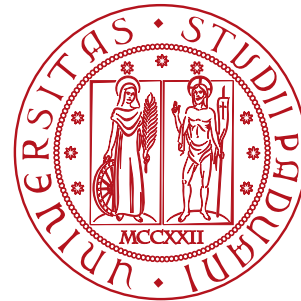# Efficient Low Diameter Clustering

## with strong diameter in the CONGEST model

Christian Micheletti
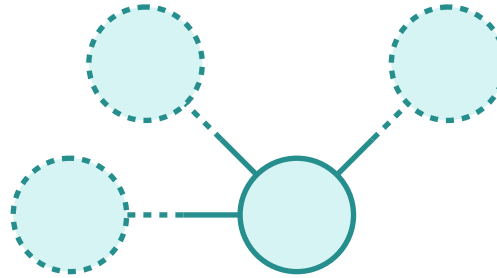
UNIVERSITÀ DEGLI STUDI DI PADOVA

Some graph problems are interesting for **networks of computers**

Distribution ⇒ Parallelism

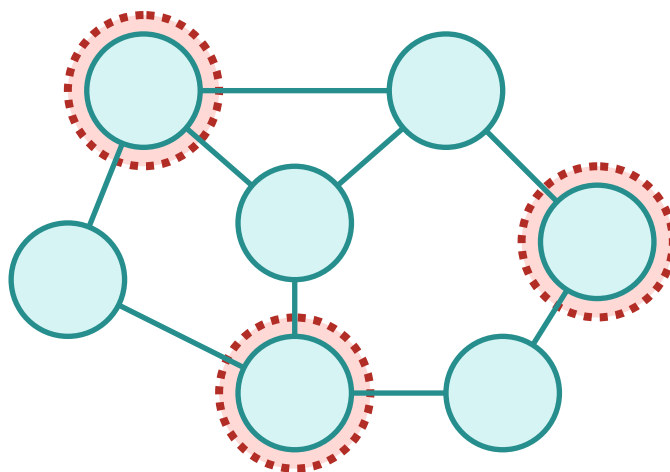💡 We'd like to leverage parallelism to relieve computation costs

- In the **PN-Network** a node only knows some *Numbered **Ports***
  - ‣ Each connected with a **different** node
  - ‣ ***def*** Those are called ***neighbours***
  - ‣ There are no **self loops**

🚨 From the perspective of a single node,
we don't see the whole topology

# Example: **Maximal Independent Set** (MIS)



Solving it centralized is an easy greedy algorithm

🚨 Each node appears identical to any other

- The only difference *could be* in the number of ports
  ‣ Not enough!

- **We must break this symmetry**

💡 We add **unique identifiers** to the nodes

$$id : V \rightarrow \mathbb{N}$$

where $\forall v \in V : id(v) \leq n^c$ for some $c \geq 1$

🎵 We choose $n^c$ so that we need $O(\log n)$ bits to represent an identifier, i.e. identifiers are reasonably ***small***

- This seems enough for the model
- We must now define:
  - ‣ What **"distributed"** algorithms consist of
  - ‣ And the criteria for **complexity** analysis

🚨 Distribution ⇒ Collaboration

- Collaborating requires **exchanging messages**
  - ‣ ...on a medium that is **slow** and **unreliable**

⇒ Communication has the most impact on complexity

$\Rightarrow$ We are intersted in **quantifying** the number of messages that travel across the network

W.l.o.g.[1] we adopt a model of **synchronous communication**

Each round, a node $v \in V$ performs this actions:

1. $v$ **sends** a message $msg \in \mathbb{N}$ to its neighbours;
2. $v$ **receives** messages from its neighbours;
3. ...

---

[1]Without loss of generality.

3. *v* **executes locally** some algorithm (same for each node).

***def*** Any message exchange establishes a communication ***round***

🎵🎵 Point (3.) doesn't affect the algorithm's complexity

In WAVE, the node with **id(*v*) = 1** *"waves hello"*

When a node receives the message, forwards it to its neighbours

The running time of this algorithm on a graph **G** is $O(diam(G))$

💡 Let's leverage **id** to select the first MIS node

- At round #$i$, node $v : id(v) = i$ executes
  - ▸ If no neighbour is in the MIS, add the node
    - – And inform the neighbours
  - ▸ Otherwise, the node is outside the MIS

1: **if** round = *id(v)* **then**
2:　　　*m* ← `'want-to-select'`
3: SEND *m*
4: RECEIVE *messages*
5: **if** `'want-to-select'` ∈ *messages* **then**
6:　　**stop** (result: `'not-in-MIS'`)
7: **if** round = *id(v)* **then**
8:　　**stop** (result: `'in-MIS'`)

- It is correct since no node has the same **id**
- This algorithm runs in $O(n^c)$ (the maximum **id**)
  - **Very bad**

We can be way smarter than that

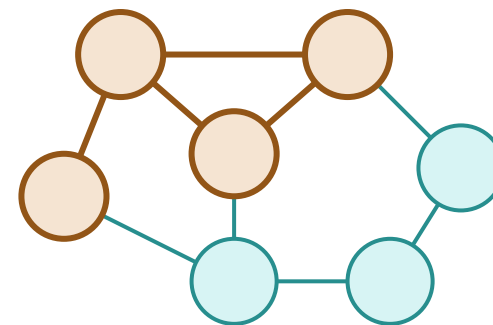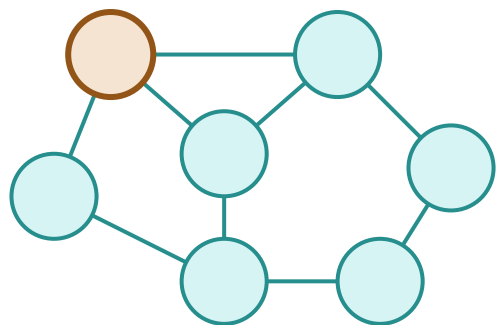💡 Running a centralized algorithm on a single node would take O(1) rounds

- We'd like to run a MIS algorithm on each node
  - ▸ **Centralized** ⇒ each node must have a **local copy** of the **entire** graph

- The algorithm GATHER-ALL makes all nodes build a local copy of the whole graph
  - At round $i$, each node $v$ knows $ball(i, v)$

$$ball(0, v) \qquad\qquad\qquad ball(1, v)$$

- All nodes will know the whole graph after $O(diam(G))$ rounds
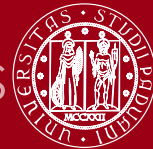
Graph can be really large

- In a real world setting, it is not always possible to send arbitrary large messages
- We'd like to lift this assumption
  - ▸ Messages need to be reasonably ***small***

- We provide an upper bound on messages size
  - ▸ Messages larger than will require more rounds to be fully sent

In the CONGEST model, messages can only be in the size of $O(\log n)$

**Examples:**

- Sending a single (or a constant amount of) identifier takes $O(1)$ rounds
- Sending a *set* of identifiers can take up to $O(n)$
- Sending the whole graph requires $O(n^2)$ rounds:
  - The adjacency matrix alone reaches that

$\Rightarrow$ We can't use GATHER-ALL in the CONGEST model

- Censor-Hillel et al. provided an algorithm that solves MIS in $O(diam(G)\log^2 n)$ in CONGEST [1]

🚨 The diameter can be very large: we can only say that $diam(G) \leq n$

- A **Network Decomposition** divides a network in colored clusters, where clusters with the same color are not adjacent

- It has diameter $d$ if all of its clusters have diameter at almost $d$;
- It has $c$ colors.

> 💡 We can run MIS [1] for each color, in parallel in its clusters
> and remove the neighbours of the newly added nodes
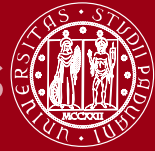
This algorithm would have complexity $O(c \cdot d \log^2 n)$

If $c = O(\log n) = d$ then we would have a MIS algorithm in polylogarithmic time

By definition, each color induces a **low diameter clustering**

💡 We can find a low diameter clustering, color them with a color, and repeat on uncolored nodes

♪♪♪ To get a $O(\log n)$ colored decomposition, each clustering has to cluster at least half of the nodes

***def*** A **clustering** $\mathscr{C} \subseteq 2^V$ is any set of **disjoint subsets** of $V$

***def*** We say it has (strong) **diameter** $d \in \mathbb{N}$ when:
1.  No two clusters are adjacent, i.e. $\forall C_1, C_2 \in \mathscr{C}$ : $dist_G(C_1, C_2) \geq 2$;

♩♩ This means that a clustering *can not* be a partitioning: some node has to be left out

2. Each cluster has at most diameter **$d$**, i.e. $\forall C \in \mathscr{C} \ diam_C(C) \leq d$.

**def** We say it has **low** diameter instead when:

1. (unchanged);

2. Each cluster has at most diameter in $G$ $d$, i.e.
   $\forall C \in \mathscr{C} \ diam_G(C) \le d]$.

The state of the art before [2] is [3] and [4]

- TODO

The main accomplishment of [2] is to provide an easier algorithm that still runs in polylogarithmic time

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**Objective:** Creating connected components with low diameters

**Outline:**

- There are $b = O(\log n)$ **phases**, phase $i$ computes a set of **terminals** $Q_i$;
- $Q_i$ is $R$-ruling, i.e. $dist_G(Q_i, v) \leq R$ for all $v \in V$.

## Objective:

- Each phase removes some nodes: at most $\frac{|V|}{2b}$;

## Outline:

- $V_i$ is the set of living nodes at the beginning of phase $i$;
  - ‣ $V_0 = V$
- $V'$ is the set of living nodes after the last phase;
  - ‣ $V' = V_b$

**Objective** (formalised):

- Each connected component of $G[V']$ contains exactly one terminal
- Moreover, it has polylogarithmic diameter

1. $Q_i$ is $R_i$-ruling, i.e. $dist_G(Q_i, v) \leq R_i$ for all $v \in V$, with $R_i = i * O(\log n)$
   - $Q_0$ is $0$-ruling, trivially true since $Q_0 = V$;
   - $Q_b$ is $O(\log^3 n)$-ruling

💡 Each node has polylogarithmic distance from $Q_b \Rightarrow$ each connected component has at least one terminal

2. let $q_1, q_2 \in Q_i$ s.t. they are in the same connected component in $G[V_i]$. Then $\mathrm{id}(q_1)[0..i] = \mathrm{id}(q_2)[0..i]$

- for $i = 0$ it's trivially true
- for $i = b$ there is $\leq 1$ terminal in each c.c.

💡 Along with invariant (1.), it means that each c.c. has polylogarithmic diameter!

3. $|V_i| \geq \left(1 - \frac{i}{2b}\right)|V|$

- $V_0 \geq V$
- $V' \geq \frac{1}{2}|V|$

💡 The algorithm doesn't discard too much vertexes from the graph

**Objective:** Keeping only terminals from which is possible to build forests whose trees have polylogarithmic diameter

**Outline:**
- $2b^2$ **steps**, each computing a forest
- resulting into a sequence of forests $F_0..F_{2b^2}$
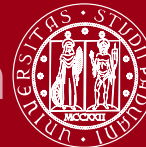
# Inductive definition

- $F_0$ is a BFS forest with roots in $Q_i$
- let $T$ be any tree in $F_j$, and $r$ its root
  - ▸ if $\mathbf{id}(r)[i] = 0$ the whole tree is `red`, if not `blue`
    - – `red` vertexes stay `red`
    - – some `blue` nodes stay `blue`
    - – some others **propose** to join `red` trees

## Proposal

$$v \in V_j^{propose} \Leftrightarrow v \text{ is `blue`}$$

$$\wedge \; v \text{ is the only one in } path(v, root(v))$$

that neighbours a `red` node

Define $T_v$ the (`blue`) subtree rooted at $v$

♪♪      $v$ is the only node in $T_v$ that is also in $V_j^{propose_v}$

# Proposal

- Each node in $V_j^{propose}$ proposes to an arbitrary `red` neighbour
- Each `red` tree decides to grow or not
  - ‣ If it grows, it accepts all proposing trees
  - ‣ If not, all proposing subtrees are frozen
- **Criteria:** it decides to grow if it would gain at least $\frac{|V(T)|}{2b}$ nodes

🎵🎵 If the `red` tree doesn't decide to grow, it will neighbour `red` nodes only

- This means it will be able to delete nodes only once in the whole phase (i.e. after $2b^2$ steps)
- Hence at most $\frac{|V|}{2b}$ nodes are lost in each phase
- After the $b$ phases at most $\frac{|V|}{2}$ nodes are deleted
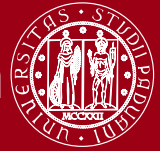
1: $V_0 \leftarrow V$

2: $Q_0 \leftarrow V$

3: **for** $i \in 0..b-1$ **do**

4:         INIT $F_0$

5:         **for** $j \in 0..2b^2-1$ **do**

6:                 BUILD $V_j^{propose}$ $\left.\right\}$ $O\big(\log diam(T_v)\big)$ $\left.\right\}$ $2b^2 = O\big(\log^2 n\big)$ $\left.\right\}$ $b = O(\log n)$

7:                 $F_{j+1} \leftarrow$ STEP

8:         $V_{i+1} \leftarrow V\big(F_{2b^2}\big)$

9:         $Q_{i+1} \leftarrow roots\big(F_{2b^2}\big)$

Recall invariant (1.): $\forall v \in V : dist_G(Q_i, v) = O(\log^3 n)$, for all $i \in 0..b$

Hence, $diam(T_v) = O(\log^3 n)$, for all $v \in V$

The algorithm runs in $O(\log^6 n)$ communication steps

# Bibliography

[1]   K. Censor-Hillel, M. Parter, and G. Schwartzman, "Derandomizing Local Distributed Algorithms under Bandwidth Restrictions." [Online]. Available: https://arxiv.org/abs/1608.01689

[2]   V. Rozhoň, B. Haeupler, and C. Grunau, "A Simple Deterministic Distributed Low-

Diameter Clustering." [Online]. Available: https://arxiv.org/abs/2210.11784

[3] V. Rozhoň and M. Ghaffari, "Polylogarithmic-Time Deterministic Network Decomposition and Distributed Derandomization." [Online]. Available: https://arxiv.org/abs/1907.10937

[4]  V. Rozhoň, M. Elkin, C. Grunau, and B. Haeupler, "Deterministic Low-Diameter Decompositions for Weighted Graphs and Distributed and Parallel Applications." [Online]. Available: https://arxiv.org/abs/2204.08254

This presentation is supposed to briefly showcase what you can do with this package.

For a full documentation, read the online book.

Let's explore what we have here.

On the top of this slide, you can see the slide title.

We used the `title` argument of the `#slide` function for that:

```
#slide(title: "First slide")[
    ...
]
```

(This works because we utilise the `clean` theme; more on that later.)

Titles are not mandatory, this slide doesn't have one.

But did you notice that the current section name is displayed above that top line?

We defined it using `#new-section-slide("Introduction")`.

This helps our audience with not getting lost after a microsleep.

You can also spot a short title above that.

Now, look down!

There we have some general info for the audience about what talk they are actually attending right now.

You can also see the slide number there.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magnam aliquam quaerat voluptatem. Ut enim aeque doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transferre in voluptatem, ut postea variari

voluptas distinguique possit, augeri amplificarique non possit. At etiam Athenis, ut e.

Sometimes we don't want to display everything at once.

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That's what the `#pause` function is there for!

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That's what the `#pause` function is there for!

It makes everything after it appear at the next subslide.

(Also note that the slide number does not change while we are here.)

When **#pause** does not suffice, you can use more advanced commands to show or hide content.

These are some of your options: - **#uncover**

- **#only**
- **#alternatives**
- **#one-by-one**
- **#line-by-line**

Let's explore them in more detail!

With `#uncover`, content still occupies space, even when it is not displayed.
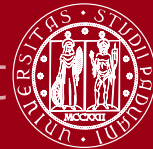
For example,            are only visible on the second"subslide".

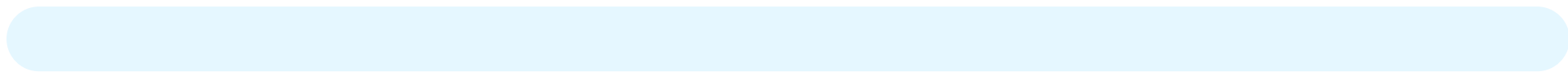In () behind `#uncover`, you specify *when* to show the content, and in [] you then say *what* to show:

```
#uncover(3)[Only visible on the third "subslide"]
```
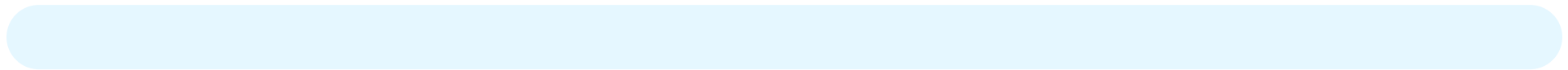
With **#uncover**, content still occupies space, even when it is not displayed.

For example, these words are only visible on the second"subslide".

In () behind **#uncover**, you specify *when* to show the content, and in [] you then say *what* to show:

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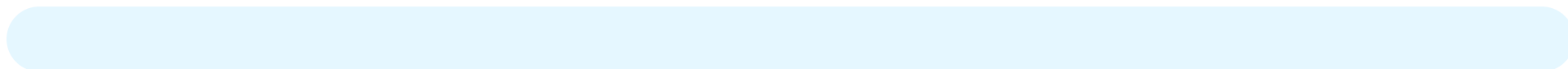
```
#uncover(3)[Only visible on the third "subslide"]
```

Only visible on the third"subslide"

So far, we only used single subslide indices to define when to show something.

We can also use arrays of numbers …

```
#uncover((1, 3, 4))[Visible on subslides 1, 3, and 4]
```
Visible on subslides 1, 3, and 4

…or a dictionary with `beginning` and/or `until` keys:

```
#uncover((beginning: 2, until: 4))[Visible on
subslides 2, 3, and 4]
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#uncover((beginning: 2, until: 4))[Visible on
subslides 2, 3, and 4]
```

Visible on subslides 2, 3, and 4

As as short hand option, you can also specify rules as strings in a special syntax.

Comma separated, you can use rules of the form

| | |
|---|---|
| 1-3 | from subslide 1 to 3 (inclusive) |
| -4 | all the time until subslide 4 (inclusive) |
| 2- | from subslide 2 onwards |
| 3 | only on subslide 3 |

Everything that works with `#uncover` also works with `#only`.

However, content is completely gone when it is not displayed.

For example, the rest of this sentence moves.

Again, you can use complex string rules, if you want.

```
#only("2-4, 6")[Visible on subslides 2, 3, 4, and 6]
```

Everything that works with `#uncover` also works with `#only`.

However, content is completely gone when it is not displayed.

For example, see how the rest of this sentence moves.

Again, you can use complex string rules, if you want.

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```

Visible on subslides 2, 3, 4, and 6

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```

Visible on subslides 2, 3, 4, and 6

# You might be tempted to try

```
#only(1)[Ann] #only(2)[Bob] #only(3)[Christopher]
likes #only(1)[chocolate] #only(2)[strawberry]
#only(3)[vanilla] ice cream.
```

Ann

likes chocolate

ice cream.

But it is hard to see what piece of text actually changes because everything moves around. Better:

```
#alternatives[Ann][Bob][Christopher] likes
#alternatives[chocolate][strawberry][vanilla] ice
cream.
```

Ann        likes chocolate  ice cream.

# You might be tempted to try

```
#only(1)[Ann] #only(2)[Bob] #only(3)[Christopher]
likes #only(1)[chocolate] #only(2)[strawberry]
#only(3)[vanilla] ice cream.
```

Bob

likes strawberry

ice cream.

But it is hard to see what piece of text actually changes because everything moves around. Better:

#alternatives[Ann][Bob][Christopher] likes
#alternatives[chocolate][strawberry][vanilla] ice cream.

Bob           likes strawberry ice cream.

## You might be tempted to try

```
#only(1)[Ann] #only(2)[Bob] #only(3)[Christopher]
likes #only(1)[chocolate] #only(2)[strawberry]
#only(3)[vanilla] ice cream.
```

Christopher

likes vanilla

ice cream.

But it is hard to see what piece of text actually changes because everything moves around. Better:

```
#alternatives[Ann][Bob][Christopher] likes
#alternatives[chocolate][strawberry][vanilla] ice
cream.
```

Christopher likes vanilla      ice cream.

#alternatives is to #only what #one-by-one is to #uncover.

#one-by-one behaves similar to using #pause but you can additionally state when uncovering should start.

```
#one-by-one(start: 2)[one ][by ][one]
```

`start` can also be omitted, then it starts with the first subside:

```
#one-by-one[one ][by ][one]

one
```

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oneby
```

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oneby
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`#one-by-one`[one ][by ][one]

onebyone

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```

onebyone

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`#one-by-one`[one ][by ][one]

onebyone

Sometimes it is convenient to write the different contents to uncover one at a time in subsequent lines.

This comes in especially handy for bullet lists, enumerations, and term lists.

```
#line-by-line(start: 2)[            •
    - first                        •
```

```
        -  second                           •
        -  third
    ]
```

`start` is again optional and defaults to 1.

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```
#line-by-line(start: 2)[
    - first
```

- first
-

```
        - second                         •
        - third
    ]
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    - first
```

- first
- second

```
        -  second                        •
        -  third
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```
#line-by-line(start: 2)[
    - first
```

- first
- second

```
        - second                           • third
        - third
  ]
```

`start` is again optional and defaults to 1.
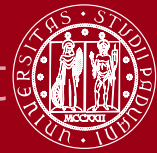
While `#line-by-line` is very convenient syntax-wise, it fails to produce more sophisticated bullet lists, enumerations or term lists. For example, non-tight lists are out of reach.

For that reason, there are `#list-one-by-one`, `#enum-one-by-one` , and `#terms-one-by-one`, respectively.
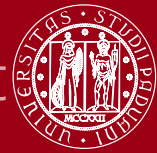
```
#enum-one-by-one(start: 2,      i)
tight: false, numbering:
"i)")[first][second]             ii)
[third]                          iii)
```

Note that, for technical reasons, the bullet points, numbers, or terms are never covered.

`start` is again optional and defaults to 1.

While `#line-by-line` is very convenient syntax-wise, it fails to produce more sophisticated bullet lists, enumerations or term lists. For example, non-tight lists are out of reach.

For that reason, there are `#list-one-by-one`, `#enum-one-by-one` , and `#terms-one-by-one`, respectively.

```
#enum-one-by-one(start: 2,
tight: false, numbering:
"i)")[first][second]
[third]
```

i) first

ii)

iii)

Note that, for technical reasons, the bullet points, numbers, or terms are never covered.

`start` is again optional and defaults to 1.

While `line-by-line` is very convenient syntax-wise, it fails to produce more sophisticated bullet lists, enumerations or term lists. For example, non-tight lists are out of reach.

For that reason, there are `list-one-by-one`, `enum-one-by-one` , and `terms-one-by-one`, respectively.

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```
#enum-one-by-one(start: 2,
tight: false, numbering:
"i)")[first][second]
[third]
```

i) first

ii) second

iii)

Note that, for technical reasons, the bullet points, numbers, or terms are never covered.

`start` is again optional and defaults to 1.

While `line-by-line` is very convenient syntax-wise, it fails to produce more sophisticated bullet lists, enumerations or term lists. For example, non-tight lists are out of reach.

For that reason, there are `list-one-by-one`, `enum-one-by-one` , and `terms-one-by-one`, respectively.

# `#list-one-by-one` and Co: when
`#line-by-line` doesn't suffice

Dynamic content

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```
#enum-one-by-one(start: 2,        i) first
tight: false, numbering:
"i)")[first][second]               ii) second
[third]
                                   iii) third
```

Note that, for technical reasons, the bullet points, numbers, or terms are never covered.

`start` is again optional and defaults to 1.

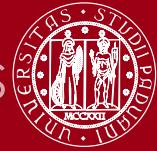... is defined by the *theme* of the presentation.

This demo uses the `unipd` theme.

Because of it, the title slide and the decoration on each slide (with section name, short title, slide number etc.) look the way they do.

Themes can also provide variants, for example ...

... this one!

It's very minimalist and helps the audience focus on an important point.

If you want to create your own design for slides, you can define custom themes!

The book explains how to do so.

Polylux ships a `utils` module with solutions for common tasks in slide building.

You can scale content such that it has a certain height using `#fit-to-height(height, content)`:

This function also allows you to fill the remaining space by using fractions as heights, i.e. `fit-to-height(1fr)[...]`:

Often you want to put different content next to each other. We have the function `#side-by-side` for that:

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do

eiusmod tempor incididunt ut labore.

eiusmod tempor.

# Why not include an outline?

1. Overview

2. Models

3. Models

4. LOCAL Algorithms

15. Dynamic content

16. Dynamic content

17. Themes

18. Utilities

19. Typst features

20.  Conclusion

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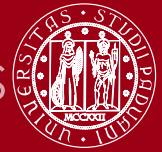
Typst gives us so many cool things[2] . Use them!

---

[2]For example footnotes!

Hopefully you now have some kind of idea what you can do with this template.

Consider giving it a GitHub star or open an issue if you run into bugs or have feature requests.