Hardness of Minimal Symmetry Breaking in Distributed Computing

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An Automatic Speedup Theorem for Distributed Problems

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ETH Zurich

Automatic Speedup Theorem

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Tight Lower Bound for Weak 2-Coloring

Automatic Speedup Theorem

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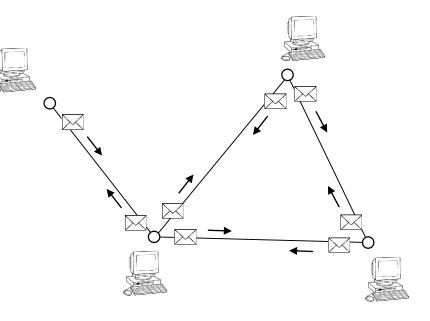
Automatic Speedup Theorem

Tight Lower Bound for Weak 2-Coloring

even-degree graphs Tight Lower Bound for Weak 2-Coloring

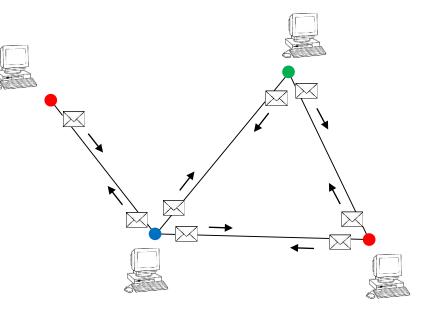
The LOCAL Model

- Synchronous rounds of
 - 1) Communication
 - 2) Computation
- Unlimited Message Size and Computation
- Runtime = number of rounds
- $O(\log n)$ -bit unique identifiers



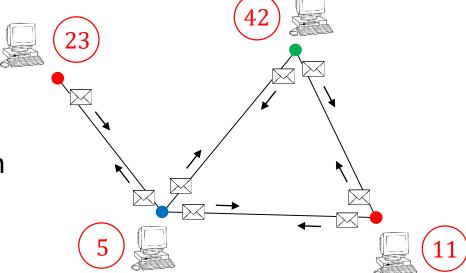
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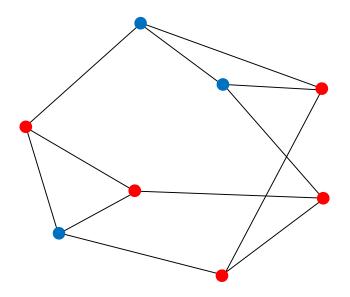
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Weak *k*-Coloring

Weak k-Coloring Problem:

- k node colors
- each node has at least one neighbor of a different color



Weak *k*-Coloring

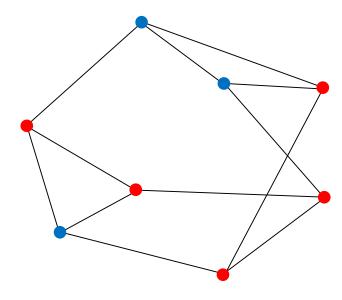
Weak k-Coloring Problem:

- k node colors
- each node has at least one neighbor of a different color

[Naor, Stockmeyer, STOC'93]

even-degree case

odd-degree case



Automatic Speedup Theorem

Even-Degree Weak 2-Coloring requires $\Omega(\log^* n)$ rounds.

Odd-Degree Weak 2-Coloring requires $\Omega(\log^* \Delta)$ rounds.

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Why study Weak 2-Coloring?

Automatic Speedup Theorem

Even-Degree Weak 2-Coloring requires $\Omega(\log^* n)$ rounds.

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Even-Degree Weak 2-Coloring is LOGSTAR-minimal.

class of symmetrybreaking problems easiest problem in some class

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New general distributed lower bound technique

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lower bounds for Maximal Matching and MIS

[Balliu, B., Hirvonen, Olivetti, Rabie, Suomela, FOCS'19]

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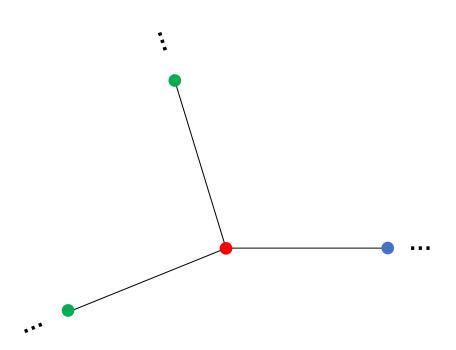
Locally Checkable Problems

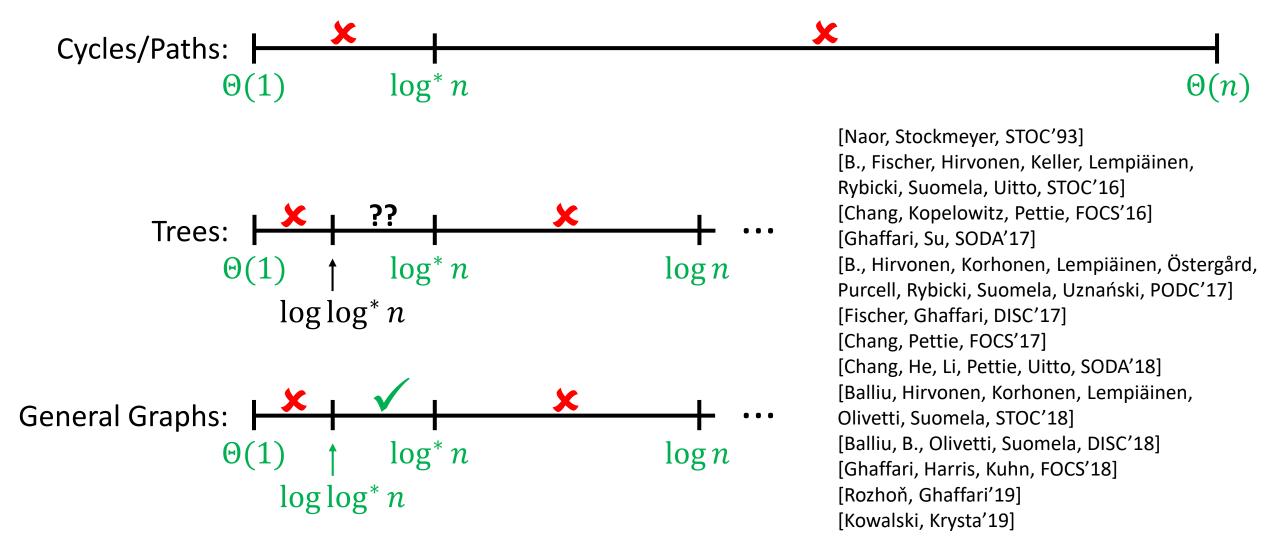
Locally Checkable:

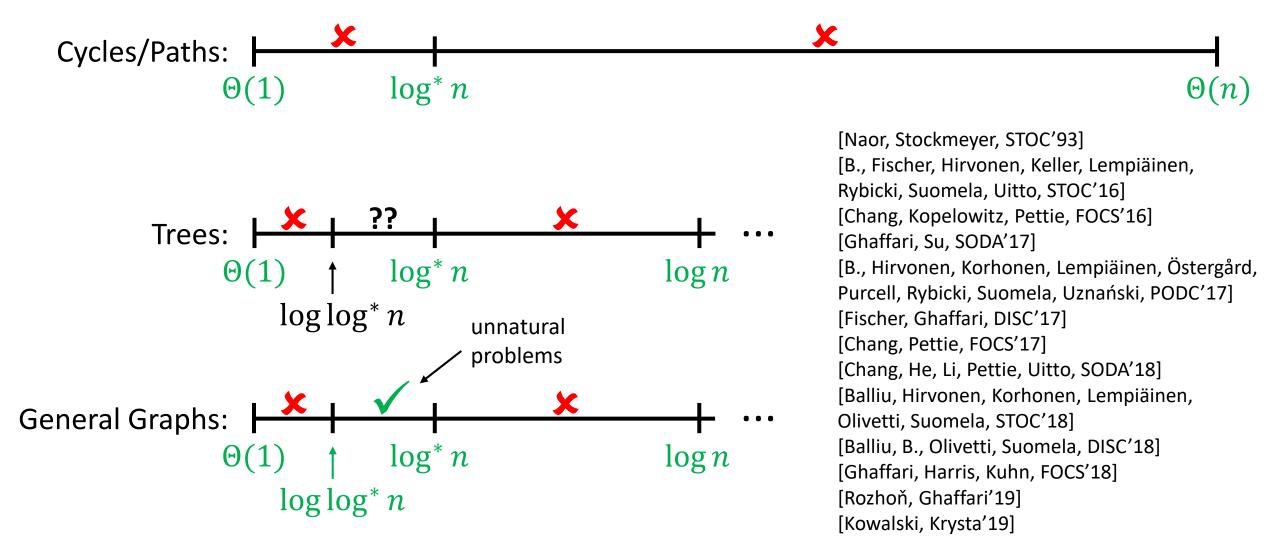
Output correctness is defined via local (= O(1)-hop) constraints.

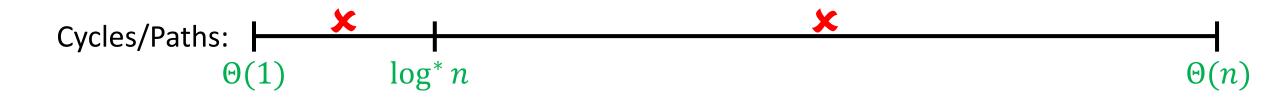
LCL Problems:

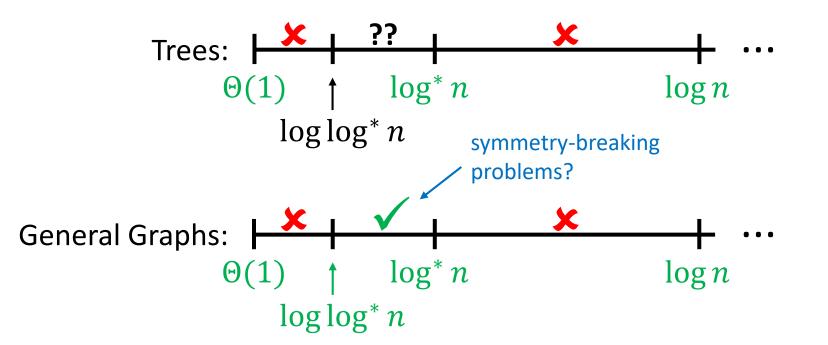
- bounded degree
- constant number of constraints



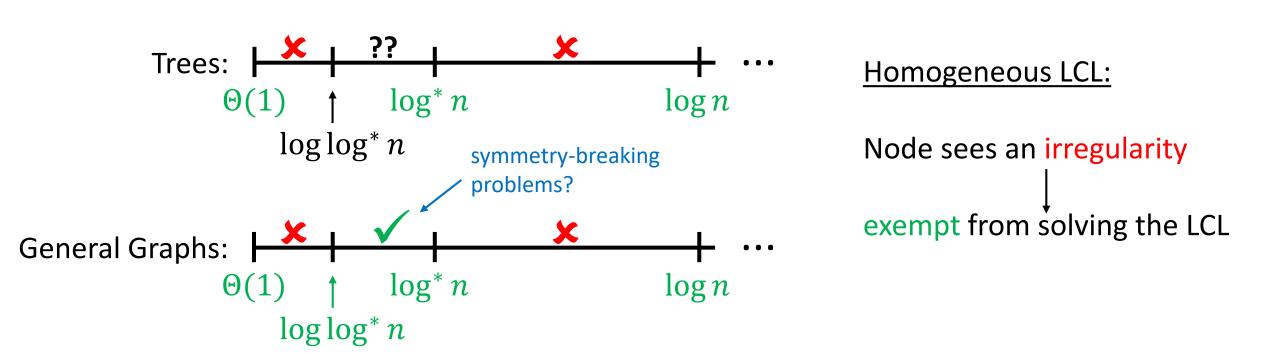


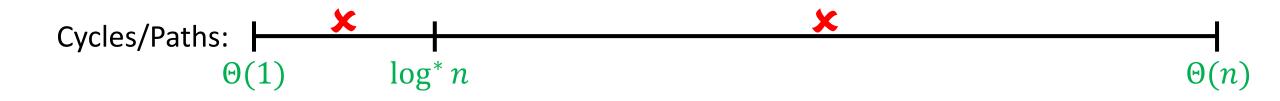


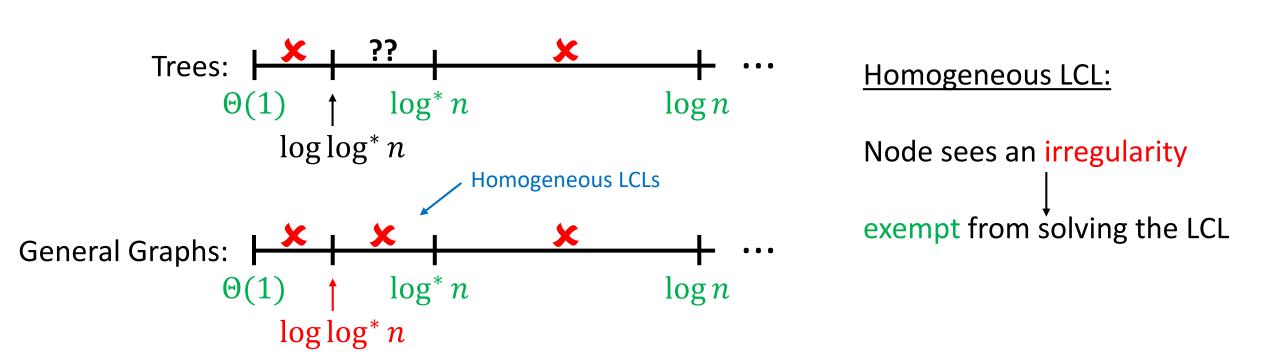


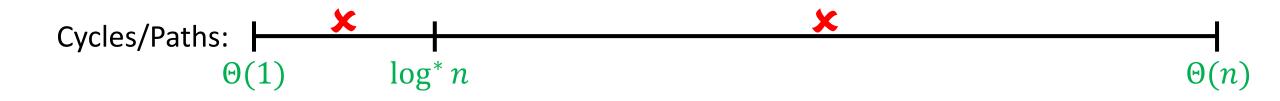


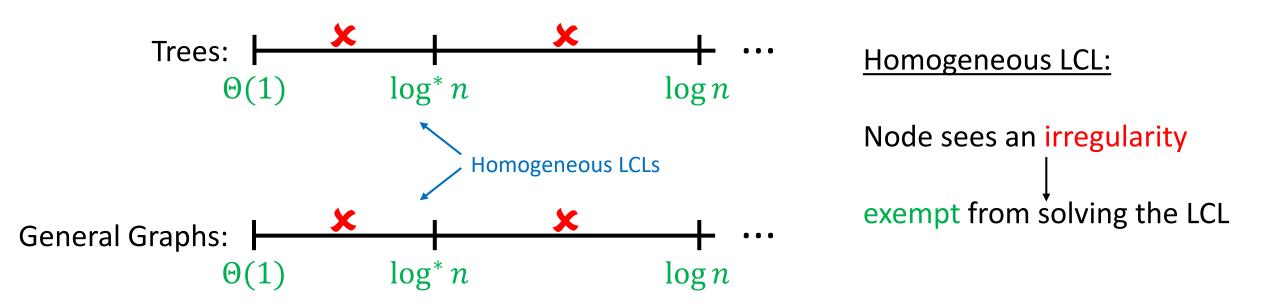










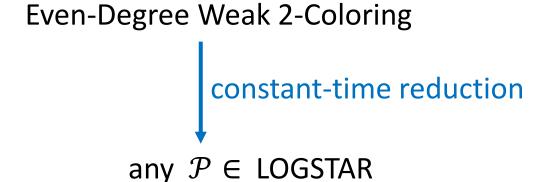


Complexity Classification of Homogeneous LCLs

Deterministic	Randomized	
$\Theta(\log n)$	$\Theta(\log n)$	2-coloring
$\Theta(\log n)$	$\Theta(\log \log n)$	sinkless orientation
$\Theta(\log^* n)$	$\Theta(\log^* n)$	weak 2-coloring (even-degree graphs)
$\Theta(1)$	$\Theta(1)$	weak 2-coloring (odd-degree graphs)

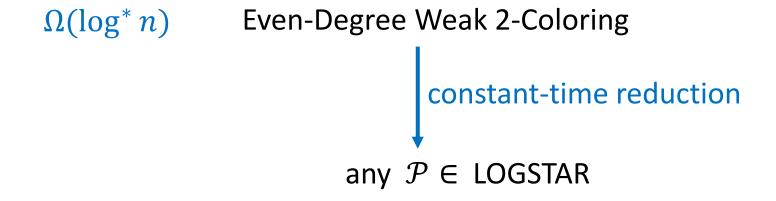
Proof of the $\omega(1) - o(\log^* n)$ gap

LOGSTAR: class of homogeneous LCLs between $\omega(1)$ and $O(\log^* n)$



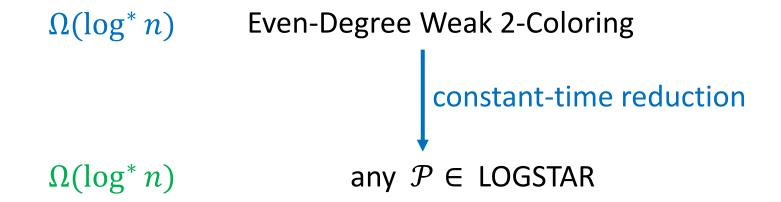
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Even-Degree Weak 2-Coloring requires $\Omega(\log^* n)$ rounds.

minimality

new lower bounds

Automatic Speedup Theorem

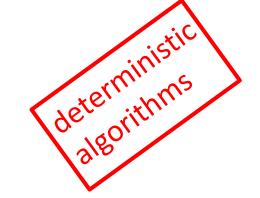
Odd-Degree Weak 2-Coloring requires $\Omega(\log^* \Delta)$ rounds.

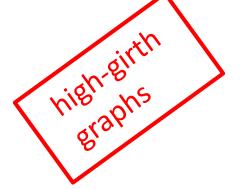
validates new technique

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New Setting

LOCAL model, but ...

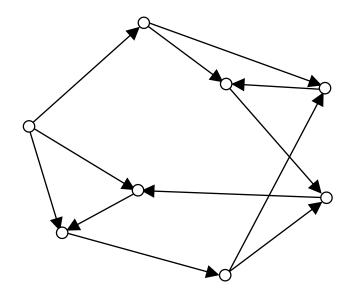






Sinkless Orientation Problem:

Orient the edges such that no node is a sink.



t-round algorithm for sinkless orientation



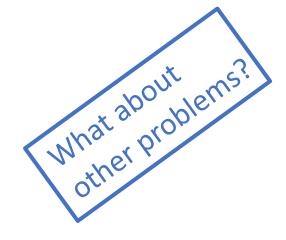
(t-1)-round algorithm for sinkless orientation

[B., Fischer, Hirvonen, Keller, Lempiäinen, Rybicki, Suomela, Uitto, STOC'16]

t-round algorithm for sinkless orientation



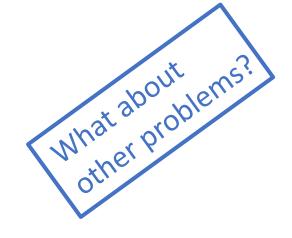
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(t-1)-round algorithm for sinkless orientation



3-Coloring Cycles

[Linial, FOCS'87] [Laurinharju, Suomela, PODC'14]

Even-Degree Weak 2-Coloring

[Balliu, Hirvonen, Olivetti, Suomela, PODC'19]



[B., Fischer, Hirvonen, Keller, Lempiäinen, Rybicki, Suomela, Uitto, STOC'16]

The Old Speedup ...

t-round algorithm for sinkless orientation



(t-1)-round algorithm for sinkless orientation

The New Speedup

t-round algorithm for sinkless orientation



(t-1)-round algorithm for sinkless orientation

Let Π_0 be any locally checkable problem. Then we can automatically find a locally checkable problem Π_1 such that

t-round algorithm for Π_0



(t-1)-round algorithm for Π_1

The New Speedup



Problem

 Π_0 Π_1 $T(n, \Delta) - 1$ Complexity

Let Π_0 be any locally checkable problem. Then we can automatically find a locally checkable problem Π_1 such that

t-round algorithm for Π_0

(t-1)-round algorithm for Π_1

The New Speedup

$$\Pi_0$$
 Π_1 Π_2 Π_2 Π_3

Problem Π_0 Π_1 Π_2 ...

Complexity $T(n, \Delta) = T(n, \Delta) - 1 = T(n, \Delta) - 2 = \dots$

Applying the Speedup

Find the first problem in the sequence that can be solved in 0 rounds ...

Problem Π_0 Π_1 Π_2 ... Π_k

Complexity $T(n, \Delta) = T(n, \Delta) - 1 = T(n, \Delta) - 2 = \dots$

Applying the Speedup

Find the first problem in the sequence that can be solved in 0 rounds ...

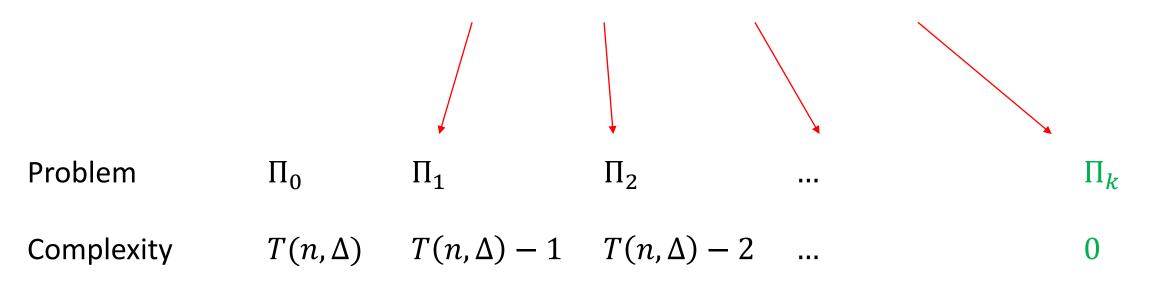
Problem Π_0 Π_1 Π_2 ... Π_k

Complexity $T(n, \Delta) = T(n, \Delta) - 1 = T(n, \Delta) - 2 = \dots$

 Π_0 has complexity k.

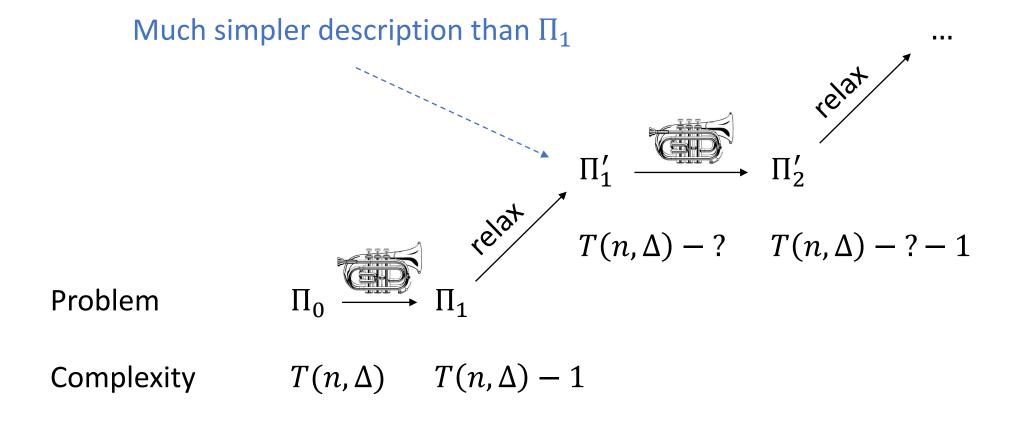
Where's the catch?

Increasingly complex problem descriptions!



 Π_0 has complexity k.

Simplifying the Problems

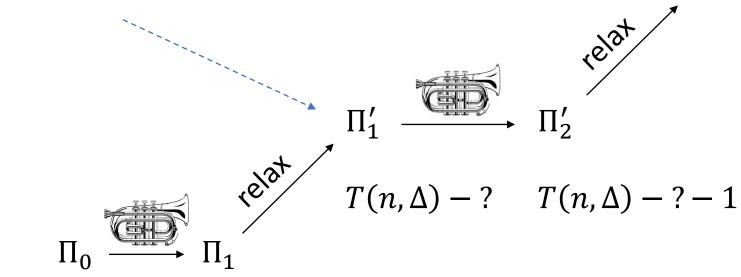


Lower Bounds

 Π_k^*

0





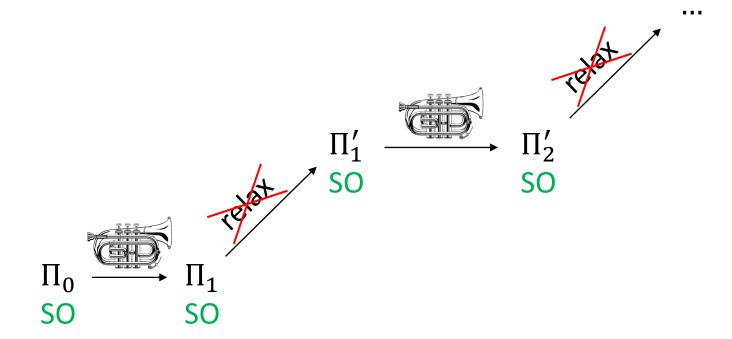
Problem

Complexity

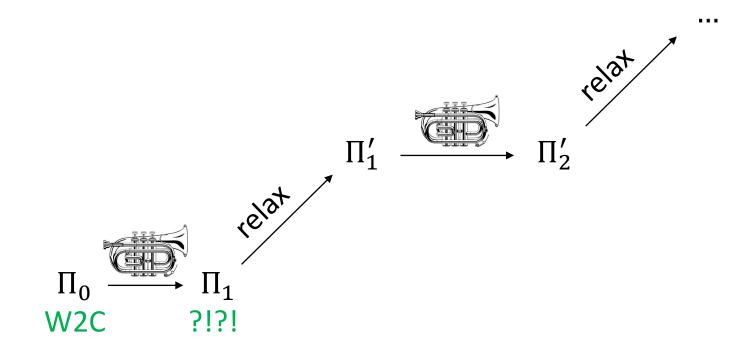
 $T(n, \Delta)$ $T(n, \Delta) - 1$

 Π_0 has complexity at least k.

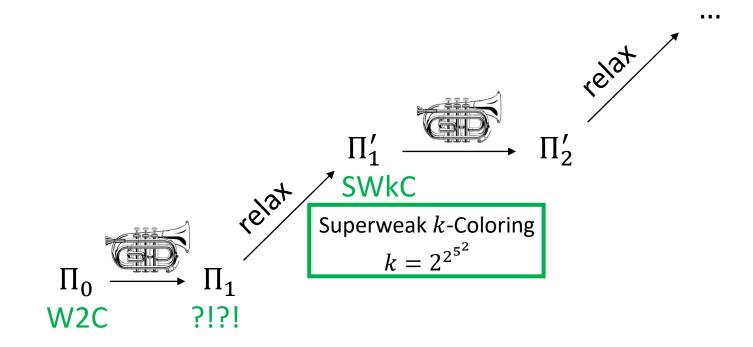
Sinkless Orientation



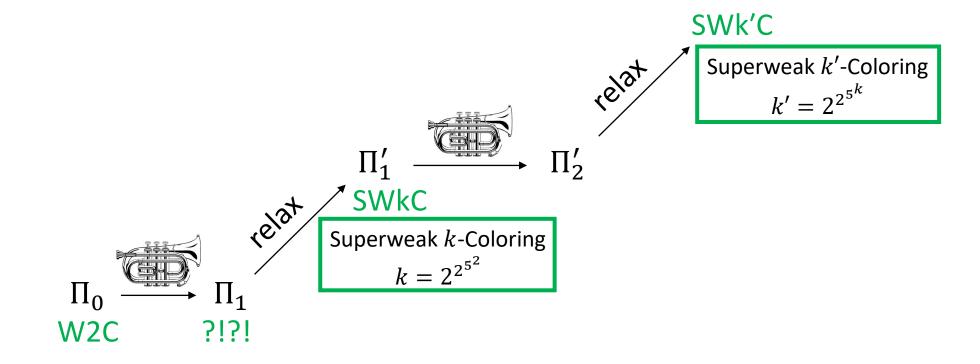
Odd-Degree Weak 2-Coloring



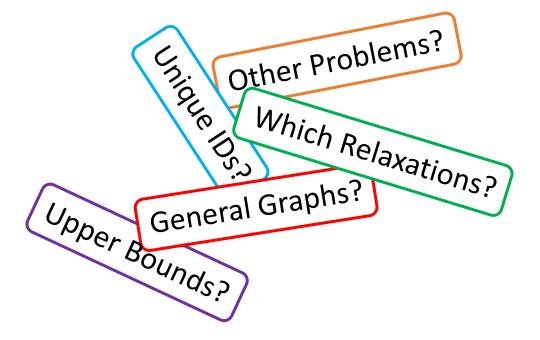
Odd-Degree Weak 2-Coloring



Odd-Degree Weak 2-Coloring



The Future



Better Lower Bounds for Vertex/Edge-Coloring?

Summary

Minimal Symmetry Breaking Automatic Speedup Theorem

Even-Degree Weak 2-Coloring requires $\Omega(\log^* n)$ rounds.

minimality

new lower bounds

complexity gap for homogeneous LCLs

Odd-Degree Weak 2-Coloring requires $\Omega(\log^* \Delta)$ rounds.

validates

new lower bound technique

new lower bounds