### Lecture 8: Sublinear Time Algorithms

#### Rafael Oliveira

University of Waterloo Cheriton School of Computer Science rafael.oliveira.teaching@gmail.com

June 6, 2023

### Overview

- Introduction
  - Why Sublinear Time Algorithms?
  - Warm-up Problem
- Main Problem
  - Number of Connected Components
- Acknowledgements

Sometimes big data does not come to us all at once (think streaming), but instead we *can query small pieces* of it.

Sometimes big data does not come to us all at once (think streaming), but instead we *can query small pieces* of it.

Sometimes big data can also *change over time*, so we need a *robust* answer and/or be able to solve problem quickly multiple times.

• **Social graph:** each person is a node, edges if they are friends.

Sometimes big data does not come to us all at once (think streaming), but instead we *can query small pieces* of it.

- Social graph: each person is a node, edges if they are friends.
  - Is graph connected?

Sometimes big data does not come to us all at once (think streaming), but instead we *can query small pieces* of it.

- Social graph: each person is a node, edges if they are friends.
  - Is graph connected?
  - What is the degree of separation? Diameter of graph (6 degrees of separation)

Sometimes big data does not come to us all at once (think streaming), but instead we *can query small pieces* of it.

- Social graph: each person is a node, edges if they are friends.
  - Is graph connected?
  - What is the degree of separation? Diameter of graph (6 degrees of separation)
- Program checking: checking that a computer program works correctly on all/most inputs

Sometimes big data does not come to us all at once (think streaming), but instead we *can query small pieces* of it.

- Social graph: each person is a node, edges if they are friends.
  - Is graph connected?
  - What is the degree of separation? Diameter of graph (6 degrees of separation)
- Program checking: checking that a computer program works correctly on all/most inputs
  - Too many inputs to check your program on!

Sometimes big data does not come to us all at once (think streaming), but instead we *can query small pieces* of it.

- **Social graph:** each person is a node, edges if they are friends.
  - Is graph connected?
  - What is the degree of separation? Diameter of graph (6 degrees of separation)
- Program checking: checking that a computer program works correctly on all/most inputs
  - Too many inputs to check your program on!
- Many more...

• Graphs:

### • Graphs:

- diameter
- # connected components
- Minimum Spanning Tree
- Testing bipartiteness
- Testing clusterability

### • Graphs:

- diameter
- # connected components
- Minimum Spanning Tree
- Testing bipartiteness
- Testing clusterability

#### • Functions:

- is a function monotone?
- is function convex?
- is function linear?

### • Graphs:

- diameter
- # connected components
- Minimum Spanning Tree
- Testing bipartiteness
- Testing clusterability

#### • Functions:

- is a function monotone?
- is function convex?
- is function linear?

#### Distributions:

- is distribution uniform?
- is is independent?

### • Graphs:

- diameter
- # connected components
- Minimum Spanning Tree
- Testing bipartiteness
- Testing clusterability

#### • Functions:

- is a function monotone?
- is function convex?
- is function linear?

#### Distributions:

- is distribution uniform?
- is is independent?

Connects to randomized algorithms, approximation algorithms, parallel algorithms, complexity theory, statistics, learning

What we *can't* do:

• Can't answer for all or there exists or exactly type statements

#### What we can't do:

- Can't answer for all or there exists or exactly type statements
  - are <u>all</u> individuals connected via friendships?
  - are <u>all</u> individuals connected by at most 6 degrees of separation?
  - is my program correct on all inputs

#### What we can't do:

- Can't answer for all or there exists or exactly type statements
  - are <u>all</u> individuals connected via friendships?
  - are <u>all</u> individuals connected by at most 6 degrees of separation?
  - is my program correct on all inputs

#### What we can do:

 Can answer for most or averages or approximate type statements with high probability

#### What we can't do:

- Can't answer for all or there exists or exactly type statements
  - are <u>all</u> individuals connected via friendships?
  - are <u>all</u> individuals connected by at most 6 degrees of separation?
  - is my program correct on all inputs

#### What we can do:

- Can answer for most or averages or approximate type statements with high probability
  - are most individuals connected via friendships?
  - are most individuals connected by at most 6 degrees of separation?
  - approximately how many people are left handed?
  - is my program correct on most inputs

#### What we can't do:

- Can't answer for all or there exists or exactly type statements
  - are <u>all</u> individuals connected via friendships?
  - are <u>all</u> individuals connected by at most 6 degrees of separation?
  - is my program correct on all inputs

#### What we can do:

- Can answer for most or averages or approximate type statements with high probability
  - are <u>most</u> individuals connected via friendships?
  - are most individuals connected by at most 6 degrees of separation?
  - approximately how many people are left handed?
  - is my program correct on most inputs

Randomized & Approximate algorithms.

• Random Access Queries

- Random Access Queries
  - Can access any word of input in one step
  - How is input represented?

- Random Access Queries
  - Can access any word of input in one step
  - How is input represented?
    - Adjacency matrix
    - Adjacency list

- Random Access Queries
  - Can access any word of input in one step
  - How is input represented?
    - Adjacency matrix
    - Adjacency list
    - Location

- Random Access Queries
  - Can access any word of input in one step
  - How is input represented?
    - Adjacency matrix
    - Adjacency list
    - Location
    - many others...

- Random Access Queries
  - Can access any word of input in one step
  - How is input represented?
    - Adjacency matrix
    - Adjacency list
    - Location
    - many others...
- Samples
  - get samples from certain distribution/input at each step

- **Input:** *m* points and a distance matrix *D* such that
  - $D_{ij} \leftarrow \text{distance from } i \text{ to } j$
  - D symmetric and satisfies triangle inequality

Input given in adjacency matrix representation

- **Input:** *m* points and a distance matrix *D* such that
  - $D_{ij} \leftarrow \text{distance from } i \text{ to } j$
  - D symmetric and satisfies triangle inequality
    Input given in adjacency matrix representation
- Input size:  $N = m^2$

- **Input:** *m* points and a distance matrix *D* such that
  - $D_{ij} \leftarrow \text{distance from } i \text{ to } j$
  - D symmetric and satisfies triangle inequality
- Input size:  $N = m^2$
- Let a, b be indices that maximize distance  $D_{ab}$ . Then  $D_{ab}$  is diameter

- **Input:** m points and a distance matrix D such that
  - $D_{ij} \leftarrow \text{distance from } i \text{ to } j$
  - D symmetric and satisfies triangle inequality
- Input size:  $N = m^2$
- Let a, b be indices that maximize distance  $D_{ab}$ . Then  $D_{ab}$  is diameter
- **Output:** Indices  $k, \ell$  such that

$$D_{k\ell} \geq D_{ab}/2$$

2-multiplicative algorithm

• Pick *k* arbitrarily

- Pick *k* arbitrarily
- Pick  $\ell$  to maximize  $D_{k\ell}$

- Pick *k* arbitrarily
- Pick  $\ell$  to maximize  $D_{k\ell}$
- Output indices  $k, \ell$

- Pick *k* arbitrarily
- Pick  $\ell$  to maximize  $D_{k\ell}$
- Output indices  $k, \ell$

Why does this work?

- Pick k arbitrarily
- Pick  $\ell$  to maximize  $D_{k\ell}$
- Output indices  $k, \ell$

Why does this work?

Correctness

$$\begin{aligned} D_{ab} &\leq D_{ak} + D_{kb} \\ &\leq D_{k\ell} + D_{k\ell} = 2 \cdot D_{k\ell} \end{aligned}$$

- Pick k arbitrarily
- Pick  $\ell$  to maximize  $D_{k\ell}$
- Output indices  $k, \ell$

Why does this work?

Correctness

$$\begin{aligned} D_{ab} &\leq D_{ak} + D_{kb} \\ &\leq D_{k\ell} + D_{k\ell} = 2 \cdot D_{k\ell} \end{aligned}$$

• Running time:  $O(m) = O(N^{1/2})$ 

- Pick *k* arbitrarily
- Pick  $\ell$  to maximize  $D_{k\ell}$
- Output indices  $k, \ell$

Why does this work?

Correctness

$$\begin{aligned} D_{ab} &\leq D_{ak} + D_{kb} \\ &\leq D_{k\ell} + D_{k\ell} = 2 \cdot D_{k\ell} \end{aligned}$$

• Running time:  $O(m) = O(N^{1/2})$ 

Is this the best we can do?

• Let D be following: distance matrix  $D_{i,i} = 0, \ \forall i \in [m]$  and  $D_{i,j} = 1$  otherwise

- Let D be following: distance matrix  $D_{i,i} = 0, \ \forall i \in [m]$  and  $D_{i,j} = 1$  otherwise
- Let D' be same matrix as D except that for one pair (a, b) we make

$$D'_{ab} = D'_{ba} = 2 - \delta$$

- Let D be following: distance matrix  $D_{i,i} = 0, \ \forall i \in [m]$  and  $D_{i,j} = 1$  otherwise
- Let D' be same matrix as D except that for one pair (a, b) we make

$$D'_{ab} = D'_{ba} = 2 - \delta$$

ullet Check that D' satisfies properties of a distance matrix (thus valid)

- Let D be following: distance matrix  $D_{i,i} = 0, \ \forall i \in [m]$  and  $D_{i,j} = 1$  otherwise
- Let D' be same matrix as D except that for one pair (a, b) we make

$$D'_{ab} = D'_{ba} = 2 - \delta$$

- ullet Check that D' satisfies properties of a distance matrix (thus valid)
- Practice problem: prove that it would take  $\Omega(N)$  time (i.e. number of queries) to decide if diameter is 1 or  $2 \delta$

- Introduction
  - Why Sublinear Time Algorithms?
  - Warm-up Problem

- Main Problem
  - Number of Connected Components

Acknowledgements

How to approximate number of connected components of a graph:

How to approximate number of connected components of a graph:

• **Input:** graph G(V, E) in adjacency list representation.  $\epsilon > 0$ .

$$n = |V|, \ m = |E|, \ N = m + n$$

• **Output:** if  $C \leftarrow \#$  connected components of G, output with probability  $\geq 3/4$  C' such that

$$|C'-C| \leq \epsilon n$$

How to approximate number of connected components of a graph:

• Input: graph G(V, E) in adjacency list representation.  $\epsilon > 0$ .

$$n = |V|, m = |E|, N = m + n$$

• **Output:** if  $C \leftarrow \#$  connected components of G, output with probability  $\geq 3/4$  C' such that

$$|C'-C| \le \epsilon n$$

• How can we even do this?

How to approximate number of connected components of a graph:

• Input: graph G(V, E) in adjacency list representation.  $\epsilon > 0$ .

$$n = |V|, m = |E|, N = m + n$$

• **Output:** if  $C \leftarrow \#$  connected components of G, output with probability  $\geq 3/4$  C' such that

$$|C'-C| \le \epsilon n$$

- How can we even do this?
- ullet Different characterization of # connected components of graph

How to approximate number of connected components of a graph:

• **Input:** graph G(V, E) in *adjacency list* representation.  $\epsilon > 0$ .

$$n = |V|, \ m = |E|, \ N = m + n$$

• **Output:** if  $C \leftarrow \#$  connected components of G, output with probability  $\geq 3/4$  C' such that

$$|C' - C| \le \epsilon n$$

- How can we even do this?
- Different characterization of # connected components of graph

### Lemma (# Connected Components)

Let G(V, E) be a graph. For vertex  $v \in V$ , let  $n_v \leftarrow \#$  vertices in connected component of v. Let C be number of connected components of G. Then:

$$C = \sum_{v \in V} \frac{1}{n_v}$$

**Naive attempt:** sample small number of vertices from G, compute  $n_{\nu}$  and output normalization.

**Naive attempt:** sample small number of vertices from G, compute  $n_v$  and output normalization.

• **Problem:** just computing  $n_v$  may take *linear time* if graph is connected!

**Naive attempt:** sample small number of vertices from G, compute  $n_v$  and output normalization.

- **Problem:** just computing  $n_v$  may take *linear time* if graph is connected!
- Idea: if  $n_v$  large, then  $1/n_v$  small and we can drop it!

**Naive attempt:** sample small number of vertices from G, compute  $n_v$  and output normalization.

- **Problem:** just computing  $n_v$  may take *linear time* if graph is connected!
- Idea: if  $n_v$  large, then  $1/n_v$  small and we can drop it!

# Lemma (Estimating # components)

Let

$$n_{v}'=\min(n_{v},2/\epsilon)$$

Then

$$\left| \sum_{v \in V} \frac{1}{n_v} - \sum_{v \in V} \frac{1}{n_v'} \right| \le \frac{\epsilon n}{2}.$$

**Naive attempt:** sample small number of vertices from G, compute  $n_v$  and output normalization.

- **Problem:** just computing  $n_v$  may take *linear time* if graph is connected!
- Idea: if  $n_v$  large, then  $1/n_v$  small and we can drop it!

# Lemma (Estimating # components)

Let

$$n_{v}'=\min(n_{v},2/\epsilon)$$

Then

$$\left| \sum_{v \in V} \frac{1}{n_v} - \sum_{v \in V} \frac{1}{n_v'} \right| \le \frac{\epsilon n}{2}.$$

How do we do this estimation?

Sample vertex v and run BFS starting at v, short-cutting if see  $2/\epsilon$  vertices.

# Connected Components - proof of lemma

### Lemma (Estimating # components)

Let

$$n_{v}'=\min(n_{v},2/\epsilon)$$

Then

$$\left|\sum_{v\in V}\frac{1}{n_v}-\sum_{v\in V}\frac{1}{n_v'}\right|\leq \frac{\epsilon n}{2}.$$

• Choose  $s = \Theta(1/\epsilon^2)$  vertices  $v_1, \dots, v_s$  uniformly at random.

- Choose  $s = \Theta(1/\epsilon^2)$  vertices  $v_1, \ldots, v_s$  uniformly at random.
- Compute  $n'_{v_i}$  using BFS
- Return

$$C' = \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}}$$

- Choose  $s = \Theta(1/\epsilon^2)$  vertices  $v_1, \dots, v_s$  uniformly at random.
- Compute  $n'_{v_i}$  using BFS
- Return

$$C' = \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}}$$

Running Time:

- Choose  $s = \Theta(1/\epsilon^2)$  vertices  $v_1, \dots, v_s$  uniformly at random.
- Compute  $n'_{v_i}$  using BFS
- Return

$$C' = \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}}$$

- Running Time:
  - $\Theta(1/\epsilon^2)$  vertices sampled,

- Choose  $s = \Theta(1/\epsilon^2)$  vertices  $v_1, \ldots, v_s$  uniformly at random.
- Compute  $n'_{V_i}$  using BFS
- Return

$$C' = \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}}$$

- Running Time:
  - $\Theta(1/\epsilon^2)$  vertices sampled,
  - each run takes  $O(1/\epsilon^2)$  time to compute.

- Choose  $s = \Theta(1/\epsilon^2)$  vertices  $v_1, \ldots, v_s$  uniformly at random.
- Compute  $n'_{v_i}$  using BFS
- Return

$$C' = \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}}$$

#### Running Time:

- $\Theta(1/\epsilon^2)$  vertices sampled,
- each run takes  $O(1/\epsilon^2)$  time to compute.
- Adding results takes  $O(s) = O(1/\epsilon^2)$  time.

- Choose  $s = \Theta(1/\epsilon^2)$  vertices  $v_1, \ldots, v_s$  uniformly at random.
- Compute  $n'_{V_i}$  using BFS
- Return

$$C' = \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}}$$

- Running Time:
  - $\Theta(1/\epsilon^2)$  vertices sampled,
  - each run takes  $O(1/\epsilon^2)$  time to compute.
  - Adding results takes  $O(s) = O(1/\epsilon^2)$  time.
- Total running time  $O(1/\epsilon^4)$ .

To prove correctness we need to show that with probability  $\geq 3/4$  we have

$$\left| \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \sum_{v \in V} \frac{1}{n_v} \right| \le \epsilon n$$

To prove correctness we need to show that with probability  $\geq 3/4$  we have

$$\left| \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \sum_{v \in V} \frac{1}{n_v} \right| \le \epsilon n$$

Dividing by n/s on both sides:

$$\left| \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n_v} \right| \le \epsilon s$$

To prove correctness we need to show that with probability  $\geq 3/4$  we have

$$\left| \frac{n}{s} \cdot \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \sum_{v \in V} \frac{1}{n_v} \right| \le \epsilon n$$

Dividing by n/s on both sides:

$$\left| \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n_v} \right| \le \epsilon s$$

By our previous lemma, and triangle inequality, enough to prove that w.h.p.

$$\left| \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n'_{v}} \right| \le \frac{\epsilon s}{2}$$

# Lemma and Triangle Inequality

#### Lemma (Estimating # components)

Let

$$n_{v}'=\min(n_{v},2/\epsilon)$$

Then

$$\left|\sum_{v\in V}\frac{1}{n_v}-\sum_{v\in V}\frac{1}{n_v'}\right|\leq \frac{\epsilon n}{2}.$$

Want to show that with probability  $\geq 3/4$ :

$$\left| \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n'_{v}} \right| \le \frac{\epsilon \cdot s}{2}$$

Want to show that with probability  $\geq 3/4$ :

$$\left| \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n'_v} \right| \le \frac{\epsilon \cdot s}{2}$$

#### Theorem (Hoeffding's Inequality)

Let  $X_i$  be independent random variables, taking values in  $[a_i, b_i]$ ,  $X = \sum_{i=1}^{s} X_i$ . Then

$$\Pr[|X - \mathbb{E}[X]| \ge \ell] \le 2 \cdot \exp\left(-\frac{2\ell^2}{\sum_{i=1}^s (b_i - a_i)^2}\right)$$

Want to show that with probability  $\geq 3/4$ :

$$\left| \sum_{i=1}^{s} \frac{1}{n'_{v_i}} - \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n'_v} \right| \le \frac{\epsilon \cdot s}{2}$$

#### Theorem (Hoeffding's Inequality)

Let  $X_i$  be independent random variables, taking values in  $[a_i, b_i]$ ,  $X = \sum_{i=1}^{s} X_i$ . Then

$$\Pr[|X - \mathbb{E}[X]| \ge \ell] \le 2 \cdot \exp\left(-\frac{2\ell^2}{\sum_{i=1}^s (b_i - a_i)^2}\right)$$

Setting parameters of Hoeffing's theorem to our setting:

- $a_i = 0, b_i = 1$
- $X_i = 1/n'_v$  with probability 1/n (pick vertex uniformly at random)

$$X = \sum_{i=1}^{s} X_i \quad \left( = \sum_{i=1}^{s} \frac{1}{n'_{V_i}} \right)$$

$$X = \sum_{i=1}^{s} X_i \quad \left( = \sum_{i=1}^{s} \frac{1}{n'_{v_i}} \right)$$

$$\mu := \mathbb{E}[X] = \sum_{i=1}^{3} \mathbb{E}[X_i] = s \cdot \sum_{v \in V} \frac{1}{n_v'} \cdot \frac{1}{n} = \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n_v'}$$

$$X = \sum_{i=1}^{s} X_i \quad \left( = \sum_{i=1}^{s} \frac{1}{n'_{v_i}} \right)$$

$$\mu := \mathbb{E}[X] = \sum_{i=1}^s \mathbb{E}[X_i] = s \cdot \sum_{v \in V} \frac{1}{n'_v} \cdot \frac{1}{n} = \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n'_v}$$

Hoeffding with the parameters from previous slide and  $\ell = \epsilon \cdot s/2$ :

#### Theorem (Hoeffding's Inequality)

Let  $X_i$  be independent random variables, taking values in [0,1],  $X = \sum_{i=1}^{s} X_i$ . Then

$$\Pr[|X - \mu| \ge \epsilon \cdot s/2] \le 2 \cdot \exp(-\epsilon^2 s/2)$$

$$X = \sum_{i=1}^{s} X_i \quad \left( = \sum_{i=1}^{s} \frac{1}{n'_{v_i}} \right)$$

$$\mu := \mathbb{E}[X] = \sum_{i=1}^{s} \mathbb{E}[X_i] = s \cdot \sum_{v \in V} \frac{1}{n_v'} \cdot \frac{1}{n} = \frac{s}{n} \cdot \sum_{v \in V} \frac{1}{n_v'}$$

Hoeffding with the parameters from previous slide and  $\ell = \epsilon \cdot s/2$ :

#### Theorem (Hoeffding's Inequality)

Let  $X_i$  be independent random variables, taking values in [0,1],  $X = \sum_{i=1}^{s} X_i$ . Then

$$\Pr[|X - \mu| \ge \epsilon \cdot s/2] \le 2 \cdot \exp(-\epsilon^2 s/2)$$

Since  $s = \Theta(1/\epsilon^2)$ , the result follows by choosing  $s = 8 \cdot (1/\epsilon^2)$ 



#### Acknowledgement

- Lecture based largely on Ronitt's notes.
- See Ronitt's notes at http://people.csail.mit.edu/ronitt/ COURSE/F20/Handouts/scribe1.pdf
- See also her notes for approximate MST http://people.csail. mit.edu/ronitt/COURSE/F20/Handouts/scribe2.pdf
- List of open problems in sublinear algorithms
  https://sublinear.info/index.php?title=Main\_Page