



Cooperative Locality and Availability of the MacDonald Codes for Multiple Symbol Erasures

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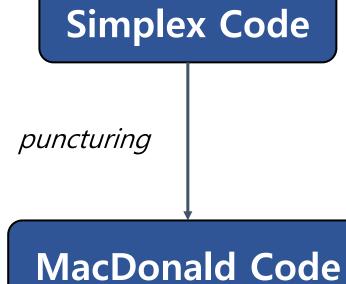




- 1. MacDonald codes
- 2. Some properties of the MacDonald codes
 - 2.1 Locality
 - 2.2 Cooperative locality
 - 2.3 Availability
- 3. Optimal LRC

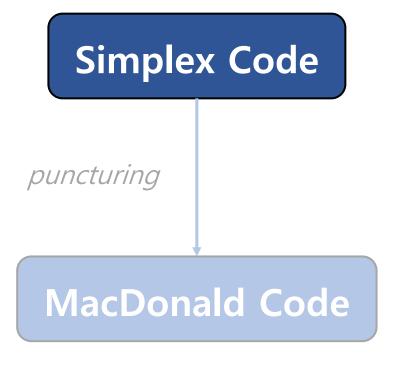












For $(2^k - 1, k)$ Simplex code:

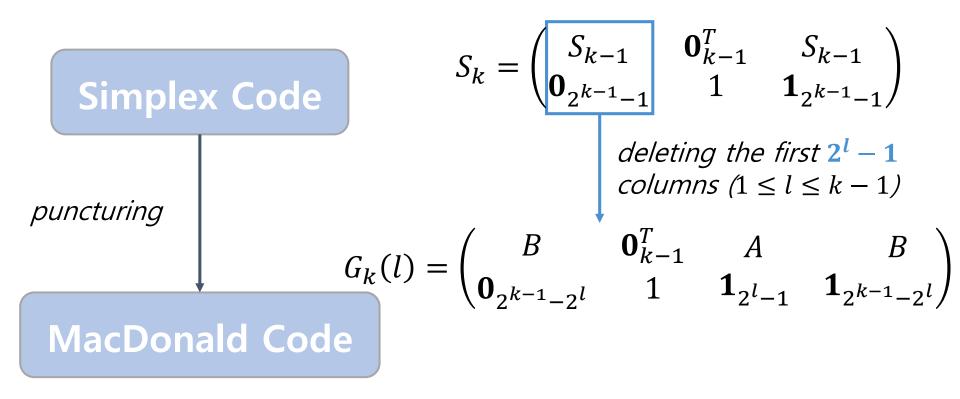
- S_k: generator matrix
- Initialize $S_1 = (1)$, and then

$$S_{k} = \begin{pmatrix} S_{k-1} & \mathbf{0}_{k-1}^{T} & S_{k-1} \\ \mathbf{0}_{2^{k-1}-1} & 1 & \mathbf{1}_{2^{k-1}-1} \end{pmatrix}$$

* $\mathbf{0}_n$ and $\mathbf{1}_n$ be all-zero and all one row vector of length n.



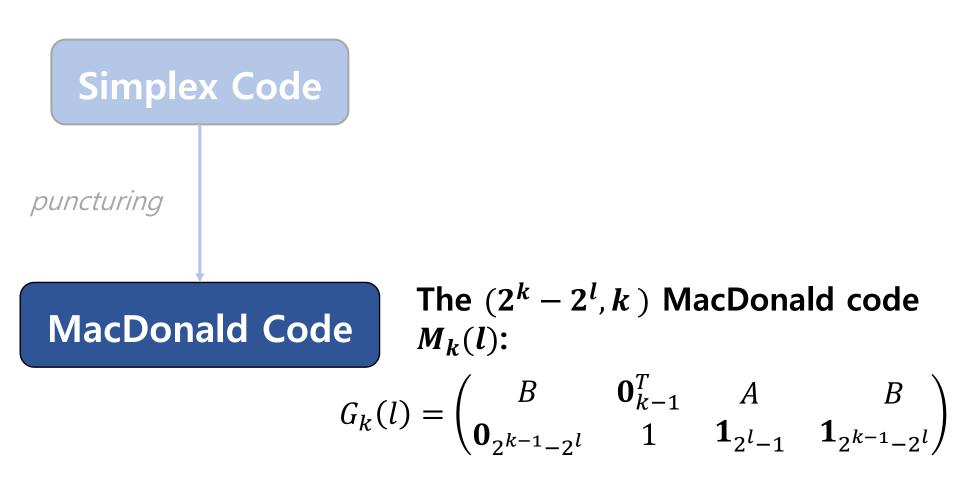




* $\mathbf{0}_n$ and $\mathbf{1}_n$ be all-zero and all one row vector of length n.







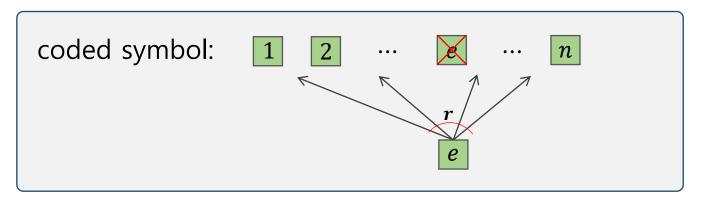
* $\mathbf{0}_n$ and $\mathbf{1}_n$ be all-zero and all one row vector of length n.







• For an [n, k] code C:



Symbol locality:

the smallest number of symbols needed to repair the failed symbol.

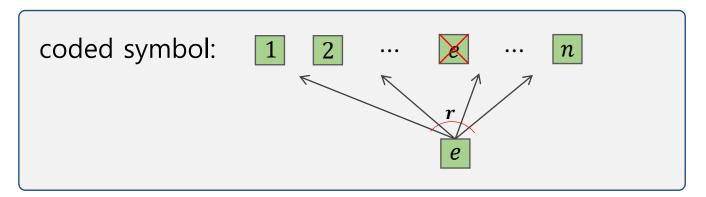
[n, k, r]_a ([n, k, r]_i) code C:
 All coded (information) symbol has the locality at most r.







• For an $[n, k, r]_a$ code C:



Let \boldsymbol{u} be the nonzero information vector.

Linear combination of g_j

* g_{j} , $1 \le j \le n$, is the j^{th} column of the generator matrix of C.



•





Lemma 1 [1]:

The locality of the MacDonald code $M_k(l)$ is $r = \begin{cases} 2, & l < k-1 \\ 3, & l = k-1 \end{cases}$

- When l < k 1, $G_k(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^T & A & B \\ \mathbf{0}_{2^{k-1}-2^l} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^l} \end{pmatrix}$
 - When l = k 1, $G_k(l) = \begin{pmatrix} \mathbf{0}_{k-1}^T & A & B \\ 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^l} \end{pmatrix}$

[1]. Q. Fu, R. Li, L. Guo, and L. Lv, "Locality of optimal binary codes," Finite Fields and Their Applications, vol. 48, pp. 371-394, 2017.

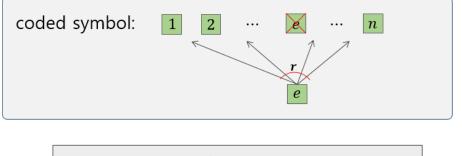






- Single erasure
 ✓ Locality r
- Multiple erasures
 ✓ Cooperative locality r_h
 ✓ Availability t





Generalize the locality $r \triangleq r_1$

<u>Cooperative locality r_h</u>:

✓ The smallest number of symbols needed to repair $h \ge 1$ erased symbols.

$$\checkmark r_h \leq r_1 \cdot h$$





• Code locality:

All coded (information) symbol has the locality at most r_1 .

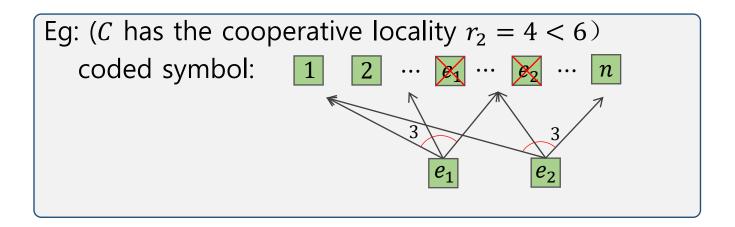




cooperative

Code locality:

All coded (information) symbol has the locality at most r_1 . Any *h* coded (information) symbol r_h







Theorem 1:

The cooperative locality r_2 of the MacDonald code $M_k(l)$ is

$$r_2 = \begin{cases} 3 \ (<4=2r_1), & l< k-1 \\ 4 \ (<6=2r_1), & l=k-1 \end{cases}$$





Proof:

Let e_i and e_j be two erased symbols.

1) When
$$l < k - 1$$
,

Case 1:

$$G_k(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^T & A & B \\ \mathbf{0}_{2^{k-1}-2^l} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^l} \end{pmatrix}$$

$$g_i = (\boldsymbol{u} \ 0)$$
$$g_j = (\boldsymbol{v} \ 0)$$





Proof:

Let e_i and e_j be two erased symbols.

1) When
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Case 1:

$$G_k(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^T & A & B \\ \mathbf{0}_{2^{k-1}-2^l} & \mathbf{1} & \mathbf{1}_{2^{l-1}} & \mathbf{1}_{2^{k-1}-2^l} \end{pmatrix}$$
$$g_i = (\mathbf{u} \ 0)$$
$$g_j = (\mathbf{v} \ 0) \qquad (\mathbf{w} \ 1)$$





Proof:

Let e_i and e_j be two erased symbols.

1) When
$$l < k - 1$$
,

Case 1:

$$G_{k}(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^{T} & A & B \\ \mathbf{0}_{2^{k-1}-2^{l}} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^{l}} \end{pmatrix}$$
$$g_{i} = (\mathbf{u} \ \mathbf{0}) \longleftrightarrow (\mathbf{u} + \mathbf{w} \ \mathbf{1})$$
$$g_{j} = (\mathbf{v} \ \mathbf{0}) \longleftrightarrow (\mathbf{v} + \mathbf{w} \ \mathbf{1})$$

 $\therefore r_2 = 3$





Proof:

Let e_i and e_j be two erased symbols.

1) When
$$l < k - 1$$
,

Case 2:

$$G_k(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^T & A & B \\ \mathbf{0}_{2^{k-1}-2^l} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^l} \end{pmatrix}$$

$$g_i = (\boldsymbol{u} \ 1)$$
$$g_j = (\boldsymbol{v} \ 1)$$





Proof:

Let e_i and e_j be two erased symbols.

1) When
$$l < k - 1$$
,

Case 2:

$$G_{k}(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^{T} & A & B \\ \mathbf{0}_{2^{k-1}-2^{l}} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^{l}} \end{pmatrix}$$

 $(w \ 0)$ and $w \neq u + v$ $g_i = (\boldsymbol{u} \ 1)$ $g_j = (\boldsymbol{v} \ 1)$





Proof:

Let e_i and e_j be two erased symbols.

1) When
$$l < k - 1$$
,

Case 2:

$$G_k(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^T & A & B \\ \mathbf{0}_{2^{k-1}-2^l} & 1 & \mathbf{1}_{2^{l-1}} & \mathbf{1}_{2^{k-1}-2^l} \end{pmatrix}$$
$$\begin{pmatrix} (u+w \ 1) & \longrightarrow & g_i = (u \ 1) \\ (w \ 0) & \longrightarrow & g_j = (v \ 1) \\ (v+w \ 1) & \longrightarrow & g_j = (v \ 1) \end{pmatrix}$$
$$\therefore r_2 = 3$$





Proof:

Let e_i and e_j be two erased symbols.

1) When
$$l < k - 1$$
,

Case 3:

$$G_k(l) = \begin{pmatrix} B \\ \mathbf{0}_{2^{k-1}-2^l} \\ g_i = (\mathbf{u} \ 0) \end{pmatrix} \begin{pmatrix} \mathbf{0}_{k-1}^T & A & B \\ 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^l} \\ g_j = (\mathbf{v} \ 1) \end{pmatrix}$$





Proof:

Let e_i and e_j be two erased symbols.

1) When
$$l < k - 1$$
,

Case 3:

$$G_{k}(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^{T} & A & B \\ \mathbf{0}_{2^{k-1}-2^{l}} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^{l}} \end{pmatrix}$$
$$g_{i} = (\mathbf{u} \ 0) \qquad g_{j} = (\mathbf{v} \ 1)$$

 $(\boldsymbol{v} + \boldsymbol{w} 0)$





Proof:

Let e_i and e_j be two erased symbols.

1) When
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Case 3:

$$G_{k}(l) = \begin{pmatrix} B & \mathbf{0}_{k-1}^{T} & A & B \\ \mathbf{0}_{2^{k-1}-2^{l}} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^{l}} \end{pmatrix}$$
$$g_{i} = (\mathbf{u} \ \mathbf{0}) \qquad g_{j} = (\mathbf{v} \ \mathbf{1})$$
$$(\mathbf{u} + \mathbf{w} \ \mathbf{1}) \qquad (\mathbf{w} \ \mathbf{1}) \qquad (\mathbf{v} + \mathbf{w} \ \mathbf{0})$$

 $\therefore r_2 = 3$





Proof:

Let e_i and e_j be two erased symbols.

2) When
$$l = k - 1$$
,

$$G_k(l) = \begin{pmatrix} \mathbf{0}_{k-1}^T & A & B \\ 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^l} \end{pmatrix}$$

$$g_i = (\boldsymbol{u} \ 1) \qquad \qquad g_j = (\boldsymbol{v} \ 1)$$





Proof:

Let e_i and e_j be two erased symbols.

2) When
$$l = k - 1$$
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$$G_k(l) = \begin{pmatrix} \mathbf{0}_{k-1}^T & A & B \\ 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^l} \end{pmatrix}$$

$$g_i = (u \ 1) \qquad (a \ 1) \qquad g_j = (v \ 1)$$
$$(b \ 1)$$
and $a \neq b \neq u, v$
$$a + b \neq u + v$$





Proof:

Let e_i and e_j be two erased symbols.

2) When
$$l = k - 1$$
,

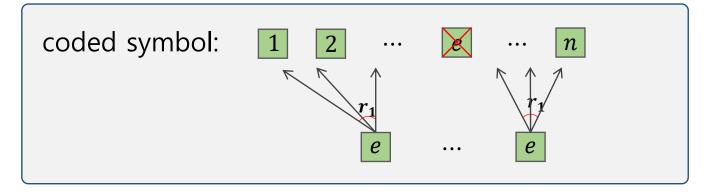
$$G_{k}(l) = \begin{pmatrix} \mathbf{0}_{k-1}^{T} & A & B \\ 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^{l}} \end{pmatrix}$$
$$g_{i} = (\mathbf{u} \ 1) \longleftrightarrow \begin{pmatrix} (\mathbf{u} + \mathbf{a} + \mathbf{b} \ 1) \\ (\mathbf{a} \ 1) & \bigoplus \end{pmatrix} g_{j} = (\mathbf{v} \ 1)$$
$$(\mathbf{v} + \mathbf{a} + \mathbf{b} \ 1)$$

$$\therefore r_2 = 4$$









- Availability t of symbol c_i:
 - ✓ The largest number of the disjoint repair sets.
 - $\checkmark |R_{\tau}(i)| \leq r_1, 1 \leq \tau \leq t$
- <u>Code availability:</u>
 - ✓ All coded (information) symbol has at least t disjoint repair set at most r_1 .
 - \checkmark $(r_1, t)_a / (r_1, t)_i$







Theorem 2:

The MacDonald code $M_k(l)$, $k \ge 3$, are LRCs with all-symbol availability

$$\begin{cases} (r_1, t)_a = (2, 2^{k-1} - 2^l)_a, & l < k - 1 \end{cases}$$
 Lemma 2
$$(r_1, t)_a = \left(3, \frac{2^{k-1} - 1}{3}\right)_a, & l = k - 1, k \text{ is odd} \end{cases}$$





Proof:

1)
$$l < k - 1$$
:
 $[2^{k} - 1, k]$ Simplex code:
 $(r_{1}, t)_{a} = (2, 2^{k-1} - 1)_{a}$ [2]
For any symbol s_{i} ,
 $|\{i\} \cup R_{1}(i) \cup \dots \cup R_{2^{k-1}-1}(i)|$

$$= 1 + 2 \times (2^{k-1} - 1) = 2^k - 1$$

The repair sets cover all other symbols.

[2]. M. Kuijper and D, Napp, "Erasure codes with simplex locality," [Online.] Available:http://arxiv.org/abs/1403.2779







Proof:

1)
$$l < k - 1$$
:

$$S_{k} = \begin{pmatrix} S_{k-1} & \mathbf{0}_{k-1}^{T} & S_{k-1} \\ \mathbf{0}_{2^{k-1}-1} & 1 & \mathbf{1}_{2^{k-1}-1} \end{pmatrix}$$

$$= \begin{pmatrix} A & B & \mathbf{0}_{k-1}^{T} & A & B \\ \mathbf{0}_{2^{l}-1} & \mathbf{0}_{2^{k-1}-2^{l}} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^{l}} \end{pmatrix}$$

the last k - l elements of the column are 0

the last k - l elements of the column have at least one 1







Proof:

1)
$$l < k - 1$$
:

$$S_{k} = \begin{pmatrix} S_{k-1} & \mathbf{0}_{k-1}^{T} & S_{k-1} \\ \mathbf{0}_{2^{k-1}-1} & 1 & \mathbf{1}_{2^{k-1}-1} \end{pmatrix}$$

$$= \begin{pmatrix} A & B & \mathbf{0}_{k-1}^{T} & A & B \\ \mathbf{0}_{2^{l}-1} & \mathbf{0}_{2^{k-1}-2^{l}} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^{l}} \end{pmatrix}$$
the last $k - l$ elements of the last $k - l$ elements of the column are 0 the last $k - l$ elements of the column have at least one 1 each repair set of the symbol contains at most one element that belongs to $[2^{l} - 1]$.







Proof:

1)
$$l < k - 1$$
:

$$S_{k} = \begin{pmatrix} S_{k-1} & \mathbf{0}_{k-1}^{T} & S_{k-1} \\ \mathbf{0}_{2^{k-1}-1} & 1 & \mathbf{1}_{2^{k-1}-1} \end{pmatrix}$$

$$= \begin{pmatrix} A & B & \mathbf{0}_{k-1}^{T} & A & B \\ \mathbf{0}_{2^{l}-1} & \mathbf{0}_{2^{k-1}-2^{l}} & 1 & \mathbf{1}_{2^{l}-1} & \mathbf{1}_{2^{k-1}-2^{l}} \end{pmatrix} \in G_{k}(l)$$
each symbol has $2^{k-1} - 2^{l}$ repair sets





Proof:

2) l = k - 1 and k is odd integer:

All the symbol have the same number of disjoint repair sets.

The availability of code \downarrow The availability of the first symbol of $M_k(k-1)$





Proof:

2) l = k - 1 and k is odd integer:

Base case:

When k = 3, the generator matrix of $M_3(2)$ is $G_3(2) = \begin{pmatrix} 0 & 1 & 0 & 1 \\ 0 & 0 & 1 & 1 \\ 1 & 1 & 1 & 1 \end{pmatrix}$ Obviously, $(r_1, t) = (3, 1 = \frac{2^{3-1}-1}{3})$





Proof:

2) l = k - 1 and k is odd integer:

Induction step:

Assume $M_m(m-1)$ has the availability $(r_1, t)_a = (3, h = \frac{2^{m-1}-1}{3})_a$ for a given odd m.

 $g_1 = g_{\alpha_i} + g_{\beta_i} + g_{\gamma_i}$, where $1 \le i \le h$





Proof:

2) l = k - 1 and k is odd integer:

Induction step:

Assume $M_m(m-1)$ has the availability $(r_1, t)_a = (3, h = \frac{2^{m-1}-1}{3})_a$ for a given odd m. $g_1 = g_{\alpha_i} + g_{\beta_i} + g_{\gamma_i}$, where $1 \le i \le h$





Proof:

2) l = k - 1 and k is odd integer:

Induction step:

$$\begin{pmatrix} 0\\0\\g_1 \end{pmatrix} = \begin{pmatrix} 0\\0\\g_{\alpha_i} \end{pmatrix} + \begin{pmatrix} 0\\0\\g_{\beta_i} \end{pmatrix} + \begin{pmatrix} 0\\0\\g_{\beta_i} \end{pmatrix} = \begin{pmatrix} 0\\1\\g_{\alpha_i} \end{pmatrix} + \begin{pmatrix} 1\\0\\g_{\beta_i} \end{pmatrix} + \begin{pmatrix} 1\\1\\g_{\beta_i} \end{pmatrix} + \begin{pmatrix} 0\\1\\g_{\gamma_i} \end{pmatrix} = \begin{pmatrix} 1\\1\\g_{\alpha_i} \end{pmatrix} + \begin{pmatrix} 0\\1\\g_{\beta_i} \end{pmatrix} + \begin{pmatrix} 1\\0\\g_{\beta_i} \end{pmatrix} + \begin{pmatrix} 1\\0\\g_{\gamma_i} \end{pmatrix}$$





Proof:

2)
$$l = k - 1$$
 and k is odd integer:

Induction step:

$$\begin{pmatrix} 0\\0\\g_1 \end{pmatrix} = \begin{pmatrix} 0\\1\\g_1 \end{pmatrix} + \begin{pmatrix} 1\\0\\g_1 \end{pmatrix} + \begin{pmatrix} 1\\1\\g_1 \end{pmatrix}$$

$$\begin{pmatrix} 0\\ 0\\ g_1 \end{pmatrix}$$
 has $4h + 1$ disjoint linear combination.

 $3 \times (4h + 1) = 2^{m+1} - 1 \Longrightarrow$ No more repair sets

$$4h + 1 = 4 \times \frac{2^{m-1} - 1}{3} + 1 = \frac{2^{m+1} - 1}{3}$$







Theorem 3:

The MacDonald code $M_k(l)$ are both the optimal LRCs with all-symbol availability and the optimal LRCs with information availability only when $l \le k - 1$, k = 3 and l = 3, k = 4.

All-symbol availability [3]:

$$d \le n - \sum_{i=0}^{t} \left\lfloor \frac{k-1}{r_1^i} \right\rfloor$$

Information availability [4]:

$$d \le n-k+2 - \left[\frac{(k-1)t+1}{(r_1-1)t+1}\right]$$

[3]. I. Tamo and A. Barg, "Bounds on locally recoverable codes with multiple recovering sets," in Proc. IEEE Int. Symp. Inf. Theory (ISIT), pp. 691–695, Jun./Jul. 2014.

[4]. A. Wang and Z. Zhang, "Repair locality with multiple erasure tolerance," IEEE Trans. Inf. Theory, vol. 60, no. 11, pp. 6979–6987, Nov. 2014.







In this paper,

- Calculate the cooperative locality r_2 and the availability t of the MacDonald codes.
- Show its optimization when k = 3 and 4.