

# COMPSCI 690RA: Randomized Algorithms and Probabilistic Data Analysis

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Prof. Cameron Musco

University of Massachusetts Amherst. Spring 2022.

Lecture 12 (Final Lecture!)

# Logistics

- The final exam is this Friday 5/6 at 10:30am in this room.
- I will hold extended office hours today from 2-4pm and tomorrow from 4-6pm.
- I will accept final project submissions up until Sunday 5/8 at 11:59pm.
- Please complete your SRTI for the class when you get a chance!

# Summary

## Last Week: Finish up Markov Chains Unit.

- Mixing time analysis via coupling.
  - Example applications to shuffling and random walks on the hypercube.
- Markov Chain Monte Carlo (MCMC) methods.
- Example of reductions from counting to sampling (e.g., for counting independent sets).

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## Today: The Probabilistic Method (not on the exam)

- From probabilistic proofs to algorithms via the method of conditional expectations.
- The Lovasz local lemma for events with 'bounded' correlation.
- Entropic proof of the algorithmic LLL.

# First...a detour

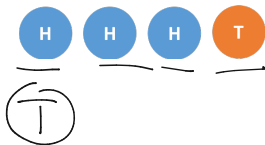


# The St. Petersburg Paradox

Consider the following game: you keep flipping a fair coin, until it hits tails. You win  $\$2^{k+1}$ , where  $k$  is the number of heads you see.

$$2^4 = 16$$

$$2^1 = 2$$



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Let  $X$  be the amount of money you win. What is  $\mathbb{E}[X]$ ?

$$\frac{1}{2} \cdot 2 + \frac{1}{4} \cdot 4 + \frac{1}{8} \cdot 8 + \dots = 1 + 1 + \dots = \infty$$

# The St. Petersburg Paradox

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$1 + 1 + 1 + 1$



Let  $X$  be the amount of money you win. What is  $E[X]$ ?  $= \infty$

How much money would you pay to play this game? Why?

$\$2$   

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 $\$20$

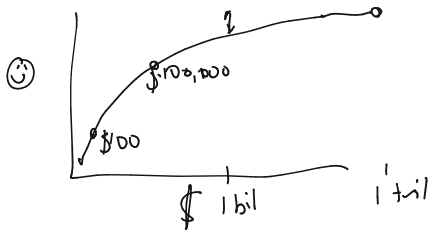
- don't care about low prob  
- finite amount of money



# Expected Utility Theory

**One Solution to the Paradox:** The expected value of the game is not  $\mathbb{E}[X]$ , but  $\mathbb{E}[U(X)]$  where  $U$  is some **utility function**.

$U(\cdot)$  determines how much actual value you derive from a given amount of money. We expect generally that  $U$  is concave – **diminishing marginal utility**.



## Maximizing Expected Log Winnings

What is  $\mathbb{E}[U(X)] = \mathbb{E}[\log_2(X)]$  for our game? :2

$$\frac{1}{2} \cdot 1 + \frac{1}{4} \cdot 2 + \frac{1}{8} \cdot 3 + \dots$$

$$\left(\frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \dots\right) + \left(\frac{1}{4} + \frac{1}{8} + \dots\right) + \left(\frac{1}{8} + \frac{1}{16} + \dots\right)$$
$$1 + \frac{1}{2} + \frac{1}{4}$$

$$= 2$$

## A More 'Realistic' Scenario

You are given \$25 and are allowed to play the following game repeatedly: You have a biased coin that hits heads 60% of the time. You can wager \$w on if the coin hits heads or tails. If you are correct, you win \$w, and if you are incorrect, you lose \$w.

How should you determine the size of your bets?

[ You can play for 1 hour

\$25

$x_i$

$E[\log(x_i)]$

1/2 your money.

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$$\mathbb{E}[\log(X_{i+1})|X_i] = \overset{X_{i+1}}{.6 \cdot \log(X_i + w)} + \overset{X_{i+1}}{.4 \cdot \log(X_i - w)}.$$

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Write  $w = r \cdot X_i$ . Then:

$$\mathbb{E}[\log(X_{i+1})|X_i] = .6 \cdot \log(X_i \cdot (1 + r)) + .4 \cdot \log(X_i \cdot (1 - r))$$

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How should you determine the size of your bets?

$$\lim_{n \rightarrow \infty} \frac{1}{n} \log\left(\frac{X_n}{X_0}\right)$$

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10

vs

$\log(5)$

2

vs

$\log(2)$

1

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$$0 = \frac{.6}{1+r} - \frac{.4}{1-r}.$$

$$\begin{aligned}\frac{.6}{(1-r)} &= \frac{.4}{1+r} \\ .6 + .6r &= .4 - .4r \\ r &= \frac{.4 - .6}{.6 + .4} = \textcircled{.2}\end{aligned}$$



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To maximize  $.6 \log(1 + r) + .4 \log(1 - r)$ , set its derivative to 0:

$$0 = \frac{.6}{1 + r} - \frac{.4}{1 - r}.$$

Optimal  $r = 0.2$ . I.e., you should bet 20% of your money each time.

# Kelly Criterion

The prior analysis is a special case of the **Kelly criterion**.

$$r = \underline{p} - \frac{q}{b}$$

Lots of interesting topics here, closely related to Markov chains and Martingales.

$$0.4 - 0.6 = -0.2$$

# The Probabilistic Method

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**The Basic Idea:** Suppose we want to prove that a combinatorial object satisfying a certain property exists. Then it suffices to exhibit a random process that produces such an object with probability  $> 0$ .

**A common tool:** For a random variable with  $\mathbb{E}[X = \mu]$ ,  
 $\Pr[X \geq \mu] > 0$  and  $\Pr[X \leq \mu] > 0$ .

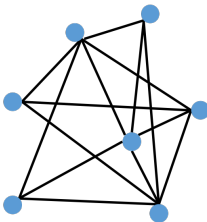
## Example 1: Max-Cut

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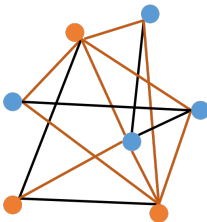
Consider a random partition of the nodes (each node is included independently in each half with probability  $1/2$ ). Let  $X$  be the size of the corresponding cut.



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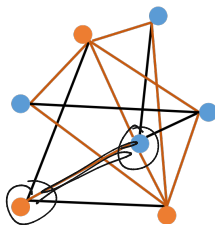
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We have  $\mathbb{E}[X] = \frac{m}{2}$

$$\mathbb{E} X = \sum_{(u,v)} \mathbb{E} X_{u,v} = m \cdot \frac{1}{2} = \frac{m}{2}$$

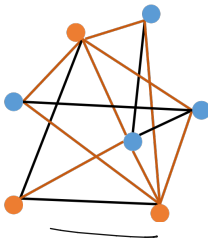
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We have  $\mathbb{E}[X] = \frac{m}{2}$

Therefore,  $\Pr[X \geq m/2] > 0$ . So every graph with  $m$  edges has a cut containing at least  $m/2$  edges.



## Example 2: 3-SAT

Prove that for any 3-SAT formula, there is some assignment of the variables such that at least  $7/8$  of the clauses are true.

Consider a random assignment of the variables. And let  $X$  be the number of satisfied clauses.

$$\underbrace{(x_1 \vee \bar{x}_2 \vee x_4)}_{\{0,1\}} \wedge \underbrace{(x_2 \vee \bar{x}_4 \vee x_3)}_{\{0,1\}} \wedge (x_2 \vee x_3 \vee x_4) \wedge \dots$$

What is  $\mathbb{E}[X]$ ?

$$\begin{aligned}\mathbb{E}[X] &= \sum_{i=1}^m \mathbb{E}[X_i] \\ &= \frac{7}{8} \cdot m\end{aligned}$$

$$\begin{aligned}\mathbb{E}[X_i] &= \mathbb{P}(\text{clause } i \text{ is sat.}) \\ &= \frac{7}{8}\end{aligned}$$

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$$(x_1 \vee \bar{x}_2 \vee x_4) \wedge (x_2 \vee \bar{x}_4 \vee x_3) \wedge (x_2 \vee x_3 \vee x_4) \wedge \dots$$

What is  $\mathbb{E}[X]$ ?  $7/8 m$

So,  $\Pr[X \geq 7/8m] > 0$ . So there is an assignment satisfying at least  $7/8$  of the clauses in every 3-SAT formula.

# From Existence to Efficient Algorithms

$\leq m$

**Max-Cut Approximation:** A randomly sampled partition cuts  $m/2$  edges **in expectation**. But how many partitions do we need to sample before finding a cut of size at least  $m/2$  with good probability?

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Let  $p$  be the probability of finding a cut of size  $\geq m/2$ . Then:

$$\mathbb{E}[X] = \frac{m}{2} \leq \underbrace{(1-p)}_{\text{probability of failure}} \cdot \underbrace{\left(\frac{m}{2} - 1\right)}_{\text{size of cut if failure}} + \underbrace{p}_{\text{probability of success}} \cdot \underbrace{m}_{\text{size of cut if success}}$$

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$$\mathbb{E}[X] = \frac{m}{2} \leq (1-p) \cdot \left(\frac{m}{2} - 1\right) + p \cdot m$$

$$\Rightarrow \frac{1}{\frac{m}{2} + 1} \leq p.$$

$$\frac{m}{2} \leq \frac{m}{2} - 1 - \frac{pm}{2} + p + pm$$

$$1 \leq p \cdot \left(\frac{m}{2} + 1\right)$$

# From Existence to Efficient Algorithms

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How many attempts do we need to take to find a large cut with probability at least  $1 - \delta$ ?

$$\left(1 - \frac{1}{3}\right)^{m \log(1/\delta)} \approx \frac{O(m \log(1/\delta))}{\delta}$$



# From Existence to Efficient Algorithms

**Max-Cut Approximation:** A randomly sampled partition cuts  $m/2$  edges **in expectation**. But how many partitions do we need to sample before finding a cut of size at least  $m/2$  with good probability?

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$$\begin{aligned}\mathbb{E}[X] &= \frac{m}{2} \leq (1-p) \cdot \left(\frac{m}{2} - 1\right) + p \cdot m \\ \implies \frac{1}{\frac{m}{2} + 1} &\leq p.\end{aligned}$$

How many attempts do we need to take to find a large cut with probability at least  $1 - \delta$ ?  $O(m \cdot \log(1/\delta))$

# Method of Conditional Expectations

We can also derandomize this algorithm in a very simple way.

Let  $\underline{x}_1, \underline{x}_2, \dots \in \{0, 1\}$  indicate if the vertices are included on one side of the random partition.

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Consider determining these random variables sequentially.

$$\frac{m}{2} = \mathbb{E}[X] = \frac{1}{2}\mathbb{E}[X|x_1 = 1] + \frac{1}{2}\mathbb{E}[X|x_1 = 0].$$

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*Handwritten notes:  $\geq m/2$  above the first term,  $\geq m/2$  above the second term.*

Set  $\underbrace{x_1 = v_1}_{\{0,1\}}$  such that  $\mathbb{E}[X|x_1 = v_1] \geq \frac{m}{2}$ . Then we have:

$$\frac{m}{2} \leq \mathbb{E}[X|x_1 = v_1] = \frac{1}{2} \mathbb{E}[X|\underbrace{x_1 = v_1, x_2 = 1}] + \frac{1}{2} \mathbb{E}[X|\underbrace{x_1 = v_1, x_2 = 0}]$$

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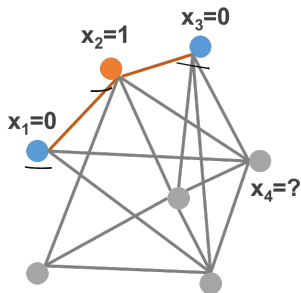
$$\frac{m}{2} \leq \mathbb{E}[X|\mathbf{x}_1 = v_1] = \frac{1}{2}\mathbb{E}[X|\mathbf{x}_1 = v_1, \mathbf{x}_2 = 1] + \frac{1}{2}\mathbb{E}[X|\mathbf{x}_1 = v_1, \mathbf{x}_2 = 0]$$

$\geq m/2$   $\geq m/2$

Set  $\mathbf{x}_2 = v_2$  such that  $\mathbb{E}[X|\mathbf{x}_1 = v_1, \mathbf{x}_2 = v_2] \geq \frac{m}{2}$ . And so on...

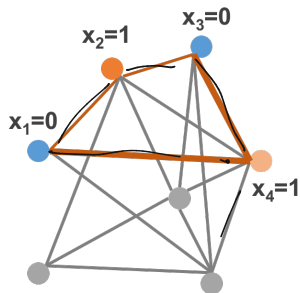
## Conditional Expectations for Cuts

How can we pick  $v_j$  such that  $\mathbb{E}[X | \underbrace{x_1 = v_1}, \dots, \underbrace{x_{j-1} = v_{j-1}}, \underbrace{x_{j+1} = v_{j+1}}] \geq \frac{m}{2}$ ?



## Conditional Expectations for Cuts

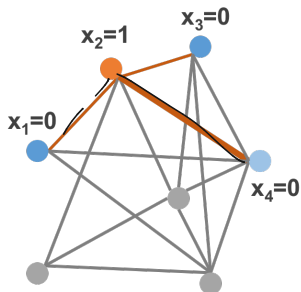
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$$\mathbb{E}[X|x_1 = 0, \dots, x_4 = 1] = \underbrace{\frac{1}{2} \cdot 10}_{+2} + 2 = 9$$

## Conditional Expectations for Cuts

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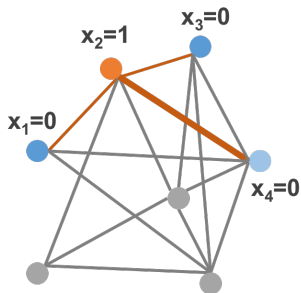


$$\mathbb{E}[X|x_1 = 0, \dots, x_4 = 0] = \frac{1}{2} \cdot 10 + 1 = 8$$



## Conditional Expectations for Cuts

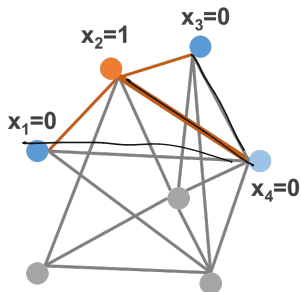
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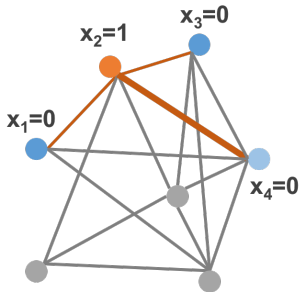


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Yields a 1/2 approximation algorithm for max-cut.

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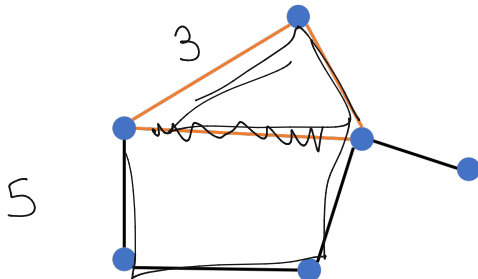


**Natural greedy approach:** add vertex  $i$  to the side of the cut to which it has fewest edges.

Yields a  $1/2$  approximation algorithm for max-cut.  $16/17$  is the best possible assuming  $P \neq NP$ , and  $.878$  is the best known (Goemans, Williamson) and optimal assuming the unique games conjecture

# Large Girth Graphs

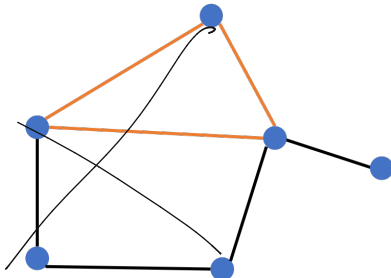
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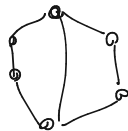
3



**Natural Question:** How large can the girth be for a graph with  $m$  edges?

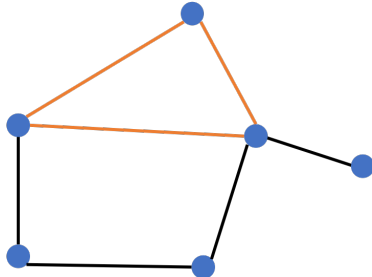
$$\binom{n}{2}$$

$n$  edges  
 $n+1$  edges



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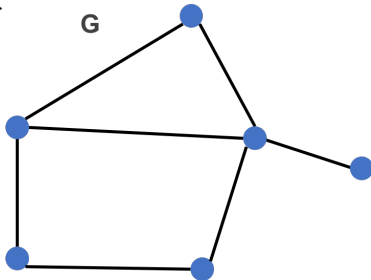


**Natural Question:** How large can the girth be for a graph with  $m$  edges?

**Erdős Girth Conjecture:** For any  $k \geq 1$ , there exists a graph with  $m = \Omega(n^{1+1/k})$  edges and girth  $2k + 1$ .

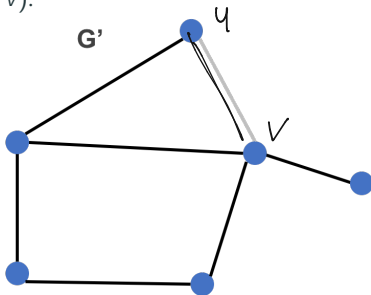
# Relevance to Spanners

A **spanner** is a subgraph that approximately preserves shortest path distances. We say  $G'$  is a spanner for  $G$  with **stretch**  $t$  if for all  $u, v$   
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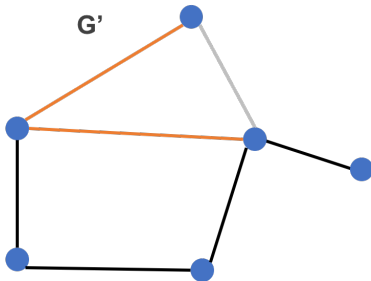


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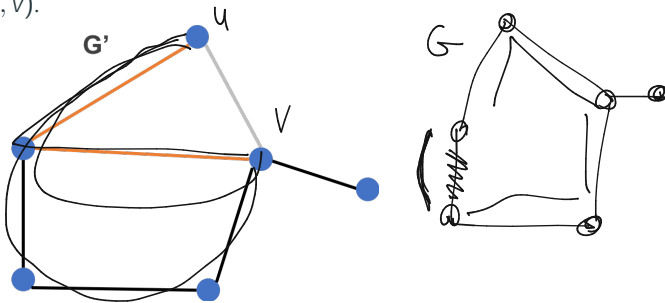
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$$t \geq 2$$



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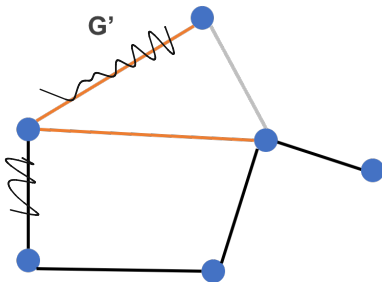
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**Erdős Girth Conjecture**  $\implies$  there are no generic spanner constructions with  $o(n^{1+1/k})$  edges and stretch  $\leq 2k - 1$ .

# Large Girth Graphs via Probabilistic Method

## Theorem

For any fixed  $k \geq 3$ , there exists a graph with  $n$  nodes,  $\Omega(\underline{n^{1+1/k}})$  edges, and girth  $k + 1$ .

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$\approx \frac{p(n-1)}{n/k}$  **Sample and Modify Approach:** Let  $G$  be an Erdős-Renyi random graph, where each edge is included independently with probability  $p = n^{1/k-1}$ . Remove one edge from every cycle in  $G$  with length  $\leq k$ , to get a graph with girth  $k + 1$ .

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$$\mathbb{E}[X] = \frac{n(n-1)}{2} \cdot p = \frac{1}{2} \cdot \left(1 - \frac{1}{n}\right) \cdot n^{1+1/k}.$$

*Handwritten annotations:*

- A tilde (~) is written above the  $1$  in the term  $\left(1 - \frac{1}{n}\right)$ .
- Below the main equation, the expression  $\frac{n(n-1)}{2} \cdot n^{1/k-1}$  is written, with  $n^{1/k-1}$  written above the  $n$ .
- Below that, the expression  $\frac{n-1}{2} \cdot n^{1/k}$  is written, with  $n^{1/k}$  written above the  $n$ .
- The  $\frac{n-1}{2}$  term in the second line is underlined.

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1 2 3 4  
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$$(n \cdot p)^i = (n \cdot n^{1/k-1})^i = (n^{1/k})^i = n^{i/k}$$

## Large Girth Graphs via Probabilistic Method

So far: An Erdős-Renyi random graph with  $p = n^{1/k-1}$  has expected number of edges ( $X$ ) and cycles of length  $\leq k-1$  ( $Y$ ) bounded by:

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When  $k$  is fixed and  $n$  is sufficiently large,  ~~$k \cdot n$~~   ~~$\ll$~~   ~~$n^{1+1/k}$~~ . Thus,

$$\underline{\mathbb{E}[X - Y]} = \underline{\Omega(\mathbb{E}[X])} = \underline{\Omega(n^{1+1/k})},$$

proving the theorem.

# Lovasz Local Lemma



# Probabilities of Correlated Events

Suppose we want to sample a random object that avoids  $n$  'bad events'  $E_1, \dots, E_n$ .

E.g., we want to sample a random assignment for variables that satisfies a  $k$ -SAT formula with  $n$  clauses.  $E_i$  is the event that clause  $i$  is not satisfied.

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If the  $E_i$  are independent, and  $\Pr[E_i] < 1$  for all  $i$  then:

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As  $n$  gets large, the union bound gets very weak – each event has to occur with probability  $< 1/n$  on average.

## Bounded Correlation

Consider events  $E_1, \dots, E_n$  where  $\underline{E_i}$  is independent of any  $\underline{j \notin \Gamma(i)}$   <sup>$E_j$  for</sup>  
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$$|\Gamma(i)| = 1$$

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## Theorem (Lovasz Local Lemma)



Suppose for a set of events  $E_1, E_2, \dots, E_n$ ,  $\Pr[E_i] \leq p$  for all  $i$ , and that each  $E_i$  is dependent on at most  $d$  other events  $E_j$  (i.e.,  $|\Gamma(i)| \leq d$ , then if  $4dp \leq 1$ :

$$\underbrace{(n-1)p}_{\leq p} < 1 \quad \Pr \left[ \neg \bigcup_{i=1}^n E_i \right] > \underbrace{(1-2p)^n}_{> 0} > 0.$$

In the worse case,  $d = n - 1$  and this is similar to the union bound. But it can be much stronger.



## Theorem

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## LLL Application: $k$ -SAT

$$\overset{0}{(X_1 \vee \overset{1}{\bar{X}_2} \vee \overset{0}{X_3})}$$

### Theorem

$$\frac{64}{24} \approx 2$$

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$$\begin{aligned} |I(i)| &\leq \frac{\binom{n}{k} \cdot 2^k}{4k} \\ &\leq \frac{k \cdot 2^k}{4k} = \frac{2^k}{4} \end{aligned}$$

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So  $\underbrace{4dp} = \underbrace{4} \cdot \underbrace{\frac{1}{2^k}} \cdot \underbrace{\frac{2^k}{4}} \leq 1$ , and thus  $\Pr[\underbrace{\neg \bigcup_{i=1}^n E_i}] \geq 0$ . I.e., a random assignment satisfies the formula with non-zero probability.

# Algorithmic LLL

**Important Question:** Given an Lovasz Local Lemma based proof of the existence, can we convert it into an efficient algorithm?

Moser and Tardos [2010] prove that a very natural algorithm can be used to do this.

Let  $E_1, \dots, E_n$  be events determined by a set of independent random variables  $V = \{v_1, \dots, v_m\}$ . Let  $v(E_i)$  be the set of variables that  $E_i$  depends on.

**Resampling Algorithm:**

$$(x_1 \vee x_2 \vee \bar{x}_3)$$

1. Assign  $v_1, \dots, v_m$  random values.

2. While there is some  $E_i$  that occurs, reassign random values to all variables in  $v(E_i)$ .

3. Halt when an assignment is found such that no  $E_i$  occurs.



## Theorem (Algorithmic Lovasz Local Lemma)

Consider a set of events  $E_1, E_2, \dots, E_n$  determined by a finite set of random variables  $V$ . If for all  $i$ ,  $\Pr[E_i] \leq p$  and  $|\Gamma(i)| \leq d$ , and if  $ep(d+1) < 1$ , then RESAMPLING finds an assignment of the variables in  $V$  such that no event  $E_i$  occurs. Further, the algorithm makes  $O(\frac{n}{d})$  iterations in expectation.

$$n \cdot p = \Theta\left(\frac{n}{d}\right)$$

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**Application to  $k$ -SAT:** Consider a  $k$ -SAT formula where no variable appears in more than  $\frac{2^k}{5k}$  clauses. Let  $E_i$  be the event that clause  $i$  is **unsatisfied** by a random assignment

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Have  $ep(d+1)$   $\leq \frac{e}{5} + \frac{e}{2^k} \leq 1$  as long as  $k \geq 3$ , so the theorem applies, giving a polynomial time algorithm for this variant of  $k$ -SAT.

# Entropic Proof of Algorithmic LLL

Moser's 'entropic proof' of the algorithmic LLL uses a particularly cool technique.

Focus on the case of  $k$ -SAT where  $|\Gamma(i)| < d = \frac{2^k}{8} = 2^{k-3}$ .

- In each iteration of rerandomization, the algorithm uses  $k$  random bits. So for  $T$  iterations it uses  $Tk$  random bits.
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- In each iteration of rerandomization, the algorithm uses  $k$  random bits. So for  $T$  iterations it uses  $Tk$  random bits.
- We will show that if we run the algorithm for too long, then we obtain a compression of these bits into a string of  $< Tk$  bits, which shouldn't be possible (since they are random bits and incompressible).

**Incompressibility Fact:** For any function  $f$  mapping inputs in  $\{0, 1\}^t$  to distinct, possibly variable length binary output strings, if  $s$  is a uniform random  $t$ -bit binary string, then for any integer  $c$ ,  $\Pr[\text{length}[f(s)] \leq t - c] \leq \frac{1}{2^{c-1}}$ .

$$2^t \quad 1 + 2 + 4 + \dots + 2^{t-c} \leq 2^{(t-c)+1}$$
$$\frac{2^{(t-c)+1}}{2^t} = \frac{1}{2^{c-1}}$$

# Compressing Bits While Solving $k$ -SAT

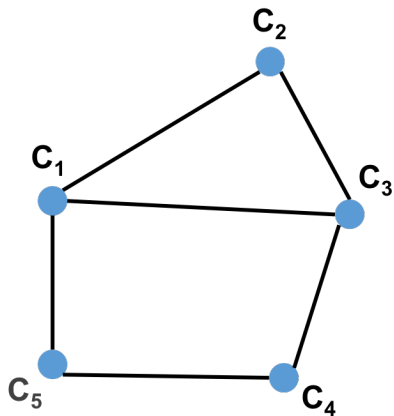
- Initialize random assignments for the  $m$  variables using  $m$  bits.
- Iterate through the clauses, recording '1' for each that is satisfied, and recording '0' when you reach an unsatisfied clause  $i$ .
- Run LOCALCORRECT( $i$ ). Then move on to the next clause.
- After completion of all clauses, record the final state of the  $m$  variables using  $m$  bits.

## LOCALCORRECT( $i$ ):

- Resample random values for the variables in clause  $i$ , using  $k$  bits (but don't record them!).
- While some clause  $j \in \Gamma(i) \cup \{i\}$  is unsatisfied, pick the first such  $j$ , and record '0' along with  $j$  using  $k - 3$  bits. Then run LOCALCORRECT( $j$ ).
- Record '1' upon termination.

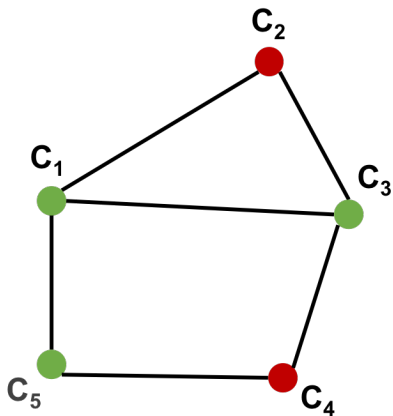
$$\log_2(2^{k/8}) = k - 3$$

# Compression Illustration



**Record:**  
**Bits Used:**

## Compression Illustration

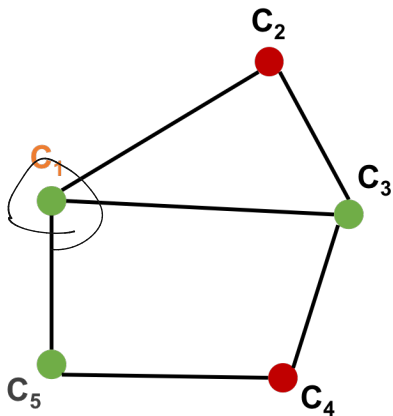


**Record:**

**Bits Used: 10110001**



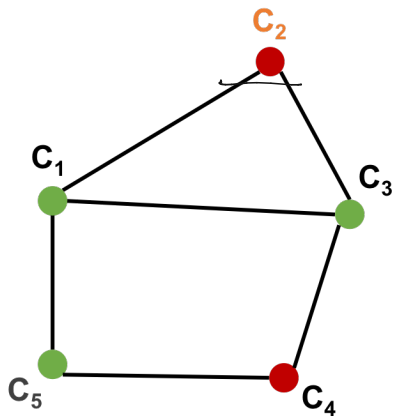
## Compression Illustration



Record: 1

Bits Used: 10110001

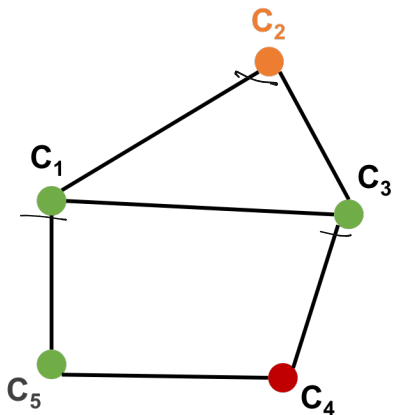
# Compression Illustration



Record: 10

Bits Used: 10110001

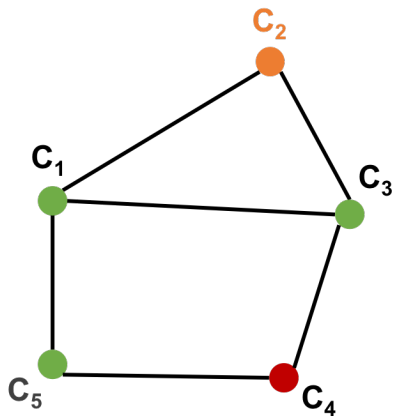
# Compression Illustration



Record: 10

Bits Used: 1011000110111

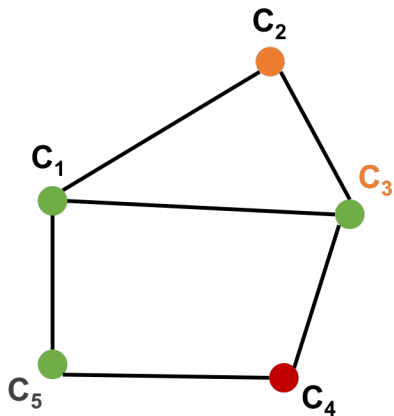
## Compression Illustration



Record: 101<sub>~</sub>

Bits Used: 1011000110111

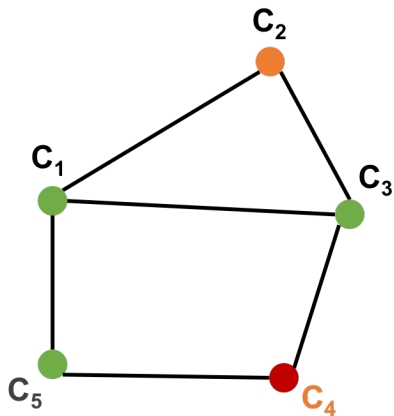
## Compression Illustration



Record: 1011

Bits Used: 1011000110111

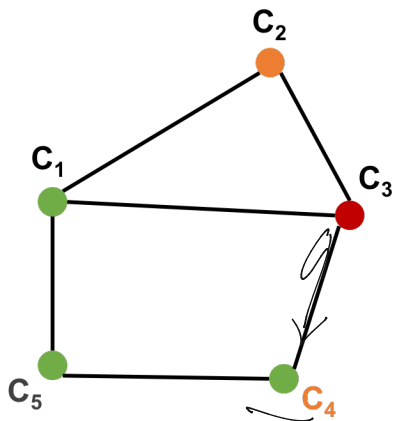
## Compression Illustration



Record: 10110

Bits Used: 1011000110111

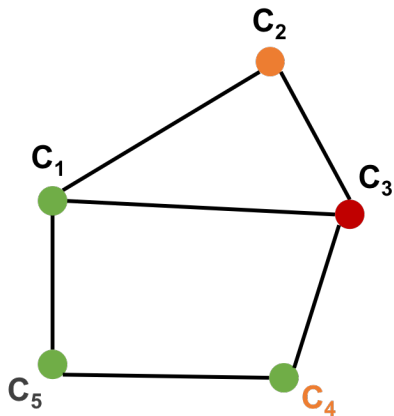
# Compression Illustration



Record: 10110

Bits Used: 101100011011100100

# Compression Illustration

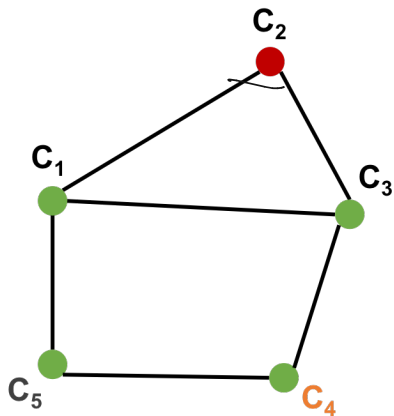


Record: 10110000

Bits Used: 101100011011100100



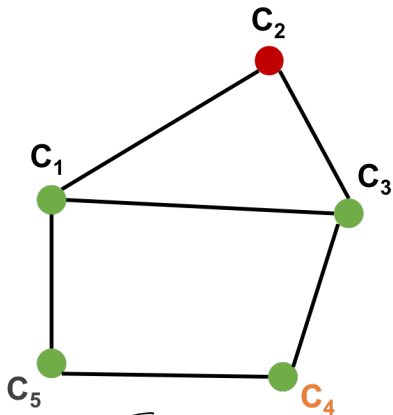
# Compression Illustration



Record: 10110000

Bits Used: 10110001101110010010101

# Compression Illustration



Record: 101100000011100100  
Bits Used: 10110001101110010010101

## Compressing Bits While Solving $k$ -SAT

**Claim 1:** If the algorithm runs for  $T$  iterations, it uses  $m + Tk$  random bits.

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$\rightarrow k \rightarrow$   
 $\rightarrow k-1 \rightarrow$

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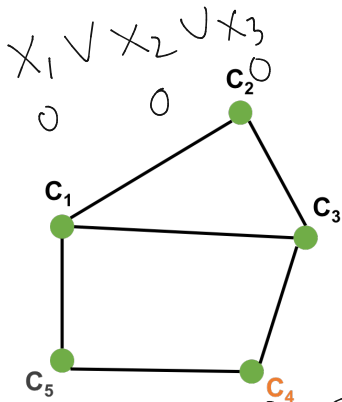
**Claim 2:** If the algorithm runs for  $T$  iterations it records a transcript of  $m + n + T(k - 1)$  bits.

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We can work backward from the final state, recovering the state of the variables at each step, and hence all the random bits. Critically, when a clause is rerandomized, we know exactly how its bits were set before rerandomization (there is just a single unsatisfying assignment for the clause).

So we have compressed  $B = m + Tk$  bits to  $B' = m + n + T(k - 1)$  bits. Setting,  $T = n + c$  we have  $B = m + Tk$  and  $B' = m + Tk - c$ . Thus, by our incompressibility claim, **the algorithm must terminate in  $n + c$  steps with probability  $1 - 1/2^{c-1}$ .**

# Recovery Illustration



Record: 10110000(001)...(10111)011.

Bits Used: (10110001), 10111, 00100, 10101, (10111)



Thanks for a great semester!

