In some communication systems end users are equipped with storages, the communication load during the peak hours can be reduced by having users pre-fetch part of the content during the silent hours. Coded caching is a study to design the pre-fetching without the knowledge of users demands and the delivery scheme based on the users caches. However, many current schemes are facing the subpacketization problem in order to achieve the optimal load.

**Prerequisites**

- Basic programming

**Advisors**

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