

Streaming Lower Bounds for Approximating MAX-CUT

Michael Kapralov¹

¹EPFL

(Based on joint works with Sanjeev Khanna, Madhu Sudan and Ameya Velingker)

Graphs a common abstraction for representing real world data:

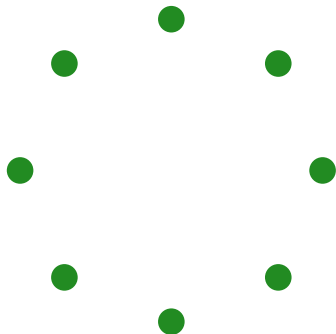
- ▶ social networks (Facebook, Twitter)
- ▶ web topologies
- ▶ interaction graphs
- ▶ ...

Modern graphs are often **too large to fit into memory** of a
compute node

Need graph analysis primitives that use very **little space**

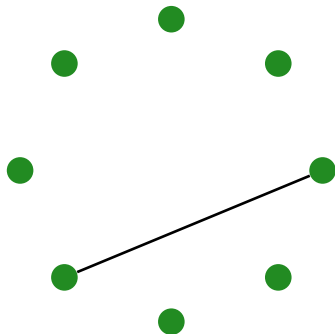
Streaming model

- ▶ edges of $G = (V, E)$ arrive in an arbitrary order in a stream; denote $|V| = n$, $|E| = m$
- ▶ algorithm can only use $\tilde{O}(n)$ space
- ▶ several passes over the stream



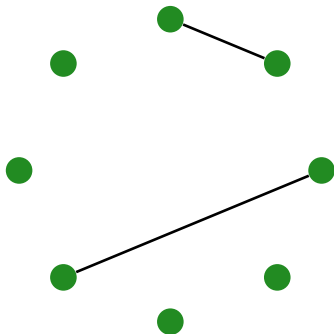
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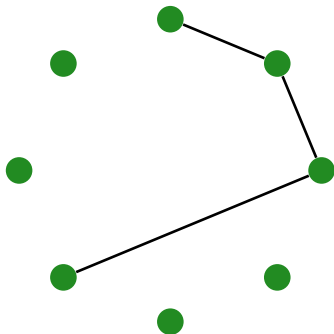
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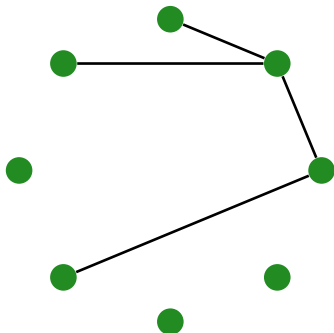
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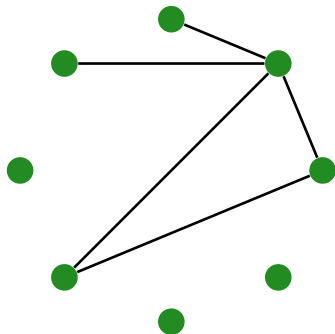
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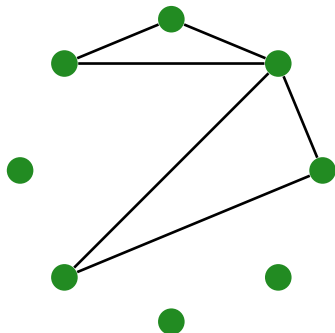
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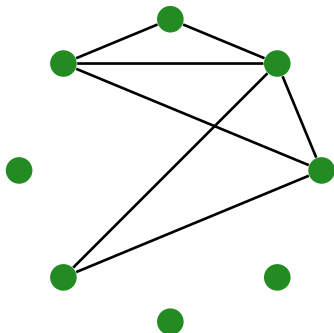
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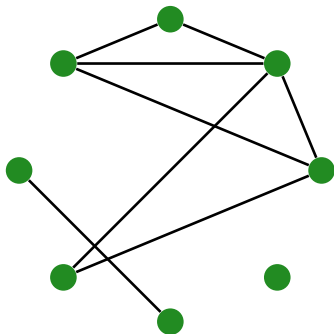
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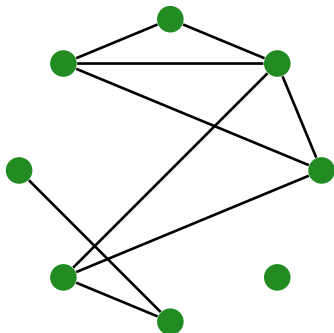
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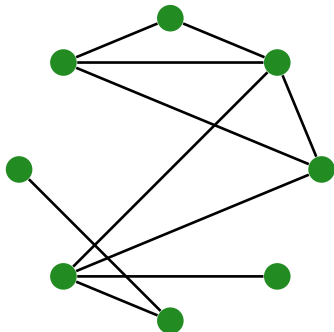
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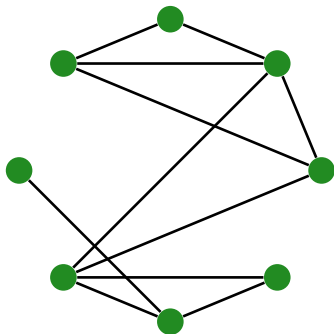
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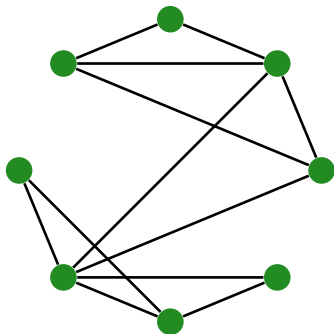
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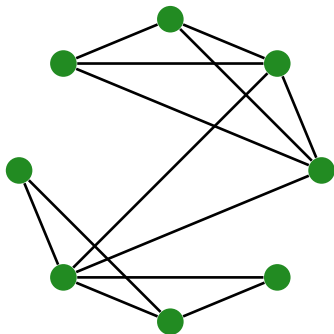
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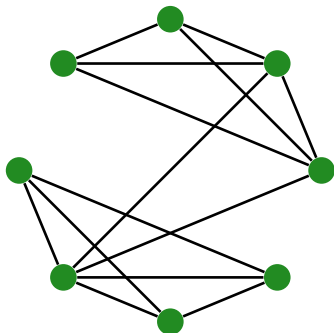
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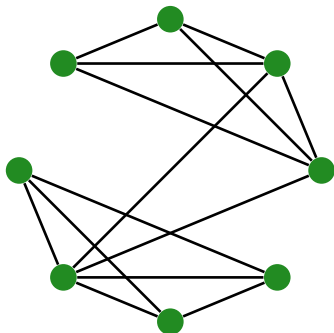
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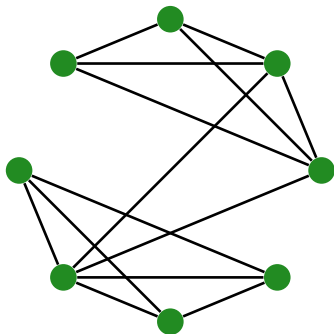
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- ▶ several passes over the stream (**ideally one pass**)



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But not always:

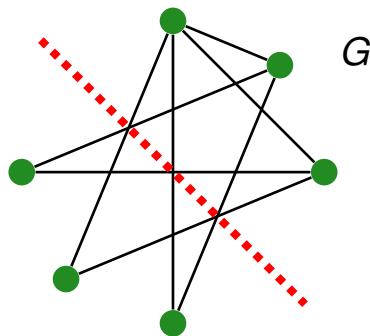
Kapralov-Khanna-Sudan'14 – can approximate matching size to $\text{poly}(\log n)$ factor using $\text{poly}(\log n)$ space in random streams.

Also, Efsaniari-Hajiaghayi-Liaghat-Monemizadeh-Onak'15,
Bury-Schwiegelsohn'15, McGregor-Vorotnikova'16,
Cormode-Jowhari-Monemizadeh-Muthukrishnan'16,...

Approximate **solution cost** for graph problems
in $o(n)$ space?

MAX-CUT

Given a graph output value of maximum cut



- ▶ A random cut cuts half of the edges – trivial **factor 2** approximation
- ▶ 1.318-approximation due to [Goemans-Williamson'95](#) (best possible assuming UGC)
- ▶ 1.884 via spectral techniques [Trevisan'09](#), [Kale-Seshadhri'11](#)

Streaming algorithms:

- ▶ **factor 2** approximation: count the number of edges m and output $m/2$. Only $O(\log n)$ space.
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Better than **factor 2** approximation in $\text{polylog}(n)$ space?

Theorem (K.-Khanna-Sudan'15)

For any constant $\epsilon > 0$ a *single pass* streaming algorithm for approximating MAX-CUT value to factor $2 - \epsilon$ requires $\Omega(\sqrt{n})$ space, even in the *random order* model.

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Rules out $\text{poly}(\log n)$ space, suggests $\tilde{O}(\sqrt{n})$ space may be possible in some settings...

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2. Boolean Hidden Partition Problem (BHP)
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Hard distribution

We establish the main theorem using a hard distribution based on Erdős-Rényi graphs:

YES: random **bipartite** (multi)graph with expected degree $\approx \frac{1}{\epsilon^2}$

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Sufficient to show $\Omega(\sqrt{n})$ space required to distinguish between the two cases.

Erdős-Rényi graphs

Sample $G = (V, E)$ from distribution $\mathcal{G}_{n,p}$

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include each edge $(u, v) \in \binom{V}{2}$ independently with probability p

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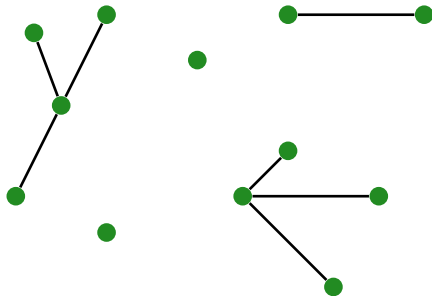
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MAX-CUT value is m in **YES** case and $\leq (1 + \epsilon)m/2$ in **NO** case.

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So there must exist j^* (informative index) such that

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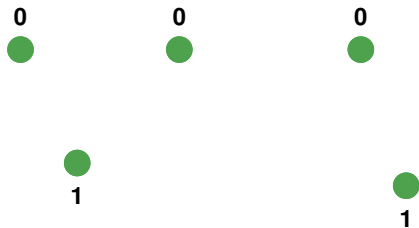


Extension of [Gavinsky-Kempe-Kerenidis-Raz-de Wolf'07](#), [Verbin-Yi'11](#)

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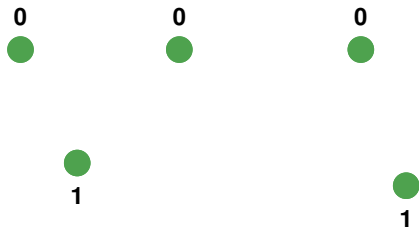
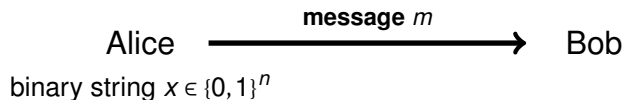
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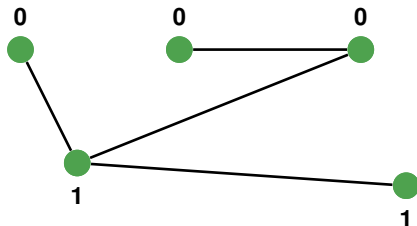
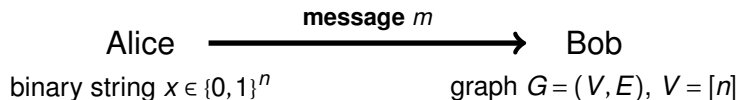
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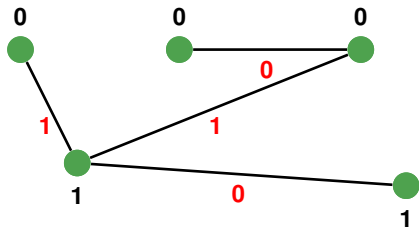
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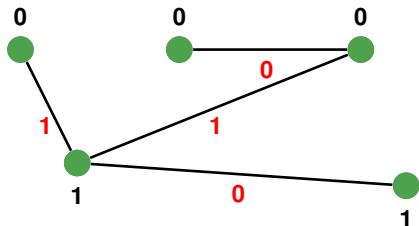
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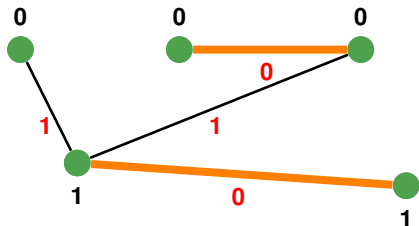
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YES: labels consistent with partition x : $w_{UV} = x_U + x_V$, i.e. $w = Mx$

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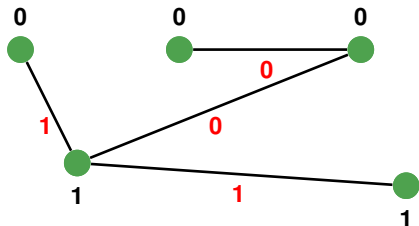
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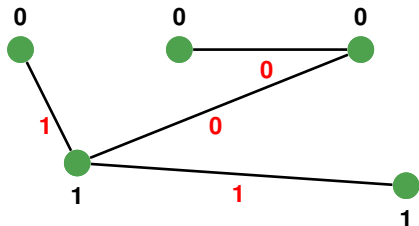


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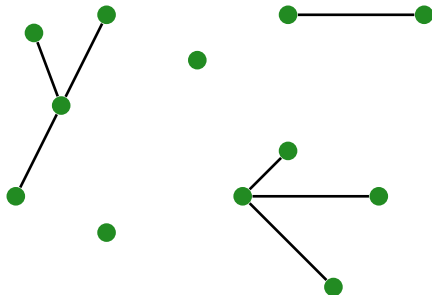
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Distributional BHP (D-BHP)

Alice gets a uniformly random string $x \in \{0, 1\}^n$

Bob gets graph G sampled from distribution $\mathcal{G}_{n,p}$ with $p = \alpha/n$,
 $\alpha \in (0, 1)$ a small constant

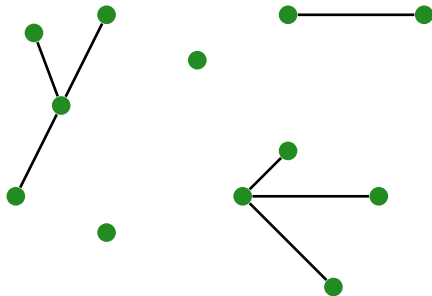


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\sqrt{n} communication protocol by birthday paradox: Alice sends x_i for $\approx \sqrt{n}$ values of i !

Reduction from D-BHP to MAX-CUT

Lemma

*A single-pass streaming algorithm **ALG** that achieves $(2 - \epsilon)$ -approximation to MAX-CUT with probability $\geq 99/100$ for our input distribution yields a protocol for D-BHP with advantage $\Omega(1/k)$ over random guessing.*

Alice simulates $S_{j^*}^Y$ using bipartition X

Bob forms G' by including edges of G with $w_e = 1$

Communication complexity of D-BHP

Theorem

Let $G = (V, E)$ be sampled from $\mathcal{G}_{n, \alpha/n}$ for $\alpha \in (n^{-1/10}, 1/16)$.

Then a one-way protocol with communication

$\gamma\sqrt{n}$, $\gamma \in (n^{-1/10}, 1)$ achieves at most $O(\gamma + \alpha^{3/2})$ advantage over random guessing for D-BHP.

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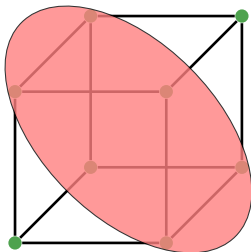
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$X \sim UNIF(A)$
conditioned on m



$$|A| \approx 2^{n-s}$$

$f(x) := \text{indicator of } A$

Goal: show that

$$p_M(z) = \mathbf{Pr}[Mx = z | x \in A]$$

is close to uniform

Goal: show that

$$\rho_M(z) = \Pr[Mx = z | X \in A]$$

is close to uniform

Write $\rho_M(\cdot)$ in Fourier basis:

$$\rho_M(z) = \sum_{s \in \{0,1\}^E} \hat{\rho}_M(s) (-1)^{s \cdot z}$$

Show that most Fourier mass is in the constant term, i.e. bound

$$\sum_{s \neq \emptyset} \hat{\rho}_M(s)^2$$

Gavinsky et al'07:

$$\|p_M - UNIF\|_{TVD} \leq \frac{2^{2n}}{|A|^2} \sum_{s \in \{0,1\}^M \setminus \{0\}} \hat{f}(M^T s)^2$$

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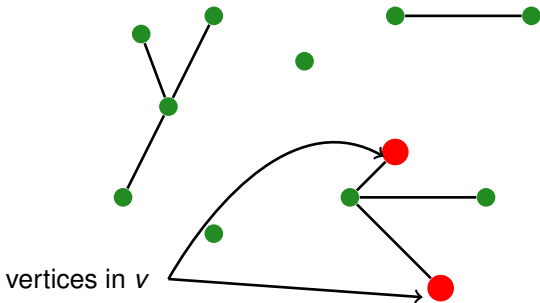
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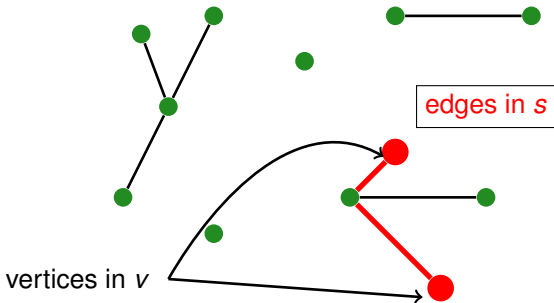
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Lemma (Gavinsky et al'07; from KKL)

If $f : \{0,1\}^n \rightarrow \{0,1\}$ is the indicator function of a set $A \subset \{0,1\}^n$, $|A| \geq 2^{n-s}$, then for every $k \geq 1$,

$$\frac{2^{2n}}{|A|^2} \sum_{z \in \{0,1\}^n, |z|=2k} \widehat{f}(z)^2 \leq (O(s)/k)^{2k}$$

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Fourier mass bounds fairly tight for a coordinate subspace...

$(1 + \Omega(1))$ -Approximation to MAX-CUT Requires Linear
Space

Main result

Theorem (K.-Khanna-Sudan-Velingker'17)

There exists a constant $\epsilon_ > 0$ such that a **single pass** streaming algorithm for approximating MAX-CUT value to factor $1 + \epsilon_*$ requires $\Omega(n)$ space.*

Q1: A $\text{poly}(\log n)$ space approximation scheme?

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NO:

Better than factor 2 requires $\Omega(\sqrt{n})$ space [K-Khanna-Sudan'14](#)

$(1 + \varepsilon)$ -approximation requires $n^{1-O(\varepsilon)}$ space [K-Khanna-Sudan'14](#),
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Q3: There exist $1 < \alpha_* < 2$ and $0 \leq \beta_* < 1$ such that α_* -approximation can be achieved in n^{β_*} space?

Q1: A $\text{poly}(\log n)$ space approximation scheme?

NO:

Better than factor 2 requires $\Omega(\sqrt{n})$ space [K-Khanna-Sudan'14](#)

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this result: NO

Q3: There exist $1 < \alpha_* < 2$ and $0 \leq \beta_* < 1$ such that α_* -approximation can be achieved in n^{β_*} space?

???

Hard distribution on MAX-CUT instances

YES: random **bipartite** graph with \approx constant degrees

NO: **non-bipartite** graph with \approx constant degrees

Hard distribution on MAX-CUT instances

YES: random bipartite graph with \approx constant degrees

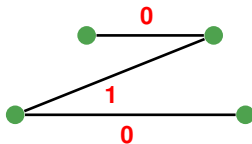
NO: non-bipartite graph with \approx constant degrees

1. ensure MAX-CUT value gap between NO case and YES case
2. show $\Omega(n)$ space required to distinguish between the two cases

1. Implicit hidden partition problem
2. Reduction from MAX-CUT
3. Communication problem analysis via Fourier techniques

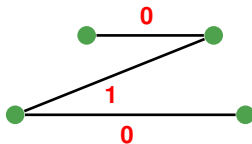
1. Implicit hidden partition problem
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Implicit Hidden Partition Problem



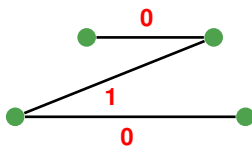
Player 1
graph G_1 , labels
 w^1 on edges

Implicit Hidden Partition Problem

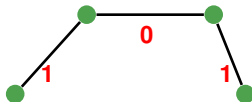


Player 1 \longrightarrow m_1
graph G_1 , labels
 w^1 on edges

Implicit Hidden Partition Problem



⋮

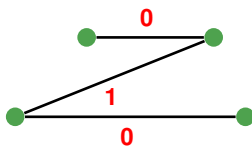


Player 1 $\longrightarrow m_1$
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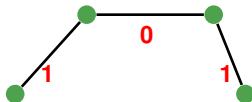
⋮

Player T
graph G_T , labels
 w^T on edges

Implicit Hidden Partition Problem



⋮

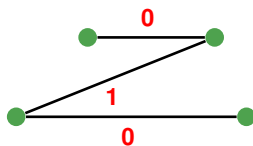


Player 1 \longrightarrow m_1
graph G_1 , labels
 w^1 on edges

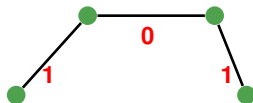
⋮

Player T \longrightarrow m_T
graph G_T , labels
 w^T on edges

Implicit Hidden Partition Problem



⋮



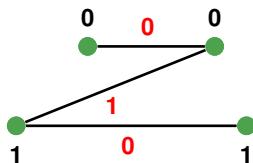
Player 1 \longrightarrow m_1
graph G_1 , labels
 w^1 on edges

⋮

Player T \longrightarrow m_T
graph G_T , labels
 w^T on edges

YES case: \exists partition $x \in \{0, 1\}^n$ such that $w^t = M^t x$ for $1 \leq t \leq T$

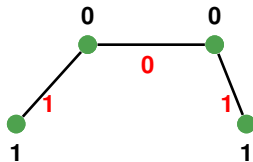
Implicit Hidden Partition Problem



Player 1 $\longrightarrow m_1$
graph G_1 , labels
 w^1 on edges

\vdots

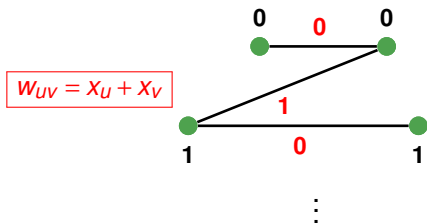
\vdots



Player T $\longrightarrow m_T$
graph G_T , labels
 w^T on edges

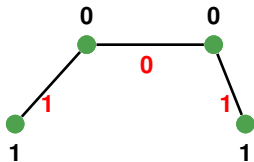
YES case: \exists partition $x \in \{0, 1\}^n$ such that $w^t = M^t x$ for $1 \leq t \leq T$

Implicit Hidden Partition Problem



Player 1 $\longrightarrow m_1$
 graph G_1 , labels
 w^1 on edges

\vdots

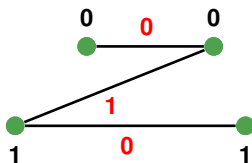


Player T $\longrightarrow m_T$
 graph G_T , labels
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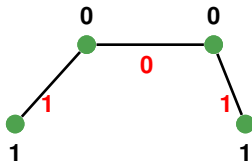
YES case: \exists partition $x \in \{0, 1\}^n$ such that $w^t = M^t x$ for $1 \leq t \leq T$

Implicit Hidden Partition Problem

$$w_{UV} = x_U + x_V$$



⋮



Player 1 $\longrightarrow m_1$
graph G_1 , labels
 w^1 on edges

⋮

Player T $\longrightarrow m_T$
graph G_T , labels
 w^T on edges

YES case: \exists partition $x \in \{0, 1\}^n$ such that $w^t = M^t x$ for $1 \leq t \leq T$

NO case: no such partition exists

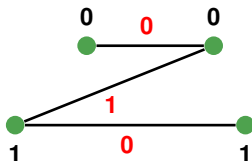
Distributional communication problem

Choose a **hidden partition** $X \in UNIF(\{0, 1\}^n)$

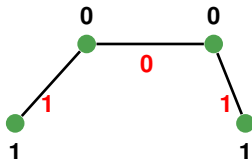
Distributional communication problem

Choose a **hidden partition** $X \in UNIF(\{0,1\}^n)$

$$w_{UV} = X_U + X_V$$



⋮



Player 1 $\longrightarrow m_1$

graph G_1 , labels

w^1 on edges

⋮

Player T $\longrightarrow m_T$

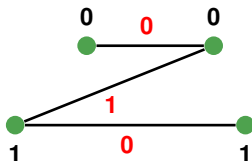
graph G_T , labels

w^T on edges

Distributional communication problem

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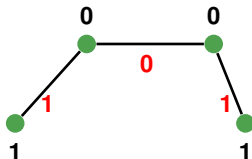
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Player 1 $\longrightarrow m_1$
graph G_1 , labels
 w^1 on edges

\vdots

\vdots

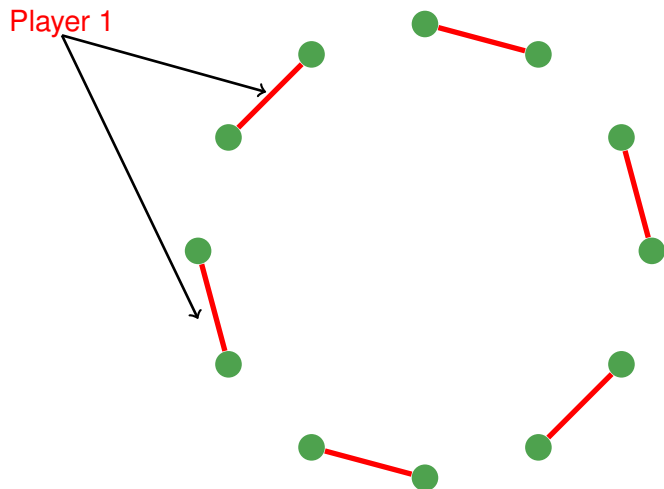


Player T $\longrightarrow m_T$
graph G_T , labels
 w^T on edges

YES case: labels satisfy $w^t = M^t X$ for $1 \leq t \leq T$

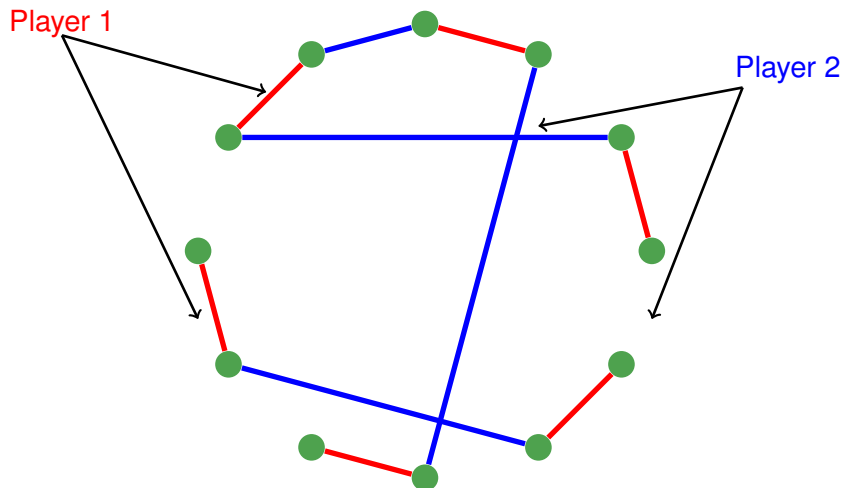
NO case: labels are random: $w^t \sim UNIF$

Distribution on players' graphs



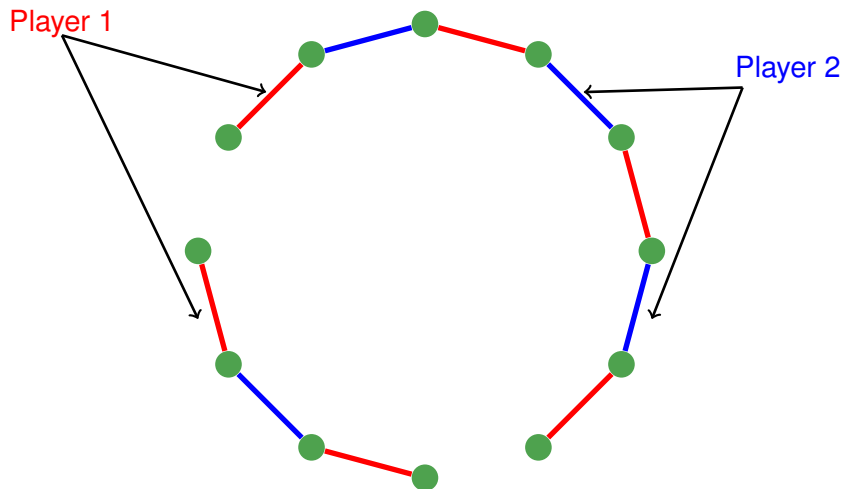
G_1 a perfect matching

Distribution on players' graphs



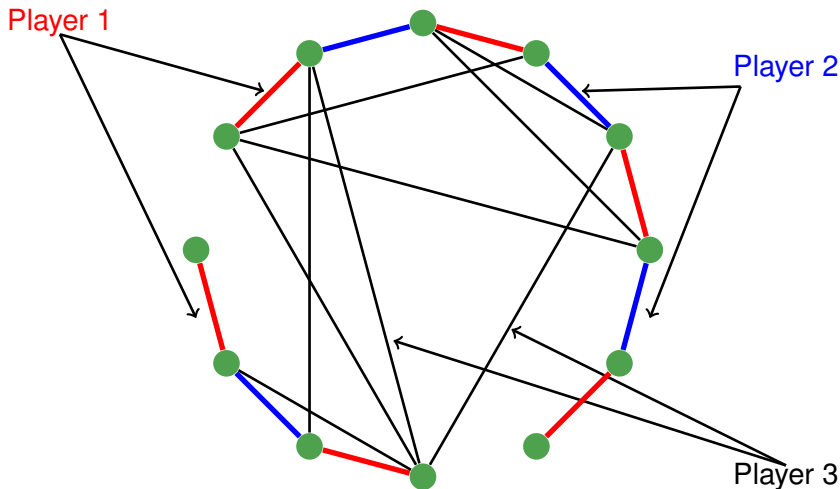
G_1 a perfect matching, G_2 a (random) near perfect matching

Distribution on players' graphs



G_1 a perfect matching, G_2 a (random) near perfect matching

Distribution on players' graphs



G_1 a perfect matching, G_2 a (random) near perfect matching, G_3 an Erdős-Rényi graph

1. Implicit hidden partition problem
2. Reduction from MAX-CUT
3. Communication problem analysis via Fourier techniques

1. Implicit hidden partition problem
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Reduction from MAX-CUT

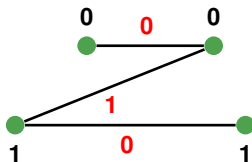
YES: random **bipartite** graph with \approx constant degrees

NO: **non-bipartite** graph with \approx constant degrees

Reduction from MAX-CUT

YES: random bipartite graph with \approx constant degrees

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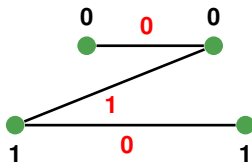
Player t \longrightarrow m_t
graph G_t , labels
 w^t on edges

t -th player generates graph G'_t by including edges $e \in G_t$ with
 $w_e^t = 1$

Reduction from MAX-CUT

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Player $t \longrightarrow m_t$
graph G_t , labels
 w^t on edges

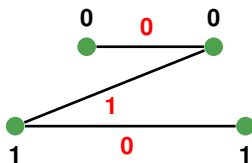
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 $\cup_t G'_t$ is bipartite

Reduction from MAX-CUT

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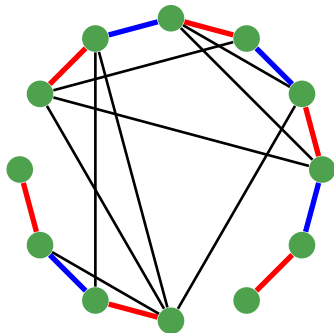


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NO case: labels are random: $w^t \sim UNIF$
 $\cup_t G'_t$ is a sample of $\cup_t G_t$ at rate $1/2$



Distributional Implicit Hidden Partition Problem (DIHP): G_1 a perfect matching, G_2 a (random) near perfect matching, G_3 an Erdős-Rényi graph close to the **giant component threshold**

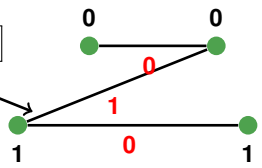
Theorem

If $G_i(1/2), i = 1, 2, 3$ is G_i subsampled at rate $1/2$, then $G_1(1/2) \cup G_2(1/2) \cup G_3(1/2)$ is $\Omega(1)$ -far from bipartite with high probability.

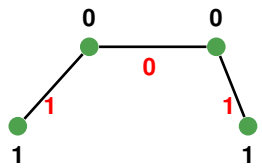
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$$W_{UV} = X_U + X_V$$



⋮



Player 0
bipartition $X \in \{0, 1\}^n \rightarrow m_0$

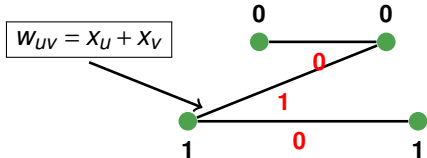
Player 1 $\rightarrow m_1$
graph G_1 , labels
 $w^1 = M^1 X$ on edges

⋮

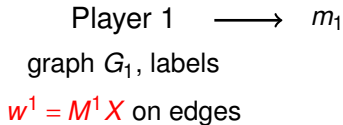
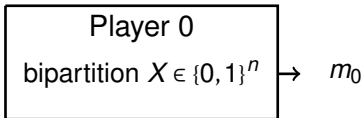
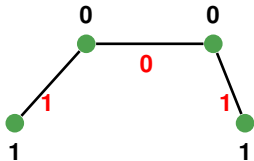
Player 3 $\rightarrow m_3$
graph G_3 , labels
 $w^3 = M^3 X$ on edges

player 0 dominates communication!

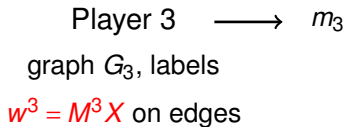
K.-Khanna-Sudan'15



⋮



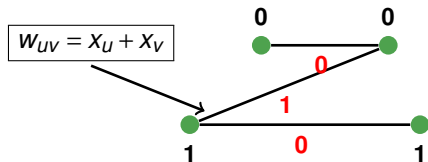
⋮



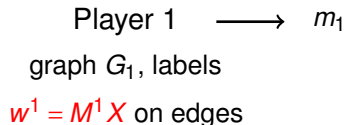
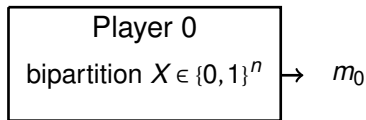
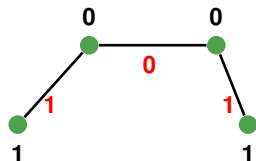
Our approach: Implicit Hidden Partition Problem

player 0 dominates communication!

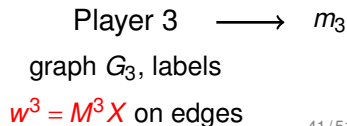
K.-Khanna-Sudan'15



⋮

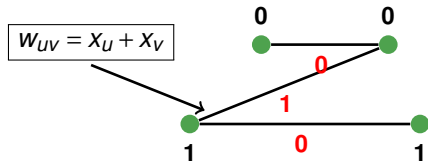


⋮

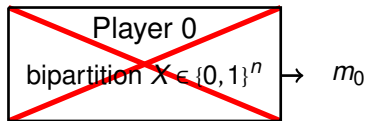
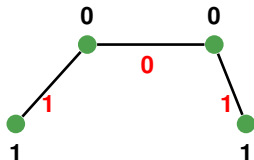


Our approach: Implicit Hidden Partition Problem

information about X revealed
implicitly!



⋮



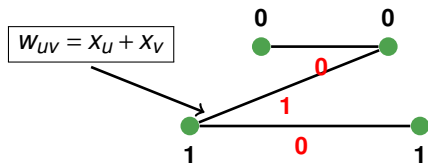
Player 1 → m_1
graph G_1 , labels
 $w^1 = M^1 X$ on edges

⋮

Player 3 → m_3
graph G_3 , labels
 $w^3 = M^3 X$ on edges

Our approach: Implicit Hidden Partition Problem

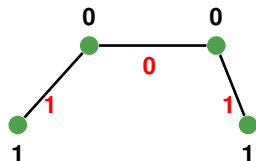
information about X revealed
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Player 1 \longrightarrow m_1
graph G_1 , labels
 $w^1 = M^1 X$ on edges

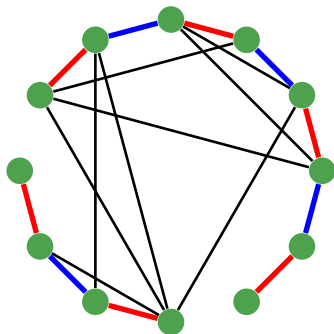
\vdots

\vdots



Player 3 \longrightarrow m_3
graph G_3 , labels
 $w^3 = M^3 X$ on edges

Communication complexity of D-IHP



Theorem

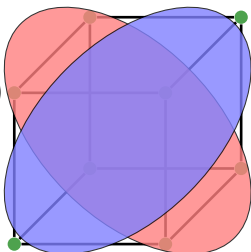
Any one-way protocol with communication $o(n)$ achieves at most $o(1)$ advantage over random guessing for D-IHP.

Fourier analysis (convolution theorem) and graph theoretic considerations.

Conditioned on messages of **player 1** and **player 2**, is
distribution of $M_3 X$ close to uniform?

Conditioned on messages of **player 1** and **player 2**, is
distribution of $M_3 X$ close to uniform?

$X \sim UNIF(A_1 \cap A_2)$
conditioned on (m_1, m_2)



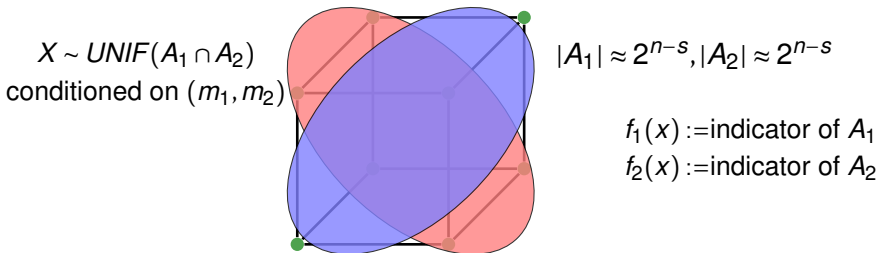
$$|A_1| \approx 2^{n-s}, |A_2| \approx 2^{n-s}$$

$f_1(x) := \text{indicator of } A_1$

$f_2(x) := \text{indicator of } A_2$

The indicator of $A_1 \cap A_2$ is $f_1 \cdot f_2$.

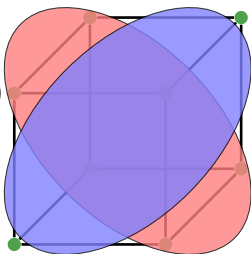
Conditioned on messages of **player 1** and **player 2**, is distribution of $M_3 X$ close to uniform?



The indicator of $A_1 \cap A_2$ is $f_1 \cdot f_2$. Will prove that for $k \geq 1$

$$\frac{2^{2n}}{|A_1 \cap A_2|^2} \sum_{\substack{v \in \{0,1\}^n \\ |v|=2k}} \widehat{f_1 \cdot f_2}(v)^2 \leq (O(s)/k)^k$$

$X \sim UNIF(A_1 \cap A_2)$
 conditioned on (m_1, m_2)



$$|A_1| \approx 2^{n-s}, |A_2| \approx 2^{n-s}$$

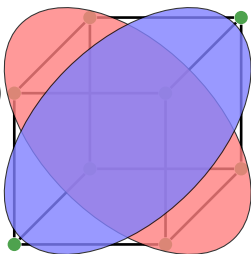
$f_1(x) := \text{indicator of } A_1$

$f_2(x) := \text{indicator of } A_2$

Players only access X via $M_i X$, so \hat{f}_i is **supported on edges**
 and has strong spectral properties:

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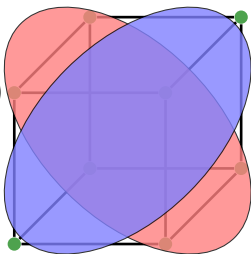
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Intuition: with s space can only learn about $\approx s$ pairs

Prior work, with player 0: with s space can only learn about $\approx s^2$ pairs

$X \sim UNIF(A_1 \cap A_2)$
 conditioned on (m_1, m_2)



$$|A_1| \approx 2^{n-s}, |A_2| \approx 2^{n-s}$$

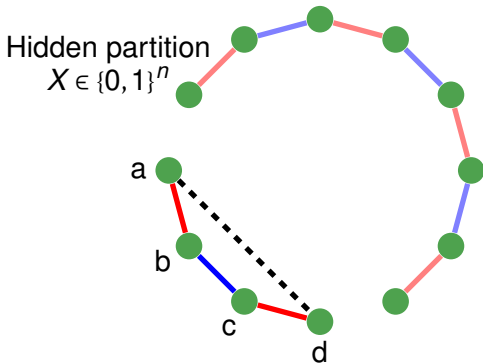
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Players only access X via $M_i X$, so \widehat{f}_i is **supported on edges** and has strong spectral properties:

$$2^{2s} \sum_{|v|=2k} \widehat{f}_i(v)^2 \leq (O(s)/k)^k$$

The indicator of $A_1 \cap A_2$ is $f_1 \cdot f_2$, so by the **convolution theorem**

$$\widehat{f_1 \cdot f_2} = \widehat{f_1} * \widehat{f_2}$$



Intuition: $\widehat{f}_1(a, b, c, d)^2 \approx$ how much information **player 1** transmits about parity $X_a + X_b + X_c + X_d$

$\widehat{f}_2(b, c)^2 \approx$ how much information **player 2** transmits about parity $X_b + X_c$

$\widehat{f_1 \cdot f_2}(a, d)^2 = \widehat{f}_1(a, b, c, d)^2 \cdot \widehat{f}_2(b, c)^2 \approx$ how much information players 1 and 2 transmit about parity $X_a + X_d$

For any $\ell \geq 0$,

$$\sum_{\substack{v \in \{0,1\}^n, \\ |v|=2\ell}} \widehat{f_1 \cdot f_2}(v)^2 = \underbrace{\sum_{k \geq 0} \sum_{w \in \{0,1\}^n, |w|=2k} \widehat{f_1}(w)^2}_{\text{large for } k \gg \ell!} \cdot \underbrace{\left(\sum_{v \in \{0,1\}^n, |v|=2\ell} \widehat{f_2}(w+v)^2 \right)}_{\text{small for } k \gg \ell?}$$

For any $\ell \geq 0$,

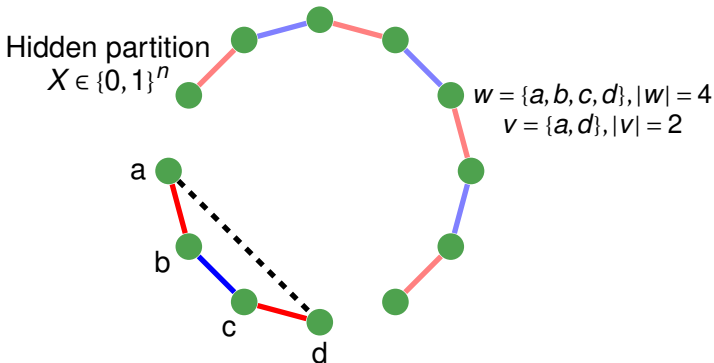
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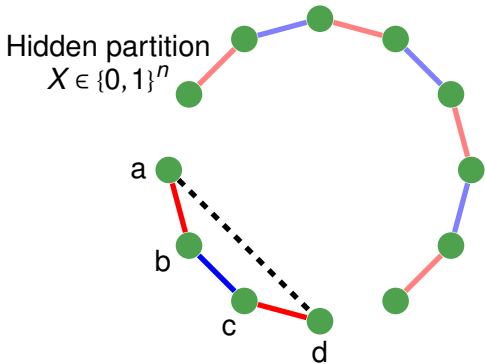
Show that the last term decays for $k > \ell$?

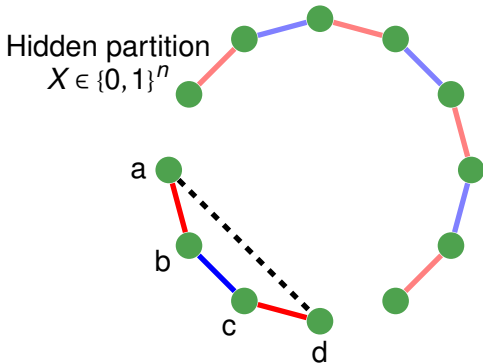
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Show that the last term decays for $k > \ell$?





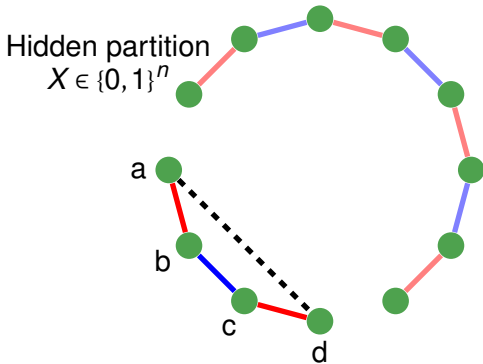


Open problems

Any improvement over factor 2 requires $\Omega(n)$ space?

$(2 - \epsilon_*)$ -approximation in $n^{1-\delta}$ space?

Analyze $\hat{f}_1 * \hat{f}_2 * \dots * \hat{f}_T$ for large T ?



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Thank you!