

Nota Bene

- In practice, above Erasure Code ($m=1$) would be based on bytes - computation is done via **modulo 256 arithmetic** (addition and subtraction wrap around; division is not required)
- In practice, below computations are done in a **Galois Field** (we need to be able to additionally express subtraction and division and prefer to work with bytes)
- For simplicity and illustration, here, we use **the Rationales** in our calculations (Q is a field so all operations we need are well-defined)
- Including in assignments, *etc.*, unless explicitly stated otherwise