```
G(V,E)
origin
  for v_i \in V_\alpha, V_\alpha is define as the first \alpha% percent of node for a given node list
  split into k partition, v_i become k subnodes V_s = \{v_i^1, v_i^2 \dots v_i^k\}
  the V<sub>s</sub> build inner edge with given topology t
  besides split its neighbor into k partition \{n_i^1, n_i^2 ... n_i^k\}, which is a independent set
  then each v_i^j \in V, build outer edges with 1 partition \{n_i^j\}
non uniform
  for v_i \in V which deg(v) > thres_d, define k = \frac{deg(v_i)}{three}
  split into k partition, v_i become k subnodes V_s = \{v_i^1, v_i^2 ... v_i^k\}
  the V<sub>s</sub> build inner edge with given topology t
  besides split its neighbor into k partition \{n_i^1, n_i^2 \dots n_i^k\}, which is a independent set
  then each v_i^j \in V_s build outer edges with 1 partition \{n_i^j\}
replication
  split into k partition, v_i become k subnodes V_s = \{v_i^1, v_i^2 \dots v_i^k\}
  the V<sub>s</sub> build inner edge with given topology t
  besides split its neighbor into k partition \{n_i^1, n_i^2 ... n_i^k\}, which is a independent set
  then each v_i^j \in V_s build outer edges with m partition \{n_i^j \dots n_i^{j+m-1}\}
Define V<sub>c</sub> as the spited node form V, k as the number of partitions, m as the number of replications
  \Delta V = V_c * (k-1)
  \Delta E = \Delta E_S + \Delta E_R
  \Delta E \leq \frac{V_c * k * (k-1)}{2} + \sum_{v \in V_c} neightbor(v) * (m-1)
  while \Sigma_{v \in V_c} neightbor (v)*(m-1) \gg \frac{V_c * k * (k-1)}{2}
  \Delta E \approx \Sigma_{v \in V} neightbor(v)*(m-1)
  loss = w_1 * \Delta V + w_2 * \Delta E
we use bisection method to optimize the \alpha for a tuple (k,m,loss)
we use bisection method to optimize the d for a tuple (m,loss)
split
  time complexity: O(E)
bisection method
  time complexity: O(V \log(deg(v)_{max}))
```

percolation

time complexity: $O(V^2)$

