

# Direct product theorem for discrepancy

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**Direct product theorems: Why is Google interested?**

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improve search algorithm, fight youtube copyright lawsuits, buy some promising new companies, hire some theory graduate students . . .
- What is the most effective way to distribute your limited resources to achieve these goals?
- Is it possible to accomplish all of these tasks while spending less than the sum of the resources required for the individual tasks?

## Direct sum theorems

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- “The shortest way to do many things is to do only one thing at once” – Samuel Smiles

## Direct product theorems

- Study behavior of success probability: with obvious algorithm, if can compute  $f$  with success probability  $p$ , then succeed on  $f^2(x_1, x_2) = (f(x_1), f(x_2))$  with probability  $p^2$ .

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- Direct product theorem: success probability decreases exponentially. Strong direct product theorem—this holds for  $f^k$  even with  $k$  times the resources.
- Note: For us, more convenient to investigate  $h(x_1, x_2) = f(x_1) \oplus g(x_2)$ . By results of [VW07] showing bias of this problem decreases exponentially suffices to give direct product theorem.

# Applications

- Hardness amplification
  - Yao's XOR lemma: if circuits of size  $s$  err on  $f$  with non-negligible probability, then any circuit of some smaller size  $s' < s$  will have small advantage over random guessing on  $\bigoplus_{i=1}^k f$ .

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  - Parallel repetition: if Alice and Bob win game  $G$  with probability  $p < 1$  then win  $k$  independent games with probability  $\bar{p}^{k'} < p$ .

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- Time-space tradeoffs: Strong DPT for quantum query complexity of OR function [Aar05, KSW07] gives time-space tradeoffs for sorting with quantum computer.

## Background

- Shaltiel [S03] began a systematic study of when strong direct product theorems might hold—in particular, in the context of communication complexity.
- Showed a general counter-example where strong direct product theorem does not hold.
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- In light of counter-example, we should look for direct product theorems under some assumptions—say lower bound is shown by a particular method.
- Studied discrepancy method in communication complexity

## Communication complexity

- Alice is given input  $x$ , Bob input  $y$  and wish to compute some distributed function  $f(x, y)$ .
- In classical case, complexity is number of bits of conversation needed to output  $f(x, y)$  on worst case input.
- Identify  $f$  with its communication matrix  $M_f[x, y] = (-1)^{f(x, y)}$ .
- For functions  $f, g$ , notice that the sign matrix of

$$h(x_1, x_2) = f(x_1) \oplus g(x_2)$$

is simply  $M_f \otimes M_g$

# Discrepancy

- Discrepancy is one of most general techniques available:

$$D(f) \geq R_{1/3}(f) \geq Q_{1/3}^*(f) = \Omega\left(\log \frac{1}{\text{disc}(f)}\right)$$

- Let  $M_f[x, y] = (-1)^{f(x,y)}$  be sign matrix of  $f$ . Let  $P$  be a probability distribution on entries.

$$\text{disc}_P(f) = \max_{x, y \in \{0,1\}^N} |x^T (M_f \circ P)y| = \|M_f \circ P\|_C$$

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- $\text{disc}(f) = \min_P \text{disc}_P(f)$ .

## Results

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$$\text{disc}_{P \otimes Q}(A \otimes B) \leq 8 \text{disc}_P(A) \text{disc}_Q(B)$$

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- For any probability distributions  $P, Q$ :

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- Product theorem also holds for  $\text{disc}(A) = \min_P \text{disc}_P(A)$ :

$$\frac{1}{64} \text{disc}(A) \text{disc}(B) \leq \text{disc}(A \otimes B) \leq 8 \text{disc}(A) \text{disc}(B)$$

## Optimality

- Discrepancy does not perfectly product
- Consider the 2-by-2 Hadamard matrix  $H$  (inner product of one bit)

$$H = \begin{bmatrix} 1 & 1 \\ 1 & -1 \end{bmatrix}$$

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- On the other hand,  $\text{disc}(H^{\otimes k}) = \Theta(2^{-k/2})$ .

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- Strong direct product theorem for randomized lower bounds shown by the discrepancy method
- Unconditional direct sum theorem for weakly unbounded-error protocols: randomized model where
  - $\Pr[R[x, y] = f(x, y)] > 1/2$  for all  $x, y$
  - If always succeed with probability  $\geq 1/2 + \epsilon$ , cost is number of bits communicated  $+ \log(1/\epsilon)$ .

## Proof ideas

- Let's look at  $\text{disc}_P$  again:

$$\text{disc}_P(A) = \max_{x,y \in \{0,1\}^N} |x^T (M_f \circ P)y|$$

- This is an example of a quadratic program, in general NP-hard to evaluate.
- In approximation algorithms, great success in looking at semidefinite relaxations of NP-hard problems.
- Semidefinite programs also tend to behave nicely under product!

## Enter $\gamma_2$ norm

- Looking at the natural semidefinite relaxation of cut norm one arrives at the  $\gamma_2$  norm, or rather its dual [AN06, LS08].

$$(1/4K_G) \gamma_2^*(A \circ P) \leq \text{disc}_P(A) \leq \gamma_2^*(A \circ P)$$

where  $1.67 < K_G < 1.783$  is Grothendieck's constant.

- Furthermore, for  $\text{disc}(A) = \min_P \text{disc}_P(A)$  we have [LS08]

$$\gamma_2^\infty(A) \leq \frac{1}{\text{disc}(A)} \leq 4K_G \gamma_2^\infty(A)$$

where  $\gamma_2^\infty(A) = \min_{A': 1 \leq A \circ A'} \gamma_2(A)$ .

## Proof: second step

- Thus for our results suffices to show

$$\gamma_2^*(A \otimes B) = \gamma_2^*(A)\gamma_2^*(B)$$

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- First item actually shown for perfect parallel repetition for two-prover XOR games with entanglement in Complexity last year [\[CSUU07\]](#)

## Open problems

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- Build on the general theory developed by [MS07, LM08] for classifying when semidefinite programs perfectly product.
- More general composition theorems for operations other than tensor product. Recent work of [SZ07] has some results in this direction.