

* ASSIGNMENT 3 *

Q1. Explain Huffman Code in detail. Define minimum variance.

→ The code generated in which codes are prefix codes & are optimum for given model.

Based on two observation:

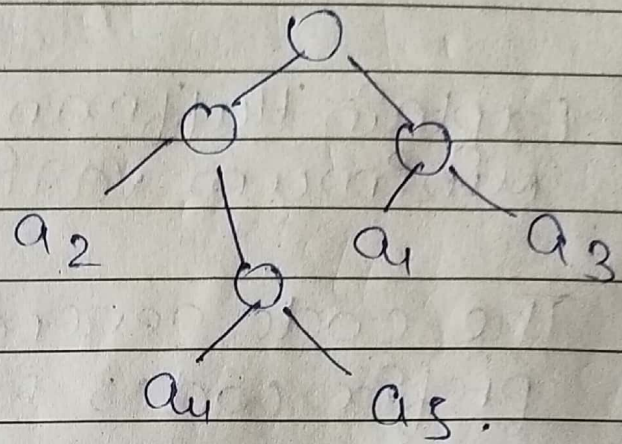
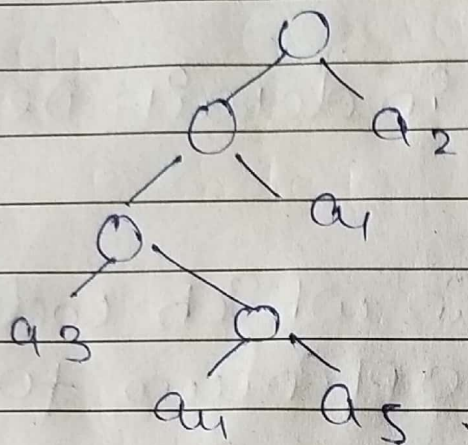
(a) In optimum code, sym that occur more frequently will have shorter codewords than sym that occur less frequently.

(b) two sym that occur least frequently will have same length.

Minimum variance huffman code

→ In this technique first combined word is placed at highest priority rather than lowest

a_1	0.4		a_2	0.4
a_2	0.2		a_4'	0.2
a_3	0.2	→	a_1	0.2
a_4	0.1		a_3	0.2
a_5	0.1			



2. List out rules of Huffman Coding with example of Counts

A 14

B 7

C 5

D 5

E 4

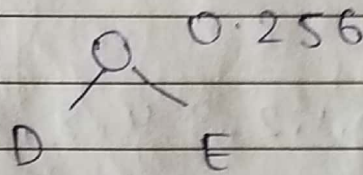
Rules.

(a) In optimum code, sym that occur more frequently will have shorter codeword.

(b) two sym that occur least frequently will have same length codeword.

Total counts = 35.

A 0.4
B 0.2
C 0.142
D 0.142
E 0.114

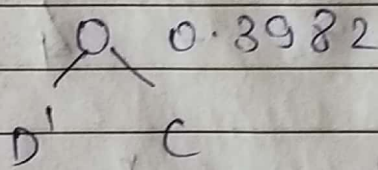


A 0.4

B 0.2

D' 0.256

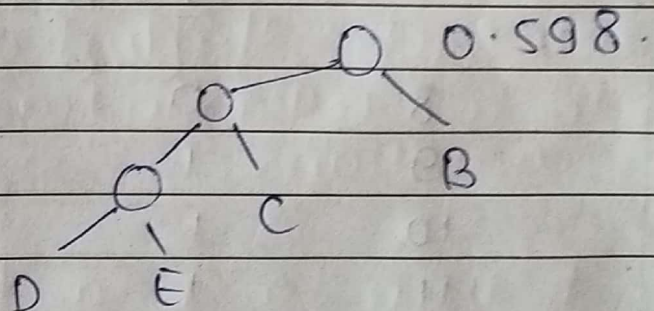
C 0.142



A 0.4

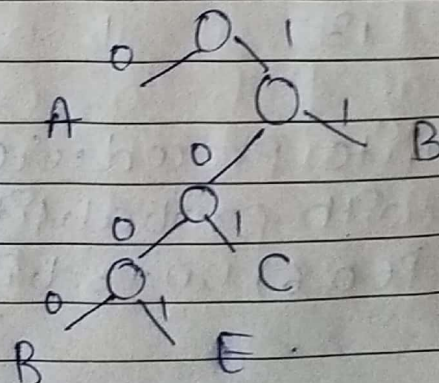
C' 0.3982

B 0.2



A 0.4

B' 0.598



A - 0

B - 11

C - 101

D - 1000

E - 1001

Q4. Generate Golomb code for $m=9$ and $n=8$ to 13.

$$\rightarrow \begin{aligned} \lceil \log 9 \rceil &= 4 \\ \lfloor \log 9 \rfloor &= 3 \end{aligned}$$

For diff code of 9.

$$\begin{aligned} &= 2^{\lceil \log_2 m \rceil} - m \\ &= 2^4 - 9 \\ &= 7 \quad (0, 1, 2, 3, 4, 5, 6) - \underline{3 \text{ bits}} \end{aligned}$$

rest values

$$9 + 2 = \underline{4 \text{ bits}}$$

<u>$m=9$</u>	n	q	r	binary(q) + binary(r) Codeword
	8	0	8	01000
	9	1	0	10000
	10	1	1	10001
	11	1	2	10010
	12	1	3	10011
	13	1	4	10100

Q5. Write procedure to generate TUNSTALL code with probability $P(A)=0.3$ $P(B)=0.1$ $P(0.6)$ $n=3$ bits.

→

A 0.6

B 0.3

C 0.1

Here, A has highest probability
we remove it & add two string

B 0.3

C 0.1

AA 0.36

AB 0.18

AC 0.06

Still it is less than 2^3 codewords
we go on, we get another 2

B 0.3 000

C 0.1 001

AB 0.18 010

AC 0.06 011

AAA 100

AAB 101

AAC 110

→ and we stop here as $7 < 2^3$ and
later on it will increase in next
iteration

Q.6. Explain Burrows-Wheeler Transform algo.

→ It is used for loss less compression.

→ It transform msg in such a way which is more convient for compression.

→ It form cluster of common occuring letters so that you can compare it easily.

Steps. 1. Make list of all rotation / probabilities of given string

2. Sort them

3. Take last column

→ final column is our output.

Eg. Create cyclic shift of original sequence, as there 7 letters in banana\$ there will be 7 permutations.

Step 1.	b	a	n	a	n	a	\$	1
	\$	b	a	n	a	n	a	2
	a	\$	b	a	n	a	n	3
	n	a	\$	b	a	n	a	4
	a	n	a	\$	b	a	n	5
	n	a	n	a	\$	b	a	6
	a	n	a	n	a	\$	b	7

Step 2:

Sort them

\$ b a n a n a	1
a \$ b a n a n	2
a n a \$ b a n	3
a n a n a \$ b	4
b a n a n a \$	5
n a \$ b a n a	6
n a n a \$ b a	7

Output

last column

annb\$aa