

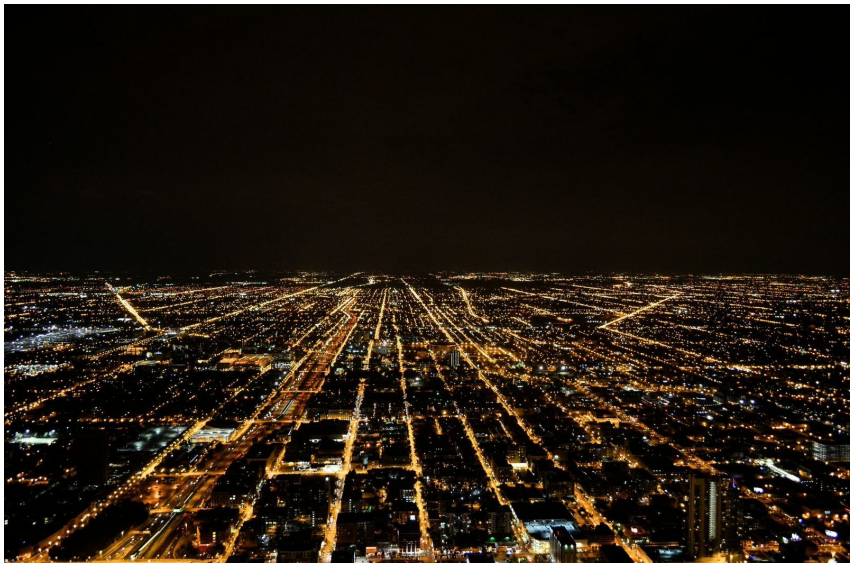
Towards Optimal Dynamic Graph Compression

Sebastian Krinninger

Universität Salzburg

Austrian Computer Science Day 2018

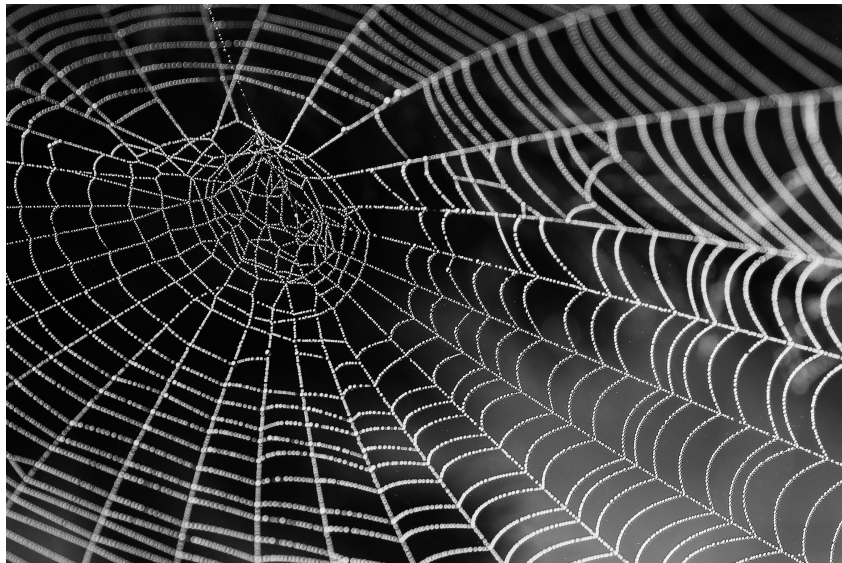
Graphs are Everywhere



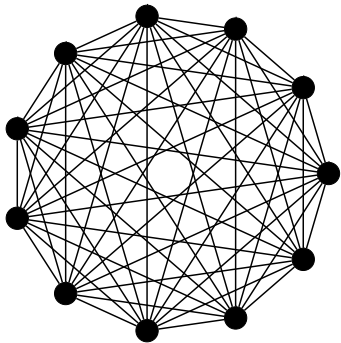
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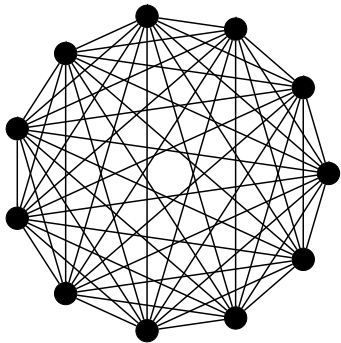
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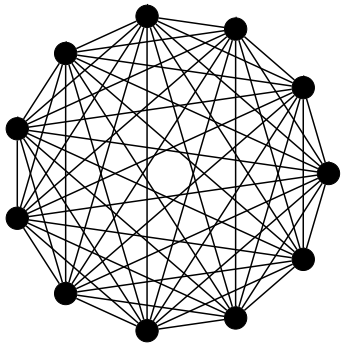
Graph Compression



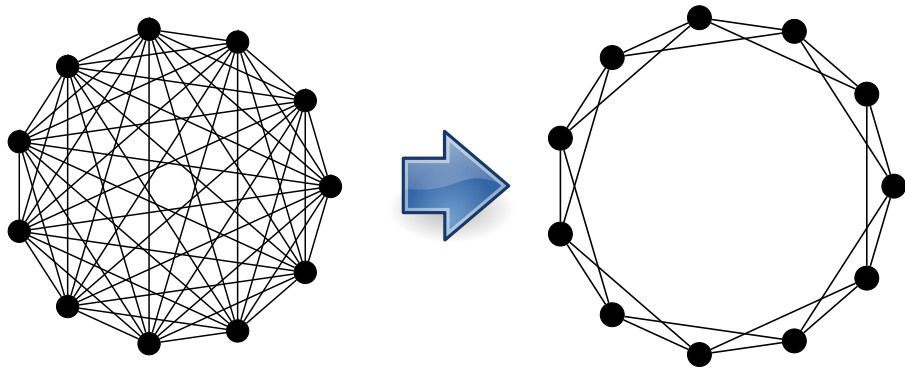
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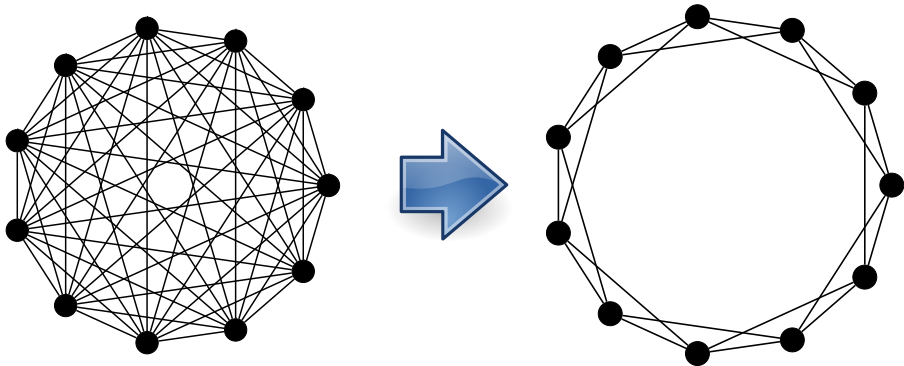


Graph Compression



Goal: Semantic Compression

Graph Compression



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Subgraph for algorithmic applications

Too Good to be True?

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“There ain’t no such thing as a free lunch.”

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...except for ACSD 2018.

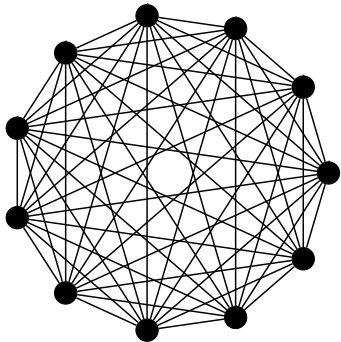
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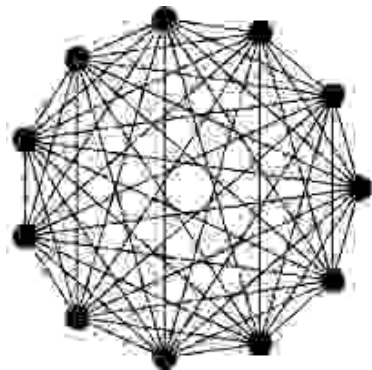
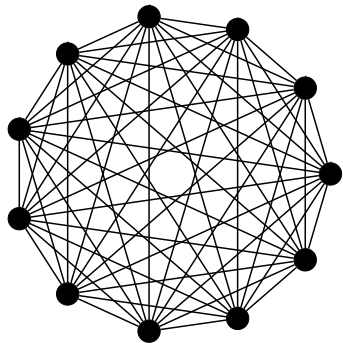
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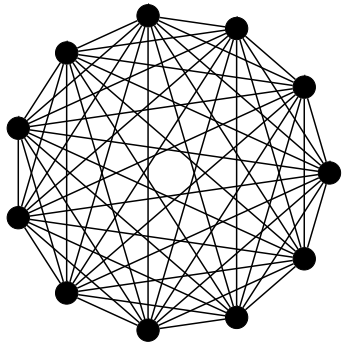
Lossy Compression



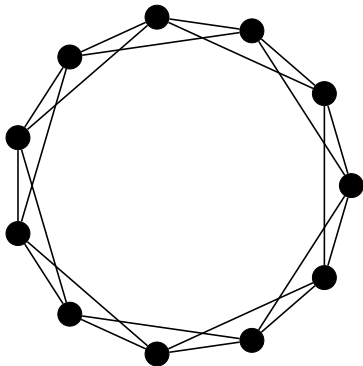
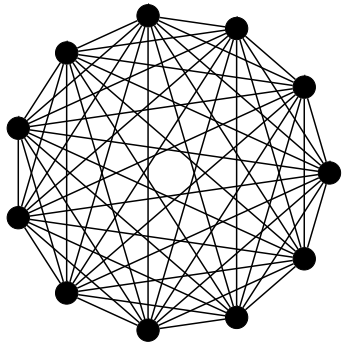
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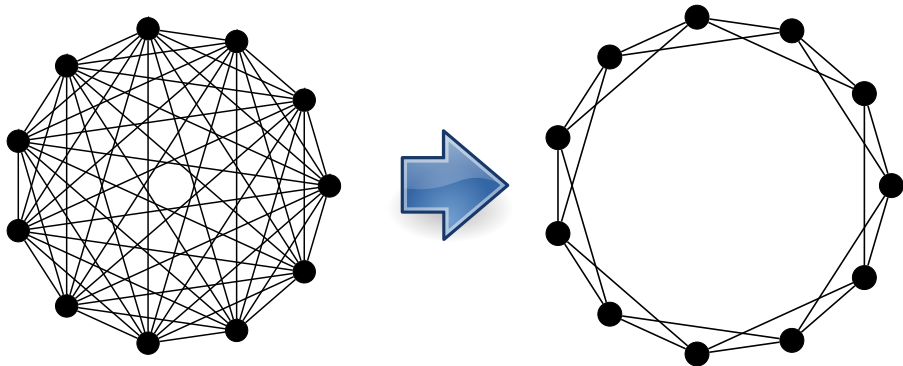
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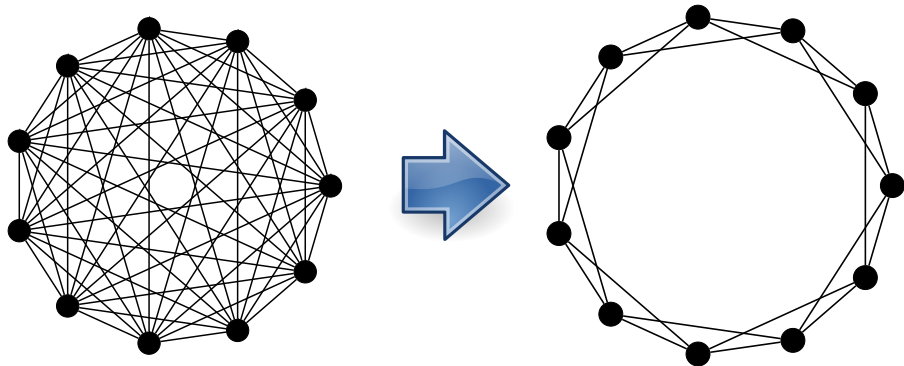


Lossy Compression



Cannot reconstruct original graph after compression
→ Compression at cost of approximation

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When are two graphs approximately the same?
→ Problem-specific measures

Our World is not Static



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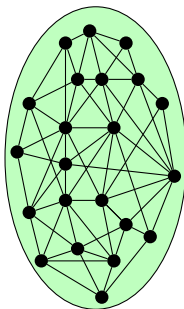
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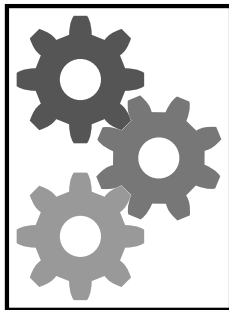
Goal: Fast recomputation of solution after each insertion/deletion of an edge

Dynamic Graph Compression

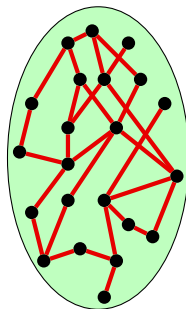
Input graph G



Algorithm

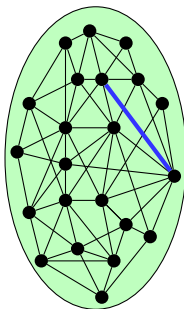


Compressed graph H

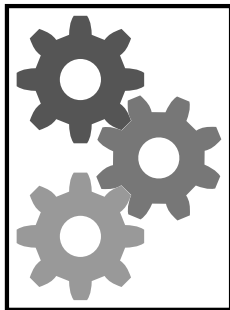


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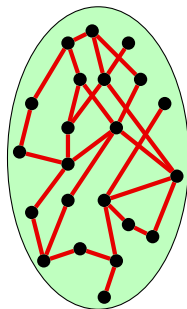
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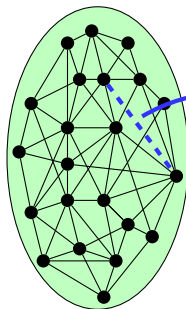
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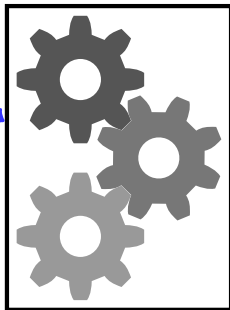
adversary inserts and
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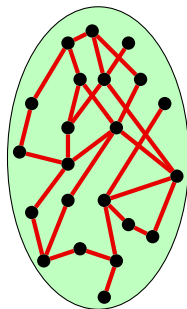
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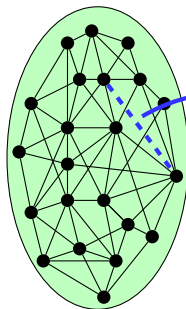
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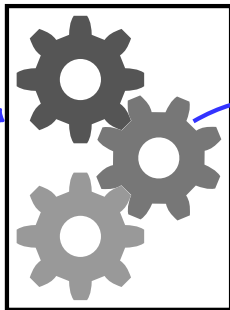
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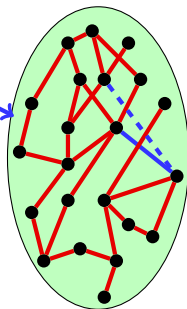


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Algorithm



Compressed graph H



algorithm adds and
removes edges

Let's take a look under the hood!



Example 1: Distance-Preserving Compression

Definition

A *spanner of stretch t* of $G = (V, E)$ is a subgraph $H = (V, E')$ such that

$$\text{dist}_G(u, v) \leq \text{dist}_H(u, v) \leq t \cdot \text{dist}_G(u, v)$$

for all pairs of nodes $u, v \in V$.

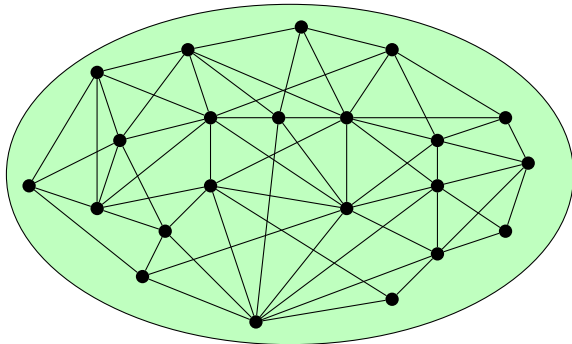
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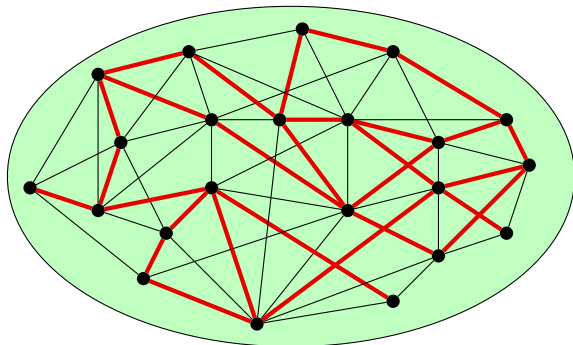
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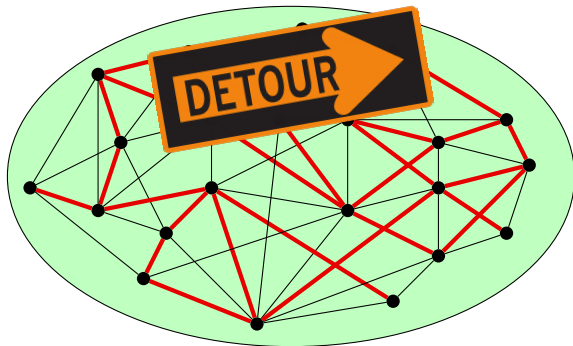
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In many applications: **boosting** approach for better approximation

Our Spanner Results

Theorem ([Baswana, Sarkar '08])

For every k , there is a dynamic algorithm that maintains a spanner of stretch $t = 2k - 1$

- *with $O(n^{1+1/k} k^8 \log^2 n)$ edges in amortized time $O(7^{k/2})$ per update,*
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For every k , there is a dynamic algorithm that maintains a $(2k - 1)$ -spanner with $O(n^{1+1/k} k \log^7 n \log \log n)$ edges in worst-case time $O(20^{k/2} \log^3 n)$ per update.

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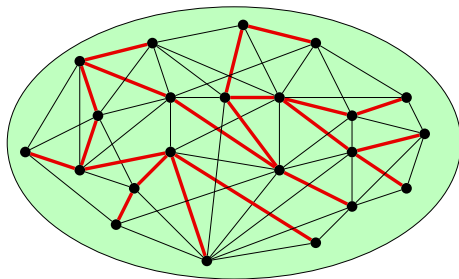
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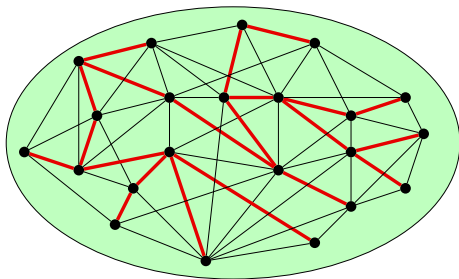
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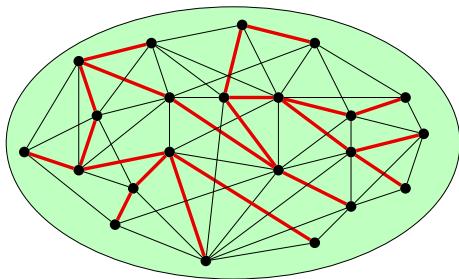


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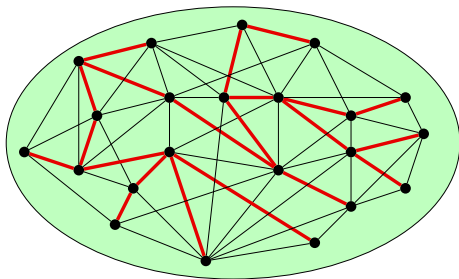
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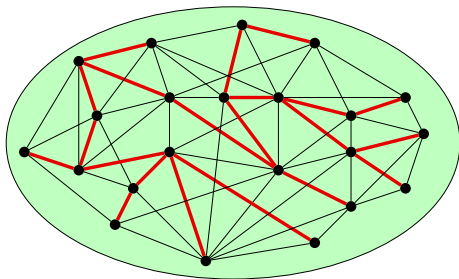
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Matches stretch of seminal static construction! [Alon/Karp/Peleg/West]

Example II: Cut-Preserving Compression

Definition ([Benczúr/Karger '00])

A $(1 \pm \epsilon)$ -cut sparsifier of G is a weighted subgraph H such that, for every cut $(C, V \setminus C)$, the edges $E[C, V \setminus C]$ crossing the cut have weight

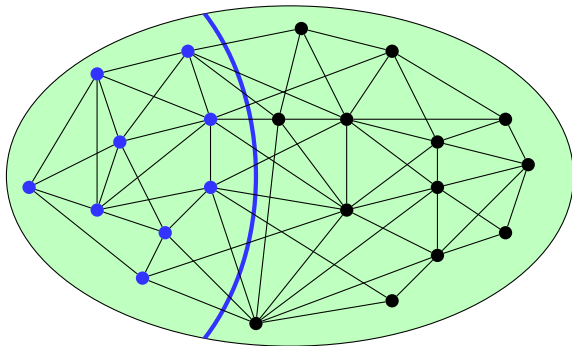
$$(1 - \epsilon) \cdot w_G(E[C, V \setminus C]) \leq w_H(E[C, V \setminus C]) \leq (1 + \epsilon) \cdot w_G(E[C, V \setminus C])$$

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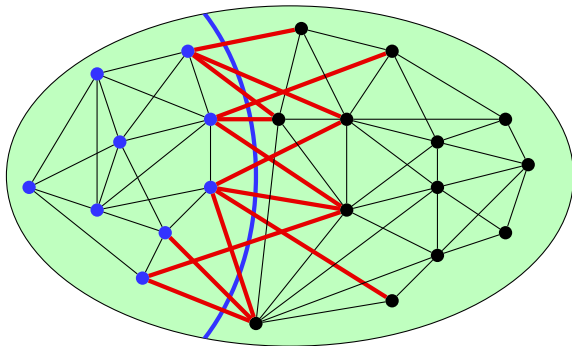


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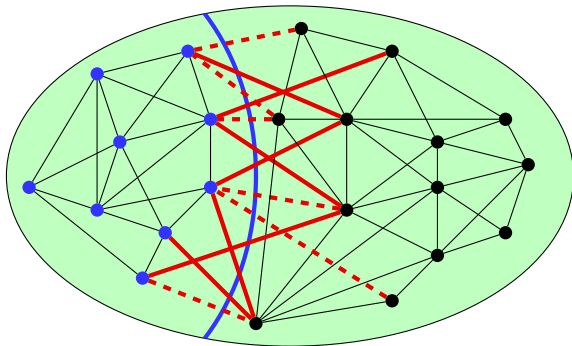


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Internally uses dynamic spanner with stretch $O(\log n)$

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Graph compression

- Mathematically clean framework

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Thank you!

Closing Words

