

Lecture 12: Low Diameter Decomposition using Exponential Delays

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1 Introduction

1.1 Exploring a Graph Using BFS

There are at least three methods to explore a graph:

1. DFS (earlier lectures)
2. BFS (today)
3. Random Walks

1.2 Applications of Low Diameter Decomposition

1. Spanners: Distance preserving sparse graphs.
2. Hop Set: Added set of extra edges to a graph to decrease number of edges used in shortest paths.
3. Low Stretch Spanning Tree (LSST): Preserve distances on average. Applications of LSSTs include fast algorithms for:
 - (a) Linear solvers
 - (b) Max flow
 - (c) Image processing

2 Definitions

1. Undirected and unweighted graph $G = (V, E)$.
2. $n \equiv |V|$
3. $m \equiv |E|$
4. $d(v) \equiv \text{degree of } v \in V$

Definition 2.1. $\text{Vol}(W) = \sum_{v \in W} d(v)$, where $W \subseteq V$

Note: $\text{Vol}(V) = 2m$, since each edge in the graph is counted twice.

Definition 2.2. $\text{Boundary}(W) \equiv \partial W = \{(x, y) \mid x \in W, \text{ and } y \notin W, (x, y) \in E\}$, where $W \subseteq V$.

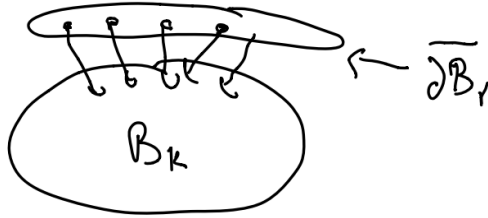
Intuitively, ∂W is the set of outgoing edges from the cluster that connect to vertices in W .

Definition 2.3. The Isoperimetric Number of $W \equiv \Phi(W) = \frac{|\partial W|}{\text{Vol}(W)}$

The Isoperimetric Number of W is the fraction of outgoing edges to the double-counted edges remaining within the cluster W .

Definition 2.4. The distance $\text{dist}(v, w)$ is the minimal distance between two vertices $v, w \in G$.

Figure 1: An illustration of $\overline{\partial B_r}$.



3 Low Diameter Decomposition

3.1 Problem Statement

Given $G = (V, E)$, $x \in V$, and $0 < \beta < 1$, **want to find:**

$$x \in W \subseteq V \text{ of nearby points such that } \Phi(W) \leq \beta$$

3.2 Ball Growing

Definition 3.1. $B(x, r) = \{y \in V \mid \text{dist}(x, y) \leq r\}$

We can think of $B(x, r)$ as a “ball” of radius r , centered at x . The cluster (or ball) consists of vertices that are no further than a distance of r from x .

Algorithm 1 Ball Growing

```

1: function GROWBALL( $G = (V, E), x, \beta$ )
2:    $r \leftarrow 1$ 
3:   while  $\Phi(B(x, r)) > \beta$  do
4:      $r \leftarrow r + 1$ 
5:   end while
6:   return  $B_r = B(x, r), R = r$ 
7: end function

```

Claim 3.2. $R = O(\frac{\log(m)}{\beta})$, where R is the largest radius returned from *GrowBall*.

Note: If $r < R$, then $|\partial B_r| \geq \beta \cdot \text{Vol}(B_r)$

Definition 3.3. $\overline{\partial B_r} = \{y \in V \mid (x, y) \in E, x \in B_r, y \notin B_r\}$

Intuitively, $\overline{\partial B_r}$ is the set of vertices that are “neighbors” of the cluster B_r . They are the vertices that are in consideration to be added in at the next increment of r . For an illustration, please refer to Figure 1.

Note: $\text{Vol}(\overline{\partial B_r}) \geq \beta \cdot \text{Vol}(B_r)$.

We trivially get this from $|\partial B_r| \geq \beta \cdot \text{Vol}(B_r)$

Thus: $\text{Vol}(B_{r+1}) \geq (1 + \beta) \cdot \text{Vol}(B_r)$

Going back to proving Claim 3.2:

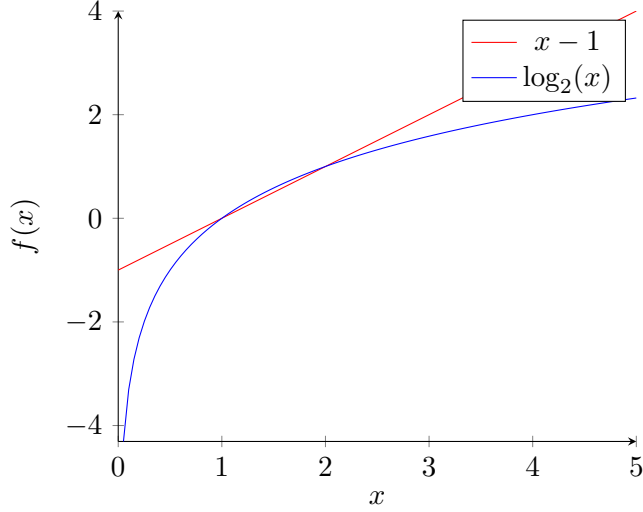


Figure 2: $\log_2(1 + \beta) \geq \beta$ for $0 \leq \beta \leq 1$

Proof.

$$\begin{aligned}
 (1 + \beta)^r &\leq \text{Vol}(B_r) \leq 2m \\
 \text{Taking logs} &\implies r \cdot \log_2(1 + \beta) \leq \log_2(2m) \\
 \text{Provided that } \log_2(1 + \beta) &\geq \beta \text{ for } 0 \leq \beta \leq 1 \implies r \cdot \beta \leq \log_2(m) + 1 \\
 &\implies r \leq \frac{\log_2(m) + 1}{\beta}
 \end{aligned}$$

□

3.3 Low Diameter Decomposition Through Ball Decomposition

We now introduce a simple sequential algorithm *BallDecomp* that uses *GrowBall* to get a partition of V .

Algorithm 2 Ball Decomposition

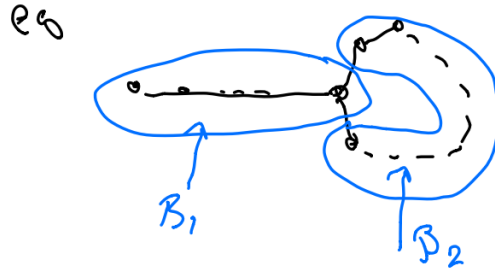
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1: function BALLDECOMP( $G = (V, E), \beta$ )
2:    $balls \leftarrow \emptyset$ 
3:   while  $V \neq \emptyset$  do
4:     Pick  $x \in V$  ▷ Pick a arbitrary vertex as the center for creating a new ball
5:      $B_r \leftarrow \text{GrowBall}(G, x, \beta)$  ▷ Creates a ball with  $x$  as the center
6:      $balls \leftarrow \cup\{B_r\}$  ▷ Add the new ball to the set of balls
7:     Remove  $B_r$  and  $\partial B_r$  from  $G$  ▷ Remove components of the ball from the graph
8:   end while
9:   return  $balls$ 
10: end function

```

Note: $\text{dist}_G(V, W) \ll \text{dist}_B(V, W)$ for $V, W \in B \equiv \text{Ball}$. Essentially, the distance between two vertices within a ball may be much greater than their distance in the whole graph. For an illustration, please refer to Figure 3.

Figure 3: An illustration of distance between balls in a graph.



3.4 Ball Growing Using Exponential Decay

In this section, we will introduce a ball-growing technique using the properties of exponential distributions.

3.4.1 Algorithm definition

Algorithm 3 Ball Growing Using Exponential Delay

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1: function EXPONENTIALDELAY( $G = (V, E), \beta$ )
2:   for each  $v \in V$  draw  $X_v \sim \text{Exp}(\beta)$ 
3:    $X_{max} \leftarrow \max_{v \in V} X_v$ 
4:   for each  $v \in V$  compute  $S_v \leftarrow X_{max} - X_v$ 
5:    $t \leftarrow 0$ 
6:   while True do
7:     for each  $v \in V$  where  $S_v = t$  do
8:       if  $v$  is not owned at time  $S_v$  then
9:          $v$  owns  $v$ , start BFS from  $v$ 
10:      else
11:         $v$  is owned by first arrival vertex, do nothing
12:      end if
13:    end for
14:    if All  $v \in V$  are owned then
15:      break
16:    end if
17:     $t \leftarrow t + 1$ 
18:  end while
19: end function

```

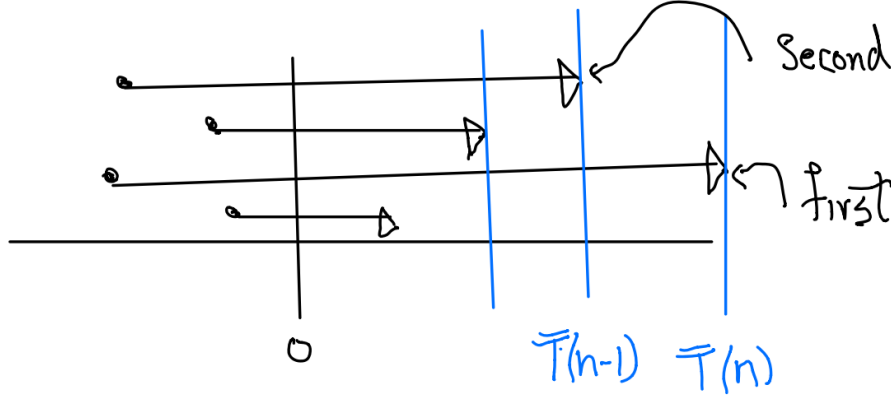
Note: At each time step each of the active BFSs move outward a distance of 1.

Definition 3.4. $u \in \text{cluster}(v)$ if

1. $v = \arg \min_v \{ \text{dist}(u, v) + S_v \}$ **or**
2. $v = \arg \max_v \{ X_v - \text{dist}(u, v) \}$,

where $u, v \in V$ and S_v and X_v are defined as in Algorithm 3.

Figure 4: An illustration of the horse race and photo finish framing of the intercluster edges problem.



We can think of S_v as an additional distance that v has to travel to u , and u will belong to the cluster centered at v whose total distance (including S_v) from v to u is the smallest.

3.4.2 What is the maximum cluster radius?

Lemma 3.5. *At time X_{max} , all of the nodes will be owned.*

Proof. Intuitively, at time X_{max} each node must have either been owned by another vertex or has started its own BFS. \square

Corollary 3.6. *Max cluster radius $\leq X_{max} \leq \frac{2 \ln n}{\beta}$ with probability $\geq 1 - \frac{1}{n}$, where $n = |V|$.*

This follows from Lemma 3.5 and $X_{max} \sim \text{Exp}(\beta)$.

Note: Remember that the max of $n \text{Exp}(\beta)$'s is at most $\frac{2 \log n}{\beta}$ with high probability.

3.4.3 What is the probability that an edge is intercluster?

In other words, what is the probability that an edge is cut?

To answer this question, let e be some edge and c be the midpoint of edge e . We think of each vertex doing a BFS of G starting at time $S_{v_i} = S_i$.

Definition 3.7. The arrival time at c will be a random variable

$$T_i = X_{max} - X_i + \text{dist}(v_i, c) = S_i + \text{dist}(v_i, c)$$

Early arrival: $\bar{T}_i = X_{max} - T_i = X_i - \text{dist}(v_i, c)$

The probability that an edge is intercluster is bounded above by the probability that the difference between two arrival times is less than a unit of time.

A way to frame this problem is to think of it as a horse race and photo finish, where $\text{dist}(v_i, c)$ can be thought of as the handicap and X_i can be thought of as the speed. Figure 4 serves as an illustration.

Definition 3.8. $\text{Gap}_1 = \bar{T}(n) - \bar{T}(n-1)$

By the memoryless property of exponential distributions, $Gap_1 \sim Exp(\beta)$, and thus $Pr(Gap_1 < 1) = 1 - e^{-\beta}$.

Claim 3.9. $1 - e^{-\beta} < \beta$

Proof.

$$\begin{aligned} e^{-\beta} &= 1 - \beta + \frac{\beta^2}{2!} - \frac{\beta^3}{3!} + \dots \\ \implies 1 - e^{-\beta} &= \beta - \frac{\beta^2}{2!} + \frac{\beta^3}{3!} - \dots \\ \implies 1 - e^{-\beta} &< \beta, \text{ by Taylor's Theorem} \end{aligned}$$

□

Hence, we show that the probability that an edge is intercluster is $< \beta$.

4 Exponential Delay

Theorem 4.1. *Exponential delay generates a clustering such that*

1. *Max radius in expectation is $\frac{\ln(n)}{\beta}$*
2. *Max radius is $\frac{2\ln(n)}{\beta}$ with probability $1 - \frac{1}{n}$*
3. *The expected number of intercluster edges is $m \cdot \beta$*
4. *Run time is $O(m + n)$*
5. **Strong Diameter Property:** *If $w \in Cluster_v$, then shortest path from v to w is in cluster v , where v is the center of the cluster and $v, w \in V$*