



Dr. C

I'm thinking of a number* from 0 to 7.

You can ask me yes-or-no questions to find it.

* A *whole* number. No π here, MathPathogens!

I'm thinking of a number* from 0 to
999,999.

You can ask me yes-or-no questions to find it.

* A *whole* number. No π here, MathPathogens!

Responder: Secretly chooses a whole number:

$$0, 1, 2, \dots, m - 1$$

Questioner: Asks yes-or-no questions.

Responder: Secretly chooses a whole number:

$$0, 1, 2, \dots, m - 1$$

Questioner: Asks yes-or-no questions.

Can always phrase the questions as:

“Is your number in {list of numbers}?”

Examples:

A sample game

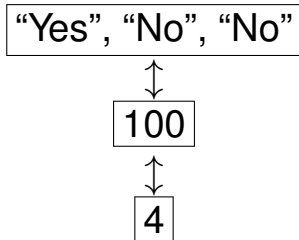
Responder: Chooses 4 (out of 0–7)

Start: $\{0, 1, 2, 3, 4, 5, 6, 7\}$

interactive / on-line

bisection

“Yes” \leftrightarrow 1, “No” \leftrightarrow 0



We’ll determine the number from the answer vector.

So, each number must have a *different* vector.

What if you must ask all questions *before* hearing any answers? (**non-interactive / offline**)

What if you must ask all questions *before* hearing any answers? (**non-interactive / offline**)

Choose a number in $\{0, 1, 2, 3, 4, 5, 6, 7\}$

Remember your answers, in order:

What if you must ask all questions *before* hearing any answers? (**non-interactive / offline**)

Choose a number in $\{0, 1, 2, 3, 4, 5, 6, 7\}$

Remember your answers, in order:

- 1 Is your number in $\{4, 5, 6, 7\}$?
- 2 Is your number in $\{2, 3, 6, 7\}$?
- 3 Is your number in $\{1, 3, 5, 7\}$?

What if you must ask all questions *before* hearing any answers? (**non-interactive / offline**)

Choose a number in $\{0, 1, 2, 3, 4, 5, 6, 7\}$

Remember your answers, in order:

- 1 Is your number in $\{4, 5, 6, 7\}$?
- 2 Is your number in $\{2, 3, 6, 7\}$?
- 3 Is your number in $\{1, 3, 5, 7\}$?

Now let me guess...

How did I do this trick? By changing my viewpoint.

Viewpoint #1: More clever bisection

How did I do this trick? By changing my viewpoint.

Viewpoint #1: More clever bisection

Responder: Chooses 4 (out of 0 – 7)

Start: {0, 1, 2, 3, 4, 5, 6, 7}

Q: “Is your number in {4, 5, 6, 7}?”
{0, 1, 2, 3, 4, 5, 6, 7}

Q: “Is your number in {2, 3, 6, 7}?”
{0, 1, 2, 3, 4, 5, 6, 7}

Q: “Is your number in {1, 3, 5, 7}?”
{0, 1, 2, 3, 4, 5, 6, 7}

Viewpoint #2: Pick the answers first

Responder: Chooses 4 (out of 0 – 7)

0	0	0	0
1	0	0	1
2	0	1	0
3	0	1	1
4	1	0	0
5	1	0	1
6	1	1	0
7	1	1	1

Viewpoint #2: Pick the answers first

Responder: Chooses 4 (out of 0 – 7)

0	0	0	0
1	0	0	1
2	0	1	0
3	0	1	1
4	1	0	0
5	1	0	1
6	1	1	0
7	1	1	1

Q: “Is your number in {4, 5, 6, 7}?”

Yes! 1 _ _

Viewpoint #2: Pick the answers first

Responder: Chooses 4 (out of 0 – 7)

0	0	0	0
1	0	0	1
2	0	1	0
3	0	1	1
4	1	0	0
5	1	0	1
6	1	1	0
7	1	1	1

Q: “Is your number in {2, 3, 6, 7}?”

No! 1 0 _

Viewpoint #2: Pick the answers first

Responder: Chooses 4 (out of 0 – 7)

0	0	0	0
1	0	0	1
2	0	1	0
3	0	1	1
4	1	0	0
5	1	0	1
6	1	1	0
7	1	1	1

Q: “Is your number in $\{1, 3, 5, 7\}$?”

No! 1 0 0

Viewpoint #2: Pick the answers first

Responder: Chooses 4 (out of 0 – 7)

0	0	0	0
1	0	0	1
2	0	1	0
3	0	1	1
4	1	0	0
5	1	0	1
6	1	1	0
7	1	1	1

It doesn't matter *which* vectors go with each number

0		0	0	0
<hr/>				
1		0	0	1
<hr/>				
2		0	1	0
<hr/>				
3		0	1	1
<hr/>				
4		1	0	0
<hr/>				
5		1	0	1
<hr/>				
6		1	1	0
<hr/>				
7		1	1	1

It doesn't matter *which* vectors go with each number

0		1	1	1
<hr/>				
1		1	0	1
<hr/>				
2		0	1	1
<hr/>				
3		0	0	0
<hr/>				
4		1	0	0
<hr/>				
5		1	1	0
<hr/>				
6		0	0	1
<hr/>				
7		0	1	0

It doesn't matter *which* vectors go with each number
*as long as they are **distinct***

0	1	1	1
1	1	1	1
2	0	0	1
3	0	0	1
4	1	0	0
5	1	0	0
6	1	0	1
7	1	0	1

Big questions:

What is the minimum number of questions *required*,
no matter what number I choose?

Is online or offline better?

What if I
Lie?

What if Responder *lies*?

No, No, No \rightarrow No, No, **Yes**

000 \rightarrow 00**1**

0		0	0	0
<hr/>				
1		0	0	1
<hr/>				
2		0	1	0
<hr/>				
3		0	1	1
<hr/>				
4		1	0	0
<hr/>				
5		1	0	1
<hr/>				
6		1	1	0
<hr/>				
7		1	1	1

How can we handle **one** lie?

0		0	0	0
<hr/>				
1		0	0	1

The Responder said:

001

How can we handle **one** lie?

0	0	0	0
1	0	1	1

The Responder said:

001

How can we handle **one** lie?

0	0	0	0
1	1	1	1

The Responder said:

001

To fix **one** mistake:

Every pair of response vectors must differ
in at least 3 places.

“Fix” by choosing the response vector *closest* to the
Responder’s answers.

		1	0	0		0	1	1					
0	0	0	←	0	1	0	1	0	1	→	1	1	1
		0		0		1		1		0			

To fix **one** mistake:

Every pair of response vectors must have **Hamming distance** at least 3.

“Fix” by choosing the response vector *closest* to the Responder’s answers.

		1	0	0		0	1	1						
0	0	0	←	0	1	0		1	0	1	→	1	1	1
				0	0	1		1	1	0				

Repetition works for more than 2 options.

“Fix” by choosing the response vector *closest* to the Responder’s answers:

0		0	0	0	0	0	0	0	0	0
1		1	1	1	0	0	0	0	0	0
2		0	0	0	1	1	1	0	0	0
3		0	0	0	0	0	0	1	1	1
		0	0	0	1	0	1	0	0	0

“Fix” by choosing the response vector *closest* to the Responder’s answers:

0		1	1	1	1	0
<hr/>						
1		1	1	0	0	1
<hr/>						
2		0	0	1	1	1
<hr/>						
3		0	0	0	0	0
<hr/>						
		1	0	1	1	1

“Fix” by choosing the response vector *closest* to the Responder’s answers:

0		1	1	1	1	0
<hr/>						
1		1	1	0	0	1
<hr/>						
2		0	0	1	1	1
<hr/>						
3		0	0	0	0	0
<hr/>						
		0	0	1	1	0

“Fix” by choosing the response vector *closest* to the Responder’s answers:

0		1	1	1	1	0
<hr/>						
1		1	1	0	0	1
<hr/>						
2		0	0	1	1	1
<hr/>						
3		0	0	0	0	0
<hr/>						
		1	0	0	0	0

“Fix” by choosing the response vector *closest* to the Responder’s answers:

0		1	1	1	1	0
<hr/>						
1		1	1	0	0	1
<hr/>						
2		0	0	1	1	1
<hr/>						
3		0	0	0	0	0
<hr/>						
		1	0	1	0	1

Pick a number 0 – 3:

0		1	1	1	1	0
<hr/>						
1		1	1	0	0	1
<hr/>						
2		0	0	1	1	1
<hr/>						
3		0	0	0	0	0

Pick a number 0 – 3:

0	1	1	1	1	0
1	1	1	0	0	1
2	0	0	1	1	1
3	0	0	0	0	0

Is your number in $\{0, 1\}$?

Pick a number 0 – 3:

0		1	1	1	1	0
<hr/>						
1		1	1	0	0	1
<hr/>						
2		0	0	1	1	1
<hr/>						
3		0	0	0	0	0

Is your number in $\{0, 1\}$?

Pick a number 0 – 3:

0		1	1	1	1	0
<hr/>						
1		1	1	0	0	1
<hr/>						
2		0	0	1	1	1
<hr/>						
3		0	0	0	0	0

Is your number in $\{0, 2\}$?

Pick a number 0 – 3:

0		1	1	1	1	0
1		1	1	0	0	1
2		0	0	1	1	1
3		0	0	0	0	0

Is your number in $\{0, 2\}$?

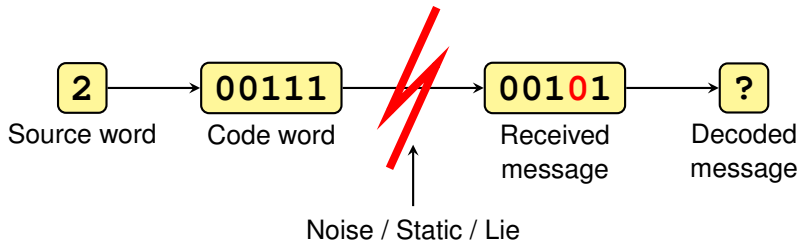
Pick a number 0 – 3:

0		1	1	1	1	0
1		1	1	0	0	1
2		0	0	1	1	1
3		0	0	0	0	0

Is your number in $\{1, 2\}$?

An error-correcting code with minimum distance 3:

0		1	1	1	1	0
1		1	1	0	0	1
2		0	0	1	1	1
3		0	0	0	0	0



Error-correcting codes are used in:

- *Transmissions*: Wifi, USB, digital TV, cell phones, satellites, GPS
- *Storage*: Flash drives, hard disks, cloud storage
- *Computations*: Quantum computers
- Guessing games!

We know the “best” games that can...

- ... fix 1 mistake (online *or* offline)
- ... fix 2 or 3 mistakes (online only!)

Things we don't know:

- “Best” *anything* with 4 or more lies.

Other interesting variations:

- Questions have costs – how cheap can you be?
- Allow more than just “yes” or “no”.
- Guess an interval of *real numbers*.

Interested?

Take Guessing Games in Week 3!

Questions?

{5, 6, 7, 8}? {2, 3, 6, 7}? {1, 3, 5, 7}?

Pick a number 0 – 15:

{8, 9, 10, 11, 12, 13, 14, 15 }?

{4, 5, 6, 7, 12, 13, 14, 15 }?

{2, 3, 6, 7, 10, 11, 14, 15 }?

{1, 3, 5, 7, 9, 11, 13, 15 }?

{1, 2, 4, 7, 9, 10, 12, 15 }?

{1, 2, 5, 6, 8, 11, 12, 15 }?

{1, 3, 4, 6, 8, 10, 13, 15 }?