

## Lecture 19

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**Disclaimer:** *These notes have not been edited by the instructor.*

## 1 MPC Algorithms with Strongly Sublinear Space

Given a graph  $G$ , we focus on algorithms in the MPC model using  $O(n^\epsilon)$  space per machine for  $0 < \epsilon < 1$ . We refer to this as the *strongly sublinear* regime.

**Theorem 1** ([GU19]). *For any  $0 < \delta < 1$  there is an  $O(\sqrt{\log n} \cdot \log \log n)$  algorithm for finding a  $(1 + \epsilon)$  approximate (weighted) matching or maximal independent set and a 2-approximate minimum vertex cover or maximal matching, using  $O(n^\delta)$  space.*

**Remark.** It is open whether the  $O(\sqrt{\log n} \cdot \log \log n)$  bound can be improved on. There are reasons, however, to believe that the correct round complexity is  $O(\log \log n)$ .

**1 vs. 2 cycle problem:** Suppose that a given graph input is either 1 cycle on  $n$  nodes or 2 cycles on  $n/2$  nodes each. How many rounds do we need to distinguish the two possible inputs with strongly sublinear space per machine?

**Claim 2** (1 vs. 2 cycle conjecture). *Solving the 1 vs 2 cycle problem requires  $\Omega(\log n)$  rounds. (**Open**)*

**Theorem 3.** *For any fixed  $0 < \delta < 1$ , there is an  $O(\log n)$  round MPC algorithm that returns the number of connected components in a given graph, using  $O(n^\delta)$  space per machine.*

**Remark.** Note that the best known lower bound for solving the 1 vs. 2 cycle problem with  $O(n^\delta)$  space is  $\Omega(1/\delta)$ . Furthermore, proving a better than  $\Omega(\frac{1}{\delta})$  lower bound for any problem in  $P$  would imply  $NC^1 \subsetneq P$  (i.e. that there exist problems in  $P$  not in  $NC^{1^a}$ ). The problem of whether  $NC^1 \subsetneq P$  has been open for several decades, so seems an indication of the difficulty of proving these kinds of lower bounds [BIS90].

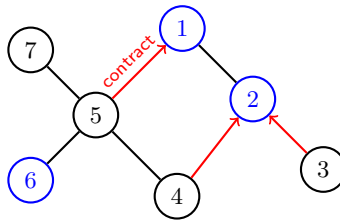
<sup>a</sup>Recall that  $NC^1$  is the class of problems that can be solved with poly-size circuits of logarithmic depth.

We now consider a sketch of an algorithm for solving the 1 vs. 2 cycle problem in the strongly sublinear regime.

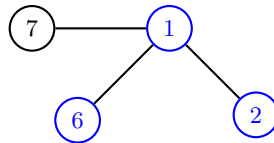
### 1 vs. 2 cycle Algorithm (1v2ALG)

- For some  $O(\log n)$  steps
  1. Mark every vertex with prob.  $\frac{1}{2}$  independently.
  2. Every unmarked vertex  $v$  that has at least one marked neighbor  $u$  is contracted to  $u$ , breaking ties arbitrarily.
- Return the number of remaining vertices

For example, consider executing this algorithm on the graph below, where vertices  $\{1, 2, 6\}$  are marked initially, and the neighbors of these marked nodes are then contracted:



resulting in the following graph (post contraction):



**Claim 4.** Take any vertex  $v$  not in a singleton component. Then  $v$  is removed in the next iteration of 1v2ALG with probability at least  $1/4$ .

*Proof.* Take any neighbor  $u$  of  $v$ . If  $v$  is not marked and  $u$  is marked, then  $v$  is removed. This will occur with probability  $1/4$ , since each vertex is marked with prob.  $1/2$ .  $\square$

Consider a component  $C_i$  in iteration  $i$  where  $|C_i| > 1$ . Let  $C_{i+1}$  be the same component after round  $i + 1$  completes. From the above we get that

$$\mathbb{E}[|C_{i+1}|] \leq \frac{3}{4}|C_i|$$

Now, take a component  $C_0$  in the original graph. We have that

$$\mathbb{E}[|C_i|] \leq \frac{3}{4} \mathbb{E}[|C_{i-1}|] \leq \left(\frac{3}{4}\right)^2 \mathbb{E}[|C_{i-2}|] \leq \dots$$

so if we do this for  $r = 10 \log n$  rounds, we have

$$\mathbb{E}[|C_r|] \leq \frac{3^{10 \log n}}{4} |C_0| \leq \frac{1}{n^3} \cdot n = \frac{1}{n^2}$$

So  $\Pr[C_r > 1] \leq \frac{1}{n^2}$  i.e., a connected component has size larger than 1 after  $r$  rounds with low probability. Taking a union bound over at most  $n$  components implies that with prob.  $1 - \frac{1}{n}$  all components become singleton after  $O(\log n)$  rounds.

## 1.1 Diameter Parameterization

The *diameter*  $D$  of a graph  $G$  is the “longest shortest path” in  $G$ . We can parameterize the complexity based on graph diameter.

**Remark.** It is open whether there is an  $O(\log D)$  round algorithm for graph connectivity using  $O(n^\epsilon)$  space.

**Theorem 5** ([ASS<sup>+</sup>18]). *Graph connectivity can be solved in  $O(\log D \cdot \log \log n)$  rounds with  $O(m)$  total space and  $O(n^\epsilon)$  space per machine.*

**Theorem 6** ([BDE<sup>+</sup>19]). *Graph connectivity can be solved in  $O(\log D)$  rounds with  $O(m)$  total space and  $O(n^\epsilon)$  space per machine.*

Note that both of the algorithms from the above results use randomization.

**Theorem 7** ([CC22]). *Graph connectivity can be solved in  $O(\log D + \log \log n)$  rounds with  $O(m)$  total space and  $O(n^\epsilon)$  local space deterministically.*

The following key ideas are used in the results of Theorem 5.

- **Idea 1 (Random contraction):** If every vertex has degree  $\geq b$ , then we can mark every vertex with probability  $\frac{1}{b}$  as opposed to marking with prob.  $\frac{1}{2}$ .
- **Idea 2 (Graph exponentiation):** Within  $O(\log D)$  rounds we can increase the degree of every vertex to  $\sqrt{b}$  using  $O(b)$  space per machine.

## References

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