

Targeted Pseudorandom Generators, Simulation Advice Generators, and Derandomizing Logspace

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L vs. BPL

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- ▶ Best derandomization (Saks, Zhou '98):

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- ▶ **Equivalence** of PRGs and derandomization **would itself** give a derandomization!

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Outline

- ✓ Simplified statement of main result
 - ▶ Proof sketch of main result
 - ▶ Saks-Zhou theorem, revisited
 - ▶ Proof sketch of Saks-Zhou-Armoni theorem
 - ▶ Stronger version of main result
 - ▶ Targeted PRGs
 - ▶ Simulation advice generators

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- ▶ **Approach 3:** Use Gen as building block in m -step **"simulator"**

Randomness-efficient simulators for automata

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- ▶ $Q^m(q; y) =$ final state if Q starts in state q , reads $y \in \{0, 1\}^m$
- ▶ *Simulator* for automata: algorithm $\text{Sim}(Q, q, x)$ such that

$$\text{Sim}(Q, q, U_s) \sim_\varepsilon Q^m(q; U_m)$$

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- ▶ Crucial feature: **Gen doesn't see "source code"** (Q, q) !

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- Obtain simulator with seed length/space complexity

$$O(\log^{3/2} n + \log^{3/2} n) = O(\log^{3/2} n)$$

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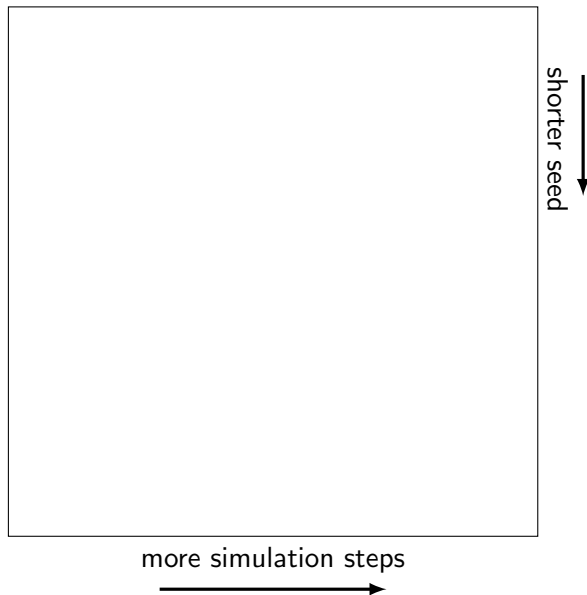
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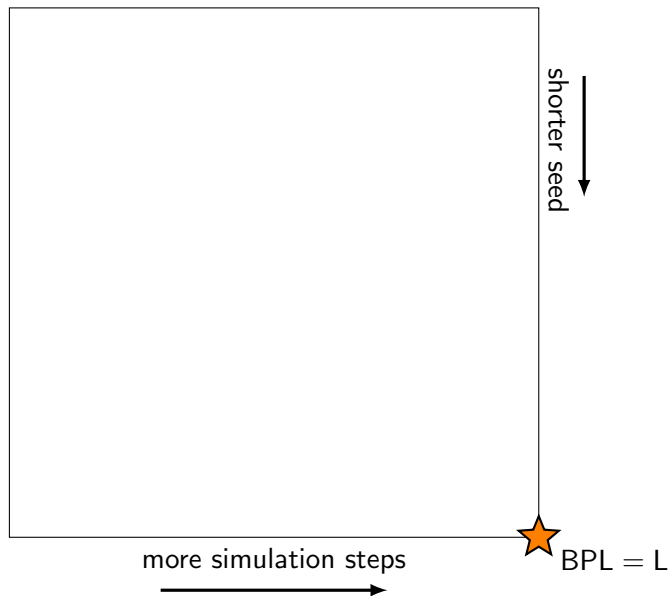
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Proof of main result



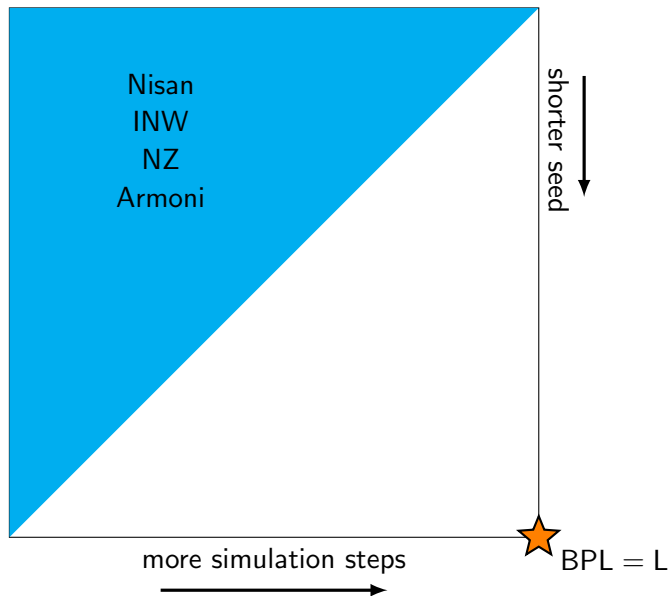
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● Dream



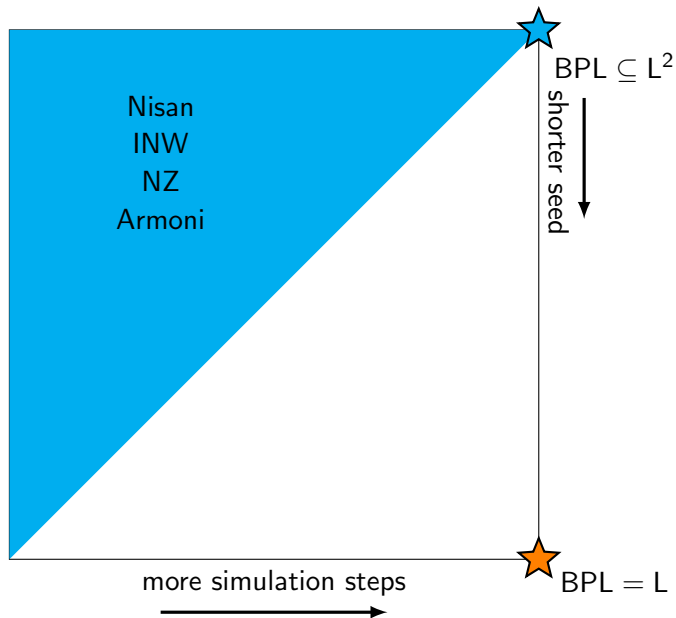
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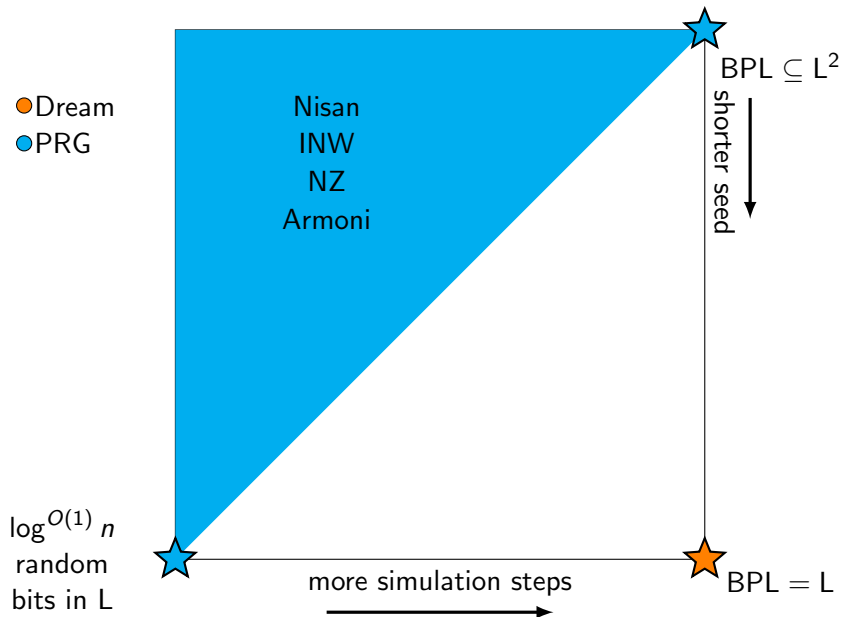


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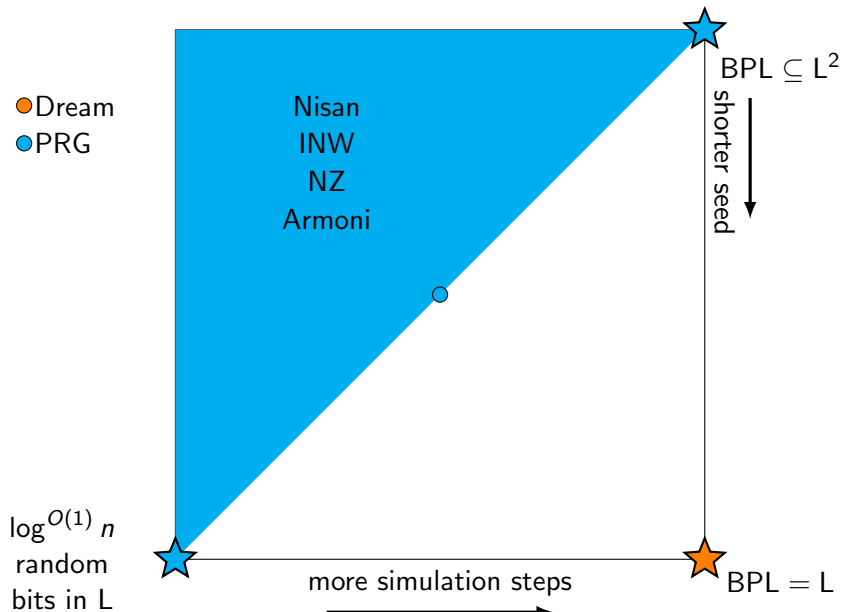
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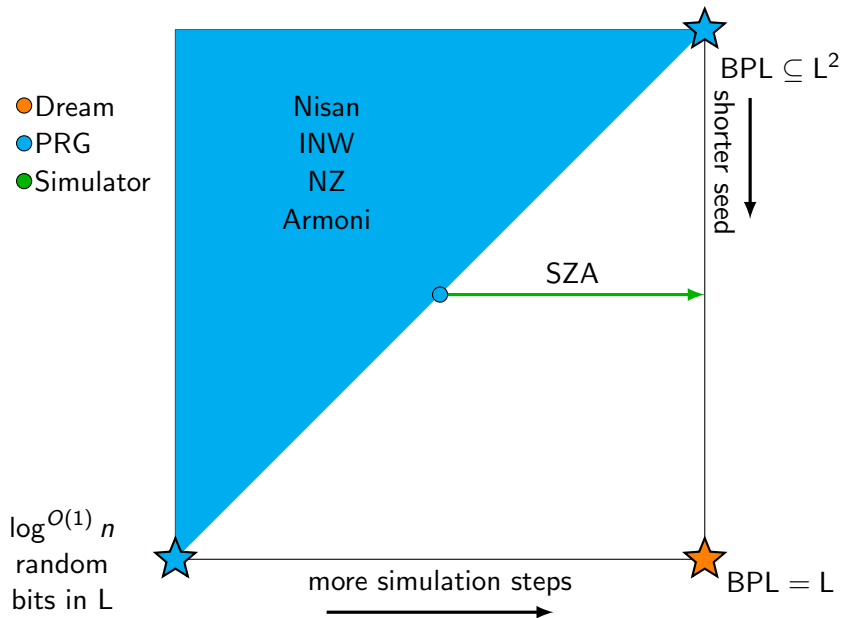
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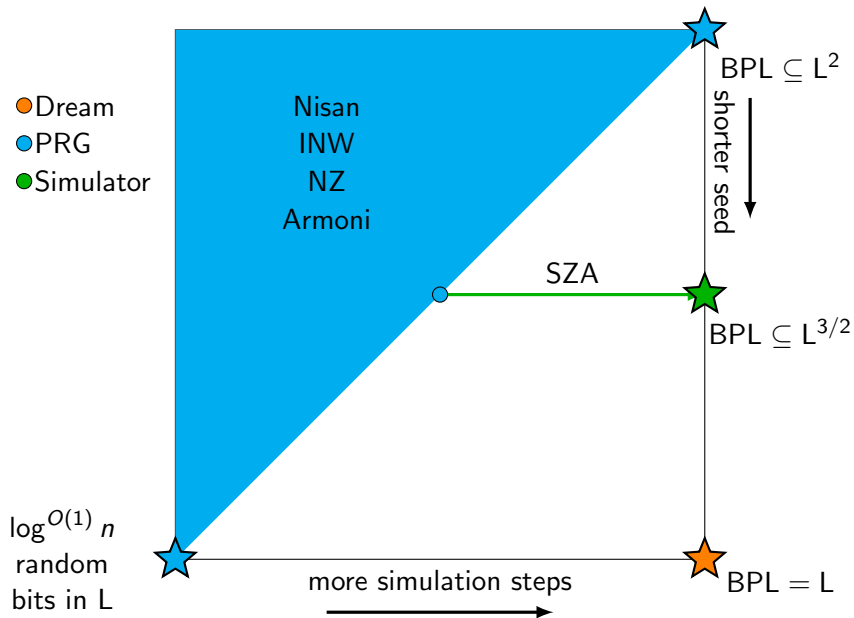
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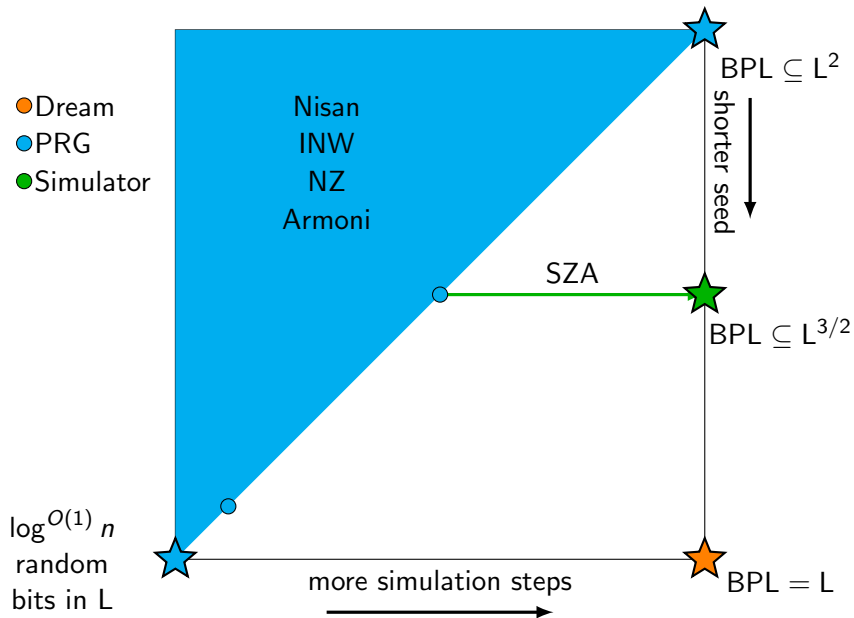
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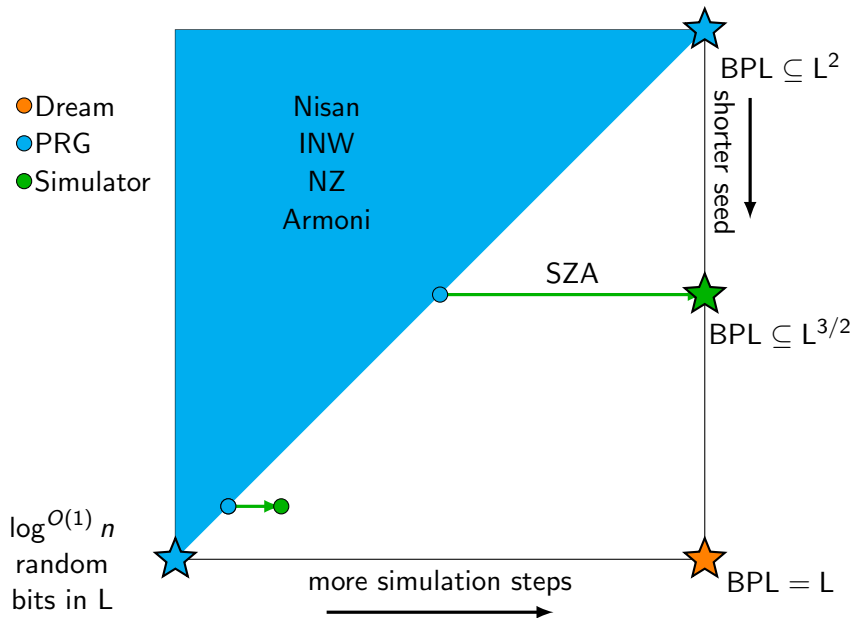
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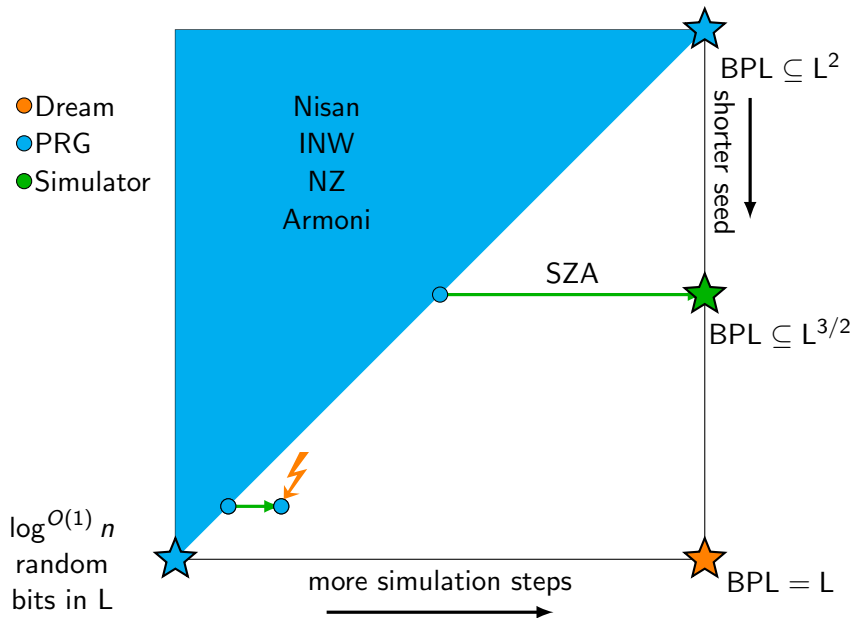
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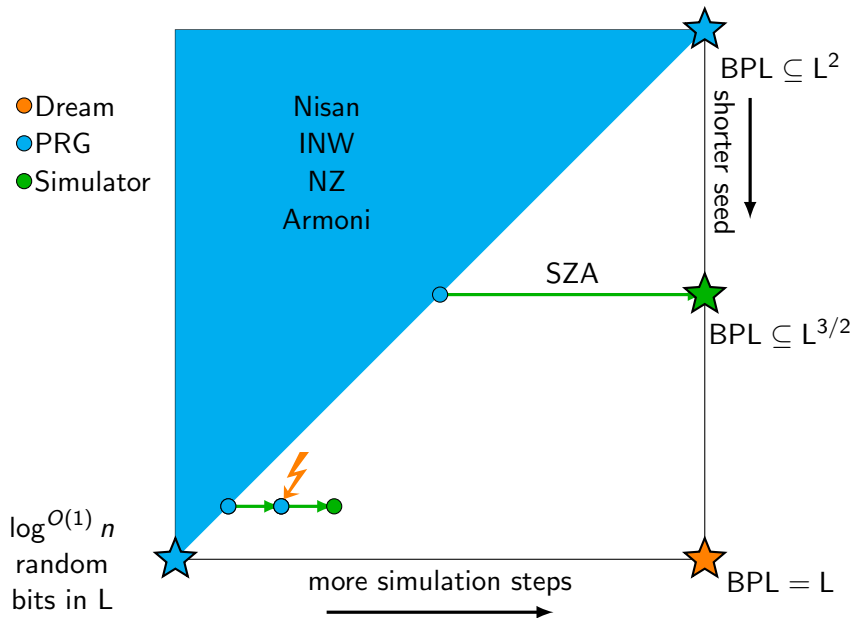
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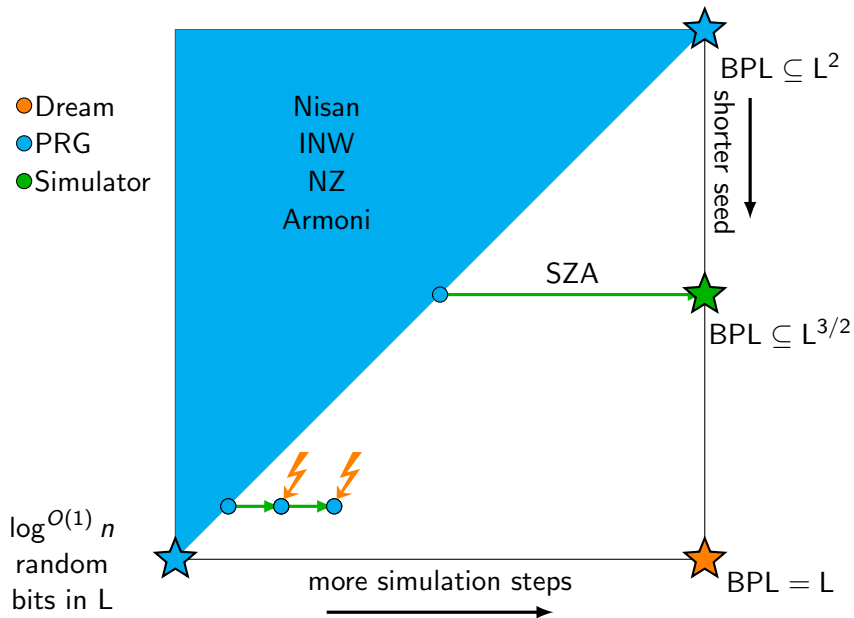
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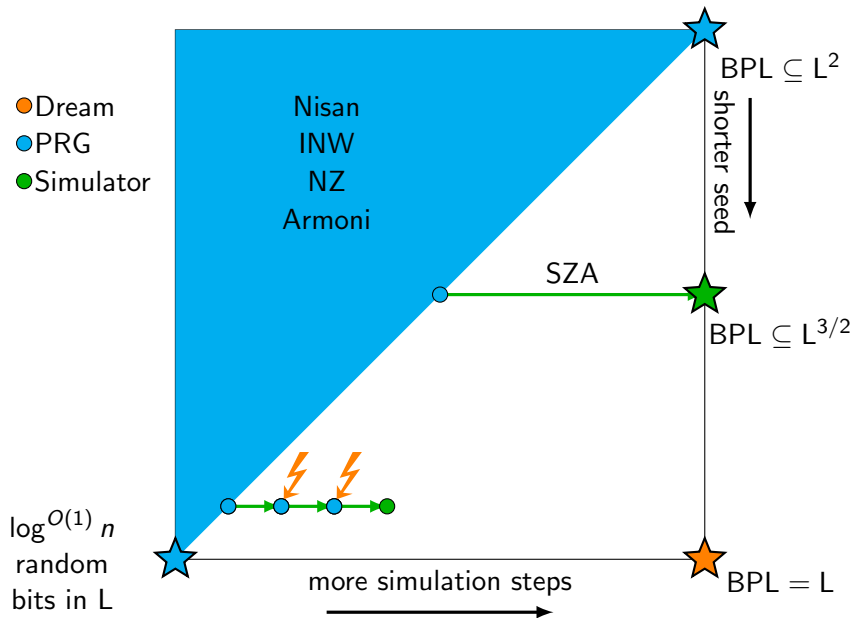
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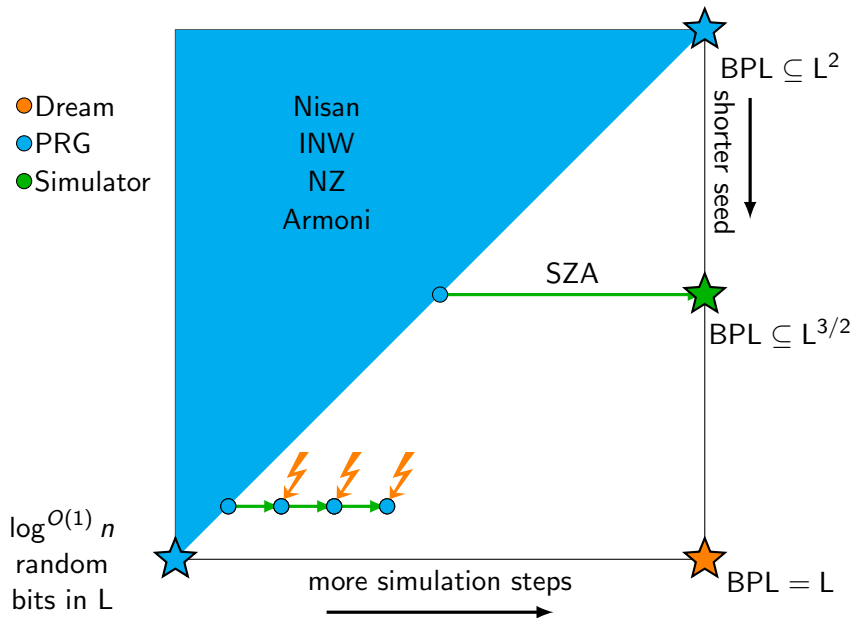
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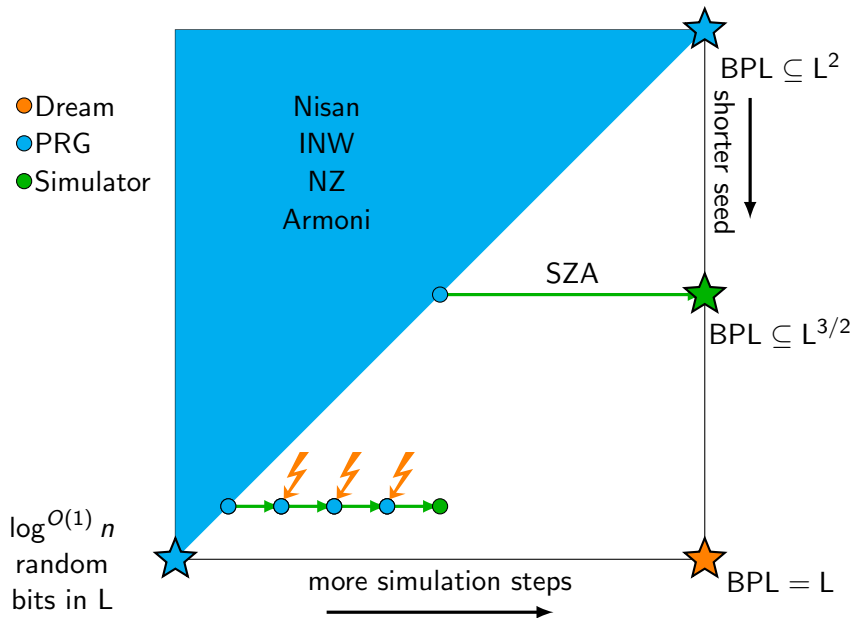
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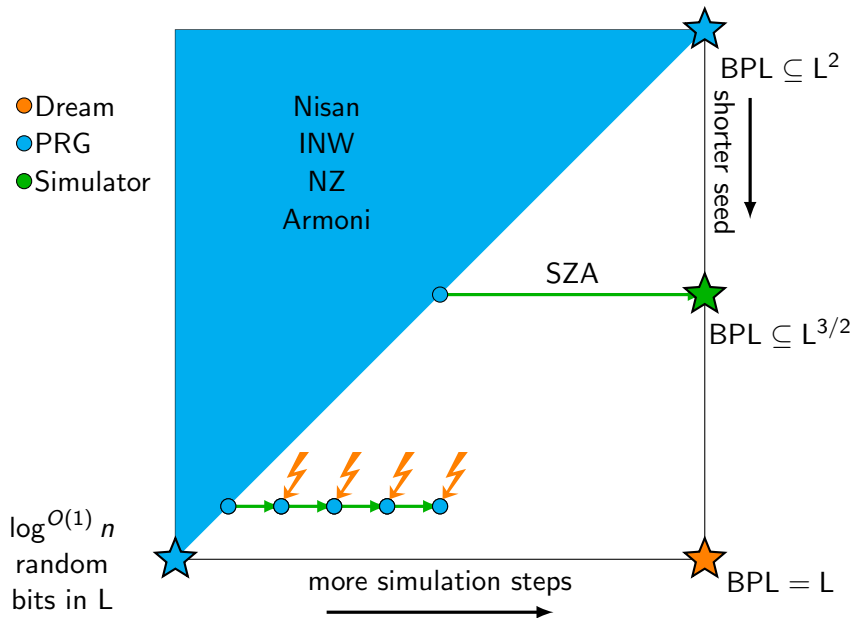
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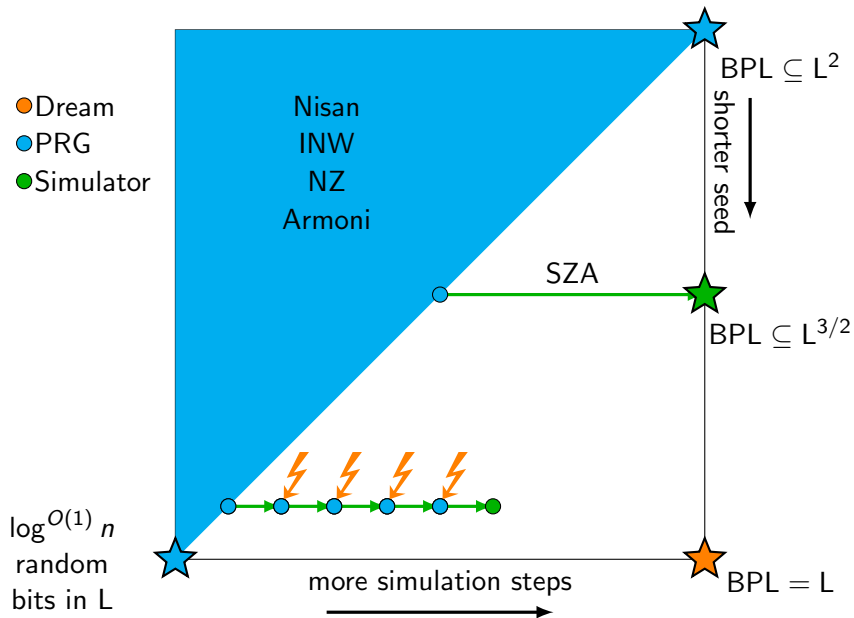
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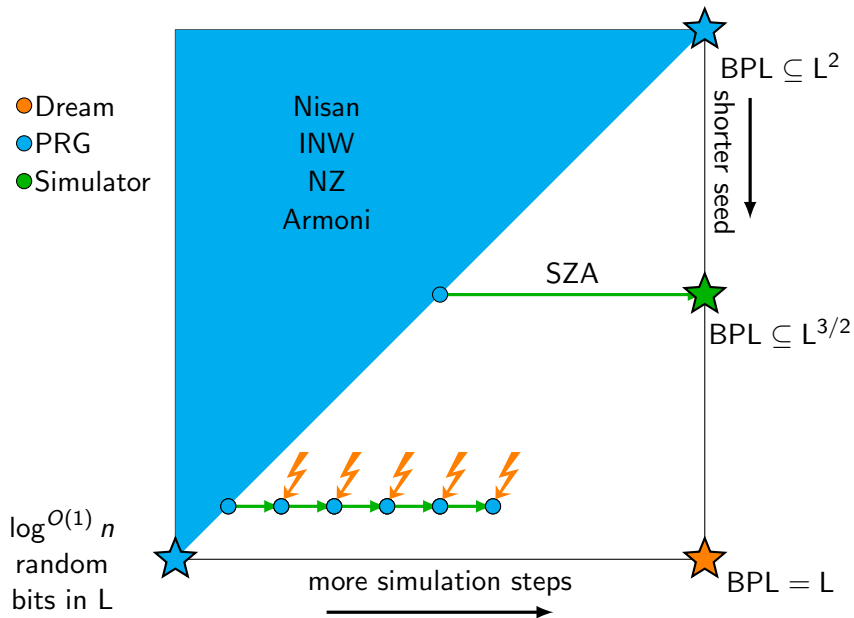
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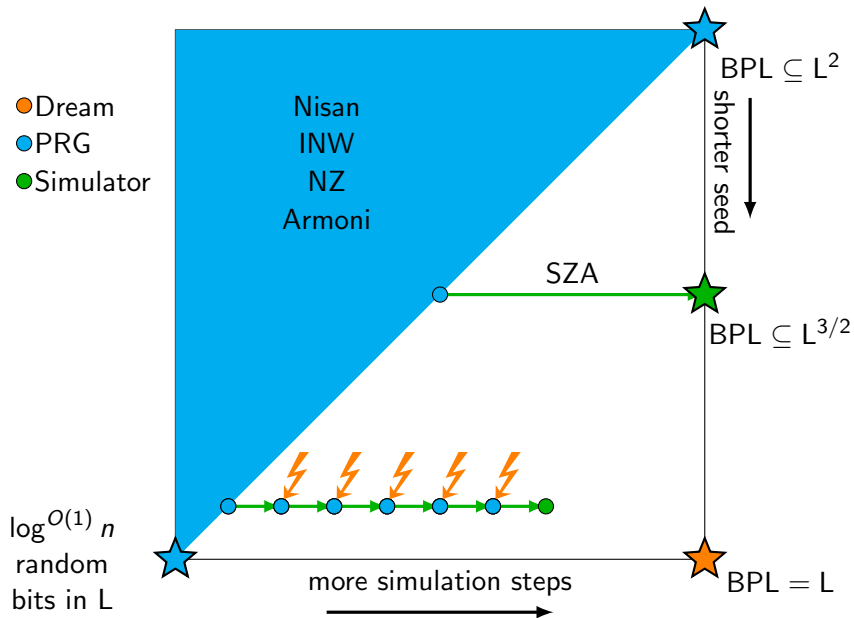
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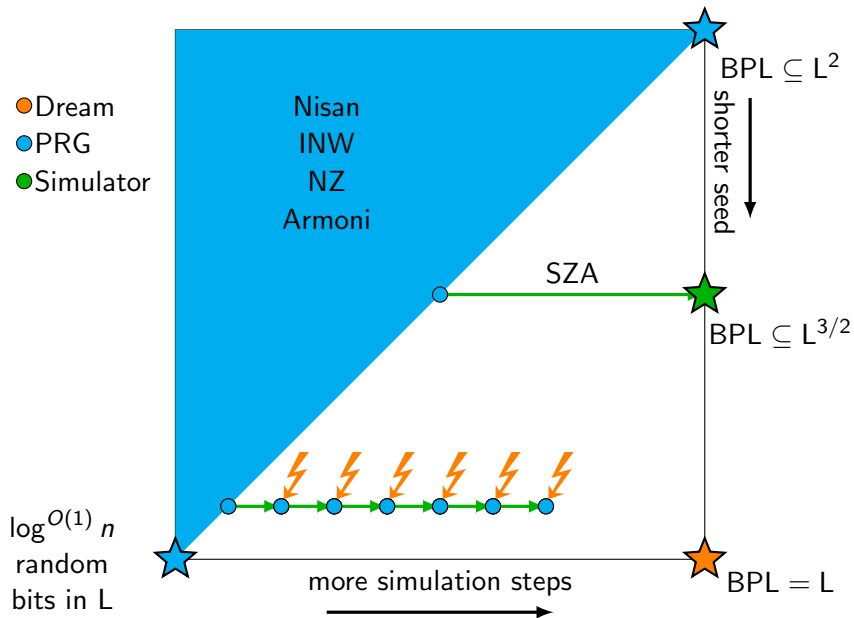
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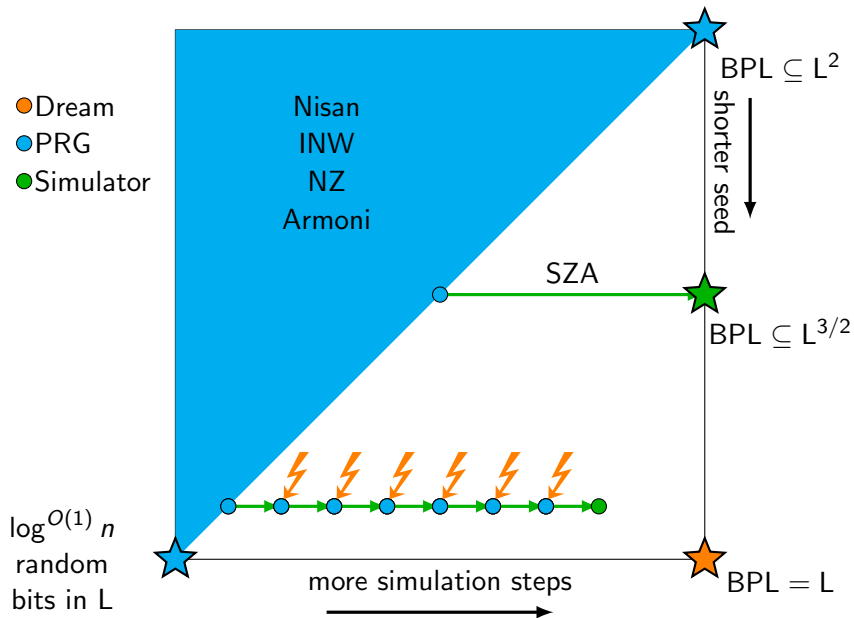
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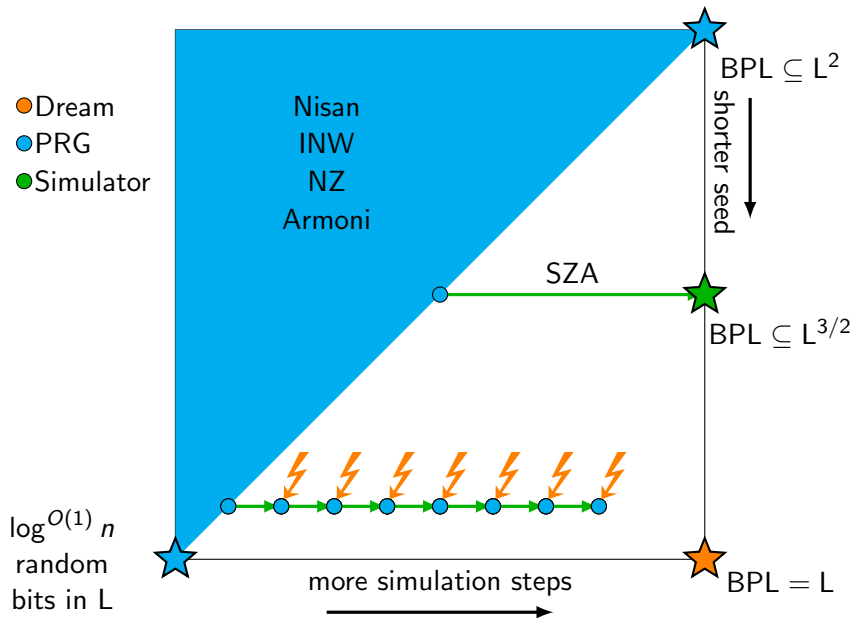
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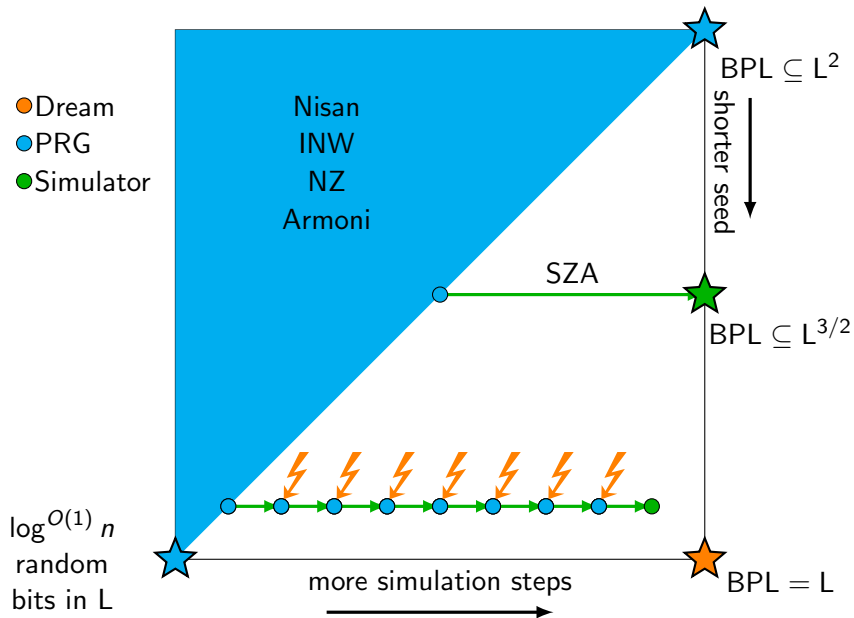
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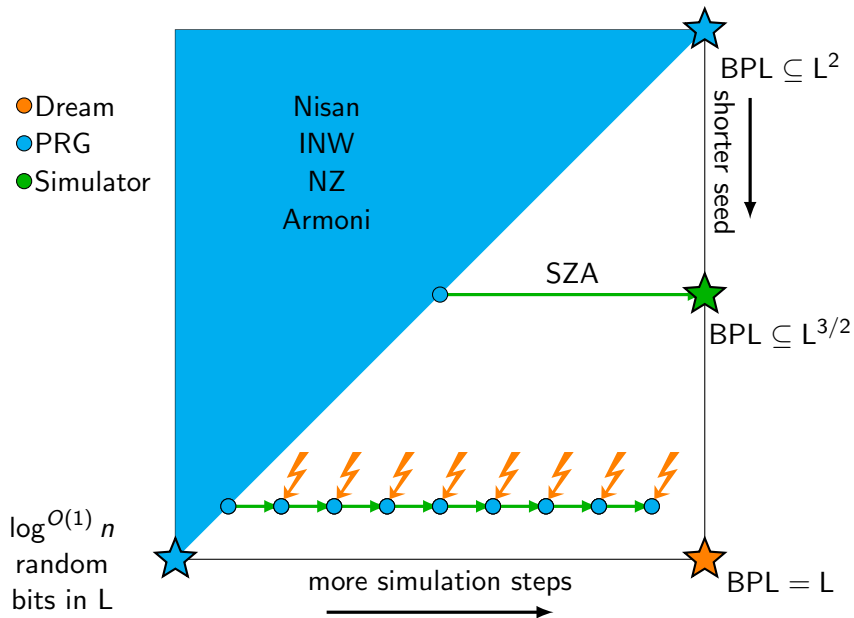
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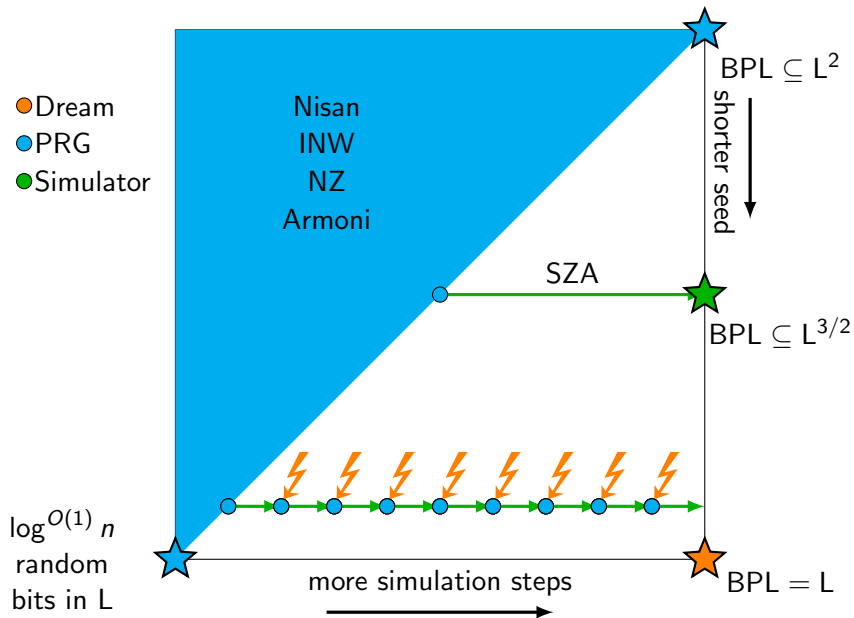
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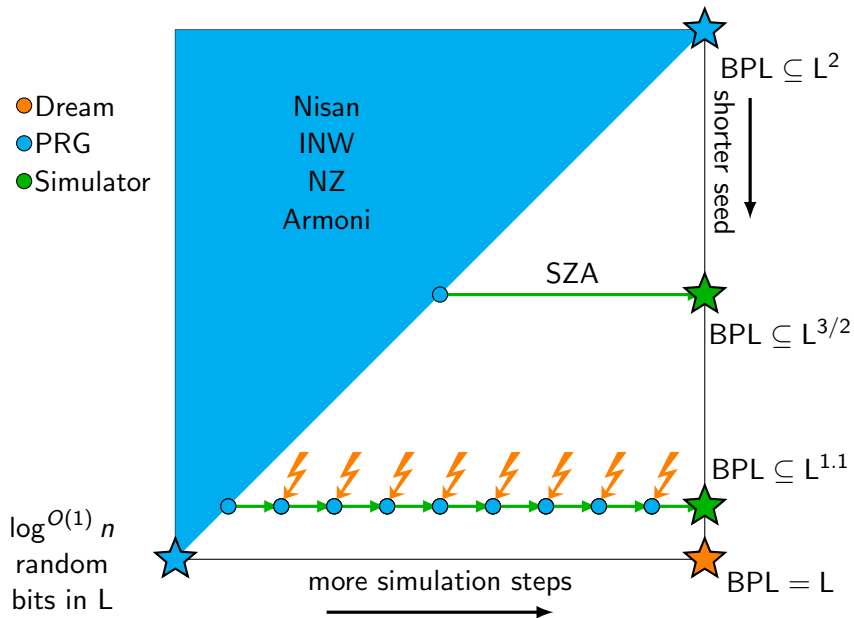
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- ▶ But we want $\text{Pow}(Q_0)$ to only read $O(\log n)$ bits at a time

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Randomness-efficient approximate powering

- ▶ **Goal:** approximate Q_0^m
- ▶ **Easier goal:** Use Gen to find automaton $\text{Pow}(Q_0) \approx Q_0^{m_0}$
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- ▶ Implement using recursion

Outline

- ✓ Simplified statement of main result
- ✓ Proof sketch of main result
 - ✓ Saks-Zhou theorem, revisited
- ✓ Proof sketch of Saks-Zhou-Armoni theorem
 - ▶ Stronger version of main result
 - ▶ Targeted PRGs
 - ▶ Simulation advice generators

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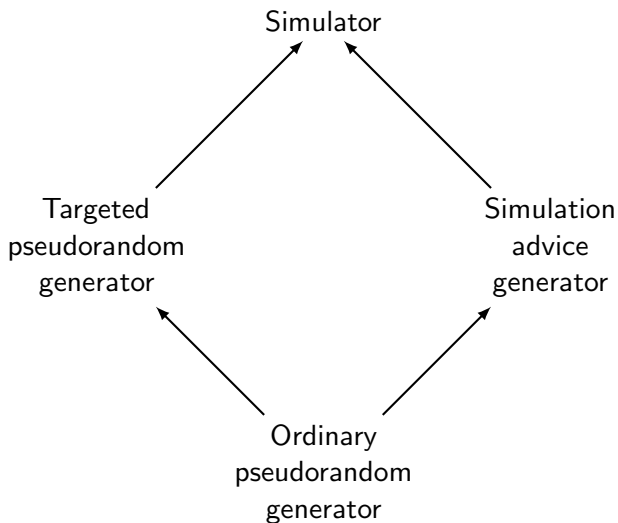
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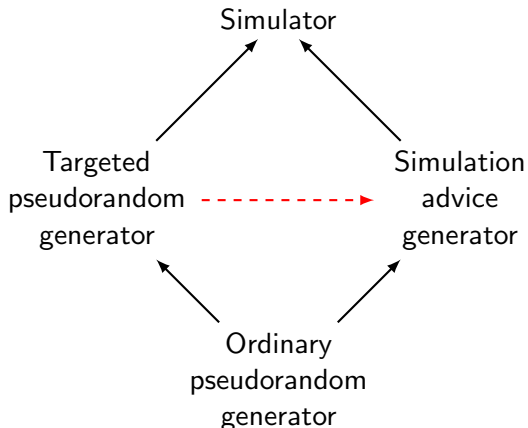
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- ▶ Ordinary PRG: Special case that $S(Q, q, y) = Q^{|y|}(q; y)$

Four kinds of derandomization



Main result (informally)



Theorem: Dashed arrow transformation exists **if and only if**

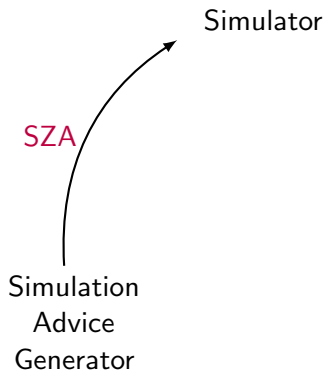
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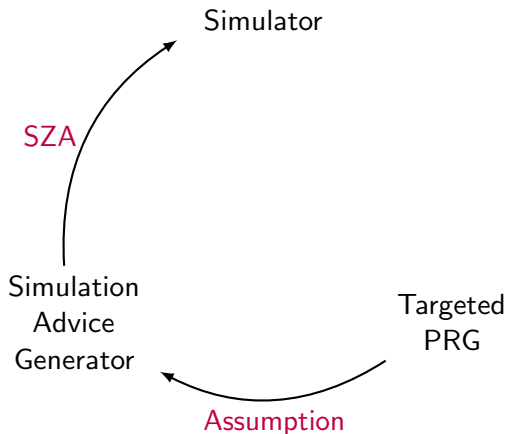
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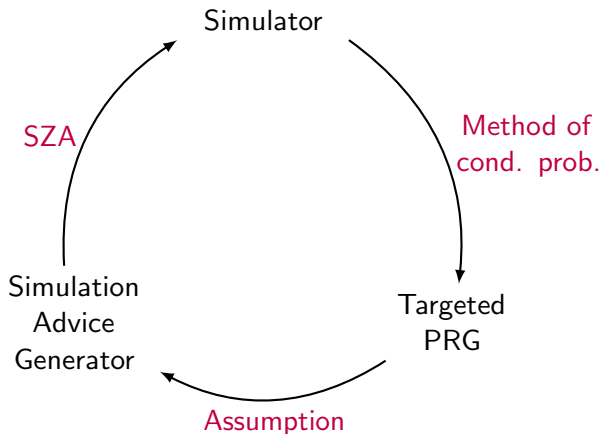
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- ▶ “Efficient”: Space complexity $\leq O(\text{seed length})$

Conclusion

- ▶ This material is based upon work supported by
 - ▶ NSF GRFP Grant No. DGE-1610403
 - ▶ NSF Grant No. NSF CCF-1423544
- ▶ Thanks for your attention!
- ▶ **Any questions?**