

## Lecture 1 – Deterministic Communication Complexity

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## 1 Two Party Communication Complexity Model

The model assumes following facts:

1. There are two players, Alice and Bob. Alice has an input  $x \in X$ , and Bob has an input  $y \in Y$ . At the beginning, Alice has no information about  $y$  and Bob has no information about  $x$ .
2. The goal of Alice and Bob is to compute  $f(x, y)$  by communication, where the function  $f$  is a predefined function  $f : X \times Y \rightarrow Z$ . Alice and Bob should follow a protocol to communicate.
3. Alice and Bob want to minimize their communications. There is no computational limits for Alice and Bob.

**Definition 1** (Protocol). *A protocol  $P$  to compute function  $f : X \times Y \rightarrow Z$  is a binary tree satisfies following properties:*

- *Each non-leaf node  $v$  corresponds to a function of form  $a_v : X \rightarrow \{0, 1\}$  if Alice sends a bit or  $b_v : Y \rightarrow \{0, 1\}$  if Bob sends a bit.*
- *Each leaf corresponds to a value  $z \in Z$ .*
- *For any  $(x, y) \in X \times Y$ , the protocol performs a walk from the root to a leaf. At each step, the walk goes to left if  $a_v(x) = 0$  (or  $b_v(y) = 0$  if Bob sends a bit), or right if  $a_v(x) = 1$  (or  $b_v(y) = 1$  if Bob sends a bit). If the walk goes to a leaf, then the protocol computes  $z$  as the output of the communication, where  $z$  is the value corresponding to the leaf.*
- *The communication complexity of the protocol is the height of the tree.*

**Example 2** (OR). *Assume  $X = Y = \{0, 1\}^n$ . Alice and Bob wish to compute  $x_1 \wedge x_2 \wedge \dots \wedge x_n \wedge y_1 \wedge y_2 \wedge \dots \wedge y_n$  for input  $x \in X$  and  $y \in Y$ .*

The computation of OR function needs only two bits: Alice sends  $x_1 \wedge x_2 \wedge \dots \wedge x_n$  to Bob, then Bob sends  $x_1 \wedge x_2 \wedge \dots \wedge x_n \wedge y_1 \wedge y_2 \wedge \dots \wedge y_n$  back to Alice.

**Example 3** (Equality). *Assume  $X = Y = \{0, 1\}^n$ . Alice and Bob wish to compute whether  $x = y$  for input  $x \in X$  and  $y \in Y$ , a.e.  $f(x, y) = 1$  if and only if  $x = y$ .*

A naive protocol is as follow: Alice sends  $n$ -bit  $x$  to Bob, and Bob checks whether  $x = y$  then sends the result back to Alice. This protocol requires  $n + 1$ -bit communication.

## 2 Lower Bound Technique: Rectangle

In this section, we use rectangle technique to show the lower bound of the communication complexity of the equality problem.

**Theorem 4.** *Any protocol computing the equality problem requires at least  $n$  bits communication.*

To show Theorem 4, we first define rectangle.

**Definition 5.** *A rectangle  $R \subseteq X \times Y$  is a subset which can be expressed as  $R = A \times B$  for sets  $A \subseteq X$  and  $B \subseteq Y$ .*

**Lemma 6.** *For every protocol  $P$  and a node  $v$  in the protocol tree, let  $R_v \subseteq X \times Y$  denote the set containing all the  $(x, y) \in X \times Y$  which reach the node  $v$ . Then  $R_v$  is a rectangle.*

*Proof.* We prove this lemma by induction. First the set corresponds to the root is  $X \times Y$ , which is a rectangle.

Consider a node  $v$  and its parent  $t$ . Without loss of generality, we assume  $v$  is  $t$ 's left child, and Alice sends a bit at  $t$ . By induction,  $R_t$  is a rectangle implies  $R_t$  can be expressed as  $R_t = X_t \times Y_t$  for some  $X_t \subseteq X$  and  $Y_t \subseteq Y$ . Then  $R_v = \{(x, y) | (x, y) \in R_t \text{ and } a_t(x) = 0\} = [X_t \cap \{x : a_t(x) = 0\}] \times Y_t$ , which is also a rectangle.  $\square$

**Lemma 7.** *A protocol of height  $h$  can partition  $X \times Y$  into at most  $2^h$  rectangles.*

Above lemma can be easily proved using the fact that a binary tree of height  $h$  has at most  $2^h$  leaves. Now we are ready to prove Lemma 4.

*Proof of Theorem 4.* To prove Theorem 4, we only need to prove following argument: Let  $S_1, S_2, \dots, S_k$  be  $k$  rectangles such that

1.  $S_1 \cap S_2 \cap \dots \cap S_k = \emptyset$ ,
2.  $S_1 \cup S_2 \cup \dots \cup S_k = \{0, 1\}^n \times \{0, 1\}^n$ ,
3. For each  $S_i$ , there exists a  $z \in \{0, 1\}$  such that  $f(x, y) = z$  for all  $(x, y) \in S_i$ , where  $f$  is the equality function.

Then  $k \geq 2^n$ .

Now we prove above argument. For any protocol and any  $x \in \{0, 1\}^n$ , we consider the leaf contains  $(x, x)$ . By Lemma 6, the protocol defines a set of rectangles  $S_1, S_2, \dots, S_k$  which satisfy above three properties. It is possible to find a rectangle  $S_i$  such that  $(x, x) \in S_i$ .

Assume there exists a  $(x', y') \in S_i$  satisfying  $(x', y') \neq (x, x)$ . If  $x' \neq x$ , then  $(x', x)$  is also an element in  $S_i$  by the definition of rectangle. But we have  $f(x, x) = 1$  and  $f(x', x) = 0$  because  $x' \neq x$ . This contradicts with the third property of  $S_1, S_2, \dots, S_k$ . Similarly, if  $y' \neq x$ , then  $(x, y') \in S_i$  and  $f(x, y') = 0$ . This means  $S_i = \{(x, x)\}$ . Since  $x$  can be any value within  $\{0, 1\}^n$ , there are at least  $2^n$  rectangles for any protocol.  $\square$