



# GREEN UNIVERSITY OF BANGLADESH



## Department of Computer Science & Engineering

# Assignment

Course Code: CSE-205

Course Title: Algorithms

Date of Submission : 01.05.2021

Submitted to:

Name : Jargis Ahmed

Designation : Lecture

Dept : CSE

Green University Of Bangladesh

Submitted by:

Name : Jakirul Islam

ID : 193002101

Section : 193(DC)

Dept. : CSE

Remark

### Ans to the Q. no: 01

Huffman coding works greedy-choice properly. It is true. the algorithm is based on the frequency of the characters appearing in a file. Since, characters which have high frequency have lower length, they take less space and save the space required to store the file.

If I assign less numbers of word for most frequently used symbol. it will save a lot of storage space. If I want to assign 26 unique codes to english alphabet and want to store an english model in term of these code will require less memory if I assign short length codes to most frequently occurring characters.

Given,

Character:	a	c	d	f	m	n
frequency :	7	40	50	5	30	3

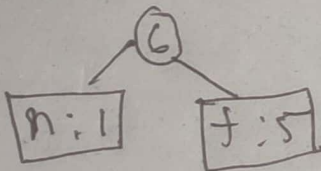
My ID: 193002101

$$x : (193002101 \div 100) = 1$$

n:1	f:5	a:7	m:30	c:40	d:50
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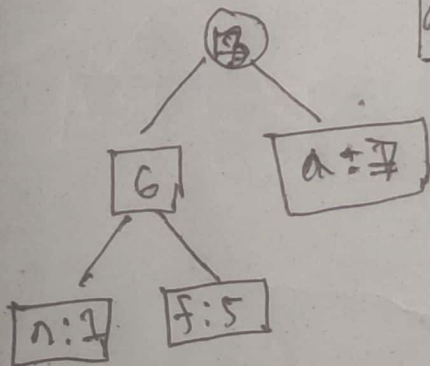
Step-01:

n:1	m:30	c:40	d:50
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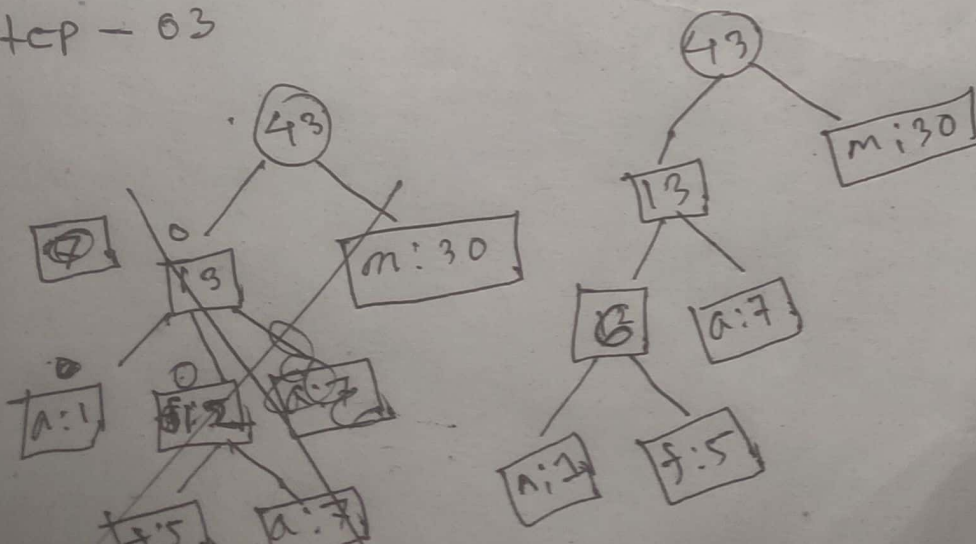
Step-02:

m:30	c:40	d:50
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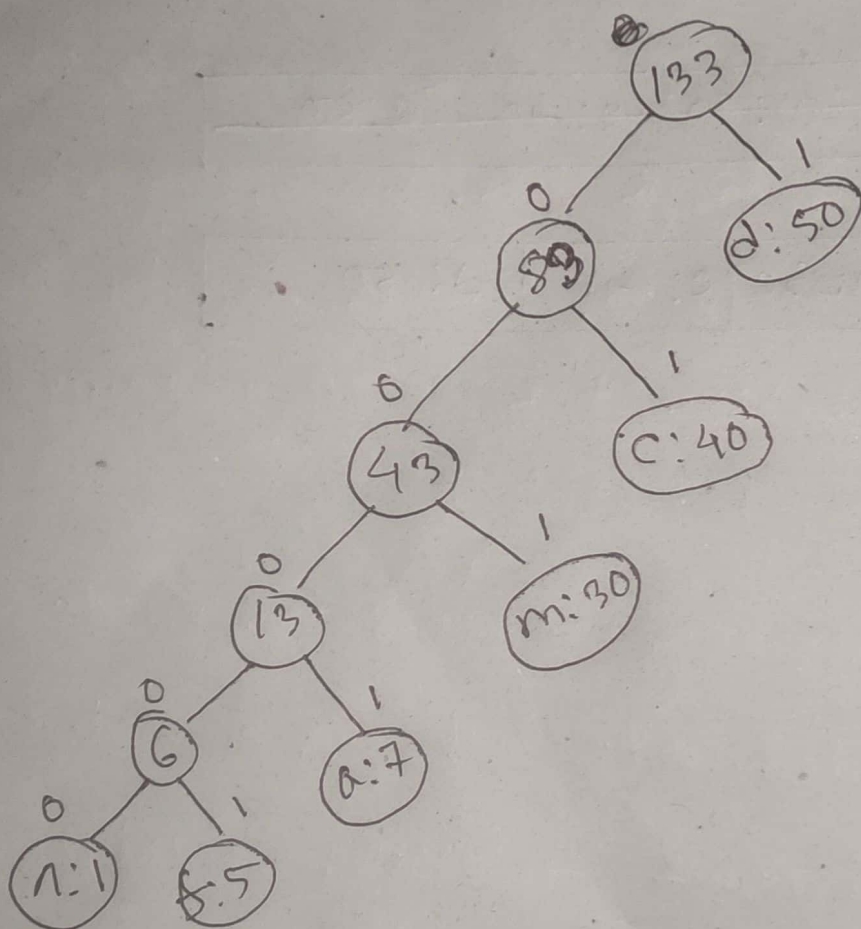
Step - 03

c:40	d:50
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## Step-4



code for each character:

char	freq	code	
a	7	= 0001	$= 7 \times 4 = 28$
c	40	= 001	$= 40 \times 2 = 80$
d	50	= 01	$= 50 \times 1 = 50$
f	5	= 00001	$= 5 \times 5 = 25$
m	30	= 001	$= 30 \times 3 = 90$
n	1	= 000000	$= 1 \times 5 = 5$
			= 20 bits
			= 206 bits

$$\text{now, } (28 + 80 + 50 + 25 + 90 + 5) \times 1000$$

$$= 278,000$$

278,000 bits needed to use Huffman encoding  
compare to a character having 8 bits.