A Crash Course on Coding Theory

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Algebraic Geometry Codes

Summary

- Have seen basic codes.
- Have seen how to get reasonably good codes.
- Next on agenda: The best codes ... at least
  - Best known ...
  - For low rates (high distance) ...
  - To best of my understanding.

Algebraic-geometry codes

- Conceived by Goppa in late 70's - early 80's.
- 1982 - Surprising breakthrough ...
  - Due to Tsfasman, Vladuts, Zink.
  - Based on some prior work of Ihara.
  - Codes better than random for suff. large, but constant sized, alphabet.
- Almost unique in history of explicit constructions ....

Asymptotic performance of codes

Fix k/n, and let $n \to \infty$.
Focus on dependence w.r.t. q.

- Random code: Gives
  - $\left[n, k, n-k-O\left(\frac{n}{\log q}\right)\right]_q$ codes.
  - For $q = n$, only $\left[n, k, n-k-O\left(\frac{n}{\log n}\right)\right]_n$ code.
  - Worse than RS code!
- AG code: Gives
  - $\left[n, k, n-k-\frac{n}{\sqrt{q}-1}\right]_q$ code.
  - Needs q square.
  - Clearly better for large q.
  - In fact, better for $q \geq 49$.

Motivation: Bivariate Codes

- Consider codes obtained by evaluations of bivariate polynomials $Q(x, y)$ of deg. $\leq l$ in each variable.
- Gives $\left[q^2, l^2, \left(1-\frac{l}{q}\right)^2\right]_q$ code.
- Contrast w. $\left[q^2, l^2, q^2-l^2\right]_{q^2}$ RS code.
  - Bivariate alphabet smaller.
  - Distance smaller by $2l(q-l)$.
- Why this $q-l$ deficit?
  - On axis-parallel line l points zero imply q points zero.
  - For every line defect of $q-l$.

AG code idea

- Don't evaluate poly on all points on plane.
- Ideally, don't use more than l points on line.
- Pragmatically, don't use much more than l points on line.
- But there exist other bad examples. Degree 2 curves, Degree 3 curves.
- So, don't use too many points on any (low-degree) curve.
- How to find such points? Use points on some low-degree curve.

Algebraic curves in the plane

Defn: Given a bivariate polynomial $R(x, y)$ of total degree D, the set of points

$$\{(a, b) \in \Sigma^2 \mid R(a, b) = 0\}$$

is called an algebraic curve of degree D in the plane.

Basic result from algebraic geometry:
Nice algebraic curves don't meet other nice algebraic curves very often.

Bezout's Thm: Curves R_1, R_2 of deg. D_1, D_2 share at most $D_1 D_2$ common zeroes.

Example (stolen from Shokrollahi)

- Let $q = 13$
  $R(x, y) = y^2 - 2(x-1)x(x+1)$.
- Code obtained by evaluating (certain) polynomials at zeroes of R.
- Fact: There exist 19 zeroes of R.
- Legal polynomials: linear combinations of $\{1, x, y, x^2, xy, x^3\}$.
- If legal poly has 6 zeroes, then it is identically zero.
- Gives $[19, 6, 13]_{13}$ code.
  (RS would give $[19, 6, 14]_{19}$ code.)

Codes from Planar Curves

- Generally:
  - Evaluating polys of deg. $\leq l$
  - At zeroes of R, irreducible, of degree D, with n zeroes.
  - Gives $[n, k, n - Dl]_q$ code,
    for $k = \begin{cases} \binom{l+2}{2} & \text{if } l < D \\ \binom{l+2}{2} - \binom{l-D+2}{2} & \text{if } l \geq D \end{cases}$.
- Distance by Bezout's theorem.

Finding good curves

How to find R with large n?

- No general method.
- But some well-known curves do well. e.g. Hermitian curve for $q = r^2$:
  - $x^{r+1} - y^r - y = 0$
  - has $r^3 + 1$ points.
  - Gives $[r^3+1, \binom{r+2}{2}, r^3+1-(r)(r+1)]_{r^2}$ code.
- Bivariate polys gave
  $[r^4, \binom{r+2}{2}, r^4 - r^3]_{r^2}$.

Going to Higher Dimension

- So far, went from alphabet n to (at best) $\sqrt{n}$.
- To do better need more variables.
- General AG codes:
  - Pick m variables.
  - Put $m - 1$ polynomial constraints.
  - Evaluate polynomials on zeroes.

"State-of-the-art" codes

[Garcia & Stichtenoth]

- $q = r^2$.
- Variables $x_1, \ldots, x_m, y_1, \ldots, y_m$.
- Constraints:

$$x_1^{r+1} = y_1^r + y_1.$$
$$x_2 x_1 = y_1.$$
$$x_2^{r+1} = y_2^r + y_2.$$
$$\vdots$$
$$x_m x_{m-1} = y_{m-1}.$$
$$x_m^{r+1} = y_m^r + y_m.$$

- # zeroes $\geq (r^2 - 1) r^m$.

Keeping track of distance

- Bezout's theorem becomes weak.
- Polynomials ordered by "order".
  Order axioms:
  - $\mathrm{ord}(f+g) \leq \max\{\mathrm{ord}(f), \mathrm{ord}(g)\}$.
  - $\mathrm{ord}(f * g) = \mathrm{ord}(f) + \mathrm{ord}(g)$.
  - f has at most $\mathrm{ord}(f)$ zeroes.
  - Polynomials of all except g orders exist.
  - $g =$ genus of curve.
  - Genus of Garcia-Stichtenoth curve $\leq (r+1)r^m$.
- AG codes follow.

Summary: RS vs. AG

	RS	AG
Coordinates	$\mathbb{F}_q$	Points on curves
Messages	Polynomials deg $< k$	Polynomials order $< k$
Encoding	Evaluations	Evaluations
Distance	$n - k + 1$	$n - k + 1$
Dimension	k	$k-$ genus
Axioms	zeroes $\leq$ deg.	zeroes $\leq$ order
	Sum rule	Sum rule
	Product rule	Product rule
	dim. $>$ deg.	dim. $>$ order $-$ g

Computational requirements

- Classical AG codes computable in $O(n^{30})$ time.
- Newer AG codes computable in $O(n^{17})$ time.
- Rumors of $O(n^2)$ time computability.
- Belief in explicit constructions.

Some best known codes

Fix $q = 2$. Given k and $d/n = \frac{1}{2} - \epsilon$, what is the best known code? (Will allow $\epsilon = \epsilon(n)$).

- Random code: $n = O(\frac{k}{\epsilon^2})$.
- RS $\circ$ Hadamard: $n = \frac{k^2}{\epsilon^2}$.
- AG $\circ$ Hadamard: $n = O(\frac{k}{\epsilon^3 \log(1/\epsilon)})$.
- [ABNNR]: $n = O(\frac{k}{\epsilon^3})$. (Polylog space constructible).