Oblivious Parallel Tight Compaction

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Abstract

In tight compaction one is given an array of balls some of which are marked 0 and the rest are marked 1. The output of the procedure is an array that contains all of the original balls except that now the 0-balls appear before the 1-balls. In other words, tight compaction is equivalent to sorting the array according to 1-bit keys (not necessarily maintaining order within same-key balls). Tight compaction is not only an important algorithmic task by itself, but its oblivious version has also played a key role in recent constructions of oblivious RAM compilers.

We present an oblivious deterministic algorithm for tight compaction such that for input arrays of n balls requires $O(n)$ total work and $O(\log n)$ depth. Our algorithm is in the Exclusive-Read-Exclusive-Write Parallel-RAM model (i.e., EREW PRAM, the most restrictive PRAM model), and importantly we achieve asymptotical optimality in both total work and depth. To the best of our knowledge no earlier work, even when allowing randomization, can achieve optimality in both total work and depth.

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1 Introduction

Tight compaction aims to solve the following problem: given an array of elements each marked with either the label 0 or 1, move all the 0-elements to the front of the array and all the 1-elements to the end. In other words, we would like to sort an array of elements each tagged with a 1-bit key. Moreover, due to its relationship to the classical sorting problem, tight compaction has been an abstraction of interest and has been studied in the core algorithms literature for several decades and in various models of computation. Notably, Pippenger's elegant self-routing superconcentrator construction [27] implied a deterministic tight compaction algorithm completing in $O(n)$ total work and $O(\log n)$ depth (see Section 1.2 for other classical algorithmic results on this important abstraction).

In this paper, we care about solving the tight compaction problem on a parallel RAM, but imposing an additional natural privacy requirement commonly referred to as *obliviousness*. Specifically, we require that the memory access patterns of the RAM be independent of the input array. In this way, an adversary (e.g., an untrusted cloud server) who observes the RAM's access patterns cannot gather any information about the secret input. Besides being an interesting question on its own, an important application of oblivious tight compaction is in the design of efficient Oblivious RAM (ORAM) algorithms, as shown repeatedly in a sequence of recent works [10, 8, 3], including a very recent work of Asharov et al. [3] which demonstrated an asymptotically optimal ORAM and closed a long-time open question in this line of work [16, 15].

Clearly a naïve method to solve oblivious tight compaction is to rely on a sorting circuit such as AKS [2] to sort the entire input of n elements, consuming $O(n \cdot \log n)$ work and $O(\log n)$ depth. However, since general-purpose oblivious sorting must consume $\Omega(n \cdot \log n)$ work (under the indivisibility assumption [7, 23] or assuming a well-known network coding conjecture [13]), a very natural question is whether we can accomplish oblivious tight compaction with asymptotically better overheads.

Pippenger's result [27], mentioned above, does not satisfy obliviousness. However, around the same time, another independent work by Leighton et al. [22] showed that there is an *almost* oblivious randomized algorithm that accomplishes tight compaction except with negligible probability in n in $O(n \cdot \log\log n)$ work and $O(\log n)$ depth – and the algorithm's access patterns leak only the total number of 0 elements in the input array, and nothing else. Subsequent works by Mitchell and Zimmerman [25] and Lin, Shi, and Xie [23] improve upon Leighton et al. [22] by showing how to achieve full obliviousness (i.e., also hiding the number of 0s) while retaining the same asymptotical overheads as Leighton et al. Like Leighton et al., Mitchell and Zimmerman and Lin et al.'s algorithms are also randomized and have a negligible probability of failure.

These results left open the question of devising a *deterministic* oblivious tight compaction algorithm with *linear* total work. For a very long time there was no progress in either fronts until the recent work by Asharov et al. [3] where they constructed a *deterministic* oblivious tight compaction algorithm that consumes linear total work.[1] While optimal in total work, Asharov et al.'s algorithm is sequential and turning it into one with logarithmic depth seems non-trivial.[2] We ask whether one could have a clean and optimal result statement, that is,

Is it possible to construct a deterministic oblivious tight compaction algorithm that consumes linear total work and logarithmic depth?

[1] The work of Asharov et al. [3] subsumes and contains the work of Peserico [26] so we neither mention the latter explicitly nor compare to it.

[2] More precisely, the algorithm of Asharov et al., as written, has linear depth. However, as we explain in Section 2, there are a couple of standard (yet non-trivial) tricks one can apply in order to make it consume $O(\log n \cdot \log\log n)$ depth. Modifying their scheme to consume only $O(\log n)$ depth seems to require new non-trivial ideas.

Essentially we ask whether one can match the best known non-oblivious deterministic result, i.e., Pippenger's algorithm [27], but additionally achieving obliviousness. Note that any tight compaction algorithm requires linear work and logarithmic depth on PRAMs with exclusive writes (which is the model we work in), even without obliviousness. The former is since any algorithms must at least read the input and the latter is due to an elegant and classical lower bound by Cook et al. [12].

1.1 Our Contributions

We close the gap in our understanding regarding this important algorithmic abstraction by answering the above question affirmatively, showing an algorithm that is optimal in total work as well as in depth.

▶ **Theorem 1** (Informal). *There exists a deterministic oblivious tight compaction algorithm such that for an input array of n elements, the algorithm completes in $O(n)$ total work and $O(\log n)$ total depth (assuming that each element fits into a single memory word and a memory word can hold at least $\log n$ bits).*

Our result holds on an Exclusive-Read-Exclusive-Write (EREW) PRAM,[3] i.e., the most restrictive PRAM model (which makes our result stronger). Furthermore, our algorithm is in the "indivisible model", i.e., while the algorithm can perform numeric computations on the 1-bit keys, the elements themselves are "indivisible" and can only be moved around in memory [7]. By asymptotically matching the best known non-oblivious algorithm [27], our result shows that obliviousness of tight compaction can be obtained "for free" (other examples of such tasks are sorting [2] and parallel merge sort [11]).

In a very high level, our algorithm combines ideas, in a non black-box way, from the non-oblivious tight compaction algorithm of Pippenger [27] together with the oblivious yet sequential algorithm of Asharov et al. [3]. See Section 2 for an overview of our technical highlights.

Towards an optimal OPRAM. Since oblivious tight compaction is an important building block in the optimal ORAM construction of [3], one may wonder if our result can be used to obtain a depth-efficient version of their work, i.e., an oblivious PRAM (OPRAM) [6, 10]. Unfortunately, not immediately: their ORAM construction is based on several other building blocks and algorithms which are sub-optimal in terms of depth (e.g., oblivious Cuckoo hashing [17, 21]). While our result does take us one step closer towards an optimal OPRAM, a full resolution is left for future work.

1.2 Related Work

As mentioned, the study of compaction algorithms is core to the classical algorithms literature due to its close relations to sorting. We thus discuss additional related work.

The tight compaction problem has been studied in the core algorithms literature under various models of computation. For PRAMs with exclusive-writes, which is the model we consider, a classical result by Cook et al. [12] shows that a logarithmic lower bound exists for *any* algorithm even without the obliviousness or indivisibility requirements. On a concurrent-read concurrent-write (CRCW) PRAM, there is a well-known $\Omega(\log n/\log\log n)$-depth lower

[3] In the EREW model, every memory cell can be read or written to by only one processor at a time.

bound for any algorithm even without the obliviousness or indivisibility assumptions. Moreover, there is a matching non-oblivious upper bound that achieves $O(\log n/\log\log n)$ depth and linear total work [28].

Another related abstraction, called *stable* tight compaction, aims to achieve the same task as tight compaction, but now additionally requiring stability, i.e., in the output array, elements with the same key must appear in the same order as the input. For oblivious algorithm subject to the indivisibility assumptions, there is a separation between stable tight compaction and non-stable ones. Specifically, a recent lower bound by Lin et al. [23] shows that any oblivious algorithm subject to the indivisibility assumption must incur $\Omega(n \cdot \log n)$ work to stably and tightly compact an arbitrary input array of n elements (while without stability one can achieve it in $O(n)$ work [3]). Therefore, in this paper, we allow our tight compaction to not have to respect stability.

Due to the close relationship of tight compaction and sorting, a natural question is whether one can design algorithms in the so-called *comparison-based* model where the algorithm is only allowed to perform comparisons on keys and move elements around. However, due to the well-known 0-1 principle for sorting, any comparison-based algorithm that can sort an array with 1-bit keys must be able to sort any array with arbitrary keys. Thus we cannot constrain ourselves to the comparison-based model since otherwise there would be an $\Omega(n \cdot \log n)$ lower bound [20].

A relaxed abstraction, called *loose* compaction, is also studied extensively in the algorithms literature. Loose compaction solves the following problem: given an input array containing n elements among which at most n/ℓ are real and the rest are dummy (for some constant $\ell > 0$), compress the input array to half of the original size while not losing any real element in this process. Pippenger's self-routing superconcentrator [27] implies a non-oblivious loose compaction algorithm with $O(n)$ total work and $O(\log n)$ depth. Asharov et al. [3], relying on Pippenger's work, showed how to obtain *oblivious* loose compaction without increasing the asymptotical overhead. Loose compaction has also received a lot of attention in the parallel (non-oblivious) algorithms literature. There is a separation between loose and tight compaction on a CRCW PRAM. Specifically, Bast and Hagerup [5] showed the existence of an $O(n)$ work and $O(\log^* n)$ depth parallel (non-oblivious) algorithm for performing loose compaction, while as mentioned $\Omega(\log n/\log\log n)$ depth is necessary for tight compaction.

We note that, in the current paper as well as in previous works (e.g., Asharov et al. [3]), we use loose compaction as an intermediate abstraction. Here, however, we are unable to use previous constructions directly. In fact, we introduce another relaxation of loose compaction which allows to "lose" a small fraction of real elements. While this allows us to implement this procedure very efficiently (in work and depth), it introduces a new challenge of correcting the mistakes in parallel afterwards. See Section 2 for details.

2 Technical Overview

In this section we give an overview of our construction with an emphasis on the main ideas used to get Theorem 1.

It has been known for a while that the tight compaction problem is very related to the notion of self-routing super-concentrator [27, 3]. Recall that a superconcentrator is a graph that consists of n source vertices and n target vertices such that for any $k \leq n$, any k-subset of sources is connected to any k-subset of targets by k vertex-disjoint paths [27, 1, 29]. Intuitively, one can imagine associating the input balls with the source vertices and then routing the 0 balls to the first target vertices and the 1 balls to the last target vertices.

However, this process (i.e., the way the superconcentrator decides how to route) is known to be non-oblivious and the naive way to make it oblivious is by sending "dummy messages" along unused edges – causing a logarithmic overhead in the total work. Actually, working out the details of the algorithm, one can see that the logarithmic overhead is independent of the size of the balls and so the actual total work is $O(n \cdot \log n + \lceil D/w \rceil \cdot n)$ [9], where D is the bit-size of each ball and w is the word size.

The recent work of Asharov et al. [3] managed to get this overhead down to $O(\lceil D/w \rceil \cdot n)$ using two ideas: (1) reducing to loose compaction and (2) packing and decomposition. We elaborate on these ideas next.

Reducing to loose compaction. In this step the task of tight compaction is reduced to the task of loose compaction. In loose compaction, one is given an array where balls are marked either real or dummy and it is guaranteed that there are at most $1/\ell$ fraction of reals. Henceforth, we arbitrarily assume that $\ell = 128$. The goal is to output an array of size $n/2$ which contains all the reals. First note that every real within the first $n/2$ locations is already in the "right" place and it should not be moved and so we only need to deal with the reals which are in the second half of the array. To this end, Asharov et al. imagine the elements as associated with the left nodes of a good bipartite expander and every misplaced real is swapped with a misplaced dummy (i.e. a real from the second half of the array with a dummy from the first half) if and only if they are neighbors of distance 2 on the expander. Using properties of the expander, one can show that this "handles" almost all of the misplaced reals. Now, one can use loose compaction to compress the array (since it now contains much fewer misplaced reals) and recurse on the the array of size $n/2$. The cost of this reduction is linear – the bipartite graph has constant degree and each recursive step halves the array size.

Decomposition and packing. These two ideas are used to implement loose compaction. The idea is to zoom-in on the input array in various resolutions. In the smallest instance case, one can pack lots of information into a single word and larger instances are decomposed to this smaller one. Concretely, Asharov et al. define three scenarios, depending on the relation between n (the number of balls in the input) and w (the word size):

1. Small instances – If $n \leq w/\log w$: In this case, one can basically "download" the input to the client and solve loose compaction. More precisely, one can download 1 bit per input element, saying whether it is real or not. This is enough to compute the disjoint routes which can then be used to perform the actual routing.
2. Medium instances – If $n \leq (w/\log w)^2$: The idea is to "zoom out" and view each block of $\sqrt{n} \leq w/\log w$ balls as one ball which is labeled dense if and only if it contains at least $\sqrt{n}/4$ real balls. Since the original array has at most $1/128$ reals, the "zoomed out" array has at most $\sqrt{n}/32$ denses. Notice that we can run our tight compaction procedure on this "zoomed out" array, moving the dense blocks to the front, since it is a "small instance". Next, we run tight compaction for small instances again but now within the non-dense blocks. This compresses $3/4$ of the space for $3/4$ of the blocks (which are non-dense by assumption).
3. Large instances – If $n > (w/\log w)^2$: Now that we have tight compaction for small and medium instances (by the above two items), and we get loose compaction for large instances in a very similar way. We "zoom out" and view the input array as $m = n/(w/\log w)^2$ blocks each consisting of $(w/\log w)^2$ elements. As before, we mark a block as dense if it contains more than $1/4$ or reals (as before, at most $1/32$ fraction of the blocks can be dense). To perform loose compaction on the "zoomed out" array we apply the naive

oblivious algorithm to compute routes. As mentioned, the naive algorithm has extra logarithmic overhead but this is okay since we apply it on an array that contains m elements (indeed, $O(m \cdot \log m + \lceil D/w \rceil \cdot m) \leq O(\lceil D/w \rceil \cdot n)$). Once the dense blocks are at the front, we can invoke tight compaction for medium instances and compact each block in linear time. As before, this compresses 3/4 of the space for 3/4 of the blocks.

This completes the high-level description of the algorithm of Asharov et al. We continue to explain what are the challenges & ideas used to make it in depth $O(\log n)$.

Challenge 1. The first component that is not optimal for depth is the reduction to loose compaction. There, we perform swaps over the edges of a bipartite expander and naively performing all of them in parallel does not work. Indeed, a single "misplaced" real node could be the distance-2 neighbor of two (or more) dummys so we have to be able to resolve these conflict somehow in low depth.

The solution for this is inspired by the solution for a similar problem from the superconcentrator and sorting networks literature. The idea is to use a particular property of the expander graph: there is a natural partitioning of the entire edge-set into a constant number of disjoint perfect matchings. Using this, we can perform the swaps in parallel between different copies and it is guaranteed that there will be no "collisions".

Challenge 2. Recall that the construction of Asharov et al. consists of first reducing tight compaction to loose compaction and then solving loose compaction (for small, medium and finally large instances). In terms of depth, naively the reduction from tight compaction to loose compaction resumes for $\log n$ steps until the instance becomes of constant size. A simple observation is that we can actually run the recursion only for $O(\log\log n)$ steps until the instance size becomes $O(n/\log n)$ size in which case we can just invoke full-fledged oblivious sort [2]. What about the depth of loose compaction? For small instances it is $O(n)$, for medium ones it is $O(\sqrt{n})$, and for large ones it is $O(\log n)$ (the latter is the dominant one). In total, the depth of Asharov et al.'s construction (after solving challenge 1 and the above observation about the depth of the recursion) is $O(\log n \cdot \log\log n)$. Getting rid of the extra $\log\log n$ factor is the most challenging part of our work.

We do not know how to get loose compaction in depth better than $O(\log n)$. Our main idea is to circumvent this by weakening the requirement from loose compaction by allowing it to err. Concretely, we consider a weak version of loose compaction that we call *weak compression* which takes an array of size n that has say $1/128$ fraction of reals and it outputs an array of size $n/2$ that contains *almost*, say ϵ-fraction of, all reals. The main observation is that if ϵ is set to be $1/\mathsf{polylog}(n)$, then weak compression can actually be realized in $O(\log\log n)$ depth (rather than $O(\log n)$ without errors). To see this, one has to recall the details of how the superconcentrator chooses its routes. Roughly, this is a process that proceeds in "rounds" over a bipartite graph, where at each round a constant fraction of nodes become satisfied (i.e., routes are found). After $O(\log n)$ rounds, all nodes are satisfied, but after $O(\log\log n)$ rounds all but $1/\mathsf{polylog}(n)$ fraction of nodes are satisfied.

Combining the above weak compression procedure with the reduction from tight compression to (this variant of) loose compaction gives an abstraction we call a *swapper* and it costs linear work and logarithmic depth. This abstraction can be viewed as (another) relaxation of tight compaction where any 1-ball that appears before a 0-ball is swapped except for a $1/\mathsf{polylog}(n)$ fraction of pairs which remain "in reverse order". All we are left to do is to correct these errors.

We correct the error by building (from scratch) a tight compaction procedure that works for very sparse inputs (of density $1/\mathsf{polylog}(n)$) in linear work and logarithmic depth. Indeed, using such a procedure we can easily swap the remaining misplaced elements. To get a tight compaction procedure for sparse inputs, the idea is to first compress the array into one that is of size $O(n/\log n)$. Then, we can run full-fledged oblivious sort which completes the task.[4]

The key technical contribution is the way we compress the sparse array to size $O(n/\log n)$ with only $O(\log n)$ depth. Towards this end, we stack $O(\log\log n)$ many instances of loose compaction, each compressing the size by factor $1/2$. Indeed, since the input is only of density $1/\mathsf{polylog}(n)$, $O(\log\log n)$ layers are sufficient in terms of functionality. But what about complexity? We said that the depth of loose compaction is $O(\log n)$ so stacking $O(\log\log n)$ many instances of them does not sound like a good idea. To see why this is okay, recall again that loose compaction is basically implemented by using a fixed bipartite expander graph and doing: (1) finding an appropriate matching (in rounds), and (2) performing the routing over the matching.

The basic observation is that step (1) can be parallelized among all layers and then using the computed matchings, the routing can be directly performed. Parallelizing step (1) is not straight-forward as in layer i for $i > 1$ we do not know who are the sources when the matching from layer $i-1$ has not been determined yet. But since the input is very sparse, we can compute *all possibilities* of sources in each layer i. Since the bipartite graph has constant degree, the number of possibilities only grows by a constant factor in every level and there are only $O(\log\log n)$ levels so choosing the parameters carefully, we can tolerate the extra $\mathsf{polylog}(n)$ factor in the number of possibilities. Let us remark that a similar issue came up in the non-oblivious self-routing superconcentrator of Pippenger [27] and the above idea is inspired by Pippenger's solution.

Simplified construction and reduced asymptotic constant. As a bonus, the fact that we introduce weak versions of compaction that permit various types of errors, allows us to simplify the construction of Asharov et al. Concretely, our new algorithm has only two cases "large instances" and "small instances" (i.e., we got rid of the "medium instances").

Recall that in Asharov et al. [3], for large instances (i.e., $n > (w/\log w)^2$) it takes $O(m \cdot \log m)$ work to compute the matching. Thus, they choose the large-medium cutoff to be of size $(w/\log w)^2$ so that in the large case $m = n/(w/\log w)^2$ implies that $O(m \cdot \log m) = O(n)$. Medium instances (i.e., $n \le (w/\log w)^2$) are still too large to be solved directly, so they further divide each medium instance into $\sqrt{n}$ small instances. The latter can be solved directly by packing. We, on the other hand, have work overhead for large instances of only $O(\log\log m)$. This allows us to split large instances to $m = n/\log w$ blocks which implies overhead $O(m \cdot \log\log m) = O(n)$. This directly reduces us to the "small instance" case without going through the medium size instances case. While we are not motivated by optimizing asymptotic constants, compared to Asharov et al. (whose overhead is roughly 2^{30}), our simplified construction directly yields a better constant (roughly 2^{20}).

Sorting with more keys. Our tight compaction is an algorithm for sorting an array of n balls where each ball is marked with a 1-bit key. Our algorithm can be extended to sort n balls marked with K-bit keys where K is any constant. The idea is that our reduction to loose compaction can be modified such that every element that is not "misplaced" will remain in the same location throughout the execution of the algorithm. We elaborate on the

[4] Actually, this gives a *stable* tight compaction procedure for sparse input arrays.

details of this modification in Remark 15. With this feature, we can first compact the array, moving the elements tagged with the first key to the front, and then compact (recursively) the rest of the array, keeping those elements at the front.

In more detail, to sort an array of balls marked with keys from $[K]$, we first run the plain tight compaction algorithm so that 1-balls (by k-balls we mean all balls marked with key $k \in [K]$) are moved to the front. Then, we apply the variant of tight compaction, mentioned above, to compact 2-balls while keeping 1-balls unmoved. At the kth step for $k \in [K]$, to move the k-balls to their correct locations, we apply the variant of tight compaction to compact k-balls while keeping 1-balls through $(k-1)$-balls in place. The procedure finishes after K iteration. By inspection, this algorithm consumes $O(K \cdot n)$ total work and $O(K \cdot \log n)$ depth (which remain linear and logarithmic, respectively, as long as K is constant).

3 Preliminaries

3.1 Definitions

We use the standard exclusive-read and exclusive-write (EREW) parallel random-access machine (PRAM) model, parameterized by N memory *words*, unlimited number of CPUs, each word is $w = \Theta(\log N)$ bits, each CPU has an internal state that consists of a small constant number of words. For any PRAM algorithm, we characterize the efficiency by *work* and *depth*, where work is the total number of word-level operations performed by all CPUs, and depth is the number of parallel steps consumed by the algorithm. As the input size $n \leq N$, we always have $w = \Omega(\log n)$. The details are deferred to the full version.

In this work, we require algorithms being both *oblivious* and *deterministic*. Roughly speaking, given a PRAM algorithm M, we require the existence of a simulator Sim such that for all input $\mathbf{I}$, given only the input size $n = |\mathbf{I}|$ (without knowing $\mathbf{I}$), Sim outputs the identical sequence of accessed memory addresses during the computation $M(\mathbf{I})$. The formal definitions are deferred to the full version.

3.2 Tools

We will use several (standard) tools on which we elaborate next.

Oblivious sorting. Ajtai et al. [2] shows that there is a comparator-based circuit with $O(n \cdot \log n)$ comparators and $O(\log n)$ depth that can sort any array of length n.

▶ **Theorem 2** (Ajtai et al. [2]). *There is a deterministic oblivious sorting algorithm in the PRAM model with word size w that sorts n elements using $O(\lceil D/w \rceil \cdot n \cdot \log n)$ work and $O(\log n)$ depth, where D denotes the length of each element in bits.*

Expanders. Our construction relies on dense family (i.e., one per say every power of 2) of constant degree bipartite expander graphs that have several appealing properties: (1) their entire edge set can be computed in linear time in the number of nodes and (2) their entire edge set can be partitioned into a constant number of disjoint perfect matchings. For this, we use either of the well-known construction of expander graphs presented by Margulis [24], Gabber and Galil [14], or Jimbo and Maruoka [19]. It is well-known that these graph satisfies the above properties (e.g., it was used in the sorting network of Ajtai et al. [2] and the self-routing superconcentrators of Pippenger [27]). Below, we provide a precise statement for completeness. We note that more modern constructions of expanders, while giving better constants due to higher spectral gap, do not fit our purpose since they usually result with families which are neither dense enough nor satisfy property (1).

Let $G = (L, R, E)$ be a d-regular bipartite graph such that $|L| = |R|$. Let $P_1, \ldots, P_d$ be a partition of E into d disjoint perfect matchings. (Note that by Hall's theorem [18], such a partition always exists though it may not unique and may not be efficiently computable for an arbitrary d-regular bipartite.) We say the vertex u is the r-th neighbor of v, denoted as $\Gamma_r(v)$, if and only if (u, v) is an edge in P_r. The proof is deferred to the full version.

▶ **Theorem 3.** *For any constant $\lambda \in (0, 1)$, there exists a family of bipartite graphs $\{G_{\lambda,n}\}_{n\in\mathbb{N}}$ and a constant $d_\lambda \in \mathbb{N}$, such that for every $n \in \mathbb{N}$ being a power of 2, $G_{\lambda,n} = (L, R, E)$ has $|L| = |R| = n$ vertices on each side, it is d_λ-regular, and for every sets $S \subseteq L, T \subseteq R$, it holds that*

$$\left| e(S,T) - \frac{d_\lambda}{n} \cdot |S| \cdot |T| \right| \leq \lambda \cdot d_\lambda \cdot \sqrt{|S| \cdot |T|},$$

where $e(S, T)$ is the number of edges $(s, t) \in E$ such that $s \in S$ and $t \in T$. Additionally, in the word-RAM model with word size w such that $w \geq \Omega(\log n)$,

1. *there exists a (uniform) linear work algorithm that on input 1^n outputs the entire edge set of $G_{\lambda,n}$.*
2. *there exists a (uniform) constant work algorithm that on input $r \in [d_\lambda], v \in L \cup R$, computes $\Gamma_r(v)$, where $\Gamma_r(v)$ is defined with respect to a fixed partition of $G_{\lambda,n}$.*

4 Our Abstractions

We will realize tight compaction in Section 5 in linear work and logarithmic depth. On our path towards this goal, we implement a few abstractions that we define next. They will not only help us present the construction in a modular way, but we believe that some of them might be of independent interest. All the following abstractions take as input an array of balls and are parameterized by functions $\alpha(\star), \beta(\star), \epsilon(\star)$, or $\gamma(\star)$, where $\star$ is a placeholder for the number of balls in the input array.

4.1 Tight Compaction

In the tight compaction problem one is given an input array containing n balls each of which marked with a 1-bit label that is either 0 or 1. The output is a permutation of the input array such that all the 1-balls are moved to the front of the array.

▶ **Definition 4** (Tight compaction). *Let $\boldsymbol{I}$ be an array of n balls such that each ball is labeled with 0 or 1. On input $\boldsymbol{I}$, tight compaction outputs an array $\boldsymbol{O}$ which is a permutation of the balls in $\boldsymbol{I}$ such that all the 0-balls appear before the 1-balls.*

4.2 Swapper and Imbalanced Swapper

An ϵ-swapper is parametrized by a function $\epsilon \colon \mathbb{N} \to [0, 1]$. This procedure gets as input an array $\mathbf{I}$ of n balls where each ball is marked with a color from $\{\mathsf{red}, \mathsf{blue}, \perp\}$. It is guaranteed that the number of red balls is equal to the number of blue balls. The output of the procedure is an array $\mathbf{O}$ of size n in which all but at most $\epsilon \cdot n$ red-blue ball pairs are swapped, where the swapped balls are marked as $\perp$ but the non-swapped balls keep the input colors. Looking forward, the output colors will be utilized to further swap balls later in Algorithm 1.

▶ **Definition 5** (ϵ-swapper). *Let $\boldsymbol{I}$ be an array of n balls such that each ball is marked either red, blue, or $\perp$ and the number of red balls equals to the number of blue balls. On input $\boldsymbol{I}$, ϵ-swapper outputs an array $\boldsymbol{O}$ of size n which is a permutation of $\boldsymbol{I}$, the number of red balls* *equals to the number of* blue *balls in* $\boldsymbol{O}$*, the total number of* red *and* blue *balls in* $\boldsymbol{O}$ *is at most* $\epsilon \cdot n$*, and for every* $i \in [n]$*:*

1. *If* $\boldsymbol{I}[i]$ *is* $\perp$*, then* $\boldsymbol{O}[i] = \boldsymbol{I}[i]$ *and it is marked* $\perp$*.*
2. *If* $\boldsymbol{I}[i]$ *is* red *(resp.* blue*), then either*
   a. $\boldsymbol{O}[i] = \boldsymbol{I}[i]$ *and it is marked* red *(resp.* blue*), or*
   b. $\boldsymbol{O}[i] = \boldsymbol{I}[j]$ *and marked* $\perp$ *for some* blue $\boldsymbol{I}[j]$ *(resp.* red $\boldsymbol{I}[j]$*).*[5]

An ϵ-imb-swapper (stands for *imbalanced swapper*) generalizes an ϵ-swapper. It also takes as input an array $\mathbf{I}$ of n balls, where each ball is marked with a color from $\{\mathsf{red}, \mathsf{blue}, \perp\}$, but the difference is that the number of red balls does not have to be equal to the number of blue balls. Let $q(\mathbf{I}) = |n_{\mathsf{red}} - n_{\mathsf{blue}}|$, where n_φ for $\varphi \in \{\mathsf{red}, \mathsf{blue}\}$ is the number of balls with color φ in $\mathbf{I}$, be the number of "extra" balls in $\mathbf{I}$ from either color. On input $\mathbf{I}$, an ϵ-imb-swapper outputs an array $\mathbf{O}$ that satisfies the same requirement as $\mathbf{O}$ in Definition 5 except that the total number of balls in $\mathbf{O}$ that are either red or blue is at most $\epsilon \cdot n + q(\mathbf{I})$.

We provide realizations for both primitives. We call the first realization Swapper and the second one ImWeakSwapper, where the difference is not only the imbalance of red and blue balls but also the value of ϵ. Specifically, for an input array with n balls, Swapper makes all necessary swaps except for $(1/\mathsf{poly}\log n)$-fraction in $O(\log n)$ depth, whereas ImWeakSwapper makes all the necessary swaps except for a constant fraction but in constant depth.

The following lemmas are proven in Sections 6.3 and 6.4, respectively:

▶ **Lemma 6** (Swapper). *For all constants* $c \in \mathbb{N}$*, letting* $\epsilon(\star) = 1/\log^c \star$*, there exists a deterministic oblivious procedure* Swapper *that implements* ϵ-swapper *in the PRAM model. Letting* w *be the word size,* n *be the number of balls in the input array, and* D *be the size of each ball in bits,* Swapper *consumes* $O(\lceil D/w \rceil \cdot n)$ *work and* $O(\log n)$ *depth.*

▶ **Lemma 7** (Imbalanced weak swapper). *For every constant* $\ell \in \mathbb{N}$*, there exists a deterministic oblivious procedure* ImWeakSwapper *that implements an* $(1/\ell)$-imb-swapper *in the PRAM model. Letting* w *be the word size,* n *be the number of balls in the input array, and* D *be the size of each ball in bits,* ImWeakSwapper *consumes* $O(\lceil D/w \rceil \cdot n)$ *work and* $O(1)$ *depth.*

4.3 Compression

The next abstraction is called (α, β)-compression and it is parametrized by $\alpha, \beta \colon \mathbb{N} \to [0, 1]$ such that $\forall \star \in \mathbb{N} \colon \alpha(\star) \leq \beta(\star)$. It gets as input an array $\mathbf{I}$ of n balls where each ball is either real or dummy. It is guaranteed that the number of real balls in $\mathbf{I}$ is at most $\alpha \cdot n$. The output of the procedure is an array $\mathbf{O}$ of size $\beta \cdot n$ that contains all the real balls from $\mathbf{I}$. The output may consist of "filler" balls that are not in the input (and note that even with fillers, we can still "reverse route" the real output balls back to the input).

▶ **Definition 8** ((α, β)-compression). *Let* $\boldsymbol{I}$ *be an array of* n *balls such that each balls is marked* real *or* dummy*, where the number of* real *balls is at most* $\alpha \cdot n$*. On input* $\boldsymbol{I}$*,* (α, β)-compression *outputs an array* $\boldsymbol{O}$ *of size* $\beta \cdot n$ *that consists of all the* real *balls in* $\boldsymbol{I}$*, where the* real *balls are still marked* real*, and the other balls are arbitrary and marked* dummy*.*

The following lemmas are proven in Sections 6.2 and 6.7, respectively.

[5] As the word "swap" hints, our algorithm will indeed swap a blue $\mathbf{I}[i]$ with a red $\mathbf{I}[j]$ and then output exactly $(\mathbf{O}[i], \mathbf{O}[j]) = (\mathbf{I}[j], \mathbf{I}[i])$ for the pair (i, j); the abstraction is relaxed (as no pairing required) yet sufficient later.

▶ **Lemma 9** (Compression). *For all large enough constants $c \in \mathbb{N}$, letting $\alpha(\star) = 1/\log^c \star$ and $\beta(\star) = 1/\log \star$, there exists a deterministic oblivious procedure* Compression *that implements an* (α, β)-compression *in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits,* Compression *consumes $O(\lceil D/w \rceil \cdot n)$ work and $O(\log n)$ depth.*

▶ **Lemma 10** (Fast compression for short inputs). *There exists a constant $\alpha \in (0, 1/2)$ for which there exists a deterministic oblivious procedure* FastCompression *that implements an* $(\alpha, 1/2)$-compression *in the PRAM model. Letting w be the word size, $n \le w/\log w$ be the number of balls in the input array, and D be the size of each ball in bits,* FastCompression *consumes $O(\lceil D/w \rceil \cdot n)$-work and $O(n)$ depth.*

4.4 Weak Compression

Lastly, we define γ-approx-(α, β)-compression for $\alpha, \beta, \gamma \colon \mathbb{N} \to [0, 1]$ such that $\forall \star \in \mathbb{N} \colon \gamma(\star) \le \alpha(\star) \le \beta(\star)$. This algorithm is the same as (α, β)-compression except that there the is a "mistake" on $\gamma \cdot n$ inputs which are not in the output array $\mathbf{O}$. Those balls appear in another array $\mathbf{E}$ and they are in the same positions as in $\mathbf{I}$. That is, intuitively, the algorithm moves some real balls from $\mathbf{I}$ into the output array $\mathbf{O}$, while other real balls are not moved and still reside in $\mathbf{I}$. We call that array $\mathbf{E}$. Note that 0-approx-(α, β)-compression is equivalent to (α, β)-compression, as $\mathbf{E}$ will consist of only dummy balls.

▶ **Definition 11** (γ-approx-(α, β)-compression). *Let $\boldsymbol{I}$ be an array of n balls such that each ball is marked* real *or* dummy*, where the number of* real *balls is at most $\alpha \cdot n$. On input $\boldsymbol{I}$,* γ-approx-(α, β)-compression *is an algorithm that outputs two arrays $\boldsymbol{O}$ and $\boldsymbol{E}$, such that*

- *$\boldsymbol{O}$ is an array of $\beta \cdot n$ balls that consists of all* real *balls in $\boldsymbol{I}$ except γ fraction, where the* real *balls are still marked* real*, and the other balls are arbitrary and marked* dummy*.*
- *$\boldsymbol{E}$ is obtained by removing from $\boldsymbol{I}$ all the* real *balls that reside in $\boldsymbol{O}$ and replacing them with* dummys*.*

The following lemmas are proven in Sections 6.5 and 6.6, respectively.

▶ **Lemma 12** (Weak compression). *There exists a constant $\alpha \in (0, 1/2)$, such that for all constants $c \in \mathbb{N}$, letting $\gamma(\star) = 1/\log^c \star$, there exists a deterministic oblivious procedure* WeakCompression *that implements a* γ-approx-$(\alpha, 1/2)$-compression *in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits,* WeakCompression *consumes $O(\lceil D/w \rceil \cdot n)$ work and $O(\log \log n)$ depth.*

▶ **Lemma 13** (Slow weak compression). *There exists a constant $\alpha \in (0, 1/2)$ such that for all constants $c \in \mathbb{N}$, letting $\gamma(\star) = 1/\log^c \star$, there exists a deterministic oblivious procedure* SlowWeakCompression *that implements a* γ-approx-$(\alpha, 1/2)$-compression *in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits,* SlowWeakCompression *consumes $O(n \cdot \log \log n + \lceil D/w \rceil \cdot n)$-work and $O(\log \log n)$ depth.*

We summarize our lemmas and their complexities in Figure 1, where we let n denote the number of balls in each input array. Figure 1 also depicts how our implementations correspond to each other and provides an overview of the roadmap towards our tight compaction algorithm.

Name	Reference	Abstraction	Work[a]	Depth
TightCompaction	Theorem 1 (§5)	Tight Compaction	$O(n)$	$O(\log n)$
Swapper	Lemma 6 (§6.3)	1/polylog-swapper	$O(n)$	$O(\log n)$
ImWeakSwapper	Lemma 7 (§6.4)	$O(1)$-imb-swapper	$O(n)$	$O(1)$
Compression	Lemma 9 (§6.2)	$(1/\text{polylog}, 1/\log)$-compression	$O(n)$	$O(\log n)$
FastCompression[b]	Lemma 10 (§6.7)	$(O(1), 1/2)$-compression	$O(n)$	$O(n)$
WeakCompression	Lemma 12 (§6.5)	1/polylog-approx-$(O(1), 1/2)$-compression	$O(n)$	$O(\log\log n)$
SlowWeakCompression	Lemma 13 (§6.6)	1/polylog-approx-$(O(1), 1/2)$-compression	$O(n \cdot \log\log n)$	$O(\log\log n)$

[a] In this table, we assume that D, each ball size in bits, is $O(w)$.
[b] Assuming $n \leq w/\log w$.

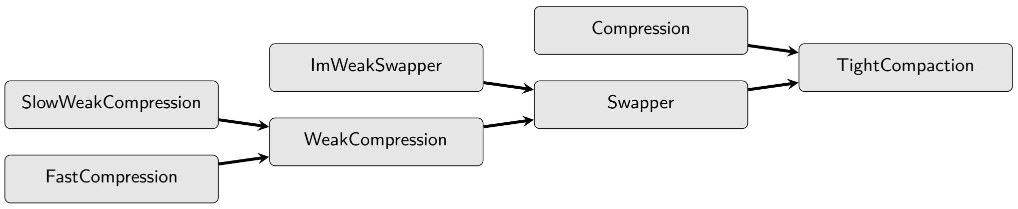

Figure 1 The diagram depicted the relationship between the implementations of our abstractions. TightCompaction is implemented using Compression and Swapper, where the latter is implemented using ImWeakSwapper and WeakCompression, and the latter is implemented using SlowWeakCompression and FastCompression.

5 Parallel Tight Compaction

In this section we present our tight compaction algorithm.

▶ **Theorem 14** (Restatement of Theorem 1). *There exists a deterministic oblivious algorithm TightCompaction that implements tight compaction in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits, TightCompaction consumes $O(\lceil D/w \rceil \cdot n)$ work and $O(\log n)$ depth.*

We use the Swapper and Compression algorithms from Lemmas 6 and 9. Specifically, we use Compression to implement $(\frac{1}{\log^c \star}, \frac{1}{\log \star})$-compression for some constant c (see Lemma 9) and let Swapper implement $(\frac{1}{\log^c \star})$-swapper (for the same constant c).

Proof of Theorem 14. See the full version for detailed analysis. ◀

▶ Remark 15 (Compacting with more keys). In TightCompaction, the balls marked as $\perp$ in Step 1 are never moved throughout the execution and remain in the same place in the output array $\mathbf{O}$. Hence, whenever we want the first t balls to remain in the same location throughout the algorithm while compacting the last $n - t$ balls for some $t \leq n$, it suffices to modify TightCompaction as follows. First, we let TightCompaction get t as an extra input. Then, we modify Step 1 to always mark the first t balls as $\perp$, while counting 0-balls and marking blue and red on the remaining $n - t$ balls. This modification achieves the abstraction we mentioned in the end of Section 2 in the context of compacting balls tagged with more than 1-bit keys: compacting an array while keeping some elements in place.

6 Realizing the Abstractions

In this section we provide proofs of our abstractions, i.e., proofs for Lemmas 6, 7, 9, 10, 12, and 13. We start with a common procedure for obliviously finding a matching with a particular structure in a bipartite graph. We use this procedure to implement Compression (Lemma 9) and SlowWeakCompression (Lemma 13). As each of the building block (including

Algorithm 1 TightCompaction($\mathbf{I}$).

```
- Input: an array $\mathbf{I}$ of $n$ balls, each ball is labeled by a single bit 0 or 1.
- Procedure:
  1. Color the misplaced 1-balls by blue and the misplaced 0-balls by red (notice
     that there is the same amount of each).
     a. Count the number of 0-balls in $\mathbf{I}$, let $d$ be this number.
     b. For $i = 1, 2, \dots, n$, in parallel, do the following:
        i.   If $\mathbf{I}[i]$ is a 1-ball and $i \leq d$, mark $\mathbf{I}[i]$ as blue.
        ii.  If $\mathbf{I}[i]$ is a 0-ball and $i > d$, mark $\mathbf{I}[i]$ as red.
        iii. Otherwise, mark $\mathbf{I}[i]$ as $\perp$.
  2. Swap red and blue balls guaranteeing that only $n/\mathrm{poly}\log n$ misplaced balls
     remain.
     a. Run Swapper($\mathbf{I}$) and let $\mathbf{I}'$ be the resulting array.
  3. Mark and compress the remaining misplaced balls into an array of size
     $n/\log n$.
     a. For each ball in $\mathbf{I}'$, in parallel, mark it as real if it is red or blue, and mark as dummy
        if $\perp$.
     b. Run Compression($\mathbf{I}'$). Let $C$ be the resulting array, and let Aux$_1$ be the array
        recording every move of balls during the compression.
  4. Swap reds and blues in the compressed array by sorting the array (moving
     reds to the front and blues to the end).
     a. Using an oblivious sort (e.g. AKS; see Theorem 2), permute the array $C$ so that red
        balls are at the front and blue balls are at the back. Let Aux$_2$ be the array recording
        every move of balls during the sorting.
     b. For each $i \in [\lfloor n/2 \rfloor]$, in parallel, swap $C[i]$ and $C[n-i+1]$ if and only if $C[i]$ is red
        and $C[n-i+1]$ is blue. Let $C'$ be the result.
  5. Reverse route the swapped balls in the compressed array back into the
     original one.
     a. Using Aux$_2$ from Step 4a, perform the inversed permutation on $C'$. Then, using
        Aux$_1$ from Step 3b, perform the inversed compression on $C'$ back to $\mathbf{I}'$. Let the
        result be $\mathbf{O}$.
- Output: The array $\mathbf{O}$.
```

bipartite expander graphs, counting, and oblivious sorting) are both deterministic and oblivious, a straightforward syntactic checking proves obliviousness and determinism for each above lemma, and hence we will focus only on proving the correctness and efficiency.

6.1 Find Matching

Let $G = (L, R, E)$ be a d-regular bipartite graph. For $r \in [d]$ and vertex u in $G_{\lambda,n}$, let $\Gamma_r(u)$ denote the r-th neighbor of u in $G_{\lambda,n}$. For a subset of edges $M \subseteq E$, and any node $u \in L \cup R$, let $\Gamma_M(u) = \{v \in L \cup R \mid (u, v) \in M\}$ be the set of neighboring vertices of u in M. We define an (a, b)-matching for a subset of nodes $S \subseteq L$ on the left, as a subset of edges for which every vertex from S is connected to at least a vertices on the right and that each vertex on the right is connected to at most b vertices from S.[6]

[6] The term "matching" follows previous works [3], and it is also known as "assignment" or "compactor" [9, 27].

▶ **Definition 16** ((a, b)-matching). *We say that $M \subseteq E$ is an (a, b)*-matching *of $S \subseteq L$* in *G iff (1) for all $u \in S$, $|\Gamma_M(u)| \geq a$, and (2) for all $v \in R$, $|\Gamma_M(v)| \leq b$.*

We relax Definition 16 to allow for an error. Namely, we define γ-approx-(a, b)-matching as an (a, b)-matching except that condition (1) holds for all but a γ fraction of vertices from S. That is, there is a subset $S' \subseteq S$ such that $|S'| \geq (1 - \gamma) \cdot |S|$ and for every $u \in S'$, $|\Gamma_M(u)| \geq a$.

▶ **Definition 17** (γ-approx-(a, b)-matching). *We say that $M \subseteq E$ is a γ*-approx-(a, b)-matching of S in G *iff condition (1) holds for all but γ faction of nodes in S, and condition (2) still holds.*

Let $G_{\lambda,n} = (L, R, E)$ with $\lambda := 1/64$ be the d_λ-regular expander from Theorem 3. Let $B := \lfloor d_\lambda/2 \rfloor$. In the rest of this subsection, we prove the following two claims.

▷ Claim 18 (SlowMatch). For any input $I \subseteq [n]$ such that $|I| \leq n/32$, the procedure SlowMatch (see Algorithm 2) outputs a $(B, B/4)$-matching of I in $G_{\lambda,n}$. It consumes $O(n \cdot \log n)$ work and $O(\log n)$ depth.

▷ Claim 19 (WeakSlowMatch). Let constant $c > 0$, and $\gamma(n) = 1/\log^c(n)$. For any input $I \subseteq [n]$ such that $|I| \leq n/32$, the procedure WeakSlowMatch (see Algorithm 3) outputs a γ-approx-$(B, B/4)$-matching of I in $G_{\lambda,n}$. It consumes $O(n \cdot \log \log n)$ work and $O(\log \log n)$ depth.

We also use the following claim from [3].

▷ Claim 20 (FastMatch, [3, Claim 5.16]). For any input $I \subseteq [n]$ such that $|I| \leq n/32$ and $n \leq w/\log w$, there exists a procedure FastMatch outputs a $(B, B/4)$-matching of I in $G_{\lambda,n}$. It consumes $O(n)$ work and $O(n)$ depth.

Overview. We start with a high-level overview of the non-oblivious matching algorithm, inspired by Pippenger [27], Chan et al. [9], and Asharov et al. [3]. Claims 18, 19, and 20 are all based on this algorithm with minor variations, as we explain below. Given a bipartite graph with vertices L, R and a set $S \subseteq L$ of m marked vertices, we first mark all vertices in S as "unsatisfied". Then, in each round:

- **Each unsatisfied vertex $u \in S$:** Send a request to each one of the neighbors of u.
- **Each vertex $v \in R$:** If v received more than $B/4$ requests in each round, it replies with "negative" to all requests it received in this round. Otherwise, it replies with "positive" to all requests it received. (If v did not receive any request, it replies no positive nor negative.)
- **Each unsatisfied vertex $u \in S$:** If u received more than B positive replies then take these edges to the matching and change the status to "satisfied".

The output is all the edges in the matching. Note that in each round there are $O(|S|) = O(m)$ transmitted messages, where each message is just a single bit. Using the expansion of the graph and the fact that $|S|$ is small enough, in each iteration the number of unsatisfied vertices is decreased by a factor 1/2. This implies that within $O(\log m)$ iterations all unsatisfied vertices will become satisfied. Claim 18 is obtained by running this algorithm while always simulating dummy access to hide which node is transmitting messages and which is not. This causes a logarithmic blow-up in the total work. Claim 19 is obtained by observing that if the above process is executed for only $O(\log \log n)$ iterations, then all but $1/\mathsf{polylog}(n)$ fraction of vertices become satisfied. Lastly, Claim 20 is obtained by observing that if n is small enough, the whole graph can fit into $O(1)$ words and so it can be read within $O(1)$ queries and so we can run the above algorithm without the logarithmic overhead incurred by simulating dummy accesses.

Algorithm 2 SlowMatch: $(B, B/4)$-matching.

- **Input:** An array $\mathbf{I}$ of n indicators representing a subset $I \subset [n]$ such that $|I| \leq \frac{n}{32}$ and $n > w/\log w$.
- **The procedure:**

```
1. Let $M$ be a $(d_\lambda \times n)$-array of indicators initialized to all 0s, where $M[r,i]$ indicates if
   the $r$-th edge of the $i$-th left vertex is in the $(B, B/4)$-matching.
2. Let $I' = \mathbf{I}$. Repeat the following for $\lceil \log n \rceil$ iterations.
   a. Initialize two arrays *Request* and *Positive*, both containing $n$ 0s.
   b. *For each vertex $u \in I'$, send a "request" to all neighbors of $u$:* For each $r \in [d_\lambda]$,
      perform the following sequentially.
      For all vertex $u \in L$ in parallel, if $u \in I'$, increment $Request[\Gamma_r(u)]$. **(If $u \notin I'$,
      perform fake accesses)**
   c. *For each vertex $v \in R$, if $v$ received from 1 to $B/2$ requests, then reply "positive" to
      all neighbors of $v$:* For each $r \in [d_\lambda]$, perform the following sequentially.
      For all vertex $v \in R$ in parallel, if $1 \leq Request[v] \leq B/2$, then increment
      $Positive[\Gamma_r(v)]$. **(Otherwise, perform fake accesses)**
   d. *For each vertex $u \in I'$, if $u$ received at least $B$ positive replies, then $u$ adds the edge
      $(u, x)$ to $M$ such that $x$ replied positively:* For each $r \in [d_\lambda]$, perform the following
      sequentially:
      For all vertex $u \in L$ in parallel, if $u \in I'$ and $Positive[u] \geq B$ and $Request[\Gamma_r(u)] \leq$
      $B/2$, then set $M[r,u] := 1$. **(Otherwise, perform fake accesses)**
   e. *For each vertex $u \in I'$, if $u$ received at least $B$ positive replies, then $u$ removes itself
      from $I'$:* For all vertex $u \in L$ in parallel, if $Positive[u] \geq B$, set $I'[u] := 0$.
```

- **Output:** The array M.

Algorithm 3 WeakSlowMatch: $1/\log^c(\star)$-approx-$(B, B/4)$-matching.

- **Input:** An array $\mathbf{I}$ of n indicators representing a subset $I \subset [n]$ such that $|I| \leq \frac{n}{32}$.
- **The procedure:**

```
1. Do everything exactly the same as in Algorithm 3, except that in step 2, perform
   only $c \cdot \log\log n$ iterations.
```

- **Output:** The array M.

Proof of Claim 18. See the full version for detailed analysis. ◁

Proof of Claim 19. See the full version for detailed analysis. ◁

6.2 Compression (Lemma 9)

▶ **Lemma 9** (Compression). *For all large enough constants $c \in \mathbb{N}$, letting $\alpha(\star) = 1/\log^c \star$ and $\beta(\star) = 1/\log \star$, there exists a deterministic oblivious procedure* Compression *that implements an (α, β)-*compression *in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits,* Compression *consumes $O(\lceil D/w \rceil \cdot n)$ work and $O(\log n)$ depth.*

To implement $(\frac{1}{\log^c \star}, \frac{1}{\log \star})$-compression for large enough constant $c \in \mathbb{N}$, the input is an array of n balls, where at most $\frac{n}{\log^c n}$ balls are real, and we want to compress the input down to $n/\log n$ balls. Previously, it is known how to implement $(\alpha', 1/2)$-compression for small enough constant fraction α' using $(B, B/4)$-matching in a bipartite expander [27, 3, 9]: Very roughly, every μ balls are interpreted as a *block*, and every B blocks are put on a left vertex of the bipartite expander, where μ and B are some parameters (which we will formalize later); Then, the $(B, B/4)$-matching is capable of routing all real blocks (i.e., a block contains any real ball) from left to right vertices while guaranteeing that every right vertex has at most $B/4$ real blocks; Hence, merging the real blocks on every two right vertices into one vertex yields an array of a half number of balls. A straw-man implementation of $(\frac{1}{\log^c \star}, \frac{1}{\log \star})$-compression is applying SlowMatch for $t := \log\log n$ rounds, but given that SlowMatch takes $O(\log n)$ depth (Claim 18) to compute $(B, B/4)$-matching, the straw man takes more than logarithmic depth.

To reduce the total depth, we separate every instance of $(B, B/4)$-matching into two phases. Notice that in the straw-man implementation, there is a bipartite expander in each round, and every real block is routed through t layers of bipartite expanders. Thus, we connect t expanders into a directed graph H, where each directed edge (u, v) represents a potential move of a real or dummy block from u to v. In the first phase, given the input array, our compression marks every vertex in the first-layer expander such that is associated with any real block, and then it marks all vertices on H that is reachable by the first-layer marked vertices (i.e., mark a vertex if there exists a path from the first-layer marked vertices). In the second phase, we compute all t instances of $(B, B/4)$-matching *in parallel* as the marked vertices are the only input to SlowMatch, which takes $O(\log n)$ depth as desired.

To ensure SlowMatch outputs correct $(B, B/4)$-matchings in the second phase, it suffices to ensure that the fraction of marked vertices is at most $1/32$ as required in Claim 18. Given that the expanders are d_λ-regular, after $t = \log\log n$ layers, the number of marked vertices grows by d_λ^t times, which is $\log^{c'} n$ for some constant c'; Choosing a sufficiently large constant $c > c'$ in the input satisfies the requirement. Finally, as the marked vertices consists of all the vertices that any real block will be routed through, the resulting matchings are capable of routing all real blocks. The algorithm is formalize in Algorithm 4.

Proof of Lemma 9. See the full version for detailed analysis. ◀

6.3 Swapper (Lemma 6)

▶ **Lemma 6** (Swapper). *For all constants $c \in \mathbb{N}$, letting $\epsilon(\star) = 1/\log^c \star$, there exists a deterministic oblivious procedure Swapper that implements ϵ-swapper in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits, Swapper consumes $O(\lceil D/w \rceil \cdot n)$ work and $O(\log n)$ depth.*

Let $c \in \mathbb{N}$ be the constant for which we wish to implement $(1/\log^c \star)$-swapper. We use ImWeakSwapper (from Lemma 7) and WeakCompression (from Lemma 12). Particularly, we use WeakCompression which implements $(1/\log^{c_1} \star)$-approx-$(\alpha, 1/2)$-compression for some constant $\alpha \in (0, 1/2)$ (as in Lemma 12) and $c_1 := \max\{2c+2, 4-\log \alpha\}$, and ImWeakSwapper which implements $(\alpha/2)$-imb-swapper.

In a high-level, we start by applying ImWeakSwapper to the input array. This swaps a constant fraction of balls in constant depth. Then, we compress (most of) the remaining balls into an array of size $n/2$ using WeakCompression. Then, we recursively on this smaller array. The end of the recursion is when the remaining array has size $O(n/\log n)$ (namely after $O(\log\log n)$ recursive steps), in which case we can afford to run a full oblivious sorting

Algorithm 4 Compression: $(\frac{1}{\log^c \star}, \frac{1}{\log \star})$-compression.

```
- Input: an array $\mathbf{I}$ of $n$ balls such that at most $\frac{n}{\log^c n}$ are marked as real and all others
  are marked as dummy.
- Procedure:
  1. Let $\mu := \lfloor \log n \rfloor$ and $t := \lceil \log \log n \rceil$. Let $\lambda := 1/64$ and let $G_{\lambda,\star}$ be the family of
     $d_\lambda$-regular expander graphs from Theorem 3. Let $B := \lfloor d_\lambda/2 \rfloor$.
  2. Interpret every $\mu$ balls as one block: Interpret $\mathbf{I}$ as an array $A_0$ of $n/\mu$ blocks so that
     each block $A_0[i]$ consists of $\mu$ balls. For each block $A_0[i]$, in parallel, mark $A_0[i]$ real if
     $A_0[i]$ consists of at least one real ball (and mark dummy otherwise).
     Initialize the routing graph $H$: Let $m := n/(B \cdot \mu)$. For each $j \in \{0, \dots, t-1\}$, let
     $G_{\lambda,m/2^j} = (L_j, R_j, E_j)$ be the expander defined in Theorem 3 so that $L_j = R_j = [m/2^j]$.
     Then, for each $j \in \{0, \dots, t-2\}$, connect every two vertices from $R_j$ to each vertex in
     $L_{j+1}$; That is, for each $i \in [m/2^{j+1}]$, add two edges from $2i-1, 2i \in R_j$ to $i \in L_{j+1}$.
     Let $H$ be the resulting graph.
     Initialize an indicator bit to 0 for all vertices: For each $j = 0, \dots, t-1$, initialize $M_j$
     and $\overline{M}_j$ as two arrays each consists of $m/2^j$ 0-bits.
  3. Mark each vertex on $H$ if the vertex is reachable by any real block:
     For each $i \in [m]$, if any block in $A_0[(i-1) \cdot B + 1, \dots, i \cdot B]$ is real, then set $M_0[i] := 1$.
     For $j$ from 0 to $t-2$ sequentially, compute the array $M_{j+1}$ indicators as follows:
     a. For each $r \in [d_\lambda]$, perform the following sequentially:
        For all $v \in [m/2^j]$ in parallel, set $\overline{M}_j[\Gamma_r(v)] := 1$ if $M_j[v] = 1$, where $\Gamma_r(v)$ denotes
        the $r$-th neighbor of the vertex $v$ in the expander $G_{\lambda,m/2^j}$ as defined in Theorem 3.
     b. For all $i \in [m/2^{j+1}]$ in parallel, set $M_{j+1}[i] := 1$ if and only if $\overline{M}_j[2i-1] = 1$ or
        $\overline{M}_j[2i] = 1$.
  4. Compute the $(B, B/4)$-matching: For all $j$ from 0 to $t-1$, in parallel, run $S_j \leftarrow$
     SlowMatch$(M_j)$ (from Claim 18).
  5. Route all real blocks via the computed $(B, B/4)$-matchings: For each $j$ from 1 to $t$, let
     $A_j$ be an array of $\frac{n}{\mu \cdot 2^j}$ blocks initialized with dummy. Then, for each $j$ from 0 to $t-1$
     sequentially, route all real blocks from $A_j$ to $A_{j+1}$ using the matching $S_j$ as follows:
     - For each $r \in [d_\lambda]$, perform the following sequentially:
       a. For all $v \in [m/2^j]$ in parallel, do the following:
          i. If $S_j[r, v] = 1$, proceed the following; Otherwise, perform fake accesses.
          ii. Sequentially find a real block in $A_j[(v-1) \cdot B + 1, \dots, v \cdot B]$, and move the
              real block to a scratch space $b[v]$.
          iii. Let $u = \Gamma_r(v)$ be the vertex in the expander $G_{\lambda,m/2^j}$. Sequentially find an
               empty block in $A_{j+1}[(u-1) \cdot \frac{B}{2} + 1, \dots, u \cdot \frac{B}{2}]$ and then overwrite this empty
               block with $b[v]$.
- Output: Interpret the array $A_t$ as balls and output the interpreted array of balls.
```

algorithm (e.g., Theorem 2 which consumes $O(n)$ work and has $O(\log n)$ depth). The formal description is given next. For simplicity of notation in the recursive algorithm, we assume that n is a global fixed parameter.

Proof of Lemma 6. See the full version for detailed analysis. ◀

Algorithm 5 Swapper : ϵ-swapper for $\epsilon(\star) = 1/\log^c \star$.

```
- Input: An array $\mathbf{I}$ of size $\leq n$ in which all balls are marked red, blue or $\perp$. In the
  outermost recursion (i.e., $|\mathbf{I}| = n$), it is guaranteed that the number of red balls equals
  the number of blue balls.
- The algorithm:
  1. Base case: array is short enough to run oblivious sort.
     a. If $|\mathbf{I}| \leq n/\log n$: run oblivious sort (e.g., AKS; see Theorem 2) so that blue balls
        are in the front and red balls are in the back, swap (blue, red) balls which reside in
        symmetric locations (from the front and back), and reverse the previous oblivious
        sort (i.e., identical to Step 4 of Algorithm 1). Output the resulting array.
  2. Swap all but an $O(1)$ fraction of balls.
     a. Run $\mathbf{I}' \leftarrow$ ImWeakSwapper($\mathbf{I}$).
  3. Compress the array.
     a. Consider all balls that are not marked red or blue in $\mathbf{I}'$ as dummies. Consider all
        the remaining red or blue balls as reals.
     b. Run WeakCompression($\mathbf{I}'$), and let $\mathbf{I}''$ and $\mathbf{E}$ be the results. Note that $\mathbf{I}''$ is of size
        $|\mathbf{I}'|/2$ and it contains all the reals from $\mathbf{I}'$ except for a $\gamma$-fraction, and $\mathbf{E}$ is of size
        $|\mathbf{I}'|$ and it contains the $\gamma = \frac{1}{\log^{c_1}|\mathbf{I}'|}$ fraction of reals that are not in $\mathbf{I}''$ (in the same
        positions). Record all ball movements during this step in Aux.
  4. Continue recursively.
     a. Run this algorithm Swapper recursively on $\mathbf{I}''$. Let $\mathbf{O}'$ be the result.
  5. Reverse route.
     a. Reverse route all real balls from $\mathbf{O}'$ and $\mathbf{E}$ back into $\mathbf{I}'$ using Aux, and let $\mathbf{O}$ be the
        resulting array (note that $|\mathbf{O}| = |\mathbf{I}|$).
- Output: The array $\mathbf{O}$.
```

6.4 Imbalanced Weak Swapper (Lemma 7)

▶ **Lemma 7** (Imbalanced weak swapper). *For every constant $\ell \in \mathbb{N}$, there exists a deterministic oblivious procedure ImWeakSwapper that implements an $(1/\ell)$-imb-swapper in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits, ImWeakSwapper consumes $O(\lceil D/w \rceil \cdot n)$ work and $O(1)$ depth.*

A procedure implementing $(1/\ell)$-swapper for all $\ell \in \mathbb{N}$ with total linear work was developed in Asharov et al. [3, Claim 5.7], and it actually implements $(1/\ell)$-imb-swapper for the same ℓ (we will prove this claim later in this subsection). However, the depth of their procedure is also linear. While this is insufficient for our purposes, we still use their ideas as a starting point. Let us recall the high-level details of their construction.

The procedure instantiates a d-regular bipartite expander (with sufficient expansion depending on ℓ) for $d \in O(1)$ that consists of n vertices on both sides. Every ball is associated with a vertex on the left, and for every two vertices that share the same neighbor, the two balls are swapped if and only if the labels are (red, blue). By the vertex expansion of the bipartite expander, only a $1/\ell$ fraction of misplaced balls may remain not swapped. The algorithm clearly requires linear work as the graph contains a linear number of edges, however parallelizing it is challenging. Concretely, every vertex on the bipartite expander has d neighbors, and so using a naive parallelization a node could be swapped with several other nodes simultaneously, and it is not clear how to resolve conflicts in low depth.

To get over this we use Property 2 in the expander of Theorem 3. Namely, we partition the edge set (of the bipartite expander) into disjoint perfect matchings (which can be computed efficiently), and then perform the swaps in within the matchings in parallel as below.

Given the disjoint perfect matchings $M_1, \ldots, M_d$ from Theorem 3, for every pair $i, j \in [d]$, we want to swap each pair of red and blue balls that are the 2-edge neighbors on the subgraph $M_i \cup M_j$. As the perfect matchings are parallel-friendly, one straw-man solution is to route all n balls via both M_i and M_j from left to right (so there are two copies for each ball), swap every pair of red and blue for every vertex on the right side, and then route balls backward via M_i and M_j, where the routing and swapping are performed in parallel. However, the straw-man solution doesn't work as every vertex has *two* neighbors on $M_i \cup M_j$, and a red ball may be swapped with both two blue balls in parallel, which still incurs a conflict. To this end, our second observation is that it suffices to copy only reds via M_i, copy only blues via M_j, and then swap the pairs if needed; Given a ball is either red or blue exclusively, every ball has at most one copy now. We formally describe the algorithm in the following.

Algorithm 6 ImWeakSwapper: ϵ-imb-swapper($\mathbf{I}$) for $\epsilon(\star) = 1/\ell$

```
- Input: An array $\mathbf{I}$ of $n$ balls, each ball is labeled as red, blue or $\perp$.
- Parameters: A parameter $\ell \in \mathbb{N}$.
- The algorithm:
  1. Let $\lambda := \frac{1}{2\sqrt{\ell}}$, and let $d_\lambda$ be the vertex degree given by Theorem 3.
  2. For each $(i_1, i_2) \in [d_\lambda]^2$, perform the following sequentially.
     a. Let $M_{i_1}$ (resp. $M_{i_2}$) be the $i_1$-th (resp. $i_2$-th) perfect matching given in Theorem 3.
     b. For all edges $(k_1, j) \in M_{i_1}$ and $(k_2, j) \in M_{i_2}$, do the following: If $(\mathbf{I}[k_1], \mathbf{I}[k_2])$
        are labeled as (red, blue), then swap between $\mathbf{I}[k_1]$ and $\mathbf{I}[k_2]$. Label both as $\perp$.
        Otherwise, perform dummy swap. That is realized as below, where all loops are performed in parallel.
        i.   Initialize two arrays $R_1, R_2$, each consists of $n$ empty balls labeled as $\perp$, For all
             $j \in [n]$, let $k_1 := \Gamma_{i_1}(j)$ and $k_2 := \Gamma_{i_2}(j)$ (so that $(k_1, j)$ is an edge in $M_{i_1}$ and
             $(k_2, j)$ is an edge in $M_{i_2}$ for each $j$ by property 2 of Theorem 3).
        ii.  For each edge $(k_1, j)$ in $M_{i_1}$, let $R_1[j] := \mathbf{I}[k_1]$ if $\mathbf{I}[k_1]$ is red.
             For each edge $(k_2, j)$ in $M_{i_2}$, let $R_2[j] := \mathbf{I}[k_2]$ if $\mathbf{I}[k_2]$ is blue.
        iii. For each $j \in [n]$, if the pair $(R_1[j], R_2[j])$ is labeled (red, blue), then swap between
             $R_1[j]$ and $R_2[j]$), label both as $\perp$. Otherwise, perform dummy swap.
        iv.  For each edge $(k_1, j)$ in $M_{i_1}$, let $\mathbf{I}[k_1] := R_1[j]$ if $\mathbf{I}[k_1]$ is red.
             For each edge $(k_2, j)$ in $M_{i_2}$, let $\mathbf{I}[k_2] := R_2[j]$ if $\mathbf{I}[k_2]$ is blue.
- Output: The array $\mathbf{I}$.
```

Proof of Lemma 7. See the full version for detailed analysis. ◀

6.5 Weak Compression (Lemma 12)

▶ **Lemma 12** (Weak compression). *There exists a constant $\alpha \in (0, 1/2)$, such that for all constants $c \in \mathbb{N}$, letting $\gamma(\star) = 1/\log^c \star$, there exists a deterministic oblivious procedure* WeakCompression *that implements a* γ-approx-$(\alpha, 1/2)$-compression *in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits,* WeakCompression *consumes $O(\lceil D/w \rceil \cdot n)$ work and $O(\log \log n)$ depth.*

Let $c \in \mathbb{N}$ be the constant for which we wish to implement $(1/\log^c \star)$-approx-$(\alpha, 1/2)$-compression for some $\alpha \in (0, 1/2)$ to be determined shortly. We implement this procedure using FastCompression (from Lemma 10) and SlowWeakCompression (from Lemma 13). Particularly, we use SlowWeakCompression which implements $(1/\log^{c_1} \star)$-approx-$(\alpha_1, 1/2)$-compression, for $c_1 = 2c + 2$ and some $\alpha_1 \in (0, 1/2)$, using super linear work but doubly logarithmic depth, and FastCompression which implements $(\alpha_2, 1/2)$-compression for some $\alpha_2 \in (0, 1/2)$ using linear work and depth. We let $\alpha = \alpha_1 \cdot \alpha_2/4$.

Algorithm 7 WeakCompression: $1/\log^c \star$-approx-$(\alpha, 1/2)$-compression.

- **Public parameters:** Size of input array n,
- **Input:** An array $\mathbf{I}$ with n balls each of size D bits, where at most $\alpha \cdot n$ balls are real and the rest are dummy.
- **The procedure:**

```
1. Let $\mu := \min(\log w, \log\log n)$.
2. Compress the array, keeping most of the dense blocks.
   a. Represent $\mathbf{I}$ as another array $A$ that consists of $m := n/\mu$ blocks each of size $\mu \cdot D$ bits:
      for each $i \in [m]$, let $A[i]$ be the block consists of all balls $\mathbf{I}[(i-1)\cdot\mu+1], \ldots, \mathbf{I}[i\cdot\mu]$.
   b. For each $i \in [m]$, label $A[i]$ as dense if $A[i]$ consists of more than $\mu \cdot \alpha_2/2$ real balls.
   c. Run $(\mathbf{O}_1, \mathbf{E}_1) \leftarrow$ SlowWeakCompression$(A)$, where $|\mathbf{O}_1| = n/2$ and $|\mathbf{E}_1| = n$ (in
      number of balls). Record all moves in array Aux$_1$.
   d. Repeat the above process, this time on the array $\mathbf{O}_1$: interpret it as $m/2$
      blocks each of size $\mu \cdot D$, mark dense blocks as before, and let $(\mathbf{O}_2, \mathbf{E}_2) \leftarrow$
      SlowWeakCompression$(\mathbf{O}_1)$, where $|\mathbf{O}_2| = n/4$, $|\mathbf{E}_2| = n/2$ (in number of balls).
      Record all moves in array Aux$_2$.
   e. Using Aux$_1$, reverse route the real balls in $\mathbf{E}_2$ back into $\mathbf{O}_1$, and then using Aux$_2$,
      reverse route and merge real balls from $\mathbf{E}_1$ and $\mathbf{O}_1$ back into an error array $\mathbf{E}$ of
      size $n$ (recall that $\mathbf{E}_2$ is in fact $\mathbf{O}_1$ where some elements were excluded into $\mathbf{O}_2$;
      reversing $\mathbf{E}_1$ and $\mathbf{O}_1$ to $A$ is also possible using Aux$_1$).
3. Compress the sparse blocks.
   a. Replace all dense blocks in $A$ with dummy blocks. For every $i \in [n/\mu]$, in parallel,
      run $\mathbf{O}_{3,i} \leftarrow$ FastCompression$(A[i])$, where $A[i]$ is interpreted as $\mu$ balls, and then
      again $\mathbf{O}'_{3,i} \leftarrow$ FastCompression$(\mathbf{O}_{3,i})$. Note that $|A[i]| = \mu$ and $|\mathbf{O}'_{3,i}| = \mu/4$.
4. Set $\mathbf{O} = \mathbf{O}_2 \| \mathbf{O}'_{3,1} \| \ldots \| \mathbf{O}'_{3,n/\mu}$ (which is of total size $n/2$, as $|\mathbf{O}_2| = n/4$ and
   $\sum_{i=1}^{n/\mu} |\mathbf{O}'_{3,i}| = n/4$.
5. Output: $\mathbf{O}$ and $\mathbf{E}$.
```

Proof of Lemma 12. See the full version for detailed analysis. ◀

6.6 Slow Weak Compression (Lemma 13)

▶ **Lemma 13** (Slow weak compression). *There exists a constant $\alpha \in (0, 1/2)$ such that for all constants $c \in \mathbb{N}$, letting $\gamma(\star) = 1/\log^c \star$, there exists a deterministic oblivious procedure SlowWeakCompression that implements a γ-approx-$(\alpha, 1/2)$-compression in the PRAM model. Letting w be the word size, n be the number of balls in the input array, and D be the size of each ball in bits, SlowWeakCompression consumes $O(n \cdot \log\log n + \lceil D/w \rceil \cdot n)$-work and $O(\log\log n)$ depth.*

In our implementation, $\alpha = 1/128$. Let $c \in \mathbb{N}$ be the constant for which we wish to implement $1/\log^c \star$-approx-$(\alpha, 1/2)$-compression. The algorithm SlowWeakCompression uses a sub-procedure WeakSlowMatch from Claim 19 (see Algorithm 3). Particularly, we use WeakSlowMatch that implements $(\log^{c/2} \star)$-approx-$(B, B/4)$-matching on the graph $G_{\lambda,n}$ (from Theorem 3) with $\lambda = 1/64$, regularity d_λ, and $B = d_\lambda/2$.

Algorithm 8 SlowWeakCompression: $1/\log^c \star$-approx-$(\alpha, 1/2)$-compression.

```
- Input: An array $\mathbf{I}$ of $n$ balls, in which at most $\alpha \cdot n$ are real.
- The Procedure:
  1. Interpret the array $\mathbf{I}$ as $m := n/B$ bins, where each bin consists of $B$ balls. Mark all
     bins in $\mathbf{I}$ as dense or sparse, where a bin is dense if it consists of more than $B/4$ real
     balls. Let $S$ be an array of $m$ indicators representing the set of indexes of the dense
     bins. Let $\mathbf{I}'$ be an array of $m$ empty bins, where the capacity of a bin is $B$ balls.
  2. Let $G_{\lambda,m} = (L, R, E)$ be the $d_\lambda$-regular bipartite graph guaranteed by Theorem 3,
     where $|L| = |R| = m$.
  3. Compute $M \leftarrow$ WeakSlowMatch$(S)$.
  4. Distribute: For each edge $(u, v) \in E$ (where $u \in L, v \in R$), if $(u, v) \in M$, move
     a real ball from bin $\mathbf{I}[u]$ to bin $\mathbf{I}'[v]$ and then mark bin $\mathbf{I}[u]$ as sparse. This step is
     achieved in the following parallel way. Recall that WeakSlowMatch outputs $M$ as a
     $(d_\lambda \times m)$-array of indicators such that $M[r, u] = 1$ iff the $r$-th edge of vertex $u \in L$ is
     in the $(B, B/4)$-matching. For each $r \in [d_\lambda]$, perform the following sequentially:
     a. For all $u \in [m]$, in parallel, do the following:
        i. If $M[r, u] = 1$, proceed with the following (otherwise, perform fake accesses):
        ii. Sequentially read every ball in bin $\mathbf{I}[u]$ and fetch the first encountered real ball,
            then sequentially read every slot in bin $\mathbf{I}'[\Gamma_r(u)]$ and write the fetched real ball
            to the first encountered empty slot.
        iii. Mark bin $\mathbf{I}[u]$ as sparse.
  5. Fold: Let $\mathbf{O}$ be an array of size $m/2$ empty bins, each of capacity of $B$ balls. For
     all $i \in [m/2]$, in parallel, move all real balls from the bins marked sparse in the four
     bins $\mathbf{I}[i], \mathbf{I}[m/2 + i), \mathbf{I}'[i], \mathbf{I}'[m/2B + i]$ into bin $\mathbf{O}[i]$, and pad $\mathbf{O}[i]$ with dummy balls if
     there are less than $B$ real balls.
- Output: The array $\mathbf{O}$, as well as the input array $\mathbf{I}$.
```

Proof of Lemma 13. See the full version for detailed analysis. ◀

6.7 Fast Compression (Lemma 10)

▶ **Lemma 10** (Fast compression for short inputs). *There exists a constant $\alpha \in (0, 1/2)$ for which there exists a deterministic oblivious procedure* FastCompression *that implements an* $(\alpha, 1/2)$-compression *in the PRAM model. Letting w be the word size, $n \leq w/\log w$ be the number of balls in the input array, and D be the size of each ball in bits,* FastCompression *consumes $O(\lceil D/w \rceil \cdot n)$-work and $O(n)$ depth.*

The algorithm is the same as Algorithm 8, while using FastMatch from Claim 20 instead of WeakSlowMatch at Step 3. Because FastMatch implements $(B, B/4)$-matching, the resulting matching M is capable of distributing all real balls in every dense bins at Step 4, correctness follows directly (so there is no need to calculate the number of real balls remains in $\mathbf{I}$). The work and depth follows also immediately from Claim 20.

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