## **COMP2610/COMP6261 – Information Theory**

#### **Tutorial 9**

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#### Question 1.

Shannon codes and Huffman codes. Consider a random variable X which takes on four values with probabilities  $(\frac{1}{3}, \frac{1}{3}, \frac{1}{4}, \frac{1}{12})$ .

- (a) Construct a Huffman code for this random variable.
- (b) Show that there exist two different sets of optimal lengths for the codewords, namely, show that codeword length assignments (1,2,3,3) and (2,2,2,2) are both optimal.
- (c) Conclude that there are optimal codes with codeword lengths for some symbols that exceed the Shannon code length  $\lceil \log \frac{1}{p(x)} \rceil$ .

## Question 2.

**Huffman code.** Find the (a) binary and (b) ternary Huffman codes for the random variable X with probabilities

$$p=(\frac{1}{21},\frac{2}{21},\frac{3}{21},\frac{4}{21},\frac{5}{21},\frac{6}{21}) \ .$$

(c) Calculate  $L = \sum p_i l_i$  in each case.

## Question 3.

**Data compression.** Find an optimal set of binary codeword lengths  $l_1, l_2, ...$  (minimizing  $\sum p_i l_i$ ) for an instantaneous code for each of the following probability mass functions:

(a) 
$$\mathbf{p} = (\frac{10}{41}, \frac{9}{41}, \frac{8}{41}, \frac{7}{41}, \frac{7}{41})$$

(b) 
$$\mathbf{p} = (\frac{9}{10}, (\frac{9}{10})(\frac{1}{10}), (\frac{9}{10})(\frac{1}{10})^2, (\frac{9}{10})(\frac{1}{10})^3, \dots)$$

# Question 4.

Shannon code. Consider the following method for generating a code for a random variable X which takes on m values  $\{1, 2, \ldots, m\}$  with probabilities  $p_1, p_2, \ldots, p_m$ . Assume that the probabilities are ordered so that  $p_1 \geq p_2 \geq \cdots \geq p_m$ . Define

$$F_i = \sum_{k=1}^{i-1} p_k$$
,

the sum of the probabilities of all symbols less than i. Then the codeword for i is the number  $F_i \in [0,1]$  rounded off to  $l_i$  bits, where  $l_i = \lceil \log \frac{1}{p_i} \rceil$ .

(a) Show that the code constructed by this process is prefix-free and the average length satisfies

$$H(X) \le L < H(X) + 1.$$

(b) Construct the code for the probability distribution (0.5, 0.25, 0.125, 0.125).