

Entropy-Charged Soft Spectral Decompositions with Applications to Unique Games

Shiva Kintali*

September 5, 2026

Abstract

We construct a soft spectral decomposition whose loss is charged to the information revealed about one root endpoint pair. For a half-lazy weighted graph, the leaf multipliers form a squared partition of unity, every leaf has low base threshold rank, and the total deleted edge mass is bounded by the component-conditional endpoint entropy. A rational late-time heat selection supplies the local energy-to-information bound; the entire tree has finite implicit access.

Combining this decomposition with the Guruswami–Sinop marginal-decoding framework gives an end-to-end Unique Games guarantee governed by the smaller of a vertexwise-information envelope and a component-entropy envelope. In the general worst case, an instance of optimum at least $1 - \kappa$ admits a labeling of error $O(\sqrt{\kappa \log(2/\alpha)/\alpha})$ in deterministic time $q^{O(n^\alpha)}$ times an input-bit polynomial. The dependence on κ remains a square root at fixed α .

1 Introduction

1.1 Overview and motivation

A Unique Games instance assigns a permutation constraint to each record of a weighted graph. If a directed record $e : u \rightarrow v$ carries the permutation π_e , a labeling ℓ satisfies it when $\ell(v) = \pi_e(\ell(u))$. For n vertices and an alphabet of size q , the near-perfect recovery problem asks for a labeling of small normalized violated weight under the promise that some labeling violates at most a κ fraction of the total weight. This is the algorithmic regime relevant to Khot’s Unique Games Conjecture [17]. Our focus is the quantitative relationship between the promised error κ , the recovered error, and the running time.

components costs no

so

