

# Locality in Coding Theory

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# Error-Correcting Codes

- (Linear) Code  $C \subseteq \mathbb{F}_q^n$ .
  - $n \stackrel{\text{def}}{=} \text{block length}$
  - $k = \dim(C) \stackrel{\text{def}}{=} \text{message length}$
  - $R(C) \stackrel{\text{def}}{=} k/n$ : Rate of  $C$
  - $\delta(C) \stackrel{\text{def}}{=} \min_{x \neq y \in C} \{\delta(x, y) \stackrel{\text{def}}{=} \Pr_i [x_i \neq y_i]\}$ .
- Basic Algorithmic Tasks
  - **Encoding**: map message in  $\mathbb{F}_q^k$  to codeword.
  - **Testing**: Decide if  $u \in C$
  - **Correcting**: If  $u \notin C$ , find nearest  $v \in C$  to  $u$ .

# Locality in Algorithms

- “Sublinear” time algorithms:
  - Algorithms that run in time  $o(\text{input})$ ,  $o(\text{output})$ .
  - Assume **random access** to input
  - Provide **random access** to output
  - Typically probabilistic; allowed to compute output on approximation to input.
- LTCs: Codes that have sublinear time testers.
  - Decide if  $u \in C$  probabilistically.
  - Allowed to accept  $u$  if  $\delta(u, C)$  small.
- LCCs: Codes that have sublinear time correctors.
  - If  $\delta(u, C)$  is small, compute  $v_i$ , for  $v \in C$  closest to  $u$ .

# LTCs and LCCs: Formally

- $\mathcal{C}$  is a  $(\ell, \epsilon)$ -LTC if there exists a tester that
  - Makes  $\ell(n)$  queries to  $u$ .
  - Accept  $u \in \mathcal{C}$  w.p. 1
  - Reject  $u$  w.p. at least  $\epsilon \cdot \delta(u, \mathcal{C})$ .
- $\mathcal{C}$  is a  $(\ell, \epsilon)$ -LCC if exists decoder  $D$  s.t.
  - Given oracle access  $u$  close to  $v \in \mathcal{C}$ , and  $i$
  - Decoder makes  $\ell(n)$  queries to  $u$ .
  - Decoder  $D^u(i)$  usually outputs  $v_i$ .
    - $\Pr_i[D^u(i) \neq v_i] \leq \delta(u, v)/\epsilon$
- Often: ignore  $\epsilon$  and focus on  $\ell$

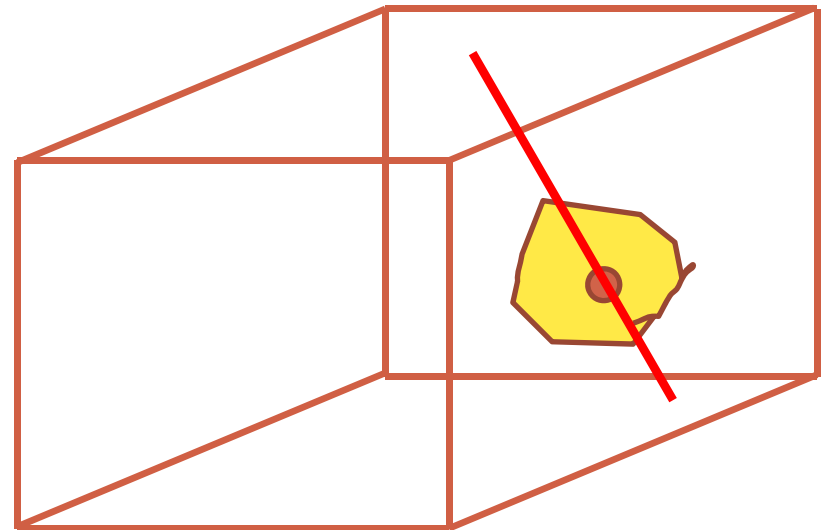
# Outline of this talk

- Part 0: Definitions of LTC, LCC
- Part 1: Elementary construction
- Part 2: Motivation (historical, current)
- Part 3: State-of-the-art constructions
- Part 4 (brief): Towards practicality

# Part 1: Elementary Construction

# Main Example: Reed-Muller Codes

- Message = multivariate polynomial;  
Encoding = evaluations everywhere.
  - $\text{RM}[m, r, q] \stackrel{\text{def}}{=} \{ \langle f(\alpha) \rangle_{\alpha \in \mathbb{F}_q^m} \mid f \in \mathbb{F}_q[x_1, \dots, x_m], \deg(f) \leq r \}$
- Locality? Say  $r < q$ 
  - Restrictions of low-degree polynomials to lines yield low-degree (univ.) polys.
  - Random lines sample  $\mathbb{F}_q^m$  uniformly (pairwise ind'ly)



# LDCs and LTCs from Polynomials

- Decoding ( $r < q$ ):
  - Problem: Given  $f \approx p$ ,  $\alpha \in \mathbb{F}_q^m$ , compute  $p(\alpha)$ .
  - Pick random  $\beta$  and consider  $f|_L$   
where  $L = \{\alpha + t\beta \mid t \in \mathbb{F}_q\}$  is a random line  $\ni \alpha$ .
  - Find univ. poly  $h \approx f|_L$  and output  $h(\alpha)$
- Testing ( $r \leq q$ ):
  - Verify  $\deg(f|_L) \leq r$  for random line  $L$
- Parameters:
  - $n = q^r$  Ideas can be extended to  $r > q$ .  
Locality  $\approx q^{\frac{r}{q}}$

Analysis non-trivial



# Part 2: Motivations

# Motivation – 1 (“Practical”)

- How to encode massive data?
  - Solution I
    - Encode all data in one big chunk
    - Pro:  $\Pr[\text{failure}] = \exp(-|\text{big chunk}|)$
    - Con: Recovery time  $\sim |\text{big chunk}|$
  - Solution II
    - Break data into small pieces; encode separately.
    - Pro: Recovery time  $\sim |\text{small}|$
    - Con:  $\Pr[\text{failure}] = \#\text{pieces} \times \Pr[\text{failure of a piece}]$
  - Locality (if possible): Best of both Solutions!!

# Aside: LCCs vs. other Localities

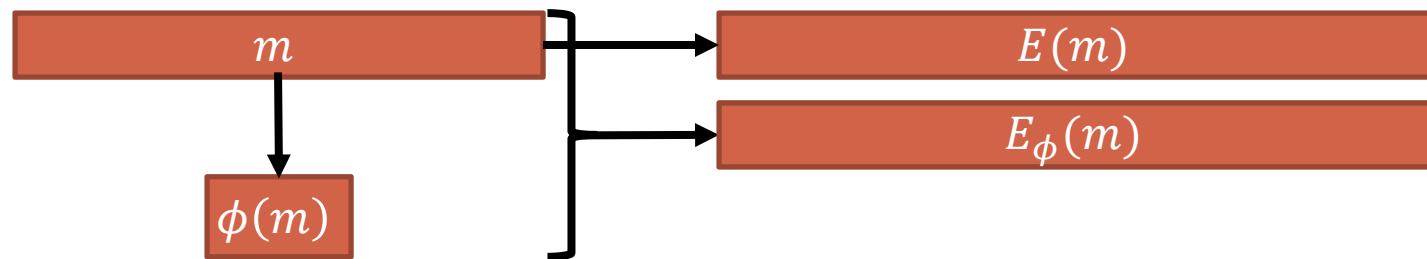
- Local Reconstruction Codes (LRC):
  - Recover from few (one? two?) erasures locally.
  - AND Recover from many errors globally.
- Regenerating Codes (RgC):
  - Restricted access pattern for recovery: Partition coordinates and access few symbols per partition.
- Main Differences:
  - #errors: LCCs high vs LRC/RgC low
  - Asymptotic (LCC) vs. Concrete parameters (LRC/RgC)

# Motivation – 2 (“Theoretical”)

- (Many?) mathematical consequences:
  - Probabilistically checkable proofs:
    - Use specific LCCs and LTCs
  - Hardness amplification:
    - Constructing functions that are very hard on average from functions that are hard on worst-case.
    - Any (sufficiently good) LCC  $\Rightarrow$  Hardness amplification
  - Small set expanders (SSE):
    - Usually have mostly small eigenvalues.
    - LTCs  $\Rightarrow$  SSEs with many big eigenvalues [Barak et al., Gopalan et al.]

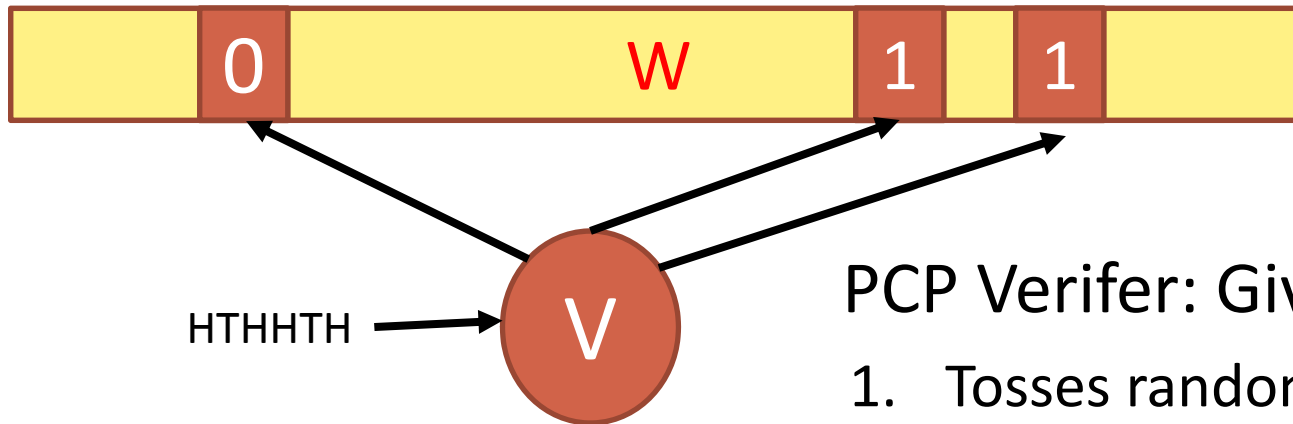
## Aside: PCPs (1 of 3)

- Familiar task: Protect massive data  $m \in \{0,1\}^k$



- PCP task: Protect  $m$  + analysis  $\phi(m) \in \{0,1\}$ .
  - $\phi(m)$  is just one bit long – would like to read & trust  $\phi(m)$  with few probes.
  - Can we do it? Yes! PCPs!
  - “Functional Error-correction”

# PCPs (2 of 3) - Definition



PCP Verifier: Given  $W \in \{0,1\}^N$

1. Tosses random coins
2. Determines query locations
3. Reads locations. Accepts/Rejects

$W \approx E_\phi(m)$  with  $\phi(m) = 1 \Rightarrow V$  accepts w.h.p.

$W$  far from every  $E_\phi(m)$  with  $\phi(m) = 1 \Rightarrow$  rejects w.h.p.

Distinguishes  $\phi^{-1}(1) \neq \emptyset$  from  $\phi^{-1}(1) = \emptyset$

# PCPs (3 of 3): “Polynomial-speak”

- $m \rightarrow M(x)$  low-degree (multiv.) polynomial
- $\phi \rightarrow \Phi$  : local map from poly's to poly's
- $\phi(m) = 1 \Leftrightarrow \exists A, B, C$  s. t.  $\Phi(M, A, B, C) \equiv 0$
- $E_\phi(m) = (\langle M \rangle, \langle A \rangle, \langle B \rangle, \langle C \rangle)$  (evaluations)
- Local testability of RM codes  $\Rightarrow$  can verify  $E_\phi(m)$  syntactically correct. (  $\langle M \rangle, \langle A \rangle, \langle B \rangle, \langle C \rangle \approx$  polynomials )
- Distance of RM codes +  $\Phi(M, A, B, C)[a] = 0$  for random  $a \Rightarrow$  Semantically correct ( $\phi(m) = 1$ )).

# Part 3: Recent Progress on LCCs + LTCs



# Summary of Recent Progress

- Till 2010:  $\text{locality}(n) = o(n) \Rightarrow \text{Rate} < \frac{1}{2}$ .
- 2015:  $\text{locality}(n) = n^{o(1)}$  &  $\text{Rate} \rightarrow 1$ 
  - $\Rightarrow \ell(n) = n^{o(1)}$  meeting Singleton Bound
  - $\Rightarrow \ell(n) = n^{o(1)}$  binary, Zyablov bound.

(locally correcting half-the-distance!)

# Main References

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- Multiplicity codes [KoppartySarafYekhanin'10]

- See also

- Lifted Codes [GuoKoppartySudan'13]

- Expander codes [HemenwayOstrovskyWootters'13]

- Tensor codes [Viderman '11] (see also [GKS'13] )

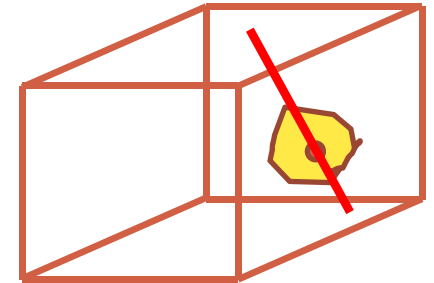
- Above + Alon-Luby composition:

[KoppartyMeirRon-ZewiSaraf'15]

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# Lifted Codes

- Codes obtained by inverting decoder:
  - Recall decoder for RM codes.
  - What code does it decode?
  - $C_{m,r,q} = \{f: \mathbb{F}_q^m \rightarrow \mathbb{F}_q \mid \deg(f|_L) \leq r \forall L\}$
  - What we know:  $\text{RM}[m, r, q] \subseteq C_{m,r,q}$
- Theorem [GKS'13]:  $\delta(C_{m,r,q}) \approx \delta(\text{RM}[m, r, q])$   
 $\text{Rate}(C_{m,r,q}) \rightarrow 1$  if  $q = 2^t$  and  $t \rightarrow \infty$
- Local decodability by construction.
- Local testability [KaufmanS'07, GuoHaramatyS'15].



# Multiplicity Codes

- Basic example
- Message = (coeffs. of) poly  $p \in \mathbb{F}_q[x, y]$ .
- Encoding = Evaluations of  $\left(p, \frac{\partial p}{\partial x}, \frac{\partial p}{\partial y}\right)$  over  $\mathbb{F}_q^2$ .  
Length =  $n = q^2$ ; Alphabet =  $\mathbb{F}_q^3$ ; Rate  $\rightarrow \frac{2}{3}$
- Local-decoding via lines. Locality =  $O(\sqrt{n})$
- More multiplicities  $\Rightarrow$  Rate  $\rightarrow 1$
- More derivatives  $\Rightarrow$  Locality  $\rightarrow n^\epsilon$

# Multiplicity Codes - 2

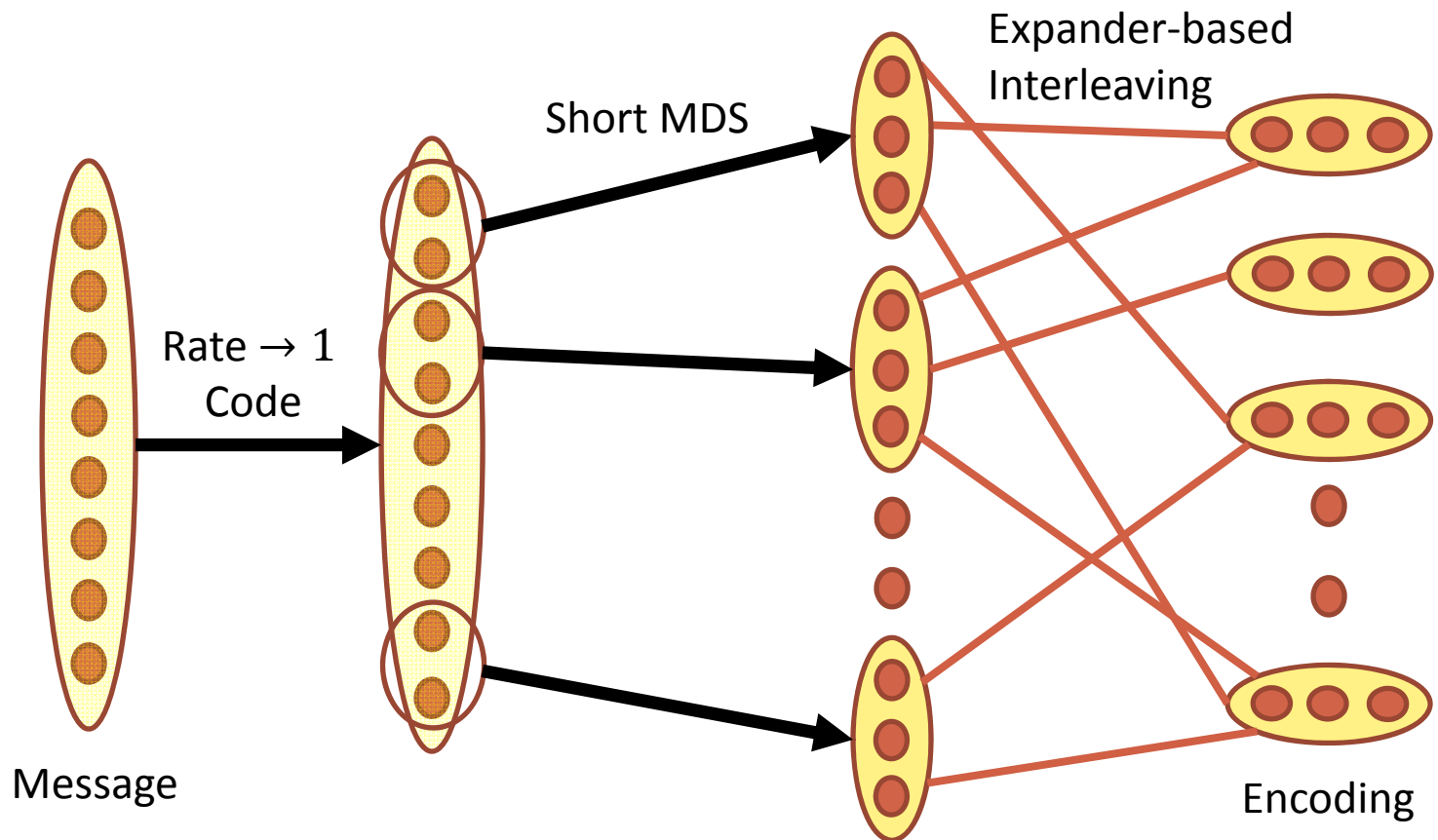
- Why does Rate  $\rightarrow \frac{2}{3}$  ?
- Every zero of  $\left(p, \frac{\partial p}{\partial x}, \frac{\partial p}{\partial y}\right) \equiv$  two zeroes of  $p$
- Can afford to use  $p$  of degree  $\rightarrow 2q$ .
- Dimension  $\uparrow \times 4$  ; But encoding length  $\uparrow \times 3$   
(Same reason that multiplicity improves radius of list-decoding in [Guruswami,S.] )

# State-of-the-art as of 2014

- $\forall \epsilon, \alpha > 0 \exists \delta = \delta_{\epsilon, \alpha} > 0$  s.t.  $\exists$  codes w.
  - Rate  $\geq 1 - \alpha$
  - Distance  $\geq \delta$
  - Locality  $= n^\epsilon$
- Promised:
  - Locality  $n^{o(1)}$
  - Singleton bound [What if you need higher distance?]
  - Zyablov bound [What if you want a binary code?]

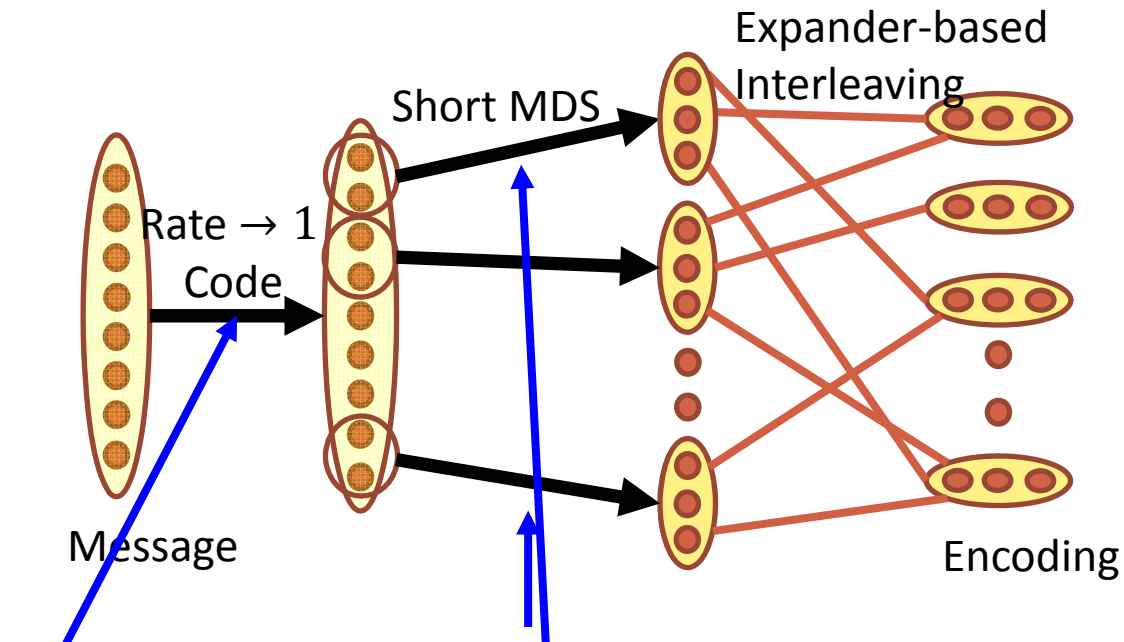
# Alon-Luby Transformation

- Key ingredient in [Meir14], [Kopparty et al.'15]



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Rate/Distance of final code  $\sim$  Rate of MDS

[Meir] Locality  $\sim$  Locality of Rate 1 code

Proof = Picture



# Subpolynomial Locality

- Apply previous transform, with initial code of Rate  $1 - o(1)$  and locality  $n^{o(1)}$  !
  - [e.g., multiplicity codes with  $m = \omega(1)$ ]
- Singleton bound ✓
- Zyablov bound?
  - Concatenation [Forney'66] ✓

# Part 4: Conclusions

# The Locality Advantage

- Asymptotically:
  - Achieves best known parameters for explicit codes
  - While achieving significant locality  $\ell(n) = 2^{\sqrt{\log n}}$
- Limits?
  - LCCs must satisfy  $n = k^{1 + \frac{1}{\ell(n)}}$  [Katz-Trevisan]
  - LTCs – no lower bounds known; could match best known 3-LDPC, with  $\ell(n) = 3$
  - Linear rate LCC+LTCs with  $\ell(n) = \log n$ ? Open!

# Locality in Practice?

- Why don't we see LCCs in practice?
  - Is locality with many errors a natural model?
    - Are LRCs good enough?
    - LCCs allow for lazy recovery (each recovery step local/quick); can prioritize according to needs.
  - Randomized decoding schemes?
  - Moderately big hidden constants
    - More study needed for concrete settings of  $k, \ell, \delta$

# Conclusion

- Locality: (moderately) new model
- Remarkable effects possible
- Connect to many other questions in combinatorics/computer science
- Useful as a data storage mechanism?

Thank You