

Communication Complexity

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The Communication Game

- The game involves two players, Alice and Bob.
- They both know a function

$$f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}.$$

- Only Alice knows the first half $x \in \{0, 1\}^n$ of the input;
- Only Bob knows the second half $y \in \{0, 1\}^n$ of the input.
- Their goal is to compute the value $f(x, y)$.
- They have agreed to operate (and communicate) according to a specified protocol Π to compute $f(x, y)$.

Communication Protocol

- A **t -round protocol** Π is a sequence of t functions

$$P_1, \dots, P_t : \{0, 1\}^* \rightarrow \{0, 1\}^*.$$

- An **execution of Π** on inputs $x, y \in \{0, 1\}^n$ goes as follows:

Alice computes $p_1 = P_1(x)$ and sends p_1 to Bob;

Bob computes $p_2 = P_2(y, p_1)$ and sends p_2 to Alice;

⋮

odd i Alice computes $p_i = P_i(x, p_1, \dots, p_{i-1})$ and sends p_i to Bob;

even i Bob computes $p_i = P_i(y, p_1, \dots, p_{i-1})$ and sends p_i to Alice;

⋮

- Π is a **protocol for f** if, for all $x, y \in \{0, 1\}^n$, $p_t = f(x, y)$, i.e., the last bit communicated is the correct value of f , for all inputs (x, y) .

Communication Complexity

- Communication complexity diverges dramatically from ordinary notions of complexity.
 - It ignores the complexities of computing the P_i 's;
 - It only focuses on the number of bits that are communicated.
- The **communication complexity of a protocol** Π is the maximum number of bits communicated over all inputs:

$$C(\Pi) = \max_{x,y \in \{0,1\}^n} \{|p_1| + |p_2| + \dots + |p_t|\}.$$

- The **communication complexity of a function** f is the minimum communication complexity over all protocols Π for f :

$$C(f) = \min_{\Pi \text{ for } f} C(\Pi).$$

A Trivial Upper Bound

- For every $f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$,

$$C(f) \leq n + 1.$$

- Here is a protocol Π^* :

- $p_1 = x$;
- $p_2 = f(x, y)$.

We have $C(\Pi^*) = n + 1$.

So we get

$$C(f) = \min_{\Pi \text{ for } f} C(\Pi) \leq n + 1.$$

The Parity Function

- Suppose

$$f(x, y) = \bigoplus_{i=1}^n x_i \oplus \bigoplus_{i=1}^n y_i.$$

- If Π is a protocol for f , then $C(\Pi) \geq 2$.

Follows from the fact that f depends nontrivially on both x and y .

- Now consider the following protocol Π^* :

- $p_1 = \bigoplus_{i=1}^n x_i$;
- $p_2 = p_1 \oplus \bigoplus_{i=1}^n y_i$.

We have $C(\Pi^*) = 2$.

It follows that $C(f) = \min_{\Pi \text{ for } f} C(\Pi) \leq 2$.

- Therefore, $C(f) = 2$.

Matching a Bit

- We consider the function of 10 bits

$$f(a_0, a_1, a_2, a_3, b_0, b_1, b_2, b_3, s_0, s_1) = 1 \quad \text{iff} \quad a_{s_0+2s_1} = b_{s_0+2s_1}.$$

- Alice knows a_0, a_1, a_2, a_3, s_0 ;
- Bob knows b_0, b_1, b_2, b_3, s_1 .
- A protocol Π for f is as follows:
 - $p_1 = s_0$;
 - $p_2 = \langle s_1, b_{s_0+2s_1} \rangle$;
 - $p_3 = \begin{cases} 1, & \text{if } a_{s_0+2s_1} = b_{s_0+2s_1} \\ 0, & \text{otherwise} \end{cases}$
- We have $C(\Pi) = 4$.

Fooling Sets

The Fooling Sets Lemma

Let $f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$ be a function and Π a protocol for f . Suppose that for $x, y \in \{0, 1\}^n$, with $x \neq y$, $\Pi(x, x) = \Pi(y, y)$. Then,

$$f(x, x) = f(x, y) = f(y, x) = f(y, y).$$

- By hypothesis, $f(x, x) = f(y, y)$.

By symmetry, it suffices to show that $f(x, x) = f(x, y)$.

We show by induction on i that p_i (on (x, x)) and q_i (on (x, y)) agree.

- $p_1 = P_1(x) = q_1$;
- Assume $p_j = q_j$, for all $j < i$.
- Then, if i is odd, the conclusion is obvious.
If i is even, $p_i = P_i(x, p_1, \dots, p_{i-1}) = P_i(y, q_1, \dots, q_{i-1}) = q_i$, where the middle equation follows from $\Pi(x, x) = \Pi(y, y)$.

For $i = t$, we get the conclusion.

Equality

- Consider the function $EQ : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$, defined by

$$EQ(x, y) = \begin{cases} 1, & \text{if } x = y \\ 0, & \text{otherwise} \end{cases}$$

Theorem

$$C(EQ) \geq n.$$

- Suppose there exists a protocol Π for EQ , such that $C(\Pi) \leq n - 1$. Then, there exist at most 2^{n-1} distinct communication patterns. But there are at least 2^n distinct inputs of the form (x, x) . Hence, there exist $x, y \in \{0, 1\}^n$, $x \neq y$, such that $\Pi(x, x) = \Pi(y, y)$. By the Fooling Sets Lemma, $EQ(x, x) = EQ(x, y)$, a contradiction.

Matrix of f , Rectangles and Monochromatic Tilings

- Let $f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$ be a function.
- The **matrix of f** , $M(f)$, is a $2^n \times 2^n$ matrix, such that, for all $x, y \in \{0, 1\}^n$, $M_{x,y} = f(x, y)$.
- A (**combinatorial**) **rectangle in M** is a submatrix of M of the form $A \times B$, for some $A, B \subseteq \{0, 1\}^n$.
- The rectangle $A \times B$ is **monochromatic** if $M_{x,y}$ is constant, for all $x \in A, y \in B$.
- A **monochromatic tiling of $M(f)$** is a partition of $M(f)$ into disjoint monochromatic rectangles.
- $\chi(f)$ is the minimum number of rectangles in any monochromatic tiling of $M(f)$.

The Tiling Method

Theorem

For any $f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$, $C(f) \geq \log_2 \chi(f)$.

- Suppose $C(f) = k$. It suffices to show that $M(f)$ has a monochromatic tiling with at most 2^k rectangles.

Suppose, in the first round, Alice sends a bit.

$M(f)$ partitions into $A_0 \times \{0, 1\}^n$ and $A_1 \times \{0, 1\}^n$, where A_0, A_1 are the subsets of the input for which the bit 0 or 1, respectively, is sent.

If, in the next round, Bob sends a bit, then each of $A_0 \times \{0, 1\}^n$ and $A_1 \times \{0, 1\}^n$ is partitioned into two smaller rectangles similarly.

When the protocol stops (with 2^k rectangles in the partition), all pairs (x, y) in the same rectangle are provided with the same answer.

So the resulting partition is in monochromatic rectangles.

The Rank Method

- The **rank** of a square matrix M , $\text{rank}(M)$, is the size of the largest subset of rows which are linearly independent.
- A characterization asserts that the rank of a matrix M is the minimum value of ℓ , such that M can be expressed as $M = \sum_{i=1}^{\ell} B_i$, where the B_i 's are matrices of rank 1.

Theorem

For any $f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$, $\chi(f) \geq \text{rank}(M(f))$.

- Every monochromatic rectangle can be viewed as a $2^n \times 2^n$ matrix of rank at most 1.
- Returning to EQ, $\text{rank}(M(\text{EQ})) = 2^n$.
So $C(\text{EQ}) \geq \log_2 \chi(\text{EQ}) \geq n$.
So we get an alternative proof of the lower bound.

The Discrepancy Method

- Consider $M(f)$ to be a ± 1 instead of a 0/1-matrix.
- The **discrepancy of a rectangle** $A \times B$ in a $2^n \times 2^n$ matrix M is

$$\text{Disc}_M(A \times B) = \frac{1}{2^{2n}} \left| \sum_{x \in A, y \in B} M_{x,y} \right|.$$

- The **discrepancy of the matrix** $M(f)$, $\text{Disc}(f)$, is the maximum discrepancy among all rectangles.

Lemma

For any $f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$, $\chi(f) \geq \frac{1}{\text{Disc}(f)}$.

- Suppose $\chi(f) = k$.

Then, there exists a monochromatic rectangle with $\geq \frac{2^{2n}}{k}$ entries.
Its discrepancy is at least $\frac{1}{k}$.

Putting everything together, $\frac{1}{\text{Disc}(f)} \leq k = \chi(f)$.

Thank you!

- In closing...

Thank you for your Attention!!