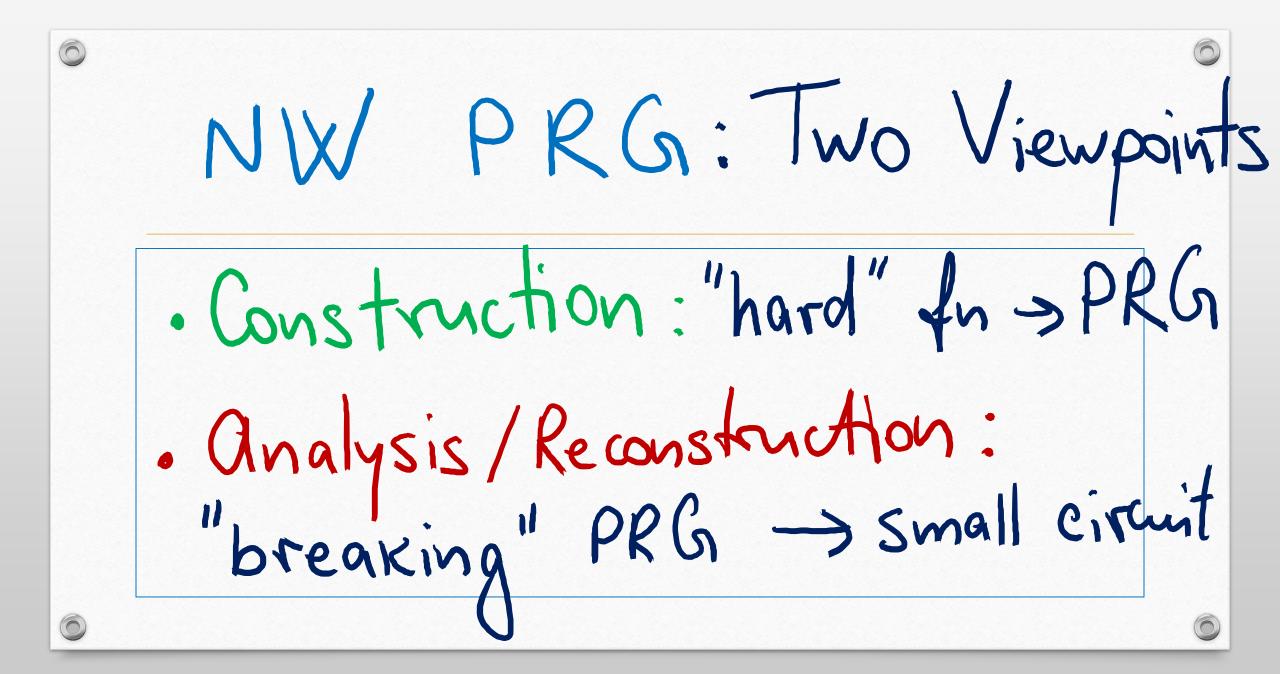
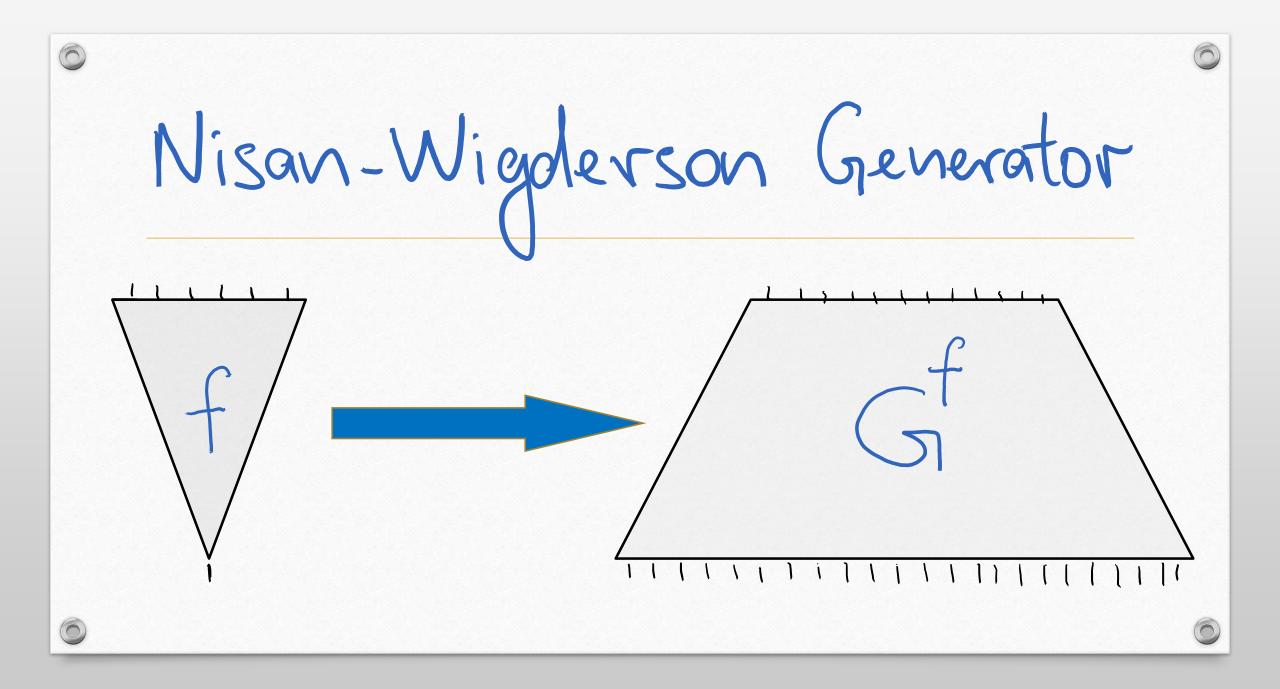
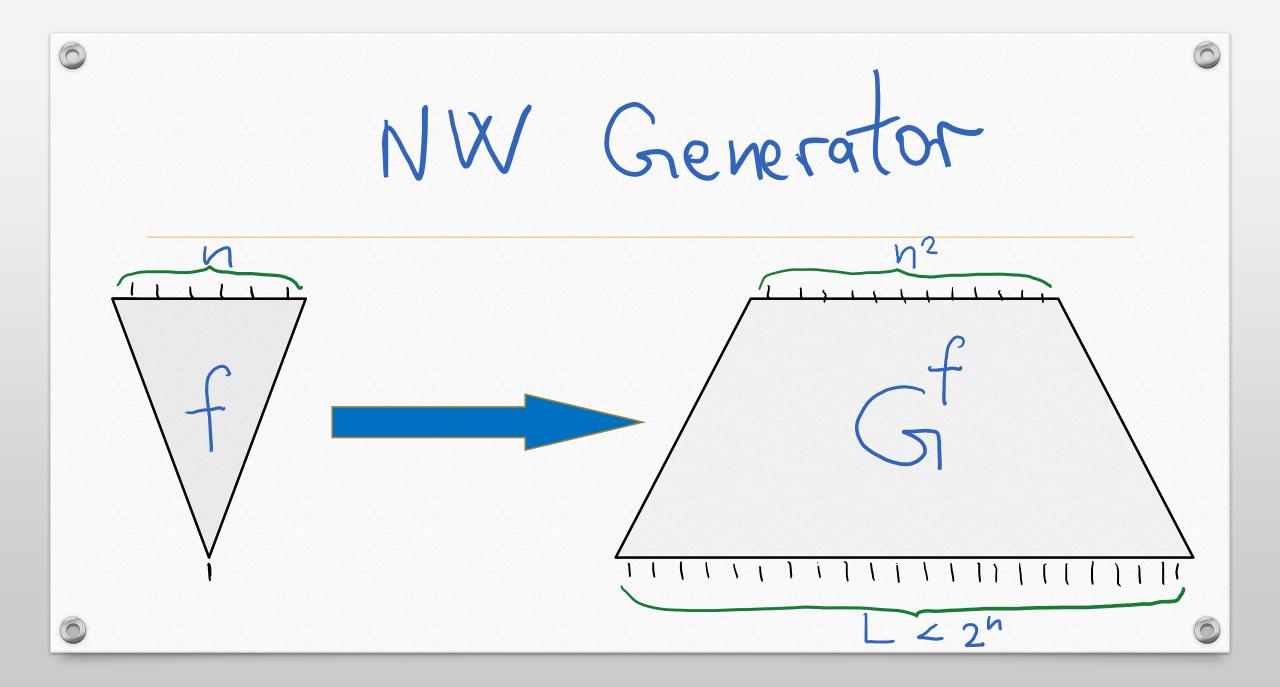
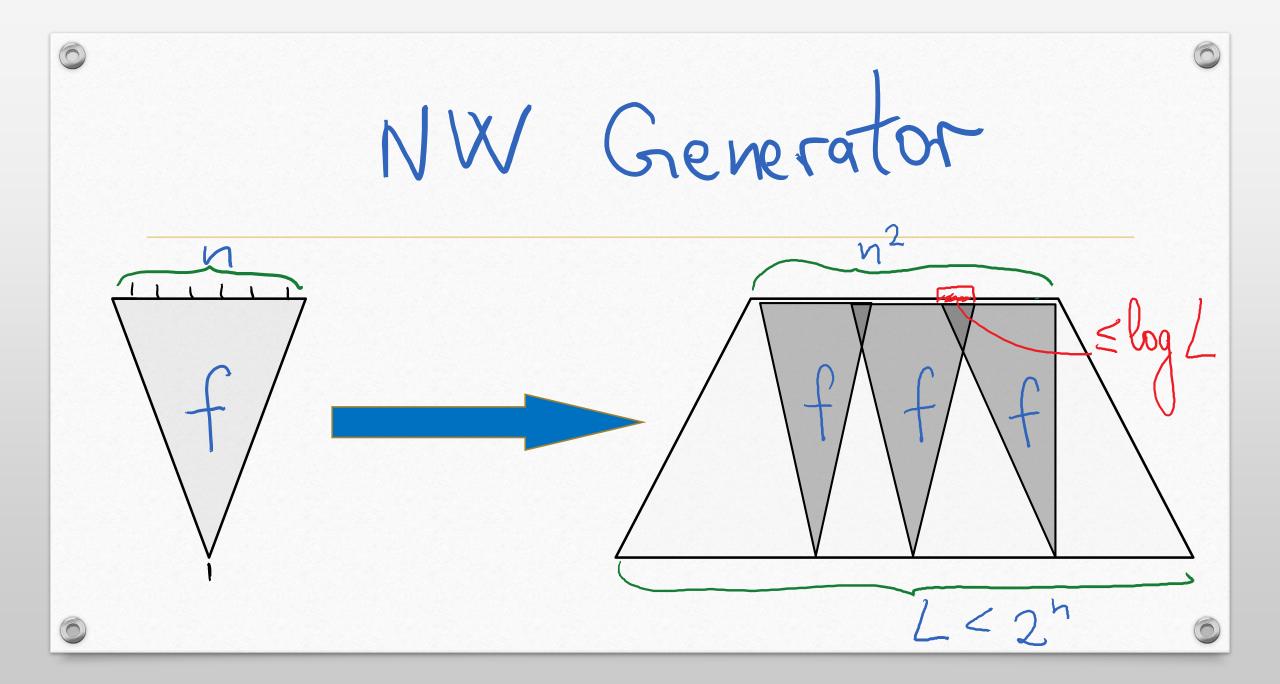
## Pseudorandom Objects Pseudorandom Generators (PRGs) Expanders · Extractors · Error - Correcting Codes · Boolean functions of high circuit complexity

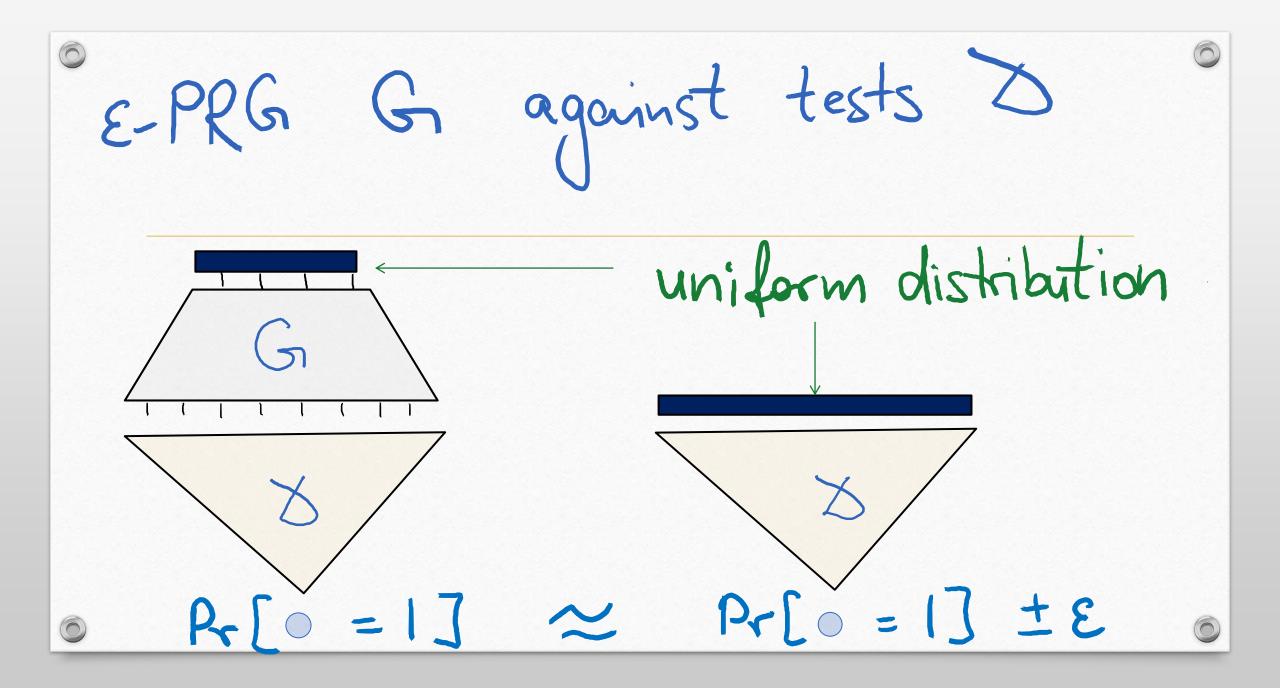
## Pseudorandom Objects Pseudorandom Generators (PRGs) Expanders · Extractors · Error - Correcting Codes · Boolean functions of high circuit complexity









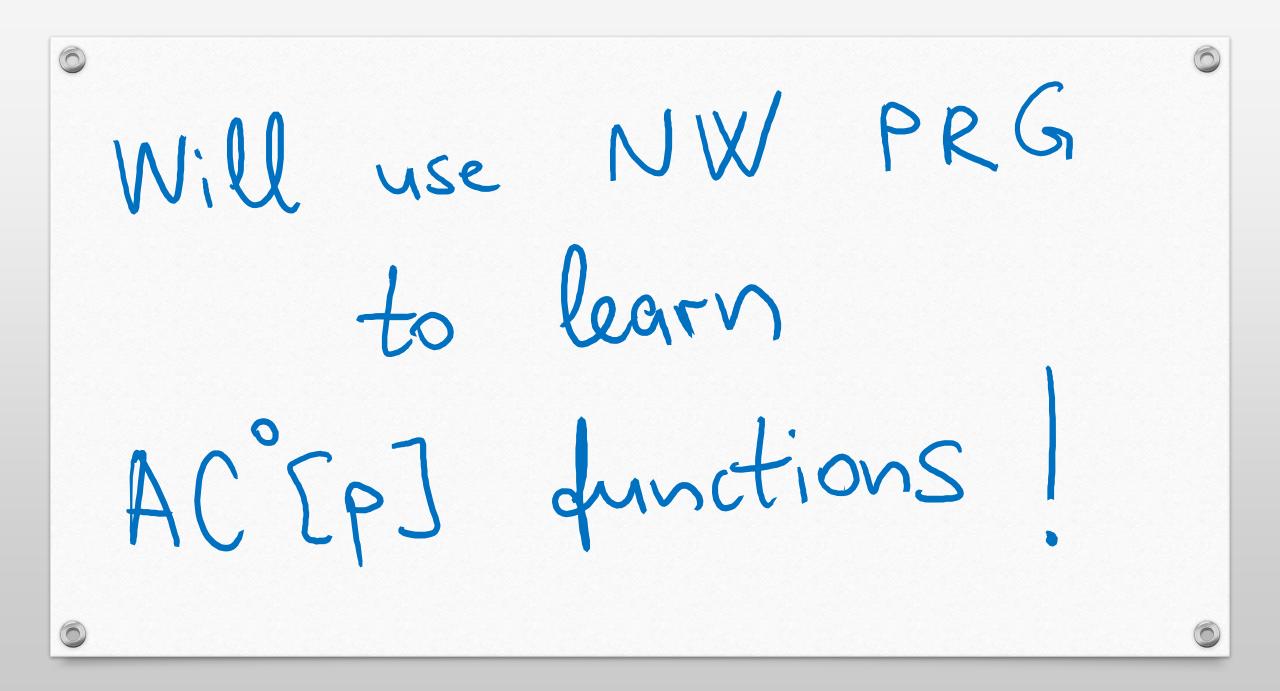


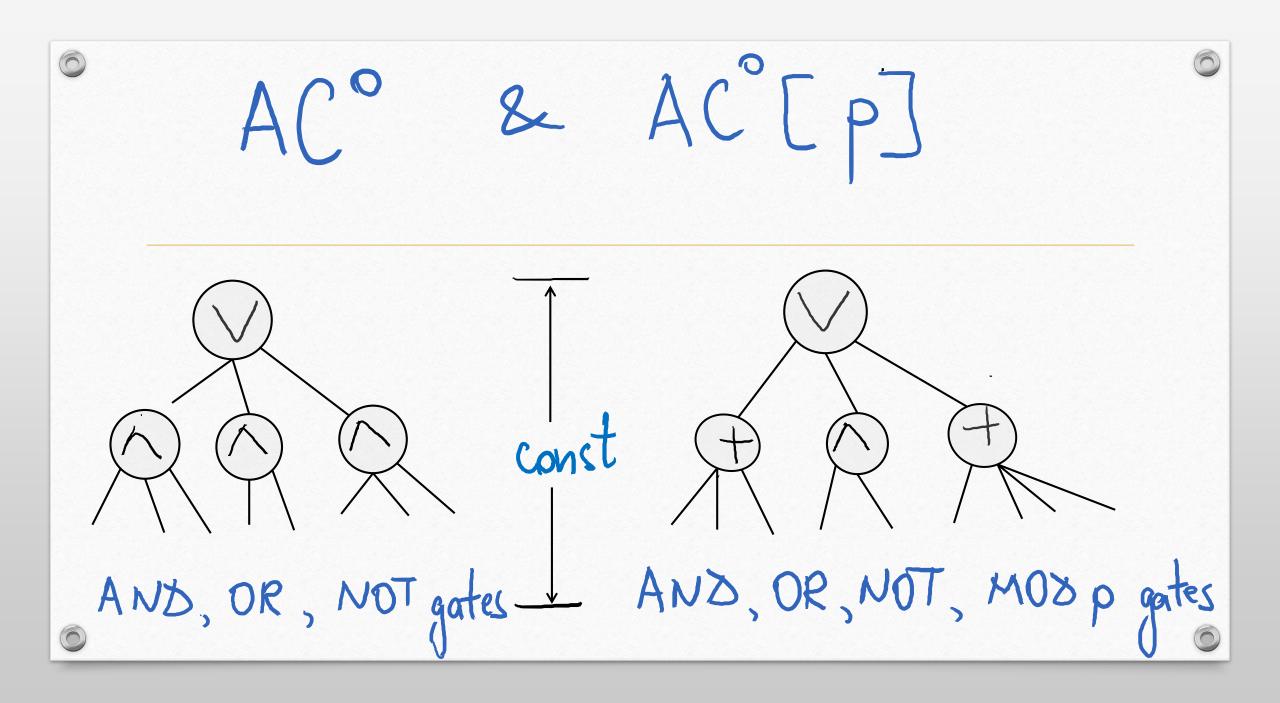
NW PRG: Hardness to Randomness Thm[NW]:  $\mathcal{J}_{+} = \{0,1\}^{n} \rightarrow \{0,1\}$  has correlation  $\leq \epsilon/L$  with size- $L^2$  circuits, then G: {0,13" -> {0,13 is E-PRG against size-Larmits.

NW PRG: Non-Randonniess to Easiness The LNW]: For f: fo, 13-> fo, 13 if G: fo, 13" > fo, 13 is not E-PRG against size L- circuits, then J has > E/1 - correlation with L<sup>2</sup>. size circuit.

Many Uses of the NW-Generator Derandomization [NW, BFNW, IW,...]
Extractors [Trevisan]
Proof Complexity & Bounded arithmetic [ABSRW, Kraj, Razo, Pich,...] · Circuit Lower Bounds (NEXP & Acco) [WI]

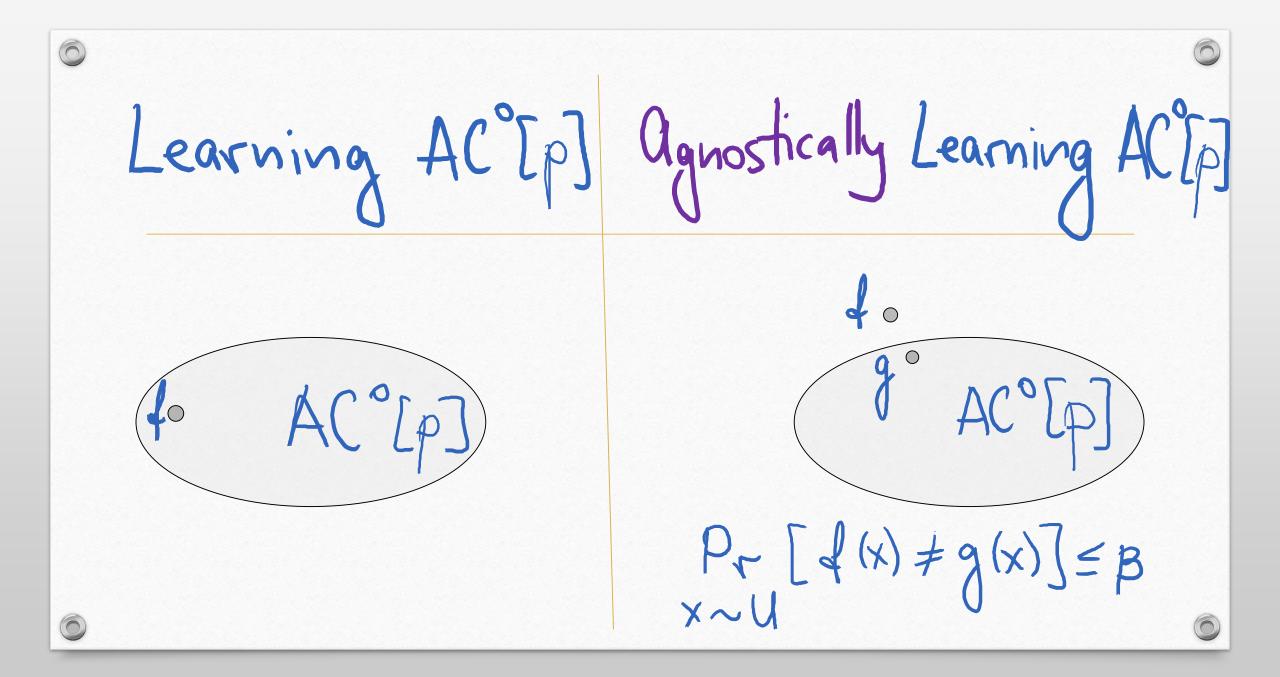
NW Generators. there anything they can't do?



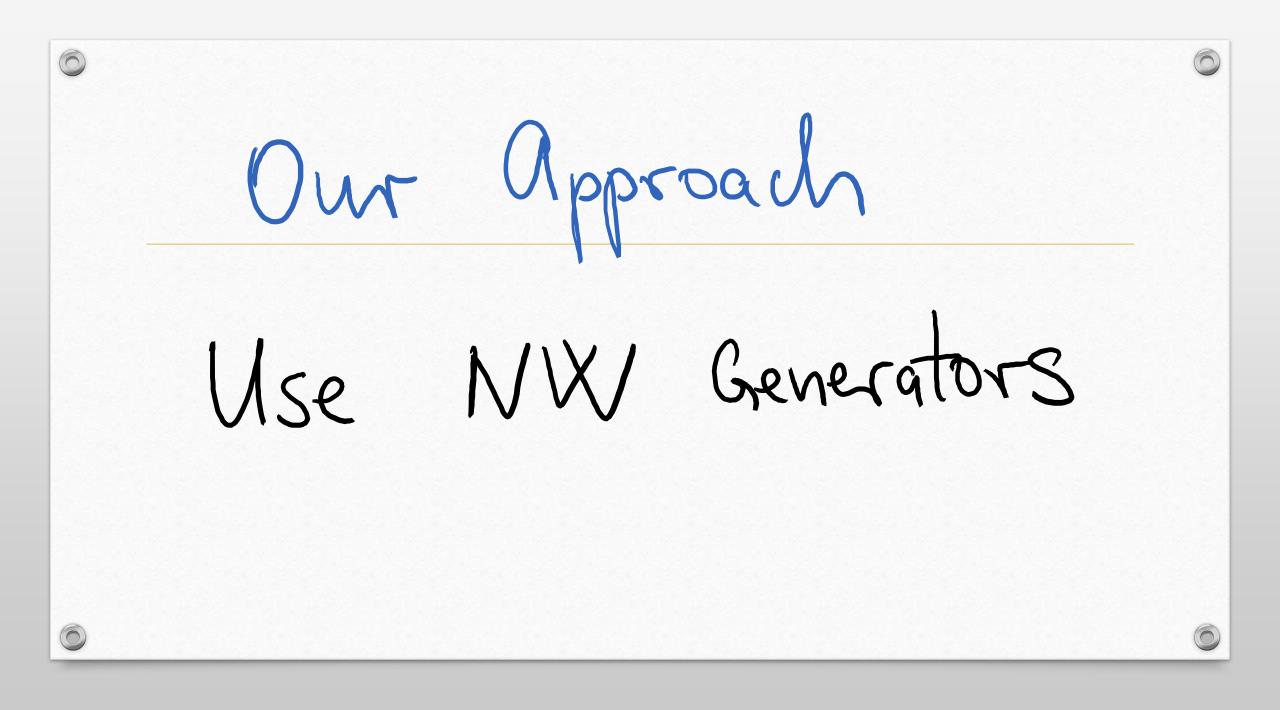


Learning Algorithms [CIKK'16]  
Thm: There is a randomized quast-polytime  
algorithm that, given oracle access to  

$$f \in AC^{\circ}[p]$$
, outputs a circuit C s.t.  
Pro [C(x) =  $f(x)$ ] = 1-1/poly.

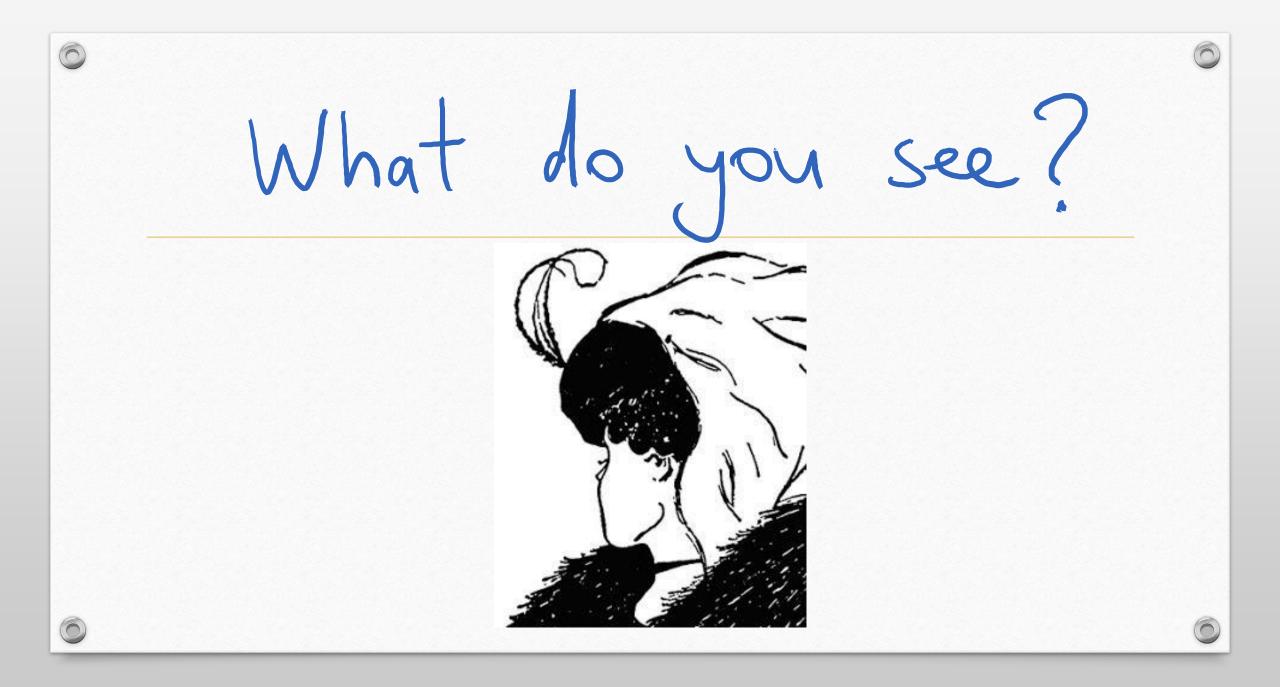


agnostic Learning Algorithm Learn a circuit C s.t.  $Pr[C(x) \neq f(x)] \leq d \cdot B + \varepsilon$ xnU g° AC°[2] We only get d=polylog.  $P_{\tau} \left[ d(x) \neq g(x) \right] \leq \beta$   $x \sim U$ 

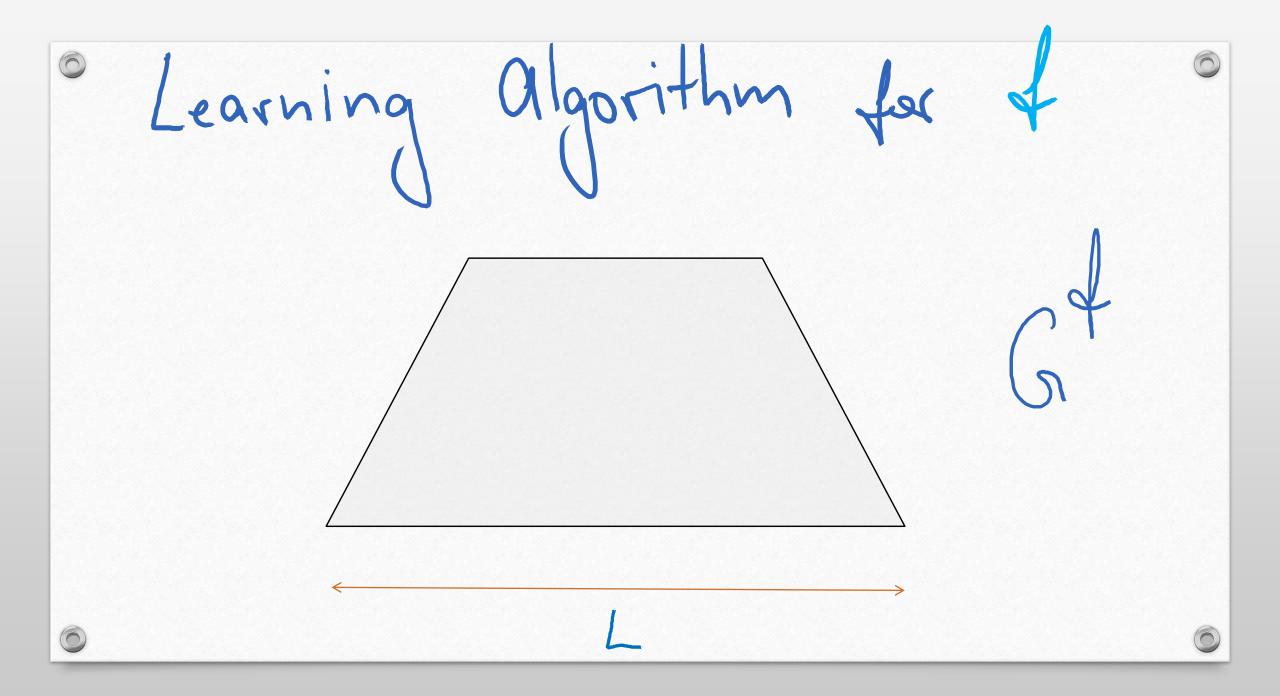


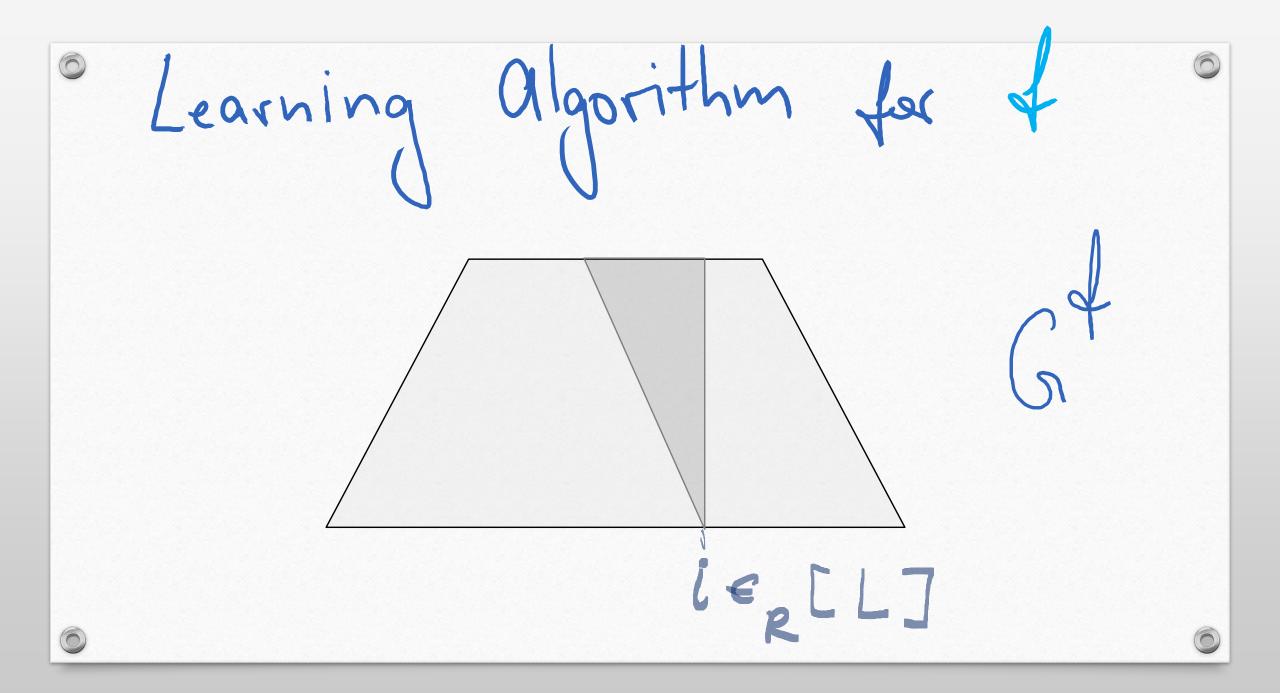
NW PRG analysis algorithm 1, take & not fooled by G 2. argue f is not hard 1. take hard 2 construct Gt 3. use Gt to fool any circuit Z

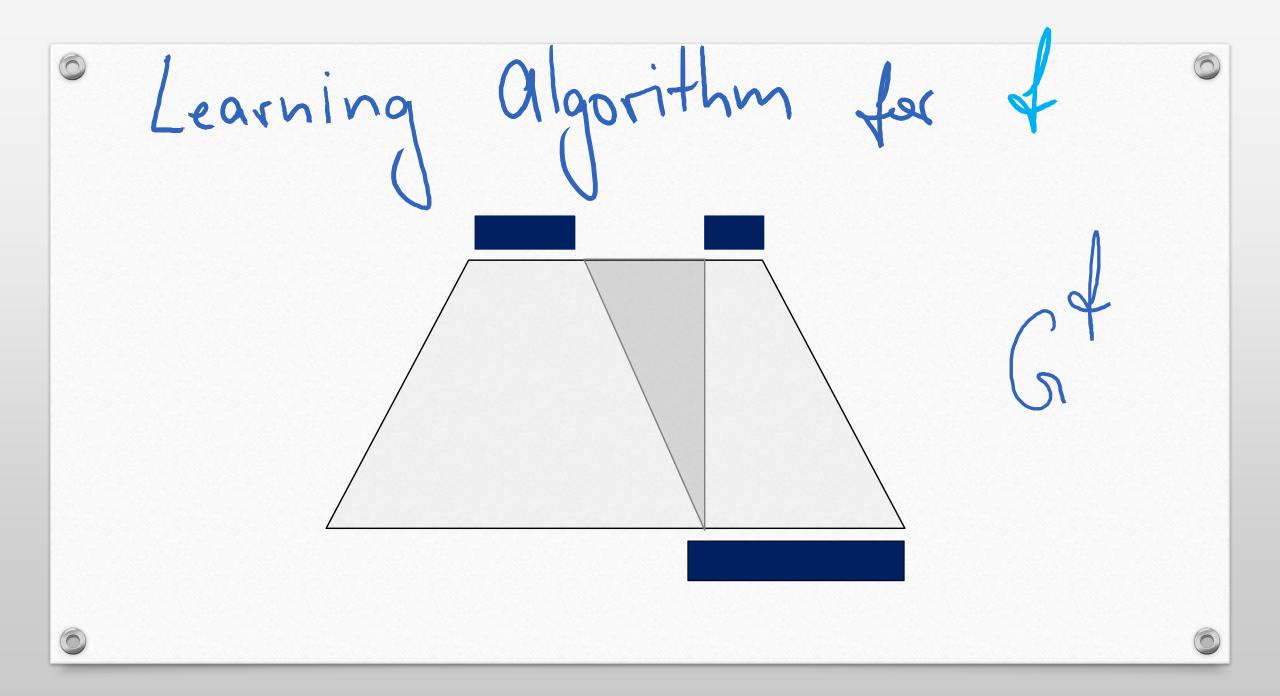
NW PRG 0 Constructive analysis [IW'98] algorithm I, take & not fooled by G 1. take hard 2 construct Gt 2. argue ; is not hard 3. use Gt to fool any circuit Z Bpp<sup>e</sup> algorithm builds circuit for d, given 2

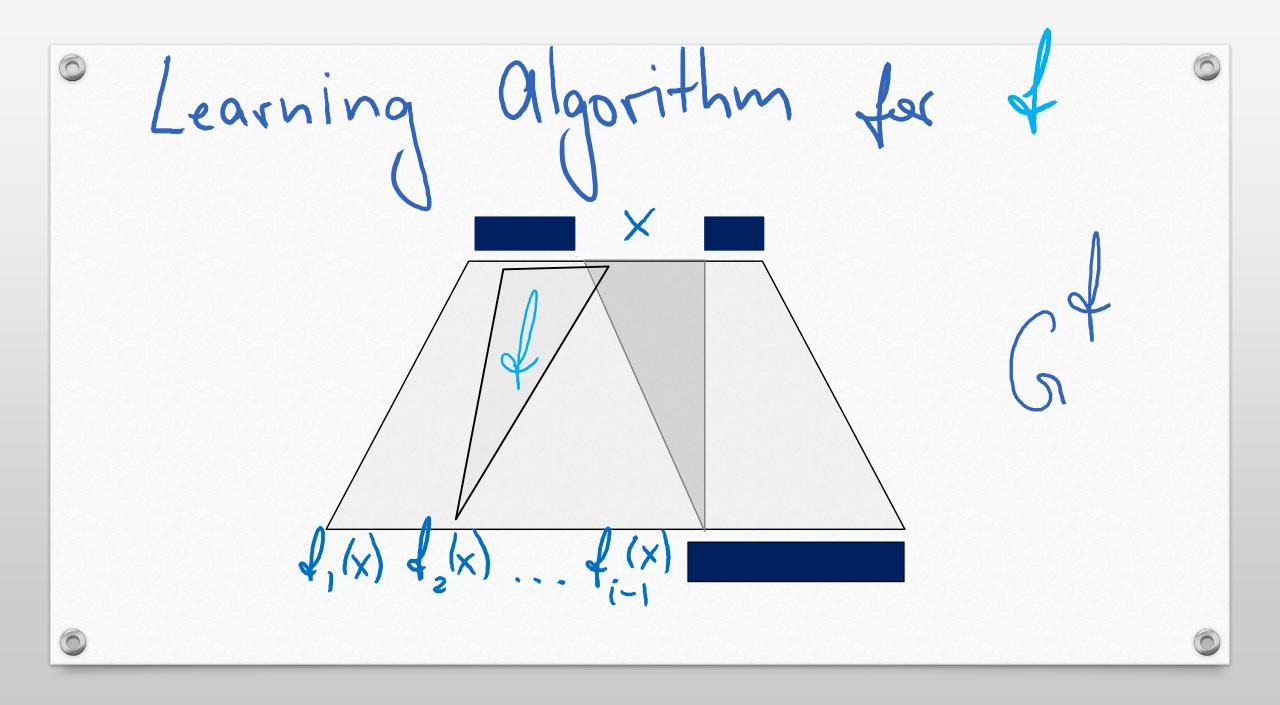


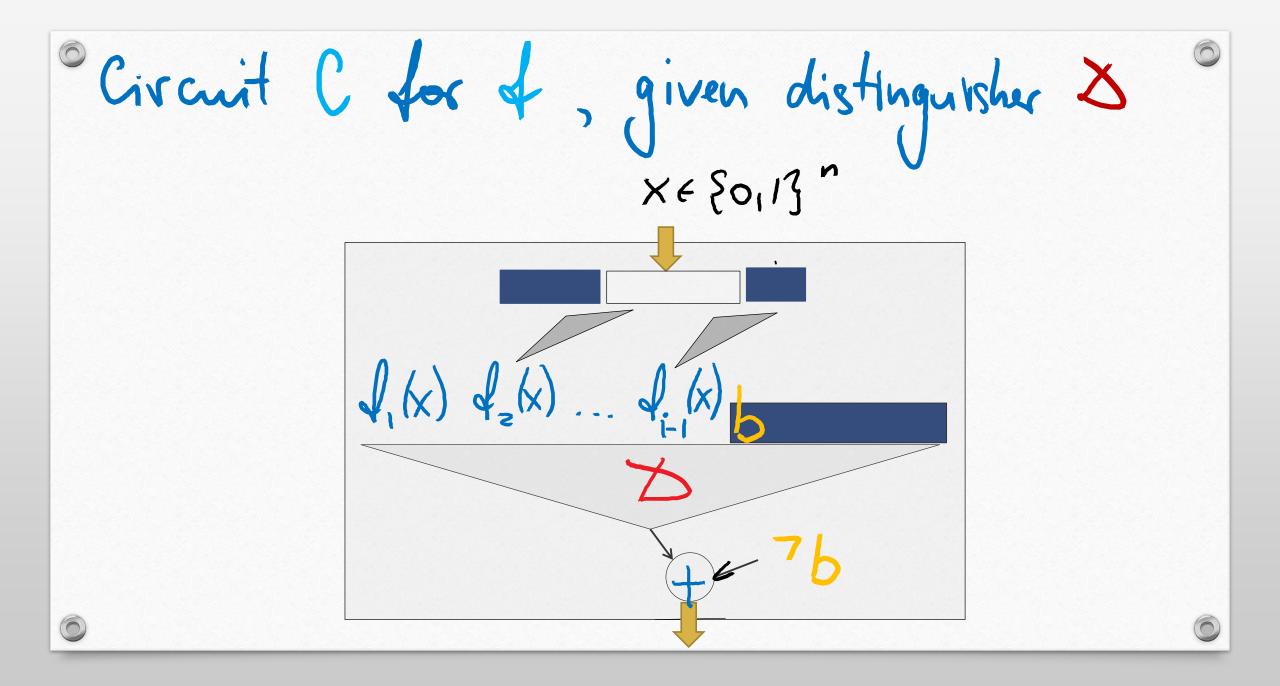
What do you see? 0 PRG Learning algorithm I, take & not fooled by G 1. take hard 2 construct Gt 2. argue ; is not hard 3. use Gt to fool any circuit Z Bpp<sup>e</sup> algorithm builds circuit for f, given 2











Need a Zistinguisher & for G\* "Locality" of G:  $f \in Cxt - Size(S) \Rightarrow$   $\forall Z, F \in Cxt - Size(S + poly(m))$  Z2 G¢  $F_z = G_r(z)$ truth table of bool. An  $\odot$ © [Razborov '02]

Need a Zistinguisher & for Gt @ z Si "Locality" of  $G^{*}$ :  $f \in Cxt - Size(S) \Rightarrow$   $\forall Z, F \in Cxt - Size(S + poly(m))$  $F_{z} = G^{f}(z)$ truth table of Bool. Ah © [Razborov '02]

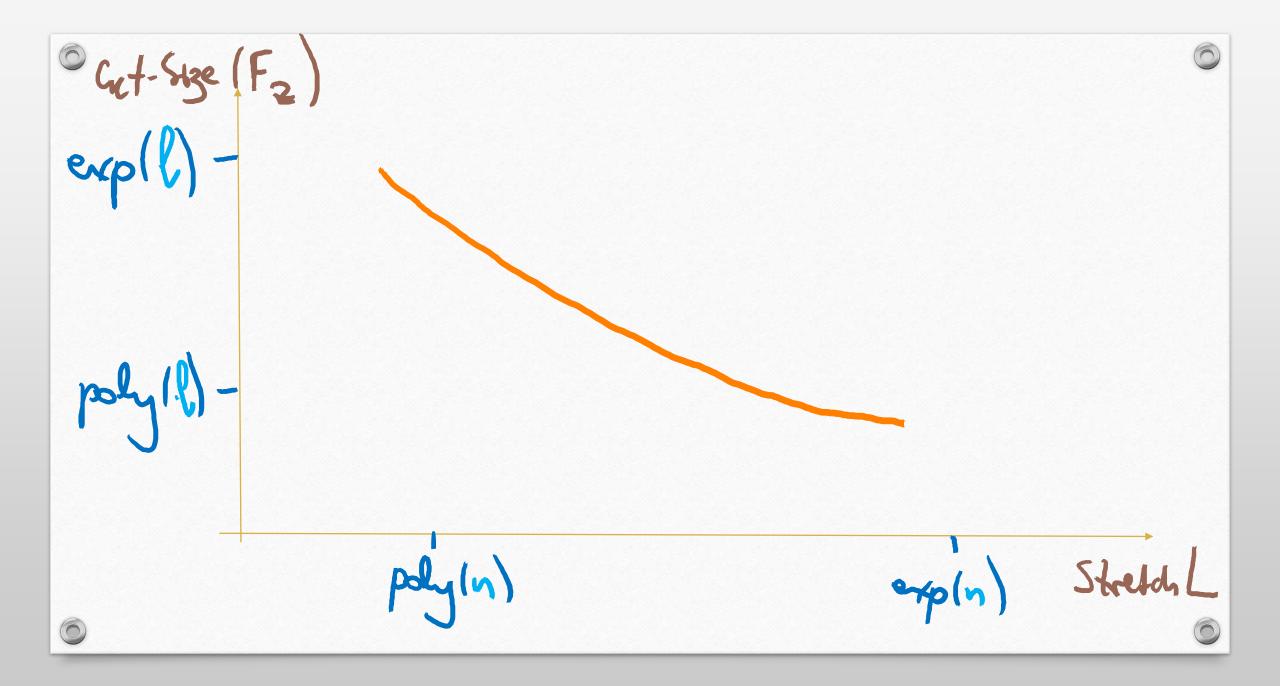
To get a learning algorithm for f, it suffices to "break" G. To "break" G it suffices to distinguish "easy" Boolean functions from random.

To learn 2, we will make sure that Gt is broken. Plan to Lose

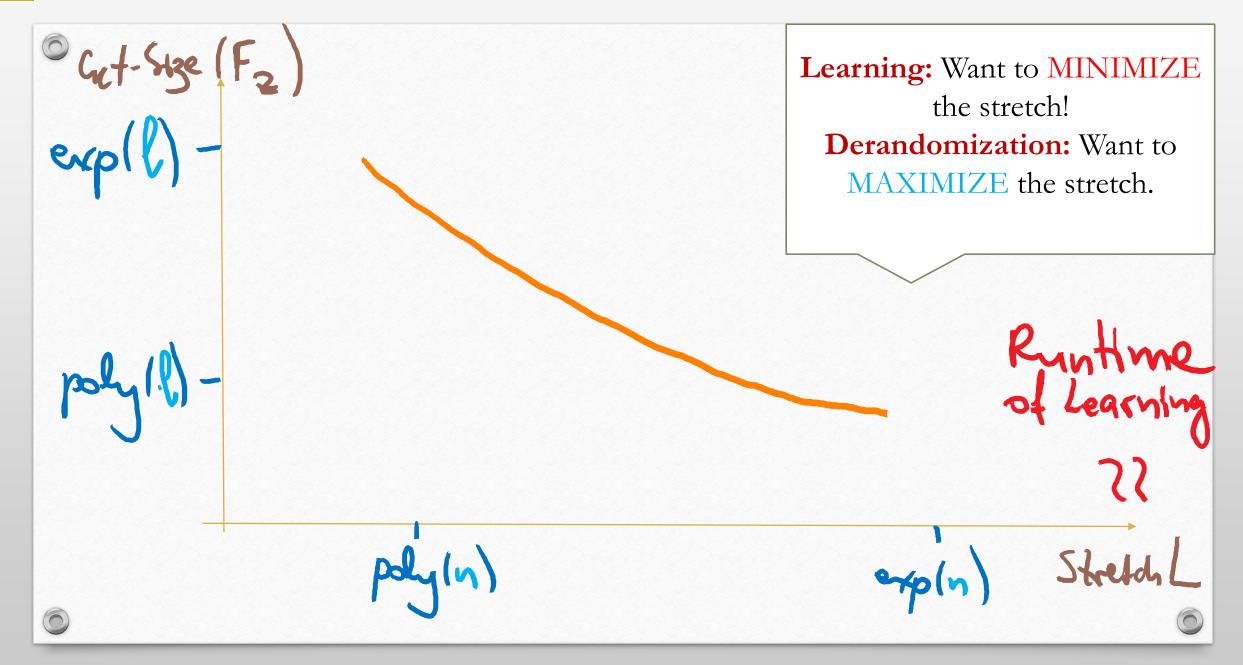
To break Gr: 50,13 > 50,13, & efficiently learn &, we choose parameter L carefully!

Role of Stretch of G+  $d \in Ckt - Size(S) \Rightarrow$  $\forall Z, F \in Ckt - Size(S + poly(h))$ Z $F_z = G^{\sharp}(z)$ 

Role of Stretch of Gt  $d \in Ckt - Size(S) \Rightarrow$  $\forall z, F \in Ckt - Size(S + poly(h))$ Sf Note:  $F_z$ :  $z_{0,1}^{l} \rightarrow z_{0,1}^{l}$  $\frac{F_z = G^{f}(z)}{L = 2^{L}} \quad \odot$ 







Sistinguish  $g: \{0, 1\} \rightarrow \{0, 1\}$ from random 1.  $g \in Ckt-Size(2^{n/10})$ Runtime of Learning algo pohy (n) 2. geCut-Size(2<sup>n</sup>) grass-poly (n) 3. g E (kt-Sze ( 11) ) Subexp(n)

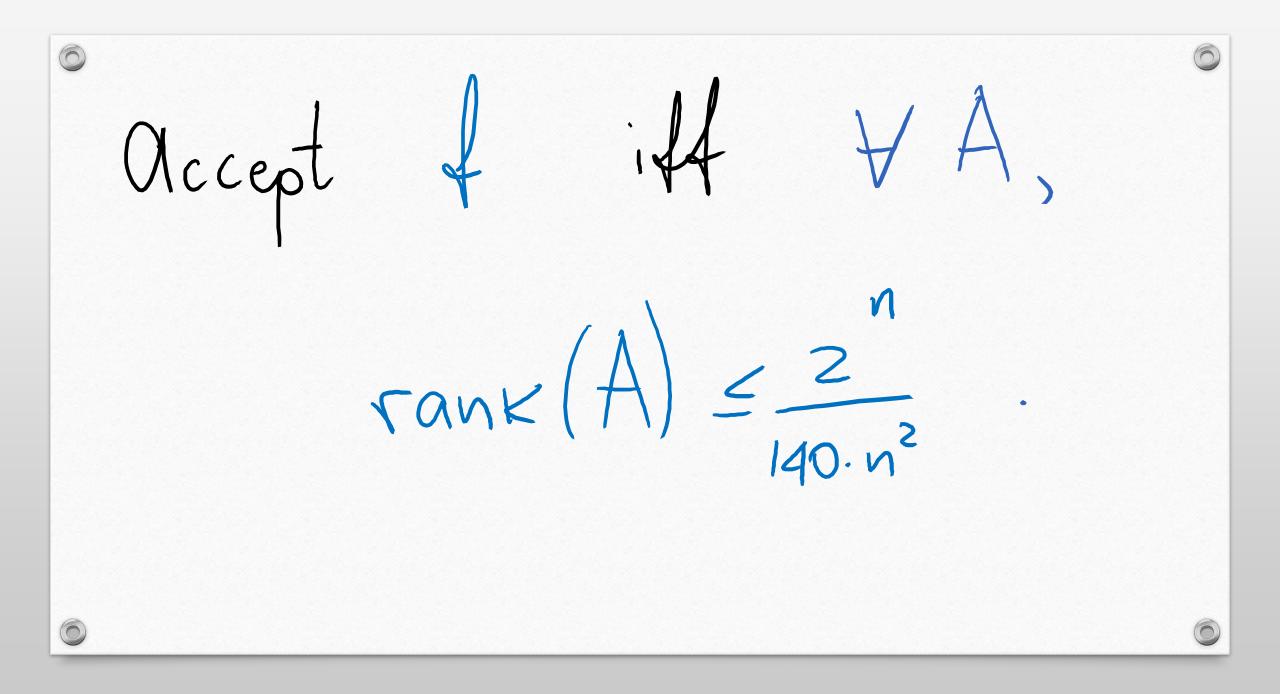
Distinguishing Easy Functions from Random Functions

To prove d & Cut-Size (S) Exhibit a property  $\mathcal{T}$  of Boolean first s.t. (1)  $\forall g \in Cxt-Size(S), g \in \mathcal{T}$ (2)  $\notin \not\in \mathcal{T}$ 

Natural Property J Use ful against Cut. Size (S) (1) Y g E Cut. Size(S), g E J (2) Threjects = 1/2 of random fins (3) J is polytime testable

Natural Property for AC°[2] [Razborov'87]

Boolean matrices 2: {0,13 -> {0,1]  $A_{IJ} \int_{J \in \binom{n}{b}} \frac{1}{2} \frac{1}{$  $A_{IJ} = \bigoplus f(x) \text{ over all } x \text{ s.t. } x|_{JUJ} = 0.$ 



6  $AC^{2}C27$ Learning

To Learn & E AC°[2] 1. Use the ACCEZ] Natural Property as a distinguisher & for of J 2. Run the BPP algorithm to learn a circuit for approximating of

To Learn & E AC°[2] 1. Use the ACCEZJ Natural Property as a distinguisher & for Gt () 2. Run the BPP algorithm to learn a circuit for approximating of (on only 1/2 + E of all inputs)

Correctness 1.  $f \in A(^{\circ}[2]) \Rightarrow g \in A(^{\circ}[2])$ 2.  $g \in P^{f}$ 3. Constructive proof of Yao's XOR Lemma

agnostically Learning ACC[2]

agnostic Learning algorithm Learn a circuit C s.t.  $Pr[C(x) \neq f(x)] \leq d \cdot \beta + \varepsilon$ xnU g° AC°[2]  $P_{r}\left[d(x) \neq g(x)\right] \leq \beta$   $x \sim U$ 

$$NW: G(z) = f(z|_{S_1}), \dots, f(z|_{S_L}).$$
  
Generator  $T:$   

$$T(w, 1), \dots, T(w, L) \text{ are } 2-wlse$$
  
independent  $n-bit$  strings.  

$$NW: H(z, w)_i = f(z|_{S_i} \oplus T(w, i))$$

Main Open Question a more intuitive/understandable Rearning algorithm?

Open Questions . Natural Property useful against ACC?? Learning algorithm without membership queries?
Agnostically learning AC[p] w/smaller error?

H's all in Your Mind Correctiness proofs algone Gr Lower Bound Proofs