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3. (15 points)

(a) **Answer:***Claim.* The statement is true.*Proof.* Let a_1, a_2 , and a_3 be source symbols we want to encode, with codewords c_1, c_2 , and c_3 of corresponding lengths l_1, l_2 and l_3 . We have 3 cases of binary prefix codes to consider.**Case 1.** WLOG, suppose that a_1 is decoded first. That means $c_1 = 00$. Then suppose that a_2 is decoded next, which means that $c_2 = 10$. The next part of the sequence, 110, can't be decoded by a_1 or a_2 , so then a_3 is decoded next. Then $c_3 = 110$.Continuing to decode the rest of the sequence yields $a_1, a_2, 010$. 010 can't be decoded using the available codewords used so far, so we must conclude that sequence can't be a concatenation of the codewords in this case.**Case 2.** WLOG, suppose that a_1 is decoded first. That means $c_1 = 00$. Then suppose that a_3 is decoded next, which means that $c_3 = 101$. The next part of the sequence, 110, can't be decoded by a_1 or a_3 , so then a_2 is decoded next. Then $c_2 = 10$.Continuing to decode the rest of the sequence yields $a_1, a_2, 010$. 010 can't be decoded using the available codewords used so far, so we must conclude that sequence can't be a concatenation of the codewords in this case.**Case 3.** WLOG, suppose that a_3 is decoded first. That means $c_3 = 001$. Then suppose that a_1 is decoded next, which means that $c_1 = 01$. The next part of the sequence, 10, can't be decoded by a_3 or a_1 , so then a_2 is decoded next. Then $c_2 = 10$.Continuing to decode the rest of the sequence yields $a_3, 00$. 00 can't be decoded using the available codewords used so far, so we must conclude that sequence can't be a concatenation of the codewords in this case.

In all possible cases of decode the sequence of bits with a binary prefix code, the sequence can't be a concatenation of the codewords in this case.

 \therefore the statement is **true**. □(b) **Answer:***Claim.* The statement is false.*Proof.* Since the source is uniformly distributed, we have that

$$p_X(a_i) = p_i = \frac{1}{9}, \quad \forall i \in \{1, \dots, 9\}.$$

Then applying Huffman's algorithm to create code \mathcal{C} yields

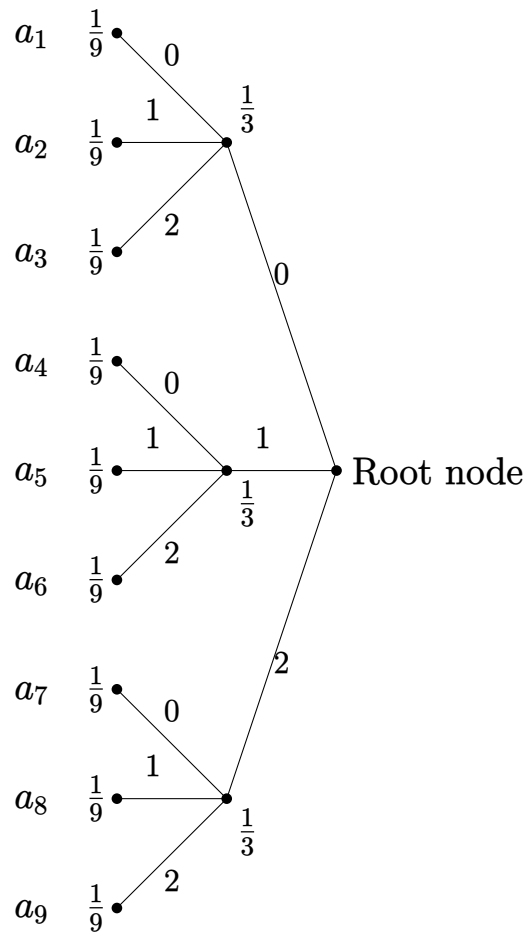
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Figure 1: A Huffman tree used to design the Huffman code

From Figure 1, we can see that the Huffman code is

$$f : \mathcal{X} \rightarrow \{0, 1, 2\}^*$$

$$a_1 \rightarrow 00$$

$$a_2 \rightarrow 01$$

$$a_3 \rightarrow 02$$

$$a_4 \rightarrow 10$$

$$a_5 \rightarrow 11$$

$$a_6 \rightarrow 12$$

$$a_7 \rightarrow 20$$

$$a_8 \rightarrow 21$$

$$a_9 \rightarrow 22.$$

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Hence, the length variance of the first-order Huffman code \mathcal{C} is

$$\begin{aligned}
 \text{Var}(l(\mathcal{C})) &= E[l^2(\mathcal{C})] - E[l(\mathcal{C})]^2 \\
 &= \sum_{i=1}^9 p_i l_i^2 - \left(\sum_{i=1}^9 p_i l_i \right)^2 \\
 &= \sum_{i=1}^9 \frac{1}{9} (2)^2 - \left(\sum_{i=1}^9 \frac{1}{9} (2) \right)^2 \\
 &= 4 - 2^2 \\
 &= 0.
 \end{aligned}$$

\therefore the statement is **false**. □

(c) **Answer:**

Claim. The statement is true.

Proof. Since the source distribution is 2-adic, the binary first-order Shannon code is optimal. If one were to compare its average code rate to the average code rate of a binary first-order Huffman code, which is optimal, they would be the same.

\therefore the statement is **true**. □