Fisha 2 a) 30,10,116 · /E instantaneo , logo pode ser otimo e unicomente des volificavel · 2 + 2 - 2 + 2 - 2 b) 200,116 · Einstantameo · 2 -2+2 = 1 2, logo mão i o timo mas de municamente des codificavel C) 2 00,01,10,1006

Não e imskambineo (10 é prefixo de 100) (log mão é código prefixe) 2-2+2-2+2-3 = 0,875, log mão i otimo, mas poderumicamente descalificavel => =0,875, log mão é otimo, mas pode un unicamente d) 100,01,10,1104 · Einstantameo · 2 -2+2-1+2-2+2-3 des colificer vel 2) 70,10,110,1114 · E insterntêmes · 2-1+2-2+2-3+2-3 = 1, log pode sorotimo e unicamente descolifica-

roll

2,

2.6)

F(0) = 0,  $F(1) = \frac{1}{4}$ ,  $F(2) = \frac{1}{2}$ , F(3) = 0.625, F(4) = 0.6875, F(5) = 0.75, F(6) = 0.78125, F(7) = 0.8125, F(8) = 0.84375, F(9) = 0.875, F(10) = 1

· 1/1 = l + amp x F(0) = 0 u' = l + amp x F(1) = 1/4

12 = l'+amp(xF(1) = \frac{1}{4} \frac{1}{4} = 1/6

12 = l'+amp(xF(2) = \frac{1}{4} \frac{1}{2} = 1/8

 $l^{3} = l^{2} + amp^{2} \times F(2) = \frac{3}{32}$   $l^{3} = l^{2} + amp^{2} \times F(3) = \frac{13}{128}$ 

 $l' = l^{3} + amp^{3} \times F(9) = \frac{3}{32} + \frac{1}{128} \times 0.875 = 0.10058$   $l' = l^{3} + amp^{3} \times F(10) = \frac{3}{32} + \frac{1}{128} \times 1 = 0.10156$   $Taq = \frac{l^{4} + l^{4}}{2} = 0.101$ 

3. Seq=1112 l=0, u=1

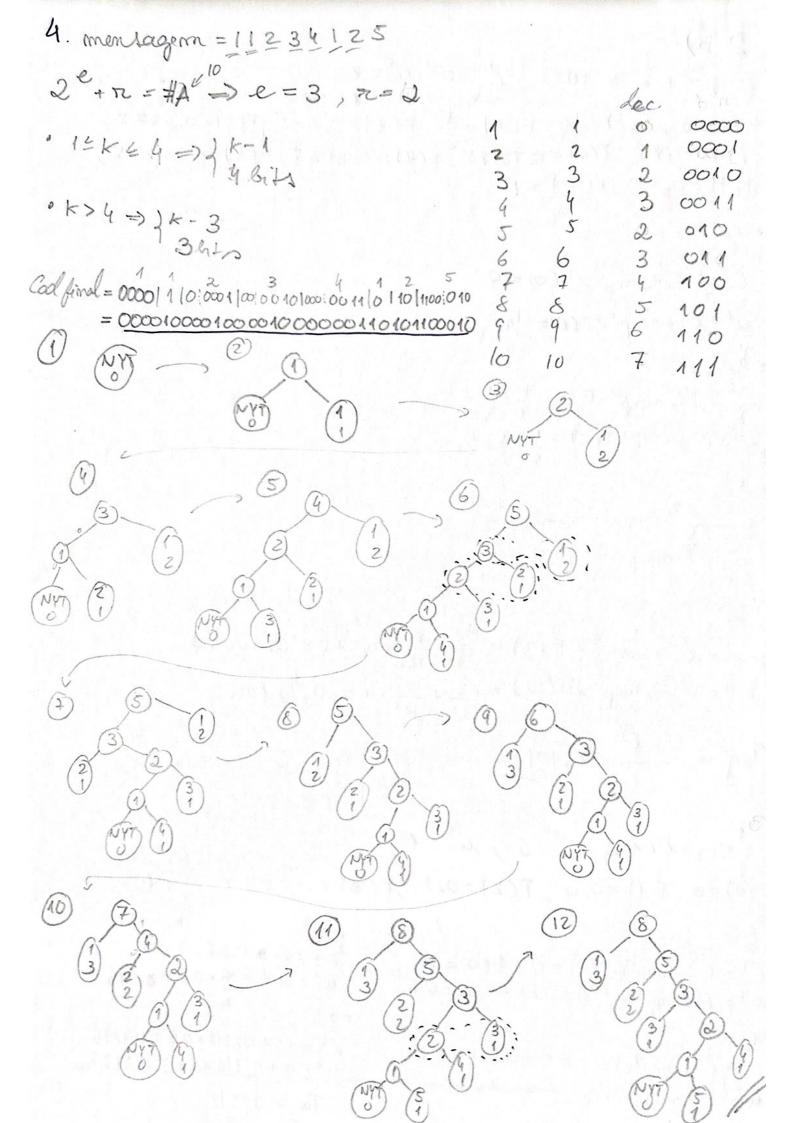
F(0)=0, F(1)=0,6, F(2)=0.8, F(3)=0.95, F(4)=1

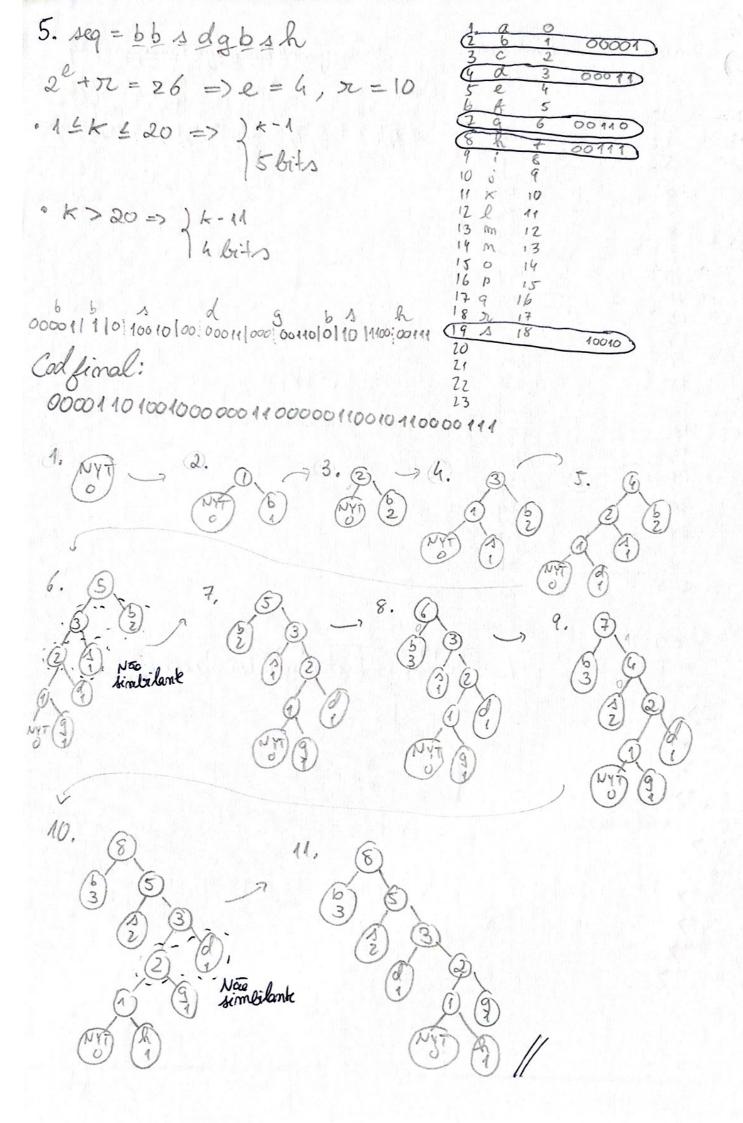
 $\ell' = \ell' + amp' \times F(0) = 0 + 1 \times 0 = 0$   $\ell' = \ell' + amp' \times F(1) = 0 + 1 \times 0.6 = 0.6$   $\ell' = \ell' + amp' \times F(1) = 0 + 1 \times 0.6 = 0.6$ 

 $l^{2} = l^{1} + amp^{0} \times F(0) = 0 + 0.6 \times 0 = 0$   $u^{2} = l^{1} + amp^{1} \times F(1) = 0 + 0.6 \times 0.6 = 0.36$ 

13=0+0.36×0=0 13=0+0.36×0.6=0.216

2/2  $24 = 0 + 0.216 \times 0.6 = 0.1296$   $4 = 0 + 0.216 \times 0.8 = 0.1728$  100 = 0.1512





2,1,4,4,1,5,7,3,6,4,13,5,13,7,9,11,15,6,5

1	b
3	#
5	
4	ス
2	9
6	ba
7	ar
8	nn
9	па
10	ay
11	ya
12	ar#
13	#6
14	bar
12	ル井
16	#69
17	9#
18	#ba
19	avi
20	nay
21	yar
22	JU# 6
23	bay
	J

b) #SB = 30 #LAB = 15

barrayart barthut barrayart bay

(0,0,"a") (0,0,"a") (0,0,"s") (1,1,"a") (1,1,"a") (0,0,"y") (5,2,"#") (9,3,"#") (4,1,"y") (7,4,"y") (16,7,"y") EOF

Strategicals.

```
a
              20,07
              20,6>
2
              20,#>
              20,27
     TU
              20,93
5
             <2,a>
    ba
              24,27
    200
              <1/9>
     ay
    ar
              (1,72)
   #6
               (3,6)
               (9,#>
 11 ar#
 12 64
                <2,4>
 13 #ba
                <10,0>
   ma
                (7,a)
15 ya
                 (5, 9>
 16 n#
                (4,#)
 17 bay
                <6,4><5, E0F>
   (g, EOF)
```

a) F. Depende do com texto. O código de Huffman pode ser mais eficiente para dados com distribuiços de probabilidade pem definidas e fixas

F. 01777 precipamente capture padrocs

V. Nenhuma dos antuiores

b) F. 
$$2^{-1}+2^{-2}+2^{-3}=0,5+0.25+0.125=0.875 \neq 1$$
  
F.  $01$  i prefixe de  $011$   
F.  $2^{-1}+2^{-2}+2^{-3}=0.875 \leq 1 \Rightarrow \text{Roole Nu} \Rightarrow 01$   
V. Numburma

1) Note tunic. doc.