French Science Tour in Pakistan

Some recent results in mathematics related with modern technology

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December 1, 2009

http://www.math.jussieu.fr/~miw/

Given 16 playing cards, if you select one of them, then with 4 questions I can deduce from your answers of yes/no type which card you choose. With one more question I shall detect if one of your answer is not compatible with the others, but I shall not be able to correct it. The earliest error correcting code, due to Richard Hamming (1950), shows that 7 questions suffice (and this is optimal).

Seven people are in a room, each has a hat on his head, the color of which is black or white. Hat colors are chosen randomly. Everybody sees the color of the hat on everyone's head, but not on their own. People do not communicate with each other. Everyone gets to guess (by writing on a piece of paper) the color of their hat. They may write: Black/White/Abstain. The people in the room win together or lose together. The team wins if at least one of the seven people did not abstain, and everyone who did not abstain guessed the color of their hat correctly. How will this team decide a good strategy with a high probability of winning? Again the answer is given by Hammings code, and the probability of winning for the team is 7/8.

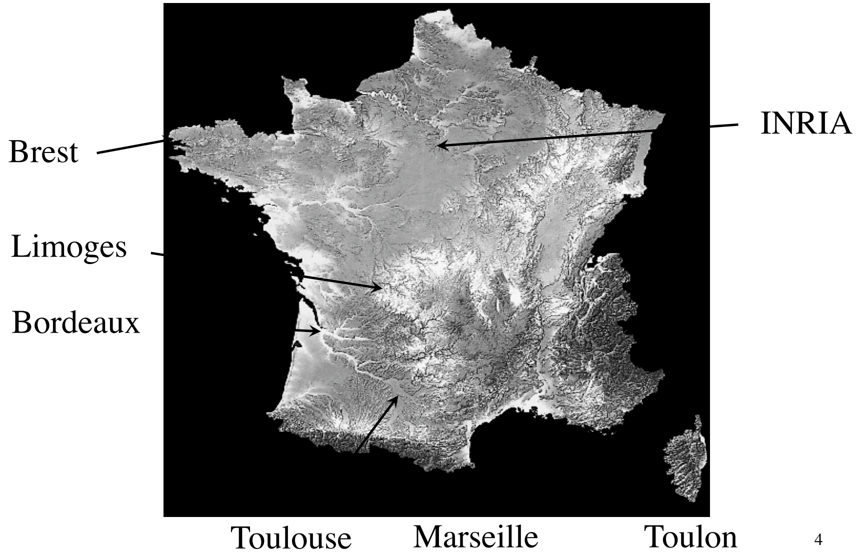
Before tossing a coin 7 consecutive time, you want to make a limited number of bets and be sure that one of them will have at most one wrong answer. How many bets are required? Once more the answer is given by Hamming and it is 16.

After a discussion of these three examples we shall give a brief survey of coding theory, up to the more recent codes involving algebraic geometry.

French Science Today

The most important ones are:

INRIA Rocquencourt
Université de Bordeaux
ENST Télécom Bretagne
Université de Limoges
Université de Marseille
Université de Toulon
Université de Toulouse



http://www-rocq.inria.fr/codes/

Institut **N**ational de **R**echerche en **I**nformatique et en **A**utomatique

National Research Institute in Computer Science and Automatic

INRIA - Projet CODES

Codes and Cryptography

- People of CODES
- Our Research topics
- Publications
- Activity report (in French)
- Conferences on coding and cryptography
- How to contact us
- Introduction to cryptography (in French)
- Watermarking for Intellectual Property Right Protection (in French)
- Links on coding and cryptography
- Other links
- How to cook a tiramisu

WCC 2007 (International Workshop on Coding and Cryptography)(Rocquencourt, France)

Open Shift Generator (shift register code generator)

http://www.math.u-bordeaux1.fr/maths/

Institut de Mathématiques de Bordeaux

UNIVERSITÉ BORDEAUX 1 Sciences Technologies

UNIVERSITÉ BORDEAUX 2 Victor Segalen

Théorie des nombres et Algorithmique Arithmétique

IMB > Equipes > A2X > Thématiques > Codes et Réseaux

Le thème principal de nos recherches est l'étude des réseaux

Les maxima de la constante d'Hermite, qui mesure la densité de sphères, associé à un réseau, s'étudient grâce à la théori

Georgy Voronoï

[http://www-groups.dcs.st-and.ac.uk/%7Ehistory/Mathemati

Lattices and combinatorics

6

http://departements.enst-bretagne.fr/sc/recherche/turbo/

École Nationale Supérieure des Télécommunications de Bretagne

Turbocodes

École Nationale Supérieure des Télécommunications de Bretagne

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http://www.xlim.fr/

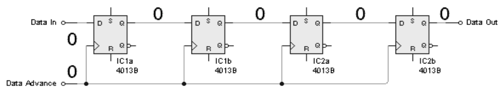
Research Laboratory of LIMOGES

institut de recherche

UNIVERSITE DE LIMOGES

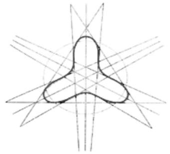
Accès authentifiés

Projet : Protection de l'Information, Codage, Cryptographie

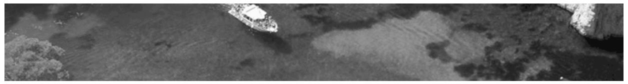


Marseille: Institut de Mathématiques de Luminy

Institut de Mathématiques de Luminy



Arithmetic and Information Theory
Algebraic geometry over finite fields



http://grim.univ-tln.fr/

UNIVERSITÉ TOULON-VAR
UNIVERSITÉ du SUD Toulon-Var www.univ-tln.fr
L'énergie du savoir

Université du Sud Toulon-Var

GRIM

Groupe de Rerecherche en Informatique & Mathématiques

Boolean functions

UNIVERSITE DE TOULOUSE LE MIRAIL

Université de Toulouse Le Mirail

Groupe de Recherche en Informatique et Mathématiques du Mirail (GRIMM)

EA 3686

Adresse :
Université de Toulouse - Le Mirail / Maison de la Recherche / 5, allées Antonio-Machado
31058 TOULOUSE Cedex 9

Algebraic geometry over finite fields

http://www.univ-tlse2.fr/grimm/algo

Mathematical aspects of Coding Theory in France:

The main teams in the domain are gathered in the group
C2 "Coding Theory and Cryptography" ,
which belongs to a more general group (GDR)
"Mathematical Informatics".

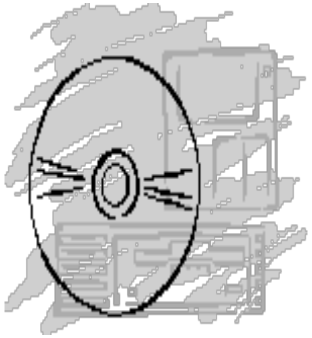
http://www.math.jussieu.fr/~miw/

http://www.gdr-im.fr/

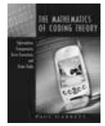
GDR IM
Groupe de Recherche
Informatique Mathématique

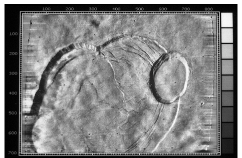
- The GDR "Mathematical Informatics" gathers all the french teams which work on computer science problems with mathematical methods.

error correcting codes and data transmission



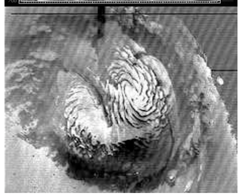
- Transmissions by satellites
- CD's & DVD's
- Cellular phones



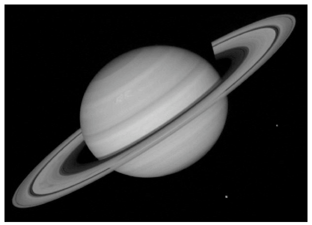


Mariner 2 (1971) and 9 (*1972*)

Olympus Month on Mars planet

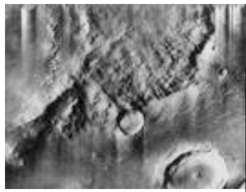


The North polar cap of Mars

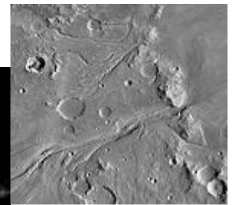


Voyager 1 and 2 (*1977*)

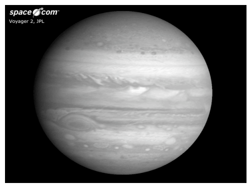
Journey: Cape Canaveral, Jupiter, Saturn, Uranus, Neptune.



Mariner spacecraft 9 (1979)

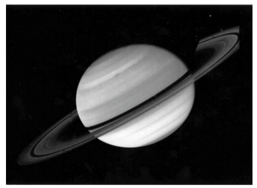


Black and white photographs of Mars



Voyager (1979-81)

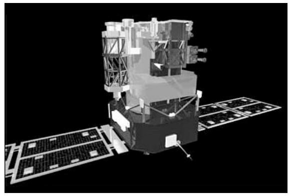
Jupiter Saturn



NASA's Pathfinder mission
on Mars (1997)

with sojourner rover

- *1998*: lost of control of Soho satellite recovered thanks to double correction by turbo code.



The power of the radio transmitters on these craft is only a few watts, yet this information is reliably transmitted across hundreds of millions of miles without being completely swamped by noise.

A CD of high quality may have more than *500 000* errors!

- After processing of the signal in the CD player, these errors do not lead to any disturbing noise.
- Without error-correcting codes, there would be no CD.

SONY

PHILIPS
sense and simplicity

1 second of audio signal =
1 411 200 bits

- 1980's, agreement between Sony and Philips: norm for storage of data on audio CD's.
- 44 100 times per second, 16 bits in each of the two stereo channels

Finite fields and coding theory

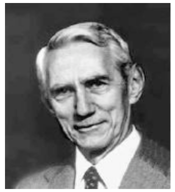
- Solving algebraic equations radicals: Finite fields theory ***Evariste Galois*** *(1811-1832)*

- Construction of regular polygons with rule and compass
- Group theory

Srinivasa Ramanujan (1887-1920)

Codes and Mathematics

- Algebra
  (discrete mathematics finite fields, linear algebra,…)
- Geometry
- Probability and statistics



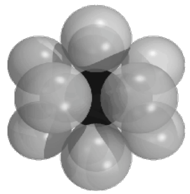
Codes and Geometry

- *1949*: Marcel Golay (specialist of radars): produced two remarkably efficient codes.
- Eruptions on Io (Jupiter's volcanic moon)
- *1963* John Leech uses Golay's ideas for sphere packing in dimension *24 - classification of finite simple groups*
- *1971*: no other *perfect* code than the two found by Golay.

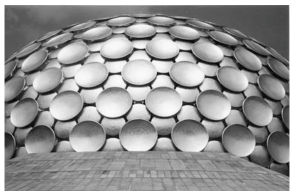
Sphere Packing

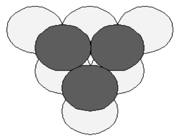
- While Shannon and Hamming were working on information transmission in the States, John Leech invented similar codes while working on Group Theory at Cambridge. This research included work on the sphere packing problem and culminated in the remarkable, 24-dimensional Leech lattice, the study of which was a key element in the programme to understand and classify finite symmetry groups.

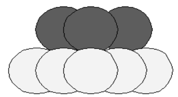
Sphere packing

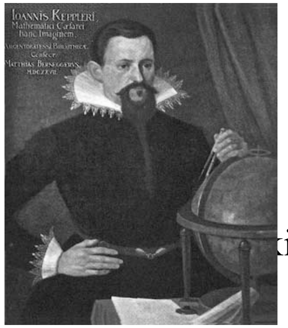


The kissing number is *12*









Sphere Packing

Kepler Problem: maximal density of
ing of identical sphères :

$\pi / \sqrt{18} = 0.740\ 480\ 49 \ldots$

Conjectured in *1611*.

Proved in *1999* by *Thomas Hales*.

- Connections with crystallography.

Some useful codes

- *1955:* Convolutional codes.
- *1959:* Bose Chaudhuri Hocquenghem codes (BCH codes).
- *1960*: Reed Solomon codes.
- *1970*: Goppa codes.
- *1981*: Algebraic geometry codes.

Current trends

In the past two years the goal of finding explicit codes which reach the limits predicted by Shannon's original work has been achieved. The constructions require techniques from a surprisingly wide range of pure mathematics: linear algebra, the theory of fields and algebraic geometry all play a vital role. Not only has coding theory helped to solve problems of vital importance in the world outside mathematics, it has enriched other branches of mathematics, with new problems as well as new solutions.

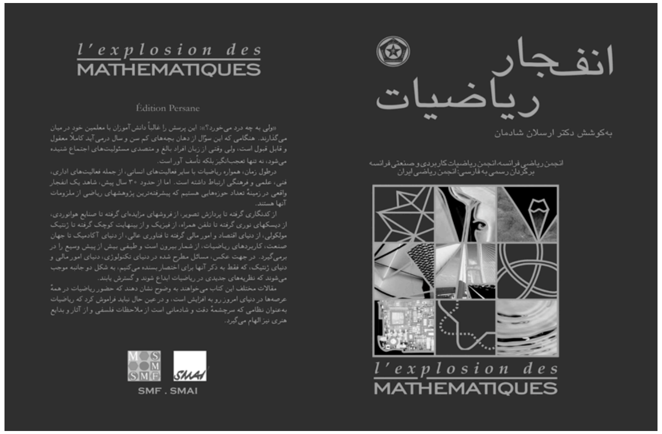
Directions of research

- Theoretical questions of existence of specific codes
- connection with cryptography
- lattices and combinatoric designs
- algebraic geometry over finite fields
- equations over finite fields

Available in English (and Farsi) http://smf.emath.fr/

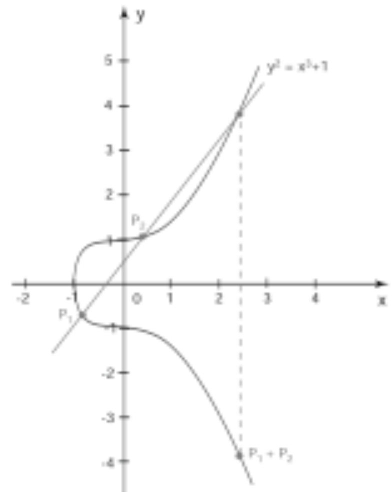
Explosion of Mathematics

Société Mathématique de France



seem to be completely unrelated to practical matters, may turn out to be crucial for some application many years, or decades later, in a completely unpredictable way. In his book *A mathematician's apology*, the great British analyst G. H. Hardy (1877-1947), who was a fervent pacifist, took immense pride in working in number theory, an absolutely pure field, and at never having done anything which could be considered "useful". It was perhaps "useless" at the time. That is no longer the case today.

Elliptic curves: algebraic geometry at the service of secret agents



http://www.ias.ac.in/resonance/

Error Correcting Codes

by *Priti Shankar*

Resonance journal of science education

October 1996 Volume 1 Number 10

- How Numbers Protect Themselves
- The Hamming Codes Volume 2 Number 1
- Reed Solomon Codes Volume 2 Number 3


The Hat Problem


The Hat Problem

- Three people are in a room, each has a hat on his head, the colour of which is black or white. Hat colours are chosen randomly. Everybody sees the colour of the hat on everyone's head, but not on their own. People do not communicate with each other.
- Everyone tries to guess (by writing on a piece of paper) the colour of their hat. They may write: Black/White/Abstention.

Rules of the game

- The people in the room win together or lose together as a team.
- The team wins if at least one of the three persons do not abstain, and everyone who did not abstain guessed the colour of their hat correctly.
- What could be the strategy of the team to get the highest probability of winning?

Strategy

- ***A weak strategy:*** anyone guesses randomly.
- Probability of winning: $1/2^3 = 1/8$.

- ***Slightly better strategy:*** they agree that two of them abstain and the other guesses randomly.
- Probability of winning: ***1/2***.
- Is it possible to do better?

Information is the key

- ***Hint:***

Improve the odds by using the available information: everybody sees the colour of the hat on everyone's head except on his own head.

Solution of the Hat Problem

- ***Better strategy***: if a member sees two different colours, he abstains. If he sees the same colour twice, he guesses that his hat has the other colour.

The two people with white hats see one white hat and one black hat, so they abstain.

The one with a black hat sees two white hats, so he writes black.

The team wins!

The two people with black hats see one white hat and one black hat, so they abstain.

The one with a white hat sees two black hats, so he writes **white**.

The team wins!

Everybody sees two white hats, and therefore writes **black** on the paper.

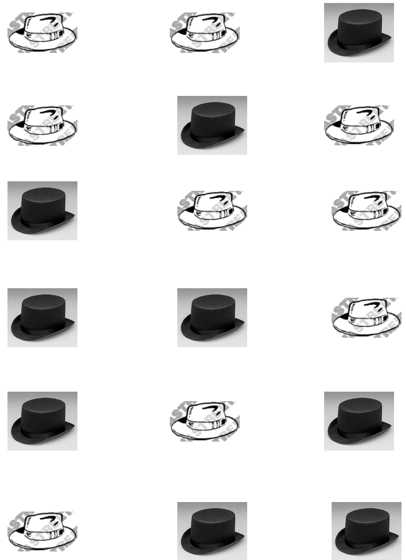
The team looses!

Everybody sees two black hats, and therefore writes **white** on the paper.

The team looses!

Winning team:

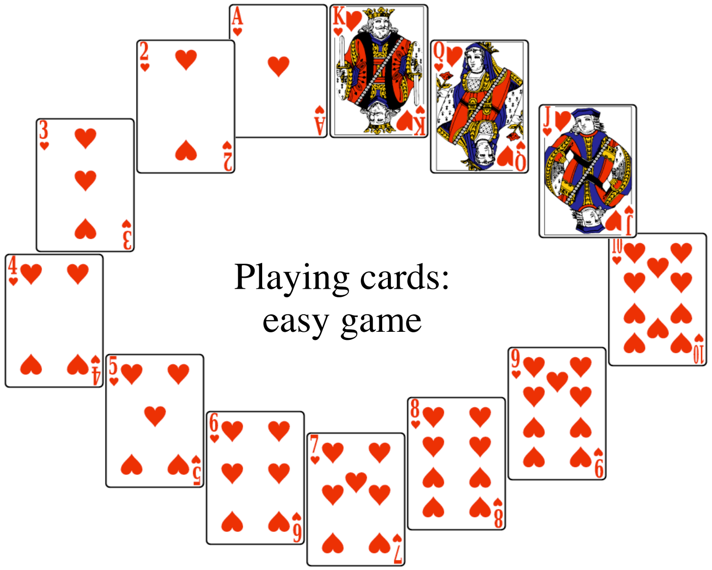
two whites
or
two blacks



Loosing team:

three whites
or
three blacks

Probability of winning: ***3/4.***



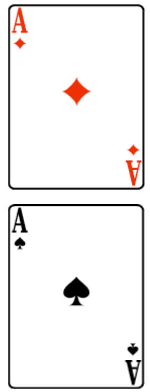
Playing cards:
easy game

I know which card you selected

- Among a collection of playing cards, you select one without telling me which one it is.
- I ask you some questions and you answer yes or no.
- Then I am able to tell you which card you selected.

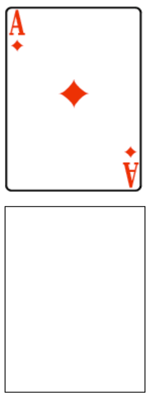
2 cards

- You select one of these two cards
- I ask you one question and you answer *yes* or *no*.
- I am able to tell you which card you selected.

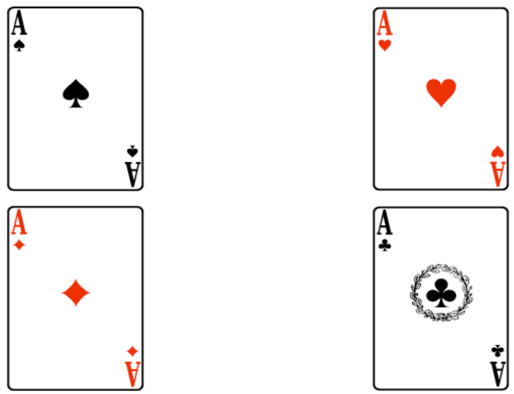


2 cards: one question suffices

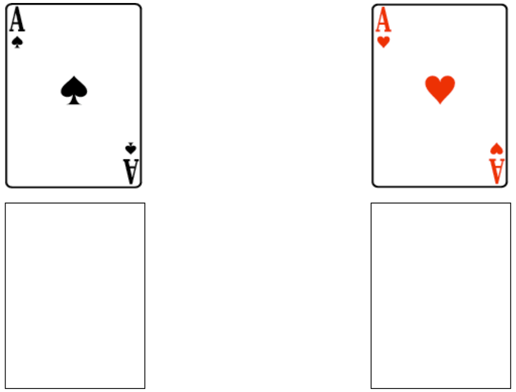
- Question: is it this one?



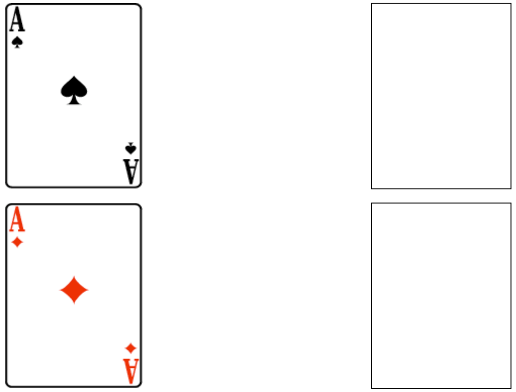
4 cards



First question: is it one of these two?



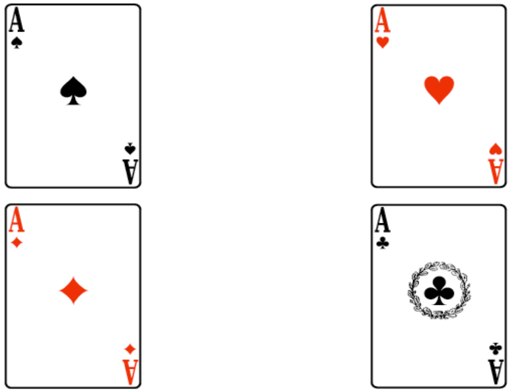
Second question: is it one of these two ?



4 cards: *2* questions suffice

Y Y

N Y

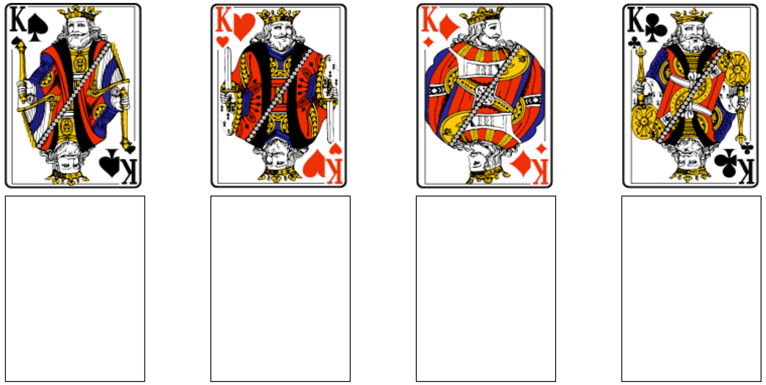


Y N

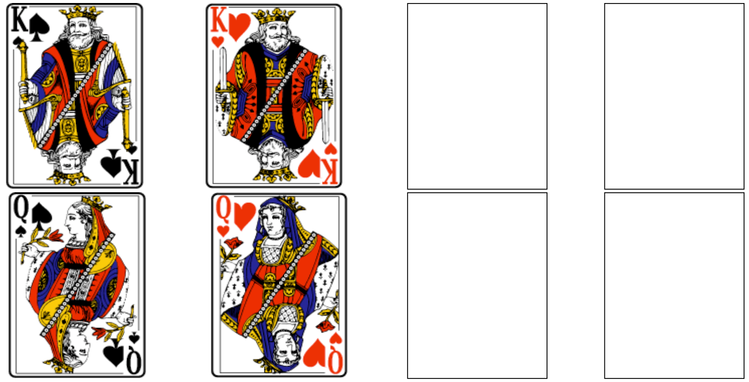
N N

8 Cards

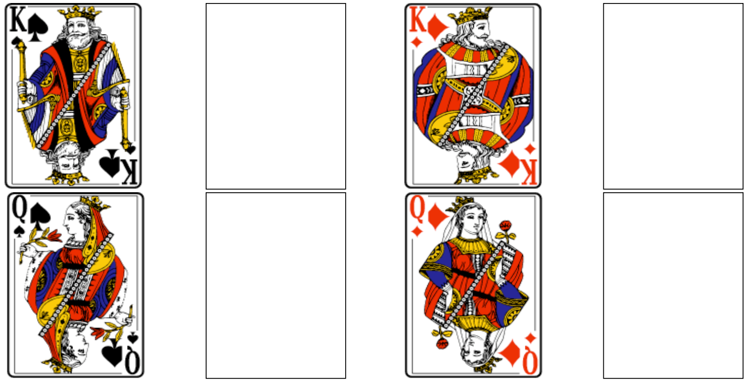
First question: is it one of these?



Second question: is it one of these?



Third question: is it one of these?



8 Cards: *3* questions

YYY	YYN	YNY	YNN
NYY	NYN	NNY	NNN

Yes / No

- *0* / *1*
- Yin — / Yang - -
- True / False
- White / Black
- + / -
- Heads / Tails (*tossing* or *flipping* a coin)

8 Cards: *3* questions

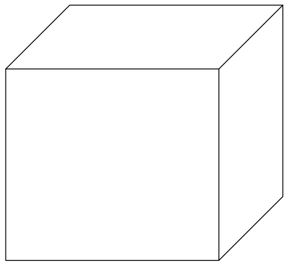
YYY	YYN	YNY	YNN
NYY	NYN	NNY	NNN

Replace Y by 0 and N by 1

3 questions, *8* solutions

0 0 0	*0 0 1*	*0 1 0*	*0 1 1*
0	*1*	*2*	*3*
1 0 0	*1 0 1*	*1 1 0*	*1 1 1*
4	*5*	*6*	*7*

$$8 = 2 \times 2 \times 2 = 2^3$$



One could also display the eight cards on the corners of a cube rather than in two rows of four entries.

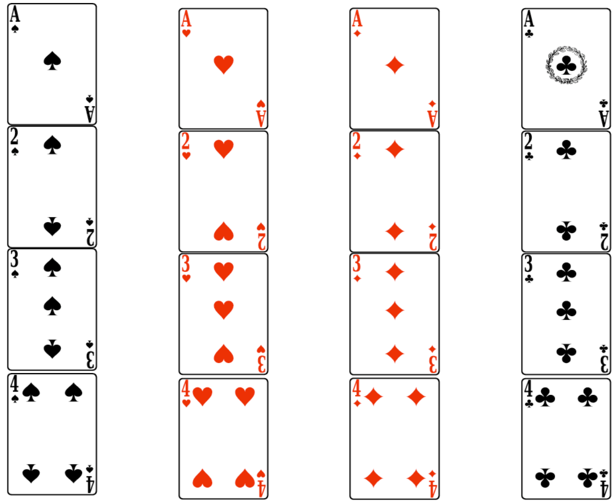
Exponential law

n questions for 2^n cards

Add one question =
multiply the number of cards by *2*

Economy:
Growth rate of *4%* for *25* years = multiply by 2.7

16 Cards *4* questions



Label the *16* cards

0	*1*	*2*	*3*
4	*5*	*6*	*7*
8	*9*	*10*	*11*
12	*13*	*14*	*15*

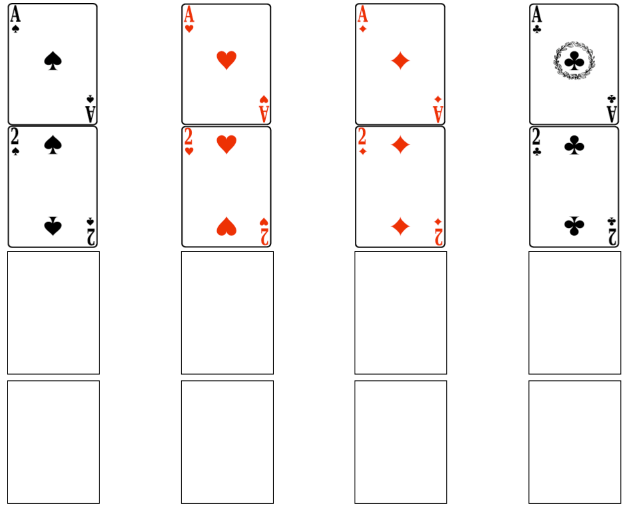
Binary representation:

0 0 0 0	*0 0 0 1*	*0 0 1 0*	*0 0 1 1*
0 1 0 0	*0 1 0 1*	*0 1 1 0*	*0 1 1 1*
1 0 0 0	*1 0 0 1*	*1 0 1 0*	*1 0 1 1*
1 1 0 0	*1 1 0 1*	*1 1 1 0*	*1 1 1 1*

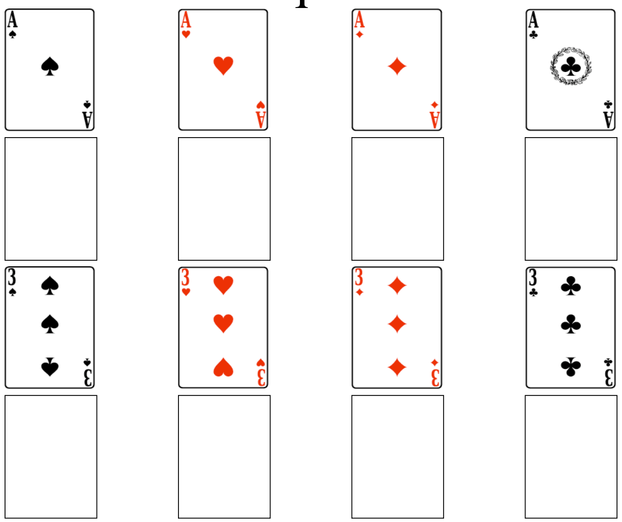
Ask the questions so that the answers are:

Y Y Y Y	Y Y Y N	Y Y N Y	Y Y N N
Y N Y Y	Y N Y N	Y N N Y	Y N N N
N Y Y Y	N Y Y N	N Y N Y	N Y N N
N N Y Y	N N Y N	N N N Y	N N N N

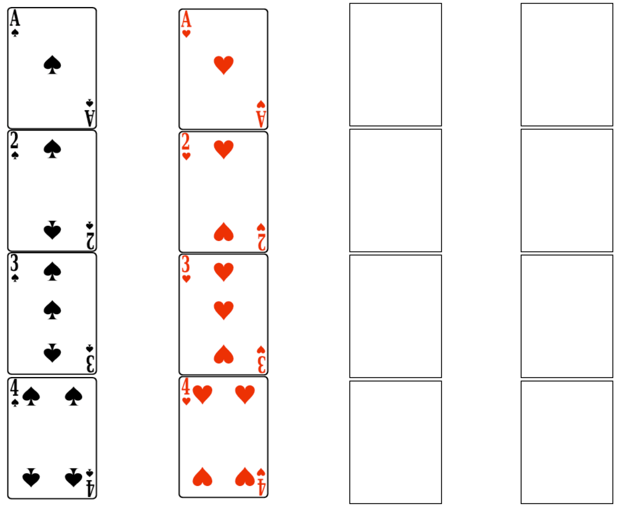
First question:



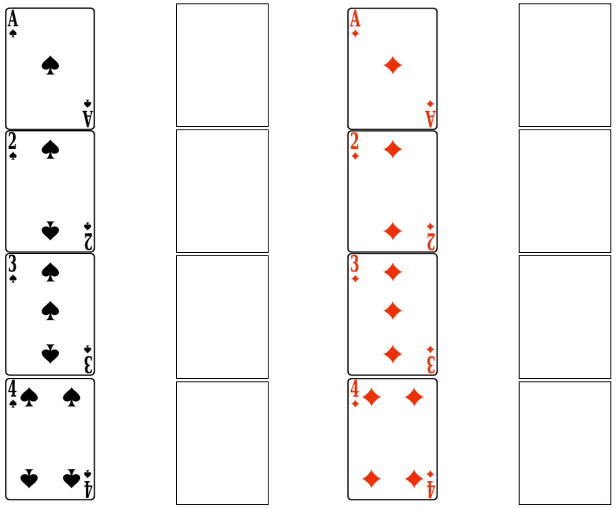
Second question:

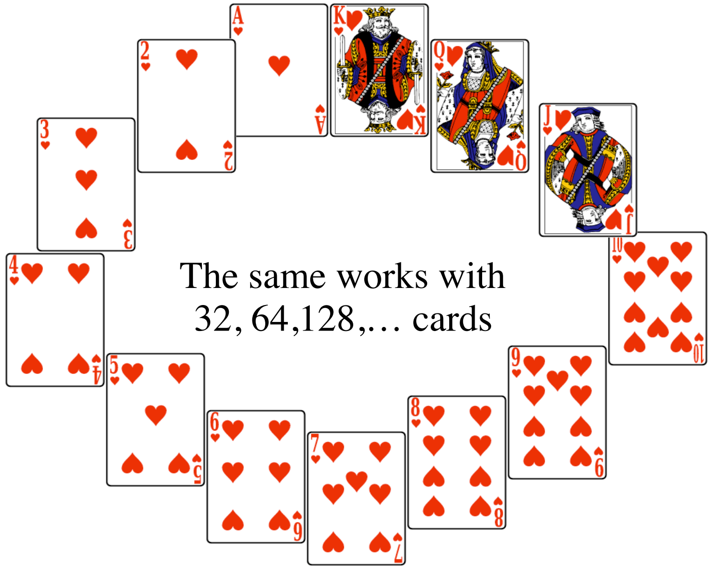


Third question:



Fourth question:





More difficult:

One answer may be wrong!

One answer may be wrong

- Consider the same problem, but you are allowed to give (at most) one wrong answer.
- How many questions are required so that I am able to know whether your answers are all right or not? And if they are all right, to know the card you selected?

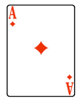
Detecting one mistake

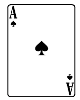
- If I ask one more question, I will be able to detect if one of your answers is not compatible with the other answers.
- And if you made no mistake, I will tell you which is the card you selected.

Detecting one mistake with *2* cards

- With two cards I just repeat twice the same question.
- If both your answers are the same, you did not lie and I know which card you selected
- If your answers are not the same, I know that one answer is right and one answer is wrong (but I don't know which one is correct!).

YOY





N N

Principle of coding theory

Only certain words are allowed *(**code** = dictionary of valid words)*.

The « useful » letters (*data bits*) carry the information, the other ones (*control bits* or *check bits*) allow detecting errors and sometimes correcting errors.

Detecting one error by sending twice the message

Send twice each bit

2 codewords among $4=2^2$ possible words

(1 data bit, 1 check bit)

Codewords (length two)

0 0

and

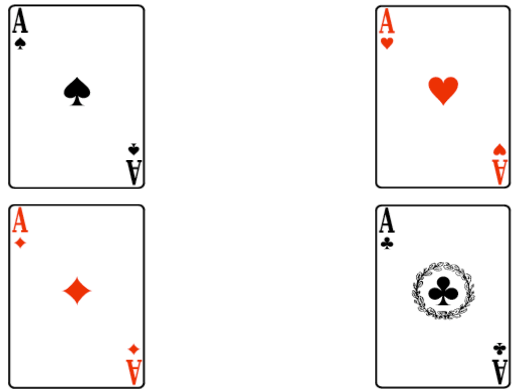
1 1

Rate: *1/2*

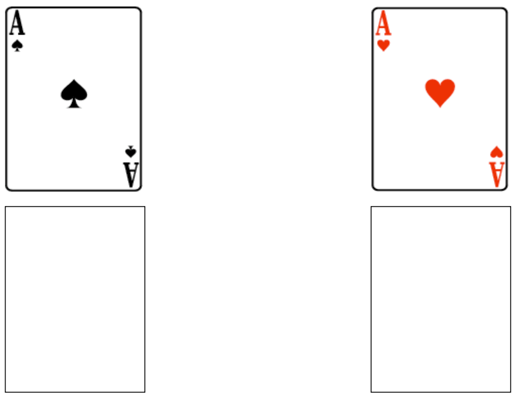
Principle of codes detecting one error:

Two distinct codewords
have at least two distinct letters

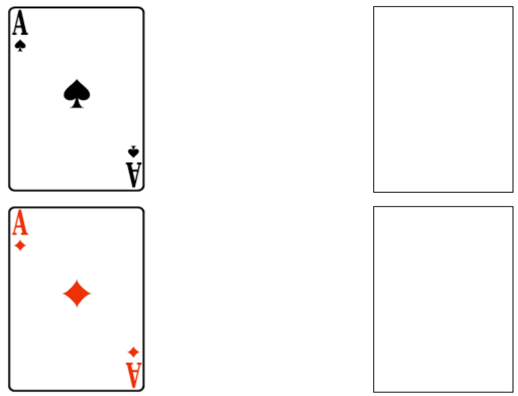
4 cards



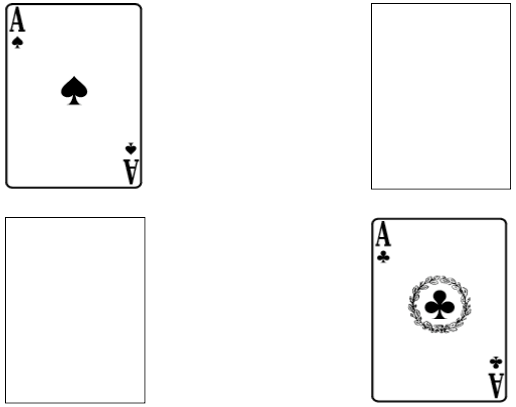
First question: is it one of these two?



Second question: is it one of these two?



Third question: is it one of these two?



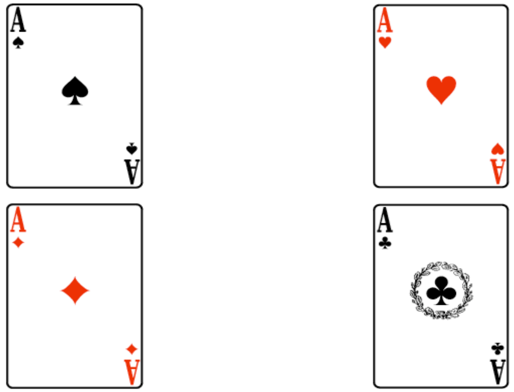
4 cards: *3* questions

Y Y Y

Y N N

N Y N

N N Y



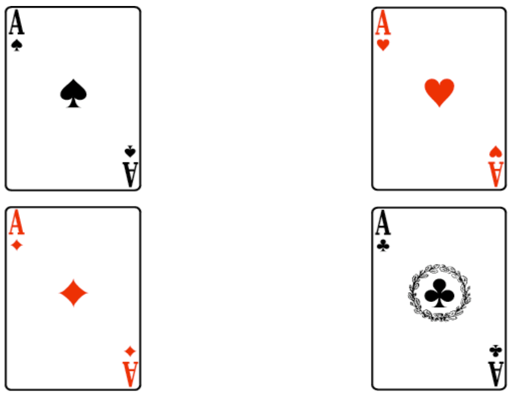
4 cards: *3* questions

0 0 0

0 1 1

1 0 1

1 1 0



Correct triples of answers:

0 0 0   *0 1 1*   *1 0 1*   *1 1 0*

Wrong triples of answers

0 0 1   *0 1 0*   *1 0 0*   *1 1 1*

One change in a correct triple of answers
yields a wrong triple of answers

In a correct triple of answers, the number *1*'s of is even,
in a wrong triple of answers, the number *1*'s of is odd.

Boolean addition

- $0 + 0 = 0$
- $0 + 1 = 1$
- $1 + 0 = 1$
- $1 + 1 = 0$

- even + even = even
- even + odd = odd
- odd + even = odd
- odd + odd = even

Parity bit *or* Check bit

- Use one extra bit defined to be the Boolean sum of the previous ones.
- Now for a correct answer the Boolean sum of the bits should be *0* (the number of *1*'s is even).
- If there is exactly one error, the parity bit will detect it: the Boolean sum of the bits will be *1* instead of *0* (since the number of *1*'s is odd).
- *Remark:* also corrects one missing bit.

Parity bit *or* Check bit

- In the International Standard Book Number (ISBN) system used to identify books, the last of the ten-digit number is a check bit.
- The Chemical Abstracts Service (CAS) method of identifying chemical compounds, the United States Postal Service (USPS) use check digits.
- Modems, computer memory chips compute checksums.
- One or more check digits are commonly embedded in credit card numbers.

Detecting one error with the parity bit

Codewords (of length *3*):

0 0 0

0 1 1

1 0 1

1 1 0

Parity bit : *(*x y *z)* with *z*=x+y.

4 codewords (among *8* words of length *3*),

2 data bits, *1* check bit.

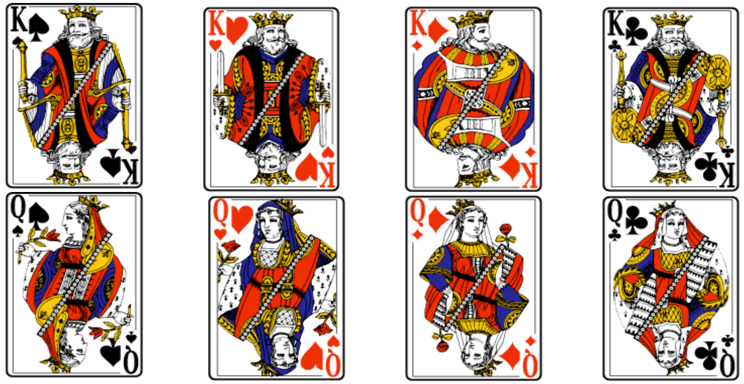
Rate: ***2/3***

Codewords Non Codewords

Codewords	Non Codewords
0 0 0	*0 0 1*
0 1 1	*0 1 0*
1 0 1	*1 0 0*
1 1 0	*1 1 1*

Two distinct codewords
have at least two distinct letters.

8 Cards

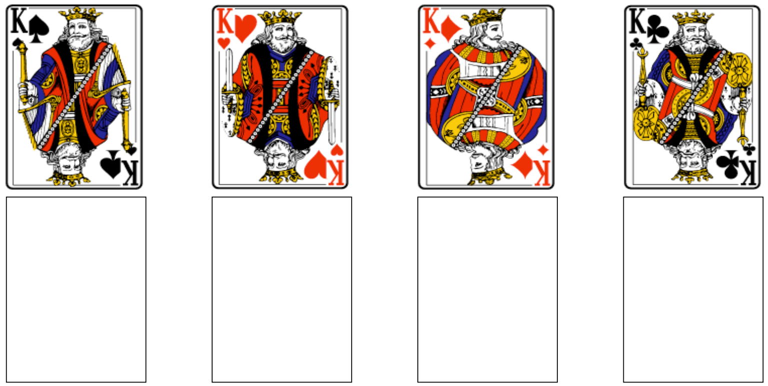


4 questions for *8* cards

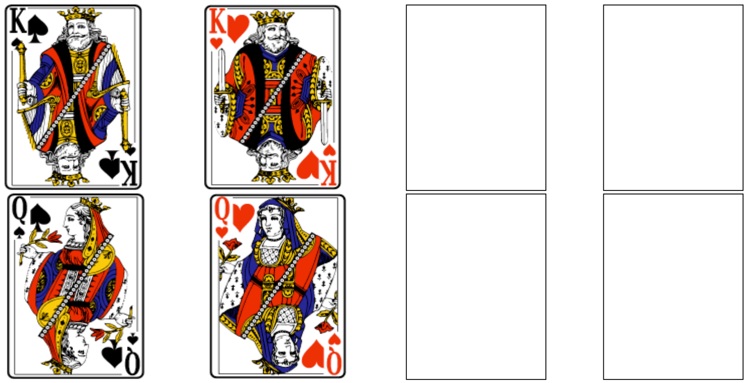
Use the *3* previous questions
plus the parity bit question
(the number of N's should be even).

*000***0**	*001***1**	*010***1**	*011***0**
YYY**Y**	YYN**N**	YNY**N**	YNN**Y**
*100***1**	*101***0**	*110***0**	*111***1**
NYY**N**	NYN**Y**	NNY**Y**	NNN**N**

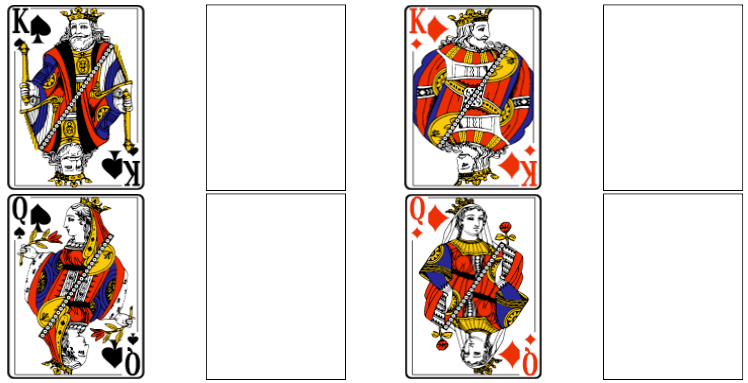
First question: is it one of these?



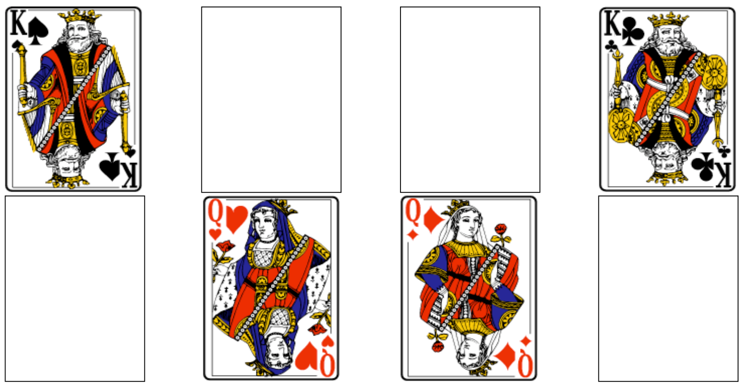
Second question: is it one of these?



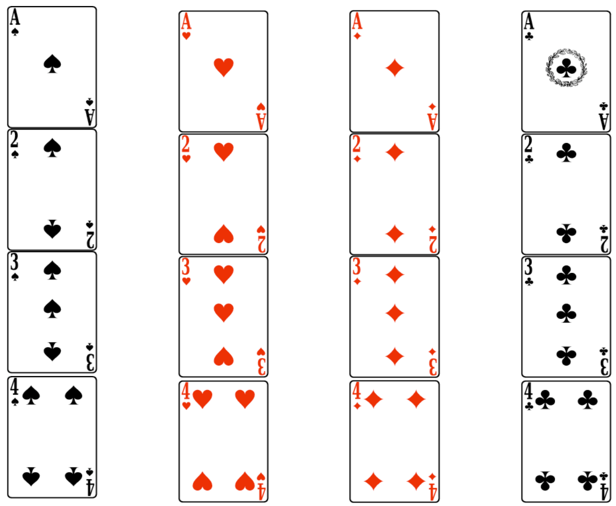
Third question: is it one of these?



Fourth question: is it one of these?



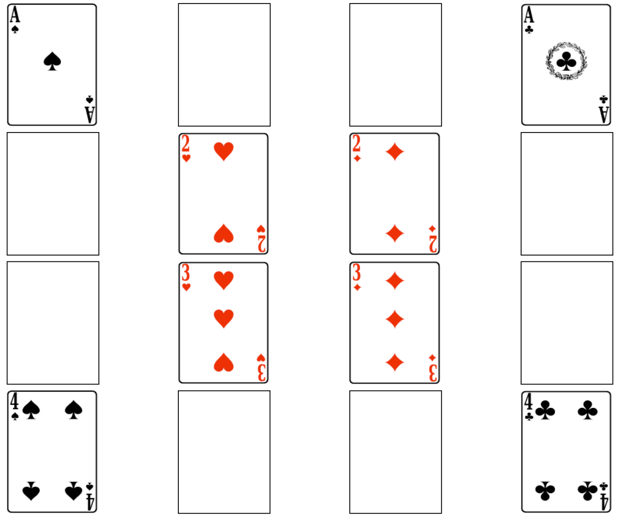
16 cards, at most one wrong answer: *5* questions to detect the mistake

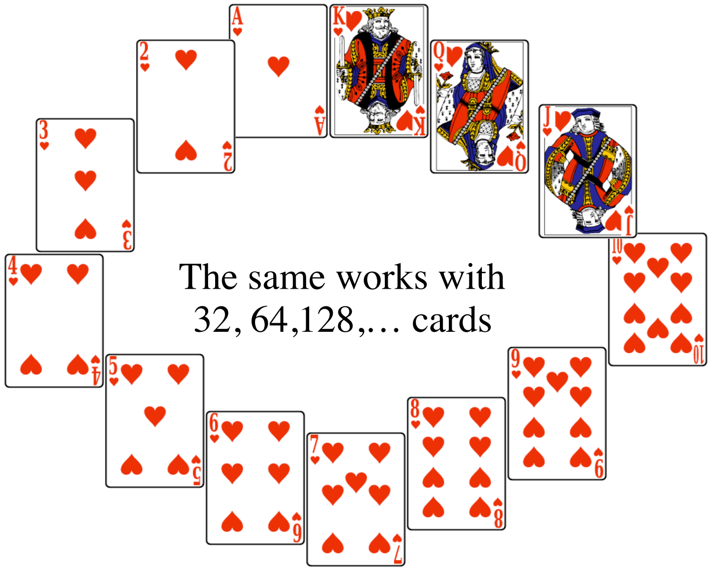


Ask the 5 questions so that the answers are:

YYYYY	YYYNN	YYNYN	YYNNY
YNYYN	YNYNY	YNNYY	YNNNN
NYYYN	NYYNY	NYNYY	NYNNN
NNYYY	NNYNN	NNNYN	NNNNY

Fifth question:





The same works with 32, 64,128,… cards

Correcting one mistake

- Again I ask you questions to each of which your answer is yes or no, again you are allowed to give at most one wrong answer, but now I want to be able to know which card you selected - and also to tell you whether or not you lied and when you eventually lied.

With *2* cards

- I repeat the same question three times.
- The most frequent answer is the right one: *vote with the majority*.
- *2* cards, *3* questions, corrects *1* error.
- Right answers: *000* and *111*

Correcting one error by repeating three times

- Send each bit three times

	Codewords (length three)
2 codewords	*0 0 0*
among *8* possible ones	*1 1 1*
(*1* data bit, *2* check bits)	

Rate: *1/3*

- Correct *0 0 1* as *0 0 0*
- Correct *0 1 0* as *0 0 0*
- Correct *1 0 0* as *0 0 0*

and

- Correct *1 1 0* as *1 1 1*
- Correct *1 0 1* as *1 1 1*
- Correct *0 1 1* as *1 1 1*

Principle of codes correcting one error:

Two distinct codewords have at least three distinct letters

Hamming Distance between two words:

= number of places in which the two words differ

Examples

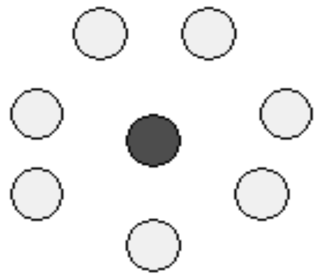
(0,0,1) and *(0,0,0)* have distance *1*

(1,0,1) and *(1,1,0)* have distance *2*

(0,0,1) and *(1,1,0)* have distance *3*

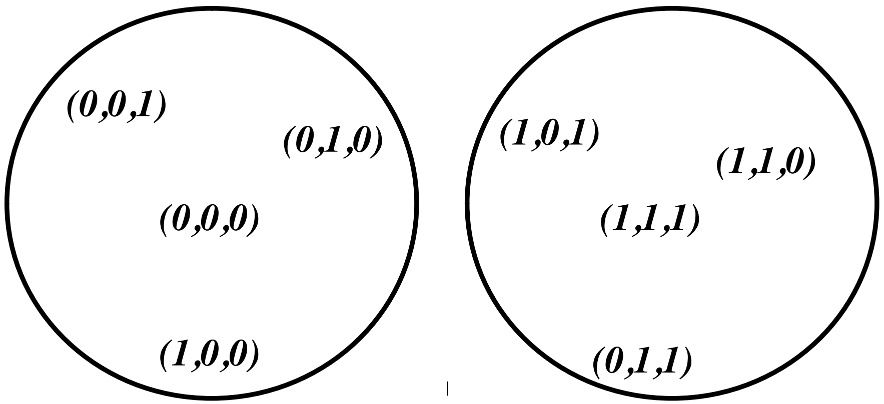
Richard W. Hamming (1915-1998)

Hamming distance 1



All words resulting from a change in one position in the word.

Two or three *0*‘s   Two or three *1*‘s



The code (0 0 0)   (1 1 1)

- The set of words of length *3* (eight elements) splits into two spheres (balls)
- The centers are respectively *(0,0,0)* and *(1,1,1)*
- Each of the two balls consists of elements at distance at most *1* from the center

Back to the Hat Problem

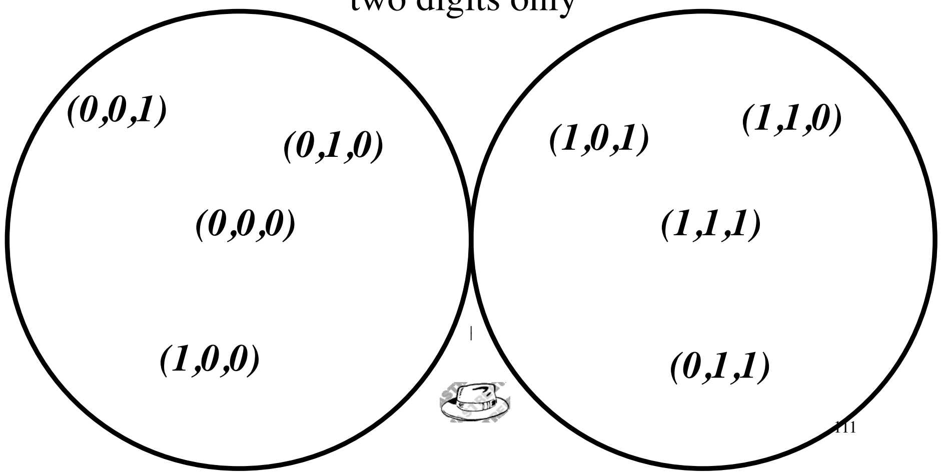
Connection with error detecting codes

- Replace white by *0* and black by *1;* hence the distribution of colours becomes a word of length *3* on the alphabet *{0 , 1}*
- Consider the centers of the balls *(0,0,0)* and *(1,1,1)*.
- The team bets that the distribution of colours is not one of the two centers.

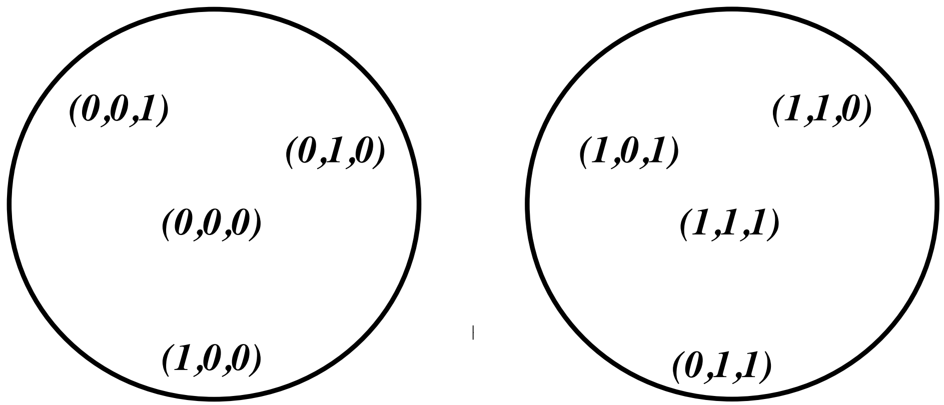
If a player sees two ***0,*** the center of the ball is ***(0,0,0)***

If a player sees two ***1,*** the center of the ball is ***(1,1,1)***

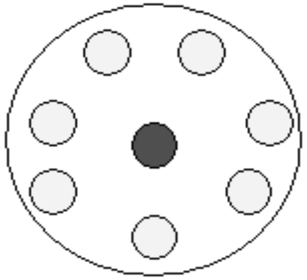
Each player knows two digits only



If a player sees one ***0*** and one ***1,*** he does not know the center



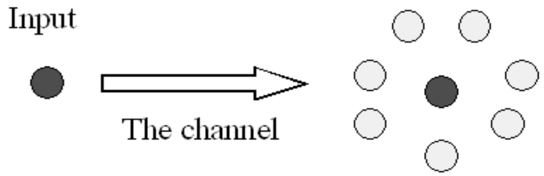
Hamming's unit sphere



The unit sphere around the word.

- The unit sphere around a word includes the words at distance at most *1*

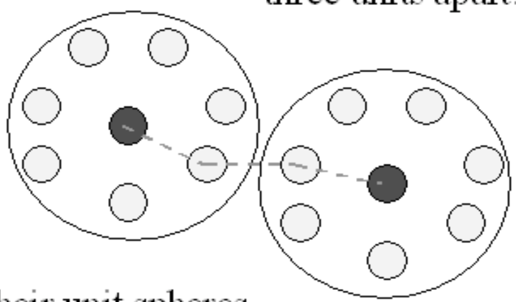
At most one error



Possible output, if up to one error occurs.

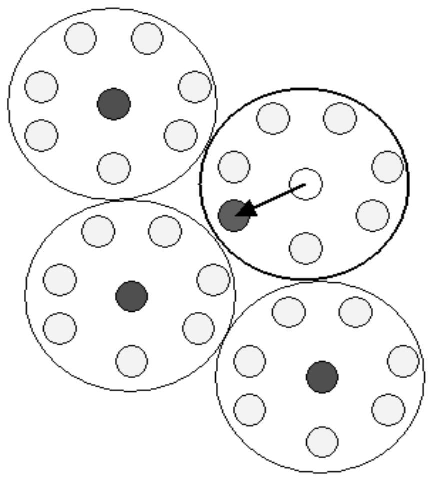
Words at distance at least *3*

These words are three units apart.



Their unit spheres do not overlap.

Decoding



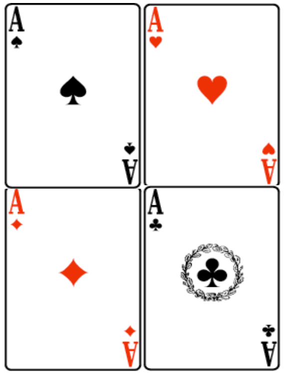
The corrupted word still lies in its original unit sphere. The center of this sphere is the corrected word.

With *4* cards

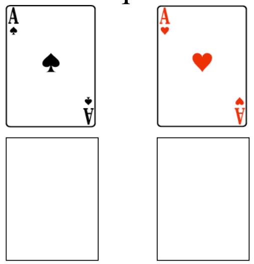
If I repeat my two questions three times each, I need *6* questions

Better way:
5 questions suffice

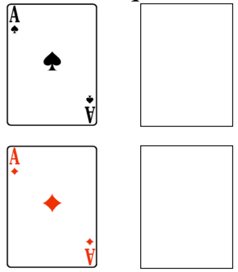
Repeat each of the two previous questions twice and use the parity check bit.



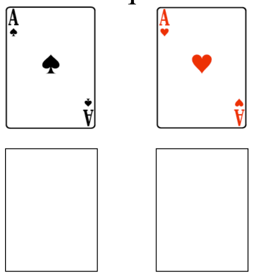
First question:



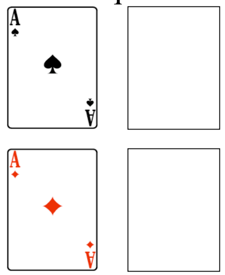
Second question:



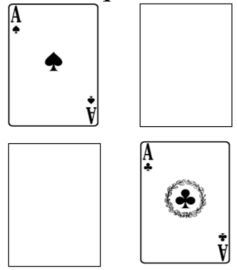
Third question:

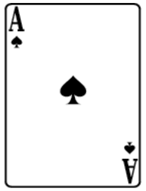


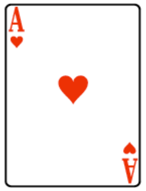
Fourth question:



Fifth question:



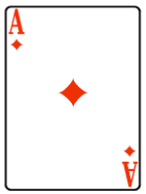


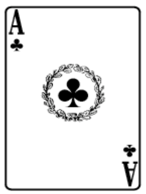


4 cards, *5* questions
Corrects *1* error

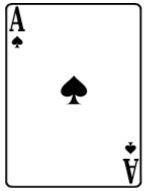
4 correct answers: | *a* | *b* | *a* | *b* | *a+b* |

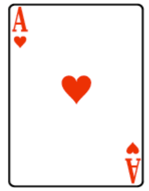
At most one mistake: you know at least one of *a* , *b*





If you know (*a* or *b*) and *a+b*
then you know *a* and *b*





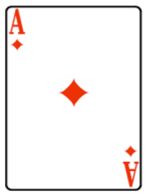
Length *5*

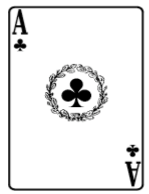
- *2* data bits, *3* check bits

- *4* codewords: *a*, *b*, *a*, *b*, *a+b*

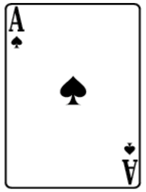
0	0	0	0	0
0	1	0	1	1
1	0	1	0	1
1	1	1	1	0

- Two codewords have distance at least *3*



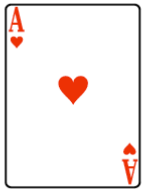


Rate : *2/5*.

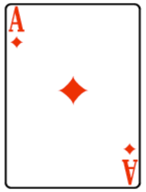


Length *5*

•Number of words 2^5 =***32***



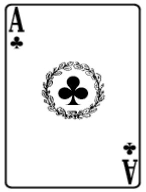
- *4* codewords: $a, b, a, b, a+b$
- Each has *5* neighbours
- Each of the *4* balls of radius *1* has *6* elements
- There are ***24*** possible answers containing at most *1* mistake



- ***8*** answers are not possible:

$$a, b, a+1, b+1, c$$

(at distance ≥ 2 of each codeword)



With *8* Cards

With *8* cards and *6* questions I can correct one error

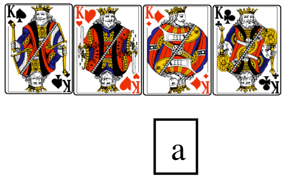
8 cards, *6* questions, corrects *1* error

- Ask the three questions giving the right answer if there is no error, then use the parity check for questions (1,2), (1,3) and (2,3).
- Right answers :

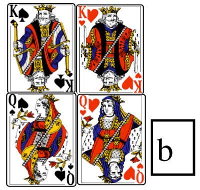
(a, b, c, a+b, a+c, b+c)

with a, b, c replaced by 0 or 1

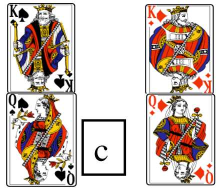
First question



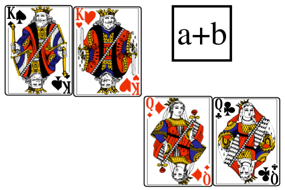
Second question



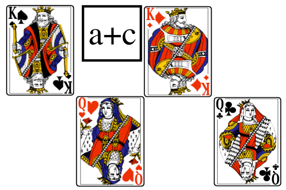
Third question



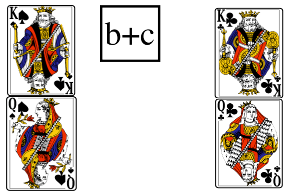
Fourth question



Fifth question



Sixth question



8 cards, *6* questions
Corrects *1* error

- *8* correct answers: $a, b, c, a+b, a+c, b+c$
  - from $a, b, a+b$ you know whether a and b are correct
- If you know a and b then among $c, a+c, b+c$ there is at most one mistake, hence you know c

8 cards, *6* questions
Corrects *1* error

3 data bits,
3 check bits

- *8* codewords: $a, b, c, a+b, a+c, b+c$

0 0 0	0 0 0	1 0 0	1 1 0
0 0 1	0 1 1	1 0 1	1 0 1
0 1 0	1 0 1	1 1 0	0 1 1
0 1 1	1 1 0	1 1 1	0 0 0

Two codewords
have distance
at least *3*

Rate : *1/2*.

Length *6*

•Number of words *26* =***64***

- *8* codewords: $a, b, c, a+b, a+c, b+c$
- Each has *6* neighbours
- Each of the *8* balls of radius *1* has *7* elements
- There are ***56*** possible answers containing at most *1* mistake
- ***8*** answers are not possible:

$a, b, c, a+b+1, a+c+1, b+c+1$

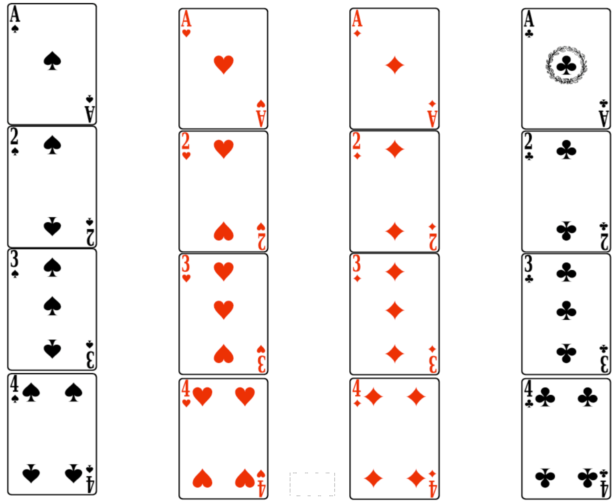
Number of questions

	No error	Detects *1* error	Corrects *1* error
2 cards	*1*	*2*	*3*
4 cards	*2*	*3*	*5*
8 cards	*3*	*4*	*6*
16 cards	*4*	*5*	*?*

Number of questions

	No error	Detects *1* error	Corrects *1* error
2 cards	*1*	*2*	*3*
4 cards	*2*	*3*	*5*
8 cards	*3*	*4*	*6*
16 cards	*4*	*5*	*7*

With *16* cards, *7* questions suffice to correct one mistake



Claude Shannon

- In 1948, Claude Shannon, working at Bell Laboratories in the USA, inaugurated the whole subject of coding theory by showing that it was possible to encode messages in such a way that the number of extra bits transmitted was as small as possible. Unfortunately his proof did not give any explicit recipes for these optimal codes.

Richard Hamming

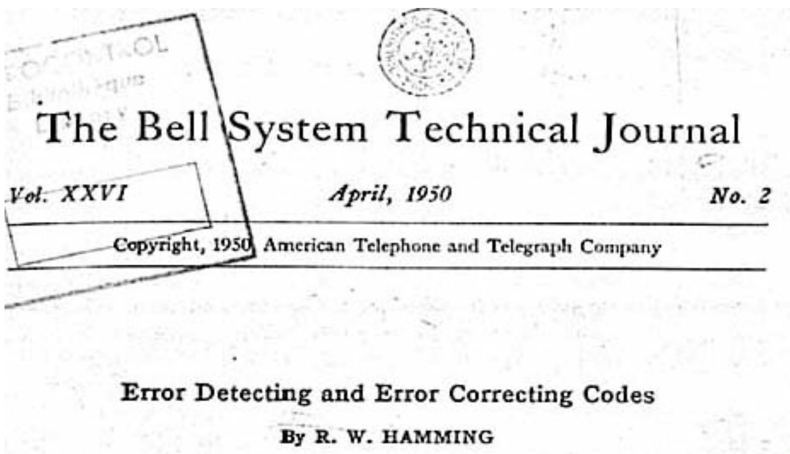
Around the same time, Richard Hamming, also at Bell Labs, was using machines with lamps and relays having an error detecting code. The digits from *1* to *9* were send on ramps of *5* lamps with two lamps on and three out. There were very frequent errors which were easy to detect and then one had to restart the process.

The first correcting codes

- For his researches, Hamming was allowed to have the machine working during the weekend only, and they were on the automatic mode. At each error the machine stopped until the next Monday morning.
- "If it can detect the error," complained Hamming, "why can't it correct some of them! "

The origin of Hamming's code

- He decided to find a device so that the machine would not only detect the errors but also correct them.
- In 1950, he published details of his work on explicit error-correcting codes with information transmission rates more efficient than simple repetition.
- His first attempt produced a code in which four data bits were followed by three check bits which allowed not only the detection, but also the correction of a single error.



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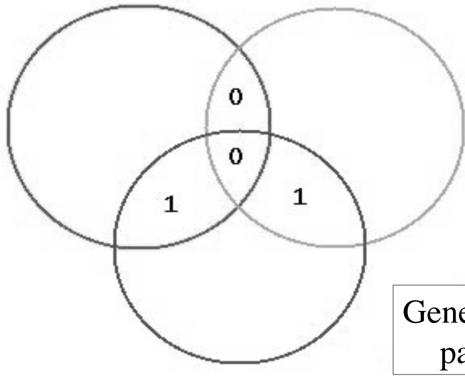
Error Detecting and Error Correcting Codes

By R. W. HAMMING

The binary code of Hamming (1950)

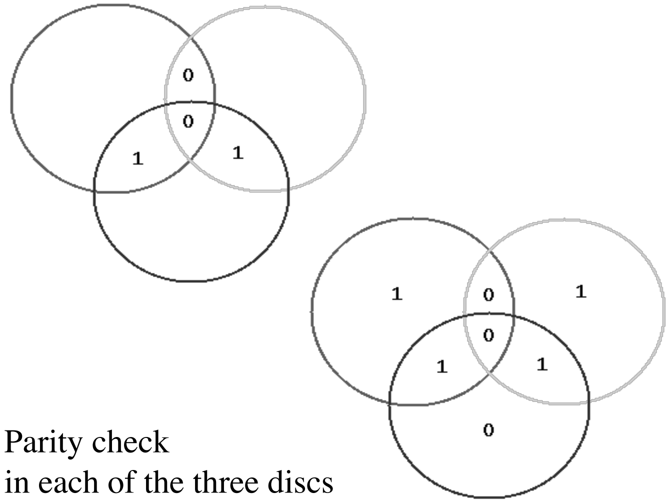


4 previous questions,
3 new ones,
corrects *1* error

Parity check
in each of the three discs

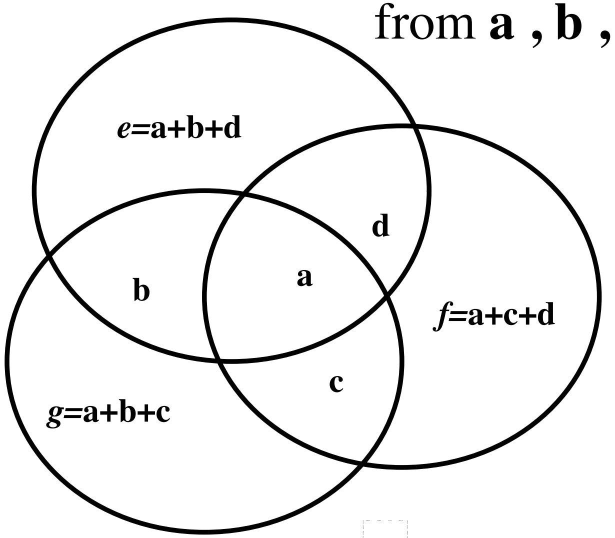
Generalization of the parity check bit

16 cards, *7* questions, corrects *1* error



Parity check
in each of the three discs

How to compute *e* , *f* , *g* from **a , b , c , d**



Hamming code

Words of length *7*

Codewords: ($16=2^4$ among $128=2^7$)

(a, b, c, d, *e*, *f*, *g*)

with

e=a+b+d

f=a+c+d

g=a+b+c

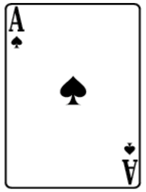
4 data bits, *3* check bits

Rate: 4/7

16 codewords of length *7*

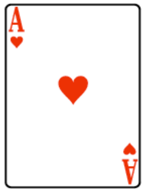
0 0 0 0 *0 0 0*	1 0 0 0 *1 1 1*
0 0 0 1 *1 1 0*	1 0 0 1 *0 0 1*
0 0 1 0 *0 1 1*	1 0 1 0 *1 0 0*
0 0 1 1 *1 0 1*	1 0 1 1 *0 1 0*
0 1 0 0 *1 0 1*	1 1 0 0 *0 1 0*
0 1 0 1 *0 1 1*	1 1 0 1 *1 0 0*
0 1 1 0 *1 1 0*	1 1 1 0 *0 0 1*
0 1 1 1 *0 0 0*	1 1 1 1 *1 1 1*

Two distinct codewords have at least three distinct letters



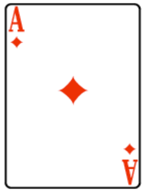
Words of length *7*

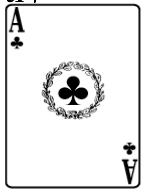
•Number of words: 2^7 =***128***



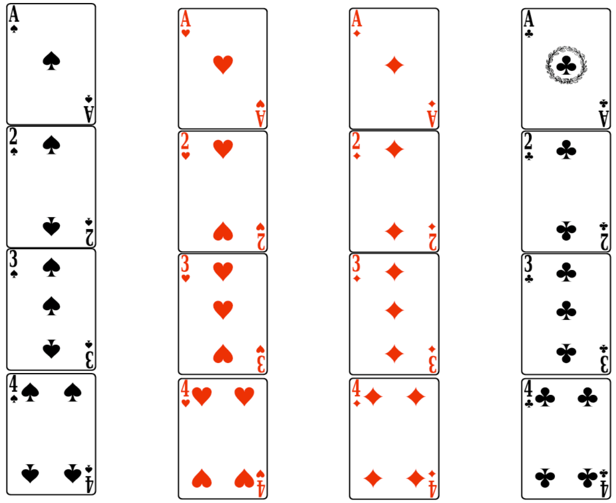
Hamming code (1950):

- There are $16 = 2^4$ codewords
- Each has *7* neighbours
- Each of the *16* balls of radius *1* has $8 = 2^3$ elements
- Any of the 8×16 = ***128*** words is in exactly one ball (perfect packing)





16 cards , *7* questions correct one mistake



Replace the cards by labels from *0* to *15* and write the binary expansions of these:

0000, 0001, 0010, 0011

0100, 0101, 0110, 0111

1000, 1001, 1010, 1011

1100, 1101, 1110, 1111

Using the Hamming code, get 7 digits.

Select the questions so that Yes=0 and No=1

7 questions to find the selected number in *{0,1,2,…, 15}* with one possible wrong answer

- Is the first binary digit *0*?
- Is the second binary digit *0*?
- Is the third binary digit *0*?
- Is the fourth binary digit *0*?
- Is the number in {*1,2,4,7,9,10,12,15*}?
- Is the number in {*1,2,5,6,8,11,12,15*}?
- Is the number in {*1,3,4,6,8,10,13,15*}?

Hat problem with *7* people

For *7* people in the room in place of *3*,
which is the best strategy
and its probability of winning?

Answer:
the best strategy gives a
probability of winning of *7/8*

The Hat Problem with *7* people

- The team bets that the distribution of the hats does not correspond to the *16* elements of the Hamming code
- Loses in *16* cases (they all fail)
- Wins in *128-16=112* cases (one of them bets correctly, the *6* others abstain)
- Probability of winning: *112/128=7/8*

Winning at the lottery

Tails and Ends

Toss a coin *7* consecutive times

There are $2^7=128$ possible sequences of results

How many bets are required in such a way that you are sure one at least of them has at most one wrong answer?

Tossing a coin *7* times

- Each bet has all correct answers once every *128* cases.
- It has just one wrong answer *7* times: either the first, second, … seventh guess is wrong.
- So it has at most one wrong answer *8* times among *128* possibilities.

Tossing a coin *7* times

- Now $128 = 8 \times 16$.
- Therefore you cannot achieve your goal with less than *16* bets.
- Coding theory tells you how to select your *16* bets, exactly one of them will have at most one wrong answer.

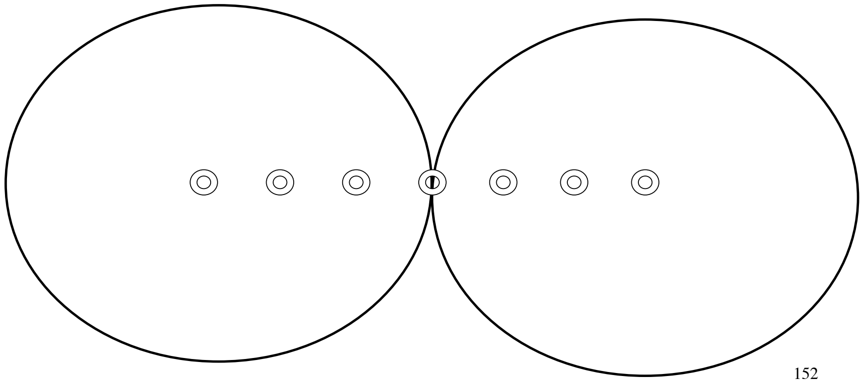
Principle of codes detecting *n* errors:

Two distinct codewords have at least n+1 distinct letters

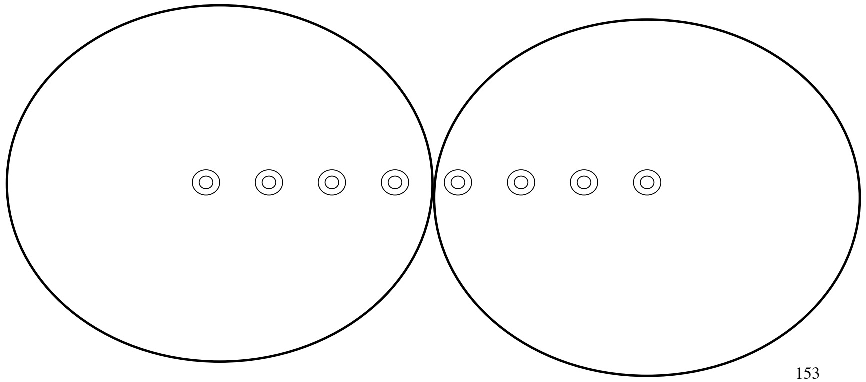
Principle of codes correcting *n* errors:

Two distinct codewords have at least 2n+1 distinct letters

Hamming balls of radius *3*
Distance *6*, detects *5* errors, corrects *2* errors



Hamming balls of radius *3*
Distance *7*, corrects *3* errors



Golay code on $\{0,1\}=\boldsymbol{F}_2$

Words of length *23*, there are 2^{23} words
12 data bits, *11* control bits,
distance *7,* corrects *3* errors
2^{12} codewords, each ball of radius *3* has

$$\binom{23}{0}+\binom{23}{1}+\binom{23}{2}+\binom{23}{3}$$
$$=1+23+253+1771=2048=2^{11}$$

elements:

Perfect packing

Golay code on $\{0,1,2\}=\boldsymbol{F}_3$

Words of length *11*, there are 3^5 words
6 data bits, *5* control bits,
distance *5,* corrects *2* errors
3^6 codewords, each ball of radius *2* has

$$\binom{11}{0}+2\binom{11}{1}+2^2\binom{11}{2}$$
$$=1+22+220=243=3^5$$

elements:

Perfect packing

SPORT TOTO: the oldest error correcting code

- A match between two players (or teams) may give three possible results: either player *1* wins, or player *2* wins, or else there is a draw (write *0*).
- There is a lottery, and a winning ticket needs to have at least *3* correct bets for *4* matches. How many tickets should one buy to be sure to win?

4 matches, *3* correct forecasts

- For *4* matches, there are $3^4 = 81$ possibilities.
- A bet on *4* matches is a sequence of *4* symbols {*0, 1, 2*}. Each such ticket has exactly 3 correct answers *8* times.
- Hence each ticket is winning in *9* cases.
- Since $9 \times 9 = 81$, a minimum of *9* tickets is required to be sure to win.

Finnish Sport Journal, 1932

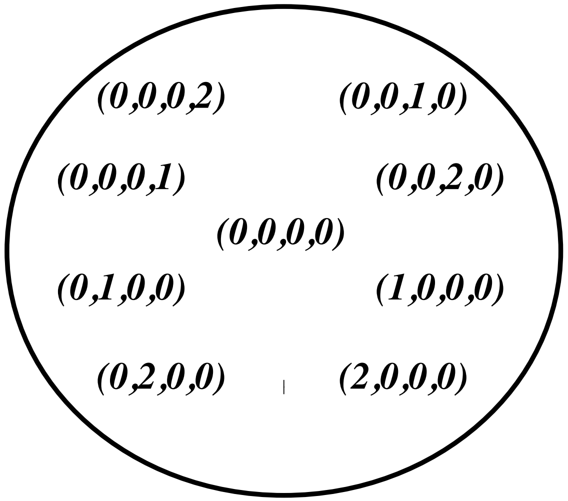
9 tickets

0 0 0 0	*1 0 1 2*	*2 0 2 1*
0 1 1 1	*1 1 2 0*	*2 1 0 2*
0 2 2 2	*1 2 0 1*	*2 2 1 0*

Rule: $a,\ b,\ a+b,\ a+2b$ modulo *3*

This is an error correcting code on the alphabet {*0, 1, 2*} with rate *1/2*

Perfect packing of $\boldsymbol{F}_3^{\,4}$ with *9* balls radius *1*

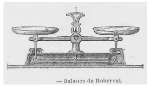


A fake pearl

- Among *m* pearls all looking the same, there are *m-1* genuine identical ones, having the same weight, and a fake one, which is lighter.
- You have a balance which enables you to compare the weight of two objects.
- How many experiments do you need in order to detect the fake pearl?

Each experiment produces three possible results

The fake pearl is not weighted

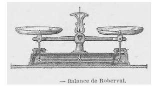


The fake pearl is on the right

The fake pearl is on the left

3 pearls: put *1* on the left and *1* on the right

The fake pearl is not weighted

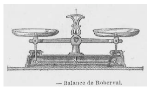


The fake pearl is on the right

The fake pearl is on the left

9 pearls: put *3* on the left and *3* on the right

The fake pearl is not weighted



The fake pearl is on the right

The fake pearl is on the left

Each experiment enables one to select one third of the collection where the fake pearl is

- With *3* pearls, one experiment suffices.
- With *9* pearls, select *6* of them, put *3* on the left and *3* on the right.
- Hence you know a set of *3* pearls including the fake one. One more experiment yields the result.
- Therefore with *9* pearls *2* experiments suffice.

A protocole where each experiment is independent of the previous results

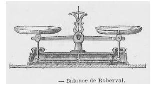
- Label the *9* pearls from *0* to *8,* next replace the labels by their expansion in basis *3*.

0 0	*0 1*	*0 2*
1 0	*1 0*	*1 1*
2 0	*2 1*	*2 2*

- For the first experiment, put on the right the pearls whose label has first digit *1* and on the left those with first digit *2*.

One experiment= one digit 0, 1 or 2

The fake pearl is not weighted



0

The fake pearl is on the right

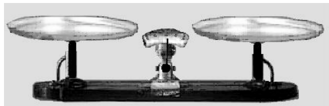
1

The fake pearl is on the left

2

Result of two experiments

- Each experiment produces one among three possible results: either the fake pearl is not weighted *0*, or it is on the left *1*, or it is on the right *2*.
- The two experiments produce a two digits number in basis *3* which is the label of the fake pearl.



81 pearls including a lighter one

- Assume there are *81* pearls including *80* genuine identical ones, and a fake one which is lighter. Then 4 experiments suffice to detect the fake one.
- For 3^n pearls including a fake one, *n* experiments are necessary and sufficient.

And if one of the experiments may be erronous?

- Consider again *9* pearls. If one of the experiments may produce a wrong answer, then 4 four experiments suffice to detect the fake pearl.
- The solution is given by Sport Toto: label the *9* pearls using the *9* tickets.

Labels of the 9 pearls

a, b, a+b, a+2b modulo *3*

0 0 0 0	*1 0 1 2*	*2 0 2 1*
0 1 1 1	*1 1 2 0*	*2 1 0 2*
0 2 2 2	*1 2 0 1*	*2 2 1 0*

Each experiment corresponds to one of the four digits. Accordingly, put on the left the three pearls with digits *1* And on the right the pearls with digit *2*

Some recent results in mathematics related with modern technology

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December 1, 2009

http://www.math.jussieu.fr/~miw/