

Communication Complexity

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- 3 T. Lee and A. Shraibman, "Lower Bounds in Communication Complexity: A Survey," Now Publishers Inc., 2009.
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① Deterministic Communication Complexity

Problem Setup

Protocol Tree

Combinatorial Rectangles

Fooling Sets

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② Nondeterministic CC & Randomized CC

Nondeterministic Communication Complexity: Motivation

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Nondeterministic Communication Complexity: Motivation

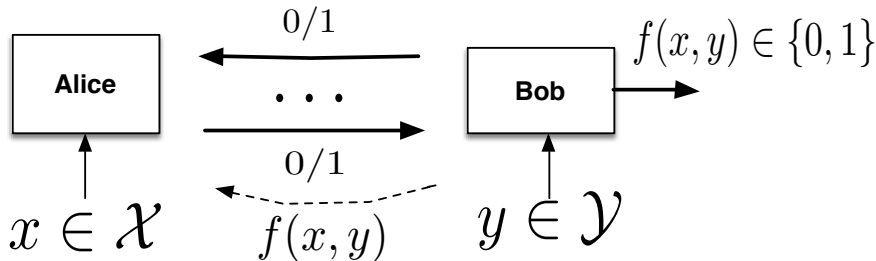
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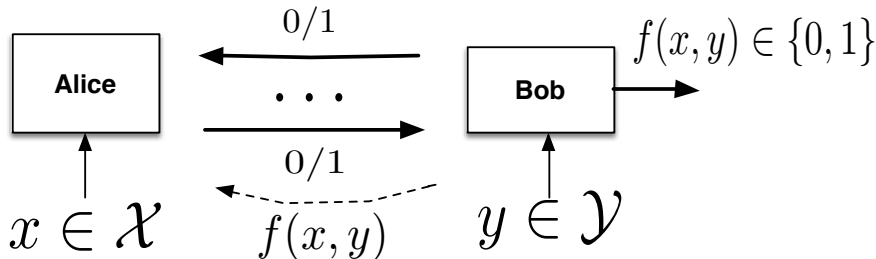
③ Some Analysis

Problem Setup



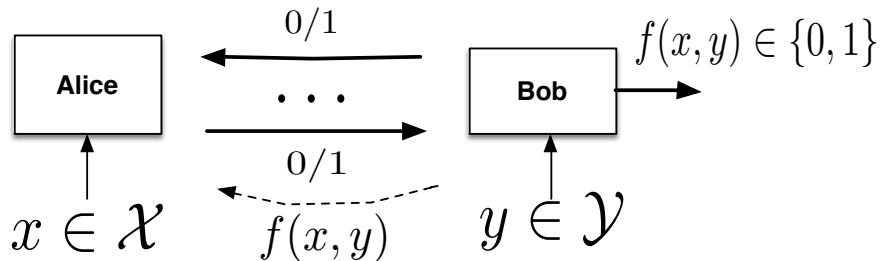
- Two party communication
- Each knows an input $x \in \mathcal{X}/y \in \mathcal{Y}$
- Let one/both sides compute a function f with no error
- Only care about communication cost

Problem Setup



- Sending binary messages
- f usually binary
- Deterministic protocol \mathcal{P} : who to talk/what to send
- Communication cost: sum of total bits/rounds $CC(\mathcal{P})$

Deterministic Communication Complexity



$$D(f) = \min_{\mathcal{P}} \max_{(x,y) \in X \times Y} CC(\mathcal{P}) \quad (1)$$

A Naive Upper Bound

Proposition (naive upper bound): For every function $f : X \times Y \rightarrow Z$

$$D(f) \leq \log_2 |X| + \log_2 |Z| \quad (2)$$

A Naive Upper Bound

Example: MAX of the union

Alice and Bob hold subsets $x, y \subseteq \{1, \dots, n\}$ respectively, and they wish to compute $MAX(x, y)$.

$$D(MAX) \leq 2 \log_2 n \quad (3)$$

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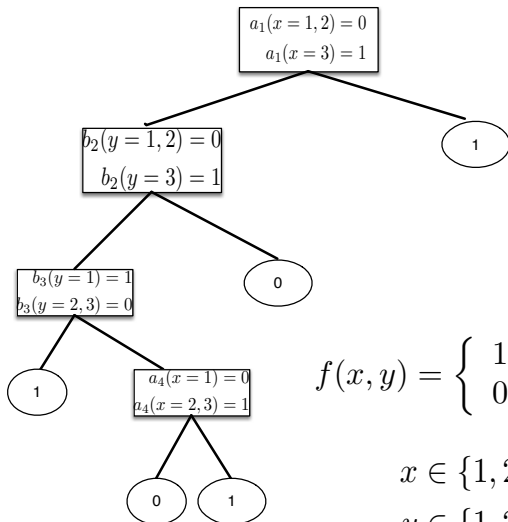
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Definition: Protocol Tree

Definition

: A protocol \mathcal{P} over domain $X \times Y$ with range Z is a binary tree where each internal node v is labeled either by a function $a_v : X \rightarrow \{0, 1\}$ or by a function $b_v : Y \rightarrow \{0, 1\}$, and each leaf is labeled with an element $z \in Z$. The communication cost $CC(\mathcal{P})$ will be the depth of the protocol tree.

Example: Protocol Tree



$$f(x, y) = \begin{cases} 1 & x \geq y \\ 0 & \text{OTH} \end{cases}$$

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

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

Why Binary Message?

- Entropy not involved - simple?
- No block coding (compute a single function)
- Worst case - always exists $p = 1/2$ s.t. $h_2(p) = 1$

One Side Compute f Vs. Both Sides Compute f

- Equivalent setup
- \Rightarrow Need one more bit if f is binary
- \Leftarrow Second last round: one side must know $f(x, y)$

Some Lower Bounds of Communication Complexity

- $D(f)$: unknown for general f
- Interested in lower bounds

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Combinatorial Rectangles

Definition: Let \mathcal{P} be a protocol and v be a node of the protocol tree. R_v is the set of inputs (x, y) that reach node v .

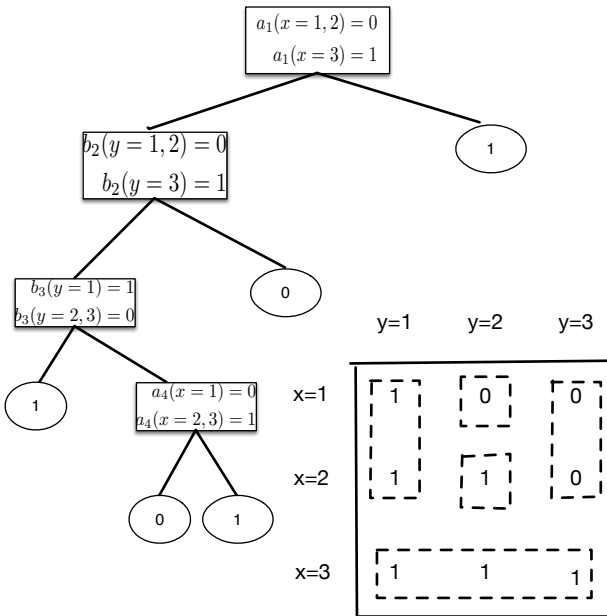
Proposition: If L is the set of leaves of a protocol \mathcal{P} , then $\{R_\ell, \ell \in L\}$ is a partition of $X \times Y$.

Definition: A combinatorial rectangle is a subset $R \subseteq X \times Y$ such that $R = A \times B$ for some $A \subseteq X$ and $B \subseteq Y$.

Proposition: $R \subseteq X \times Y$ is a rectangle iff

$$(x_1, y_1) \in R \ \& \ (x_2, y_2) \in R \Rightarrow (x_1, y_2) \in R. \quad (4)$$

Proposition: For every protocol \mathcal{P} and leaf ℓ , R_ℓ is a rectangle



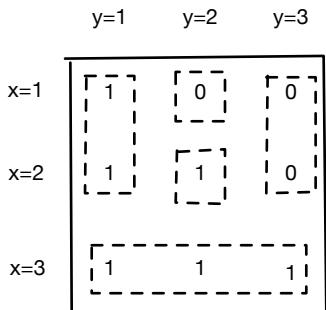
Rectangle lower bound

Definition: A subset $R \subseteq X \times Y$ is called f -monochromatic if f is fixed on R .

Theorem 1.17 (Kushilevitz & Nisan): If any partition of $X \times Y$ into f -monochromatic rectangles requires at least t rectangles, then

$$\log_2 t \leq D(f) \tag{5}$$

- \mathcal{P} partitions $X \times Y$ into monochromatic rectangles
- Depth of its protocol tree: $\geq \log_2 t$



$$D(f) \geq \log_2 5$$

$$D(f) = 3$$

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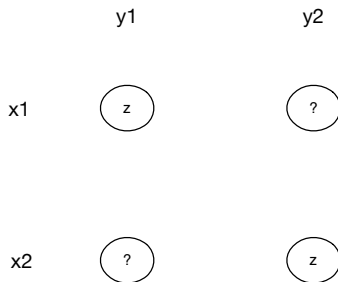
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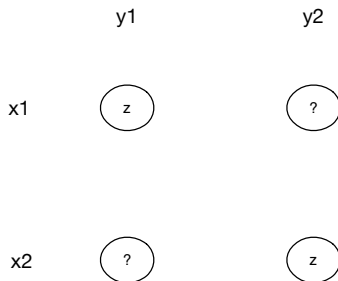
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Motivation: If we exhibit a large set of input pairs such that no two of them can be in a single monochromatic rectangle, then the number of partitions of \mathcal{P} must be large



Definition : Let $f : X \times Y \rightarrow \{0, 1\}$. A set $S \subseteq X \times Y$ is called a fooling set if there exists a value $z \in \{0, 1\}$ such that

- For every $(x, y) \in S$, $f(x, y) = z$
- For every two distinct pairs (x_1, y_1) and (x_2, y_2) in S , either $f(x_1, y_2) \neq z$ or $f(x_2, y_1) \neq z$



Fooling set lower bound

Theorem 1.20 (Kushilevitz & Nisan) : If f has a fooling set S of size t , then

$$\log_2 t \leq D(f) \quad (6)$$

Proof : No monochromatic rectangle contains more than one element of S

Example: Alice and Bob each hold an n -bit integer $0 \leq x, y < 2^n$. The “greater than or equal to” function, $GTE(x, y)$, is defined to be 1 iff $x \geq y$.

$$D(GT) = n + 1 \quad (7)$$

	y=0	y=1	y=2	y=3
x=0	1	0	0	0
x=1	1	1	0	0
x=2	1	1	1	0
x=3	1	1	1	1

Example: Alice and Bob each hold an n -bit integer $0 \leq x, y < 2^n$. The “greater than or equal to” function, $GTE(x, y)$, is defined to be 1 iff $x \geq y$.

$$D(GT) = n + 1 \quad (8)$$

	y=0	y=1	y=2	y=3
x=0	1	0	0	0
x=1	1	1	0	0
x=2	1	1	1	0
x=3	1	1	1	1

A dashed vertical line separates the columns for $y=1$ and $y=2$. A dashed horizontal line separates the rows for $x=1$ and $x=2$.

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Motivation: Give communication complexity lower bound in an algebraic way

Definition: Associate with every function $f : X \times Y \rightarrow \{0, 1\}$ a matrix M_f of dimensions $|X| \times |Y|$. The rows/columns of M_f are indexed by the elements of X/Y . Then $\text{rank}(f)$ is the linear rank of M_f over the field of reals.

	y=0	y=1	y=2	y=3
x=0	1	0	0	0
x=1	1	1	0	0
x=2	1	1	1	0
x=3	1	1	1	1

Rank lower bound

Theorem 1.28 (Kushilevitz & Nisan): For any function $f : X \times Y \rightarrow \{0, 1\}$

$$\log_2 \text{rank}(f) \leq D(f) \tag{9}$$

	y=0	y=1	y=2	y=3
x=0	1	0	0	0
x=1	1	1	0	0
x=2	1	1	1	0
x=3	1	1	1	1

A dashed vertical line is drawn between y=1 and y=2, and a dashed horizontal line is drawn between x=1 and x=2. A solid rectangular box encloses the entire 4x4 grid of values.

Proof: Let L_1 be the set of leaves in which the output is 1. For each $\ell \in L_1$,

$$M_\ell(x, y) = \begin{cases} 1 & \text{if } (x, y) \in R_\ell \\ 0 & \text{otherwise} \end{cases} \quad (10)$$

$$M_f = \sum_{\ell \in L_1} M_\ell \quad (11)$$

and

$$\text{rank}(M_f) \leq \sum_{\ell \in L_1} \text{rank}(M_\ell) \leq |L_1| \leq |L| \quad (12)$$

Rank lower bound

Theorem 1.28 (Kushilevitz & Nisan): For any function $f : X \times Y \rightarrow \{0, 1\}$

$$\log_2 \text{rank}(f) \leq D(f) \quad (13)$$

	y=0	y=1	y=2	y=3
x=0	1	0	0	0
x=1	1	1	0	0
x=2	1	1	1	0
x=3	1	1	1	1

Rank upper bound

Proposition 2.3 (Lovasz 1990): For any function $f : X \times Y \rightarrow \{0,1\}$

$$D(f) \leq \text{rank}(f) \quad (14)$$

Proof: We know that row rank = column rank = $\text{rank}(f)$, and we can form the row vector space with dimension $\text{rank}(f)$. We then claim that there are at most $2^{\text{rank}(f)}$ distinct row vectors, the reason is because, although the coefficients for the polynomials that represent the row vectors can be real, the entries of the matrix $M(f)$ can only be 0 or 1. Hence we can build a protocol as follows: Alice merge the repeated rows of $M(f)$ on the table to have $M'(f)$, and then sends the index of row in $M'(f)$ that contains x . Bob compute $f(x, y)$ based on what he received.

Summary

- Concept: protocol tree, combinatorial rectangles, fooling sets, rank
- Naive upper bound: $\log_2 |X| + 1$
- Rectangle lower bound: $\log_2 t_r$
- Fooling set lower bound: $\log_2 t_f$
- Rank lower bound: $\log_2 \text{rank}(f)$
- Rank upper bound: $\text{rank}(f)$

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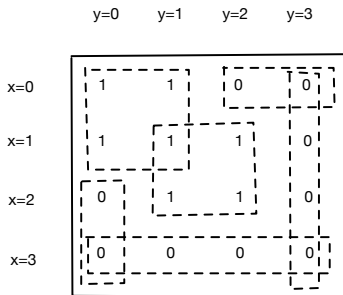
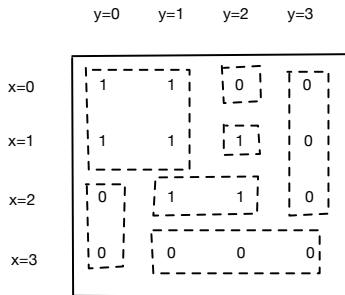
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Motivation

- How good are the rectangle lower bounds?
- Relaxing the need to partition by allowing covering of the same space



Motivation: Alice has a n -bit string $x \in \{0, 1\}^n$, Bob has a n -bit string $y \in \{0, 1\}^n$, either side wants $NEQ(x, y)$.

$$D(NEQ) = n \quad (15)$$

Now assume a third person knows everything: x, y and $NEQ(x, y)$ and want to convince Alice and Bob, Alice and Bob need to check the correctness

- Sends the index of the first bit differs

Setup: A prover, who sees both x and y , is trying to convince Alice and Bob that " $f(x, y) = 1$ ". If $f(x, y) \neq 1$, then Alice and Bob must be able to detect the proof is wrong.

$$f(x, y) = 1 \Rightarrow \exists z \mathcal{P}(x, y, z) = 1 \quad (16)$$

$$f(x, y) = 0 \Rightarrow \forall z \mathcal{P}(x, y, z) = 0 \quad (17)$$

- Two-stage nondeterministic protocol \mathcal{P}^N
 - 1 Alice and Bob receive a message z from the third person.
 - 2 Alice and Bob run a deterministic protocol $\mathcal{P}^{D,z}$ based on z .
- The interesting cost in this protocol is the maximum length of z plus the number of bits exchanged over all x, y .

Alternative Setup: Let $f : X \times Y \rightarrow \{0, 1\}$ be a function. Let $L = \{(x, y) : f(x, y) = 1\}$. A successful nondeterministic protocol for f consists of functions $f_A : X \times \{0, 1\}^k \rightarrow \{0, 1\}$ and $f_B : Y \times \{0, 1\}^k \rightarrow \{0, 1\}$ such that

- 1 $\forall (x, y) \in L, \exists z \in \{0, 1\}^k$ s.t. $f_A(x, z) \wedge f_B(y, z) = 1$
 - 2 $\forall (x, y) \notin L, \forall z \in \{0, 1\}^k, f_A(x, z) \wedge f_B(y, z) = 0$
- One stage nondeterministic protocol
 - 1 Alice and Bob receive a message z and compute $f(x, y)$ successfully.
 - The interesting cost in this protocol is the length of z only.

Two-stage \Rightarrow **One-stage**: Given a two-stage nondeterministic protocol with k bits first stage cost and d bits second stage cost, we can always build a one-stage nondeterministic protocol by adding the d bits deterministic communication to the witness z with each party accepting if the message agrees with what Alice and Bob would have said in the protocol.

In the language of “Rectangles”: A prover, who sees both x and y , is trying to convince Alice and Bob that “ $f(x, y) = 1$ ” by broadcasting a 1-monochromatic rectangle that **cover** (x, y) .

- By “Nondeterministic” we mean: this 1-monochromatic rectangle may not be unique

	y=0	y=1	y=2	y=3
x=0	1	1	0	0
x=1	1	1	1	0
x=2	0	1	1	0
x=3	0	0	0	0

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Definitions: Let $f : X \times Y \rightarrow \{0, 1\}$ be a binary function.

- $C^{\mathcal{P}}(f)$: the smallest number of leaves in a protocol \mathcal{P}
- $C^D(f)$: the smallest number of monochromatic rectangles that partition $X \times Y$
- $C(f)$: the smallest number of monochromatic rectangles needed to cover $X \times Y$
- $C^z(f)$: the smallest number of monochromatic rectangles needed to cover the z -inputs

Proposition 2.2 (Kushilevitz & Nisan): For all $f : X \times Y \rightarrow \{0, 1\}$,

$$\log_2 (C^0(f) + C^1(f)) \leq \log_2 C^D(f) \leq \log_2 C^P(f) \leq D(f) \quad (18)$$

Theorem 29 (Lee & Shraibman): Let $f : X \times Y \rightarrow \{0, 1\}$ be a function,

$$N^1(f) = \lceil \log_2 C^1(f) \rceil \quad (19)$$

Proof:

- $N^1(f) \leq \lceil \log_2 C^1(f) \rceil$: Let $\{R_\ell\}$ be a cover. If $f(x, y) = 1$, the players receive the index ℓ that $(x, y) \in R_\ell$
- $N^1(f) \geq \lceil \log_2 C^1(f) \rceil$: Let $k = N^1(f)$, and let $f_A : X \times \{0, 1\}^k \rightarrow \{0, 1\}$, $f_B : Y \times \{0, 1\}^k \rightarrow \{0, 1\}$ be functions in the one-stage nondeterministic protocol. Define $R_z = \{(x, y) : f_A(x, z) \wedge f_B(y, z) = 1\}$, R_z is a rectangle. We claim $\{R_z, z \in \{0, 1\}^k\}$ is a cover of the 1s. This is because by the definition of nondeterministic protocol:
 - $\forall (x, y)$ pairs that $f(x, y) = 1$, there must exist some z s.t. $(x, y) \in R_z$.
 - $\forall (x, y)$ pairs that $f(x, y) = 0$, $(x, y) \notin R_z$ for all z .

Definition (Lee & Shraibman):

$$N^1(f) = \lceil \log_2 C^1(f) \rceil \quad (20)$$

$$N^0(f) = \lceil \log_2 C^0(f) \rceil \quad (21)$$

$$N(f) = \max(N^1(f), N^0(f)) \quad (22)$$

Definition (Kushilevitz & Nisan):

$$N^1(f) = \log_2 C^1(f) \quad (23)$$

$$N^0(f) = \log_2 C^0(f) \quad (24)$$

$$N(f) = \log_2 (C^0(f) + C^1(f)) \quad (25)$$

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Motivation:

- Introduce randomness in the protocol r_A and r_B : flip coins
- Allow protocols that may have error

Randomized Protocol Tree

Definition

: A randomized protocol \mathcal{P} over domain $X \times Y$ with range Z is a binary tree where each internal node v is labeled either by a function $a_v : X \times R_A \rightarrow \{0, 1\}$ or by a function $b_v : Y \times R_B \rightarrow \{0, 1\}$, and each leaf is labeled with an element $z \in Z$.

Definition: Let \mathcal{P} be a randomized protocol. All the probabilities below are over random choices of r_A and r_B .

- \mathcal{P} computes a function f with zero error
- \mathcal{P} computes a function f with ϵ -error if for all (x, y)

$$\mathbb{P}[\mathcal{P}(x, y) = f(x, y)] \geq 1 - \epsilon \quad (26)$$

- \mathcal{P} computes a function f with one-sided ϵ -error if for all (x, y) such that $f(x, y) = 0$

$$\mathbb{P}[\mathcal{P}(x, y) = 0] = 1, \quad (27)$$

and for all (x, y) such that $f(x, y) = 1$,

$$\mathbb{P}[\mathcal{P}(x, y) = 1] \geq 1 - \epsilon \quad (28)$$

Definition: Let $f : X \times Y \rightarrow \{0, 1\}$ be a binary function. We consider the following complexity measure for f

- $R_0(f)$ is the minimum average case cost of a randomized protocol that computes f with zero error
- $R_\epsilon(f)$ is the minimum worst case cost of a randomized protocol that computes f with error ϵ . We typically use $\epsilon = 1/3$
- $R_\epsilon^1(f)$ is the minimum worst case cost of a randomized protocol that computes f with one-sided error ϵ .

Why we care these measures:

- worst case zero error = deterministic
- for all average case ϵ error, there exists a worst case problem that can convert to

Proposition: Given a protocol \mathcal{P} that makes an error $\epsilon/2$ and the average number of bits exchanged is t , it can always be modified as follows: execute \mathcal{P} as long as at most $2t/\epsilon$ bits are exchanged, if the protocol finishes, use its output, otherwise output 0. This gives a worst case cost $2t/\epsilon$ with error upper bounded by ϵ .

Proof:

$$\begin{aligned}
 t &= \sum_{r_a, r_b, x, y} cc \cdot p(r_a, r_b, x, y) \\
 &= \sum_{cc \leq 2t/\epsilon} cc \cdot p(r_a, r_b, x, y) + \sum_{cc > 2t/\epsilon} cc \cdot p(r_a, r_b, x, y) \\
 &\geq \sum_{cc > 2t/\epsilon} cc \cdot p(r_a, r_b, x, y) \geq \frac{2t}{\epsilon} Pr[cc > 2t/\epsilon]
 \end{aligned} \tag{29}$$

Hence,

$$\begin{aligned}
 Pr[err] &\leq \frac{\epsilon}{2} Pr[\mathcal{P} \text{ ends}] + 1 \cdot Pr[\mathcal{P} \text{ not ends}] \\
 &\leq \frac{\epsilon}{2} + \frac{t}{2t/\epsilon} = \epsilon
 \end{aligned} \tag{30}$$

1 For all $0 < \epsilon \leq \epsilon' < 1/2$,

$$R_\epsilon(f) \leq O(\log_{\epsilon'} \epsilon \cdot R_{\epsilon'}(f)) \quad (31)$$

2 For all $0 < \epsilon \leq 1/2$,

$$R_\epsilon(f) \leq R_\epsilon^1(f) \leq O(\log \epsilon^{-1} R_0(f)) \quad (32)$$

3 For all $0 < \epsilon \leq 1/2$,

$$R_0(f) = \Theta(\max[R_\epsilon^1(f), R_\epsilon^1(\text{not}(f))]) \quad (33)$$

Proof of Property 1: We first prove a similar result for the 1-sided error problem: for all $0 < \epsilon \leq \epsilon' < 1/2$,

$$R_{\epsilon}^1(f) \leq O(\log_{\epsilon'} \epsilon \cdot R_{\epsilon'}^1(f)) \quad (34)$$

Proof of Property 1: Given a randomized protocol \mathcal{P} with worst case cost T bits and one-sided error no greater than $\epsilon' < 1/2$, we can build a new protocol \mathcal{P}' with worst case cost nT bits by simply running \mathcal{P} n times. In the new protocol, Alice and Bob will claim $f(x, y) = 1$ if and only if there exists at least one time among the n repeating protocols that they will output 1. Now we bound the error for the new protocol \mathcal{P}' :

$$\mathbb{P}[\text{err} | f(x, y) = 0] = 0 \quad (35)$$

$$\begin{aligned} \mathbb{P}[\text{err} | f(x, y) = 1] &= \mathbb{P}[\text{all } n \text{ trails output } 0 | f(x, y) = 1] \\ &= (\epsilon')^n \end{aligned} \quad (36)$$

Therefore, if we repeat \mathcal{P} $\log_{\epsilon'} \epsilon$ times, we can guarantee to reduce the one-sided error to ϵ .

Proof of Property 1: Now we prove property 1. We still run \mathcal{P} n times, each gives an output $X_i, i \in \{1, \dots, n\}$. In the new protocol, Alice and Bob will claim $f(x, y) = 1$ if and only if

$$\frac{1}{n} \sum_i X_i > \frac{1}{2} \quad (37)$$

Now we bound the error for the new protocol \mathcal{P}' :

$$\begin{aligned} \mathbb{P}[\text{err} | f(x, y) = 0] &\leq \sum_{i=\lceil n/2 \rceil}^n \binom{n}{i} (\epsilon')^i (1 - \epsilon')^{n-i} \\ &\leq (\epsilon')^n \end{aligned} \quad (38)$$

$$\begin{aligned} \mathbb{P}[\text{err} | f(x, y) = 1] &\leq \sum_{i=\lceil n/2 \rceil}^n \binom{n}{i} (\epsilon')^i (1 - \epsilon')^{n-i} \\ &\leq (\epsilon')^n \end{aligned} \quad (39)$$

Therefore, if we repeat \mathcal{P} $\log_{\epsilon'} \epsilon$ times, we can also guarantee to reduce the two-sided error to ϵ .

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Randomized Communication Complexity

Distributional Complexity and Discrepancy

③ Some Analysis

Distributional Complexity

Motivation: Consider probability distributions over the inputs

Definition: Let μ be a probability distribution on $X \times Y$. The (μ, ϵ) -distributional communication complexity of f , $D_\epsilon^\mu(f)$, is the cost of the best deterministic protocol that gives the correct answer for f with a probability at least $1 - \epsilon$.

Discrepancy

Motivation: Allow those rectangles that partition the support to be “almost” f -monochromatic.

Definition: Let $f : X \times Y \rightarrow \{0, 1\}$ be a function, R be any rectangle, and μ be a probability distribution on $X \times Y$, Denote

$$Disc_{\mu}(R, f) = \left| \mathbb{P}_{\mu}[f(x, y) = 0 \ \& \ (x, y) \in R] - \mathbb{P}_{\mu}[f(x, y) = 1 \ \& \ (x, y) \in R] \right| \quad (40)$$

The discrepancy of f according to μ is,

$$Disc_{\mu}(f) = \max_R Disc_{\mu}(R, f) \quad (41)$$

Discrepancy

Proposition 3.28 (Kushilevitz & Nisan): For every function $f : X \times Y \rightarrow \{0, 1\}$, every probability distribution μ on $X \times Y$, and every $\epsilon \geq 0$,

$$D_{1/2-\epsilon}^{\mu}(f) \geq \log_2(2\epsilon / \text{Disc}_{\mu}(f)) \quad (42)$$

Discrepancy

Proof: Given any \mathcal{P} with c bits to compute f , we have

$$\begin{aligned}
 2\epsilon &\leq \mathbb{P}[\mathcal{P}(x, y) = f(x, y)] - \mathbb{P}[\mathcal{P}(x, y) \neq f(x, y)] \\
 &= \sum_{\ell} (\mathbb{P}[\mathcal{P}(x, y) = f(x, y) \& (x, y) \in R_{\ell}] \\
 &\quad - \mathbb{P}[\mathcal{P}(x, y) \neq f(x, y) \& (x, y) \in R_{\ell}]) \\
 &\leq \sum_{\ell} |\mathbb{P}_{\mu}^{\mu}[f(x, y) = 0 \& (x, y) \in R_{\ell}] - \mathbb{P}_{\mu}^{\mu}[f(x, y) = 1 \& (x, y) \in R_{\ell}]| \\
 &\leq 2^c \cdot \text{Disc}_{\mu}(f)
 \end{aligned} \tag{43}$$

Outline

① Deterministic Communication Complexity

Problem Setup

Protocol Tree

Combinatorial Rectangles

Fooling Sets

Rectangle Rank

② Nondeterministic CC & Randomized CC

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③ Some Analysis

Recall

Definitions: Let $f : X \times Y \rightarrow \{0, 1\}$ be a binary function.

- $C^{\mathcal{P}}(f)$: the smallest number of leaves in a protocol \mathcal{P}
- $C^D(f)$: the smallest number of monochromatic rectangles that partition $X \times Y$
- $C(f)$: the smallest number of monochromatic rectangles needed to cover $X \times Y$
- $C^z(f)$: the smallest number of monochromatic rectangles needed to cover the z -inputs

Recall

Proposition: For all $f : X \times Y \rightarrow \{0, 1\}$,

$$\log_2 C(f) \leq \log_2 C^D(f) \leq \log_2 C^P(f) \leq D(f) \quad (44)$$

$$C(f) = C^0(f) + C^1(f) \quad (45)$$

Definition: The nondeterministic communication complexity,

$$N^1(f) = \log_2 C^1(f) \quad (46)$$

$$N^0(f) = \log_2 C^0(f) \quad (47)$$

$$N(f) = \log_2 C(f) \quad (48)$$

Protocol partition number

Theorem 2.8 (Kushilevitz and Nisan): The protocol partition number of a function determines the deterministic communication complexity.

$$\log_2 C^{\mathcal{P}}(f) \leq D(f) \leq 2 \log_{3/2} C^{\mathcal{P}}(f) \quad (49)$$

Proof: Given any protocol \mathcal{P} with t number of leaves, it can be converted into a “balanced” protocol.

Protocol partition number

Proof: Given any protocol \mathcal{P} with t number of leaves, there must exist an internal node v such that

$$t/3 < t_v \leq 2t/3 \quad (50)$$

We build a new protocol based on this internal node:

- 1 Alice and Bob determine whether or not $(x, y) \in R_v$
- 2 If $(x, y) \in R_v$, Alice and Bob recursively solve f in the rectangle R_v .
- 3 If $(x, y) \notin R_v$, Alice and Bob recursively solve f' on $X \times Y$ where

$$f'(x_1, y_1) = \begin{cases} f(x_1, y_1) & \text{if } (x_1, y_1) \notin R_v \\ 0 & \text{otherwise} \end{cases} \quad (51)$$

Protocol partition number

Analysis:

- Step 1 Requires 2 bits
- In Step 3, we take \mathcal{P} and replace $Tree(v)$ by a 0-leaf, we get a protocol for f' with $t - t_v + 1$ leaves, hence

$$D(t) \leq 2 + D(2t/3) \tag{52}$$

Recall

Proposition: For all $f : X \times Y \rightarrow \{0, 1\}$,

$$\log_2 C(f) \leq \log_2 C^D(f) \leq \log_2 C^P(f) \leq D(f) \leq 2 \log_{3/2} C^P(f) \quad (53)$$

Definition: The nondeterministic communication complexity,

$$N^1(f) = \log_2 C^1(f) \quad (54)$$

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$$N(f) = \log_2 C(f) \quad (56)$$

Deterministic CC Vs. Nondeterministic CC

How good is the rectangle lower bound?

$$D(f) \stackrel{?}{=} O(\log C^D(f)) \quad (57)$$

Deterministic CC Vs. Nondeterministic CC

Theorem 2.11 (Kushilevitz & Nisan): For every function $f : X \times Y \rightarrow \{0, 1\}$,

$$D(f) = O(N^0(f)N^1(f)) \quad (58)$$

Deterministic CC Vs. Nondeterministic CC

Property: Let $R = S \times T$ be a 0-monochromatic rectangle, and let $R' = S' \times T'$ be a 1-monochromatic rectangle, then either $S \cap S' = \emptyset$ or $T \cap T' = \emptyset$.

Deterministic CC Vs. Nondeterministic CC

Proof of Theorem 2.11 (Kushilevitz & Nisan): We give a protocol \mathcal{P} as follows, Alice and Bob search for a 0-rectangle that contains the input (x, y) , and they conclude $f(x, y) = 1$ if they fail. In each round, Alice and Bob exchange $\log_2 C^1(f) + 1$ bits and reduce the number of “alive” 0-rectangles by a factor of 2. There will be no more than $\log_2 C^0(f)$ rounds, hence

$$D(f) \leq CC(\mathcal{P}) = O(\log_2 C^0(f)(\log_2 C^1(f) + 1)) = O(N^0(f)N^1(f)) \quad (59)$$

Deterministic CC Vs. Nondeterministic CC

Proof of Theorem 2.11 (Kushilevitz & Nisan): In each round, the players do the following:

- 1 Alice outputs $f(x, y) = 0$ if no 0-rectangles are alive. Otherwise, Alice looks for a 1-rectangle that contains row x and intersects in rows with at most half of the alive 0-rectangles and send the name of this 1-rectangle.
- 2 Bob looks for a 1-rectangle that contains column y and intersects in columns with at most half of the alive 0-rectangles and send the name of this 1-rectangle. Otherwise, Bob outputs $f(x, y) = 0$

Deterministic CC Vs. Nondeterministic CC

Protocol Analysis:

- If $f(x, y) = 0$, it must belong to some 0-rectangle R , then R remains alive during the protocol. Therefore, if no 0-rectangle is alive, $f(x, y)$ must be 1
- If neither Alice nor Bob can find a 1-rectangle to announce (which means both of them output $f(x, y) = 1$), we claim this output must be correct by the property.

Public coin

Theorem (Theo. 3 in Newman 1991, Theo. 3.14 in K & N): Let $f : \{0, 1\}^n \times \{0, 1\}^n \rightarrow \{0, 1\}$ be a function. For every $\delta > 0$ and every $\epsilon > 0$, we have

$$R_{\delta+\epsilon}(f) \leq R_{\epsilon}^{pub}(f) + O(\log n + \log \delta^{-1}) \quad (60)$$

- \exists a set of $t(\delta, n) = O(n/\delta^2)$ public coin protocols with error $\epsilon + \delta$
- Alice tells Bob which protocol to use $\log_2 t = O(\log n + \log \delta^{-1})$

Randomized CC Vs. Distributional CC

Theorem (Theo. 3 in Yao 1979, Theo. 3.20 in K & N):

$$R_{\epsilon}^{pub}(f) = \max_{\mu} D_{\epsilon}^{\mu}(f) \quad (61)$$

- \Rightarrow The randomized protocol is correct for every distribution μ with probability $\geq 1 - \epsilon$
- \Leftarrow Use min-max theorem of zero-sum game