

hashrpc

• Why stop at two children per node?

• Meshing factor

• Getting to any block of the string is quicker

• Need to spend more space to store hash functions

• Time vs space trade off

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HashPRG

- Why stop at two children per node?
- We show any branching factor works
- Getting to any block of the string is quicker
 - Need to spend more space to store hash functions
 - Time vs space tradeoff

Key Ideas