## New Arenas in Hardness Amplification

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Joint work with


Elazar Goldenberg
(The Academic College of Tel Aviv-Yaffo)

# Necessity is the Mother of Invention 

© Average Case Complexity

# Necessity is the Mother of Invention 

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- Hardness of Problems in Practice


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- Hard on average function in NP


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Modest Goal:

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Modest Goal: Hardness Amplification

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Modest Goal: Hardness Amplification
Mild average case $\Rightarrow$ Sharp average case

# The Utopic Theorem of Hardness Amplification 

© Family of functions $\left\{f_{n}\right\}_{n \in \mathbb{N}}$

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- $p^{\prime}(n) \gg p(n)$
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- $f$ is "interesting"


## The Big Question

Can we do hardness amplification

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## The Big Question

# Can we do hardness amplification for problems we care about and <br> we believe are hard on average? 

## The Story so far

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๑ EXP (Trevisan-Vadhan'o7):If ヨП $\in$ EXP:

- cannot be efficiently solved in the worst case by
- uniform probabilistic algorithms then $\exists \Lambda \in E X P$ :
- cannot be efficiently solved on random instances
- noticeably better than guessing the answer at random.


## What about NP?

© Non-uniform case (Healy-Vadhan-Viola'04):

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- circuits of size $s^{\prime}(n)=s(\sqrt{n})^{\Omega(1)}$ fails to compute $f^{\prime}$
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## Arenas in Hardness Amplification

The Verona, Pompeii, Flavian, and Fiesole arenas may not be as well known as the Colosseum, but are just as impressive.

- Roman history trivia


## Arenas in Hardness Amplification

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EXP

## Arenas in Hardness Amplification




## Arenas in Hardness Amplification



NP






 MULEREA

Optimization Problems

## Optimization Problems

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Then there is $\mathscr{D}^{\prime}$ a $\operatorname{poly}(n)$ time samplable distribution over graphs on $\operatorname{poly}(n)$ vertices such that for every randomized algorithm $\mathscr{A}^{\prime}$ running in time $\operatorname{poly}(n)$, we have:

$$
\operatorname{Pr}_{G^{\prime} \sim \mathscr{D}^{\prime}}\left[\mathscr{A}^{\prime} \text { finds max-clique in } G^{\prime} \text { w.p. } \geq 2 / 3\right] \leq 0.01
$$

## Proof Overview

1. Define new distribution $\mathscr{D}^{\prime}$
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3. Given $\mathscr{A}^{\prime}$ for $\mathscr{D}^{\prime}$ design $\mathscr{A}$ for $\mathscr{D}$

## Proof Overview

1. Define new distribution $\mathscr{D}^{\prime}$
2. Given $\mathscr{A}^{\prime}$ for $\mathscr{D}^{\prime}$ design $\mathscr{A}$ for $\mathscr{D}$
3. Argue that if $\mathscr{A}^{\prime}$ is correct on 0.01 fraction of inputs then $\mathscr{A}$ is correct on $1-1 / n$ fraction of inputs

## Construction of New Distribution

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7. For every $i \neq j$ insert every edge between $G_{i}$ and $G_{j}$
8. Output $H$

Sampling time: $\operatorname{poly}(n)$

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2.4 Find clique in $H$ using $\mathscr{A}^{\prime}$
2.5 Restrict clique in $H$ to $G$ and add to Solution
3. Output the largest clique in Solution

## Structure of Optimal Solutions

## Claim

If $S$ is a maximum clique of $H$ then for any $i \in[k]$ its restriction to vertices of $G_{i}$ gives a maximum clique of $G_{i}$.

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© Suffices to show: $\mathscr{A}^{\prime}$ outputs maximum clique in Step 2.5 w.p. $\varepsilon$ on $1-1 / n$ fraction of samples from $\mathscr{D}$.

## A Direct Product Lemma

Lemma (Feige-Kilian'94)
Let $\mathcal{T}$ be a distribution over $X$. Let $f: X^{k} \rightarrow\{0,1\}$.

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\mu=\underset{x^{k} \sim \mathscr{I}^{k}}{\mathbb{E}}\left[f\left(x^{k}\right)\right],
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$$

where

$$
\begin{gathered}
\mu=\underset{x^{k} \sim \mathcal{S}^{k}}{\mathbb{E}}\left[f\left(x^{k}\right)\right], \\
\mu_{i, x}=\underset{x_{1}, \ldots, x_{i-1}, x_{i+1}, \ldots, x_{k} \sim \mathcal{S}}{\mathbb{E}}\left[f\left(x_{1}, \ldots, x_{i-1}, x, x_{i+1}, \ldots x_{k}\right)\right] .
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\end{gathered}
$$

$f\left(x^{k}\right)=1 \Longleftrightarrow \mathscr{A}{ }^{\prime}$ outputs maximum clique w.p. $2 / 3$

## Proof Summary

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© New Distribution: Direct Product of Old Distribution with solution preserving property

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© New Distribution: Direct Product of Old Distribution with solution preserving property
© Invoke Feige-Kilian lemma to show amplification of hardness

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© goal $_{\Pi} \in\{\min , \max \}$.

## Direct Product Feasibility

Let $S, T: \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$.

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- Input: $x_{1}, \ldots, x_{k} \in \mathrm{I}_{\Pi}(n)$
- Output: $x^{\prime} \in I_{\Pi}(S(n, k))$


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- Input: $i \in[k], x_{1}, \ldots, x_{k} \in I_{\Pi}(n)$, and optimal $y^{\prime} \in \operatorname{Sol}_{\Pi}\left(x^{\prime}\right)$
- Output: optimal $y \in \operatorname{Sol}_{\Pi}\left(x_{i}\right)$


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- Input: $i \in[k], x_{1}, \ldots, x_{k} \in I_{\Pi}(n)$, and optimal $y^{\prime} \in \operatorname{Sol}_{\Pi}\left(x^{\prime}\right)$
- Output: optimal $y \in \operatorname{Sol}_{\Pi}\left(x_{i}\right)$
© Gen and Dec run in $T(n, k)$ time.


## Our General Result

## Theorem (Goldenberg-K'19)

Let $\Pi$ be $(S, T)$-direct product feasible. Let $D$ be $s(n)$ time samplable distribution over $I_{\Pi}(n)$ such that for every randomized algorithm $\mathscr{A}$ running in time $t(n)$, we have:

$$
\operatorname{Pr}_{x \sim D}[\mathscr{A} \text { finds optimal solution of } x \text { w.p. } \geq 2 / 3] \leq 1-\frac{1}{p(n)} .
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## Theorem (Goldenberg-K'19)

Let $\Pi$ be $(S, T)$-direct product feasible. Let $D$ be $s(n)$ time samplable distribution over $I_{\Pi}(n)$ such that for every randomized algorithm $\mathscr{A}$ running in time $t(n)$, we have:

$$
\operatorname{Pr}_{x \sim D}[\mathscr{A} \text { finds optimal solution of } x \text { w.p. } \geq 2 / 3] \leq 1-\frac{1}{p(n)}
$$

Then for $k=\operatorname{poly}(p(n))$ there is $D^{\prime}$ a $\tilde{O}(k \cdot s(n)+T(n, k))$ time samplable distribution over $I_{\Pi}(S(n, k))$ such that for every randomized algorithm $\mathscr{A}^{\prime}$ running in time $\tilde{O}(t(n))$, we have:

$$
\operatorname{Pr}_{x^{\prime} \sim D^{\prime}}\left[\mathscr{A}^{\prime} \text { finds optimal solution of } x^{\prime} \text { w.p. } \geq 2 / 3\right] \leq 0.01
$$

[^1]
## Problems in $P$

## Theorem (Goldenberg-K'19)

Let $D$ be $\tilde{O}(n)$ time samplable distribution over LCS/Edit Distance such that for every randomized algorithm $\mathscr{A}$ running in time $n^{2-\varepsilon}$, we have:

$$
\operatorname{Pr}_{x \sim D}[\mathscr{A} \text { finds optimal alignment of } x \text { w.p. } \geq 2 / 3] \leq 1-1 / n^{o(1)} .
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Distance su Matrix Multiplication
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## Connection to Max-SAT

## Theorem (Goldenberg-K'19)

Let $D$ be $\operatorname{poly}(n)$ time samplable distribution over Max-SAT such that for every randomized algorithm $\mathscr{A}$ running in time $2^{o(n)}$, we have:
$\operatorname{Pr}_{x \sim D}[\mathscr{A}$ finds optimal assignment of $x$ w.p. $\geq 2 / 3] \leq 1-1 / 2^{n^{1-o(1)}}$.

## Connection to Max-SAT

## Theorem (Goldenberg-K'19)

Let $D$ be $\operatorname{poly}(n)$ time samplable distribution over Max-SAT such that for every randomized algorithm $\mathscr{A}$ running in time $2^{o(n)}$, we have:
$\operatorname{Pr}_{x \sim D}[\mathscr{A}$ finds optimal assignment of $x$ w.p. $\geq 2 / 3] \leq 1-1 / 2^{1^{1-o(1)}}$.
Then there is $D^{\prime}$ a poly $(n)$ time samplable distribution over Max-SAT such that for every randomized algorithm $\mathscr{A}^{\prime}$ running in time $n^{\omega(1)}$, we have:

$$
\operatorname{Pr}_{x^{\prime} \sim D^{\prime}}\left[\mathscr{A}^{\prime} \text { finds optimal assignment of } x^{\prime} \text { w.p. } \geq 2 / 3\right] \leq 0.01 .
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## Connection to Max-SAT

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Let $D$ be p Can be extended to Vertex Cover, Max-SAT such that Dominating Set, etc $g$ in time $2^{o(n)}$, we ha Dominating Set, etc $\operatorname{Pr}_{x \sim D}[\mathscr{A}$ finds optimal assignment of $x$ w.p. $\geq 2 / 3] \leq 1-1 / 2^{n^{1-o(1)}}$.

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Then ther Can even be extended to Knapsack, ion over Max-SAT running in and other maximization problems!

$$
\operatorname{Pr}_{x^{\prime} \sim D^{\prime}}\left[\mathscr{A}^{\prime} \text { finds optimal assignment of } x^{\prime} \text { w.p. } \geq 2 / 3\right] \leq 0.01 .
$$

## Connection to TFNP

Factoring

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© Given $N \in\left[2^{n}\right]$ find all its prime factors

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© Given $N \in\left[2^{n}\right]$ find all its prime factors
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End of Line Problem
© Given $P, S:\{0,1\}^{n} \rightarrow\{0,1\}^{n}$ such that $P\left(0^{n}\right)=0^{n} \neq S\left(0^{n}\right)$

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© Find $x$ such that $P(S(x)) \neq x$ or $S(P(x))=x \neq 0^{n}$

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© Gen concatenates input and output gates
© Dec restricts on the corresponding block

## Open Problem 1

$\underline{\text { Average case hard problems in } \mathrm{P}}$

## Open Problem 1

## Average case hard problems in P

© Can we show some natural problem in P is hard for the uniform distribution?

## Open Problem 1

## Average case hard problems in P

© Can we show some natural problem in P is hard for the uniform distribution?
© Can we construct a fine-grained one way function from worst case assumptions?

## Open Problem 2

Gap Amplification vs. Hardness Amplification

## Open Problem 2

## Gap Amplification vs. Hardness Amplification

© Can we obtain a trade-off between gap and hardness?

## Open Problem 2

## Gap Amplification vs. Hardness Amplification

© Can we obtain a trade-off between gap and hardness?
© Can we say something stronger about Max-SAT assuming Gap-ETH?

## Open Problem 3

## Direct Product Feasibility

## Open Problem 3

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© Can we characterize direct product feasible pairs?

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## Direct Product Feasibility

© Can we characterize direct product feasible pairs?
© Can we show Orthogonal Vectors is self direct product feasible?

## Open Problem 3

## Direct Product Feasibility

© Can we characterize direct product feasible pairs?
© Can we show Orthogonal Vectors is self direct product feasible?
© Can we show LCS is self direct product feasible?

## Key Takeaways

© Hardness Amplification Technique

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- for Optimization problems
- via Direct Products
- against Randomized algorithms


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© Hardness Amplification meets Fine-Grained Complexity


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- Amplify hardness from $1 / n^{o(1)}$ to $1-o(1)$ for LCS, Edit Distance, etc.


## Key Takeaways

© Hardness Amplification Technique

- for Optimization problems
- via Direct Products
- against Randomized algorithms
© Hardness Amplification meets Fine-Grained Complexity
- Amplify hardness from $1 / n^{o(1)}$ to $1-o(1)$ for LCS, Edit Distance, etc.
- If ETH is true on mild worst case then

Max-SAT is hard on average

## THANK <br> YOU!


[^0]:    * Conditions apply.

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