

Outline

- ▶ Erasure Codes
- ▶ Error Correction

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- ▶ More Polynomials!

Erasure Codes.

Satellite

GPS device

Erasure Codes.

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3 packet message.

GPS device

Erasure Codes.

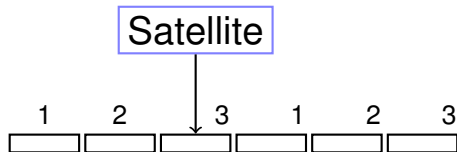
Satellite

3 packet message.

Lose 3 out 6 packets.

GPS device

Erasure Codes.

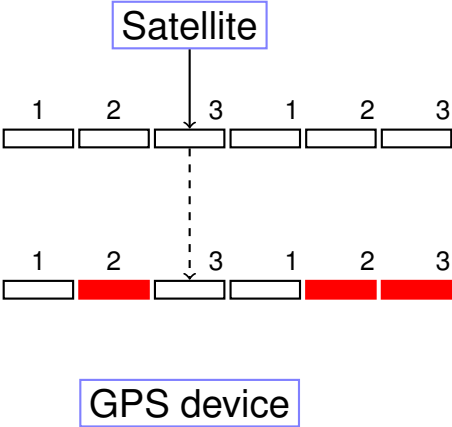


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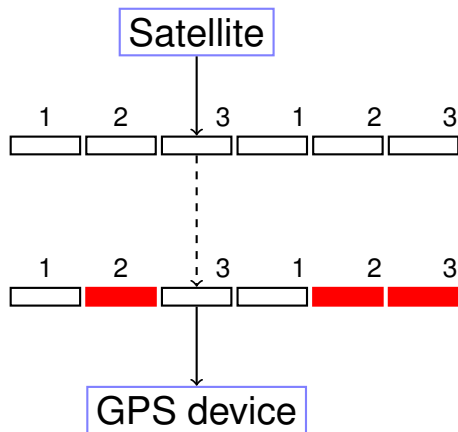
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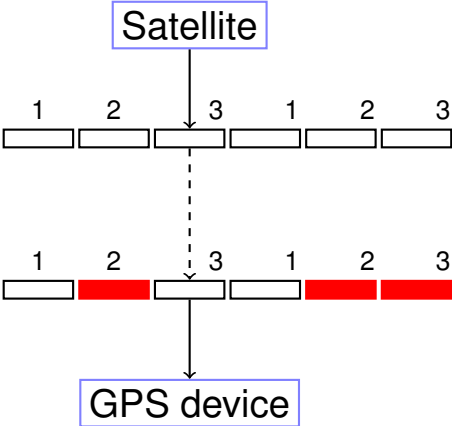
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Gets packets 1,1,and 3.

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Question: Can you send $n + k$ packets and recover message?

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Solution Idea: Use Polynomials!!!

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A degree $n - 1$ polynomial determined by any n points!

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Each m_i is a packet.

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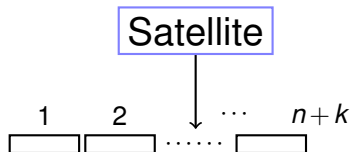
Satellite

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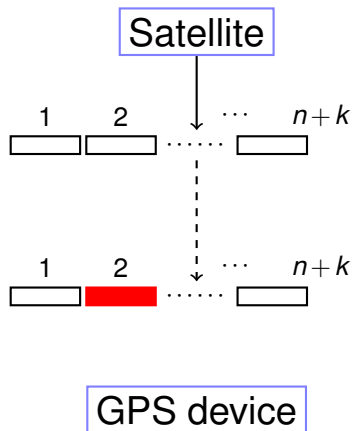


n packet message. So send $n+k$!

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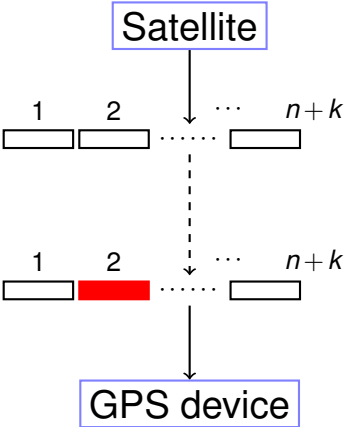
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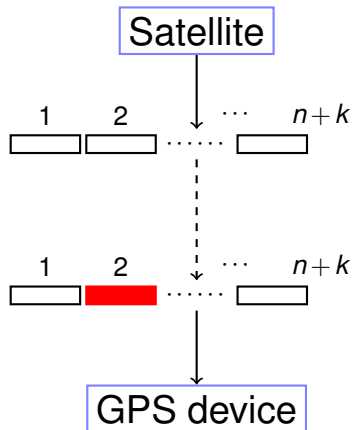
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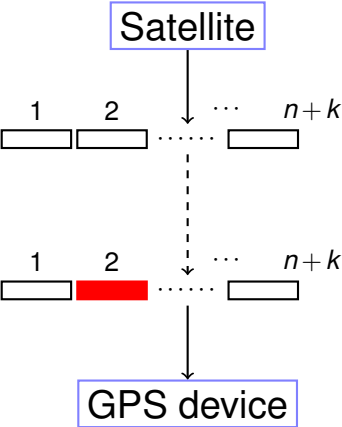


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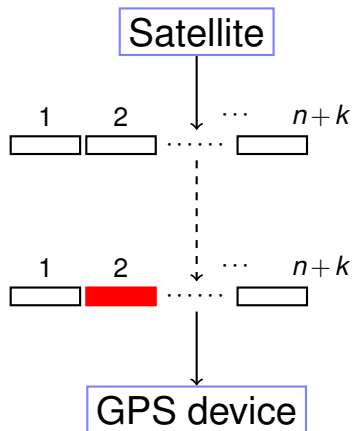
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n packet message.

Optimal.

Comparison with Secret Sharing.

Comparing information content:

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Secret Sharing: each share is size of whole secret.

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Coding: Each packet has size $1/n$ of the whole message.

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Send message of 1,4, and 4.

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Send message of 1,4, and 4. up to 3 erasures.

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Send message of 1,4, and 4. up to 3 erasures. $n = 3, k = 3$

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Make polynomial with $P(1) = 1, P(2) = 4, P(3) = 4$.

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Lagrange Interpolation. (sum of Δ_i polynomials)

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Modulo 7 to accommodate at least $n + k = 6$ packets.

Linear equations:

$$P(1) = a_2 + a_1 + a_0 \equiv 1 \pmod{7}$$

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Notice that packets are of the form x, y : contain "x-values".

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Modulus should be larger than $n + k$ and also larger than 2^b .

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- ▶ Give Secret Sharing:
Evaluate at $\geq k$ points to recover secret
- ▶ Give Erasure Codes:
Send $n + k$ pairs (x, y) to reconstruct n -packet message

Next: Error Correction

Noisy Channel: **corrupts** k packets. (rather than **loss/erasures**.)

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Additional Challenge: Finding **which** packets are corrupt.

Error Correction

Satellite

GPS device

Error Correction

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3 packet message.

GPS device

Error Correction

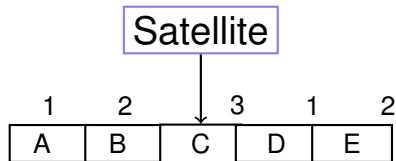
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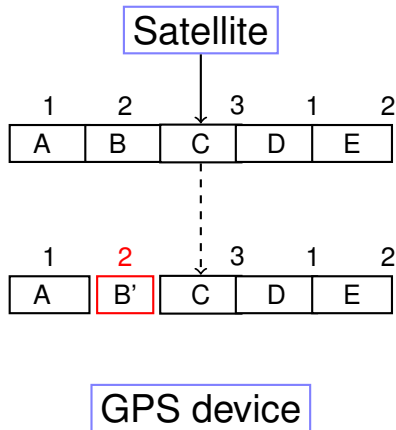


3 packet message. Send 5.

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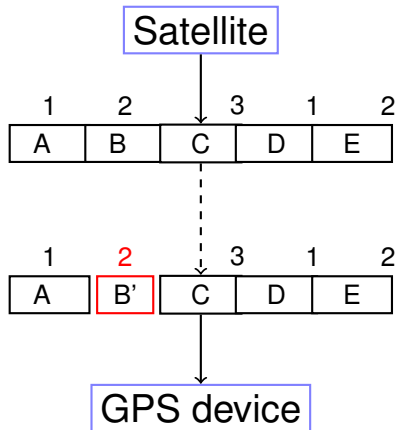
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Points contained by both : $\geq n$. $\geq P - H$ Collisions.

$\implies Q(i) = P(i)$ at n points.

$\implies Q(x) = P(x)$.



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Message: 3,0,6.

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$P(i) = R(i)$ for $n + k = 3 + 1 = 4$ points.

Slow solution.

Brute Force:

For each subset of $n + k$ points (out of $n + 2k$)

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Reconstructs $P(x)$ and only $P(x)$!!

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How do we find where the bad packets are efficiently?!?!?!?

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Idea: Multiply equation i by 0 if and only if $P(i) \neq R(i)$.

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4 unknowns (p_0, p_1, p_2 and e), 5 **nonlinear** equations.

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Note: this is linear in a_i and coefficients of $E(x)$!

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Solving for $Q(x)$ and $E(x)$...

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Solve for coefficients of $Q(x)$ and $E(x)$.

Once we have those, compute $P(x)$ as $Q(x)/E(x)$.

Solving for $Q(x)$ and $E(x)$...and $P(x)$

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4. Compute $P(1), \dots, P(n)$, recover the message.

Test Your Understanding

Say you sent a message of length 4, encoded as $P(x)$ where one sends packets $P(1), \dots, P(8)$.

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Packets 1 and 4 are corrupted.

Which options are True?

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Ans: (A), (C), (E).

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Is there one and only one $P(x)$ from Berlekamp-Welch procedure?

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Existence: there is a $P(x)$ and $E(x)$ that satisfy equations.

Unique solution for $P(x)$?

Uniqueness: any solution $Q'(x)$ and $E'(x)$ have

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Revisiting last bit.

Claim: $Q'(x)E(x) = Q(x)E'(x)$ on $n+2k$ values of x .

Proof: Construction implies that

$$Q(i) = R(i)E(i)$$

$$Q'(i) = R(i)E'(i)$$

for $i \in \{1, \dots, n+2k\}$.

If, for some i , $E(i) = 0$, then $Q(i) = 0$. If $E'(i) = 0$, then $Q'(i) = 0$.

$\implies Q(i)E'(i) = Q'(i)E(i)$ holds when $E(i)$ or $E'(i)$ are zero.

When $E'(i)$ and $E(i)$ are not zero

$$\frac{Q'(i)}{E'(i)} = \frac{Q(i)}{E(i)} = R(i).$$

Cross multiplying gives equality in fact for these points. □

Points to polynomials, have to deal with zeros!

Berlekamp-Welch algorithm decodes correctly when at most k errors!

Summary. Error Correction.

Communicate n packets, with k erasures.

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