Today.





Secret Sharing.



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Correcting for loss or even corruption.

Share secret among *n* people.

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Two points make a line. Lots of lines go through one point.

A polynomial

$$P(x) = a_d x^d + a_{d-1} x^{d-1} \cdots + a_0.$$

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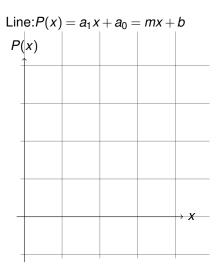
Polynomials P(x) with arithmetic modulo p: ¹ $a_i \in \{0, ..., p-1\}$ and

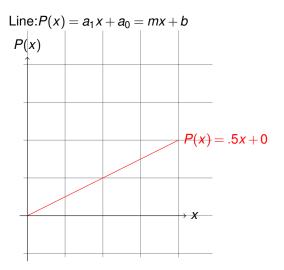
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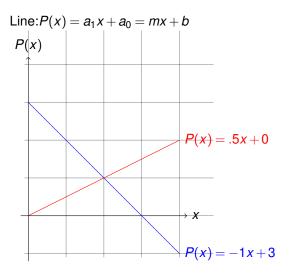
for $x \in \{0, \dots, p-1\}.$

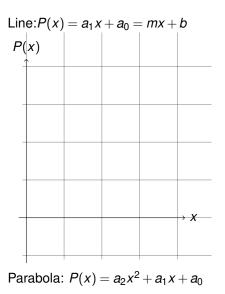
Line: $P(x) = a_1 x + a_0$

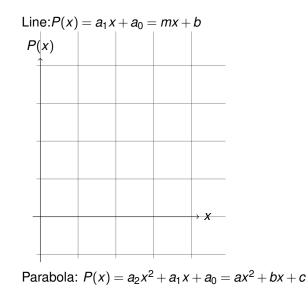
Line: $P(x) = a_1x + a_0 = mx + b$

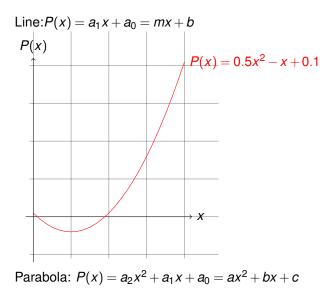


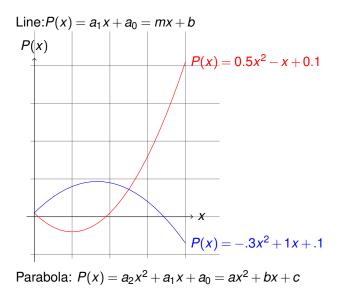


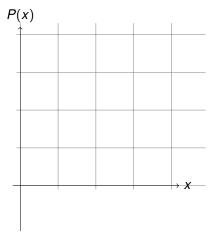


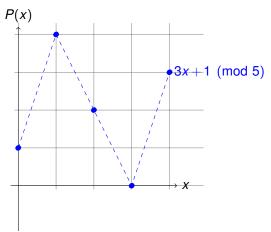


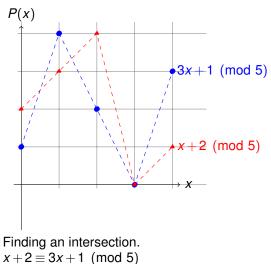




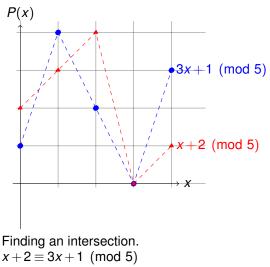






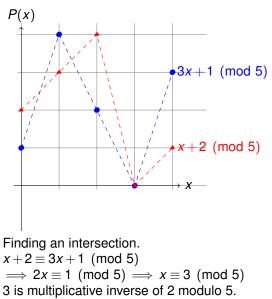


 \implies 2*x* \equiv 1 (mod 5)



 \implies 2x \equiv 1 (mod 5) \implies x \equiv 3 (mod 5) 2 is multiplicative inverse of 2 module 5

3 is multiplicative inverse of 2 modulo 5.



Good when modulus is prime!!

Two points make a line.

Fact: Exactly 1 degree $\leq d$ polynomial contains d + 1 points.²

²Points with different x values.

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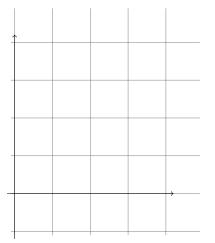
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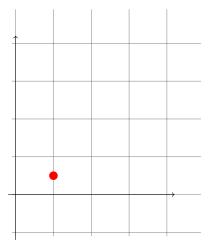
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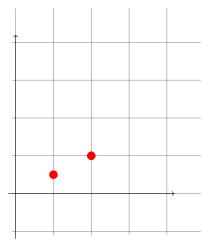
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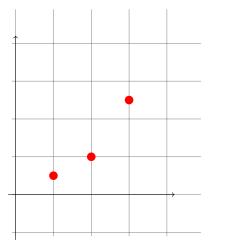
Modular Arithmetic Fact: Exactly 1 degree $\leq d$ polynomial with arithmetic modulo prime p contains d + 1 pts.

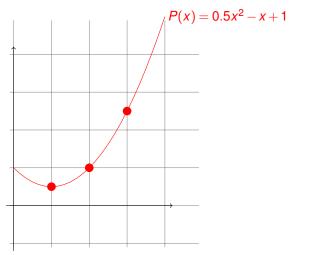
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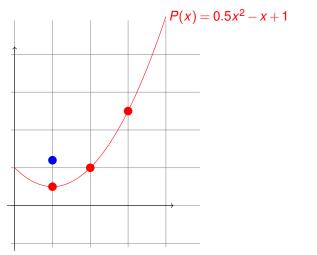


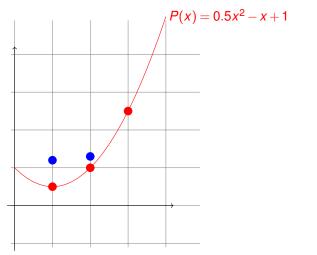


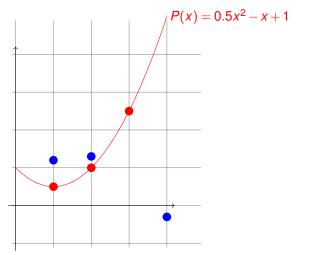


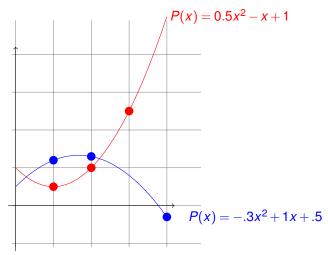




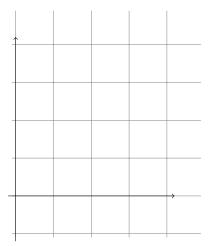


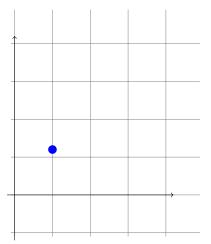


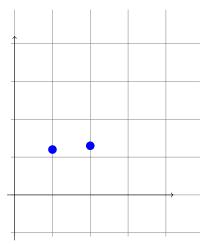


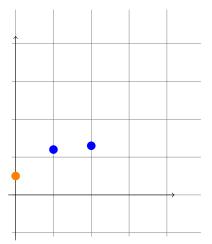


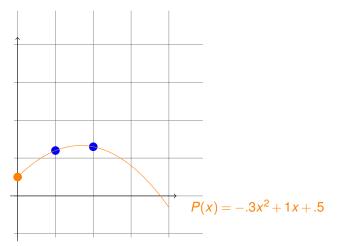
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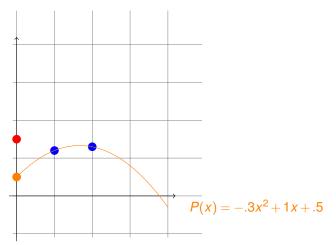


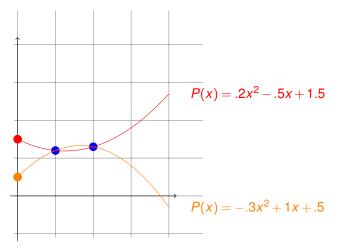


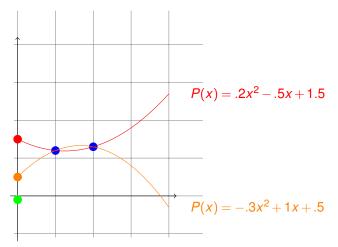


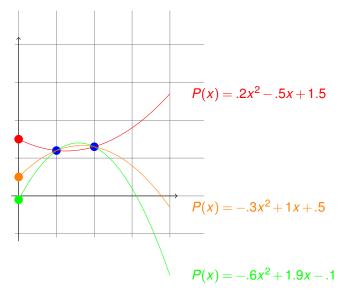


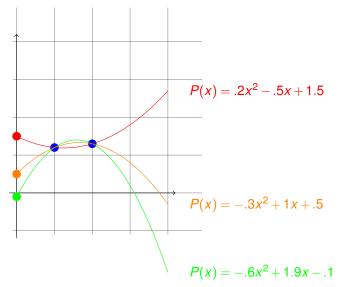












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From d + 1 points to degree d polynomial?

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 $x+2 \mod 5$.

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Modular Arithmetic Fact: Exactly 1 degree $\leq d$ polynomial with arithmetic modulo prime *p* contains *d* + 1 pts.

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Multiplicative inverses due to gcd(x,p) = 1, forall $x \in \{1, ..., p-1\}$

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See the idea? Function that contains all points?

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See the idea? Function that contains all points?

$$P(x) = y_1 \Delta_1(x) + y_2 \Delta_2(x) \dots + y_{d+1} \Delta_{d+1}(x).$$

There exists a polynomial...

Modular Arithmetic Fact: Exactly 1 degree $\leq d$ polynomial with arithmetic modulo prime *p* contains d + 1 pts.

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Put the delta functions together.

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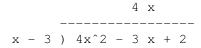
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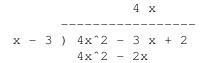
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Must prove Roots fact.





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$$------$$

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$$------$$

$$4$$

$$4 x + 4 r 4$$

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$$-----$$

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$$-----$$

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Divide $4x^2 - 3x + 2$ by (x - 3) modulo 5.

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 $4x^2 - 3x + 2 \equiv (x - 3)(4x + 4) + 4 \pmod{5}$ In general, divide P(x) by (x - a) gives Q(x) and remainder r. That is, P(x) = (x - a)Q(x) + r

Lemma 1: P(x) has root *a* iff P(x)/(x-a) has remainder 0: P(x) = (x-a)Q(x).

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Runtime.

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Runtime: polynomial in *k*, *n*, and log *p*.

- 1. Evaluate degree k 1 polynomial *n* times using log *p*-bit numbers.
- 2. Reconstruct secret by solving system of *k* equations using log *p*-bit arithmetic.

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Infinite number for reals, rationals, complex numbers!



Satellite





3 packet message.

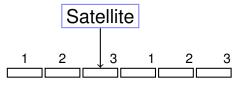




3 packet message.

Lose 3 out 6 packets.

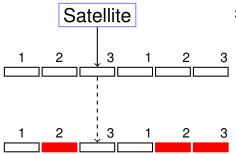




3 packet message. So send 6!

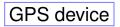
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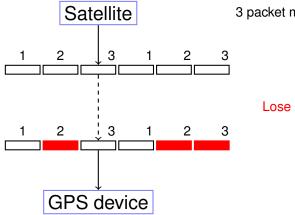




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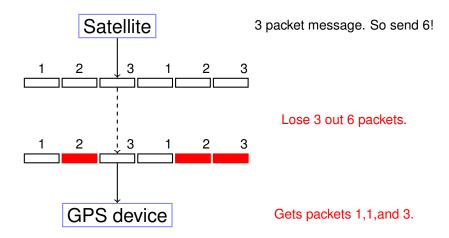
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3 packet message. So send 6!

Lose 3 out 6 packets.



Solution Idea.

n packet message, channel that loses *k* packets.

n packet message, channel that loses *k* packets. Must send n + k packets!

Must send n + k packets!

Any *n* packets

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Any *n* packets should allow reconstruction of *n* packet message.

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3. Send $P(1), \ldots, P(n+k)$.

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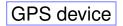
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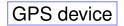








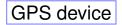
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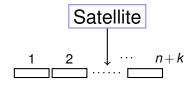




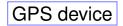


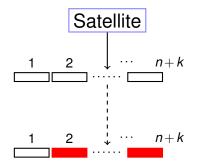
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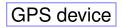


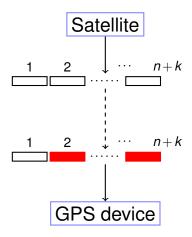
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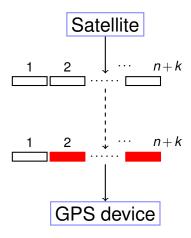


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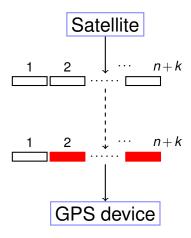
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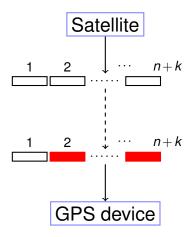


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Lagrange Interpolation.

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

How?

Lagrange Interpolation. Linear System.

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

Lagrange Interpolation. Linear System.

$$P(x) = x^2 \pmod{5}$$

Send message of 1,4, and 4.

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

Lagrange Interpolation. Linear System.

$$P(x) = x^2 \pmod{5}$$

 $P(1) = 1,$

Send message of 1,4, and 4.

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

How?

Lagrange Interpolation. Linear System.

$$P(x) = x^2 \pmod{5}$$

 $P(1) = 1, P(2) = 4,$

Send message of 1,4, and 4.

```
Make polynomial with P(1) = 1, P(2) = 4, P(3) = 4.
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How?

Lagrange Interpolation. Linear System.

$$P(x) = x^2 \pmod{5}$$

$$P(1) = 1, P(2) = 4, P(3) = 9 = 4 \pmod{5}$$

Send message of 1,4, and 4.

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Make polynomial with P(1) = 1, P(2) = 4, P(3) = 4.
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Lagrange Interpolation. Linear System.

$$P(x) = x^2 \pmod{5}$$

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Send message of 1,4, and 4.

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

Lagrange Interpolation. Linear System.

Work modulo 5.

$$P(x) = x^2 \pmod{5}$$

 $P(1) = 1, P(2) = 4, P(3) = 9 = 4 \pmod{5}$

Send $(0, P(0)) \dots (5, P(5))$.

Send message of 1,4, and 4.

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

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Send $(0, P(0)) \dots (5, P(5))$.

6 points. Better work modulo 7 at least!

Send message of 1,4, and 4.

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Lagrange Interpolation. Linear System.

Work modulo 5.

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Work modulo 5.

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Send $(0, P(0)) \dots (5, P(5))$.

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Why? $(0, P(0)) = (5, P(5)) \pmod{5}$

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

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Modulo 7 to accommodate at least 6 packets.

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Modulo 7 to accommodate at least 6 packets.

Linear equations:

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

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Make polynomial with P(1) = 1, P(2) = 4, P(3) = 4. Modulo 7 to accommodate at least 6 packets. Linear equations:

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

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Make polynomial with P(1) = 1, P(2) = 4, P(3) = 4. Modulo 7 to accommodate at least 6 packets. Linear equations:

$P(1) = a_2 + a_1 + a_0$	\equiv	1 (mod 7)
$P(2) = 4a_2 + 2a_1 + a_0$	≡	4 (mod 7)
$P(3) = 2a_2 + 3a_1 + a_0$	≡	4 (mod 7)

 $6a_1 + 3a_0 = 2 \pmod{7}, 5a_1 + 4a_0 = 0 \pmod{7}$

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 $6a_1 + 3a_0 = 2 \pmod{7}, \ 5a_1 + 4a_0 = 0 \pmod{7}$ $a_1 = 2a_0.$

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 $6a_1 + 3a_0 = 2 \pmod{7}, 5a_1 + 4a_0 = 0 \pmod{7}$ $a_1 = 2a_0, a_0 = 2 \pmod{7} a_1 = 4 \pmod{7} a_2 = 2 \pmod{7}$

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$$P(x) = 2x^2 + 4x + 2$$

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Send

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Send
Packets: $(1,1), (2,4), (3,4), (4,7), (5,2), (6,0)$

Make polynomial with P(1) = 1, P(2) = 4, P(3) = 4. Modulo 7 to accommodate at least 6 packets. Linear equations:

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

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 $P(x) = 2x^2 + 4x + 2$
 $P(1) = 1$, $P(2) = 4$, and $P(3) = 4$
Send
Packets: $(1,1), (2,4), (3,4), (4,7), (5,2), (6,0)$

Notice that packets contain "x-values".

Send: (1,1), (2,4), (3,4), (4,7), (5,2), (6,0)

Send: (1,1),(2,4),(3,4),(4,7),(5,2),(6,0) Recieve: (1,1) (2,4), (6,0)

```
Send: (1,1),(2,4),(3,4),(4,7),(5,2),(6,0)
Recieve: (1,1) (2,4), (6,0)
Reconstruct?
```

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Send: (1,1),(2,4),(3,4),(4,7),(5,2),(6,0)
Recieve: (1,1) (2,4), (6,0)
Reconstruct?
Format: (i, R(i)).
```

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Format: (i, R(i)).

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

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Reconstruct?
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Format: (i, R(i)).

$$P(1) = a_2 + a_1 + a_0 \equiv 1 \pmod{7}$$
$$P(2) = 4a_2 + 2a_1 + a_0 \equiv 4 \pmod{7}$$

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Reconstruct?
```

Format: (*i*, *R*(*i*)).

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

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Format: (i, R(i)).

Lagrange or linear equations.

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Channeling Sahai

```
Send: (1,1),(2,4),(3,4),(4,7),(5,2),(6,0)
Recieve: (1,1) (2,4), (6,0)
Reconstruct?
```

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

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$$P(x) = 2x^2 + 4x + 2$$

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Message?

```
Send: (1,1),(2,4),(3,4),(4,7),(5,2),(6,0)
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Reconstruct?
```

Format: (i, R(i)).

Lagrange or linear equations.

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

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Channeling Sahai ...

 $P(x) = 2x^2 + 4x + 2$ Message? P(1) = 1,

```
Send: (1,1),(2,4),(3,4),(4,7),(5,2),(6,0)
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Channeling Sahai ...

 $P(x) = 2x^2 + 4x + 2$ Message? P(1) = 1, P(2) = 4, P(3) = 4.

You want to encode a secret consisting of 1,4,4.

You want to encode a secret consisting of 1,4,4. How big should modulus be?

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How big should modulus be? Larger than 144

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Remember the secret, s = 144, must be one of the possible values.

You want to encode a secret consisting of 1,4,4.

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Remember the secret, s = 144, must be one of the possible values.

You want to send a message consisting of packets 1,4,2,3,0

You want to encode a secret consisting of 1,4,4.

How big should modulus be? Larger than 144 and prime!

Remember the secret, s = 144, must be one of the possible values.

You want to send a message consisting of packets 1,4,2,3,0

through a noisy channel that loses 3 packets.

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You want to send a message consisting of packets 1,4,2,3,0

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How big should modulus be? Larger than 8

You want to encode a secret consisting of 1,4,4.

How big should modulus be? Larger than 144 and prime!

Remember the secret, s = 144, must be one of the possible values.

You want to send a message consisting of packets 1,4,2,3,0

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Larger than 8 and prime!

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Larger than 8 and prime!

The other constraint: arithmetic system can represent 0,1,2,3,4.

You want to encode a secret consisting of 1,4,4.

How big should modulus be? Larger than 144 and prime!

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through a noisy channel that loses 3 packets.

How big should modulus be?

Larger than 8 and prime!

The other constraint: arithmetic system can represent 0,1,2,3,4.

Send *n* packets *b*-bit packets, with *k* errors.

You want to encode a secret consisting of 1,4,4.

How big should modulus be? Larger than 144 and prime!

Remember the secret, s = 144, must be one of the possible values.

You want to send a message consisting of packets 1,4,2,3,0

through a noisy channel that loses 3 packets.

How big should modulus be?

Larger than 8 and prime!

The other constraint: arithmetic system can represent 0,1,2,3,4.

Send *n* packets *b*-bit packets, with *k* errors. Modulus should be larger than n+k and also larger than 2^b .



...give Secret Sharing.

- ...give Secret Sharing.
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Noisy Channel: corrupts *k* packets. (rather than loss.)

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Error Correction:

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Additional Challenge: Finding which packets are corrupt.







3 packet message.

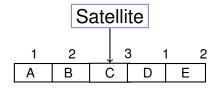




3 packet message.

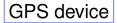
Corrupts 1 packets.

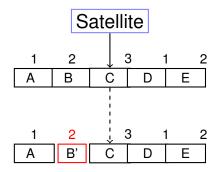
GPS device



3 packet message. Send 5.

Corrupts 1 packets.

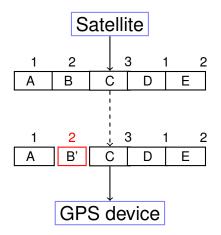




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GPS device



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Receive R(1) = 3, R(2) = 1, R(3) = 6, R(4) = 0, R(5) = 3.

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

Brute Force: For each subset of n + k points

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

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$$p_2 + p_1 + p_0 \equiv 3 \pmod{7}$$

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Assume point 1 is wrong and solve..

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$$p_{n-1} + \cdots p_0 \equiv R(1) \pmod{p}$$
$$p_{n-1}2^{n-1} + \cdots p_0 \equiv R(2) \pmod{p}$$

 $P(x) = p_{n-1}x^{n-1} + \cdots + p_0$ and receive $R(1), \dots R(m = n + 2k)$.

$$p_{n-1} + \cdots p_0 \equiv R(1) \pmod{p}$$

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$$\cdot$$

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$$\cdot$$

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 $P(x) = p_{n-1}x^{n-1} + \cdots p_0 \text{ and receive } R(1), \dots R(m = n+2k).$ $p_{n-1} + \cdots p_0 \equiv R(1) \pmod{p}$ $p_{n-1}2^{n-1} + \cdots p_0 \equiv R(2) \pmod{p}$ \cdot $p_{n-1}i^{n-1} + \cdots p_0 \equiv R(i) \pmod{p}$ \cdot $p_{n-1}(m)^{n-1} + \cdots p_0 \equiv R(m) \pmod{p}$ Error!!

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Error!! Where???
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Runtime:
$$\binom{n+2k}{k}$$
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Error!! Where??? Could be anywhere!!! ...so try everywhere. **Runtime:** $\binom{n+2k}{k}$ possibilitities.

Something like $(n/k)^k$... Exponential in *k*!.

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Error!! Where??? Could be anywhere!!! ...so try everywhere. **Runtime:** $\binom{n+2k}{k}$ possibilitities.

Something like $(n/k)^k$... Exponential in *k*!.

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

Ditty...



Where oh where



Where oh where can my bad packets be ...



Where oh where can my bad packets be ...



Where oh where can my bad packets be ... On Thursday.