



TESTING THE BOOLEAN RANK

Michal Parnas

Joint work with: Dana Ron, Adi Shraibman

The Real rank

The **real rank** of a matrix $M_{n \times n}$ of size $n \times n$:

- **Maximal # independent** rows/columns of M .
- **Minimal r** such that $M_{n \times n}$ can be decomposed as:

$$\left(M_{n \times n} \right) = \left(X_{n \times r} \right) \cdot \left(Y_{r \times n} \right)$$

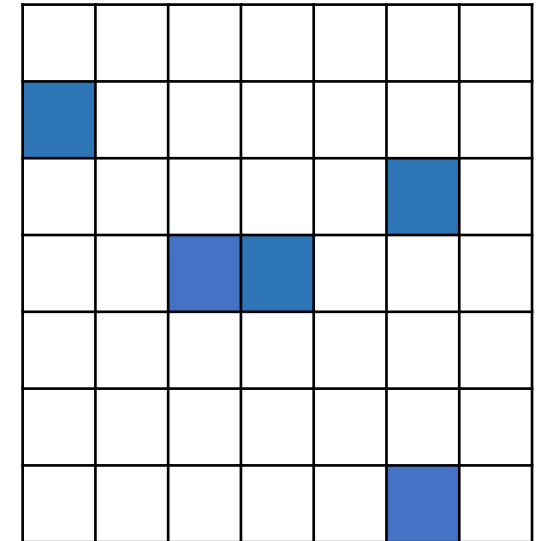
- Computing exactly in **poly time** using Gaussian elimination.

Testing the Real Rank

Property Testing Algorithm:

Does M have rank $\leq d$ or M is ϵ -far from rank $\leq d$

(at least ϵ -fraction of the entries should be modified to have rank $\leq d$).



■						
					■	
		■	■			
					■	

- Krauthgamer , Sasson 2003: non-adaptive algorithm, query complexity $O(d^2/\epsilon^2)$.
- Wang, and Woodruff, 2014: adaptive algorithm , query complexity $O(d^2/\epsilon)$.
- Balcan, Woodruff, Zhang 2018: non-adaptive algorithm, query complexity $\tilde{O}(d^2/\epsilon)$.

The Boolean rank

- The **Boolean rank** of a Boolean matrix $M_{n \times n}$ is the **minimal** r such that:

$$\left(M_{n \times n} \right) = \left(X_{n \times r} \right) \cdot \left(Y_{r \times n} \right)$$

$X_{n \times r}$ and $Y_{r \times n}$ are **Boolean**, and **operations** are **Boolean** ($1 + 1 = 1$).

- Computing Boolean rank exactly is **NP-hard**.
- Testing algorithms for real rank can't be adapted to Boolean rank, since use **linearity**.

Using theorem of Alon, Fischer, Newman 2007:

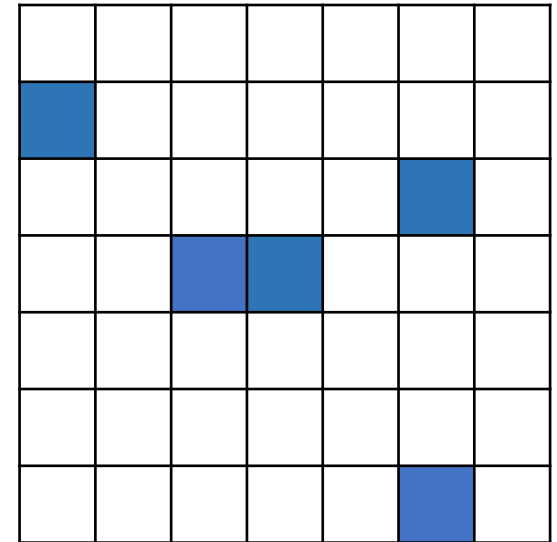
Boolean rank $\leq d$ \implies every **submatrix** of M has $\leq 2^d$ distinct rows/columns.

Boolean rank is testable with $\left(2^d / \varepsilon \right)^{O(2^{4d})}$ queries.

Our Main Result

Theorem:

There exists a **1-sided** error testing algorithm for the Boolean rank with **polynomial** query complexity of $\tilde{O}(d^4 / \varepsilon^6)$



Alternative Definitions for Boolean rank

- **Minimal # monochromatic rectangles** to cover all 1's of M.

1	1	0	0
1	1	1	0
0	1	1	0
0	0	0	0

Boolean rank 2

1	0	1	0
1	1	1	0
0	1	1	0
0	0	0	0

Boolean rank 2

- **Minimal # bipartite bicliques** to cover all edges of bipartite graph represented by M.
- Boolean rank related to non-deterministic **communication complexity** of M.

Testing the Boolean Rank

Algorithm (Test \mathbf{M} for Boolean rank d , given d and ε):

- Select uniformly, independently, at random $O\left(\frac{d^2}{\varepsilon^3} \log \frac{d}{\varepsilon}\right)$ entries from \mathbf{M} .
- Let \mathbf{U} be subset of entries selected, and let \mathbf{W} be submatrix of \mathbf{M} induced by \mathbf{U} .
- Accept if \mathbf{W} has Boolean rank $\leq d$, otherwise reject.

Query complexity: $\tilde{O}(d^4 / \varepsilon^6)$

Running time: exponential in sample size
since problem is NP-hard.

M =

■		■	■		■	
■					■	
■		■	■		■	

Proof of Correctness

Theorem: The Algorithm is a 1-sided error testing algorithm for the Boolean rank.

- The algorithm always accepts M if it has Boolean rank $\leq d$.

$$M = \left(\begin{array}{ccc|cc} 1 & 1 & 1 & & \\ 1 & 1 & 1 & & \\ 1 & 1 & 1 & 1 & 1 \\ \hline & & & 1 & 1 & \\ & & & 1 & 1 & \\ & & & 1 & 1 & \\ & & & 1 & 1 & \end{array} \right)$$

- If M is ϵ -far from Boolean rank d then algorithm rejects with prob. $\geq 2/3$.

Basic Concept – Compatible entries

1-entries (x_1, y_1) and (x_2, y_2) are **compatible**

if $M[x_1, y_2] = M[x_2, y_1] = 1$.

		y_1		y_2	
x_2		1		1	
x_1		1		1	

Compatible entries can be in **same monochromatic rectangle**.

Skeletons and beneficial entries

Czumaj, Sohler 2005: combinatorial programs.

Parnas, Ron, Rubinfeld 2006: Tolerant testing, skeletons.



Separating probabilistic analysis
from combinatorial structure

Skeletons and beneficial entries

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Separating probabilistic analysis
 from combinatorial structure

A **skeleton** for M is a multiset $S = \{S_1, \dots, S_d\}$
 where each S_i contains compatible 1-entries
 (can be in same monochromatic rectangle).

1	1	0			1
1	1	1			0
	1	1	0	1	
			0	1	
			1	1	0

Incompatible
 with all

Incompatible
 with purple

A 1-entry (x,y) is **beneficial** for skeleton S , if for every $1 \leq i \leq d$:

- (x,y) is incompatible with S_i , or
- Adding (x,y) to S_i reduces significantly #entries that can join S_i



Skeleton becomes
 more constrained.

Proof Sketch for ϵ -far M

Main Claim:

It is possible to define skeletons and beneficial entries such that:

1. M is ϵ -far from Boolean rank at most $d \implies$ every skeleton has $\epsilon^2 n^2$ beneficial entries.
2. Skeletons are **small**: Size is $O(d^2/\epsilon)$.

Using claim



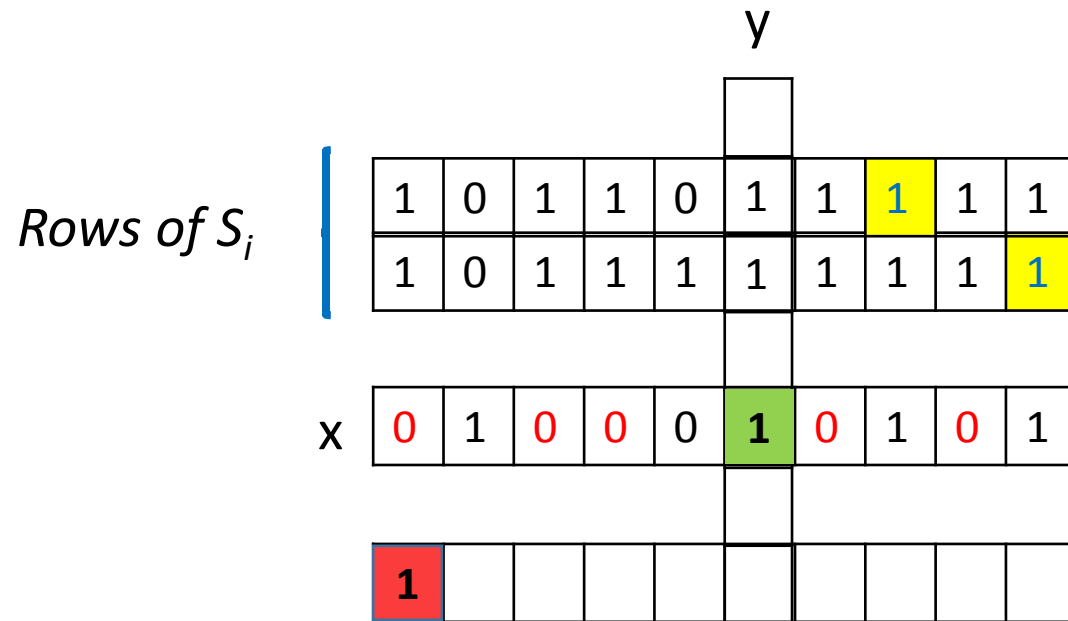
For a sample of size $O\left(\frac{d^2}{\epsilon^3} \log \frac{d}{\epsilon}\right)$ with prob. $\geq 2/3$,

Boolean rank of \mathbf{W} is $> d$, and algorithm rejects as required.

$$M = \left(\begin{array}{c} \mathbf{W} \\ \left[\begin{array}{c} \bullet \\ \bullet \\ \bullet \end{array} \right] \end{array} \right)$$

zero heavy row/column

Row x is **zero-heavy** for S_i if there are $\geq \frac{\epsilon}{4d} n$ columns with zeros in row x , that do not have zeros in rows of entries from S_i



Adding a 1-entry to S_i from a zero-heavy row, **reduces significantly #entries** that can join S_i

Proof of main claim

Main Claim:

1. M is ε -far from Boolean rank at most d \implies every skeleton has $\varepsilon^2 n^2$ beneficial entries.
2. Skeletons are **small**: Size is $O(d^2/\varepsilon)$.



1. Assume there are $< \varepsilon^2 n^2$ beneficial entries \implies **modify** M so that it has Boolean rank $\leq d$.
2. Only entries in **zero-heavy** rows/columns are added to skeleton
 \implies every entry added, disqualifies **many** other entries.

Open Problems

- Binary rank:

Minimal # monochromatic rectangles to partition all 1's of M.

Minimal # bipartite bicliques to partition all edges of bipartite graph represented by M.

Related to deterministic communication complexity of M.

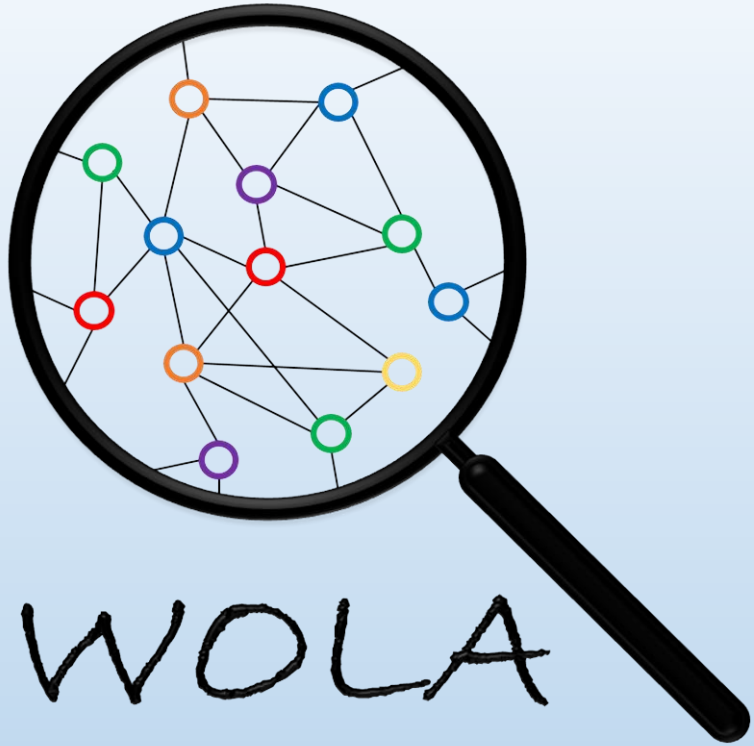
1	1	0	0
1	1	1	0
0	1	1	0
0	0	0	0

Binary rank 3

Theorem: Binary rank is testable with $O(2^{2d} / \epsilon)$ queries.

Polynomial query complexity testing algorithm for binary rank?

- Lower bounds on query complexity for Boolean/binary rank.
- Other rank functions: non-negative rank?



WOLA

THANK YOU!