

Overview of the talk

- Hardness for Frechet distance
- Hardness for edit distance
- Hardness for LCS

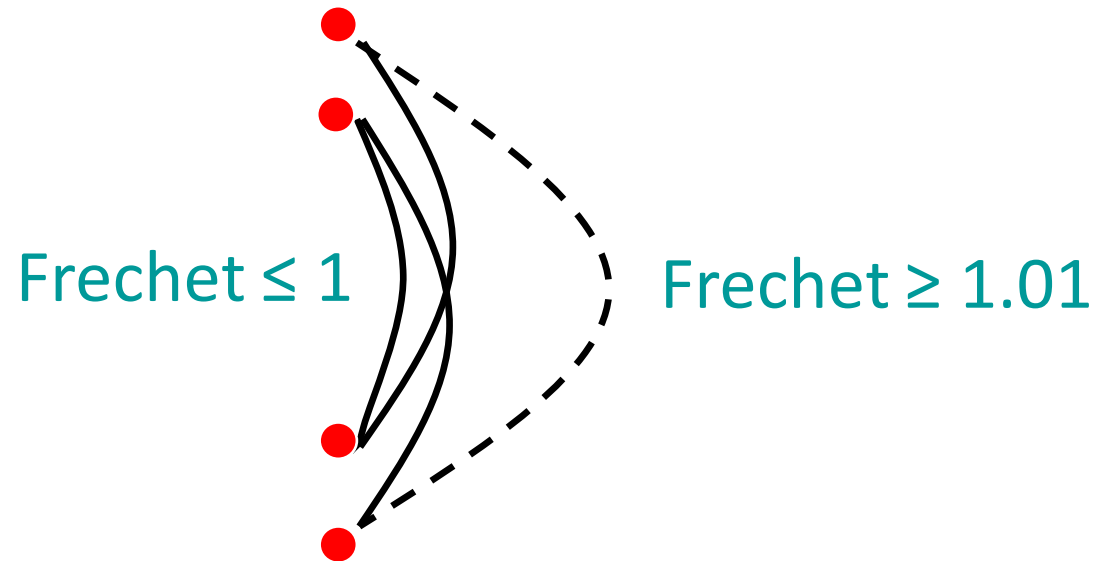
Coordinate gadgets

- If $a^i \cdot b^i = 1$ then Frechet ≥ 1.01

- If $a^i \cdot b^i = 0$ then Frechet ≤ 1

- $a^i = 1$

- $a^i = 0$



- $b^i = 0$

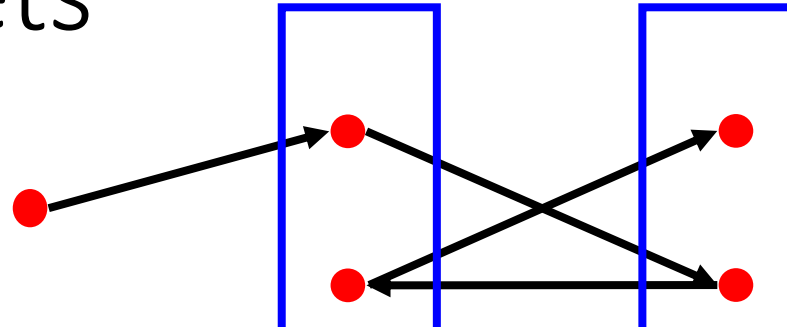
- $b^i = 1$

Vector gadgets

- $a_i \in A \rightarrow \alpha_i$ $|\alpha_i| \leq O(d)$
- $b_j \in B \rightarrow \beta_j$ $|\beta_j| \leq O(d)$
- If a_i and b_j are **orthogonal**, then $\text{Frechet}(\alpha_i, \beta_j) \leq 1$
- If a_i and b_j are **NOT orthogonal**, then $\text{Frechet}(\alpha_i, \beta_j) \geq 1.01$

Vector gadgets

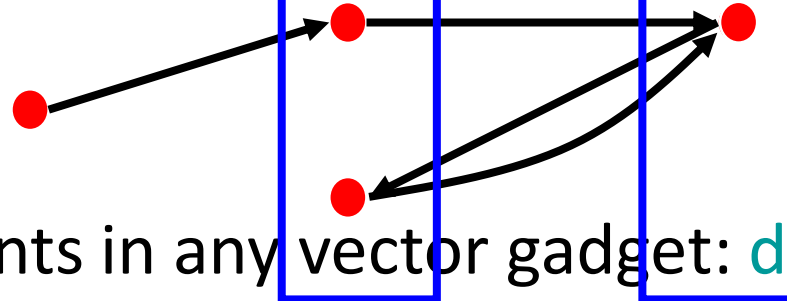
• $a=1001$ →
↑↑↑↑



Odd coordinates →

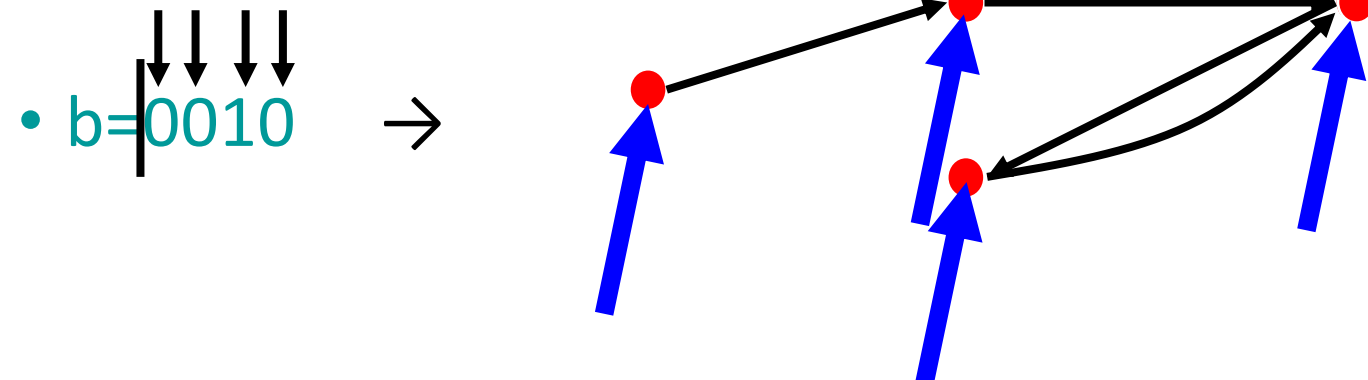
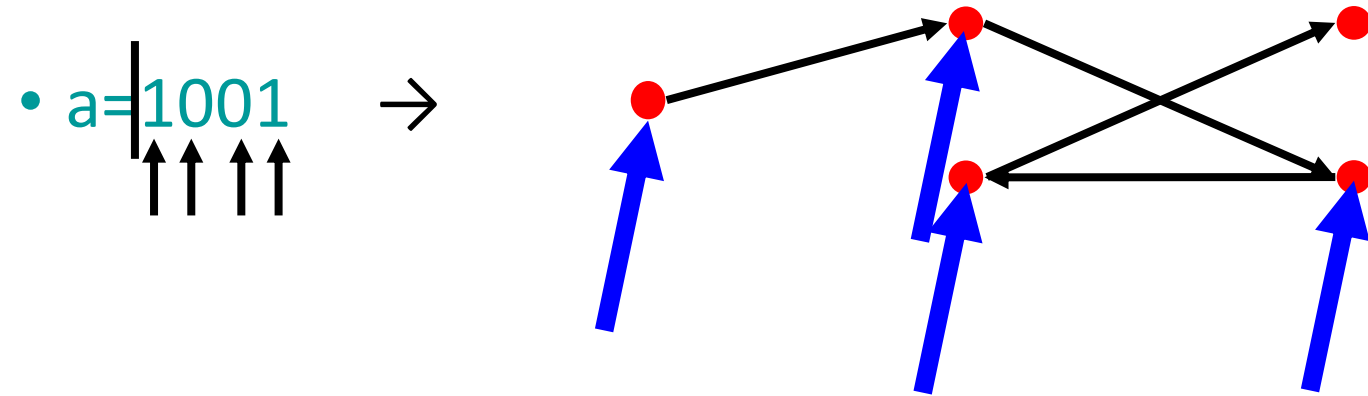
← Even coordinates

• $b=0010$ →
↓↓↓↓

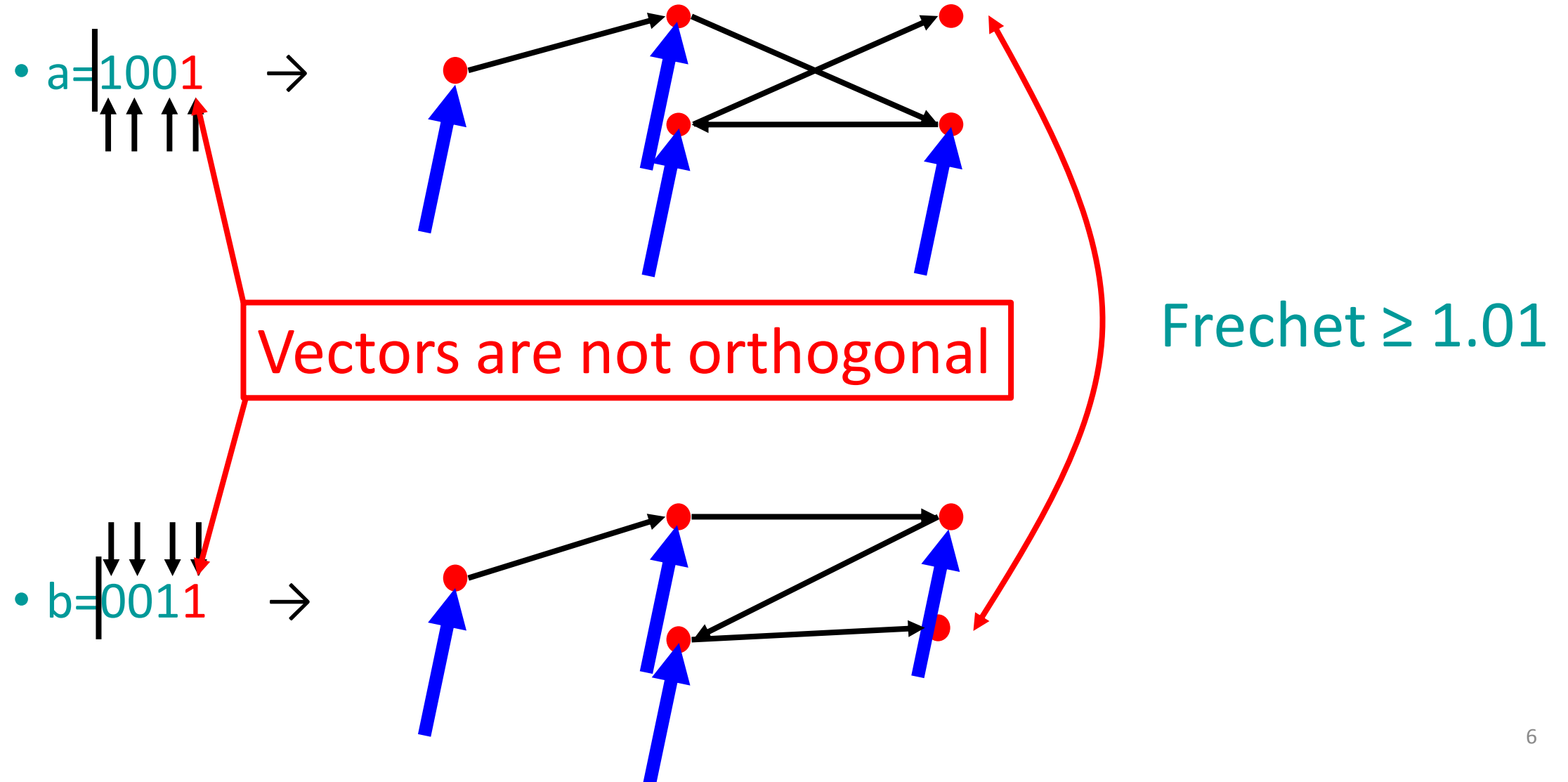


• Number of segments in any vector gadget: d

Vectors are orthogonal \rightarrow Frechet ≤ 1



Vectors are not orthogonal \rightarrow Frechet ≥ 1.01



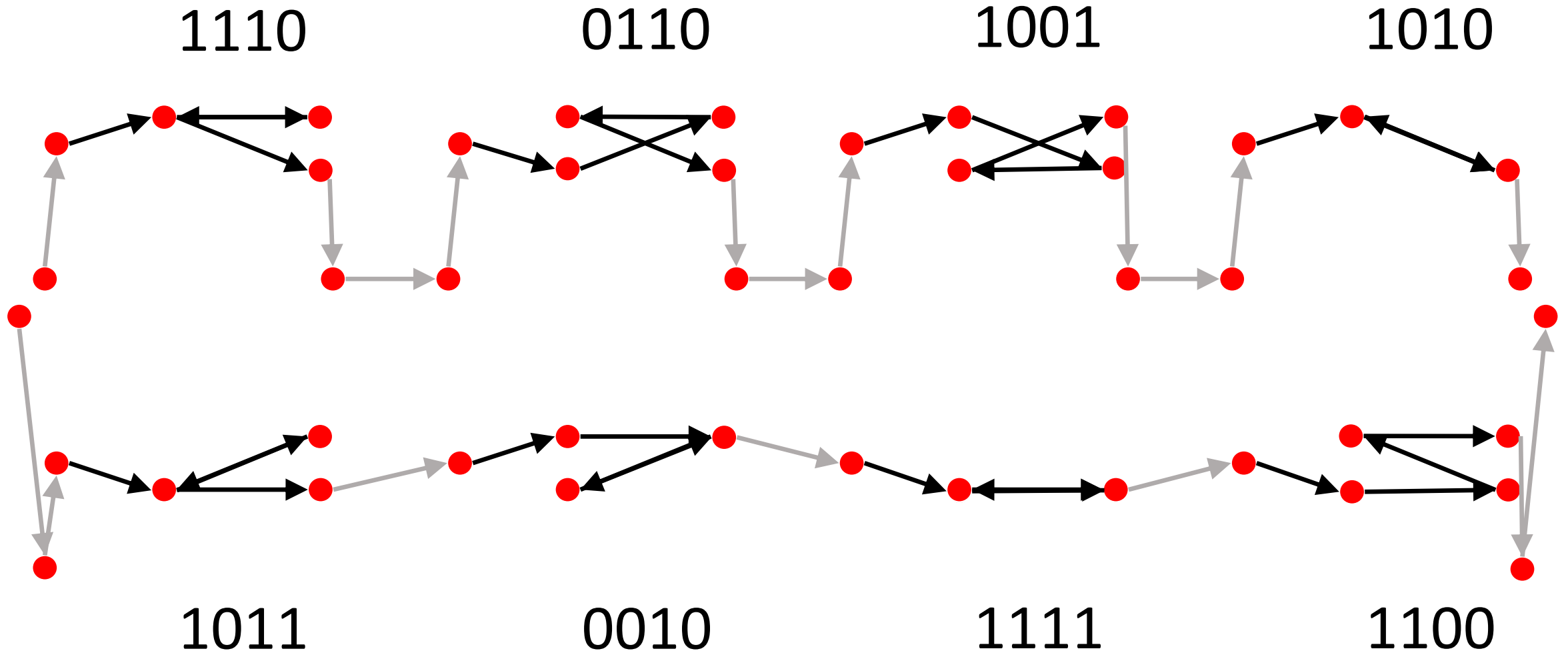
Construction of the final curves

- $A = \{ 1110, 0110, 1001, 1010 \}$

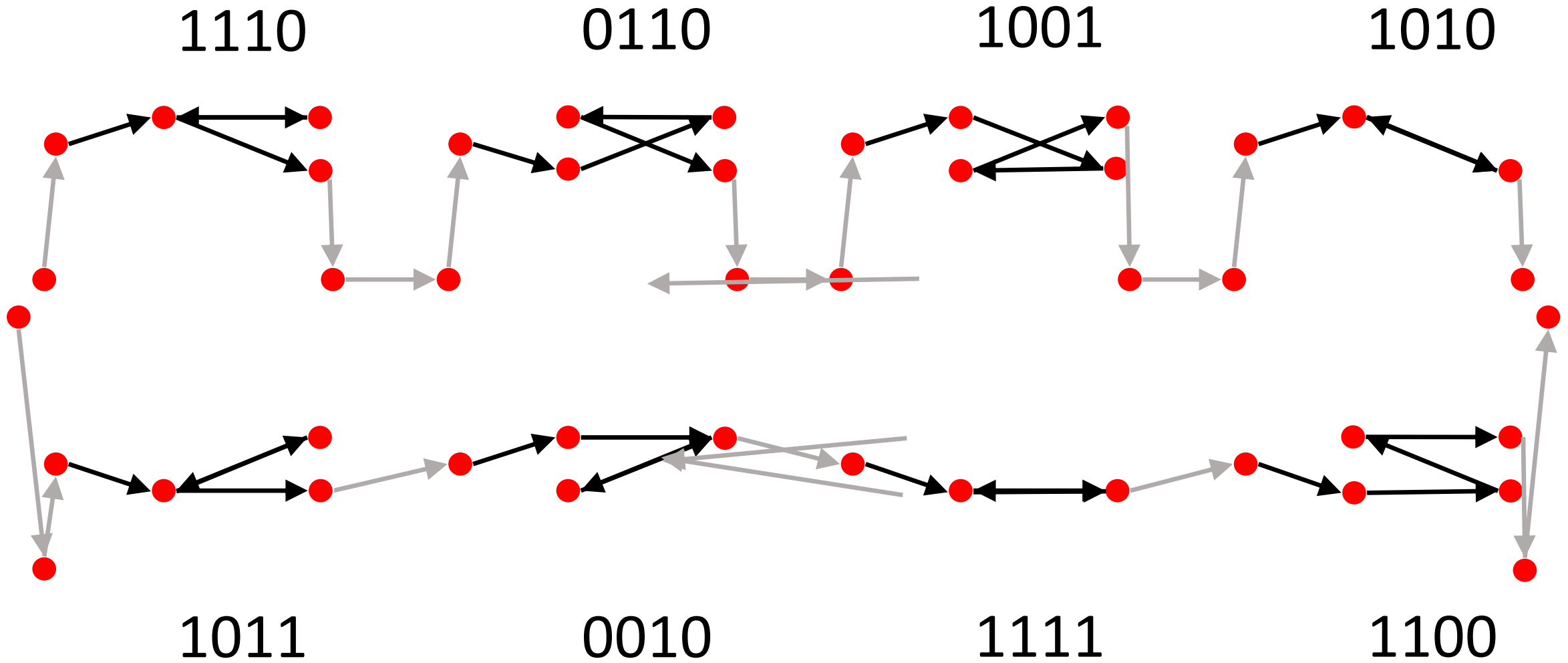
- $B = \{ 1011, 0010, 1111, 1100 \}$

- One pair of orthogonal vectors

Construction of the final curves



Construction of the final curves



Reminder of our goal

- $A \subseteq \{0,1\}^d \rightarrow$ curve x , $|x| \leq O(n \cdot d)$
- $B \subseteq \{0,1\}^d \rightarrow$ curve y , $|y| \leq O(n \cdot d)$
- $\text{Frechet}(x,y) \leq 1$, if exists $a \in A$, $b \in B$ with $\sum_i a^i b^i = 0$
- $\text{Frechet}(x,y) \geq 1.01$, otherwise

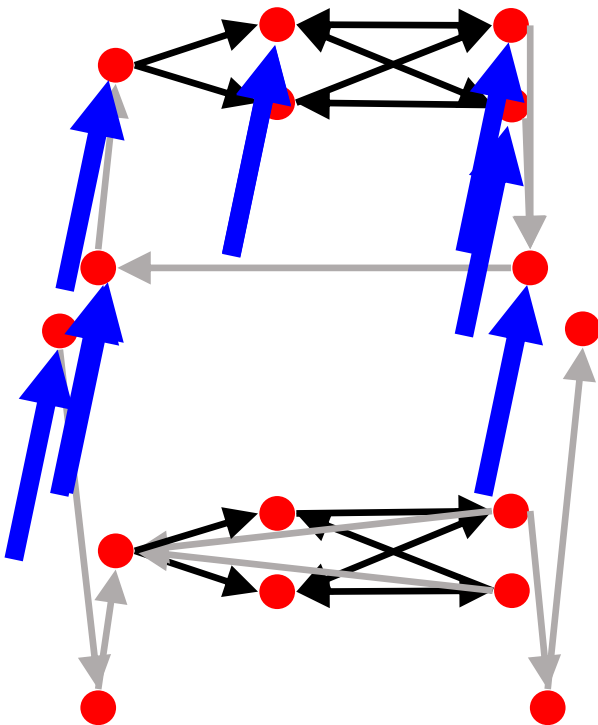
Exist orthogonal vectors \rightarrow Frechet(x,y) \leq 1

|1110
↑↑↑↑

|0110

1001

1010



1. Traverse the **first** curve until the **Blue** vector

|1011

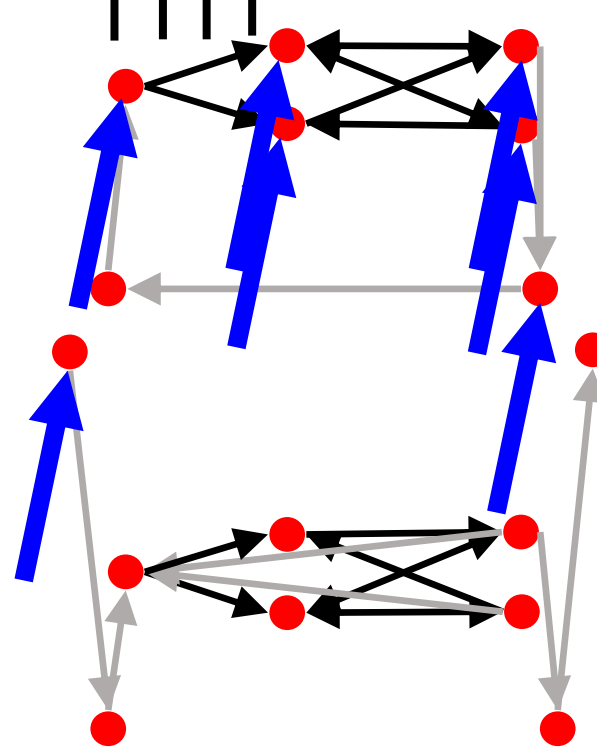
0010

1111

1100

Exist orthogonal vectors \rightarrow Frechet(x,y) ≤ 1

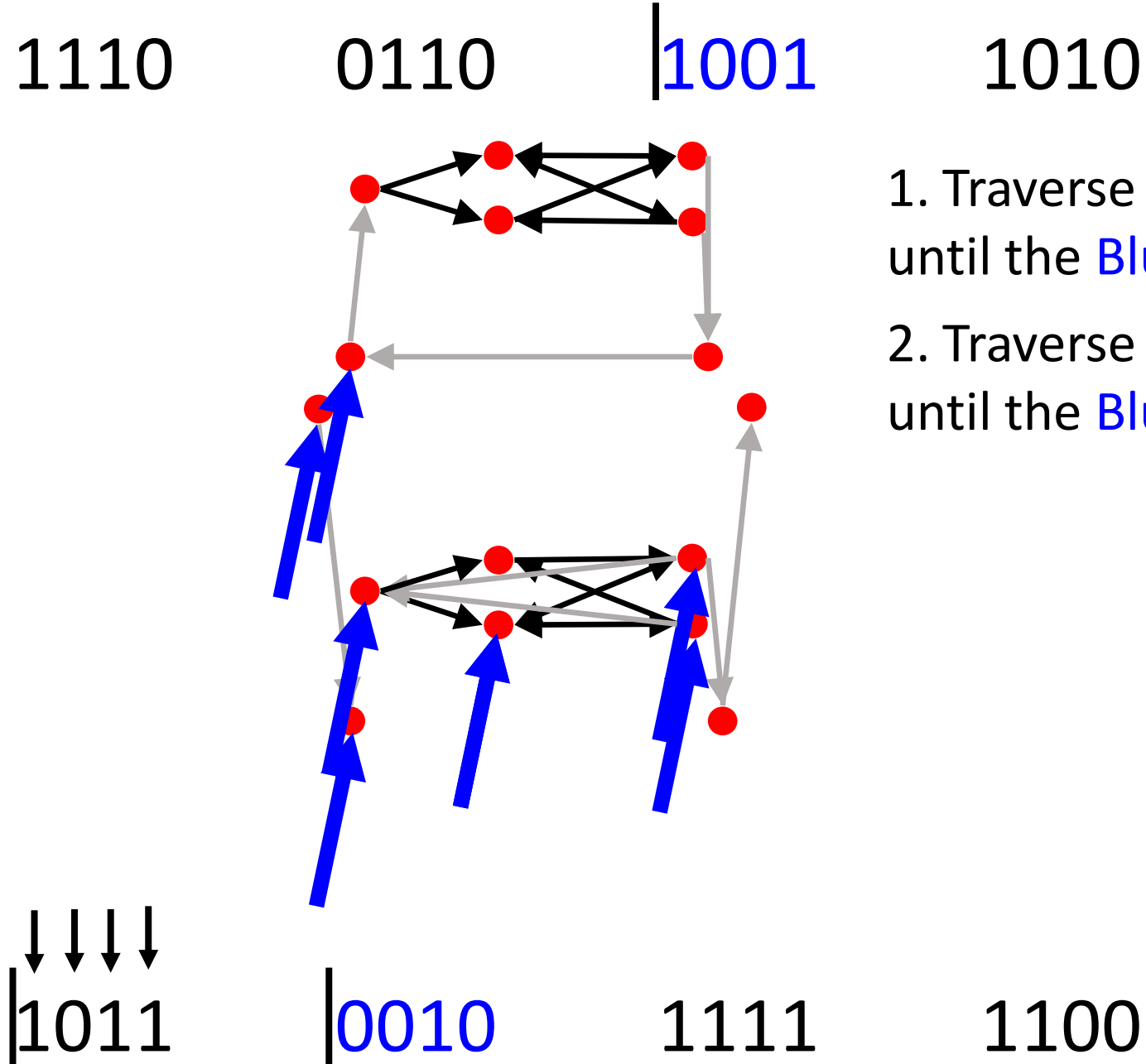
1110 |0110 |1001 1010



1. Traverse the **first** curve until the **Blue** vector

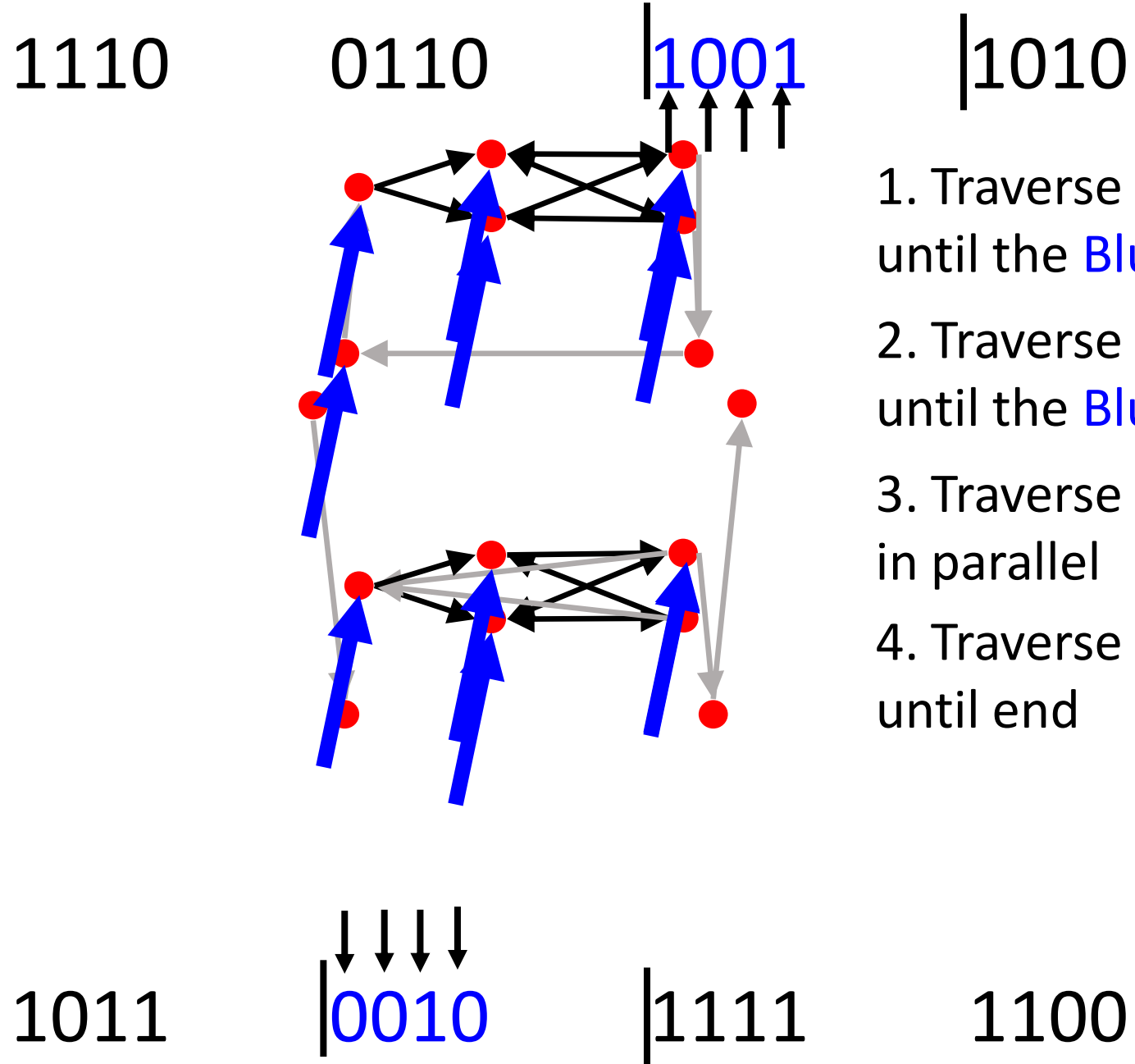
|1011 0010 1111 1100

Exist orthogonal vectors \rightarrow Frechet(x,y) ≤ 1



1. Traverse the **first** curve until the **Blue** vector
2. Traverse the **second** curve until the **Blue** vector

Exist orthogonal vectors \rightarrow Frechet(x,y) ≤ 1



1. Traverse the **first** curve until the **Blue** vector
2. Traverse the **second** curve until the **Blue** vector
3. Traverse the **Blue** vectors in parallel
4. Traverse the **second** curve until end

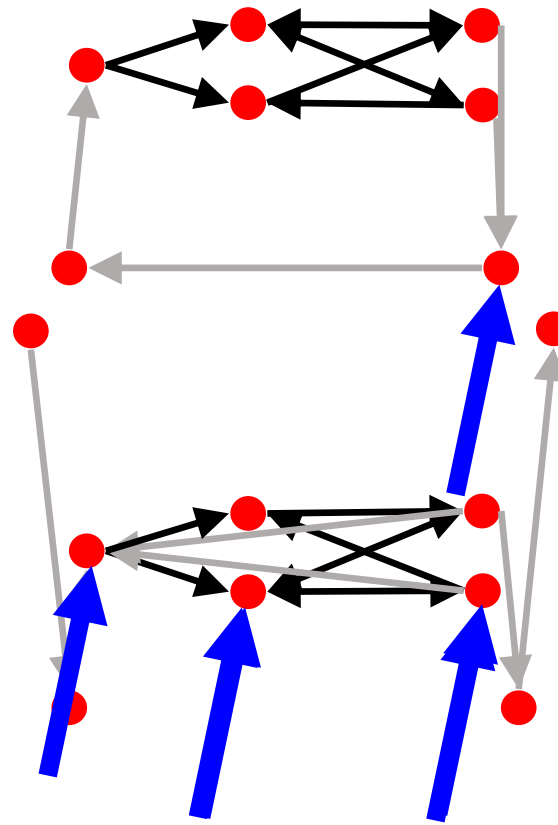
Exist orthogonal vectors \rightarrow Frechet(x,y) ≤ 1

1110

0110

1001

|1010



1. Traverse the **first** curve until the **Blue** vector

2. Traverse the **second** curve until the **Blue** vector

3. Traverse the **Blue** vectors in parallel

4. Traverse the **second** curve until end

1011

0010

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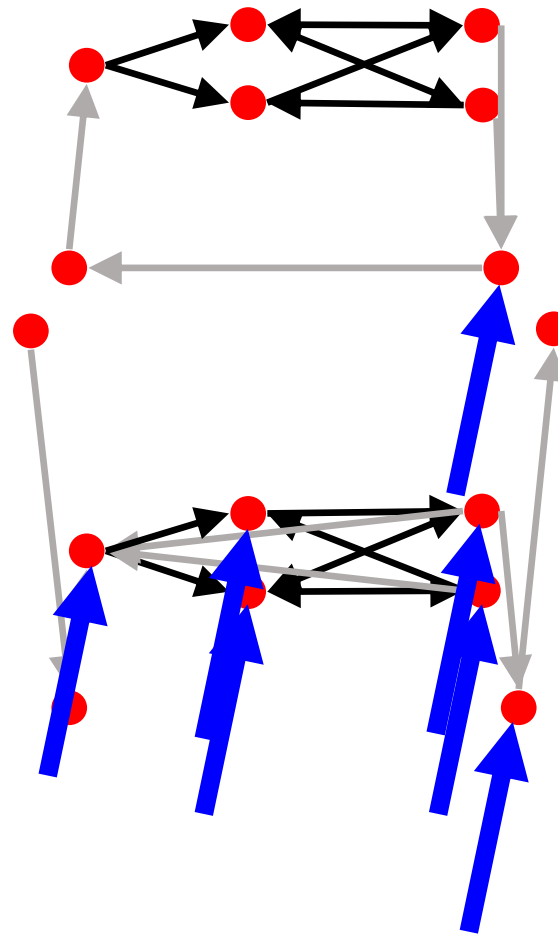
Exist orthogonal vectors \rightarrow Frechet(x,y) ≤ 1

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|1010



1. Traverse the **first** curve until the **Blue** vector

2. Traverse the **second** curve until the **Blue** vector

3. Traverse the **Blue** vectors in parallel

4. Traverse the **second** curve until end

1011

0010

1111

↓ ↓ ↓ ↓
|1100|

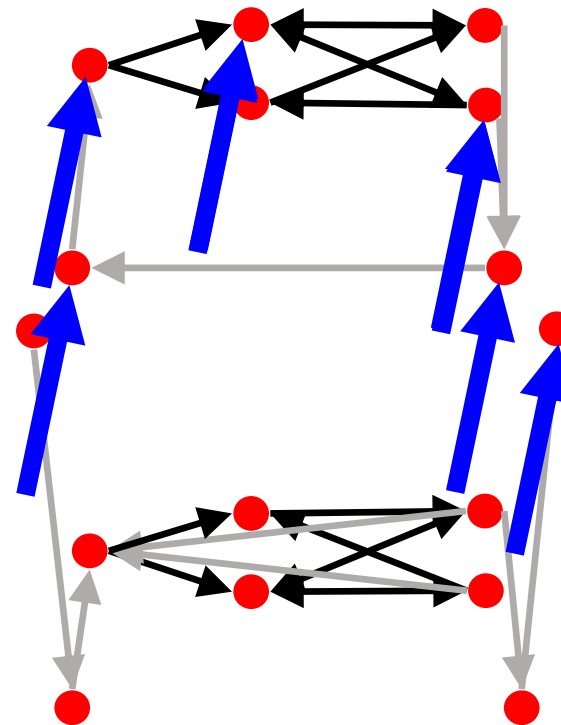
Exist orthogonal vectors \rightarrow Frechet(x,y) ≤ 1

1110

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↑↑↑↑



1. Traverse the **first** curve until the **Blue** vector
2. Traverse the **second** curve until the **Blue** vector
3. Traverse the **Blue** vectors in parallel
4. Traverse the **second** curve until end
5. Traverse the **first** curve until end

Questions?

1011

0010

1111

1100

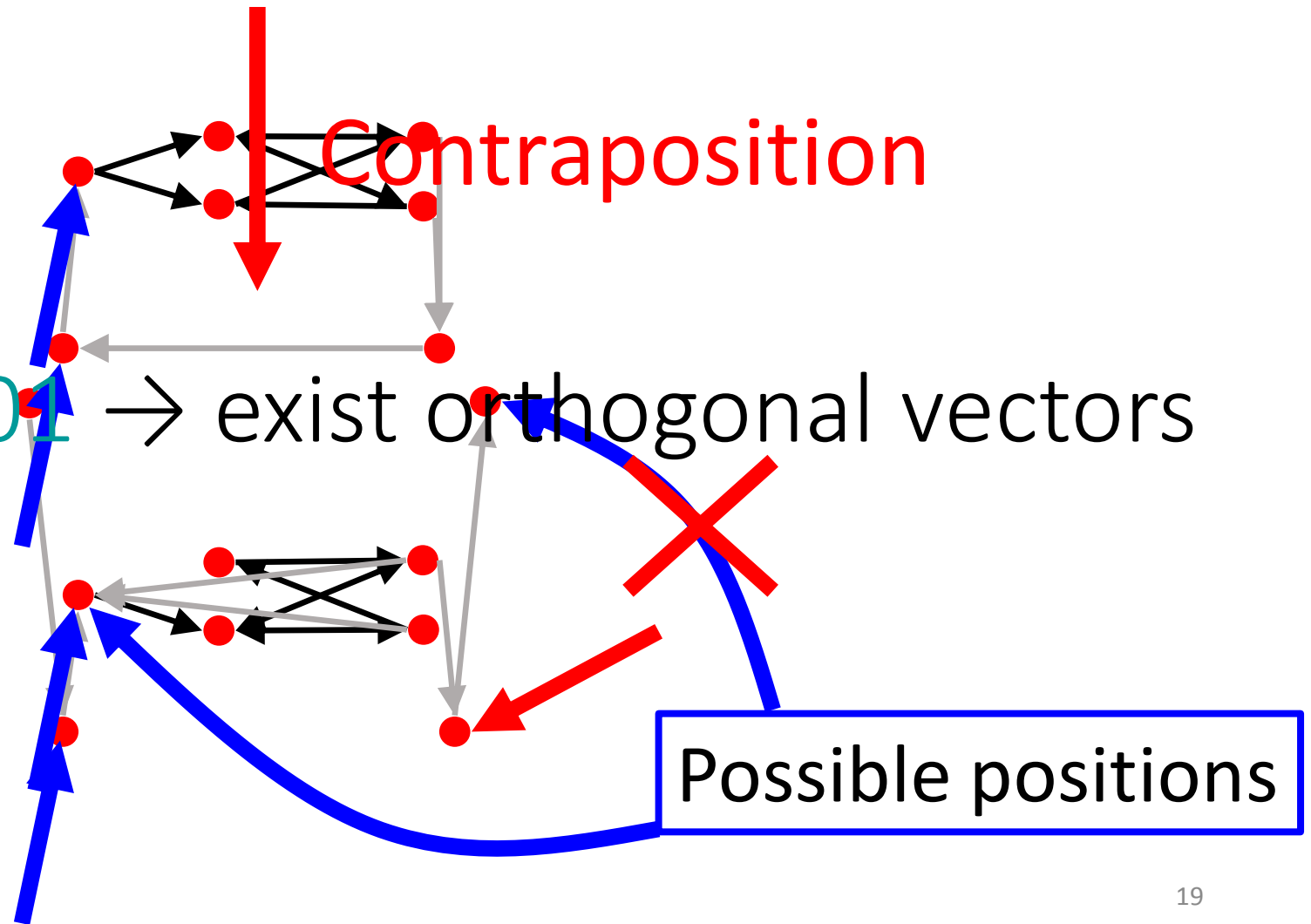
Reminder of our goal

- $A \subseteq \{0,1\}^d \rightarrow$ curve x , $|x| \leq O(n \cdot d)$
- $B \subseteq \{0,1\}^d \rightarrow$ curve y , $|y| \leq O(n \cdot d)$
- $\text{Frechet}(x,y) \leq 1$, if exist $a \in A$, $b \in B$ with $\sum_i a^i b^i = 0$
- $\text{Frechet}(x,y) \geq 1.01$, otherwise

No orthogonal vectors \rightarrow Frechet(x,y) \geq 1.01

Questions?

Frechet(x,y) $<$ 1.01 \rightarrow exist orthogonal vectors



Hardness for Frechet distance

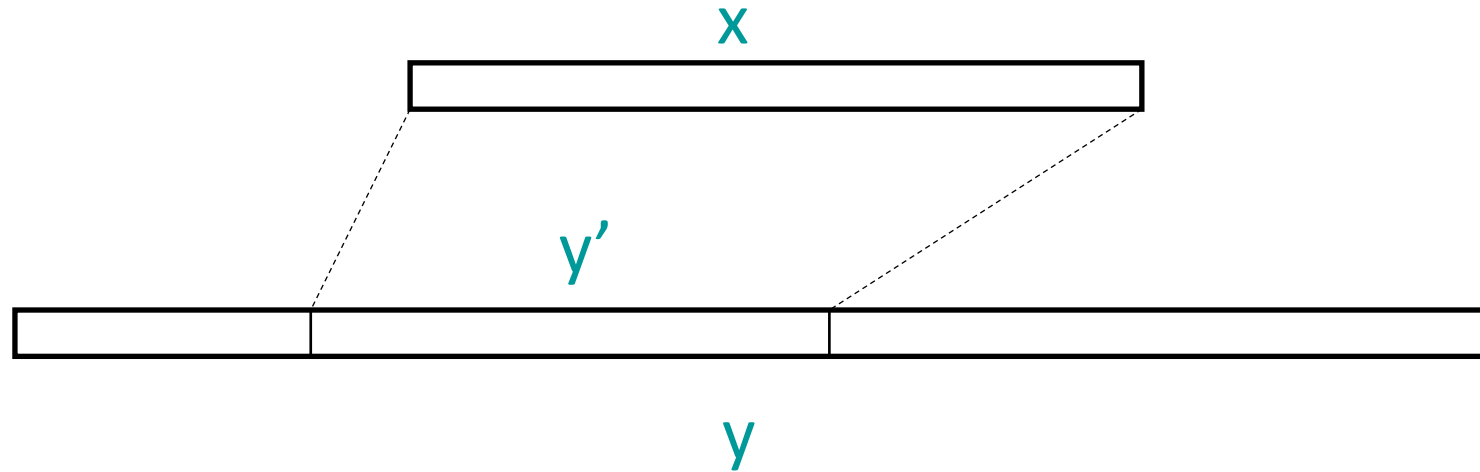
- Theorem. If Frechet distance can be 1.001-approximated in $m^{2-\Omega(1)}$ time (m upper-bounds the length of curves), then **Orthogonal Vectors Conjecture** is false

Overview of the talk

- Hardness for Frechet distance
- Hardness for edit distance
- Hardness for LCS

Pattern matching

- Pattern matching with respect to edit distance
- $\text{pattern}(x,y)$, $|x| \leq |y| = m$



- $\text{pattern}(x,y) = \min_{y'} \text{edit}(x,y')$

High level idea

- $A \subseteq \{0,1\}^d \rightarrow$ sequence x , $|x| \leq n \cdot d^{O(1)}$
- $B \subseteq \{0,1\}^d \rightarrow$ sequence y , $|y| \leq n \cdot d^{O(1)}$
- $\text{pattern}(x,y) = \text{small}$, if exists $a \in A$, $b \in B$ with $\sum_i a^i b^i = 0$
- $\text{pattern}(x,y) = \text{large}$, otherwise
- the construction time is $n \cdot d^{O(1)}$
- Theorem. If **pattern matching** can be computed in $m^{2-\Omega(1)}$ time (m upper-bounds the length of sequences), then **Orthogonal Vectors Conjecture** is false

Hardness for pattern matching distance

- **First part:** assume vector gadgets and prove hardness for pattern matching
- Second part: show vector gadget construction

Vector gadgets

- $a_i \in A \rightarrow \alpha_i$ $|\alpha_i| \leq d^{O(1)}$
- $b_j \in B \rightarrow \beta_j$ $|\beta_j| \leq d^{O(1)}$
- If a_i and b_j are **orthogonal**, then $\text{edit}(\alpha_i, \beta_j) = S$
- If a_i and b_j are **NOT orthogonal**, then $\text{edit}(\alpha_i, \beta_j) = L$, $S < L$
- Crucial that L does not depend on vectors

Construction of final sequences

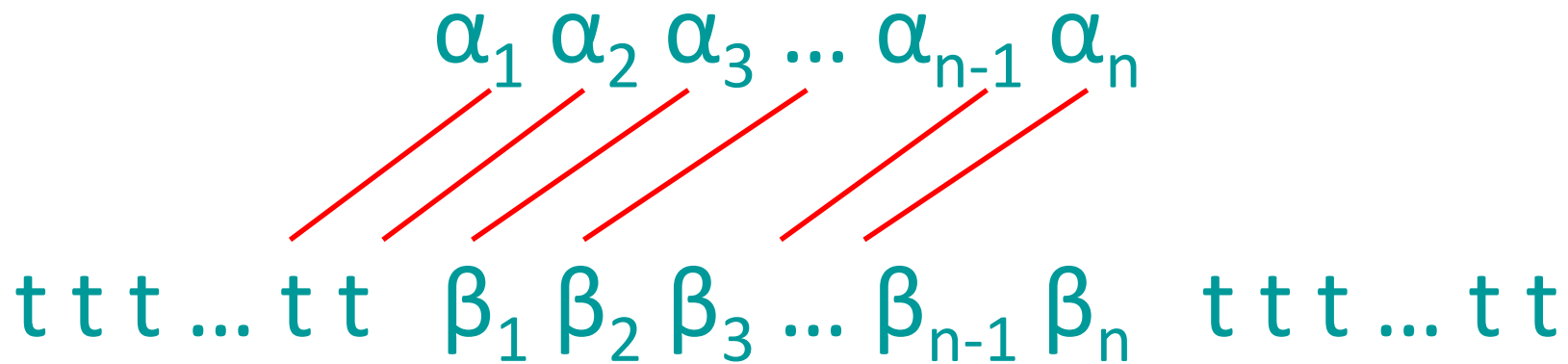
- t – vector gadget for vector consisting of 1s

$$\alpha_1 \ \$ \ \overset{d^{O(1)}}{\alpha_2} \ \$ \ \alpha_3 \ \dots \ \alpha_{n-1} \ \$ \ \alpha_n$$

$$\underbrace{t \ \$ \ t \ \$ \ t \ \dots \ t \ \$ \ t \ \$}_{n-1 \text{ times}} \ \beta_1 \ \$ \ \beta_2 \ \$ \ \beta_3 \ \dots \ \beta_{n-1} \ \$ \ \beta_n \ \$ \ \underbrace{t \ \$ \ t \ \$ \ t \ \dots \ t \ \$ \ t}_{n-1 \text{ times}}$$

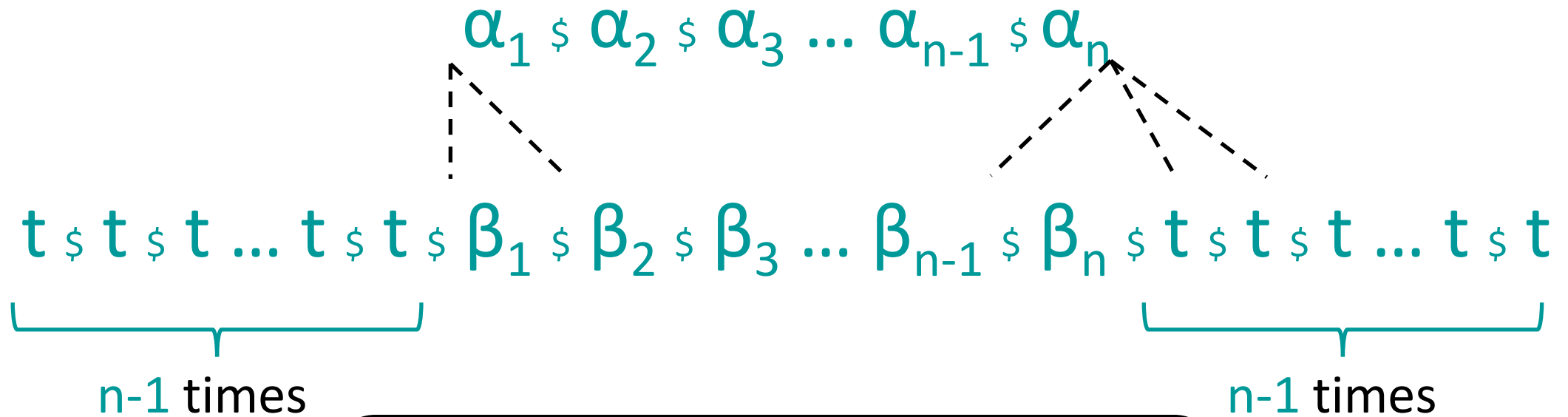
Pattern matching score

- **YES** case: exists $a \in A$, exists $b \in B$ such that $\sum_i a^i b^i = 0$
 assume that a_3 and b_1 are orthogonal



Score: $S + (S \text{ or } L) + (S \text{ or } L) + (S \text{ or } L) \dots + (S \text{ or } L) + (S \text{ or } L) \leq S + (n-1) \cdot L$

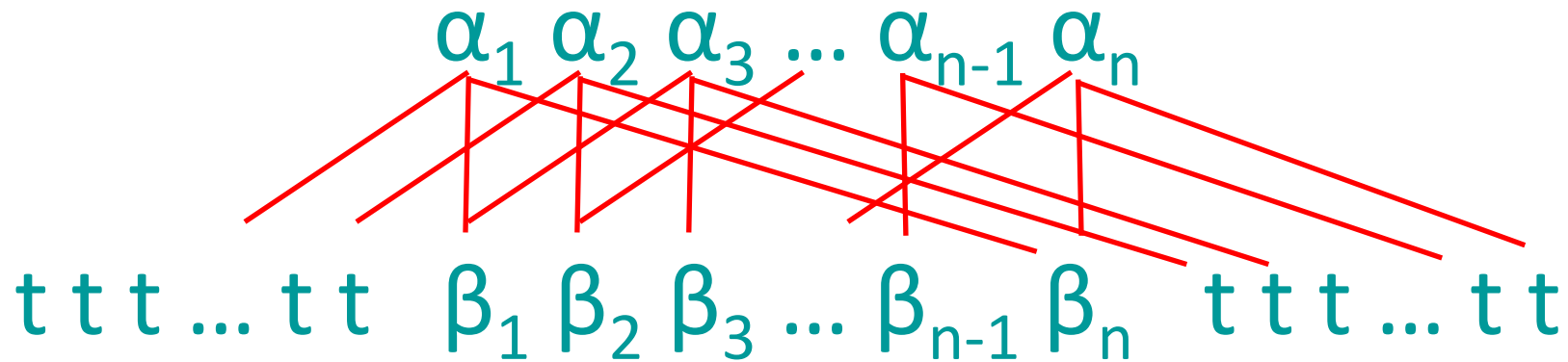
Construction of final sequences



Claim 2: vector gadgets are aligned one by one between the upper sequence and the subsequence

Pattern matching score

- **NO** case: for all $a \in A, b \in B$ we have $\sum_i a^i b^i > 0$



- Pattern matching score = $n \cdot L$ ($> S + (n-1) \cdot L$)
- We crucially use that L does not depend on $\sum_i a^i b^i$

Hardness for **edit** distance

- First part: assume vector gadgets and prove hardness for **pattern matching**
- **Second part:** show vector gadget construction

Vector gadgets

- $a \in A \rightarrow \alpha$ $|\alpha| \leq d^{O(1)}$
- $b \in B \rightarrow \beta$ $|\beta| \leq d^{O(1)}$
- If $\sum_i a^i b^i = 0$ then $\text{edit}(\alpha, \beta) = S$
- If $\sum_i a^i b^i > 0$ then $\text{edit}(\alpha, \beta) = L, \quad S < L$

Coordinate gadgets

- If $a^i \cdot b^i = 1$ then $\text{edit} = \text{large}$

- If $a^i \cdot b^i = 0$ then $\text{edit} = \text{small}$

- $a^i = 1$

$\text{CG}_1(a^i)$

- $a^i = 0$

- $b^i = 0$

$\text{CG}_2(b^i)$

- $b^i = 1$

0 0 0 1

0 1 1 1

edit=1

0 0 1 1

1 1 1 1

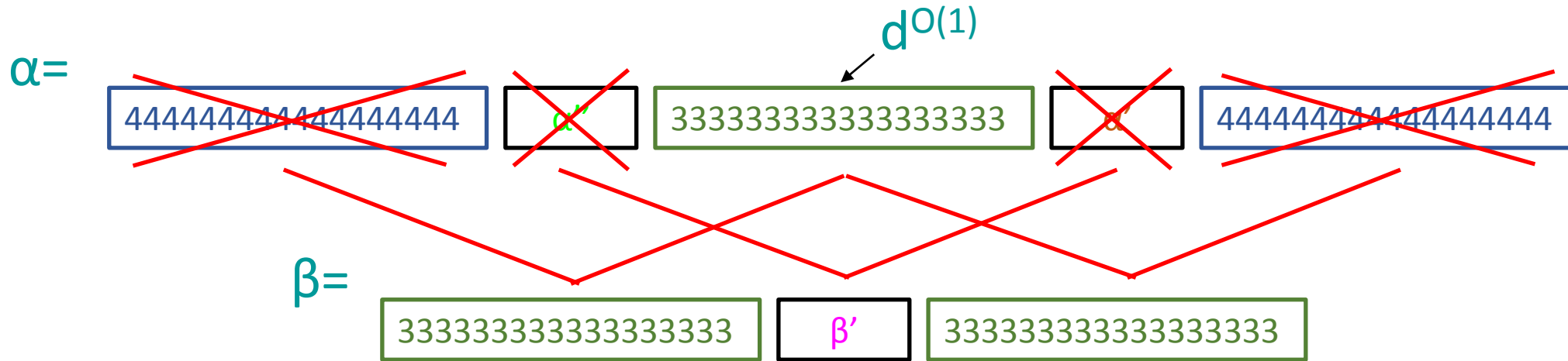
edit=3

Vector gadgets: first attempt

- $a = a^1 a^2 \dots a^d \rightarrow \alpha' = \text{CG}_1(a^1) \text{ } 22\dots 2 \text{ } \overset{d^{0(1)}}{\swarrow} \text{CG}_1(a^2) \text{ } 22\dots 2 \text{ } \dots \text{ } 22\dots 2 \text{ } \text{CG}_1(a^d)$
- $b = b^1 b^2 \dots b^d \rightarrow \beta' = \text{CG}_2(b^1) \text{ } 22\dots 2 \text{ } \text{CG}_2(b^2) \text{ } 22\dots 2 \text{ } \dots \text{ } 22\dots 2 \text{ } \text{CG}_2(b^d)$

- $\text{edit}(\alpha', \beta') = d + 2 \cdot (\sum_i a^i b^i)$
- $\text{edit}(\alpha', \beta')$ depends on the inner product
- Pattern matching for **Hamming** distance is easy

Vector gadgets: final construction

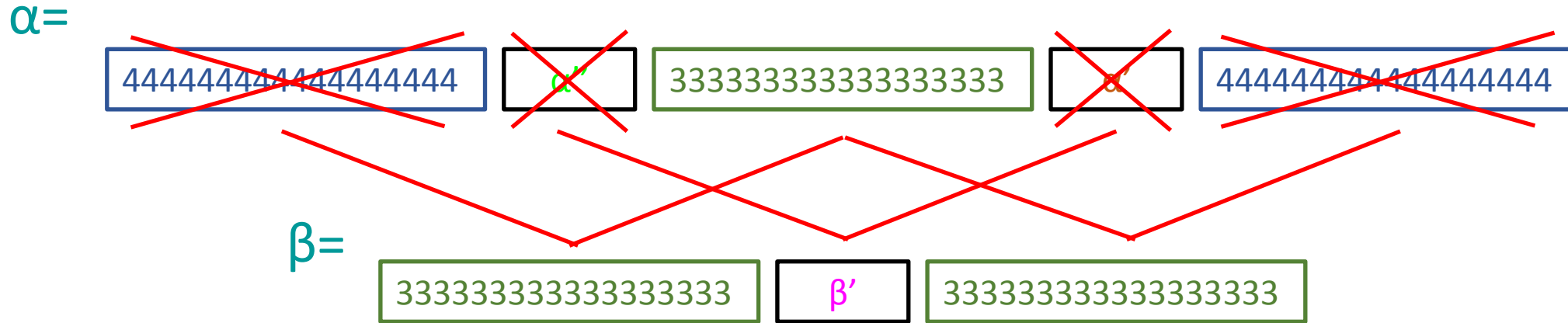


- $\alpha' = CG_1(a^1) 22\dots 2 CG_1(a^2) 22\dots 2 \dots 22\dots 2 CG_1(a^d)$
- $\beta' = CG_2(b^1) 22\dots 2 CG_2(b^2) 22\dots 2 \dots 22\dots 2 CG_2(b^d)$
- $\alpha'' = CG_1(0) 52\dots 2 CG_1(0) 22\dots 2 \dots 22\dots 2 CG_1(0)$
- $edit(\alpha', \beta') = d + 2 \cdot (\sum_i a^i b^i)$
- $edit(\alpha, \beta) \approx \min(d + 2 \cdot (\sum_i a^i b^i), d + 1)$

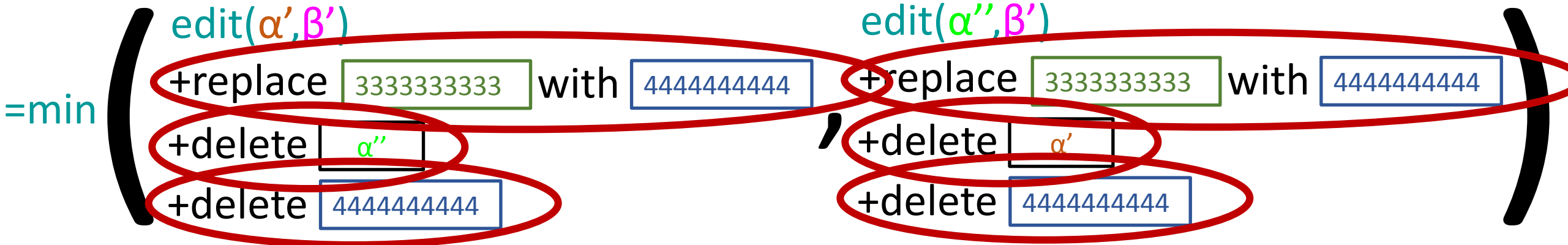
Properties of vector gadgets

- $a = a^1 a^2 \dots a^d \rightarrow \alpha' = \text{CG}_1(a^1) \ 22\dots 2 \ \text{CG}_1(a^2) \ 22\dots 2 \dots 22\dots 2 \ \text{CG}_1(a^d)$
- $b = b^1 b^2 \dots b^d \rightarrow \beta' = \text{CG}_2(b^1) \ 22\dots 2 \ \text{CG}_2(b^2) \ 22\dots 2 \dots 22\dots 2 \ \text{CG}_2(b^d)$
- $\alpha'' = \text{CG}_1(0) \ 52\dots 2 \ \text{CG}_1(0) \ 22\dots 2 \dots 22\dots 2 \ \text{CG}_1(0)$
- $\text{edit}(\alpha'', \beta') = \text{edit}(\text{CG}_1(0) \ 52\dots 2 \ \text{CG}_1(0) \ 22\dots 2 \dots 22\dots 2 \ \text{CG}_1(0) \ \text{CG}_2(b^1) \ 22\dots 2 \ \text{CG}_2(b^2) \ 22\dots 2 \dots 22\dots 2 \ \text{CG}_2(b^d)) = d+1$
- $\text{edit}(\alpha', \beta') = d$ if $\sum_i a^i b^i = 0$
- $\text{edit}(\alpha', \beta') = d + 2 \sum_i a^i b^i \geq d+2$ if $\sum_i a^i b^i > 0$

Vector gadgets: final construction



$\text{edit}(\alpha, \beta) - C$



Vector gadgets: final construction

- $\text{edit}(\alpha, \beta) = \min(\text{edit}(\alpha', \beta'), \text{edit}(\alpha'', \beta')) + C$
- $\text{edit}(\alpha', \beta') = d$ if the vectors are **orthogonal**
- $\text{edit}(\alpha', \beta') \geq d+2$ if the vectors are **NOT orthogonal**
- $\text{edit}(\alpha'', \beta') = d+1$ always
- $\text{edit}(\alpha, \beta) = d + C$ if the vectors are **orthogonal**
- $\text{edit}(\alpha, \beta) = d+1 + C$ if the vectors are **NOT orthogonal**

Hardness for **edit** distance

- Theorem. If **edit** distance can be computed in $m^{2-\Omega(1)}$ time (m upper-bounds the length of sequences), then **Orthogonal Vectors Conjecture** is false
- Gap is too small to obtain interesting approximation hardness result

Overview of the talk

- Hardness for Frechet distance
- Hardness for edit distance
- Hardness for LCS

Hardness for LCS

- Hardness for **weighted** LCS
- Reduction to unweighted LCS: write symbols in unary
- Alphabet $1,2,3,4,5,6,7$
- $1 = \text{Weight}(1) = \text{Weight}(2)$
- $1 \ll \text{Weight}(3) \ll \text{Weight}(4) \ll \text{Weight}(5) \ll \text{Weight}(6) = \text{Weight}(7)$

Coordinate gadgets

- If $a^i \cdot b^i = 1$ then $LCS = \text{small}$

- If $a^i \cdot b^i = 0$ then $LCS = \text{large}$

- $a^i = 1$

$CG_1(a^i)$



3 1 3

- $a^i = 0$

3 1 2 3

$LCS = \text{large}$

- $b^i = 0$

$CG_2(b^i)$



3 2 1 3

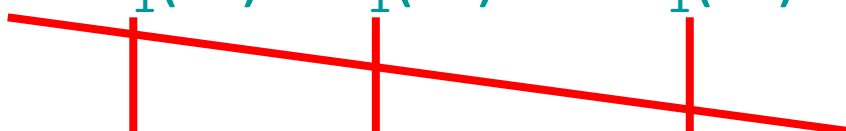
- $b^i = 1$

3 2 3

$LCS = \text{small}$



Vector gadgets

- $a = a^1 a^2 \dots a^d \rightarrow \alpha = 4 \text{ CG}_1(a^1) \text{ CG}_1(a^2) \dots \text{CG}_1(a^d)$

- $b = b^1 b^2 \dots b^d \rightarrow \beta = \text{CG}_2(b^1) \text{CG}_2(b^2) \dots \text{CG}_2(b^d) 4$
- $\text{LCS}(\alpha, \beta) = \text{large}$ if orthogonal
- $\text{LCS}(\alpha, \beta) = \text{small}$ if NOT orthogonal

Construction of final sequences

- t – vector gadget for vector consisting of 1s

Pair of orthogonal vectors \rightarrow LCS is large

t t t R R R R t t t
No pair of orthogonal vectors \rightarrow LCS is small

Hardness for LCS

- Theorem. If LCS can be computed in $m^{2-\Omega(1)}$ time (m upper-bounds the length of sequences), then **Orthogonal Vectors Conjecture** is false

Conclusion

- Quadratic hardness for **Frechet, edit, LCS**
- Quadratic hardness for **DTWD** (reduce **edit** to **DTWD**)
- Open problems: hardness of approximations for **edit, LCS**

Thank you!