

**2002/2003 SOUTHERN CALIFORNIA REGIONAL
ACM INTERNATIONAL COLLEGIATE PROGRAMMING CONTEST**

**Problem 1
Find Crypt**

The Swamp Count Sheriff's Department has captured several computers which they think contain important evidence. But there are thousands of files on them and the data in question may be encrypted. The task of your team is to write a program that will analyze each file and produce a report of the distribution of byte values in the file. This, along with other information, will be used to select files to be investigated further.

Consider a file to be made up of 8-bit bytes (0..255). A compact way of representing a group of byte values is a bitmap. That is, for a given character, say 'A' which has decimal value 65, bit 65 in the bit map will be on. It can be printed conveniently in hexadecimal with 64 characters. For example, a group consisting only of the so-called printing characters (32..126) plus newline (10) looks like:

00200000FFFFFFFFFFFFFE00000000000000000000000000000000

A Chi² test is a measure of how a group of numbers are distributed. In this case, the numbers are the byte values.

$$\text{Chi}^2 = \frac{\sum(f_i - (N/r))^2}{(N/r)}$$

where $i = 0..255$, f_i is the count of bytes with value i , N is the number of bytes in the file, and r is 256. Also of interest is the distribution using only the values found in the file. In this case, i is a list consisting of all j where $f_j \neq 0$ and r is the length of that list.

Also calculate a measure of the 'compressed' length of the file. Considering each byte value to be a symbol, the number of bits needed can be measured by

$$-\sum f_i \log_2(f_i/N)$$

where \log_2 is log to the base 2. Report the answer in bytes, which is the least integer greater or equal to the above divided by 8.

Input

The input is standard input terminated by end-of-file. Note that the file is *binary*, that is, all characters, including newlines, are significant.

Output

The report has two fields. The first field is of fixed length 15 and contains a label or an integer, each left adjusted. Any integer should have no leading zeros. The second field can be an integer (again with no leading zeros), a bitmap, or a floating point number, all left adjusted. Use uppercase when printing bitmaps. The format of a floating point number is one digit before the decimal point and three after, with a power-of-ten exponent using a lower case 'e', a sign, and two digits.

The first line has the label 'length' and the length of the file. The second line has the label 'all' and the bitmap of all byte values that appear in the file.

The next 1-to-5 lines detail the most commonly occurring byte values in the file. The first field is an integer n and the second is the bitmap of all byte values that occur n times in the file. Print the five highest values of n in descending order. If a file has fewer than five values of n , print only those. Note that there will always be at least one line, because you will not be given a zero length file.

Next print a line with the label 'chisq' and the floating point value of the Chi² test, followed by a line with the label 'nzchisq' and the floating point value of the Chi² test using only the values found in the file. Finally, print the label 'minlen' and the estimate of the compressed length of the file.

Problem 1

Find Crypt (continued)

The Sample Input is a hex dump of the sample binary file. Use the command `od -A x -t xl filename` to display the contents of a binary file as hexadecimal byte values.

Sample Input

Sample Output