Computing and Testing Small Connectivity in Near-Linear Time and Queries via Fast Local Cut Algorithms [SODA '20] Reading Group Algorithms

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G = (V, E)



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A vertex cut *U* is a subset of vertices $U \subseteq V$ that disconnects the graph, i.e., the graph $G' = (V \setminus U, E \setminus (V \times U \cup U \times V))$ is not (strongly) connected.

Observation

For every edge cut *F*, there is an induced partition (L, R) such that $L \cap R = \emptyset$, $L \cup R = V$, and there *F* is the set of edges from *L* to *R*.

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Motivation for computing higher connectivity:

- Reliability analysis
- Community detection

Vertex connectivity in directed graphs:				
Running time	Deterministic	Reference		
$\tilde{O}(n^{2.373} + n\kappa^{2.373})$	no	[Cheriyan/Reif '92]		
$\tilde{O}(mn)$	no	[Henzinger et al. '96]		
$O(mn + \kappa m \cdot \min\{n^{3/4}, \kappa^{3/2}\})$	yes	[Gabow '00]		
$ ilde{O}(\kappa \cdot \min\{m^{4/3},m^{2/3}n\})$	no	[Nanongkai et al. '19]		
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Plan for today:

Theorem

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- Covers main technique, extension to vertex connectivity is a technicality
- In general: $O(\lambda^2 m \log n \log \frac{1}{p})$ with success probability p
- State of the art for directed edge connectivity: $O(\lambda m \log n)$ [Gabow '91]

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Running time of algorithm above: $O(n^3m)$

Ford-Fulkerson algorithm with parameters s, t, k

The algorithm runs in time O(km) and if $k \ge \lambda$, then the algorithm returns the minimum *s*-*t* cut; otherwise it returns \perp .

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Algorithm:

- For i = 1 to $r = \lceil \log n \rceil$
 - Set $k_i = 2^i$
 - ► For every pair of vertices *s* and *t*: run the Ford-Fulkerson algorithm with parameters *s*, *t*, and *k*_i
 - If one of the Ford-Fulkerson instances returns a cut, then return the minimum-size cut among all returned cuts

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Observation

It suffices to design an algorithm that returns a global minimum cut if parameter $k \ge \lambda$.

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An edge cut *F* is balanced if for its induced partition (L, R) both $vol(L) \ge \frac{m}{14k}$ and $vol(R) \ge \frac{m}{14k}$.

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Lemma

For any edge (u, v) chosen from E uniformly at random, the tail u is contained in L with probability $\frac{\operatorname{vol}(L)}{m} \geq \frac{1}{14k}$ (same with R).

Case 1: Minimum Cut is Balanced [Nanongkai et al. '19]

Algorithm:

- Repeat 28k times:
 - Sample two edges *e* and *f* uniformly at random
 - Let *s* be the tail of *e* and let *t* be the tail of *f*
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Lemma

If $k \ge \lambda$ and the minimum cut is balanced, then the algorithm above runs in time $O(k^2m)$ and finds a cut of size λ with probability at least $\frac{1}{2}$.

Assumption: $\operatorname{vol}(L) < \frac{m}{14k}$ or $\operatorname{vol}(R) < \frac{m}{14k}$

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Lemma

There is a local procedure that, given a seed vertex s, a target cut size k and a target volume Δ runs in time $O(k^2 \Delta)$, and returns as follows:

- If s is contained in an ℓ -out component of volume $\leq \Delta$ for $\ell \leq k$, then it returns an ℓ -out component of volume $\leq 7k\Delta$ with probability at least $\frac{5}{6}$ (and \perp with probability at most $\frac{1}{6}$).
- ② Otherwise, it might return a k-out-component or \perp

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Note: $k^2 \Delta$ may be much smaller than *m*. **Sublinear running time!**

Case 2: Minimum cut is not Balanced (ctd.) Assumption: $vol(L) < \frac{m}{14k}$ or $vol(R) < \frac{m}{14k}$

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Algorithm:

- For i = 1 to $r = \lfloor \log \frac{m}{7k} \rfloor$
 - Repeat $\lceil \frac{m}{2^{i-1}} \rceil$ times
 - * Sample an edge *e* uniformly at random and let *s* be its tail
 - ★ Try to find a *k*-out-component using the local procedure with parameters *s*, *k* and $\Delta_i = 2^i 1$
 - ★ Try to find a *k*-in-component using the local procedure on the reverse graph with parameters *s*, *k* and $\Delta_i = 2^i 1$
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If the minimum cut is not balanced, then the algorithm above returns a proper λ -out-component $L' \subset V$ or a proper λ -out-component $R' \subset V$ (inducing a minimum cut) with probability at least $\frac{1}{2}$.

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Note: Parameter choice ensures that vol(L') < m or vol(R') < m

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Algorithm: (with sampling idea of [Nanongkai et al. '19])

- Repeat k + 1 times:
 - Perform a depth-first-search from *s* processing up to $6k\Delta$ many edges
 - If DFS processes less than $6k\Delta$ edges, return set of visited vertices
 - Sample one of the edges processed in the DFS uniformly at random
 - Let *t* be the tail of the sampled edge (ignoring reversal of edge)
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Claim 1

Let $U \subseteq V$ contain *s*, let $t \in V$, and reverse the edges on a path from *s* to *t*.

- If $t \in V \setminus U$, then the number of edges from U to $V \setminus U$ is reduced by one by the reversing the edges.
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Idea: Odd or even number of crossings

Claim 2

If the procedure returns a set of vertices *U* in iteration $\ell + 1$, then *U* is an ℓ -out-component with $vol(U) \le 6k\Delta + \ell \le 7k\Delta$.

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If there is an ℓ -out-component of volume $\leq \Delta$ containing *s* for $\ell \leq k$, then the procedure returns an ℓ -out-component with probability $\geq \frac{5}{6}$.

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Idea: Each sampled *t* will lie inside of component with probability $\leq \frac{1}{6k}$

Questions?

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- Significant progress for a fundamental graph problem
- Local procedure was pivotal to faster algorithm
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- Local procedure was pivotal to faster algorithm Exponential improvement over $O(2^{O(k)}\Delta)$ by [Chechik et al. '17]
- Local procedure has further implications to property testing algorithms
- Local computation algorithms are a current trend in algorithm design

Thesis Opportunities

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- Distributed algorithms
- Dynamic algorithms
- Local computation algorithms

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Algorithm Engineering:

- Experimental analysis of cut sparsification algorithms
- Practical algorithm for computing the vertex connectivity

Thank you!