

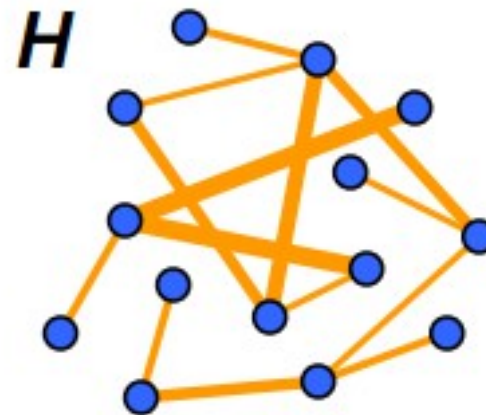
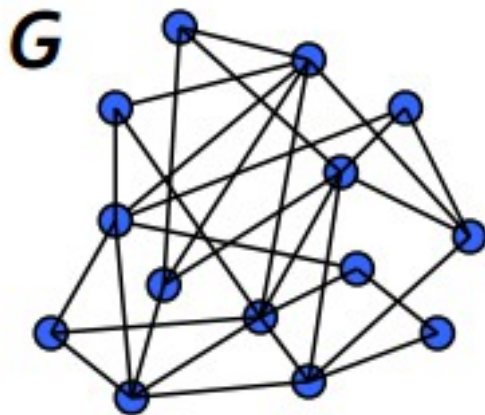
Spectral Sparsification

Talk: Eleni Bakali
Αλγόριθμοι Δικτύων 2014

Slides: N.Srivastava, E.Bakali

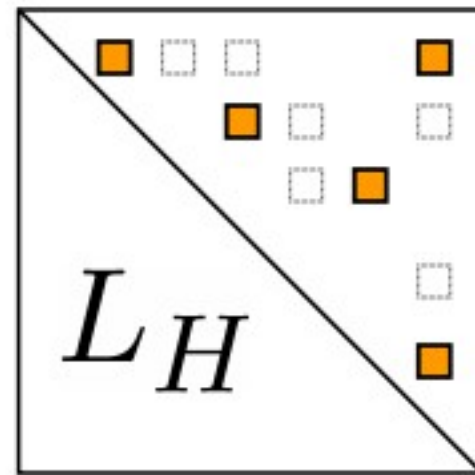
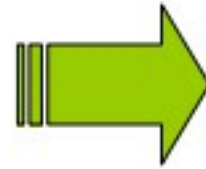
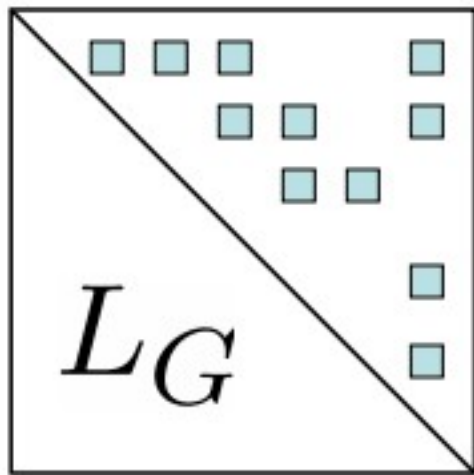
Sparsification

Approximate any graph G by a sparse graph H .

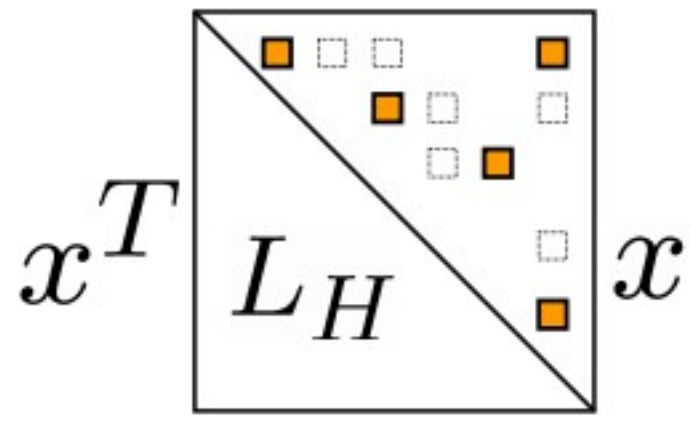
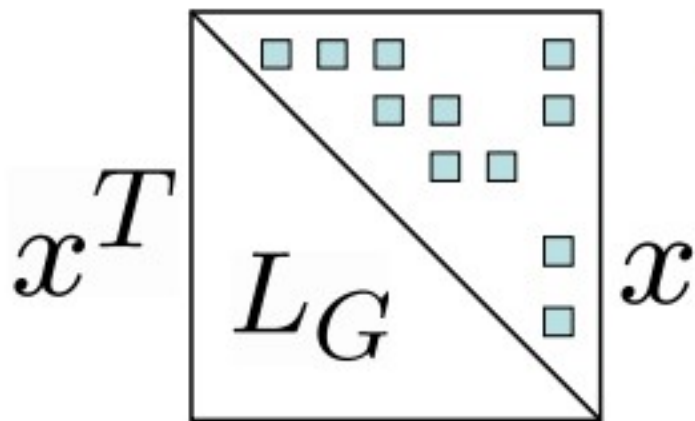


- Nontrivial statement about G
- H is faster to compute with than G

Goal



Want



The Laplacian (quick review)

$$L_G = D_G - A_G$$

Quadratic form

$$x : V \rightarrow \mathbb{R}$$

$$x^T L_G x = \sum_{uv \in E} c_{uv} (x(u) - x(v))^2$$

Positive semidefinite

$\text{Ker}(L_G) = \text{span}(\mathbf{1})$ if \mathbf{G} is connected

Cuts and the Quadratic Form

For characteristic vector $x_S \in \{0, 1\}^n$ of $S \subseteq V$

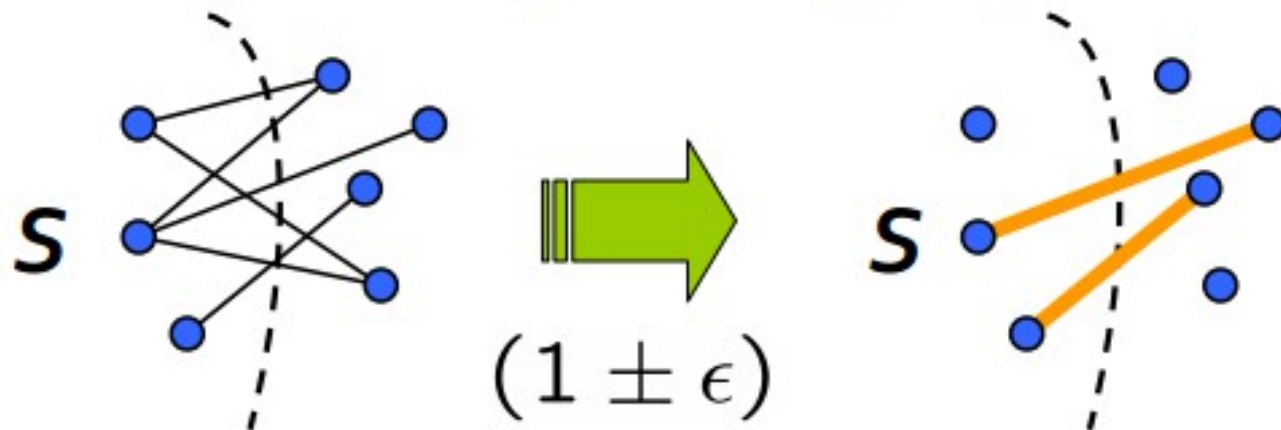
$$\begin{aligned}x_S^T L_G x_S &= \sum_{uv \in E} c_{uv} (x(u) - x(v))^2 \\ &= \sum_{uv \in (S, \bar{S})} c_{uv} \\ &= wt_G(S, \bar{S})\end{aligned}$$

Cut Sparsifiers [Benczur-Karger'96]

H approximates G if

for every cut $S \subset V$

sum of weights of edges leaving S is preserved



Can find H with $O(n \log n / \epsilon^2)$ edges in $\tilde{O}(m)$ time

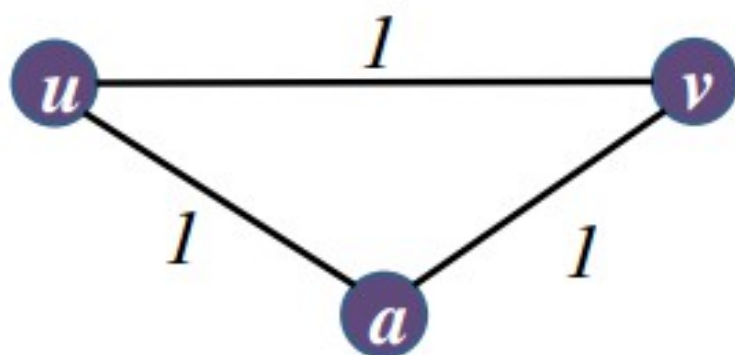
How?

Electrical Flows

Effective Resistance

Identify each edge of G with a unit resistor

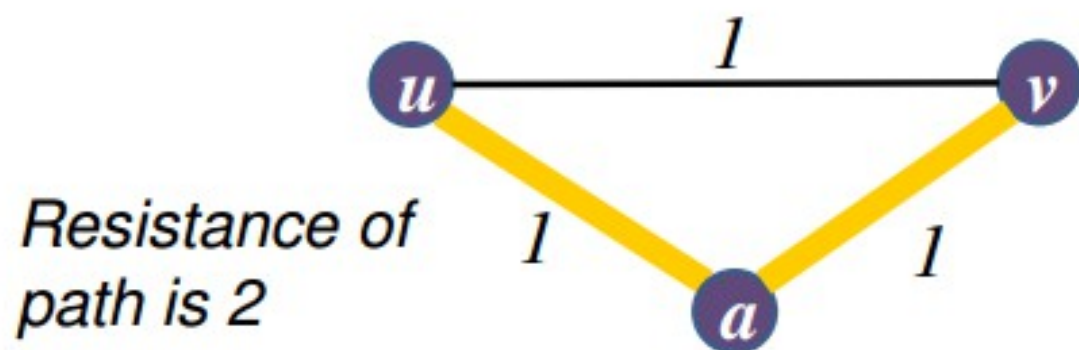
$R_{\text{eff}}(e)$ is resistance between endpoints of e



Effective Resistance

Identify each edge of G with a unit resistor

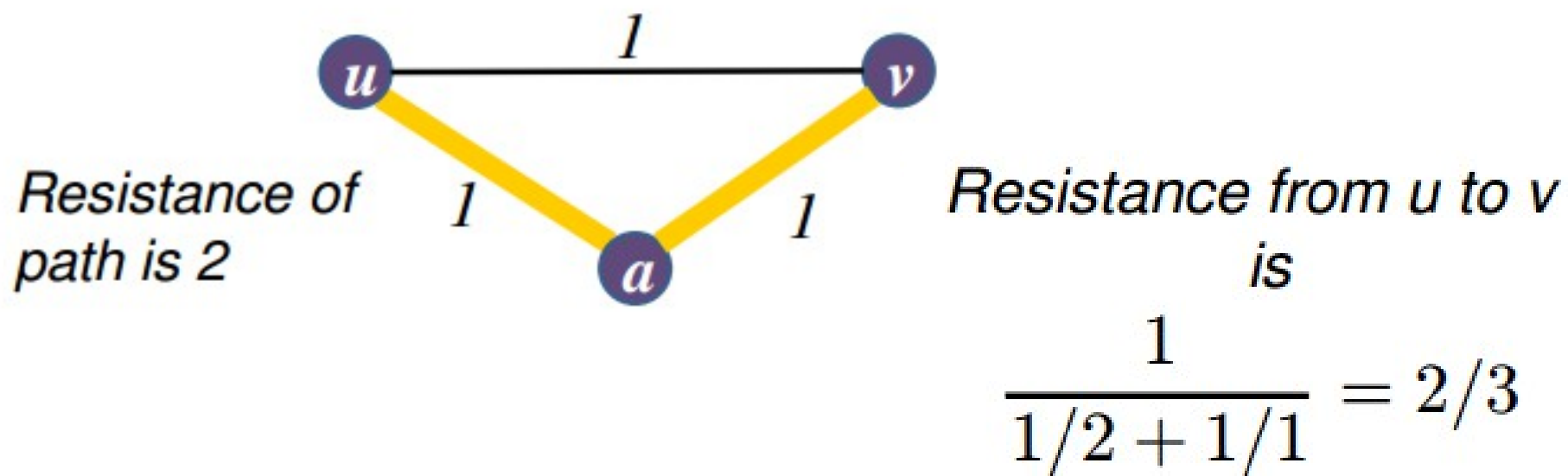
$R_{\text{eff}}(e)$ is resistance between endpoints of e



Effective Resistance

Identify each edge of G with a unit resistor

$R_{\text{eff}}(e)$ is resistance between endpoints of e



The Algorithm

Sample edges of G with probability

$$p_e \propto R_{\text{eff}}(e)$$

If chosen, include in H with weight $\frac{1}{p_e}$

Take $q = O(n \log n / \epsilon^2)$ samples with replacement

Divide all weights by q .

An algebraic expression for R_{eff}

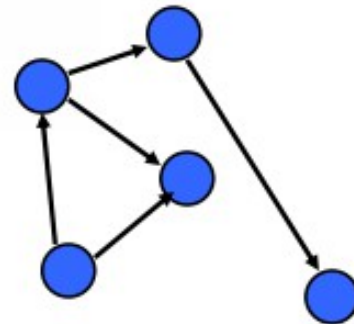
Orient G arbitrarily.

Signed incidence matrix $B_{m \times n}$:

$$B(e, v) = \begin{cases} +1 & \text{if } v \text{ is head of } e \\ -1 & \text{if } v \text{ is tail of } e \\ 0 & \text{otherwise} \end{cases}$$

i.e., $B(uv, \cdot) = \chi_u - \chi_v$.

Write Laplacian as $L = B^T B$



$$\begin{aligned} R_{\text{eff}}(uv) &= (\chi_u - \chi_v)^T L^{-1} (\chi_u - \chi_v) \\ &= B(uv, \cdot) L^{-1} B(uv, \cdot)^T \end{aligned}$$

Άρα μας νοιάζει ο χρόνος υπολογισμού των $R_{eff}(e)$

Nearly Linear Time

$$R_{\text{eff}}(uv) = \|BL^{-1}(\chi_u - \chi_v)\|_2^2$$

So care about distances between cols. of BL^{-1}

Θα έπρεπε να λύσουμε m γραμμικά συστήματα (ένα για κάθε γραμμή του BL^{-1})

Nearly Linear Time

$$R_{\text{eff}}(uv) = \|BL^{-1}(\chi_u - \chi_v)\|_2^2$$

So care about distances between cols. of BL^{-1}
Johnson-Lindenstrauss! Take random $Q_{\log n \times m}$

Set $Z = QB L^{-1}$

$$\begin{array}{ccc} \begin{array}{c} (\log n \times m) \\ \boxed{Q} \end{array} & \begin{array}{c} (m \times n) \\ \boxed{BL^{-1}} \end{array} & \begin{array}{c} (\log n \times n) \\ \boxed{Z} \end{array} \\ & = & \end{array}$$

Nearly Linear Time

Find rows of $Z_{\log n \times n}$ by $\overbrace{\quad Z}^{(\log n \times n)}$

$$Z = QBL^{-1}$$

$$ZL = QB$$

$$z_i L = (QB)_i$$

$$R_{\text{eff}}(uv) \sim \|Z(\chi_u - \chi_v)\|^2$$

Solve $O(\log n)$ linear systems in L

Can show approximate R_{eff} suffice.



Koutis-Levin-Peng's faster algorithms

Main idea

- Approximate $R_{eff}(e)$: **stretch** is a loose approximation to effective resistance
- Compensate for looseness by extra sampling
- re-sparsify

Stretch

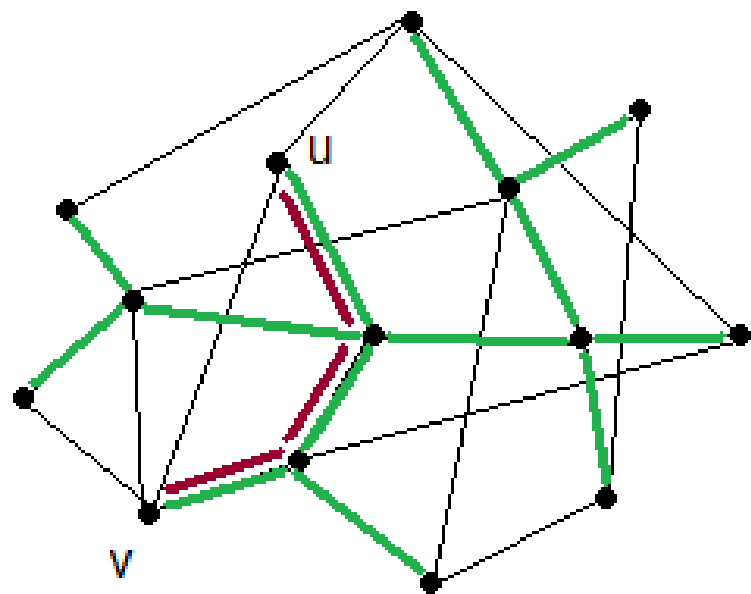
Let $G=(V,E)$ and a **spanning tree** T

Let $e=(u,v)$ and

$p=e_1, \dots, e_k$ the **path** on T from u to v

$$\text{stretch}_T(e) = w_e \sum_{i=1}^k w_{e_i}^{-1}$$

$$\text{stretch}_T(G) = \sum_{e \in E} \text{stretch}(e)$$



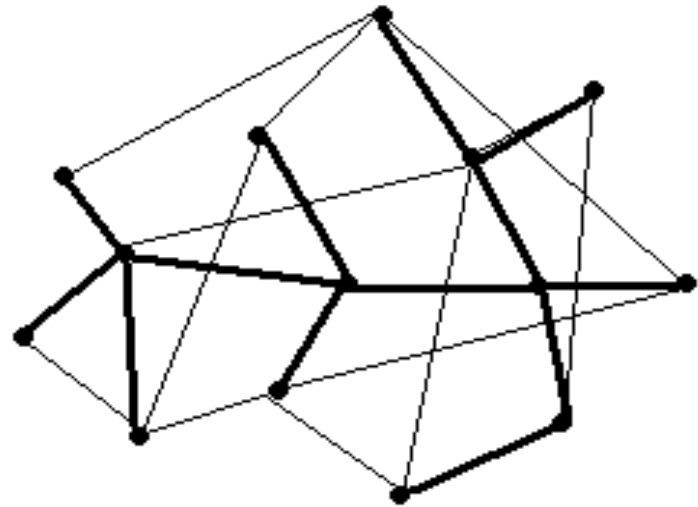
Easy to get a low-stretch spanning tree [AN'12]

Spine Heavy Graph

A graph with a **very low-stretch** spanning tree.

Spine heavy approximation of G :

- Find a low-stretch T
- Scale up tree edges



Solvers run faster on spine heavy graphs [KMP'11]

=>Fast approximation of R_{eff}

Even faster algorithms

dence, poly-bounded weights

- Get an approximation H of G
 - Sparsify H to H'
 - Find a low stretch tree T of H'
 - Approx R_{eff} by stretch on T
-
- Oversampling
 - re-sparsification

Even faster algorithms

dence, unweighted

Progressively sparsify a sequence

$$H = H_0, H_1, \dots, H_t = G$$

where H_i is 2-approximation of H_{i+1}

Bibliography

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