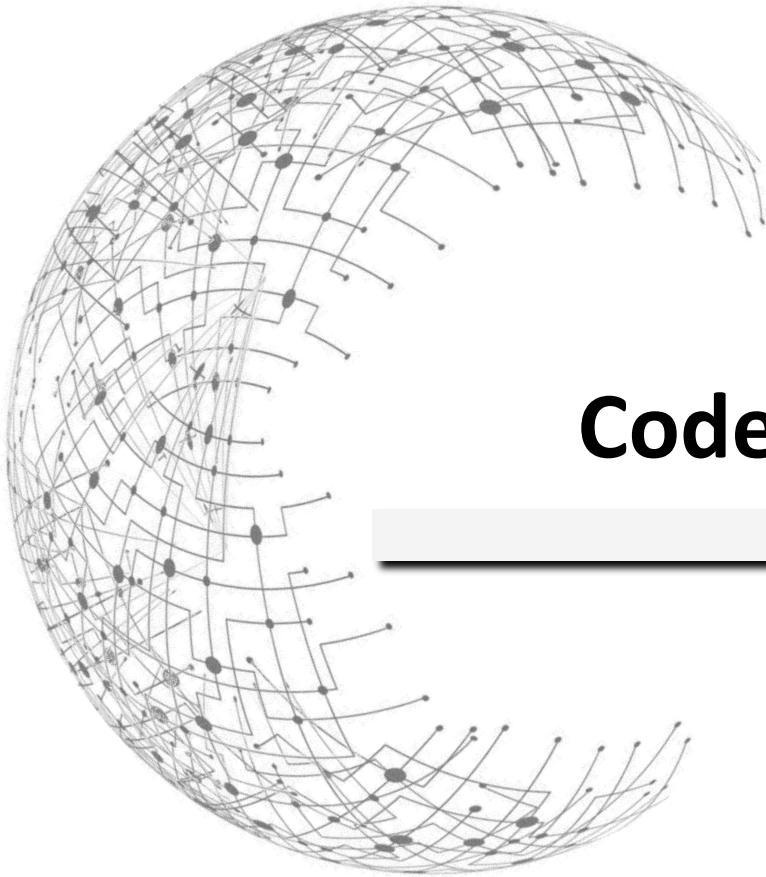




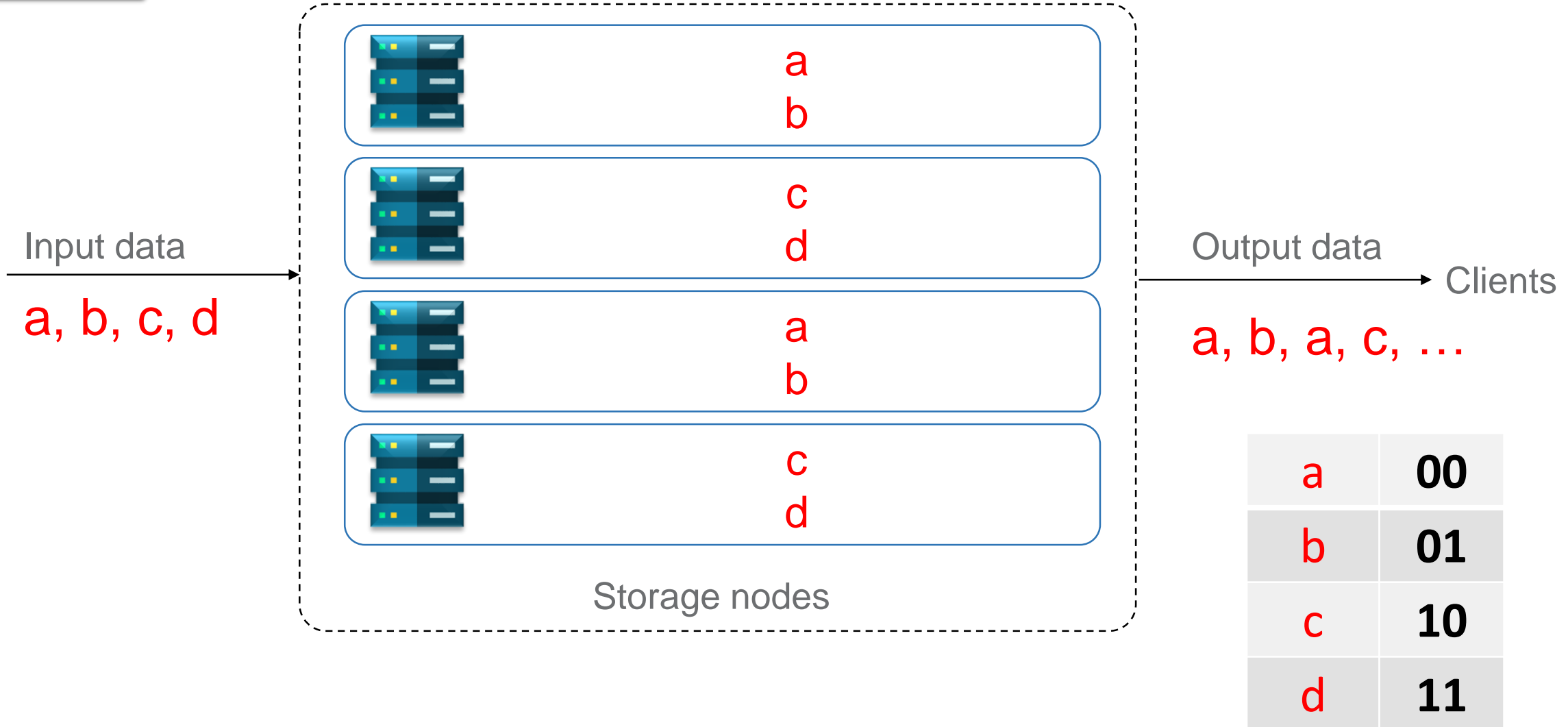
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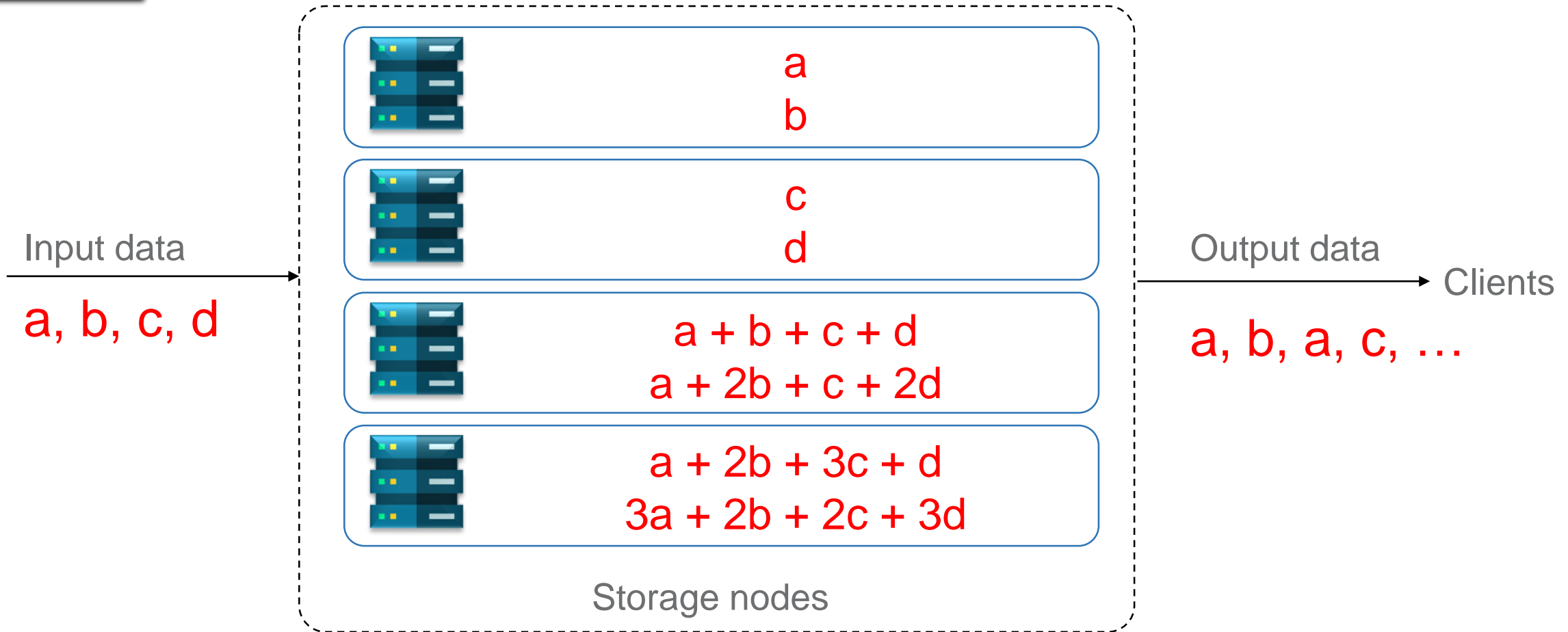
# Codes for Distributed Storage Systems

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## Uncoded Storage (replicated storage)



## Coded Storage



## Coded Storage



$a$   
 $b$



$c$   
 $d$



$$\begin{aligned}a + b + c + d &= 00 \\ a + 2b + c + 2d &= 10\end{aligned}$$

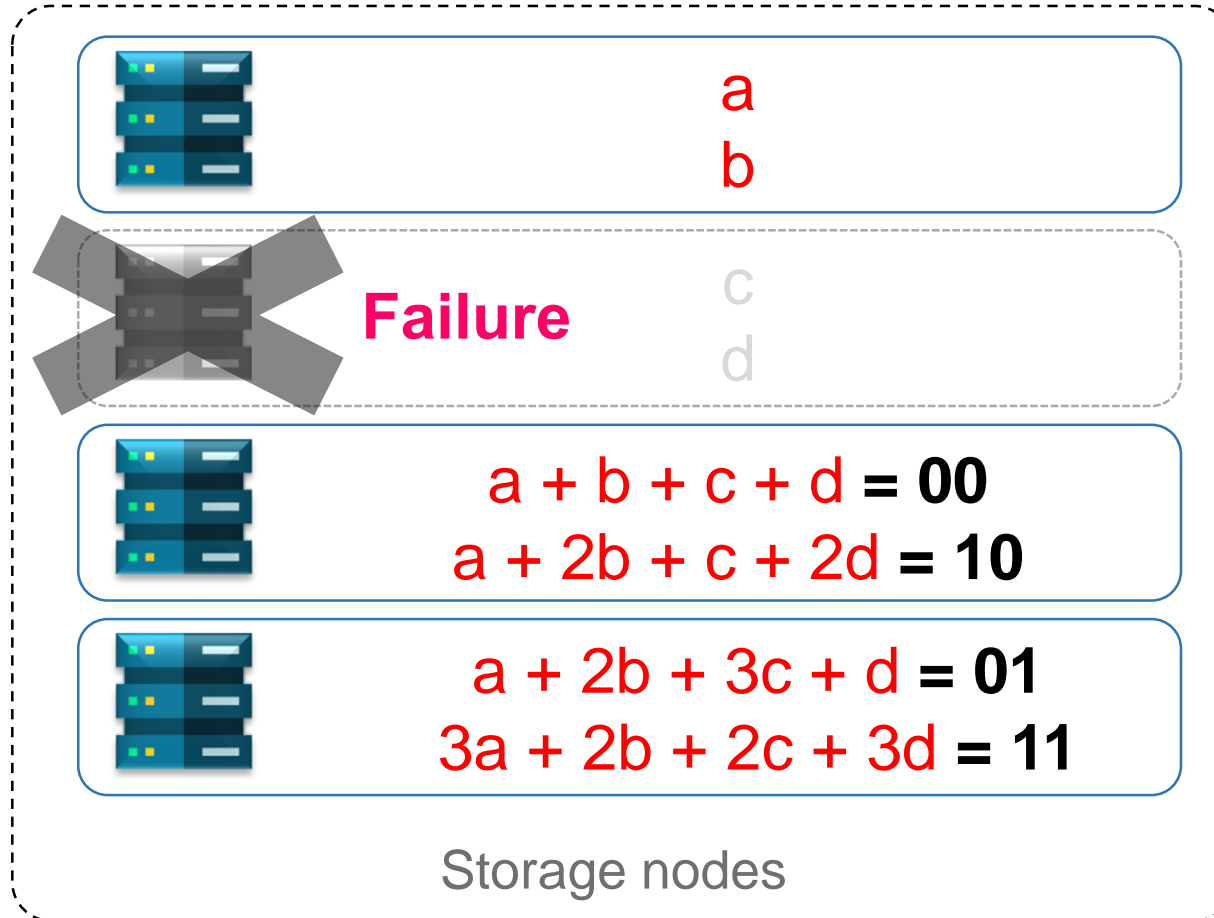


$$\begin{aligned}a + 2b + 3c + d &= 01 \\ 3a + 2b + 2c + 3d &= 11\end{aligned}$$

Storage nodes

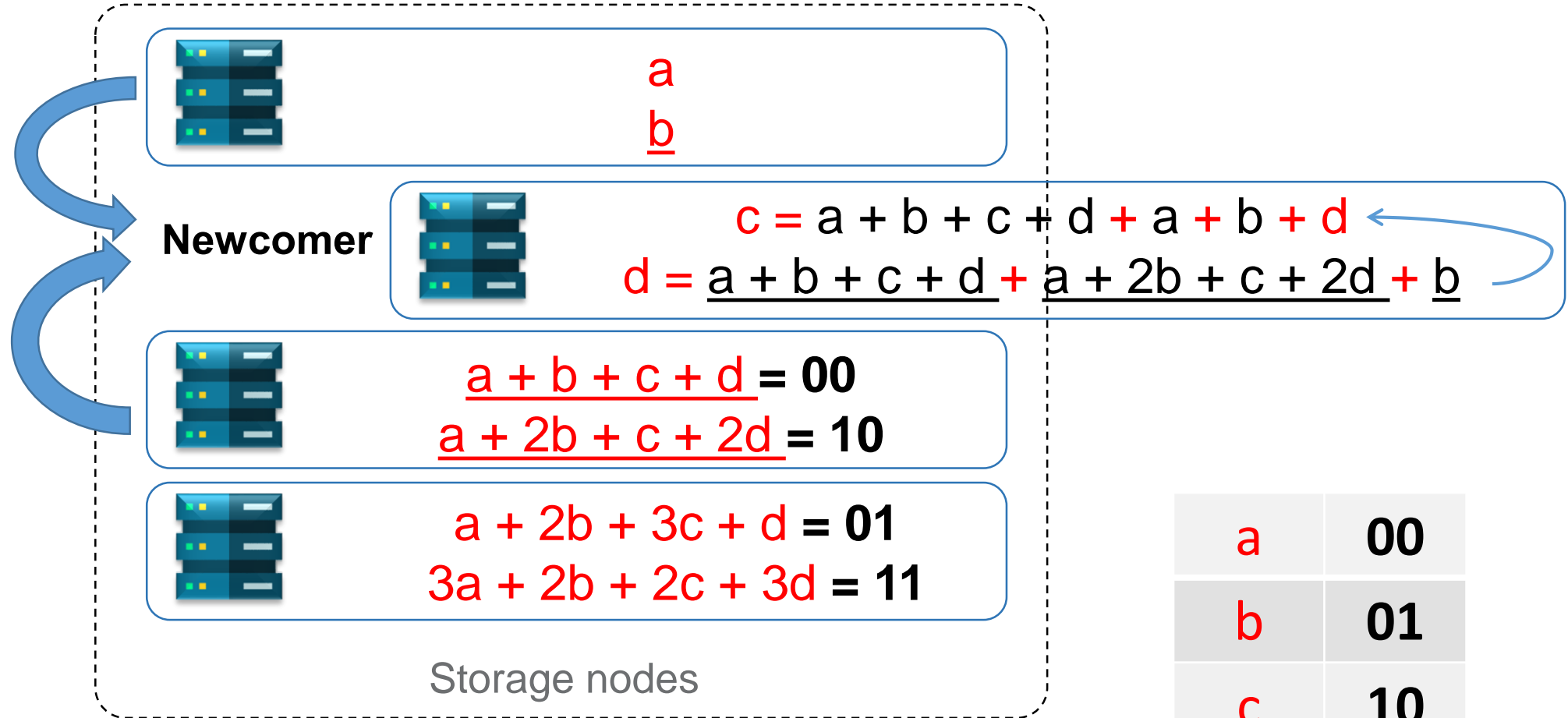
$a$	00
$b$	01
$c$	10
$d$	11

# Repair



$a$	00
$b$	01
$c$	10
$d$	11

# Exact Repair

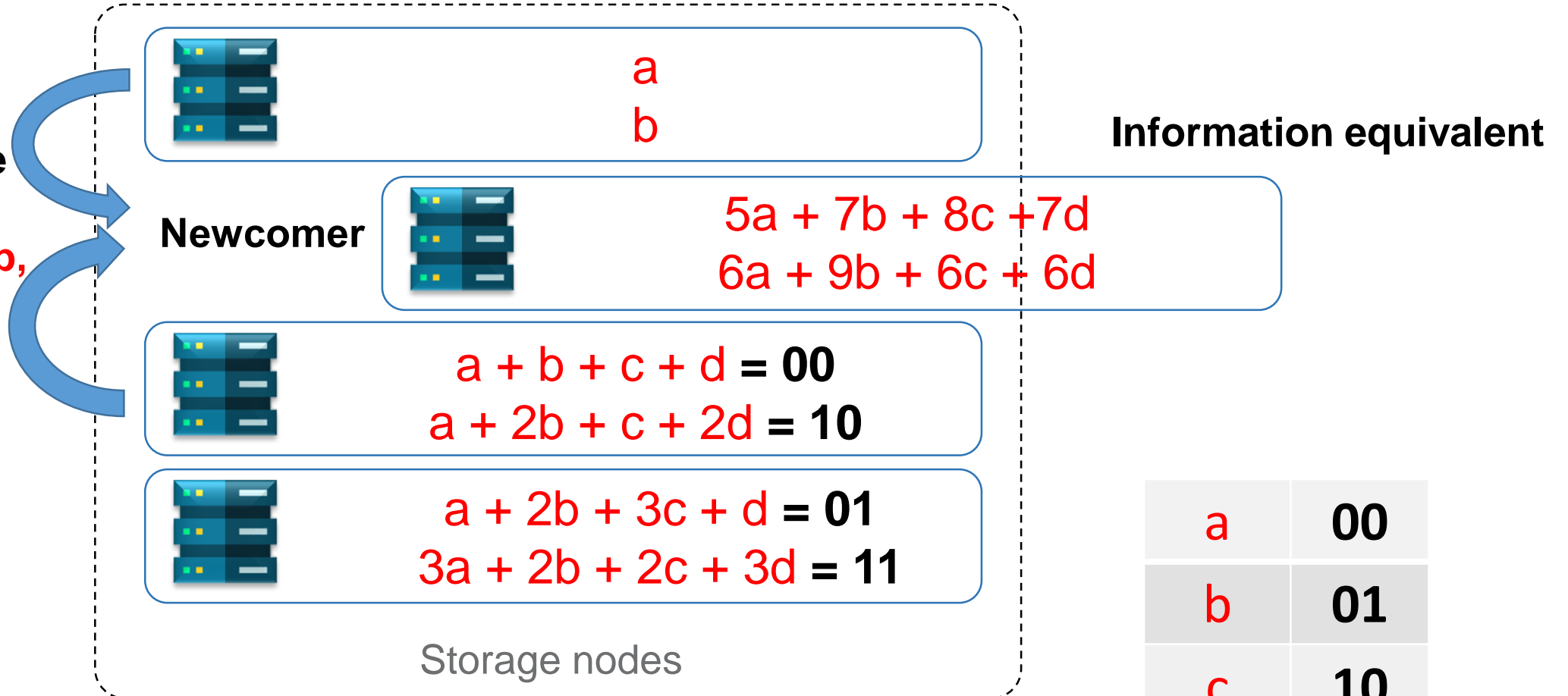


$a$	00
$b$	01
$c$	10
$d$	11

Note that any failure server can be reconstructed by any two of them.

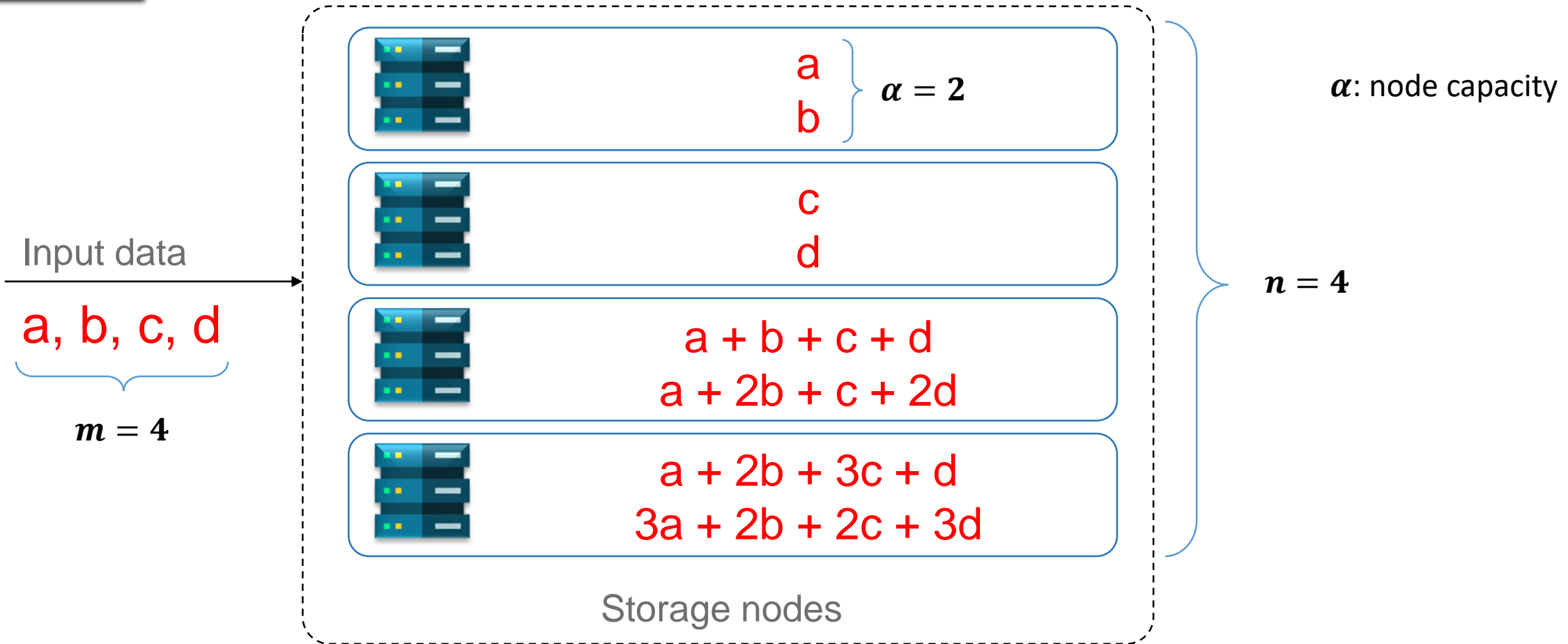
# Functional Repair

It is possible  
because we  
can have **a, b,**  
**c, d.**



After repair, any failure server still can be reconstructed by any two of them.

# $(m, n, k, r, \alpha, \beta)$ code





# $(4, 4, 2, r, 2, \beta)$ code

