

LECTURE 15: COMMUNICATION COMPLEXITY

General communication problem:

System needs to perform some task
Depends on info distributed among different
parts of system (processors/parties/players)

Thus, players need to communicate to
solve task

Simplified abstract model [Yao '79]

- Two parties/players (Alice & Bob)
- Each player gets fixed part of input
- Only care about communication (so players computationally unbounded)
- Compute prespecified function of input

This model seems to hit a sweet spot

- Very clean and simple, and so can be analyzed
- But yet general enough to be applicable in many different scenarios

Examples of applications (don't have time to go into details):

- VLSI circuit design
- Data structures
- Streaming algorithms
- Boolean circuit lower bounds
- Property testing
- Proof complexity
- And more...

X, Y, Z arbitrary finite sets

$f: X \times Y \rightarrow Z$ arbitrary function

Alice gets $x \in X$, Bob gets $y \in Y$

Want to compute $f(x, y) \Rightarrow$ need to communicate

Use fixed protocol P (depending only on f)

for sending bits to each other

Protocol P must specify

- is communication terminated?
- if so, what is the answer $f(x, y)$?
- if not, who sends the next bit? [Depends only on bits communicated so far.]
- what is the next bit sent? [Depends on communication so far + private input of Alice/Bob]

Only interested in communication

Ignore internal computations of Alice & Bob
i.e., they have unlimited computational powers

Cost of P on $(x, y) = \#$ bits communicated

Cost of $P =$ worst case, i.e., $\max_{(x, y)} \{\text{cost of } P \text{ on } (x, y)\}$

Communication complexity of $f =$

cost of best protocol for f

[In general, will have functions

$$f_n: X_n \times Y_n \rightarrow Z_n$$

for $n \rightarrow \infty$ and interested in asymptotic analysis. This is usually suppressed from notation.]

DEF 1 A protocol P over domain $X \times Y$ [L15 III]
with range Z is a binary tree.

Each internal node v labelled by

$a_v : X \rightarrow \{0,1\}$ (if Alice speaks)

or $b_v : Y \rightarrow \{0,1\}$ (if Bob speaks)

Each leaf ℓ is labelled by some $z \in Z$

Value of P on (x,y) = element z in leaf reached
when we walk left if a_v/b_v gives 0 and
right if a_v/b_v gives 1.

Cost of P on (x,y) = length of path

Cost of P = max length over all (x,y)

P computes f if value of P on (x,y) is $f(x,y)$.

DEF 2 The (deterministic) communication complexity
of $f: X \times Y \rightarrow Z$ is the min cost of any
protocol P computing f .

Notation: $D(f)$

Many possible variants of this set-up. Here are some:

① Function v.s. relation

Let x,y be (sub)sets of some universe U

Function $f(x,y) = [x \cap y \neq \emptyset] = \begin{cases} 1 & \text{if } x \cap y \neq \emptyset \\ 0 & \text{otherwise} \end{cases}$

Relation: Find $w \in x \cap y$

[Focus on functions; perhaps discuss relations in pset 9]

Notation $[\text{condition}] = \begin{cases} 1 & \text{if condition true} \\ 0 & \text{if condition false} \end{cases}$

② # players 2 or more

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[Focus exclusively on 2 players.]

3 or more players important, but much more challenging.]

③ Must Alice & Bob be deterministic?

Can they flip coins?

Can they share quantum entanglement?

[Today deterministic. Next time random.]

We'll do no quantum.]

Since players have unbounded computational powers, a trivial solution is that one player sends his/her input and the other announces the answer

PROB 3 For any $f: X \times Y \rightarrow Z$ it holds that

$$D(f) \leq \log_2 |X| + \log_2 |Z|$$

$$D(f) \leq \log_2 |Y| + \log_2 |Z|$$

EX 4 Let $x, y \subseteq \{1, 2, \dots, n\}$

(can represent as bit strings $\{0, 1\}^n$)

$$x_i = 1 \iff i \in x$$

Switch between these two interpretations freely)

$MED(x, y)$ = median of multiset $x \cup y$

If $n = 2k$ elements, say median is k th smallest.

$$(a) D(MED) \leq n + \log_2 n$$

Follows immediately from Prop 3

$$(b) \quad D(\text{MED}) = O(\log^2 n)$$

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Idea: binary search

Maintain interval $[i, j]$ s.t. median $\in [i, j]$

At beginning $i = 1, j = n$

Look at $k = (i+j)/2$

Alice sends # elements in x less than k

and # elements $> k$ $O(\log n)$ bits

Now Bob knows if median $\leq k$ or $> k$

Bob sends this info to Alice 1 bit

Both update i, j on their own

Then repeat.

Interval is halved at each stage

$\rightarrow \log_2 n$ stages

$O(\log n)$ communication per stage

Obviously careful attention to details needed in order to get the binary search right, but this is not the point here so we ignore it.

EX5 $x, y \in \{0, 1\}^n$

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

Trivial protocol uses $n+1$ bits.

Is it possible to do better?

Or can we prove a lower bound

(c) Actually $D(\text{MED}) = O(\log n)$, but this protocol is a bit tricky (but fun!).
Won't have time to do it

Let's focus on lower bounds

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$$\text{Range}(f) = \{z \in Z \mid \exists (x,y) \in X \times Y \text{ s.t. } f(x,y) = z\}$$

PROP 6

$$D(f) \geq \log_2 |\text{Range}(f)|$$

Proof

Protocol = binary tree.

At termination, answers known to both Alice & Bob.

Leaves labelled by $z \in Z$

At least $m = |\text{Range}(f)|$ distinct leaves

$\Rightarrow$ height of binary tree $\geq \log_2 m$. $\square$

COR 7

$$D(\text{MED}) = \Omega(\log n) \quad (\text{and this is tight}).$$

But communication complexity mostly focuses on Boolean functions $Z = \{0,1\}$
Then Prop 6 useless...

[Non-Boolean case also interesting, but most techniques extend from Boolean case to non-Boolean case.]

To prove lower bounds, view protocol as a way of partitioning $X \times Y$ into sets S so that for each $(x,y) \in S$ the same communication is sent

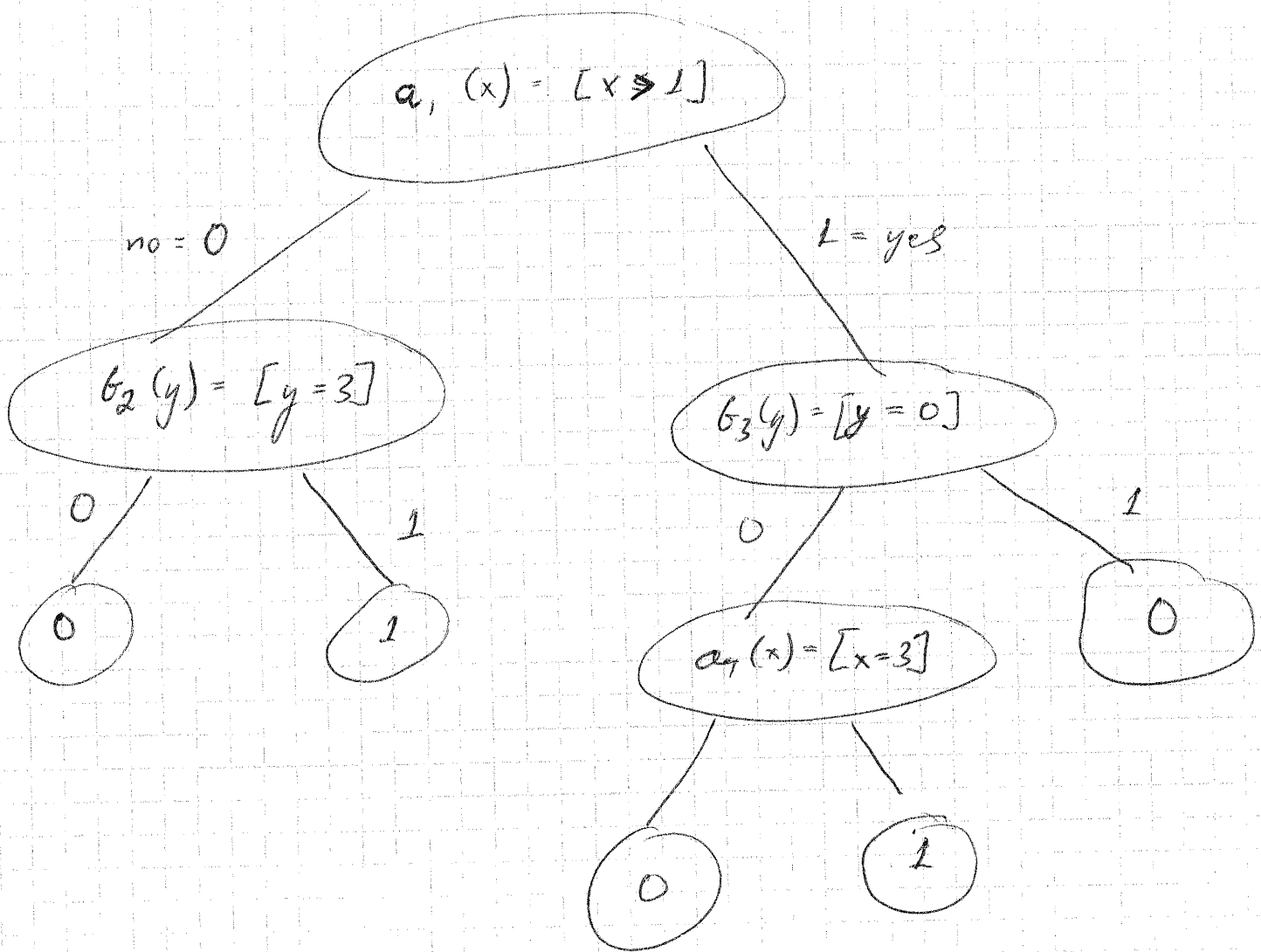
Then analyze structure of such sets and partitions

For an illustration, see function and protocol on next page.

Ex 8

$x, y \in \{0, 1, 2, 3\}$

if $x \leq 1$ then $[y = 3]$
 else if $x = 2$ then 0
 else $[y \neq 0]$



Function table

		y			
		00	01	10	11
x	00	0	0	0	1
	01	0	0	0	1
	10	0	0	0	0
	11	0	1	1	1

Can also view
 this as matrix
 iff with
 $M_{x,y} = f(x,y)$

For $\mathcal{P}$ protocol, v node in protocol tree, let

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$$R_v = \{ (x, y) \mid \text{protocol reaches node } v \text{ on input } (x, y) \}$$

If $\mathcal{L} = \{ \text{leaves of } \mathcal{P} \}$ then $\{ R_\ell \}_{\ell \in \mathcal{L}}$ is a partition of $X \times Y$.

DEF 9 A (COMBINATORIAL) RECTANGLE in $X \times Y$ is a subset $R \subseteq X \times Y$ such that $R = A \times B$ for some $A \subseteq X, B \subseteq Y$.

PROP 10 $R \subseteq X \times Y$ is a rectangle iff $(x_1, y_2) \in R$ and $(x_2, y_2) \in R \Rightarrow (x_1, y_1) \in R$

Proof Exercise.

PROP 11 For every protocol $\mathcal{P}$ and every protocol node v , R_v is a rectangle (in particular, this holds for leaves).

Proof Use Proposition 10. Suppose that $(x_1, y_1), (x_2, y_2) \in R_v$ and show $(x_1, y_2) \in R_v$

Proof by induction. True for root r of protocol tree ($R_r = X \times Y$).

Suppose w child of v ; $(x_1, y_1), (x_2, y_2) \in R_v$

Then $(x_1, y_1), (x_2, y_2) \in R_w$ so by IH $(x_1, y_2) \in R_w$

If Alice speaks at v , she only sees $\boxed{L15 \text{ \& } x}$ transcript and x_1 , and so will go to w for both (x_1, y_1) and (x_1, y_2) .

If Bob speaks, transcript looks the same for (x_1, y_2) and (x_2, y_2) , so Bob moves to same node on both. $\boxed{2}$

Intuitively, every time Alice speaks the scenarios for (x_1, y_1) and (x_1, y_2) look exactly the same, so she says the same thing by definition, and analogously for Bob.

$R \subseteq X \times Y$ is MONOCHROMATIC if f takes the same value $f(x, y)$ on all $(x, y) \in R$.

If ℓ leaf of protocol, then R_ℓ is monochromatic by definition. Hence:

LEMMA 12 Any protocol P for $f: X \times Y \rightarrow \mathbb{Z}$ induces a partition of $X \times Y$ into monochromatic rectangles.

[# rectangles = # leaves in protocol tree]

COR 13 If any partition of $X \times Y$ into monochromatic rectangles requires $\geq t$ rectangles, then $D(f) \geq \log_2 t$

Proof Same as for Prop 6

Need $\geq t$ leaves $\Rightarrow$ tree height $\geq \log_2 t$ $\boxed{4}$

Look at 2×8 again

L15 X

	00	01	10	11
00	0	0	0	2
01	0	0	0	1
10	0	0	0	0
11	0	1	1	1

Note that combinatorial rectangles need not be contiguous geometric rectangles (but it's easier to draw such rectangles in examples).

FOOLING SETS [Yao '79, Lipton & Sedgwick '81]

Exhibit large set of input pairs s.t.
no two pairs $(x, y), (x', y')$ can be in
the same monochromatic rectangle
 $\Rightarrow$ # monochromatic rectangles large.
 $\Rightarrow$ CC lower bound

DEF 14 $S \subseteq X \times Y$ is a FOOLING SET for
 $f : X \times Y \rightarrow \{0, 1\}$ if $\exists z \in \{0, 1\}$ s.t.

$$(a) \quad \forall (x, y) \in S \quad f(x, y) = z$$

$$(b) \quad \forall (x_1, y_1), (x_2, y_2) \in S, (x_1, y_1) \neq (x_2, y_2),$$

either $f(x_1, y_2) \neq z$ or $f(x_2, y_1) \neq z$.

LEMMA 15 If f has fooling set S then $D(f) \geq \log_2 |S|$.

Proof Any $\mathcal{P}$ partitions $X \times Y \supseteq S$ into monochromatic rectangles. We claim no rectangle can contain more than one $(x, y) \in S$. Hence #rectangles $|S|$.

Apply Cor 13

Proof of Claim: Suppose R contains $\boxed{\text{L15 XI}}$
 $(x_1, y_1), (x_2, y_2) \in S$. Then by Prop 10
 R also contains (x_1, y_2) and (x_2, y_1) .
 But by definition of fooling set f does
 not have the same value on these 4 inputs.
 Contradiction.

Slight optimization: Do argument in Lem 15
 twice, once for 0-rectangles and once for
 1-rectangles.

Ex 16 Consider $EQ(x, y) = [x = y]$ for $x, y \in \{0, 1\}^n$.

$S = \{ (x, x) \mid x \in \{0, 1\}^n \}$
 is a fooling set of size 2^n for $z = 1$

$$EQ(x, x) = 1 \quad EQ(x, \beta) = 0 \text{ for } x \neq \beta.$$

$S' = \{ (0^n, 1^n), (1^n, 0^n) \}$ is a fooling set
 of size 2 for $z = 0$.

Lem 15 yields $D(EQ) \geq n$.

Hence $D(EQ) = n + 1$.

Ex 17 $x, y \in \{1, 2, \dots, n\}$ (i.e. $\in \{0, 1\}^n$)
 $DISJ(x, y) = [x \cap y = \emptyset]$

A fooling set of size 2^n is $S = \{ (A, \bar{A}) \mid A \subseteq \{1, 2, \dots, n\} \}$

For $A \neq B$ either $A \cap \bar{B}$ or $\bar{A} \cap B$ is non-empty.

Hence $D(DISJ) \geq n$.

Count also 0-rectangles $\Rightarrow D(DISJ) \geq n$

Trial upper bound $D(DISJ) \leq n+1$ — tight!

Set disjointness $DISJ$ is a very important problem in comm cplx. — the "NP-complete" problem of comm cplx.

Question $D(EQ) = n+1$
 $D(DISJ) = n+1$

What happens if we allow randomness?
 Do these problems become any easier?

Fooling set technique special case of following lemma

LEMMA 18 Let μ be a probability distribution on $X \times Y$. If any monochromatic rectangle R has measure $\mu(R) \leq \delta$, then $D(f) \geq \log_2 (1/\delta)$.

Proof $\mu(X \times Y) = 1$ by def. Hence at least $1/\delta$ rectangles in any monochromatic partition. $\square$

For fooling set S , set

$$\mu((x,y)) = \frac{1}{|S|} \quad \text{for } (x,y) \in S$$

$$\mu((x,y)) = 0 \quad \text{for } (x,y) \notin S.$$

Another application of Lem 18:

If all monochromatic rectangles are small, say of size $\leq k$, then # rectangles $\geq |X||Y|/k$ and hence

$$D(f) \geq \log |X| + \log |Y| - \log k.$$

Can also prove lower bounds

by studying the rank of the matrix M_f

Can study deterministic communication
with 3 players or more.

We won't do this, but there is some
more material in Ch 13 in Avra-Bank
(optional).