Administrivia

- Send email to be added to course mailing list. Critical!
- Sign up for scribing.
- Pset 1 out today. First part due in a week, second in two weeks.
- Course under perpetual development! Limited staffing. Patience and constructive criticism appreciated.

Hamming's Problem (1940s)

- Magnetic storage devices are prone to making errors.
- How to store information (32 bit words) so that any 1 bit flip (in any word) can be corrected?
- Simple solution:
  - Repeat every bit three times.
  - Works. To correct 1 bit flip error, take majority vote for each bit.
  - Can store 10 "real" bits per word this way. Efficiency of storage $\approx 1/3$. Can we do better?

Hamming's Solution - 1

- Break (32-bit) word into four blocks of size 7 each (discard four remaining bits).
- In each block apply a transform that maps 4 "real" bits into a 7 bit string, so that any 1 bit flip in a block can be corrected.
- How? Will show next.
- Result: Can now store 16 "real" bits per word this way. Efficiency already up to $\frac{1}{2}$.

$[7,4,3]$-Hamming code

- Will explain notation later.
- Let

$$G = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

- Encode $\mathbf{b} = \langle b_0 b_1 b_2 b_3 \rangle$ as $\mathbf{b} \cdot G$.
- Claim: If $\mathbf{a} \neq \mathbf{b}$, then $\mathbf{a} \cdot G$ and $\mathbf{b} \cdot G$ differ in at least 3 coordinates.
- Will defer proof of claim.

Hamming's Notions

- Since codewords (i.e., $\mathbf{b} \cdot G$) differ in at least 3 coordinates, can correct one error.
- Motivates Hamming distance, Hamming weight, Error-correcting codes etc.
- Alphabet Σ of size q. Ambient space, Σ^n: Includes codewords and their corruptions.
- Hamming distance between strings $\mathbf{x}, \mathbf{y} \in \Sigma^n$, denoted $\Delta(\mathbf{x}, \mathbf{y})$, is # of coordinates i s.t. $x_i \neq y_i$. (Converts ambient space into metric space.)
- Hamming weight of $\mathbf{z}$, denoted $\mathrm{wt}(\mathbf{z})$, is # coordinate where $\mathbf{z}$ is non-zero.

Hamming notions (contd.)

Code: Subset $C \subseteq \Sigma^n$.

Min. distance: Denoted $\Delta(C)$, is $\min_{\mathbf{x} \neq \mathbf{y} \in C}\{\Delta(\mathbf{x}, \mathbf{y})\}$.

e **error detecting code** If up to e errors happen, then codeword does not mutate into any other code.

t **error-correcting code** If up to t errors happen, then codeword is uniquely determined (as the unique word within distance t from the received word).

Proposition: C has min. dist. $2t+1$ ⇔ it is $2t$ error-detecting ⇔ it is t error-correcting.

Standard notation/terminology

- q: Alphabet size
- n: Block length
- k: Message length, where $|C| = q^k$.
- d: Min. distance of code.
- Code with above is an $(n, k, d)_q$ code. $[n, k, d]_q$ code if linear. Omit q if $q = 2$.
- k/n: Rate
- d/n: Relative distance.

Back to Hamming code

- So we have an $[7, 4, 3]$ code (modulo proof of claim).
- Can correct 1 bit error.
- Storage efficiency (rate) approaches $4/7$ (as word size approached ∞).
- Will do better, by looking at proof of claim.

Proof of Claim

$$\text{Let H} = \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 1 & 1 \\ 1 & 0 & 0 \\ 1 & 0 & 1 \\ 1 & 1 & 0 \\ 1 & 1 & 1 \end{bmatrix}$$

- Sub-Claim 1: $\{\mathbf{x}G|\mathbf{x}\} = \{\mathbf{y}|\mathbf{y} \cdot H = 0\}$. Simple linear algebra (mod 2). You'll prove this as part of Pset 1.

- Sub-claim 2: Exist codewords $\mathbf{z}_1 \neq \mathbf{z}_1$ s.t. $\Delta(\mathbf{z}_1, \mathbf{z}_2) \leq 2$ iff exists $\mathbf{y}$ of weight at most 2 s.t. $\mathbf{y} \cdot H = 0$.

- Let $\mathbf{h}_i$ be ith row of H. Then $\mathbf{y} \cdot H = \sum_{i|y_i=1} \mathbf{h}_i$.

- Let $\mathbf{y}$ have weight 2 and say $y_i = y_j = 1$. Then $\mathbf{y} \cdot H = \mathbf{h}_i + \mathbf{h}_j$. But this is non-zero since $\mathbf{h}_i \neq \mathbf{h}_j$. QED.

Generalizing Hamming codes

- Important feature: Parity check matrix should not have identical rows. But then can do this for every ℓ.

$$H_\ell = \begin{bmatrix} 0 & \cdots & 0 & 0 & 1 \\ 0 & \cdots & 0 & 1 & 0 \\ 0 & \cdots & 0 & 1 & 1 \\ \vdots & \ddots & \vdots & \vdots & \vdots \\ 1 & \cdots & 1 & 1 & 1 \end{bmatrix}$$

- H_ℓ has ℓ columns, and $2^{\ell-1}$ rows.

- H_ℓ : Parity check matrix of ℓth Hamming code.

- Message length of code = exercise. Implies rate $\rightarrow 1$.

Summary of Hamming's paper (1950)

- Defined Hamming metric and codes.

- Gave codes with $d = 1, 2, 3, 4$!

- $d = 2$: Parity check code.

- $d = 3$: We've seen.

- $d = 4$?

- Gave a tightness result: His codes have maximum number of codewords. "Lower bound".

- Gave decoding "procedure".

Volume Bound

- Hamming Ball: $B(x,r) = \{w \in \{0,1\}^n \mid \Delta(w,x) \leq r\}$.

- Volume: $\mathrm{Vol}(r,n) = |B(x,r)|$. (Notice volume independent of x and Σ, given $|\Sigma| = q$.)

- Hamming(/Volume/Packing) Bound:
  - Basic Idea: Balls of radius t around codewords of a t-error correcting code don't intersect.
  - Quantitatively: $2^k \cdot \mathrm{Vol}(t,n) \leq 2^n$.
  - For $t = 1$, get $2^k \cdot (n+1) \leq 2^n$ or $k \leq n - \log_2(n+1)$.

- Proves Hamming codes are optimal, when they exist.

Decoding the Hamming code

- Can recognize codewords? Yes - multiply by H_ℓ and see if 0.

- What happens if we send codeword $\mathbf{c}$ and ith bit gets flipped?

- Received vector $\mathbf{r} = \mathbf{c} + \mathbf{e}_i$.

- $$\begin{aligned}\mathbf{r} \cdot H &= \mathbf{c} \cdot H + \mathbf{e}_i \cdot H \\ &= 0 + \mathbf{h}_i \\ &= \text{binary representation of } i.\end{aligned}$$

- $\mathbf{r} \cdot H$ gives binary rep'n of error coordinate!

Rest of the course

- More history!

- More codes (larger d).

- More lower bounds (will see other methods).

- More algorithms - decode less simple codes.

- More applications: Modern connections to theoretical CS.

Applications of error-correcting codes

- Obvious: Communication/Storage.
- Algorithms: Useful data structures.
- Complexity: Pseudorandomness (ϵ-biased spaces, t-wise independent spaces), Hardness amplification, PCPs.
- Cryptography: Secret sharing, Crypto-schemes.
- Central object in extremal combinatorics: relates to extractors, expanders, etc.
- Recreational Math.