

Distributed Low Tree-Depth Decompositions

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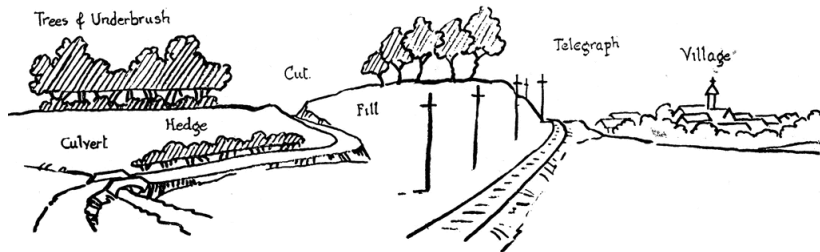
LIA STRUCO

CAMS, CNRS/EHESS
Paris, France

STRUCO Meeting on Distributed Computing and Graph Theory
— November 2013 —

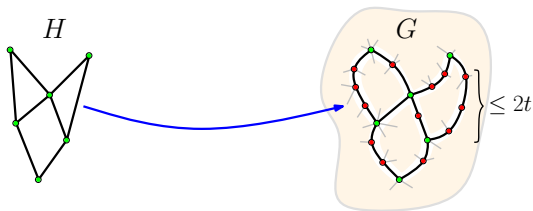


Landscape Sketch



Topological resolution of a class \mathcal{C}

$G \tilde{\nabla} t$ = set of *shallow topological minors* at depth t :



$$\mathcal{C} \tilde{\nabla} t = \bigcup_{G \in \mathcal{C}} G \tilde{\nabla} t.$$

Topological resolution:

$$\mathcal{C} \subseteq \mathcal{C} \tilde{\nabla} 0 \subseteq \mathcal{C} \tilde{\nabla} 1 \subseteq \dots \subseteq \mathcal{C} \tilde{\nabla} t \subseteq \dots \subseteq \mathcal{C} \tilde{\nabla} \infty$$

time \longrightarrow



Taxonomy of Classes

A class \mathcal{C} is *nowhere dense* if

$$\forall t \in \mathbb{N}: \omega(\mathcal{C} \tilde{\nabla} t) < \infty$$

... otherwise \mathcal{C} is *somewhere dense*

\mathcal{C} has *bounded expansion* if

$$\forall t \in \mathbb{N}: \bar{d}(\mathcal{C} \tilde{\nabla} t) < \infty$$

Remark: *bounded expansion* \implies *nowhere dense*.

Notation: $\tilde{\nabla}_t(G) = \frac{1}{2} \bar{d}(G \tilde{\nabla} t) = \max\left\{\frac{\|H\|}{|H|} : H \in G \tilde{\nabla} t\right\}$.



Other choices, other rooms?

	\bar{d}	χ	ω
Minors			
Topological minors	Bounded expansion		Nowhere dense
Immersion			

Definition



Other choices, other rooms?

	\bar{d}	χ	ω
Minors	Bounded expansion	Bounded expansion	Nowhere dense
Topological minors	Bounded expansion	Bounded expansion	Nowhere dense
Immersions	Bounded expansion	Bounded expansion	Nowhere dense

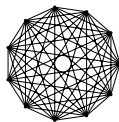
Theorem (Nešetřil, POM 2012)



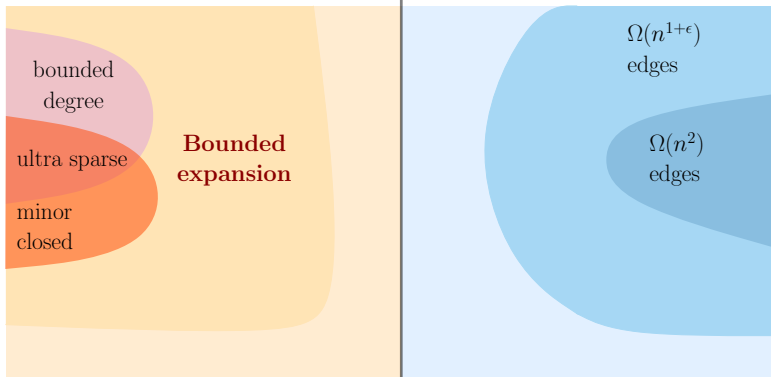
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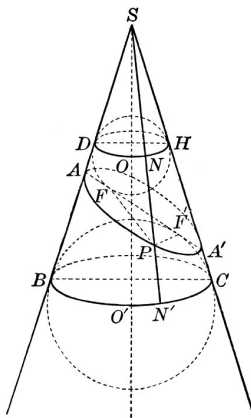
Nowhere dense



Somewhere dense

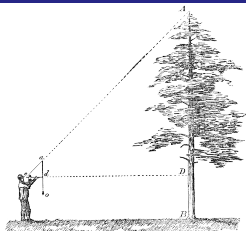


Low Tree-depth Decomposition



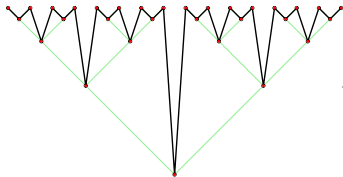
Tree-depth

Definition



The *tree-depth* $td(G)$ of a graph G is the minimum height of a rooted forest Y s.t.

$$G \subseteq \text{Closure}(Y).$$



$$td(P_n) = \log_2(n + 1)$$



Low tree-depth decompositions

Chromatic numbers $\chi_p(G)$

$\chi_p(G)$ is the minimum of colors such that any subset I of $\leq p$ colors induce a subgraph G_I so that $\text{td}(G_I) \leq |I|$.



Low tree-depth decompositions

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$$\chi(G) = \chi_1(G) \leq \chi_2(G) \leq \cdots \leq \chi_p(G) \leq \cdots \leq \chi_{|G|}(G) = \text{td}(G).$$



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Stronger

$(p + 1)$ -centered coloring, s.t. in any connected subgraph:

- either $\geq p + 1$ distinct colors appear,
- or some color appears exactly once.



Low tree-depth decompositions

Theorem (Nešetřil and POM; 2006, 2010)

$\forall p, \sup_{G \in \mathcal{C}} \chi_p(G) < \infty \iff \mathcal{C} \text{ has } \textit{bounded expansion}.$

$\forall p, \limsup_{G \in \mathcal{C}} \frac{\log \chi_p(G)}{\log |G|} = 0 \iff \mathcal{C} \text{ is } \textit{nowhere dense}.$

(extends DeVos, Ding, Oporowski, Sanders, Reed, Seymour, Vertigan on low tree-width decomposition of proper minor closed classes, 2004)



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Remark

Similar results for $(p + 1)$ -centered coloring.



Algorithmic Version

Procedure A

for $k = 1$ **to** $2^{p-1} + 1$ **do**

 Compute a fraternal augmentation.

end for

Compute depth p transitivity

Greedily color vertices according to the augmented graph



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Theorem (Nešetřil and Ossona de Mendez 2006)

$\forall p \in \mathbb{N} \exists$ polynomial P_p (of degree about 2^{2^p}) such that $\forall G$
 Procedure A computes a $(p + 1)$ -centered coloring of G with
 $N_p(G) \leq P_p(\tilde{\nabla}_{2^{p-2} + \frac{1}{2}}(G))$ colors in time $O(N_p(G)n)$ -time,

where $\tilde{\nabla}_t(G) = \frac{1}{2} \bar{d}(G \tilde{\nabla} t)$.



Model Checking

Theorem (Dvořák, Král', and Thomas 2009; Grohe and Kreutzer 2011)

First-order properties may be checked in

- $O(n)$ time for G in a class with **bounded expansion**,
- $n^{1+o(1)}$ time for G in a class with **locally bounded expansion**.



Problem

Can **first-order** properties be checked in $O(n^c)$ time for G in a **nowhere dense class**?



Distributed Computing



The *LOCAL* model

Definition (Peleg 2000)

Synchronous message-passing model with ...



- **fixed network** = input graph of order n
- **vertices**: processors with unique id
- **edges**: communication links
- **running time**: # of rounds



The *LOCAL* model

Definition (Peleg 2000)

Synchronous message-passing model with ...



- **fixed network** = input graph of order n
- vertices: processors with unique id
- edges: communication links
- *running time*: # of rounds

+ every vertex knows n



Orientation and Coloring of Degenerate Graphs

Theorem (Barenboim and Elkin 2008)

There are distributed procedures **Partition** and **Arb-Color**, such that for G with arboricity a and a positive parameter ϵ , $0 < \epsilon \leq 2$:

- **Partition**(a, ϵ) computes an acyclic orientation of G with maximum outdegree $\leq (2 + \epsilon)a$ in time $O(\log n)$.
- **Arb-Color**(a, ϵ) computes a coloring of G into $(\lfloor (2 + \epsilon)a \rfloor + 1)$ colors in time $O(a \log n)$;



Orientation and Coloring of Degenerate Graphs

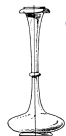
Basic ideas: let $D = 2\tilde{\nabla}_0(G)$ (= *maximum average degree*),

(Note that $D < 2a(G)$.)



Orientation and Coloring of Degenerate Graphs

Basic ideas: let $D = 2\tilde{\nabla}_0(G)$ (= *maximum average degree*),



- Iteratively form parts V_1, \dots, V_k by removing vertices of degree $\leq (1 + \epsilon)D$;

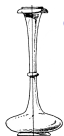
Remark: $\Delta(G[V_i]) \leq (1 + \epsilon)D$ and $k = O(\log n)$;

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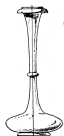
- Partition each V_i into $\leq \lfloor (1 + \epsilon)D \rfloor + 1$ independent sets S_j (by Kuhn and Wattenhofer);

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- Partition each V_i into $\leq \lfloor (1 + \epsilon)D \rfloor + 1$ independent sets S_j (by Kuhn and Wattenhofer);
- Orient vertices by lexicographic order of $(i, j, \text{Id}(v))$ where $v \in V_i \cap S_j$;

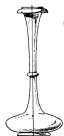
Remark: acyclic orientation with $\Delta^- \leq (1 + \epsilon)D$.

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Remark: acyclic orientation with $\Delta^- \leq (1 + \epsilon)D$.

- Greedily color with $\leq \lfloor (1 + \epsilon)D \rfloor + 1$ colors.

(Note that $D < 2a(G)$.)



Distributed Low Tree-depth Decomposition



Procedure A

Orient the graph with **indegree bounded** by degeneracy

for $k = 1$ **to** $2^{p-1} + 1$ **do**

 Compute a *fraternal augmentation*

 Orient the added edges with **indegree bounded** by
 degeneracy

end for

Compute depth p **transitivity** arcs

Compute a **coloring** of the augmented graph.

Recall: $\text{degeneracy}(G) = \max_{H \subseteq G} \delta(H)$.



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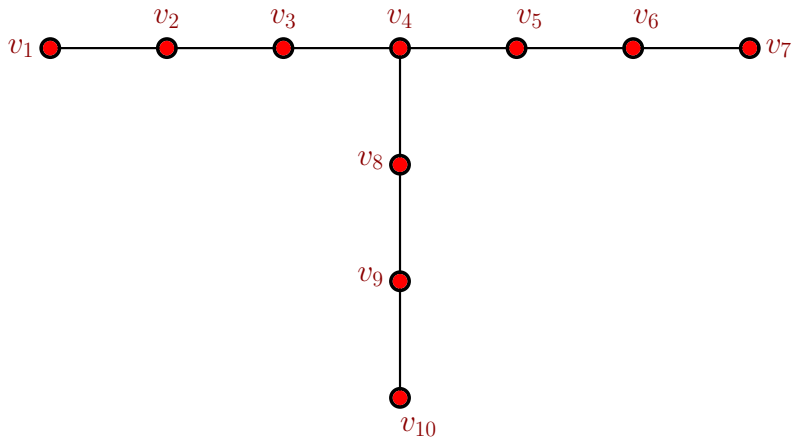
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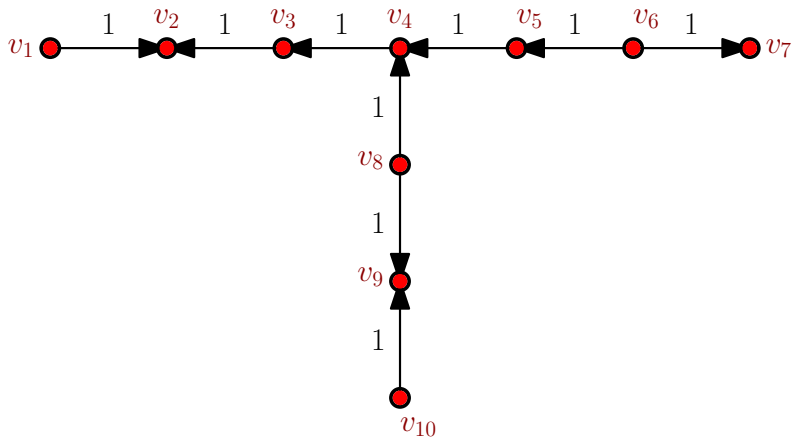
The graph is modified!



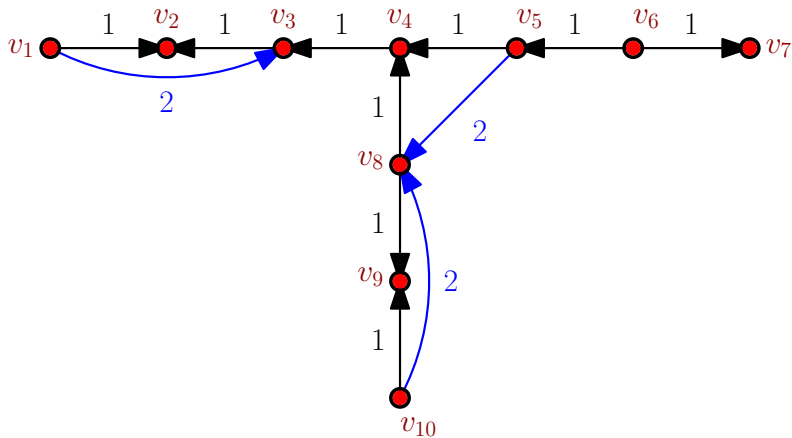
Fraternal augmentation



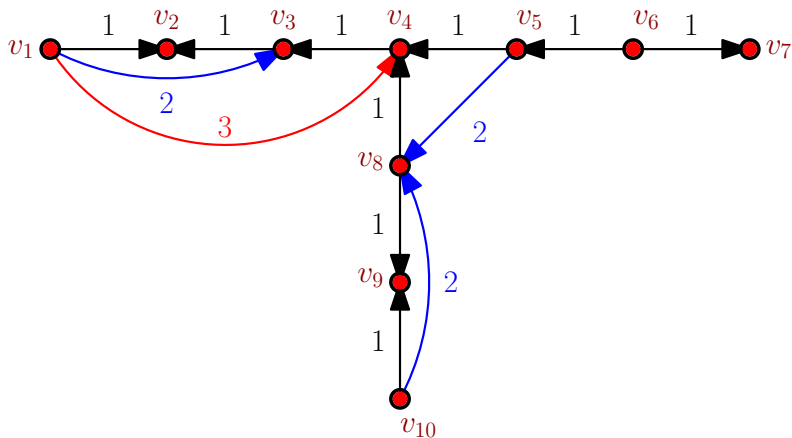
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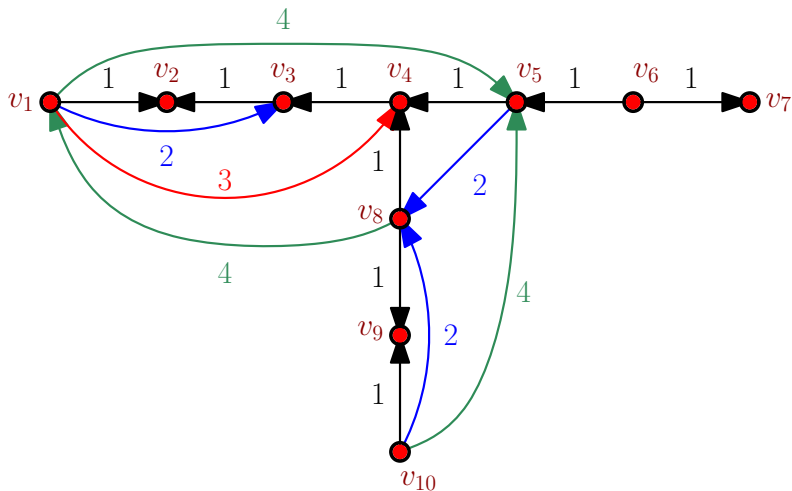
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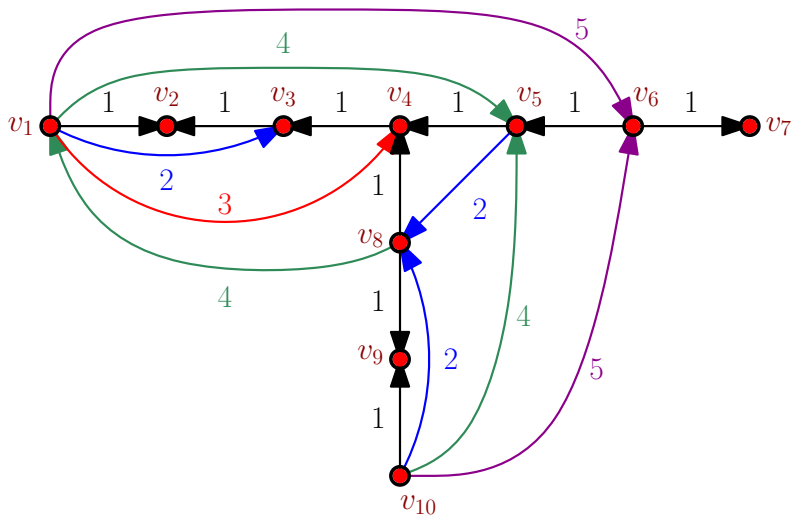
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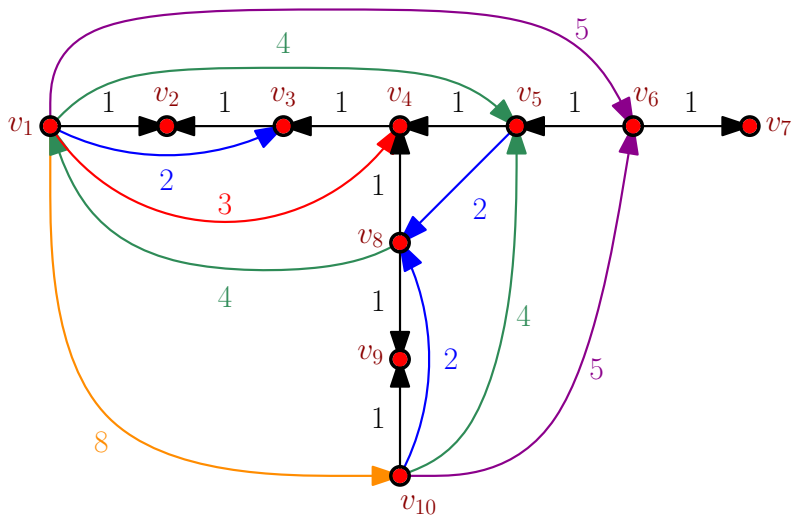
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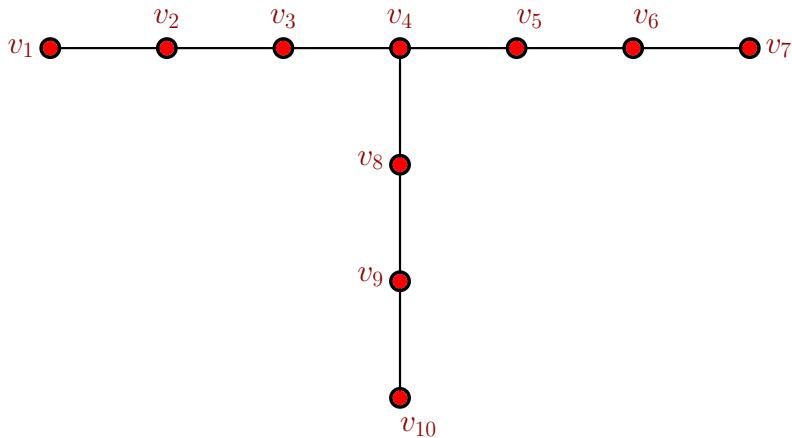
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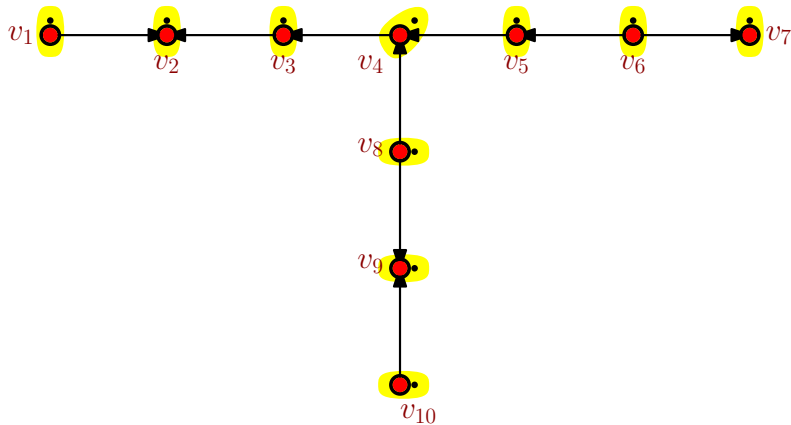
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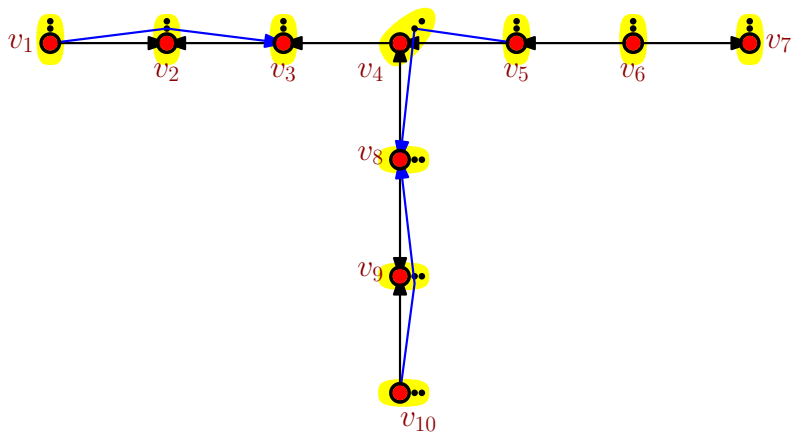
Fraternal augmentation (with routing)



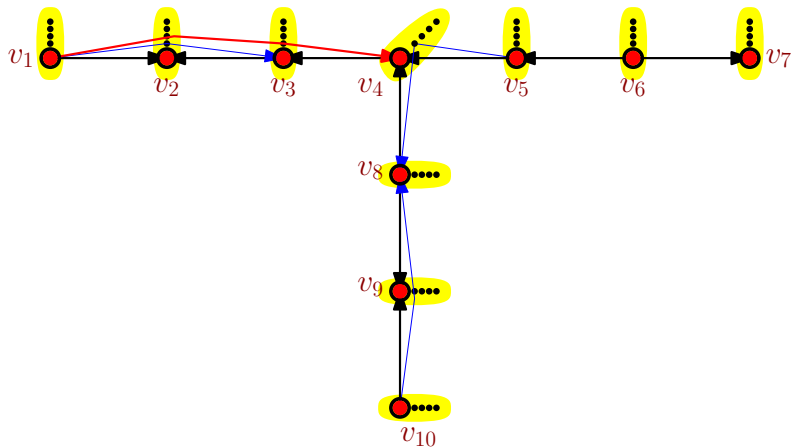
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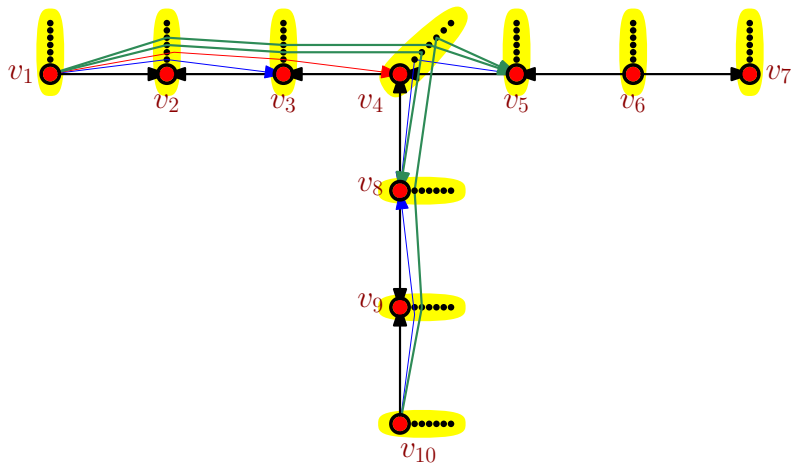
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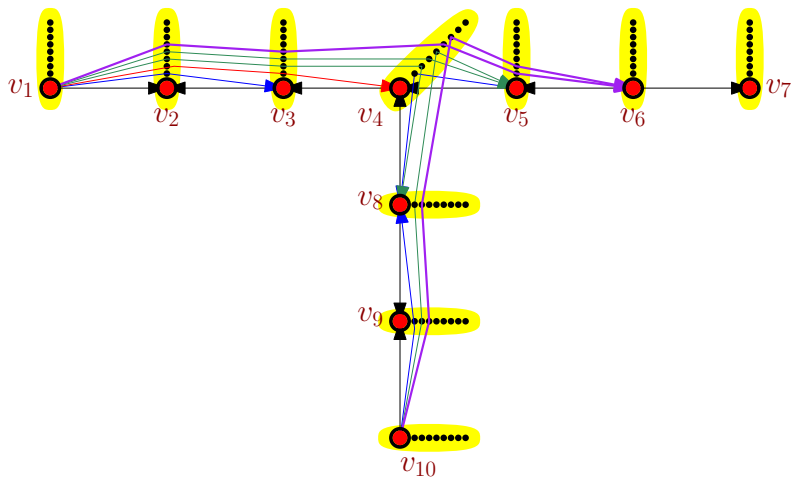
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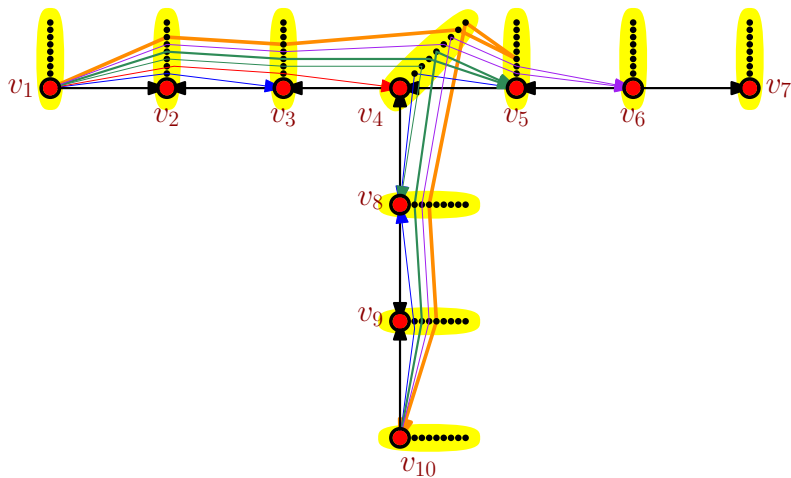
Fraternal augmentation (with routing)



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Fraternal augmentation (with routing)



The Distributed Algorithm (sketch)

Procedure D

Orient the graph with indegree bounded by degeneracy
(within a constant factor)

for $k = 1$ **to** $2^{p-1} + 1$ **do**

 Compute the edges of the set of fraternal edges to be
 added. These edges are routed as paths of length $k + 1$

 Orient these edges with indegree bounded by degeneracy
 (within a constant factor)

end for

Compute depth p transitivity paths

Compute a coloring of the augmented graph.



Bounding the Congestion

$$N(i) = \begin{cases} 0, & \text{if } i = 1; \\ \binom{\Delta_1^-}{2}, & \text{if } i = 2; \\ \sum_{j=2}^{i-1} N(j) \Delta_{i-j}^- \\ \quad + \sum_{j=1}^{(i-1)/2} \Delta_j^- \Delta_{i-j}^-, & \text{if } i \equiv 1 \pmod{2}; \\ \sum_{j=2}^{i-1} N(j) \Delta_{i-j}^- \\ \quad + \sum_{j=1}^{i/2-1} \Delta_j^- \Delta_{i-j}^- + \binom{\Delta_{i/2}^-}{2}, & \text{if } i \equiv 0 \pmod{2}. \end{cases}$$

$$\Delta_i^- \leq (1 + \epsilon)(N(i) + (N(i) + 1)^2 \tilde{\nabla}_{(i-1)/2}(G))$$



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where $\tilde{\nabla}_t(G) = \frac{1}{2} \bar{d}(G \tilde{\nabla} t) \leq f_c(t)$

OK



Distributed Low Tree-depth Decomposition

in a Bounded Expansion Class

Theorem (Nešetřil and Ossona de Mendez 2013)

For every graph G in a fixed bounded expansion class \mathcal{C} and positive parameters $p \in \mathbb{N}$ and ϵ , $0 < \epsilon \leq 2$ the procedure $D(\mathcal{C}, p, \epsilon)$ computes a $(p + 1)$ -centered coloring with $N(\mathcal{C}, p, \epsilon)$ colors in time $O(\log n)$.



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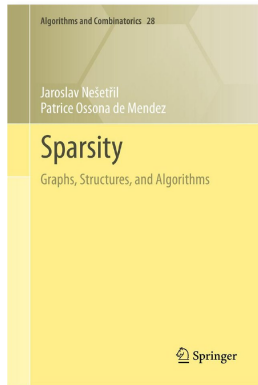
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Corollary (Example 😊)

There is a procedure such that for every graph G in a fixed bounded expansion class \mathcal{C} , the procedure computes in time $O(\log n)$ a coloring of the vertices of G with $f(\mathcal{C})$ colors, such that any two vertices of G at distance 3 get different colors.



Discussion



- What about **non-sparse** graphs?
- Stronger **models** of distributed computation?



Thank you for your attention.

