

ECE401/8001
VISUAL SIGNAL PROCESSING
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Prof.: Dr. Zhihai (Henry) He

Project
Phase I: Huffman Coding
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Luis M Vicente
Student number: 945-995
E-mail: lmvy8c@mizzou.edu

Purpose

Design a Huffman code with Matlab or C.

Procedure

Step 1: Write a function to find the probability of English characters a-z, A-Z, etc... in the article "state.txt"

Step 2: Construct the Huffman code word table.

Step 3: Compute the average length

Step 1: (approach of the Problem)

First of all I have to read the "state.txt" file into Matlab. (Using *fopen* and *fscanf*).

The whole training text is stored in a string variable I named *sffile*. The number of characters is stored in a variable named *N*. In this particular file there are **45592** symbols.

Next, we have to count the symbols, and what is their frequency in the training text to find the probability distribution.

Before counting the symbols, I have to create an alphabet. I created an alphabet inside the function *enumsymbols()* where I stored all characters in a string vector. I included the "special" characters inside a symbol called '\$' that accounts for all special symbols. The total number of symbols in my alphabet is 96.

Originally I used a "for loop" with a "switch" statement to find all symbols and their occurrence. However, I found a problem reading special characters as new line etc.

Trying to optimize the code, I used the function *findstr* along with the function *length* to find the occurrence of each symbol. I had the same problem counting the special characters. Therefore as per Dr. He recommendation, all unknown symbols were assigned to a special character '\$'. I implemented function *countoccurrence(s,Nsym,sffile)*; to count all symbols. The occurrence and the relative frequency (we will use this number as the probability) is shown in the appropriate columns of Table 1.

I found that state.txt does not have all the 96 symbols from the alphabet created; therefore the occurrence, and hence, probability of some symbols is zero, leading the length to

"infinite" if we use the Shannon formula $l_i = \left\lceil \log_2 \frac{1}{p_i} \right\rceil$. One form of dealing with this

problem is to add at least one character to the training text. However I do not know what would be the optimization of doing this. I will investigate this at the end of my project.

order	symbol	Occur.	Rel. Freq (prob)	order	symbol	Occur.	Rel. Freq (prob)
1	a	2817	0.0618	49	W	42	0.0009
2	b	374	0.0082	50	X	1	2.2e-005
3	c	1121	0.0246	51	Y	19	0.0004
4	d	1364	0.0299	52	Z	0	0
5	e	4498	0.0987	53	Space	7561	0.1658
6	f	761	0.0167	54	.	519	0.0114
7	g	728	0.016	55	,	456	0.01
8	h	1575	0.0345	56	/	2	4.4e-005
9	i	2645	0.058	57	<	0	0
10	j	23	0.0005	58	>	0	0
11	k	180	0.0039	59	?	9	0.0002
12	l	1406	0.0308	60	:	10	0.0002
13	m	913	0.02	61	'	53	0.0012
14	n	2725	0.0598	62	:	37	0.0008
15	o	2788	0.0612	63	"	83	0.0018
16	p	709	0.0156	64	[61	0.0013
17	q	55	0.0012	65]	61	0.0013
18	r	2388	0.0524	66	{	0	0
19	s	2390	0.0524	67	}	0	0
20	t	3158	0.0693	68	\	0	0
21	u	943	0.0207	69		0	0
22	v	384	0.0084	70	!	4	0.0001
23	w	606	0.0133	71	@	0	0
24	x	59	0.0013	72	#	0	0
25	y	515	0.0113	73	\$	2	4.4e-005
26	z	33	0.0007	74	%	0	0
27	A	168	0.0037	75	^	0	0
28	B	28	0.0006	76	&	0	0
29	C	36	0.0008	77	*	2	4.4e-005
30	D	28	0.0006	78	(2	4.4e-005
31	E	17	0.0004	79)	2	4.4e-005
32	F	18	0.0004	80	-	31	0.0007
33	G	16	0.0004	81	=	0	0
34	H	51	0.0011	82	_	0	0
35	I	139	0.003	83	+	0	0
36	J	7	0.0002	84	`	0	0
37	K	11	0.0002	85	~	0	0
38	L	9	0.0002	86	0	72	0.0016
39	M	27	0.0006	87	1	35	0.0008
40	N	44	0.001	88	2	16	0.0004
41	O	27	0.0006	89	3	7	0.0002
42	P	39	0.0009	90	4	7	0.0002
43	Q	10	0.0002	91	5	11	0.0002
44	R	15	0.0003	92	6	6	0.0001
45	S	108	0.0024	93	7	2	4.4e-005
46	T	101	0.0022	94	8	4	0.0001
47	U	35	0.0008	95	9	17	0.0004
48	V	3	0.0001	96	Schar	363	0.008

Table 1: Symbol Table, with occurrences and relative frequency

With this table, and the function in Appendix 1, **step 1** of the project is concluded.

Step 2 and 3: (Huffman Algorithm – average length)

The proposed Huffman algorithm works as follows: from top to bottom we search for the two minimum symbols with less probability. We mark those symbols as counted and create a new super symbol with both symbols and probability the sum of the

probabilities. Then repeat the process until completion of the unmarked symbols. If there are 5 symbols we have to do 4 comparisons.

Example:

symbols	prob
a	.25
b	.25
c	.20
d	.15
e	.15

Table 2: example Symbol Table, with probabilities

The algorithm finds **d** and then finds **e**. Assigns 0 to d and 1 to e
 Then, update the symbol table with a super symbol with probability the sum of the probabilities of the found symbols. In order to make the algorithm work, I set the probabilities of the found symbols an impossible number (like 2) in order to be larger than the maximum probability (this is a way of marking them as counted).

symbols	prob	Code
a	.25	
b	.25	
c	.20	
d	2	0
e	2	1
de	.30	

Table 3: example Symbol Table, with probabilities and code

Now it repeats itself. At the second round we find **c** and **a**. Assigns 0 to c and 1 to a

symbols	prob	Code
a	2	1
b	.25	
c	2	0
d	2	0
e	2	1
de	.30	
ca	.45	

Table 4: example Symbol Table, with probabilities and code

At the third round it finds **b** and **de**. Assigns 0 to b and 1 to both d and e.

symbols	prob	Code
a	2	1
b	2	0
c	2	0
d	2	10
e	2	11
de	2	
ca	.45	
bde	.55	

Table 5: example Symbol Table, with probabilities and code

At the last round (N-1), it finds **ca** and **bde**. Assigns 0 to c and a and 1 to b, d and e

symbols	prob	Code
a	2	01
b	2	10
c	2	00
d	2	110
e	2	111
de	2	
ca	2	
bde	2	
cabde	1	

Table 6: example Symbol Table, with probabilities and code

The final code is shown next:

symbols	code
a	01
b	10
c	00
d	110
e	111

Table 7: Huffman code for this example.

I coded this algorithm, and came out with the Huffman code. The Matlab code it is written in Appendix 1 (look for fhuffman function). The Huffman code for this project is written in Table 8. The hexadecimal representation of each codeword is displayed in Appendix 1.

Observations: Analyzing the code, I found that the maximum length is 21. It seems is a pretty big number for just 96 symbols. Let's find the average length or bit rate, defined as the summation of the product of the probability of a symbol with the length of the code for that symbol.

$$L = \sum_{i=1}^N p_i l_i = 4.4563 \text{ (Step 3)}$$

This seems ok with me, since if we look in Table 8, the symbols with more occurrences (space, e) have code length of 3. Other frequent symbols (a, i, n, o etc) have length of 4. The symbols with less frequency (c, f) have lengths of 5 and 6. Finally, symbols that do not appear (frequency 0) have lengths of 20 and 21.

I added to the training file the missing characters (Z, <, >, {, }, \, |, @, #, ^, &, =, _, +, `, ~), to see if we improved the efficiency and I found that in this case even when the maximum length reduces from 21 to 16; the bit rate or average length raises from 4.4563 to 4.4607. Therefore I think there is not optimization in adding the missing symbols to the training file.

order	symbol	Occur.	Huffman Code.	length	order	symbol	Occur.	Huffman Code.	length
1	a	2817	'1001'	4	49	W	42	'0110001011'	10
2	b	374	'1011000'	7	50	X	1	'1101110101000001'	16
3	c	1121	'00100'	5	51	Y	19	'01100010001'	11
4	d	1364	'01101'	5	52	Z	0	'110111010100000011110'	21
5	e	4498	'000'	3	53	Space	7561	'111'	3
6	f	761	'101101'	6	54	.	519	'001010'	6
7	g	728	'101011'	6	55	,	456	'1101001'	7
8	h	1575	'10111'	5	56	/	2	'110111010100001'	15
9	i	2645	'0101'	4	57	<	0	'110111010100000011111'	21
10	j	23	'10101000110'	11	58	>	0	'11011101010000000000'	20
11	k	180	'10101001'	8	59	?	9	'011000100001'	12
12	l	1406	'10100'	5	60	;	10	'011000101010'	12
13	m	913	'110101'	6	61	'	53	'1101000011'	10
14	n	2725	'0111'	4	62	:	37	'0110000111'	10
15	o	2788	'1000'	4	63	"	83	'101010000'	9
16	p	709	'011001'	6	64	[61	'1101110011'	10
17	q	55	'1101000111'	10	65]	61	'1101110100'	10
18	r	2388	'0011'	4	66	{	0	'11011101010000000001'	20
19	s	2390	'0100'	4	67	}	0	'11011101010000000010'	20
20	t	3158	'1100'	4	68	\	0	'11011101010000000011'	20
21	u	943	'110110'	6	69		0	'11011101010000000100'	20
22	v	384	'1011001'	7	70	!	4	'110111010100001'	14
23	w	606	'001011'	6	71	@	0	'11011101010000000101'	20
24	x	59	'1101110001'	10	72	#	0	'11011101010000000110'	20
25	y	515	'1101111'	7	73	\$	2	'110111010100110'	15
26	z	33	'11011101011'	11	74	%	0	'11011101010000000111'	20
27	A	168	'01100011'	8	75	^	0	'11011101010000001000'	20
28	B	28	'11011100000'	11	76	&	0	'11011101010000001001'	20
29	C	36	'0110000110'	10	77	*	2	'110111010100111'	15
30	D	28	'11011100001'	11	78	(2	'01100010100000'	14
31	E	17	'110111011001'	12	79)	2	'01100010100001'	14
32	F	18	'110111011111'	12	80	-	31	'11011100101'	11
33	G	16	'110111010101'	12	81	=	0	'11011101010000001010'	20
34	H	51	'1101000010'	10	82	_	0	'11011101010000001011'	20
35	I	139	'01100000'	8	83	+	0	'11011101010000001100'	20
36	J	7	'1010100011111'	13	84	`	0	'11011101010000001101'	20
37	K	11	'011000101011'	12	85	~	0	'11011101010000001110'	20
38	L	9	'011000100000'	12	86	0	72	'011000010'	9
39	M	27	'11010001100'	11	87	1	35	'11011101110'	11
40	N	44	'1010100010'	10	88	2	16	'110111011000'	12
41	O	27	'11010001101'	11	89	3	7	'1101110010000'	13
42	P	39	'0110001001'	10	90	4	7	'1101110010001'	13
43	Q	10	'011000101001'	12	91	5	11	'101010001110'	12
44	R	15	'110111001001'	12	92	6	6	'1010100011110'	13
45	S	108	'110100010'	9	93	7	2	'01100010100010'	14
46	T	101	'110100000'	9	94	8	4	'11011101010010'	14
47	U	35	'11011101101'	11	95	9	17	'110111011110'	12
48	V	3	'01100010100011'	14	96	Schar	363	'1010101'	7

Table 8: Huffman code for the project showing the codeword and the length of each codeword.

APPENDIX 1

This is the Matlab program I wrote for this project.

It consists of several functions I will summarize here:

`main()` is the main function, it calls the other functions and perform the display and final computations.

`readfile()` this function read the characters of the training text file

`enumsymbols()` this function creates the dictionary of symbols

`countocurrence(s,Nsym,sffile)` this function counts the symbols from the training file and gives how many symbols of the dictionary are in the file.

`fhuffman(st,p)` this function performs the Huffman algorithm

```
%mreadf05 (The last number is the version of this code)
%read all characters in a file, perform the Huffman code and display
%Created 2/3/2005 by Luis M Vicente SN: 945-995
%Deficiencies in version 04: I am going to do a new version because I want
%to read the special characters in a supper symbol. I can not use n(i) =
%length(findstr(sffile,s(i))); because it does not account for unknown
%symbols. I will use a switch statement or something else and all unknwon
%characters will be stored in a special character symbol
%Creating version mreadf05

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function []=main()
clc      %clear screen
close all %close all figures
clear all %cean workspace
disp(['START OF MAIN %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%']);

%Function Read file and store it in array sffile. N is the # of characters
[sffile,N] = readfile();

%Function to create a look up table of all symbols
[s,Nsym]=enumsymbols();

%Function to count the occurrence of each symbol in the training set
%store it in a vector that is sincronized with the symbol vector
n = countocurrence(s,Nsym,sffile);

nt=n'; %column vector
st=s'; %column vector

%Find the probabilities
p = nt/N;

%This is just to display the symbol table, the occurrence, and the
%probability
mcell=cell(length(st),2);
mcell(:,1)=cellstr(st);
mcell(:,2)=num2cell(nt);
mcell(:,3)=num2cell(p);

%Display symbol, occurrence and probability
disp(' ');
disp(' Symbol, [Occurrence], [Probability]');
mcell

disp('End of Step 1 of the project. ');
disp('...To continue with Step 2, please press "Enter"');
pause

%Step 2 Function to create Huffmann code
```

```
[codem] = fhuffman(st,p);

%Adding the code to display later
mcell(:,4)=codem(:,2);

%sum of all probabilities, =1??
disp(' ');
disp(['Sum of all probabilities : ', num2str(sum(p,1))]);

%computing the length of each symbol
for i=1:Nsym
    len(i,1) = length(char(codem(i,2)));
end

%Display symbol, occurrence, probability, codeword and length
disp(' ');
disp(' Symbol, [Occurrence], [Probability] [codeword] [hex] [length]');

mcell(:,5)=cellstr(dec2hex(bin2dec(char(mcell(:,4)))));
mcell(:,6)=num2cell(len)

%Bit rate or Average Length
Lengthaverage = sum(p.*len ,1);
disp(['Bit rate or Average Length : ', num2str(Lengthaverage)]);

%Max length
maxlength = max(len);
disp(['Max codeword Length : ', num2str(maxlength)]);

%Lets find how many words have length of 16 15 14 etc.
for i=1:maxlength
    maxl(i,1)=0;
    for j=1:Nsym
        if len(j)==i
            maxl(i,1)=maxl(i,1)+1;
        end
    end
end
end

%Take out the semicolon if you want to display how many words have lengths
%of 1 2 3 up to max length
maxl;

%This is a checkup to see if the characters read are the same as the
%total characters in the training file
if sum(n,2) ~= N
    disp('Error counting characters in this file');
else
    disp(['Characters read: ', num2str(N)]);
end

disp(['END OF MAIN %%%%%%%%%%%']);

%%%%%%%%%%
function [sfile,N] = readfile()
%Read the Training set,
%OUTPUT: sfile (string) containing all symbols read and N (integer)
%with number of characters read in

%Filename
strf = 'state.txt';

%Open the file
fid = fopen(strf);
if(fid ~= -1)
    disp(['File ',strf,' succesfully opened']);
else
    disp(['ERROR OPENING FILE ',strf]);
return
```



```
end

%Read text from file and count characters
[sffile,N] = fscanf(fid,'%c');

%closing the file
if(fclose(fid)==0)
    disp(['File ',strf,' succesfully closed']);
else
    disp(['ERROR CLOSING File ',strf]);
end

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [s,Nsym]=enumsymbols()
%Enumeration of symbols/ Creation of the alphabet
%OUTPUT: s (is a cell of strings) and Nsym (integer) the number of
%symbols in the alphabet

%to save space I wrote them in the way it is shown.
%Orthodox programmers forgive me!!
s(1) = {'a'};s(2) = {'b'};s(3) = {'c'};s(4) = {'d'};
s(5) = {'e'};s(6) = {'f'};s(7) = {'g'};s(8) = {'h'};
s(9) = {'i'};s(10) = {'j'};s(11) = {'k'};s(12) = {'l'};
s(13) = {'m'};s(14) = {'n'};s(15) = {'o'};s(16) = {'p'};
s(17) = {'q'};s(18) = {'r'};s(19) = {'s'};s(20) = {'t'};
s(21) = {'u'};s(22) = {'v'};s(23) = {'w'};s(24) = {'x'};
s(25) = {'y'};s(26) = {'z'};s(27) = {'A'};s(28) = {'B'};
s(29) = {'C'};s(30) = {'D'};s(31) = {'E'};s(32) = {'F'};
s(33) = {'G'};s(34) = {'H'};s(35) = {'I'};s(36) = {'J'};
s(37) = {'K'};s(38) = {'L'};s(39) = {'M'};s(40) = {'N'};
s(41) = {'O'};s(42) = {'P'};s(43) = {'Q'};s(44) = {'R'};
s(45) = {'S'};s(46) = {'T'};s(47) = {'U'};s(48) = {'V'};
s(49) = {'W'};s(50) = {'X'};s(51) = {'Y'};s(52) = {'Z'};
s(53) = {' '}; %Space character
s(54) = {'.'};s(55) = {','};s(56) = {'/'};s(57) = {'<'};
s(58) = {'>'};s(59) = {'?'};s(60) = {';'};s(61) = {'"'};
s(62) = {':'};s(63) = {'"'};s(64) = {'['};s(65) = {']'};
s(66) = {'{'};s(67) = {'}'};s(68) = {'\'};s(69) = {'|'};
s(70) = {'!'};s(71) = {'@'};s(72) = {'#'};s(73) = {'$'};
s(74) = {'%'};s(75) = {'^'};s(76) = {'&'};s(77) = {'*'};
s(78) = {'('};s(79) = {')'};s(80) = {'-'};s(81) = {'='};
s(82) = {'_'};s(83) = {'+'};s(84) = {'~'};s(85) = {'~'};
s(86) = {'0'};s(87) = {'1'};s(88) = {'2'};s(89) = {'3'};
s(90) = {'4'};s(91) = {'5'};s(92) = {'6'};s(93) = {'7'};
s(94) = {'8'};s(95) = {'9'};
s(96) = {'$'}; %This accounts for all special characters

%For the near future, to add new characters to the alphabet
% s(96) = (char(10)); %New Line?
% s(97) = (char(13)); %New Line?
% s(98) = (char(151)); %Strange square

Nsym = length(s);

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
function [n] = countoccurrence(s,Nsym,sffile)
%function [n] = countoccurrence(s,Nsym,sffile)
%Count the occurrence of each symbol in the training set except the special
%character symbol
%store it in a vector that is sincronized with the symbol vector
%INPUTS: s (cell of characters - symbols), Nsym ( integer - number of
%symbols), sffile (char array - text having the symbols to count)
%OUTPUT: n (array of integers -Count of each symbol indexed)
for i=1:Nsym-1
    %Count the known symbols
    n(i) = length(findstr(sffile,char(s(i))));
end

%Unknown symbols = total symbols - known symbols
n(Nsym)=length(sffile)-sum(n,2);
```

```
function [codem] = fhuffman(s,p)
%function [codem] = fhuffman(s,p)
%This algorithm creates a Huffman code from s (a cell of strings) and a
%p (vector of floats) which is synchronized with s. meaning p(1) is the
%probability of symbol s(1).
%This algorithm uses string comparison, therefore the condition for vector
%s is that all characters should be SINGLE CHARACTER and different from
%each other.
%The output is a cell with two columns, first has the symbols and the
%second column has the codeword
%Example fhuffman({'a';'b';'c';'d';'e'},[.25;.25;.2;.15;.15])

%length of the diccionary
len = length(s);

%CodeMatrix. First column is initialized to the symbols in s,
%second column is emptied will be used to store the Huffman code as a
%binary string (string of 0's and 1's)
codem=cell(len,2);
codem(:,1)=cellstr(s);
codem(:,2)={' '};

%We will modify the p vector, so we create a copy to work with it
pwork = p;
%We will modify the s vector, so we create a copy to work with it
swork = s;

%Find first two symbols with the smallest probability
%take that value from the vector, and repeat
%until we have counted all probabilities.
for i=1:len-1
    %first minimum symbol
    [pmin1,ind0]=min(pwork);
    pwork(ind0)=2; %Replace with an impossible probability
    %second minimum symbol
    [pmin2,ind1]=min(pwork);
    pwork(ind1)=2; %Replace with an impossible probability

    %Add probabilities
    pnew = pmin1+pmin2;

    %update pwork adding at the end of the vector the new
    %supersymbol and the new probability
    lsw = length(swork);
    pwork(lsw+1,1)=pnew;

    %Assign bits to the selected symbols.
    for j=1:len
        if double(findstr(char(swork(ind0)),char(s(j)))) >=1
            %disp(['Assign 0 to ',s(j)])
            codem(j,2)={'0',char(codem(j,2))};
        end

        if double(findstr(char(swork(ind1)),char(s(j)))) >=1
            %disp(['Assign 1 to ',s(j)])
            codem(j,2)={'1',char(codem(j,2))};
        end
    end

    %Create new super symbol
    ssym = {[char(swork(ind0)),char(swork(ind1))]};

    swork(lsw+1,1)=ssym;
end
%EOM
```

The actual screenshot when running this program in Matlab is shown next:

```
START OF MAIN %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
File state.txt succesfully opened
File state.txt succesfully closed

Symbol, [Occurrence], [Probability]

mcell =

'a' [2817] [ 0.0618]
'b' [ 374] [ 0.0082]
'c' [1121] [ 0.0246]
'd' [1364] [ 0.0299]
'e' [4498] [ 0.0987]
'f' [ 761] [ 0.0167]
'g' [ 728] [ 0.0160]
'h' [1575] [ 0.0345]
'i' [2645] [ 0.0580]
'j' [ 23] [5.0447e-004]
'k' [ 180] [ 0.0039]
'l' [1406] [ 0.0308]
'm' [ 913] [ 0.0200]
'n' [2725] [ 0.0598]
'o' [2788] [ 0.0612]
'p' [ 709] [ 0.0156]
'q' [ 55] [ 0.0012]
'r' [2388] [ 0.0524]
's' [2390] [ 0.0524]
't' [3158] [ 0.0693]
'u' [ 943] [ 0.0207]
'v' [ 384] [ 0.0084]
'w' [ 606] [ 0.0133]
'x' [ 59] [ 0.0013]
'y' [ 515] [ 0.0113]
'z' [ 33] [7.2381e-004]
'A' [ 168] [ 0.0037]
'B' [ 28] [6.1414e-004]
'C' [ 36] [7.8961e-004]
'D' [ 28] [6.1414e-004]
'E' [ 17] [3.7287e-004]
'F' [ 18] [3.9481e-004]
'G' [ 16] [3.5094e-004]
'H' [ 51] [ 0.0011]
'I' [ 139] [ 0.0030]
'J' [ 7] [1.5354e-004]
'K' [ 11] [2.4127e-004]
'L' [ 9] [1.9740e-004]
'M' [ 27] [5.9221e-004]
'N' [ 44] [9.6508e-004]
'O' [ 27] [5.9221e-004]
'P' [ 39] [8.5541e-004]
'Q' [ 10] [2.1934e-004]
'R' [ 15] [3.2901e-004]
'S' [ 108] [ 0.0024]
'T' [ 101] [ 0.0022]
'U' [ 35] [7.6768e-004]
'V' [ 3] [6.5801e-005]
'W' [ 42] [9.2121e-004]
'X' [ 1] [2.1934e-005]
'Y' [ 19] [4.1674e-004]
'Z' [ 0] [ 0]
'.' [7561] [ 0.1658]
',' [ 519] [ 0.0114]
'/' [ 456] [ 0.0100]
'<' [ 2] [4.3867e-005]
'>' [ 0] [ 0]
```

```
'?' [ 9] [1.9740e-004]
';' [ 10] [2.1934e-004]
'' [ 53] [ 0.0012]
':' [ 37] [8.1155e-004]
'"' [ 83] [ 0.0018]
'[' [ 61] [ 0.0013]
']' [ 61] [ 0.0013]
{' [ 0] [ 0]
}' [ 0] [ 0]
'\ [ 0] [ 0]
'| [ 0] [ 0]
'!' [ 4] [8.7735e-005]
'@ [ 0] [ 0]
'# [ 0] [ 0]
'$ [ 2] [4.3867e-005]
%' [ 0] [ 0]
'^ [ 0] [ 0]
'& [ 0] [ 0]
*' [ 2] [4.3867e-005]
'(' [ 2] [4.3867e-005]
')' [ 2] [4.3867e-005]
'-' [ 31] [6.7994e-004]
'=' [ 0] [ 0]
'_' [ 0] [ 0]
'+' [ 0] [ 0]
'^` [ 0] [ 0]
'~ [ 0] [ 0]
'0' [ 72] [ 0.0016]
'1' [ 35] [7.6768e-004]
'2' [ 16] [3.5094e-004]
'3' [ 7] [1.5354e-004]
'4' [ 7] [1.5354e-004]
'5' [ 11] [2.4127e-004]
'6' [ 6] [1.3160e-004]
'7' [ 2] [4.3867e-005]
'8' [ 4] [8.7735e-005]
'9' [ 17] [3.7287e-004]
'$' [ 363] [ 0.0080]
```

End of Step 1 of the project.
 ...To continue with Step 2, please press "Enter"

Sum of all probabilities : 1

Symbol	[Occurrence]	[Probability]	[codeword]	[hex]	[length]
mcell =					
'a'	[2817]	[0.0618]	'1001'	'000009'	[4]
'b'	[374]	[0.0082]	'1011000'	'000058'	[7]
'c'	[1121]	[0.0246]	'00100'	'000004'	[5]
'd'	[1364]	[0.0299]	'01101'	'00000D'	[5]
'e'	[4498]	[0.0987]	'000'	'000000'	[3]
'f'	[761]	[0.0167]	'101101'	'00002D'	[6]
'g'	[728]	[0.0160]	'101011'	'00002B'	[6]
'h'	[1575]	[0.0345]	'10111'	'000017'	[5]
'i'	[2645]	[0.0580]	'0101'	'000005'	[4]
'j'	[23]	[5.0447e-004]	'10101000110'	'000546'	[11]
'k'	[180]	[0.0039]	'10101001'	'0000A9'	[8]
'l'	[1406]	[0.0308]	'10100'	'000014'	[5]
'm'	[913]	[0.0200]	'110101'	'000035'	[6]
'n'	[2725]	[0.0598]	'0111'	'000007'	[4]
'o'	[2788]	[0.0612]	'1000'	'000008'	[4]
'p'	[709]	[0.0156]	'011001'	'000019'	[6]
'q'	[55]	[0.0012]	'1101000111'	'000347'	[10]
'r'	[2388]	[0.0524]	'0011'	'000003'	[4]
's'	[2390]	[0.0524]	'0100'	'000004'	[4]
't'	[3158]	[0.0693]	'1100'	'00000C'	[4]
'u'	[943]	[0.0207]	'110110'	'000036'	[6]
'v'	[384]	[0.0084]	'1011001'	'000059'	[7]
'w'	[606]	[0.0133]	'001011'	'00000B'	[6]

'x'	[59]	[0.0013]	'1101110001'	'000371'	[10]
'y'	[515]	[0.0113]	'11011111'	'00006F'	[7]
'z'	[33]	[7.2381e-004]	'11011101011'	'0006EB'	[11]
'A'	[168]	[0.0037]	'01100011'	'000063'	[8]
'B'	[28]	[6.1414e-004]	'11011100000'	'0006E0'	[11]
'C'	[36]	[7.8961e-004]	'0110000110'	'000186'	[10]
'D'	[28]	[6.1414e-004]	'11011100001'	'0006E1'	[11]
'E'	[17]	[3.7287e-004]	'110111011001'	'000DD9'	[12]
'F'	[18]	[3.9481e-004]	'110111011111'	'000DDF'	[12]
'G'	[16]	[3.5094e-004]	'110111010101'	'000DD5'	[12]
'H'	[51]	[0.0011]	'1101000010'	'000342'	[10]
'I'	[139]	[0.0030]	'01100000'	'000060'	[8]
'J'	[7]	[1.5354e-004]	'1010100011111'	'00151F'	[13]
'K'	[11]	[2.4127e-004]	'011000101011'	'00062B'	[12]
'L'	[9]	[1.9740e-004]	'011000100000'	'000620'	[12]
'M'	[27]	[5.9221e-004]	'11010001100'	'00068C'	[11]
'N'	[44]	[9.6508e-004]	'1010100010'	'0002A2'	[10]
'O'	[27]	[5.9221e-004]	'11010001101'	'00068D'	[11]
'P'	[39]	[8.5541e-004]	'0110001001'	'000189'	[10]
'Q'	[10]	[2.1934e-004]	'011000101001'	'000629'	[12]
'R'	[15]	[3.2901e-004]	'110111001001'	'000DC9'	[12]
'S'	[108]	[0.0024]	'110100010'	'0001A2'	[9]
'T'	[101]	[0.0022]	'110100000'	'0001A0'	[9]
'U'	[35]	[7.6768e-004]	'11011101101'	'0006ED'	[11]
'V'	[3]	[6.5801e-005]	'01100010100011'	'0018A3'	[14]
'W'	[42]	[9.2121e-004]	'0110001011'	'00018B'	[10]
'X'	[1]	[2.1934e-005]	'1101110101000001'	'00DD41'	[16]
'Y'	[19]	[4.1674e-004]	'01100010001'	'000311'	[11]
'Z'	[0]	[0]	[1x21 char]	'1BA81E'	[21]
' '	[7561]	[0.1658]	'111'	'000007'	[3]
'.'	[519]	[0.0114]	'001010'	'00000A'	[6]
','	[456]	[0.0100]	'1101001'	'000069'	[7]
'/'	[2]	[4.3867e-005]	'110111010100001'	'006EA1'	[15]
'<'	[0]	[0]	[1x21 char]	'1BA81F'	[21]
'>'	[0]	[0]	[1x20 char]	'0DD400'	[20]
'?'	[9]	[1.9740e-004]	'011000100001'	'000621'	[12]
';	[10]	[2.1934e-004]	'011000101010'	'00062A'	[12]
':'	[53]	[0.0012]	'1101000011'	'000343'	[10]
':'	[37]	[8.1155e-004]	'0110000111'	'000187'	[10]
''	[83]	[0.0018]	'101010000'	'000150'	[9]
'['	[61]	[0.0013]	'1101110011'	'000373'	[10]
']'	[61]	[0.0013]	'1101110100'	'000374'	[10]
'{'	[0]	[0]	[1x20 char]	'0DD401'	[20]
'}'	[0]	[0]	[1x20 char]	'0DD402'	[20]
'\"	[0]	[0]	[1x20 char]	'0DD403'	[20]
' '	[0]	[0]	[1x20 char]	'0DD404'	[20]
'!'	[4]	[8.7735e-005]	'11011101010001'	'003751'	[14]
'@'	[0]	[0]	[1x20 char]	'0DD405'	[20]
'#'	[0]	[0]	[1x20 char]	'0DD406'	[20]
'\$'	[2]	[4.3867e-005]	'110111010100110'	'006EA6'	[15]
'%'	[0]	[0]	[1x20 char]	'0DD407'	[20]
'^'	[0]	[0]	[1x20 char]	'0DD408'	[20]
'&'	[0]	[0]	[1x20 char]	'0DD409'	[20]
'*'	[2]	[4.3867e-005]	'110111010100111'	'006EA7'	[15]
'('	[2]	[4.3867e-005]	'01100010100000'	'0018A0'	[14]
')'	[2]	[4.3867e-005]	'01100010100001'	'0018A1'	[14]
'-'	[31]	[6.7994e-004]	'11011100101'	'0006E5'	[11]
'='	[0]	[0]	[1x20 char]	'0DD40A'	[20]
'_'	[0]	[0]	[1x20 char]	'0DD40B'	[20]
'+'	[0]	[0]	[1x20 char]	'0DD40C'	[20]
'\"	[0]	[0]	[1x20 char]	'0DD40D'	[20]
'~'	[0]	[0]	[1x20 char]	'0DD40E'	[20]
'0'	[72]	[0.0016]	'011000010'	'0000C2'	[9]
'1'	[35]	[7.6768e-004]	'11011101110'	'0006EE'	[11]
'2'	[16]	[3.5094e-004]	'110111011000'	'000DD8'	[12]
'3'	[7]	[1.5354e-004]	'1101110010000'	'001B90'	[13]
'4'	[7]	[1.5354e-004]	'1101110010001'	'001B91'	[13]
'5'	[11]	[2.4127e-004]	'101010001110'	'000A8E'	[12]
'6'	[6]	[1.3160e-004]	'1010100011110'	'00151E'	[13]
'7'	[2]	[4.3867e-005]	'01100010100010'	'0018A2'	[14]
'8'	[4]	[8.7735e-005]	'11011101010010'	'003752'	[14]

```
'9' [ 17] [3.7287e-004] '110111011110' '000DDE' [12]
's' [ 363] [ 0.0080] '1010101' '000055' [ 7]

Bit rate or Average Length : 4.4563
Max codeword Length : 21
Characters read: 45592
END OF MAIN %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

End Of Project