Probabilistic Proofs, Kolmogorov Compleixity and Laszlo Lovasz Local Lemma

Alexander Shen, LIF CNRS & Univ. Aix – Marseille

November 2009

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

Probabilistic proofs of existence

Probabilistic proofs of existence

If an event has a positive probability, it sometimes happens

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへぐ

Probabilistic proofs of existence

- If an event has a positive probability, it sometimes happens
- If a random variable has an expectation greater than c, it is sometimes greater than c

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

(4日) (個) (目) (目) (目) (の)

•
$$G = (V, E)$$
 is given

- G = (V, E) is given
- ▶ coloring: a mapping $V \rightarrow \{black, white\}$

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへぐ

• G = (V, E) is given

- ▶ coloring: a mapping $V \rightarrow \{black, white\}$
- multicolor edge: endpoints have different colors

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

- G = (V, E) is given
- coloring: a mapping $V \rightarrow \{black, white\}$
- multicolor edge: endpoints have different colors
- ► theorem: every graph has a coloring with at least #E/2 multicolor edges

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

- G = (V, E) is given
- coloring: a mapping $V \rightarrow \{black, white\}$
- multicolor edge: endpoints have different colors
- ► theorem: every graph has a coloring with at least #E/2 multicolor edges
- ▶ proof: the expected number of multicolor edge for a random coloring is #E/2 (every edge has probability 1/2).

- G = (V, E) is given
- coloring: a mapping $V \rightarrow \{black, white\}$
- multicolor edge: endpoints have different colors
- ► theorem: every graph has a coloring with at least #E/2 multicolor edges
- ▶ proof: the expected number of multicolor edge for a random coloring is #E/2 (every edge has probability 1/2).
- here derandomisation is trivial: adding a vertex choose the color to maximize the number of multicolor edges

• G = (V, E) is given

- coloring: a mapping $V \rightarrow \{black, white\}$
- multicolor edge: endpoints have different colors
- ► theorem: every graph has a coloring with at least #E/2 multicolor edges
- ▶ proof: the expected number of multicolor edge for a random coloring is #E/2 (every edge has probability 1/2).
- here derandomisation is trivial: adding a vertex choose the color to maximize the number of multicolor edges
- Digression: approximating MAX-CUT (maximal number of multicolor edges) is NP-hard

- G = (V, E) is given
- coloring: a mapping $V \rightarrow \{black, white\}$
- multicolor edge: endpoints have different colors
- ► theorem: every graph has a coloring with at least #E/2 multicolor edges
- ▶ proof: the expected number of multicolor edge for a random coloring is #E/2 (every edge has probability 1/2).
- here derandomisation is trivial: adding a vertex choose the color to maximize the number of multicolor edges
- Digression: approximating MAX-CUT (maximal number of multicolor edges) is NP-hard
- Similar argument: every 3-CNF has an assignment that satisfies at least 7/8 of all clauses

◆□ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ <

 A labyrinth is drawn in a rectangle (walls go between cells, no exit, connected)



 A labyrinth is drawn in a rectangle (walls go between cells, no exit, connected)



▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□ ● ● ●

robot is placed inside the maze

 A labyrinth is drawn in a rectangle (walls go between cells, no exit, connected)



- robot is placed inside the maze
- instructions: up/down/left/right

 A labyrinth is drawn in a rectangle (walls go between cells, no exit, connected)



・ロト ・ 理 ト ・ ヨ ト ・ ヨ ト ・ ヨ

- robot is placed inside the maze
- instructions: up/down/left/right
- if not possible (due to the wall), skip it

 A labyrinth is drawn in a rectangle (walls go between cells, no exit, connected)



- robot is placed inside the maze
- instructions: up/down/left/right
- if not possible (due to the wall), skip it
- Theorem: for every board size there exists a sequence that guarantees that the robot visits all cells (independent of the maze and initial position).

▲□▶ ▲圖▶ ▲≣▶ ▲≣▶ = 差 = のへで

 Let N be the length of the maximal traversing sequence (for given board size)

(ロ)、(型)、(E)、(E)、 E) の(の)

- Let N be the length of the maximal traversing sequence (for given board size)
- > N-step random program works with probability at least 4^{-N}

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

- Let N be the length of the maximal traversing sequence (for given board size)
- > N-step random program works with probability at least 4^{-N}
- ► kN-step random program does not work with probability at most (1 4^{-N})^k

- Let N be the length of the maximal traversing sequence (for given board size)
- > N-step random program works with probability at least 4^{-N}
- ► kN-step random program does not work with probability at most (1 4^{-N})^k

 if k is large enough, this probability is less than 1 even multiplied by the number of possible mazes and initial positions (the latter does not depend on k)

- Let N be the length of the maximal traversing sequence (for given board size)
- > N-step random program works with probability at least 4^{-N}
- ► kN-step random program does not work with probability at most (1 4^{-N})^k
- if k is large enough, this probability is less than 1 even multiplied by the number of possible mazes and initial positions (the latter does not depend on k)
- ▶ for this k a random program of length kN with positive probability works for all mazes and initial positions

◆□▶ ◆圖▶ ◆≧▶ ◆≧▶ ≧ ∽��?

A rectangular box is allowed if the sum of dimensions does not exceed the threshold: w + l + h < M</p>

► A rectangular box is allowed if the sum of dimensions does not exceed the threshold: w + l + h < M</p>

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

Is it possible to hide a prohibited box in a legal one?

- ► A rectangular box is allowed if the sum of dimensions does not exceed the threshold: w + l + h < M</p>
- Is it possible to hide a prohibited box in a legal one?
- Possible if only the maximal dimension is taken into account

- ► A rectangular box is allowed if the sum of dimensions does not exceed the threshold: w + l + h < M</p>
- Is it possible to hide a prohibited box in a legal one?
- Possible if only the maximal dimension is taken into account
- Theorem: if a box B₁ is inside B₂, the sum of dimensions for B₁ does not exceed the sum of dimensions for B₂

- A rectangular box is allowed if the sum of dimensions does not exceed the threshold: w + l + h < M</p>
- Is it possible to hide a prohibited box in a legal one?
- Possible if only the maximal dimension is taken into account
- Theorem: if a box B₁ is inside B₂, the sum of dimensions for B₁ does not exceed the sum of dimensions for B₂
- Proof: Look!



- ► A rectangular box is allowed if the sum of dimensions does not exceed the threshold: w + l + h < M</p>
- Is it possible to hide a prohibited box in a legal one?
- Possible if only the maximal dimension is taken into account
- Theorem: if a box B₁ is inside B₂, the sum of dimensions for B₁ does not exceed the sum of dimensions for B₂
- Proof: Look!



 (Expected value of the projection to a random line is proportional to the sum of dimensions)

◆□ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ < □ ▶ <

A $k \times k$ -minor in $n \times n$ -matrix: select k rows and k columns

- A $k \times k$ -minor in $n \times n$ -matrix: select k rows and k columns
- A minor in a Boolean matrix is uniform if it contains only ones or only zeros

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

- A $k \times k$ -minor in $n \times n$ -matrix: select k rows and k columns
- A minor in a Boolean matrix is uniform if it contains only ones or only zeros

► What size of uniform minor can be guaranteed in n × n Boolean matrix?
Uniform minors: probabilistic argument

- A $k \times k$ -minor in $n \times n$ -matrix: select k rows and k columns
- A minor in a Boolean matrix is uniform if it contains only ones or only zeros
- ► What size of uniform minor can be guaranteed in n × n Boolean matrix?
- ► Theorem: if k > 2 log n + 1, there exists a n × n Boolean matrix that has no uniform k × k minors.

Uniform minors: probabilistic argument

- A $k \times k$ -minor in $n \times n$ -matrix: select k rows and k columns
- A minor in a Boolean matrix is uniform if it contains only ones or only zeros
- ▶ What size of uniform minor can be guaranteed in n × n Boolean matrix?
- ► Theorem: if k > 2 log n + 1, there exists a n × n Boolean matrix that has no uniform k × k minors.
- ▶ Probability argument: take a random n × n matrix. For a given position of a minor the probability to see an uniform minor there is 2^{-k²} × 2. There are at most n^{2k} positions for a k × k minor. So if n^{2k}2^{-k²+1} < 1, a matrix without uniform minors exists. Taking logarithms, we get 2k log n − k² + 1 < 0 which is guaranteed if k > 2 log n + 1.

Counting version: there are 2^{n²-k²+1} matrices with an uniform minor in a given position, then we multiply this number by the number of possible positions and note that the sum is less than the number of n × n matrices.

- Counting version: there are 2^{n²-k²+1} matrices with an uniform minor in a given position, then we multiply this number by the number of possible positions and note that the sum is less than the number of n × n matrices.
- Complexity version: let us prove that a incompressible matrix has no uniform minors. In other words, a matrix that has uniform minor is compressible. Indeed, in can be described by specifying the position of that minor (2k indices in $1 \dots n$ range, i.e., $2k \log n$ bits), the bit in the minor (1 bit) and the remaining $n^2 k^2$ bits in the matrix, so if $2k \log n + 1 + n^2 k^2 < n^2$, the matrix is compressible

- Counting version: there are 2^{n²-k²+1} matrices with an uniform minor in a given position, then we multiply this number by the number of possible positions and note that the sum is less than the number of n × n matrices.
- Complexity version: let us prove that a incompressible matrix has no uniform minors. In other words, a matrix that has uniform minor is compressible. Indeed, in can be described by specifying the position of that minor (2k indices in 1...n range, i.e., $2k \log n$ bits), the bit in the minor (1 bit) and the remaining $n^2 k^2$ bits in the matrix, so if $2k \log n + 1 + n^2 k^2 < n^2$, the matrix is compressible
- This is not a rigorous proof since complexity is defined up to a constant.

▲□▶ ▲圖▶ ▲圖▶ ▲圖▶ = ● ● ●

Is it possible to replace an existence proof using probabilistic arguments by an explicit construction?

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 のへぐ

- Is it possible to replace an existence proof using probabilistic arguments by an explicit construction?
- (The notion of explicit construction is not formally defined)

- Is it possible to replace an existence proof using probabilistic arguments by an explicit construction?
- (The notion of explicit construction is not formally defined)
- Sometimes derandomization is easy (e.g., the first example with a graph), or an alternative proof can be easily found (e.g., the robot example)

- Is it possible to replace an existence proof using probabilistic arguments by an explicit construction?
- (The notion of explicit construction is not formally defined)
- Sometimes derandomization is easy (e.g., the first example with a graph), or an alternative proof can be easily found (e.g., the robot example)
- Sometimes an open problem (e.g., the existence of Boolean functions that require circuits of exponential size)

- Is it possible to replace an existence proof using probabilistic arguments by an explicit construction?
- (The notion of explicit construction is not formally defined)
- Sometimes derandomization is easy (e.g., the first example with a graph), or an alternative proof can be easily found (e.g., the robot example)
- Sometimes an open problem (e.g., the existence of Boolean functions that require circuits of exponential size)
- Sometime explicit constructions exist but are rather complicated and do no achieve the best possible parameters (expanders, codes)

・ロト・(部)・・ヨト・ヨー・シュル

If ∑_i Pr[A_i] < 1, then one can avoid all A_i with positive probability 1 − ∑_i Pr[A_i]

▲□▶ ▲□▶ ▲□▶ ▲□▶ ▲□▶ ● ● ●

- If ∑_i Pr[A_i] < 1, then one can avoid all A_i with positive probability 1 − ∑_i Pr[A_i]
- if A_i are independent, weaker condition ∀i Pr[A_i] < 1 is enough: one can avoid all A_i with positive probability ∏_i(1 − Pr[A_i])

- If ∑_i Pr[A_i] < 1, then one can avoid all A_i with positive probability 1 − ∑_i Pr[A_i]
- if A_i are independent, weaker condition ∀i Pr[A_i] < 1 is enough: one can avoid all A_i with positive probability ∏_i(1 − Pr[A_i])
- Laslo Lovasz Local Lemma deals with partial independence

- If ∑_i Pr[A_i] < 1, then one can avoid all A_i with positive probability 1 − ∑_i Pr[A_i]
- if A_i are independent, weaker condition ∀i Pr[A_i] < 1 is enough: one can avoid all A_i with positive probability ∏_i(1 − Pr[A_i])
- Laslo Lovasz Local Lemma deals with partial independence
- Each node in a rectangular grid may have one of 10 colors; each edge prohibits one of 100 color combinations (different for different edges). LLLL guarantees that there exists a coloring that satisfies all restrictions.

Let A_1, \ldots, A_n are events indexed by vertices of an (undirected) graph. Let N(i) be the set of all neighbors of i (not including i). Assume that for every i the event A_i is independent with the tuple of all events A_j with $j \notin N(i)$. Assume that for every i an upper bound $\varepsilon_i < 1$ for $\Pr[A_i]$ is chosen and, moreover,

$$\Pr[A_i] \leq \varepsilon_i \prod_{j \in N(i)} (1 - \varepsilon_j).$$

Then

$$\Pr[\neg A_1 \land \neg A_2 \land \ldots \land \neg A_n] \ge \prod_i (1 - \varepsilon_i).$$

Let A_1, \ldots, A_n are events indexed by vertices of an (undirected) graph. Let N(i) be the set of all neighbors of i (not including i). Assume that for every i the event A_i is independent with the tuple of all events A_j with $j \notin N(i)$. Assume that for every i an upper bound $\varepsilon_i < 1$ for $\Pr[A_i]$ is chosen and, moreover,

$$\Pr[A_i] \leq \varepsilon_i \prod_{j \in \mathcal{N}(i)} (1 - \varepsilon_j).$$

Then

$$\Pr[\neg A_1 \land \neg A_2 \land \ldots \land \neg A_n] \ge \prod_i (1 - \varepsilon_i).$$

• If all A_i are independent, $\varepsilon_i = \Pr[A_i]$

Let A_1, \ldots, A_n are events indexed by vertices of an (undirected) graph. Let N(i) be the set of all neighbors of i (not including i). Assume that for every i the event A_i is independent with the tuple of all events A_j with $j \notin N(i)$. Assume that for every i an upper bound $\varepsilon_i < 1$ for $\Pr[A_i]$ is chosen and, moreover,

$$\Pr[A_i] \leq \varepsilon_i \prod_{j \in N(i)} (1 - \varepsilon_j).$$

Then

$$\Pr[\neg A_1 \land \neg A_2 \land \ldots \land \neg A_n] \ge \prod_i (1 - \varepsilon_i).$$

- If all A_i are independent, $\varepsilon_i = \Pr[A_i]$
- If there is no information about dependence (complete graph), and ∑ Pr[A_i] < 1/4, one can let ε_i = 2 Pr[A_i]: the product of (1 − ε_i) is at least 1 − ∑ ε_i > 1/2.

Let A_1, \ldots, A_n are events indexed by vertices of an (undirected) graph. Let N(i) be the set of all neighbors of i (not including i). Assume that for every i the event A_i is independent with the tuple of all events A_j with $j \notin N(i)$. Assume that for every i an upper bound $\varepsilon_i < 1$ for $\Pr[A_i]$ is chosen and, moreover,

$$\Pr[A_i] \leq \varepsilon_i \prod_{j \in N(i)} (1 - \varepsilon_j).$$

Then

$$\Pr[\neg A_1 \land \neg A_2 \land \ldots \land \neg A_n] \ge \prod_i (1 - \varepsilon_i).$$

In our example events correspond to edges; neighbors are edges that share a vertex (6 of them). Choosing the same *ε* for every edge, we need

$$1/100 < \varepsilon (1-\varepsilon)^6$$

If $\varepsilon = 1/6$, the rhs is about $1/6e \gg 1/100$.

▲□▶ ▲圖▶ ▲匡▶ ▲匡▶ 三臣 - のへで

► generalization: $\Pr[\neg A_i \land \neg A_j \land \dots | \neg A_p \land \neg A_q \land \dots] \ge (1 - \varepsilon_i)(1 - \varepsilon_j) \dots$

generalization: Pr[¬A_i ∧ ¬A_j ∧ ... |¬A_p ∧ ¬A_q ∧ ...] ≥ (1 − ε_i)(1 − ε_j)...
enough to show for one event (and many conditions): Pr[¬A_i ∧ ¬A_i|...] = Pr[¬A_i|...] Pr[¬A_i|¬A_i ∧ ...]

▶ generalization: $\Pr[\neg A_i \land \neg A_j \land \dots | \neg A_p \land \neg A_q \land \dots] \ge (1 - \varepsilon_i)(1 - \varepsilon_j) \dots$ ▶ enough to show for one event (and many conditions):

- enough to show for one event (and many conditions): $\Pr[\neg A_i \land \neg A_j | \ldots] = \Pr[\neg A_j | \ldots] \Pr[\neg A_i | \neg A_j \land \ldots]$
- ▶ for the complement: $\Pr[A_i | \neg A_j \land \neg A_k \land \ldots] \leq \varepsilon_i$.

generalization:

 $\Pr[\neg A_i \land \neg A_j \land \ldots | \neg A_p \land \neg A_q \land \ldots] \ge (1 - \varepsilon_i)(1 - \varepsilon_j) \ldots$

- enough to show for one event (and many conditions): $\Pr[\neg A_i \land \neg A_j | ...] = \Pr[\neg A_j | ...] \Pr[\neg A_i | \neg A_j \land ...]$
- ▶ for the complement: $\Pr[A_i | \neg A_j \land \neg A_k \land \ldots] \leq \varepsilon_i$.
- ► separating neighbors and non-neighbors (j, k are neighbors, l, ... are not): $\Pr[A_i | \neg A_j \land \neg A_k \land \neg A_l \land ...] = \Pr[A_i]$

$$= \frac{\Pr[A_i \land A_j \land A_k \mid A_l \land \dots]}{\Pr[\neg A_j \land \neg A_k \mid \neg A_l \land \dots]} \le \frac{\Pr[A_i]}{(1 - \varepsilon_i)(1 - \varepsilon_k)} \le \varepsilon_i$$

generalization:

 $\Pr[\neg A_i \land \neg A_j \land \ldots | \neg A_p \land \neg A_q \land \ldots] \ge (1 - \varepsilon_i)(1 - \varepsilon_j) \ldots$

- enough to show for one event (and many conditions): $\Pr[\neg A_i \land \neg A_j | \ldots] = \Pr[\neg A_j | \ldots] \Pr[\neg A_i | \neg A_j \land \ldots]$
- ▶ for the complement: $\Pr[A_i | \neg A_j \land \neg A_k \land \ldots] \leq \varepsilon_i$.
- separating neighbors and non-neighbors (j, k are neighbors, l,... are not):
 Pr[A_i|¬A_i ∧ ¬A_k ∧ ¬A_l ∧ ...] =

- $= \frac{\Pr[A_i \land \neg A_j \land \neg A_k | \neg A_l \land ...]}{\Pr[\neg A_j \land \neg A_k | \neg A_l \land ...]} \le \frac{\Pr[A_i]}{(1 \varepsilon_j)(1 \varepsilon_k)} \le \varepsilon_i$
- using induction (less events in the condition)

▲ロト ▲圖 ▶ ▲ 臣 ▶ ▲ 臣 ▶ ● 臣 ■ ∽ � � �

Let X₁,..., X_n be some bit strings. We want to construct a sequence ω that does not contain X_i as substrings (factors)

Let X₁,..., X_n be some bit strings. We want to construct a sequence ω that does not contain X_i as substrings (factors)

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

▶ not always possible: e.g., 00, 11, 0101

- Let X₁,..., X_n be some bit strings. We want to construct a sequence ω that does not contain X_i as substrings (factors)
- not always possible: e.g., 00, 11, 0101
- quantitative results: if forbidden strings are long enough and there are not too many of them, a sequence ω exists

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

- Let X₁,..., X_n be some bit strings. We want to construct a sequence ω that does not contain X_i as substrings (factors)
- not always possible: e.g., 00, 11, 0101
- quantitative results: if forbidden strings are long enough and there are not too many of them, a sequence ω exists
- Let α < 1. Assume that for every n there is at most 2^{αn} forbidden (bit) strings. Then there exists a number c and a bit sequence ω that has no forbidden substrings of length > c.

- Let X₁,..., X_n be some bit strings. We want to construct a sequence ω that does not contain X_i as substrings (factors)
- not always possible: e.g., 00, 11, 0101
- quantitative results: if forbidden strings are long enough and there are not too many of them, a sequence ω exists
- Let α < 1. Assume that for every n there is at most 2^{αn} forbidden (bit) strings. Then there exists a number c and a bit sequence ω that has no forbidden substrings of length > c.
- Kolmogorov complexity version) There exists a sequence ω such that any substring x is ω has complexity at least α|x| − O(1).

Statements are equivalent: there is at most $2^{\alpha n}$ sequences of length *n* and complexity $< \alpha n$; on the other hand, if *X* is a set of forbidden strings and there is at most $2^{\alpha n}$ forbidden strings of length *n*, they are all simple (have compexity $\alpha n + o(n)$) relative to *X*. (Non-relativized version can be also used.)

Combinatorial and complexity proofs

<ロ> <回> <回> <回> <三> <三> <三> <回> <回> <回> <回> <回> <回> <回> <回> <回</p>

Combinatorial and complexity proofs

► Combinatorial: use LLLL

Combinatorial and complexity proofs

- Combinatorial: use LLLL
- Complexity: construct the sequence inductively adding blocks of some length *M*; each added block should increase the complexity at least by β*M* for some β in (α, 1).

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <
Combinatorial and complexity proofs

- Combinatorial: use LLLL
- Complexity: construct the sequence inductively adding blocks of some length *M*; each added block should increase the complexity at least by β*M* for some β in (α, 1).
- such a block exists since we can take a block that is random relative to the prefix of the sequence; each group of *s* consequtive blocks increases complexity at least by βsM and therefore has complexity at least βsM . For non-aligned blocks we discard some part of them (using the difference between α and β to compensate for the losses).

<ロ>

Let A be a finite set of indices (integers) and let ω be a sequence. By ω(A) we denote the subsequence of ω with indices in A (in increasing order).

・ロト・日本・モート モー うへで

- Let A be a finite set of indices (integers) and let ω be a sequence. By ω(A) we denote the subsequence of ω with indices in A (in increasing order).
- A restriction "ω(A) ≠ X" is specified by A and binary string X (of length #A).

- Let A be a finite set of indices (integers) and let ω be a sequence. By ω(A) we denote the subsequence of ω with indices in A (in increasing order).
- A restriction "ω(A) ≠ X" is specified by A and binary string X (of length #A).
- In other terms, we have Boolean variables (bits of ω) and clauses: e.g., w₅ ∨ ¬w₇ ∨ w₁₁ says that ω({5,7,11}) ≠ 010.

- Let A be a finite set of indices (integers) and let ω be a sequence. By ω(A) we denote the subsequence of ω with indices in A (in increasing order).
- A restriction "ω(A) ≠ X" is specified by A and binary string X (of length #A).
- In other terms, we have Boolean variables (bits of ω) and clauses: e.g., w₅ ∨ ¬w₇ ∨ w₁₁ says that ω({5,7,11}) ≠ 010.
- Rumyantsev: for every α < 1 there exists a sequence ω such that for every finite A the complexity K(A, ω(A)|t) exceeds α#A − O(1) for some t ∈ A. [Proof: use LLLL]</p>

- Let A be a finite set of indices (integers) and let ω be a sequence. By ω(A) we denote the subsequence of ω with indices in A (in increasing order).
- A restriction "ω(A) ≠ X" is specified by A and binary string X (of length #A).
- In other terms, we have Boolean variables (bits of ω) and clauses: e.g., w₅ ∨ ¬w₇ ∨ w₁₁ says that ω({5,7,11}) ≠ 010.
- Rumyantsev: for every α < 1 there exists a sequence ω such that for every finite A the complexity K(A, ω(A)|t) exceeds α#A − O(1) for some t ∈ A. [Proof: use LLLL]</p>
- Corollary: if A has small complexity with respect to every its element, then K(ω(A)) is large.

- Let A be a finite set of indices (integers) and let ω be a sequence. By ω(A) we denote the subsequence of ω with indices in A (in increasing order).
- A restriction "ω(A) ≠ X" is specified by A and binary string X (of length #A).
- In other terms, we have Boolean variables (bits of ω) and clauses: e.g., w₅ ∨ ¬w₇ ∨ w₁₁ says that ω({5,7,11}) ≠ 010.
- Rumyantsev: for every α < 1 there exists a sequence ω such that for every finite A the complexity K(A, ω(A)|t) exceeds α#A − O(1) for some t ∈ A. [Proof: use LLLL]</p>
- Corollary: if A has small complexity with respect to every its element, then K(ω(A)) is large.

 so there is a sequence such that every substring has high complexity

- Let A be a finite set of indices (integers) and let ω be a sequence. By ω(A) we denote the subsequence of ω with indices in A (in increasing order).
- A restriction "ω(A) ≠ X" is specified by A and binary string X (of length #A).
- In other terms, we have Boolean variables (bits of ω) and clauses: e.g., w₅ ∨ ¬w₇ ∨ w₁₁ says that ω({5,7,11}) ≠ 010.
- Rumyantsev: for every α < 1 there exists a sequence ω such that for every finite A the complexity K(A, ω(A)|t) exceeds α#A − O(1) for some t ∈ A. [Proof: use LLLL]</p>
- Corollary: if A has small complexity with respect to every its element, then K(ω(A)) is large.
- so there is a sequence such that every substring has high complexity
- and a two-dimensional sequence such that every rectangle has a high complexity (close to its area)

(4日) (個) (目) (目) (目) (の)

General statement of LLLL has nothing to do with algorithms

General statement of LLLL has nothing to do with algorithms

 Most applications show the existence of some constructive object (assignment, sequence, coloring etc.)

General statement of LLLL has nothing to do with algorithms

- Most applications show the existence of some constructive object (assignment, sequence, coloring etc.)
- The statement itself does not provide a reasonable probabilistic algorithm (the guaranteed probability is exponentially small)

General statement of LLLL has nothing to do with algorithms

- Most applications show the existence of some constructive object (assignment, sequence, coloring etc.)
- The statement itself does not provide a reasonable probabilistic algorithm (the guaranteed probability is exponentially small)
- However, such an algorithm exists

- General statement of LLLL has nothing to do with algorithms
- Most applications show the existence of some constructive object (assignment, sequence, coloring etc.)
- The statement itself does not provide a reasonable probabilistic algorithm (the guaranteed probability is exponentially small)
- However, such an algorithm exists
- (Moser, 2009) it is the simple one: resample variables that appear in the violated restriction until everything is OK

- General statement of LLLL has nothing to do with algorithms
- Most applications show the existence of some constructive object (assignment, sequence, coloring etc.)
- The statement itself does not provide a reasonable probabilistic algorithm (the guaranteed probability is exponentially small)
- However, such an algorithm exists
- (Moser, 2009) it is the simple one: resample variables that appear in the violated restriction until everything is OK
- The proof of the most general result (Moser and Tardos) is a bit misterous

- General statement of LLLL has nothing to do with algorithms
- Most applications show the existence of some constructive object (assignment, sequence, coloring etc.)
- The statement itself does not provide a reasonable probabilistic algorithm (the guaranteed probability is exponentially small)
- However, such an algorithm exists
- (Moser, 2009) it is the simple one: resample variables that appear in the violated restriction until everything is OK
- The proof of the most general result (Moser and Tardos) is a bit misterous
- but a very simple argument exists for special cases (as explained by Fortnow using complexity)

▲ロト ▲圖 ▶ ▲ 国 ト ▲ 国 ・ の Q () ・

• Boolean variables w_1, \ldots, w_N .

- Boolean variables w_1, \ldots, w_N .
- ► Clauses: each of *M* clauses involves *m* variables and prohibits some combination of values: [¬]*w_{i₁}* ∨ ... ∨ [¬]*w_{i_m}*.

- Boolean variables w_1, \ldots, w_N .
- ► Clauses: each of *M* clauses involves *m* variables and prohibits some combination of values: [¬]*w_{i₁}* ∨ ... ∨ [¬]*w_{i_m}*.
- Looking for a satisfying assignment (that does not violate any clause).

- Boolean variables w_1, \ldots, w_N .
- ► Clauses: each of *M* clauses involves *m* variables and prohibits some combination of values: [¬]*w_{i₁}* ∨ ... ∨ [¬]*w_{i_m}*.
- Looking for a satisfying assignment (that does not violate any clause).
- Statement: it exists if clauses are not very small and not too dependent

- Boolean variables w_1, \ldots, w_N .
- ► Clauses: each of *M* clauses involves *m* variables and prohibits some combination of values: [¬]*w_{i₁}* ∨ ... ∨ [¬]*w_{i_m}*.
- Looking for a satisfying assignment (that does not violate any clause).
- Statement: it exists if clauses are not very small and not too dependent

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > <

Two clauses intersect if there have common variables

- Boolean variables w_1, \ldots, w_N .
- ► Clauses: each of *M* clauses involves *m* variables and prohibits some combination of values: [¬]*w_{i₁}* ∨ ... ∨ [¬]*w_{i_m}*.
- Looking for a satisfying assignment (that does not violate any clause).
- Statement: it exists if clauses are not very small and not too dependent
- Two clauses intersect if there have common variables
- Statement: if each clause intersects at most t others and t < 2^m/8, then there exists a satisfying assignment

- Boolean variables w_1, \ldots, w_N .
- ► Clauses: each of *M* clauses involves *m* variables and prohibits some combination of values: [¬]*w_{i₁}* ∨ ... ∨ [¬]*w_{i_m}*.
- Looking for a satisfying assignment (that does not violate any clause).
- Statement: it exists if clauses are not very small and not too dependent
- Two clauses intersect if there have common variables
- Statement: if each clause intersects at most t others and t < 2^m/8, then there exists a satisfying assignment
- ... and it can be found with high probability by a polynomial probabilistic algorithm

<ロ> <@> < E> < E> E のQの

 Main algorithm: start with any assignment for w_i
FOR every clause S: if S is violated, Fix(S)

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

 Main algorithm: start with any assignment for w_i
FOR every clause S: if S is violated, Fix(S)

{ S is violated }
Fix(S)
{ S is satisfied; no other previously satisfied clauses are violated }

 Main algorithm: start with any assignment for w_i
FOR every clause S: if S is violated, Fix(S)

{ S is violated }

Fix(S)

{ S is satisfied; no other previously satisfied clauses are violated }

```
► Fix(S):
```

resample (S);

FOR every neighbor clause S':

if S' is violated, Fix(S')

 Main algorithm: start with any assignment for w_i FOR every clause S: if S is violated, Fix(S)

 $\blacktriangleright \{ S \text{ is violated } \}$

Fix(S)

{ S is satisfied; no other previously satisfied clauses are violated }

► *Fix*(*S*):

```
resample (S);
```

FOR every neighbor clause S':

if S' is violated, Fix(S')

 The correctness of *Fix* assuming it terminates is trivial (induction: if recursive calls are correct, the calling procedure is correct)

 Main algorithm: start with any assignment for w_i FOR every clause S: if S is violated, Fix(S)

 $\blacktriangleright \{ S \text{ is violated } \}$

Fix(S)

 $\{ \ S \ \text{is satisfied}; \ \text{no other previously satisfied clauses are violated } \}$

► *Fix*(*S*):

```
resample (S);
```

FOR every neighbor clause S':

if S' is violated, Fix(S')

- The correctness of *Fix* assuming it terminates is trivial (induction: if recursive calls are correct, the calling procedure is correct)
- The only problem is why Fix(S) terminates in reasonable time with high probability.

- ◆ □ ▶ → 個 ▶ → 注 ▶ → 注 → のへぐ

We show only that Fix(S) terminates at some point if we use fresh bits from an incompressible string for resampling (and do not translate this argument into a probabilistic language with exact bounds)

- We show only that Fix(S) terminates at some point if we use fresh bits from an incompressible string for resampling (and do not translate this argument into a probabilistic language with exact bounds)
- Bit source: a long incompressible bit string split into *m*-bit blocks

- We show only that Fix(S) terminates at some point if we use fresh bits from an incompressible string for resampling (and do not translate this argument into a probabilistic language with exact bounds)
- Bit source: a long incompressible bit string split into *m*-bit blocks

When resampling is needed, next block is used

- We show only that Fix(S) terminates at some point if we use fresh bits from an incompressible string for resampling (and do not translate this argument into a probabilistic language with exact bounds)
- Bit source: a long incompressible bit string split into *m*-bit blocks
- When resampling is needed, next block is used
- Main observation: random bits can be reconstructed from the current values and the (chronological) list of resampled clauses
Resampling: analysis

- We show only that Fix(S) terminates at some point if we use fresh bits from an incompressible string for resampling (and do not translate this argument into a probabilistic language with exact bounds)
- Bit source: a long incompressible bit string split into *m*-bit blocks
- When resampling is needed, next block is used
- Main observation: random bits can be reconstructed from the current values and the (chronological) list of resampled clauses
- Indeed, each clause is violated only for one combination of bits, so resampling can be "undone" and random bits can be extracted

Resampling: analysis

- ► We show only that Fix(S) terminates at some point if we use fresh bits from an incompressible string for resampling (and do not translate this argument into a probabilistic language with exact bounds)
- Bit source: a long incompressible bit string split into *m*-bit blocks
- When resampling is needed, next block is used
- Main observation: random bits can be reconstructed from the current values and the (chronological) list of resampled clauses
- Indeed, each clause is violated only for one combination of bits, so resampling can be "undone" and random bits can be extracted
- So if we can describe the sequence of resampled clauses using less than m bits per clause, we get a contradiction (N is fixed and for the large number of steps we get a contradiction with incompressibility)

▲ロト ▲圖 ▶ ▲ 画 ▶ ▲ 画 → のへで

(Simplified) Each clause is one of t neighbors of a previous one, so we need at most log t bits to specify which one.

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ 臣 の�?

(Simplified) Each clause is one of t neighbors of a previous one, so we need at most log t bits to specify which one.

◆□▶ ◆□▶ ◆三▶ ◆三▶ 三三 のへぐ

The lists of neighbors can be fixed in advance

- (Simplified) Each clause is one of t neighbors of a previous one, so we need at most log t bits to specify which one.
- The lists of neighbors can be fixed in advance
- Indeed a simplification: though in the tree of recursive calls each vertex is a neighbor of its father, this is not enough: we also go up (when exiting a recursive call)

- (Simplified) Each clause is one of t neighbors of a previous one, so we need at most log t bits to specify which one.
- The lists of neighbors can be fixed in advance
- Indeed a simplification: though in the tree of recursive calls each vertex is a neighbor of its father, this is not enough: we also go up (when exiting a recursive call)

 so we need an additional bit (up/down) for recursive call (down step) and one bit to describe exits (up steps)

- (Simplified) Each clause is one of t neighbors of a previous one, so we need at most log t bits to specify which one.
- The lists of neighbors can be fixed in advance
- Indeed a simplification: though in the tree of recursive calls each vertex is a neighbor of its father, this is not enough: we also go up (when exiting a recursive call)
- so we need an additional bit (up/down) for recursive call (down step) and one bit to describe exits (up steps)
- So instead of log t per resampling we get (log t + 1) + 1 − still less than m by assumption (log t < m − 3)</p>