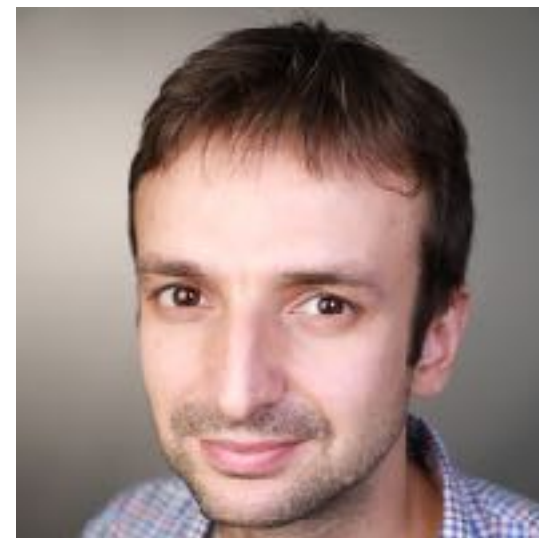


Optimal Streaming Approximations for all Boolean Max 2-CSPs and Max k-SAT



Chi-Ning Chou



Santhoshini Velusamy

Sasha Golonev
Harvard University

FOCS 2020

Motivation and Spoiler

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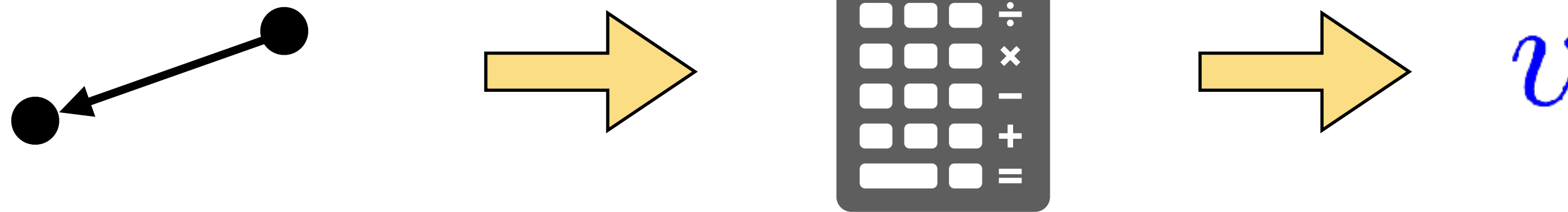
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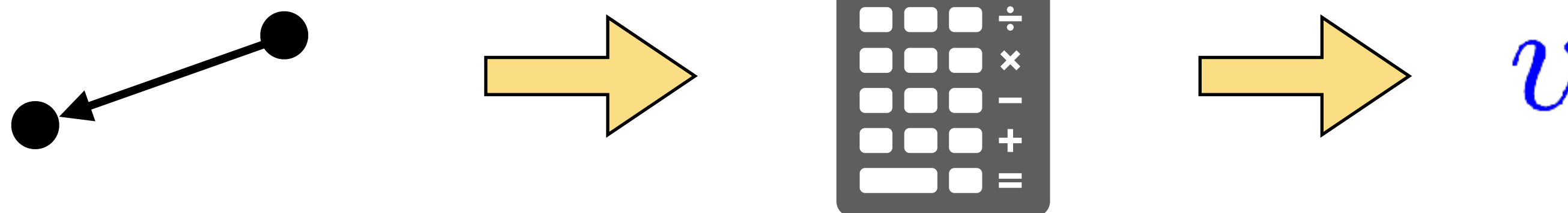
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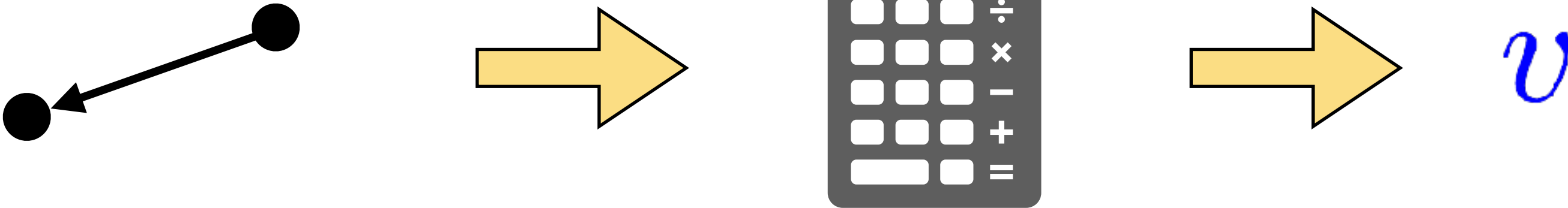
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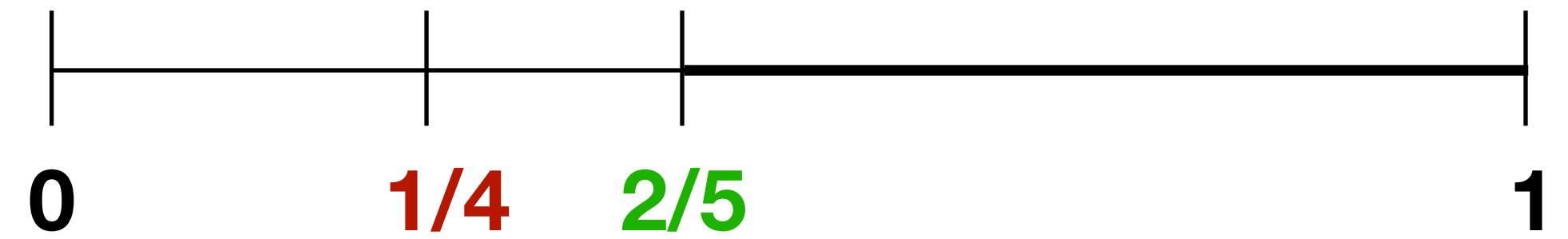
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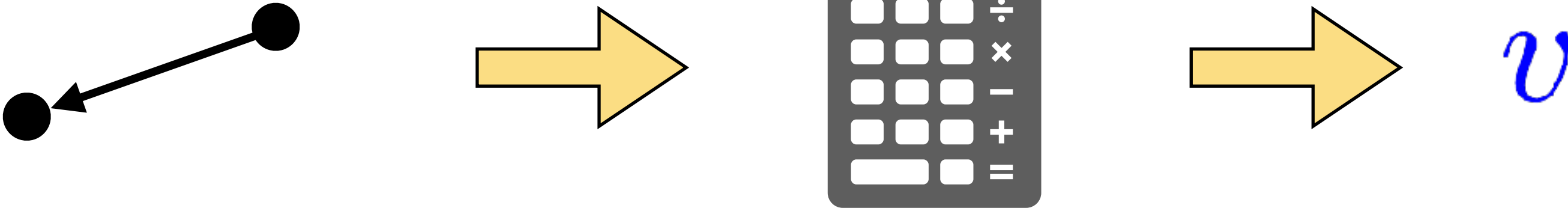


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The diagram illustrates a process flow. It starts with a directed edge between two black nodes. A yellow arrow points to a calculator icon. Another yellow arrow points from the calculator to a blue italicized letter v .
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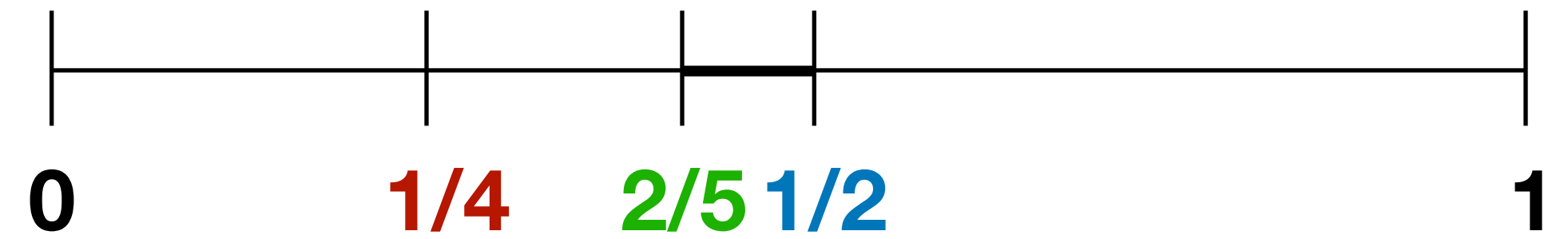
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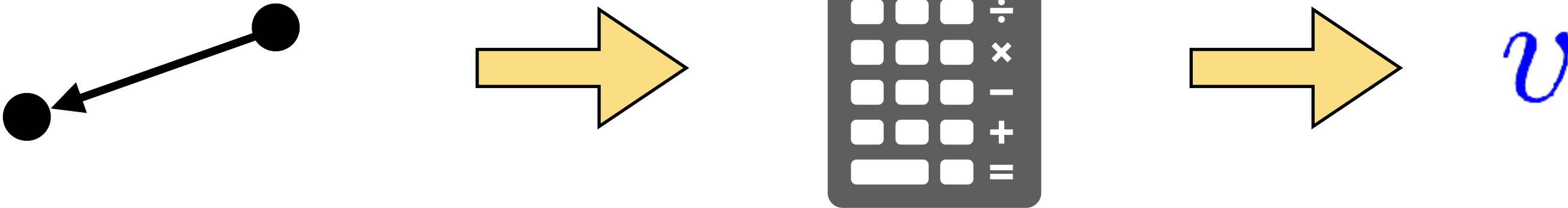


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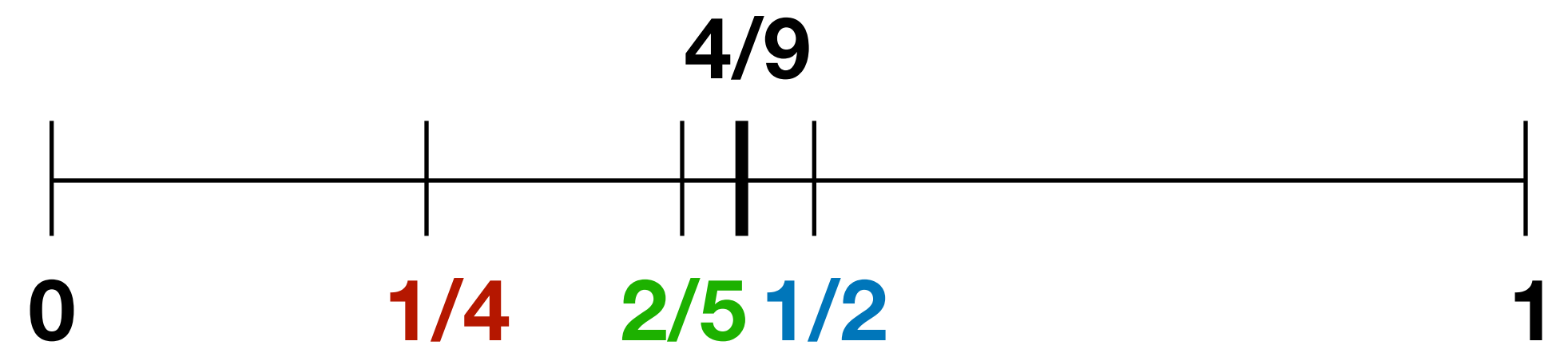
The diagram illustrates the Max-DICUT problem. It starts with a directed edge between two nodes, represented by two black dots connected by a line with an arrow. A yellow arrow points to a calculator icon, which then points to a blue italicized letter v .
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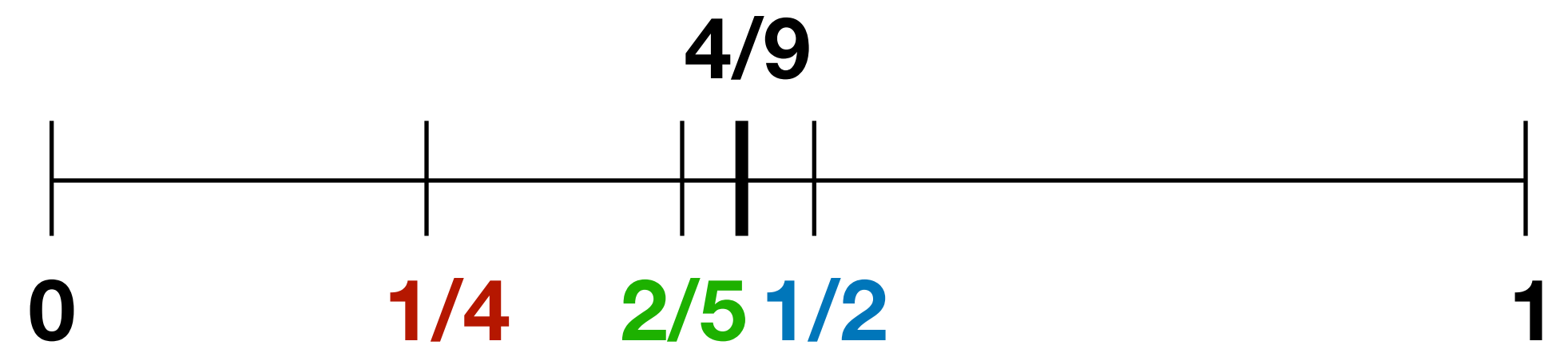
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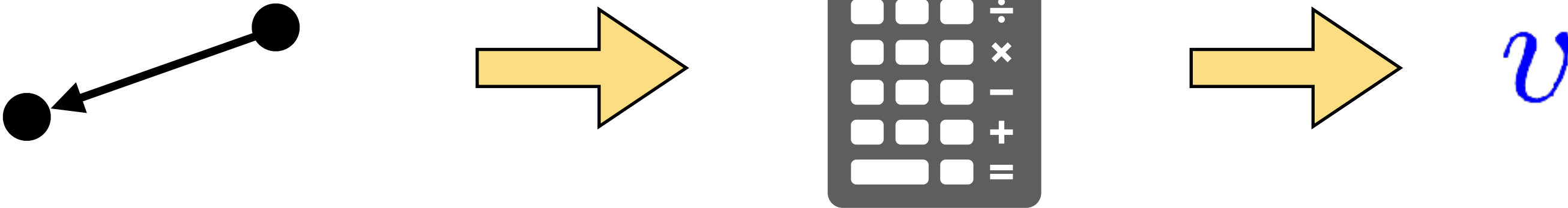


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A diagram showing a Max-DICUT problem (two nodes with a directed edge) being processed by a calculator to produce a value v .
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- We show that $4/9$ -approximation is the right answer!
- Further, we characterize the approximation ratio of every boolean 2-CSP!

Definitions

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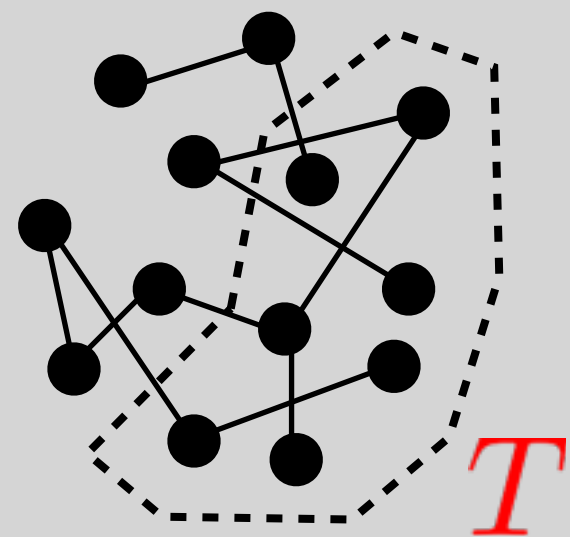
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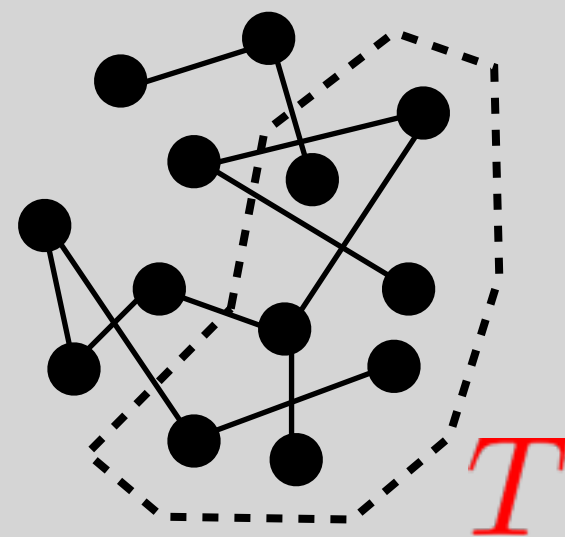


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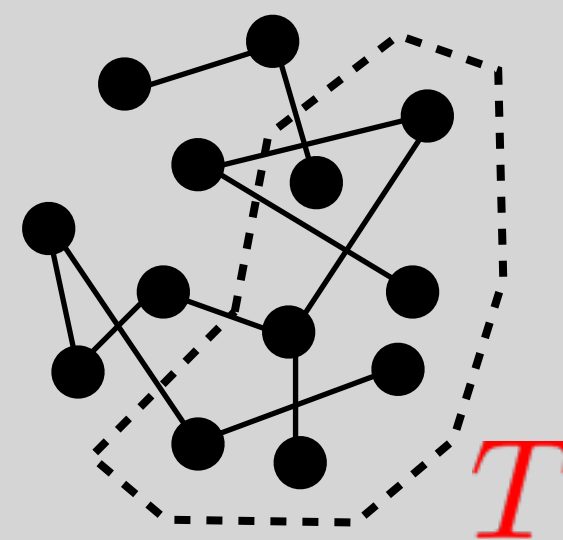
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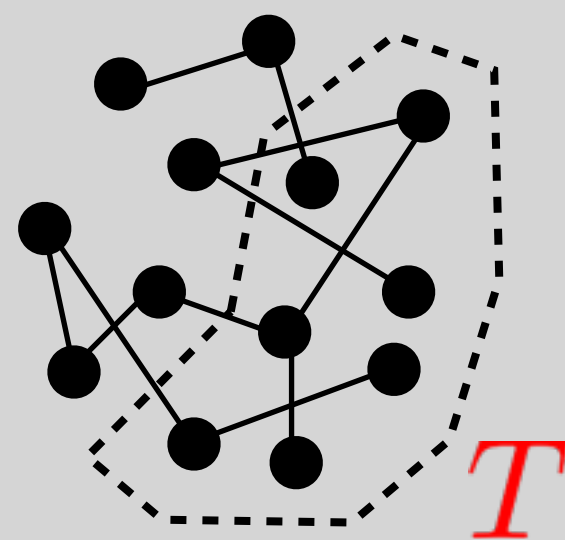
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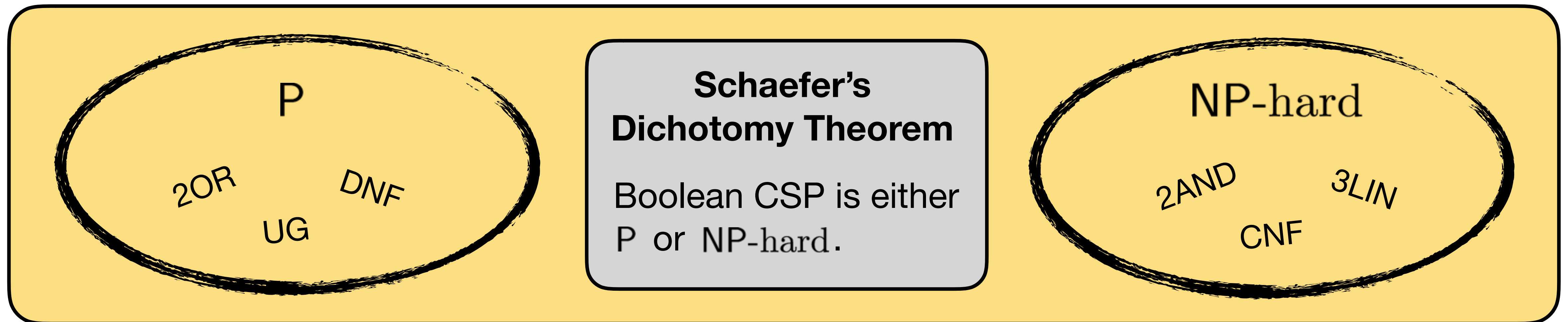
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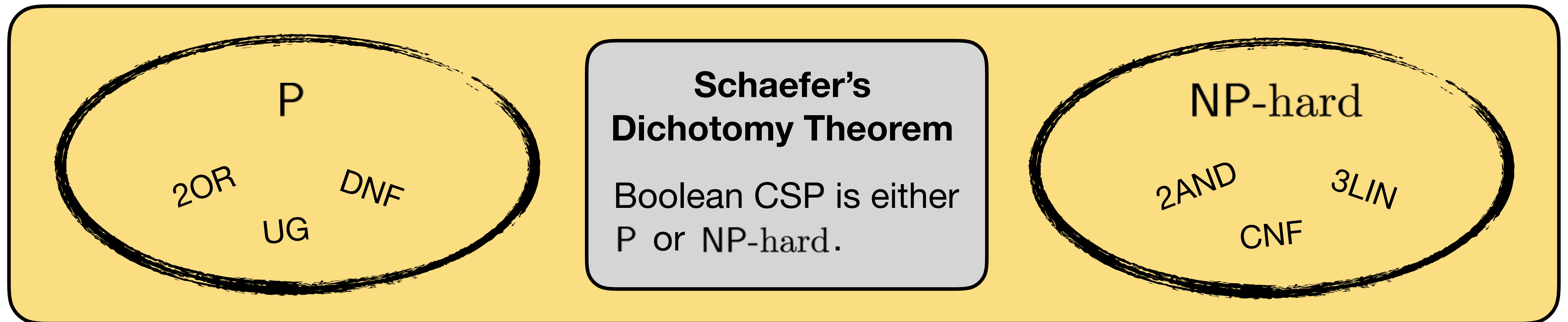
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- What about solving CSP **approximately**?

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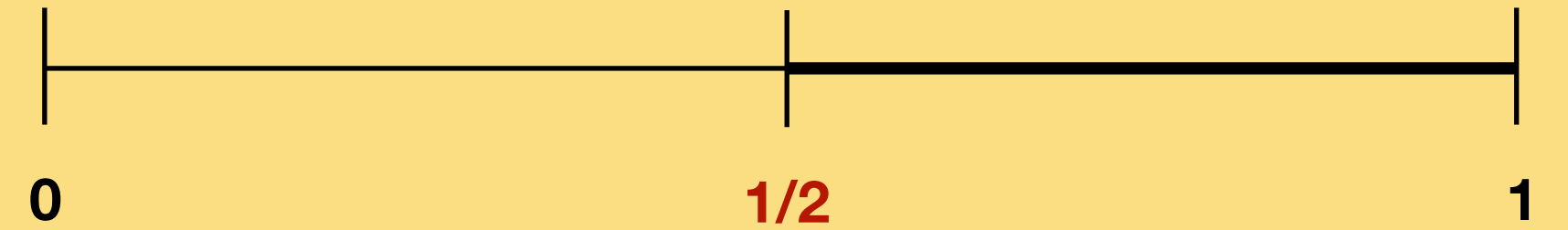
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Unifying Theory for Approx. CSP!?

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Through the Lens of Streaming Model

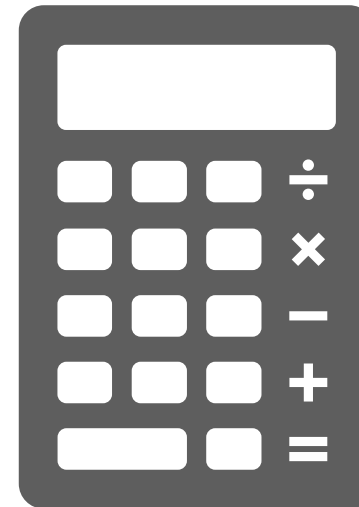
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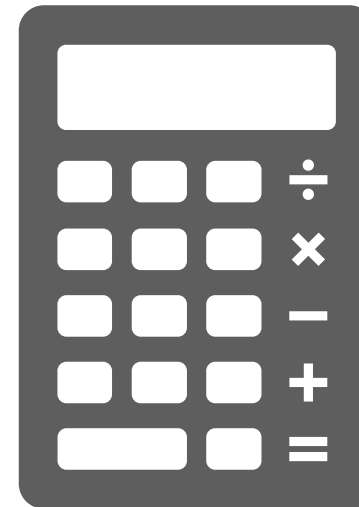
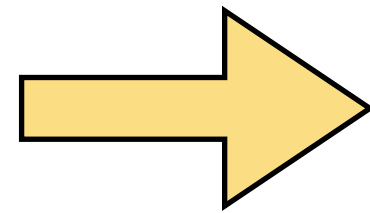
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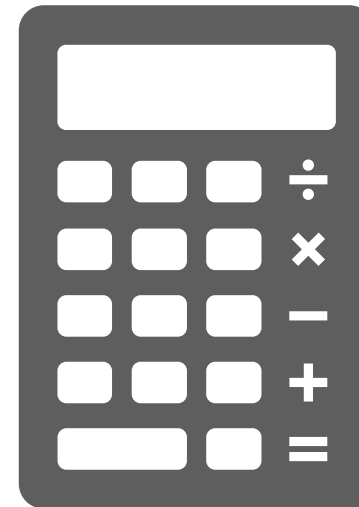
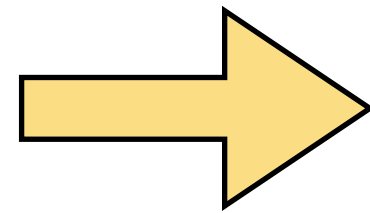
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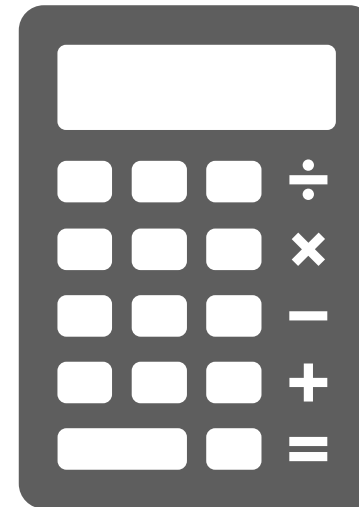
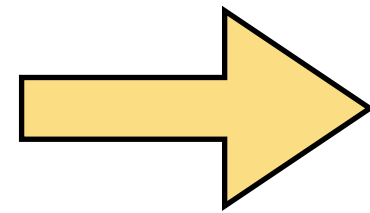
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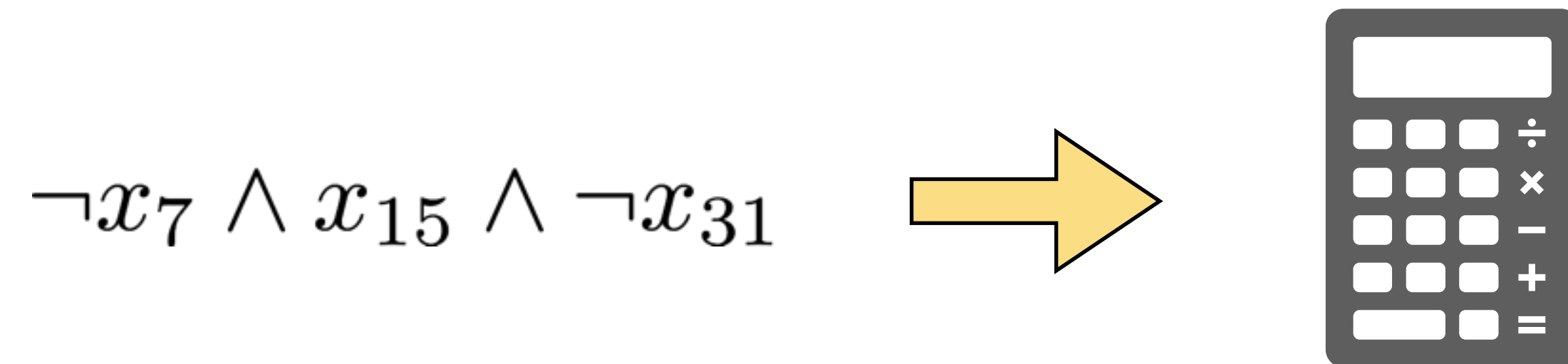
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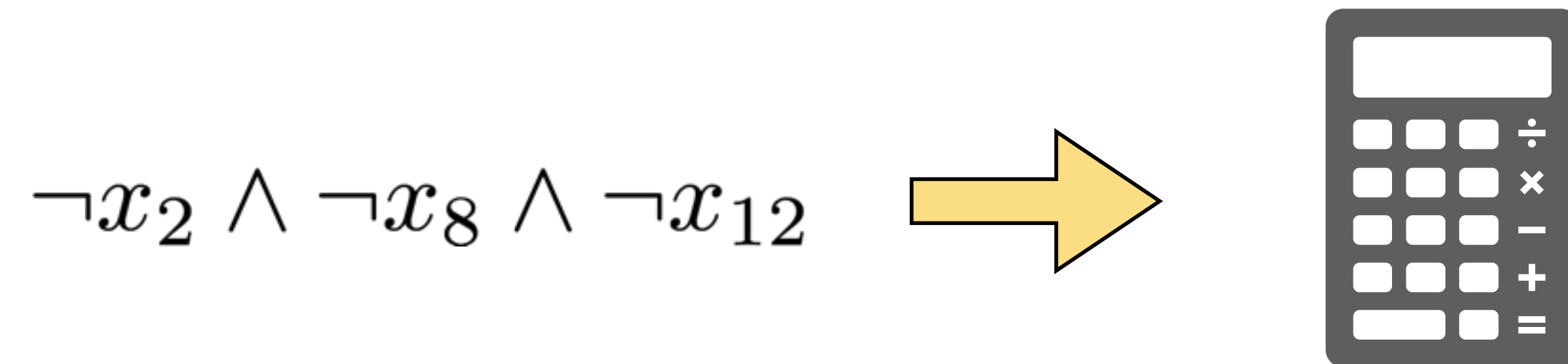
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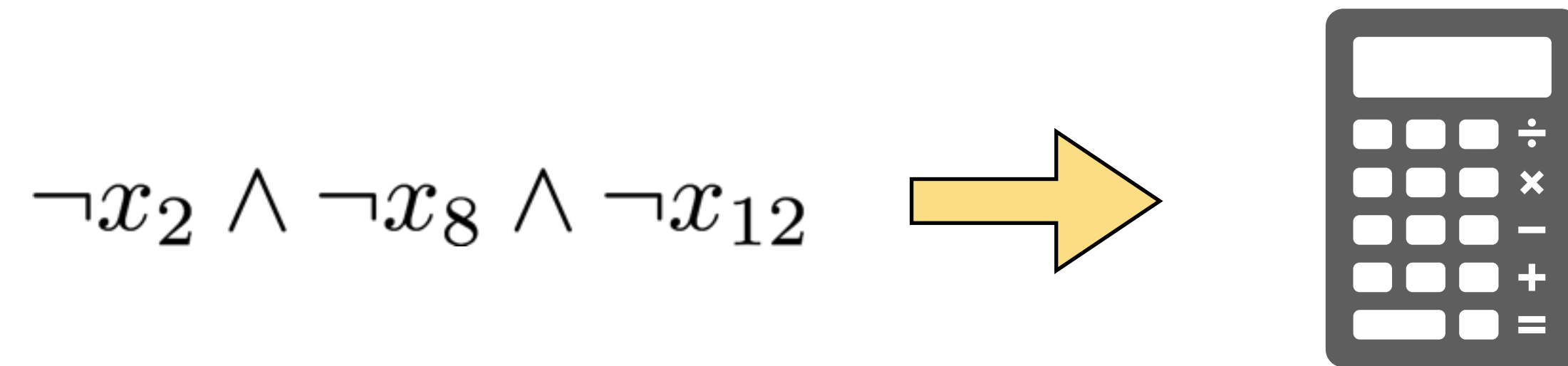
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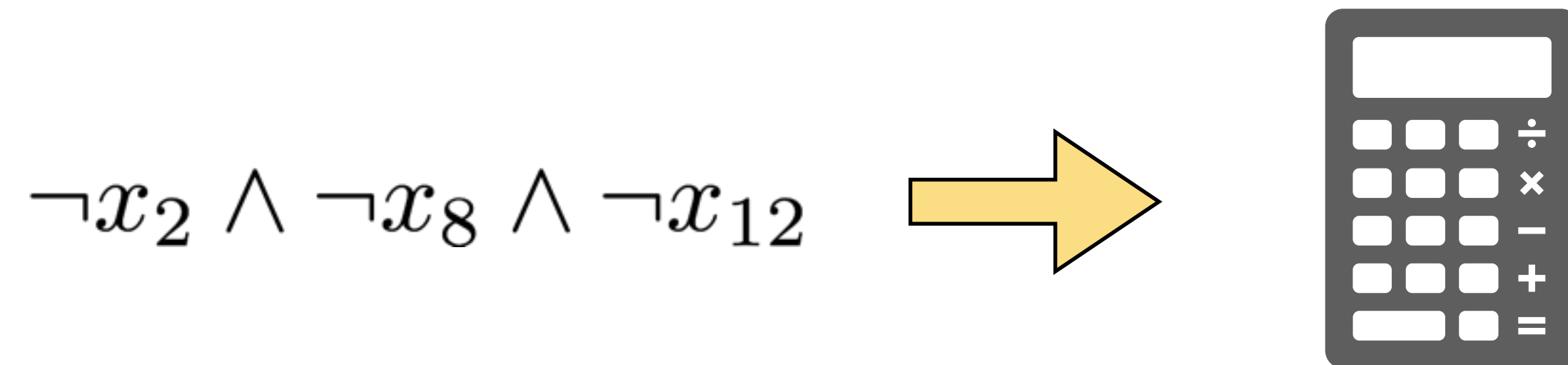
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- Only having $o(n)$ or even $O(\log n)$ space.

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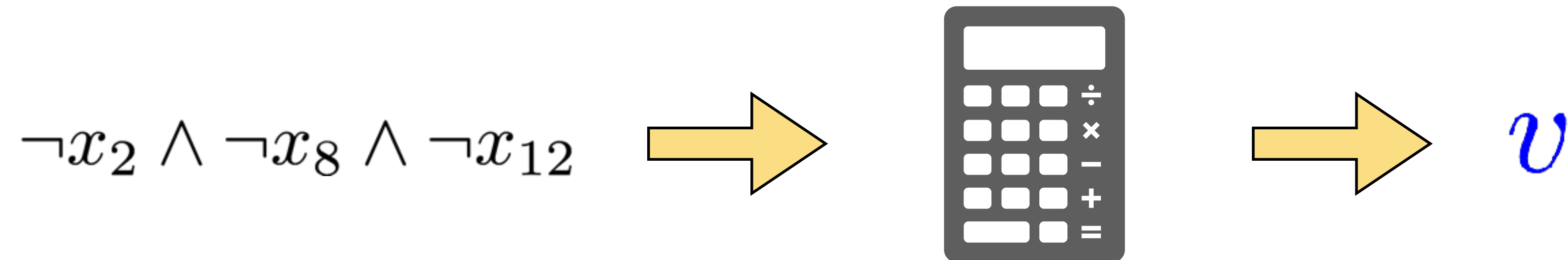
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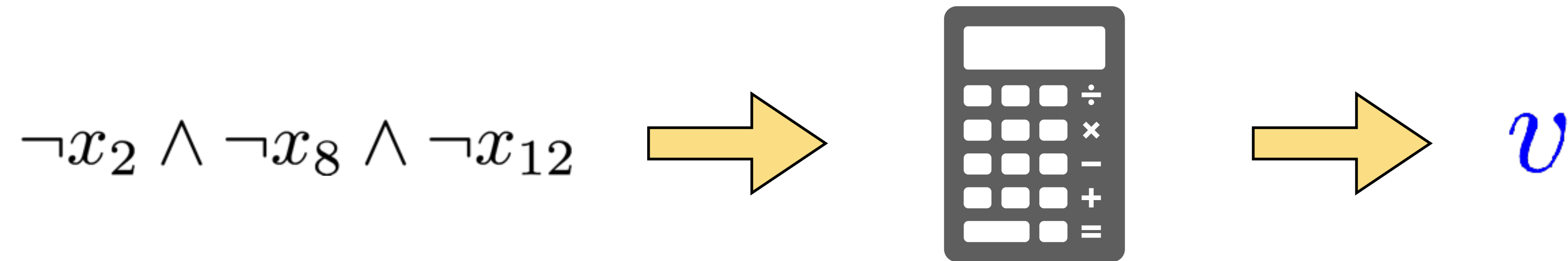
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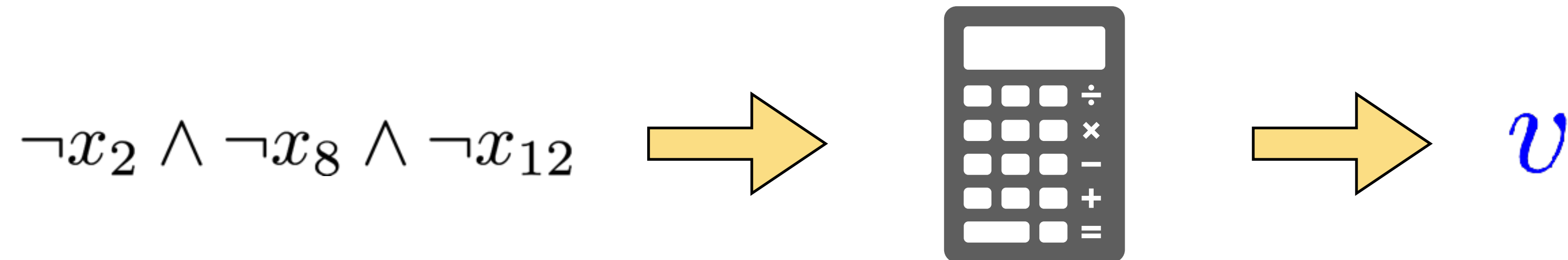
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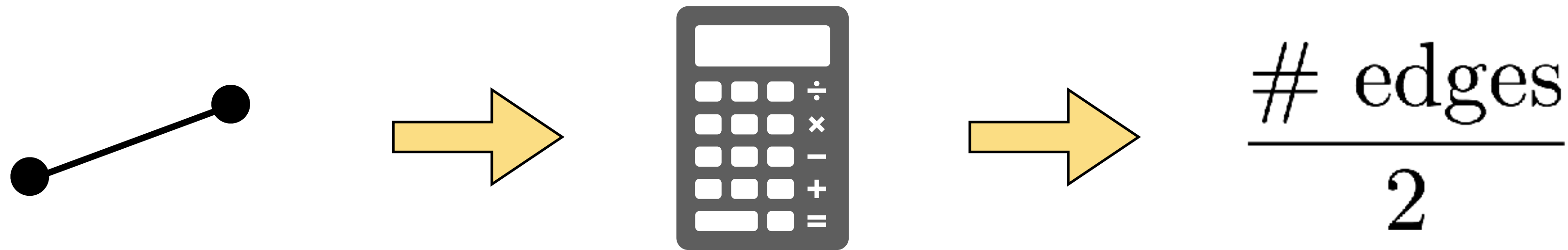


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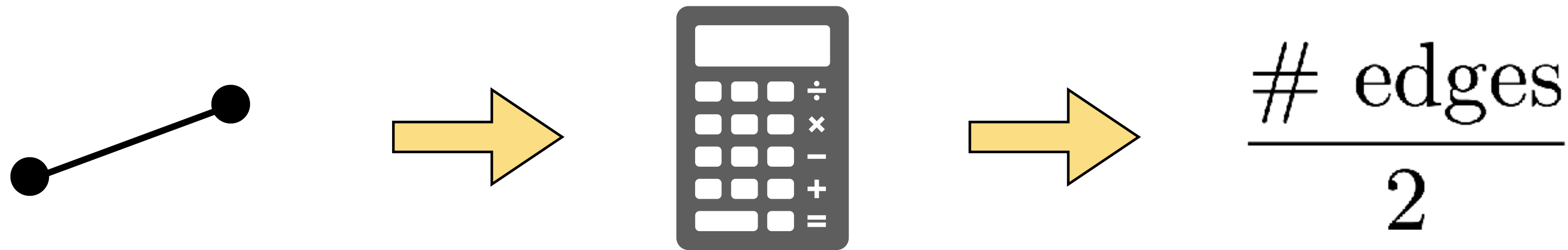
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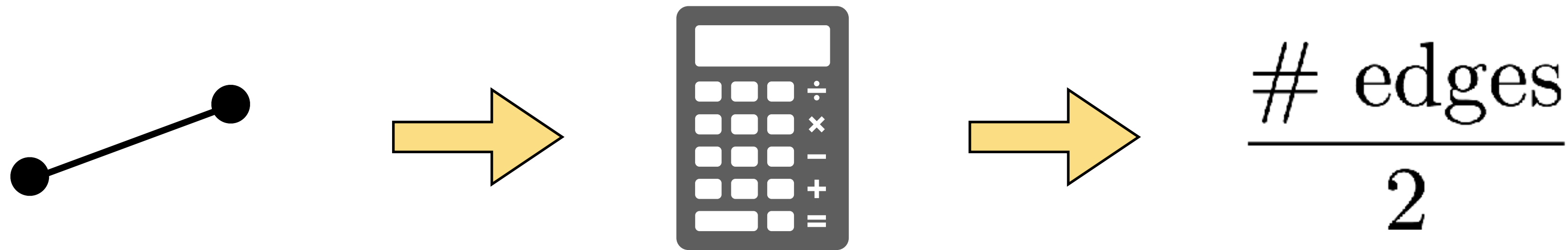
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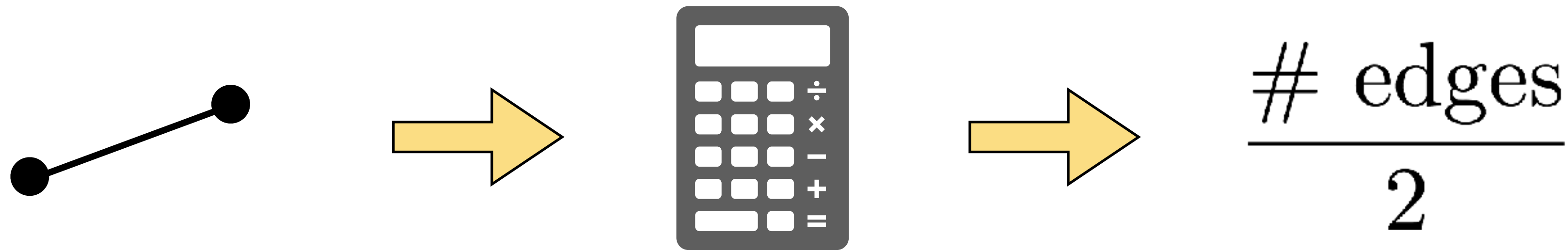
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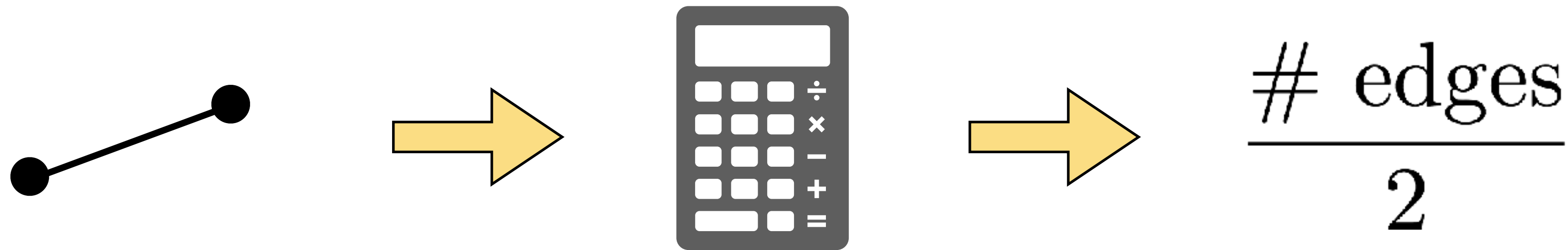
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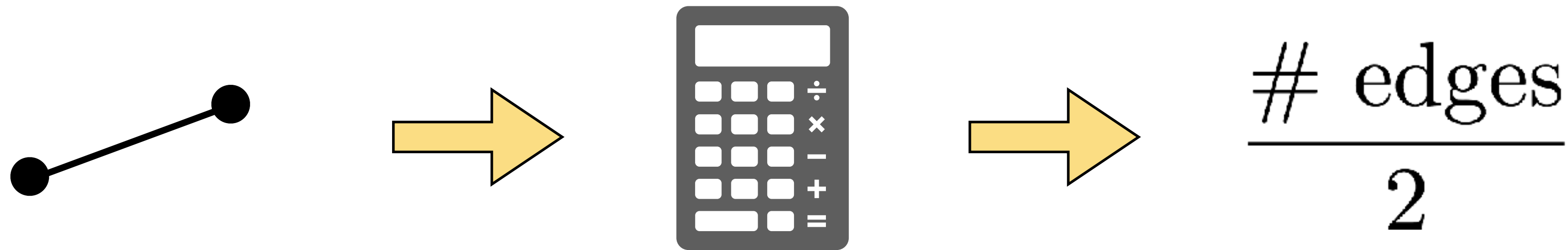
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There's a SDP-based algorithm which gives **0.878**-approx.

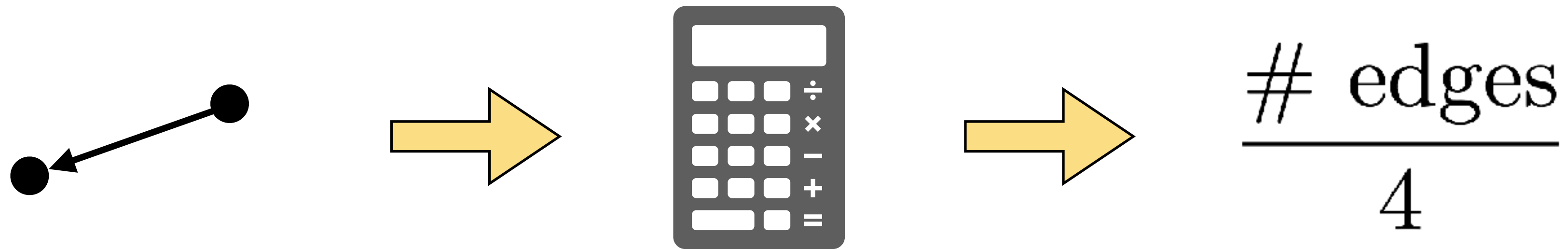
Max-DICUT in the Streaming Model

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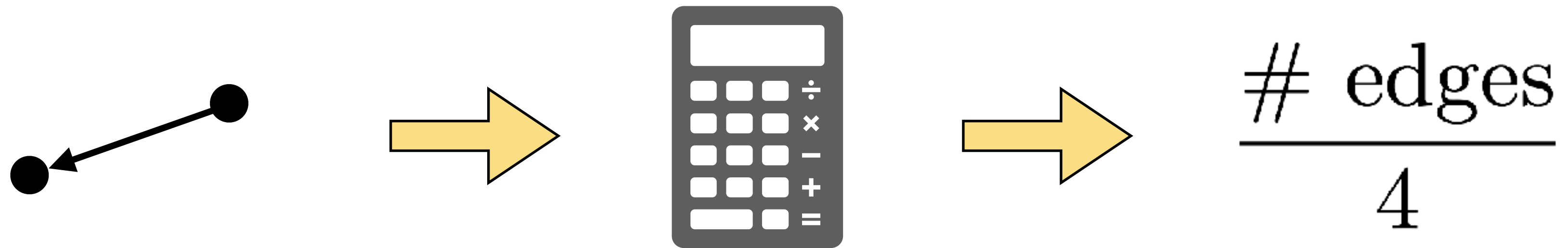
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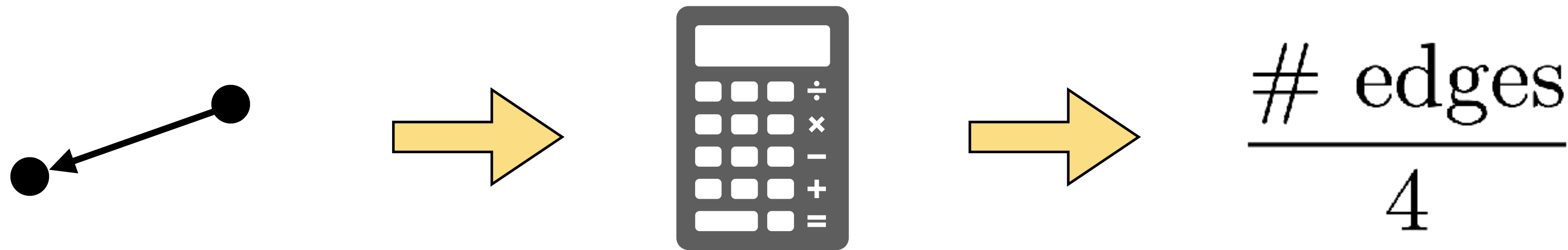
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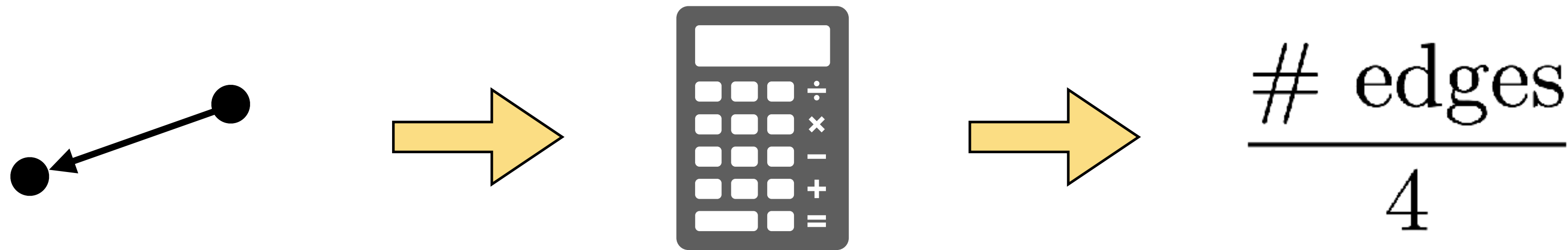
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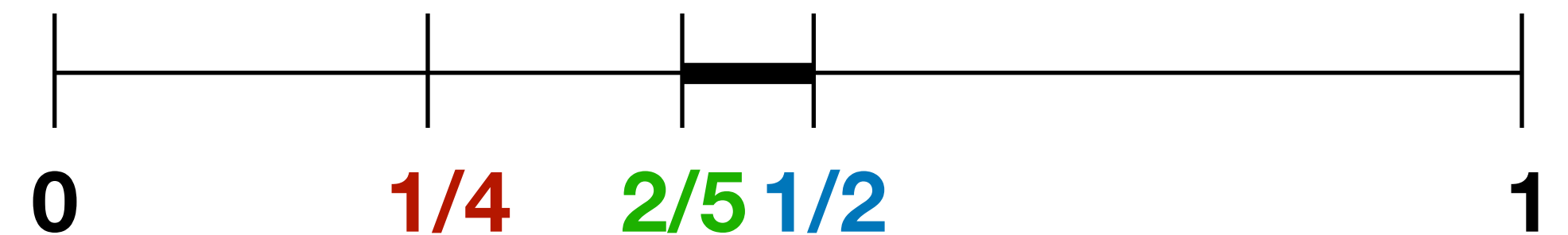
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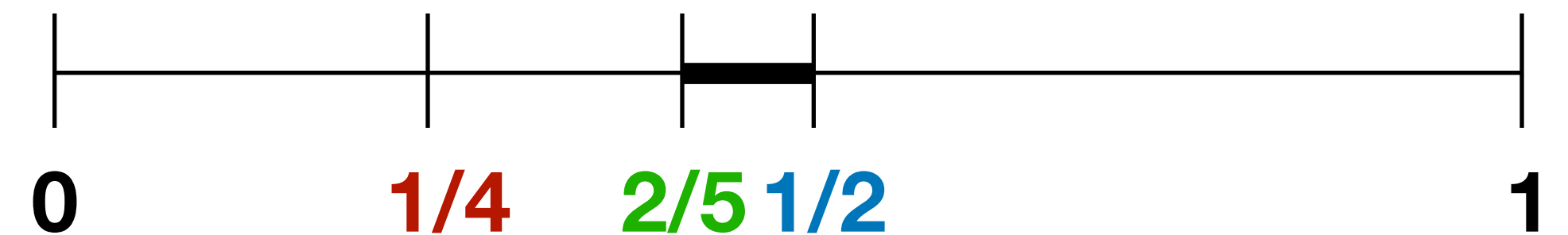


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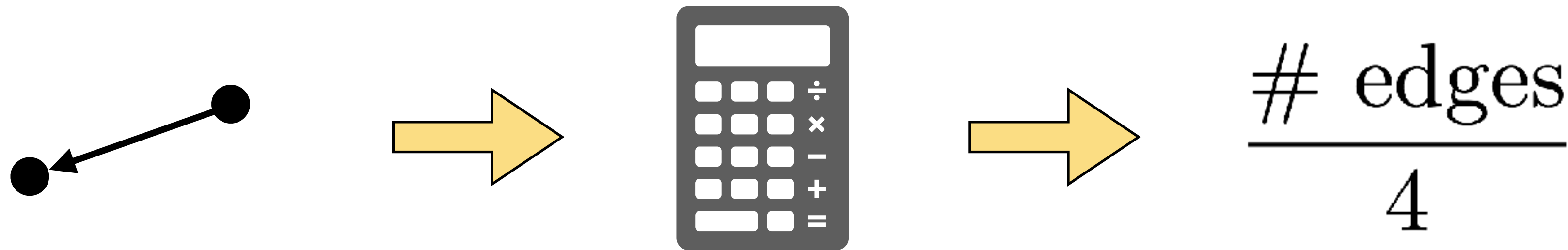


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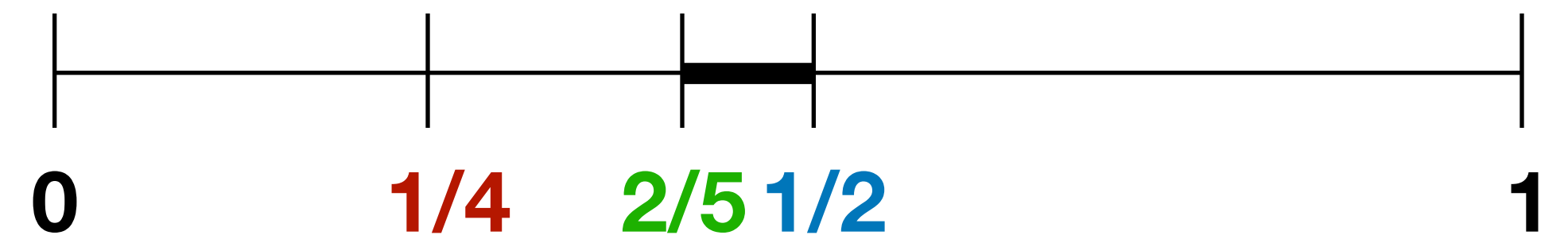


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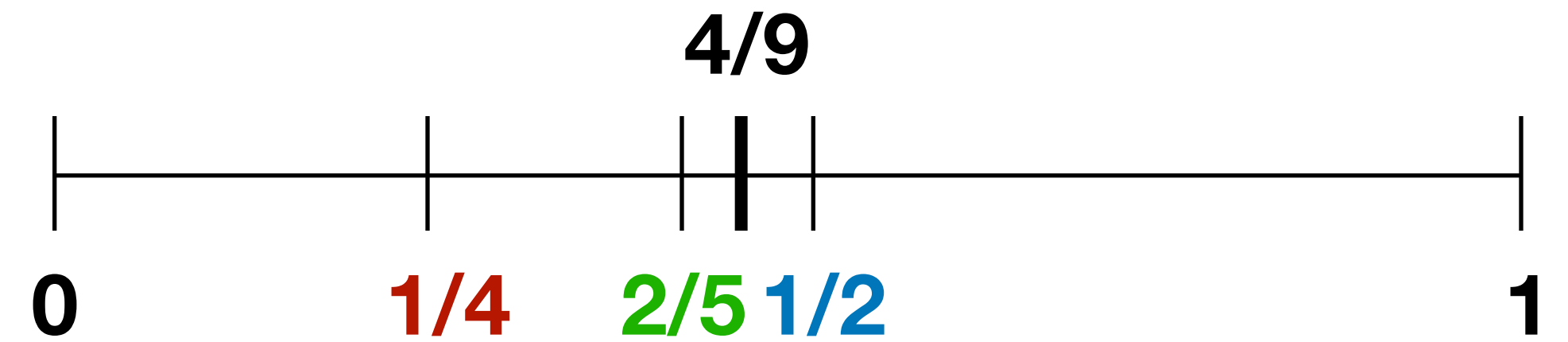
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- What about other CSP?



Our Results

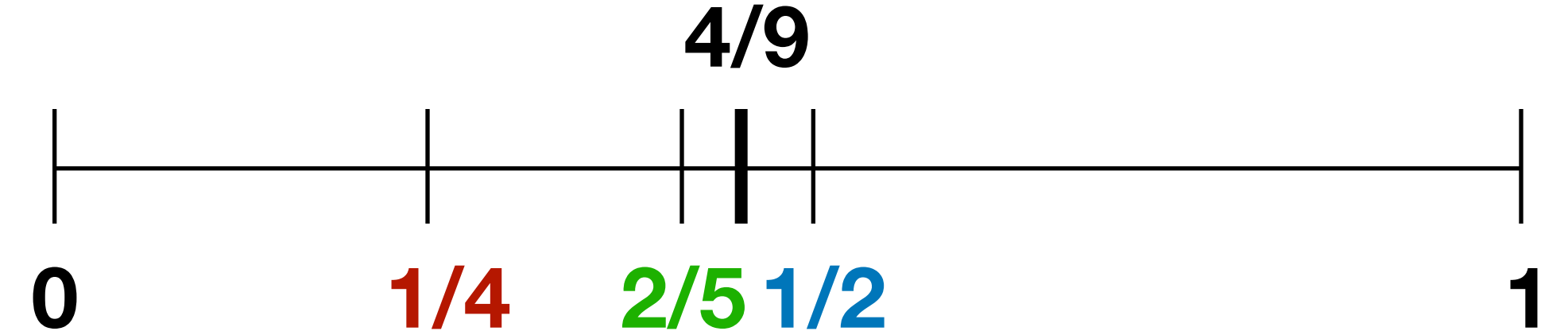
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- The answer of Max-DICUT is $\frac{4}{9}$ 🤔



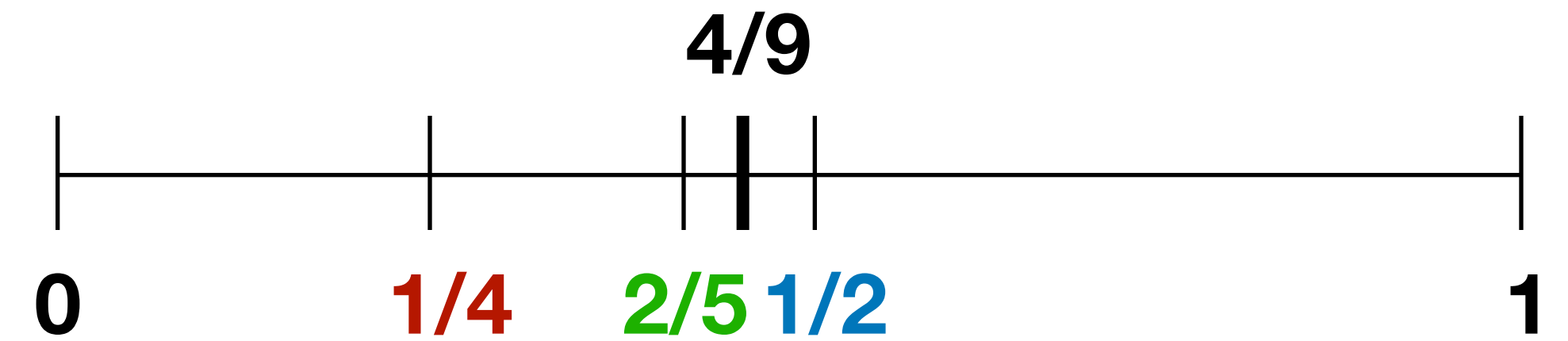
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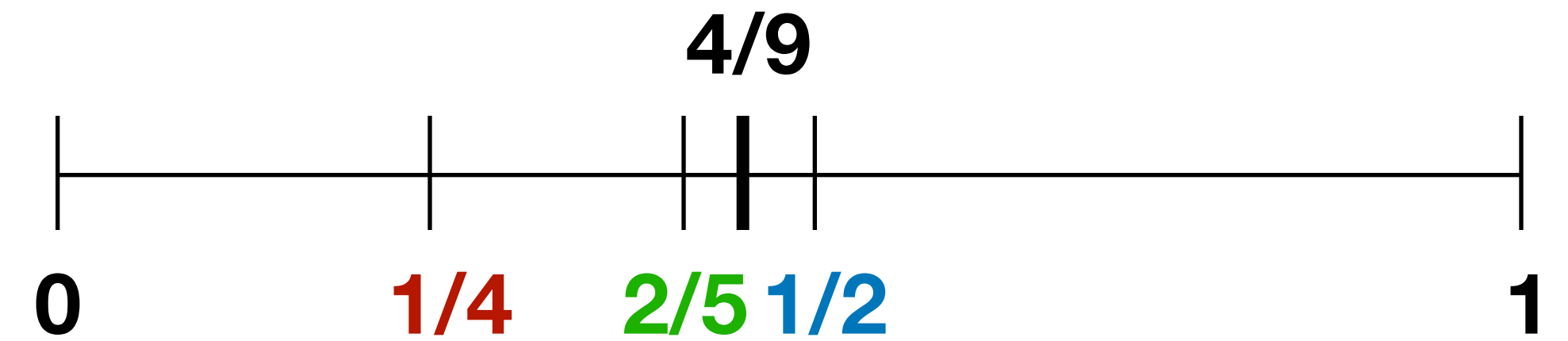
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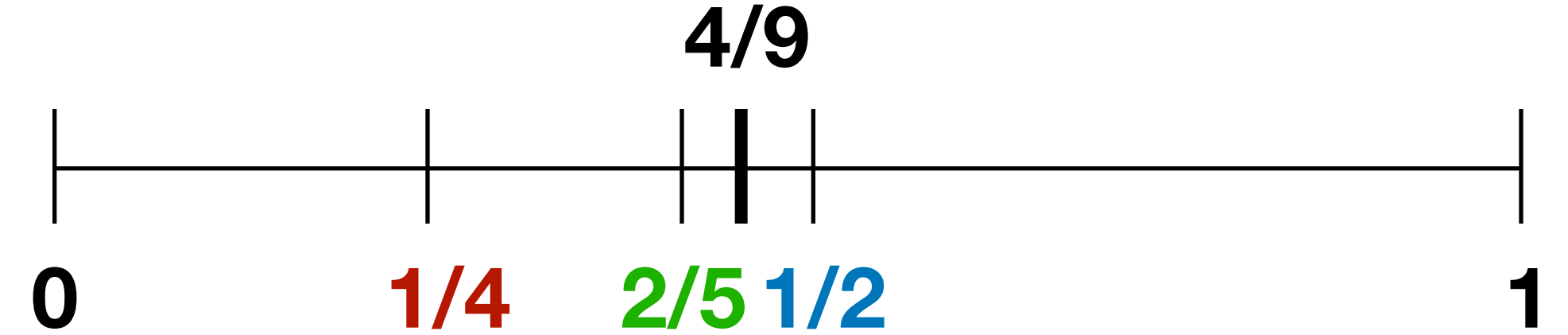


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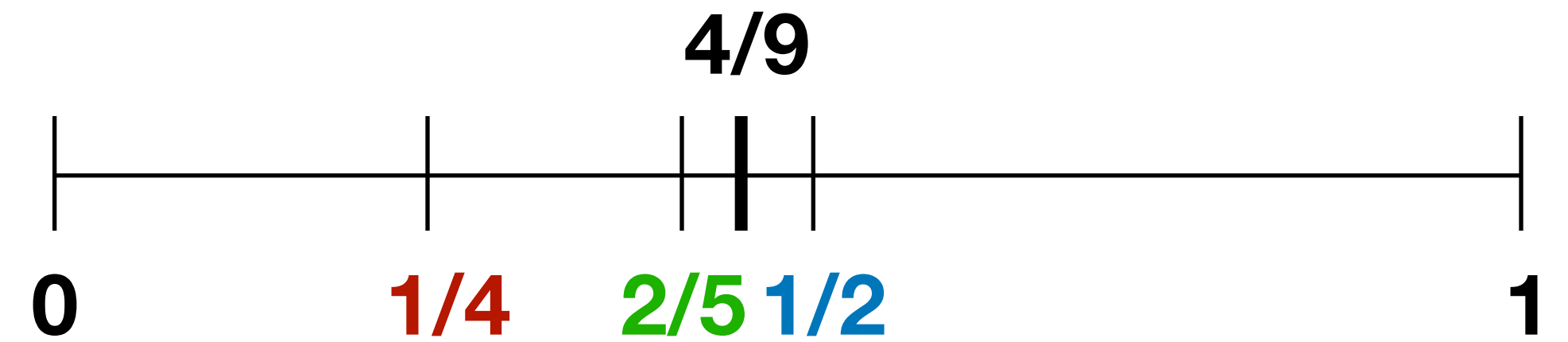
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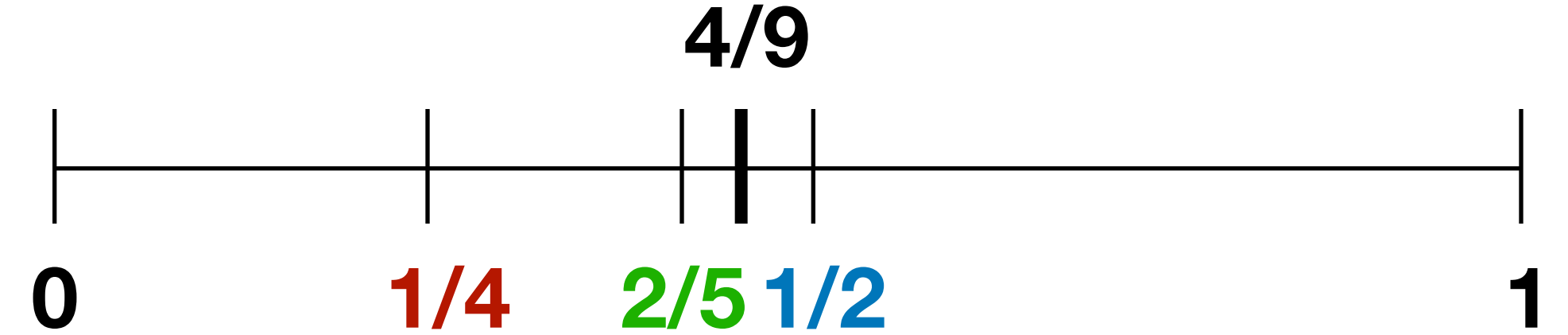
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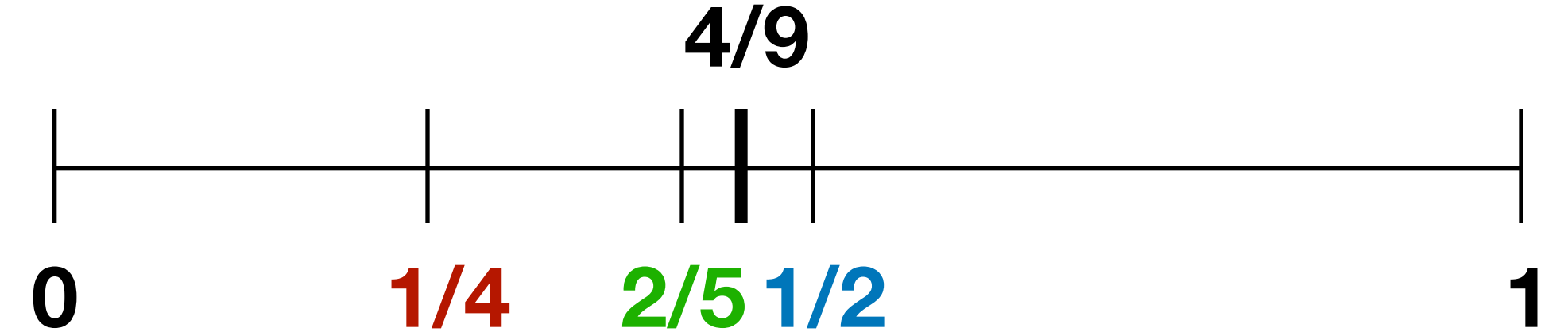
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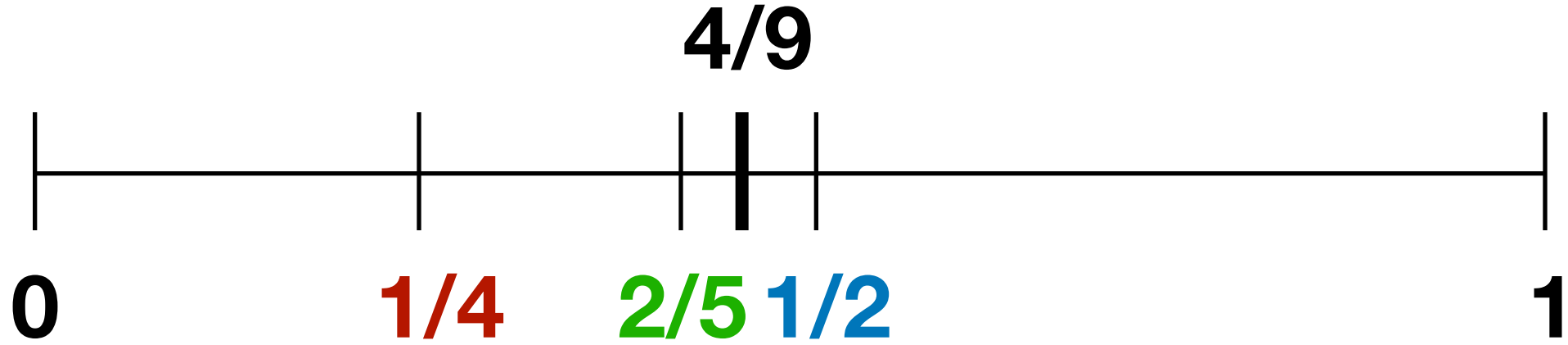
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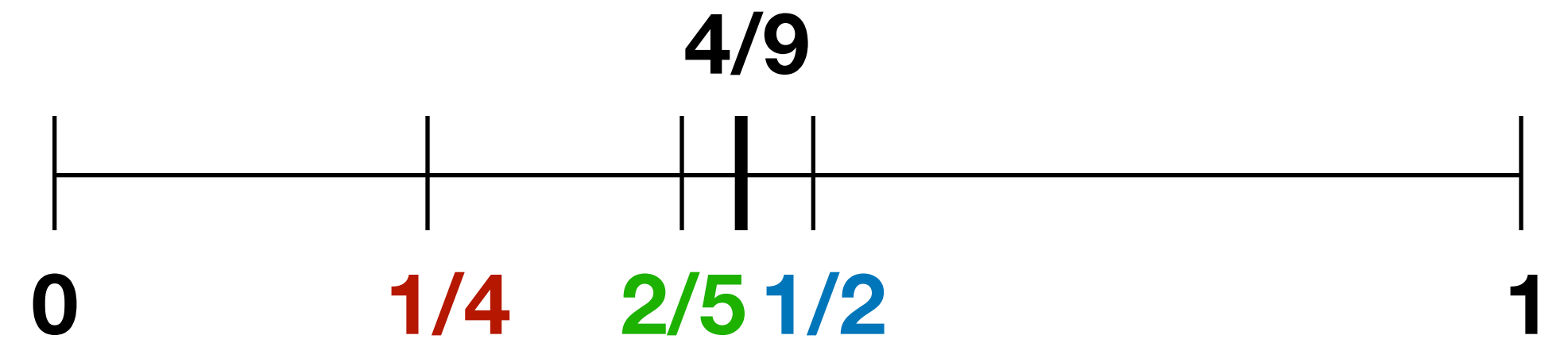
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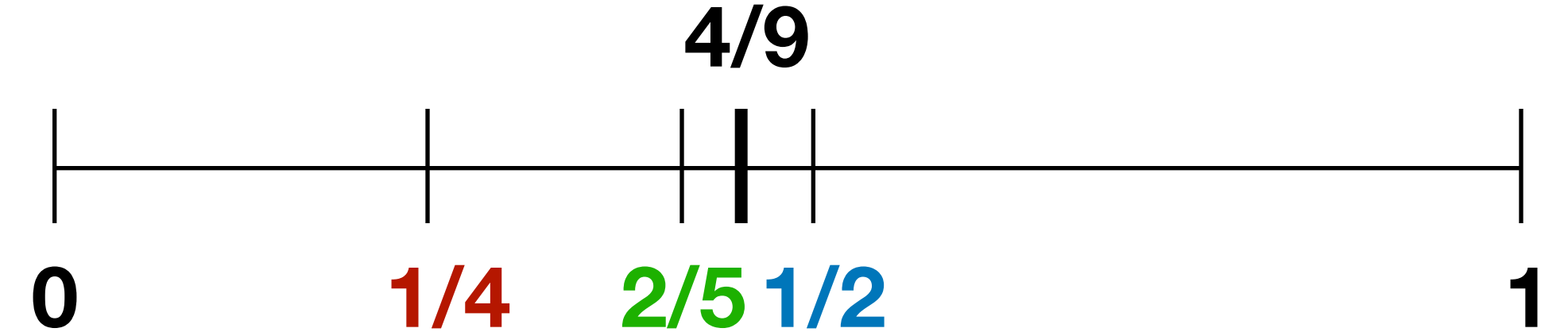
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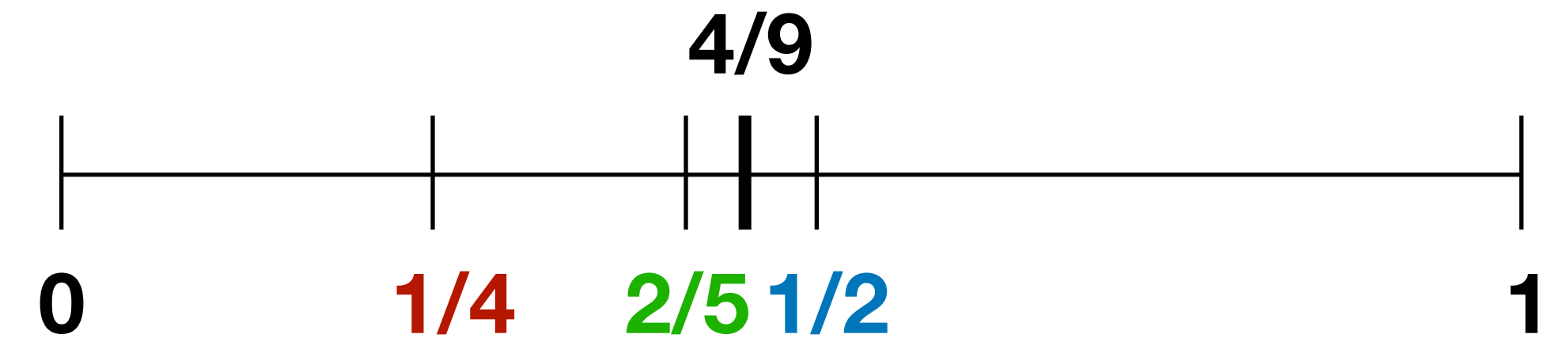
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Can be extended to Max k-SAT!

Algorithms

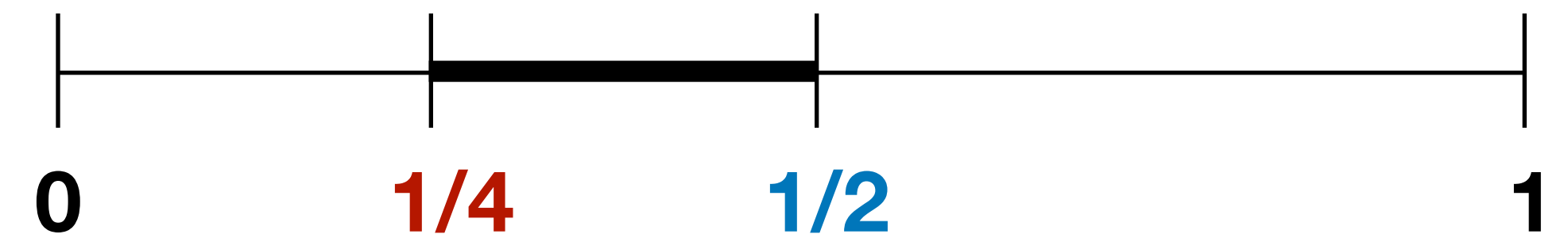
Algorithms

with a focus on **Max-DICUT**

Warm-up: 2/5-Approximation by [GVV17]

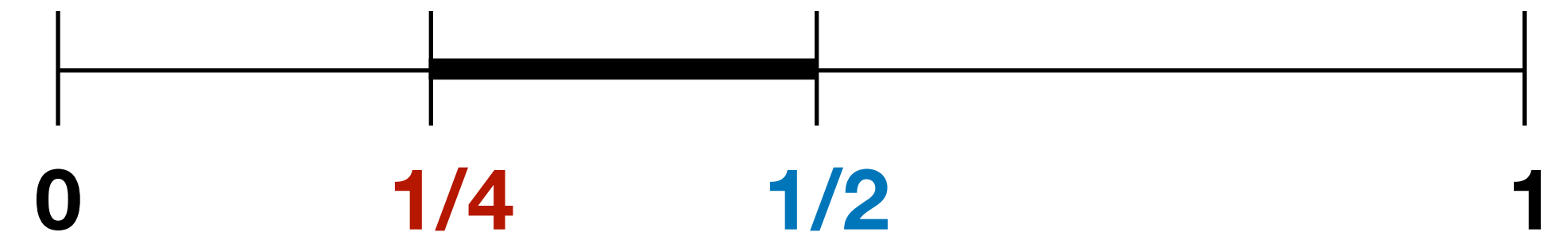
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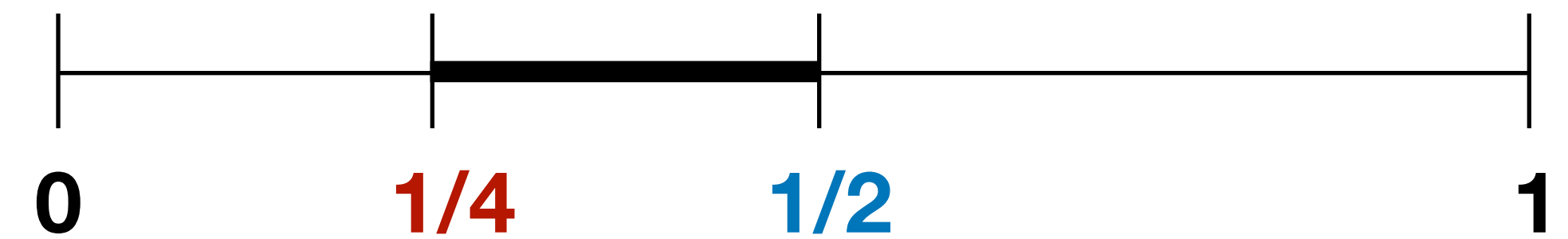
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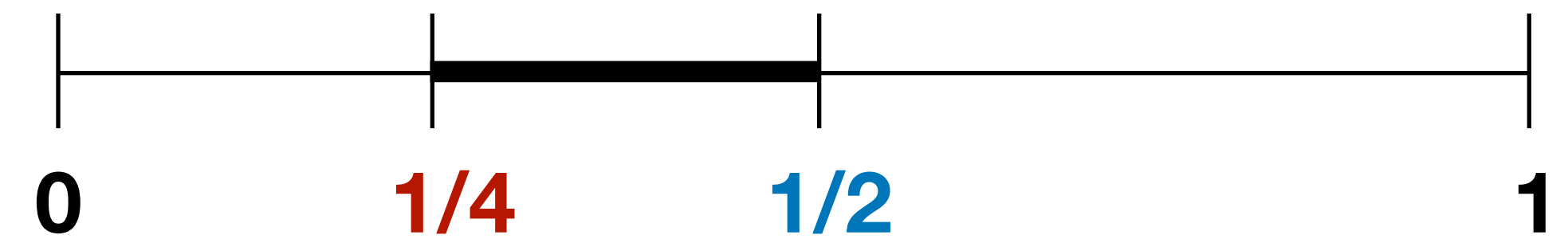


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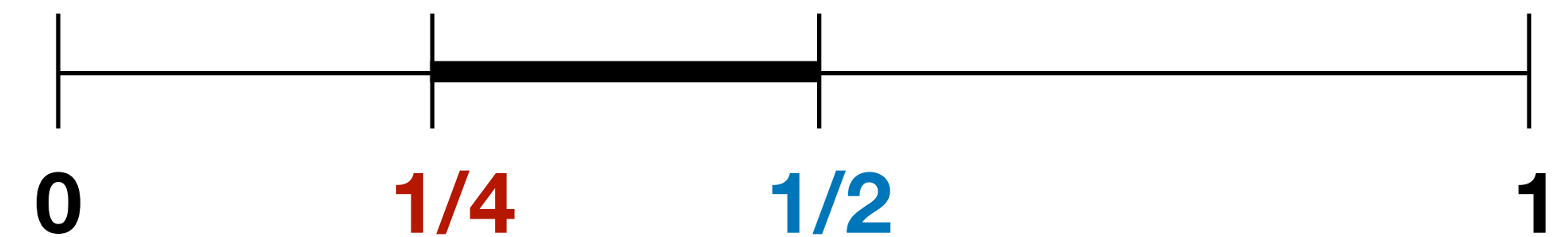


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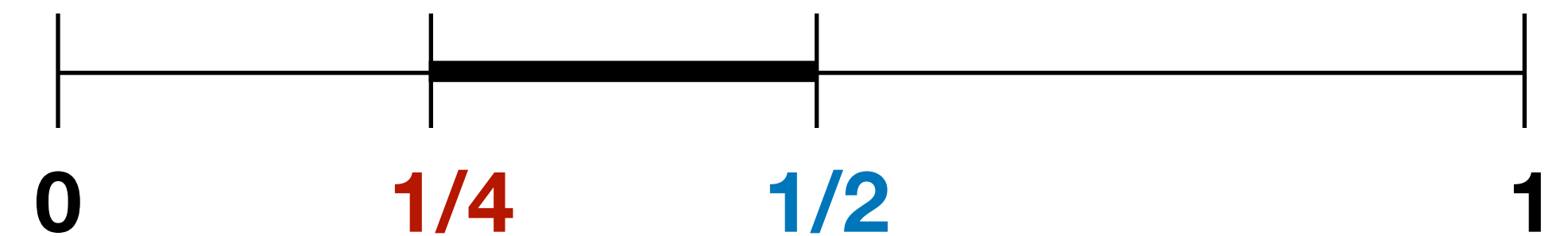
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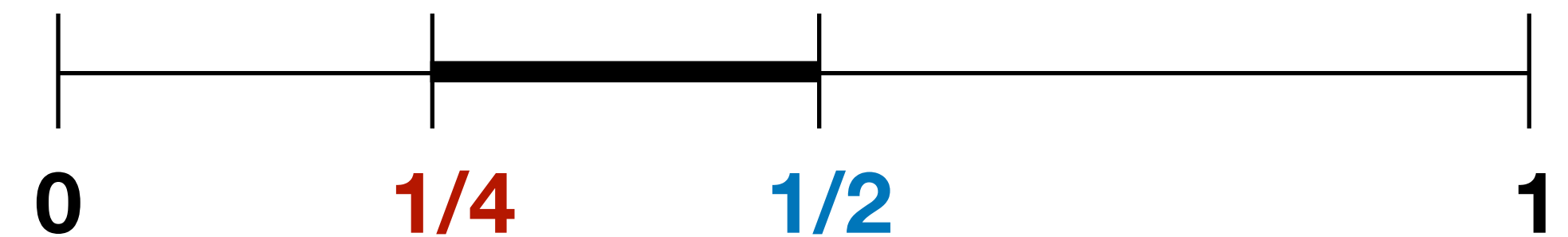
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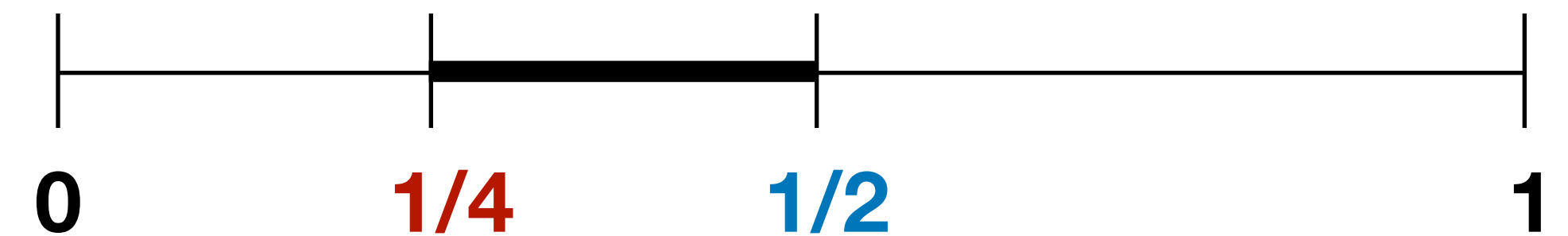
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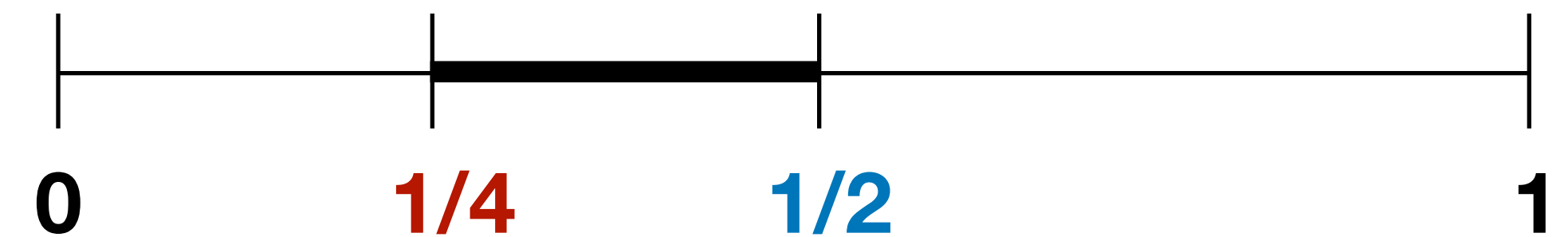
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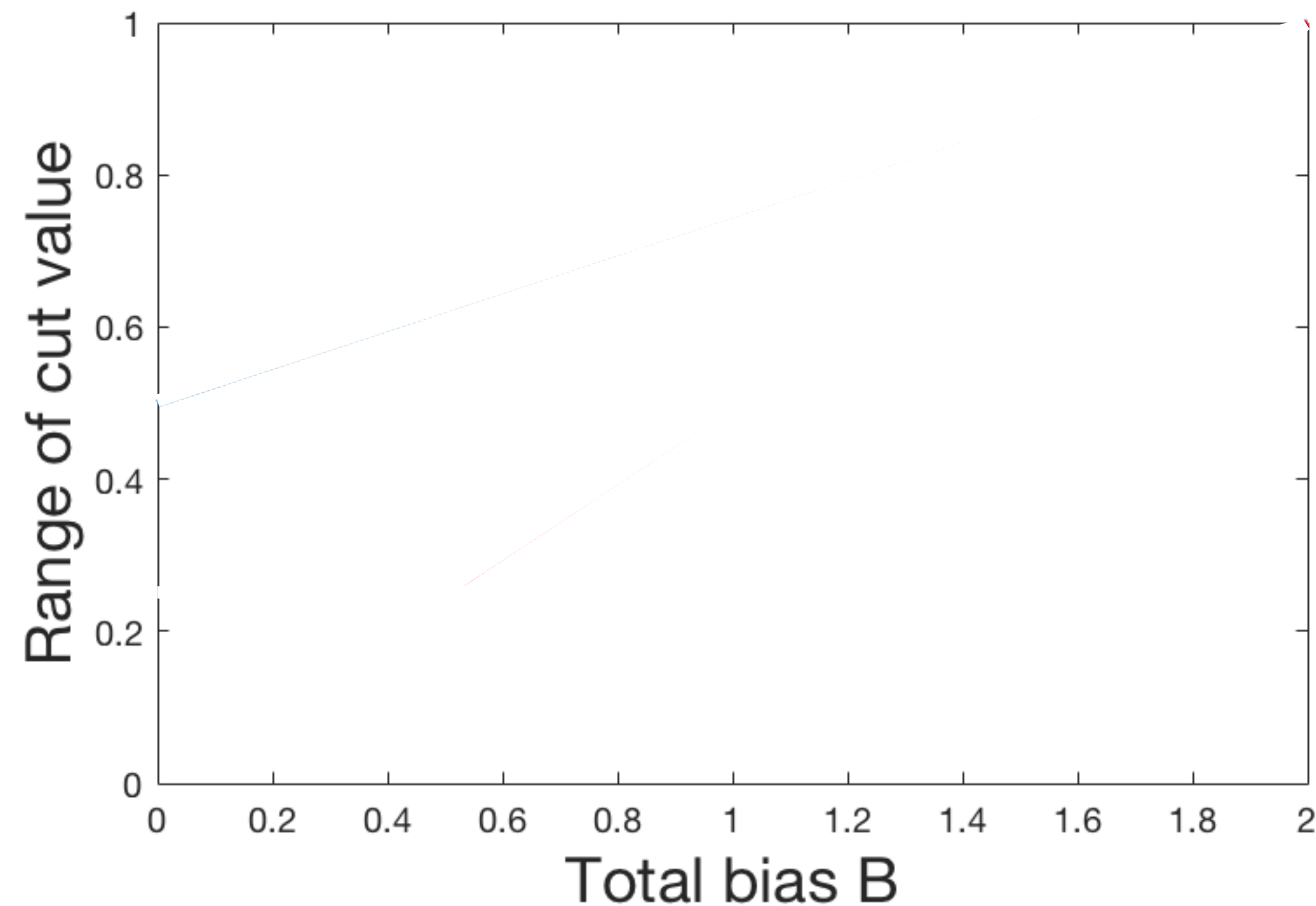
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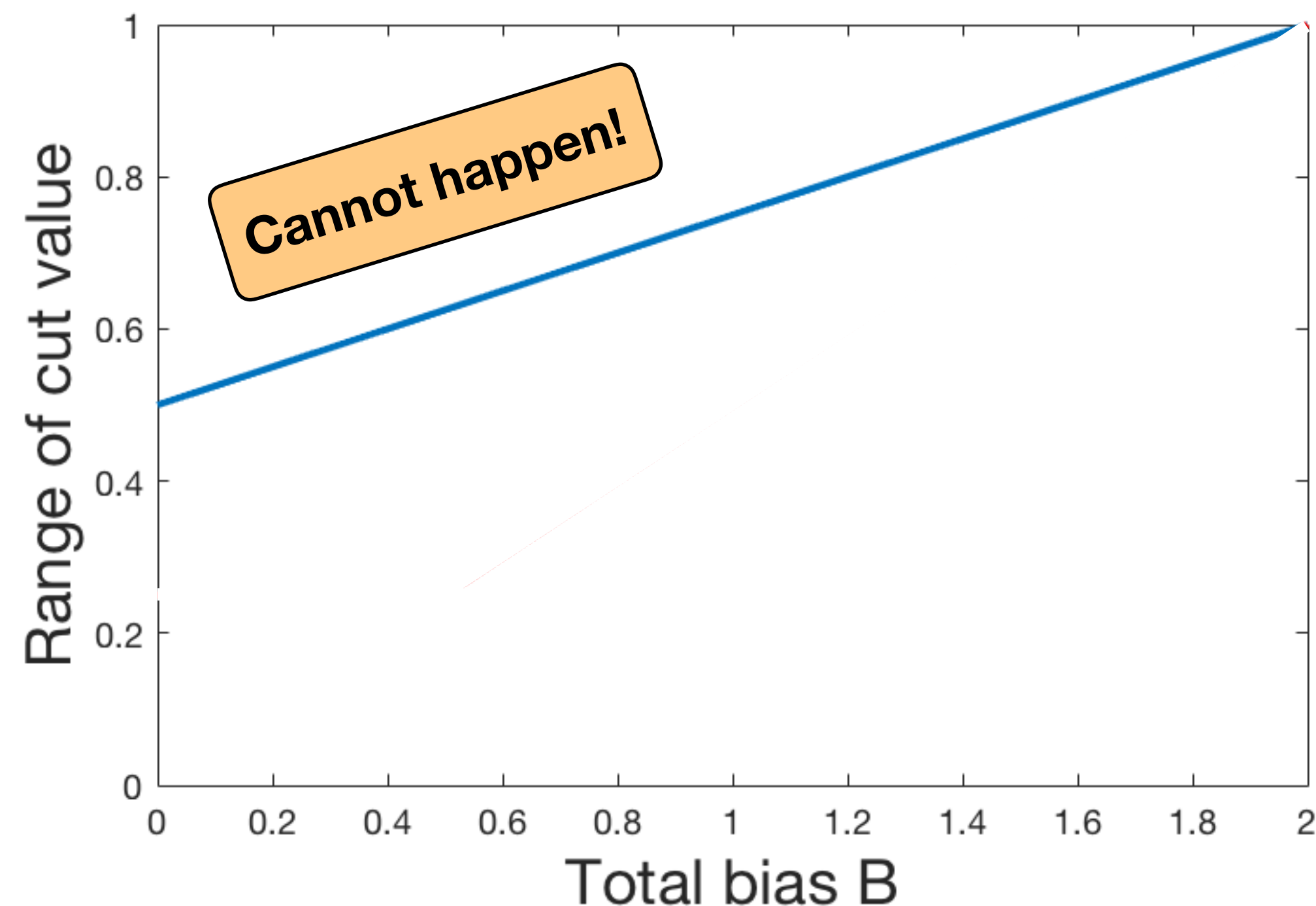
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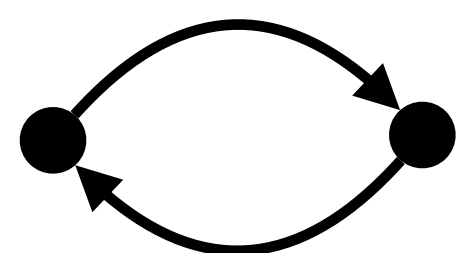
Relation Between Total Bias and Cut Value

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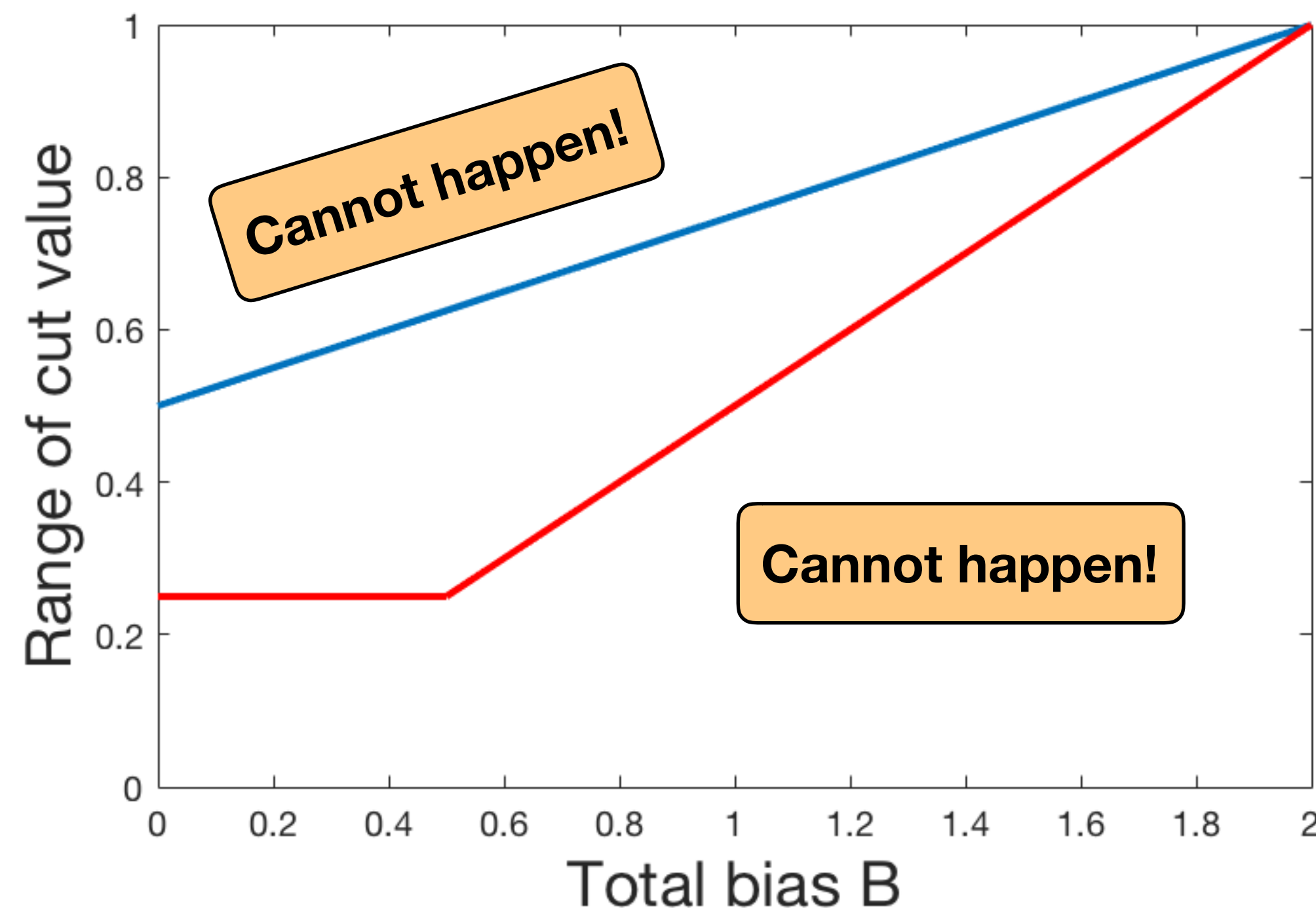
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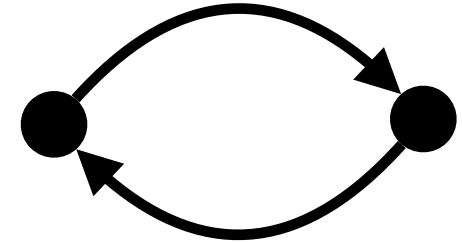
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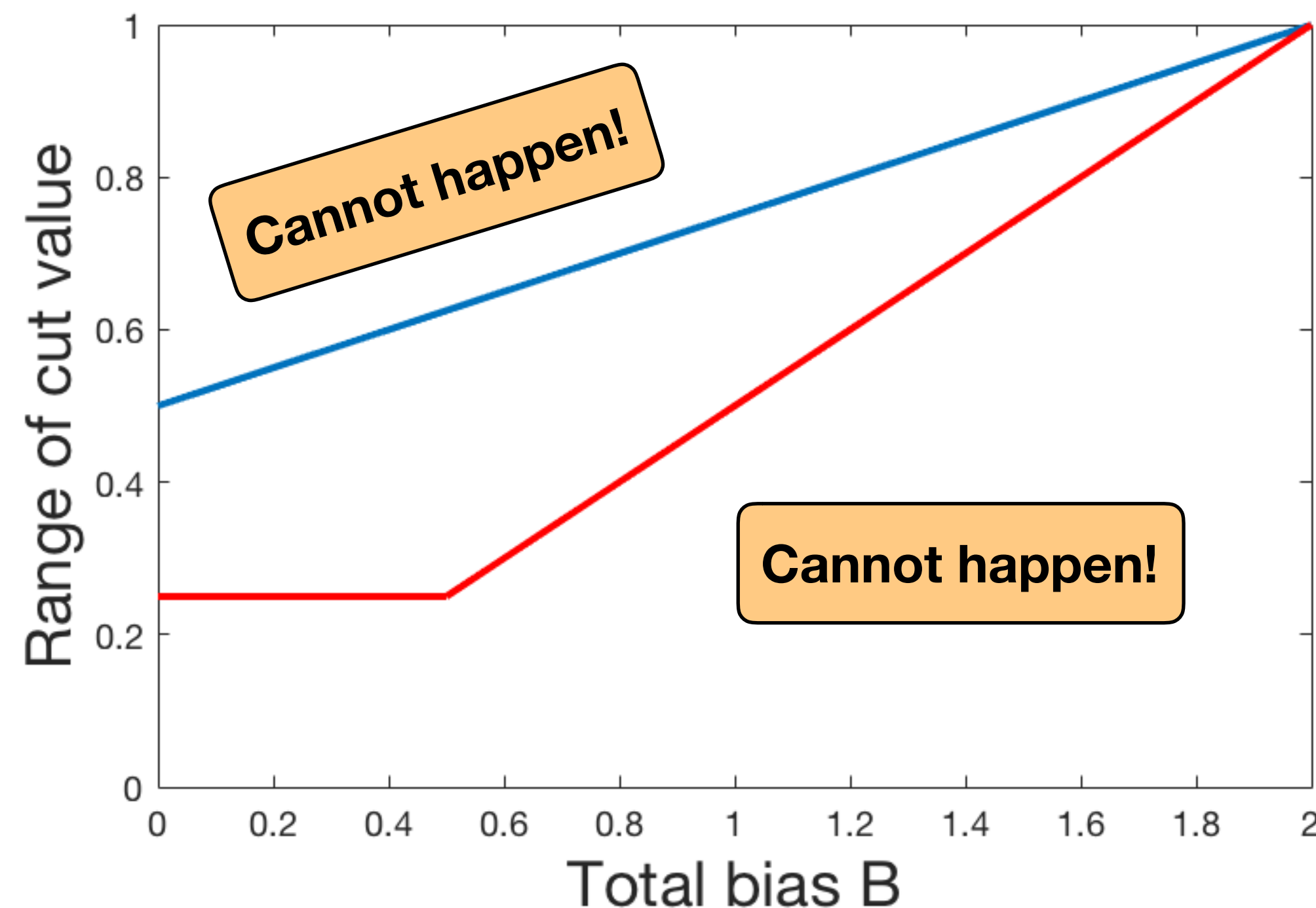


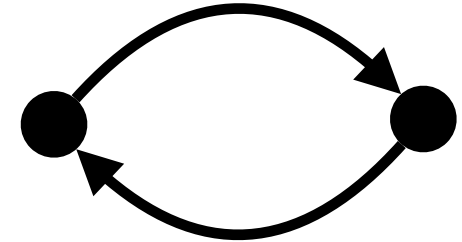
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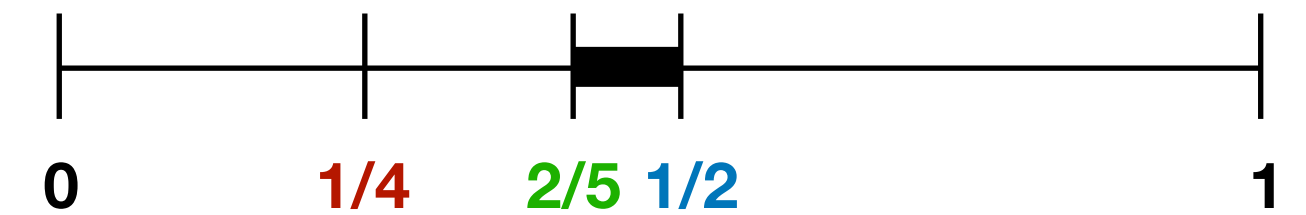
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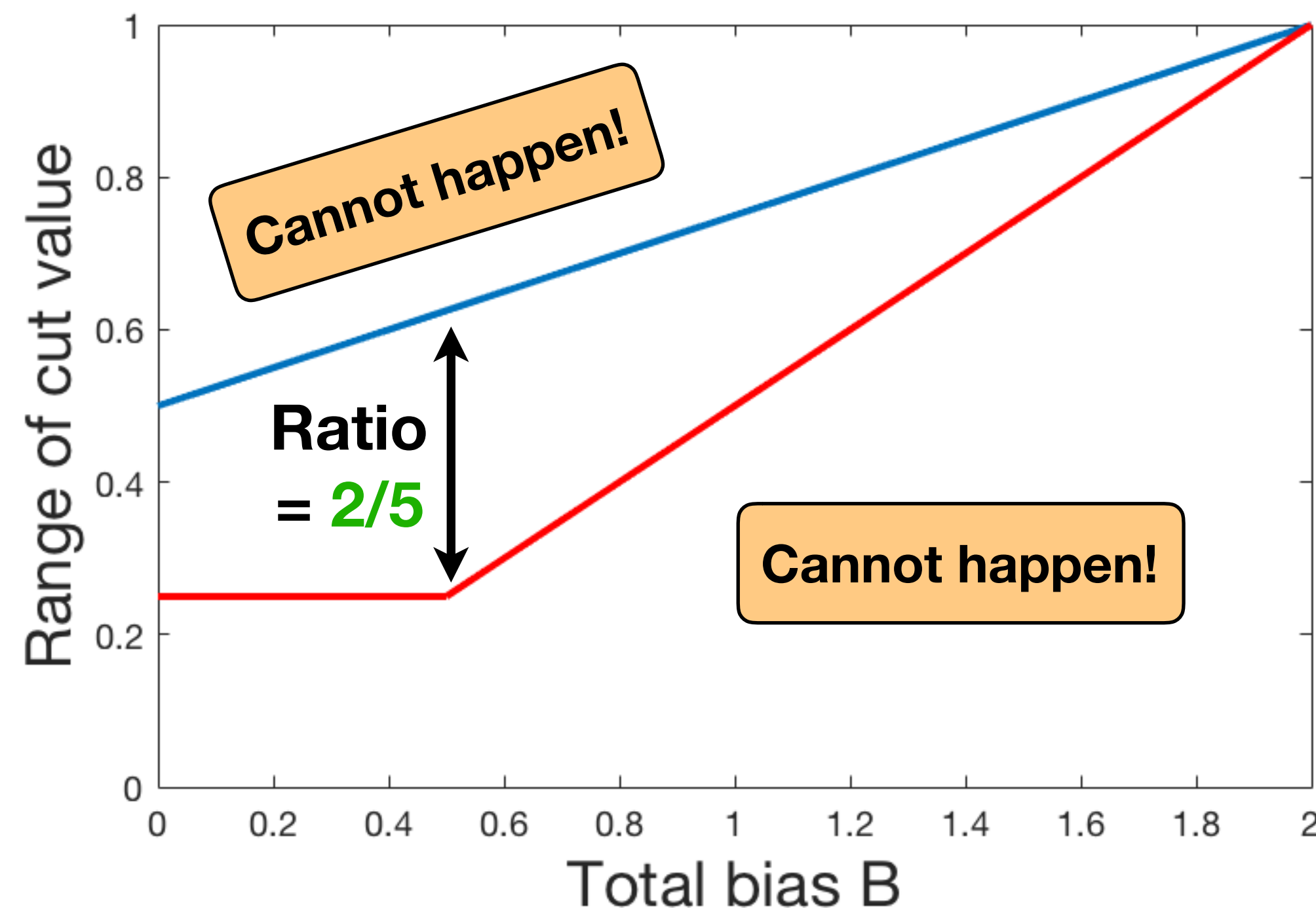
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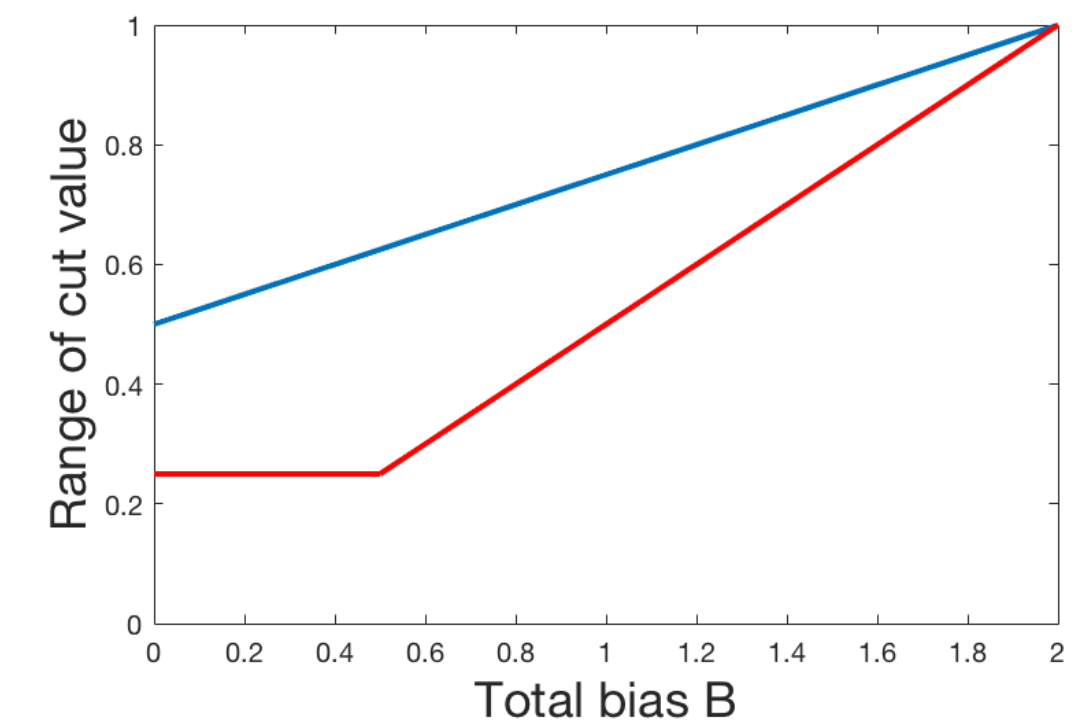
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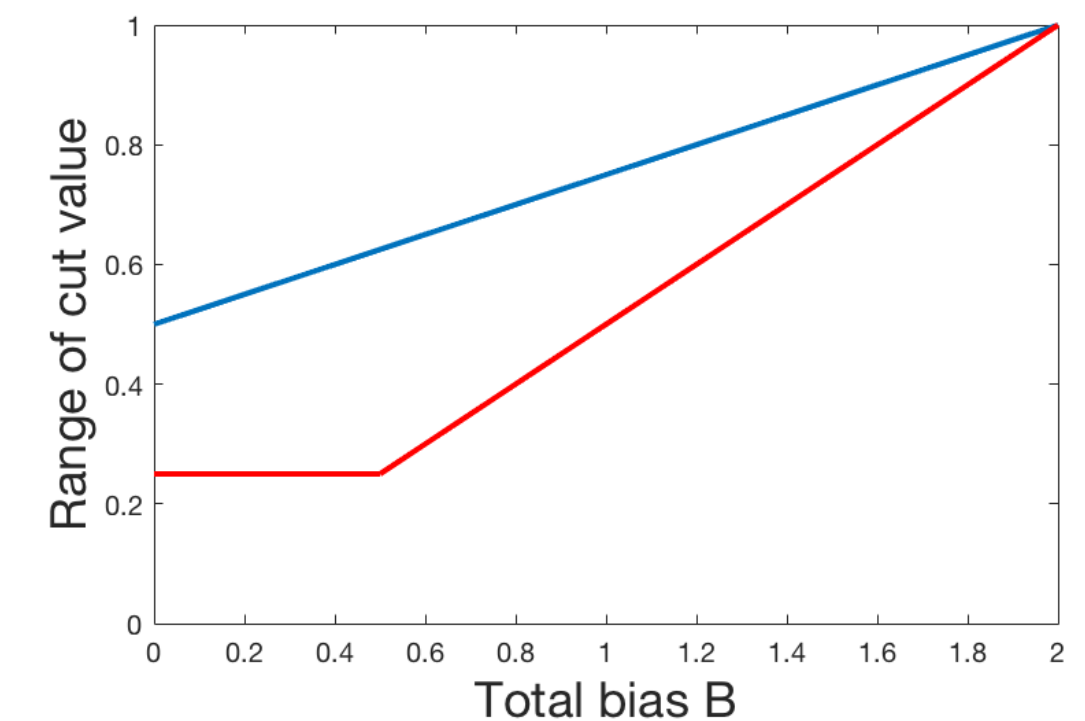
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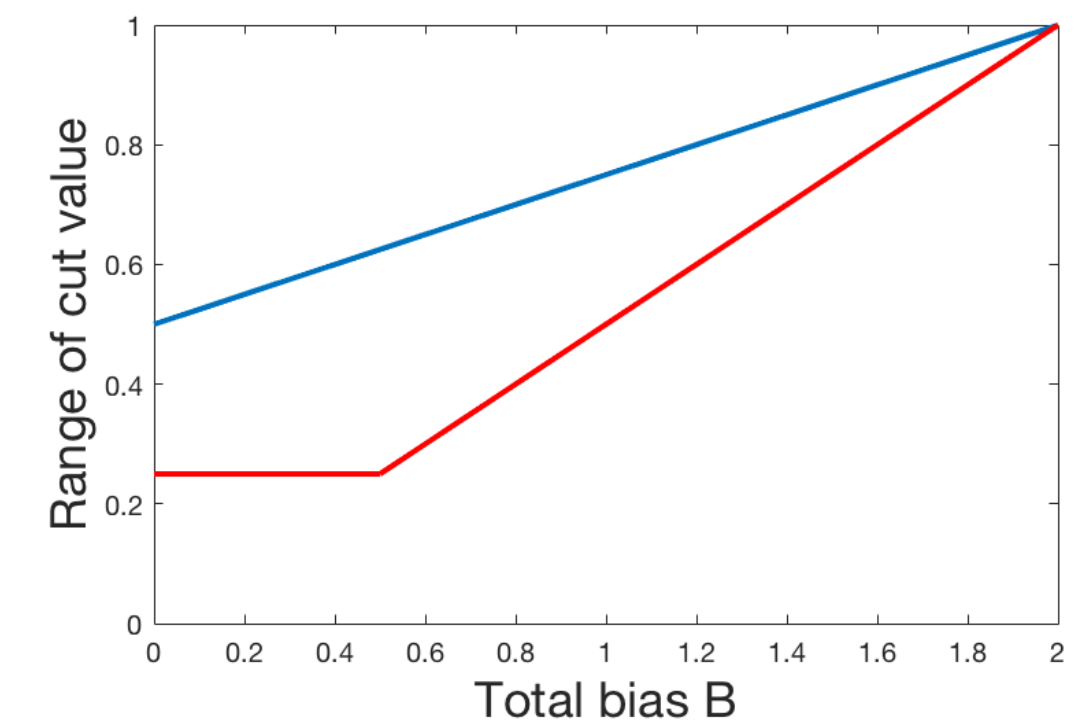
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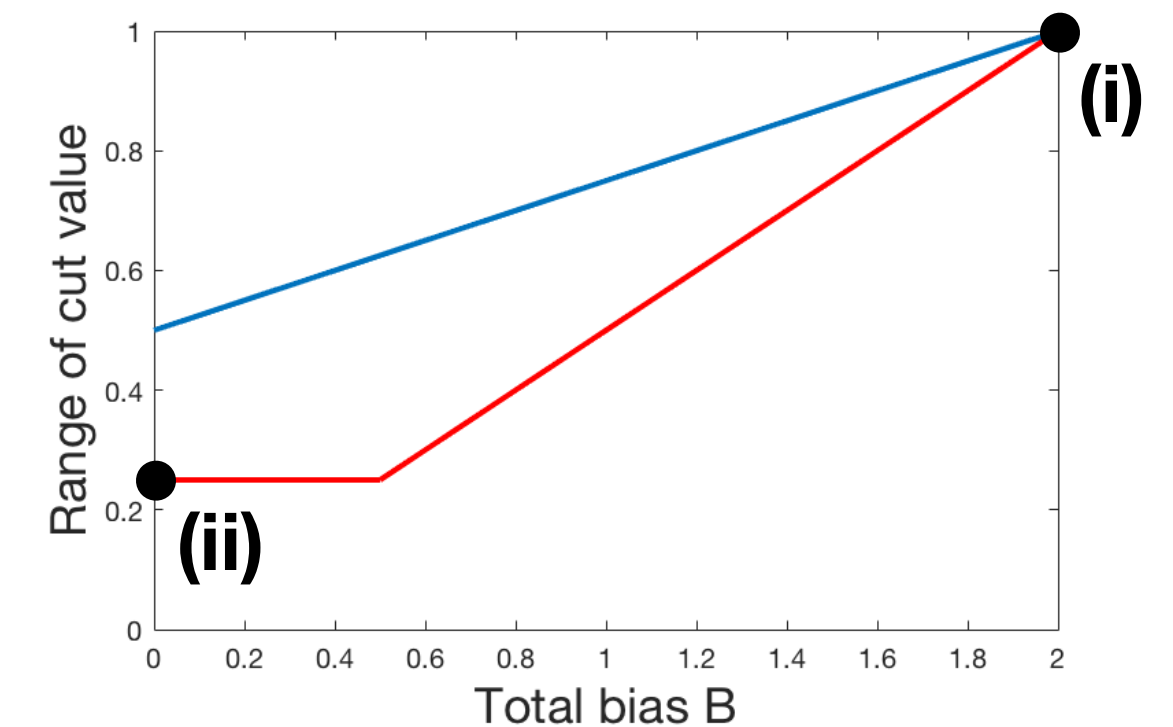
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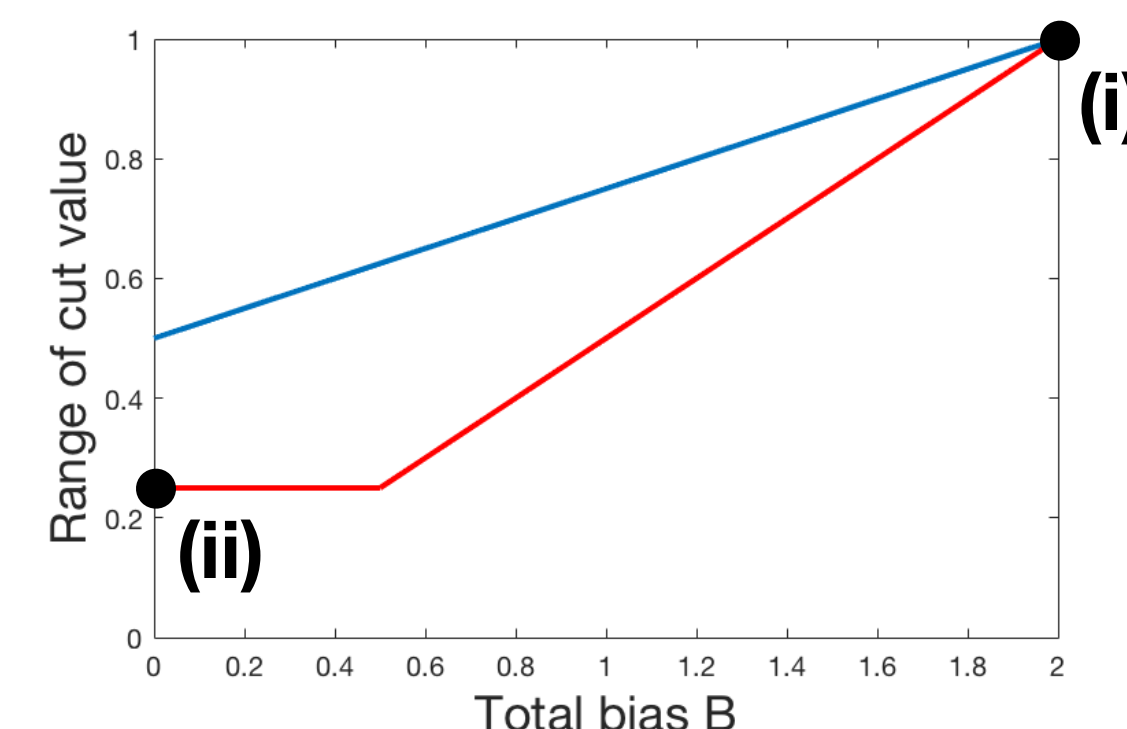
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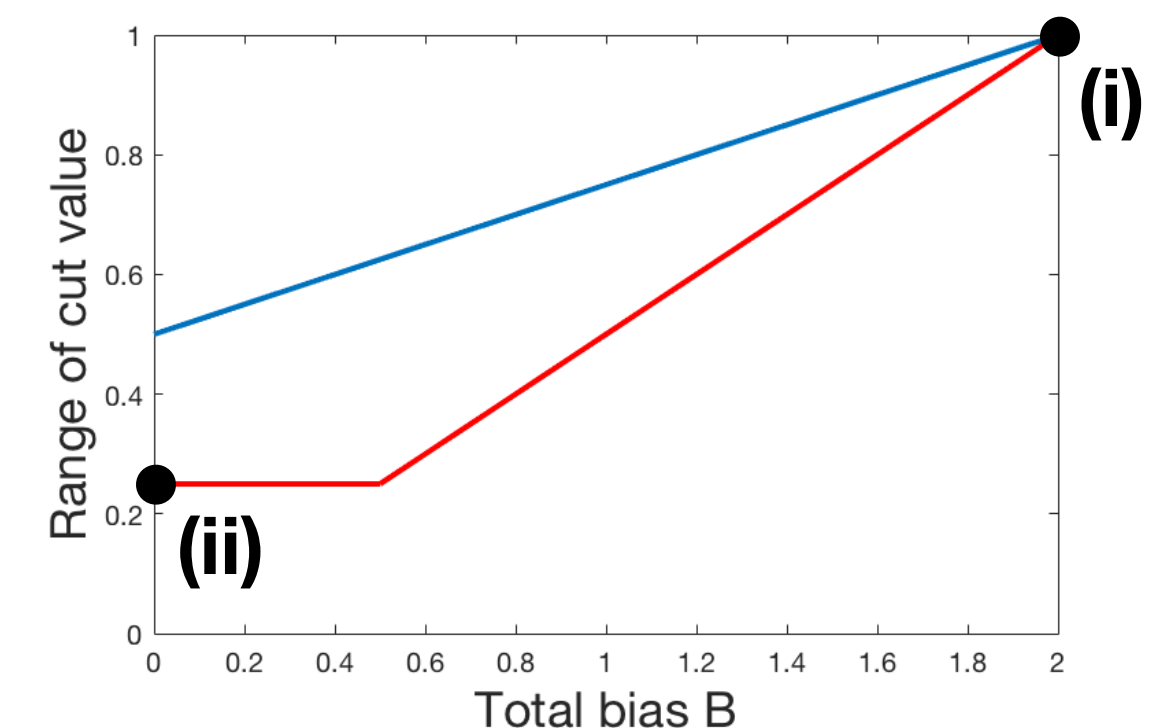
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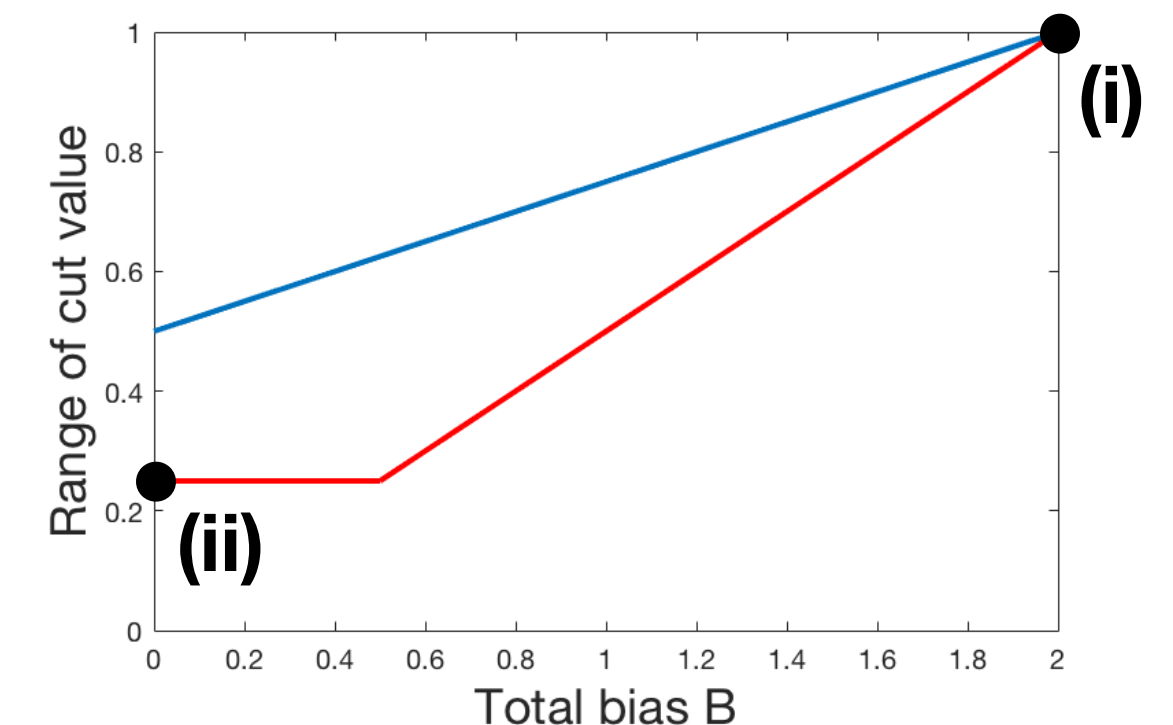
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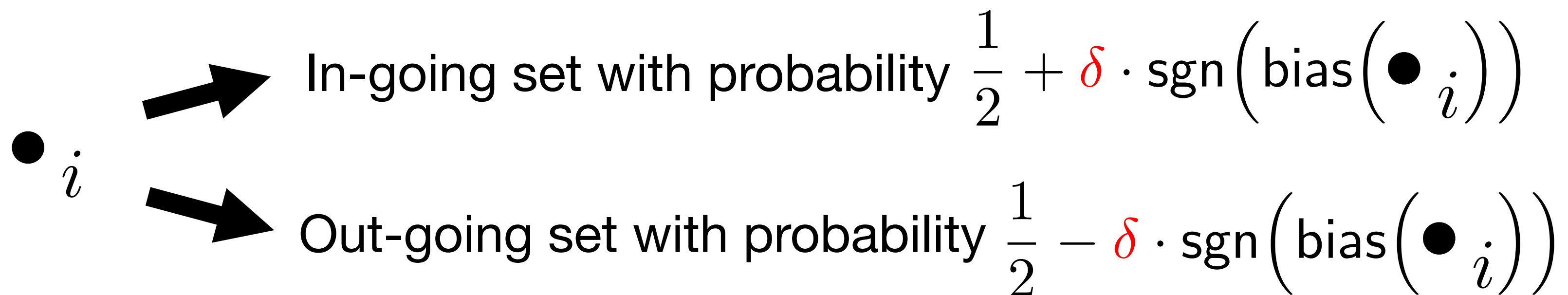
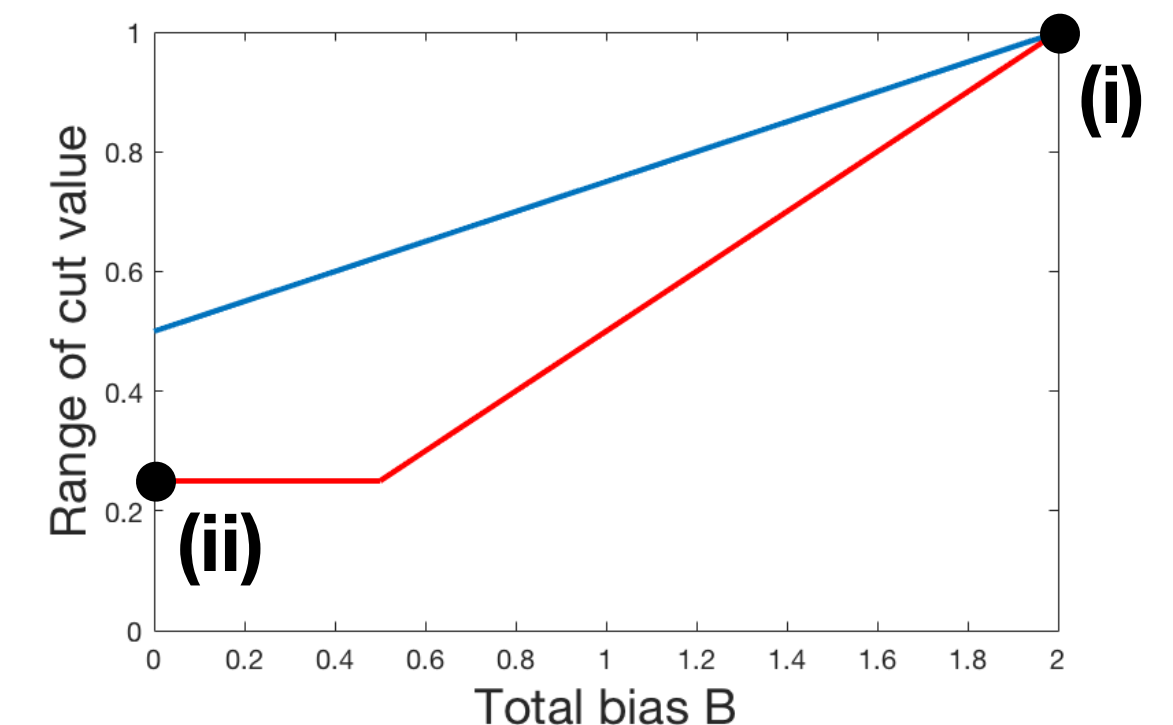
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\bullet_i \rightarrow In-going set with probability $\frac{1}{2} + \delta \cdot \text{sgn}\left(\text{bias}\left(\bullet_i\right)\right)$

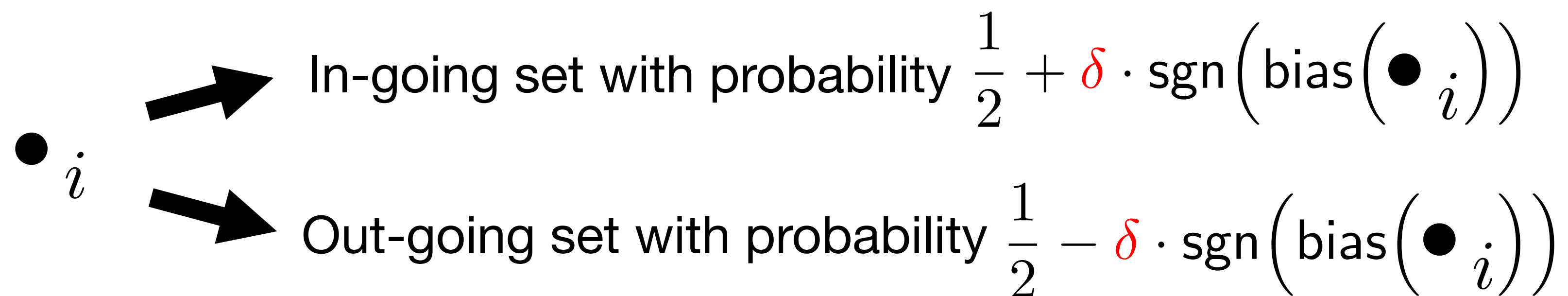
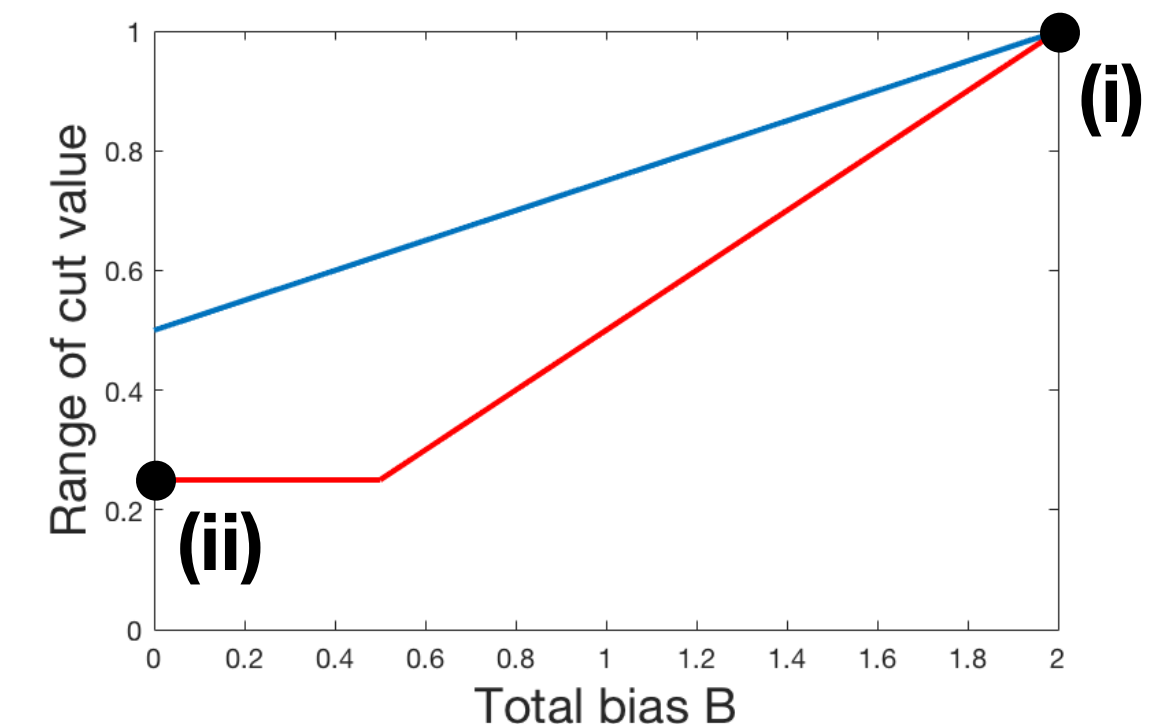
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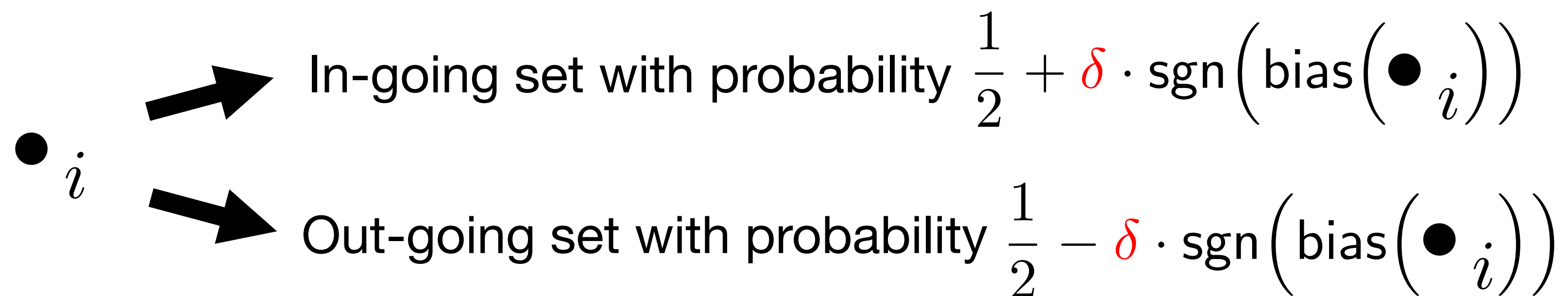
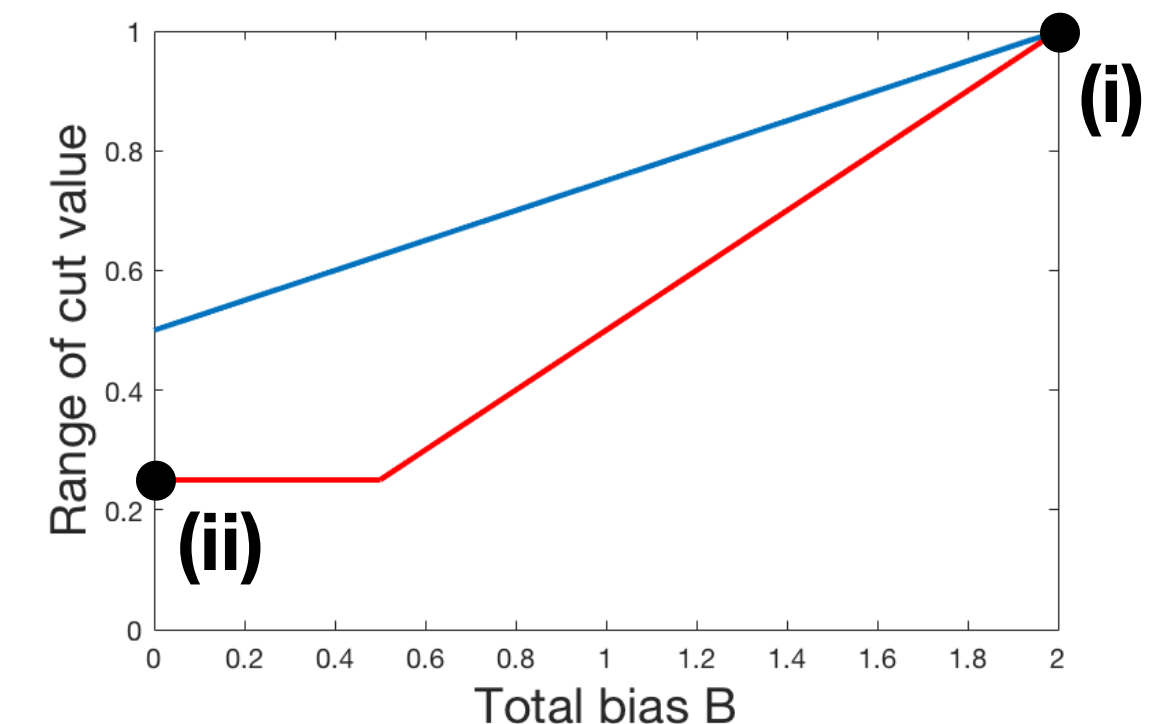
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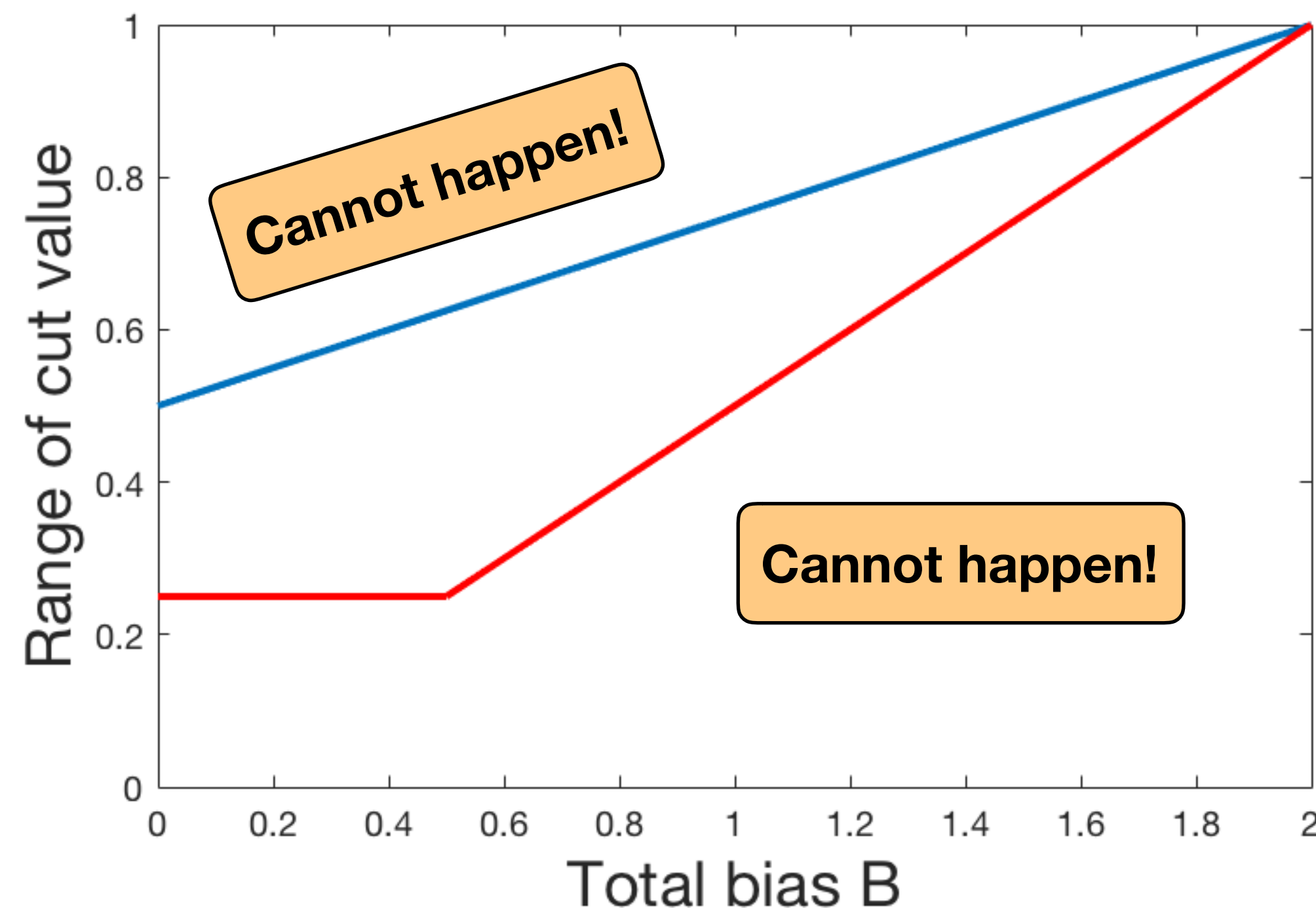
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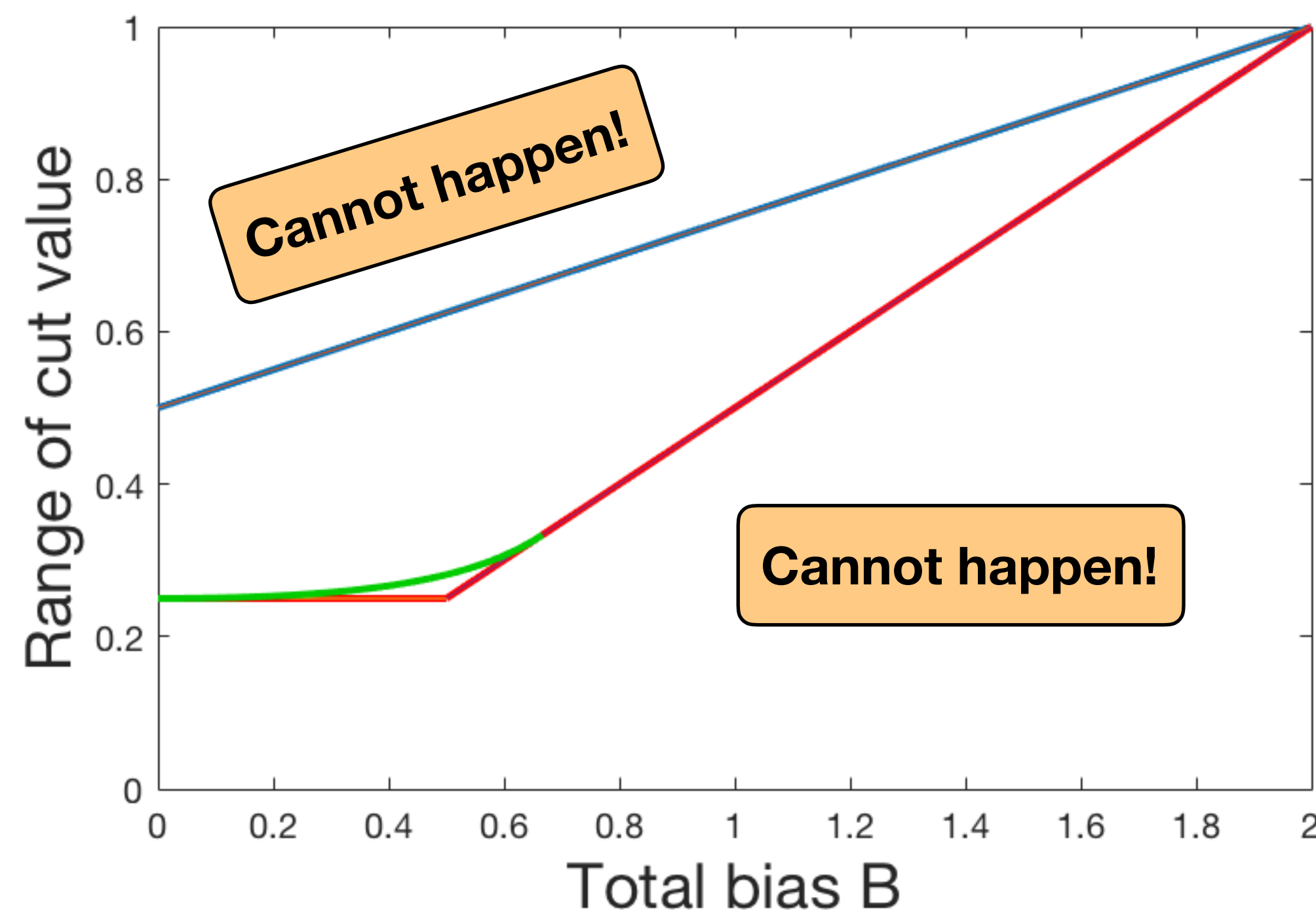


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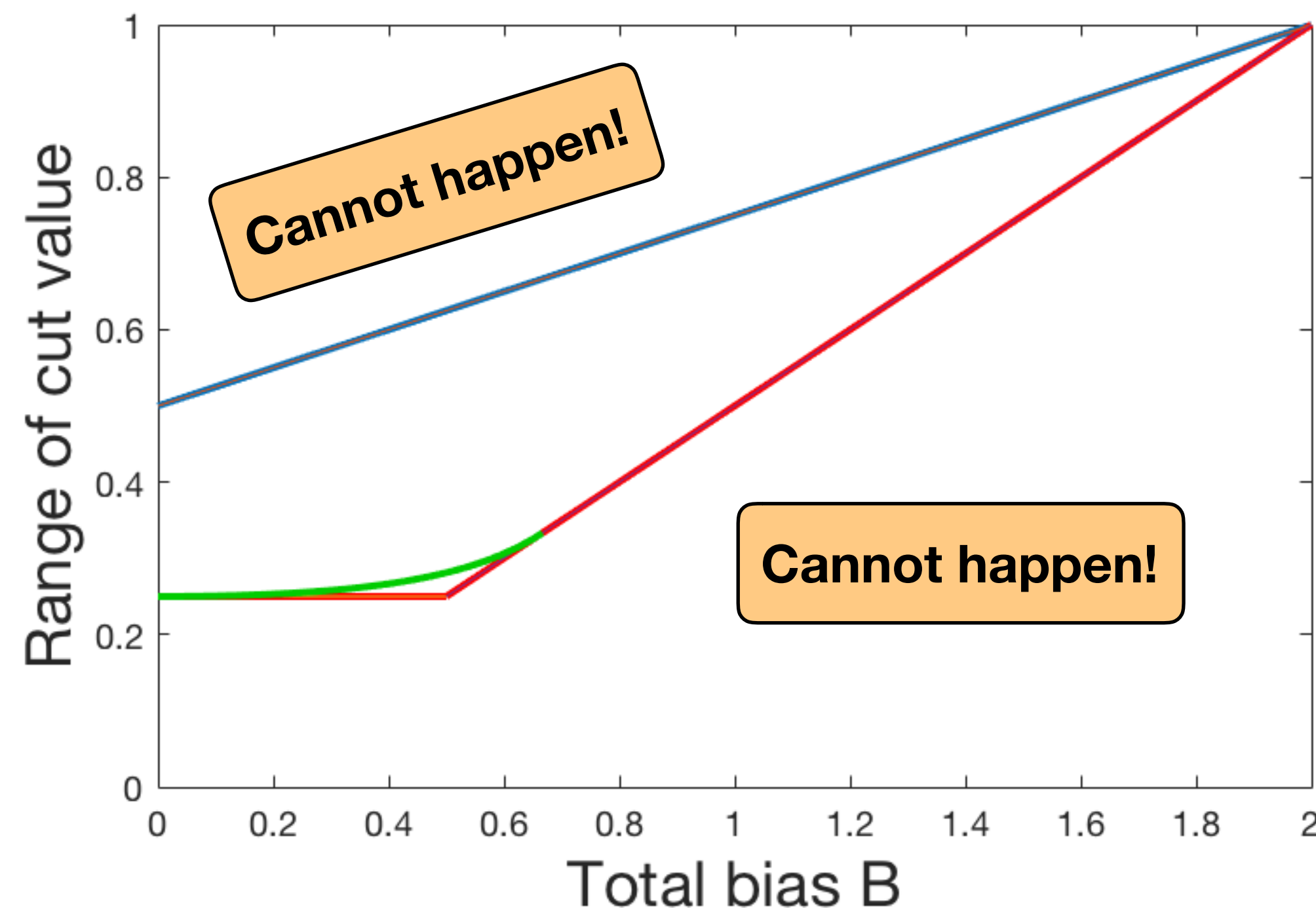


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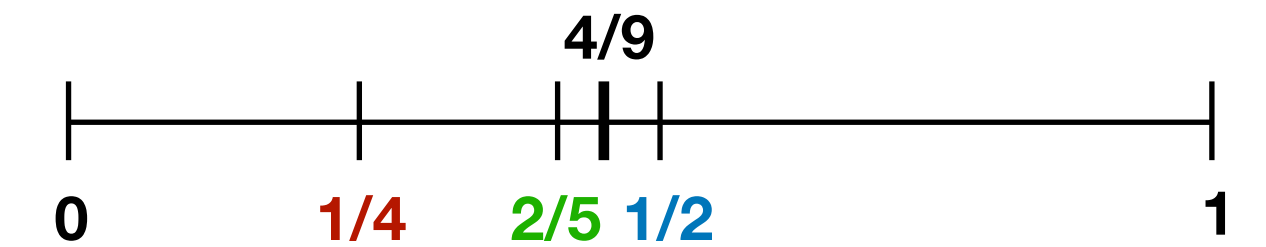
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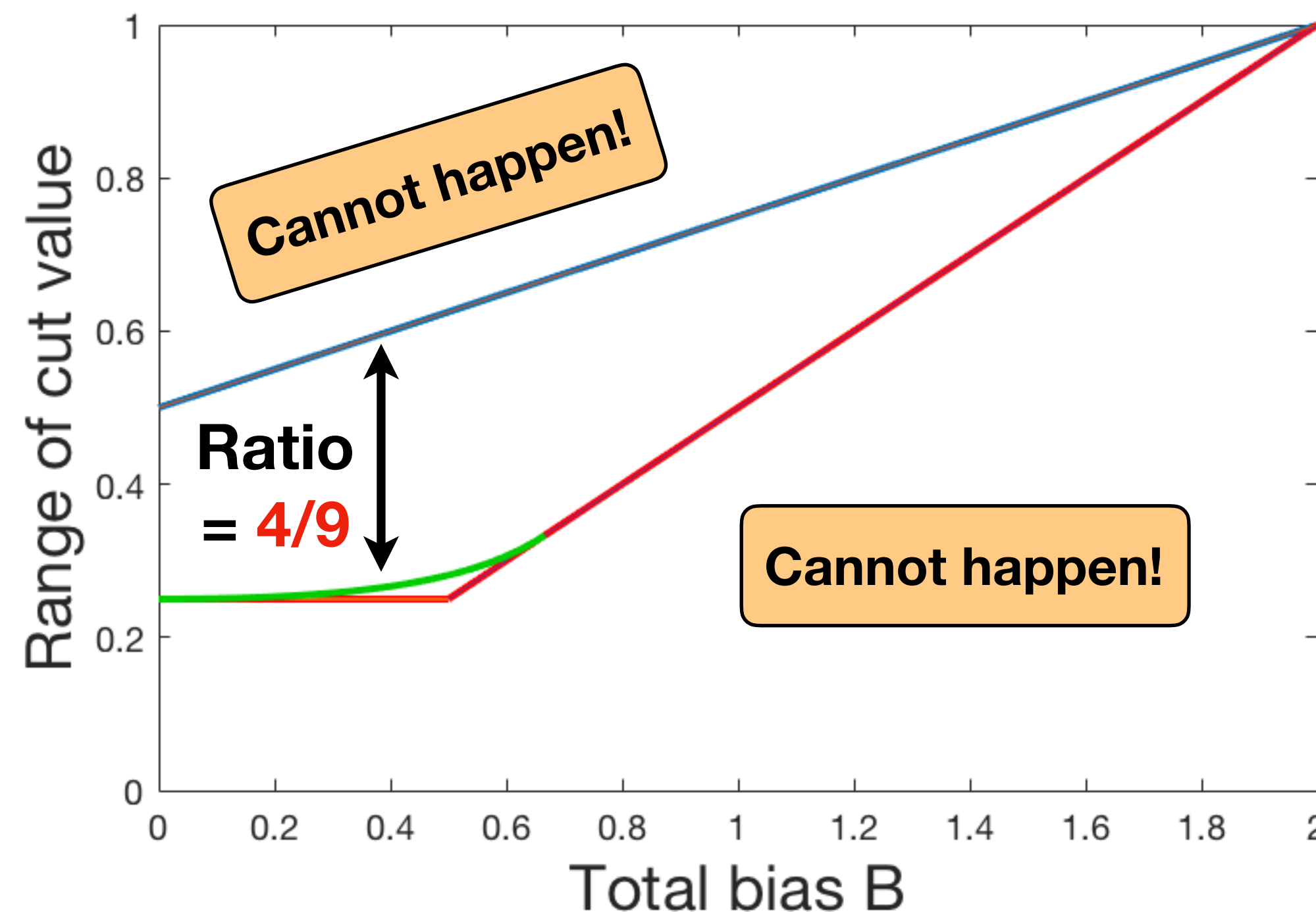
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- See our paper for more details!

Hardness

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Find Instances **Matching**
Random Sampling's Bounds

Streaming Lower Bounds via Communication Complexity

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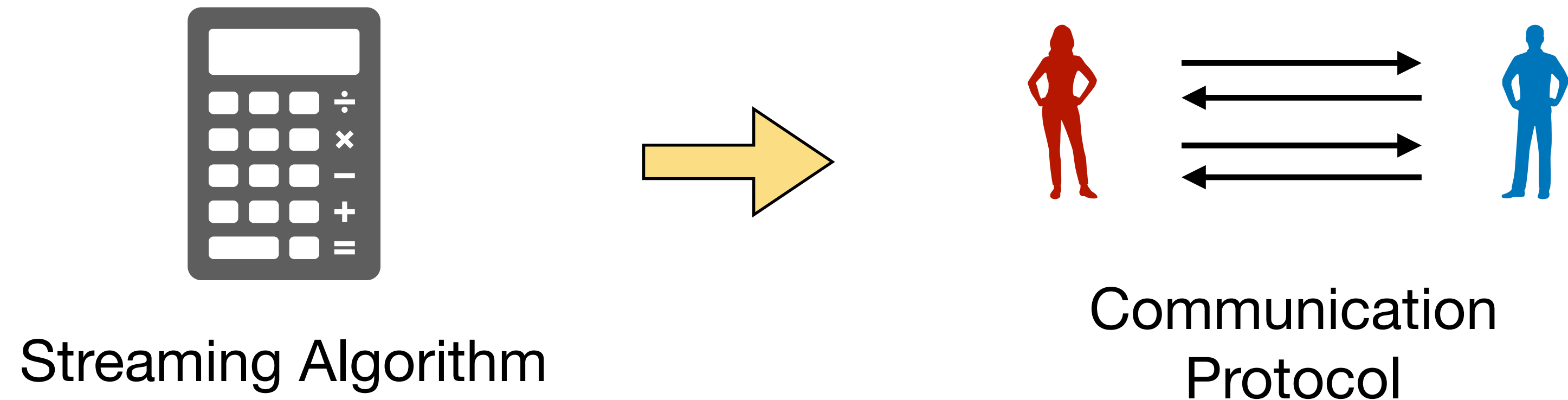
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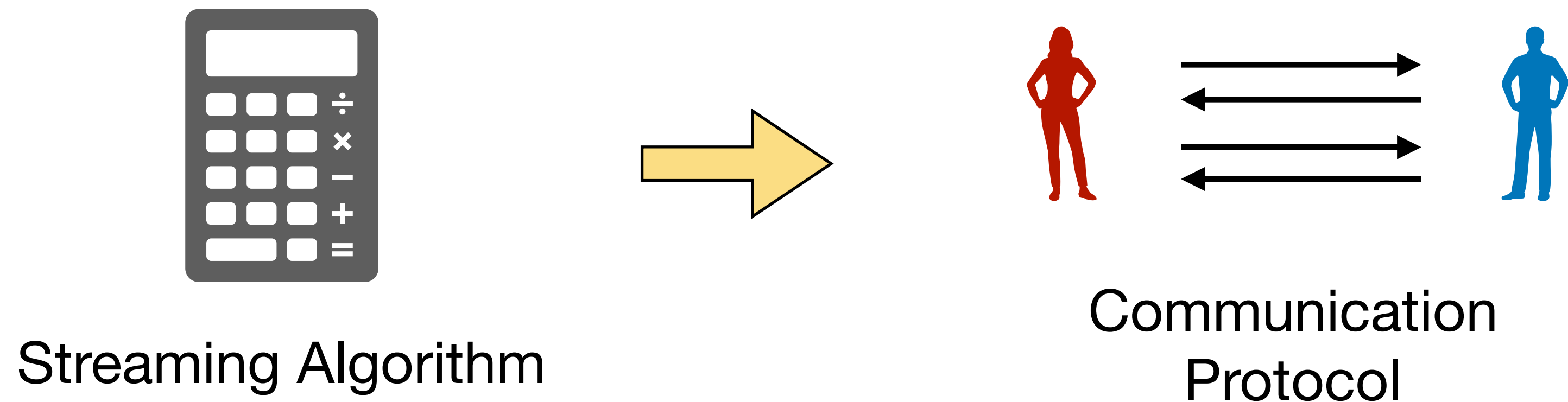
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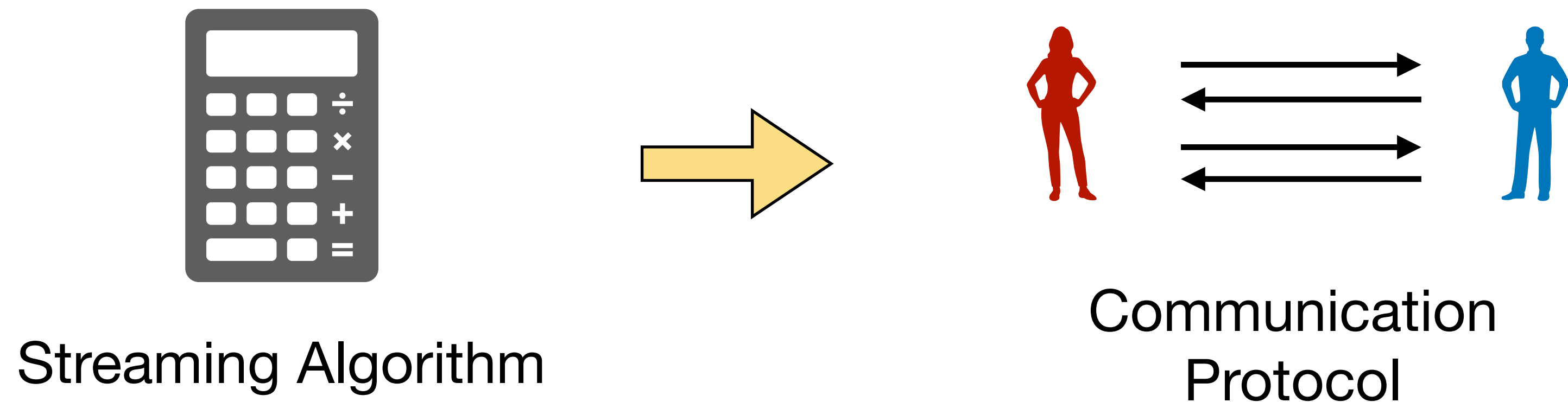
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- Space complexity of streaming algorithm \geq communication complexity.

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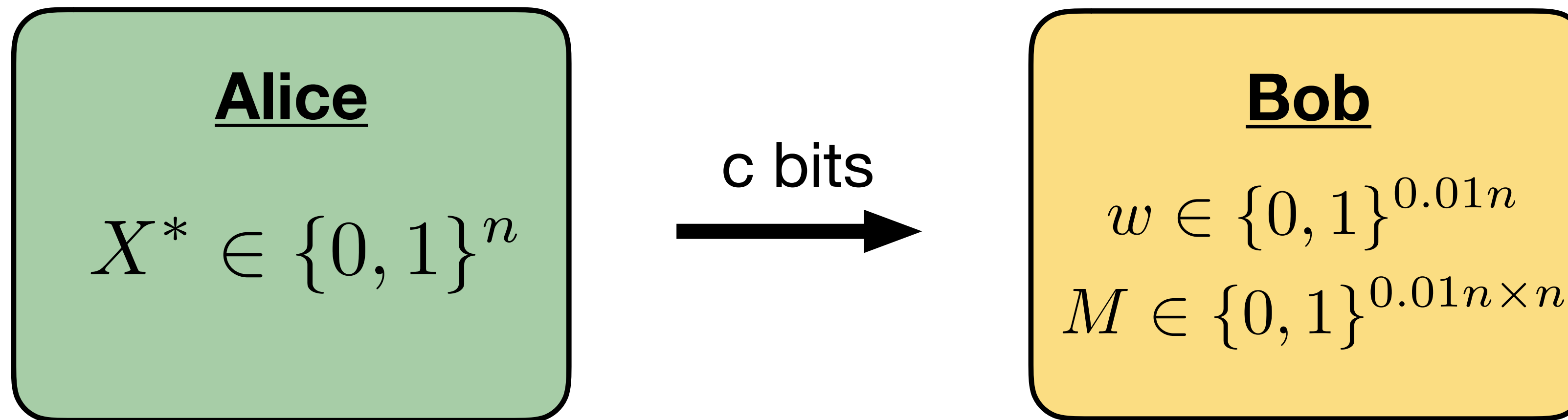
Alice

$$X^* \in \{0, 1\}^n$$

Distributional Boolean Hidden Partition (DBHP) Problem

* Each row of M contains exactly two 1s.

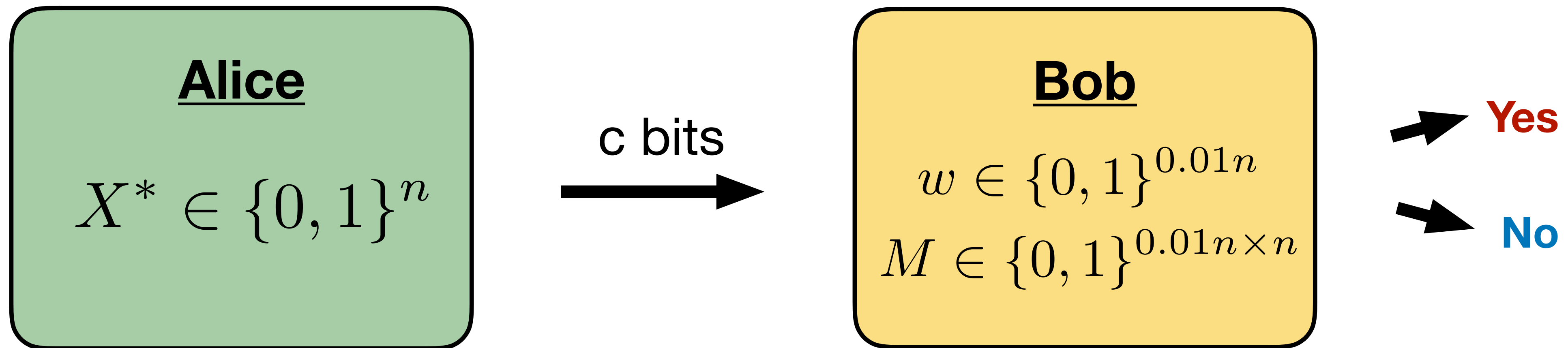
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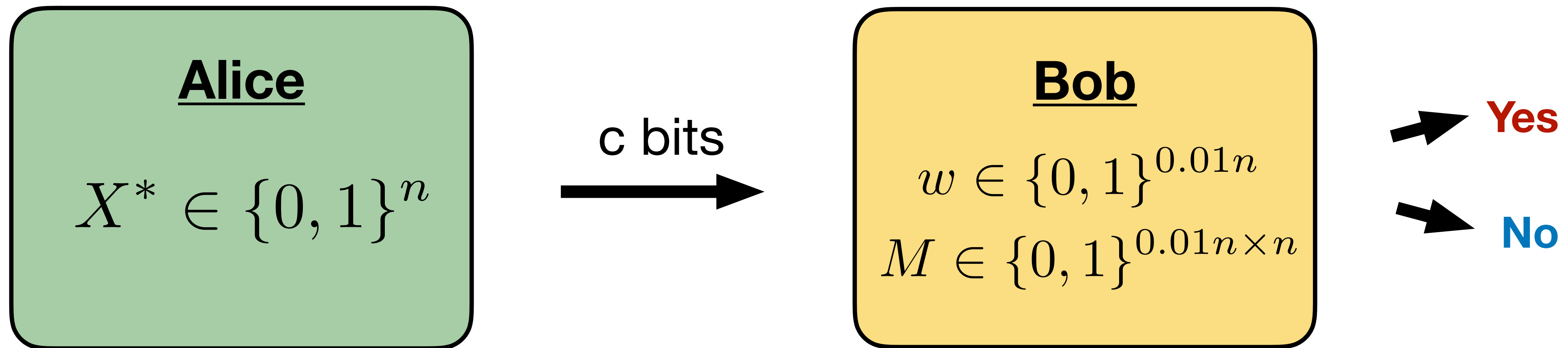
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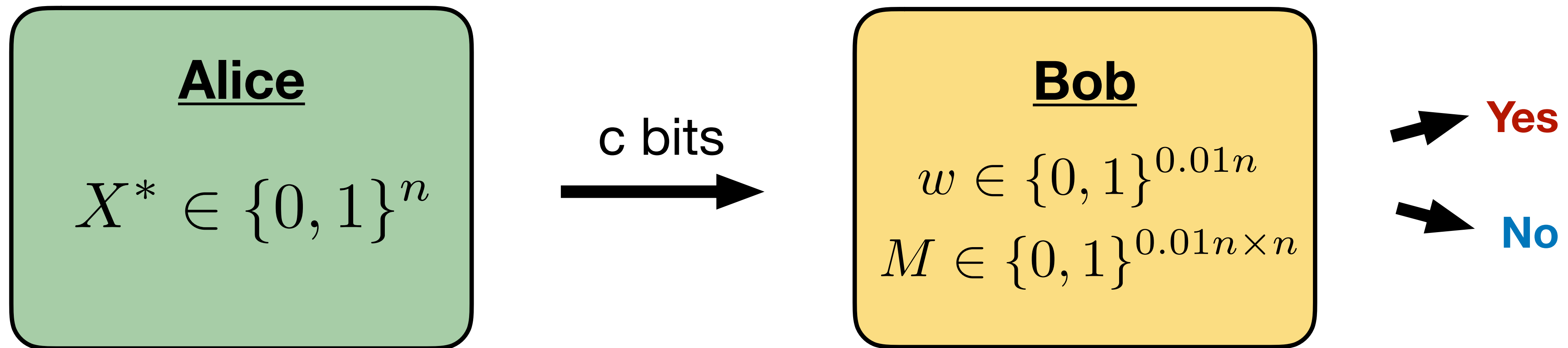


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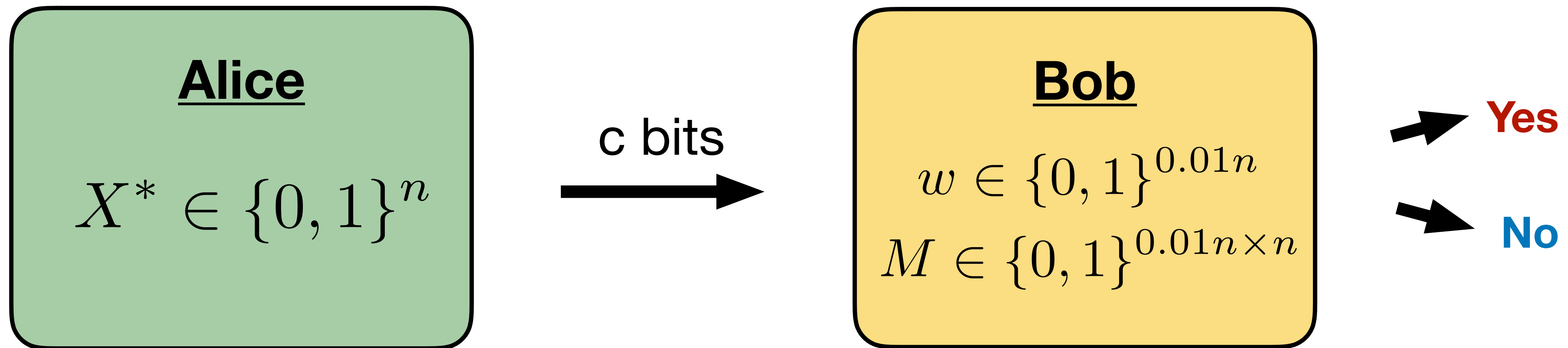


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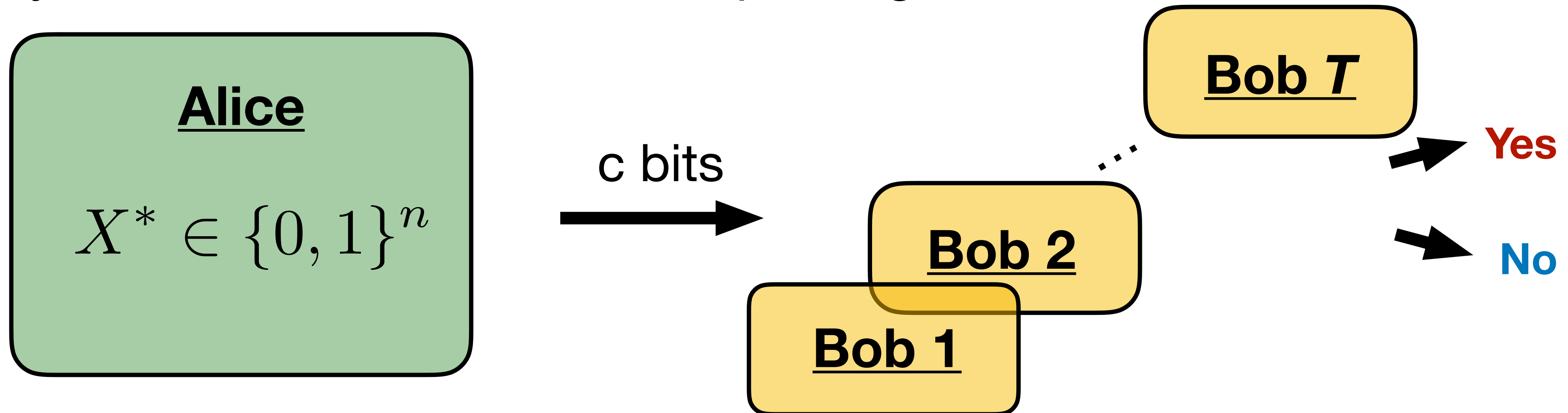


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- Parallel repetition:** constant many copies to increase the number of edges.

Example of DBHP (with Parallel Repetition)

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$$w_1 = [1 \ 0 \ 0]^\top$$

$$M_1 = \begin{bmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 \end{bmatrix}$$

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- The answer is **Yes**. The hidden partition is $X^* = [0 \ 0 \ 1 \ 0 \ 1]^\top$.

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$$M_2 = \begin{bmatrix} 0 & 0 & 1 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 1 & 0 & 0 & 0 & 1 \end{bmatrix}$$

Bob 3

$$w_3 = [1 \ 1 \ 0]^\top$$

$$M_3 = \begin{bmatrix} 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & 1 \\ 1 & 0 & 0 & 1 & 0 \end{bmatrix}$$

- Can you see this is a **Yes** case or **No** case?
- The answer is **Yes**. The hidden partition is $X^* = [0 \ 0 \ 1 \ 0 \ 1]^\top$.
- Can you see the connection to Max-CUT?

Reducing DBHP to Max-CUT

Reducing DBHP to Max-CUT

Bob 1

$$w_1 = [1 \ 0 \ 0]^\top$$

$$M_1 = \begin{bmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 0 & 1 & 0 \\ 1 & 0 & 1 & 0 & 1 \end{bmatrix}$$

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Reducing DBHP to Max-CUT

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Reducing DBHP to Max-CUT

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Bob 2

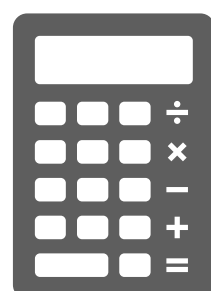
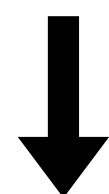
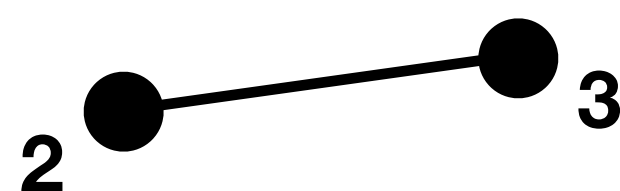
$$w_2 = [1 \ 0 \ 1]^\top$$

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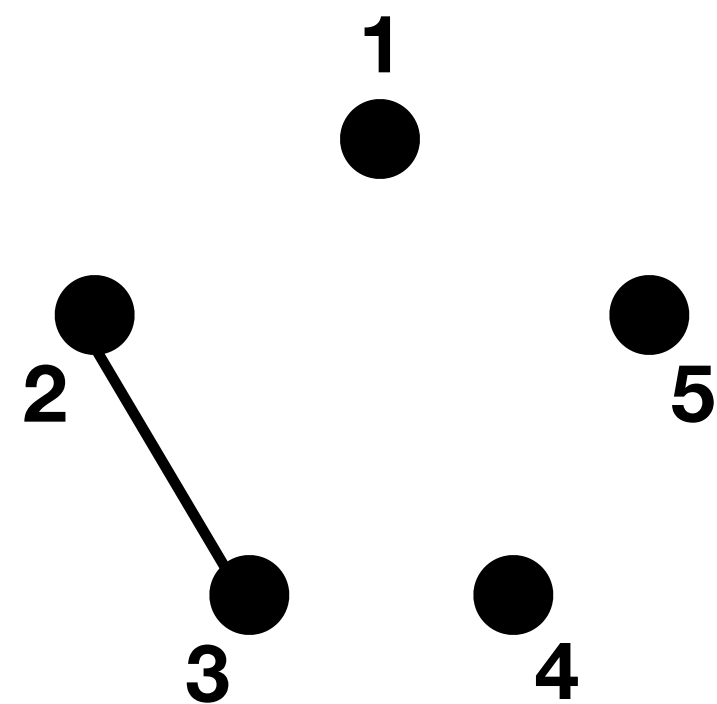
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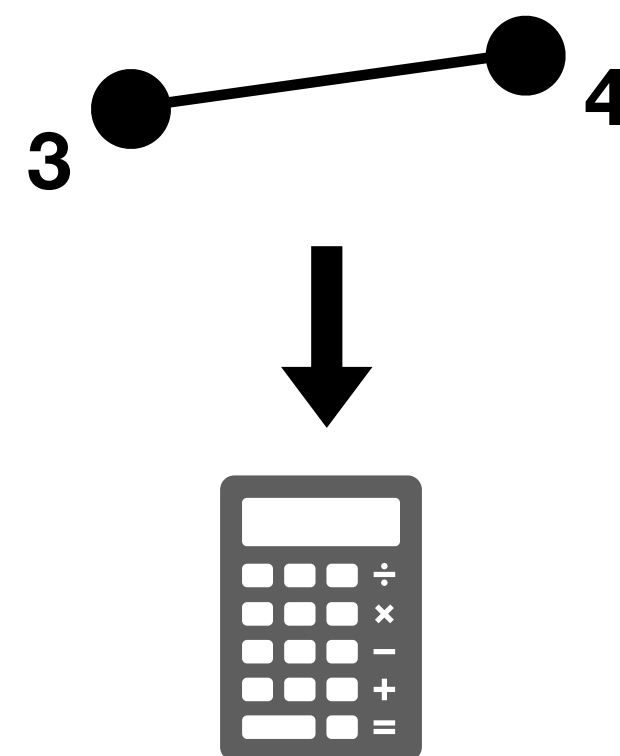
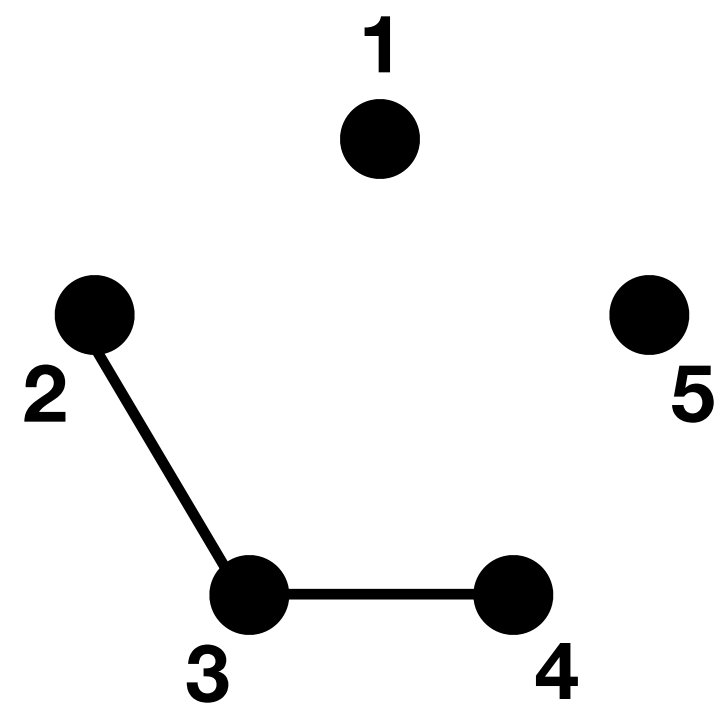
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Reducing DBHP to Max-CUT

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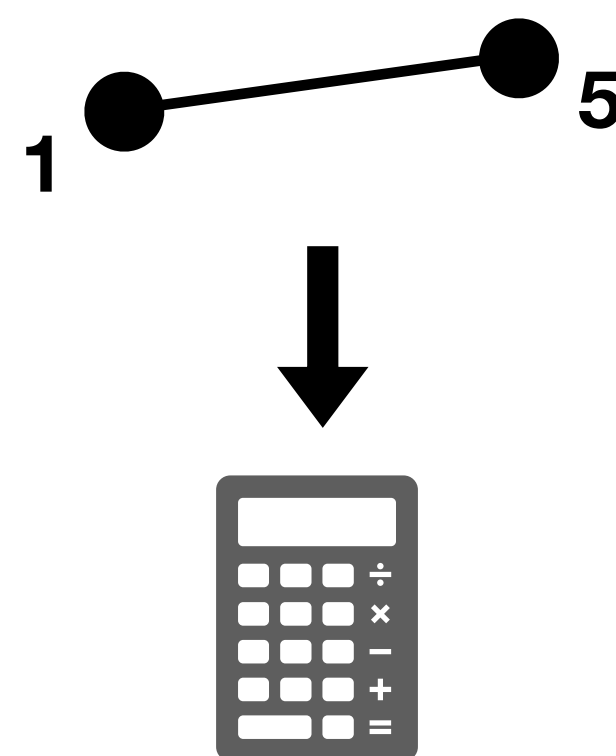
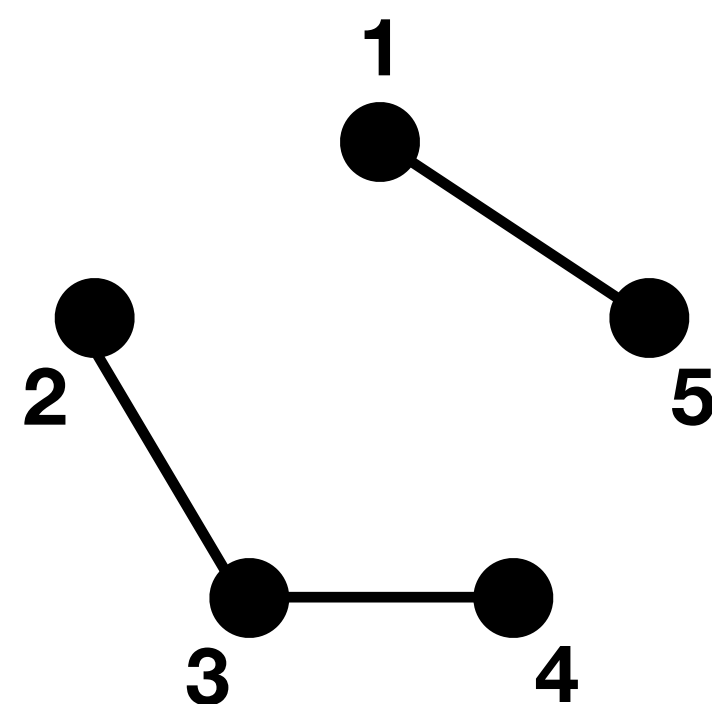
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Reducing DBHP to Max-CUT

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Bob 2

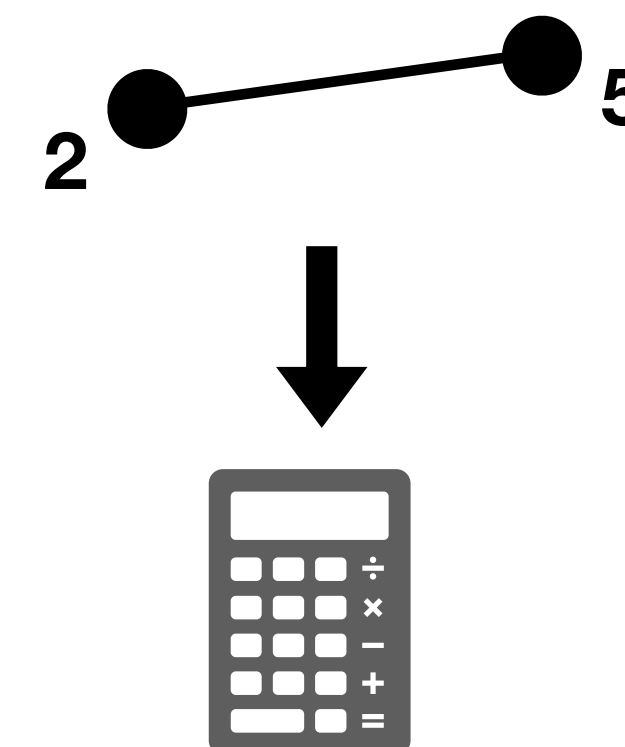
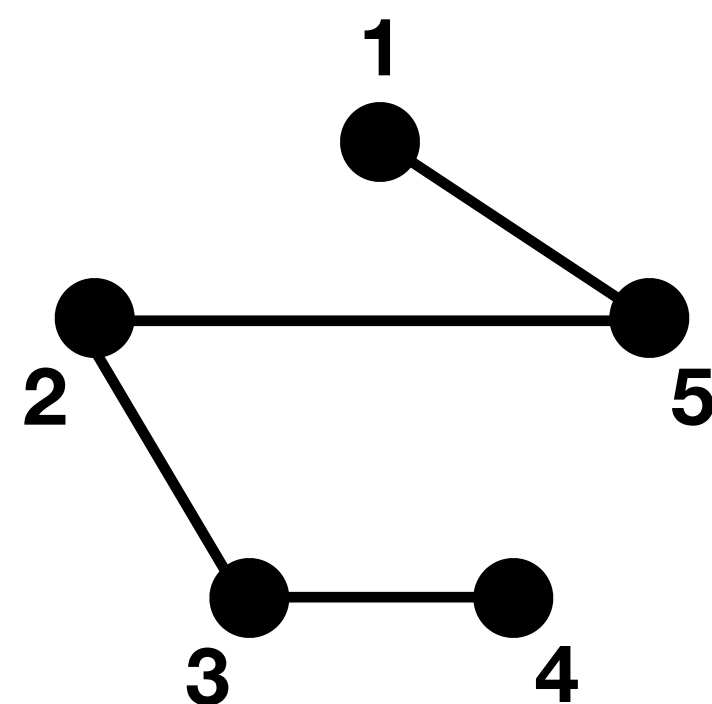
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Reducing DBHP to Max-CUT

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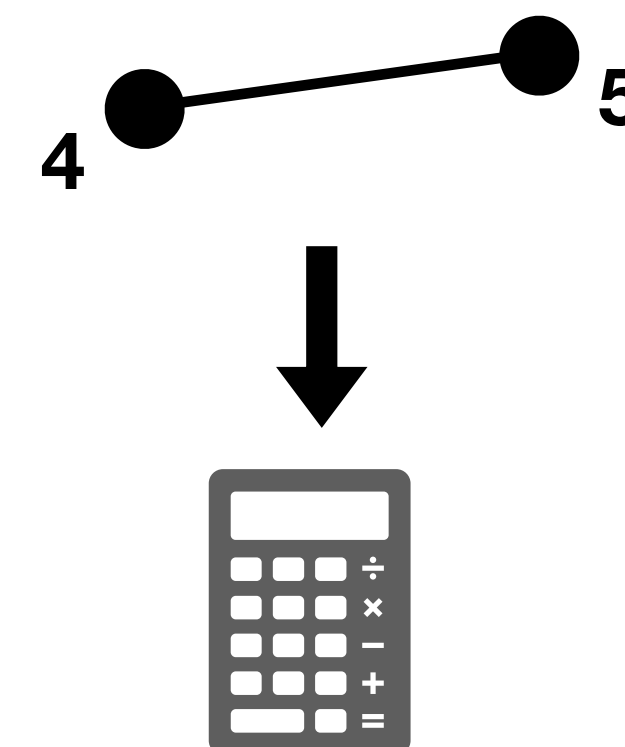
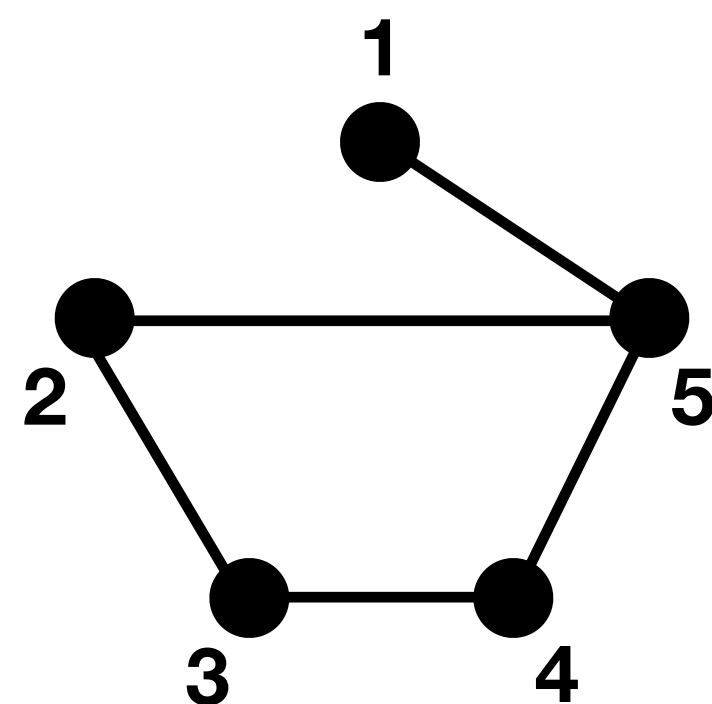
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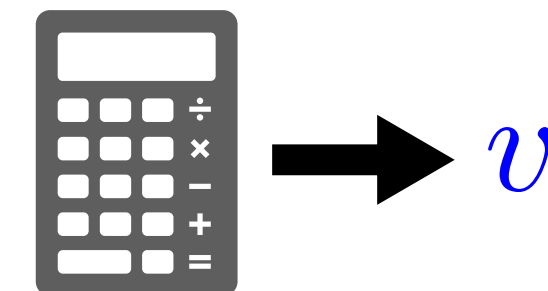
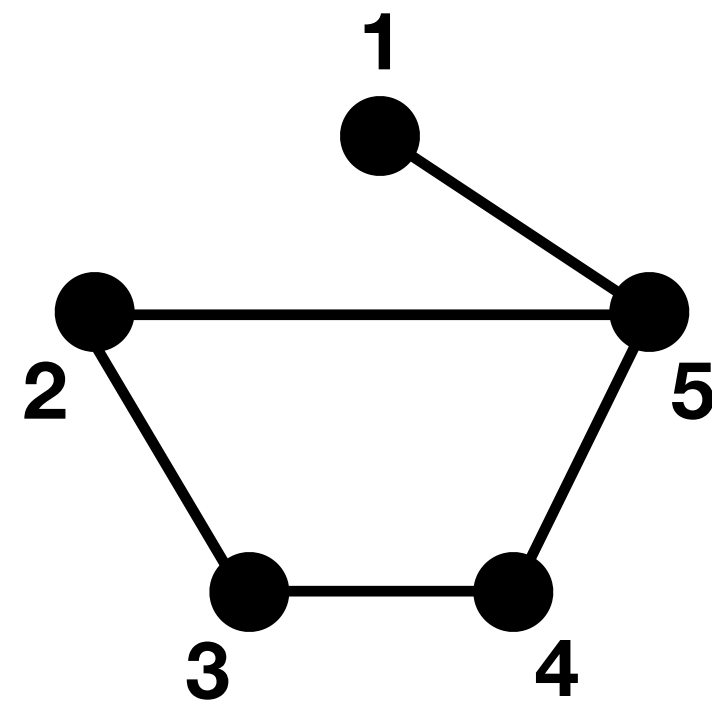
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Reducing DBHP to Max-CUT

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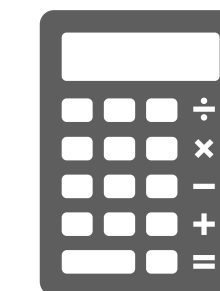
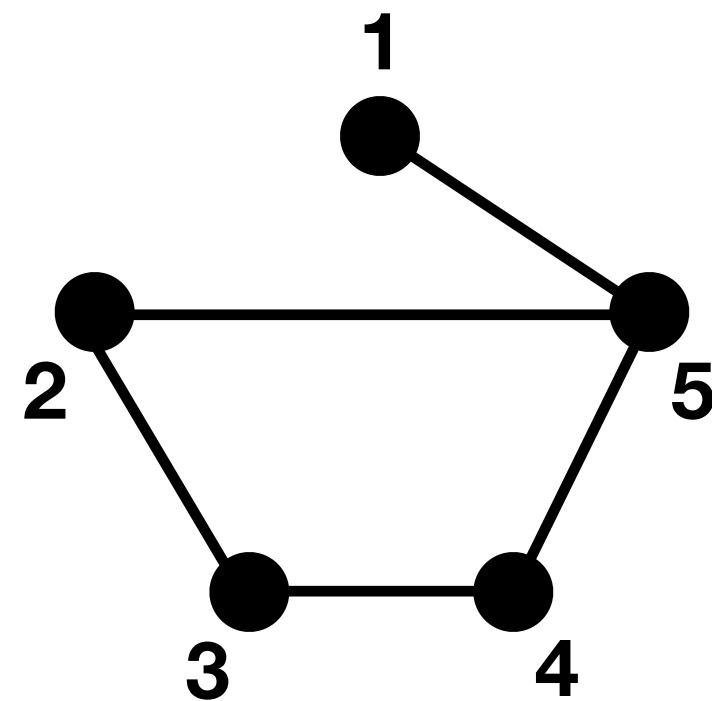
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v

$$v \geq \left(\frac{1}{2} + \epsilon\right) \cdot m$$

Reducing DBHP to Max-CUT

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Bob 2

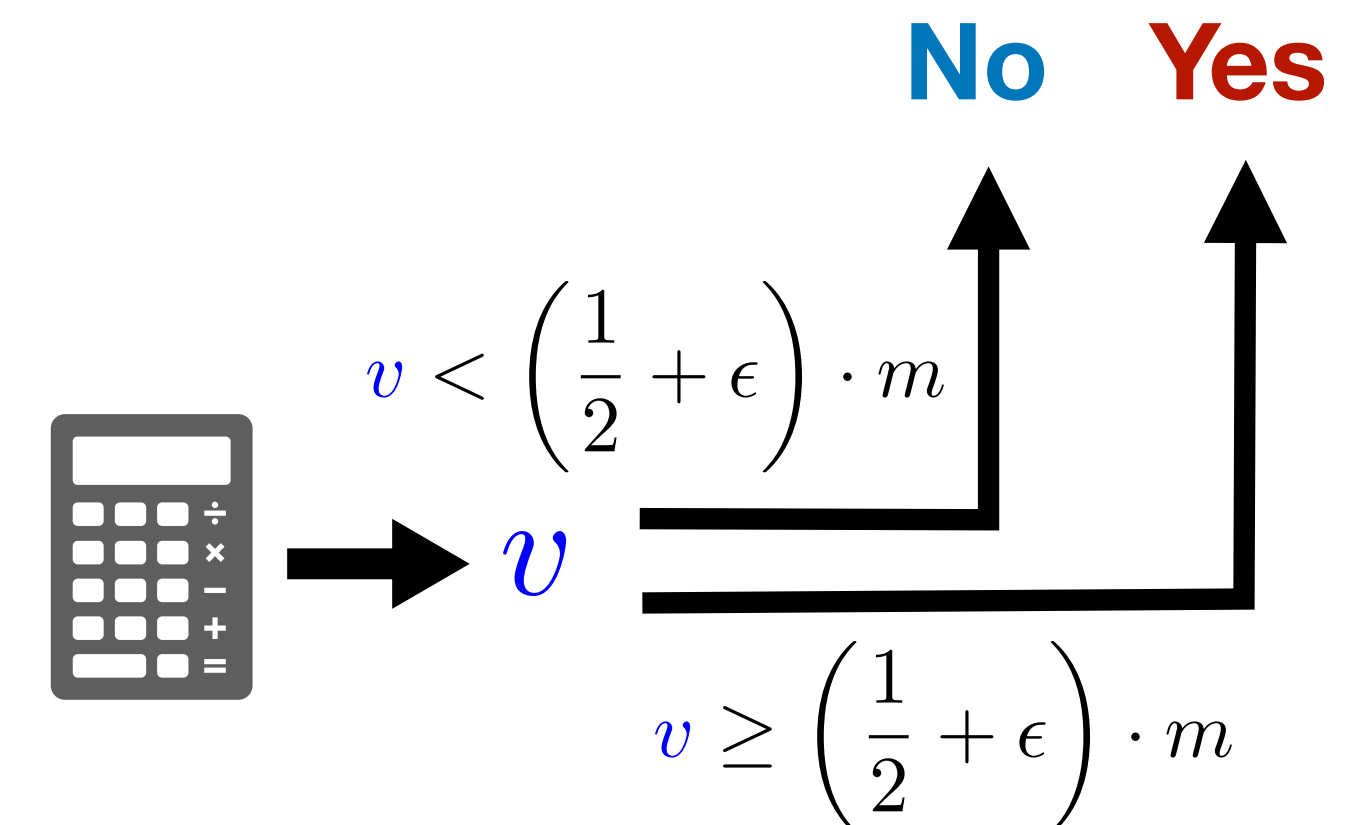
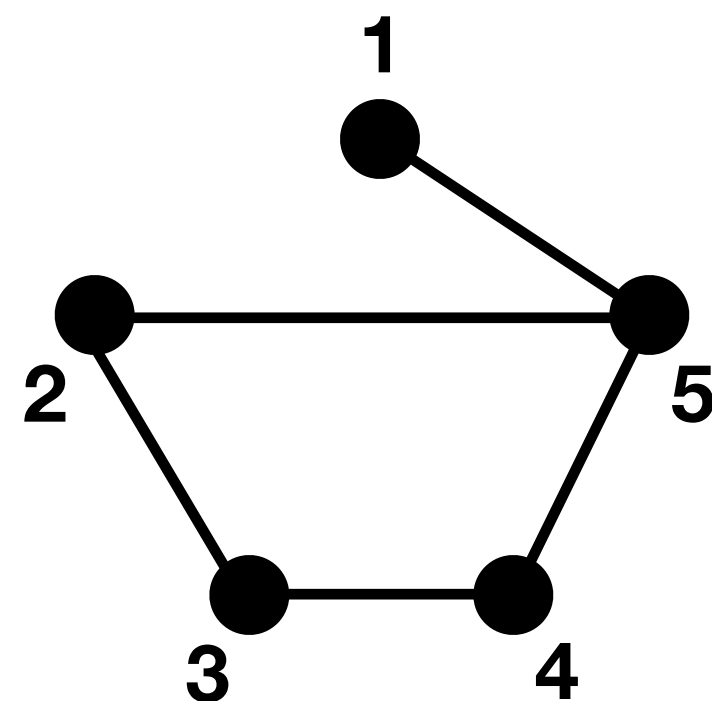
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Reducing DBHP to Max-CUT

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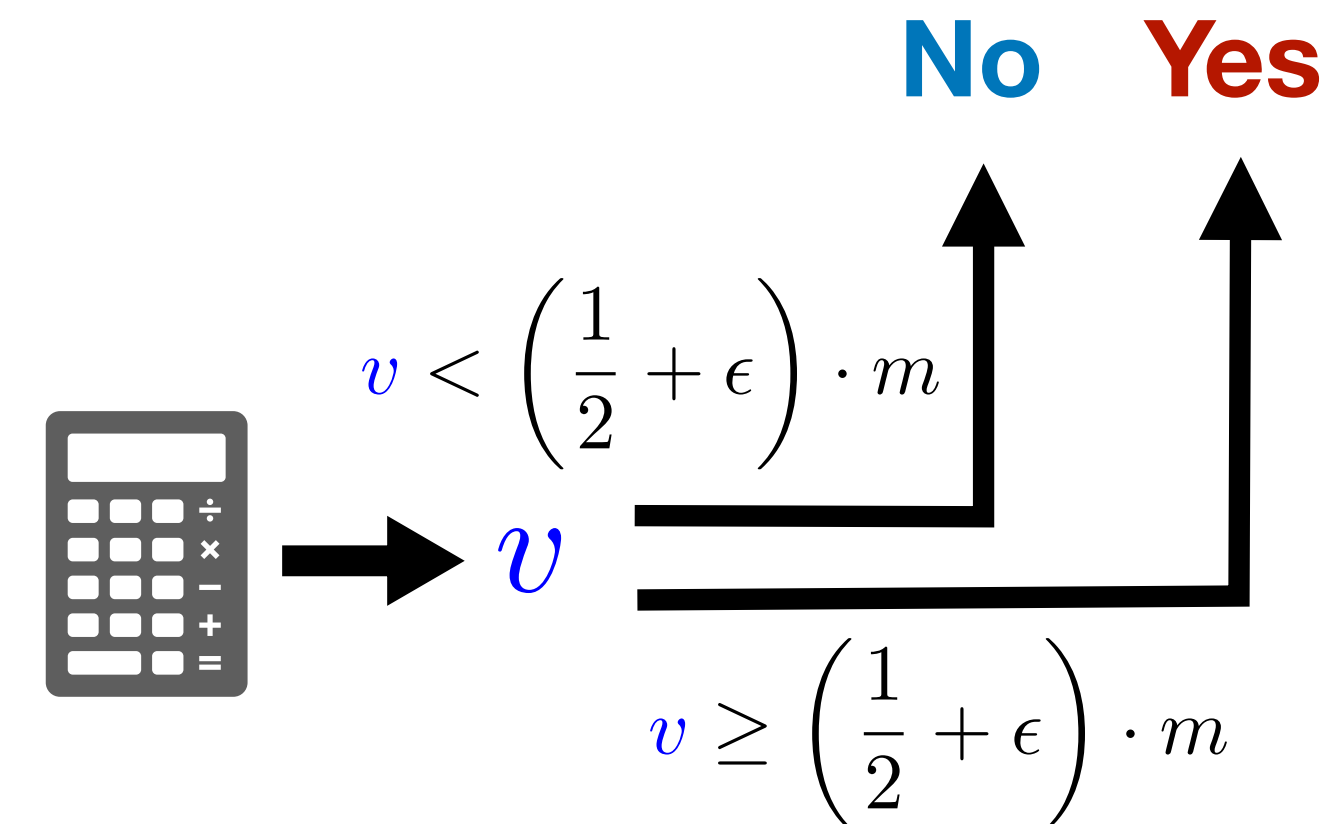
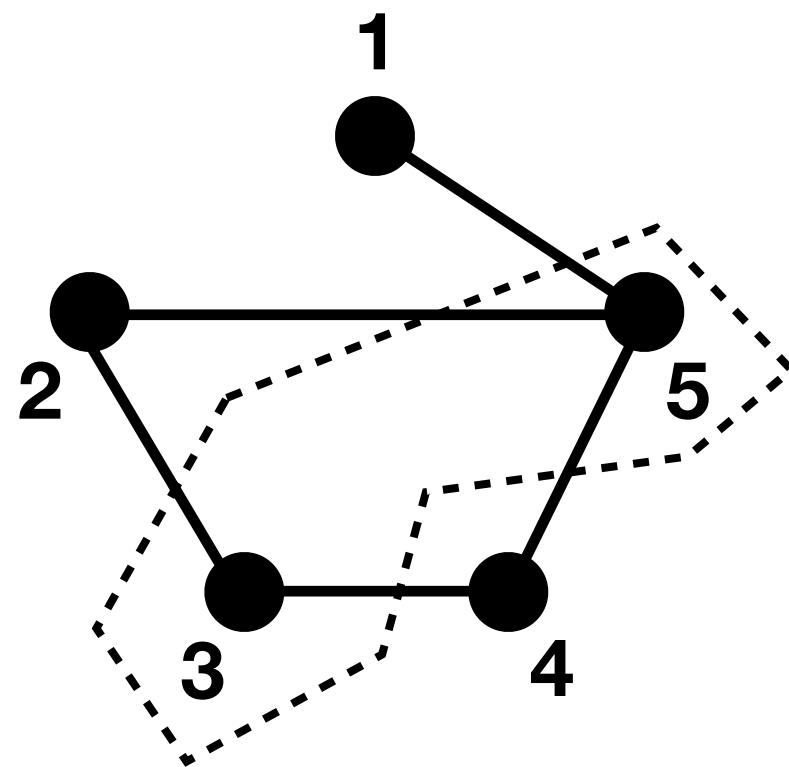
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How to Use DBHP? A Graph View

How to Use DBHP? A Graph View

- Think of each row of M_t as a random edge and w_t picks the edges.

How to Use DBHP? A Graph View

- Think of each row of M_t as a random edge and w_t picks the edges.

Yes Distribution

No Distribution

How to Use DBHP? A Graph View

- Think of each row of M_t as a random edge and w_t picks the edges.

Yes Distribution

$$\exists X^* \text{ s.t. } w_t = M_t X^*$$

No Distribution

How to Use DBHP? A Graph View

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Yes Distribution

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No Distribution

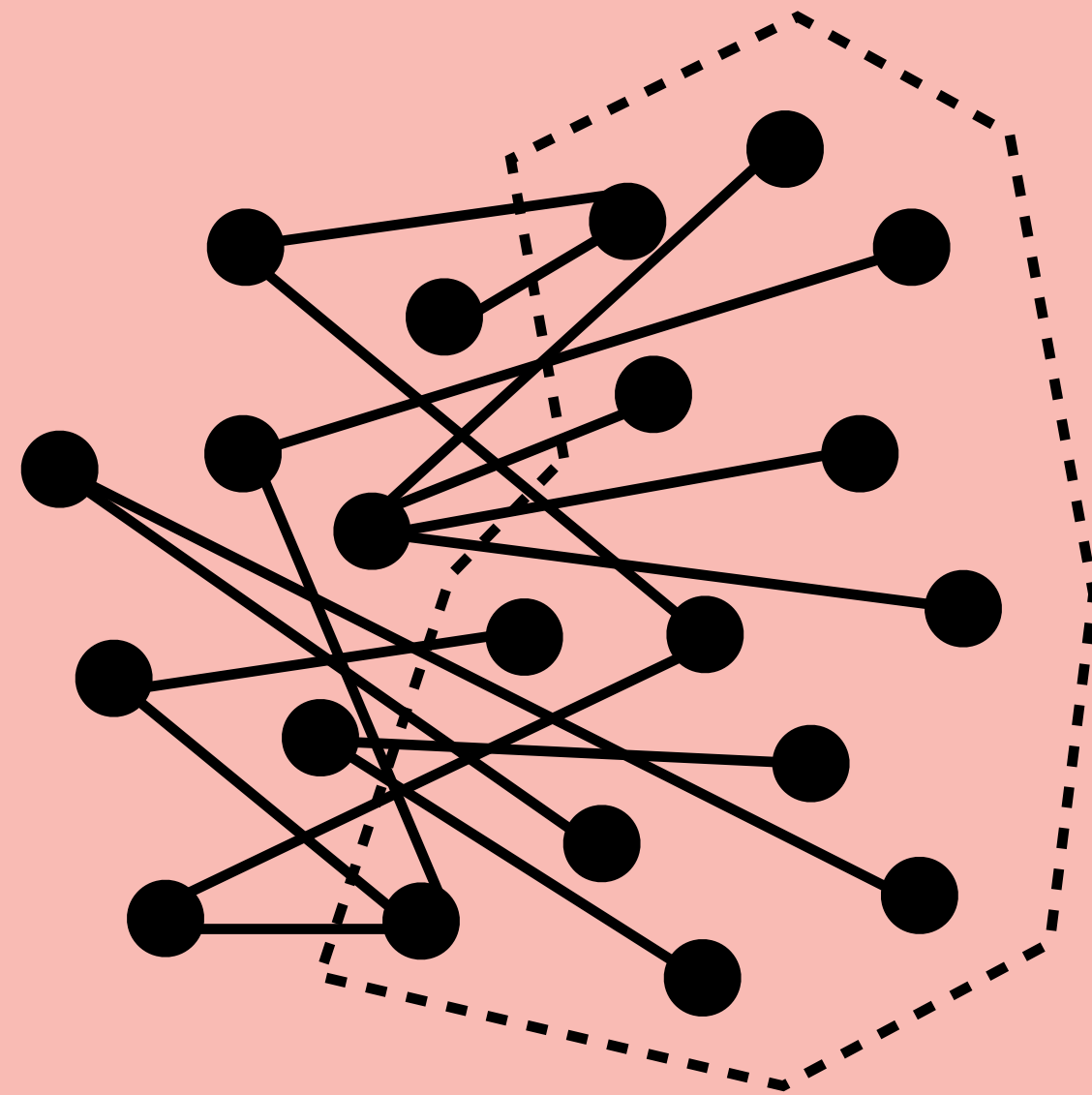
w_t is uniformly random

How to Use DBHP? A Graph View

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No Distribution

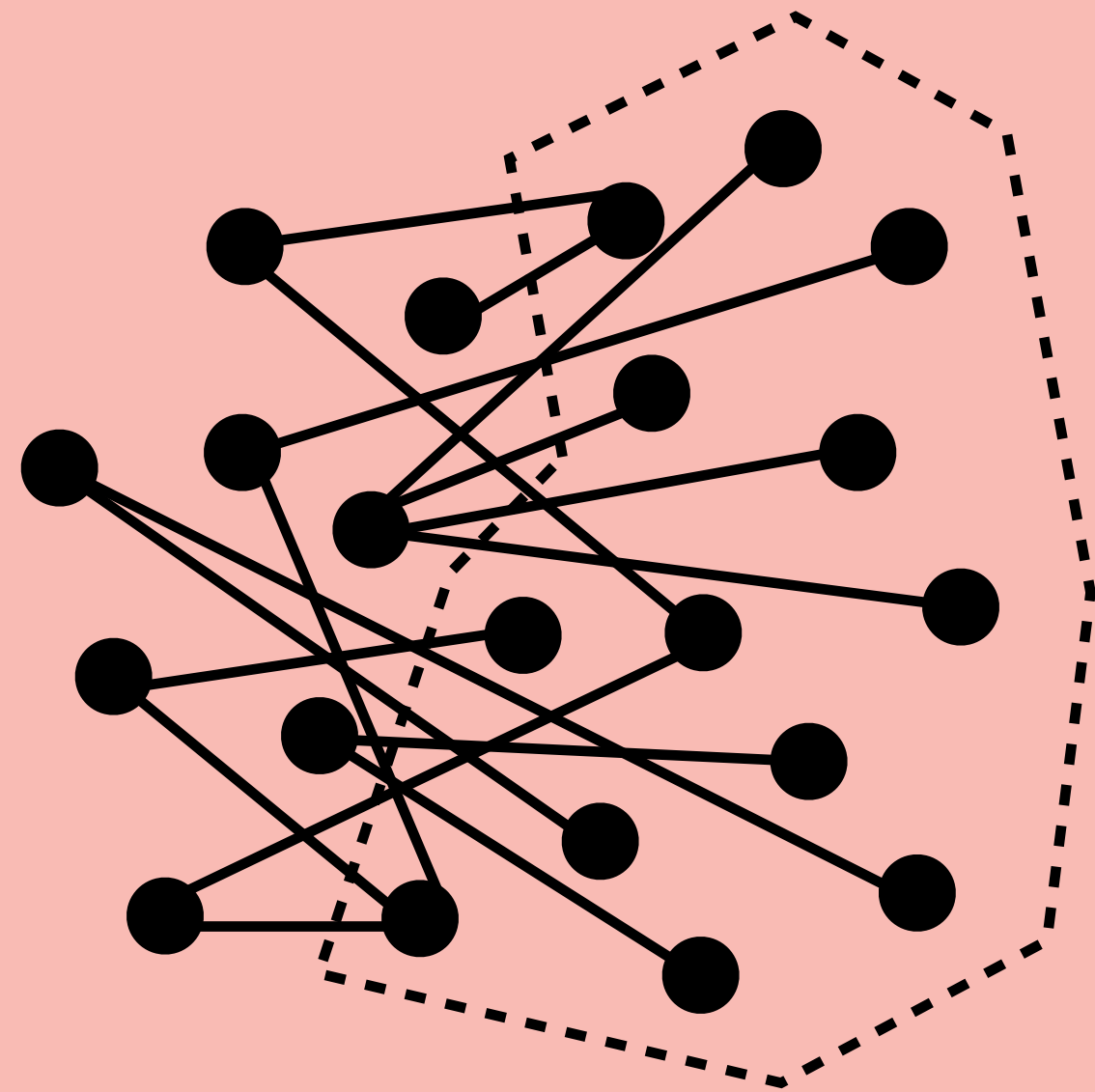
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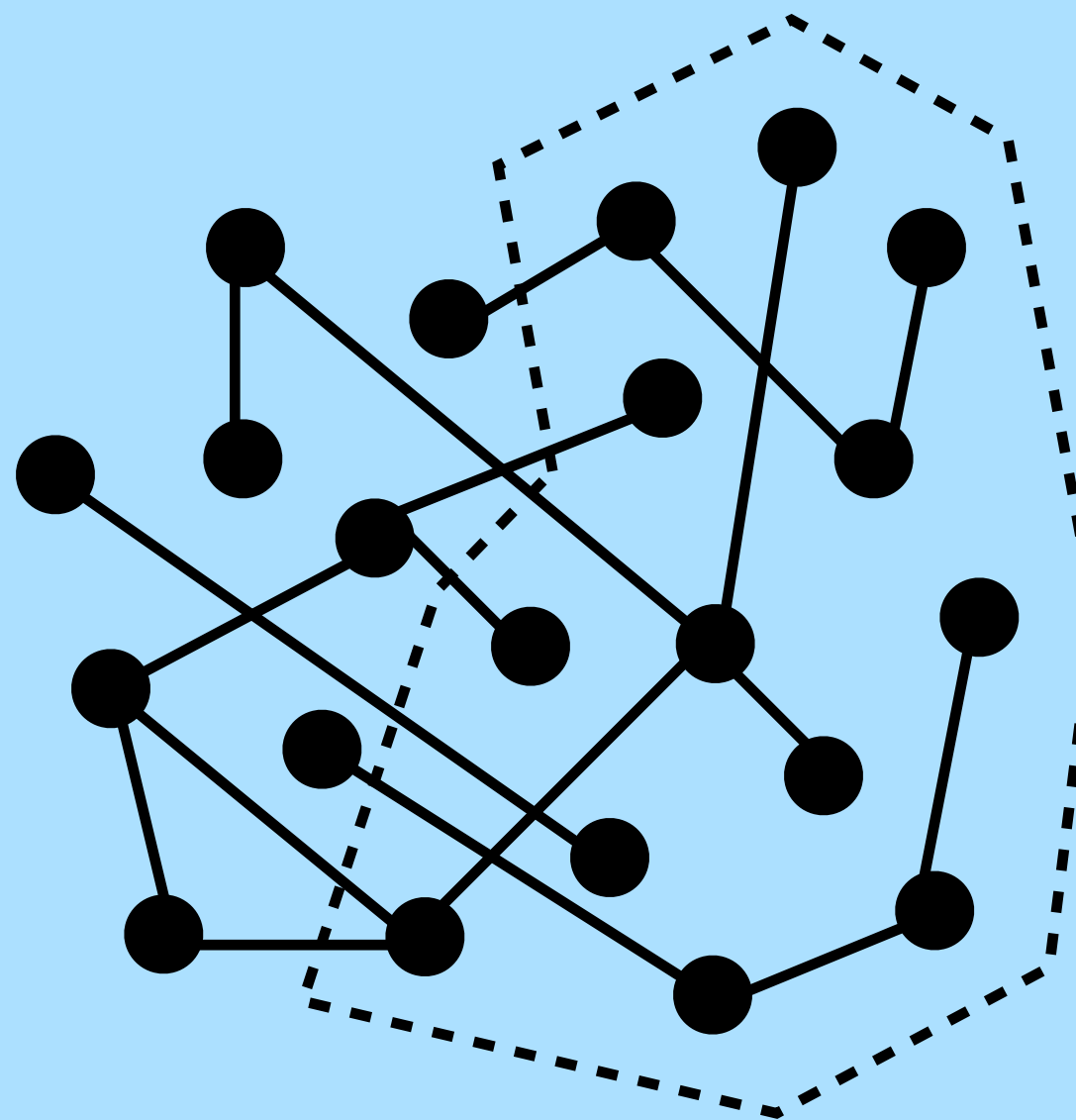
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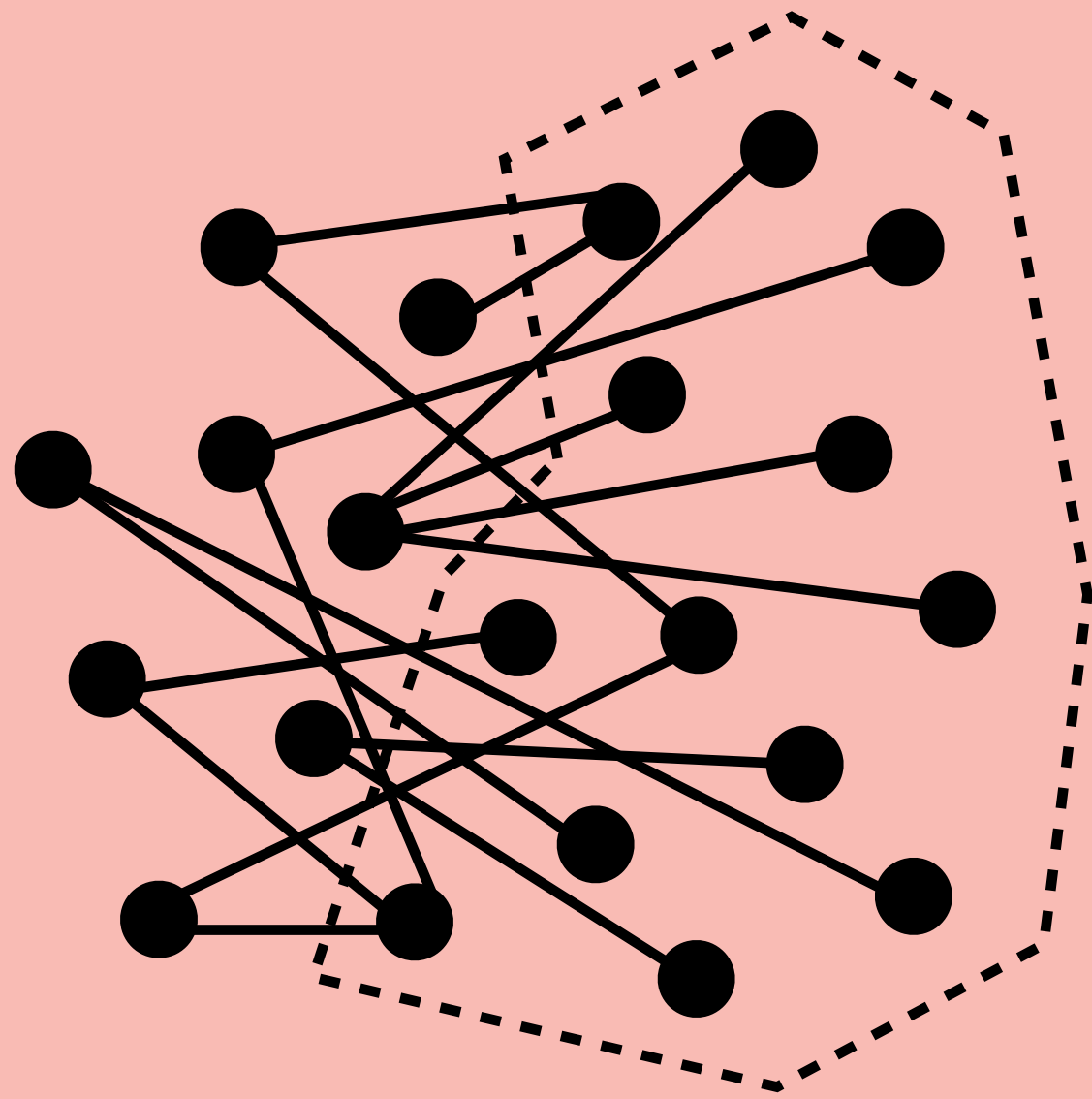


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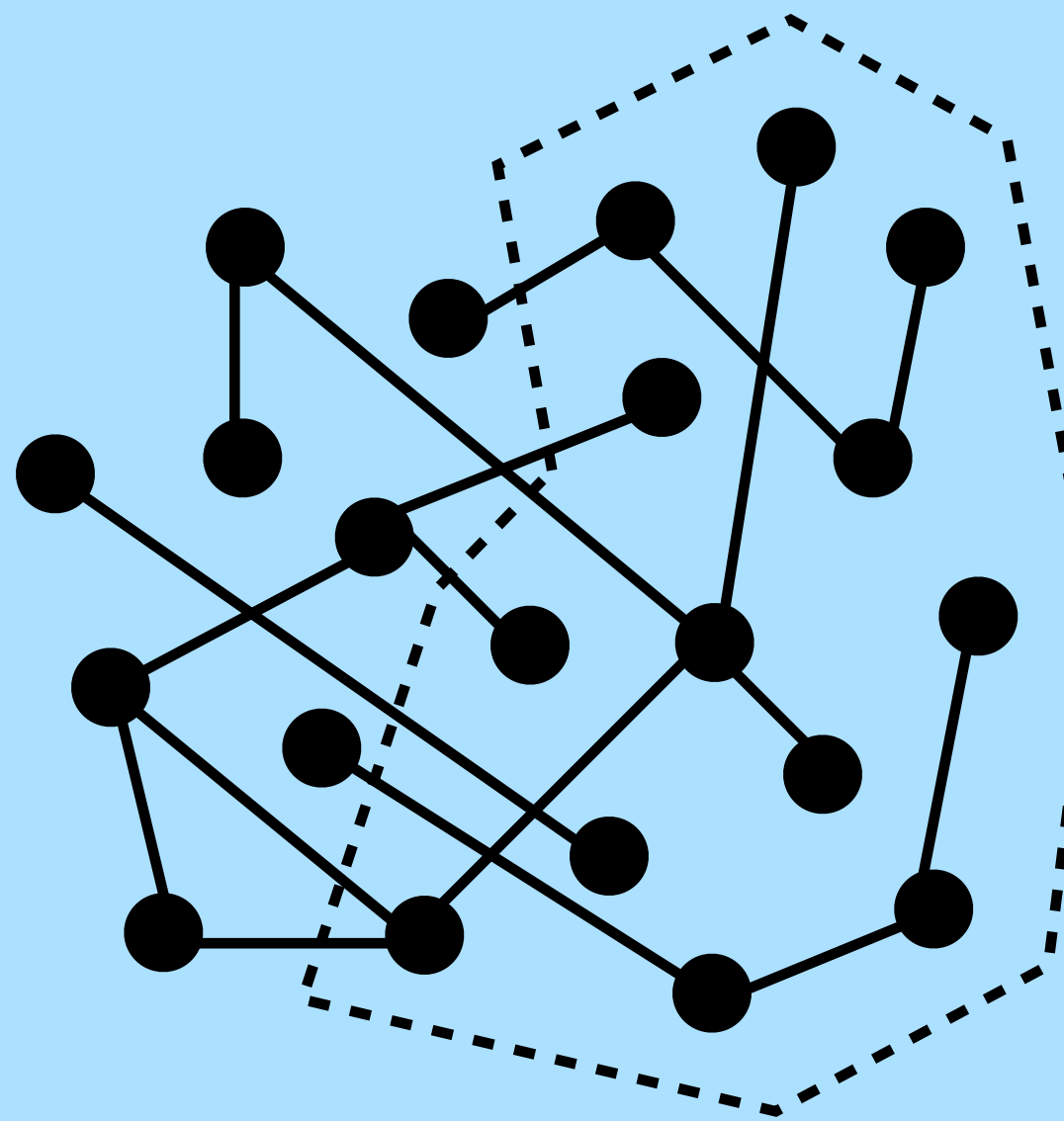
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No Distribution

w_t is uniformly random



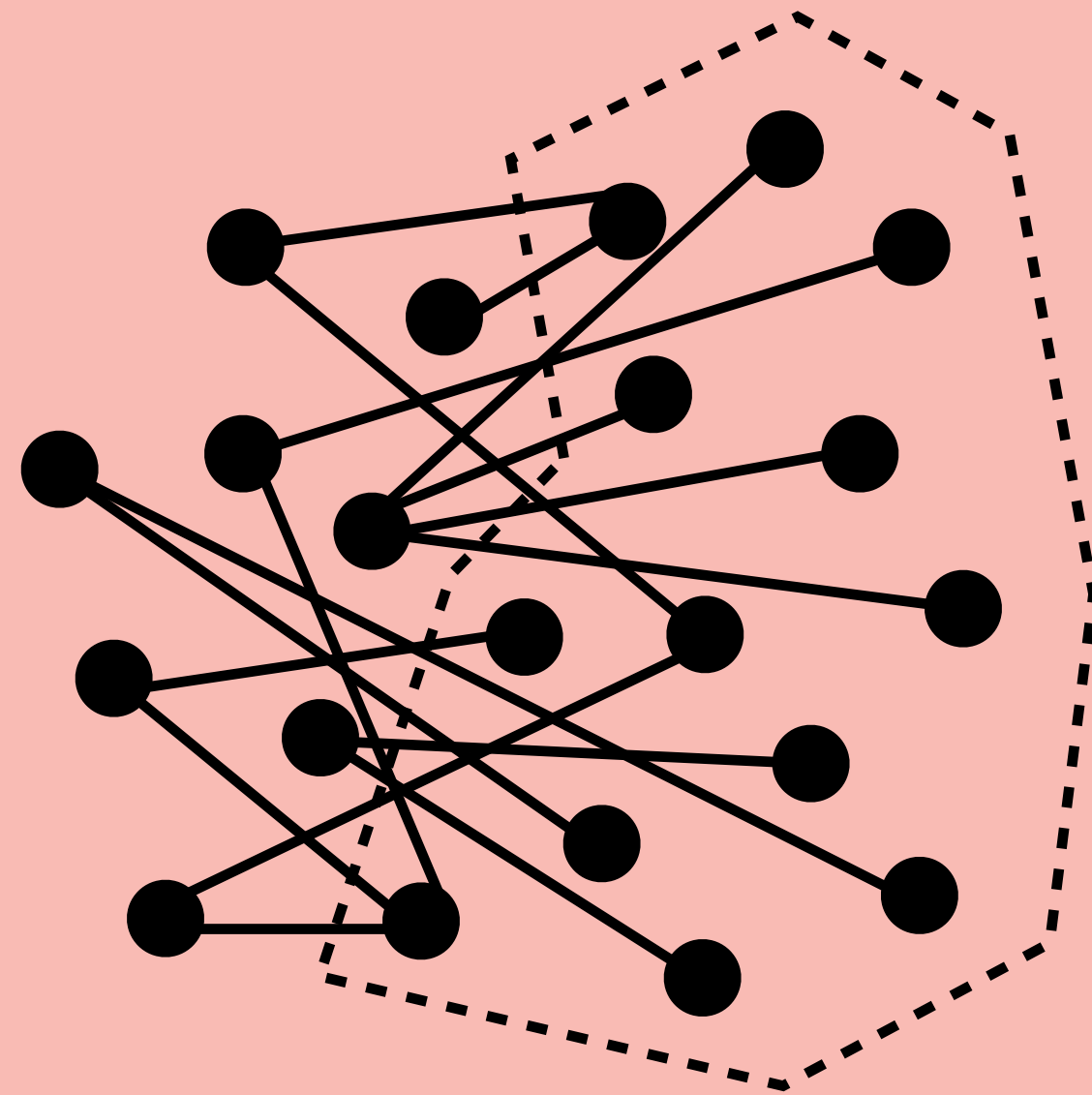
- Each player possesses a subset of the edges.

How to Use DBHP? A Graph View

- Think of each row of M_t as a random edge and w_t picks the edges.

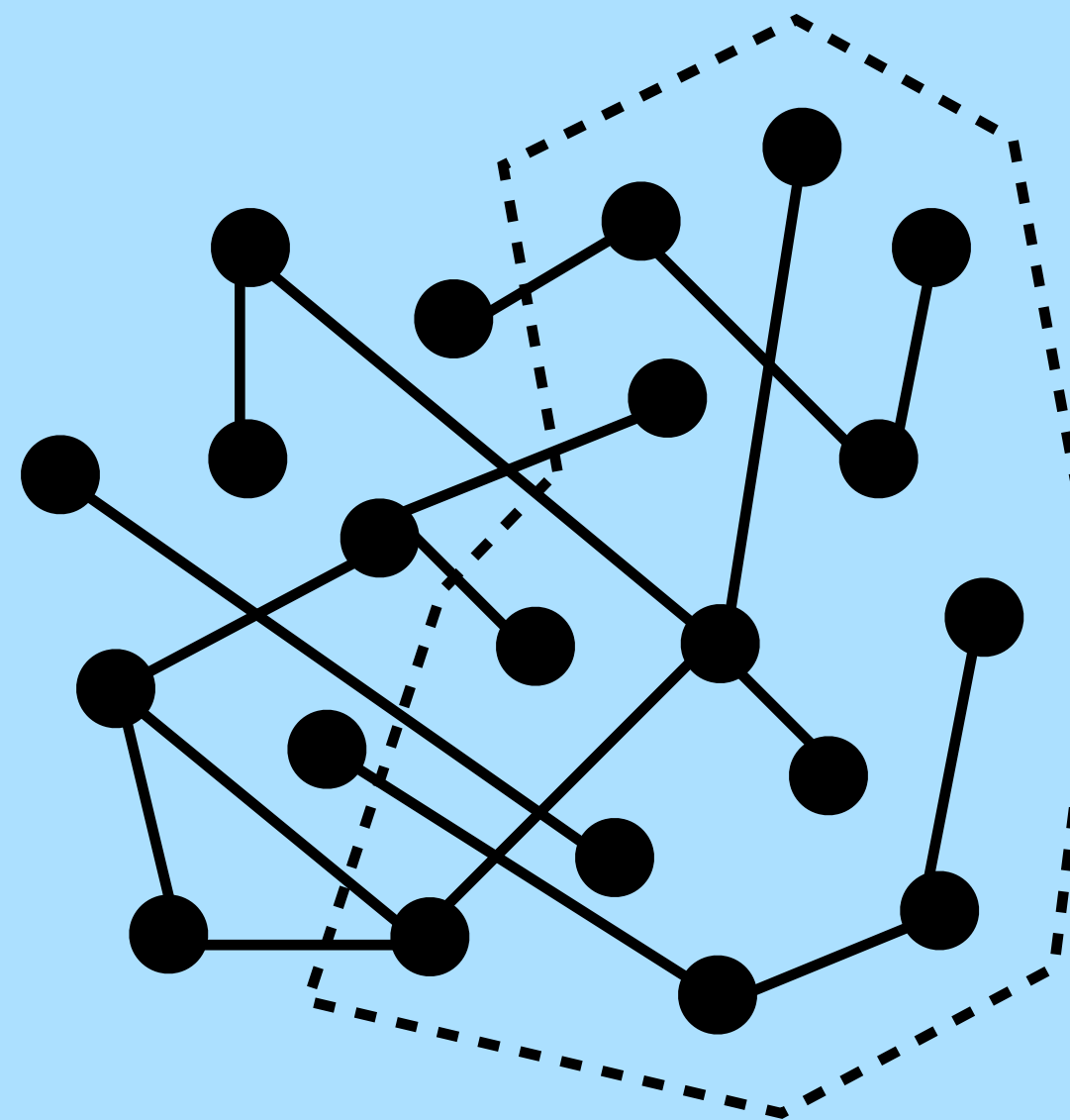
Yes Distribution

$$\exists X^* \text{ s.t. } w_t = M_t X^*$$



No Distribution

w_t is uniformly random



Yes' Distribution

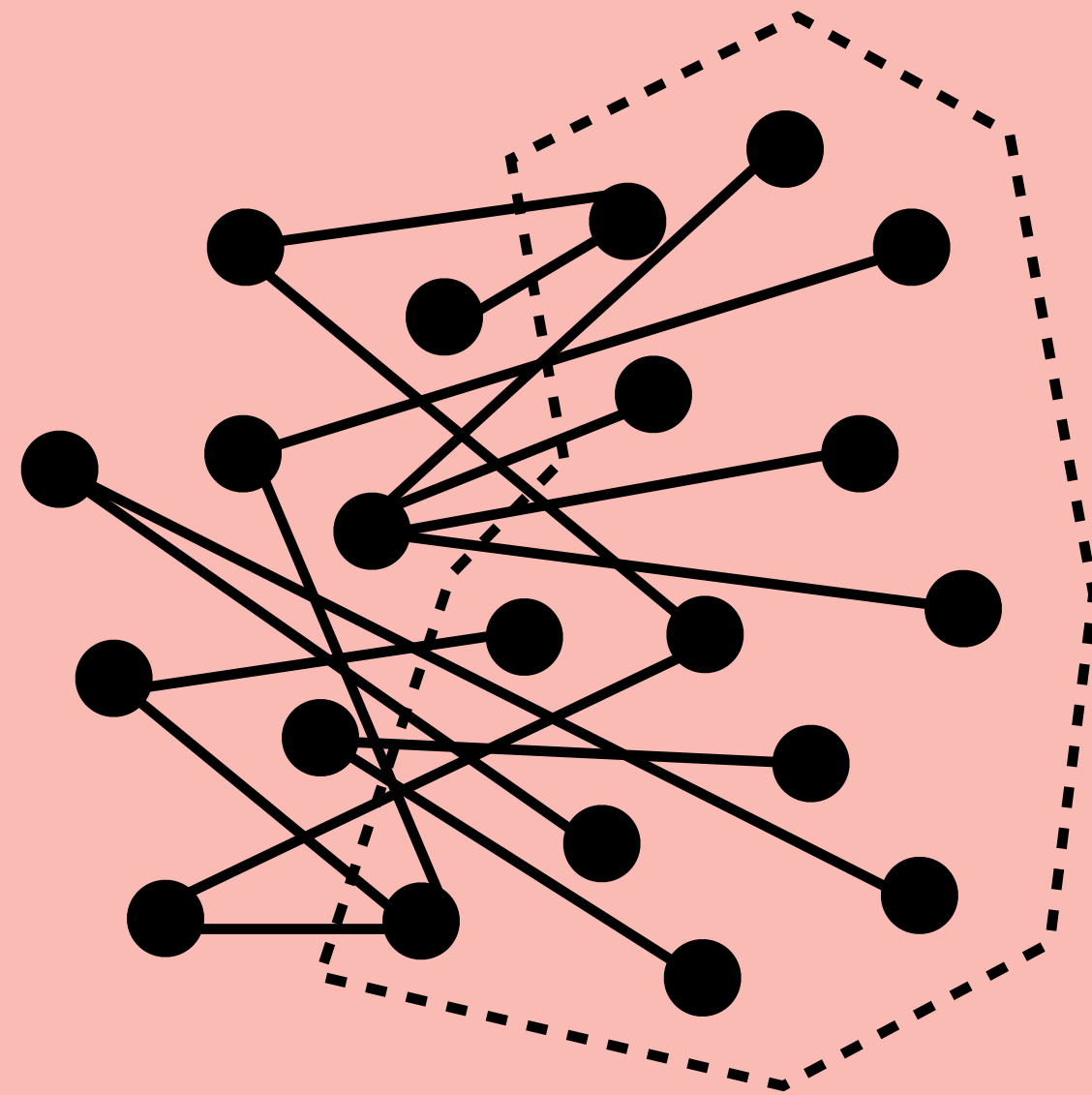
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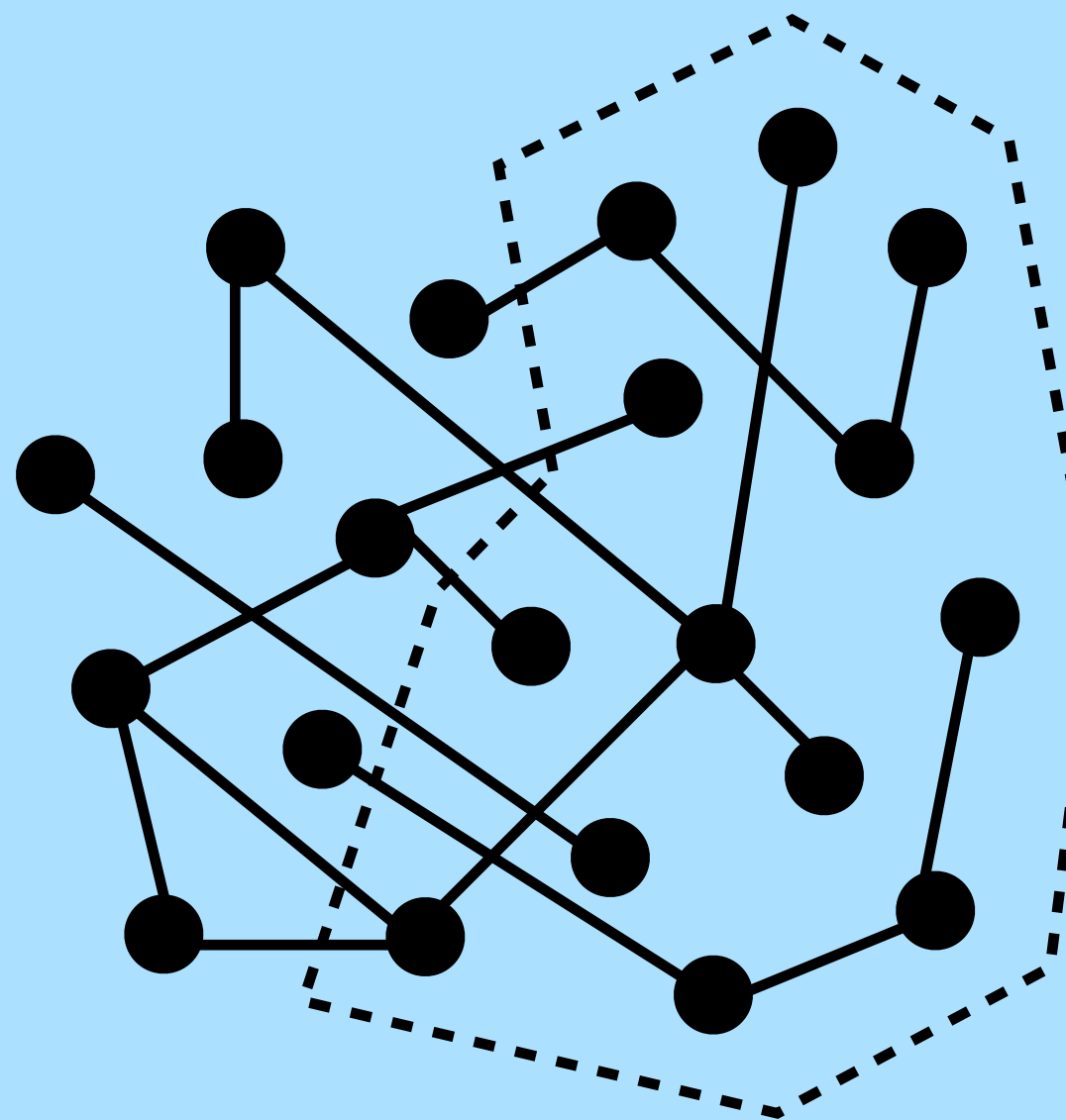
Yes Distribution

$$\exists X^* \text{ s.t. } w_t = M_t X^*$$



No Distribution

w_t is uniformly random



Yes' Distribution

$$\exists X^* \text{ s.t. } w_t = \mathbf{1} - M_t X^*$$

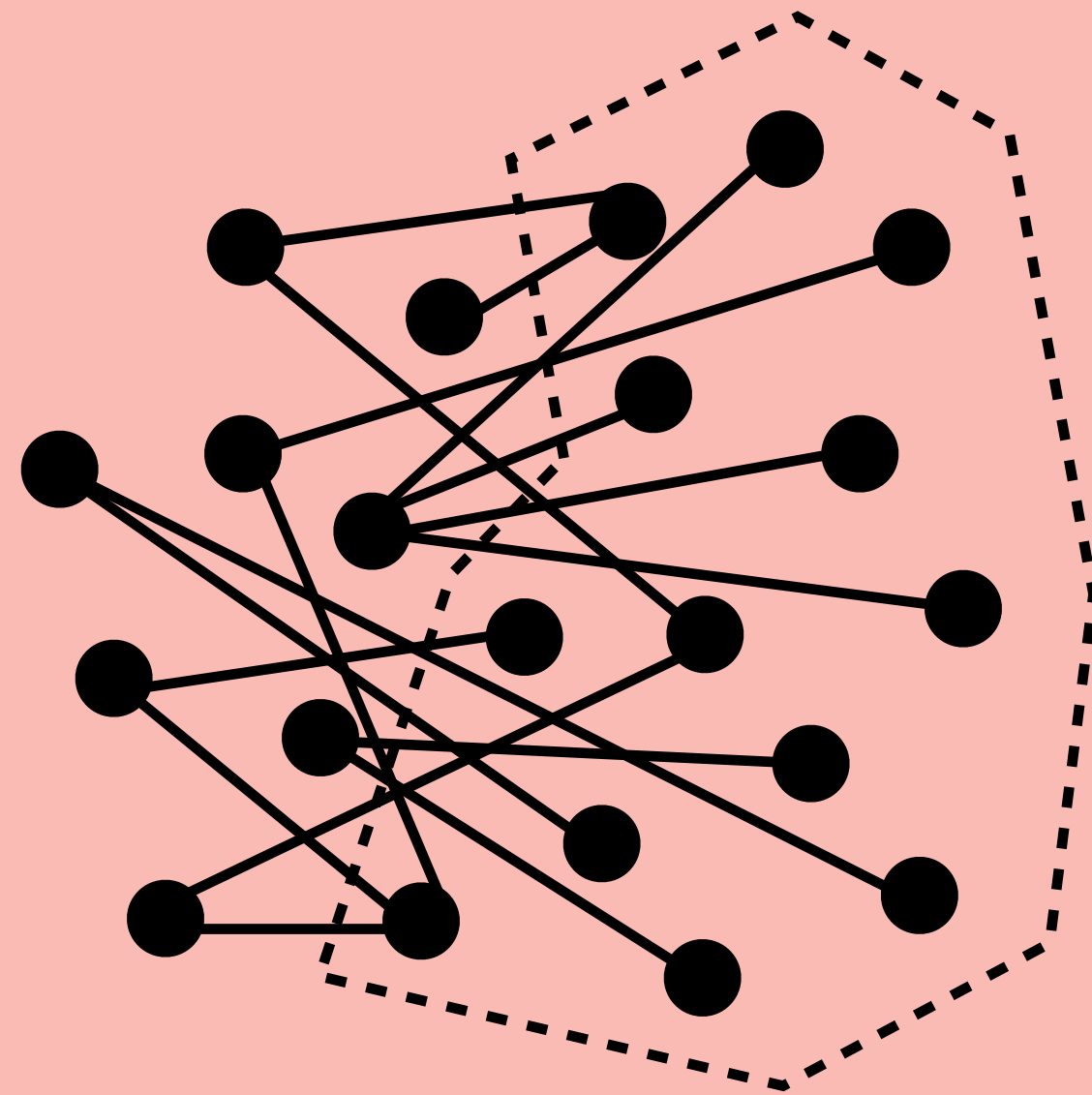
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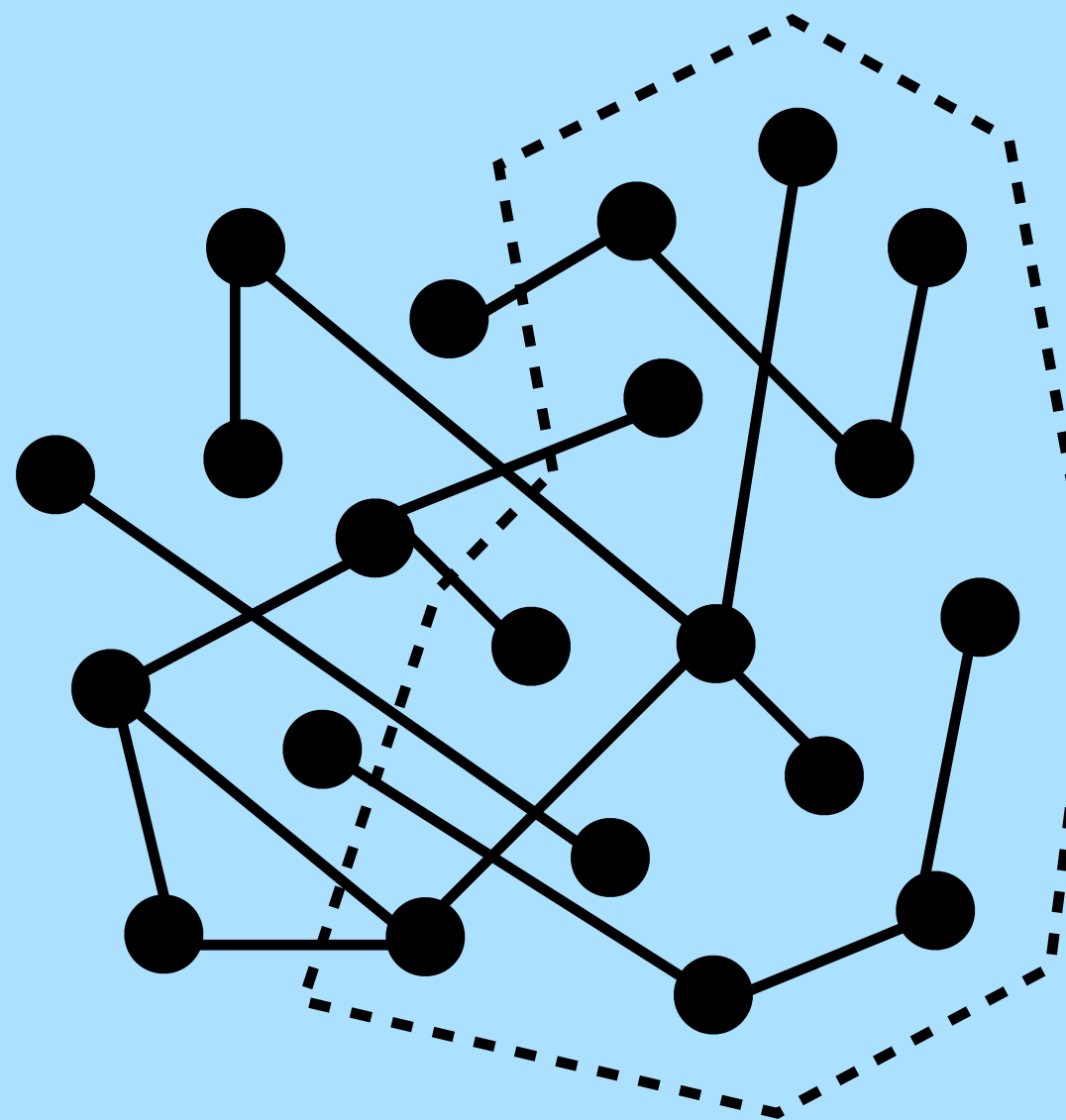
Yes Distribution

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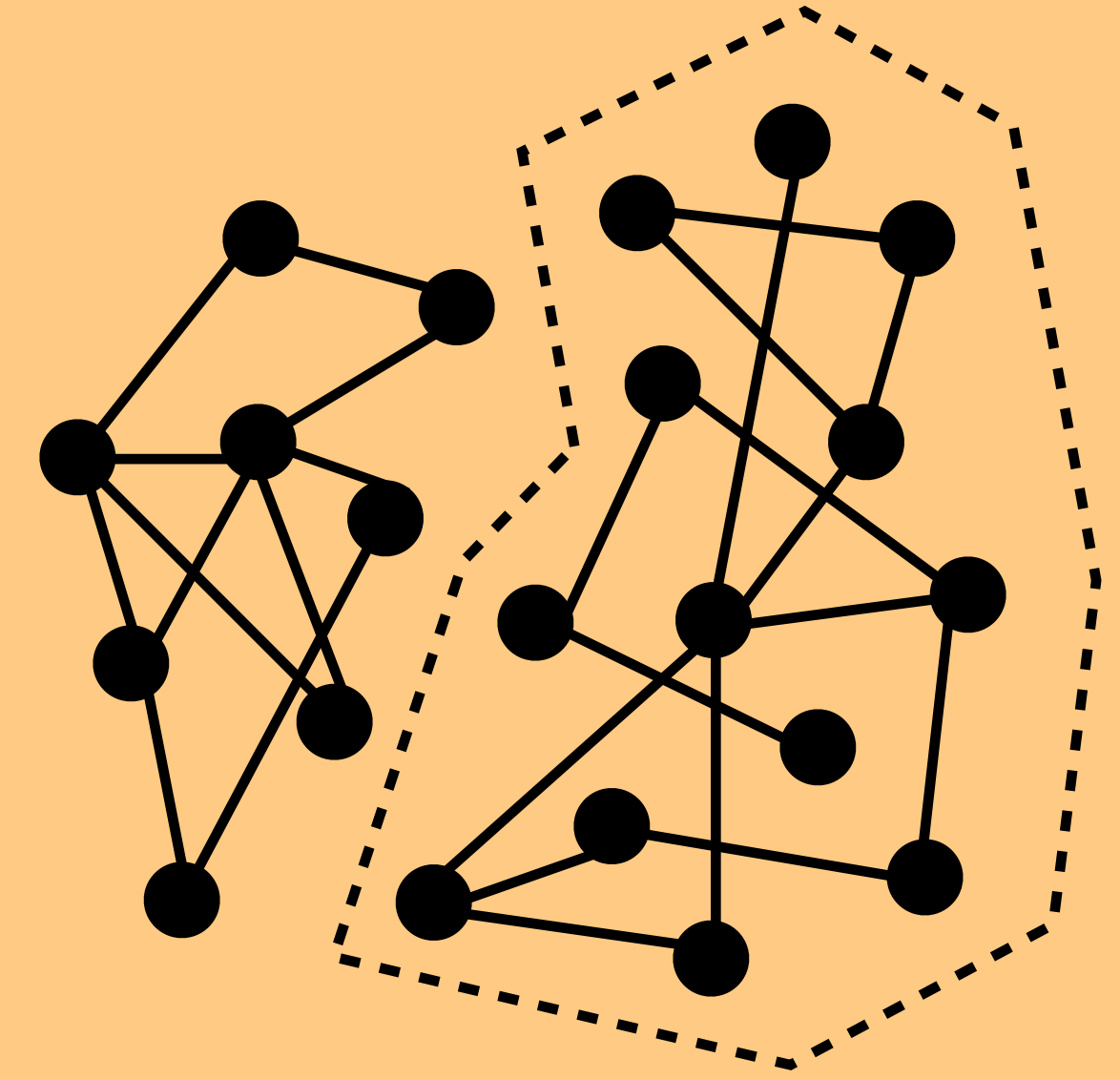
No Distribution

w_t is uniformly random



Yes' Distribution

$$\exists X^* \text{ s.t. } w_t = \mathbf{1} - M_t X^*$$



- Each player possesses a subset of the edges.

Reducing DBHP to Max-CUT

Bob 1

$$w_1 \in \{0, 1\}^{0.01n}$$

Bob 2

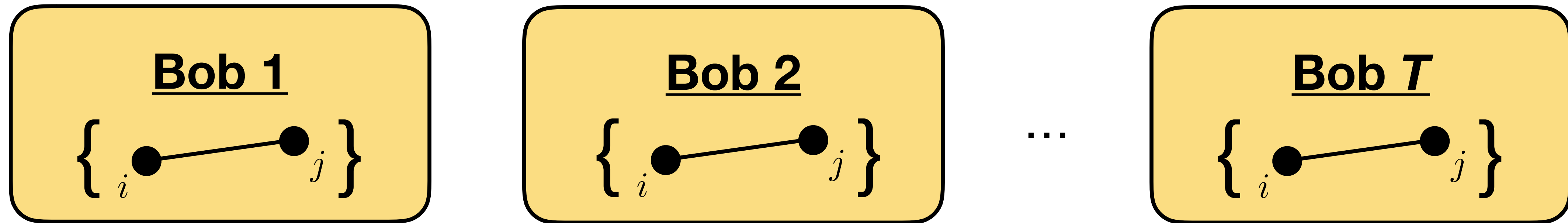
$$w_2 \in \{0, 1\}^{0.01n}$$

...

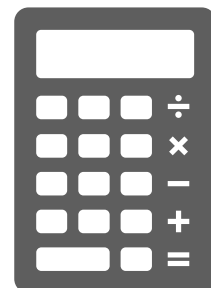
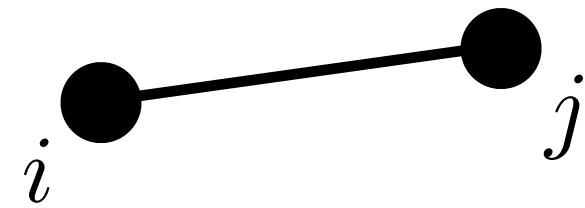
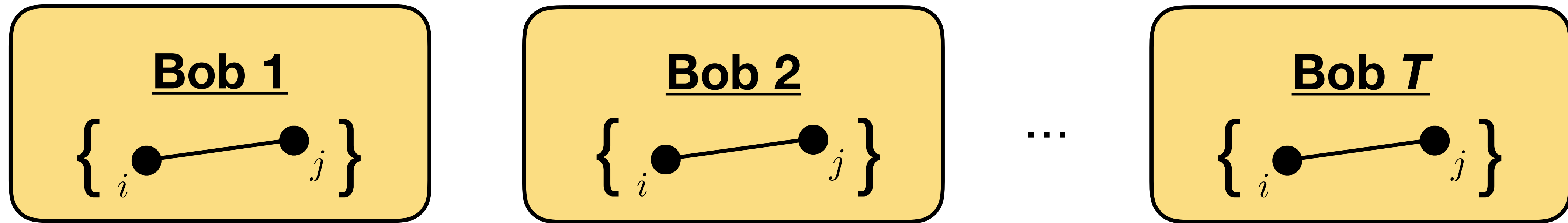
Bob T

$$w_T \in \{0, 1\}^{0.01n}$$

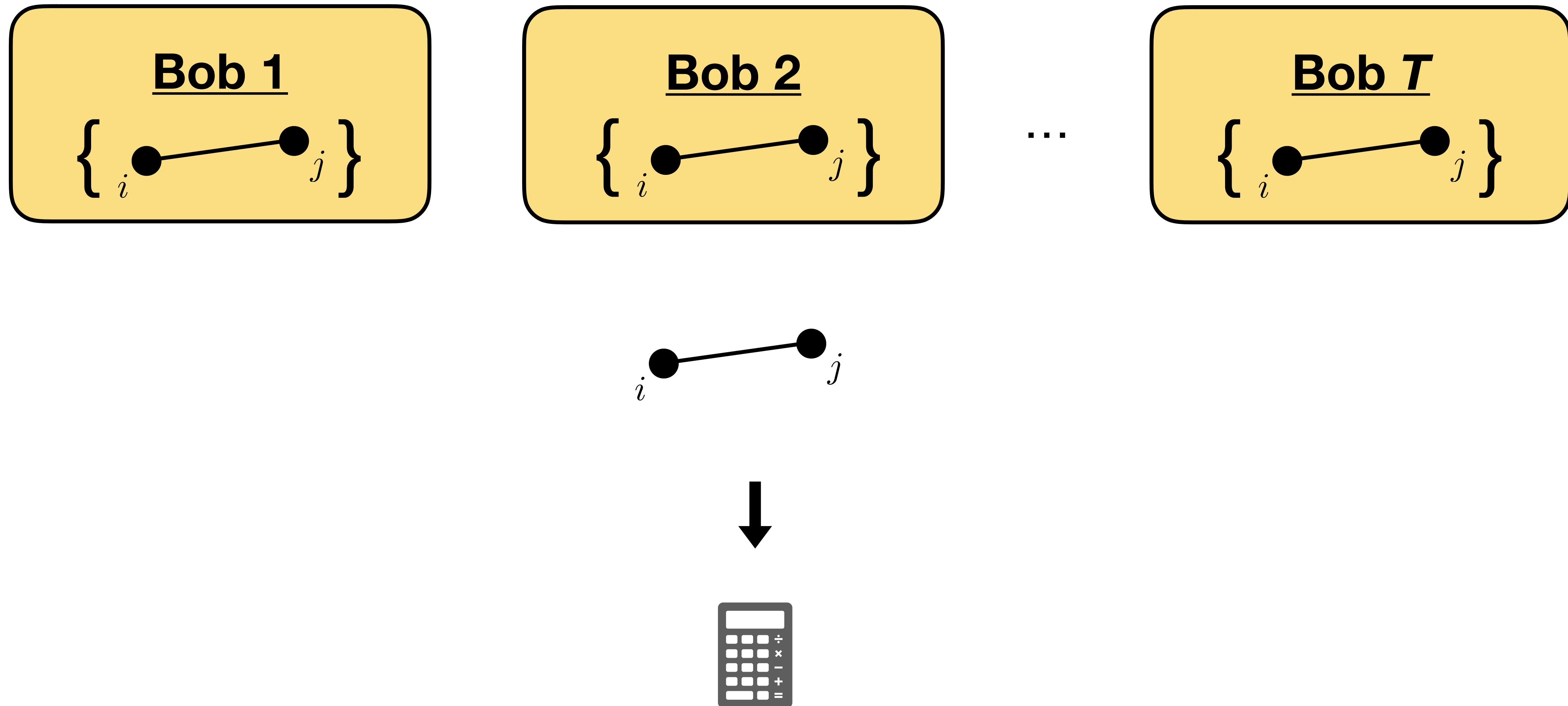
Reducing DBHP to Max-CUT



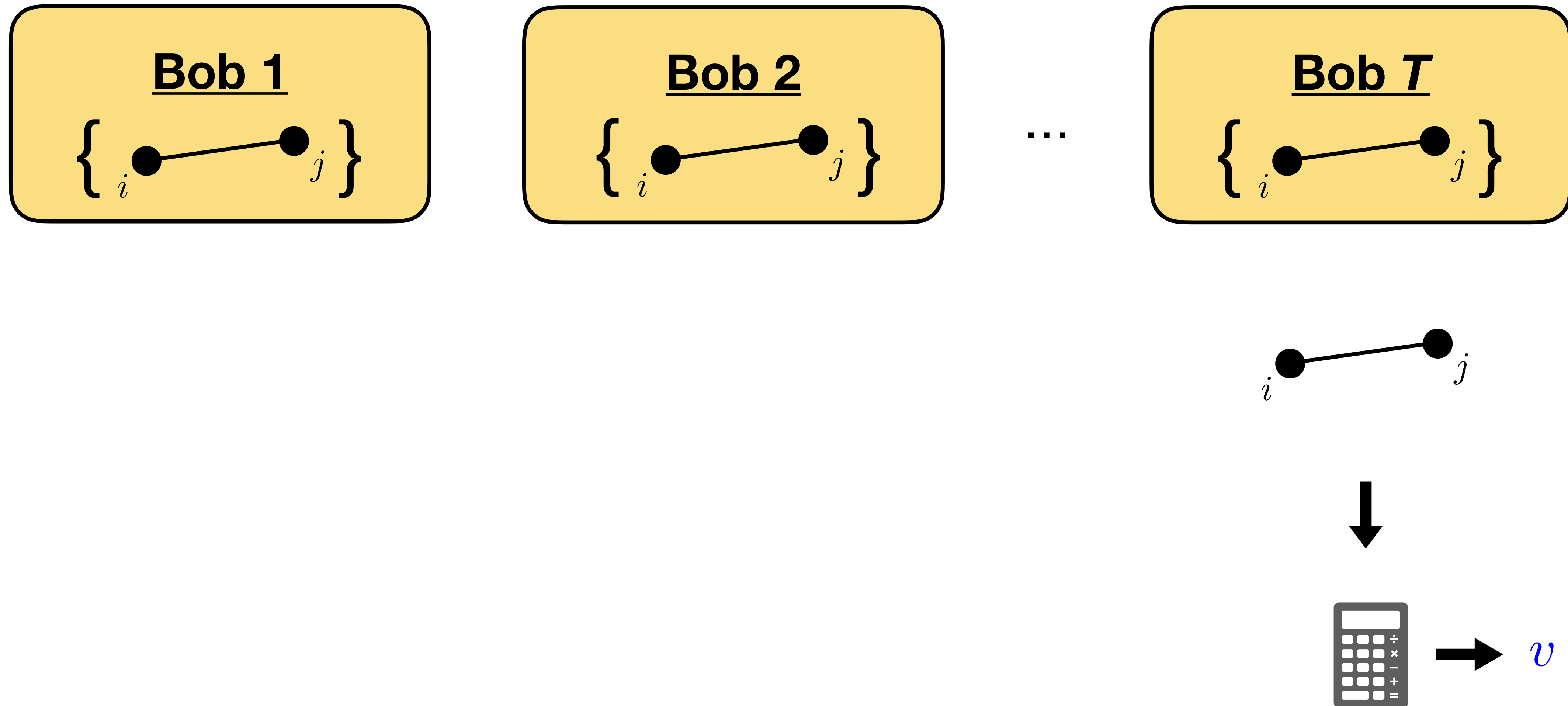
Reducing DBHP to Max-CUT



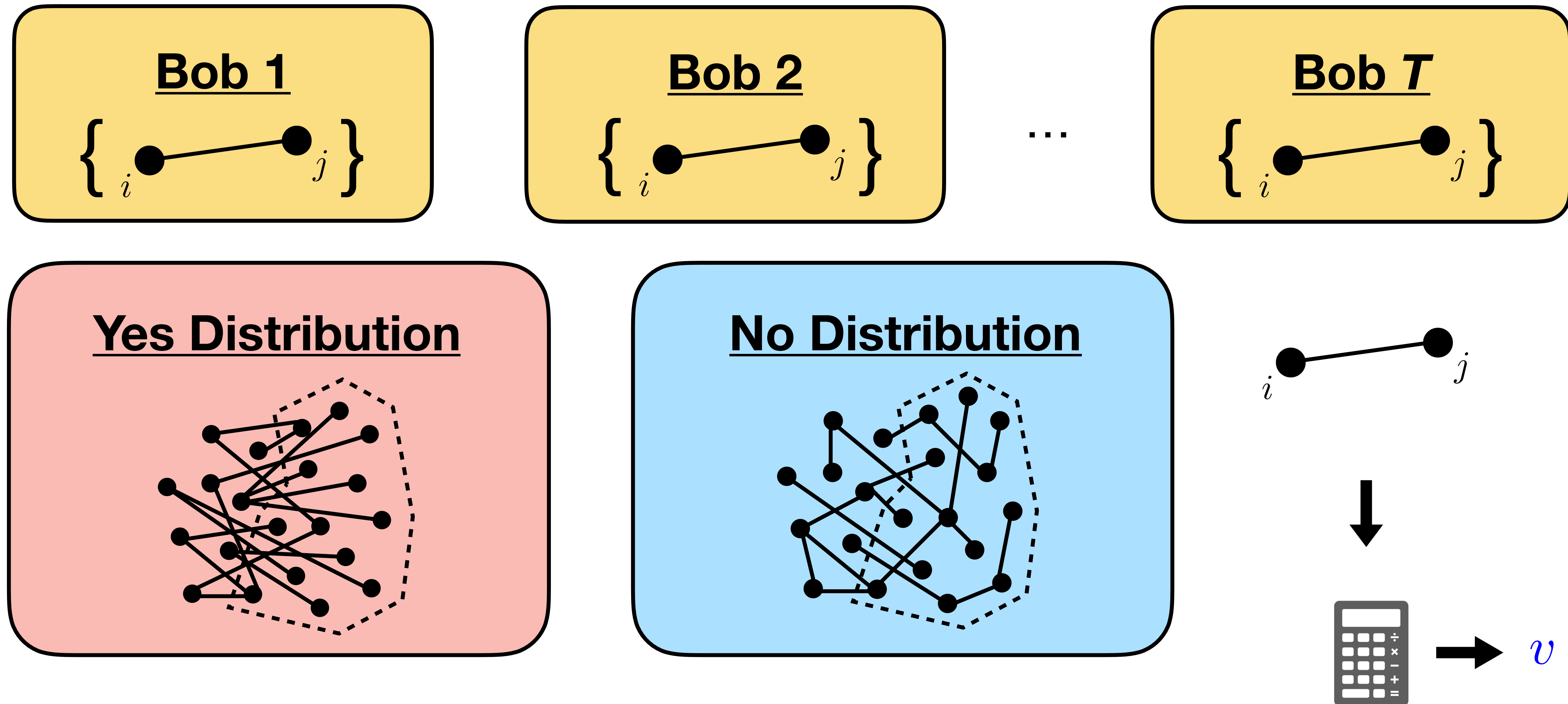
Reducing DBHP to Max-CUT



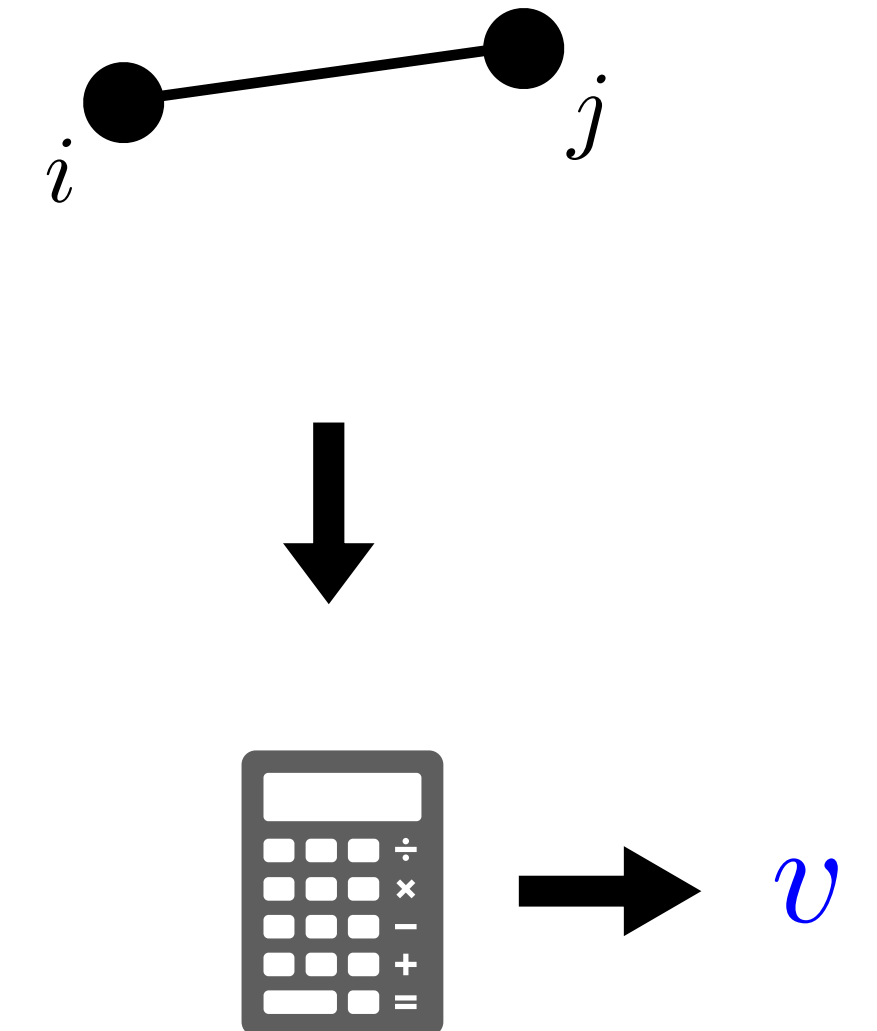
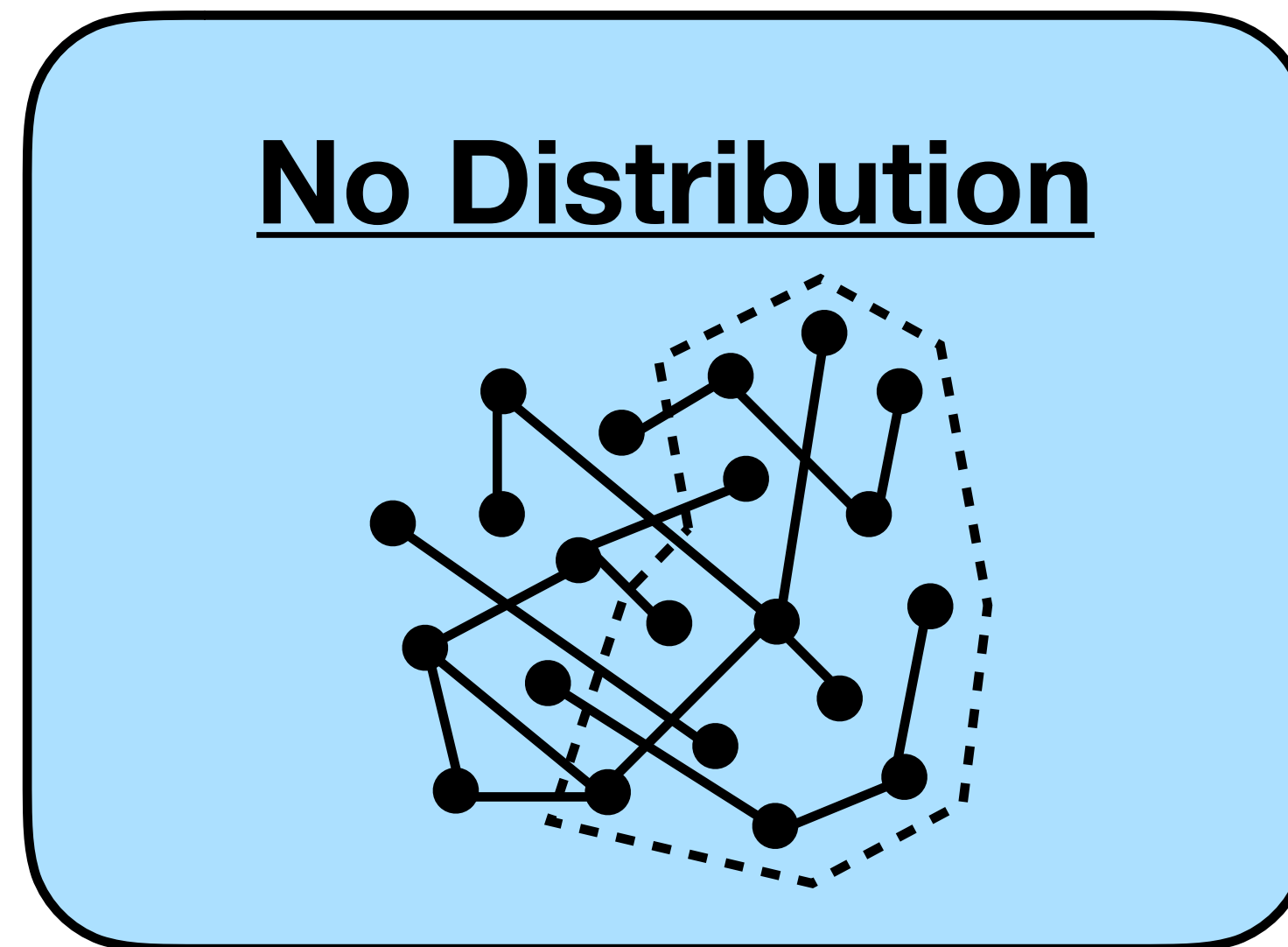
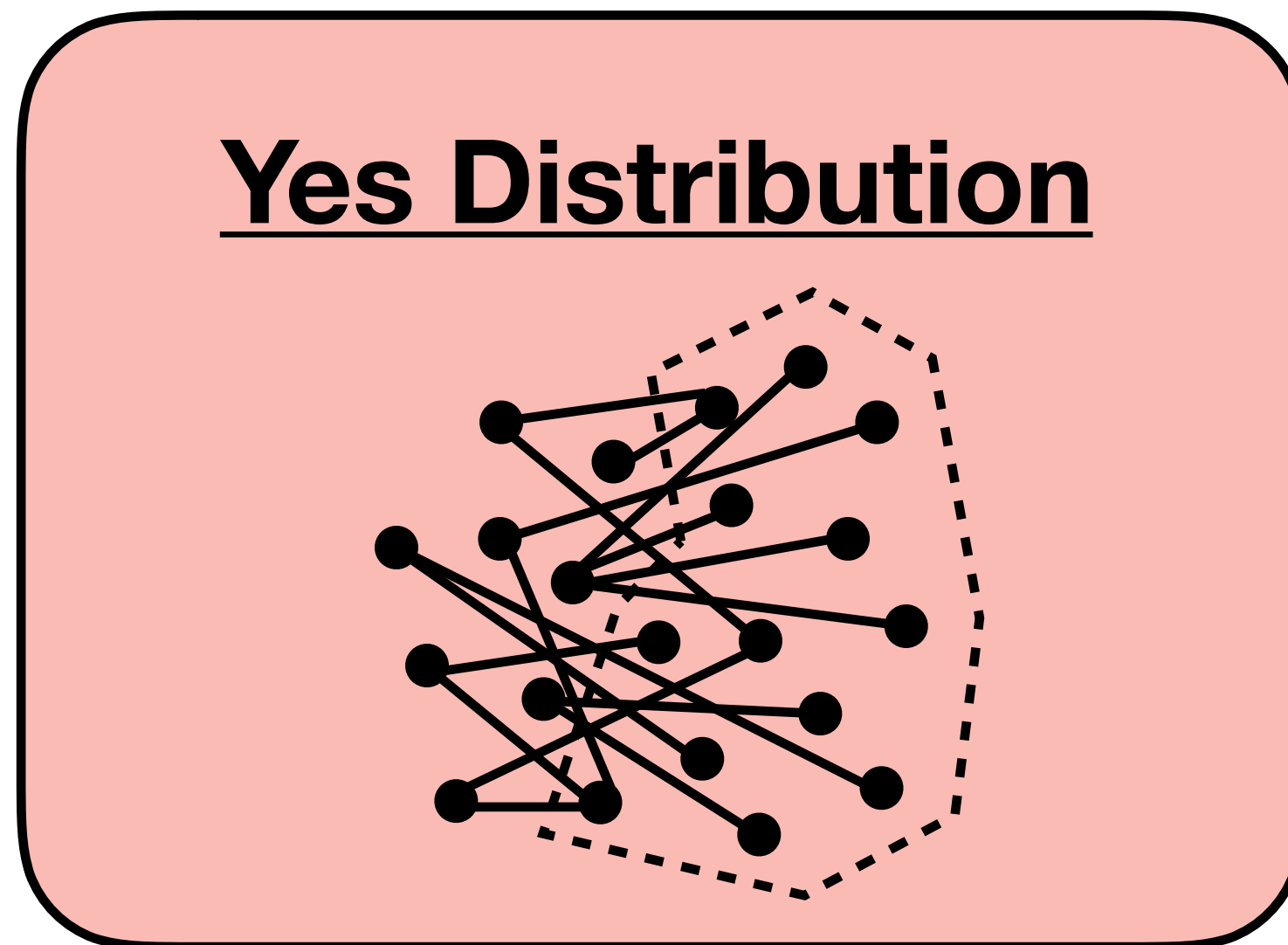
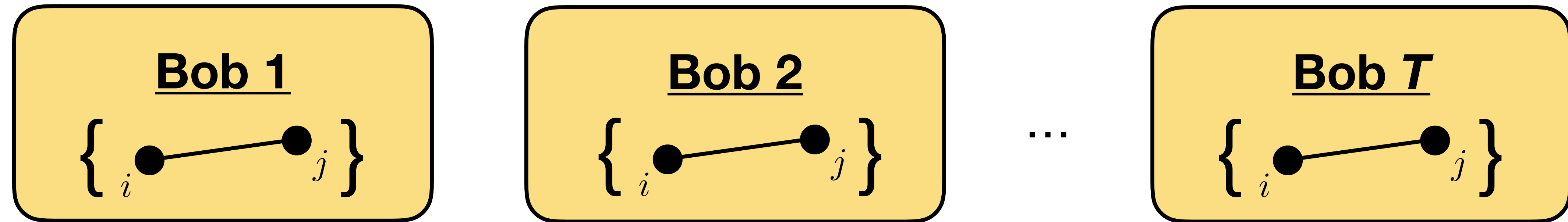
Reducing DBHP to Max-CUT



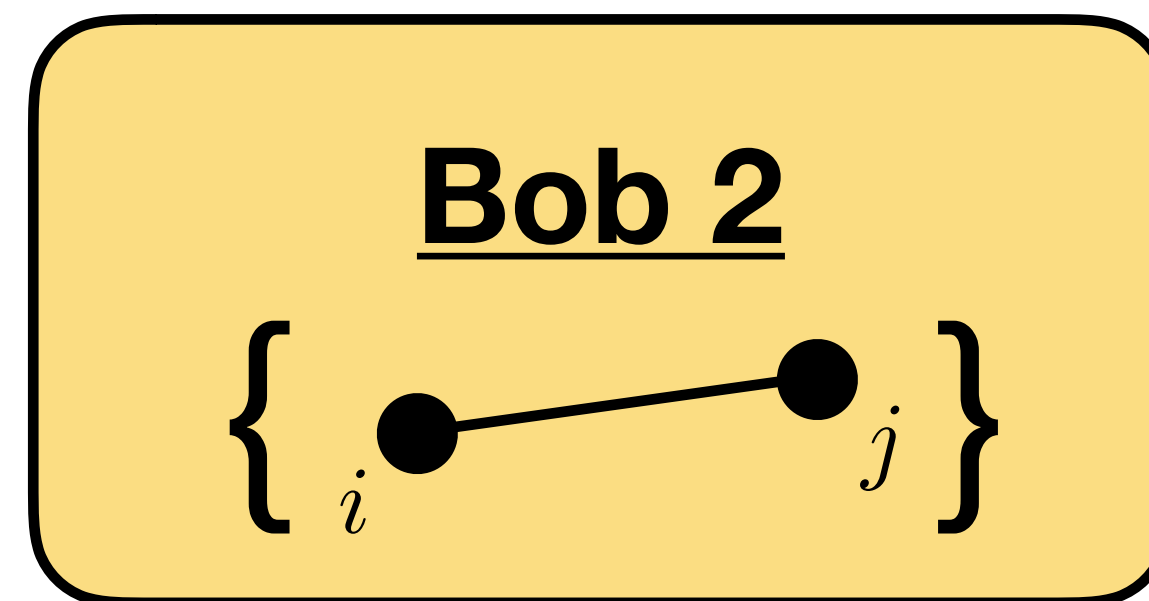
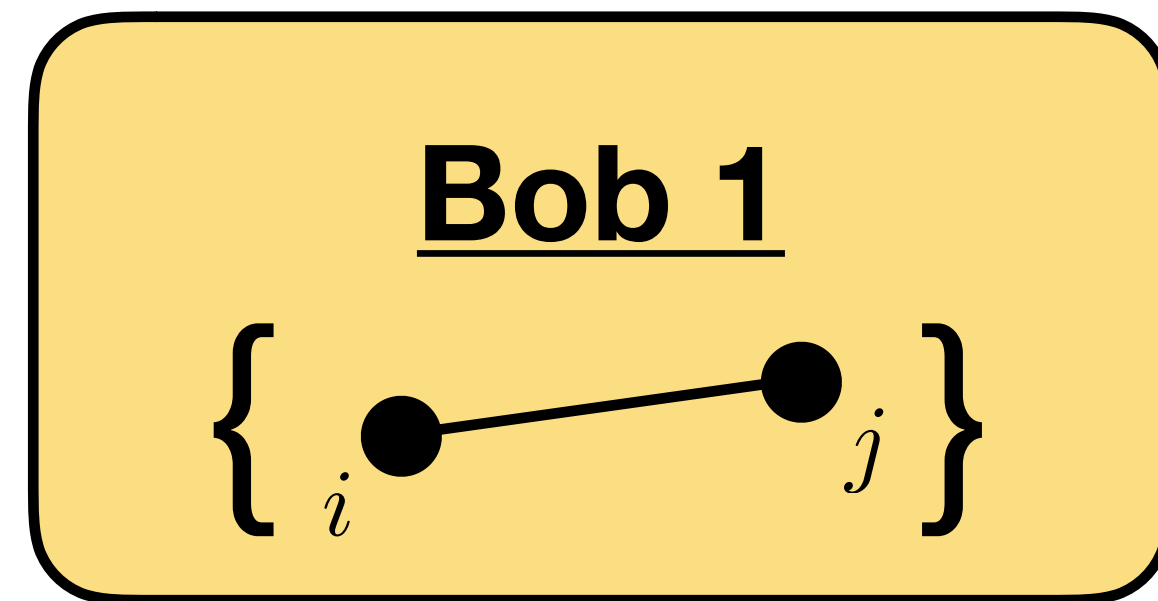
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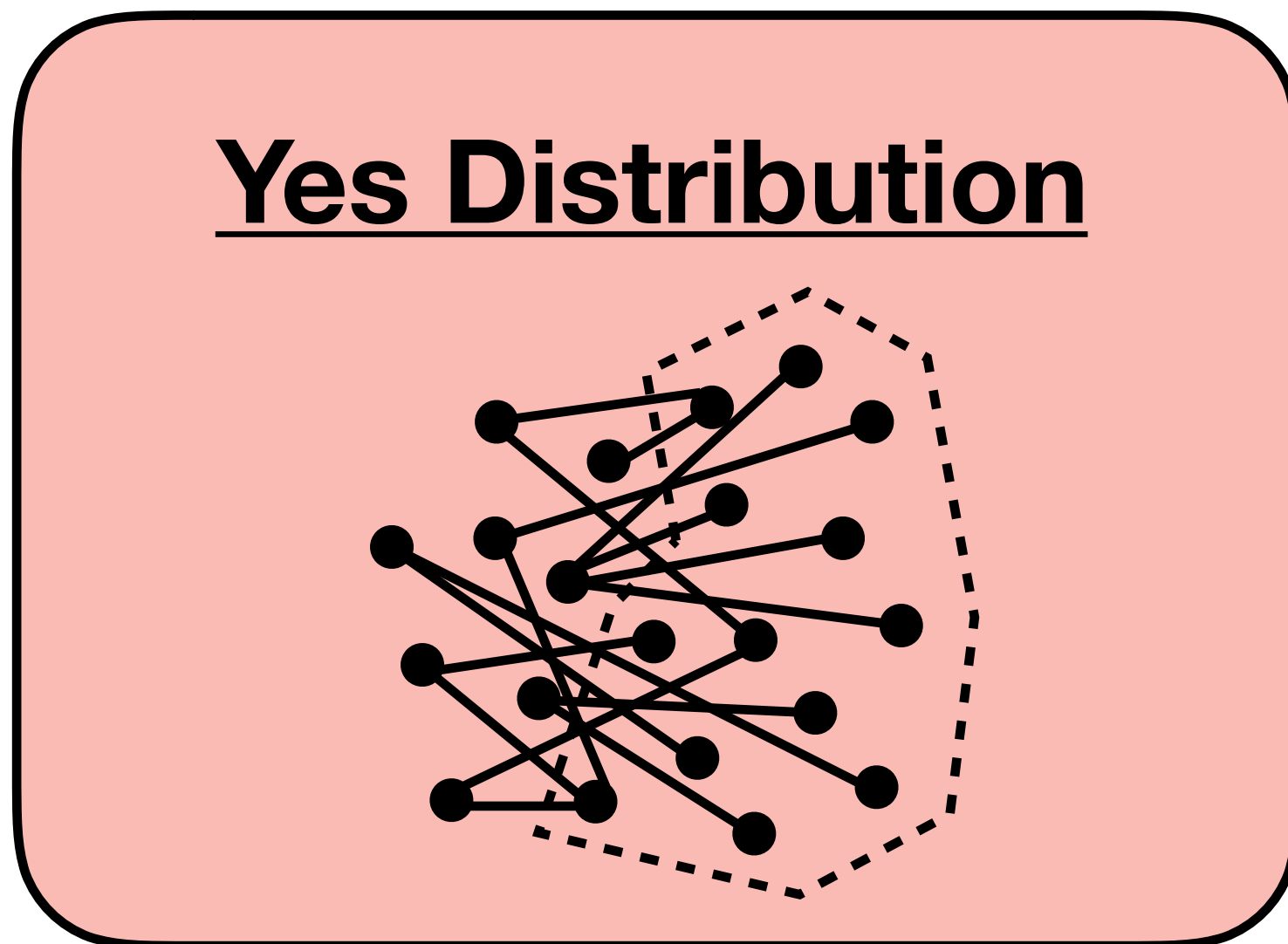
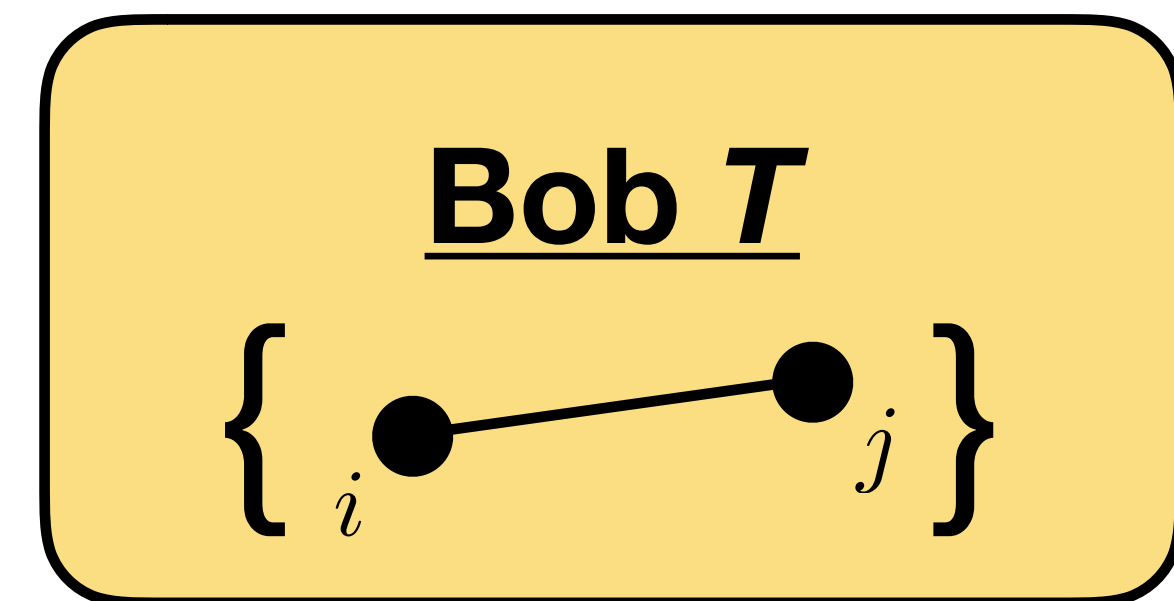
Reducing DBHP to Max-CUT



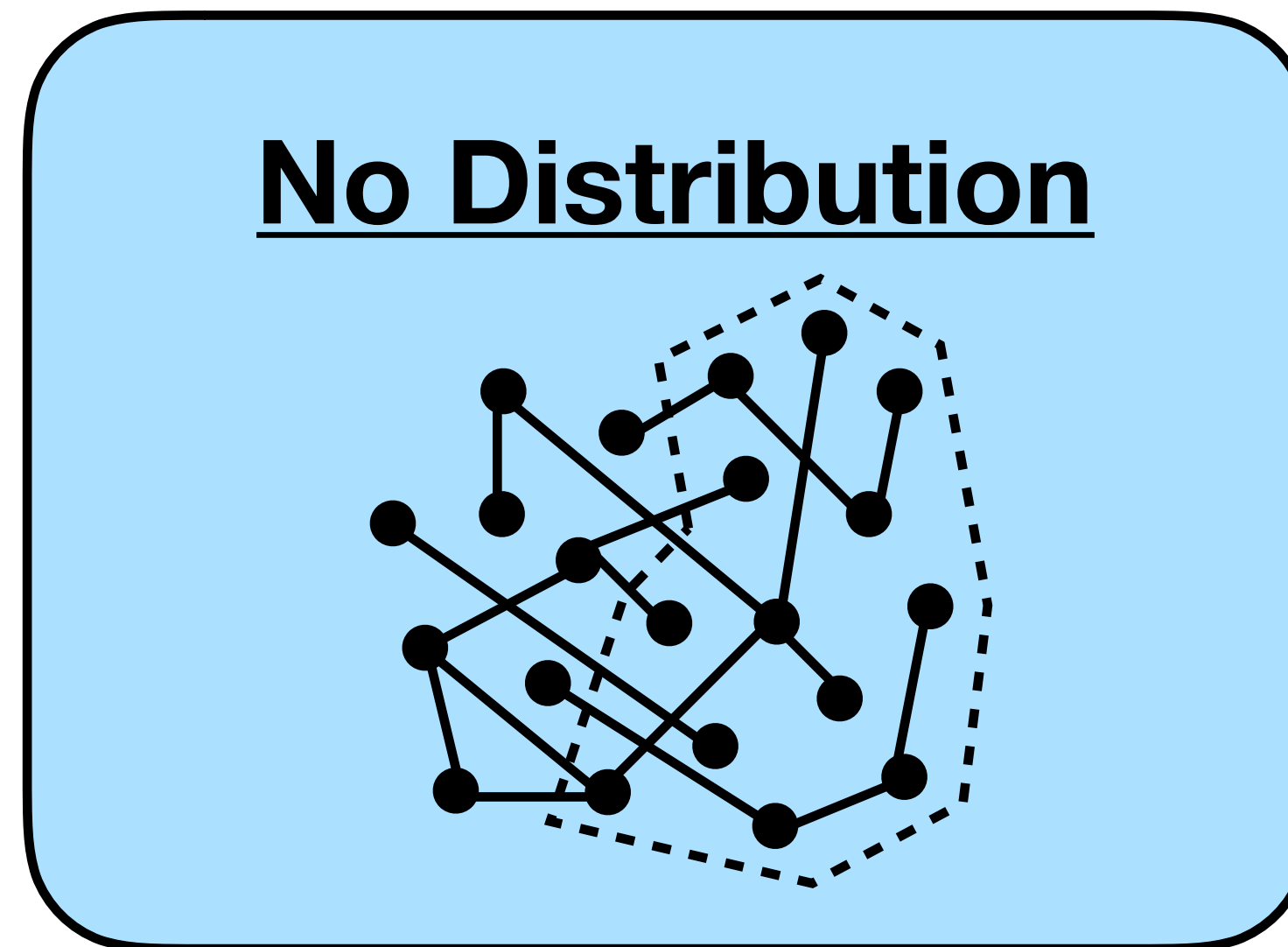
Reducing DBHP to Max-CUT



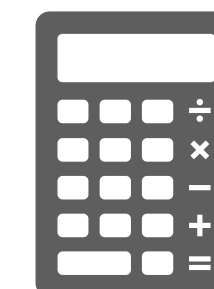
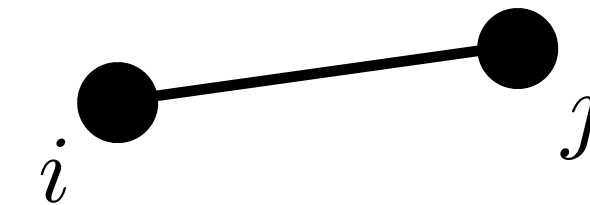
...



$$\text{val}_{\mathcal{C}} = m$$

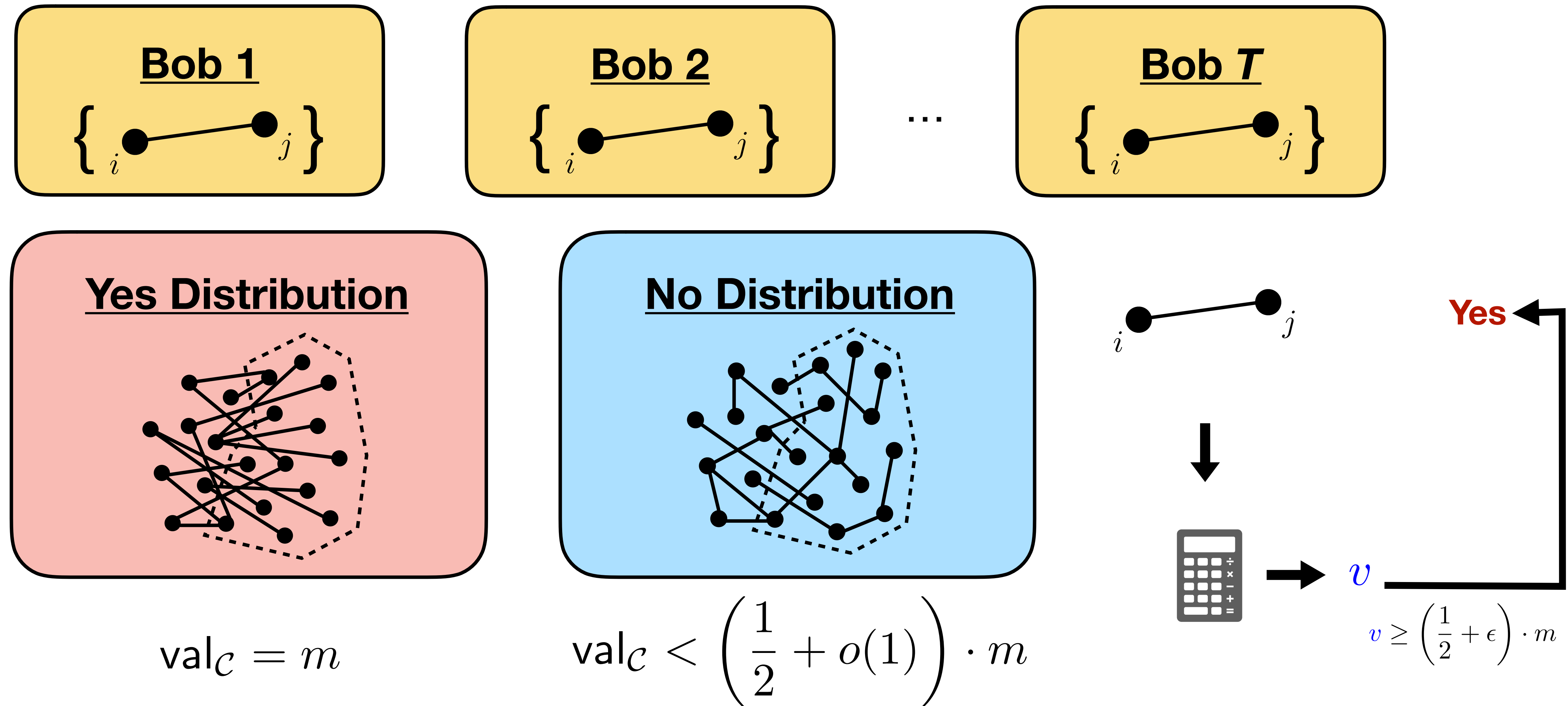


$$\text{val}_{\mathcal{C}} < \left(\frac{1}{2} + o(1) \right) \cdot m$$

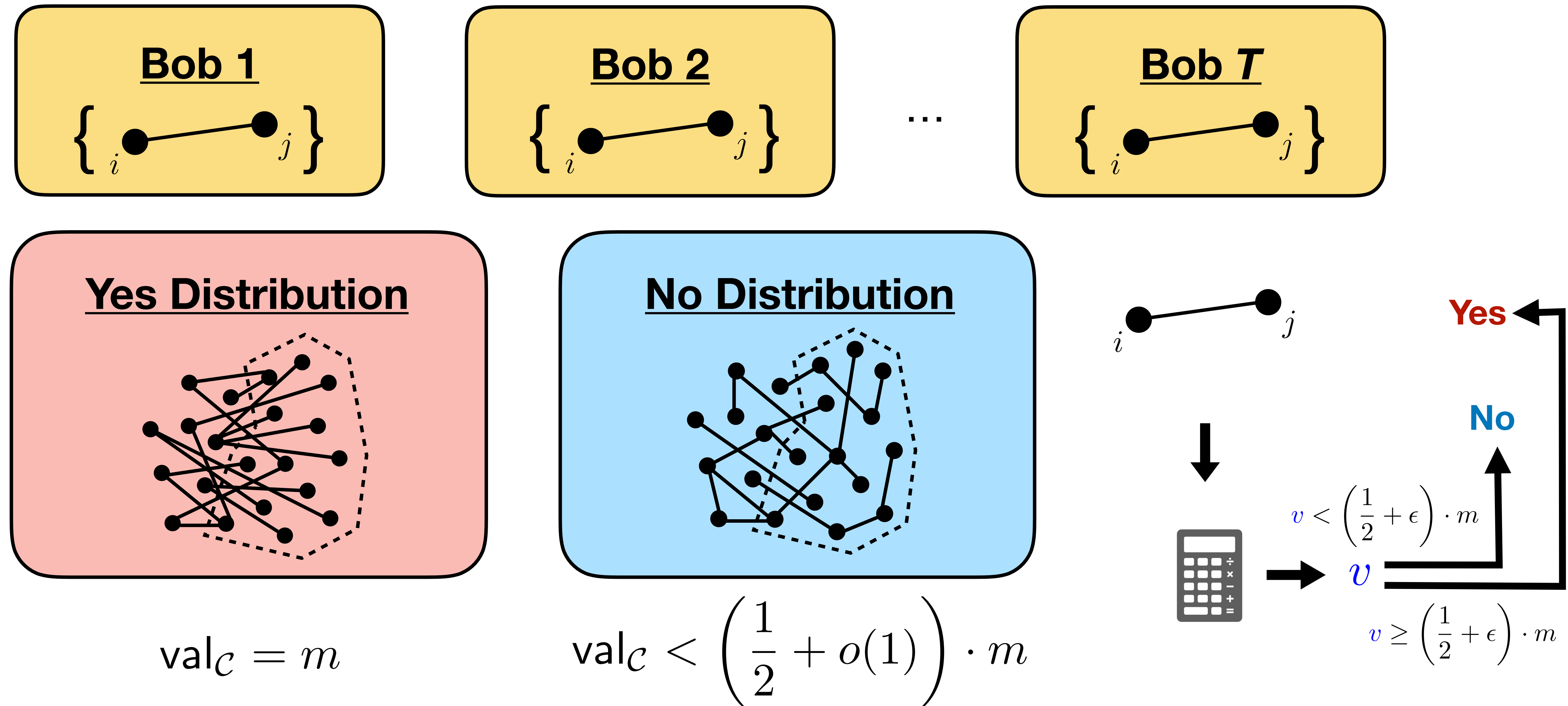


v

Reducing DBHP to Max-CUT



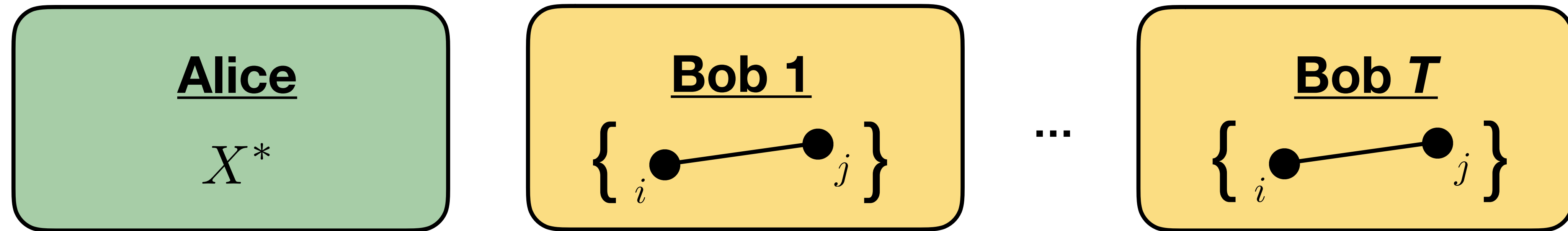
Reducing DBHP to Max-CUT



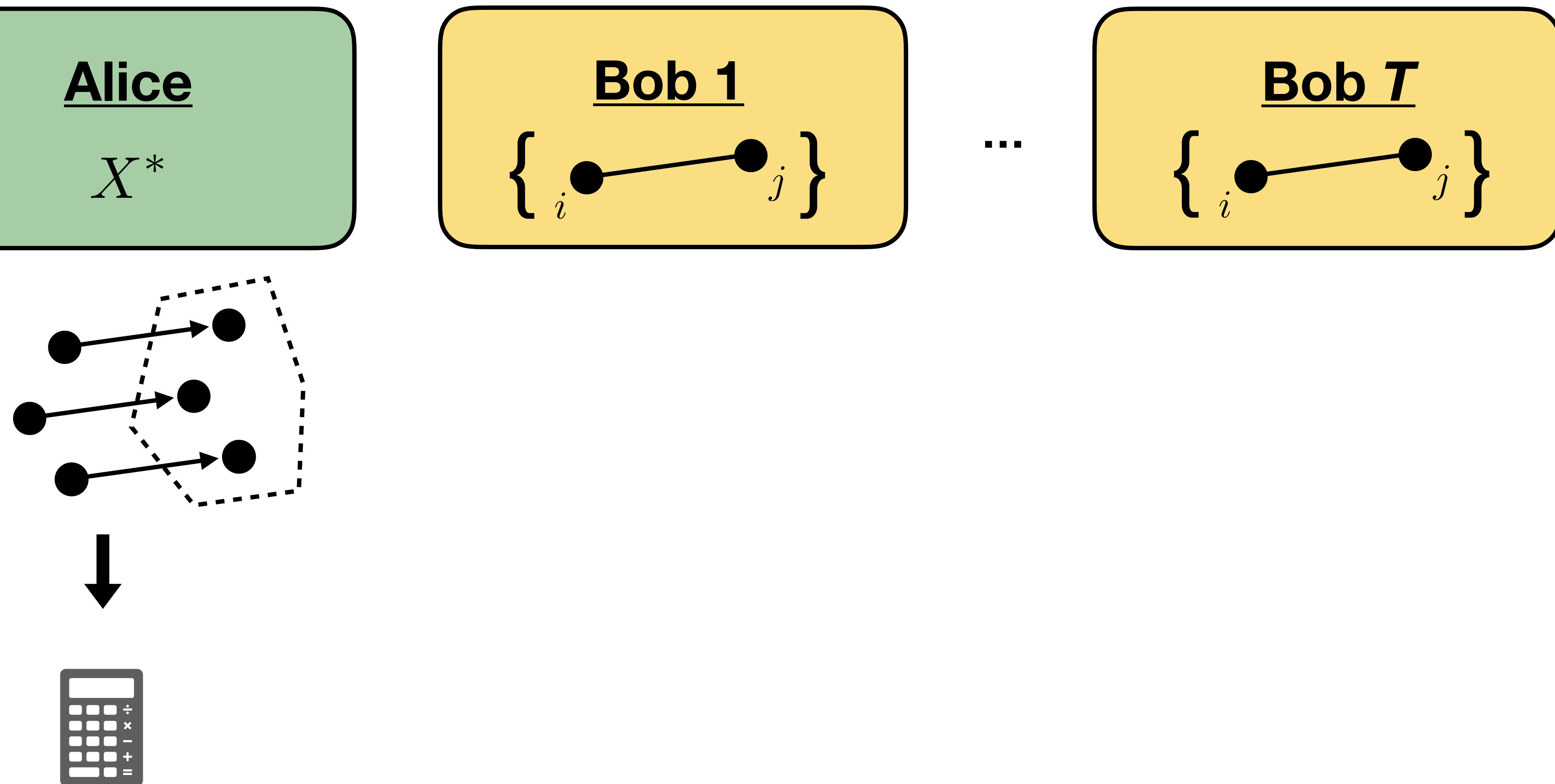
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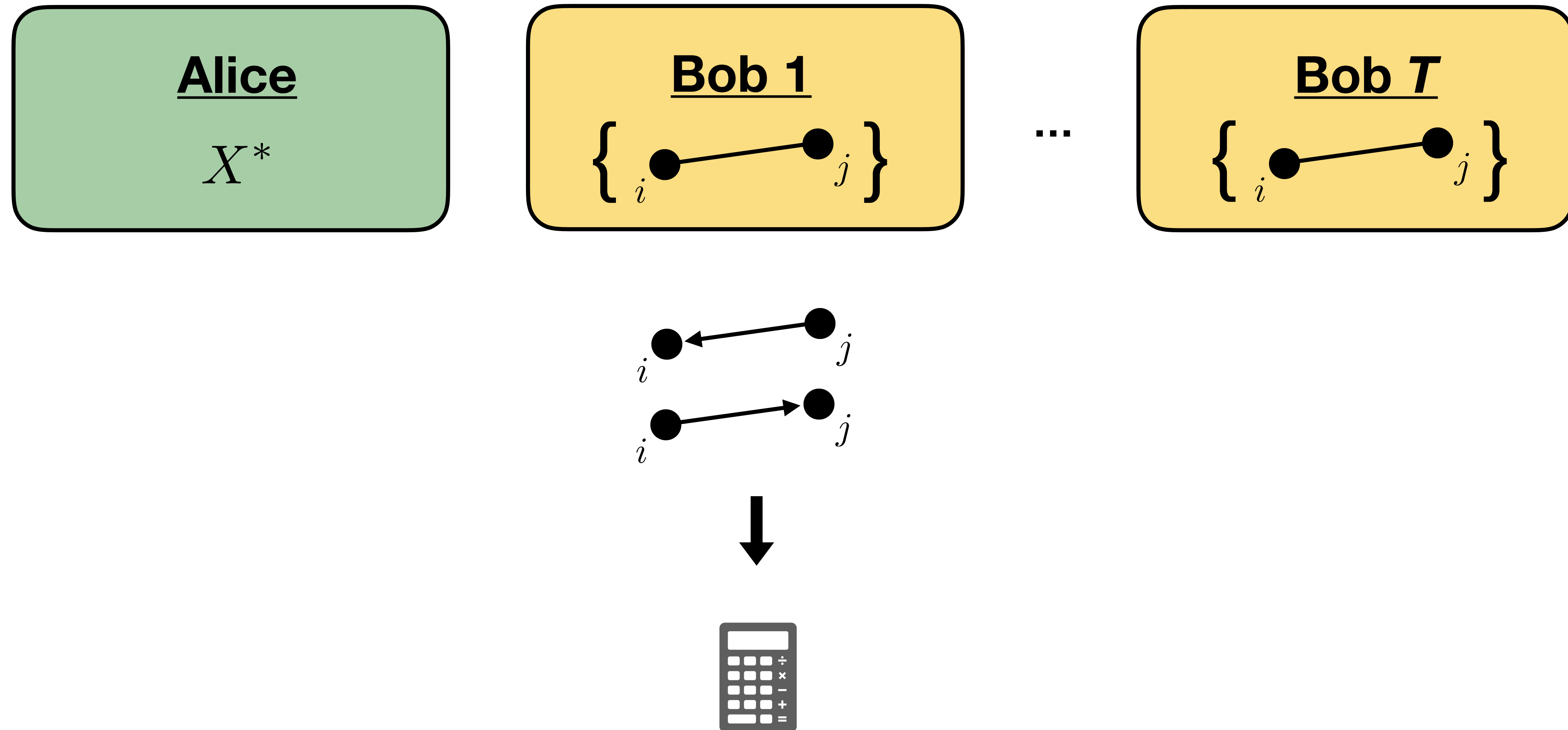
Reducing DBHP to Max-DICUT (Max-2AND)



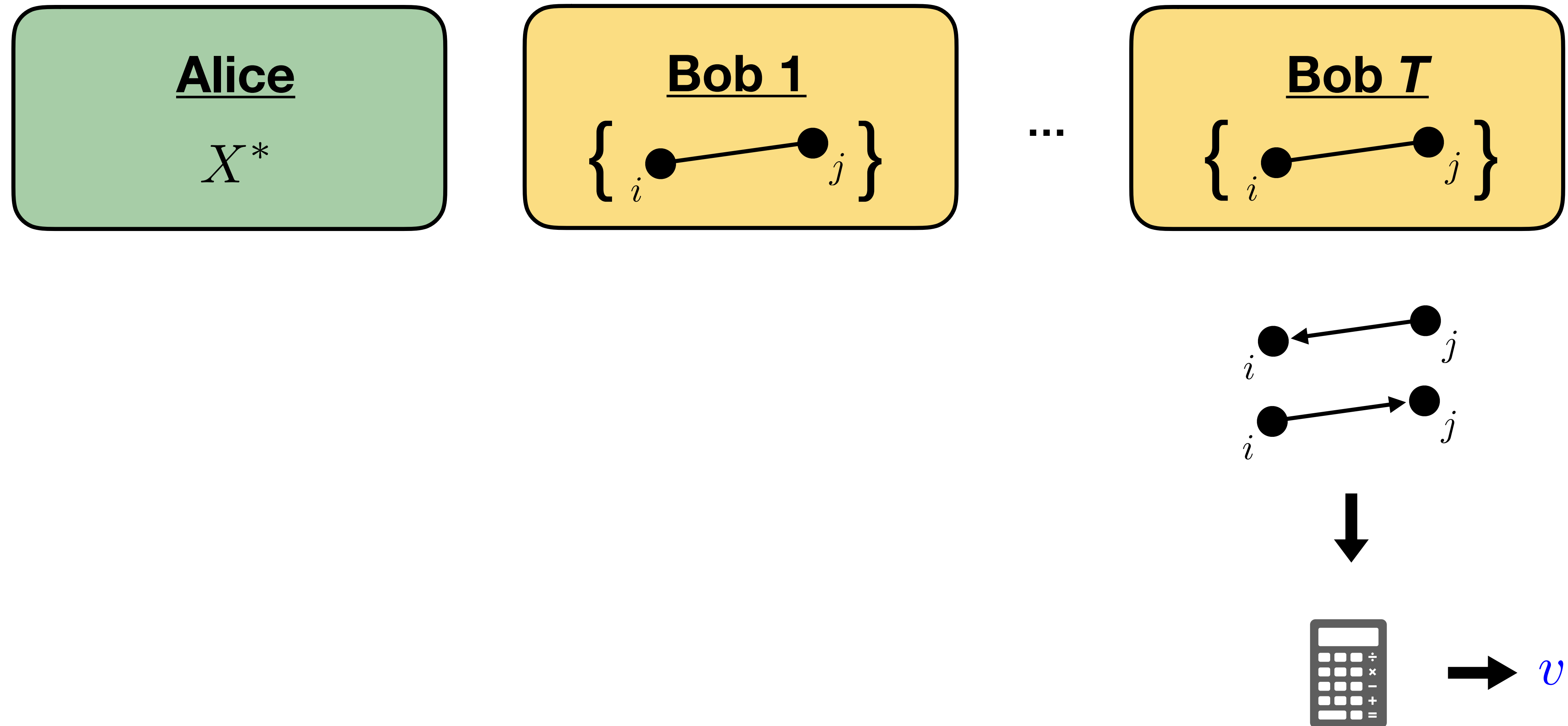
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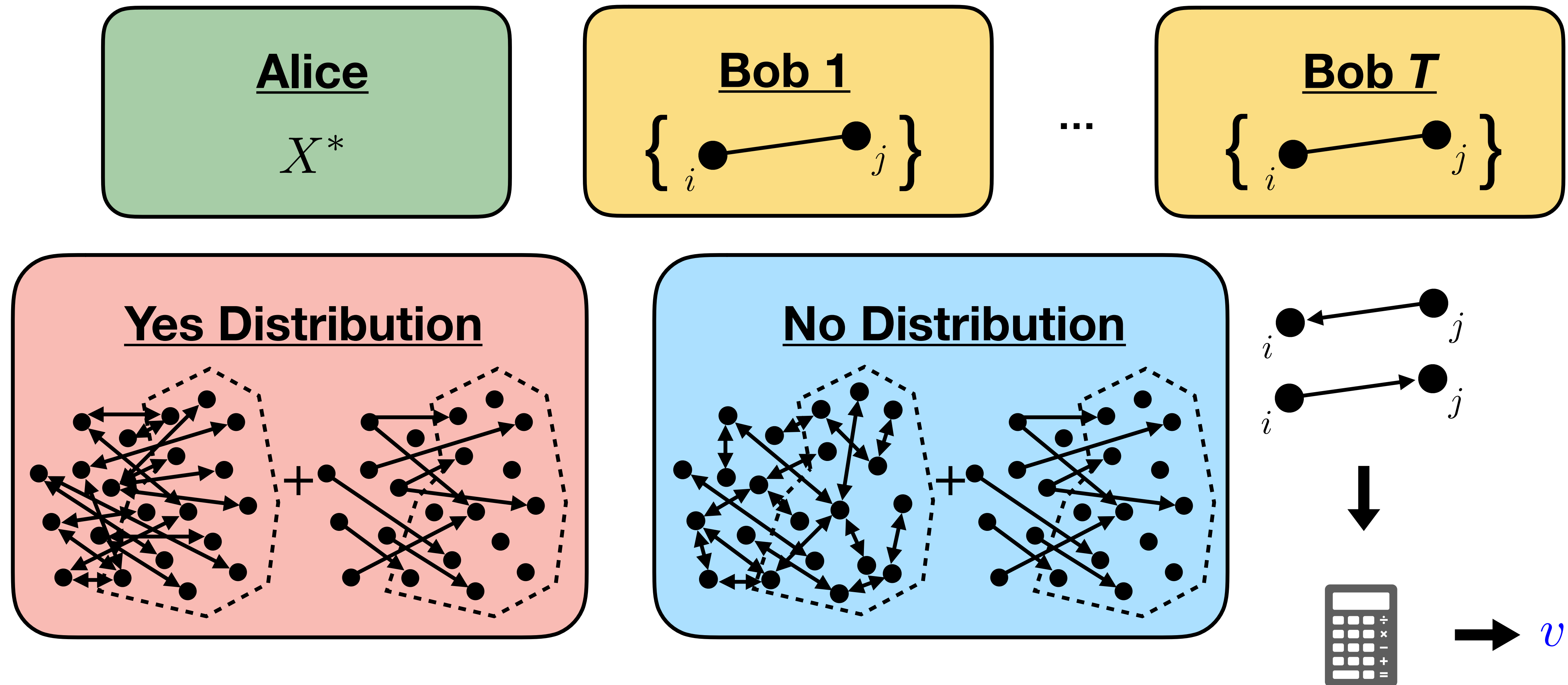
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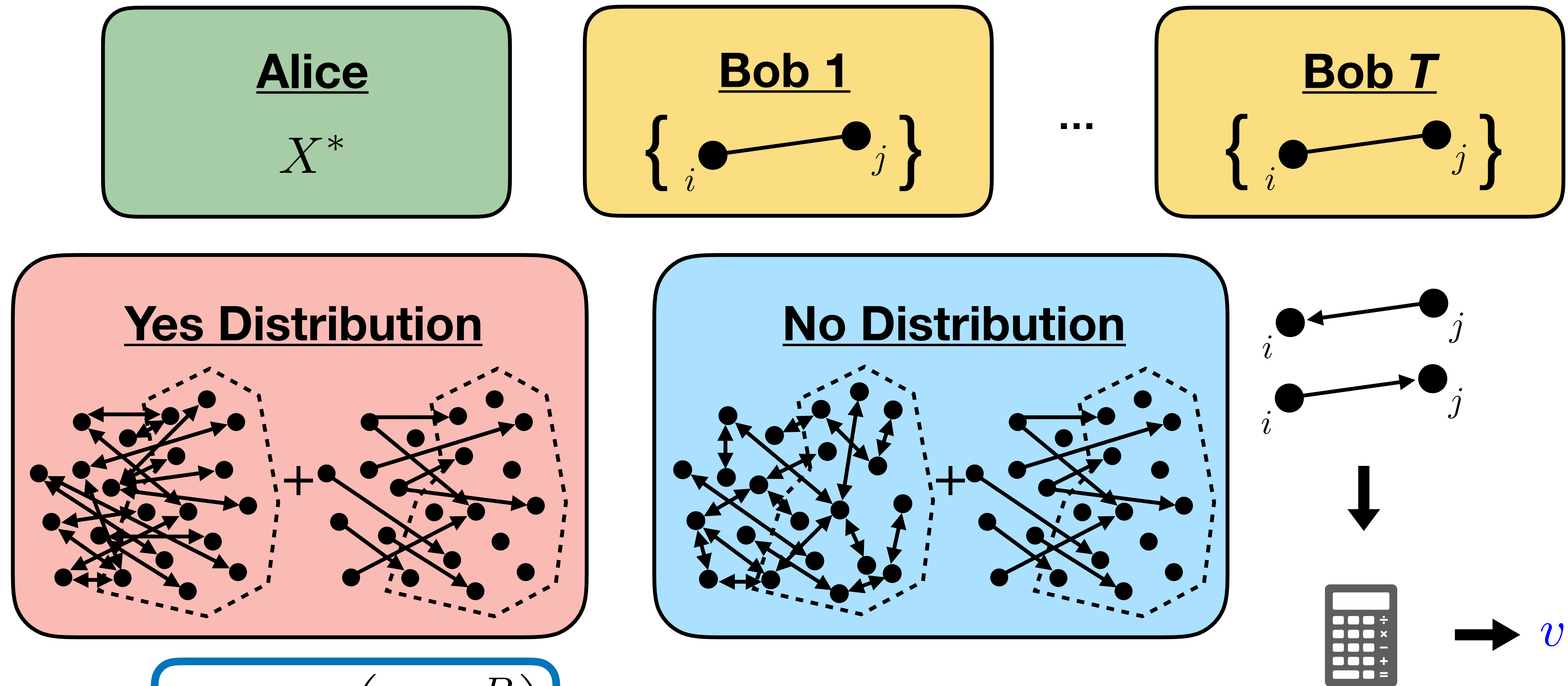
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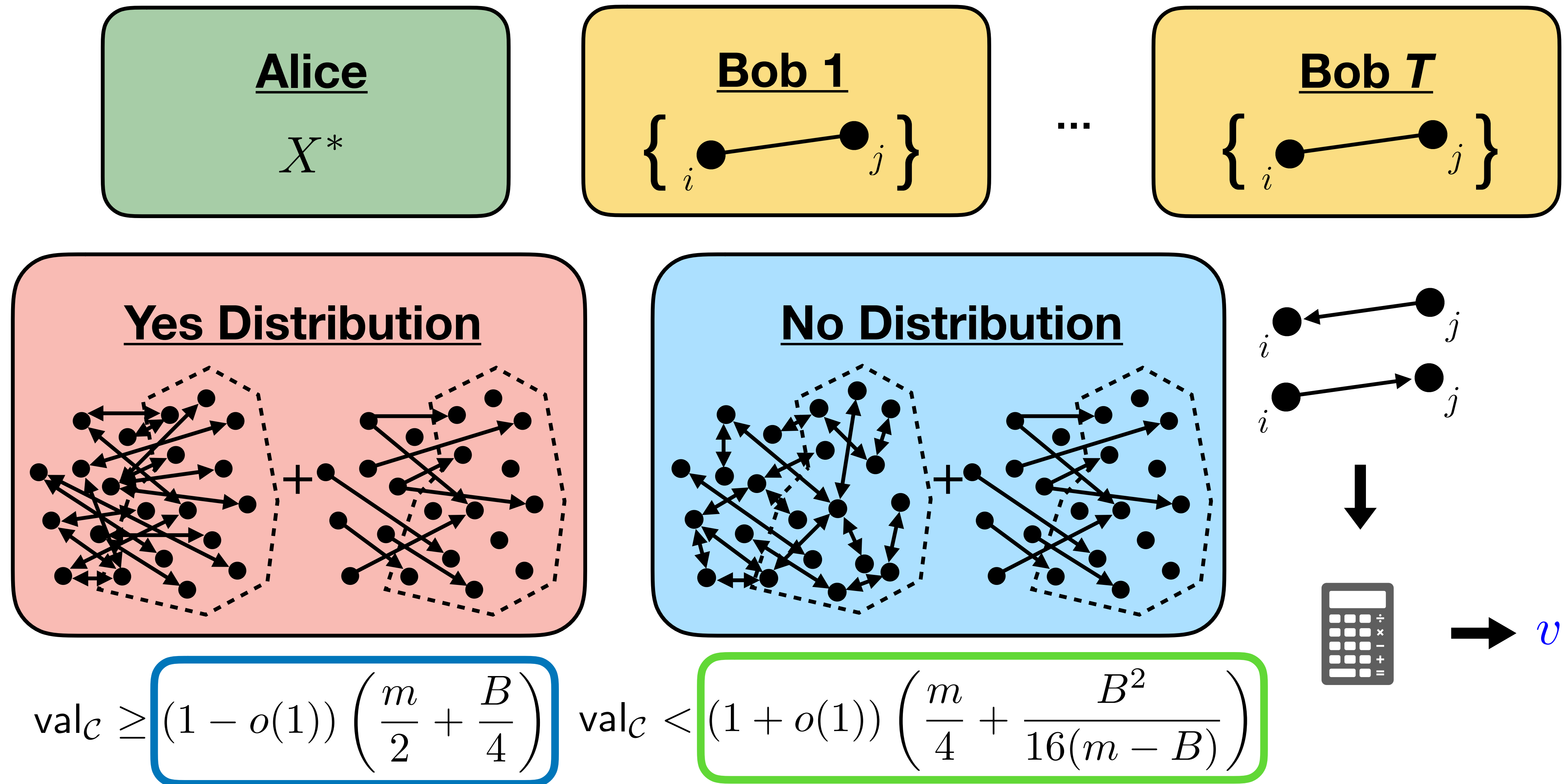


Reducing DBHP to Max-DICUT (Max-2AND)



$$\text{val}_C \geq (1 - o(1)) \left(\frac{m}{2} + \frac{B}{4} \right)$$

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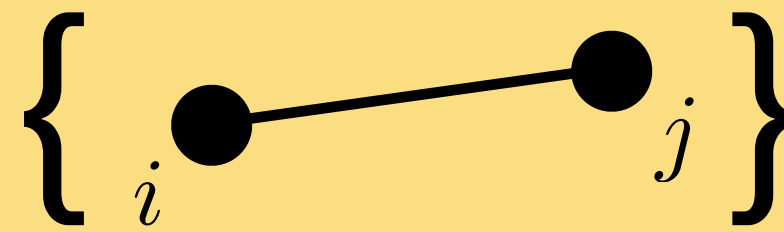


Reducing DBHP to Max-DICUT (Max-2AND)

Alice

X^*

Bob 1

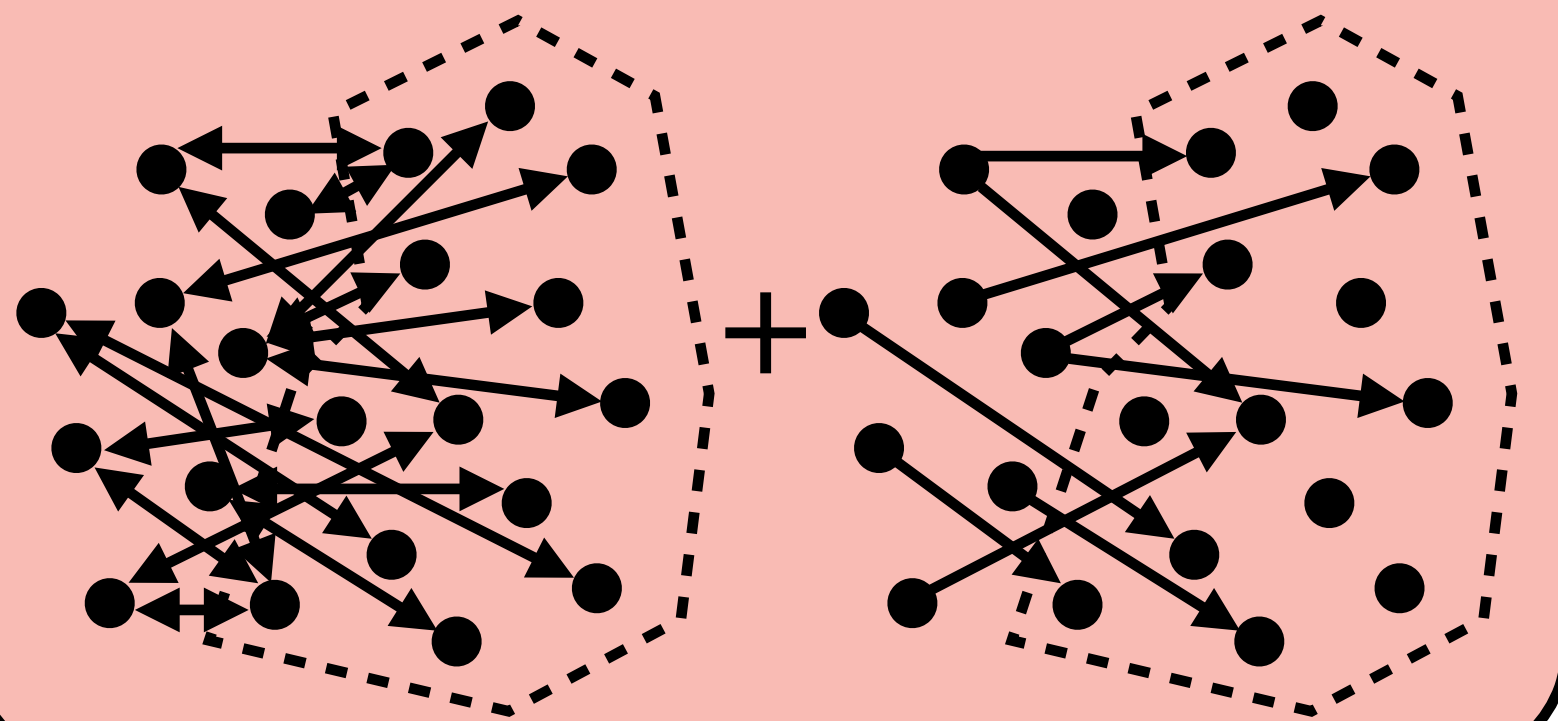


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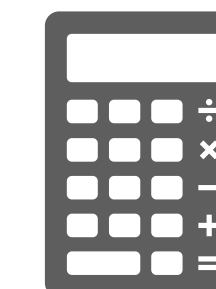
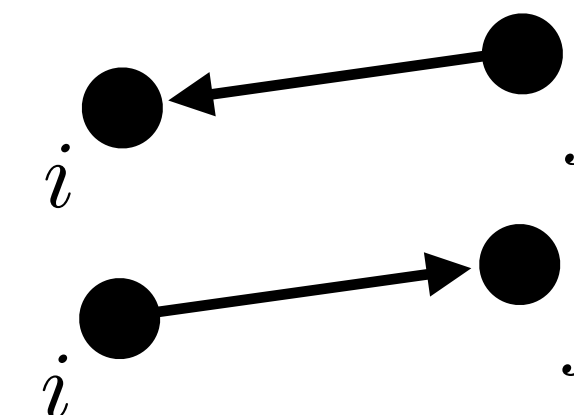
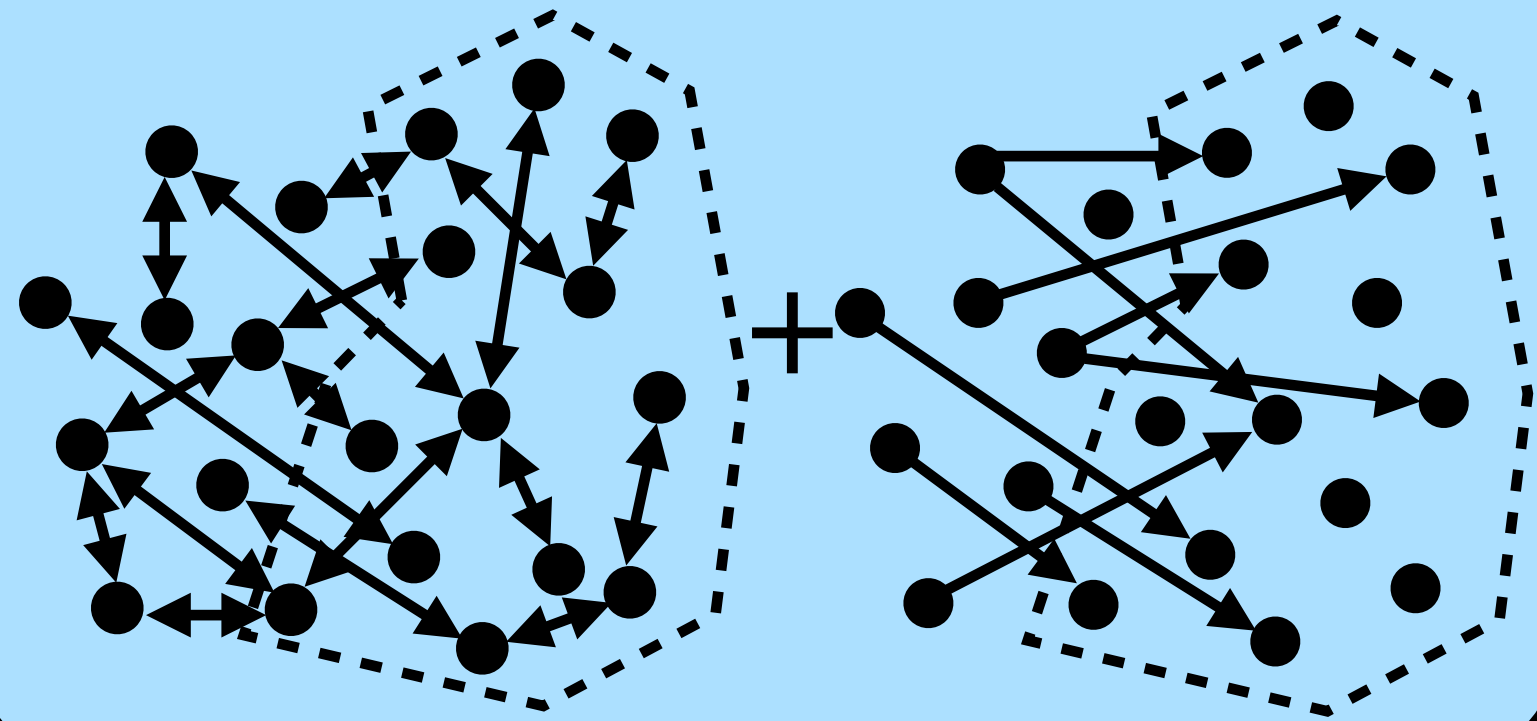
Bob T



Yes Distribution



No Distribution



v

$v \geq$

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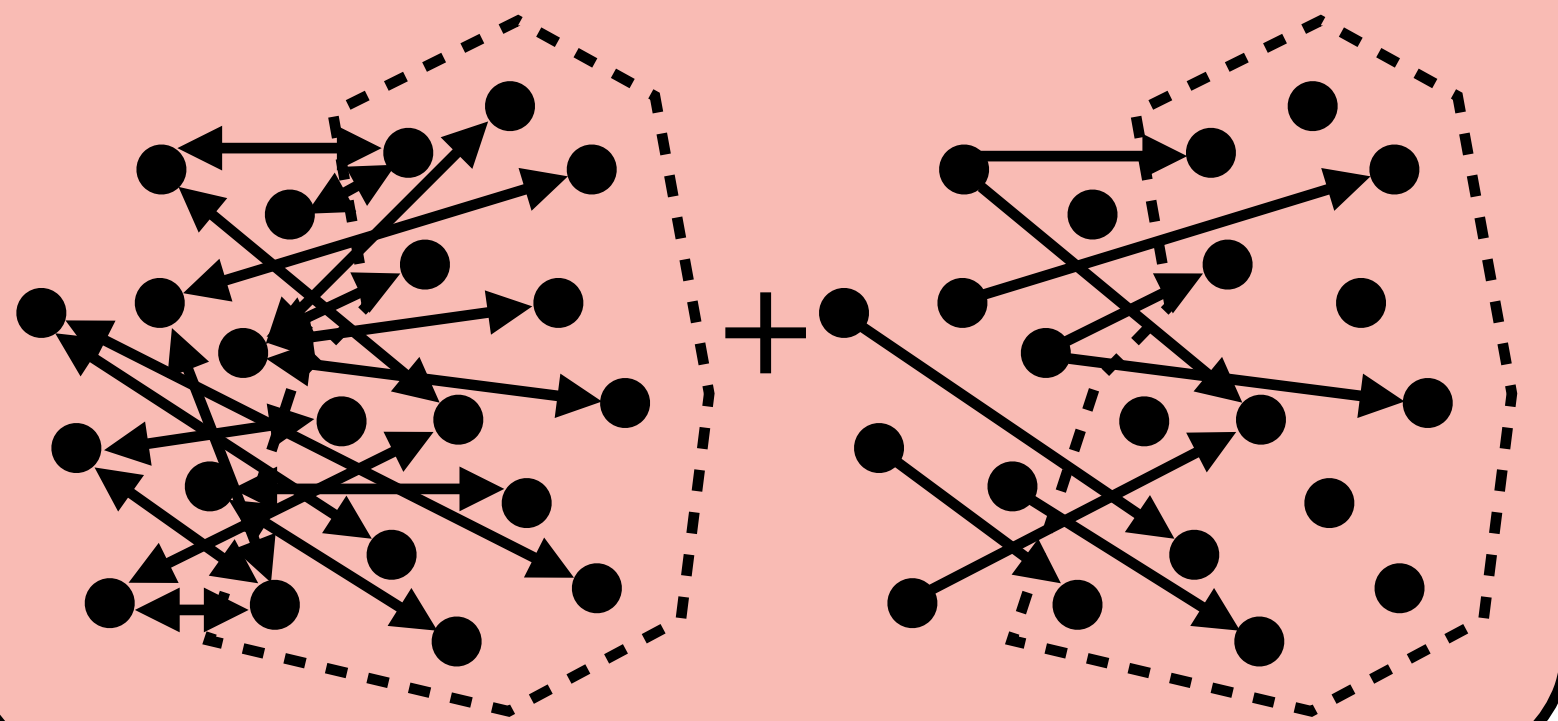


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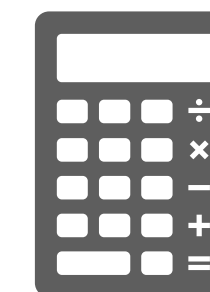
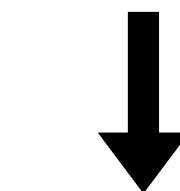
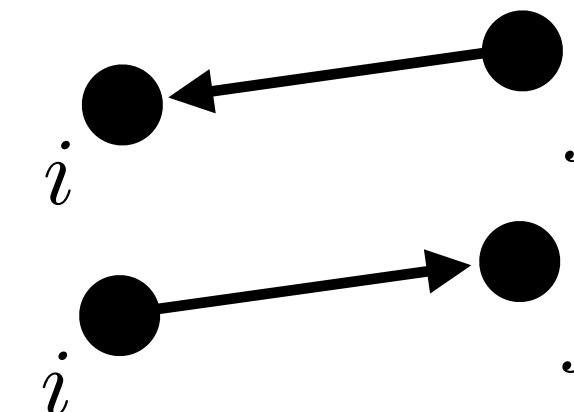
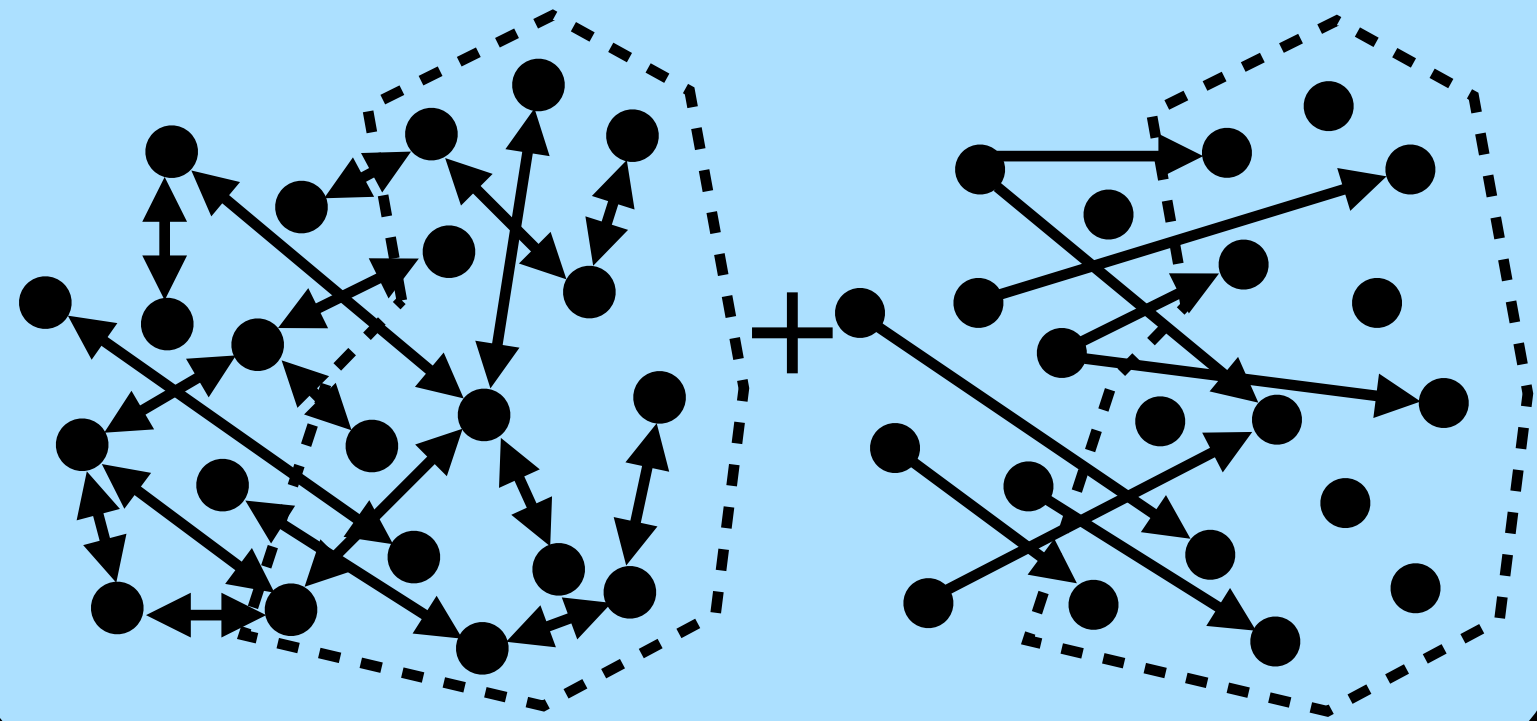
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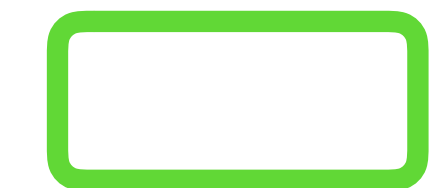
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$v <$
 v



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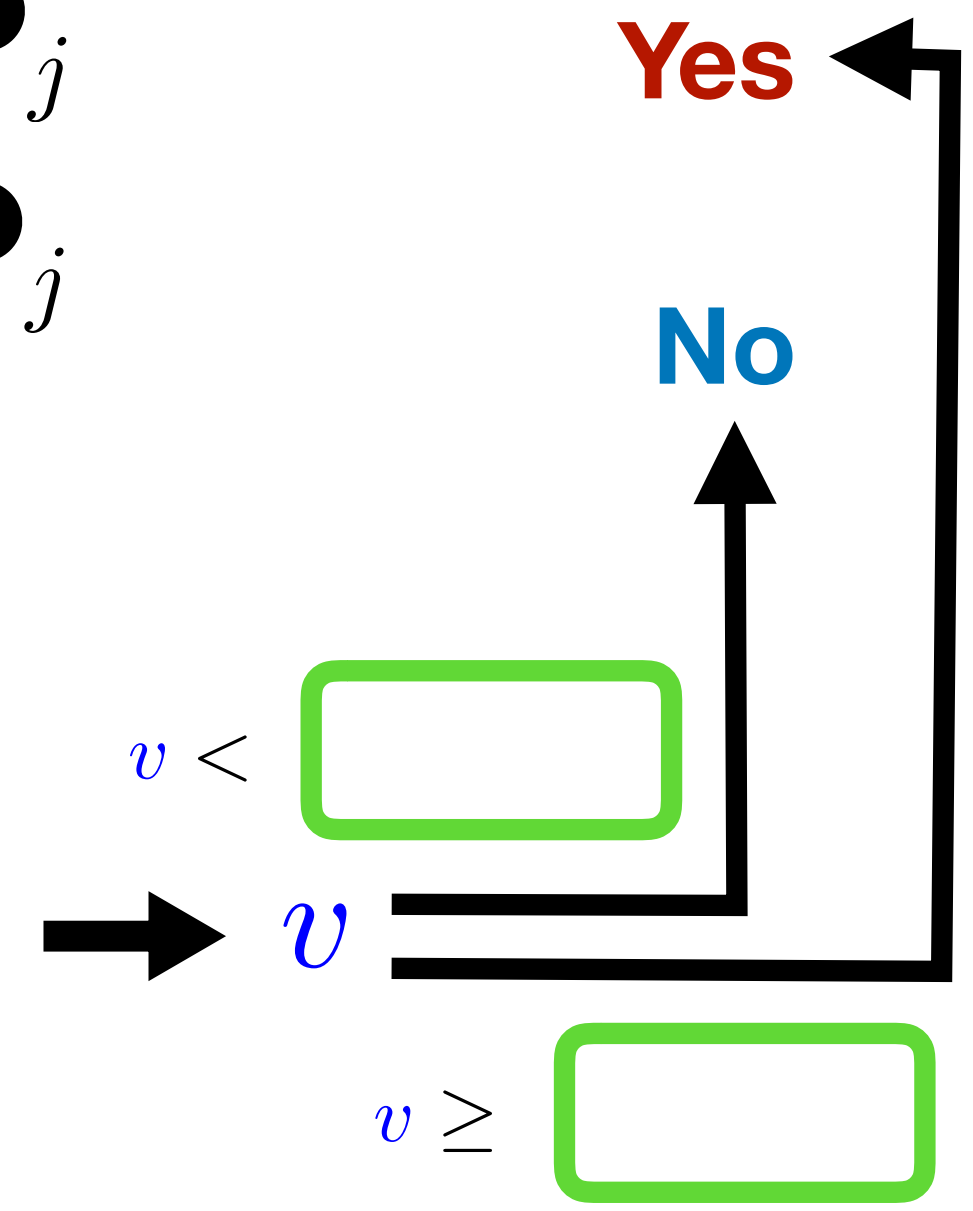
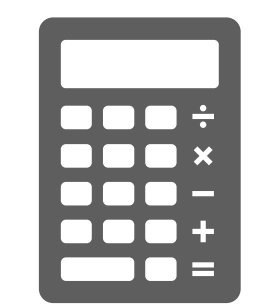
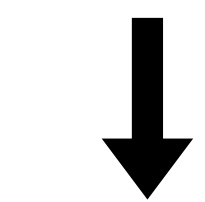
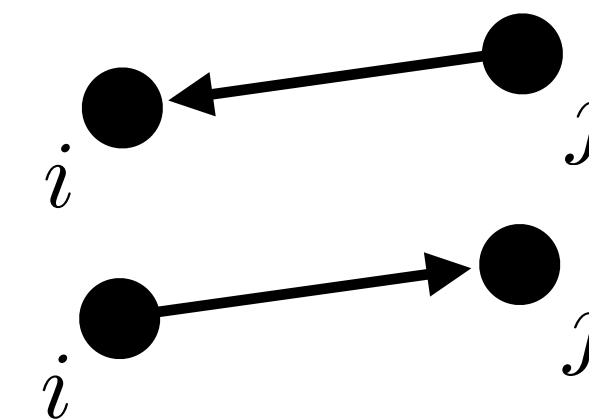
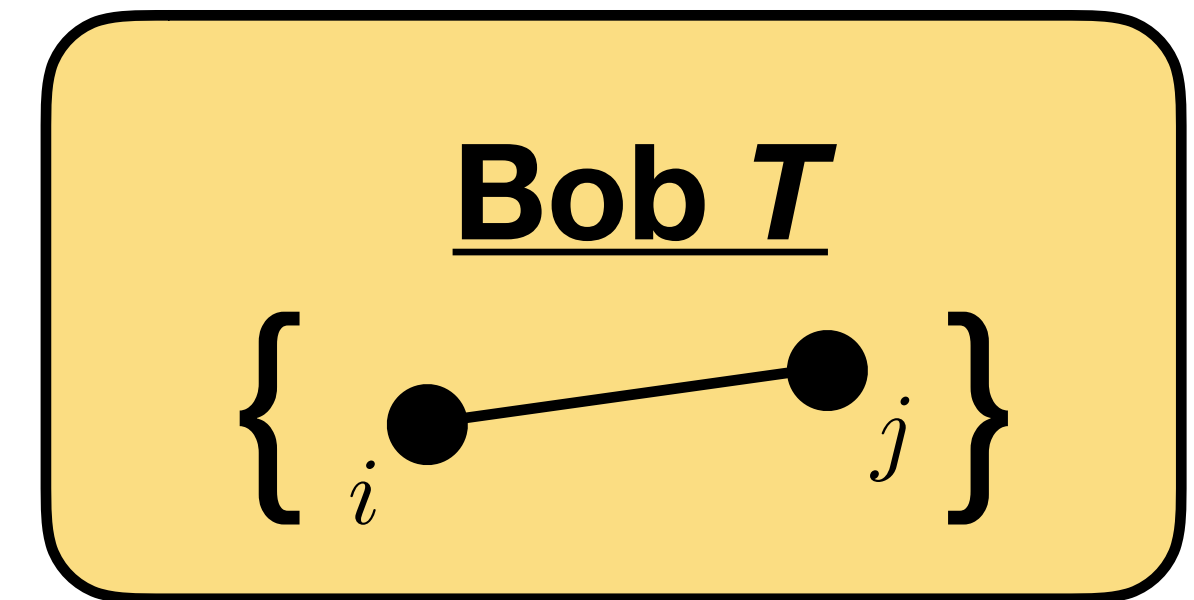
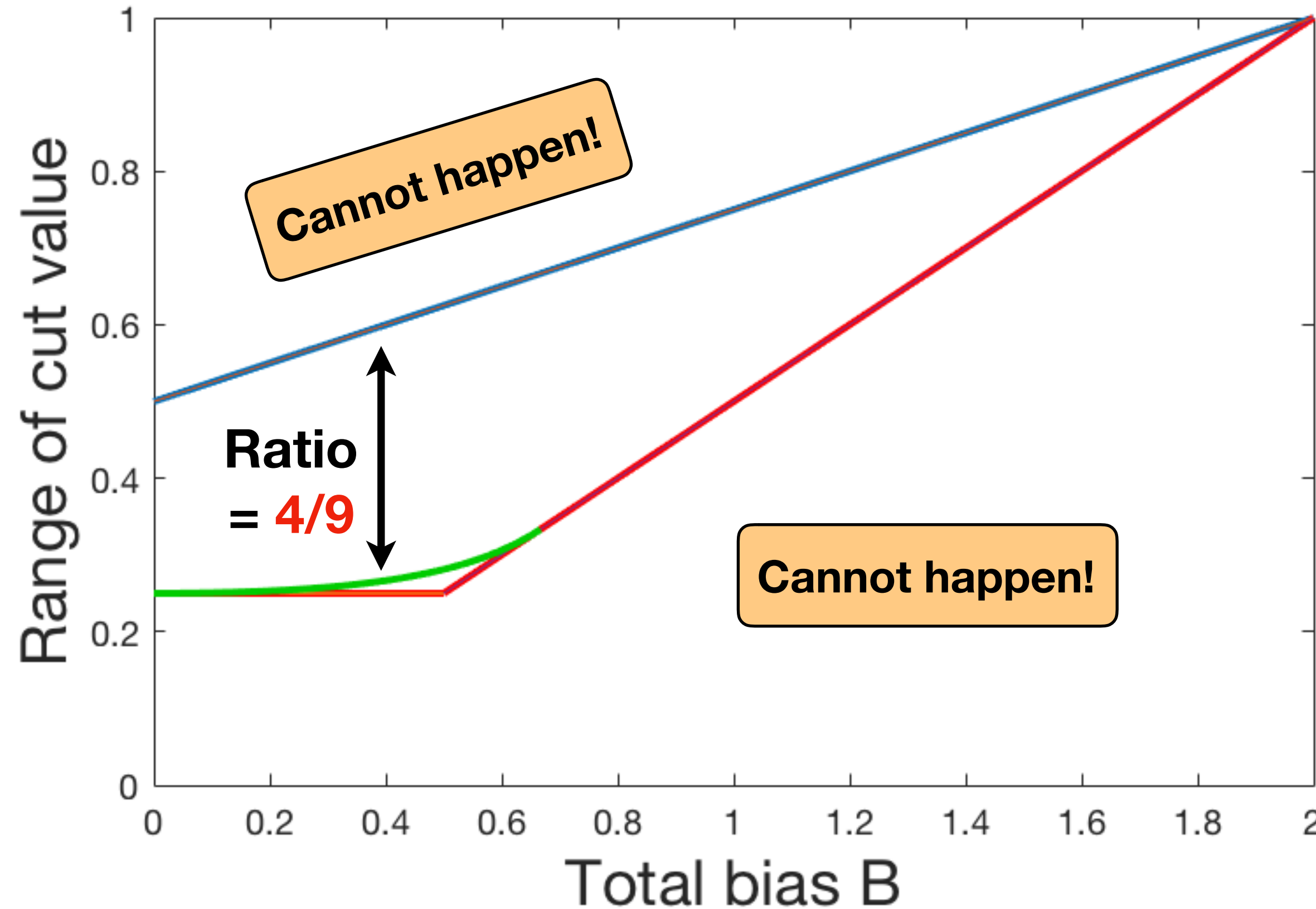


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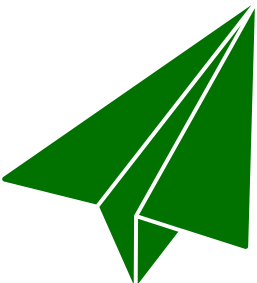
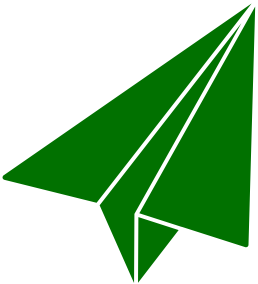
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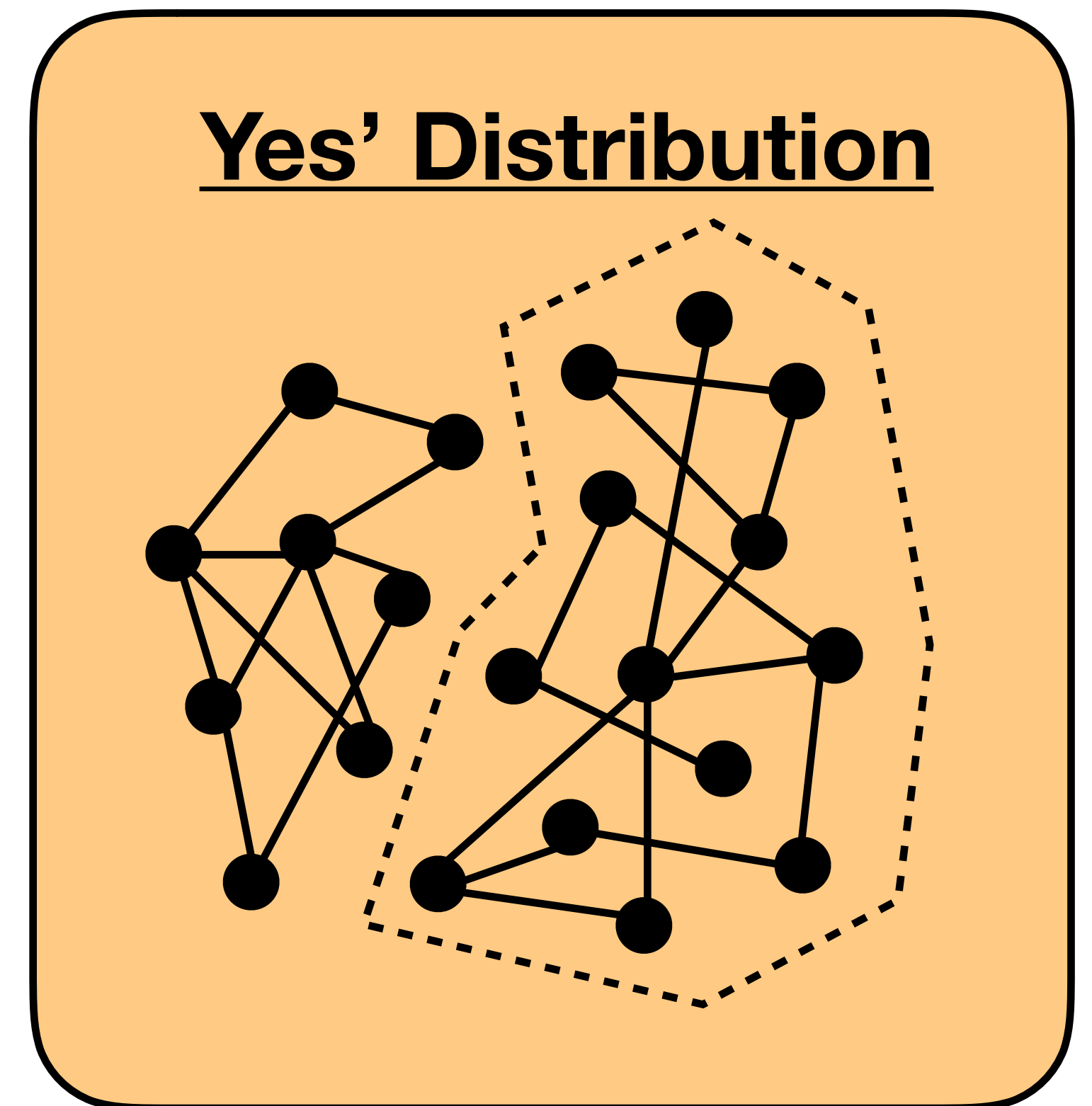
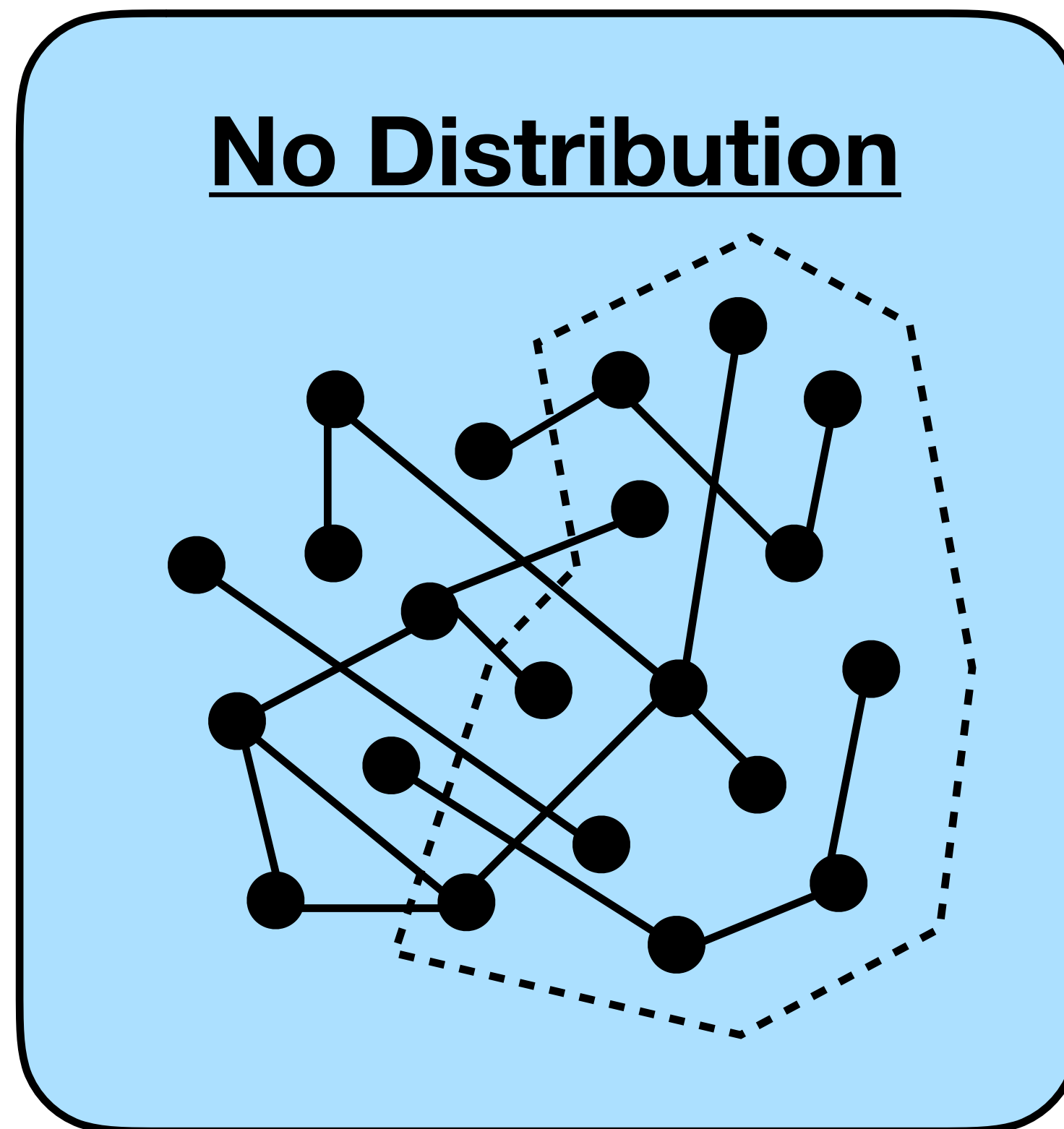
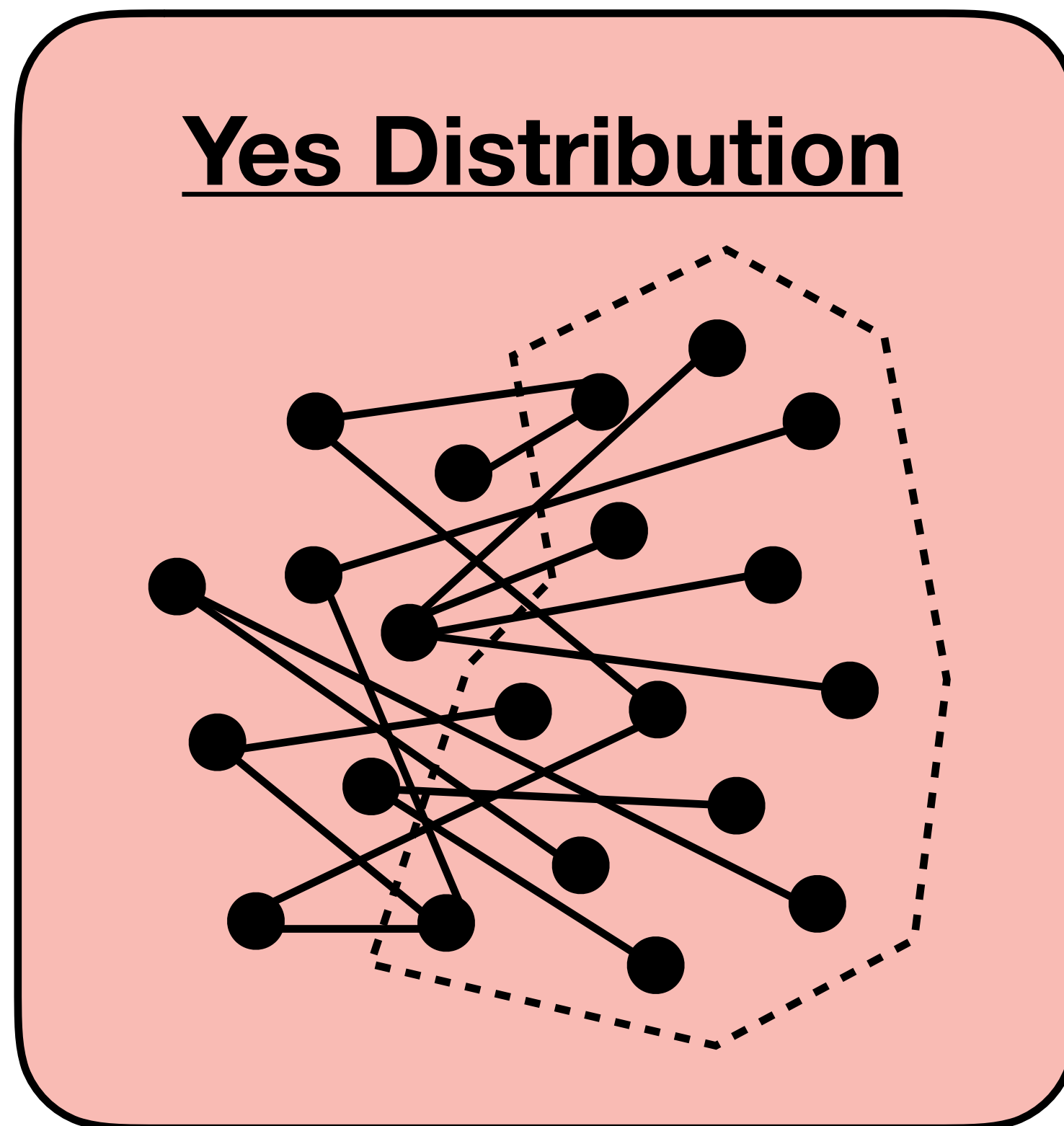
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Can be extended to Max k-SAT!

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Local random sampling is optimal!

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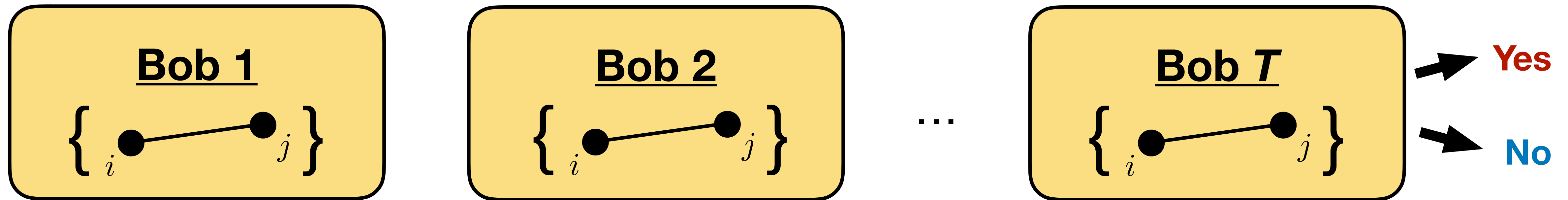
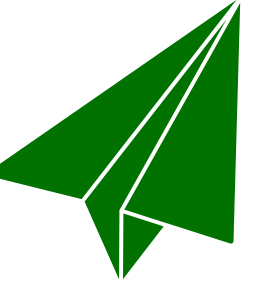
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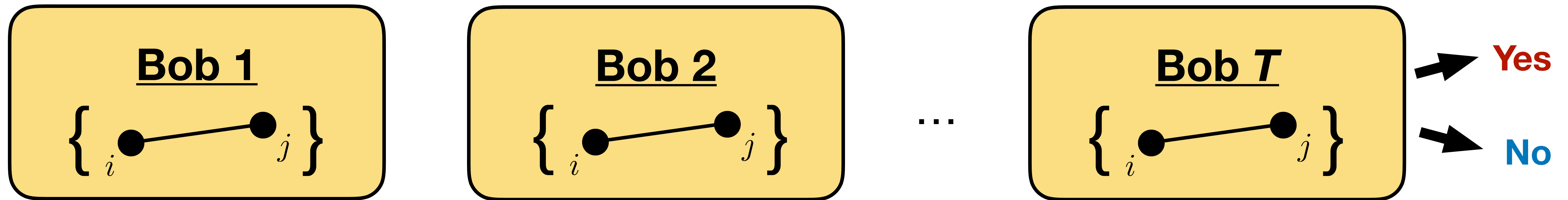
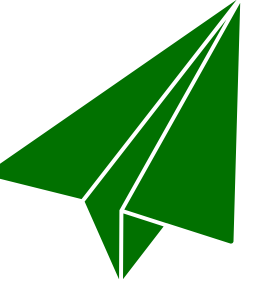
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Thanks for your attention, questions?

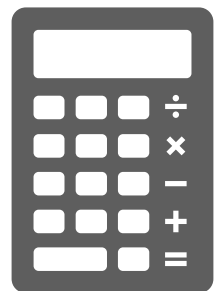
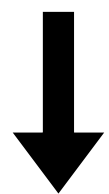
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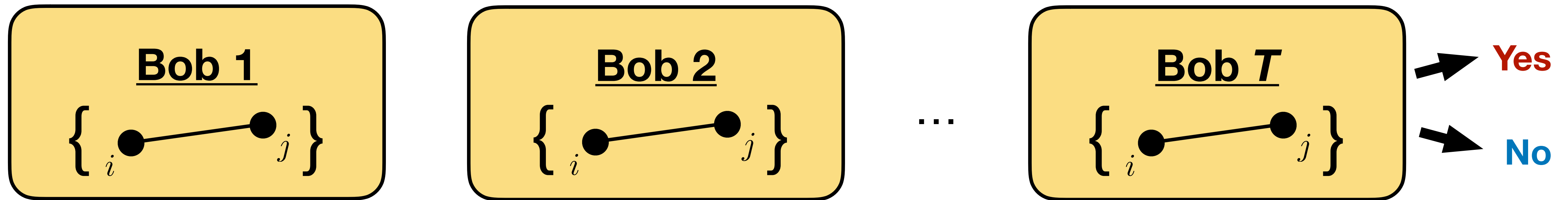
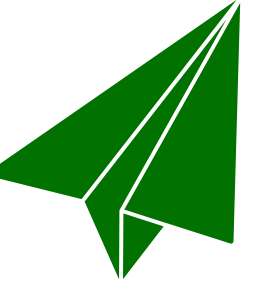
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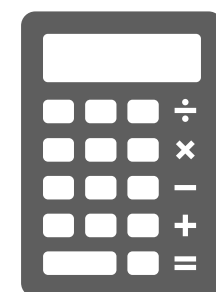
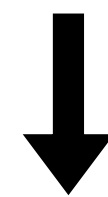
$$x_i \vee x_j$$
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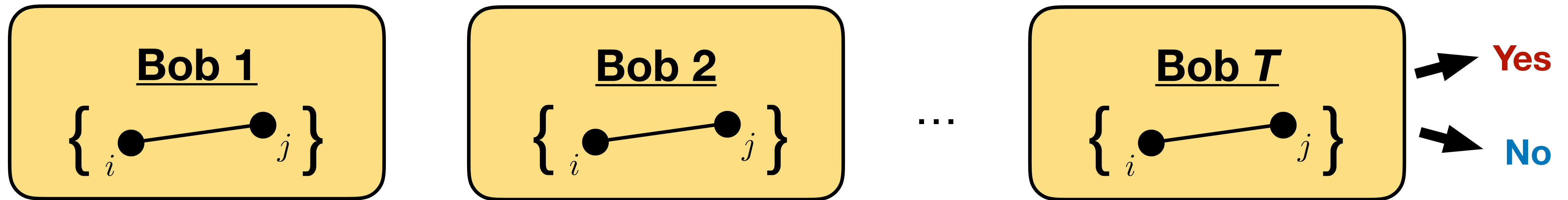
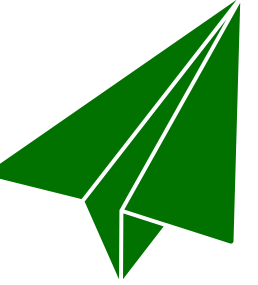
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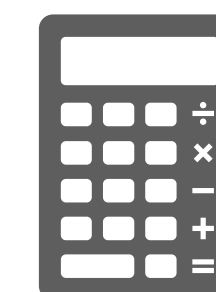
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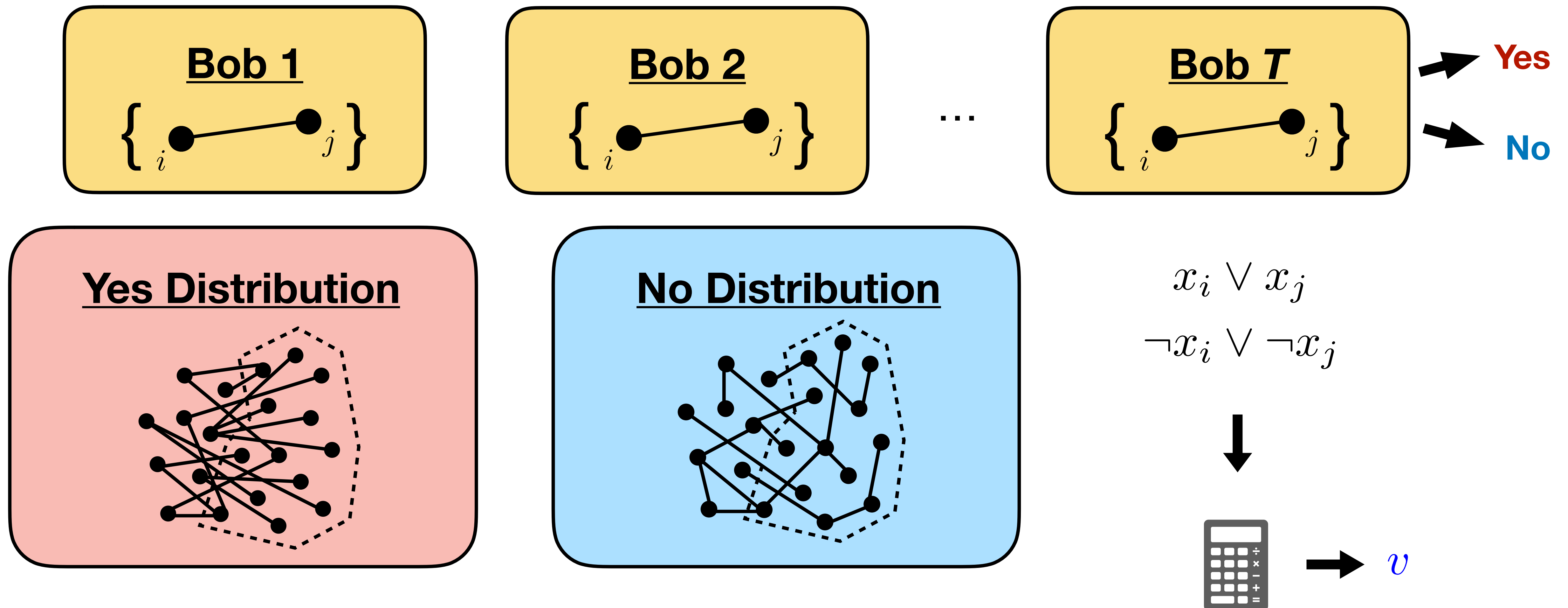
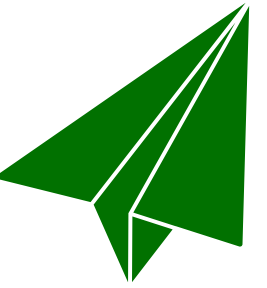


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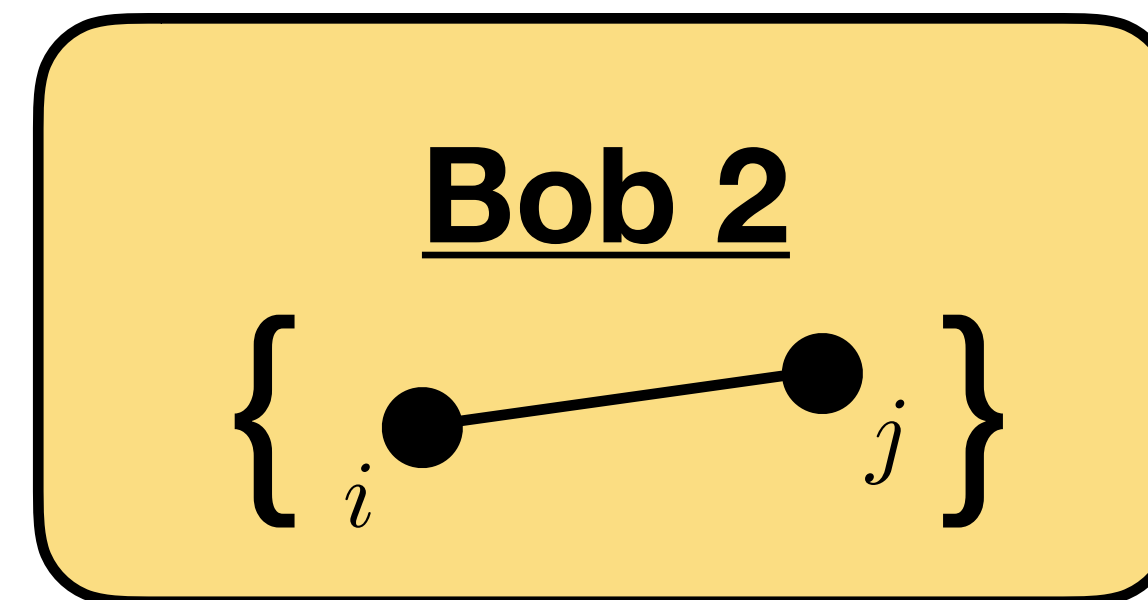
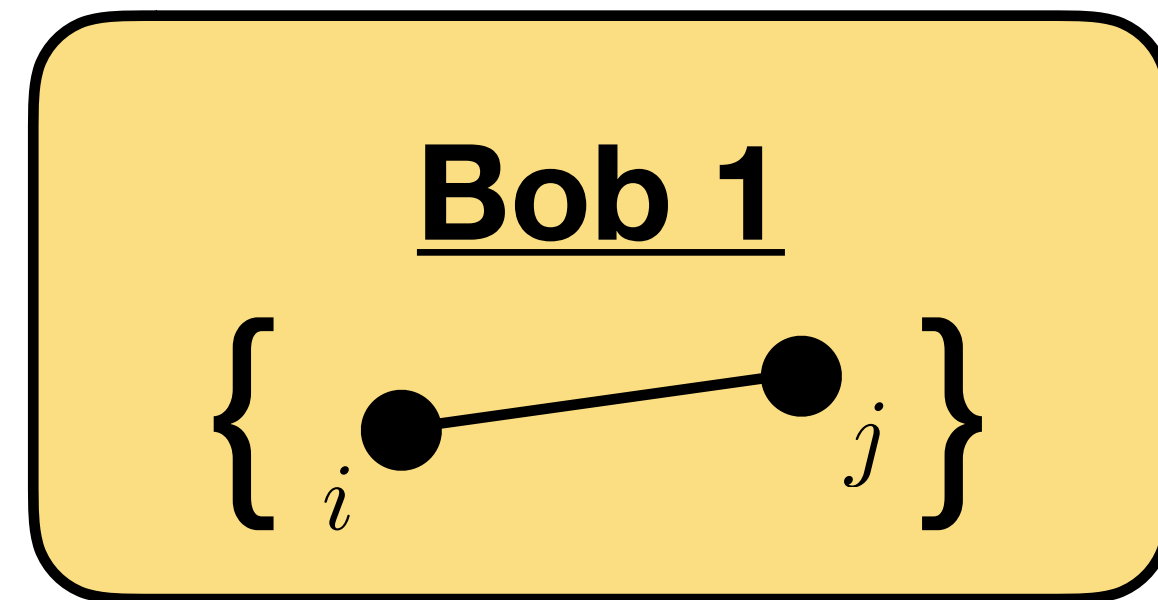
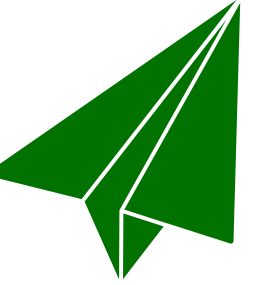


$\rightarrow v$

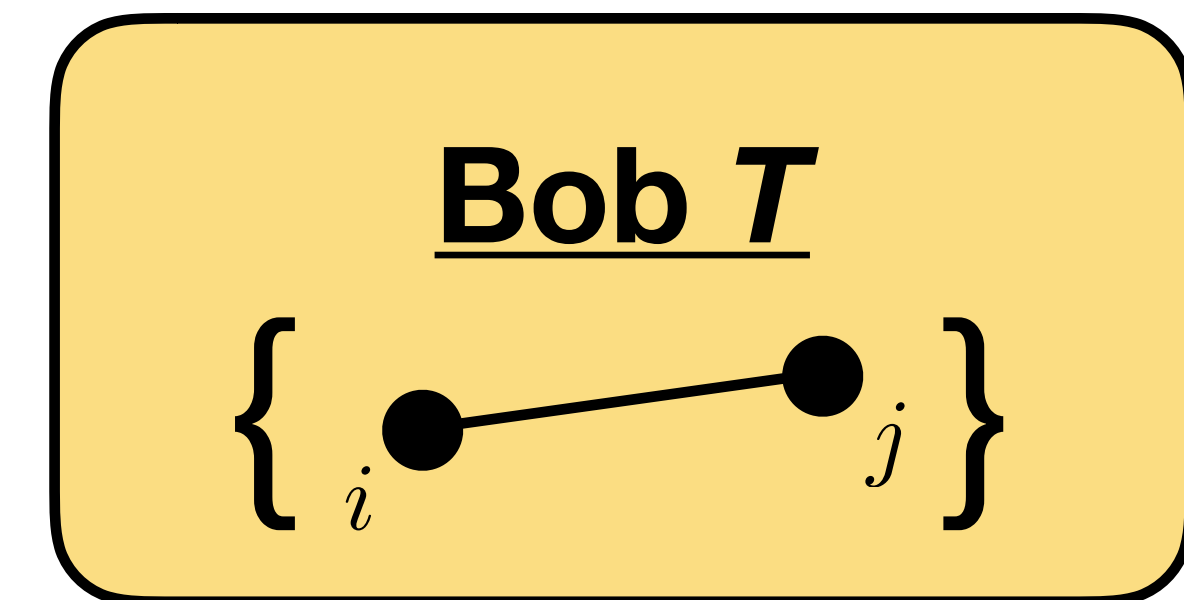
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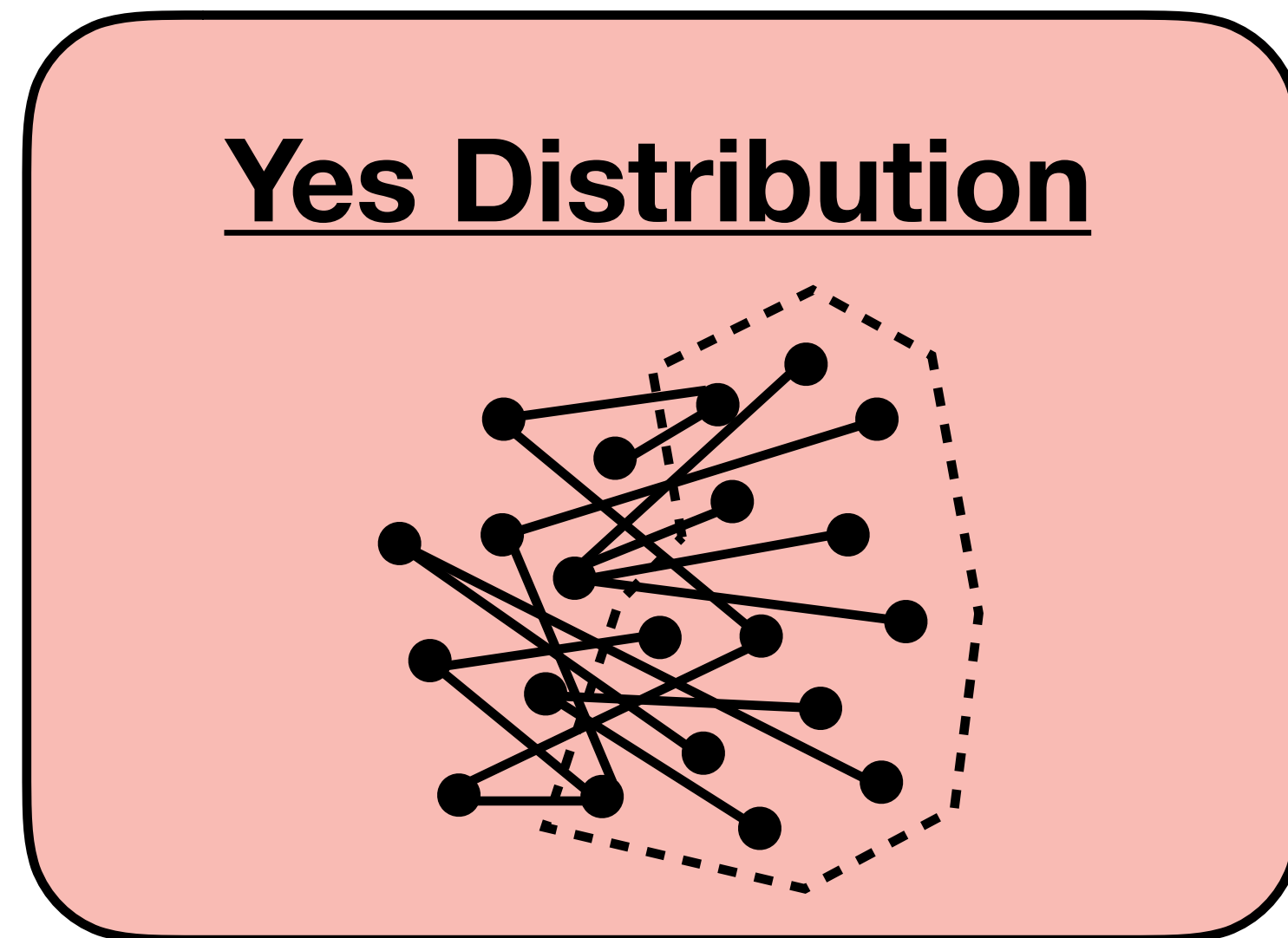


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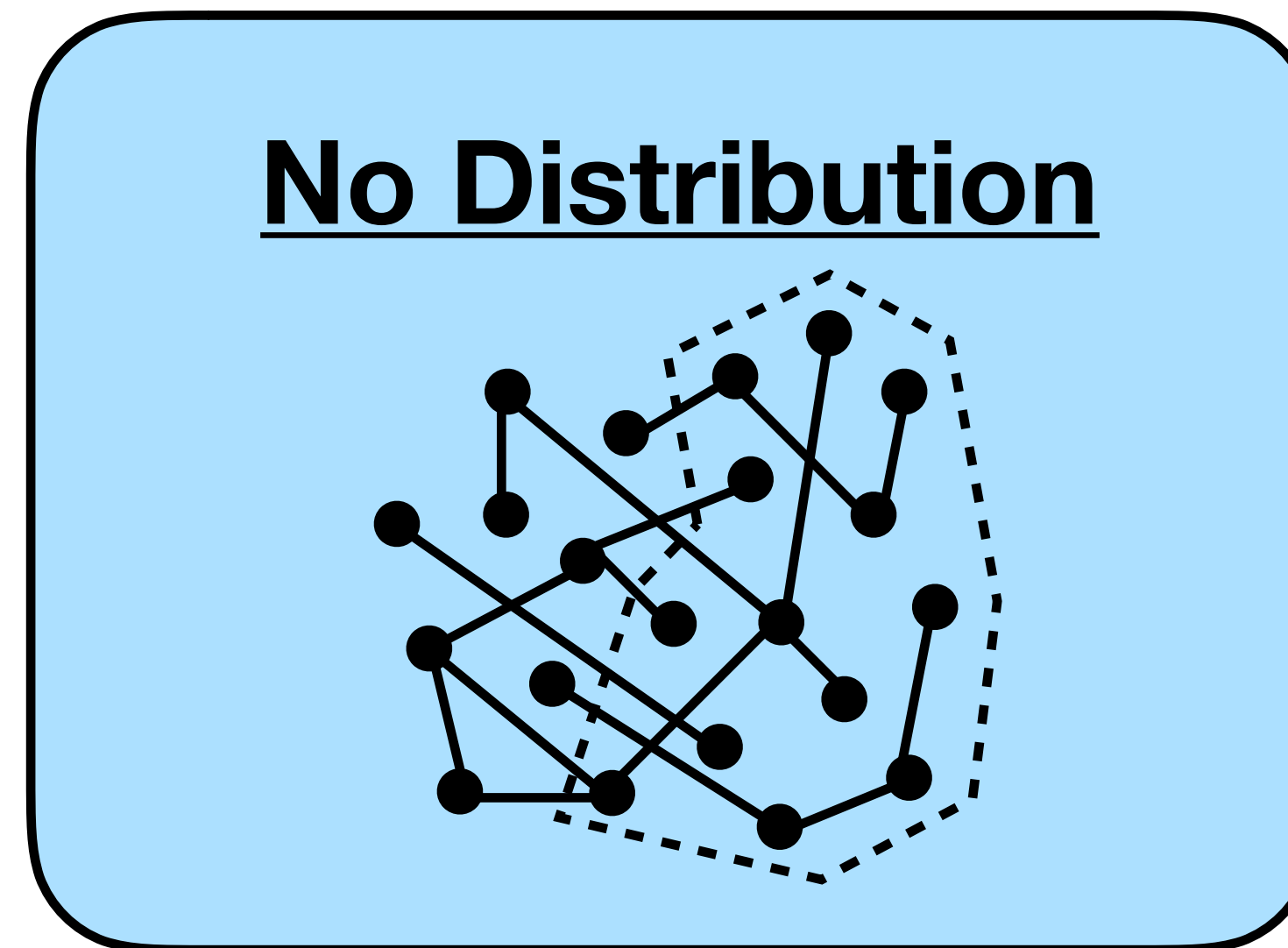


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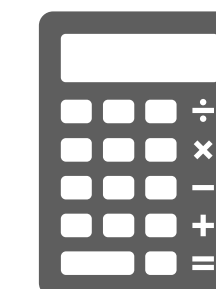
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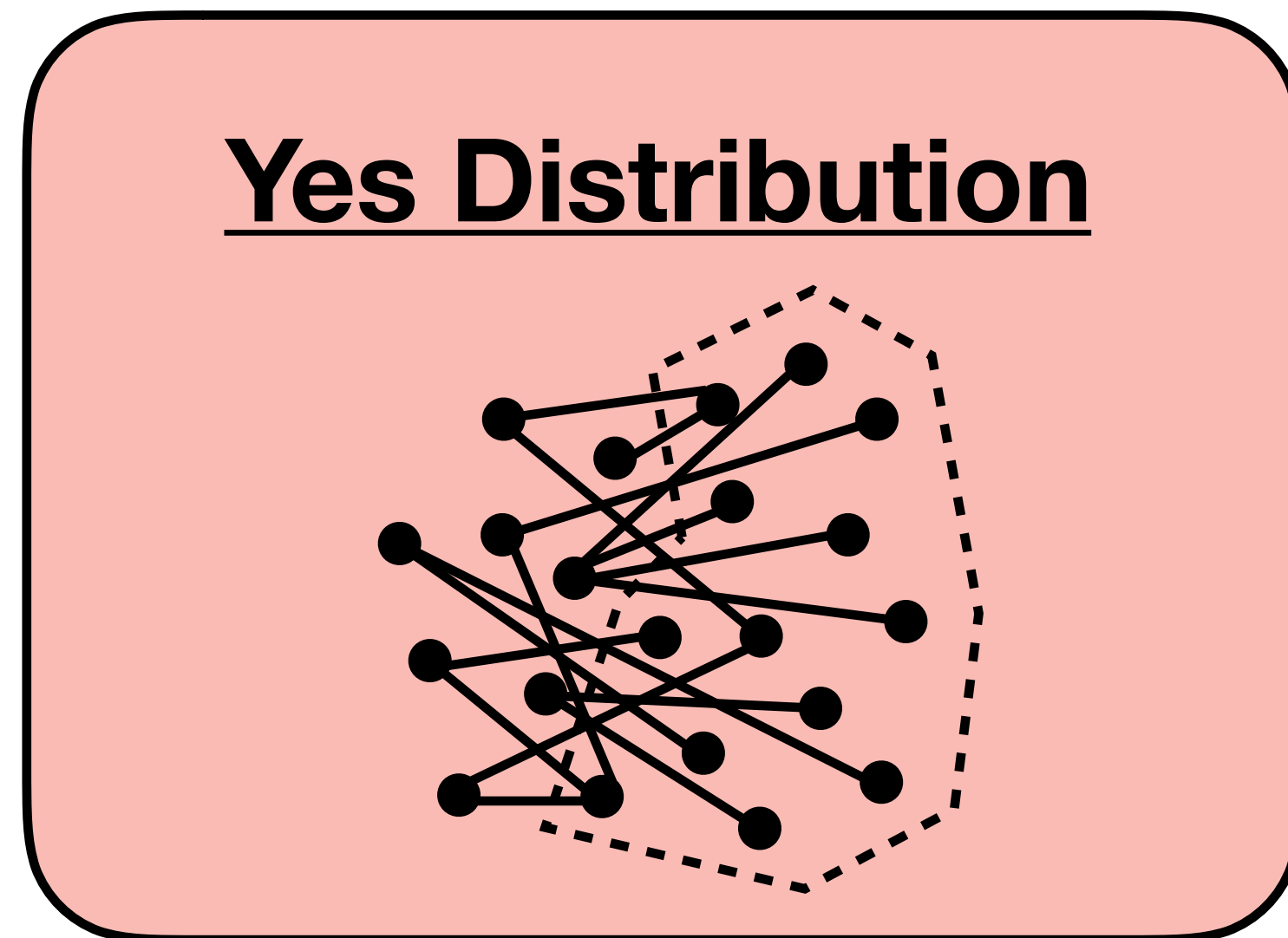
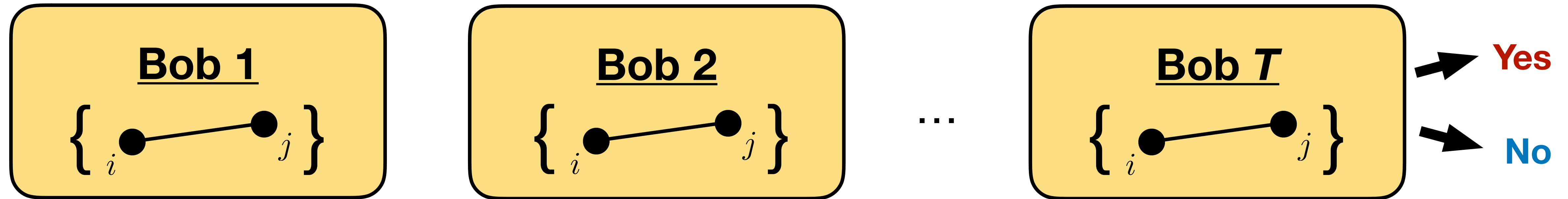
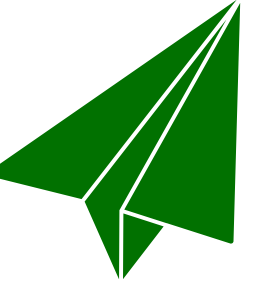


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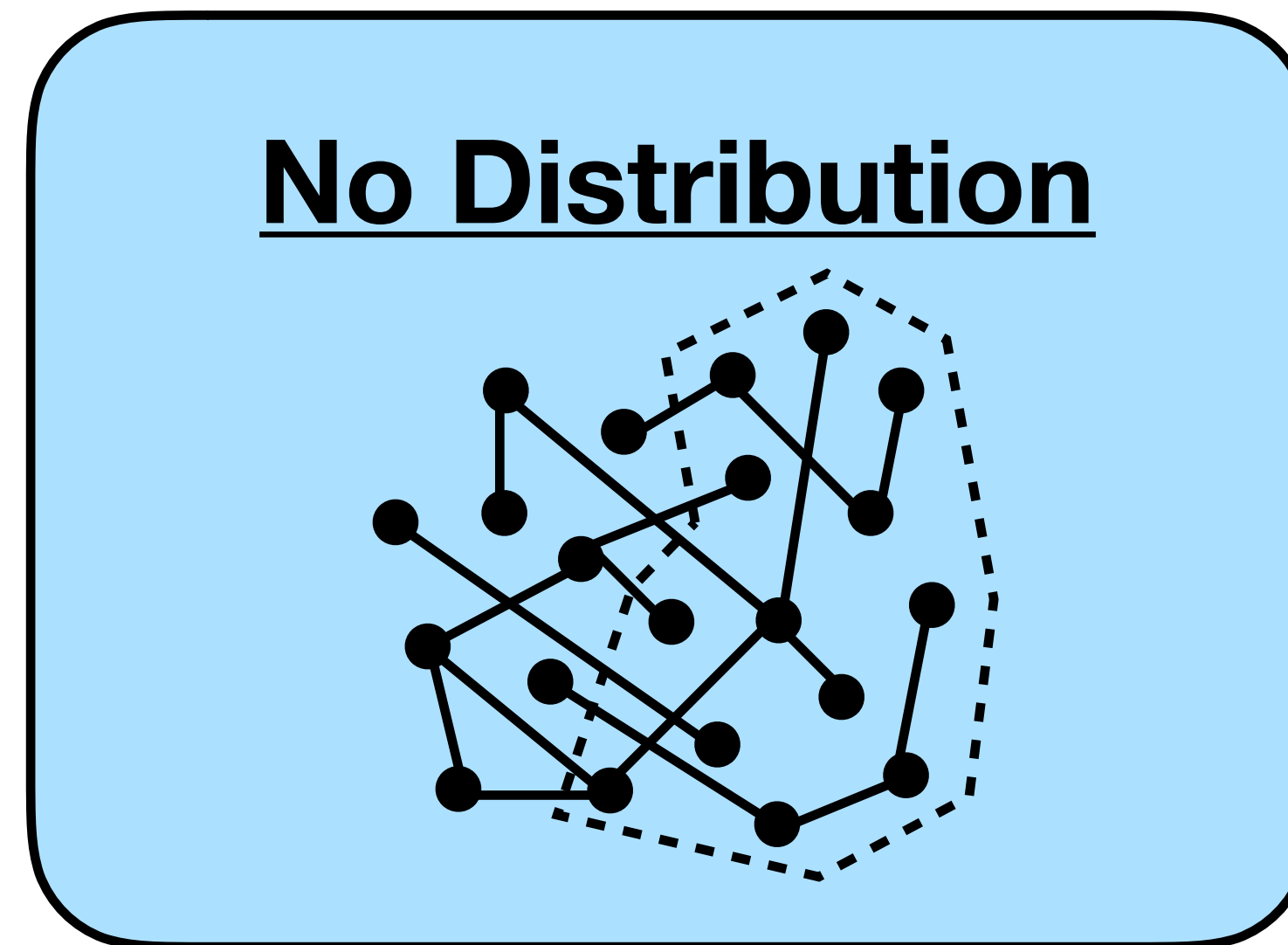


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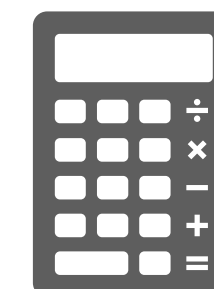
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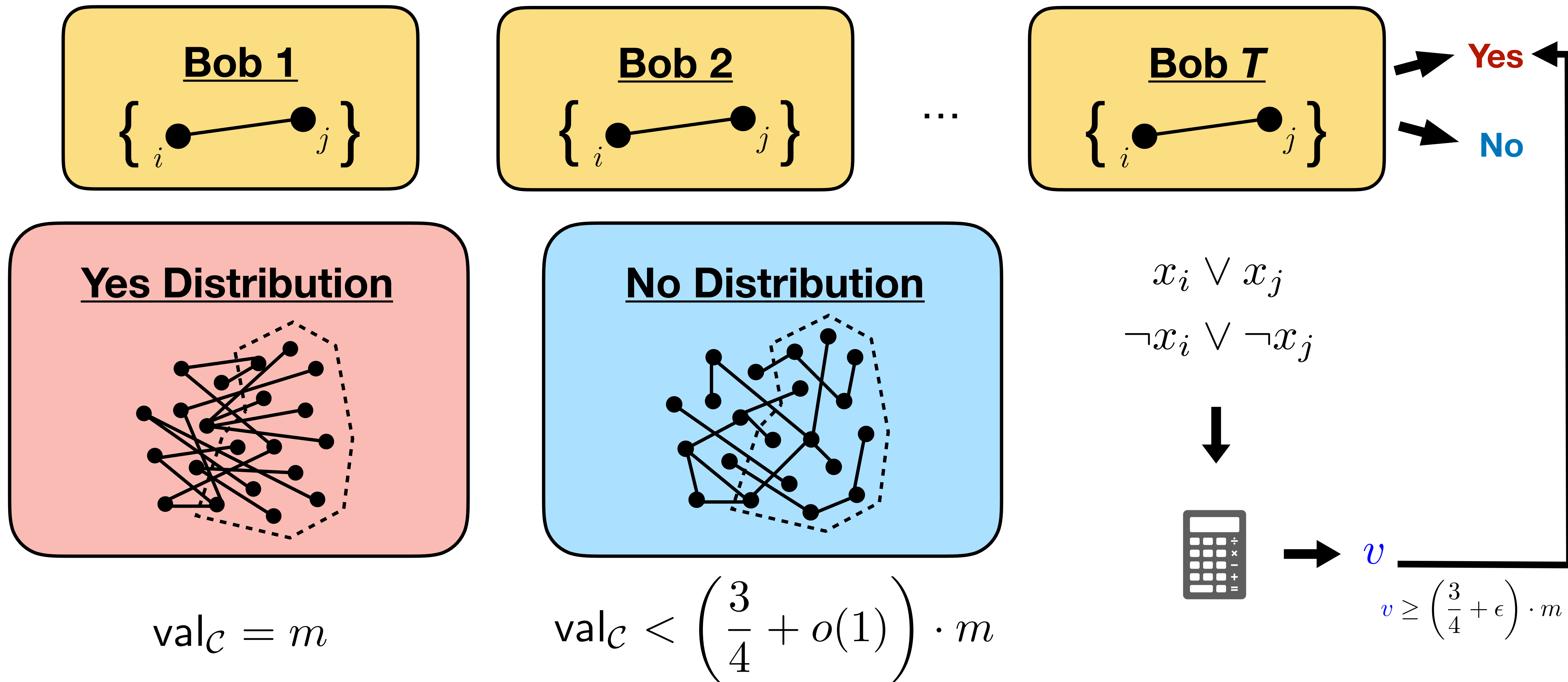
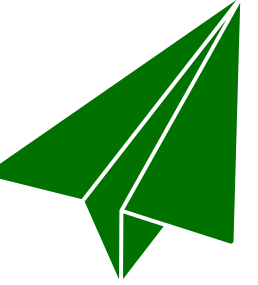
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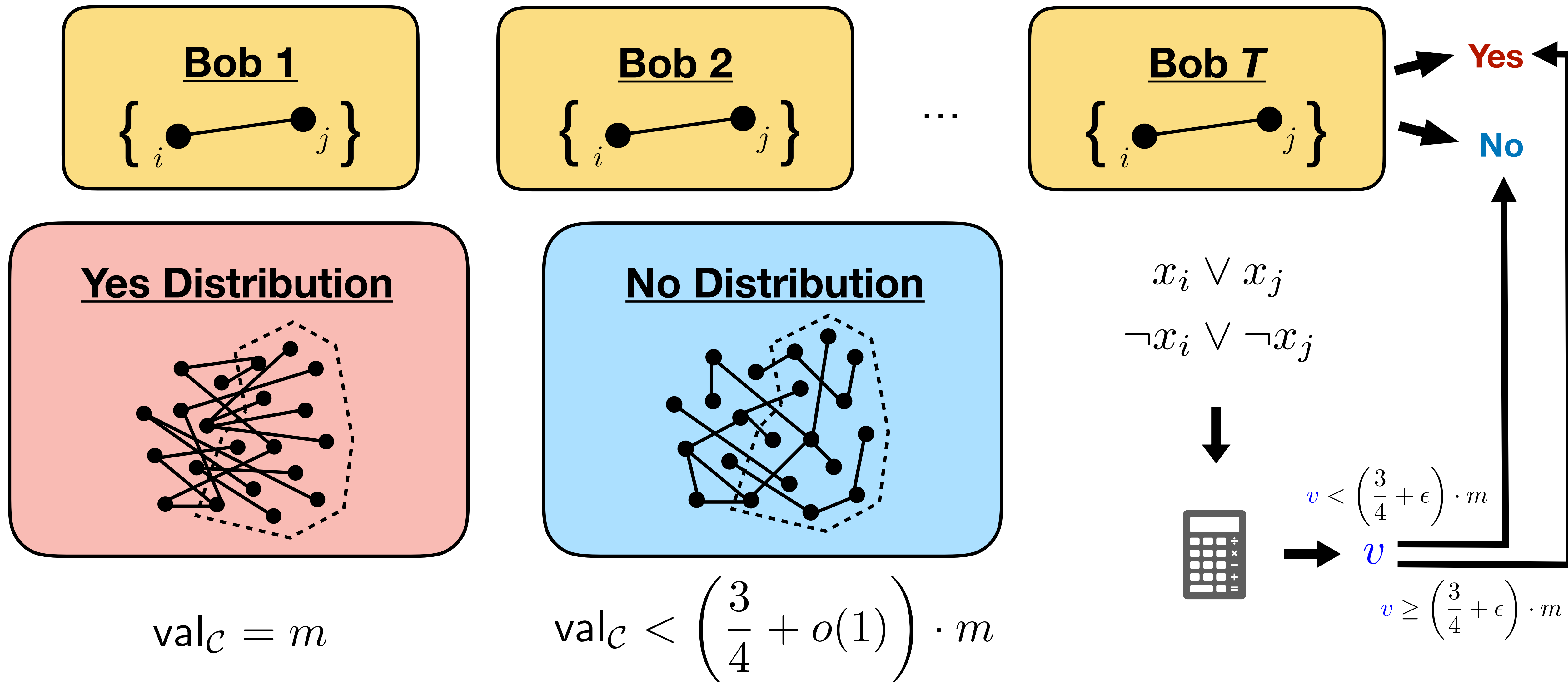
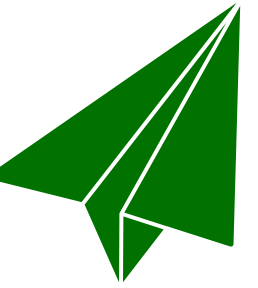


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Max-2OR

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$$\{x_i\} \quad \{\neg x_i \vee \neg x_j\}$$
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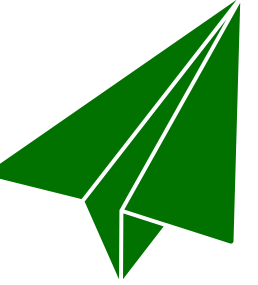
Max-2OR

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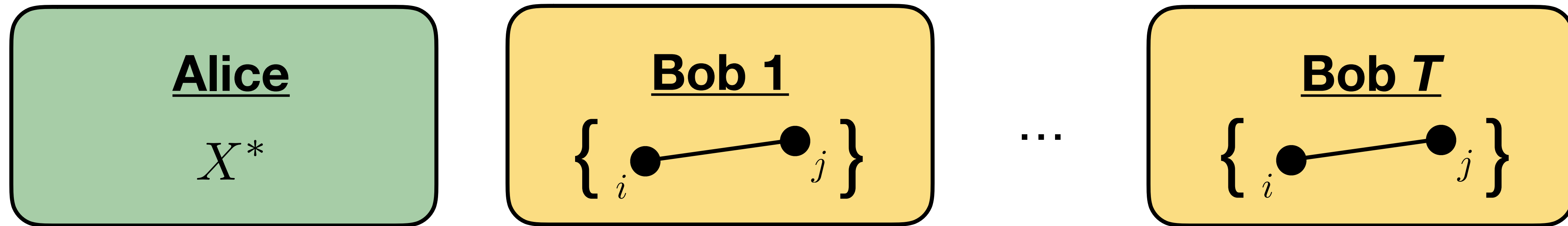
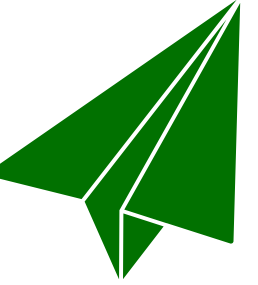
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$$\{x_i\} \quad \{\neg y_i \vee \neg y_j\}$$
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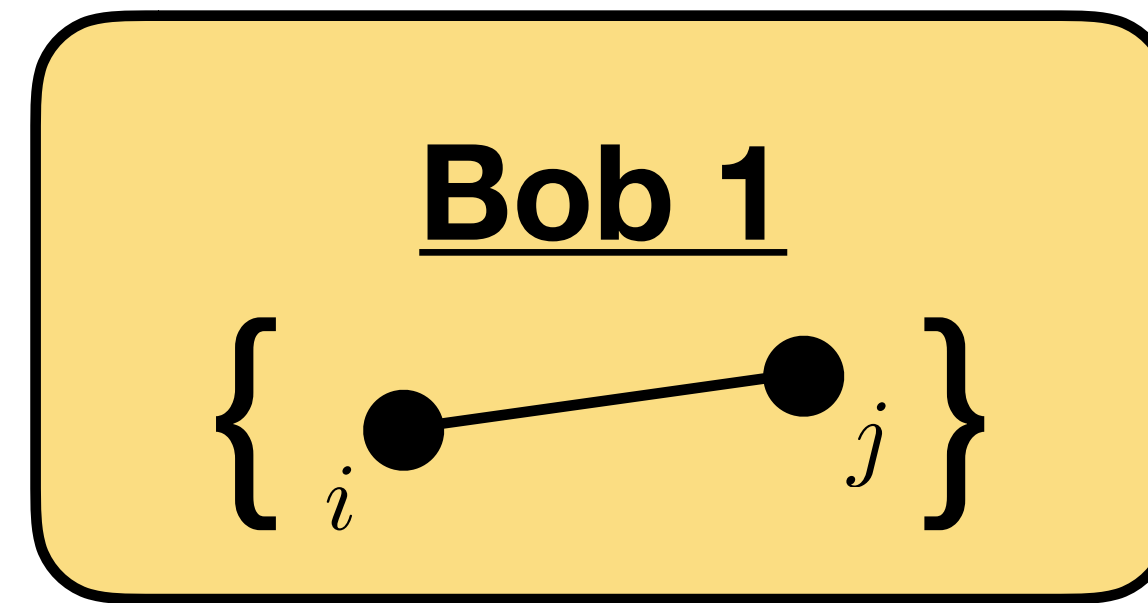
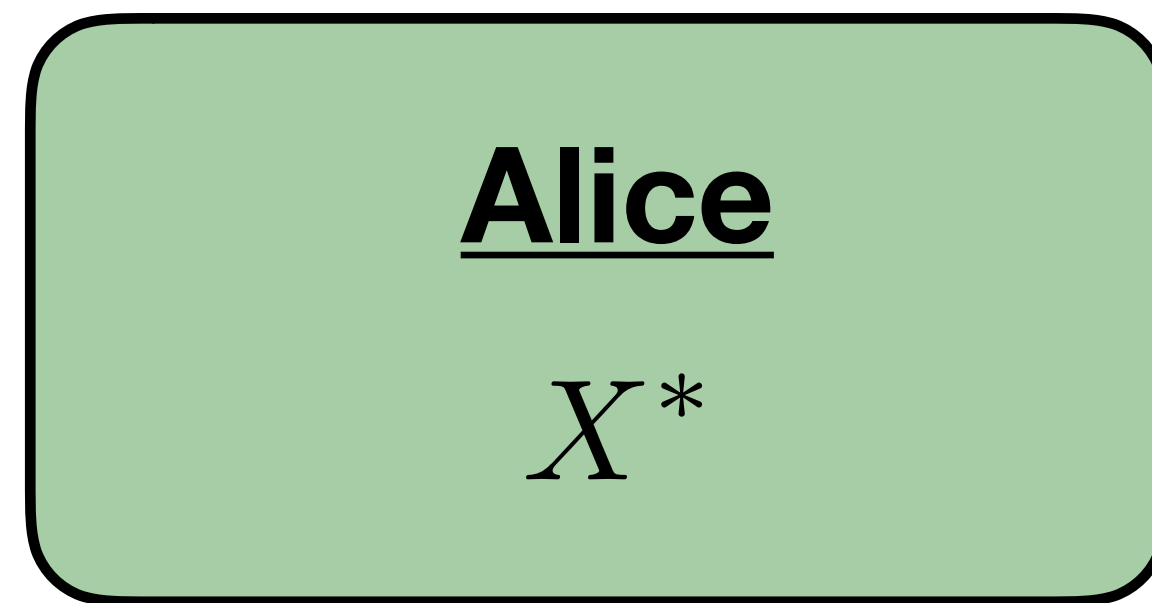
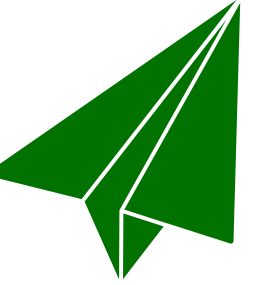
Reducing DBHP to Max-2OR



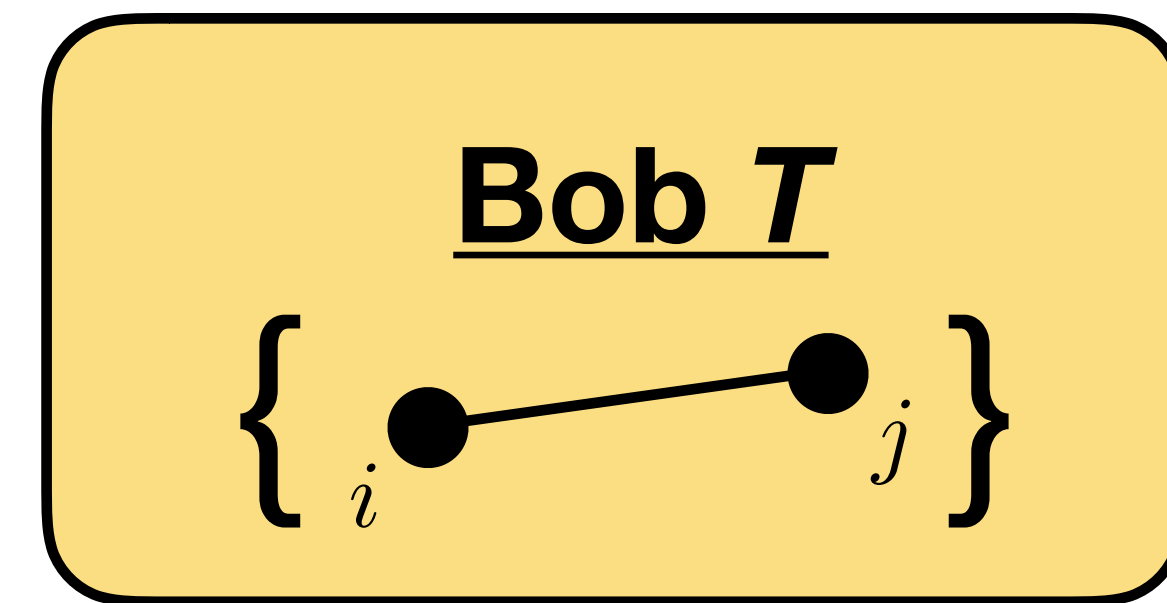
Reducing DBHP to Max-2OR



Reducing DBHP to Max-2OR

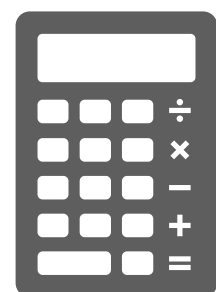
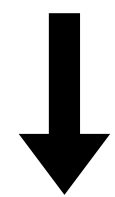


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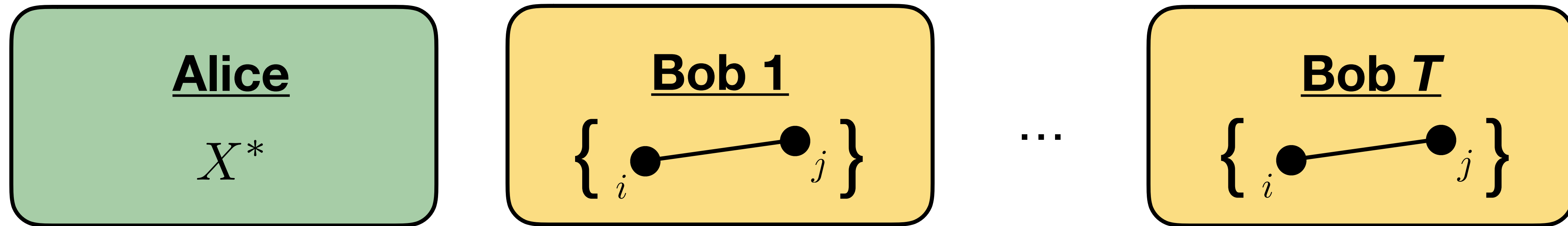
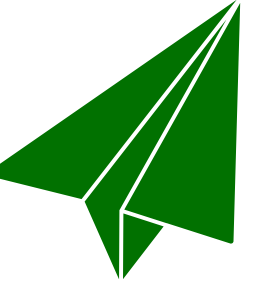


x_i

$\neg x_j$

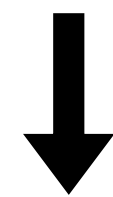


Reducing DBHP to Max-2OR

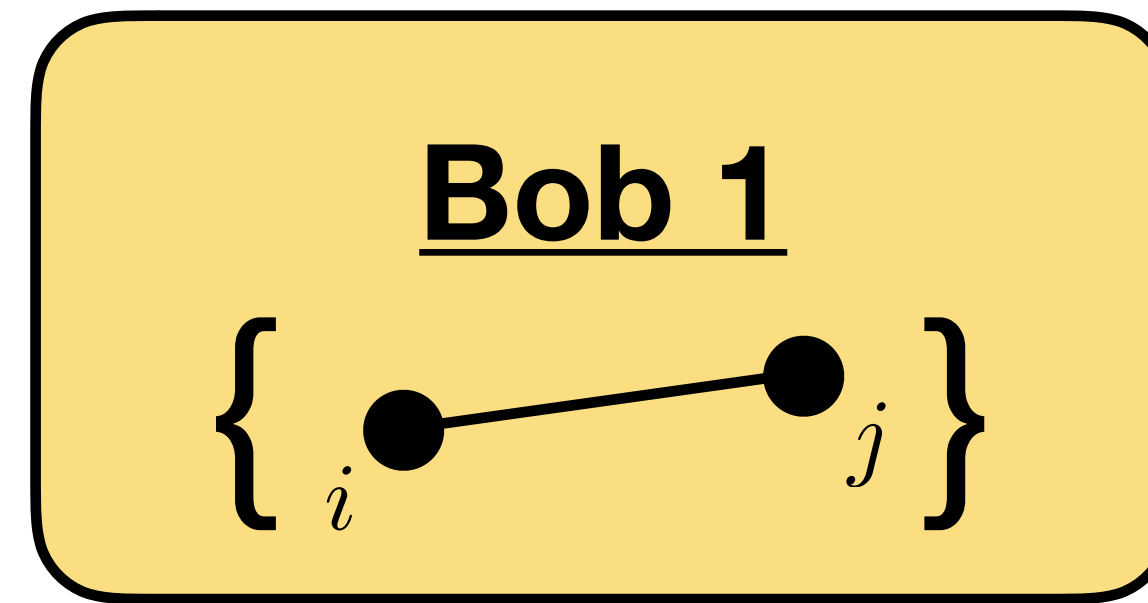
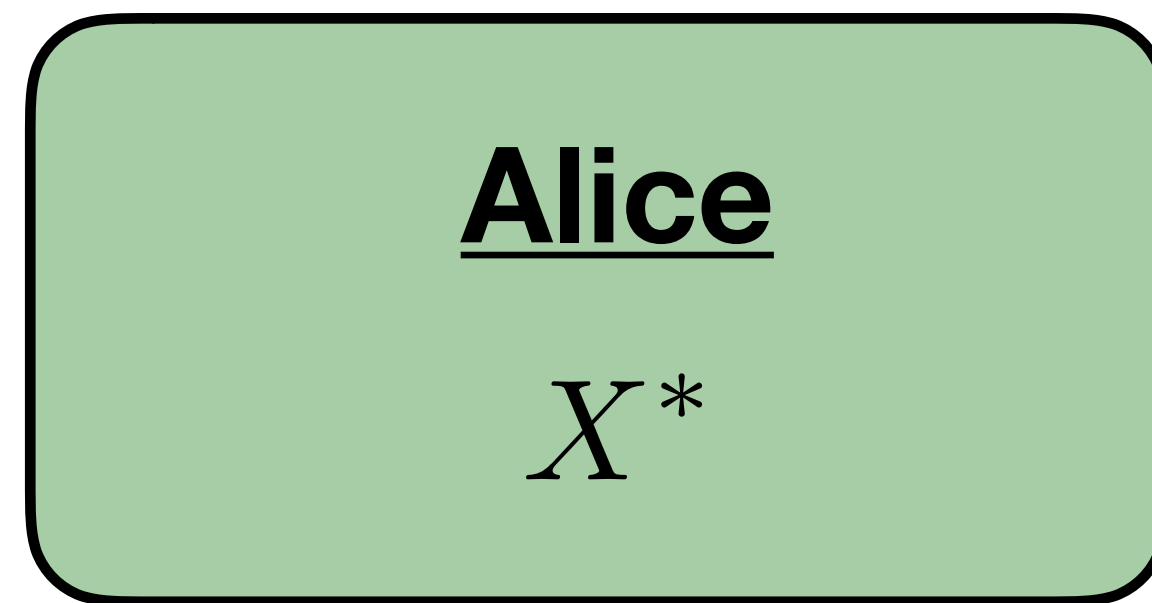
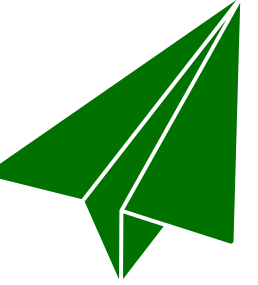


$$x_i \vee x_j$$

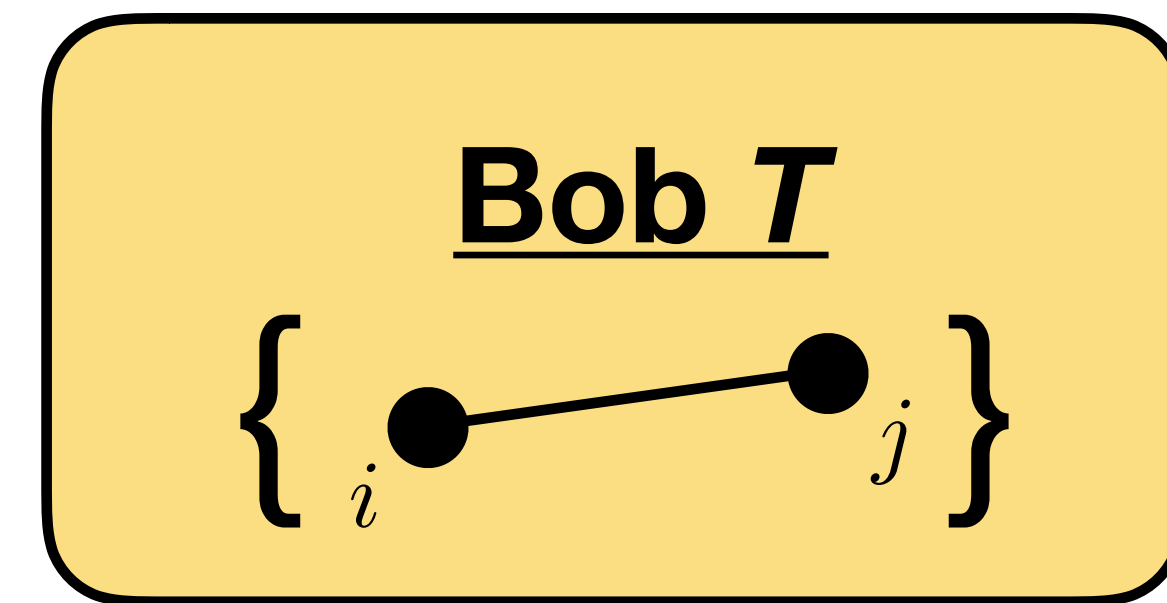
$$(\neg x_i) \vee (\neg x_j)$$



Reducing DBHP to Max-2OR

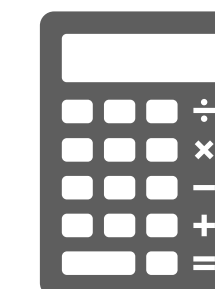


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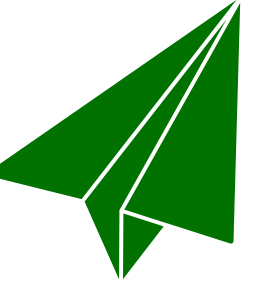
$$x_i \vee x_j$$

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v

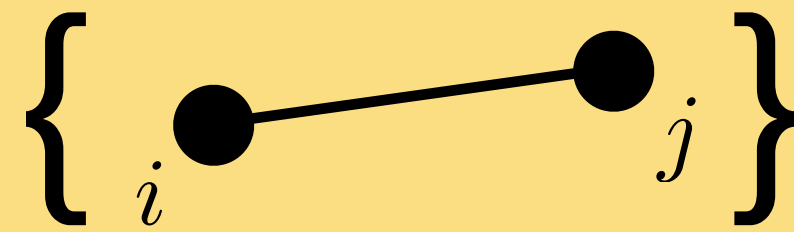
Reducing DBHP to Max-2OR



Alice

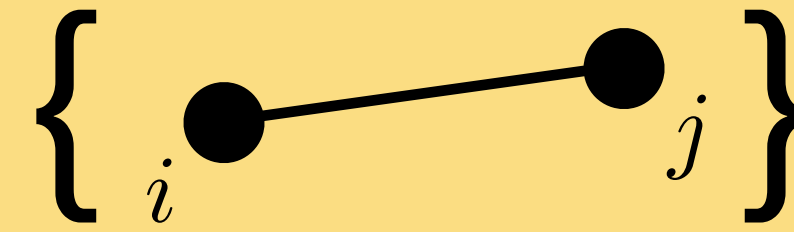
X^*

Bob 1

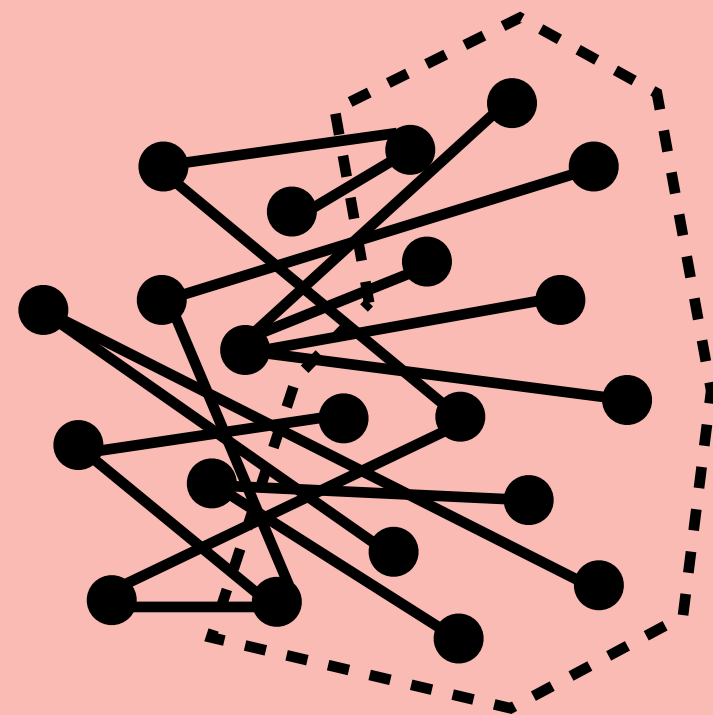


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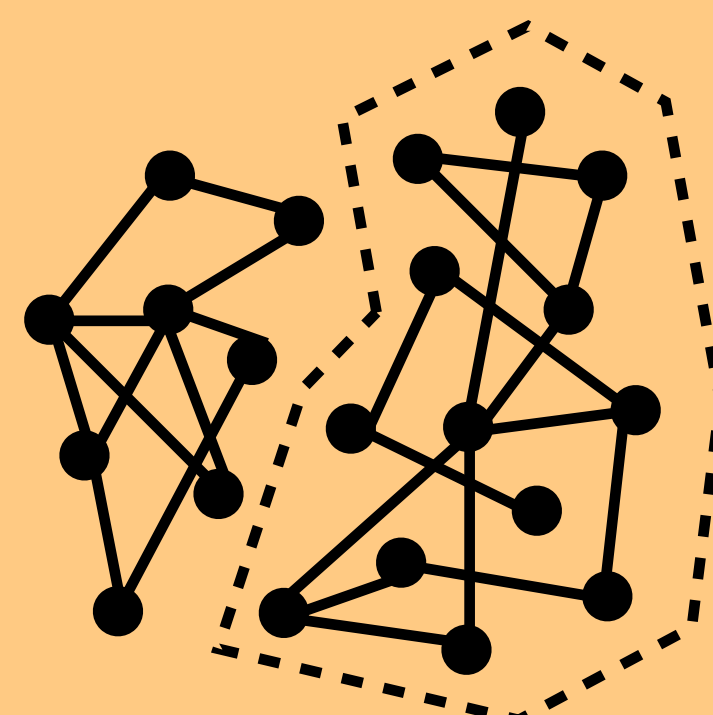
Bob T



Yes Distribution

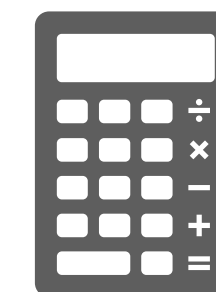


Yes' Distribution



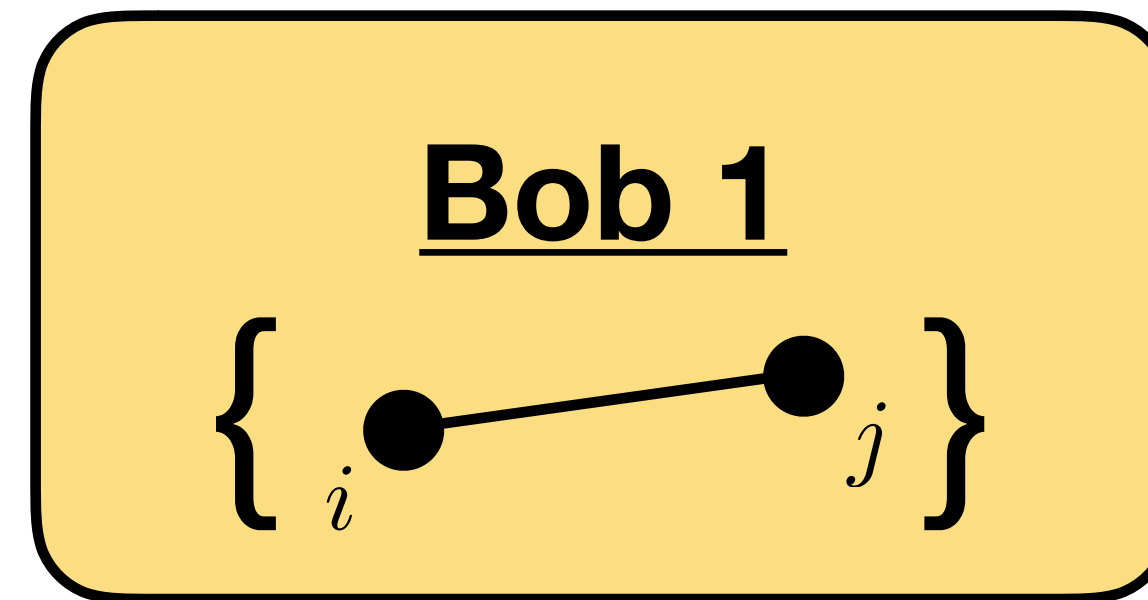
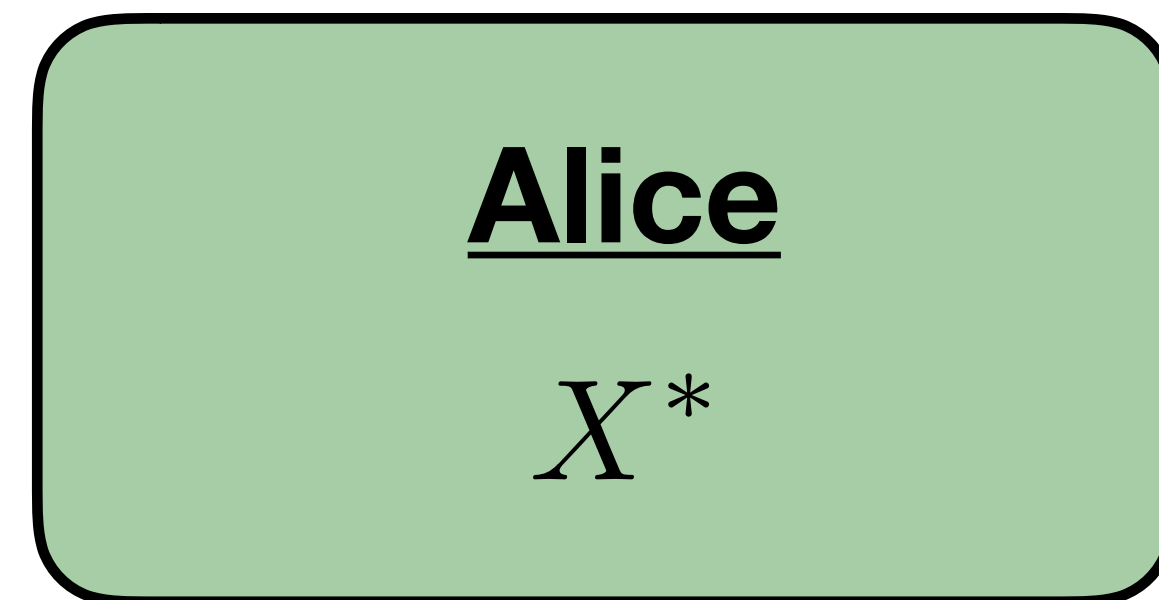
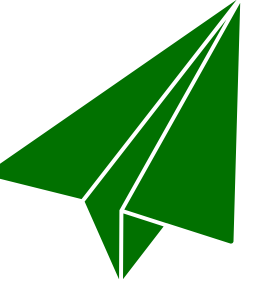
$$x_i \vee x_j$$

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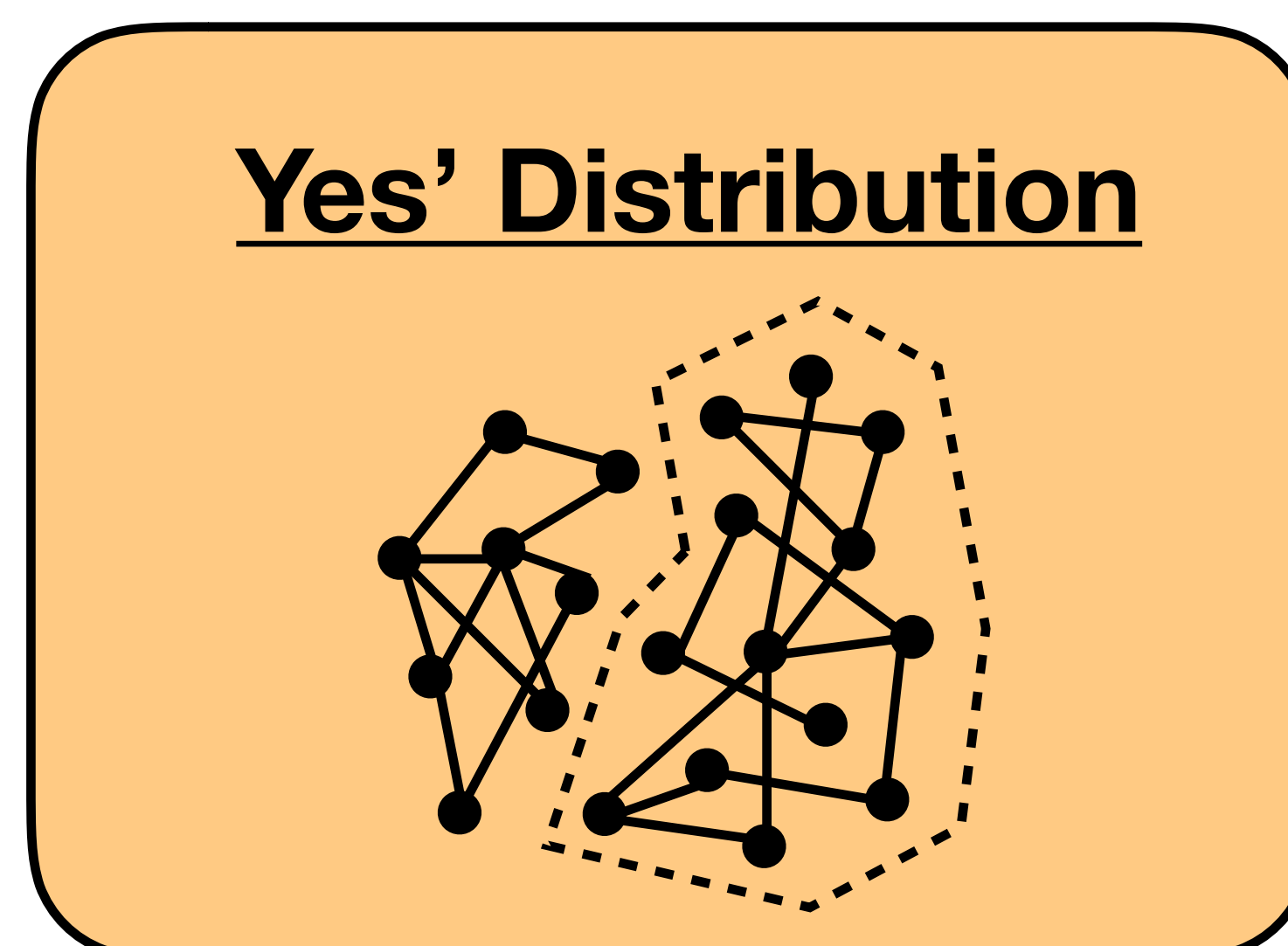
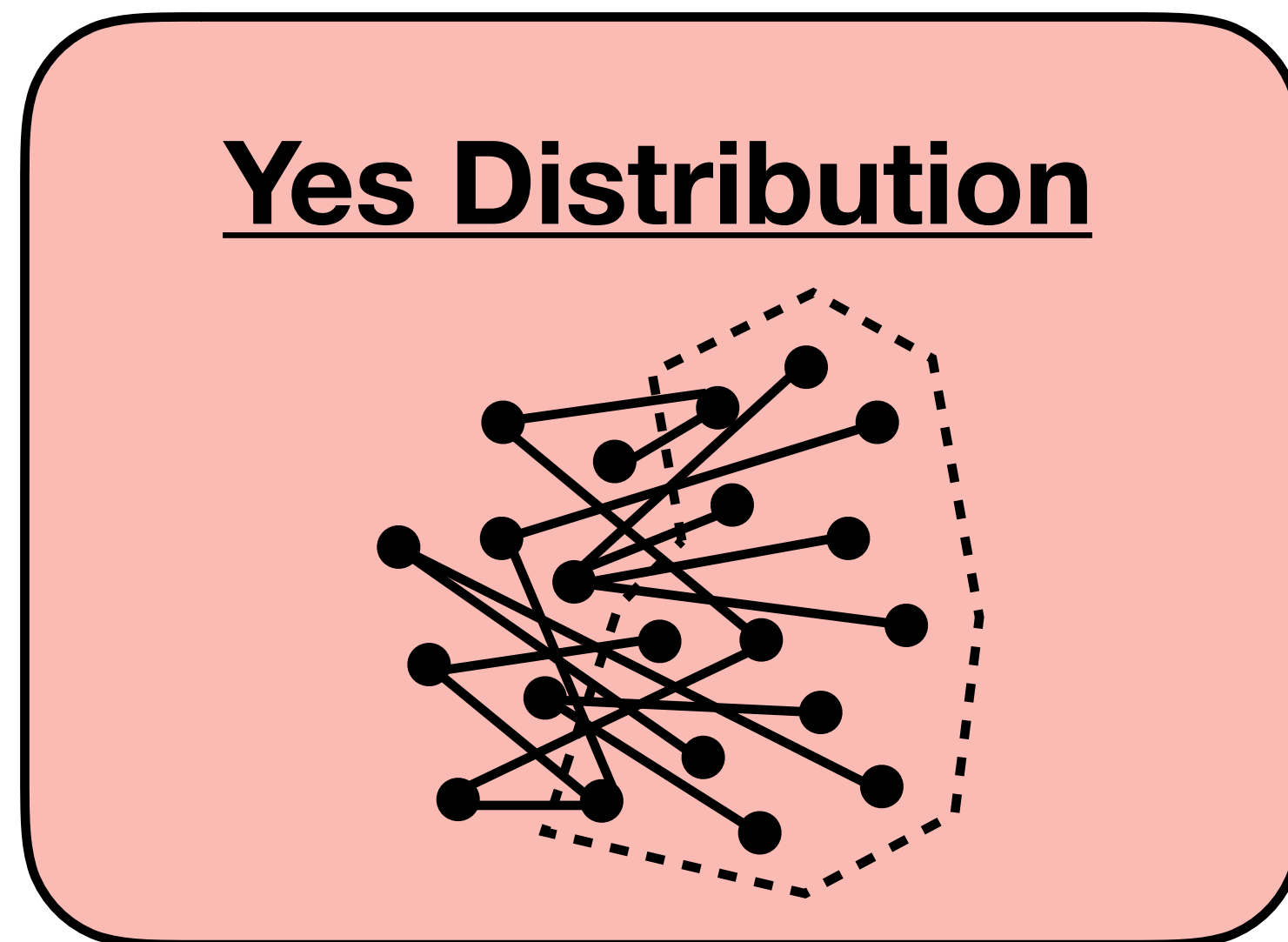
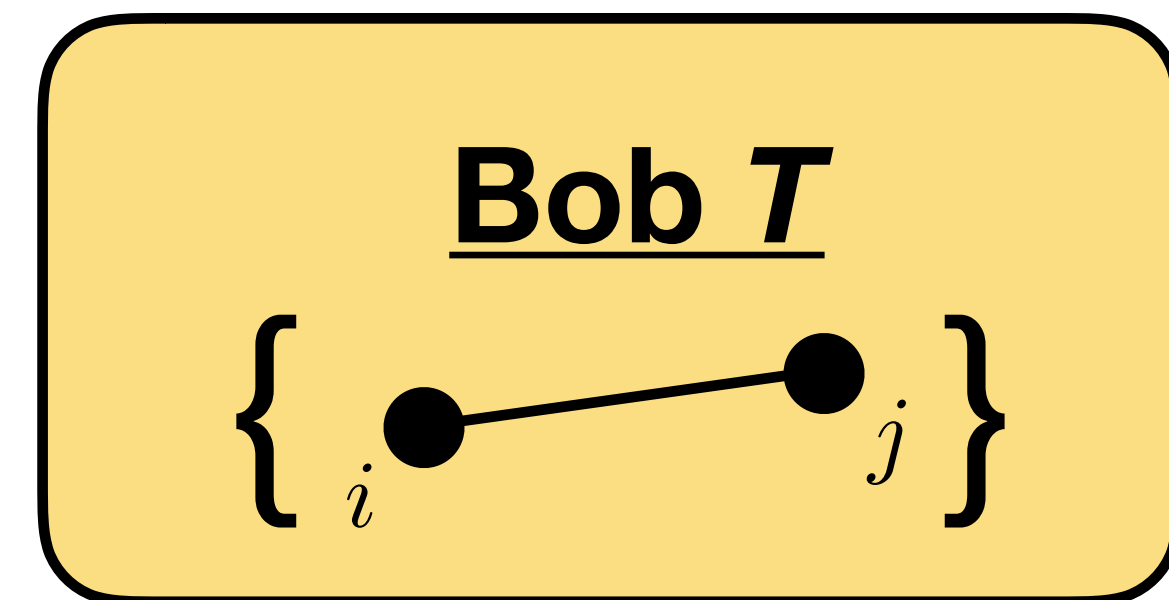


v

Reducing DBHP to Max-2OR



...

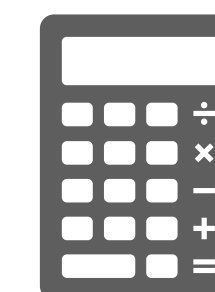


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$$\text{val}_C = m$$

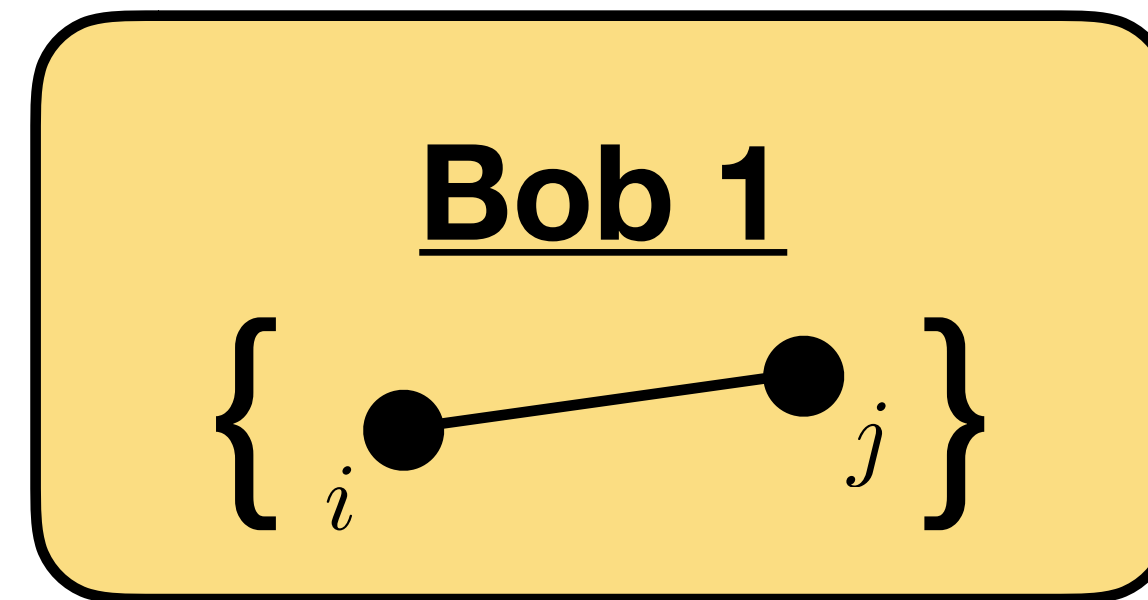
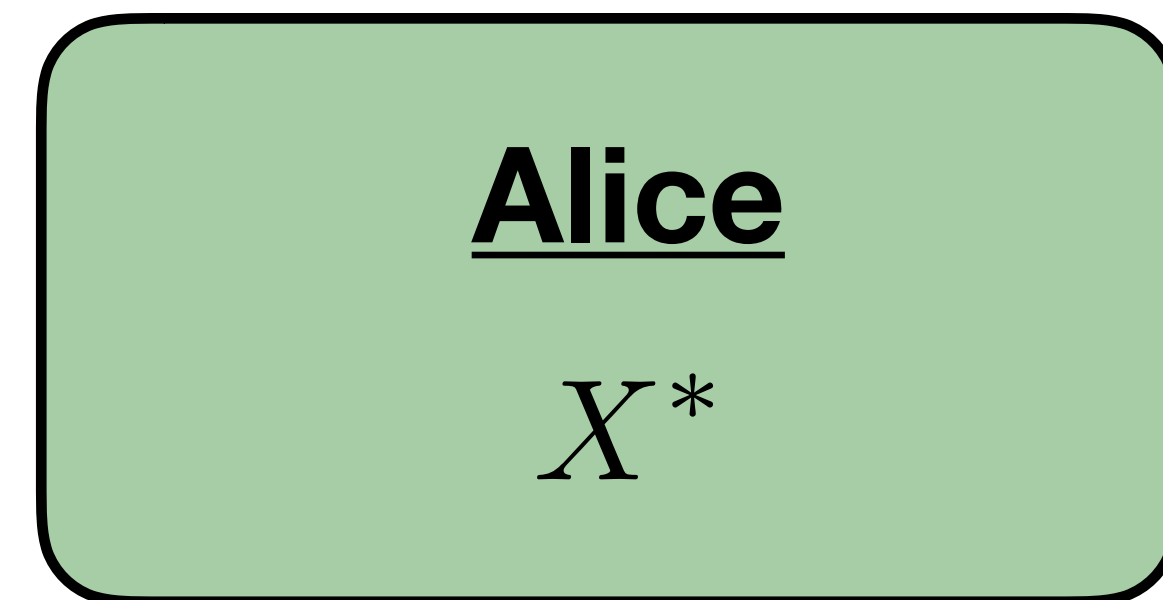
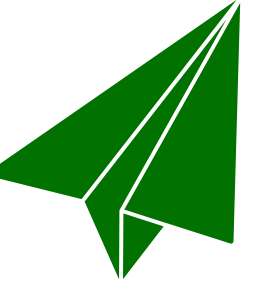
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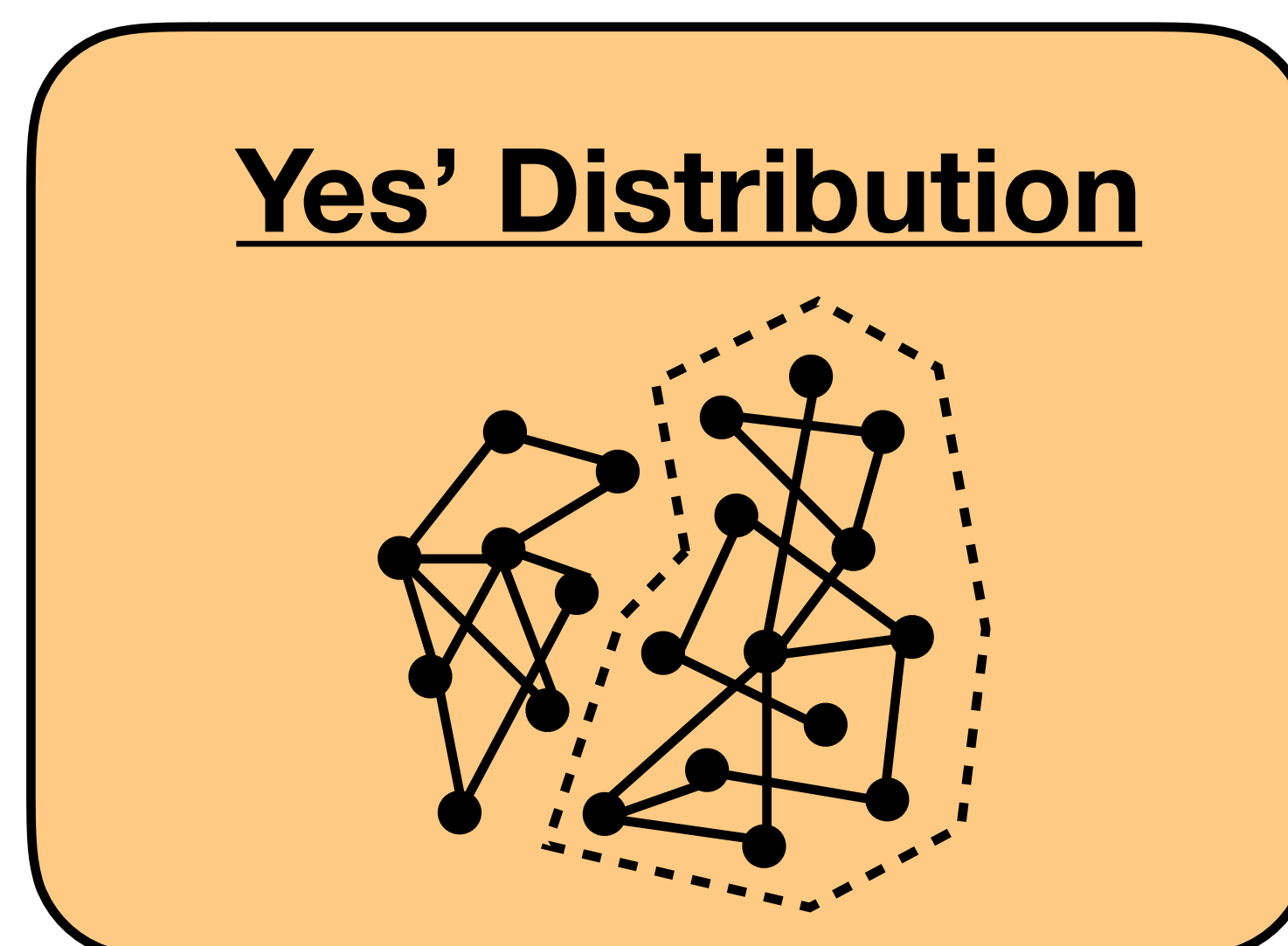
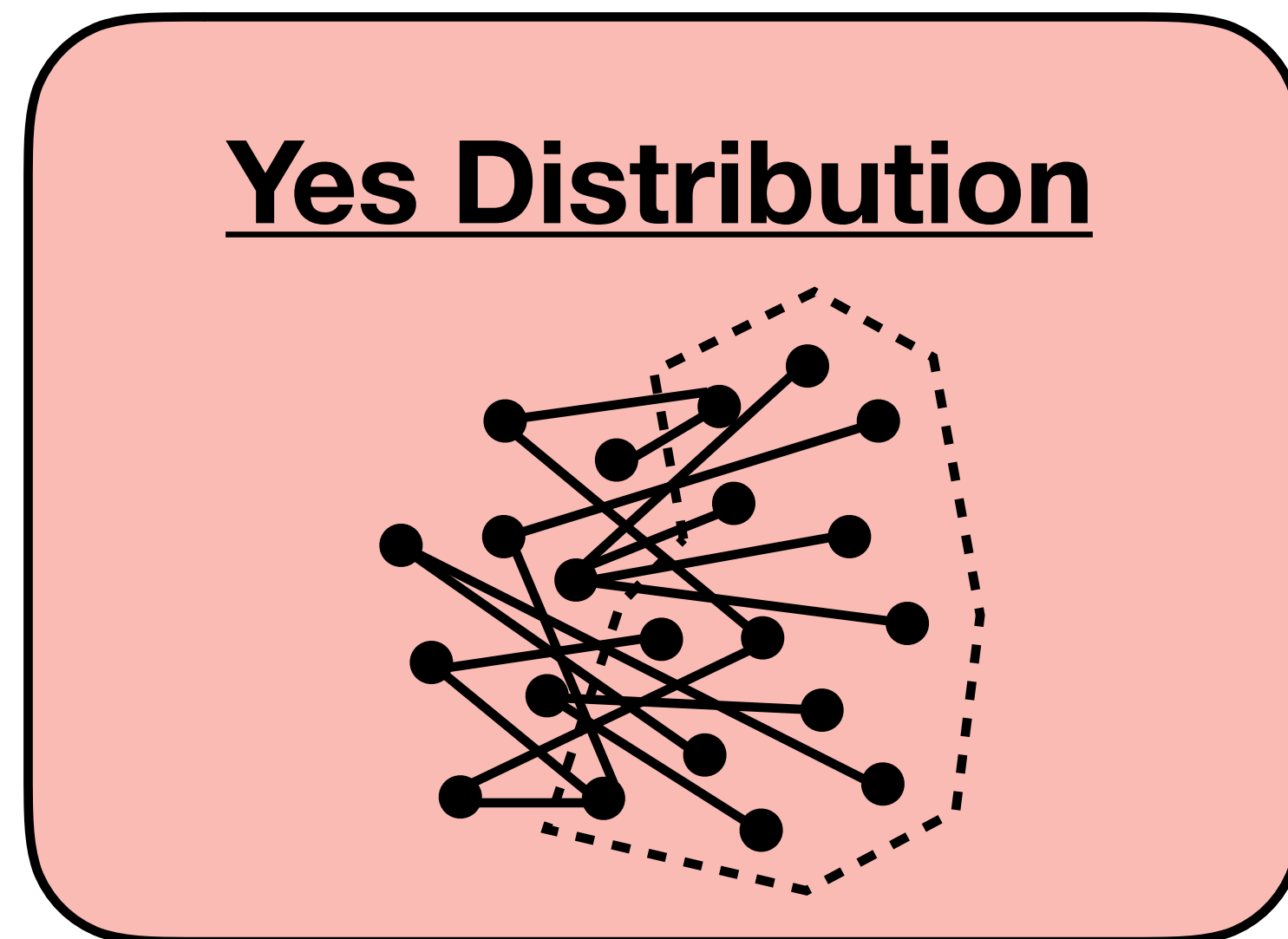
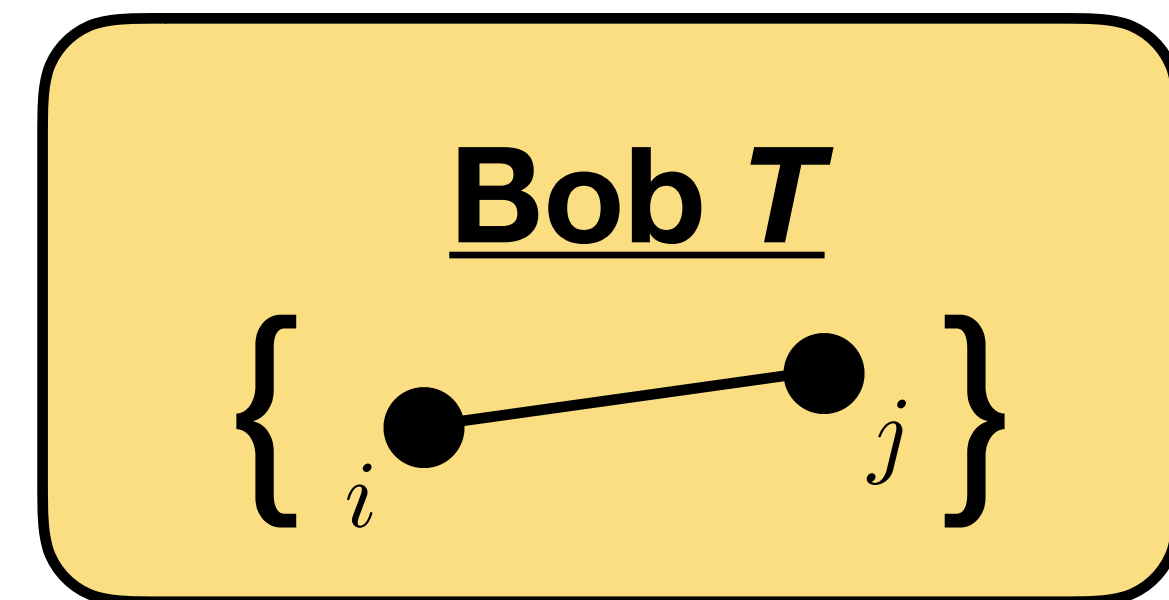


v

Reducing DBHP to Max-2OR



...

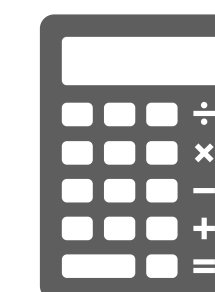
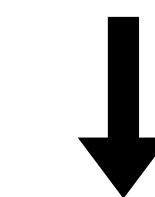


$$\text{val}_C < \left(\frac{\sqrt{2}}{2} + o(1) \right) \cdot m$$

$$\text{val}_C = m$$

$$x_i \vee x_j$$

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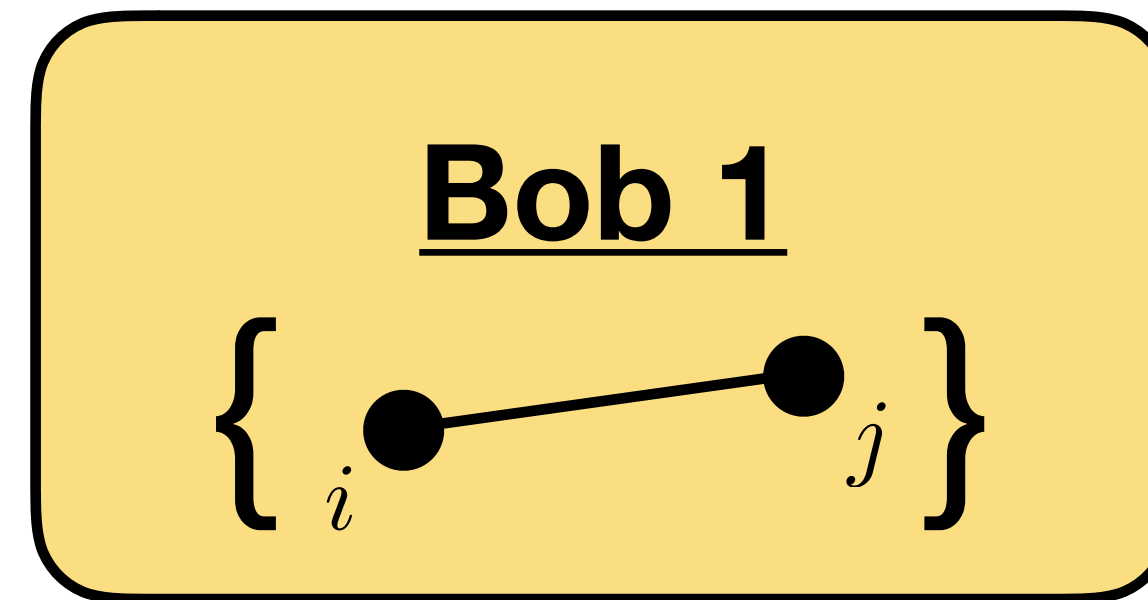
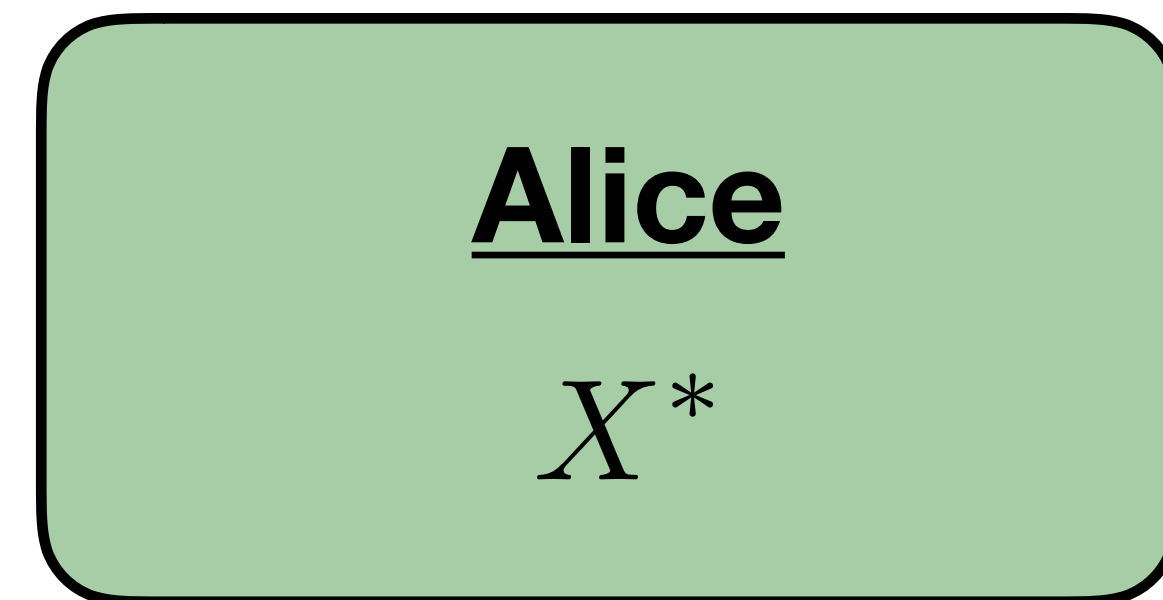
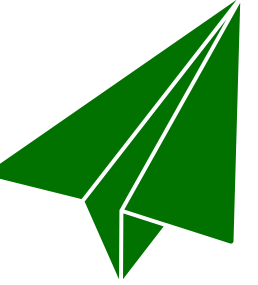


$$v < \left(\frac{\sqrt{2}}{2} + \epsilon \right) \cdot m$$

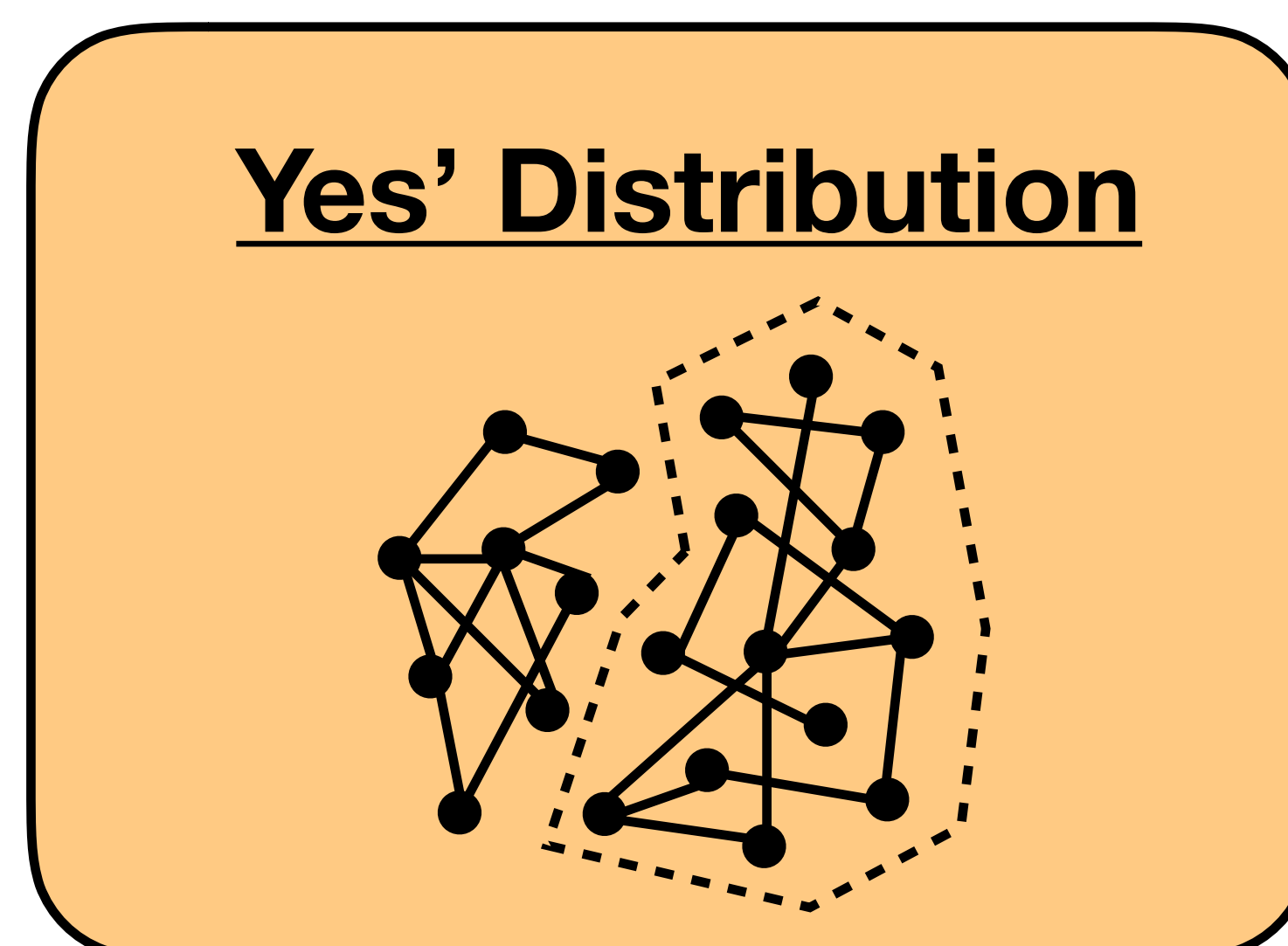
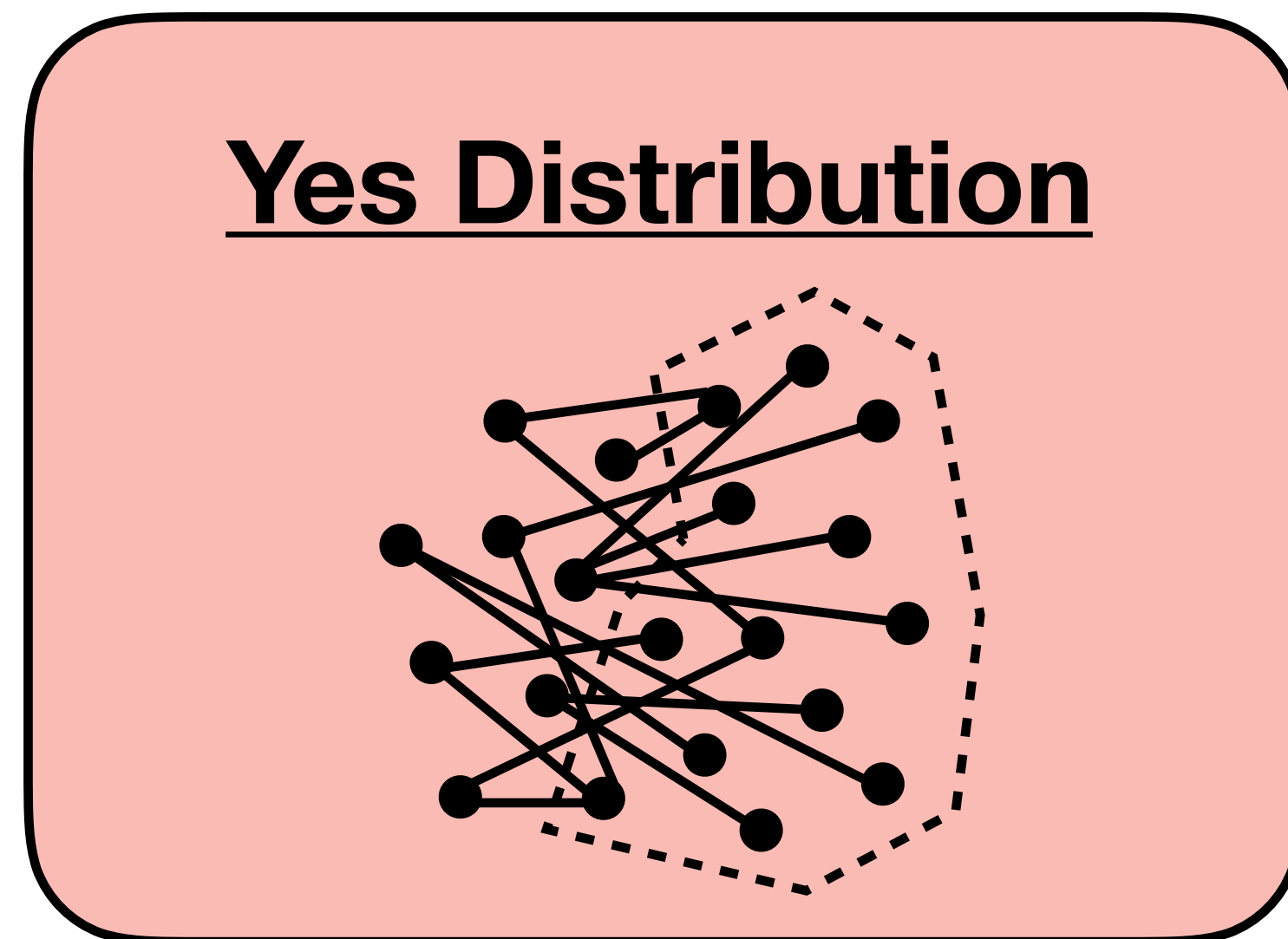
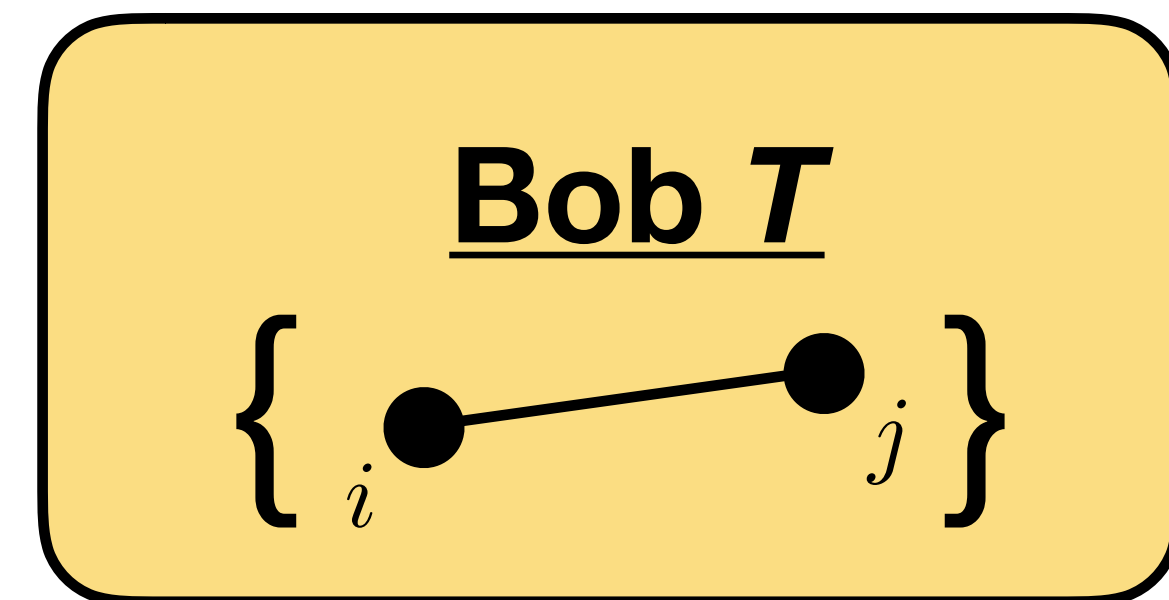
$\rightarrow v$

Yes

Reducing DBHP to Max-2OR



...

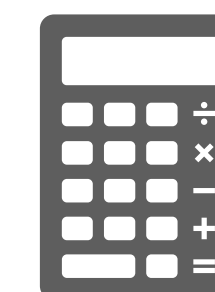
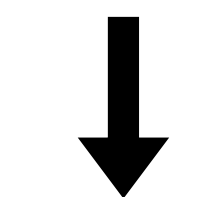


$$\text{val}_C < \left(\frac{\sqrt{2}}{2} + o(1) \right) \cdot m$$

$$\text{val}_C = m$$

$$x_i \vee x_j$$

$$(\neg x_i) \vee (\neg x_j)$$



$$v < \left(\frac{\sqrt{2}}{2} + \epsilon \right) \cdot m$$

v

$$v \geq \left(\frac{\sqrt{2}}{2} + \epsilon \right) \cdot m$$

Yes

No