

Theorem 3: $\exists O(q_1 q_2 \cdot \lg q_1 \cdot \lg |\Sigma|)$ -query $Ld_{p_1 p_2}$
for the ecc $E := E_2 \circ E_1: \{0,1\}^n \rightarrow \{0,1\}^{mk}$.

Proof:

- Idea - Break y into blocks of size k . On a block call E_2 's Ld_{p_2} ($\lg |\Sigma|$)-times. Finally, call E_1 's Ld_{p_1} on several decoded blocks.

- Input: Index $i \in [n]$ & oracle access to $y \in \{0,1\}^{mk}$ s.t. $\exists x \in \{0,1\}^n, \Delta(y, E_2 \circ E_1(x)) < p_1 p_2$.

- Output: $b \in \{0,1\}$ (whp $b = x_i$).

- Decoder:

- 1) View y as m blocks each of k -bits.

[It is a corrupted $\langle E_2(E_1(x)_j) \mid j \in [m] \rangle$.]

- 2) To find the j -th symbol $E_1(x)_j$; we call E_2 's Ld_{p_2} on the j -th block of y .

We do this $\lg |\Sigma|$ times to recover the full $E_1(x)_j$.

- 3) We repeat this $(50 \cdot \lg q_1)$ times so that the probability of not decoding $E_1(x)_j$ is

$< 1/10q_1$ [Hint: Chernoff bound & then the union bound yields $1/q_1^2 \times \lg|\Sigma| < 1/10q_1$, as $q_1 \geq |\Sigma|$]

4) Since $< p_1$ of the blocks in y can be at distance $> p_2$ from the respective true block, we use E_1 's $L_{d_{p_1}}$ to query q_1 blocks.

With probability $> 1 - \frac{1}{10q_1} \times 2_1 = 0.9$

the q_1 answers to E_1 's $L_{d_{p_1}}$ are consistent with that of a string that is p_1 -close to $E(x)$.

$\Rightarrow E_1$'s $L_{d_{p_1}}$ outputs x_j with probability $\geq 0.9 - 1/3 > 1/2$

& queries = $O(q_2 \cdot \lg|\Sigma| \cdot \lg q_1 \cdot q_1)$. \square

Corollary: For WtORM local decoder the #queries is $O(q \cdot \lg^2 q)$ handling up to $\frac{1}{6} \cdot \left(1 - \frac{d+5}{q-1}\right) \cdot \frac{1}{4}$ errors, where $q = |\mathbb{F}|$.

- Our final goal is to show: If f is a worst-case hard function & E a locally decodable code, then $E \circ tt(f)$ is the truth-table of an average-case hard function g .

- For average-case hardness of g we would need an E that is locally decodable up to $(\frac{1}{2} - \delta)$ errors!

This type of decodability cannot be unique.

- So, we relax unique decodability to that of finding a list.

Theorem (Johnson bound 1962): If $E: \{0,1\}^n \rightarrow \{0,1\}^m$ is an ecc with distance $\geq (\frac{1}{2} - \epsilon)$ then



$\forall x \in \{0,1\}^m$ & $\delta \geq \sqrt{\epsilon}$, $\exists \leq \frac{1}{2\delta^2}$ codewords y_1, \dots, y_ℓ s.t. $\Delta(x, y_i) \leq \frac{1}{2} - \delta$, $\forall i \in [\ell]$.

Proof: • Idea - We reduce the notion of distance to that of inner-product & use linear algebra.

• Let $\Delta(x, y_i) \leq \frac{1}{2} - \delta$, $\forall i \in [l]$.

• Define $z_1, \dots, z_l \in \{-1, 1\}^m$ s.t.

$$\underline{z_{i,k}} = \begin{cases} 1, & \text{if } x_k = y_{i,k} \\ -1, & \text{else.} \end{cases}$$

• $\Delta(x, y_i) \leq \frac{1}{2} - \delta \Rightarrow$

(1) --- $\sum_{k \in [m]} z_{i,k} \geq (\frac{1}{2} + \delta)m - (\frac{1}{2} - \delta)m = 2\delta m.$

• $\Delta(y_i, y_j) \geq \frac{1}{2} - \varepsilon \Rightarrow$

(2) --- $\langle z_i, z_j \rangle = \sum_k z_{i,k} z_{j,k} \leq (\frac{1}{2} + \varepsilon)m - (\frac{1}{2} - \varepsilon)m$

$$= 2\varepsilon m \leq 2\delta^2 m.$$

• Let $w := \sum_{i \in [l]} z_i.$

$$\Rightarrow \langle w, w \rangle = \sum_{i \in [l]} \langle z_i, z_i \rangle + \sum_{i \neq j} \langle z_i, z_j \rangle$$

(3) --- $\leq \sum_i m + \sum_{i \neq j} 2\delta^2 m \leq lm + 2\delta^2 l^2 m.$

• Also, by (1): $\sum_{k=1}^m w_k = \sum_{\substack{k \in [m] \\ i \in [l]}} z_{i,k} \geq 2\delta l m.$

By Cauchy-Schwarz's, $\sum w_k^2 \geq (\sum w_k)^2 / m,$
 $\Rightarrow \langle w, w \rangle \geq (2\delta l m)^2 / m = 4\delta^2 l^2 m.$

• This means, by (3), that:

$$4\delta^2 l^2 m \leq \langle w, w \rangle \leq l m + 2\delta^2 l^2 m$$

$$\Rightarrow 2\delta^2 l \leq 1$$

$$\because \delta > 0 \Rightarrow l \leq 1/2\delta^2 \leq 1/2\varepsilon. \quad \square$$

- Thus, there are not too many codewords $(\frac{1}{2} - \sqrt{\varepsilon})$ -close to x if the distance of the code is $(\frac{1}{2} - \varepsilon)$.

Can we compute this list efficiently? & locally?

- We will see that both the answers are yes!