

Quiz 4 - Huffman Coding

Due Date February 4
Name **Your Name**
Student ID **Your Student ID**

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1 Instructions

- The solutions **should be typed**, using proper mathematical notation. We cannot accept hand-written solutions. Here's a short intro to \LaTeX .
- You should submit your work through the **class Canvas page** only. Please submit one PDF file, compiled using this \LaTeX template.
- You may not need a full page for your solutions; pagebreaks are there to help Gradescope automatically find where each problem is. Even if you do not attempt every problem, please submit this document with no fewer pages than the blank template (or Gradescope has issues with it).
- You **may not collaborate with other students**. **Copying from any source is an Honor Code violation. Furthermore, all submissions must be in your own words and reflect your understanding of the material.** If there is any confusion about this policy, it is your responsibility to clarify before the due date.
- Posting to **any** service including, but not limited to Chegg, Discord, Reddit, StackExchange, etc., for help on an assignment is a violation of the Honor Code.
- You **must** virtually sign the Honor Code (see Section 2). Failure to do so will result in your assignment not being graded.

2 Honor Code (Make Sure to Virtually Sign)

Problem 1.

- My submission is in my own words and reflects my understanding of the material.
- I have not collaborated with any other person.
- I have not posted to external services including, but not limited to Chegg, Discord, Reddit, StackExchange, etc.
- I have neither copied nor provided others solutions they can copy.

Agreed (signature here).



3 Standard 4- Huffman Coding

3.1 Problem 2

Problem 2. Given an alphabet of 6 symbols: a, b, c, d, e and f, with frequencies 0.4, 0.12, 0.13, 0.2, 0.09 and 0.06 respectively, work out the Huffman codes for the symbols. You need to first show the optimal binary tree you construct, and then write down the corresponding codes.

Answer. Given the frequencies, Huffman coding algorithm constructs the optimal tree as Fig.1.

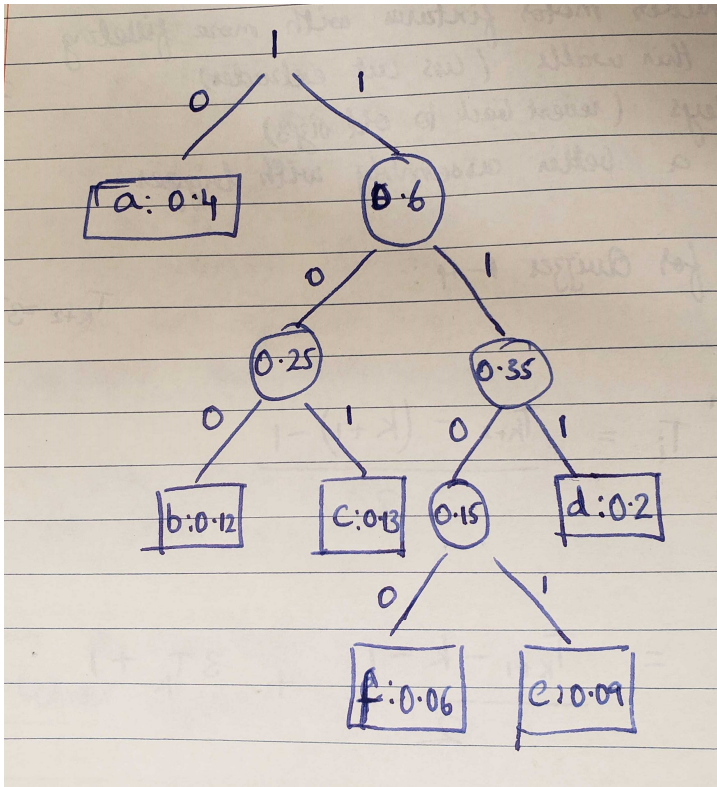


Figure 1: A Huffman Coding Tree.

From the tree, we obtain the following codes to represent symbols.

a : 0
b : 100
c : 101
d : 111
e : 1101
f : 1100

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