

A Polynomial Time Algorithm for Lossy Population Recovery

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joint work with Mike Saks

A Story...

A Story...



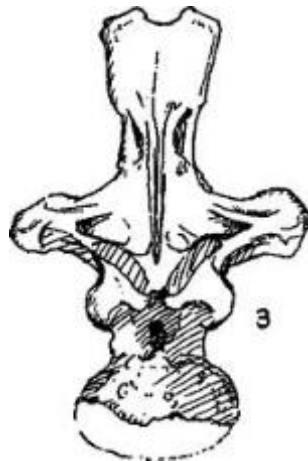
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features (n)

species (k)

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1	0	1	1	0	1	0	1	0	0
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⋮				⋮				⋮	
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species (k)	p_1	1	0	1	1	0	1	0	1	0	0
	p_2	0	1	1	1	0	0	1	1	0	0
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samples:

?	1	?	?	?	0	?	?	?	?
---	---	---	---	---	---	---	---	---	---

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Theorem [folk]: There is a quasi-polynomial time algorithm to PAC learn DNFs under the **uniform distribution**

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Is there a natural **grey-box** model? Can we design better algorithms?

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Population Recovery \rightarrow Learning DNFs in Restriction Access

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Corollary: There is a polynomial time algorithm for learning DNFs in the Restriction Access Model for any $\mu > 0$.

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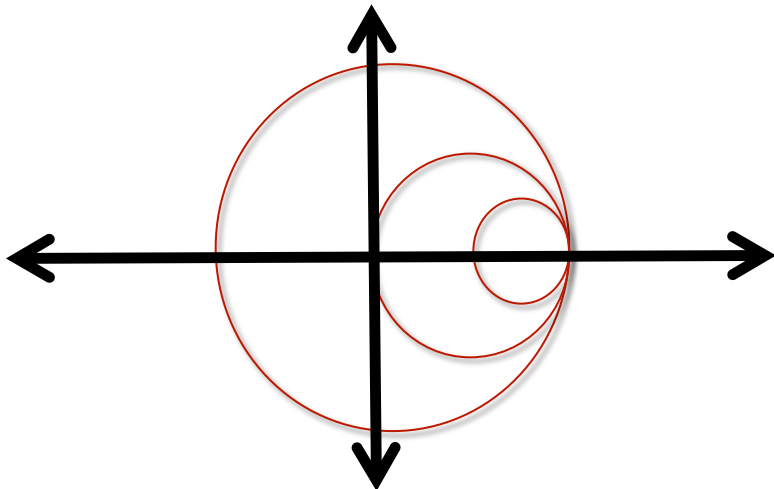
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Two Reductions (Dvir et al)

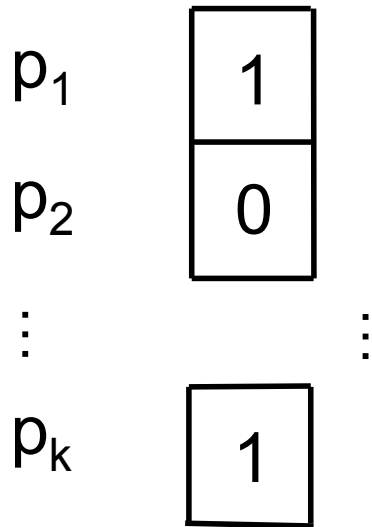
Claim: We can assume we know the strings a_1, a_2, \dots, a_k (all we need is to find p_1, p_2, \dots, p_k)

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Suppose we had an algorithm for population recovery when the strings a_1, a_2, \dots, a_k are known:

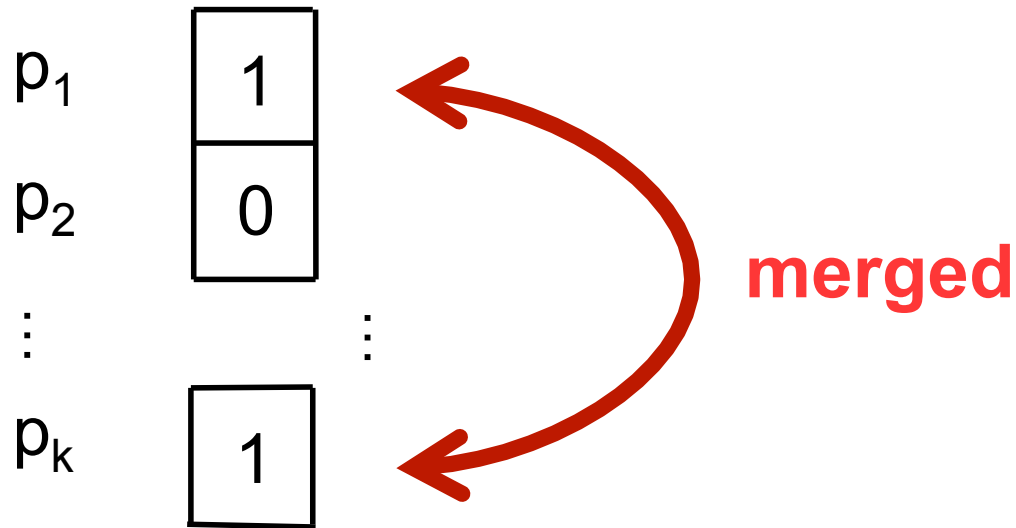
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p'_1

1

p'_2

0

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$$\begin{array}{l} p'_1 \\ p'_2 \end{array} \begin{array}{|c|} \hline 1 \\ \hline 0 \\ \hline \end{array} \begin{array}{l} 0 \\ 1 \\ 0 \\ 1 \end{array}$$

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\vdots		\vdots
p_k	1	1

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p_1	<table border="1"><tr><td>1</td><td>0</td></tr></table>	1	0	$\begin{matrix} 0 \\ 1 \end{matrix}$
1	0			
p_2	<table border="1"><tr><td>0</td><td>1</td></tr></table>	0	1	$\begin{matrix} 0 \\ 1 \end{matrix}$
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\vdots	\vdots			
p_k	<table border="1"><tr><td>1</td><td>1</td></tr></table>	1	1	$\begin{matrix} 0 \\ 1 \end{matrix}$
1	1			

and so on...

Two Reductions (Dvir et al)

p_1	1	0	1	1	0	1	0	1	0	0
p_2	0	1	1	1	0	0	1	1	0	0
\vdots	\vdots			\vdots				\vdots		
p_k	1	1	1	1	0	0	0	1	0	0

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Claim: We just need to learn p_i for the all zero string

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E.g. we can **XOR** with a_1

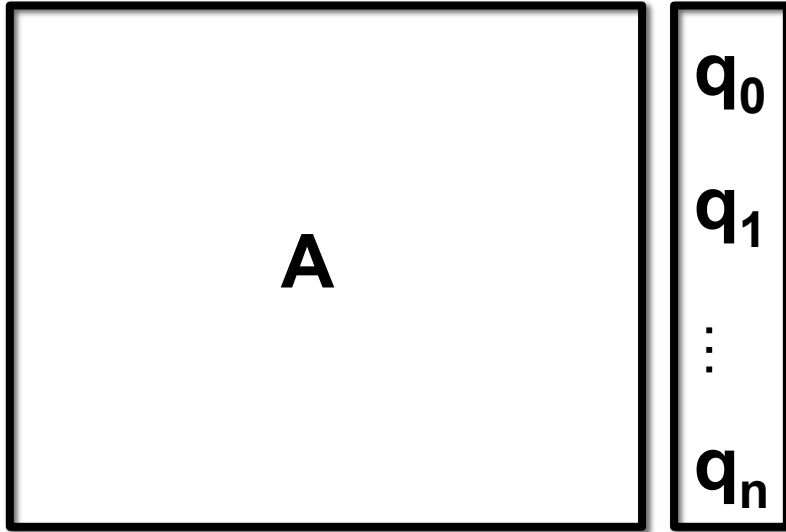
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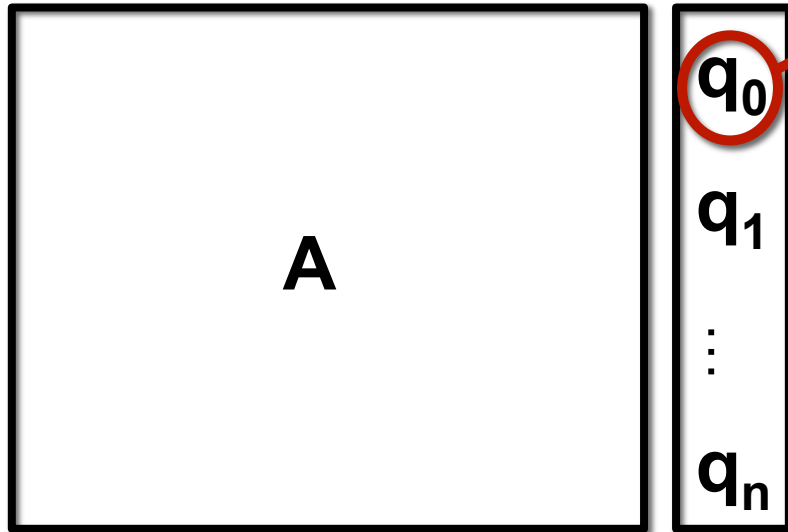
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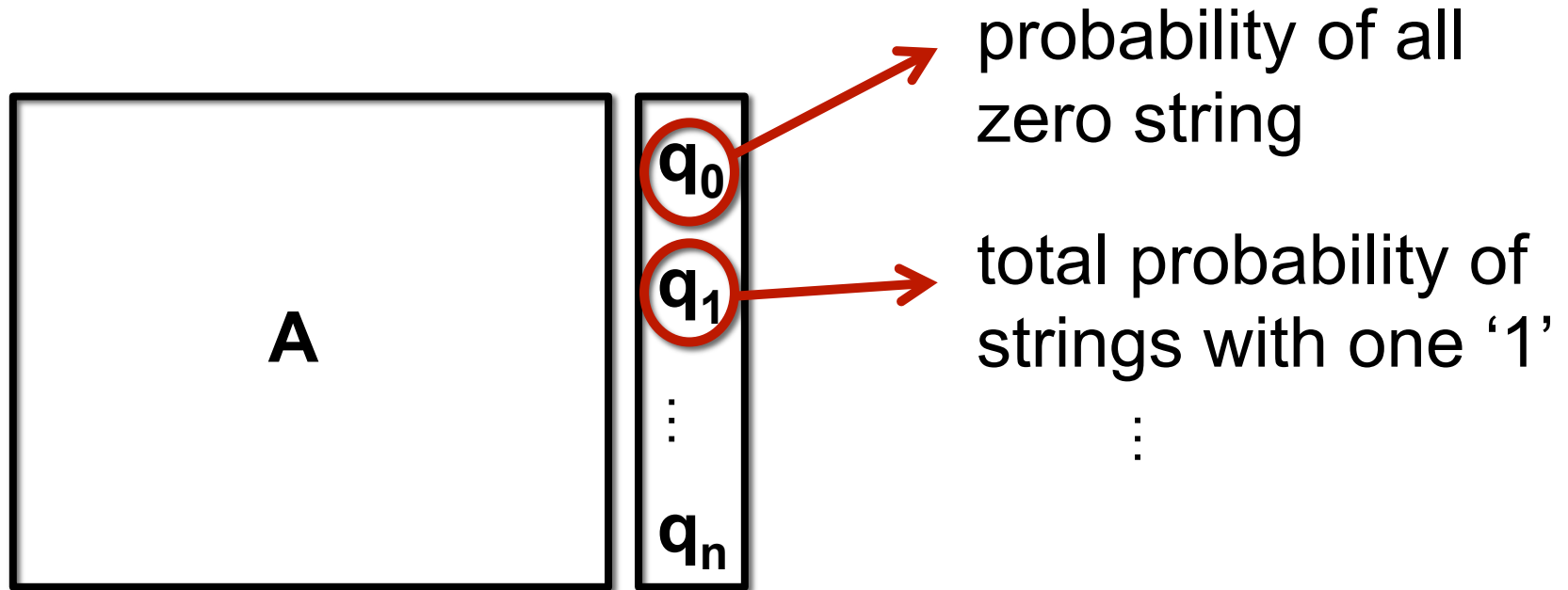


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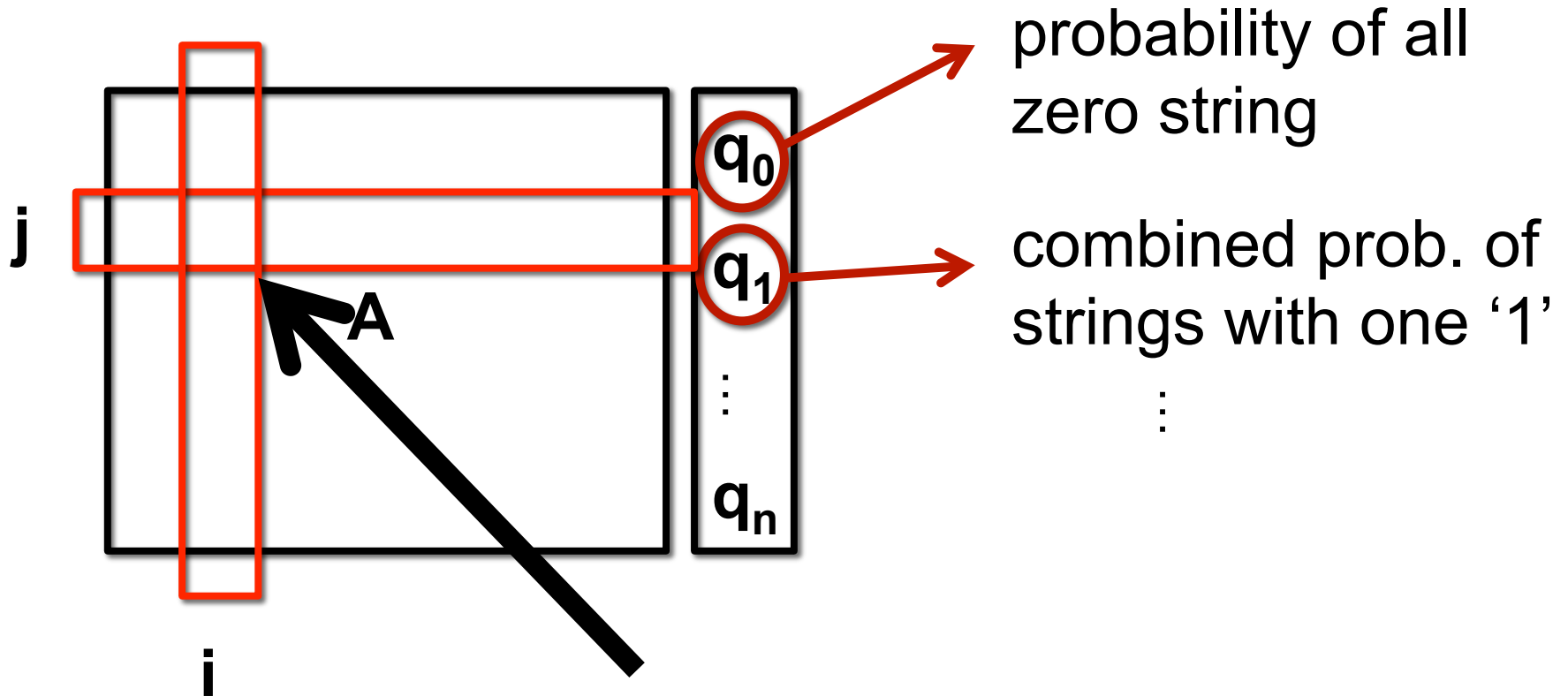
probability of all
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i.e. $q_1 = \sum_{i \in S} p_i$ for $S = \{i \mid a_i \text{ has one '1'}\}$

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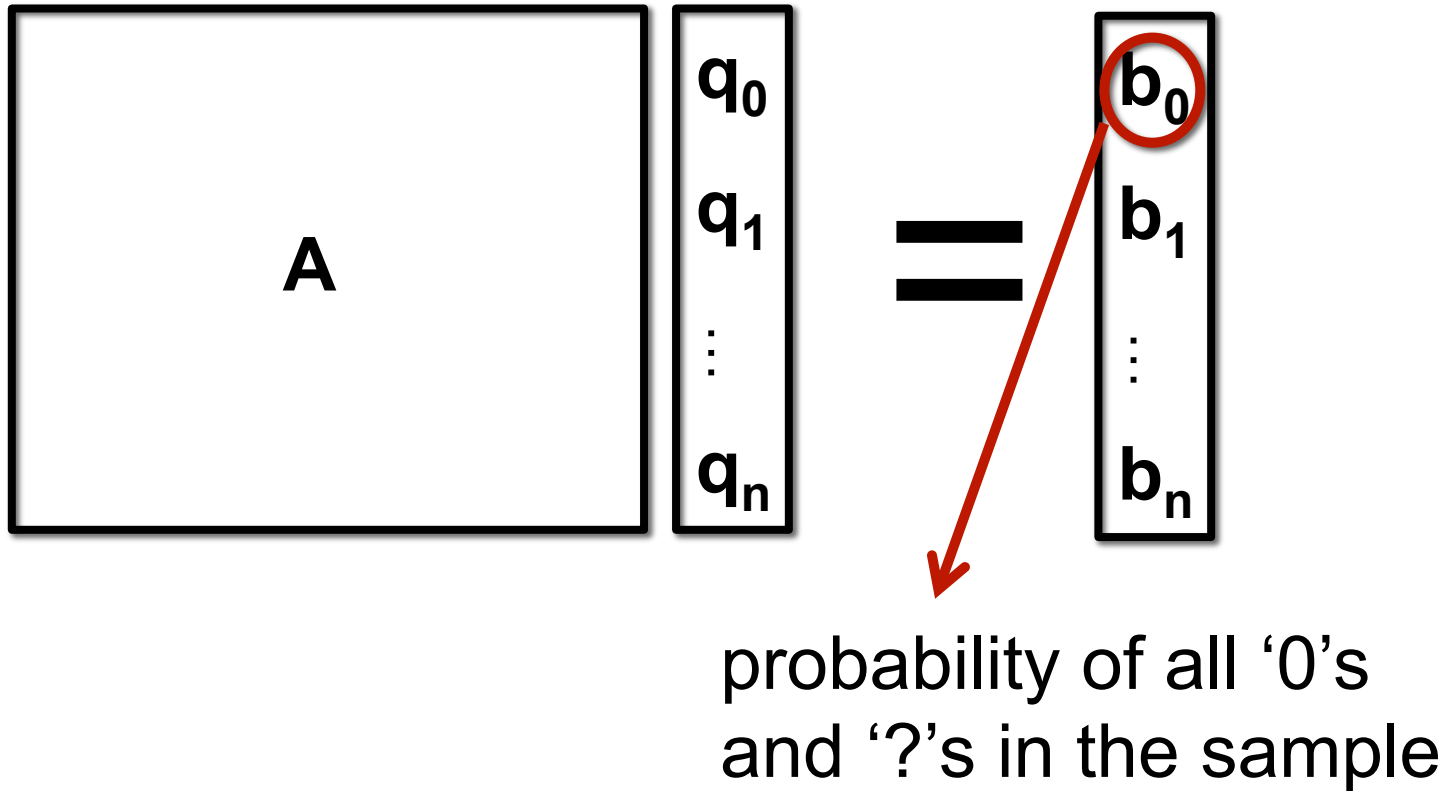


“probability that if there are i ones, j remain”

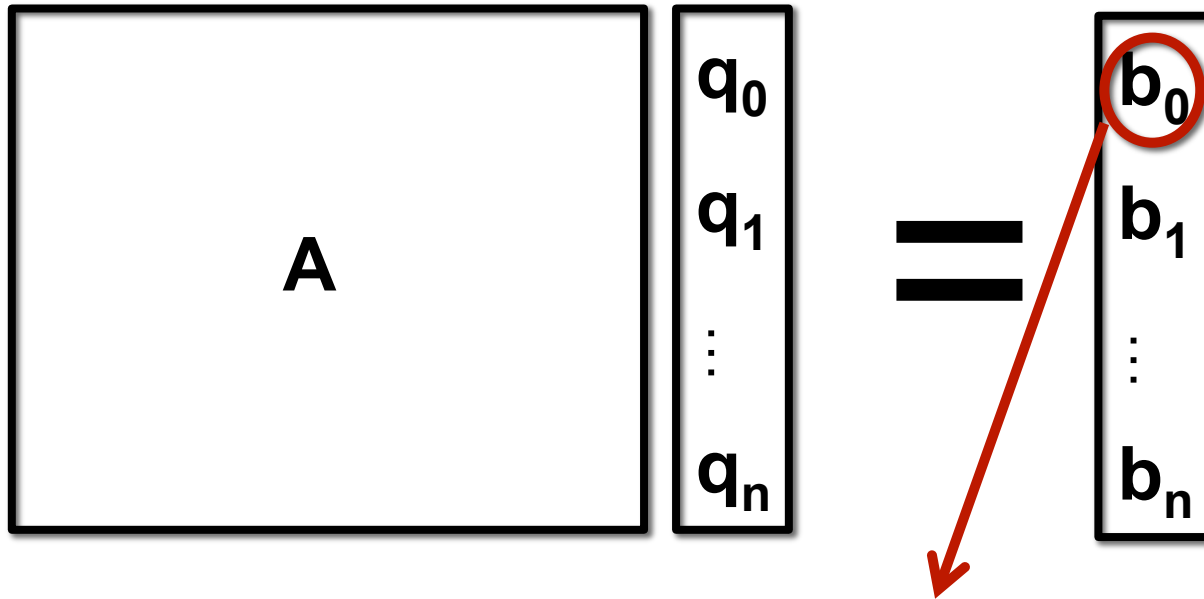
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$$\begin{array}{|c|} \hline \mathbf{A} \\ \hline \end{array} \begin{array}{|c|} \hline \mathbf{q}_0 \\ \mathbf{q}_1 \\ \vdots \\ \mathbf{q}_n \\ \hline \end{array} = \begin{array}{|c|} \hline \mathbf{b}_0 \\ \mathbf{b}_1 \\ \vdots \\ \mathbf{b}_n \\ \hline \end{array}$$

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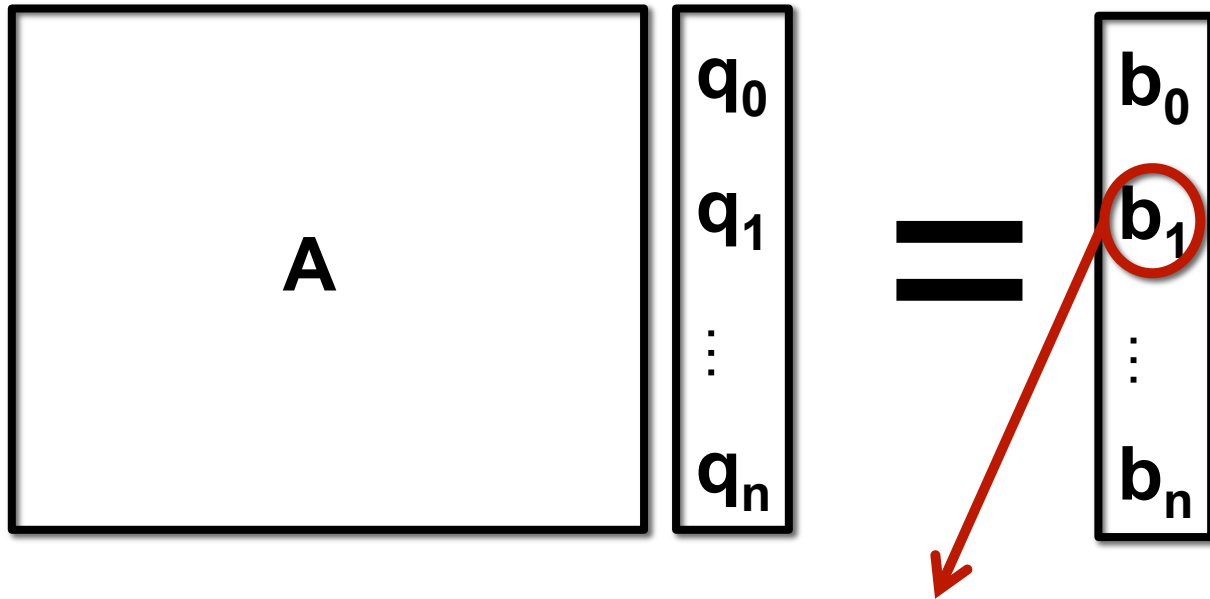


probability of all '0's
and '?'s in the sample

e.g.

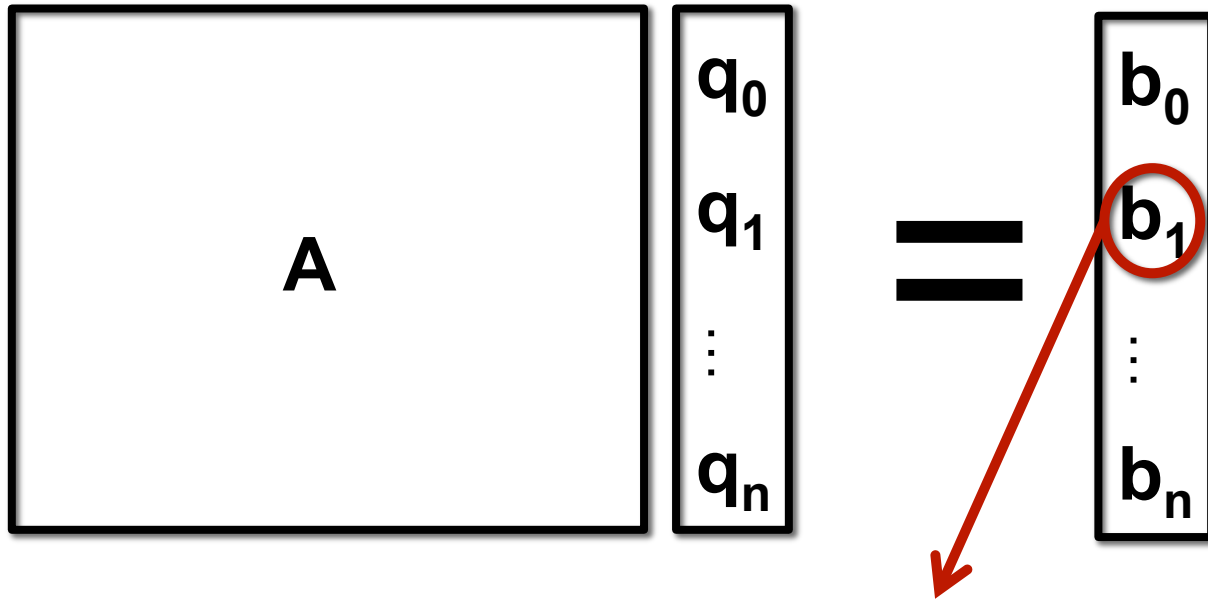
?	0	?	?	?	0	?	?	?	?
---	---	---	---	---	---	---	---	---	---

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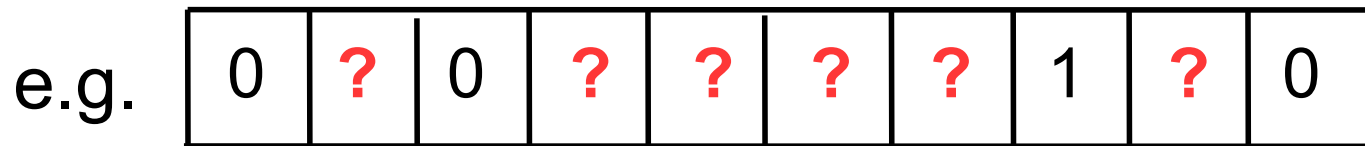


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Can we perturb e_0 s.t. $(e_0 + \eta)A^{-1}$ has bdd norm?

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Why is this basis natural for population recovery?

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If we can prove no such polynomial exists



There is a good RLI, which we can find via an LP

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The dual program wants to construct $\mathbf{p}(\mathbf{x})$ s.t.

$$p(0) \geq \varepsilon \|p\|_{\text{coeff}} + C \|q\|_{\text{coeff}}$$

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Conversely, for a polynomial are its coefficients large in at least one of the two representations?

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For all polynomials is it true that:

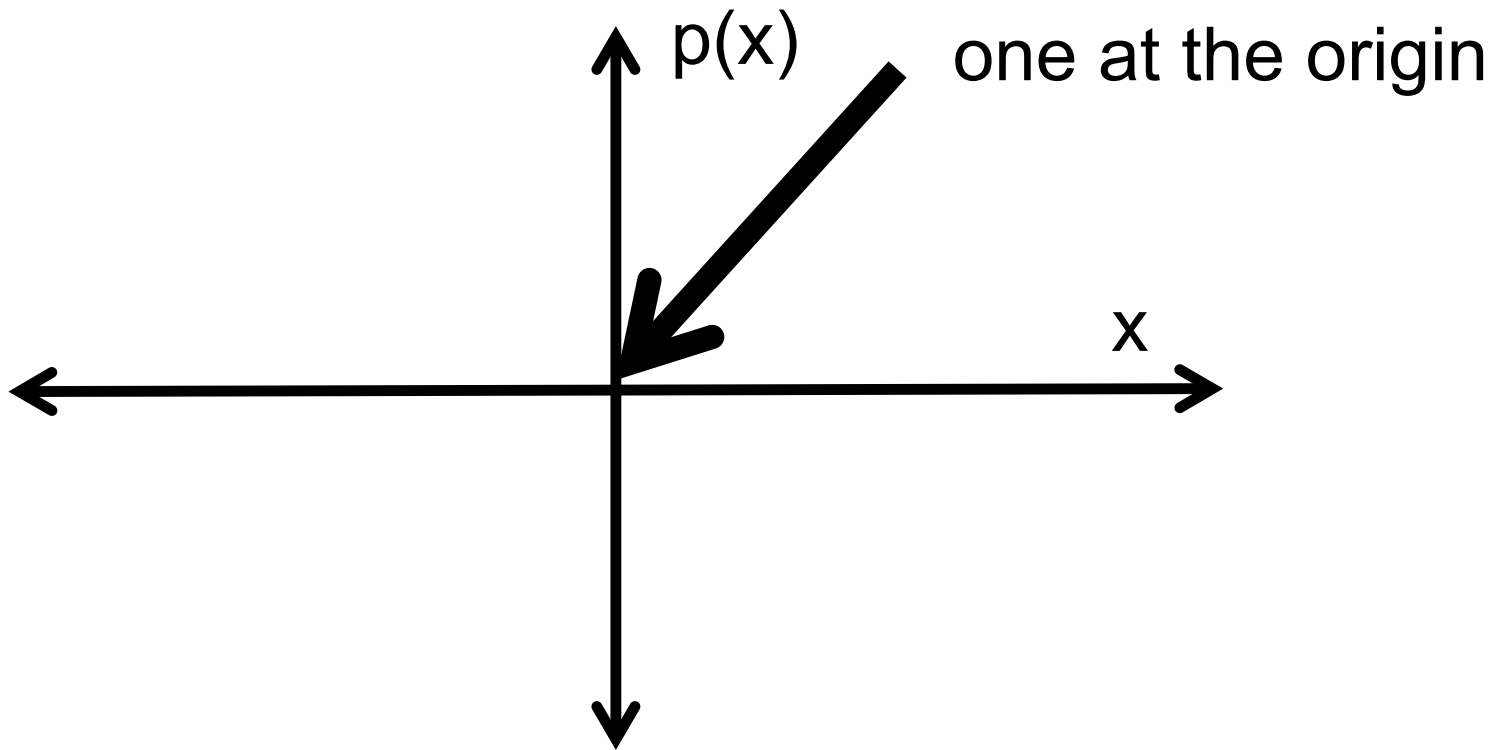
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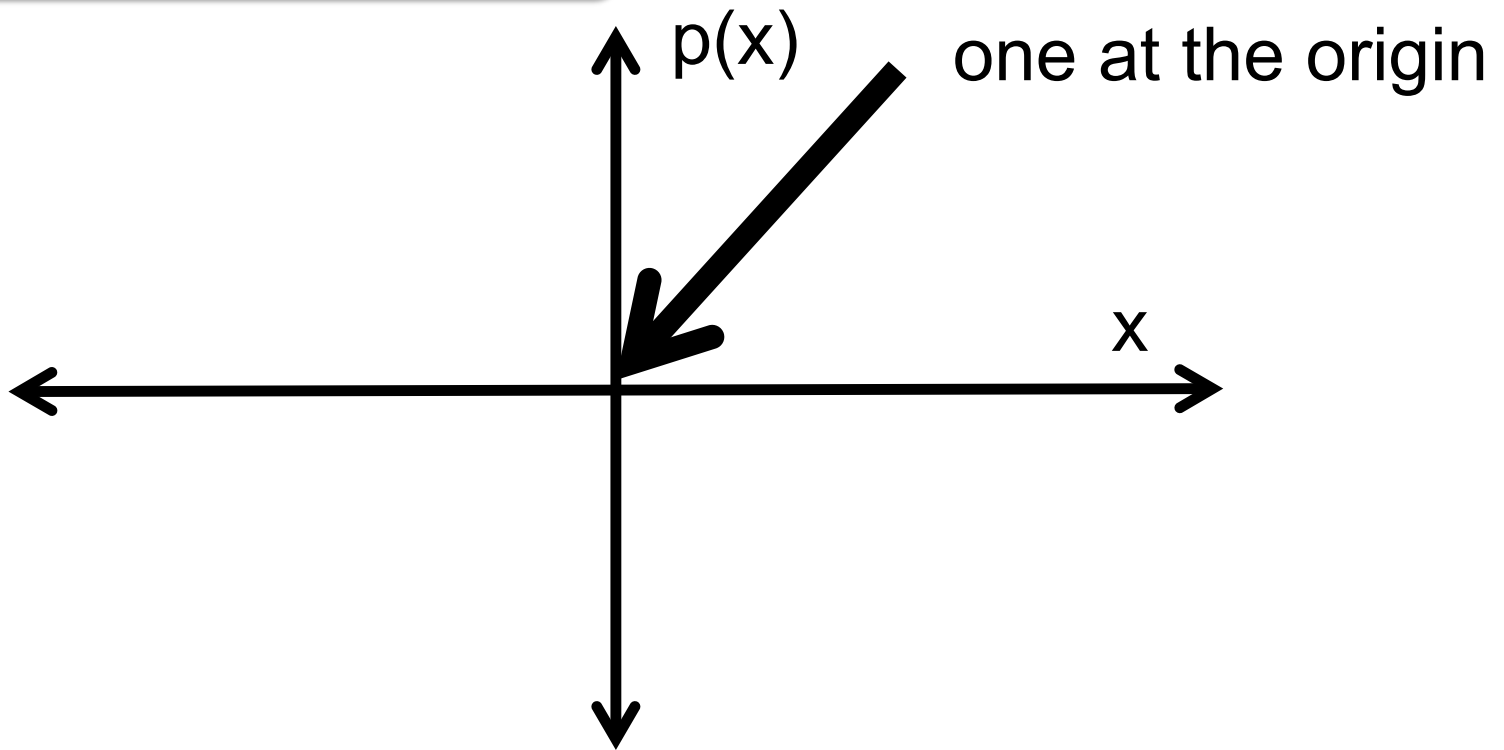


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Try:

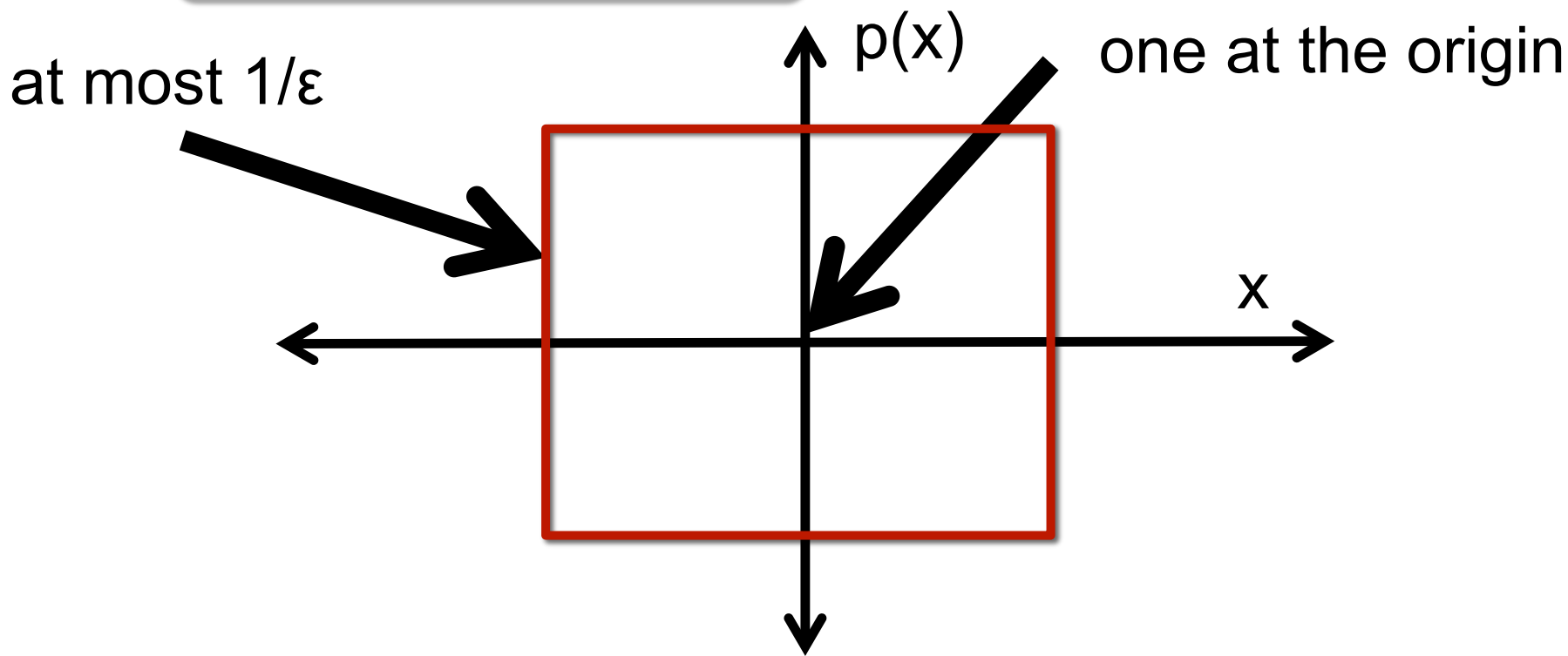
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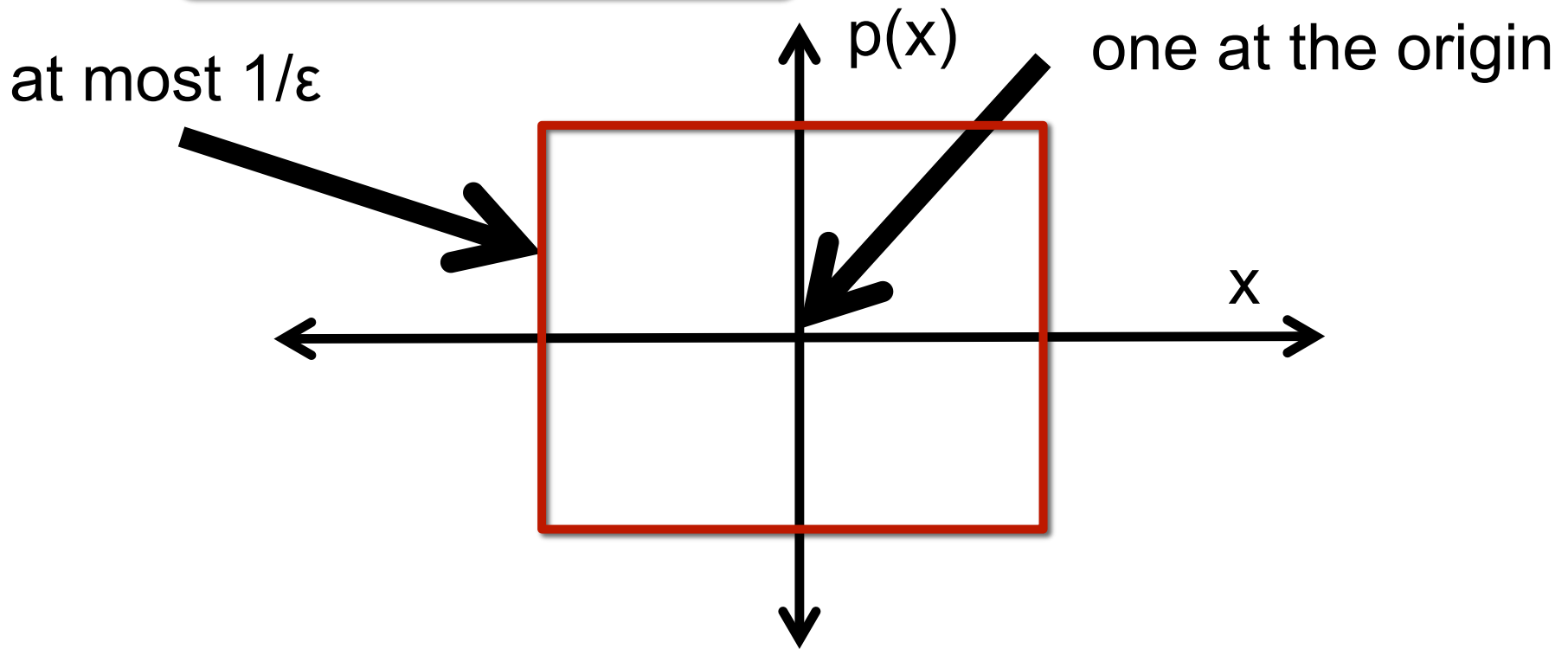
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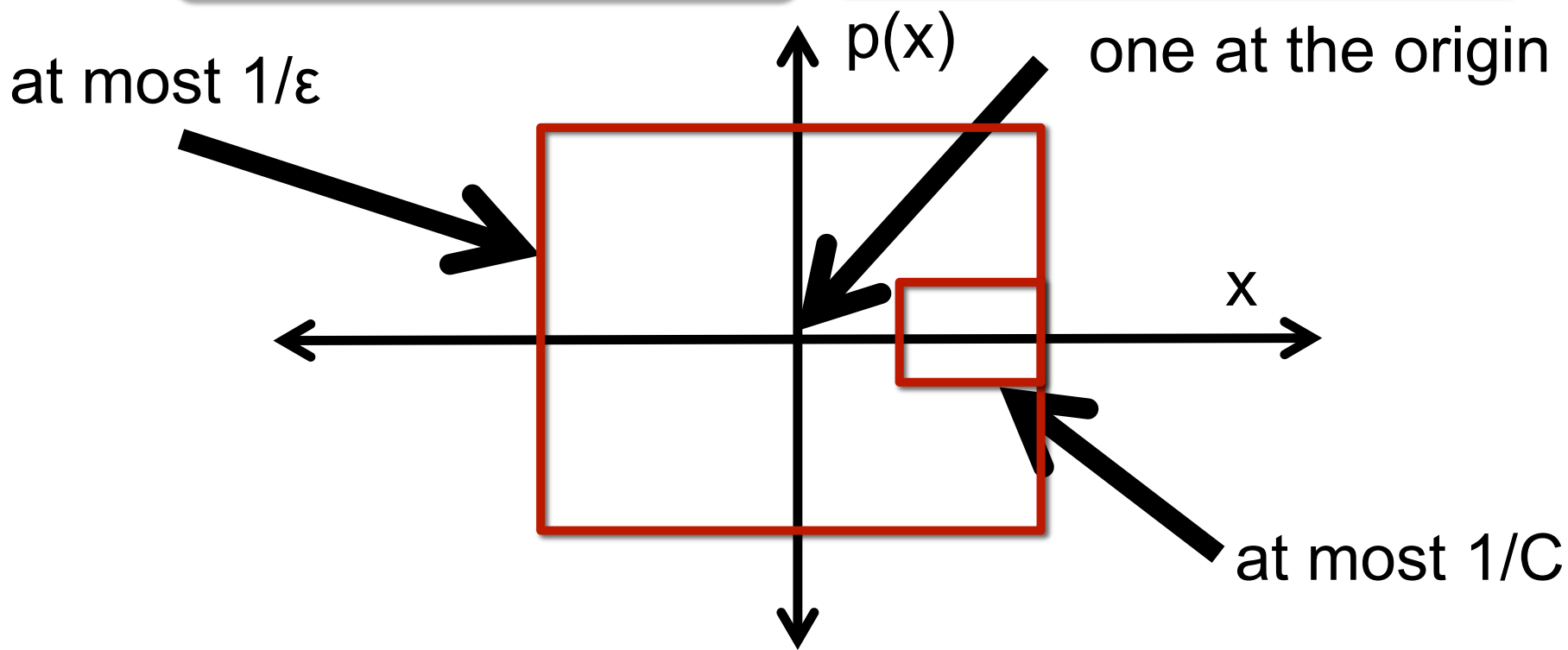
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No, set $p(x) = (1-x^2)^{n/2}$

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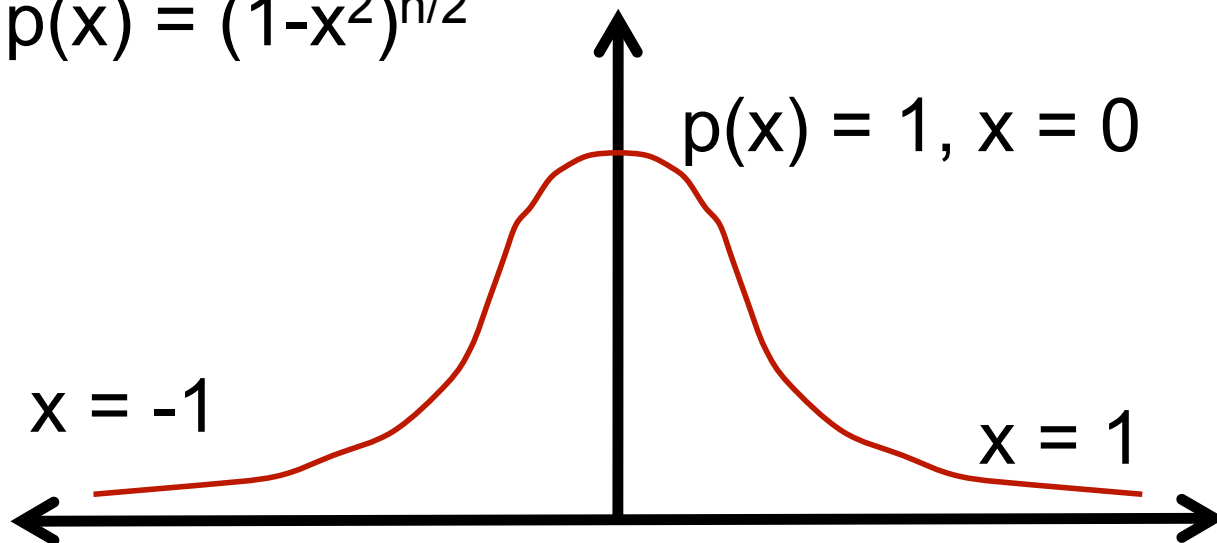
$$1 < \underbrace{\varepsilon \sup_{x \in [-1,1]} |p(x)|}_{\text{left}} + \underbrace{C \sup_{x \in [-1,1]} |p(1 - \mu + \mu x)|}_{\text{right}} ?$$

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Claim: $\|p\|_{\text{coeff}} \geq \sup_{x \in D} |p(x)|$, where D is the unit complex disk

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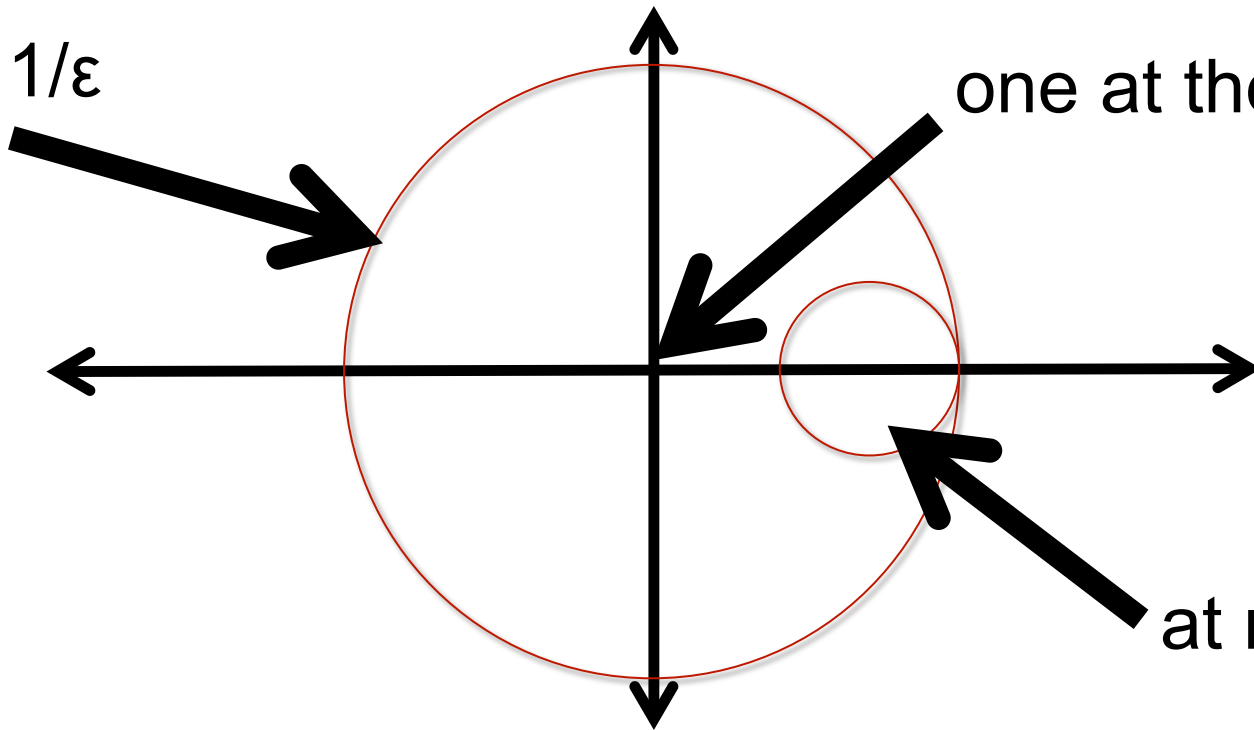
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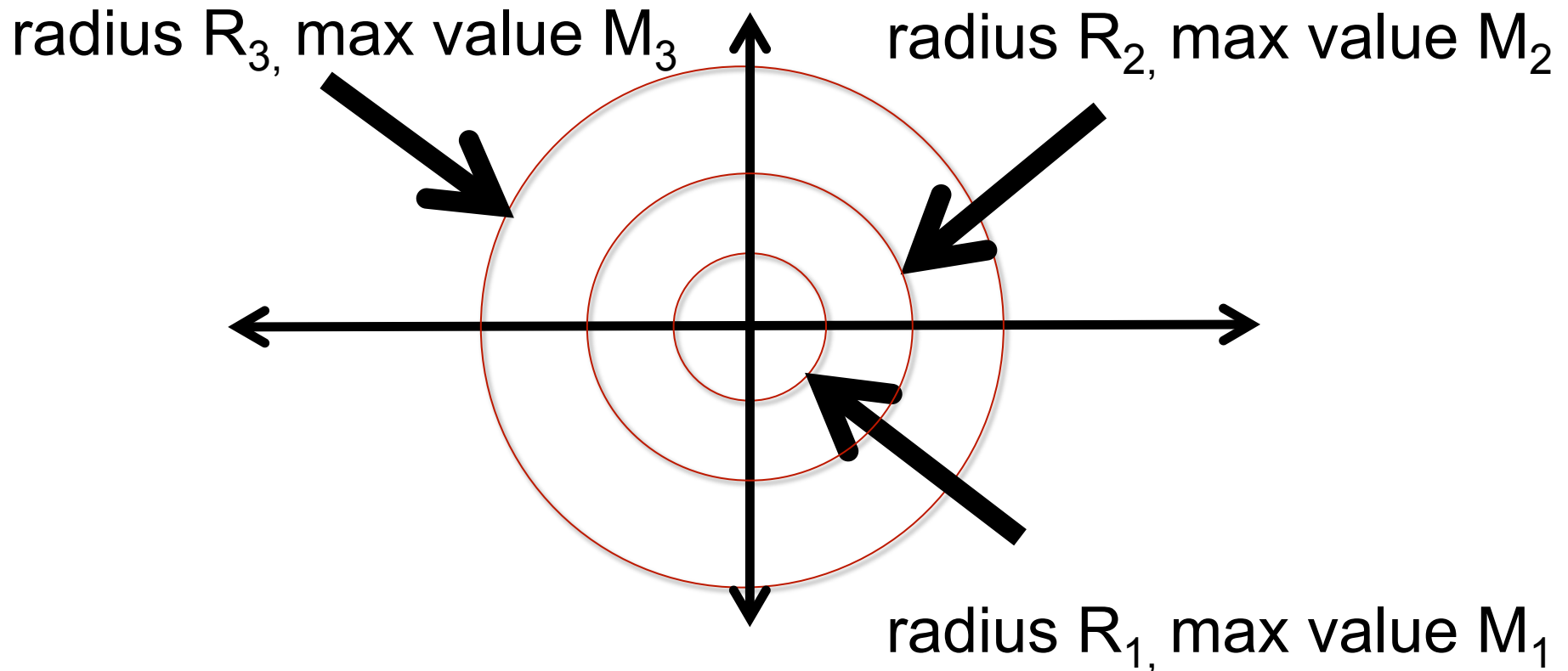
Hadamard Three Circle Theorem

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How can we bound the rate of growth of **holomorphic** functions in the complex plane?

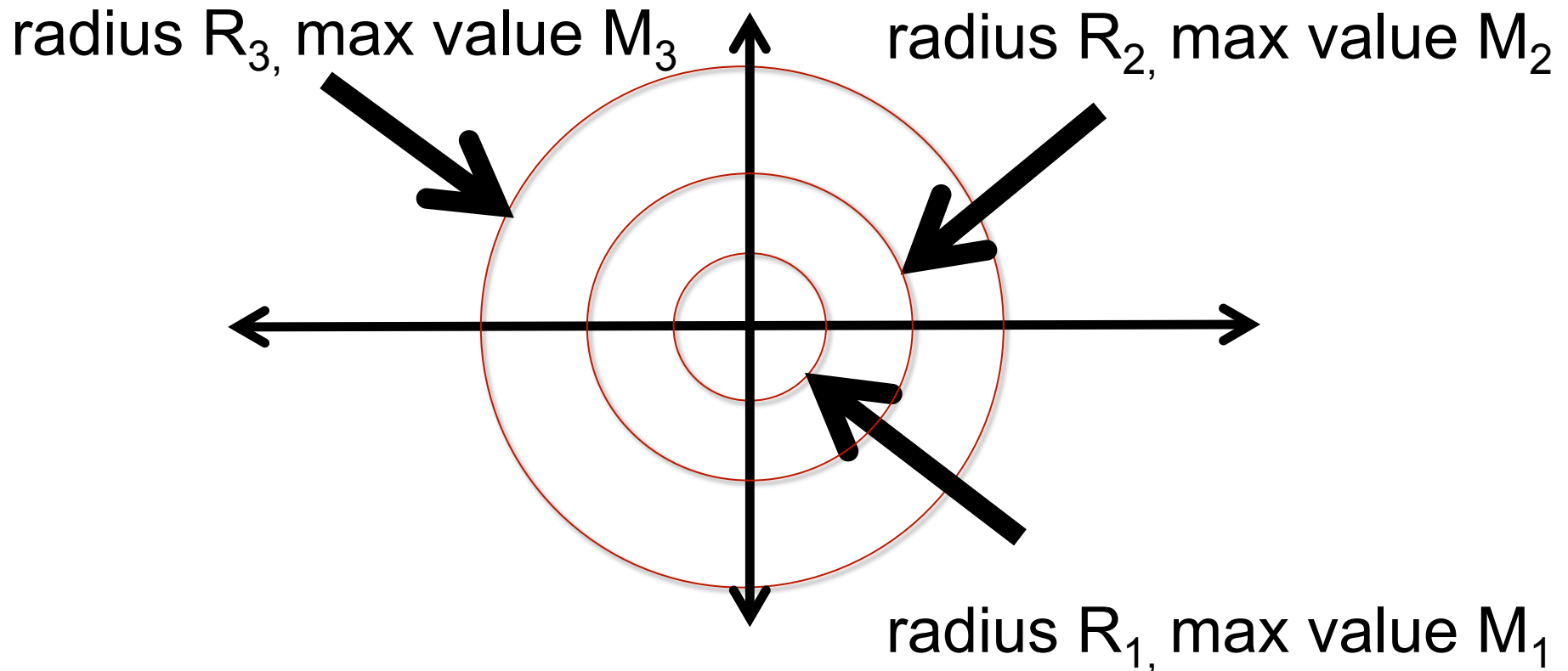
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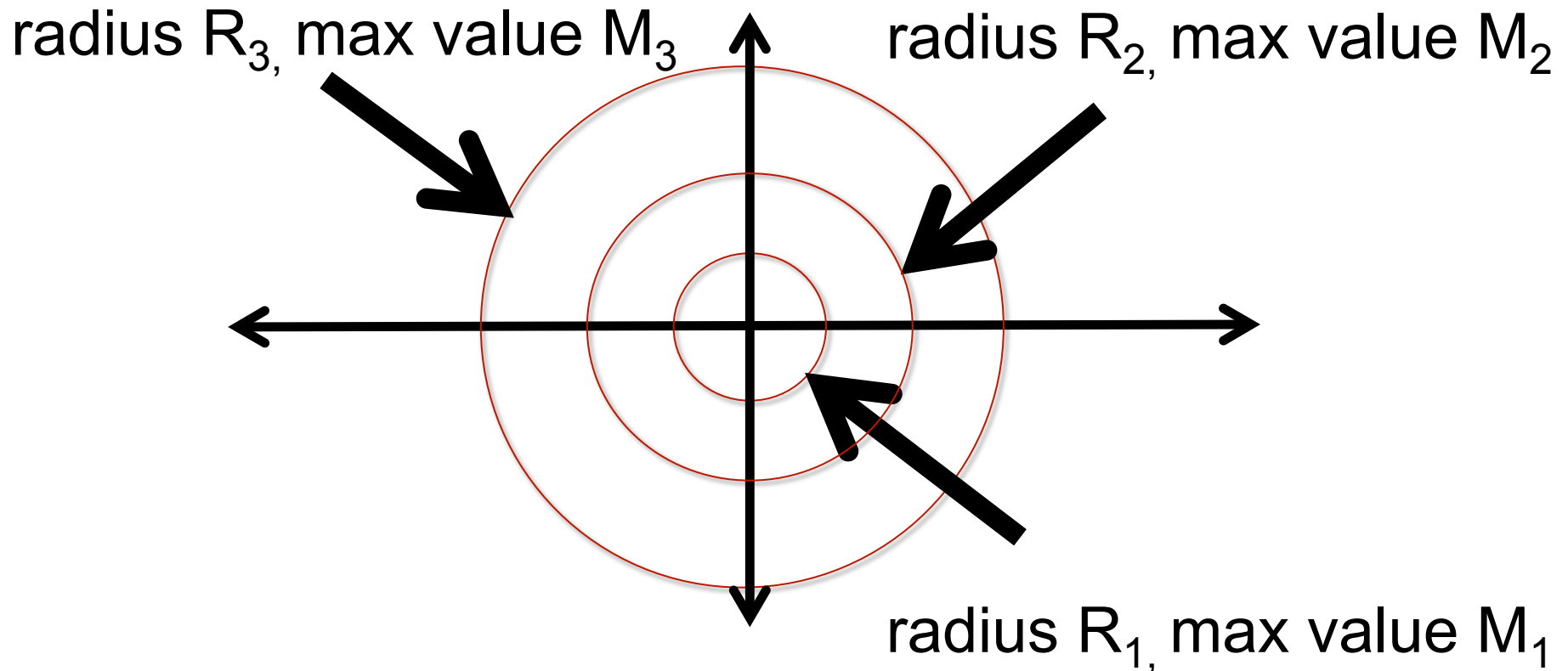
Hadamard Three Circle Theorem

$$\log \frac{R_3}{R_1} \log M_2 \leq \log \frac{R_2}{R_1} \log M_3 + \log \frac{R_3}{R_2} \log M_1$$



Hadamard Three Circle Theorem

Hence M_2 is bounded by a geometric average of M_1 and M_3 (that depends on the radii)!



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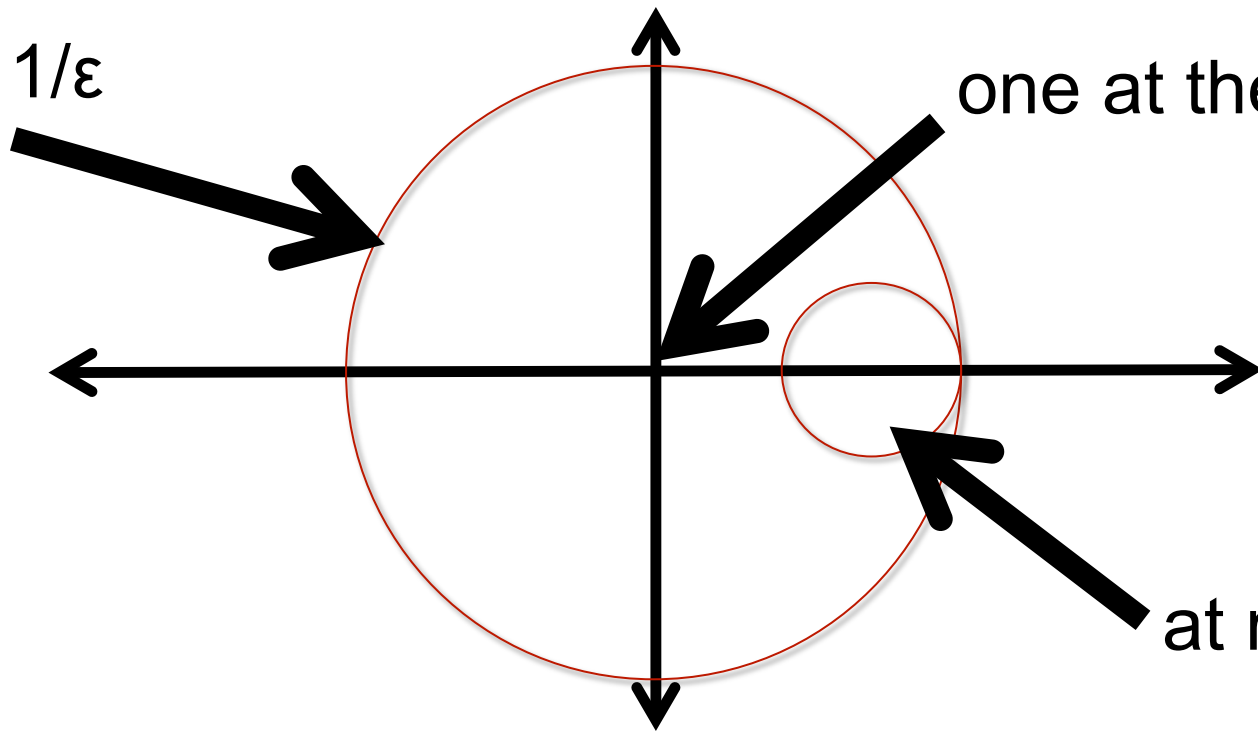
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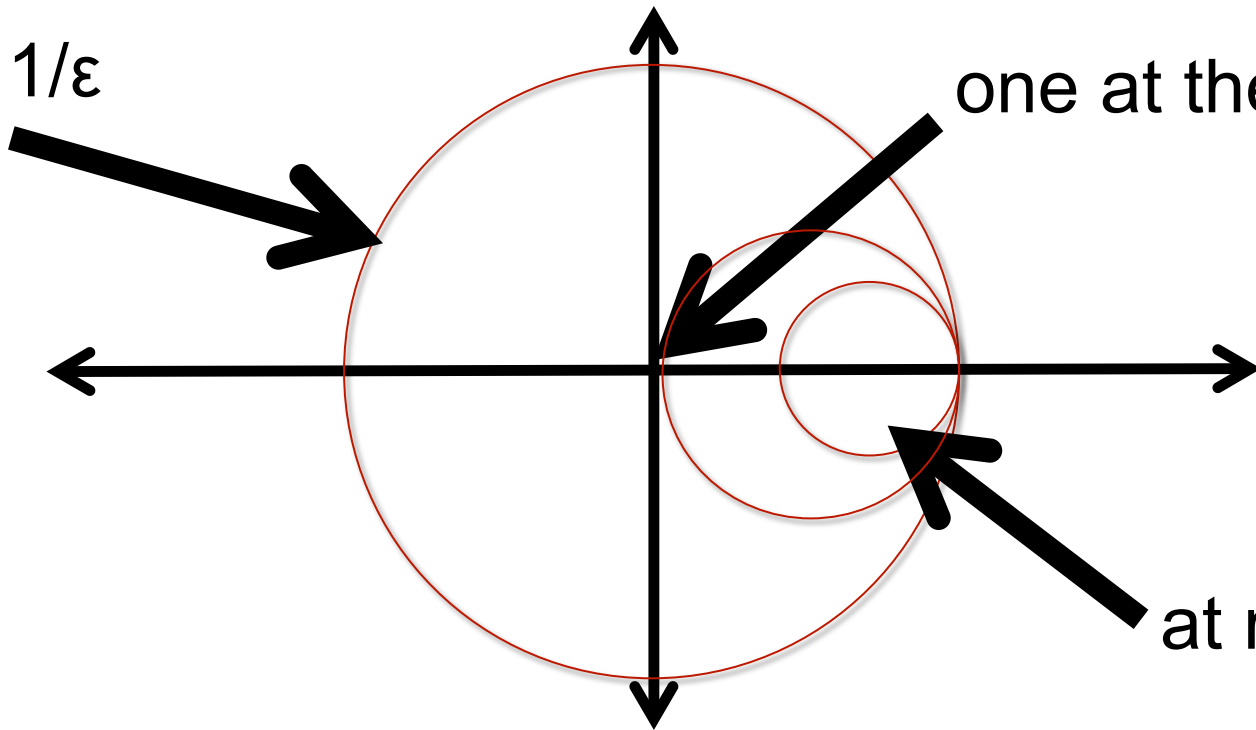
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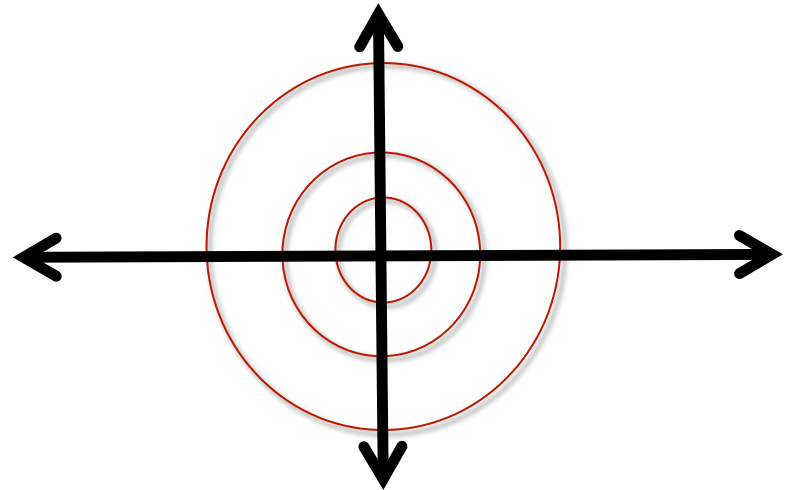
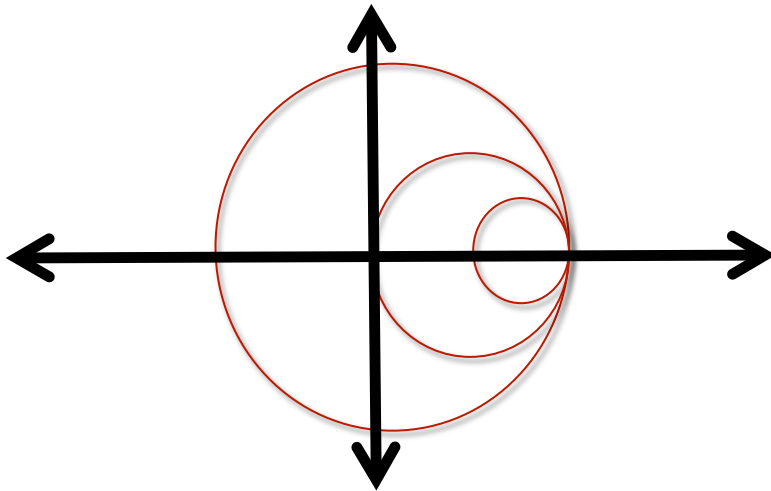
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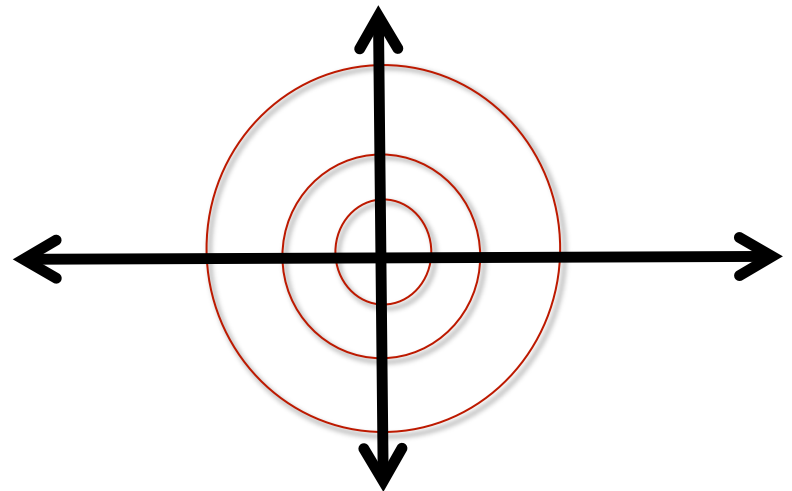
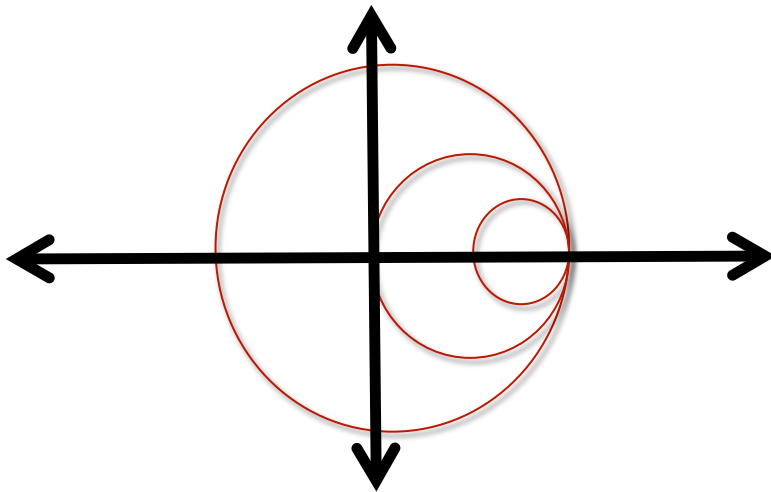


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Is there a holomorphic map between these two pictures?

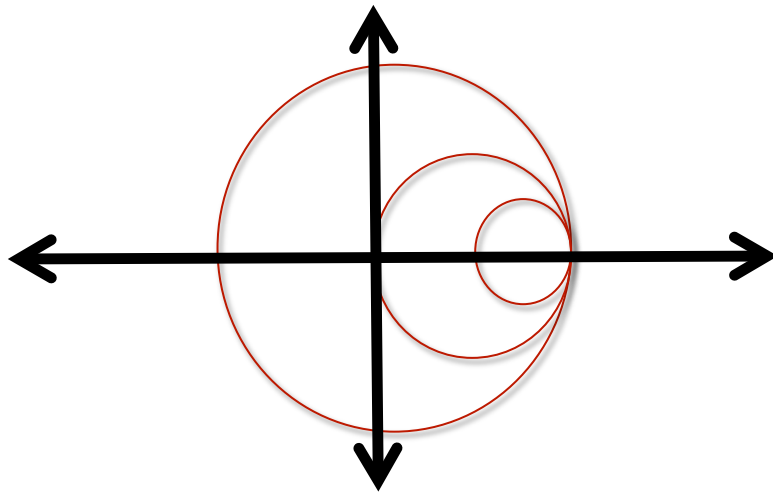


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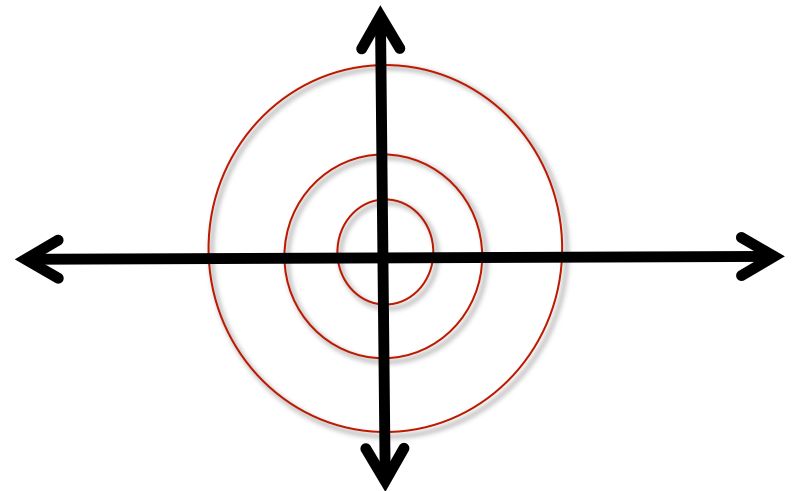


Three Circle Thm

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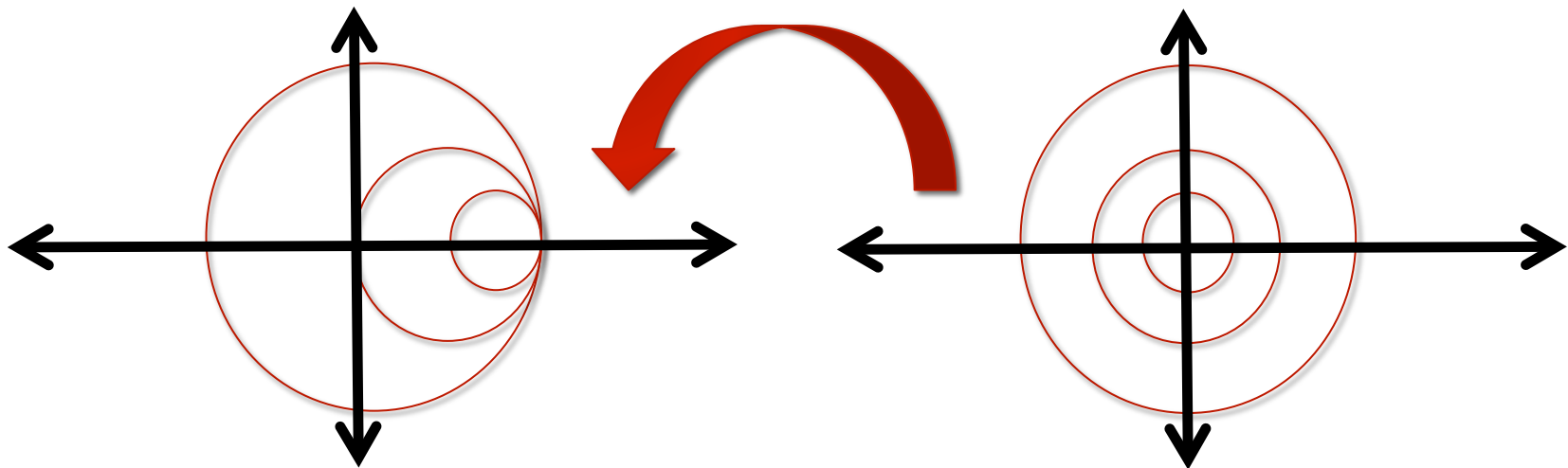


Can we analyze this?



Three Circle Thm

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Three Circle Thm

Yes! And it is called the Möbius Transform

Outline

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Uncertainty Principle (via complex analysis)

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Is the Linear Program feasible?



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Robust Local Inverse



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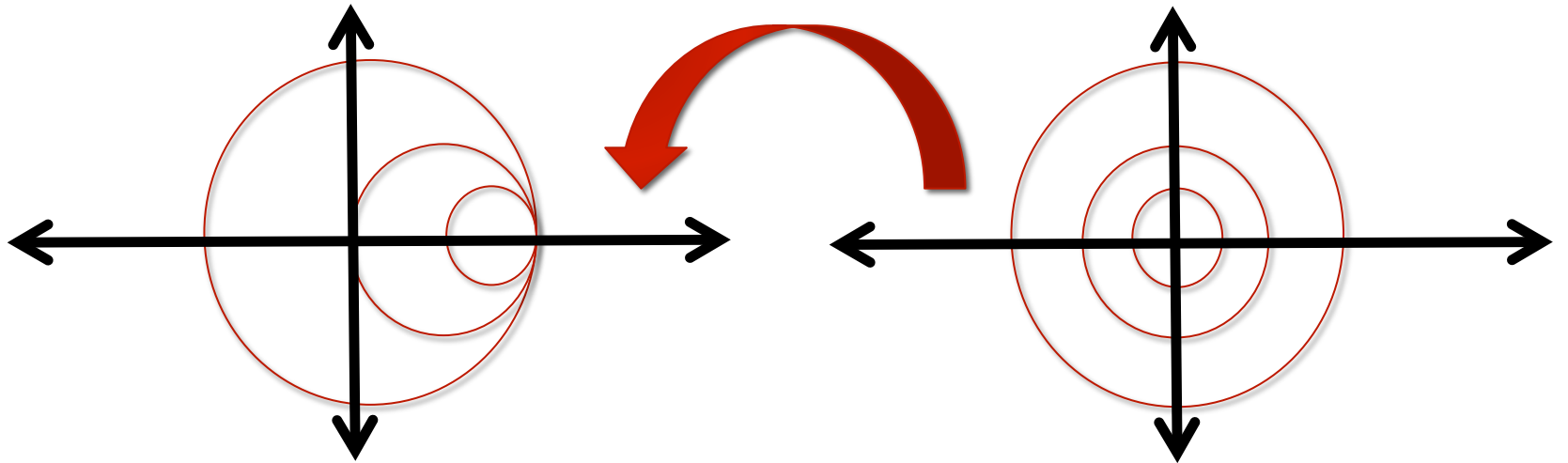
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Is there a polynomial time algorithm for **noisy** population recovery?

Thanks!



Any Questions?