TP6

The course homepage is here:

http://www.lsv.ens-cachan.fr/~schwoon/enseignement/systemes/ws1415/.

You will find the slides from the course and some other files for the exercise there. Details of shell commands and C functions can be obtained by using the man command.

1 Character encodings

As we saw in the course, there exist different ways to represent characters. A *character set* is a mapping of integers (also called *code points*) to characters (letters, digits, punctuation marks etc). The most important character sets that one encounters in a Western European context are:

- ASCII, whose domain is 0..127;
- the so-called Latin-1 (ISO 8859-1) extension of ASCII, covering the domain 128..255;
- Unicode, compatible with ASCII/Latin-1, but defining a much larger code space (hex 0..1FFFF).

A character encoding describes how to describe a code point (or more generally, a sequence of them). For ASCII/Latin-1, the encoding is trivial, each byte describes one code point. For Unicode, one uses a variable-length encoding called UTF-8 (which was discussed in the course). In this encoding, a code point is represented by 1 to 4 bytes.

1. Take the program unicode.c and make it output the following city names correctly.

Charleville-Mézières (France) L'Haÿ-les-Roses (France) Kroměříž (Czechia) Gödöllő (Hungary)

This requires two sub-tasks:

- Find out the Unicode codepoints for the non-ASCII characters in the names above, such as \ddot{y} ("y with diaresis") etc. Change the symbolic constants in the beginning of unicode.c accordingly.
- Complete the function utf8 that takes a Unicode code point and outputs its UTF-8 representation.
- 2. Among the files that you find on the course web page, there is an HTML file that does not display correctly (tcheque.html). What went wrong? How can we repair it?
- 3. Write a program that repairs the broken HTML file, based on the partially completed program repair.c.

2 Gray code

An *n*-bit Gray code is a sequence of 2n + 1 bit patterns of length *s*, starting and ending at $00 \cdots 00$, that visits every other *n*-bit pattern and changes only one bit between two successive patterns. For instance, for n = 3:

000, 001, 011, 010, 110, 111, 101, 100, 000

On the course page you will find a skeleton program (gray.c) that should output the sequence for a given n. Your task is to complete it. Think before you act! If your code is longer than, say, 10 lines, then it is too long...

3 Barcodes

In the course, we have seen methods for error-detecting/correcting codes. We shall consider another code, called *two-out-of-five*, which is commonly used in barcodes. Here, five bits are used to represent a single decimal (0..9) digit. A valid code has two bits set (1) and three bits unset (0). Thus, there are exactly ten valid codes. A *weight distribution* assigns to each of the five positions a weight (from 0..9), and the value of a five-bit code is obtained by adding the weights of the bits that are one. Typically, 0 cannot be represented in this way.

- 1. How many different (modulo ordering) weight assignments are there that can represent all digits from 1..9 (one of which will be represented twice)?
- 2. Clearly, all two-out-of-five codes can detect a single bit error. Can any of your codes also *correct* a single error?
- 3. One common standard for barcodes making use of the above encodings is the *interleaved* 2-out-of-5 code (see also the link on the course webpage). The code uses bars (black) and spaces (white) that can be either narrow or white.
 - A barcode starts with a sequence *narrow bar*, *narrow space*, *narrow bar*, *narrow space*, *narrow bar*, *narrow bar*.
 - In between, pairs of digits (c, d) are encoded by interleaved bars and spaces, i.e. c by five bars and d by five spaces.
 - In a sequence of five bars or spaces, "wide" means 1 and "narrow" means 0. The weight assignments are 1, 2, 4, 7, 0, in that order, where the digits 1..9 are encoded naturally, and the digit 0 is encoded as 4+7=11.

The program **barcode.c** contains some infrastructure to generates these barcodes and display them graphically. It remains to complete the function **encode**, which is supposed to take two characters and produce their interleaved encoding.