

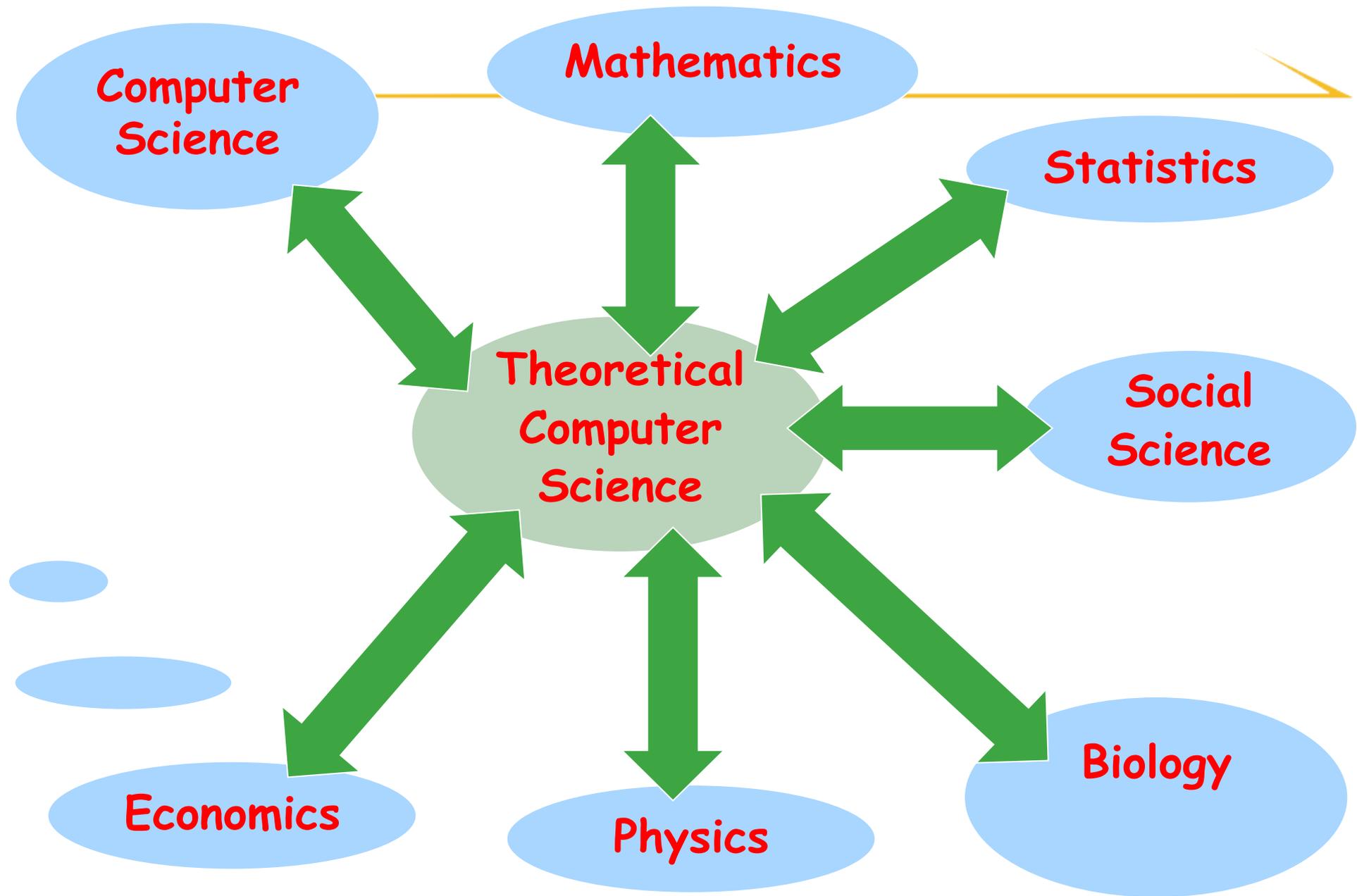


+ insights

Structure in TCS

Theoretical Computer Science

Avi Wigderson
IAS, Princeton





SIMONS INSTITUTE

FOR THE THEORY OF COMPUTING



CALVIN HALL



SIMONS INSTITUTE

FOR THE THEORY OF COMPUTING



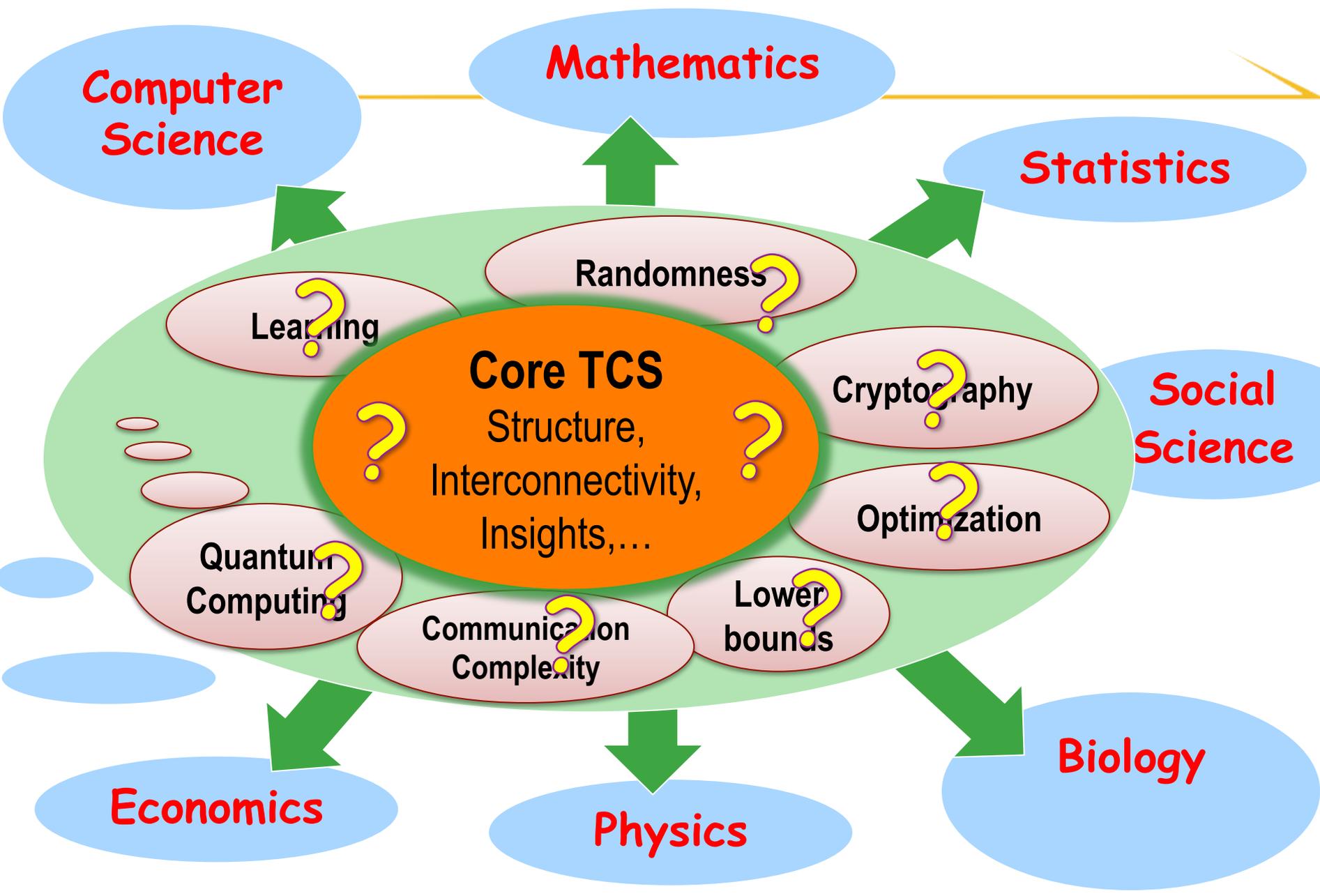
LOBBY



Wigner

SCIENCES ... IS SOMETHING WE DO UNDERSTAND"
(AT LEAST FOR THE INFORMATION PROCESSES)





Unsolvability vs. Solvability

Computational problems

Halting

Chess / Go Strategies

PSPACE

Solvable

NP

QP

TSP

NP-complete

Sudoku

Theorem Proving

Map Coloring

Integer Factoring

Linear Programming

Error Correction

P

L

FFT

Shortest Path

Multiplication

Addition

1000s problems
Few complexity classes
Algorithms, Analysis,
Reductions, Completeness

Cryptographic problems:

-Privacy

-Resilience

Oblivious
computation

Poker over
telephone

Joint
coin
flipping

Secret
Communication

Public-key
encryption

Key
exchange

Private-key
encryption

One-way
Function

Cryptomania

Commitment
schemes

Trap-door
Function

Minicrypt

Zero-
knowledge
proofs

Digital
Signatures

Pseudorandom
generation

1000s problems
Few complexity classes
Algorithms, Analysis
Reductions, Completeness

High level **Structure** in



Optimization problems



Approximation problems



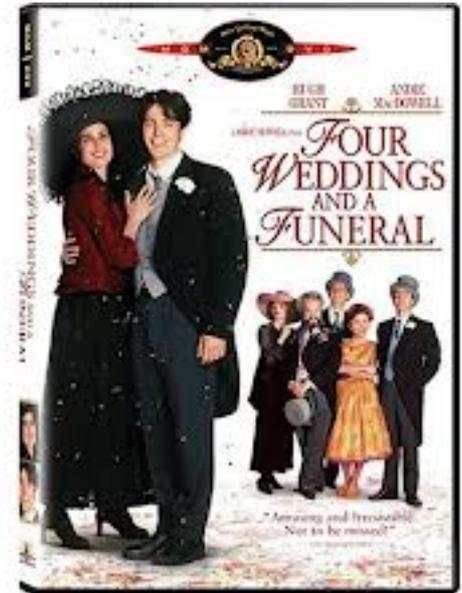
Cryptographic problems



Probabilistic algorithms



Lower bounds



Origins

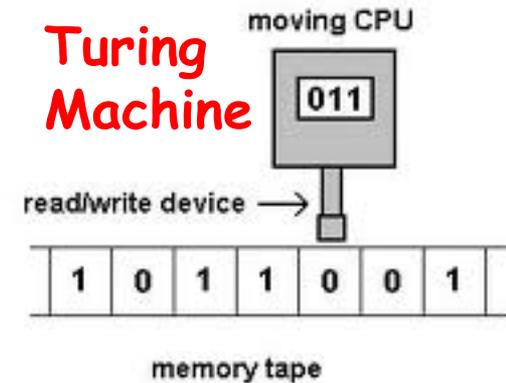
Birth of TCS



[Turing 1936]: “On computable numbers, with an application to the entscheidungsproblem”

Formal definition of computer & algorithm

The amazing power
of a good theory

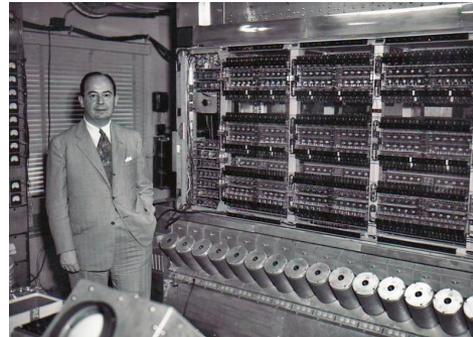
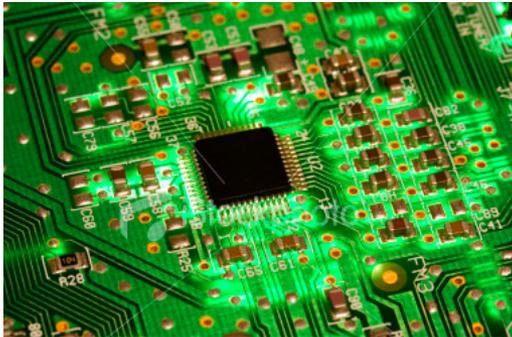
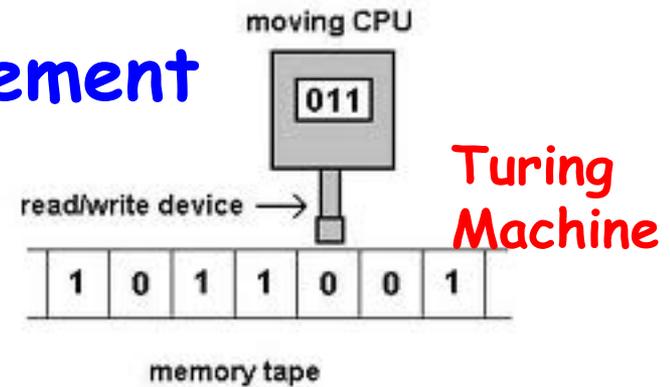
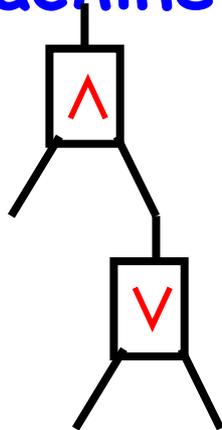


- Seed of the computer revolution
- The power of computing: Church-Turing Thesis
- The limits on of algorithms

Technology

Computer Revolution

A Turing machine is easy to implement



Simple
Local

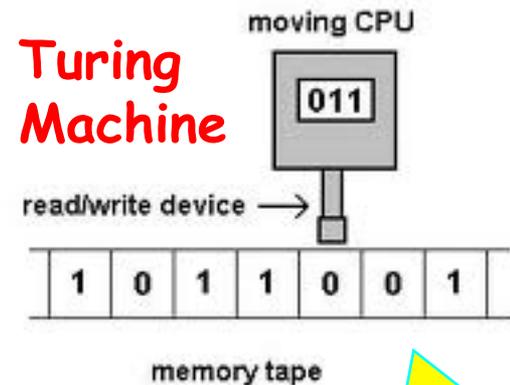
Science

Church-Turing Thesis

Turing machine can emulate any computation!

Computation: every process which is a sequence of *simple, local* steps. on

bits in computers
neurons in the brain
atoms in matter
cells in living tissue
individuals in populations



Simple
Local

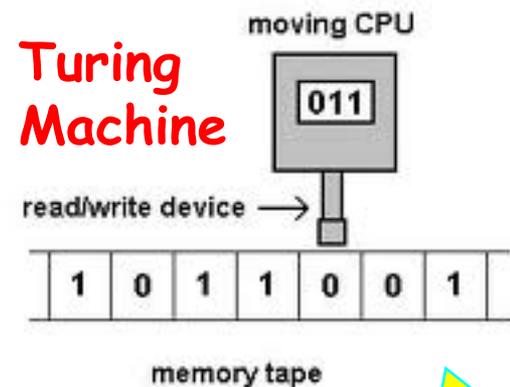
Math Theory

A Turing machine is a formal model

- basic step
- basic memory unit

Can prove theorems:

- analyze algorithms
- prove limits



Simple
Local

Limits of computation

Unsolvable

CS [Turing]: Given a computer program, does it always halt?

Logic[Turing]: Given a statement, is it provable

Math [Mattiasevich]: Given an equation, does it have integer solutions?

Biology [Conway]: Given A rule for an epidemic, will it spread or die?

Solvable

When?

Computational
Complexity
Theory



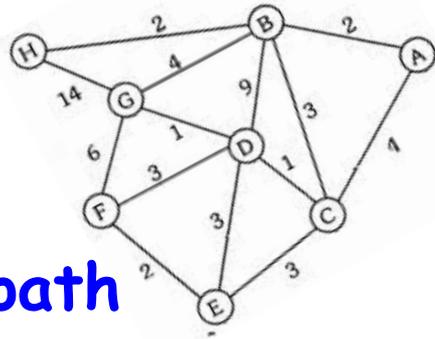
I'm late

Structure in decision,
search, optimization **problems**

+ **crash course on complexity**
& Classical reductions

Easy and Hard Problems

asymptotic complexity of functions



2-COL

Shortest path

2-SAT $(x_2 \vee x_4) (x_5 \vee x_n) \dots$

Multiplication $23 \times 67 = ?$

poly(**n**) steps algorithm

EASY P - Polynomial time

Asymptotics +
Worst case analysis

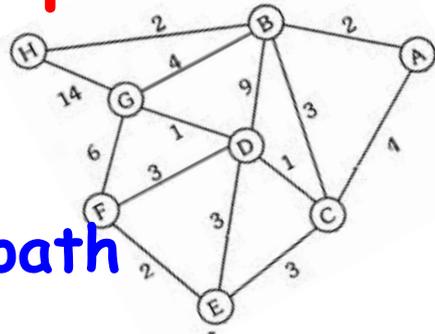
- Forward looking
- Reveal structure!



Robust
to model
variants

Easy and Hard Problems

asymptotic complexity of functions



2-COL

Shortest path

2-SAT ($x_2 \vee x_4$) ($x_5 \vee x_n$)...

Multiplication $23 \times 67 = ?$

poly(n) steps algorithm

EASY P - Polynomial time HARD?

3-COL

Hamilton path

3-SAT ($x_1 \vee x_2 \vee x_4$) ($x_5 \vee x_3 \vee x_n$)...

Factoring $1541 = ? \times ?$

best known alg exp(n) steps

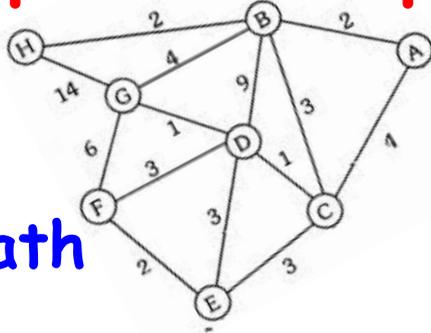
we don't know!



P Polynomial - Possible, Practical, Pheasable
E Exponential - Extremely hard, Eempossible

Easy and Hard Problems

asymptotic complexity of functions



2-COL

Shortest path

2-SAT $(x_2 \vee x_4) (x_5 \vee x_n) \dots$

Multiplication $23 \times 67 = ?$

poly(n) steps algorithm

EASY P - Polynomial time HARD?

3-COL

Hamilton path

3-SAT $(x_1 \vee x_2 \vee x_4) (x_5 \vee x_3 \vee x_n) \dots$

Factoring $1541 = ? \times ?$

best known alg exp(n) steps

we don't know!

Thm: If 3-COL is Easy then Factoring & 3-SAT are Easy

Something unites all problems we have seen so far

Computational notion of proof!



EXP

Solutions can be easily *checked*

Everything we can hope to solve

3-SAT

Long Path

3-COL

NP

?

=

P

Integer Factoring

Multiplication

Short Path

2-SAT

2-COL

Solutions can be easily *found*

Everything we Can solve

Miracle! One problem captures whole class!



NP-complete problems

[Cook, Levin'71] **3-SAT** easy \rightarrow $P=NP$

[Karp'72] **3-COL** easy \rightarrow **3-SAT** easy

21 problems, network, logic, scheduling...

['00] Thousands across math & sciences

If one is easy, all are.

If one is hard, all are.

A universal phenomena

Why prove NP-completeness results?

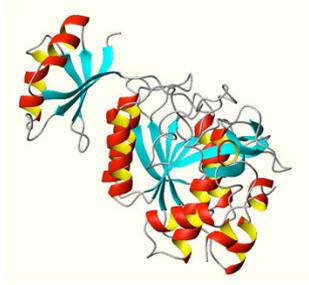
Programmers/CS - Hardness certificate

Mathematicians - Structural nastiness

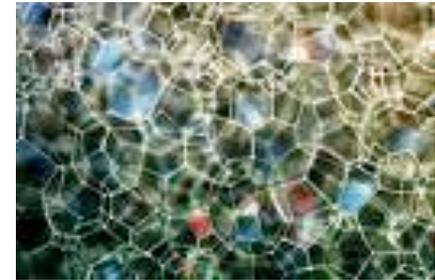
Scientists - Model validation / sanity check

NP-complete problems that “nature solves”

Biology: Minimum energy
Protein Folding



Physics: Minimum
surface area Foam



Possibilities:

model is wrong or inputs are special or $P=NP$

Use $P \neq NP$ as a
law of nature!



Add nature to laptop
Random, Quantum,...

Why are there so many?

[Karp '72] If 3-COL easy then 3-SAT easy

efficient algorithm

Locality of computation

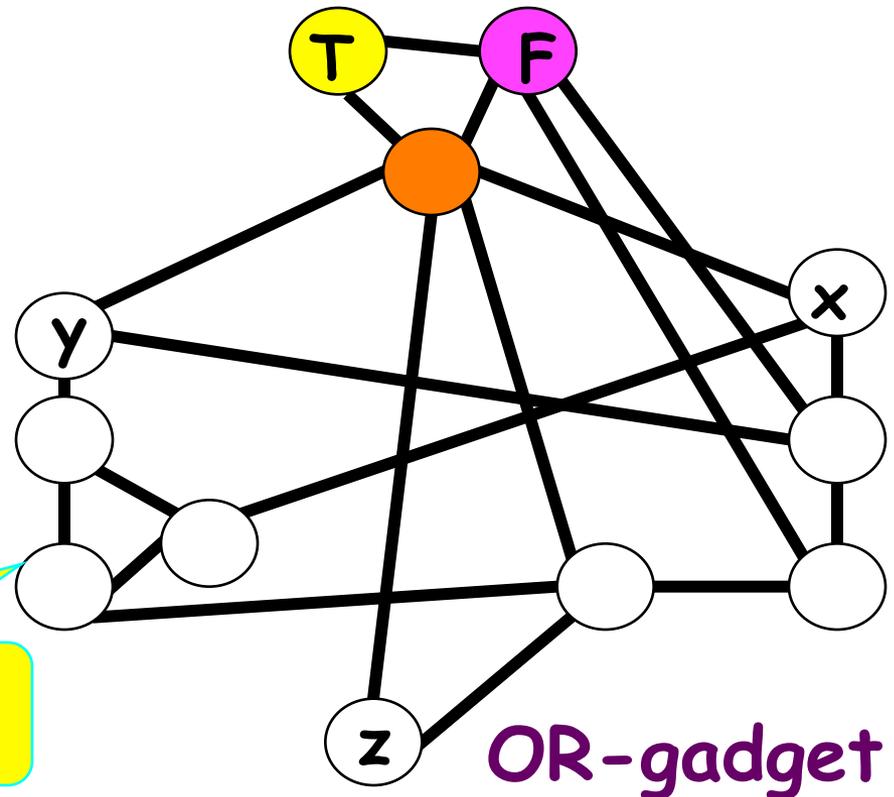


formula \rightarrow graph

$x \vee y$

satisfying \Leftrightarrow legal
assignment coloring

Claim: In every legal
3-coloring, $z = x \vee y$



Many structures
encode computation



OR-gadget

NP

Integer
Factoring

Dark
Matter?

Dichotomy?

Multiplication

Shortest
Path

2-SAT

2-COL

P Easiest

Hardest

NP-complete

3-SAT

Long
Path

Protein
Folding

3-COL

polynomial-time algs
Correct resolution



Refine

Structure in
approximation
problems

(+ sophisticated reductions)

The mystery of approximation

1970s: Essentially all optimization problems are either in **P** or are **NP**-complete

Hard problems don't go away...

How well can we approximate the optimum?

3-SAT: $\leq 8/7$ Set Cover: $\leq \log n$

TSP: $\leq 3/2$ 3-COL: $\leq n^4$

Vertex Cover: ≤ 2 Clique: $\leq n/\log^2 n$

Are these good? Do better? Theory??

[Hastad'01] $8/7 - \epsilon$ is **NP**-complete for 3-SAT

2010

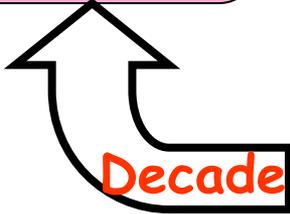
2000

1990

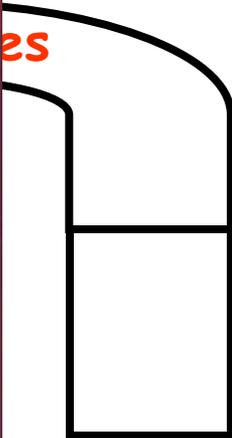
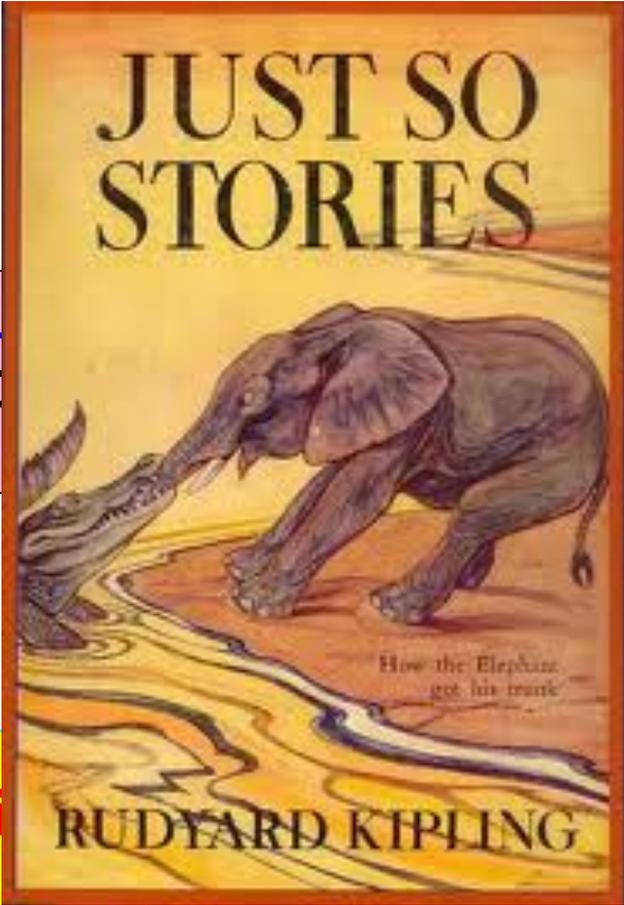
1980

1970

3-SAT is $8/7-\epsilon$ hard



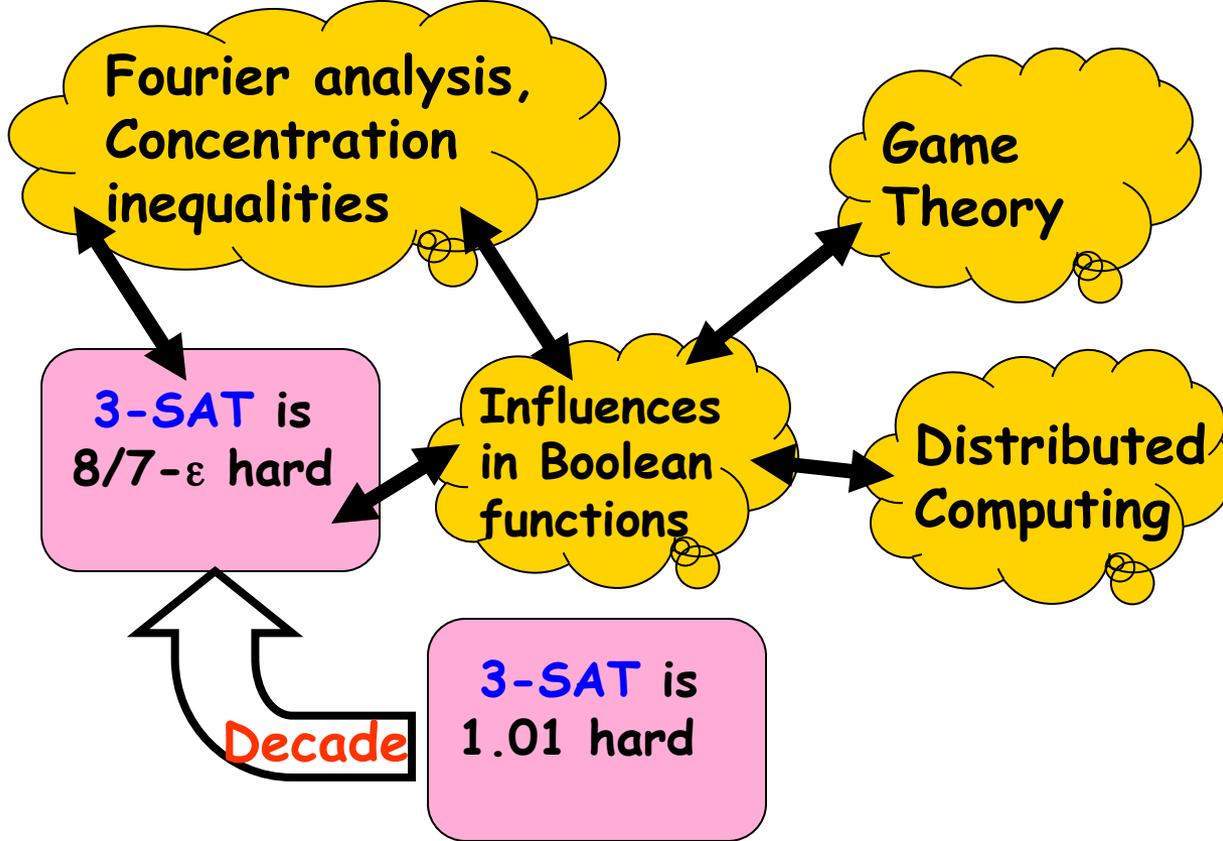
3-
1.0



NP
3-SAT is hard



Interconnectivity
of core TCS



Interconnectivity
of core TCS

NP
3-SAT is
hard

3-SAT is $8/7-\epsilon$ hard



Interconnectivity of core TCS

3-SAT is 1.01 hard

PCP = NP
[AS, ALMSS]

Probabilistic
Interactive
Proof systems

2IP = NEXP
[BFL]

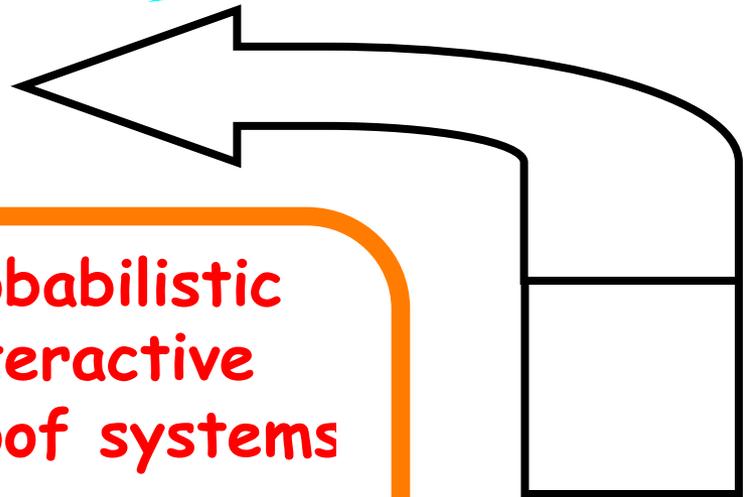
IP = PSPACE
[LFKN, S]

Optimization
Approx
Algorithms

Arithmetization
Program
Checking

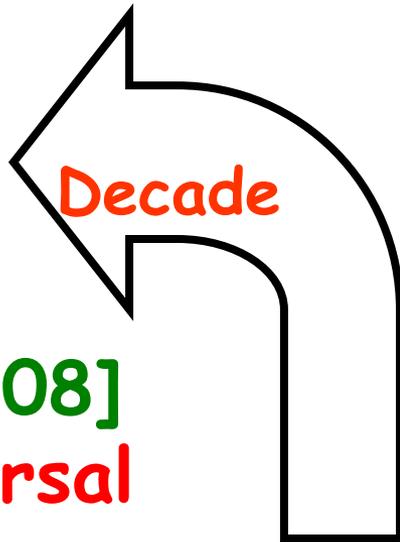
Cryptography
Zero-knowledge

NP
3-SAT
is hard



The last decade

[Khot]
Conjecture
Linear equations
are hard



By 2000s: Exact approx ratios for many problems

$$3\text{-SAT} = 8/7$$

$$3\text{-XOR} = 2$$

$$\text{Set Cover} = \log n$$

... ..

Where do these numbers come from?

3-SAT is $8/7 - \epsilon$ hard

3-SAT is 1.01 hard



NP
3-SAT
Is hard

complete algorithm

[Raghavendra '08]
A single, universal algorithm achieves optimal approx ratio for all constraint satisfaction problems

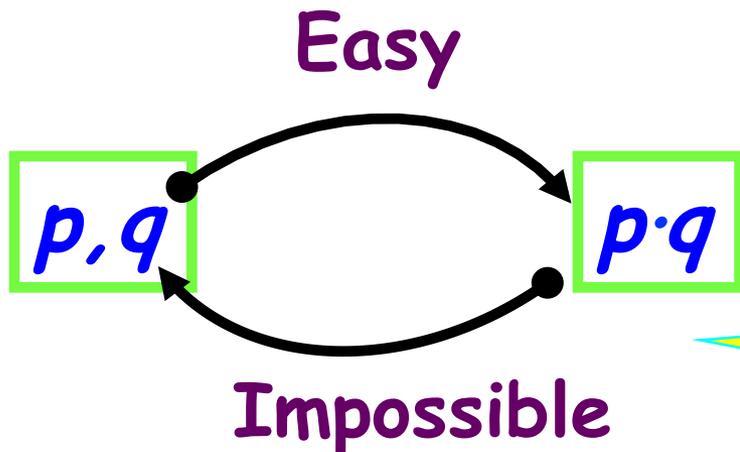
Convex programming
Analysis, Geometry

Structure in
cryptographic
problems

Complexity-based Cryptography

Predicated the Internet & E-commerce
Enabled the Internet & E-commerce

- Parties can only solve **easy** problems
- Factoring is **hard**



Asymptotic view
allows setting
parameters

Information Theory
vs.
Complexity Theory



Secret communication
Public-key encryption
E-commerce security

Diffie-Hellman, Merkle '76
Rivest-Shamir-Adleman '77
Goldwasser-Micali '81



New reduction!

New standard

[DH, M, RSA] Efficient recovery of x from $E_B(x)$
[GM] Efficiently distinguishing $E_B(x)$ random

→ Factoring is easy

Thm: Factoring hard → secret communication

Ask the impossible

What else can be done?

- Digital signatures
- Secret exchange
- Oblivious Transfer
- Commitments
- Digital cash
- Coin Flipping
- **[GMR '85] Zero-Knowledge proofs**
-

Different settings & privacy constraints

Different reductions to Factoring

- **Everything!!**
(in 2 steps)

A unified reduction

Eliminating bad guys

Bad
guys



Malicious
behavior

Fault-
tolerance

GMW '86

Zero-Knowledge
Compiler

New,
complete
primitive



Good
guys

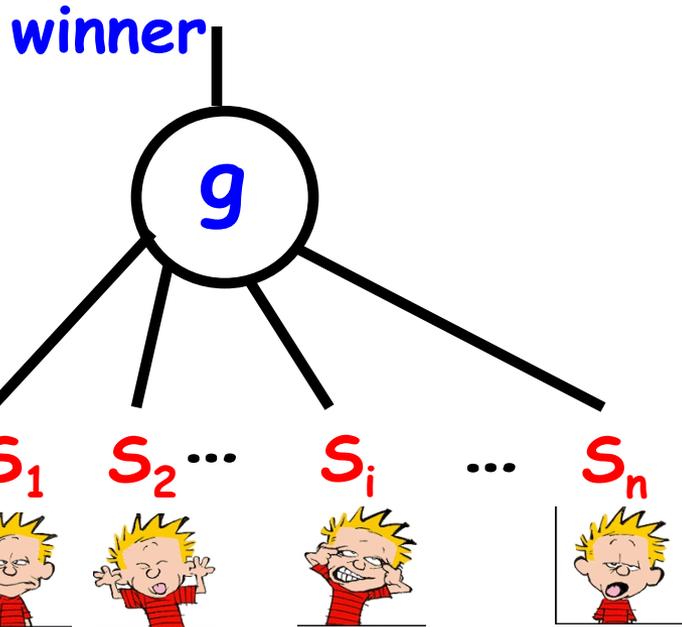


Honest
But curious

Privacy /
Secrecy

Dealing with good guys

Elections for honest players



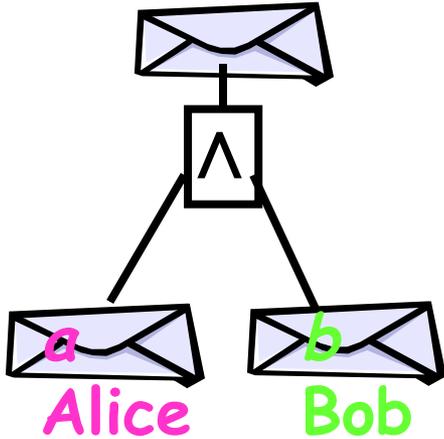
$$S_i = \begin{cases} 0 & \text{Democrats} \\ 1 & \text{Republicans} \end{cases}$$

Elections: $g = \text{Majority}$

- All players learn $g(S_1, S_2, \dots, S_n)$
- No subset learns anything more

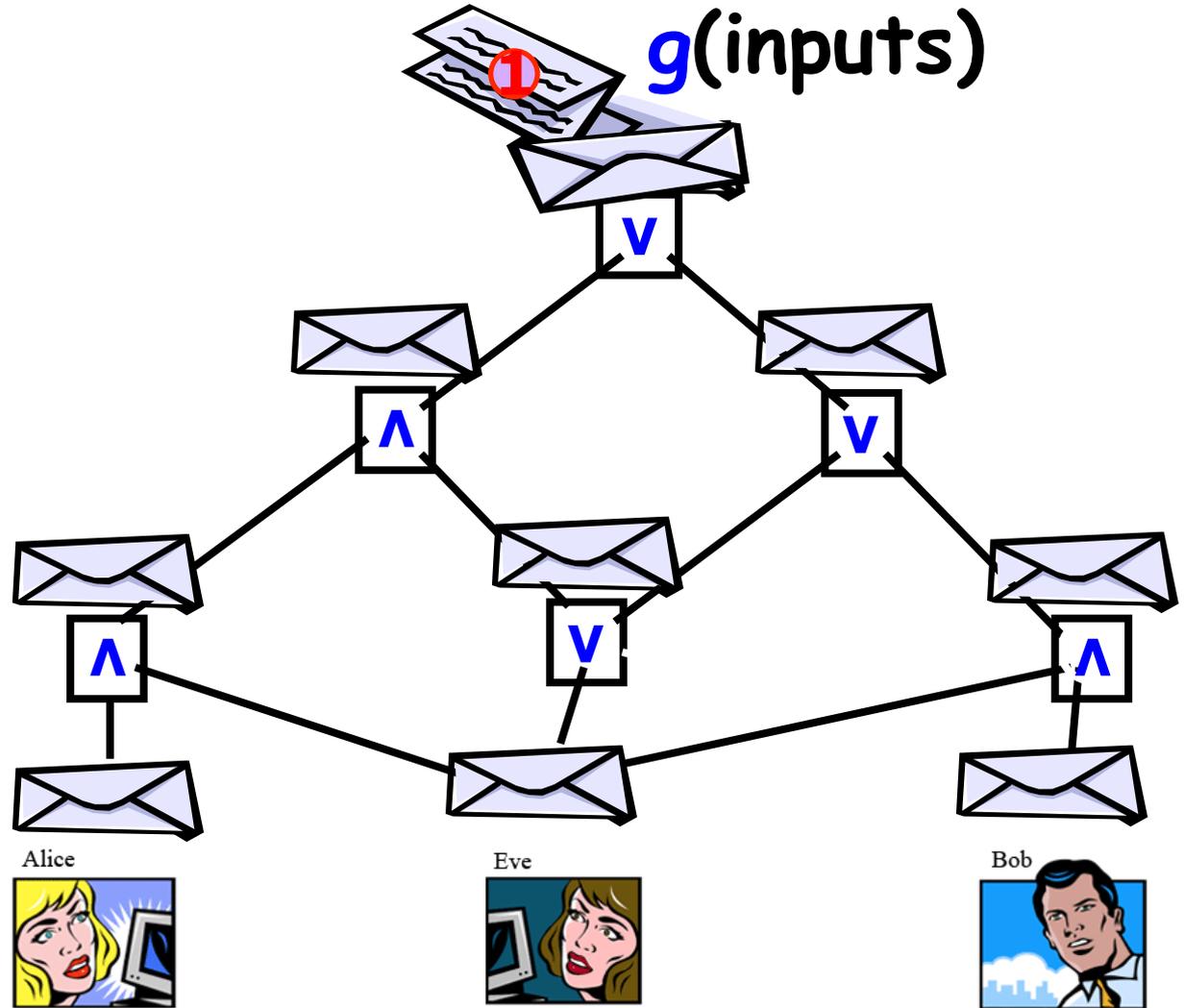
Yao '86
GMW '87

Oblivious computation with secret inputs



AND -
complete
problem

Locality



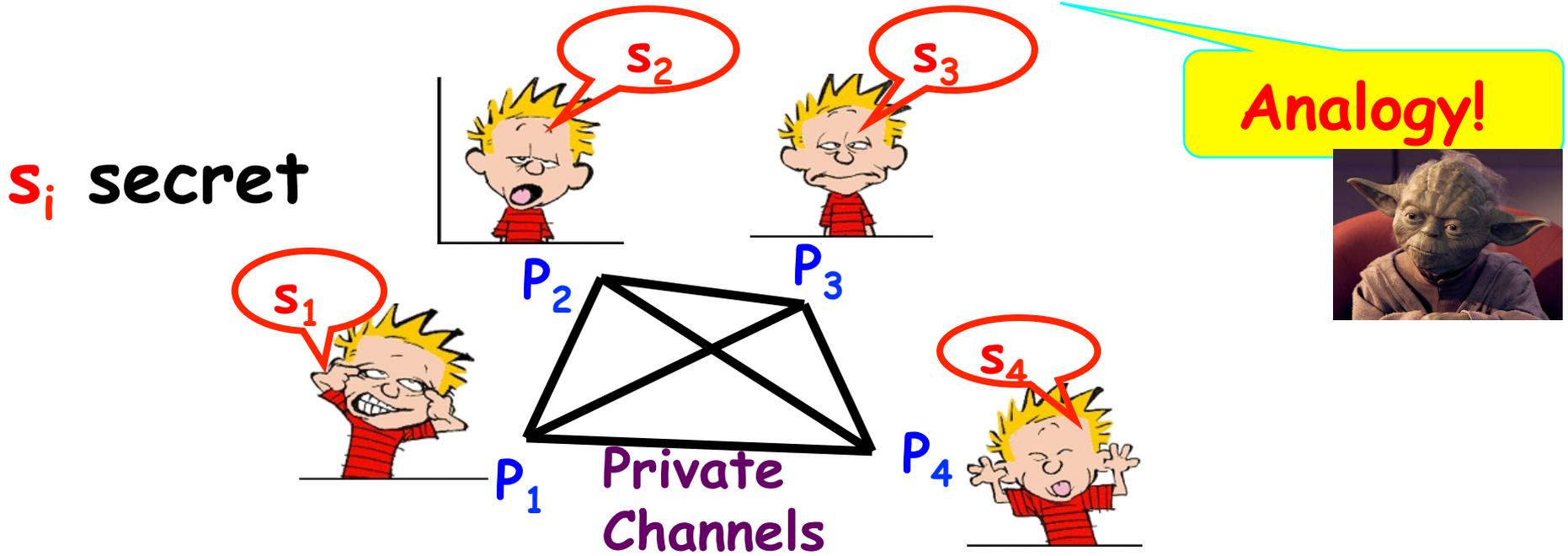
Secret communication is universal in the complexity-theoretic model

[Yao '86, GMW '87]:

Every task can be performed*
privately & securely

*if at most $1/2$ of the players misbehave.

Secret communication is universal in the information-theoretic model



[BenOr-Goldwasser-Wigderson '90]: Every
task can be performed* privately&securely

*if at most $1/3$ of the players misbehave.

Structure in randomness

The power of randomness

- ~~Primality Testing~~ Agrawal-Kayal-Saxena'06
- Approximating the volume of convex bodies
- Computing large Fourier coefficients
- Testing polynomial identities
- Factoring polynomials over finite fields
- Approximating satisfiability of DNFs
-

Have probabilistic algorithms of polynomial time
Best known deterministic algs are exponential

Is this power real??

Where is the perfect randomness coming from??

The Weakness of randomness

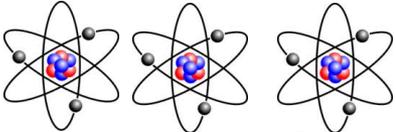
Approximating the volume
Computing large Fourier coefficients
Testing polynomial identities
Factoring polynomials over finite fields
Approximating satisfiability of DNFs
.....

Have probabilistic algorithms
of polynomial time

Best known deterministic algs
are exponential

Is this power real??

Where is the perfect randomness coming from??

Only imperfect randomness in the world 
Thm[B,SV,NZ,.....,GUV] Imperfect randomness suffices!
Randomness Extraction theory

The world is deterministic

Thm[BM,Y,.....NW,IW] "P \neq NP" suffices!!
Hardness vs. Randomness

Lower bounds?

Introspection - why we fail

- To prove general lower bounds, e.g. $P \neq NP$

60's
70's [E
80's C
90's [R
00's C
10's [A

- To
- Bl
- All lec
- Proo
- Inde
- Whi



SS

ion



Open

$P = NP?$ Can creativity be automated ?

$P = BPP?$ Does randomness help ?

$P = BQP?$ Does quantumness help ?

Is factoring hard? Is Internet security real?

Is multiplication harder than addition?

TCS education challenges

Algorithms are the language of the future

K-12 education: major addition to math

- Efficiency is basic human instinct
- More fun - algorithmic problems in games, puzzles,...
- Foster improvement & encouragement
- Highlight conceptual and intellectual sides

Undergrad, Grad: increase numbers

- Growing draw on TCS experts outside the field
- Growing need at the core

General public: Make Turing a household name

Thanks!