

Hardness of Grothendieck Problems

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The Grothendieck Inequality

Given a matrix $M \in \mathbb{R}^{d \times d}$ (bilinear form on ℓ_∞) let

$$\text{OPT}(M) = \max_{\alpha_i, \beta_j \in \{\pm 1\}} \sum M_{ij} \alpha_i \beta_j$$

$$\text{SDP}(M) = \sup_{\|a_i\|_{\ell_2} = \|b_j\|_{\ell_2} = 1} \sum M_{ij} \langle a_i, b_j \rangle$$

Thm. (Grothendieck '53)

There exists an absolute constant K_G such that for any M ,

$$\text{OPT}(M) \leq \text{SDP}(M) \leq K_G \text{OPT}(M)$$

$K_G \leq 1.78 \dots$ (Krivine '79) $\rightarrow \epsilon$ (Braverman et al. '12)

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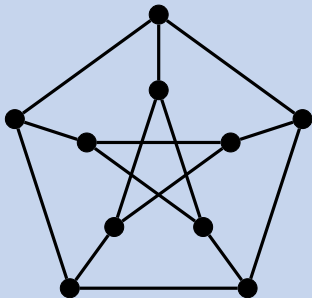
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Important computer science example: *MAX CUT*

Maximum Cut Problem

Given a graph $G = (V, E)$, compute the maximum number of edges crossing a bi-partition of V :



$$L = \text{Deg}_G - \text{Adj}_G \text{ (Laplacian)}$$

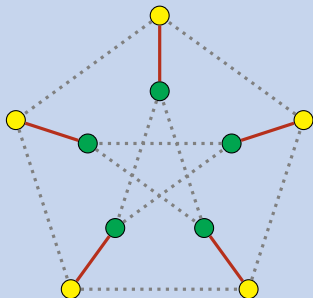
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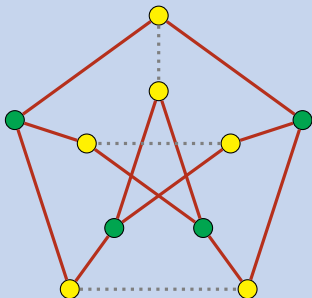
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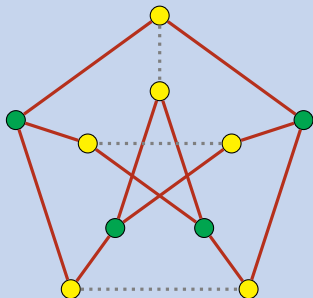
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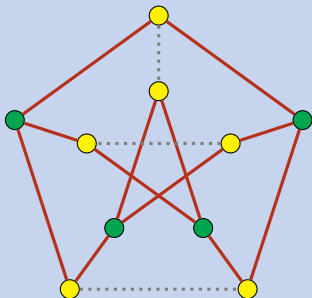
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- Computing $\text{OPT}(M)$ is interesting!
 - ★ MAX CUT.
 - ★ Computing the cut-norm of a matrix; graph partitioning.
 - ★ Statistical physics; ground state energy in spin glasses.
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- Better approximation algorithms for $\text{OPT}(M)$?
- Probably not if Khot's *Unique Games Conjecture* holds.



Theorem (Khot–O'Donnell '09), (Raghavendra–Steurer '09).

If the UGC is true and $P \neq NP$, then for any $\varepsilon > 0$, there is **no** efficient algo. that approximates $\text{OPT}(M)$ to within a factor $K_G - \varepsilon$.

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Given a tensor $T \in \mathbb{R}^{d \times d \times d \times d}$ (bilinear form on matrices) let

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Haagerup–Itoh '95: 2 is optimal! (NC Groth. constant is known.)

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 - ★ Quantum XOR games
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Hardness of the *Little* NCG

- We prove our main result by proving something stronger: optimal hardness for a special case.

Theorem 2 (B–Regev–Saket).

If $P \neq NP$, then for any $\varepsilon > 0$, there is no efficient $(\sqrt{2} - \varepsilon)$ -approx. algo. for the *Little* NCG.

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Warm-up: Hardness for Little Groth

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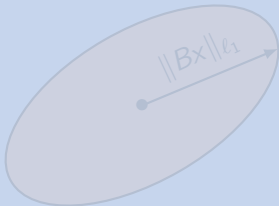
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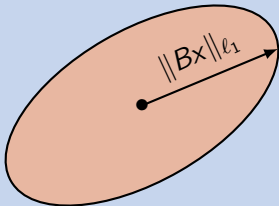


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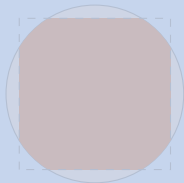
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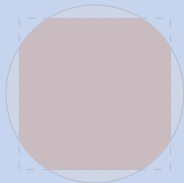
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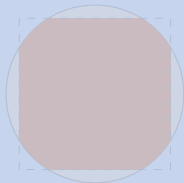
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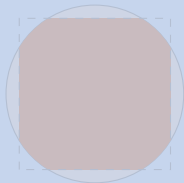
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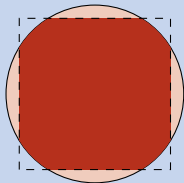
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Proof of Lemma:

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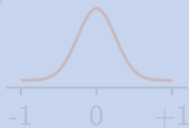
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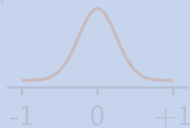
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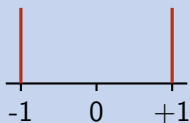
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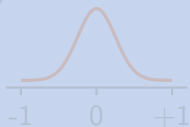
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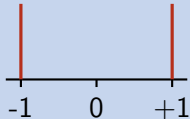
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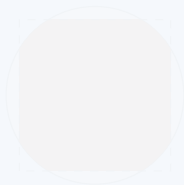
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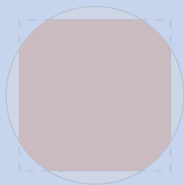
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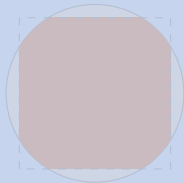
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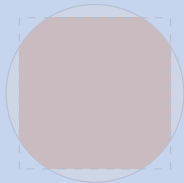
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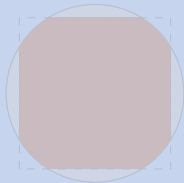
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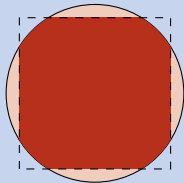
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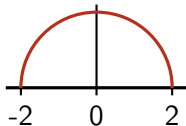


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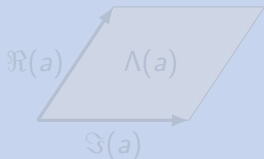
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For $a \in \mathbb{C}^n$, the map $f(a) = a_1 C_1 + \cdots + a_n C_n$ satisfies

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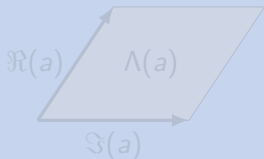
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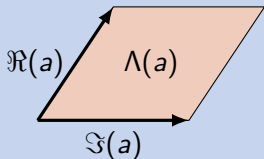
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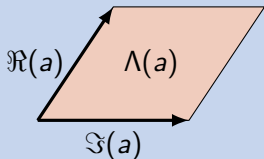
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For $a \in \mathbb{C}^n$, the map $f(a) = a_1 C_1 + \cdots + a_n C_n$ satisfies

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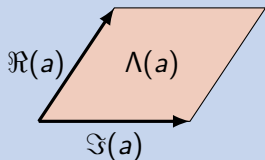
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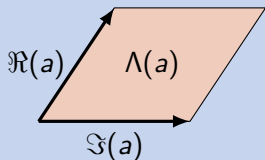
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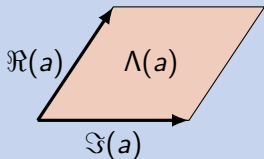
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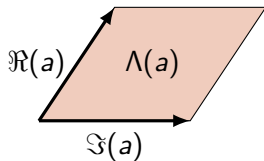


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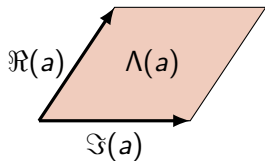
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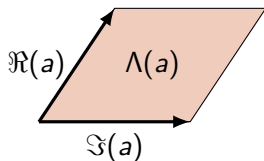
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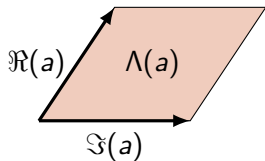
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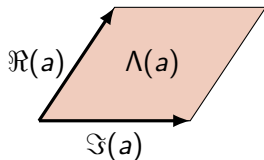
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$$\text{OPT}(T) = \max_{\substack{A, B \in \mathbb{C}^{d \times d} \\ \text{unitary}}} \left| \sum T_{ijkl} A_{ij} \overline{B_{kl}} \right|$$

to within a factor $2 - \varepsilon$. Moreover, this is optimal.

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