# Today.

Polynomials.
Secret Sharing.

# Polynomial: $P(x) = a_d x^4 + \cdots + a_0$

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

$$P(x)$$

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

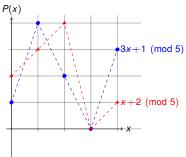
Parabola:  $P(x) = a_2x^2 + a_1x + a_0 = ax^2 + bx + c$ 

## Secret Sharing.

Share secret among n people.

Secrecy: Any k-1 knows nothing. Roubustness: Any k knows secret. Efficient: minimize storage.

# Polynomial: $P(x) = a_d x^4 + \cdots + a_0 \pmod{p}$



Finding an intersection.  $x+2\equiv 3x+1\pmod{5}$   $\Rightarrow 2x\equiv 1\pmod{5}$   $\Rightarrow x\equiv 3\pmod{5}$  3 is multiplicative inverse of 2 modulo 5. Good when modulus is prime!!

# Polynomials

#### A polynomial

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

is specified by **coefficients**  $a_d, \dots a_0$ .

P(x) contains point (a,b) if b = P(a).

**Polynomials over reals**:  $a_1, \ldots, a_d \in \Re$ , use  $x \in \Re$ .

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

$$P(x) = a_d x^d + a_{d-1} x^{d-1} \cdots + a_0 \pmod{p},$$
 for  $x \in \{0, \dots, p-1\}.$ 

# Two points make a line.

**Fact:** Exactly 1 degree  $\leq d$  polynomial contains d+1 points. <sup>2</sup>

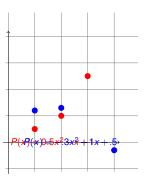
Two points specify a line. Three points specify a parabola.

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

 $<sup>^1</sup>$ A field is a set of elements with addition and multiplication operations, with inverses.  $GF(p) = (\{0, \dots, p-1\}, + \pmod{p}, * \pmod{p}).$ 

<sup>&</sup>lt;sup>2</sup>Points with different x values.

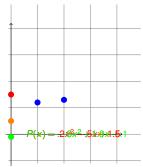
## 3 points determine a parabola.



**Fact:** Exactly 1 degree < d polynomial contains d+1 points. <sup>3</sup>

We will work with polynomials with arithmetic modulo p.

## 2 points not enough.



There is P(x) contains blue points and any(0,y)!

# Delta Polynomials: Concept.

For set of x-values,  $x_1, \ldots, x_{d+1}$ .

$$\Delta_{i}(x) = \begin{cases} 1, & \text{if } x = x_{i}. \\ 0, & \text{if } x = x_{j} \text{ for } j \neq i. \\ ?, & \text{otherwise.} \end{cases}$$
 (1)

Given d+1 points, use  $\Delta_i$  functions to go through points?  $(x_1, y_1), \ldots, (x_{d+1}, y_{d+1}).$ 

Will  $y_1 \Delta_1(x)$  contain  $(x_1, y_1)$ ?

Will  $y_2\Delta_2(x)$  contain  $(x_2,y_2)$ ?

Does  $y_1\Delta_1(x) + y_2\Delta_2(x)$  contain  $(x_1, y_1)$ ? and  $(x_2, y_2)$ ?

See the idea? Function that contains all points?

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

#### Modular Arithmetic Fact and Secrets

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

Shamir's k out of n Scheme:

Secret *s* ∈  $\{0, ..., p-1\}$ 

- 1. Choose  $a_0 = s$ , and randomly  $a_1, \ldots, a_{k-1}$ .
- 2. Let  $P(x) = a_{k-1}x^{k-1} + a_{k-2}x^{k-2} + \cdots + a_0$  with  $a_0 = s$ .
- 3. Share i is point  $(i, P(i) \mod p)$ .

**Roubustness:** Any *k* shares gives secret.

Knowing k pts  $\Longrightarrow$  only one P(x)  $\Longrightarrow$  evaluate P(0).

**Secrecy:** Any k-1 shares give nothing.

Knowing  $\leq k-1$  pts  $\implies$  any P(0) is possible.

## There exists a polynomial...

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

Proof of at least one polynomial:

Given points:  $(x_1, y_1)$ ;  $(x_2, y_2) \cdots (x_{d+1}, y_{d+1})$ .

$$\Delta_i(x) = \frac{\prod_{j \neq i} (x - x_j)}{\prod_{j \neq i} (x_i - x_j)}.$$

Numerator is 0 at  $x_i \neq x_i$ .

Denominator makes it 1 at  $x_i$ .

And..

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

hits points  $(x_1, y_1)$ ;  $(x_2, y_2) \cdots (x_{d+1}, y_{d+1})$ . Degree d polynomial!

Construction proves the existence of a polynomial!

<sup>&</sup>lt;sup>3</sup>Points with different x values.

#### Example.

$$\Delta_i(x) = \frac{\prod_{j \neq i}(x - x_j)}{\prod_{i \neq i}(x_i - x_i)}$$

Degree 1 polynomial, P(x), that contains (1,3) and (3,4)?

Work modulo 5.

 $\Delta_1(x)$  contains (1,1) and (3,0).

$$\Delta_1(x) = \frac{(x-3)}{1-3} = \frac{x-3}{-2}$$
  
=  $2(x-3) = 2x - 6 = 2x + 4 \pmod{5}$ .

For a quadratic,  $a_2x^2 + a_1x + a_0$  hits (1,3); (2,4); (3,0).

Work modulo 5.

Find  $\Delta_1(x)$  polynomial contains (1,1); (2,0); (3,0).

$$\Delta_1(x) = \frac{(x-2)(x-3)}{(1-2)(1-3)} = \frac{(x-2)(x-3)}{2} = 3(x-2)(x-3)$$
= 3x<sup>2</sup> +3 (mod 5)

Put the delta functions together.

## In general...

Given points:  $(x_1, y_1); (x_2, y_2) \cdots (x_k, y_k).$ 

Solve...

$$a_{k-1}x_1^{k-1} + \dots + a_0 \equiv y_1 \pmod{p}$$
  
 $a_{k-1}x_2^{k-1} + \dots + a_0 \equiv y_2 \pmod{p}$   
 $\vdots$   
 $a_{k-1}x_k^{k-1} + \dots + a_0 \equiv y_k \pmod{p}$ 

Will this always work?

As long as solution exists and it is unique! And...

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

## From d+1 points to degree d polynomial?

For a line,  $a_1x + a_0 = mx + b$  contains points (1,3) and (2,4).

$$P(1) = m(1) + b \equiv m + b \equiv 3 \pmod{5}$$
  
 $P(2) = m(2) + b \equiv 2m + b \equiv 4 \pmod{5}$ 

Subtract first from second.

$$m+b \equiv 3 \pmod{5}$$
  
 $m \equiv 1 \pmod{5}$ 

Backsolve:  $b \equiv 2 \pmod{5}$ . Secret is 2.

And the line is

 $x+2 \mod 5$ 

## Another Construction: Interpolation!

For a quadratic,  $a_2x^2 + a_1x + a_0$  hits (1,3); (2,4); (3,0).

Find  $\Delta_1(x)$  polynomial contains (1,1); (2,0); (3,0).

Try 
$$(x-2)(x-3) \pmod{5}$$
.

Value is 0 at 2 and 3. Value is 2 at 1. Not 1! Doh!!

So "Divide by 2" or multiply by 3.

$$\Delta_1(x) = (x-2)(x-3)(3) \pmod{5}$$
 contains  $(1,1)$ ;  $(2,0)$ ;  $(3,0)$ .

$$\Delta_2(x) = (x-1)(x-3)(4) \pmod{5}$$
 contains  $(1,0);(2,1);(3,0)$ .

$$\Delta_3(x) = (x-1)(x-2)(3) \pmod{5}$$
 contains  $(1,0);(2,0);(3,1)$ .

But wanted to hit (1,3); (2,4); (3,0)!

$$P(x) = 3\Delta_1(x) + 4\Delta_2(x) + 0\Delta_3(x)$$
 works.

Same as before?

...after a lot of calculations...  $P(x) = 2x^2 + 1x + 4 \mod 5$ .

The same as before!

#### Quadratic

For a quadratic polynomial,  $a_2x^2 + a_1x + a_0$  hits (1,2); (2,4); (3,0). Plug in points to find equations.

$$P(1) = a_2 + a_1 + a_0 \equiv 2 \pmod{5}$$

$$P(2) = 4a_2 + 2a_1 + a_0 \equiv 4 \pmod{5}$$

$$P(3) = 4a_2 + 3a_1 + a_0 \equiv 0 \pmod{5}$$

$$a_2 + a_1 + a_0 \equiv 2 \pmod{5}$$

$$3a_1 + 2a_0 \equiv 1 \pmod{5}$$

$$4a_1 + 2a_0 \equiv 2 \pmod{5}$$
d from 3rd yields:  $a_1 = 1$ .

Subtracting 2nd from 3rd yields:  $a_1 = 1$ .

$$a_0 = (2 - 4(a_1))2^{-1} = (-2)(2^{-1}) = (3)(3) = 9 \equiv 4 \pmod{5}$$

 $a_2 = 2 - 1 - 4 \equiv 2 \pmod{5}$ .

So polynomial is  $2x^2 + 1x + 4 \pmod{5}$ 

## In general.

Given points:  $(x_1, y_1); (x_2, y_2) \cdots (x_k, y_k)$ .

$$\Delta_i(x) = \frac{\prod_{j \neq i} (x - x_j)}{\prod_{i \neq i} (x_i - x_i)}$$

Numerator is 0 at  $x_i \neq x_i$ .

Denominator makes it 1 at  $x_i$ .

And..

$$P(x) = y_1 \Delta_1(x) + y_2 \Delta_2(x) + \cdots + y_k \Delta_k(x).$$

hits points  $(x_1, y_1)$ ;  $(x_2, y_2) \cdots (x_k, y_k)$ .

Construction proves the existence of the polynomial!

## Uniqueness.

**Uniqueness Fact.** At most one degree d polynomial hits d+1 points. **Proof:** 

**Roots fact:** Any degree *d* polynomial has at most *d* roots.

Assume two different polynomials Q(x) and P(x) hit the points.

R(x) = Q(x) - P(x) has d + 1 roots and is degree d. Contradiction.

Must prove Roots fact.

#### Finite Fields

Proof works for reals, rationals, and complex numbers.

..but not for integers, since no multiplicative inverses.

Arithmetic modulo a prime p has multiplicative inverses..

.. and has only a finite number of elements.

Good for computer science.

Arithmetic modulo a prime m is a **finite field** denoted by  $F_m$  or GF(m).

Intuitively, a field is a set with operations corresponding to addition, multiplication, and division.

#### **Polynomial Division.**

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

$$4x^2 - 3x + 2 \equiv (x - 3)(4x + 4) + 4 \pmod{5}$$

In general, divide P(x) by (x - a) gives Q(x) and remainder r.

That is, P(x) = (x - a)Q(x) + r

## **Secret Sharing**

**Modular Arithmetic Fact:** Exactly one polynomial degree  $\leq d$  over GF(p), P(x), that hits d+1 points.

Shamir's k out of n Scheme:

Secret  $s \in \{0, \dots, p-1\}$ 

- 1. Choose  $a_0 = s$ , and randomly  $a_1, \ldots, a_{k-1}$ .
- 2. Let  $P(x) = a_{k-1}x^{k-1} + a_{k-2}x^{k-2} + \cdots + a_0$  with  $a_0 = s$ .
- 3. Share i is point  $(i, P(i) \mod p)$ .

**Roubustness:** Any *k* knows secret.

Knowing k pts, only one P(x), evaluate P(0).

**Secrecy:** Any k-1 knows nothing.

Knowing  $\leq k - 1$  pts, any P(0) is possible.

#### Only d roots.

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

f(x) = (x - a)Q(x).

**Proof:** P(x) = (x - a)Q(x) + r.

Plugin a: P(a) = r.

It is a root if and only if r = 0.

**Lemma 2:** P(x) has d roots;  $r_1, ..., r_d$  then

 $P(x) = c(x-r_1)(x-r_2)\cdots(x-r_d).$ 

**Proof Sketch:** By induction.

Induction Step:  $P(x) = (x - r_1)Q(x)$  by Lemma 1. Q(x) has smaller

degree so use the induction hypothesis. d+1 roots implies degree is at least d+1.

**Roots fact:** Any degree *d* polynomial has at most *d* roots.

## Minimality.

Need p > n to hand out n shares:  $P(1) \dots P(n)$ .

For an *b*-bit secret, must choose a prime  $p > 2^b$ .

**Theorem:** There is always a prime between n and 2n.

Working over numbers within 1 bit of secret size. Minimality.

With k shares, reconstruct polynomial, P(x).

With k-1 shares, any of p values possible for P(0)!

(Almost) any b-bit string possible!

(Almost) the same as what is missing: one P(i).

#### Runtime.

Runtime: polynomial in k, n, and  $\log p$ .

- 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.

**Problem:** Want to send a message with *n* packets.

Channel: Lossy channel: loses k packets.

**Question:** Can you send n+k packets and recover message?

A degree n-1 polynomial determined by any n points!

Erasure Coding Scheme: message =  $m_0, m_2, ..., m_{n-1}$ .

- 1. Choose prime  $p \approx 2^b$  for packet size b.
- 2.  $P(x) = m_{n-1}x^{n-1} + \cdots + m_0 \pmod{p}$ .
- 3. Send P(1), ..., P(n+k).

Any n of the n+k packets gives polynomial ...and message!

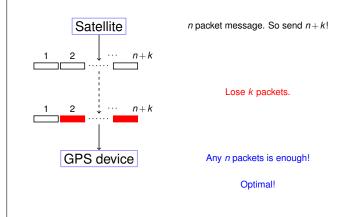
## A bit more counting.

What is the number of degree d polynomials over GF(m)?

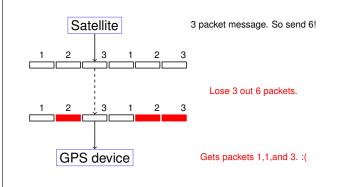
- ▶  $m^{d+1}$ : d+1 coefficients from  $\{0,\ldots,m-1\}$ .
- ▶  $m^{d+1}$ : d+1 points with y-values from  $\{0, ..., m-1\}$

Infinite number for reals, rationals, complex numbers!

# Erasure Codes.



## Erasure Codes.

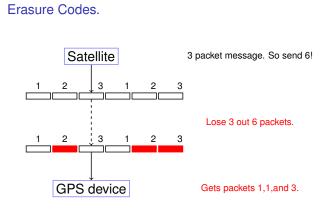


# Polynomials.

- ...give Secret Sharing.
- ..give Erasure Codes.

Next Time: Error Correction.

Noisy Channel: corrupts *k* packets. (rather than loses.)
Additional Challenge: Finding which packets are corrupt.



# Erasure Codes. Satellite n packet message. So send n+k! Lose k packets. Any n packet sis enough! n packet message. Optimal.

#### Solution Idea.

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

Must send n+k packets!

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

Any n point values allow reconstruction of degree n-1 polynomial.

Alright!!!!!

Use polynomials.

# Information Theory.

Size: Can choose a prime between  $2^{b-1}$  and  $2^b$ . (Lose at most 1 bit per packet.)

But: packets need label for x value.

There are Galois Fields  $GF(2^n)$  where one loses nothing.

- Can also run the Fast Fourier Transform.

In practice, O(n) operations with almost the same redundancy.

Comparison with Secret Sharing: information content.

Secret Sharing: each share is size of whole secret. Coding: Each packet has size 1/n of the whole message.

**Problem:** Want to send a message with *n* packets.

Channel: Lossy channel: loses k packets.

**Question:** Can you send n+k packets and recover message?

A degree n-1 polynomial determined by any n points!

Erasure Coding Scheme: message =  $m_0, m_2, ..., m_{n-1}$ .

1. Choose prime  $p \approx 2^b$  for packet size b.

2.  $P(x) = m_{n-1}x^{n-1} + \cdots + m_0 \pmod{p}$ .

3. Send P(1), ..., P(n+k).

Any n of the n+k packets gives polynomial ...and message!

# Erasure Code: Example.

Send message of 1,4, and 4.

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

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

6 points. Better work modulo 7 at least!

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

#### Example

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

Modulo 7 to accommodate at least 6 packets.

Linear equations:

$$P(1) = a_2 + a_1 + a_0 \equiv 1 \pmod{7}$$
  
 $P(2) = 4a_2 + 2a_1 + a_0 \equiv 4 \pmod{7}$   
 $P(3) = 2a_2 + 3a_1 + a_0 \equiv 4 \pmod{7}$ 

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

$$a_1 = 2a_0$$
.  $a_0 = 2 \pmod{7}$   $a_1 = 4 \pmod{7}$   $a_2 = 2 \pmod{7}$ 

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

$$P(1) = 1$$
,  $P(2) = 4$ , and  $P(3) = 4$ 

Send

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

Notice that packets contain "x-values".

# Polynomials.

- ..give Secret Sharing.
- ..give Erasure Codes.

#### **Error Correction:**

Noisy Channel: corrupts k packets. (rather than loss.)

Additional Challenge: Finding which packets are corrupt.

## Bad reception!

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

Recieve: (1,1) (3,4), (6,0)

Reconstruct?

Format: (i, R(i)).

Lagrange or linear equations.

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

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

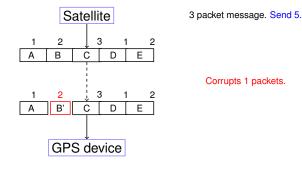
$$P(6) = 2a_2 + 3a_1 + a_0 \equiv 0 \pmod{7}$$

Channeling Sahai ...

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

Message? P(1) = 1, P(2) = 4, P(3) = 4.

#### **Error Correction**



#### Questions for Review

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

How big should modulus be?

Larger than 144 and prime!

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

Modulus should be larger than n+k and also larger than  $2^b$ .

#### The Scheme.

**Problem:** Communicate n packets  $m_1, \ldots, m_n$  on noisy channel that corrupts  $\leq k$  packets.

#### Reed-Solomon Code:

- 1. Make a polynomial, P(x) of degree n-1, that encodes message.
  - ▶  $P(1) = m_1, ..., P(n) = m_n$ .
  - ► Comment: could encode with packets as coefficients.
- 2. Send P(1), ..., P(n+2k).

**After noisy channel:** Recieve values  $R(1), \dots, R(n+2k)$ .

#### Properties:

- (1) P(i) = R(i) for at least n + k points i,
- (2) P(x) is unique degree n-1 polynomial that contains > n+k received points.

#### Properties: proof.

```
P(x): degree n-1 polynomial.
Send P(1), \dots, P(n+2k)
Receive R(1), \dots, R(n+2k)
At most k i's where P(i) \neq R(i).
```

#### Properties:

(1) P(i) = R(i) for at least n+k points i,
(2) P(x) is unique degree n-1 polynomial that contains ≥ n+k received points.

#### Proof:

- (1) Sure. Only k corruptions.
- (2) Degree n-1 polynomial Q(x) consistent with n+k points. Q(x) agrees with R(i), n+k times.
- P(x) agrees with R(i), n+k times.
- Total points contained by both: 2n+2k. P Pigeons. Total points to choose from : n+2k. H Holes. Points contained by both  $: \ge n$ .  $\ge P-H$  Collisions.
- $\Rightarrow Q(i) = P(i)$  at *n* points.
- $\implies Q(x) = P(x).$

## Example.

Received R(1) = 3, R(2) = 1, R(3) = 6, R(4) = 0, R(5) = 3Find  $P(x) = p_2 x^2 + p_1 x + p_0$  that contains n + k = 3 + 1 points. All equations..

$$p_2 + p_1 + p_0 \equiv 3 \pmod{7}$$
  
 $4p_2 + 2p_1 + p_0 \equiv 1 \pmod{7}$   
 $2p_2 + 3p_1 + p_0 \equiv 6 \pmod{7}$   
 $2p_2 + 4p_1 + p_0 \equiv 0 \pmod{7}$   
 $1p_2 + 5p_1 + p_0 \equiv 3 \pmod{7}$ 

Assume point 1 is wrong and solve...no consistent solution! Assume point 2 is wrong and solve...consistent solution!

#### Example.

Message: 3,0,6.

Reed Solomon Code:  $P(x) = x^2 + x + 1 \pmod{7}$  has P(1) = 3, P(2) = 0, P(3) = 6 modulo 7.

Send: 
$$P(1) = 3$$
,  $P(2) = 0$ ,  $P(3) = 6$ ,  $P(4) = 0$ ,  $P(5) = 3$ .

(Aside: Message in plain text!)

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.

## In general..

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

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

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

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?!?!?!

#### Slow solution.

#### **Brute Force:**

For each subset of n+k points Fit degree n-1 polynomial, Q(x), to n of them. Check if consistent with n+k of the total points. If yes, output Q(x).

- For subset of n+k pts where R(i) = P(i), method will reconstruct P(x)!
- For any subset of n+k pts,
  - 1. there is unique degree n-1 polynomial Q(x) that fits n of them
  - 2. and where Q(x) is consistent with n+k points  $\implies P(x) = Q(x)$ .

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

# Ditty...

Where oh where can my bad packets be ...

On Monday!!!!