How to compress interactive communication

Boaz Barak, Mark Braverman, Xi Chen, Anup Rao [BBCR09] Presentation by Timur Kuzhagaliyev, May 2018

- Amount of information conveyed \leq communication complexity
- Measures of information:
 - Information cost (often used in previous work):
 (Amount of) information that an observer learns about input
 - Information content (this paper):
 - (Amount of) information that *parties* in the protocol learn from observing messages and public randomness, *that they did not already know*.

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First definition - entropy:

• **Entropy** of a random variable X is defined as

$$H(X) \stackrel{\text{def}}{=} -\sum_{x} \Pr(X = x) \log \Pr(X = x)$$

Conditional entropy is defined as

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Second definition - mutual information:

• Mutual information between two random variables A, B, denoted I(A; B), is the quantity

$$I(A; B) \stackrel{\text{def}}{=} H(A) - H(A|B) = H(B) - H(B|A)$$

Conditional mutual information:

$$I(A;B|C) \stackrel{\text{def}}{=} H(A|C) - H(A|BC) = H(B|C) - H(B|AC)$$

• Chain rule for mutual information, $X^n = X_1, \dots, X_n$:

$$I(X^n; Y) = \sum_{i=1}^n I(X_i; Y | X_{i-1}, X_{i-2}, \dots, X_1)$$

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Information content

Now we're ready to define information content:

 Given a distribution μ on input X, Y, and protocol π, the information content of π is

$$IC_{\mu}(\pi) \stackrel{\text{def}}{=} I(X; \pi(X, Y)|Y) + I(Y; \pi(X, Y)|X)$$

where $\pi(X, Y)$ is the *transcript* of the protocol (concatenation of public randomness and exchanged messages).

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- Each party knows their input, so protocol can only reveal less information to them than an independent observer
 information content < information cost
- When inputs are independent, information content is equal information cost
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Consider the case when:

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 - As we have seen, it isn't always the best measure
- Trying to compress each message separately
 - Inefficient when information content << 1 for every bit of communication (can't afford to transmit even a single bit)

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- The paper presented two new protocol compression methods for protocols with communication complexity C and information content I:
 - 1. For non-product distributions over input, compression down to complexity $\tilde{O}(\sqrt{I\cdot C})$
 - 2. For **product** distributions over input, compression down to complexity $\tilde{O}(\sqrt{I})$
- It showed that we can transform protocol with small information content into a protocol with small communication complexity (in expectation).

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Need some more definitions:

- Communication complexity of protocol π is denoted $CC(\pi)$.
- Let D and F be two random variables taking values in a set S.
 Their statistical distance is

$$|D - F| \stackrel{\text{def}}{=} \max_{T \subseteq S} (|\Pr(D \in T) - \Pr(F \in T)|$$

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Main theorem

Theorem 1.2

There is a universal constant c such that for every distribution μ , every protocol π , every $\epsilon > 0$, there exist functions π_x, π_y and a protocol τ such that:

- $|\pi_{\mathsf{x}}(\mathsf{X},\tau(\mathsf{X},\mathsf{Y})) \pi(\mathsf{X},\mathsf{Y})| < \epsilon$,
- $\Pr(\pi_{\mathsf{x}}(X, \tau(X, Y)) \neq \pi_{\mathsf{y}}(Y, \tau(X, Y)) < \epsilon, \text{ and }$

$$\mathrm{CC}(au) \leq c\sqrt{\mathrm{CC}(\pi)\cdot\mathrm{IC}(\pi)}\cdot \frac{\log(\mathrm{CC}(\pi)/\epsilon)}{\epsilon}$$

Breakdown of the main theorem

Theorem 1.2

- $|\pi_X(X, \tau(X, Y)) \pi(X, Y)| < \epsilon$
 - Ensures that transcript of au specifies a unique leaf that is ϵ -close in statistical distance to the leaf sampled by π
- $\Pr(\pi_x(X, \tau(X, Y)) \neq \pi_y(Y, \tau(X, Y)) < \epsilon$
 - Guarantees with high probability that both players agree on what the sampled leaf was
- Thus the triple τ, π_x, π_y can be used to specify a new protocol that is a compression of π .

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• To prove Theorem 1.2, we first consider protocol tree \mathcal{T} for π_r , for every fixing of public randomness r. Let R be the random variable for the public randomness in π .

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- Claim: $IC_{\mu}(\pi) = \mathbb{E}_R[IC_{\mu}(\pi_R)]$

$$IC_{\mu}(\pi) = I(\pi(X, Y); X|Y) + I(\pi(X, Y); Y|X)$$

$$= I(R\pi_{R}(X, Y); X|Y) + I(R\pi_{R}(X, Y); Y|X)$$

$$= I(R; X|Y) + I(R; Y|X) + I(\pi_{R}(X, Y); X|YR)$$

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• **Useful trick**: We can describe protocol π_r in a non-standard but equivalent way (see board).

- Main idea: Simulate protocol π , trying to avoid communicating by guessing what the other player's sample looks like.
- Players can make many mistakes, but these mistakes can be corrected using the following lemma:

Lemma of Feige et al. [FPRU94]

There is a randomized public coin protocol τ with communication complexity $O(\log(k/\epsilon))$ such that on input two k-bit strings x, y, it outputs the first index $i \in [k]$ such that $x_i \neq y_i$ with probability at least $1 - \epsilon$, if such an i exists.

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We define a new protocol $\tau_{\beta,\gamma}$ for some error parameters β,γ , with three phases. Description is for player P_x , but we can just replace x with y to obtain a description for player P_y .

- Phase 1: Public sampling
 - 1. Sample r according to the distribution of public randomness in π .

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• Phase 1: Public sampling

1. Sample r according to the distribution of public randomness in π .

• Phase 2: Correlated sampling:

- 1. For every non-leaf node w in the tree, let k_w be uniformly random element of [0,1] sampled using public randomness.
- 2. On input x, player P_x defines the tree T_x the following way:

For each node w, player includes the edge to the left child of w if the following holds:

$$\Pr(\pi_r(X, Y) \text{ reaches left child } | \pi_r(X, Y) \text{ reaches } w \text{ and } X = x) > k_w$$

Otherwise, right child is picked. Note that if P_x owns w, the calculated probability for the left child of w is always "correct"

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• Phase 3: Path finding:

- 1. Each of the players computes the unique path in their trees that leads from the root to a leaf.
- 2. Players use lemma from earlier, communicating $O(log(CC(\pi)/\beta))$ bits to find the first node at which their paths differ (if it exists). The relevant edge is then corrected in favour of the player who owns the node. The player who does not own the node recomputes their path.
- 3. Players repeatedly correct their paths $\sqrt{\mathrm{CC}(\pi)\cdot\mathrm{IC}_{\mu}(\pi)}/\gamma$ times

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• The protocol we defined, $\tau_{\beta,\gamma}$, has the following upper bound for communication complexity by design:

$$\mathrm{CC}(au_{eta,\gamma}) \leq O\left(\sqrt{\mathrm{CC}(\pi)\cdot\mathrm{IC}(\pi)}\cdotrac{\log(\mathrm{CC}(\pi)/eta)}{\gamma}
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• Let $V = V_0, \ldots, V_{\text{CC}(\pi)}$ denote the "right path" in the protocol tree of $\tau_{\beta,\gamma}$, i.e. for every i, V_{i+1} was picked by the owner of V_i . This path has the right distribution, since every child is sampled with exactly the right conditional by the corresponding owner.

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- That is, the following claim holds: For every x, y, r, the distribution V|xyr as defined above is the same as the distribution of the sampled transcript in the protocol π .
- This implies:

$$I(X; V|rY) + I(Y; V|rX) = IC_{\mu}(\pi_r)$$

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We can now show that the expected number of mistakes is small.

- Claim:
 - $\mathbb{E}[\text{ } \# \text{ of mistakes in simulating } \pi_r \mid r \,] \leq \sqrt{\mathrm{CC}(\pi) \cdot \mathrm{IC}_{\mu}(\pi_r)}$
- **Proof**: For $i = 1, ..., CC(\pi)$, denote by C_{ir} the indicator random variable for whether or not a mistake occurs at level i, i.e. the edges V_{i-1} are inconsistent in the trees.

- We can bound $\mathbb{E}[C_{ir}]$ for each i: Note that a mistake occurs at the relevant edge when either:
 - 1. P_x 's probability is greater than k_w , while P_y 's is smaller than k_w .
 - 2. P_y 's probability is greater than k_w , while P_x 's is smaller than k_w .
- Denote the event of the protocol reaching a particular node at level i-1 as $v_{\le i}$.
- Combining the two cases from before in which a mistake occurs, we
 get that the probability that a mistake occurs at level i is at most

$$|(V_i|xv_{\leq i}r) - (V_i|yv_{\leq i}r)|.$$

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Some more definitions:

Informational divergence between two distributions is defined as

$$\mathbb{D}(A || B) = \sum_{x} A(x) \log \left(\frac{A(x)}{B(x)} \right)$$

- *Property* #1: $\mathbb{D}(A||B) \ge |A B|^2$
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• Reminders:
$$\mathbb{E}\left[\sum_{i} X_{i}\right] = \sum_{i} \mathbb{E}[X_{i}]$$
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$$(\mathbb{E}[AB])^2 \leq \mathbb{E}[A]^2 \mathbb{E}[B]^2$$

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$$\begin{split} \mathbb{E}[\ \# \ \text{of mistakes in simulating} \ \pi_{R} \] &= \mathbb{E}[\ \# \ \text{of mistakes in simulating} \ \pi_{R} \] \\ &\leq \mathbb{E}[\sqrt{\mathrm{CC}(\pi) \cdot \mathrm{IC}_{\mu}(\pi_{R})}] \\ &\leq \sqrt{\mathbb{E}[\mathrm{CC}(\pi) \cdot \mathrm{IC}_{\mu}(\pi_{R})]} \\ &= \sqrt{\mathrm{CC}(\pi) \cdot \mathrm{IC}_{\mu}(\pi)} \end{split}$$

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The protocol fails when both players **do not** finish with the (same) leaf $V_{\text{CC}(\pi)}$, which happens when either:

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 - There are $\sqrt{\mathrm{CC}(\pi)\cdot\mathrm{IC}_{\mu}(\pi)}/\gamma$ correction steps, and correction fails with probability β , giving total error probability of $\beta/\gamma\cdot\sqrt{\mathrm{CC}(\pi)\cdot\mathrm{IC}_{\mu}(\pi)}$

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• By union bound, the probability of failure is bounded by

$$\gamma + \beta/\gamma \cdot \sqrt{\mathrm{CC}(\pi) \cdot \mathrm{IC}_{\mu}(\pi)}$$

• Set
$$\beta = \gamma^2/\text{CC}(\pi)$$
:

$$\gamma + \beta/\gamma \cdot \sqrt{\text{CC}(\pi) \cdot \text{IC}_{\mu}(\pi)} = \gamma + \frac{\gamma^2/\text{CC}(\pi)}{\gamma} \cdot \sqrt{\text{CC}(\pi) \cdot \text{IC}_{\mu}(\pi)}$$

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- Finally, setting $\epsilon=2\gamma$, we get that the probability of failure is at most ϵ .
- Recall that by design, the protocol has complexity

$$\mathrm{CC}(au_{eta,\gamma}) \leq \mathcal{O}\left(\sqrt{\mathrm{CC}(\pi)\cdot\mathrm{IC}(\pi)}\cdot rac{\log(\mathrm{CC}(\pi)/eta)}{\gamma}
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Wrap up

Thus we have proved the theorem:

Main theorem

There is a universal constant c such that for every distribution μ , every protocol π , every $\epsilon > 0$, there exist functions π_x, π_y and a protocol τ such that:

- $|\pi_{\mathsf{x}}(\mathsf{X},\tau(\mathsf{X},\mathsf{Y})) \pi(\mathsf{X},\mathsf{Y})| < \epsilon$,
- $\Pr(\pi_x(X, \tau(X, Y)) \neq \pi_y(Y, \tau(X, Y)) < \epsilon$, and

$$\mathrm{CC}(\tau) \leq c\sqrt{\mathrm{CC}(\pi)\cdot\mathrm{IC}(\pi)}\cdot\frac{\log(\mathrm{CC}(\pi)/\epsilon)}{\epsilon}$$

Thanks for listening!

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[BBCR09] B. Barak, M. Braverman, X. Chen and A. Rao, How to Compress Interactive Communication. *SIAM J. Comput.*, 42(3):1327–1363 2009.

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