## The counter-intuitive behaviour of high-dimensional spaces

Mark Wildon


Slides are online (two equivalent links):

- http://www.ma.rhul.ac.uk/~uvah099/Talks/ HighDimensionalSpaces.pdf
- https://tinyurl.com/y8mptbej

I will probably have to turn off incoming video and mute everyone except Stefanie to conserve bandwidth. Please type in the chat box if you have a question and Stefanie will alert me if I miss it.

## Outline and the wild claim

$\S 1$ Euclidean spaces $\mathbb{R}^{n}$ : spheres and balls
$\S 2$ Binary codes $\mathbb{F}_{2}^{n}$ : the geometry of Hamming balls

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- Rule of thumb: all that matters is the number at the top.
- In this spirit:
- $\mathbb{F}_{2}^{256}$ is a finite set and $\mathbb{R}^{3}$ is infinite.
- But there is a sense in which $\mathbb{F}_{2}^{256}$ is still the 'larger' space.


## §1 Euclidean space.

Flatland (1884) by Edwin Abbott is
(a) A stinging satire of Victorian society

- Are you an isosceles triangle with a smaller angle of $59.5^{\circ}$ ? Sorry, you are a upper-lower middle class tradesman. Maybe your children will be lucky enough to be equilateral and go to university.


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(c) Highly recommended.


## $n$-Sphereland

Let $B^{n}=\left\{x \in \mathbb{R}^{n}:\|x\|<1\right\}$ be the solid $n$-dimensional unit ball and let

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S^{n}=\left\{x \in \mathbb{R}^{n+1}:\|x\|=1\right\}
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\begin{aligned}
& \theta=59.6^{\circ}, z=\sin 59.6^{\circ} \approx 0.863 \\
& \theta=40^{\circ}, z=\sin 40^{\circ} \approx 0.643 \\
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Question: let $\left(X_{1}, \ldots, X_{n}, Z\right)$ be the coordinate of a randomly chosen $n$-Spherelander. Is $Z$ uniformly distributed?

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- The length squared of the red line segment tangent to the circle is

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\left(\frac{z}{y} k\right)^{2}+k^{2}=k^{2}\left(\frac{z^{2}}{y^{2}}+1\right)=k^{2}\left(\frac{z^{2}+y^{2}}{y^{2}}\right)=\frac{k^{2}}{1-z^{2}}
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- Hence the surface area of the part of the sphere between heights $z$ and $z+k$ is (to first order in $k$ )

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- This is $\frac{k}{\sqrt{1-z^{2}}} \sqrt{1-z^{2}}=k$, independent of $z$.


## Answer: No if $n \neq 2$

To generalize, replace the circumference of the latitude circle at height $z$ with the surface area of $S^{n-1}$ of radius $\sqrt{1-z^{2}}$.
By dimensional analysis, the probability density function of $Z$ is proportional to $\frac{1}{\sqrt{1-z^{2}}}\left(\sqrt{1-z^{2}}\right)^{n-1}=\sqrt{1-z^{2}}{ }^{n-2}$.


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- For large $n$, by the Law of Large Numbers, $Z \approx \frac{1}{\sqrt{n}}$ with high probability.
- In fact all coordinates are about $\frac{1}{\sqrt{n}}$ with high probability.


## Volume of the unit ball

Question 1. What dimension maximizes the volume of the unit ball $B^{n}=\left\{x \in \mathbb{R}^{n}:\|x\| \leq 1\right\}$ ?
Question 2. What proportion of the unit cube $[-1,1]^{n}$ is occupied by $B^{n}$ ?

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| $n$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
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| $V_{n}$ | 2 | $\pi$ | $\frac{4 \pi}{3}$ | $\frac{\pi^{2}}{2}$ | $\frac{8 \pi^{2}}{15}$ | $\frac{16 \pi^{3}}{15}$ | $\frac{\pi^{4}}{3}$ |
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| $V_{n} / 2^{n}$ | 1 | $\frac{\pi}{4}$ | $\frac{\pi}{6}$ | $\frac{\pi^{2}}{32}$ | $\frac{\pi^{2}}{60}$ | $\frac{\pi^{3}}{384}$ | $\frac{\pi^{3}}{840}$ |
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In particular

$$
\frac{V_{2 m}}{2^{2 m}}=\left(\frac{\pi}{4}\right)^{m} \frac{1}{m!}
$$

which tends to 0 faster than any exponential. So high-dimensional balls are tiny

## $\S 2$ Binary codes: $\mathbb{F}_{2}^{n}$ and Hamming balls

Let $C \subseteq \mathbb{F}_{2}^{n}$ be a binary code.
In nearest neighbour decoding, a received word $v \in \mathbb{F}_{2}^{n}$ is decoded as the codeword $u \in C$ nearest to $v$ with respect to Hamming distance:

$$
d(u, v)=\left|\left\{i \in\{1, \ldots, n\}: u_{i} \neq v_{i}\right\}\right| .
$$

(If there are several, pick one at random, and fear the worst.)
For instance let $n=4$ and $C=\{0000,1110\}$.

- Suppose 0000 is sent and, because of noise in the channel, 0011 is received. Since

$$
d(0000,0011)=2<d(1110,0011)=3
$$

nearest neighbour decoding succeeds,

- If instead 1100 is received, then nearest neighbour decoding fails.


## Shannon's probabilistic model

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- When $u \in C$ is sent, each bit is flipped independently with probability $p$. So typically $p n$ bits flip.
- The amount of information in a received bit is $1-h(p)$, where

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h(p)=-p \log _{2} p-(1-p) \log _{2}(1-p)
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is the entropy (uncertainty) in each flipped bit. E.g. $h\left(\frac{1}{4}\right) \approx 0.811$ and $1-h\left(\frac{1}{4}\right) \approx 0.189$. So a $\frac{1}{4}$-noisy bit conveys 0.189 bits of information.

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- Shannon's Noisy Coding Theorem says that if $\rho<1-h(p)$ then in a randomly chosen code of size $2^{\rho n}$, nearest neighbour decoding almost always succeeds.


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- Shannon's Noisy Coding Theorem says that if $\rho<1-h(p)$ then in a randomly chosen code of size $2^{\rho n}$, nearest neighbour decoding almost always succeeds.
- Thus we can send up to $1-h(p)$ bits of (reliable) information for each bit sent through the channel. For instance,
- The maximum 4G data rate is 100 million bits per second.


## Shannon's probabilistic model

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- Shannon's Noisy Coding Theorem says that if $\rho<1-h(p)$ then in a randomly chosen code of size $2^{\rho n}$, nearest neighbour decoding almost always succeeds.
- Thus we can send up to $1-h(p)$ bits of (reliable) information for each bit sent through the channel. For instance,
- The maximum 4G data rate is 100 million bits per second.
- [I should know, I have tried all four networks.]
- If $p=\frac{1}{4}$ then since $1-h\left(\frac{1}{4}\right) \approx 0.189$, we can reliably send 18.8 million bits per second.


## Hamming's (simplified) adversarial model

Let $C \subseteq \mathbb{F}_{2}^{n}$ be a binary code. Let $p<\frac{1}{2}$.

- When $u \in C$ is sent, exactly $p n$ bits flip, chosen adversarially.
- Nearest neighbour decoding always succeeds if and only if the Hamming balls of radius pn about codewords are disjoint.


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- The Plotkin bound implies that if $p \geq \frac{1}{4}$ and the Hamming balls of radius $\frac{n}{2}$ are disjoint then $|C| \leq 4 n$. Hence $\left(\log _{2}|C|\right) / n \rightarrow 0$ as $n \rightarrow \infty$.


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- For instance, if $p=\frac{1}{4}$, only 28.6 bits can be sent per second on the 4 G network.


## Difference between probabilistic and adversarial errors



Question: why the huge difference between the two models?

## Difference between probabilistic and adversarial errors



My answer: because the traditional picture (which I keep on drawing in my coding theory courses) is completely misleading.

## Difference between probabilistic and adversarial errors



One adversarial error: The sent codeword 0000 heads for 1100 like a homing missile, and we assume nearest neighbour decoding makes the wrong choice.

Difference between probabilistic and adversarial errors


Probabilistic errors: Even if up to 2 errors occur (see middle of diagram and below) still more likely than not to decode correctly.

## The effect is greater for larger $n$

Why: because $\mathbb{F}_{2}^{n}$ is really, really highly connected. In this sense $\mathbb{F}_{2}^{256}$ is 'larger' than $\mathbb{R}^{4}$.

In[-]:= HypercubeGraph [5]


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In[-]:= HypercubeGraph[7]
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```
In[-]:= HypercubeGraph[12]
```



Any questions?

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My blog post, see wildonblog.wordpress.com, has outline proofs of the special cases of Shannon's Noisy Coding Theorem and the Plotkin bound. Also the connection with cryptography:

- why $\mathbb{F}_{2}^{56}$ is tiny and $\mathbb{F}_{2}^{256}$ might as well be $\mathbb{F}_{2}^{\infty}$,
and computation:
- the amazing sense in which $2^{2^{\mathbb{N}}}$ (meaning definable subsets of the Cantor set) is a smaller computational space than $2^{\mathbb{N}}$.

