

**Latest *on* Linear Sketches *for* Large Graphs:  
Lots of Problems, Little Space,  
*and* Loads of Handwaving**

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**Vertex Connectivity and Sparsification**

Guha, McGregor, Tench [PODS 15]

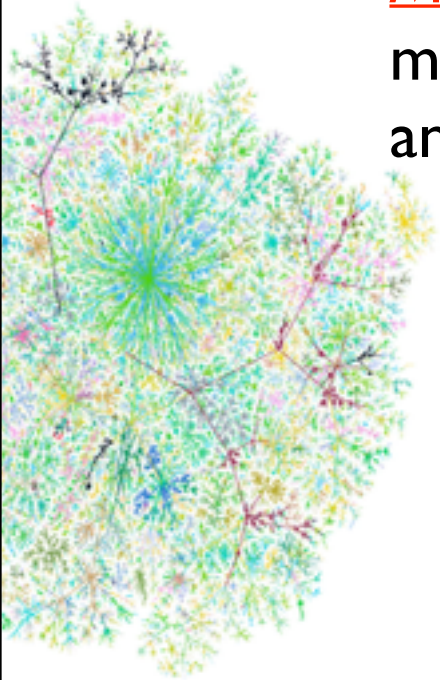
**Densest Subgraphs**

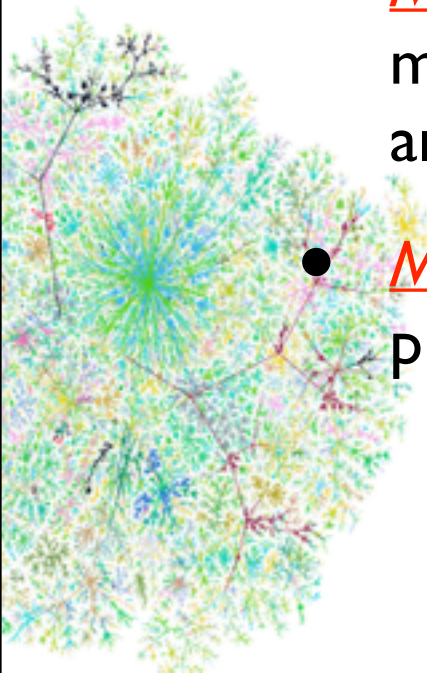
McGregor, Tench, Vorotnikova, Vu [MFCS 15]

**Matching, Vertex Cover, Hitting Set**

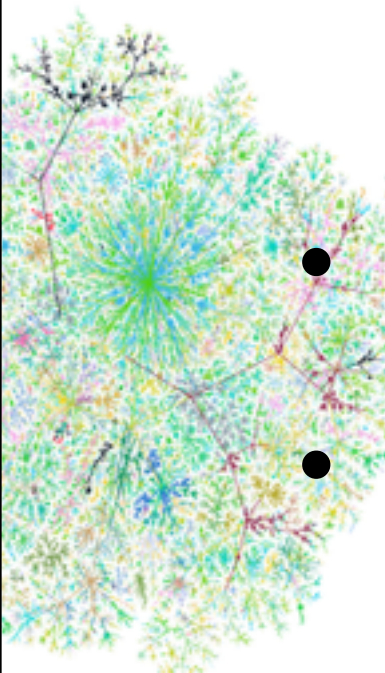
Chitnis, Cormode, Esfandiari, Hajiaghayi, McGregor, Monemizadeh, Vorotnikova [SODA 16]

- Motivation **Dynamic Graph Streams.** Want to analyze a massive graph defined by a long sequence of edge insertions and deletions. Don't want to have to store the entire graph.



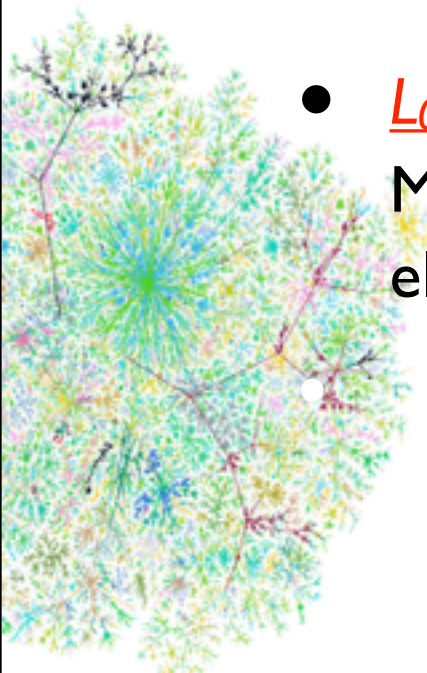


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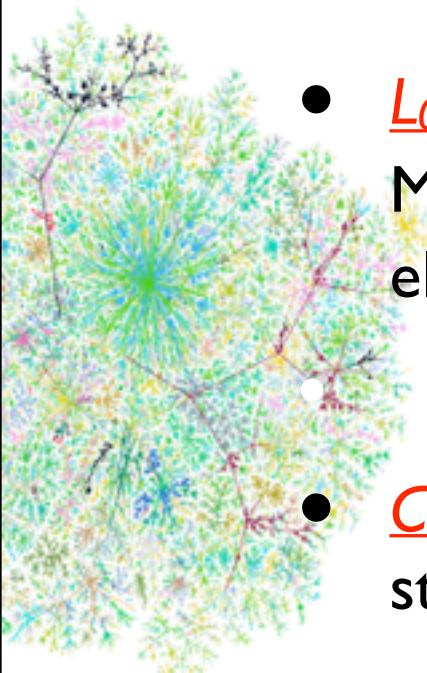
- Motivation **Dynamic Graph Streams.** Want to analyze a massive graph defined by a long sequence of edge insertions and deletions. Don't want to have to store the entire graph.
- Main Technique **Linear Sketches.** Maintain random linear projections of vectors and matrices representing the graph.
- What's Known **Lots and lots!** Edge and vertex connectivity, spectral sparsification, matching, vertex cover, hitting set, correlation clustering, triangles, spanners, densest subgraph...





- *L<sub>0</sub> Sampling Primitive* There's a distribution over matrices  $M \in \mathbb{R}^{\text{polylog}(N) \times N}$  such that for any  $x \in \mathbb{R}^N$ , a random non-zero element of  $x$  can be reconstructed from  $Mx$  whp.

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- *Corollary* Can uniformly sample an edge in the dynamic graph stream model using  $O(\text{polylog } n)$  bits of space.

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*see also Mitzenmacher et al. [KDD 15], Esfandiari et al. [ArXiv 15]*

What other types of sampling are there that a) are useful for solving graph problems and b) can be supported on dynamic graph streams?





I. Graph Matching  
via **SNAPE** Sampling



II. Graph Connectivity  
via **DEALS** Sampling

# Graph Matchings

- *1st Result* If max matching has size  $\leq k$ , can solve exactly exact max matching in dynamic stream model using  $\tilde{O}(k^2)$  space.
- *Optimal & Simple.* Extends to hypergraph matching, vertex cover, hitting set... but gets a lot more complicated.
- *Basic Idea:* “SNAPE” sampling primitive.

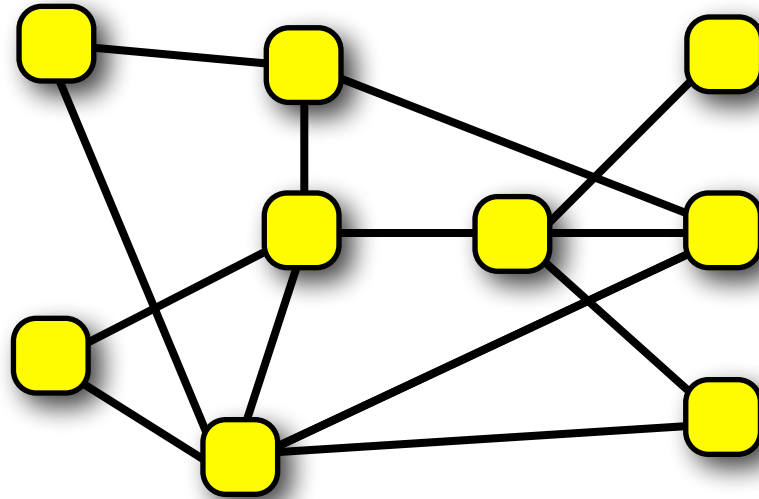
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- *Basic Idea:* “SNAPE” sampling primitive.
- *2nd Result* If max matching has size  $\geq k$ , can find matching of size  $\Omega(k/t)$  in the dynamic stream model using  $\tilde{O}(k^2/t^3)$  space.
- *Application:* Guessing  $k$  gives  $O(t)$ -approx for max matching using  $\tilde{O}(n^2/t^3)$  space. This is also optimal; ask Grigory!



# SNAPE Sampling

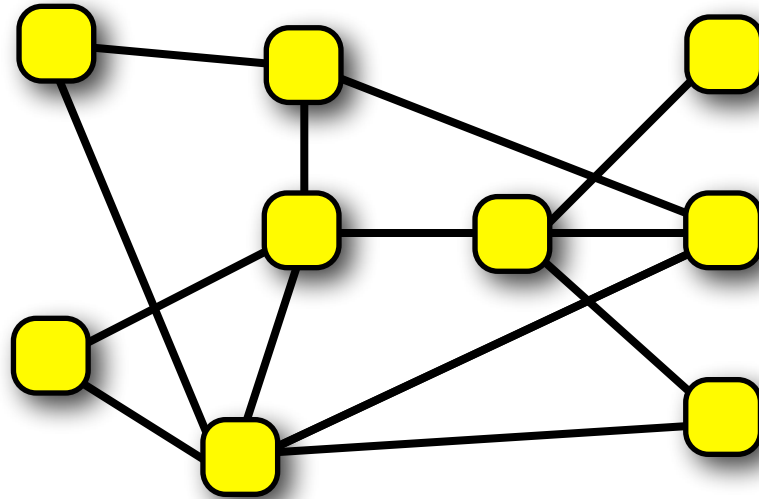
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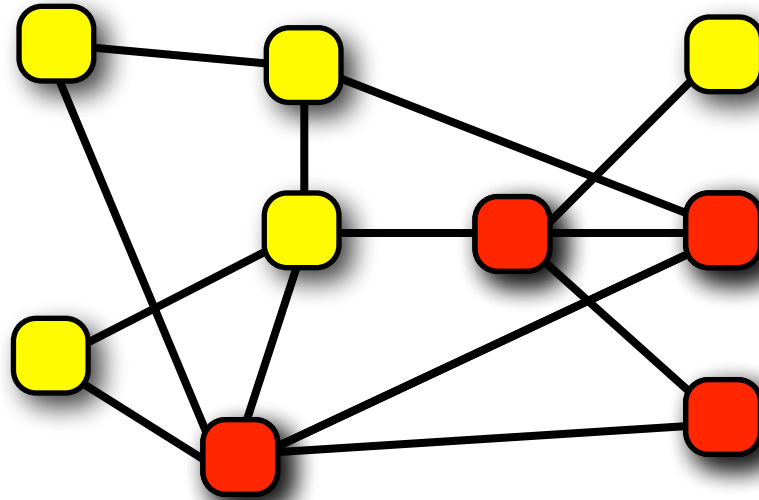


- **Sample** each node with probability  $\Theta(1/k)$  and **delete** the rest



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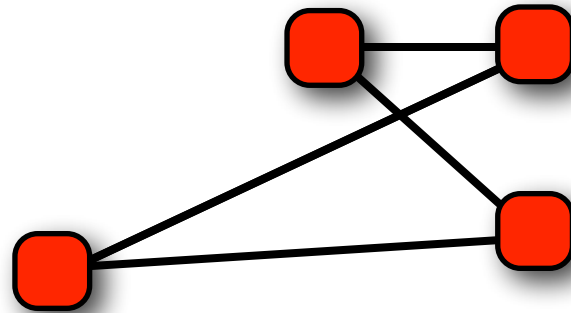


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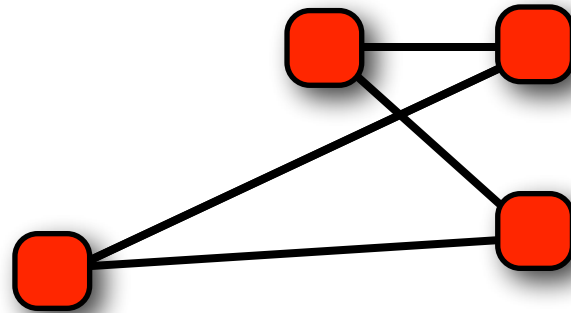


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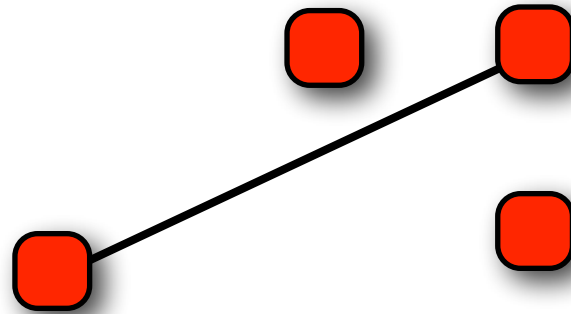
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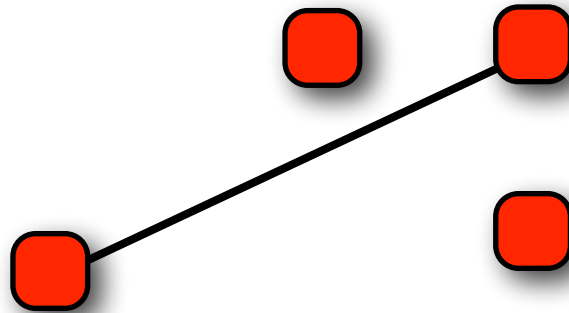


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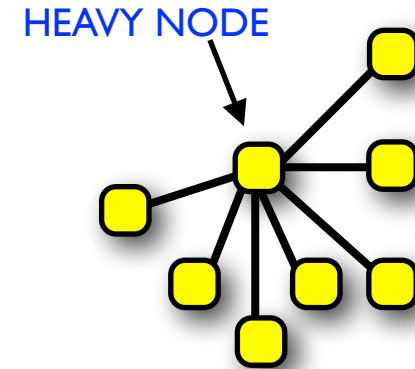
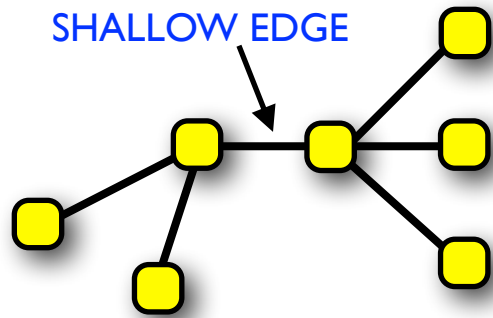
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- **Sample** each node with probability  $\Theta(1/k)$  and **delete** the rest
- **Return** a random edge amongst those that remain. If no edges remain, return “**null**”
- **Theorem** If  $G$  has max matching size  $\leq k$  then  $O(k^2 \log k)$  SNAPE samples will include a max matching from  $G$ .

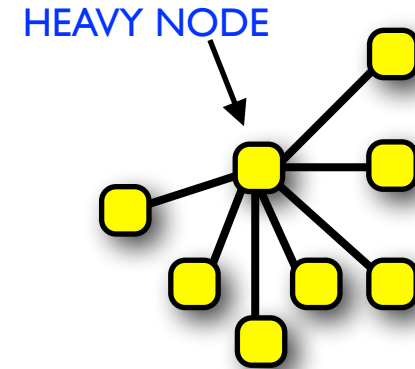
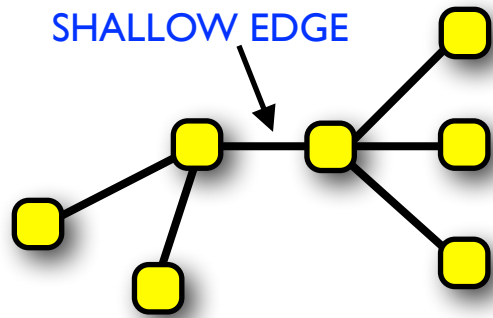
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- Let  $G$  have max matching of size  $\leq k$ . Say node is **heavy** if degree is  $\geq 10k$  and edge is **shallow** if both endpoints aren't heavy.



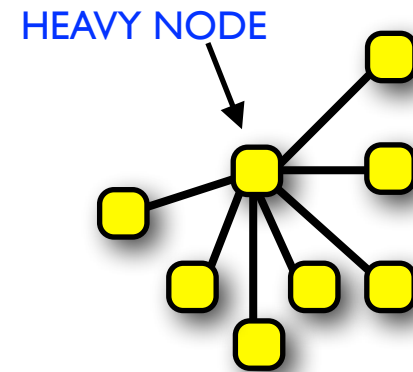
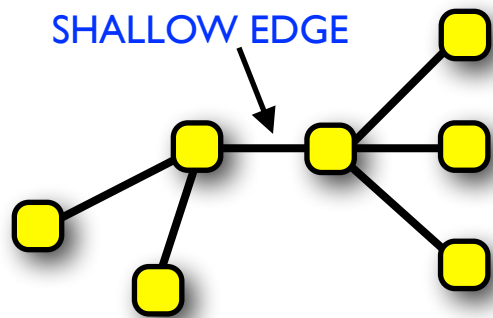
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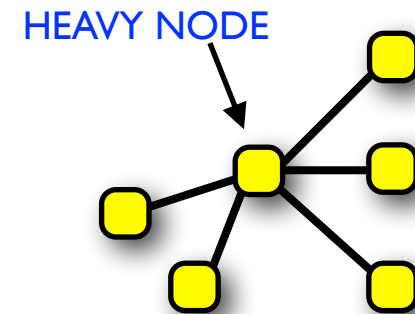
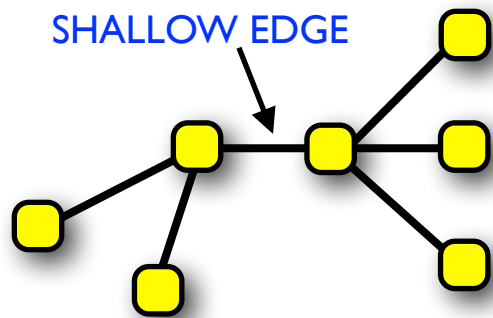
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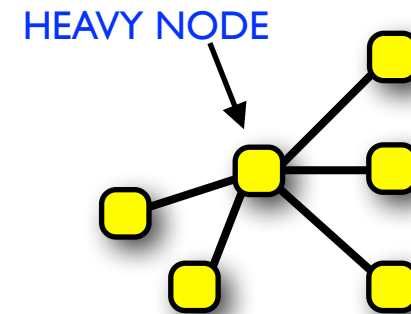
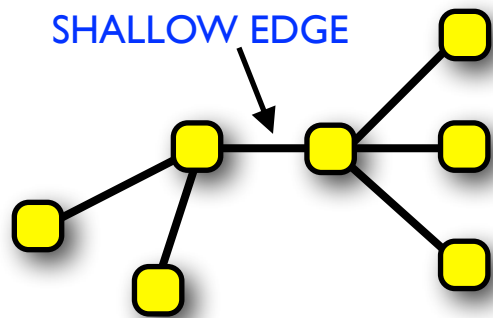
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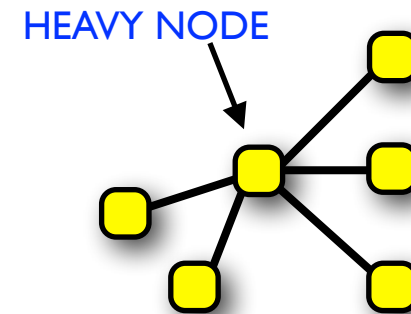
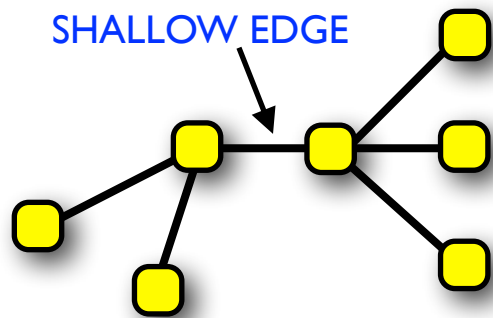
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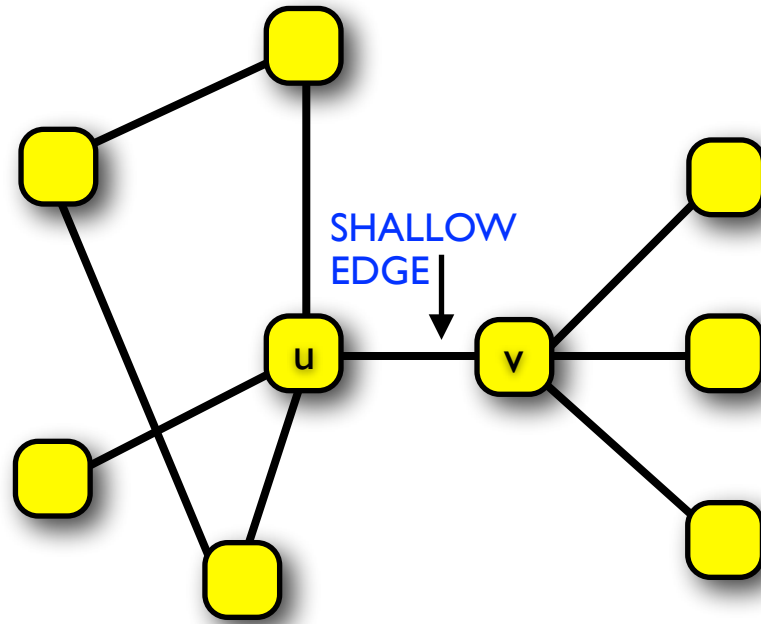
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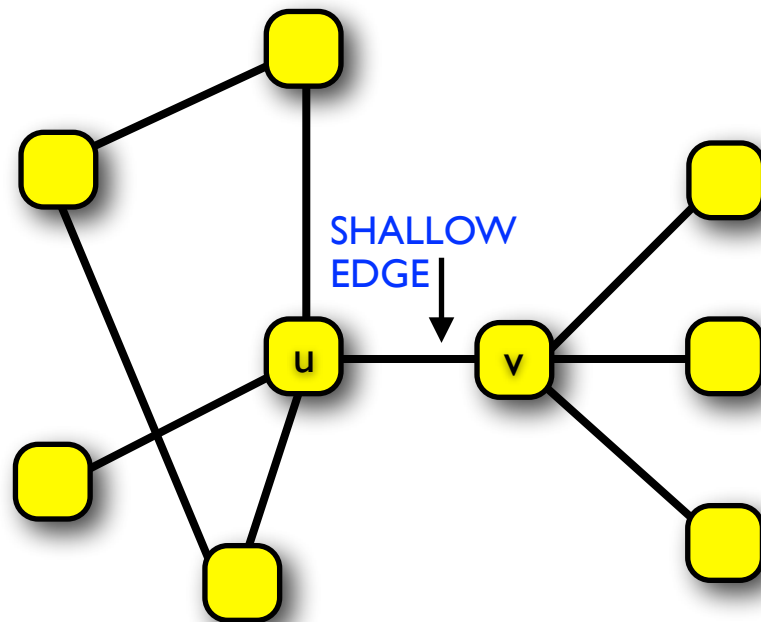
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- **Useful Fact**  $G$  has a vertex cover  $W$  of size at most  $2k$ .



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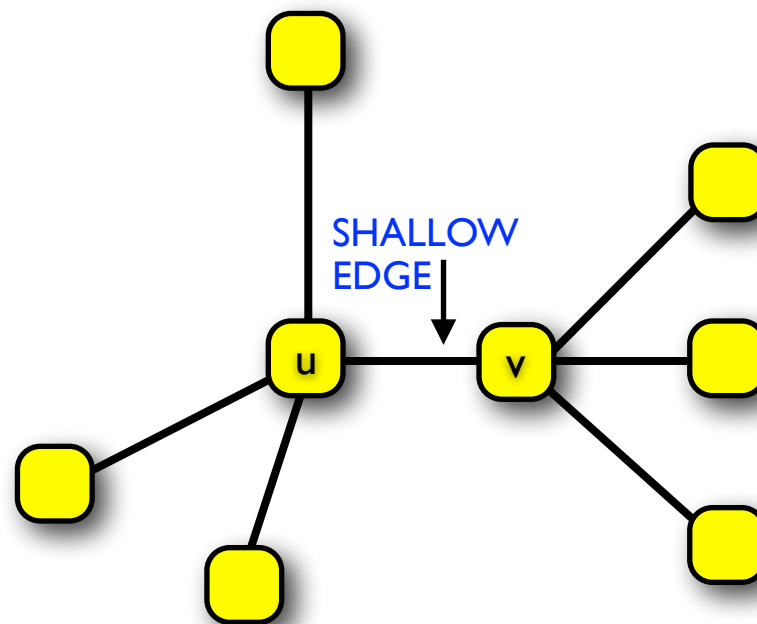


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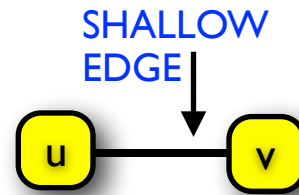
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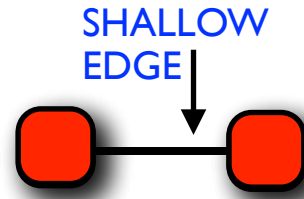
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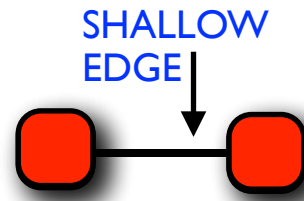
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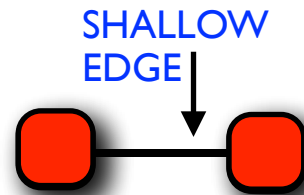
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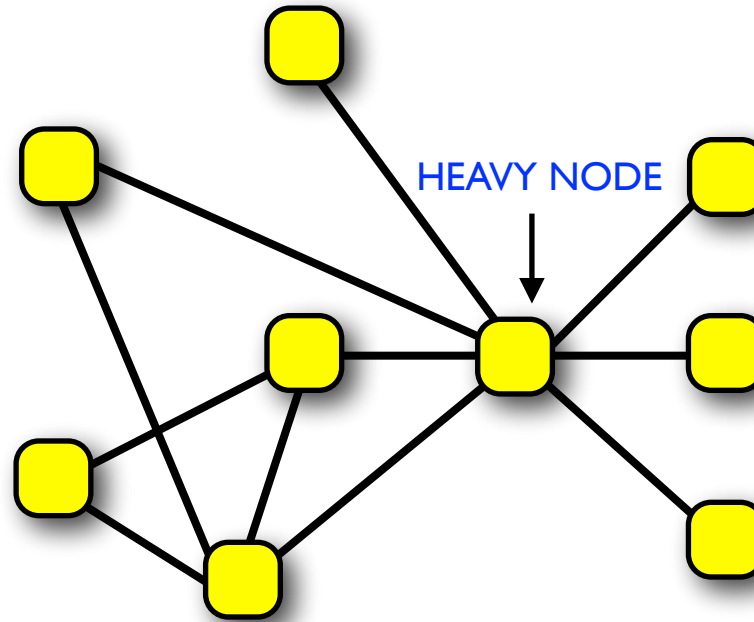


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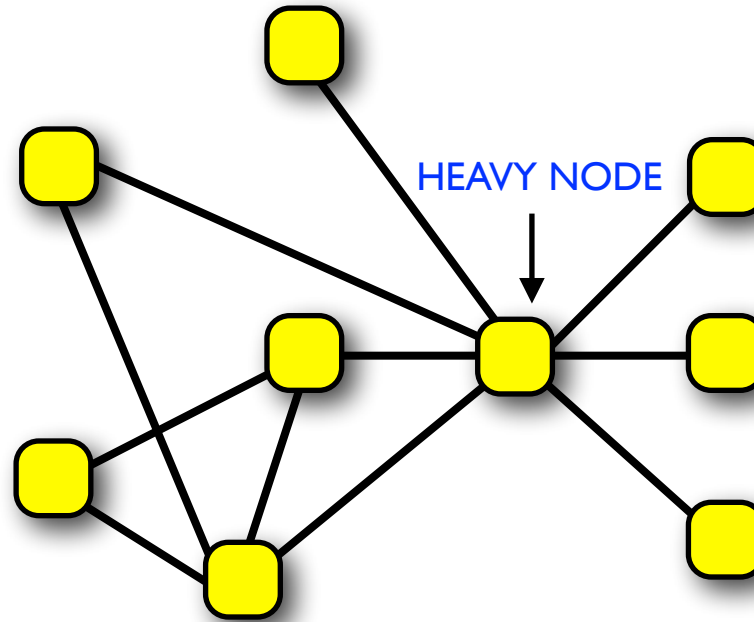
- After  $O(k^2 \log k)$  repetitions, have sampled edge  $uv$  whp.

# *Small Matching Analysis: Edges on Heavy Nodes*



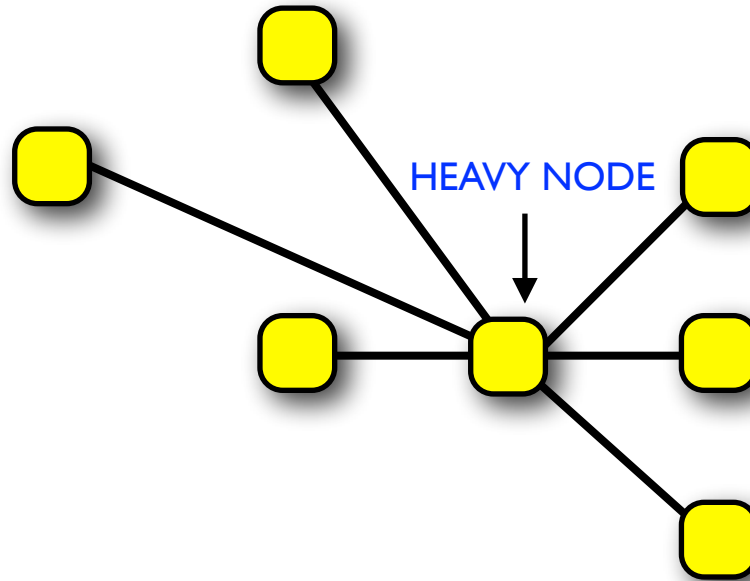


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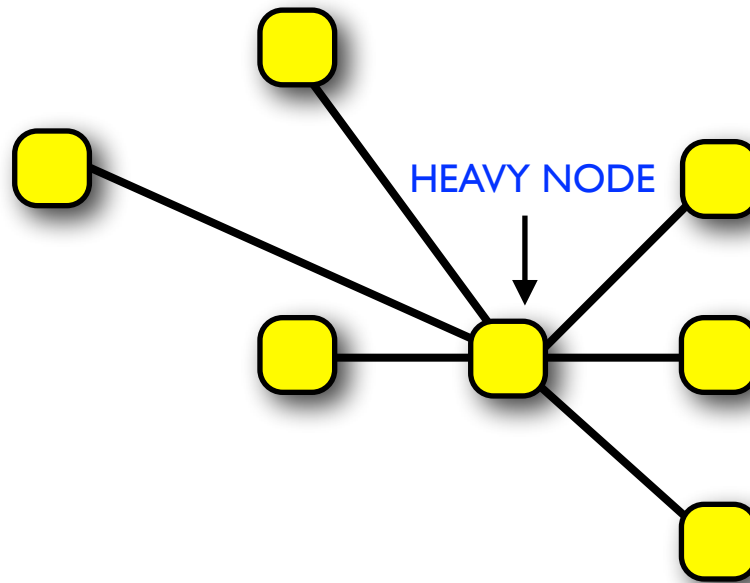
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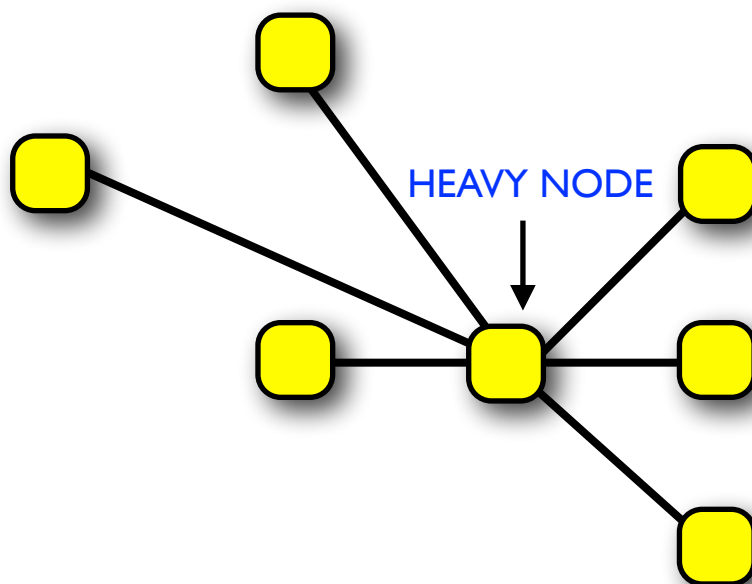
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- After  $O(k^2 \log k)$  repetitions, have sampled  $5k$  edges on  $u$ .

# Approximate Matching: Basic Idea

- Theorem If  $G$  has matching  $\geq k$  then  $O(k^2/t^3)$  SNAPE samples with  $p = \Theta(t/k)$  has matching of size  $\Omega(k/t)$  with high probability.

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- Proof
  - Let  $e_1, e_2, e_3, \dots$  be sequence of SNAPE samples and consider constructing greedy matching  $M$ .

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- After  $O(k^2/t^3)$  SNAPE samples we have  $|M| = \Omega(k/t)$





I. Graph Matching  
via **SNAPE** Sampling



II. Graph Connectivity  
via **DEALS** Sampling

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- 3rd Result  $(1+\epsilon)$ -approx every cut using  $\tilde{O}(\epsilon^{-2}n)$  space.
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  - **Hypergraph Sparsifiers:** Extends *Kogan, Krauthgamer* [ITCS 15]



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## Direct-Edges-Add-L<sub>0</sub>-Sketches



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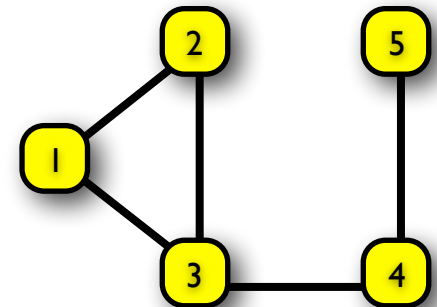




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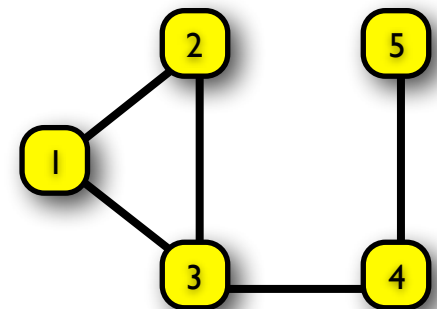


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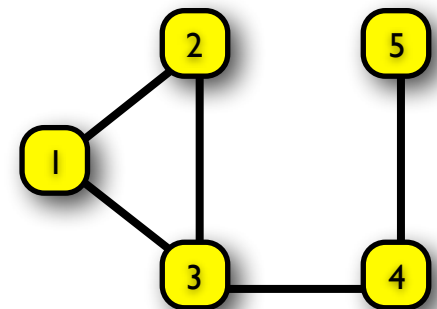


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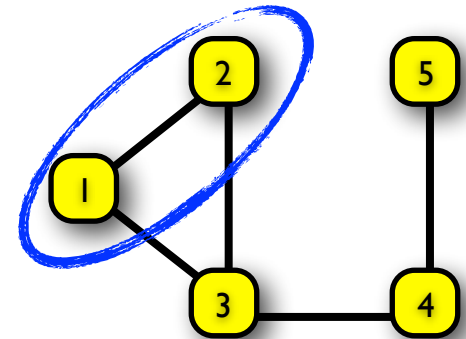


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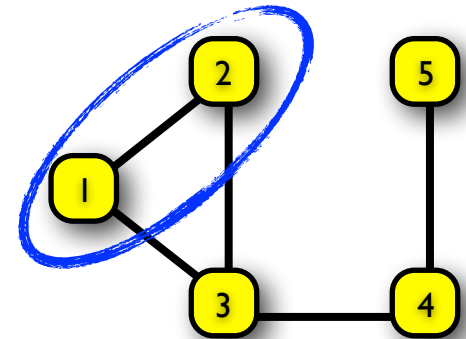


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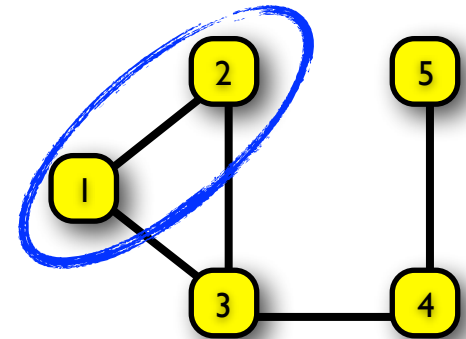


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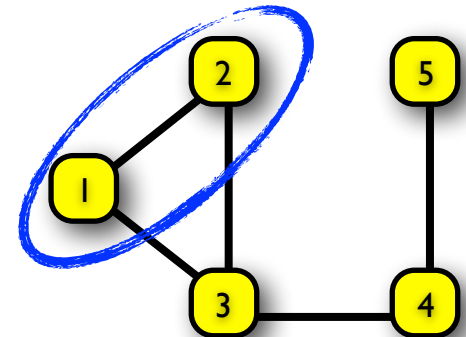


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- **Application** Find spanning trees and edges in light cuts.

# *Application to Node Connectivity...*



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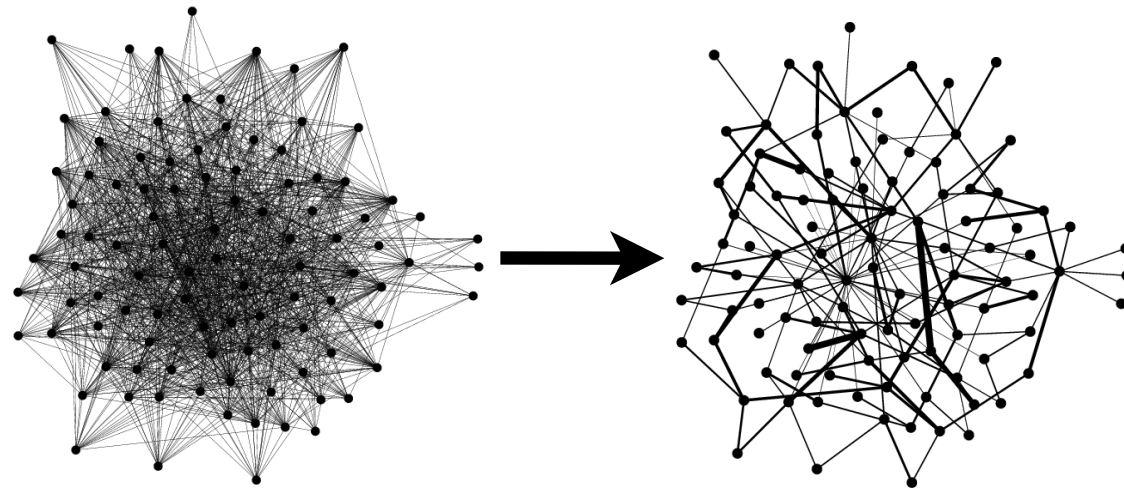
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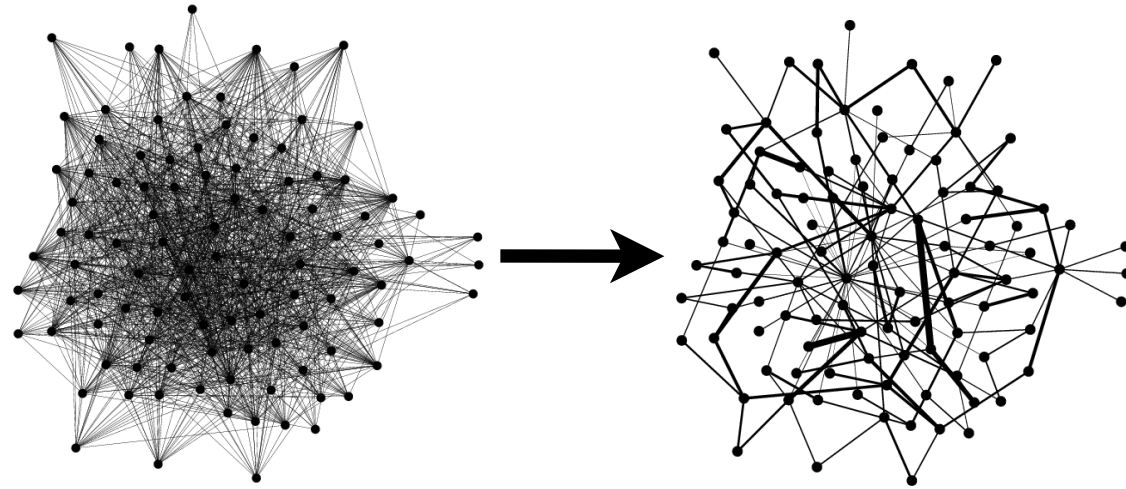
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# Application to Cut Sparsification...



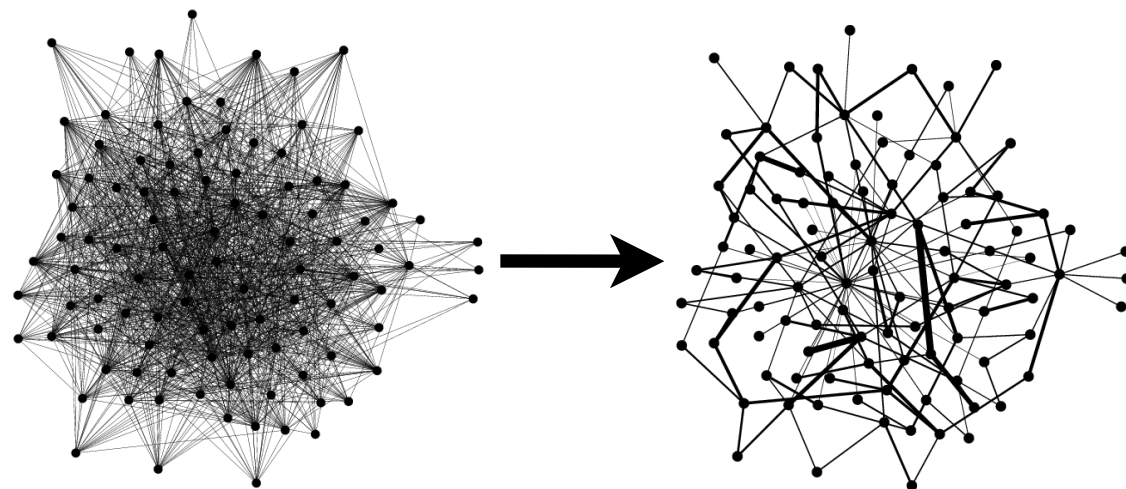
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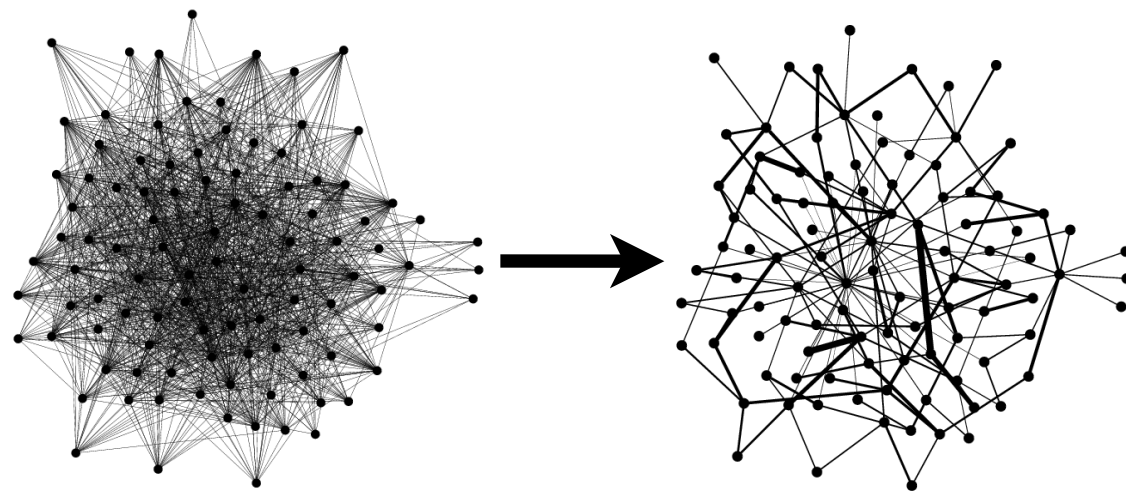
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  - Recurse  $O(\log n)$  times in parallel until we have sparse graph.

# Thanks!

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