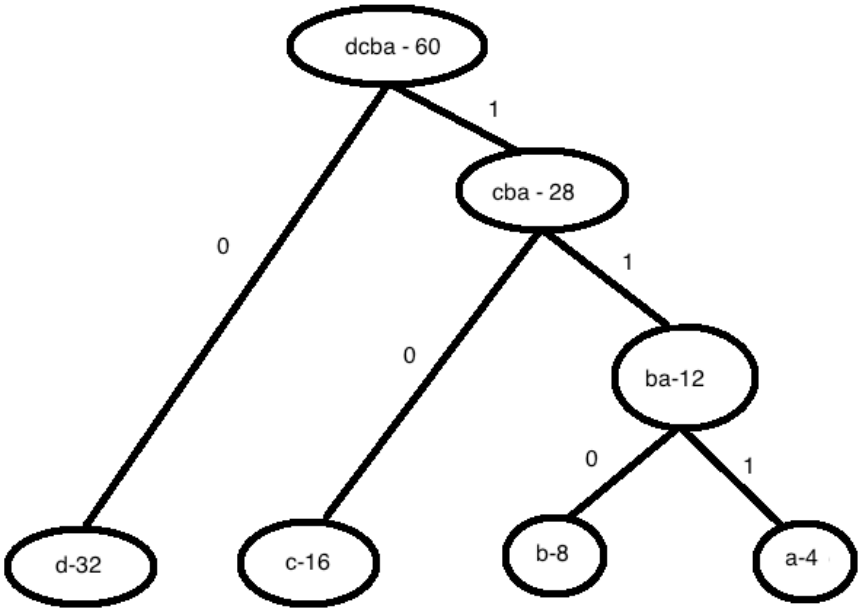
   In encode2.txt what is outputted is 0 on a new line, up until lines 98, 99, 100, and 101 there is a 4, 8, 16, 32 respectively printed on those lines, and on the 257th line is:
   11101110110111011011010101010101010000000000000000000000000000000001010101010101010110111011011011101111
   Each line is a frequency so that means on line 98, there are 4 ‘a’s since the ascii value 97 is ‘a’ so for each line
   Line 98: 4 … this means there are 4 ‘a’s
   Line 99: 8 … this means there are 8 ‘b’s
   Line 100: 16 … this means there are 16 ‘c’s
   Line 101: 32 … this means there are 32 ‘d’s

3. Use the **same input** to manually construct a Huffman coding tree. Draw the Huffman coding tree, describe how you build the tree and how you find the code word for each byte in Checkpoint.pdf.

   Checkpoint1 Huffman Tree:



   Checkpoint2 Huffman Tree:



To build the tree you write down all the characters and their frequencies, and pair the two smallest together to make the leaf node, then pair the next two to make their own leaf node and add the frequencies. You keep going until you have used all the characters and gotten to the root. To find the code for each character you just traverse the tree from the root to the node and connect the binary digit, so for a in checkpoint1 it is 00, b is 01, c is 10, and d is 11. For checkpoint 2 d is 00, c is 01, b is 10, a is 11.

The encoding for checkpoint1 in our program is
000111001000111001000111001000111001000111001000111001000111001000111001
000111001000111001001
But for our handwritten Huffman code, we get
111001001110010011100100111001001110010011100100111001001110010011100100
11100100.

The encoding for checkpoint2 in our program is
11101110110110110110101010101010101010000000000000000000000000000000001010
10101010101011011011011011101110111 1
But for our handwritten Huffman code, we get
111111101101101101010101010101010100000000000000000000000000000000101010
1010101010110110110110111111