



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





# 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