

1. [3 points] Let C be a linear block code and C^\perp be its dual code. A code is said to be *self-orthogonal* if $C \subseteq C^\perp$.
 - (a) Prove that each codeword in a binary self-orthogonal code C has even weight and C^\perp contains the all-ones codeword $\mathbf{1} = 111 \cdots 1$.
 - (b) Prove that if every codeword of a binary linear block code C has weight divisible by 4, then C is self-orthogonal.
2. [3 points] Let \mathbf{H} be the parity check matrix of a Hamming code of length $n = 2^m - 1$. Consider a matrix \mathbf{H}' obtained by removing all columns of even weight from \mathbf{H} . Let C be the code whose parity check matrix is \mathbf{H}' ?
 - (a) Find the length and dimension of C .
 - (b) Show that C can correct all single bit errors and detect all two-bit errors.
3. [3 points] Find the generator matrices corresponding to the following Reed-Muller codes.
 - (a) RM(1, 3)
 - (b) RM(2, 3)
 - (c) RM(1, 4)
4. [3 points] Let C_1 and C_2 be two cyclic codes of same length n with generator polynomials $g_1(X)$ and $g_2(X)$ respectively. Show that $C_1 \cap C_2$ is a cyclic code. What is its generator polynomial?
5. [3 points] For an (n, k) binary cyclic code, show the following.
 - (a) The fraction of undetectable bursts of length $n - k + 1$ is $2^{-(n-k-1)}$.
 - (b) For $m > n - k + 1$, the fraction of undetectable bursts of length m is $2^{-(n-k)}$.
6. [5 points] Let C be a binary cyclic code of length n with generator polynomial $g(X)$. Let $r(X)$ be a received polynomial and let $r^{(1)}(X)$ be the polynomial corresponding to a single cyclic shift of $r(X)$. Let $s(X)$ be the syndrome corresponding to $r(X)$. Find the syndrome of $r^{(1)}(X)$ as a function of $s(X)$ and $g(X)$. Explain your answer.
7. [5 points] Show that the binary cyclic code of length 15 having generator polynomial $g(X) = X^4 + X^3 + 1$ is a Hamming code.
8. [5 points] Show that the binary linear block code with the following generator matrix is a cyclic code.

$$\begin{bmatrix} 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & 1 & 0 \end{bmatrix}$$