



Faculty of Engineering & Technology
Electrical & Computer Engineering Department

ENEE5304

Projects Report

Prepared by : Tareq Shannak

ID Number : 1181404

Instructor : Dr. Wael Hashlamoun

Section : 1

Date : 8 December 2021

Table of Contents

1. Project One – Huffman Coding	III
1.1. Introduction.....	III
1.2. Theoretical Background	III
1.3. Results	IV
1.4. Conclusions.....	IV
1.5. References.....	IV
2. Project Two – Lempel-Ziv Encoding of Binary Data	V
2.1. Introduction.....	V
2.2. Theoretical Background	V
2.3. Results	VI
2.4. Conclusions.....	VII
2.5. References.....	VII
3. Appendix	VIII
3.1. Appendix ¹	VIII
3.2. Appendix ²	IX

1. Project One – Huffman Coding

1.1. Introduction

In this project, we will implement a program that encode a story in word document using Huffman code and shows us a summary for the encoding process by printing the average number of bits per code-word, the entropy, percentage of compression and probabilities, code-word lengths of certain characters.

1.2. Theoretical Background

Huffman coding depends on the probabilities of each symbol in the message that sender sends to the receiver. After the frequencies have been calculated, the symbols will ordered descending according to the frequencies in the sort stage. The two symbols with least frequencies will be merged, their frequencies will be added and each branch will have a different binary digit. The process will repeat until there is no symbols to merge, the code-word for each symbol is the binary digits on the branches from the last node we merged back to the original symbol.

The basic idea in Huffman coding is to use fewer bits for more frequently occurring characters and used for lossless data compression.

1.3. Results

The code is in [appendix¹](#). The output shows the average number bits for each symbol, the entropy, number of bits in ASCII coding, number of bits in Huffman coding, percentage of compression and the code-words of certain characters. The code has some commented commands that prints things may ensure that the code is correctly works.

```
Average = 4.229 Bits/Character
Entropy = 4.189 Bits/Character
For ASCII coding, # of bits = 138152
For Huffman coding, # of bits = 331
Percentage of Compression = 0.24%
Symbol Probability Length Of Codeword Codeword
'A' 0.068 4 0101
'B' 0.013 6 101110
'C' 0.015 6 011010
'D' 0.038 5 00111
'E' 0.095 4 0000
'F' 0.017 6 010011
'G' 0.018 6 010010
'H' 0.053 4 1010
' ' 0.188 2 11
'.' 0.009 7 0011010

Process finished with exit code 0
```

1.4. Conclusions

We can notice that the average number of bits for each symbol is too close to the entropy and the huge difference between ASCII coding and Huffman coding. The code-words have different lengths according to the frequencies for each symbol, the most probability symbol to be in the message the least bits to represent. Also, the codes are prefix-free so the code is instantaneously decodable.

1.5. References

- https://en.wikipedia.org/wiki/Huffman_coding
- https://www.youtube.com/watch?v=0kNXhFIEd_w

2. Project Two – Lempel-Ziv Encoding of Binary Data

2.1. Introduction

In this project, we will implement a program that generates a random sequence of binary data such that the probability of 1s is 95% and parses the data using LZ encoding and assign a number to each phrase. The program should outputs a table that shows the size of encoded sequence, compression ratio and number of bits per code-word for different sequence lengths.

2.2. Theoretical Background

The idea of the compression algorithm is as the input data is being processed, a dictionary keeps a correspondence between the longest encountered words and a list of code values. The words are replaced by their corresponding codes and so the input file is compressed. Therefore, the efficiency of the algorithm increases as the number of long, repetitive words in the input data increases.

First, a dictionary is initialized to contain the phrases. The algorithm scans the input string and find the longest section that does not exist in the dictionary and move it from the input string to the dictionary, it will have an index. After all input string scanned, we can calculate the number of bits to represent each phrase. The phrases that consist of an old phrase and an additional bit will represent by the index of the old phrase and the additional bit, so it will compress the data and the compression will increase as long as the input string becomes bigger.

3. Appendix

3.1. Appendix¹

```
import math

import docx2txt

codes = dict()

class Character:
    def __init__(self, symbol, probability: int, left=None, right=None):
        self.symbol = symbol
        self.probability = probability
        self.left = left
        self.right = right
        self.code = ''

def calculate_code(char, value=''):
    temp = value + str(char.code)

    if char.left:
        calculate_code(char.left, temp)
    if char.right:
        calculate_code(char.right, temp)

    if not char.left and not char.right:
        codes[char.symbol] = temp

    return codes

def output_encoded(data, coding):
    encoding_output = []
    for c in data:
        # print(coding[c], end='')
        encoding_output.append(coding[c])
    string = ''.join([str(item) for item in encoding_output])
    return string

def encoding(symbols_list, frequency):
    nodes = []
    for element in symbols_list:
        nodes.append(Character(element, int(frequency[symbols_list.index(element)])))

    # for node in nodes:
    #     if node.symbol == '\n':
    #         print("\n\n" + str(node.probability))
    #     else:
    #         print("'" + node.symbol + "' " + str(node.probability))

    while len(nodes) > 1:
        nodes = sorted(nodes, key=lambda x: x.probability)

        right = nodes[0]
        left = nodes[1]

        left.code = 0
        right.code = 1

        new_node = Character(left.symbol + right.symbol, left.probability + right.probability,
                             left, right)

        nodes.remove(left)
        nodes.remove(right)
        nodes.append(new_node)
```



```

huffman_encoding = calculate_code(nodes[0])
# print(huffman encoding)
return output_encoded(symbols_list, huffman_encoding)

my_text = docx2txt.process("Shooting+an+elephant+by+George+Orwell+recovered.docx")
# print(my_text)
list_of_symbols = []
count = []
sum_of_characters = 0
for i in my_text:
    sum_of_characters += 1
    if i.upper() not in list_of_symbols:
        list_of_symbols.append(i.upper())
        count.append(1)
    else:
        count[list_of_symbols.index(i.upper())] += 1
ascii_bits = sum_of_characters * 8
average = 0
entropy = 0
encoded_output = encoding(list_of_symbols, count)

for j in list_of_symbols:
    p = count[list_of_symbols.index(j)] / sum_of_characters
    average += p * len(codes[j])
    entropy += - p * math.log(p, 2)

print("\nAverage = " + str(round(average, 3)) + " Bits/Character")
print("Entropy = " + str(round(entropy, 3)) + " Bits/Character")
# print(len(list_of_symbols))

print("For ASCII coding, # of bits = " + str(ascii_bits))
huffman_bits = 0
for i in encoded_output:
    huffman_bits += 1
print("For Huffman coding, # of bits = " + str(huffman_bits))

print("Percentage of Compression = " + str(round((huffman_bits / ascii_bits) * 100, 3)) + "%")

print("Symbol\tProbability\tLength Of Codeword\tCodeword")
list_selected_symbols = ['A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J', '.']
for j in list_selected_symbols:
    p = count[list_of_symbols.index(j)] / sum_of_characters
    print("'" + j + "'\t\t\t" + str(round(p, 3)) + "\t\t\t" + str(len(codes[j])) + "\t\t\t" +
codes[j])

```

3.2. Appendix²

```

import math
import random

def generate_sequence(limit):
    string = ''
    for i in range(0, limit):
        x = random.random() * 100
        if x < 95:
            string = string + '1'
        else:
            string = string + '0'
    return string

def parse_data(sequence):
    k = 1
    temp = ''
    for i in sequence:
        if temp in lz_dict.values() or temp == '':

```

```

        temp = temp + i
        continue
    lz_dict[k] = temp
    k += 1
    temp = i

def find_phrases(num_of_bits):
    temp = {}
    for present_value in lz_dict.values():
        if len(present_value) == 1:
            temp[present_value] = '0'.rjust(num_of_bits, '0') + present_value[0]
        else:
            for past_key, past_value in lz_dict.items():
                if present_value[:len(present_value) - 1] == past_value:
                    temp[present_value] = str(bin(past_key).replace("0b", "")).rjust(num_of_bits,
'0') \
                                + present_value[len(present_value) - 1]

    return temp

summary_output = "*****\n\tN\t\tNb\t\tNb/N\t# of
bits/codeword\n"
# print("\tN\t\tNb\t\tNb/N\t# of bits per codeword")
for N in [100, 500, 1000, 1500, 2000, 2500, 3000, 5000, 10000, 20000]:
    print("\nN = " + str(N))
    lz_dict = {}
    seq = generate_sequence(N)
    parse_data(seq)
    bits = math.ceil(math.log2(len(lz_dict.items()))) + 1

    # print(lz_dict)
    codewords = find_phrases(bits)
    # print(codewords)
    print("Original Sequence: " + seq)
    encoded_sequence = ''.join([str(item) for item in codewords.values()])
    print("Encoded Sequence: " + encoded_sequence + "\n")
    if N == 100:
        print("Dictionary Location\t\tDictionary Contents\t\tCodeword")
        for key, value in lz_dict.items():
            print("\t" + str(key).rjust(3) + " " + str(bin(key).replace("0b", "")).rjust(bits -
1, '0') + "\t\t"
                + str(value).rjust(15) + "\t\t\t\t" + codewords[value][:len(codewords[value]) -
1] + " "
                + codewords[value][len(codewords[value]) - 1])

        summary_output += str(N).rjust(5) + "\t" + str(len(encoded_sequence)).rjust(5) + "\t\t" +
str(
            round((len(encoded_sequence) / N) * 100, 2)).rjust(5) + "%\t\t\t" + str(bits) + "\n"
    print(summary_output)

```