

Section-9

Q.3 3-bit Tunstall code -

For 3-bit Tunstall code, the maximum number of code words in the codebook is $2^3 = 8$.

given that -

| Symbol | Initial probability |
|--------|---------------------|
| a_1 | 0.7 |
| a_2 | 0.2 |
| a_3 | 0.1 |

Taking the symbol with highest probability i.e. a_1 & concatenate it with every other symbol and remove a_1 from the list. So the entries in the codebook will be:

| Sequence | Probability |
|-----------|-------------|
| a_2 | 0.2 |
| a_3 | 0.1 |
| $a_1 a_1$ | 0.49 |
| $a_1 a_2$ | 0.14 |
| $a_1 a_3$ | 0.07 |

As number of codewords is less than max. value, again apply the same procedure with $a_1 a_1$ (max. probability).

| Sequence | Probability |
|---------------|-------------|
| a_2 | 0.2 |
| a_3 | 0.1 |
| $a_1 a_2$ | 0.14 |
| $a_1 a_3$ | 0.07 |
| $a_1 a_1 a_2$ | 0.098 |
| $a_1 a_1 a_3$ | 0.049 |
| $a_1 a_1 a_1$ | 0.343 |

We have to stop here as if we apply one more step iteration, the no. of codeword increases the maximum limit. Thus the sequence will become:

| Sequence | Codeword |
|---------------|----------|
| a_2 | 000 |
| a_3 | 001 |
| $a_1 a_2$ | 010 |
| $a_1 a_3$ | 011 |
| $a_1 a_1 a_2$ | 100 |
| $a_1 a_1 a_3$ | 101 |
| $a_1 a_1 a_1$ | 110 |