Bit-probe lower bounds for succinct data structures

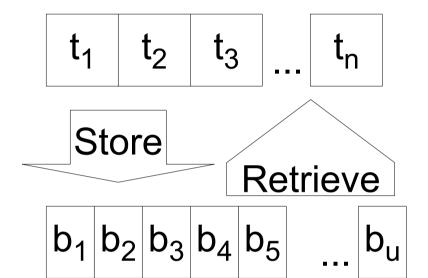
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Bits vs. trits

• Store n "trits" $t_1, t_2, ..., t_n \in \{0,1,2\}$



In u bits $b_1, b_2, ..., b_u \in \{0,1\}$

Want:

Small space u

Short retrieval time: Get t_i probing few bits

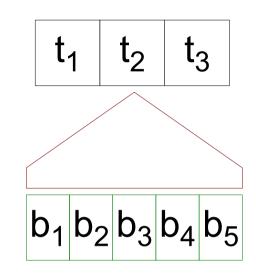
Two solutions

Arithmetic coding:

Store bits of
$$(t_1, ..., t_n) \in \{0, 1, ..., 3^n - 1\}$$

Optimal space: n lg₂3

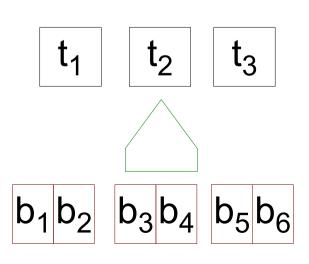
Bad retrieval time: To get t_i read all > n bits



Two bits per trit

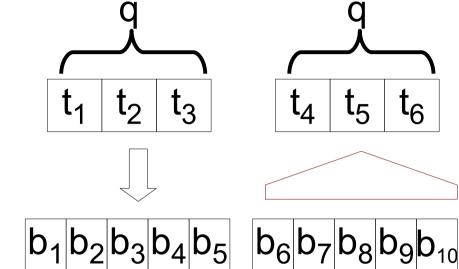
Bad space: 2n

Optimal retrieval time: Read 2 bits



Polynomial tradeoff

• Divide n trits $t_1, ..., t_n \in \{0,1,2\}$ in blocks of q



Arithmetic-code each block

Space:
$$[q lg_2 3] n/q < (q lg_2 3 + 1) n/q$$

= $n lg_2 3 + n/q$

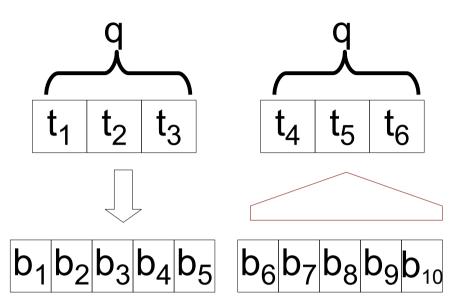
Retrieval Time: O(q)

polynomial tradeoff between redundancy, time

Polynomial tradeoff

• Divide n trits $t_1, ..., t_n \in \{0,1,2\}$ in blocks of q

Arithmetic-code each block



Space:
$$[q lg_2 3] n/q = (q lg_2 3 + 1/q^{\Theta(1)}) n/q$$

= $n lg_2 3 + n/q^{\Theta(1)}$

Retrieval Time: O(q)

polynomial tradeoff between redundancy, time

Logarithmic forms

Exponential tradeoff

Breakthrough data structure [Pătraşcu '08, later + Thorup]

Space: $n \lg_2 3 + n/2^{O(q)}$

Retrieval Time: c

exponential tradeoff between redundancy, time

• E.g., optimal space [n lg₂ 3], time O(lg n)

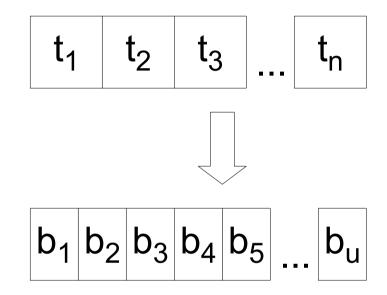
Our results

• Theorem[this work]:

Store n trits
$$t_1, ..., t_n \in \{0,1,2\}$$

in u bits $b_1, ..., b_u \in \{0,1\}$.

If get t_i by probing q bits then space $u > n \lg_2 3 + n/2^{\Omega(q)}$.



- Matches [Pătraşcu Thorup]: space < n lg₂ 3 + n/2^{O(q)}
- Holds even for adaptive probes

Outline

• Bits vs. trits

• Bits vs. sets

Cell model

Proof

Bits vs. sets

• Store $S \subseteq \{1, 2, ..., n\}$ of size |S| = k

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In u bits $b_1, ..., b_u \in \{0,1\}$

$$b_1$$
 b_2 b_3 b_4 b_5 ... b_u

Want:

Small space u, optimal is $\lceil \lg_2 (n \text{ choose k}) \rceil$

Answer "i ∈ S?" by probing few bits

Previous results

- Store S ⊆ {1, 2, ..., n}, |S| = k in bits, answer "i ∈ S?"
 - [Minsky Papert '69] Average-case study
 - [Buhrman Miltersen Radhakrishnan Venkatesh '00]
 Space O(optimal), probe 1 bit, correct with high probability
 Lower bounds for k < n¹-ε
 - No lower bound was known for $k = \Omega(n)$

Our results

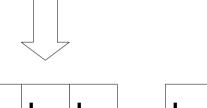
• Theorem[this work]:

Store
$$S \subseteq \{1, 2, ..., n\}, |S| = n/3$$

in u bits $b_1, ..., b_u \in \{0, 1\}$

If answer " $i \in S$?" probing q bits then space u > optimal + $n/2^{\Omega(q)}$.

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- First lower bound for $|S| = \Omega(n)$
- Holds even for adaptive probes

Outline

• Bits vs. trits

• Bits vs. sets

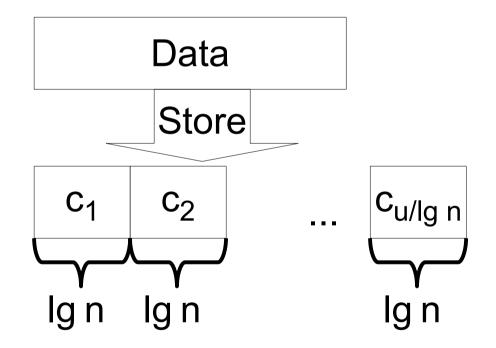
Cell model

Proof

Cell-probe model

So far: q = number bit probes

Cell model: q = number of probes in cells of lg(n) bits



Relationship: q bit ⊆ q cell ⊆ q lg(n) bit

Results in cell-probe model

Cells vs. trits:

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q = O(1), optimal space = \lceil n \lg_2 3 \rceil [Pătraşcu Thorup]
Time q = 1 \Rightarrow space > n \lg_2 3 + n/\lg^{O(1)} n [this work]
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Cells vs. sets:

```
q probes, space = optimal + n / lg^{\Omega(q)}n [Pagh, Pătraşcu] Lower bounds?
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Work in progress on both fronts

Outline

• Bits vs. trits

• Bits vs. sets

Cell model

Proof

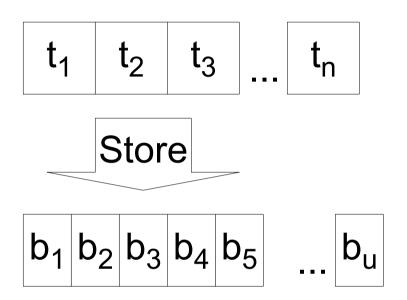
Recall our results

Theorem:

Store n trits
$$t_1, ..., t_n \in \{0,1,2\}$$

in u bits $b_1, ..., b_u \in \{0,1\}$.

If get t_i by probing q bits then space $u > n \lg_2 3 + n/2^{\Omega(q)}$.



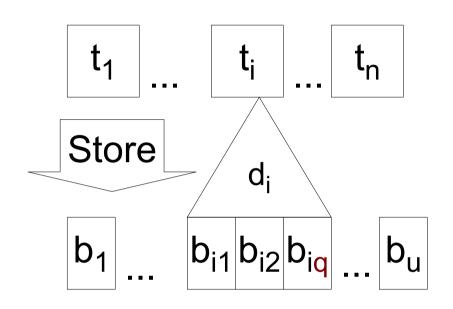
• For now, assume non-adaptive probes:

$$t_i = d_i (b_{i1}, b_{i2}, ..., b_{iq})$$

Proof idea

•
$$t_i = d_i (b_{i1}, b_{i2}, ..., b_{iq})$$

• Uniform $(t_1, ..., t_n) \in \{0,1,2\}^n$ Let $(b_1, ..., b_u) := Store(t_1, ..., t_n)$



• Space $u \approx \text{optimal} \Rightarrow (b_1, ..., b_u) \in \{0,1\}^u \approx \text{uniform} \Rightarrow$

$$1/3 = Pr[t_i = 2] = Pr[d_i(b_{i1}, ..., b_{iq}) = 2] \approx A/2q \neq 1/3$$

Contradiction, so space u >> optimal

Q.e.d.

Information-theory lemma

[Edmonds Rudich Impagliazzo Sgall, Raz, Shaltiel V.]

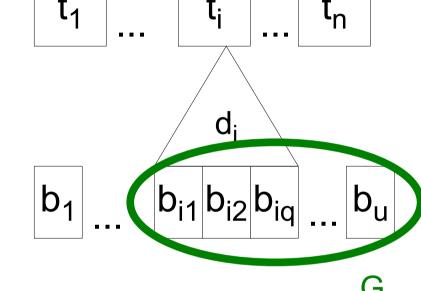
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Lemma: Random (b_1, ..., b_u) uniform in B \subseteq \{0,1\}^u |B| \approx 2^u \Rightarrow \text{there is large set } G \subseteq [u]: for every i_1, ..., i_q \in G: (b_{i_1}, ..., b_{i_q}) \approx \text{uniform in } \{0,1\}^q
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Proof: |B| \approx 2^{u} \Rightarrow H(b_{1}, ..., b_{u}) large \Rightarrow H(b_{i} | b_{1}, ..., b_{i-1}) large for many i \in G

Closeness[(b_{i_{1}}, ..., b_{i_{q}}), uniform ] \geq H(b_{i_{1}}, ..., b_{i_{q}})
\geq H(b_{i_{q}} | b_{1}, ..., b_{i_{q}-1}) + ... + H(b_{i_{1}} | b_{1}, ..., b_{i_{1}-1}), large Q.e.d.
```

Proof

- Argument OK if probes in G
- $t_i = d_i (b_{i1}, b_{i2}, ..., b_{iq})$
- Uniform $(t_1, ..., t_n) \in \{0,1,2\}^n$ \downarrow



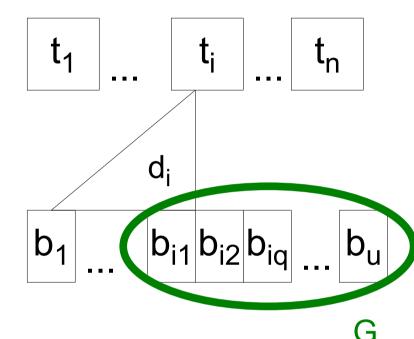
uniform
$$(b_1, ..., b_u) \in B := \{Store(t) \mid t \in \{0,1,2\}^n \}$$

$$|B| = 3^n \approx 2^u \Rightarrow (Lemma) \Rightarrow (b_{i1}, ..., b_{iq}) \approx uniform \Rightarrow$$

$$1/3 = Pr[t_i = 2] = Pr[d_i(b_{i1}, ..., b_{iq}) = 2] \approx A/2q \neq 1/3$$

Probes not in G

If every t_i probes bits not in G



- Argue as in [Shaltiel V.]:
- Condition on heavy bits := probed by many t_i
- Can find t_i ≈ uniform in {0,1,2}, all probes in G

Handling adaptivity

• So far $t_i = d_i (b_{i1}, b_{i2}, ..., b_{iq})$

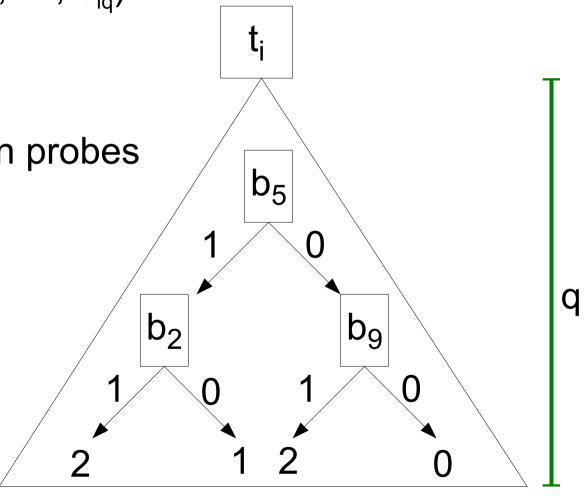
In general,

q adaptively chosen probes

= decision tree

2q bits

depth q



$$1/3 = Pr[t_i = 2] = Pr[d_i(b_{i1}, ..., b_{i2}q) = 2] \approx A/2q \neq 1/3$$

Conclusion

Thm: Store n trits t₁, ..., tn ∈ {0,1,2}.
 Get ti by probing q bits ⇒ space > optimal + n/2^{Ω(q)}

Matches [Pătraşcu Thorup]: space < optimal + n/2^{O(q)}

Thm: Store S ⊆ {1, 2, ..., n}, |S| = n/3.
 Answer "i∈ S?" probing q bits ⇒ space > optimal + n/2^{Ω(q)}

First lower bound for $|S| = \Omega(n)$

New approach to lower bounds for basic data structures

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