

Worst-case to Expander-Case Reductions: Derandomized and Generalized

Amir Abboud, *Nathan Wallheimer*



WEIZMANN INSTITUTE OF SCIENCE



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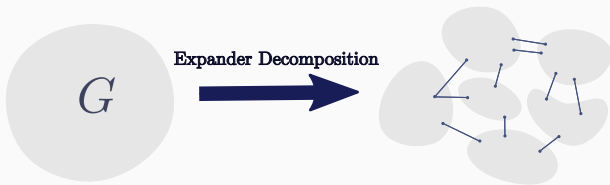
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Whenever $\phi = \Omega(1)$, we simply say that G is an expander.

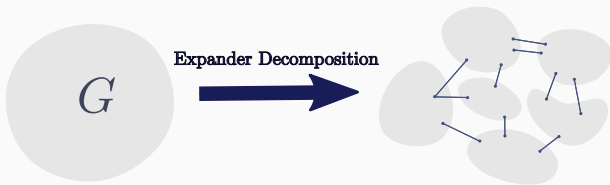
Expander Decompositions



Theorem

For any graph G and parameter $0 < \phi < 1$, the vertices of G can be partitioned into V_1, V_2, \dots, V_k , such that:

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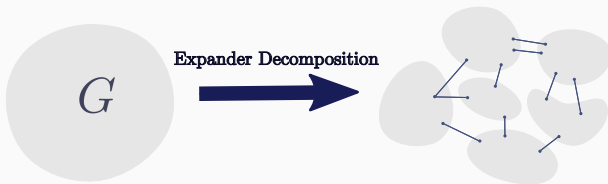


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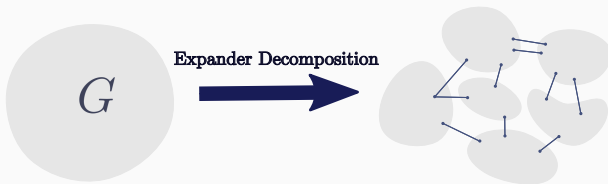


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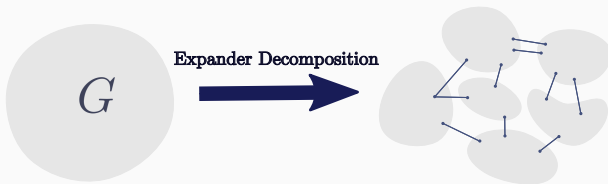


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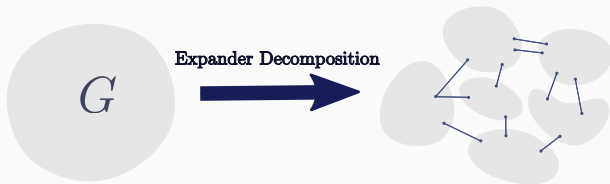
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Note that the decomposition is non-trivial only for $\phi = \frac{1}{\text{poly} \log(n)}$ because of the second property.

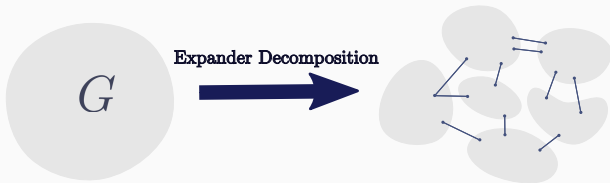
A Self-Reduction: The Expander Decomposition Method

One can self-reduce a problem to expanders using the expander decomposition method.



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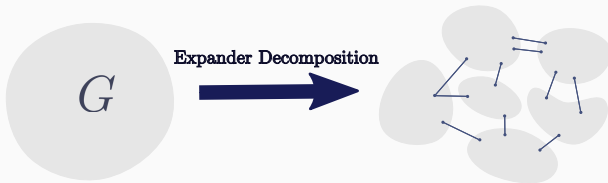
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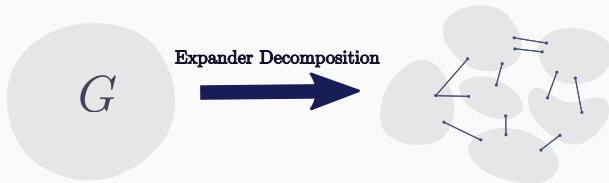


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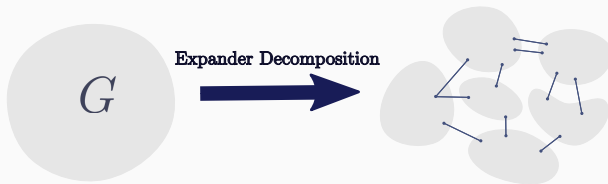


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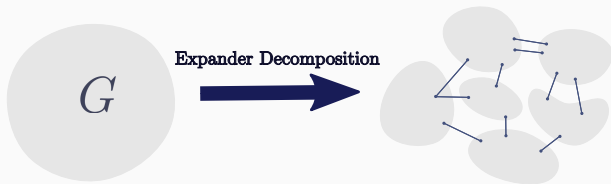


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3. Combine the solutions using the property that there are few cross-edges.

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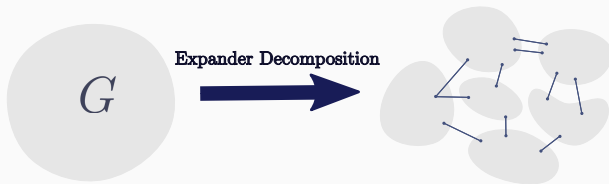


The expander decomposition method has been key to many breakthroughs in recent years:

- Max-flow in $m^{1+o(1)}$ time.
- *Dynamic* minimum spanning tree in $n^{o(1)}$ update time.
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Question 2

Is expander decomposition the key to solving my problem?

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Implications of Direct Reductions

If problem \mathcal{A} admits a Direct Reduction, then:

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Implications of Direct Reductions

If problem \mathcal{A} admits a Direct Reduction, then:

- Hardness - $\Omega(1)$ -expanders are worst-case instances of \mathcal{A} .
- Conceptual message - The expander decomposition method is useless against \mathcal{A} .

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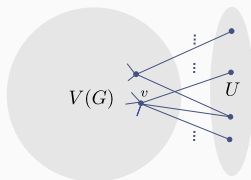


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The following problems admit direct reductions:

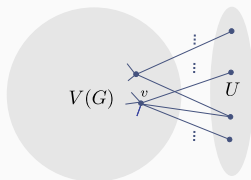
- k -Clique Detection
- Maximum Matching
- Vertex Cover
- Minimum Dominating Set

The Randomized Core Gadget of AW'23



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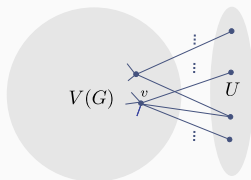
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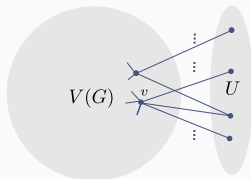
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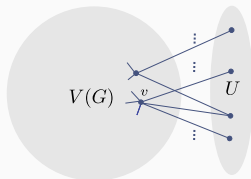


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High level idea: Random walks mix well in this graph.

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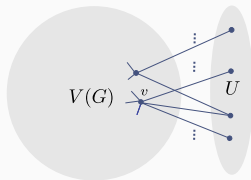
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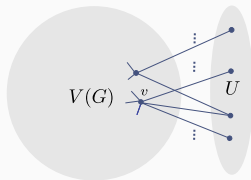
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Attempt to Derandomize the Core Gadget



Replace the random V -to- U edges with a *fully explicit expander*.

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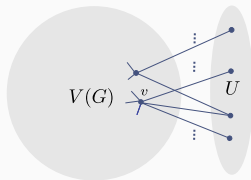


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For every degree $d \geq 3$ and sufficiently large n , there is an algorithm that constructs, deterministically, a d -regular $\Omega(1)$ -expander in near-linear time.

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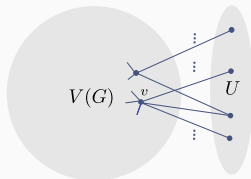
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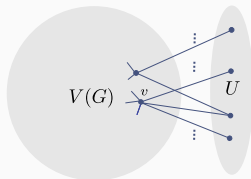
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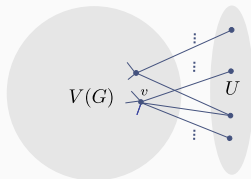
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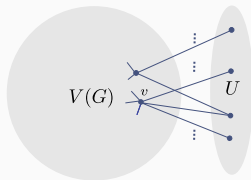
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- $d = \Theta(n)$. The blowup is too big.
- $d = \Theta(m/n)$. Same problem as before. E.g., a graph with $m = O(n)$ edges that contains an isolated $\Theta(\sqrt{n})$ -clique.

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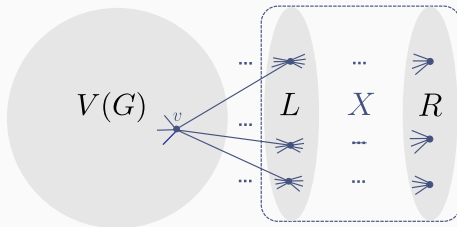
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Open Question

Is there an explicit construction of expanders that, given a degree sequence $(\deg(v_1), \deg(v_2), \dots, \deg(v_n))$, construct an $\Omega(1)$ -expander with this degree sequence?

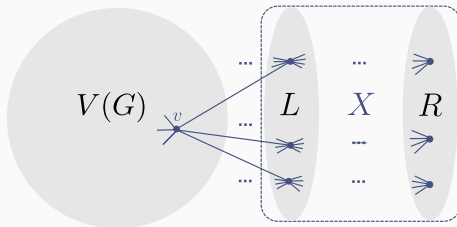
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Workaround: Add a degree-balancing layer L of size n .



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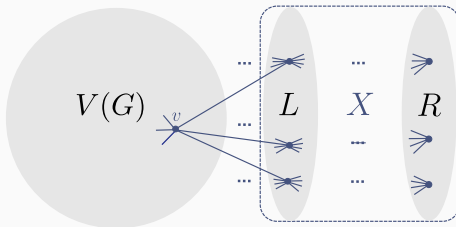
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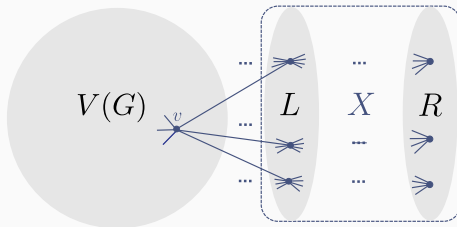
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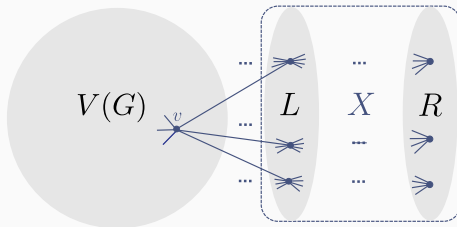
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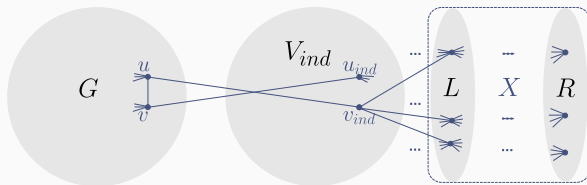
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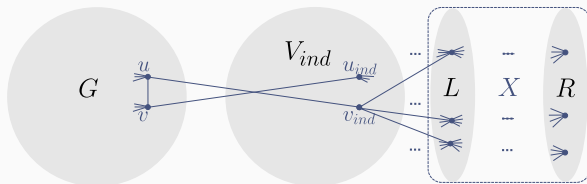
Claim: G_{exp} is an $\Omega(1)$ -expander, and its size is $O(m + n)$.

Example: Direct Reduction for k -Clique Detection



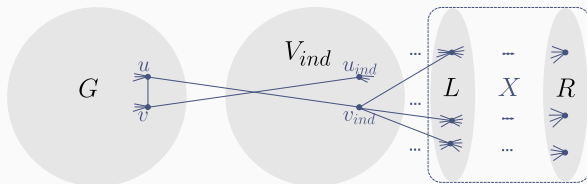
1. Add a copy $v_{ind} \in V_{ind}$ to every $v \in V$.

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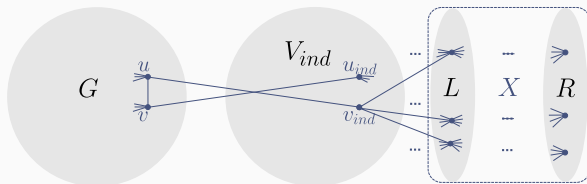
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Example: Direct Reduction for k -Clique Detection



1. Add a copy $v_{ind} \in V_{ind}$ to every $v \in V$.
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3. Add an expansion layer to V_{ind} .

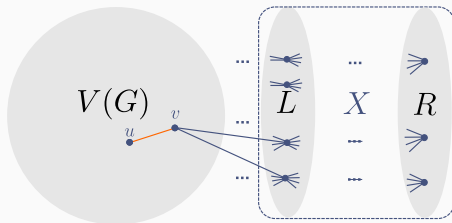
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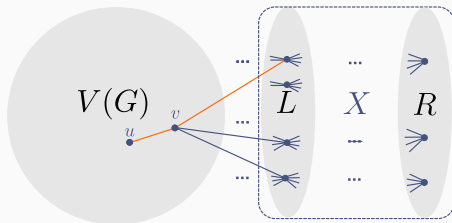
Claim: G_{exp} is an $\Omega(1)$ -expander and the number of k -cliques in G_{exp} is $k \times (\text{the number of } k\text{-cliques in } G)$.

Attempt to Dynamize the Core Gadget



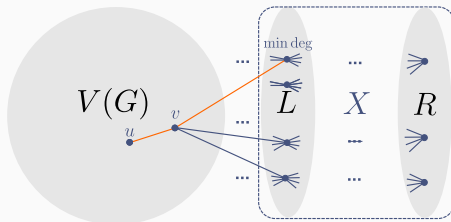
- For every insertion of an edge uv in G , add two edges from u, v to L .

Attempt to Dynamize the Core Gadget



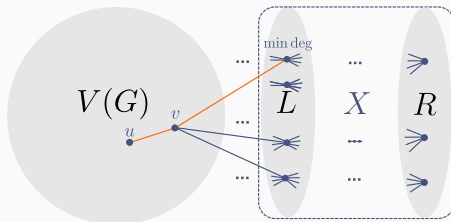
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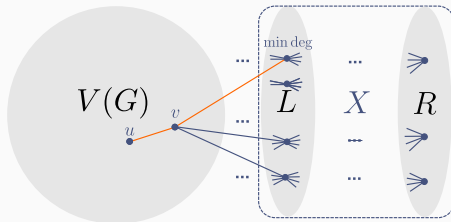
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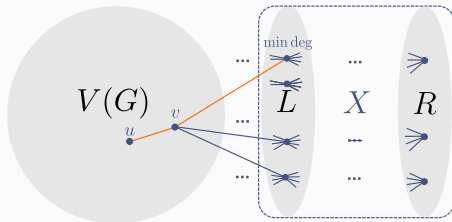
Subtle issue - we may introduce parallel edges to the graph.

Fully-Dynamic Core Gadget



Solution: (greedy + lazy) strategy.

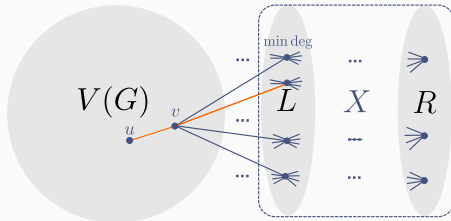
Fully-Dynamic Core Gadget



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- Greedy - choose the minimum degree vertex in $L \setminus N(v)$. This requires $O(\deg(v))$ successor queries.

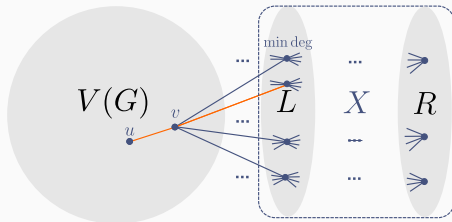
Fully-Dynamic Core Gadget



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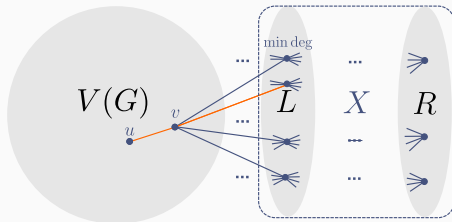
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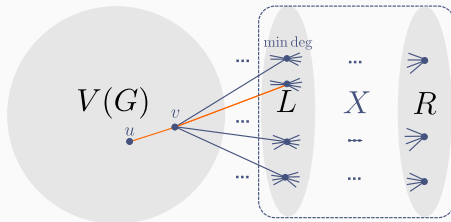
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Claim: The degrees in L are in $\Theta(2m/n)$ for at least $\Omega(m + n)$ updates.

Summary and Open Questions

Our Results

The following problems admit deterministic, fully-dynamic, worst-case to expander-case reductions:

k -Clique Detection, Maximum Matching, Dynamic Densest Subgraph, Max-Cut, Minimum Vertex Cover, Minimum Dominating Set.

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Open Question

- Demanding that the reduction outputs a ϕ -expander, where $\phi = \Omega(1)$, might be too coarse. Some problems (e.g., Triangle Detection) remain hard on $1/100$ -expanders but become easy on $(1/2 - o(1))$ -expanders. Find the exact threshold.
- Algorithms parameterized by ϕ ?