

# Welcome! Everything is fine.

When you're connected by zoom:

- ▶ Use a laptop or desktop with a large screen so you can read these words clearly.
- ▶ To conserve bandwidth, please turn off your camera.
- ▶ Please mute your microphone unless I call on you.
- ▶ Please have the chat window open to ask questions.
- ▶ Reading for today: 6.3–6.4; for Wed: 7.1–7.2.
- ▶ PS07 outline due Wed Mar 18.
- ▶ PS07 due Wed Mar 25.

No office hour today at noon (sorry, I double-booked myself)

No exam 2 until after break.

## Last time: Hamming 7-code

- ▶  $\mathcal{H}_7$  is the nullspace of the parity check matrix

$G = 110$  binary  
 $= 1 \cdot 2^2 + 1 \cdot 2^1 + 0 \cdot 2^0$

$$H_7 = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}.$$

binary digits of 3 (i.e., 011),  
upside down

binary digits of 5,  
upside down (1)

- ▶  $\mathcal{H}_7$  is the column space of the generator matrix

If we solve  $H_7 x = 0$   
using our usual methods,  
the columns of  $G_7$  form  
the basis we get for  
 $\text{Null}(H_7)$

$$G_7 = \begin{bmatrix} 1 & 1 & 0 & 1 \\ 1 & 0 & 1 & 1 \\ 1 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}.$$

4 vectors in a  
basis for Hamming  
7, so dimension 4 (2)

Key point:  $i$ th column of  $H_7$  is binary digits of  $i$  upside down.

# Encoding and decoding Hamming 7

1. Xavier copies four data bits of  $\mathbf{m}$  into  $x_3, x_5, x_6, x_7$ . Other bits  $x_1, x_2$ , and  $x_4$  satisfy

Top row of  $H_7$  is 1010101, which gives the equation  $x_1+x_3+x_5+x_7 = 0$ ,  
then b/c  $+1 = -1 \pmod{2}$ :  $\rightarrow x_1 = x_3 + x_5 + x_7 \leftarrow$  (mod 2)

$$x_2 = x_3 + x_6 + x_7$$
$$x_4 = x_5 + x_6 + x_7.$$

all seven bits

2. Xavier transmits  $\mathbf{x}$ , Yolanda receives  $\mathbf{y}$ .
3. Yolanda then decodes  $\mathbf{y}$ :

- 3.1 First, Yolanda corrects  $\mathbf{y}$  to a codeword  $\mathbf{y}'$  as follows. Let  $\mathbf{s} = H_7\mathbf{y} \in \mathbf{F}_2^3$  be the syndrome of  $\mathbf{y}$ .  
If  $\mathbf{s} = \mathbf{0}$ , then  $\mathbf{y}$  is a codeword, so Yolanda chooses  $\mathbf{y}' = \mathbf{y}$ .  
Otherwise, Yolanda reads  $\mathbf{s}$  as the binary digits of a number  $i$  and chooses  $\mathbf{y}'$  to be  $\mathbf{y}$  with its  $i$ th bit flipped (i.e.,  $\mathbf{y}' = \mathbf{y} + \mathbf{e}_i$ ).
- 3.2 Yolanda reads the message  $\mathbf{m}'$  off of bits 3, 5, 6, and 7 of  $\mathbf{y}'$ .

# Encoding and decoding Hamming 7: Example

$$H_7 = \begin{bmatrix} 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix} \quad \underline{y} = \begin{matrix} 1 \\ 0 \\ 0 \\ 0 \\ 1 \\ 0 \\ 1 \end{matrix} \quad (4)$$

Xavier

$$\underline{m} = \begin{bmatrix} 1 \\ 1 \\ 0 \\ 1 \end{bmatrix}$$

$$\rightarrow \begin{bmatrix} 1 \\ 0 \\ 1 \\ 0 \\ 1 \\ 1 \\ 1 \end{bmatrix} \underline{x}$$

error

$$\rightarrow \begin{bmatrix} 1 \\ 0 \\ 0 \\ 0 \\ 1 \\ 1 \\ 1 \end{bmatrix} \underline{y}$$

Yolanda

$$\underline{z} = H_7 \underline{y}$$

matrix-vec mult is l.c. of cols  
w coeffs from vector

$$= \text{col } 1 + \text{col } 5 + \text{col } 7$$

$$= \begin{bmatrix} 1 \\ 1 \\ 0 \end{bmatrix} \text{ column 3!}$$

So Yolanda corrects bit 3 to 1 and reads off intended message.



# Proof that decoding works

Point of theorem: Hamming 7 corrects one error.

Theorem

If  $\mathbf{y} = \mathbf{x} + \mathbf{e}_i$  (one error in bit  $i$ ), then syndrome  $\mathbf{s} = H_7\mathbf{y}$  is the binary digits of  $i$ .

$\mathbf{e}_i$  is vector w/ 1 in coord  $i$ , 0 elsewhere

Proof.

Since  $\mathbf{x} \in \mathcal{H}_7 = \text{Null}(H_7)$ ,  $H_7\mathbf{x} = \mathbf{0}$ . Therefore,

syndrome

$$\mathbf{s} = H_7\mathbf{y} = H_7(\mathbf{x} + \mathbf{e}_i) = H_7\mathbf{x} + H_7\mathbf{e}_i = \mathbf{0} + H_7\mathbf{e}_i = H_7\mathbf{e}_i, \quad (5)$$

matrix mult is distributive!

the  $i$ th column of  $H_7$ . However,  $H_7$  is the matrix whose  $i$ th column is the binary digits of  $i$ . □



# Hamming 8-code

## Definition

**Hamming 8-code**  $\mathcal{H}_8$  is nullspace of

$$H_8 = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 1 & 1 & 1 & 1 \end{bmatrix}. \quad (6)$$

Delete the first row and first column of  $H_8$ , get  $H_7$ .

So to be consistent with the Hamming 7-code, we write an

arbitrary element of  $\mathcal{H}_8$  as  $\begin{bmatrix} x_0 \\ x_1 \\ \vdots \\ x_7 \end{bmatrix} \in \mathcal{H}_8$ .

# Facts of Hamming 8

Same codewords as Hamming 7,  
but  $x_0$  is a parity check bit added  
to each one.

## Theorem

*The Hamming 8-code  $\mathcal{H}_8$  is the Hamming 7-code  $\mathcal{H}_7$ , extended by a parity check bit  $x_0$ ; and  $\mathcal{H}_8$  corrects 1 error and detects 2 errors.*

Proof is HW.

## Notation:

An  $[n, k, d]$  **binary code** is a binary linear code  $\mathcal{C}$  such that:

- ▶  $\mathcal{C}$  has length  $n$ ; ( $\mathcal{C}$  is subspace of  $F_2^n$ )
- ▶  $\dim \mathcal{C} = k$ ; and
- ▶  $d$  is the smallest number of nonzero coordinates appearing in a nonzero codeword of  $\mathcal{C}$ .

$n =$  **length**,  $k =$  **dimension**,  $d =$  **minimum distance** of  $\mathbf{C}$ .

Turns out that having large min dist is same as correcting lots of errors.



# Examples of abstract code stats

$[n+1, n, 2]$  data bits  $x_1, \dots, x_n$ , parity bit  $x_0$

Parity check code of length  $n + 1$

length is  $n+1$ , dimension is  $n$  b/c data bits chosen freely

any nonzero codeword has even # of 1s, so min distance is 2 (from 1100000).

That is:  $X$  never transmits 0100000 b/c that doesn't satisfy  $x_0+x_1+\dots+x_n=0$ .

Repetition code of length  $n$   $\{00000000, 11111111\}$  length 9

length is  $n$ ; dimension is 1 b/c  $\{11111111\}$  is a basis; min dist is  $n$  b/c all 1s vector is the only nonzero codeword. So:  $[n, 1, n]$  code.

Hamming codes  $\mathcal{H}_7$  and  $\mathcal{H}_8$

Hamming 7: Length 7, dim 4

Hamming 8: Length 8, dim 4 (calculation omitted)

Min distance is not easy to calculate -- on HW, by brute force (list all nonzero codewords and check). Turns out to be 3 for Hamming 7 and 4 for Hamming 8, so these are  $[7, 4, 3]$  and  $[8, 4, 4]$  codes.

# Hamming distance

$\mathbf{x}, \mathbf{y} \in \mathbf{F}_2^n$ . **Hamming distance** between  $\mathbf{x}$  and  $\mathbf{y}$  is:

$d(\mathbf{x}, \mathbf{y})$  = the number of coordinates in which  $\mathbf{x}$  and  $\mathbf{y}$  differ  
= the number of nonzero coordinates in  $\mathbf{x} - \mathbf{y}$   
= the number of coordinate changes needed from  $\mathbf{x}$  to  $\mathbf{y}$ .  
(7)

**Hamming weight** of  $\mathbf{x}$  is  $d(\mathbf{x}, \mathbf{0})$  = number of nonzero coords in  $\mathbf{x}$ .

Example:

$x = 10101010$

$y = 11001001$

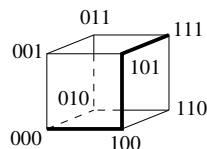


Need to change 4 bits of  $x$  to get to  $y$ , so  $d(x, y) = 4$ .

# Hamming paths and Hamming distance

## Definition

A **Hamming path of length  $k$**  in  $\mathbf{F}_2^n$  is a sequence  $\mathbf{x}_0, \mathbf{x}_1, \dots, \mathbf{x}_k \in \mathbf{F}_2^n$  such that for  $1 \leq i \leq k$ , the vectors  $\mathbf{x}_{i-1}$  and  $\mathbf{x}_i$  differ in exactly one coordinate (i.e.,  $\mathbf{x}_i - \mathbf{x}_{i-1}$  has exactly one nonzero coordinate). We also say that the path  $\mathbf{x}_0, \mathbf{x}_1, \dots, \mathbf{x}_k$  goes from  $\mathbf{x}_0$  to  $\mathbf{x}_k$ .



Geometrically:  $\mathbf{F}_2^n$  is an  $n$ -dim cube! (whooooaaaa)

**Theorem** This helps b/c we can think of Hamming dist w/paths.  
For  $\mathbf{x}, \mathbf{y} \in \mathbf{F}_2^n$ , the Hamming distance  $d(\mathbf{x}, \mathbf{y})$  is precisely the length of a shortest Hamming path from  $\mathbf{x}$  to  $\mathbf{y}$ .

**Why:** Each step of a Hamming path changes exactly one coord.

# Hamming distance is a metric

## Definition

A **metric** on a set  $X$  is a function  $d : X \times X \rightarrow \mathbf{R}$  (i.e., two inputs in  $X$ , output is a real number) s.t.:

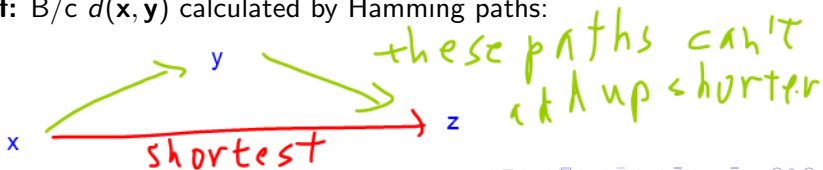
1.  $d(x, y) \geq 0$ .
2.  $d(x, y) = 0$  if and only if  $x = y$ .
3.  $d(x, y) = d(y, x)$ .
4. (Triangle inequality)  $d(x, z) \leq d(x, y) + d(y, z)$ .

No shortcut thru extra destination  $y$

## Theorem

Hamming distance  $d(\mathbf{x}, \mathbf{y})$  is a metric on  $\mathbf{F}_2^n$ .

**Proof:** B/c  $d(\mathbf{x}, \mathbf{y})$  calculated by Hamming paths:



# Nearest neighbor error correction

The **nearest neighbor** error-correction method in  $\mathcal{C}$  is:

- ▶ If there is a unique  $\mathbf{y}' \in \mathcal{C}$  such that  $d(\mathbf{y}, \mathbf{y}')$  is minimized, we correct  $\mathbf{y}$  to  $\mathbf{y}'$ . (Think: Yolanda receives  $y$ , wants to fix to  $y'$ )
- ▶ If there is more than one vector  $\mathbf{y}' \in \mathcal{C}$  such that  $d(\mathbf{y}, \mathbf{y}') > 0$  is minimized, we state that  $\mathbf{y}$  has been detected as an erroneous transmission, but cannot be corrected. (The idea is that the different  $\mathbf{y}'$  minimizing  $d(\mathbf{y}, \mathbf{y}')$  are equally probable as intended transmissions.)

Note: This is a scheme used only in theory, not in practice, b/c the most naive way to implement this would be to list all possible received words ( $2^n$  of them!) and list nearest neighbor(s) of each. This scheme only exists to show that you *can* correct a certain number of errors, not a practical way to do so.

# Min weight and error correction

## Theorem

*Let  $\mathcal{C}$  be a binary linear code with minimum distance  $d$ . Then the nearest neighbor method, applied to  $\mathcal{C}$ , corrects  $\lfloor (d-1)/2 \rfloor$  errors and detects  $\lfloor d/2 \rfloor$  errors.*

**Proof:**