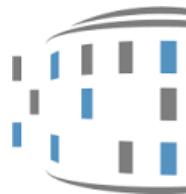


# TREVISAN'S CONTRIBUTIONS TO DISTRIBUTED COMPUTING



Emanuele  
Natale

LucaFest  
8 October 2024



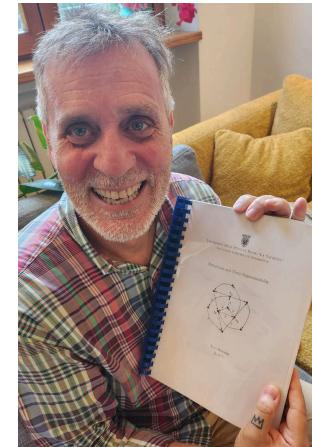
SIMONS  
INSTITUTE  
for the Theory of Computing

# LUCA AND ROMAN CS

- 1993. First BSc degree in CS at **Sapienza University**

- Most coauthored papers with Luca (Romans highlighted) :

- |                            |                             |
|----------------------------|-----------------------------|
| 1. Andrea Clementi (22)    | 6. Pierluigi Crescenzi (10) |
| 2. Francesco Pasquale (15) | 7. Shayan Oveis Gharan (8)  |
| 3. Salil P. Vadhan (15)    | 8. Emanuele Natale (8)      |
| 4. Luca Becchetti (14)     | 9. Riccardo Silvestri (8)   |
| 5. Madhu Sudan (10)        | 10. ...                     |



# LUCA & ME

- Meeting in Rome since 2013
- 2016. Simons' *Counting Complexity and Phase Transitions* Program
- 2018. Simons' *The Brain and Computation* Program

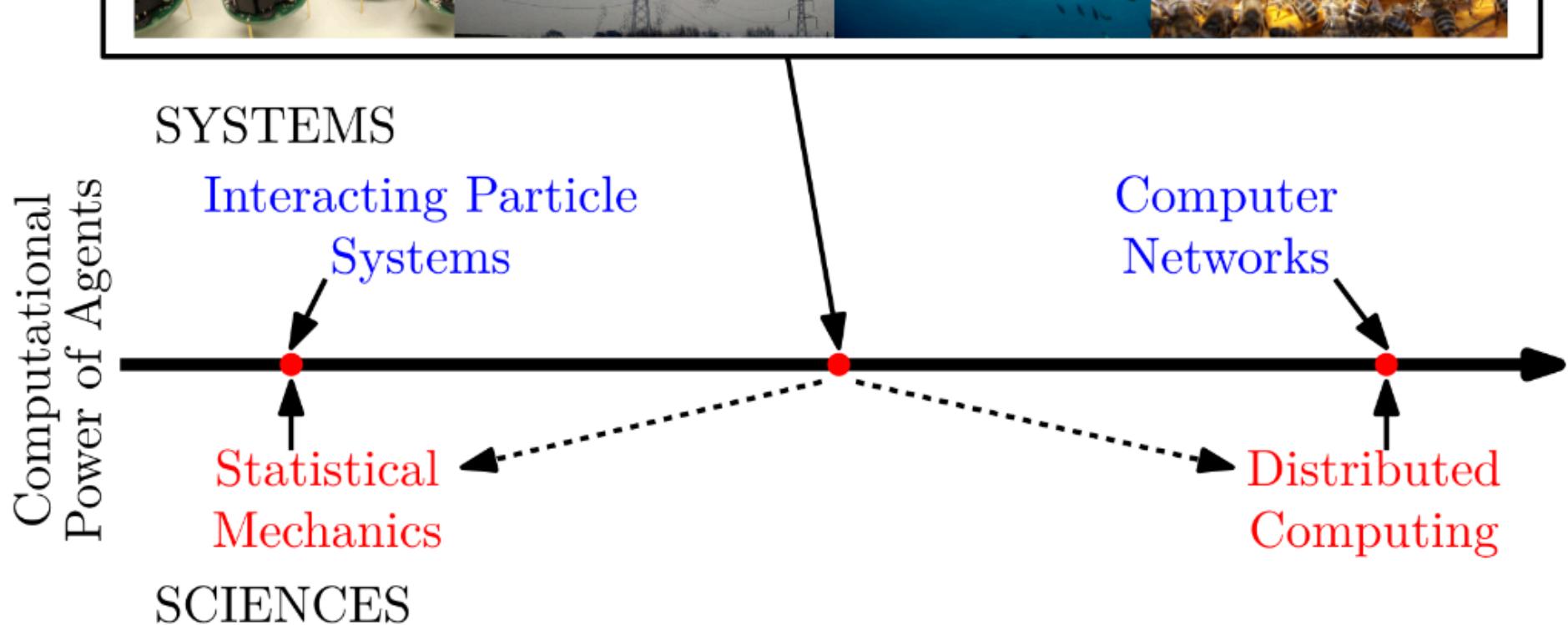
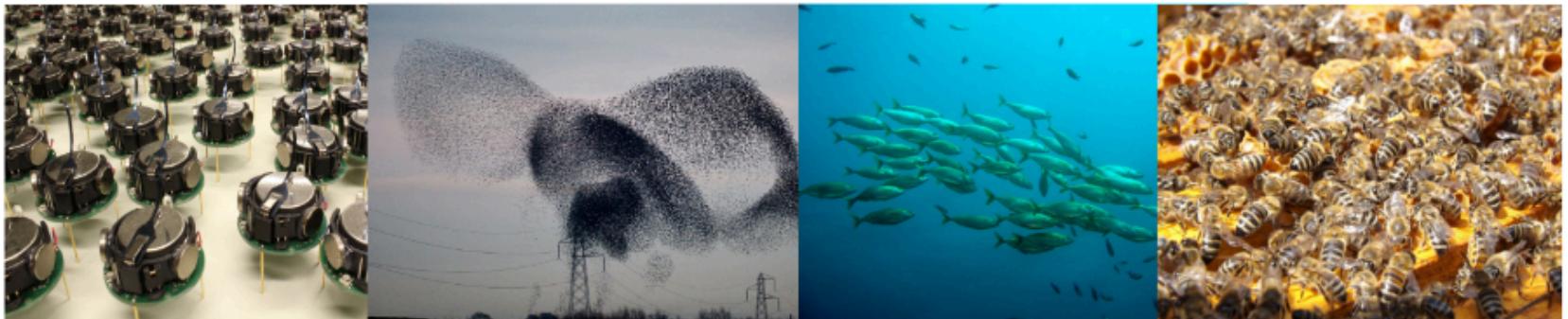


# ROMANS + LUCA T

- Simple dynamics for plurality consensus. SPAA 2014.
- Stabilizing Consensus with Many Opinions. SODA 2016.
- Find Your Place: Simple Distributed Algorithms for Community Detection. SODA 2017.
- Average Whenever You Meet: Opportunistic Protocols for Community Detection. ESA 2018.
- Finding a Bounded-Degree Expander Inside a Dense One. SODA 2020.
- Consensus vs Broadcast, with and Without Noise. ITCS 2020.
- Expansion and Flooding in Dynamic Random Networks with Node Churn. ICDCS 2021.
- Percolation and Epidemic Processes in One-Dimensional Small-World Networks. LATIN 2022.
- Bond Percolation in Small-World Graphs with Power-Law Distribution. SAND 2023.
- On the Role of Memory in Robust Opinion Dynamics. IJCAI 2023.
- The Minority Dynamics and the Power of Synchronicity. SODA 2024.

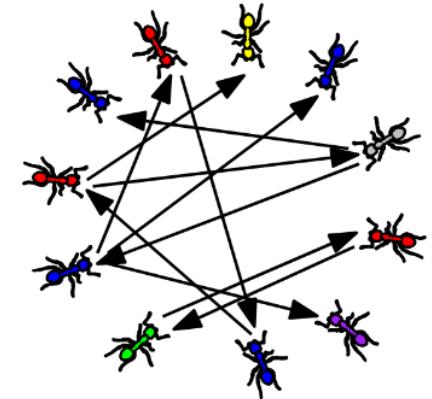
# COMPUTATION IN SIMPLE SYSTEMS

A **computational lens** on how  
global behavior emerges from  
simple local interactions among individuals



# LUCA'S WORK ON SOME DYNAMICS

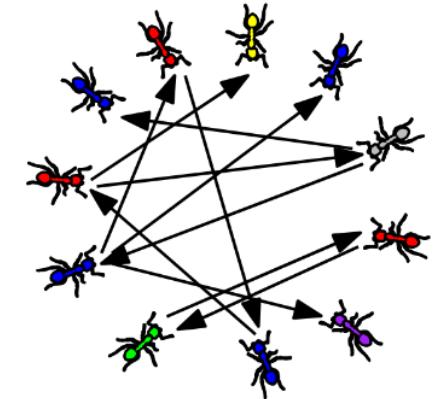
PULL Model. At each round each agent observes the state of  $h$  other randomly chosen agents



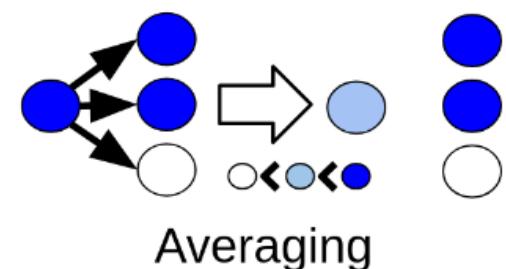
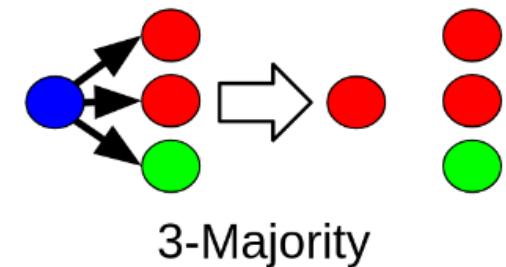
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- Anonymous agents
- few possible states
- **simple** update function  $f$  of observed agents



Examples:



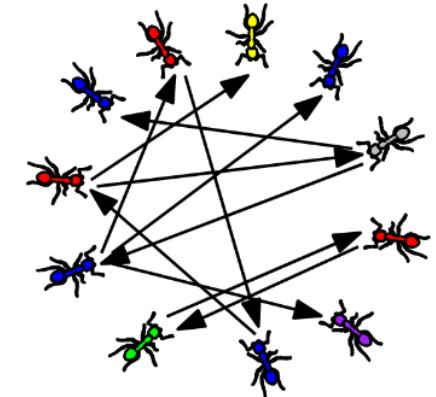
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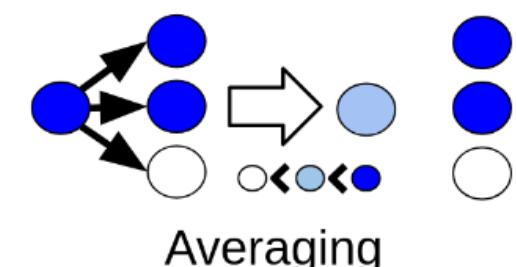
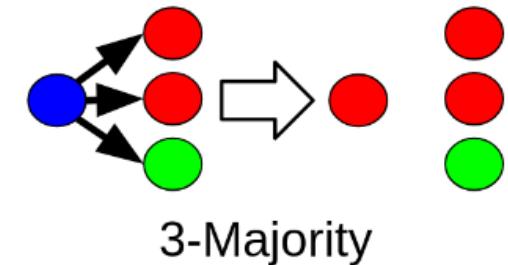
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More on Dynamics:

- Becchetti et al. *Consensus Dynamics: An Overview*. 2020.
- Mossel & Tamuz. *Opinion exchange dynamics*. 2017.
- Shah. *Gossip Algorithms*. 2007.



Examples:

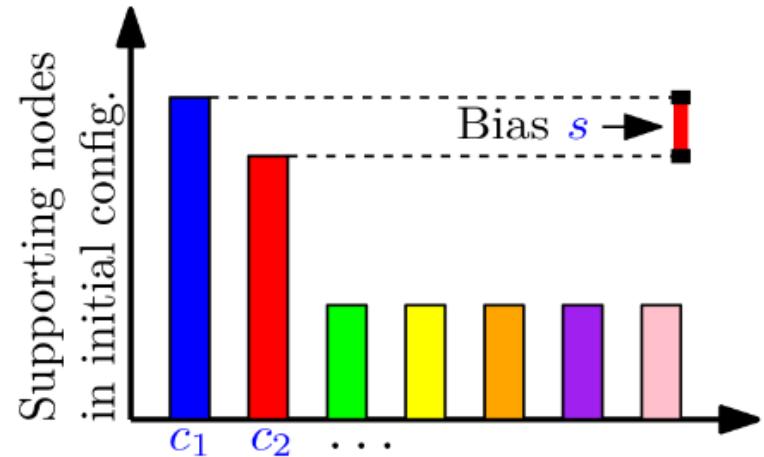


# MAJORITY DYNAMICS

What's the convergence time  
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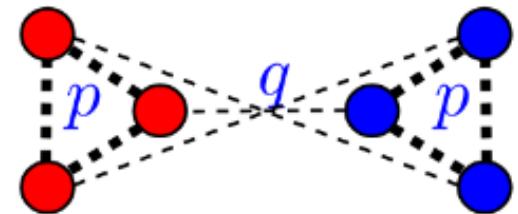


Theorem [SPAA'14, SODA '16].  $n$  agents,  $k$  colors:

- From configuration with bias  $\Omega(\sqrt{kn \log n})$ , **3-Majority** converges to plurality in  $O(k \log n)$  rounds w.h.p.
- **$h$ -Majority** requires  $\Omega(k/h^2)$  to converge
- **3-Majority** reaches almost-consensus even against  $\tilde{O}(n^{\Theta(1)})$  adversary.

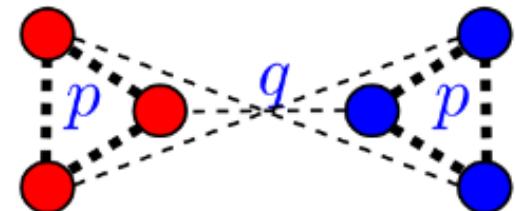
# COMMUNITY DETECTION

**Stochastic Block Model (SBM).** Communities  $V_1$  and  $V_2$  of size  $n/2$  such that:



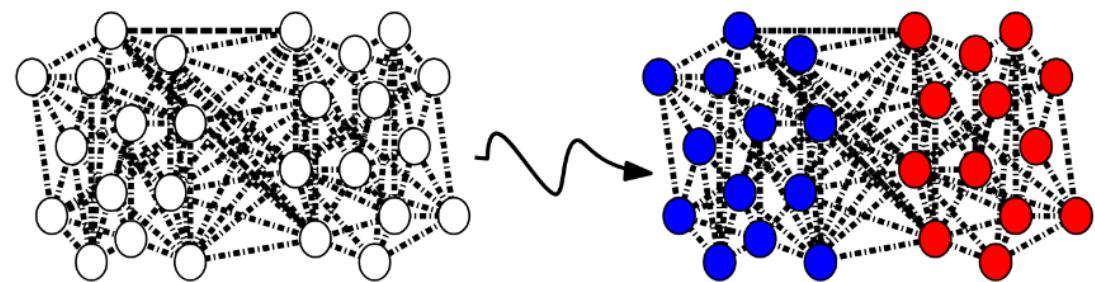
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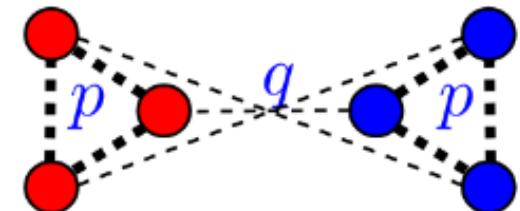
## Reconstruction

**Problem.** Given a graph generated by the SBM, reconstruct original partition.



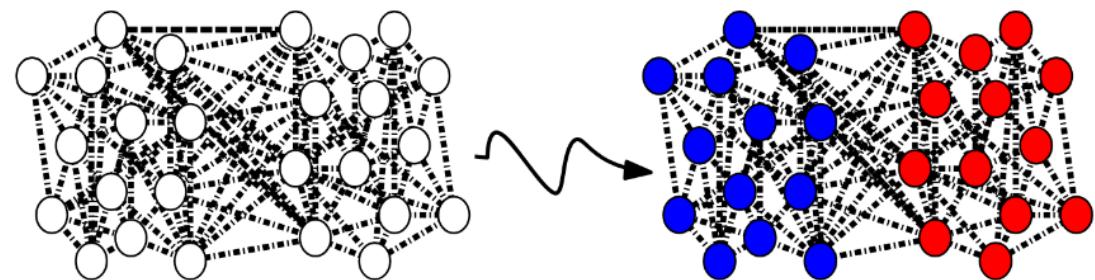
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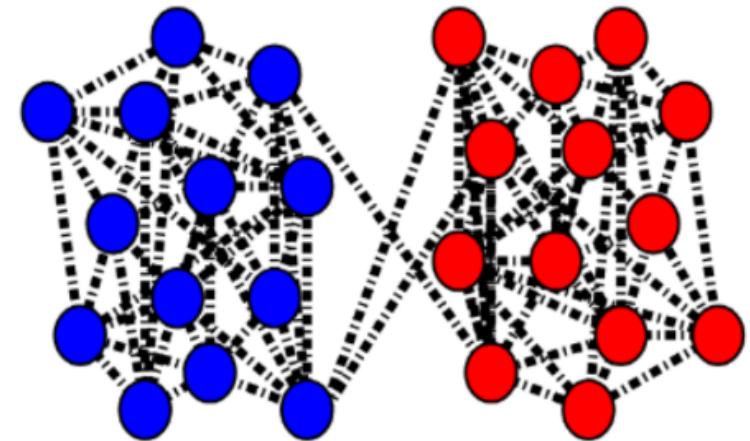
**Problem.** Given a graph generated by the SBM, reconstruct original partition.



Exact reconstruction **possible** if  $\sqrt{p} - \sqrt{q} = \sqrt{2 \log n / n}$  (cfr. survey *Abbe 2017 JMLR*).

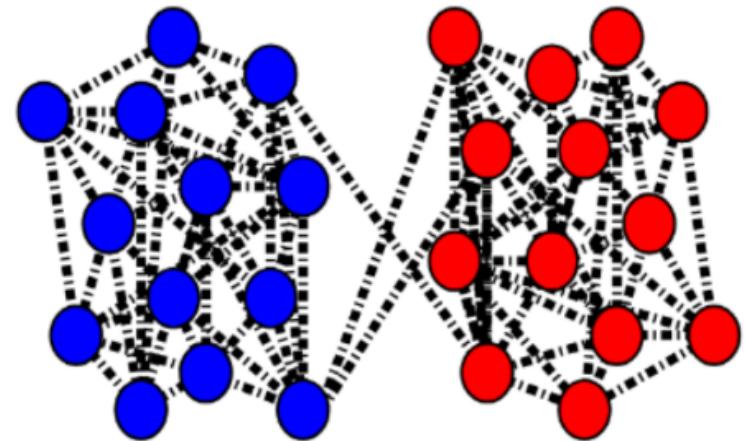
# COMMUNITY DETECTION FASTER THAN MIXING TIME

- Community structure encoded in **eigenvectors**



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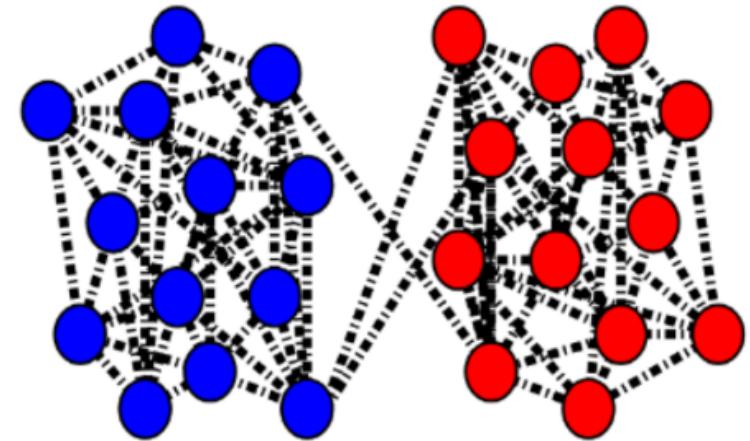


★: time it takes for a random walk to converge to stationary distribution

# COMMUNITY DETECTION FASTER THAN MIXING TIME

- Community structure encoded in **eigenvectors**
- Efficiently computing them requires **mixing time**★
- Reconstruction should be easy when mixing time *large...*

★: time it takes for a random walk to converge to stationary distribution

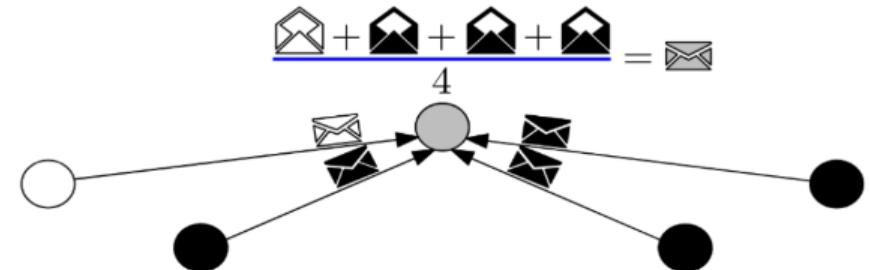


# AVERAGING DYNAMICS

All nodes at each round update their value  $x(t)$  to **average** of neighbors:

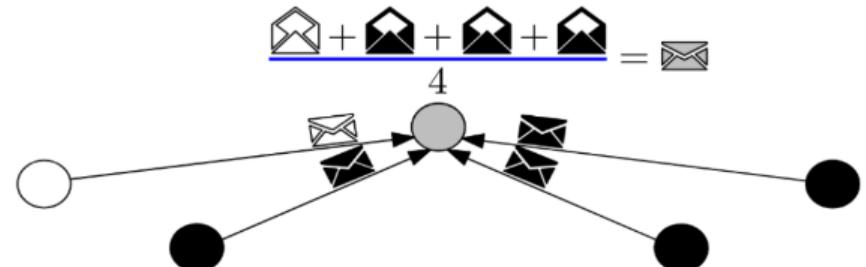
$$x^{(0)} = \begin{pmatrix} \textcircled{\text{o}} \\ \vdots \\ \bullet \\ \textcircled{\text{o}} \end{pmatrix}, \quad x^{(t)} = P \cdot x^{(t-1)} = P^t \cdot x^{(0)}$$

transition matrix



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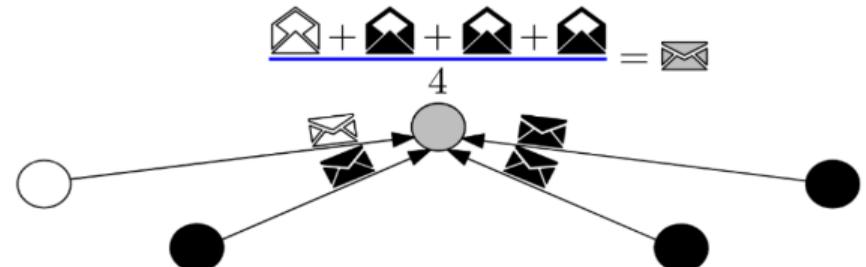
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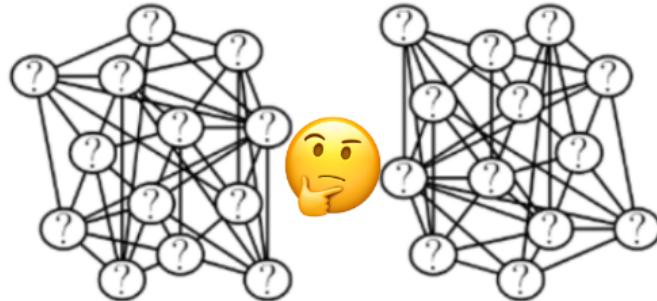
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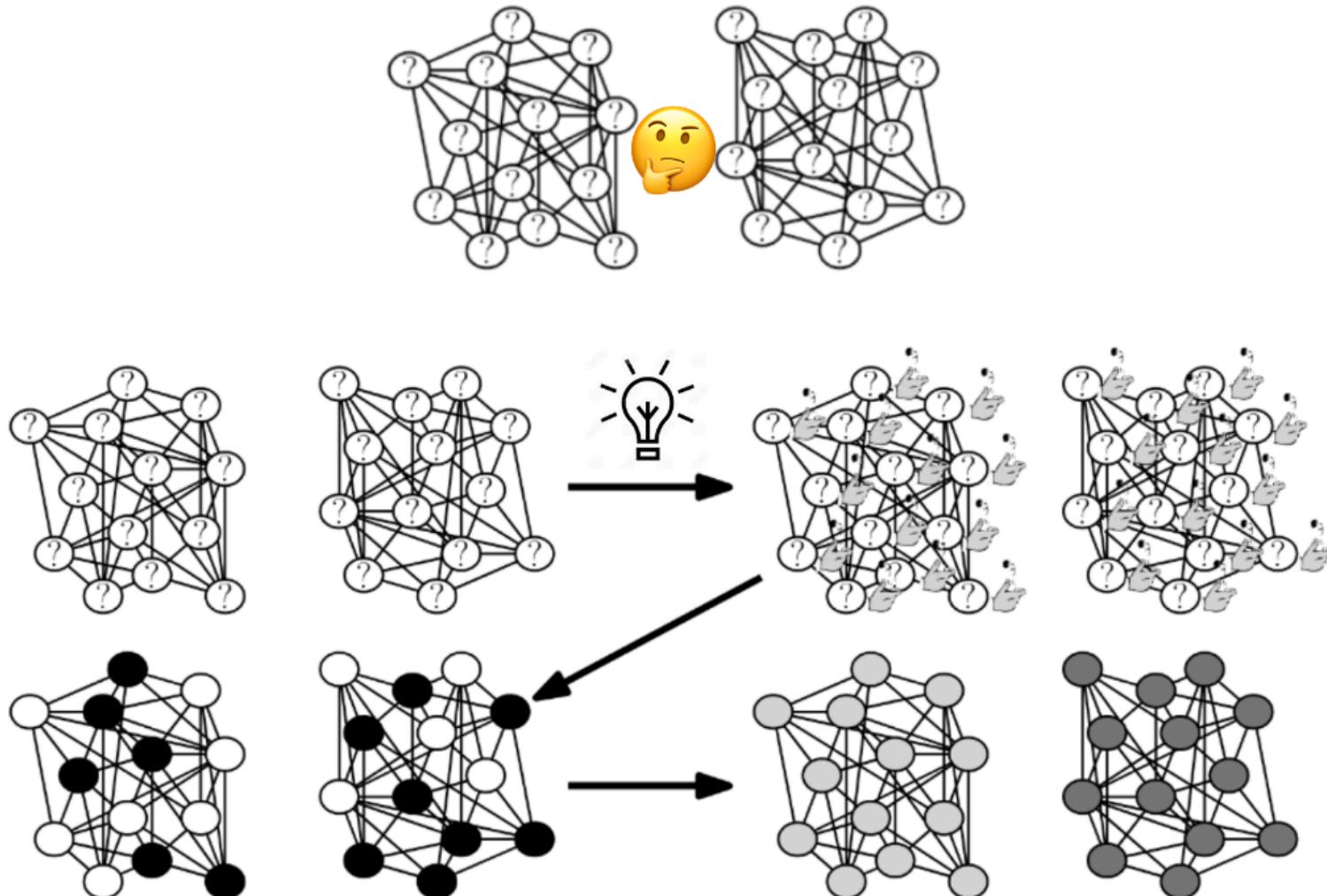
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After **mixing time** averaging converges to weighted global average [Boyd et al. 2006].

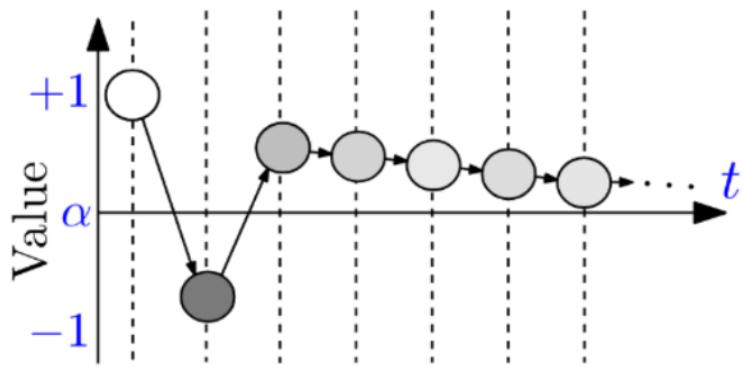
# BREAKING SYMMETRY AMONG COMMUNITIES



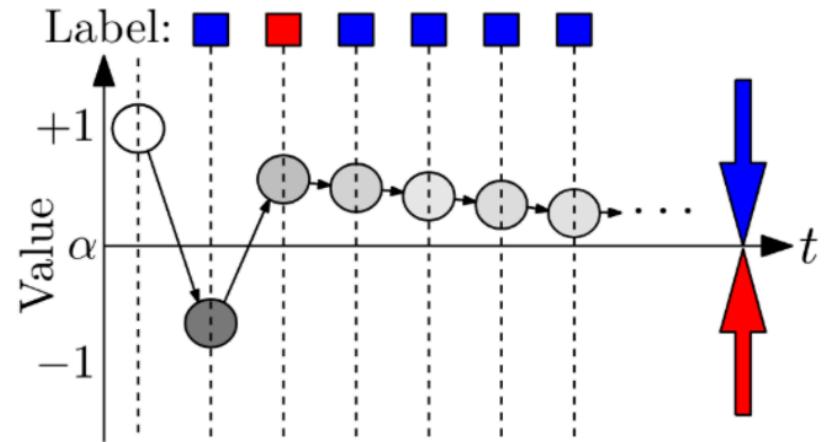
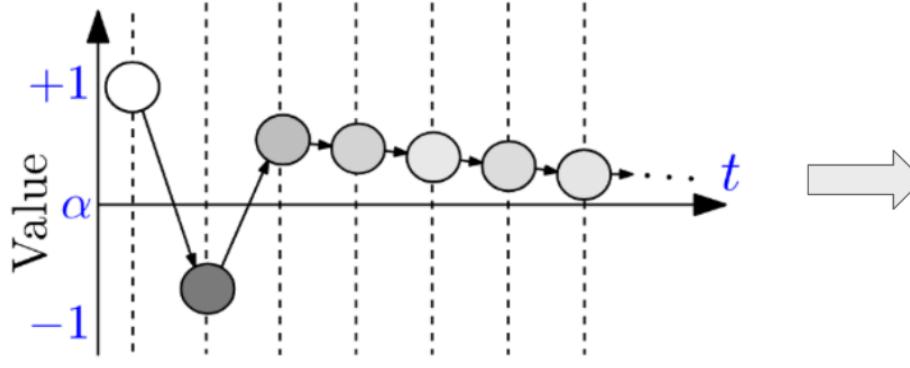
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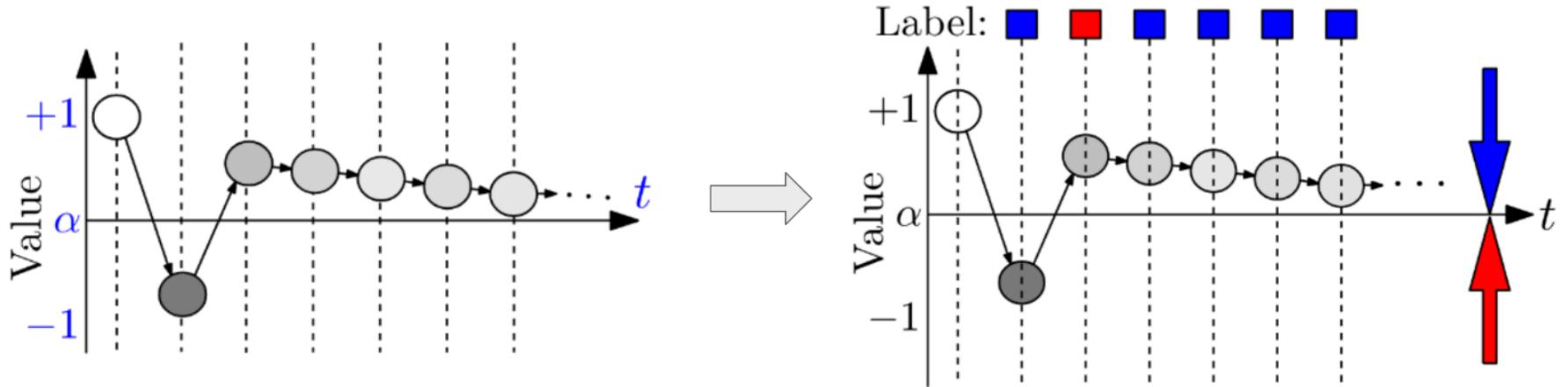
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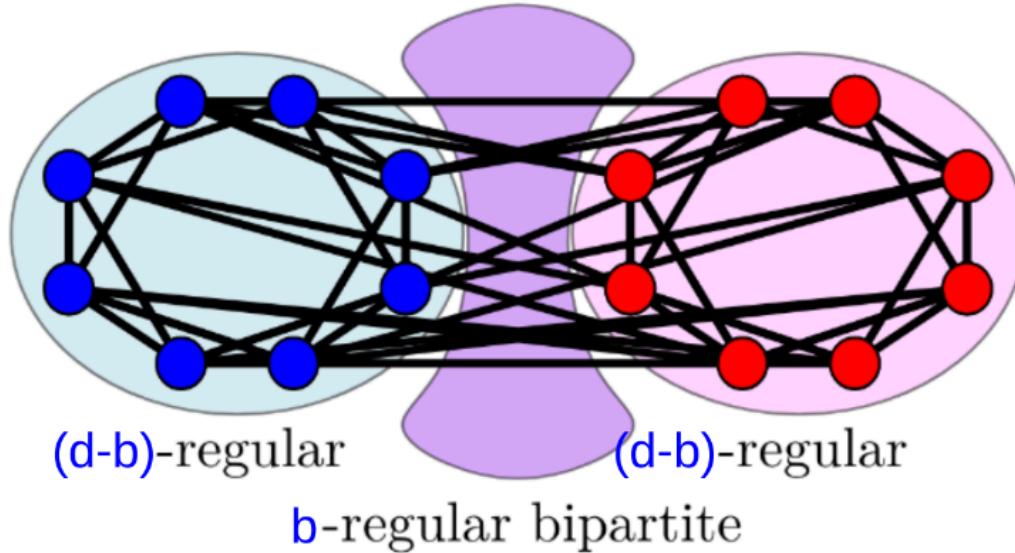


At  $t = 0$ , randomly pick value  $x(t) \in \{+1, -1\}$ .

Then, at each round:

- Set value  $x(t)$  to **average of neighbors**,
- At each step, set label to **blue** if  $x(t) < x(t - 1)$ , **red** otherwise.

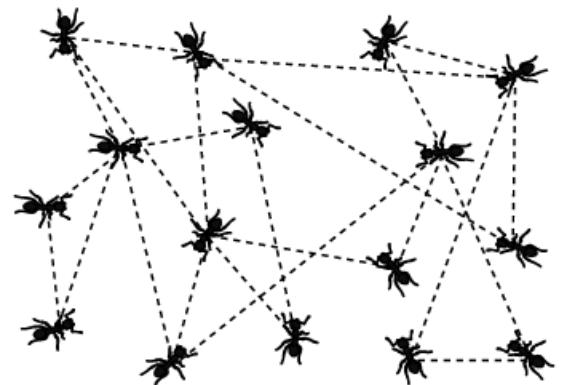
# AVERAGING DYNAMICS ON THE SBM



**Theorem [SIAM J. Comp. 2020].** Let  $G$  be a connected  $(2n, d, b)$ -**clustered regular** graph with 2nd eigenvalue  $\lambda_2 > (1 + \varepsilon) \max_{i \geq 3} |\lambda_i|$  for some  $\varepsilon > 0$ . Then Averaging yields **strong reconstruction** within  $\mathcal{O}(\log n)$  rounds w.h.p.

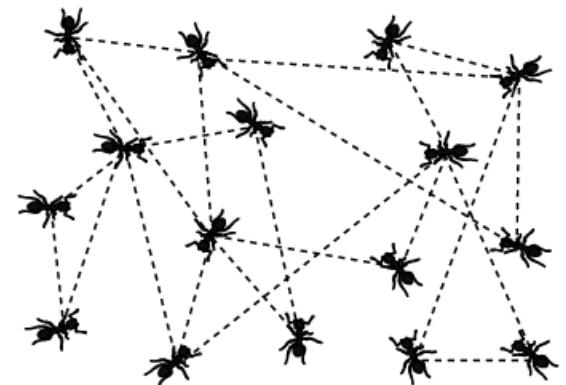
# COMM. DET. IN POPULATION PROTOCOLS

At each round a **random edge** is chosen and the two corresponding agents interact.



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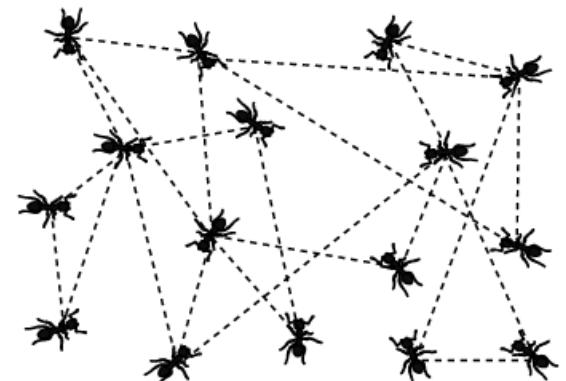
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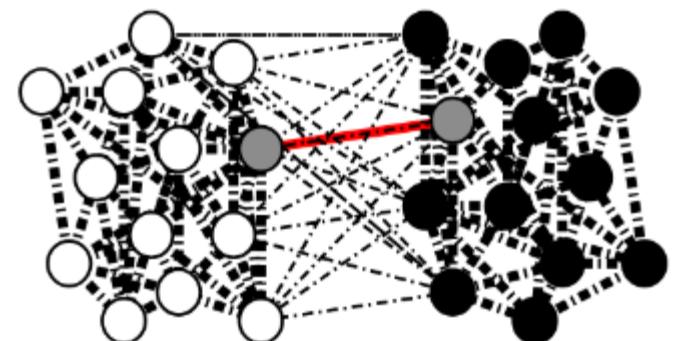
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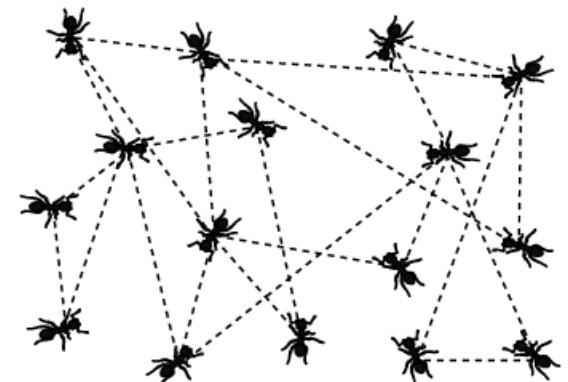
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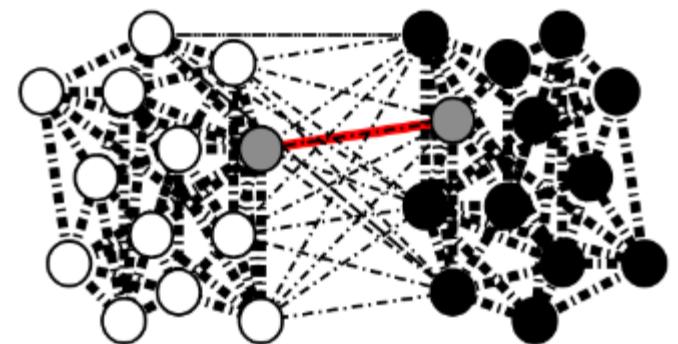
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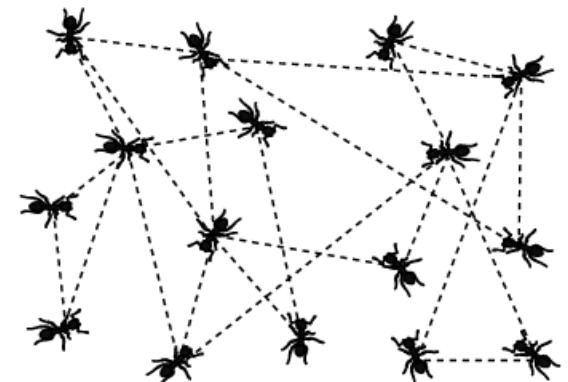
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Process variance causes issues...

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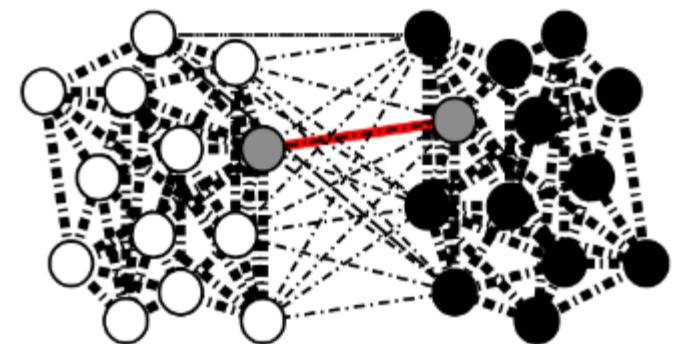
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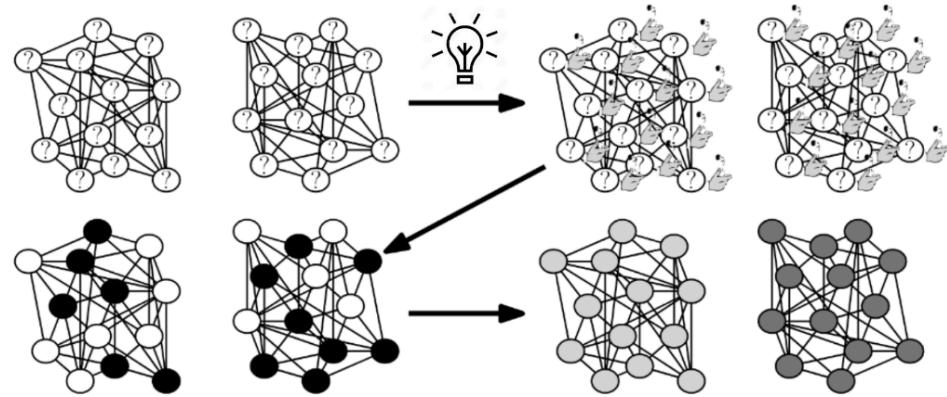
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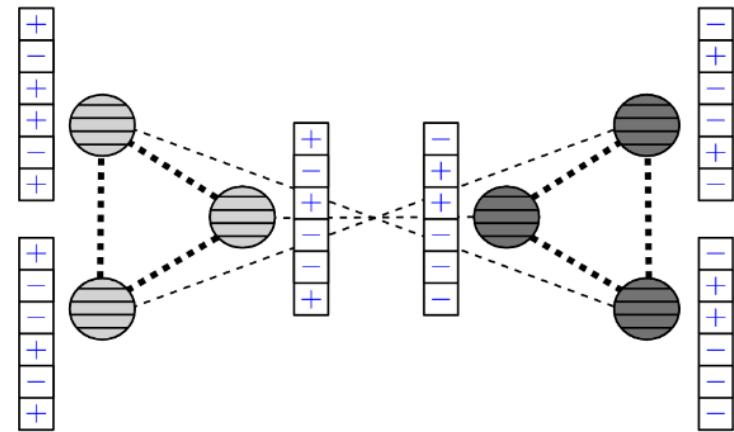
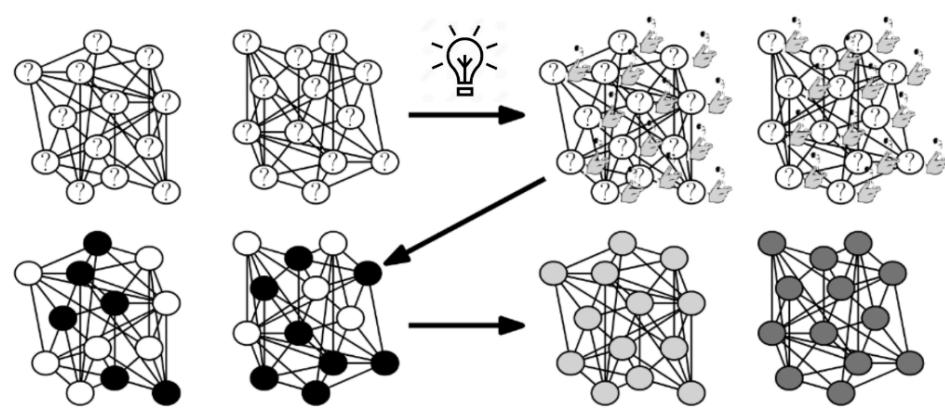


Process variance causes issues... (in 2018).

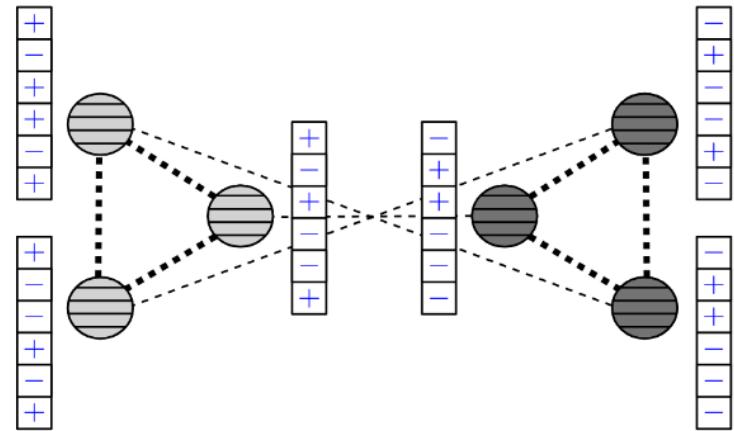
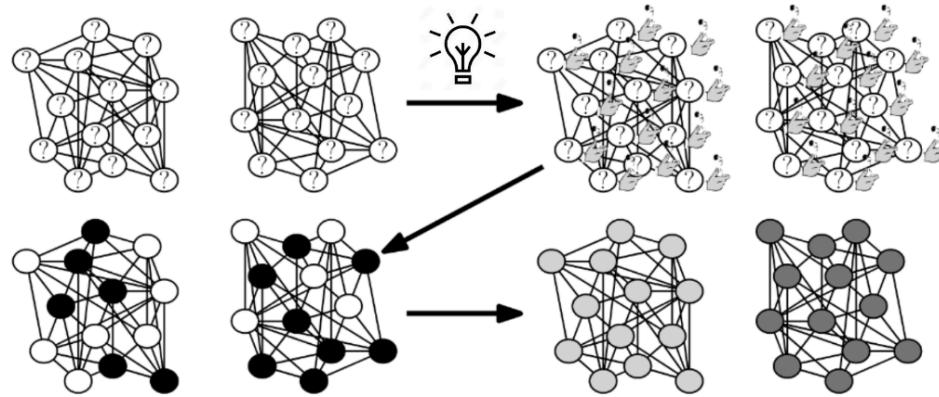
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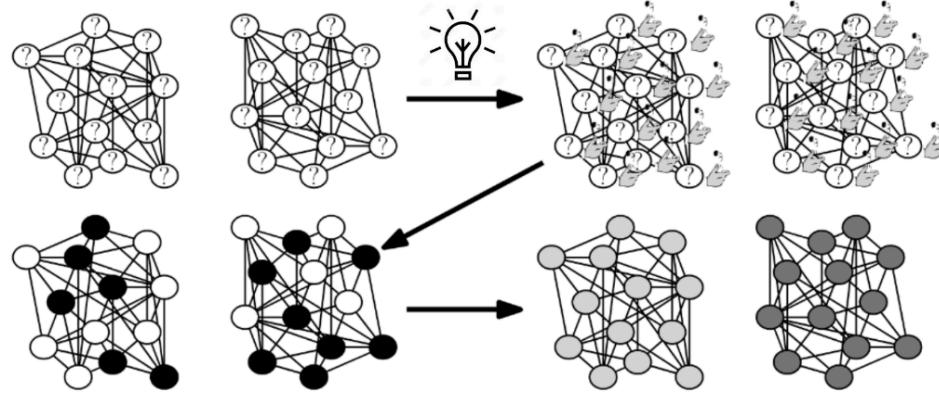
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CSL. Run  $m$   
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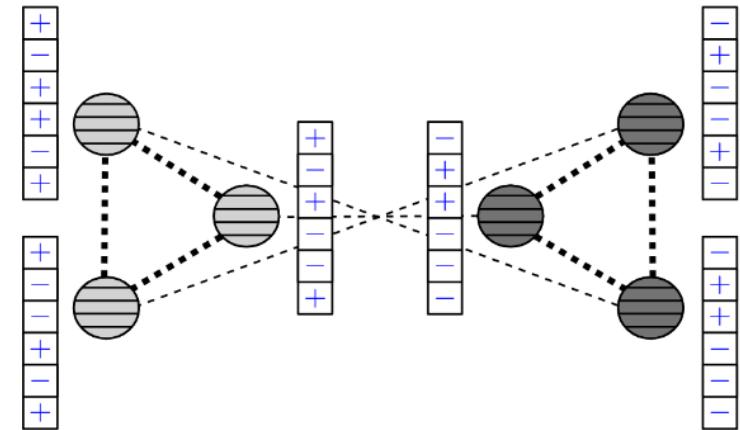
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**Thm (Romans+P. Manurangsi+P. Raghavendra).**  $G$  regular SBM s.t.  $d\epsilon^4 \gg b \log n$ . After  $\Theta(\log n)$  rounds CSL with  $m = \Theta(\epsilon^{-1} \log n)$  labels all nodes but  $\leq \sqrt{\epsilon n}$  s.t. labels

- agree  $> \frac{5}{6}$  in same community
- disagree  $< \frac{5}{6}$  in different communities

# THANK YOU

and thanks to Luca, from all his Roman colleagues

