

## ERROR-CORRECTING CODES

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Given two sequences  $a$  and  $b$  of 0 and 1, both of length  $n$ , define the distance between them as the number of positions in which they differ. E.g., distance between 10001 and 10010 is 2.

For brevity, we will call a sequence of 0 and 1 a *word*.

1. Given a word  $a$  of length 7, how many words (of same length) are there which are at distance at most 1 from  $a$  (including  $a$  itself)?
2. Is it possible to choose 20 different words of length 7 such that any two of them differ in at least 3 places? What about 10 words? [Hint: this is equivalent to asking that “balls of radius 1” around these words do not intersect.]
3. Show that one can choose 16 different words  $C_1, \dots, C_{16}$  of length 7 such that any two of them differ at at least 3 positions.
4. An error correcting code is a way of assigning to every sequence  $a$  of  $k$  bits a longer sequence  $C_a$  of  $n$  bits ( $n > k$ ) in such a way that if you transmit  $C_a$  over some noisy communication line, and one bit is corrupted, the recipient can still uniquely restore  $C_a$ . The simplest such way is just repeating every bit of  $a$  three times, but it is wasteful. [To be precise, the above definition is of the code that can correct a single bit error.]

Use the problems above to construct an error-correcting code which allows you to encode a 4-bit sequence by a 7-bit sequence, and yet correct a single bit error.