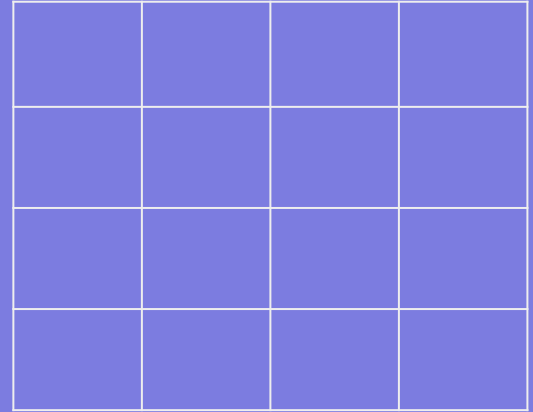


MAGIC OR MATHEMATICS ?!?

Prerona Chatterjee

NISER Bhubaneswar

THE POWER OF TWO !!



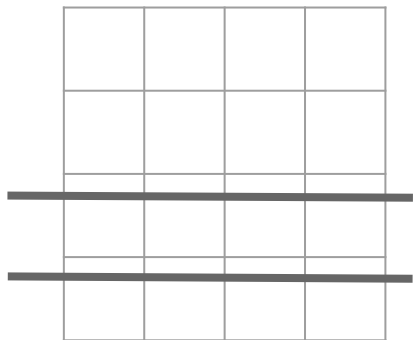
Fill arbitrarily
with red/black.

THE POWER OF TWO!!

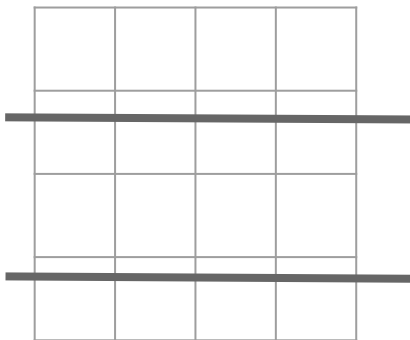
$B \equiv b_0 \ b_1 \ b_2 \ b_3 \in \{0,1\}^4$

0 : #black is even
1 : #black is odd

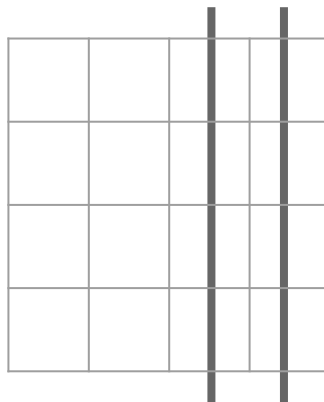
b_0



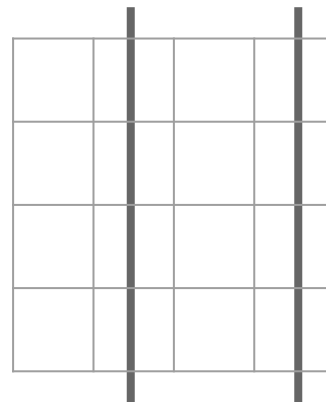
b_1



b_2



b_3



Given: Grid corresponding to
a0 a1 a2 a3

Given: Grid corresponding to
a0 a1 a2 a3

Want: Grid corresponding to
c0 c1 c2 c3

Given: Grid corresponding to
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Step 1: Find b0 b1 b2 b3
such that

$$\begin{array}{cccc} & a_0 & a_1 & a_2 & a_3 \\ \oplus & b_0 & b_1 & b_2 & b_3 \\ \hline & c_0 & c_1 & c_2 & c_3 \\ \hline \end{array}$$

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XOR (ADDITION MOD 2)

$$0 \oplus 0 = 0 = 1 \oplus 1$$

$$0 \oplus 1 = 1 = 1 \oplus 0$$

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\oplus	b0	b1	b2	b3
<hr/>				
	a0 \oplus b0	a1 \oplus b1	a2 \oplus b2	a3 \oplus b3

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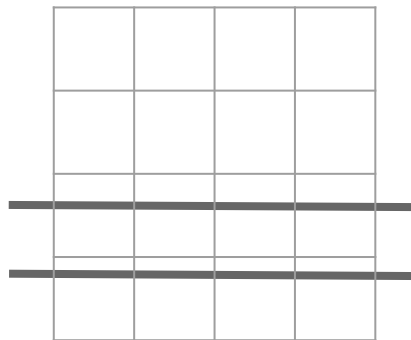
	a0	a1	a2	a3
\oplus	b0	b1	b2	b3
	<hr/>			
	a0 \oplus b0	a1 \oplus b1	a2 \oplus b2	a3 \oplus b3

Ans: a0 \oplus c0 a1 \oplus c1 a2 \oplus c2 a3 \oplus c3

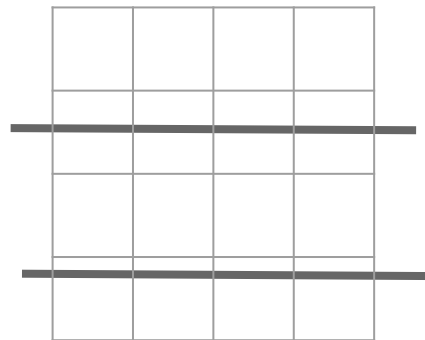
Step 2: Find position to switch
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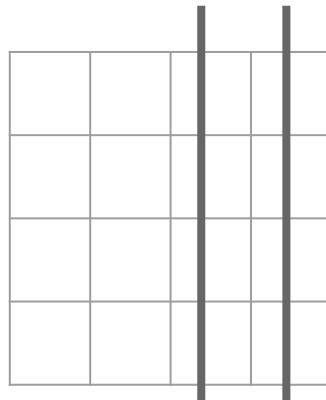
b_0



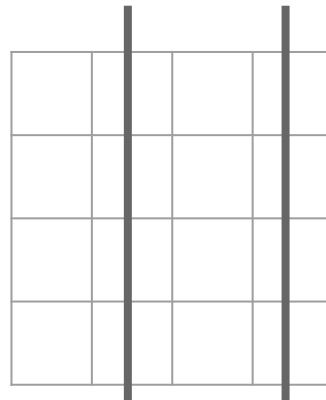
b_1



b_2



b_3

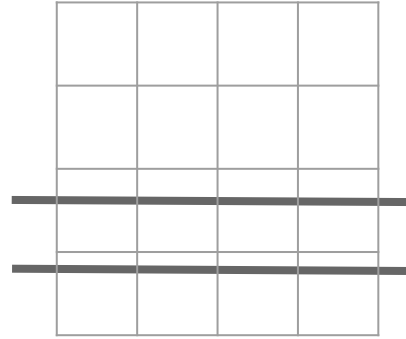


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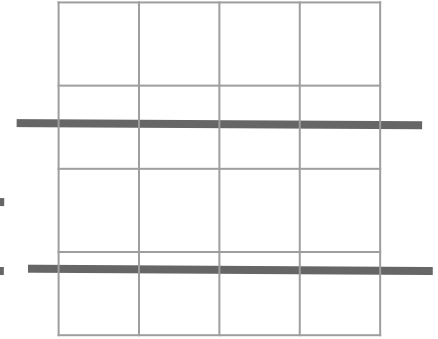
1 : One of the marked grid
points must be switched.

0 : None of the marked grid
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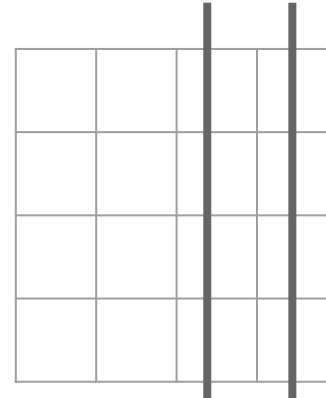
b_0



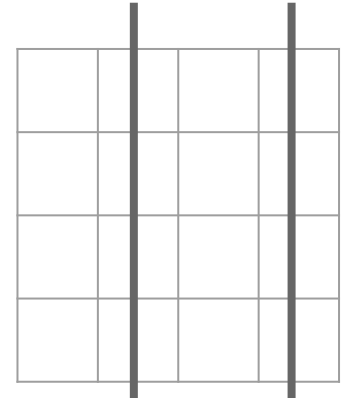
b_1



b_2



b_3



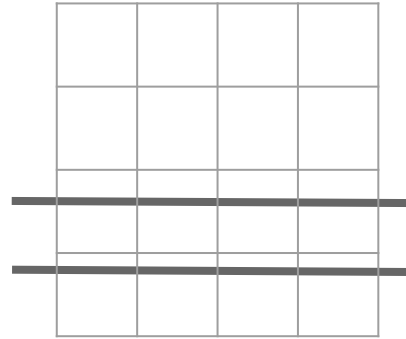
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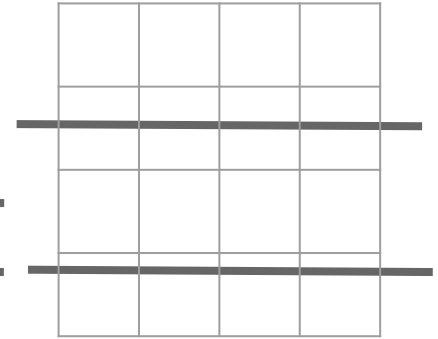
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0000	0001	0010	0011
0100	0101	0110	0111
1000	1001	1010	1011
1100	1101	1110	1111

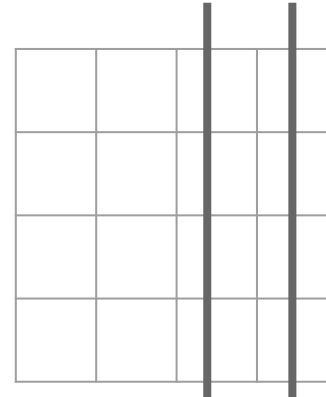
b0



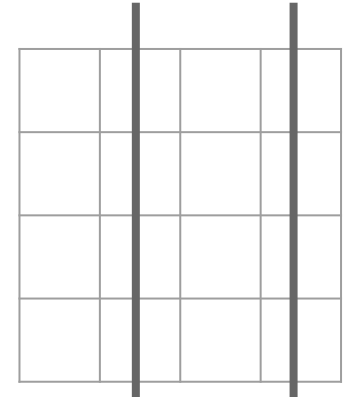
b1



b2



b3



CODING THEORY

Corruption of Data

- Weak Signal
- Cables affected
- Damaged SD Card

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REINFORCING THE DATA TO HANDLE CORRUPTION

Message

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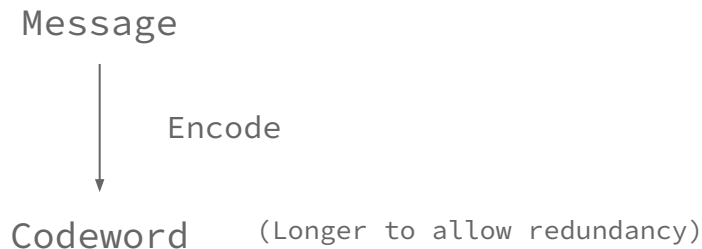
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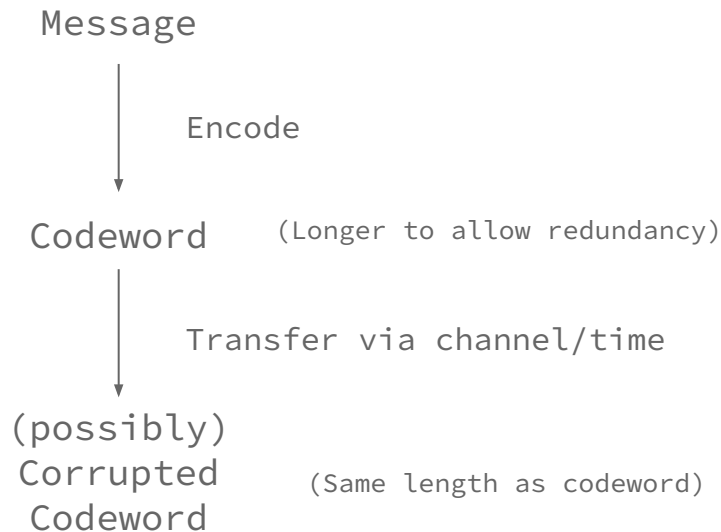
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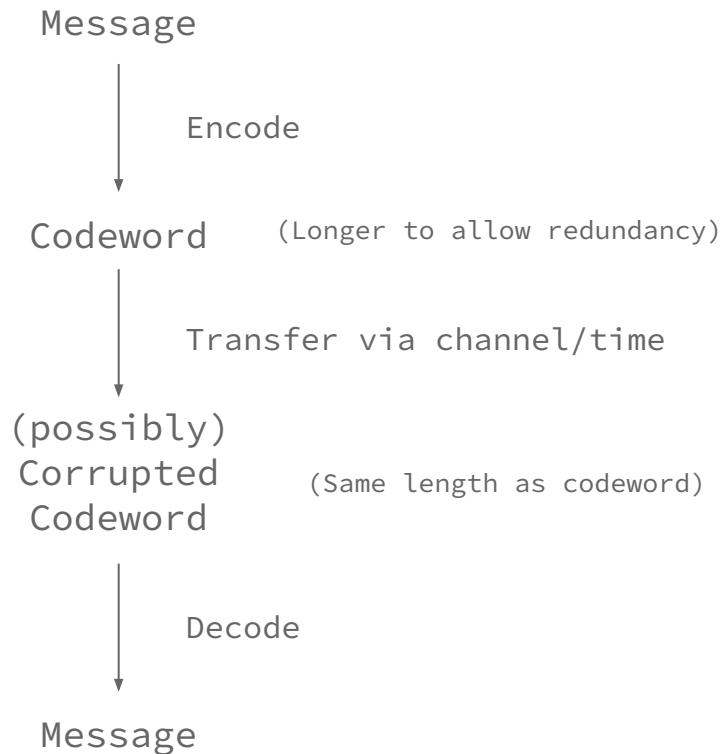
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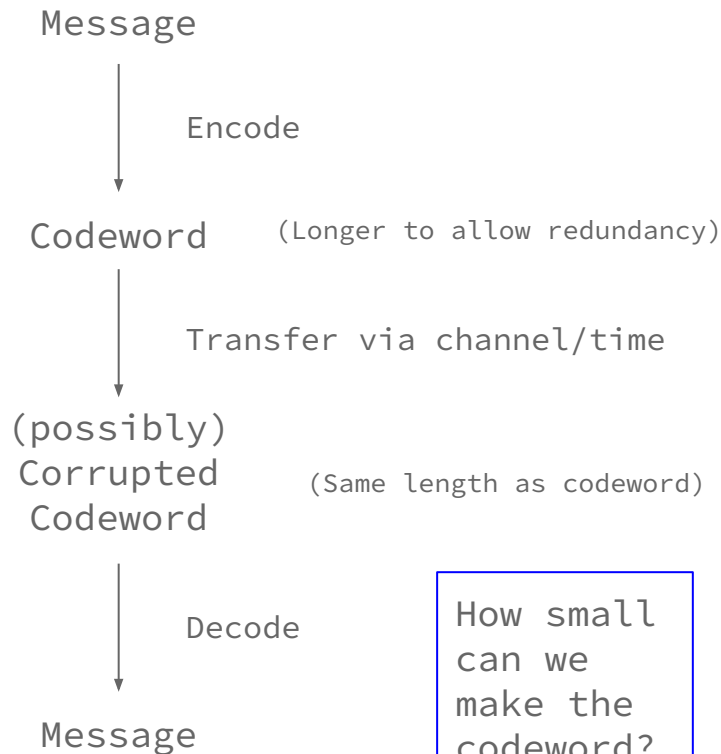
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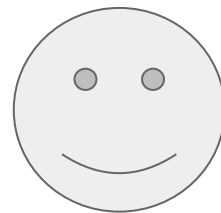
How small
can we
make the
codeword?

SENDING SECRET
MESSAGES!!

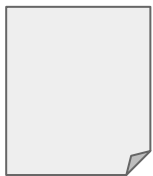
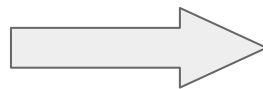
SENDING SECRET MESSAGES



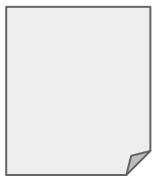
SENDING SECRET MESSAGES



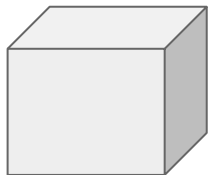
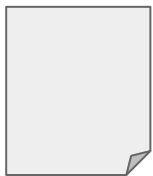
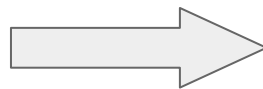
SENDING SECRET MESSAGES



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SENDING SECRET MESSAGES

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- C adds their lock as well. Gives it to B.

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- C adds their lock as well. Gives it to B.
- B gives it to A.
- A removes their lock using their key. Gives it to B.

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This protocol is secure assuming B does not have any equipment to break the lock.

CRYPTOGRAPHY

When one is setting up any kind of password:

- UPI Pin
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f : EASY TO COMPUTE BUT HARD TO INVERT FUNCTION

IN REAL-LIFE: $f \equiv$ MULTIPLYING 2 LARGE PRIME NUMBERS

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Ans: Encryption and Decryption !!

Alter the message to make it look meaningless in such a way that if you have the “key” you can “decrypt”

DIFFIE-HELMAN KEY EXCHANGE



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BACKUP GAMES

USING PROBABILITIES

Interactive Proofs

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Keep asking questions till you are (almost) sure... :)

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Ensuring Privacy: Don't reveal anything more than necessary.

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These can't be done always.
The question is for what problems can these be done?

UNDERSTANDING CHATGPT

LARGE LANGUAGE MODELS

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It is JUST statistics!!

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Improved:

- Output words depending on their probabilities (along with a other factors).
- Update factors using feedback.

THEORETICAL COMPUTER SCIENCE

- A PROBLEM THAT NEEDS TO BE SOLVED.

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- A MATHEMATICAL MODEL THAT DESCRIBES THE ABILITIES/RESTRICTIONS OF THE SOLVER.

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STUDY THE AMOUNT OF RESOURCES NEEDED BY
THE MODEL TO SOLVE THE PROBLEM.

HIGHER STUDIES IN
MATH/CS THEORY

EXAMS AND INSTITUTES

Undergraduate Level

- JEE (IISc, IITs & NITs)
- CMI
- ISI
- IAT (IISERs)
- NEST (NISER and CEBS)

Graduate Level (PhD/Int. PhD)

- NET
- GATE
- JEST
- TIFR-GS
- NBHM

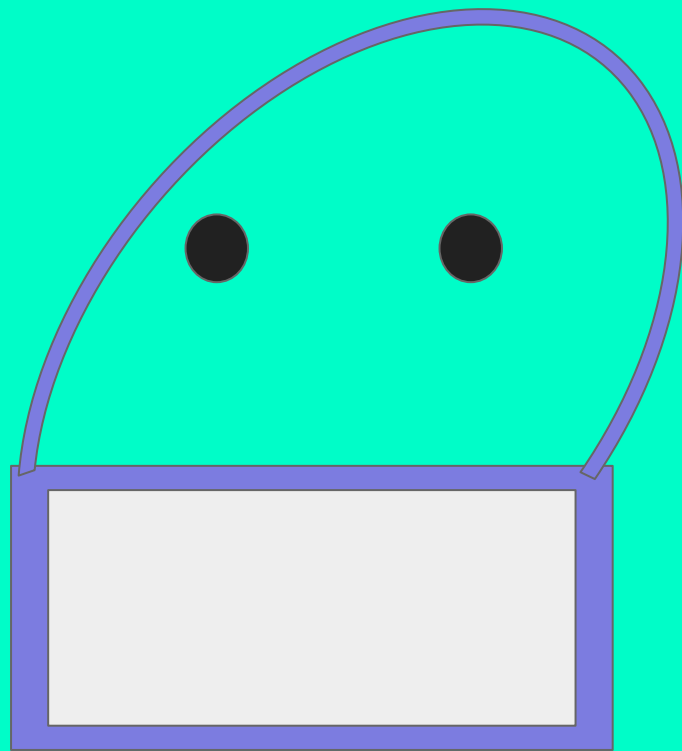
TIFR, IISc,
CMI, ISI, HRI,
NISER, ISI,
IISERs, IITs.

Master's Level

- JAM (for MSc in IISc, IITs & NITs)
- GATE (for MTech in IITs and NITs)
- CMI
- ISI

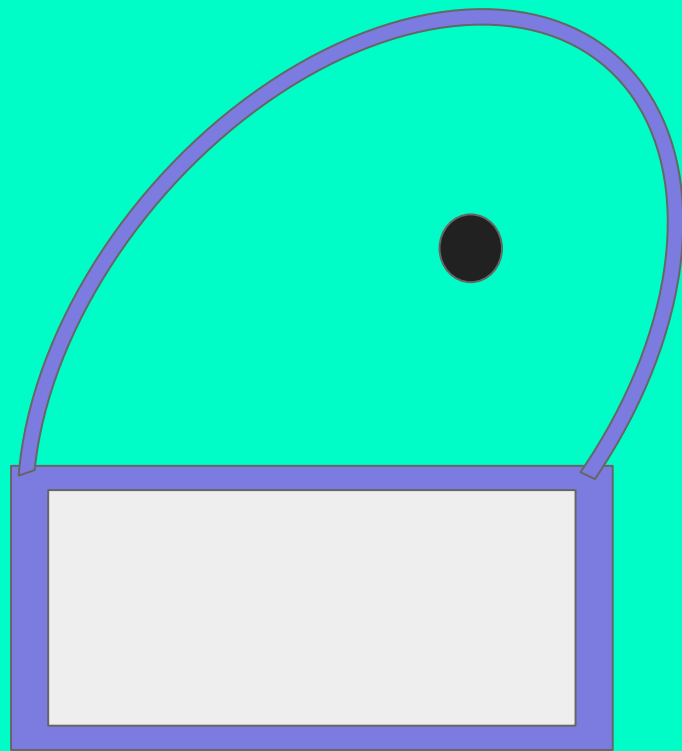
JUST ONE MORE
PUZZLE...

THE PICTURE HANGING PUZZLE



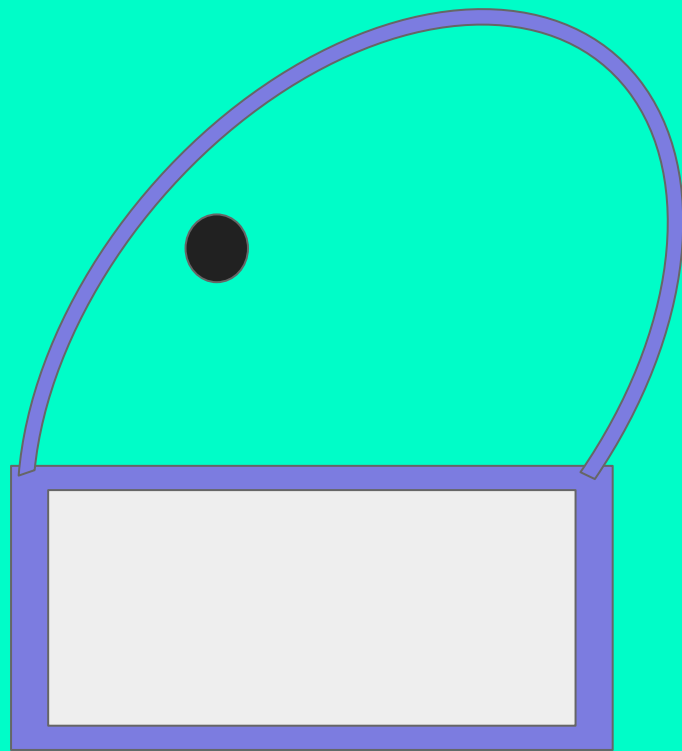
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THE PICTURE HANGING PUZZLE



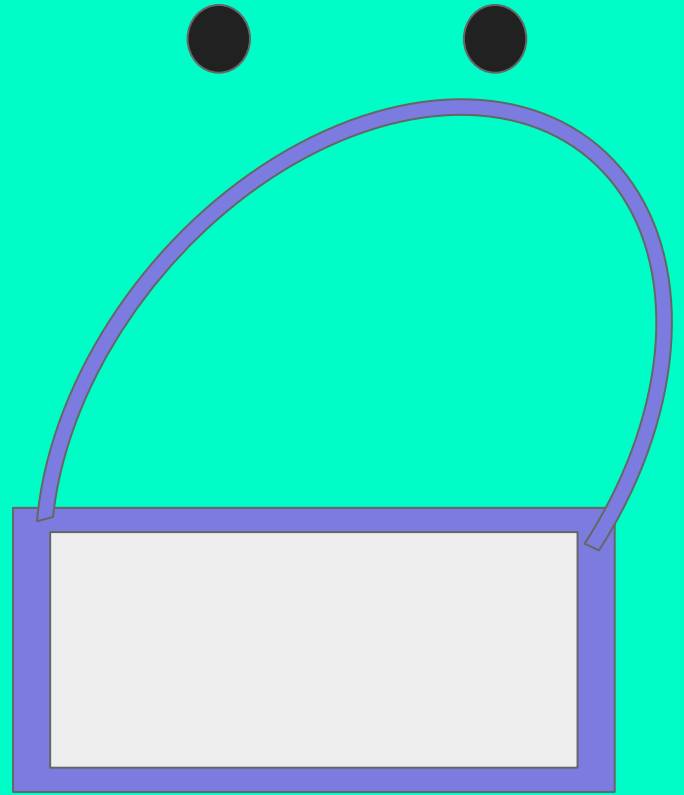
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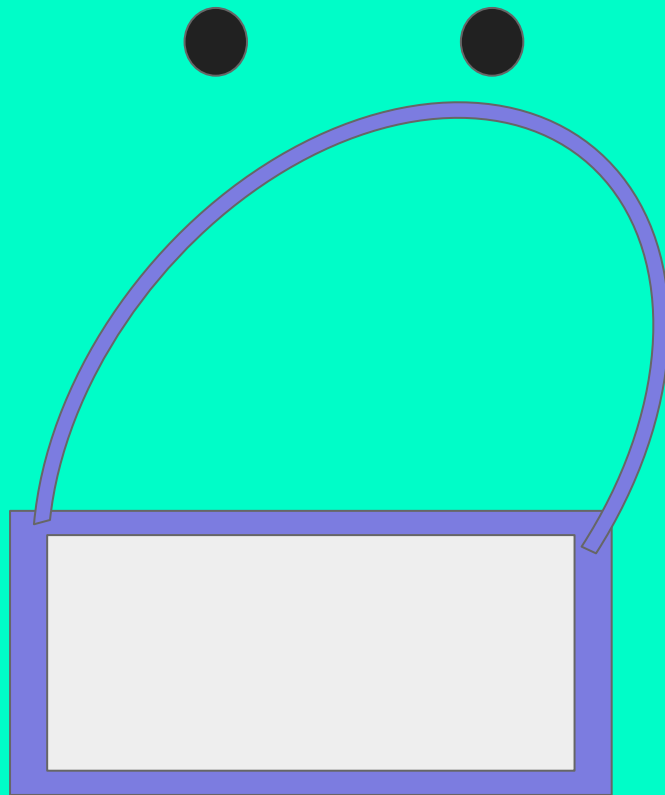
Hang the picture such that:



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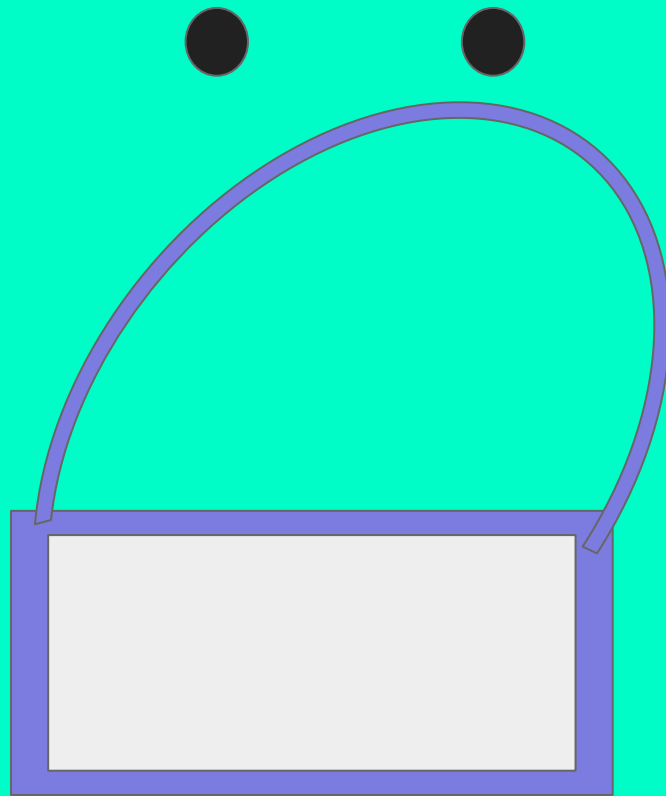
- If both the pegs are there, then the picture will stay.



THE PICTURE HANGING PUZZLE

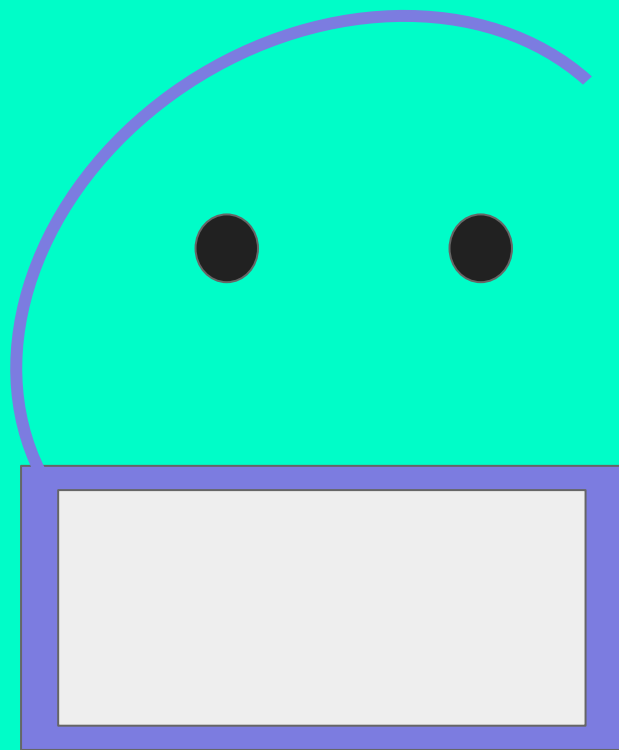
Hang the picture such that:

- If both the pegs are there, then the picture will stay.
- If either one of pegs are taken off, the picture will fall.



THE PICTURE HANGING PUZZLE

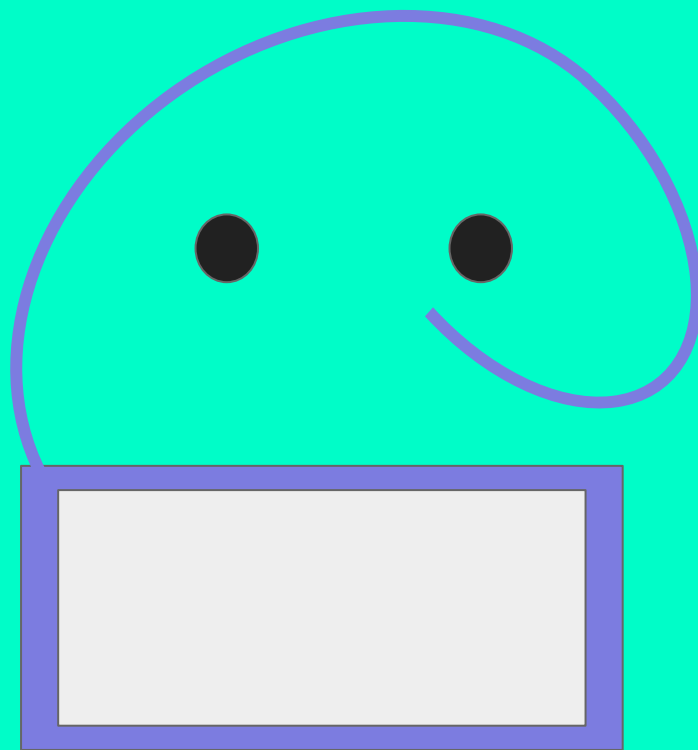
Solution: **A**



—

THE PICTURE HANGING PUZZLE

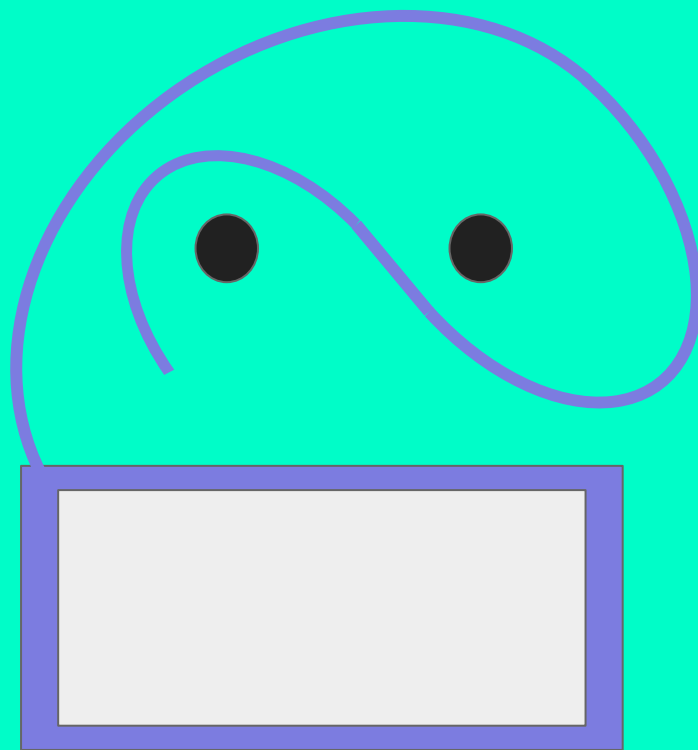
Solution: **AB**



—

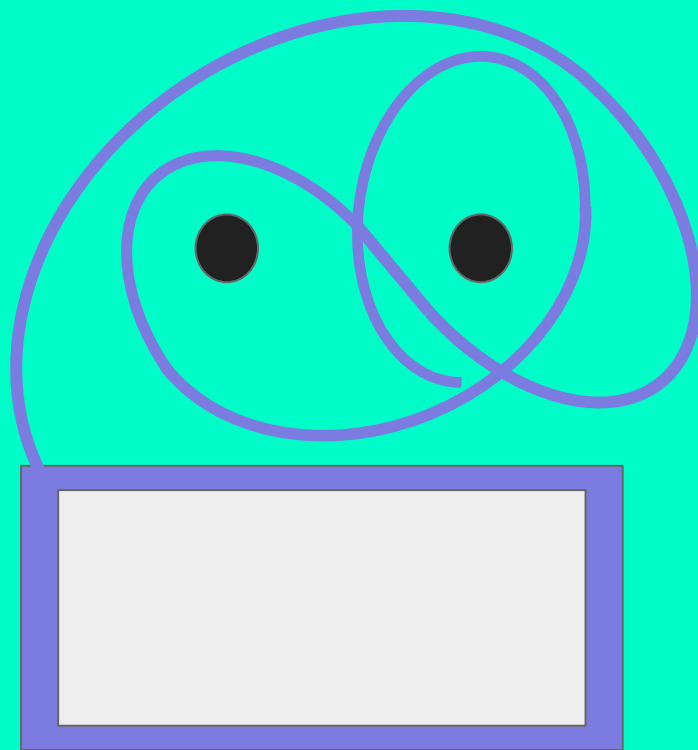
THE PICTURE HANGING PUZZLE

Solution: **ABA^{-1}**



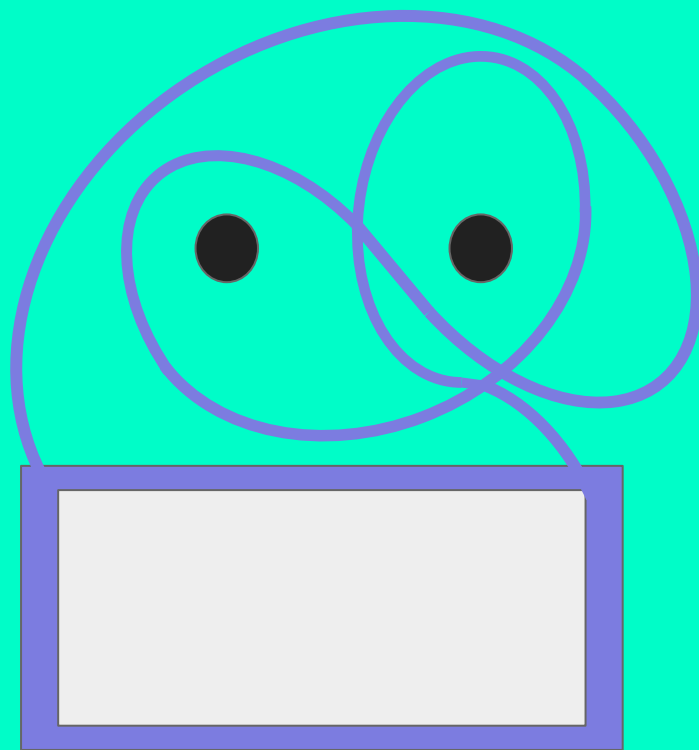
THE PICTURE HANGING PUZZLE

Solution: **$ABA^{-1}B^{-1}$**



THE PICTURE HANGING PUZZLE

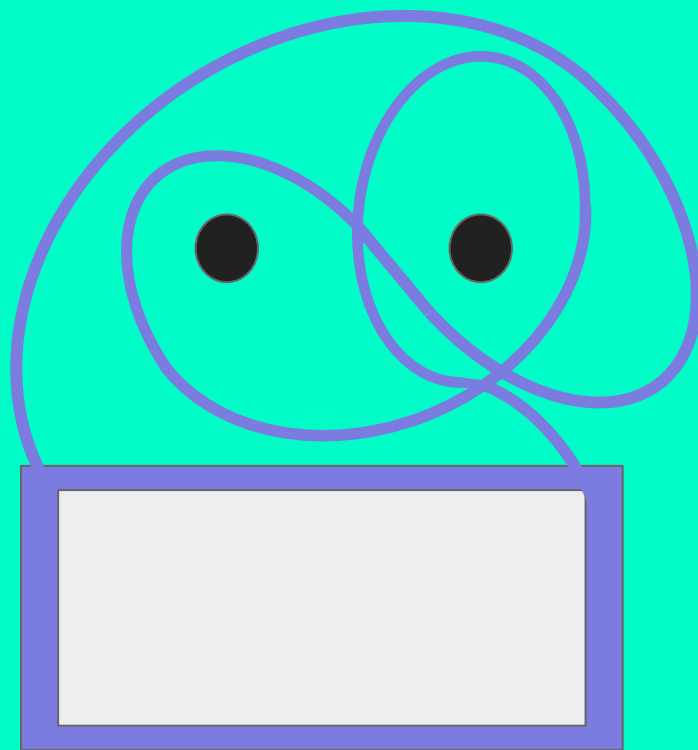
Solution: $ABA^{-1}B^{-1}$



THE PICTURE HANGING PUZZLE

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COMMUTATORS



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- Central concept in Galois Theory.

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- Proving that a regular heptagon can not be constructed using only a compass and a ruler.
- Proving the algebraic formulas are equivalent to width-3 algebraic branching programs.

Check out: Chai and Why?(Dec 20, 2020) by Ramprasad Saptharishi

“Commutators! Hanging pictures and solving Rubik's Cube”

THANK YOU !

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