CMSC 28100

Introduction to Complexity Theory

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Robustness of P

- The complexity class P is highly robust against modifications to the computational model
 - Multi-tape Turing machines, two-dimensional Turing machines, etc.
- After studying many examples, one begins to suspect that every realistic model of computation can be simulated by Turing machines with only polynomial slowdown

Extended Church-Turing Thesis

• Let *L* be a language

Extended Church-Turing Thesis:

It is physically possible to build a device that

decides L in polynomial time if and only if $L \in P$.

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decides L in polynomial time if and only if $L \in P$.

- If it were true, the thesis would justify using P as our model of tractability
- However, it seems increasingly likely that the thesis is false!
- Two key challenges: Randomized Computation and Quantum Computation

Randomized computation



- Sometimes, in our efforts to solve problems and figure things out, we want to make random choices
 - Random sampling for opinion polls
 - Randomized controlled trials in science/medicine
- What happens if we incorporate this ability into our computational model?

Randomized computation



- To properly study the role of randomness in computing, we ought to define and study a randomized variant of the Turing machine model
- However, let's temporarily set Turing machines aside we will circle back to them later
- To build intuition, let's study the role of randomness in a different situation first

Communication Complexity

Communication complexity

- Goal: Compute f(x, y) using as
 little communication as possible
- In each round, one party sends a single bit while the other party listens
- At the end, both parties
 announce f(x, y)



Bob holds y

The equality function

- We will focus on the case $f = EQ_n$
- $EQ_n: \{0, 1\}^n \times \{0, 1\}^n \to \{0, 1\}$
- Definition:

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

• "Does your copy of the database match my copy?"

Protocols for equality

Protocol A:

- 1) Alice sends *x*
- 2) Bob sends $EQ_n(x, y)$

n+1 bits of communication

Protocol B:

- 1) For i = 1 to n:
 - a) Alice sends x_i

b) Bob sends a bit indicating whether $x_i = y_i$

2n bits of communication (in the worst case)

Communication complexity of equality

• Is there a better protocol?

Theorem: Every deterministic communication protocol for EQ_n uses at least n + 1 bits of communication in the worst case

• Before we can prove it, we must clarify how we model communication protocols mathematically

Communication protocol model

- Idea: We model a communication protocol as a binary tree
- We start at the root node
- Someone transmits a zero ⇔ We move to the left child
- Someone transmits a one ⇔ We move to the right child
- (Alice and Bob both know where we are in the tree)



Rigorously defining communication protocols

- A deterministic communication protocol with n-bit inputs is a rooted binary tree π with the following features
 - The vertex set V is partitioned into three parts: $V = V_A \cup V_B \cup V_L$
 - Each vertex $v \in V_A \cup V_B$ has two children (ℓ and r) and is labeled with a function $\delta_v: \{0, 1\}^n \to \{\ell, r\}$
 - Each vertex $v \in V_L$ has zero children and is labeled "accept" or "reject"

Rigorously defining communication protocols

- For $x, y \in \{0, 1\}^n$, we define a sequence of vertices v_0, v_1, \dots, v_T
 - $v_0 =$ the root vertex
 - If $v_i \in V_A$ (Alice speaks next), then $v_{i+1} = \delta_{v_i}(x)$
 - If $v_i \in V_B$ (Bob speaks next), then $v_{i+1} = \delta_{v_i}(y)$
 - If $v_i \in V_L$ (the conversation is over), then T = i
- We define leaf(x, y) = v_T
- We define $\pi(x, y) = \begin{cases} 1 \text{ if } \text{leaf}(x, y) \text{ is labeled "accept"} \\ 0 \text{ if } \text{leaf}(x, y) \text{ is labeled "reject"} \end{cases}$

Communication complexity

• We say that π computes f if for every $x, y \in \{0, 1\}^n$, we have

 $\pi(x,y) = f(x,y)$

• The cost of the communication protocol π is the depth of the tree, i.e., the



Rectangle lemma



- Let π be any communication protocol with n-bit inputs
- Let $x, x', y, y' \in \{0, 1\}^n$ and let v be any leaf

Rectangle Lemma: If leaf(x, y) = leaf(x', y') = v, then leaf(x, y') = leaf(x', y) = v

- **Proof (sketch):** Let v_0, v_1, \dots, v_T be the vertices from the root to v
- If $v_i \in V_A$, we must have $\delta_{v_i}(x) = \delta_{v_i}(x') = v_{i+1}$. Similarly if $v_i \in V_B$

Communication complexity of equality

Theorem: Every deterministic communication protocol that computes EQ_n has cost at least n + 1

- **Proof:** Let π be any communication protocol that computes EQ_n
- Assume WLOG that every leaf is at the same depth m
- Our job is to prove that $m \ge n+1$

Communication complexity of EQ_n



- If $x \neq y$, then leaf $(x, x) \neq leaf(x, y)$
- By the rectangle lemma, it follows that $leaf(x, x) \neq leaf(y, y)$
- Therefore, there are at least 2^n distinct leaves labeled "accept"
- There is also at least one leaf labeled "reject"
- Therefore, there are more than 2^n leaves
- Therefore, $2^m > 2^n$, hence $m \ge n+1$

Communication complexity of EQ_n

- We just proved that computing EQ_n requires n + 1 bits of communication
- However, there is a loophole!
- Our impossibility proof only applies to deterministic protocols!

Randomized communication complexity

 In a randomized communication protocol, Alice and Bob are permitted to make decisions based on coin tosses



Alice holds *x*

Bob holds *y*

Randomized communication protocols

- Mathematically, we model a randomized communication protocol with n-bit inputs as a deterministic communication protocol with (n + r)-bit inputs for some $r \ge 0$
- Alice holds xu, where $x \in \{0, 1\}^n$ and $u \in \{0, 1\}^r$
- Bob holds yw, where $y \in \{0, 1\}^n$ and $w \in \{0, 1\}^r$
- Interpretation: x, y are the "actual inputs," and u, w are the coin tosses