

Expanders II - Applications

Expander codes

'Good code': Positive constant rate
Positive constant min. distance
~ Efficient to decode/encode

Theorem (Margulis)

For $d \geq 64$, there exists a left d -regular bipartite graph with $|L| = n$ and $|R| = \frac{3}{4}n$,

s.t. $|N(S)| \geq 0.8d|S|$ for all $S \subseteq L: |S| \leq \frac{0.02}{d}n$

- Explicit construction!

TANNER CODE (a type of linear code)

Take $d=64$ and the Margulis expander.

$$|R| \begin{bmatrix} 0 & 1 & 1 & 0 & 0 \\ 1 & 0 & 1 & 1 & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots \end{bmatrix}$$

Our code is defined using the parity check matrix H , (codewords) where elements of the code are all length $|L|$

strings z s.t. $H z = 0$. (in binary)

Message length = $|L| - |R| = n - \frac{3}{4}n = \frac{1}{4}n$

$[n, \frac{1}{4}n, ???]$ code : rate = $\frac{1}{4}$, constant

Claim Distance of the code is $> \frac{0.02}{64} n$

Assume minimum distance $\leq \frac{0.02}{64} n$

\exists nonzero codeword z with Hamming weight $|z| \leq \frac{0.02}{64} n$. Let $S = \{u \in [n] \mid z_u = 1\} \leftarrow$ vertices

Since z is nonzero, $S \neq \emptyset$, and hence

$$|S| \leq \frac{0.02}{64} n.$$

$$\begin{array}{ccc} & |L| & z & 0 \\ |R| & \left[\begin{array}{c} 1 \\ \vdots \\ 1 \end{array} \right] & = & \left[\begin{array}{c} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{array} \right] \end{array}$$

Each vertex in R must be adjacent to an even number of vertices in S .

Claim ~~$|S| \leq \frac{0.02}{64} n$~~ There exists a $v \in N(S)$ with exactly one neighbor in S .

If all $v \in N(S)$ have ≥ 2 neighbors in S , then since $|N(S)| \geq 0.8d|S|$:

$$|E(S, N(S))| \geq 2|N(S)| \geq 2 \cdot 0.8d|S| > 64|S|$$

But the left partition is 64-regular!

Hence we are done. - z is not a code word, so distance $> \frac{0.02}{64} n$.

Decoding is efficient! Flip bits of z that decrease the Hamming weight of $H z$.

Corrects $< \frac{D}{2}$ errors in $\text{polylog } n$ time

ERROR REDUCTION

(Miller-Rabin primality)

Algorithm A, probabilistic

Uses n random bits, returns

fails with prob $p \leq 1\%$

YES if YES

NO 99%, YES 1% if NO

Old way of reducing error: repeat d times
 $n d$ random bits, fails with prob $\leq .01^d$

Expanders:

Take the Margulis expander, except with $|L| = |R| = 2^n$.

Vertices on each side are indexed by n -bit strings.

$$|N(s)| \geq 0.8 d |s| \quad \text{if } |s| \leq \frac{0.02}{d} (2^n)$$

Pick random vertex $v \in L$

compute d neighbors of v and use them all for A!

Uses NO additional random bits, but what's the error...

How many 'bad' initial seeds are there?

Let $B_x \subseteq R$ be the set of 'bad' strings.

$$|B_x| = p 2^n$$

Let $C \subseteq L$ be the set of 'bad' choices $v \in L$
where $N(v) \subseteq B_x$

$$\text{Claim: } |C| < \frac{0.02}{d} 2^n$$

If not, take $S \subseteq C$ s.t. $|S| = \frac{0.02}{d} 2^n$

By expander properties, $|N(S)| \geq 0.8 d |S|$

$$= 0.8 \cdot 0.02 \cdot 2^n = 0.016 \cdot 2^n > |B_x| \text{ (because of } p)$$

So error has been reduced to $\frac{0.02}{d}$ with NO
additional random bits!

Random walks:

Start with random vertex v_1

Take a random walk $v_1, v_2, v_3, v_4, \dots, v_m$

Use the binary strings of v_i as a set

Due to the spectral properties of expanders, v_i
are 'approximately' random.

Error $\approx 0.01^m$, random bits $n + m \log d$