## The PCP Theorem

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## **OUTLINE**

- ► Hardness of approximation
- Statement of theorem
- ► Constraint satisfaction problems
- ► PCP proof:
  - Preprocessing
  - ► Gap Amplification
  - Alphabet reduction
- ► Proof-checking interpretation of PCP theorem

Unsatisfiable 3SAT formula:

$$(x_1 \lor x_2 \lor x_3) \land (x_1 \lor x_2 \lor \overline{x}_3) \land (x_1 \lor \overline{x}_2 \lor x_3) \land (\overline{x}_1 \lor x_2 \lor x_3) \land (x_1 \lor \overline{x}_2 \lor \overline{x}_3) \land (\overline{x}_1 \lor x_2 \lor \overline{x}_3) \land (\overline{x}_1 \lor \overline{x}_2 \lor \overline{x}_3) \land (\overline{x}_1 \lor \overline{x}_2 \lor \overline{x}_3) \land (x_1 \lor x_2 \lor x_4) \land (x_2 \lor \overline{x}_3 \lor \overline{x}_4)$$

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Satisfying assignment for 9/10 clauses:

$$x_1 = \text{FALSE}$$
 $x_2 = \text{TRUE}$ 
 $x_3 = \text{TRUE}$ 
 $x_4 = \text{FALSE}$ 

Another unsatisfiable 3SAT formula:

$$(x_1 \lor x_1 \lor x_1) \land (x_2 \lor x_2 \lor x_2) \land (x_3 \lor x_3 \lor x_3) \land (x_4 \lor x_4 \lor x_4) \land (\overline{x}_1 \lor \overline{x}_1 \lor \overline{x}_1) \land$$
$$(\overline{x}_2 \lor \overline{x}_2 \lor \overline{x}_2) \land (\overline{x}_3 \lor \overline{x}_3 \lor \overline{x}_3) \land (\overline{x}_4 \lor \overline{x}_4 \lor \overline{x}_4) \land (x_1 \lor x_1 \lor x_1) \land (\overline{x}_1 \lor \overline{x}_1 \lor \overline{x}_1)$$

Satisfying assignment for 5/10 clauses:

$$x_1 = \text{FALSE}$$
  
 $x_2 = \text{FALSE}$   
 $x_3 = \text{TRUE}$   
 $x_4 = \text{TRUE}$ 

A 3SAT instance has  $gap \ \varepsilon$  if any assignment violates an  $\varepsilon$  fraction of constraints.

**Goal:**  $\varepsilon$ -approximate 3SAT i.e. want an algorithm that is

#### Complete:

ACCEPTs satisfiable formulas

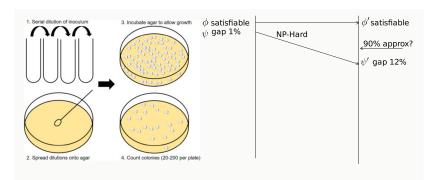
#### Sound:

REJECTs formulas with gap  $\geq \varepsilon$ .

#### **PCP** THEOREM

#### Theorem

*It is NP-hard to* 90%-approximate **3SAT**, because we can efficiently transform **3SAT** instances to **3SAT** instances with gap 12%.



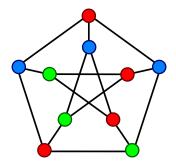
## Constraint satisfaction problems ( $qCSP_W$ )

## Definition (qCSP<sub>W</sub>)

q-local constraint system over alphabet of size W

#### Example:

- ▶ 3COLOR: 2-local (constraint graph), alphabet  $\{R, G, B\}$ .
- ► 3SAT: 3-local, alphabet {0,1}.



#### **PROOF OUTLINE**

small gap  $\rightarrow$  big gap

## Lemma (Constraint Expander)

 $qCSP_2 \rightarrow 2CSP_2$  with constraint graph forming an expander. Minor decay of gap and increase in number of constraints.

## Lemma (Gap Amplification)

 $\varepsilon$ -gap 2CSP $_2 \rightarrow 6\varepsilon$ -gap 2CSP $_W$ Increase in alphabet size and increase in number of constraints.

## Lemma (Alphabet Reduction)

 $2CSP_W \rightarrow qCSP_2$ Minor decay of gap and increase in number of constraints.

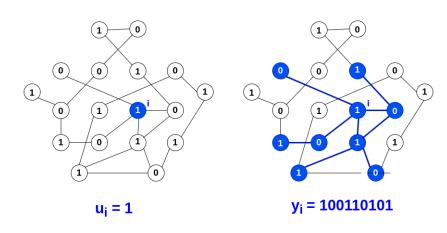
## CONSTRAINT EXPANDER

- ► If a variable occurs in too many constraints we make copies of the variable and add constraints dictating that the copies agree.
- ► Next, we make the graph *d*-regular
- ► Next we add trivial constraints corresponding to self loops and edges of an expander so that the constraint graph becomes an expander

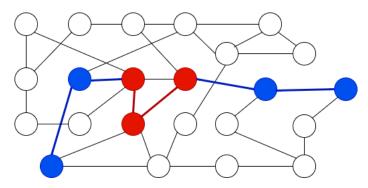
#### Ideas:

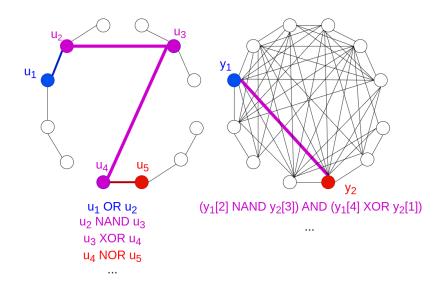
- ► Encode many old variables in a single new variable
- Encode many old constraints in a single new constraint
- ► Ensure that many violated constraints in the old variables correspond to even more violated constraints in the new ones

Variables  $y_i$  in the new problem encode values for all variables reachable within distance  $t + \sqrt{t}$  from i in the original graph.



For every path of length 2t + 2 we have a constraint in G' between the two endpoints ensuring that all constraints in the overlap are met.





#### Soundness:

Satisfying assignment in G can be directly translated to satisfying assignment in G'.

#### **Completeness:**

- ► At least  $\epsilon$ -fraction of the constraints are violated in the original problem
- ▶ Want to show  $6\epsilon$ -fraction of paths in the new problem contain violated constraints
- ► Issue: variables in the new problem may not give consistent assignments to the original variables

#### **Majority assignments:**

- ► For each old variable, consider the value assigned to it by the majority of the new variables at the end of length-*t* walks
- ▶ Majority assignment violates at least an  $\epsilon$  fraction of the old constraints
- ▶ Denote by *S* the set of old constraints violated by the majority assignments

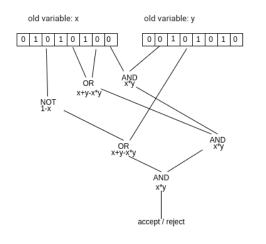
#### **Bounding expected number of violated constraints:**

- ► Consider the  $\frac{\sqrt{t}}{100}$  interval in the middle of a random (2t+2)-path
- $\left(t + \frac{\sqrt{t}}{100}\right)$ -length paths are distributed very similarly to t-length paths
- ▶ ⇒ randomly chosen (2t + 2) path contains  $\Omega(\epsilon \sqrt{t})$  elements of S in expectation

#### Bounding probability of violated constraint:

- ▶ A bound on the probability of a randomly chosen (2t + 2)-path containing violated old constraints can be obtained from lower bounds on expectation and upper bounds on variance
- We just proved  $\Omega(\epsilon\sqrt{t})$  lower bound on expectation
- $O(\epsilon\sqrt{t})$  upper bound on variance comes from expander properties
- ightharpoonup randomly chosen new constraint has  $\Omega(\epsilon\sqrt{t})$  chance of being violated; choosing large constant t makes this always at least  $6\epsilon$

#### ALPHABET REDUCTION



Constraints:

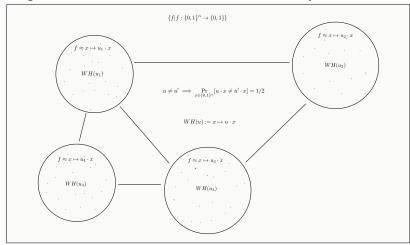
$$\sum_{i,j} \alpha_{i,j,k} x_i y_j = b_k$$
$$(x \otimes y)_{i,j} = x_i \cdot y_j$$
$$A(x \otimes y) = b$$

#### ALPHABET REDUCTION

- ► Try 1: make variable for each bit in old variables
  - binary alphabet!
  - not very locally checkable
- ► Try 2: "Walsh Hadamard Code"
  - $\blacktriangleright$  *WH*(*u*) =  $x \mapsto x \cdot u$ ; write down truth table
  - $|u| = n \implies |WH(u)| = n2^n$
  - $\blacktriangleright$   $u \neq u'$  not locally checkable: u, u' may only differ on one bit
  - ►  $WH(u) \neq WH(u')$  locally checkable: WH(u), WH(u') differ on 1/2 of their bits
  - ▶ But, we can't efficiently check if a string is a WH-code
- ► Try 3: Approximately a WH-code
  - easy to check!

## ALPHABET REDUCTION

**Error correction**: if a state is "nearly linear", it is close to a unique WH code, which we can determine easily [BLR]



## ALPHABET REDUCTION: PUTTING IT ALL TOGETHER

New Variables: Variable for each bit of

$$WH(u_1), WH(u_2), WH(u_1 \circ u_2), WH((u_1 \circ u_2) \otimes (u_1 \circ u_2))$$

for each old variable  $u_1$ ,  $u_2$  and each constraint on  $u_1$ ,  $u_2$ .

# **Soundness:** encode old satisfying assignment **Completeness:**

- 1. Check that terms are valid WH-codes (i.e. nearly linear)
- 2. Check that terms are appropriate concatenations / tensors
- 3. Check that solution solves the quadratic equations

proof idea: check random subsets

## PROOF SYSTEM INTERPRETATION OF PCP THEOREM

- ► *Proof system*: prover and verifier
- ► *Soundness*: there is an honest prover that convinces verifier
- ► *Completeness*: no crooked prover can trick verifier

- ► Probabilistically checkable proof:
- ► PCP(r,q) : O(r) random bits, access to O(q) bits of proof  $NP = PCP(\log n, 1)$

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