Distributedly Testing Cycle-Freeness

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Objective

Monitoring properties in large-scale distributed networks:

- Some nodes (possibly all) are queri
- Queried nodes execute a O(1)-round local distributed algorithm, producing a (small) local output
- A central authority gathers these local outputs and takes a global decision

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Lontexts of use

- Sensor networks with a base station
- Complexity theory in distributed computing

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Property / Distributed language

We consider:

Properties

- Graph properties: large expansion, cycle-freeness
- Properties on labels: existence of a unique leader
- Mixed properties: $(\Delta + 1)$ -coloring, existence of a spanning tree

More formally, distributed languages

A distributed language L is a set of labeled graphs (G, ℓ)
G is a connected undirected graph
ℓ : V(G) → {0,1}* is a function that labels each node v with the label ℓ(v).

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Precisions on the model

Local algorithms

Use of the \mathcal{LOCAL} model:

- Distinct IDs
- Synchronous rounds, simultaneous start
- No failures, no dynamicity
- No congestion: unbounded message to each neighbor

Central algorithm

The central authority

 receives as input the multiset of the local outputs computed by the nodes

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runs a deterministic algorithm.

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	#queried	type of	decision	gap	error	certificates
	nodes	output	mechanism			
property testing	o(n)	$O(\log n)$ bits	algorithm	ϵ -far	yes	no
dist. decision	n	yes/no	∀ yes / ∃ no	none	no	no
dist. testing	n	$O(\log n)$ bits	algorithm	none	no	no
dist. verification	n	yes/no	∀ yes / ∃ no	none	no	yes
dist. certification	п	$O(\log n)$ bits	algorithm	none	no	yes

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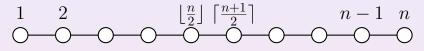
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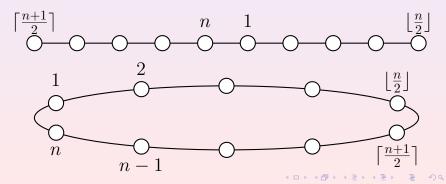
	#queried nodes	type of output	decision mechanism	success probability	certificates
dist. decision	n	yes/no	\forall yes / \exists no	impossible	no

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dist. testing	n	$\leq \lceil \log \Delta \rceil$ bits	algorithm	deterministic	no

Local algorithm:

outputs the degree of the node.

Decision mechanism:

• YES $\iff \sum \text{outputs} = 2n - 2$

Main question answered by this work

Are log Δ bits really necessary?

The answer is essentially "yes".

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Certificates:

- choose an arbitrary node r
- node v's certificate is its distance to r
- Local algorithm:
 - YES \iff both are true
 - if cert. = 0, then all neighbors have cert. 1
 - if cert. is $x \neq 0$, then exactly one neighbor has cert.

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dist. certification	n	2 bits	algorithm	deterministic	2 bits

Certificates:

- choose an arbitrary node r; node v's certificate is
 - if v = r, then 3
 - if $v \neq r$, then its distance to r modulo 3

• outputs the pair (b, b') who

- if cert. = 3, then b = 1 and, b' = 1 iff all neighbors have cert. 1
 - if cert. is x ≠ 3, then b = 0 and, b' = 1 iff exactly one neighbor has cert. x − 1 and all others have cert. x + 1

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Decision mechanism:

• YES
$$\iff \sum b = 1 \text{ and } \bigwedge b' = 1$$

For the cycle-freeness decision problem:

	#queried	type of	decision	success	certificates
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dist. certification	n	2 bits	algorithm	deterministic	2 bits
dist. testing	5	$\geq \lceil \log \Delta ceil - 1$	algorithm	deterministic	20
[this paper]	n	bits	algorithm	deterministic	no

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Model

\mathcal{LOCAL} model

- Pairwise distincts IDs
- Synchronous fault-free rounds (& simultaneous wake-up)
- Messages of unlimited size

Distributed testing

- All nodes execute a *t*-round local distributed algorithm, producing a local output (*t* is a constant)
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Theorem to be proved

Every distributed tester for cycle-freeness in connected max.-degree- Δ graphs has output size at least [log Δ] – 1

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Every distributed tester for cycle-freeness in connected max.-degree- Δ graphs has output size at least $\lceil \log \Delta \rceil - 1$ bits.

Usefulness of the identifiers

ID-oblivious

The algorithm's output does not depend on the IDs.

Order-invariant

The algorithm's output only depends on the relative order of the IDs.

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ID-oblivious, t = 0

Sketch of the proof

• $< \lceil \log \Delta \rceil - 1 \text{ bits} \Rightarrow \text{same output for degrees } i \text{ and } j > i$

construction of two almost identical graphs

- a tree with x + z, resp. y, nodes of degree i, resp. j
- a non-tree with x, resp. y + z, nodes of degree i, resp. j

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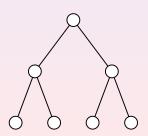
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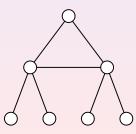
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Generalizing to arbitrary (constant) t

Use of subdivided trees:

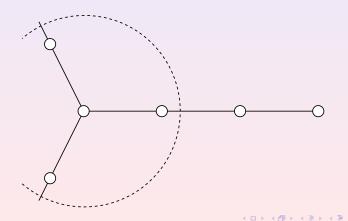
- replace each edge by a path of length 2t + 1
- consider the vector of outputs from the ball

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The case of the subdivided graphs

Lemma

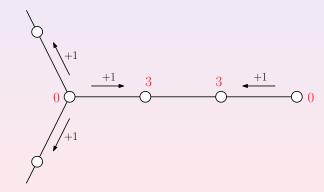
Only four outputs are sufficient in subdivided graphs!

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The case of the subdivided graphs

Lemma

Only four outputs are sufficient in subdivided graphs!



Nodes of degree different from 2 distribute their degree.

A solution

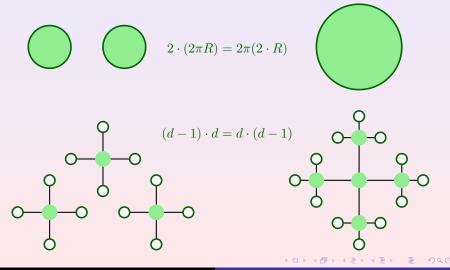
Hiding the trees into the forest!

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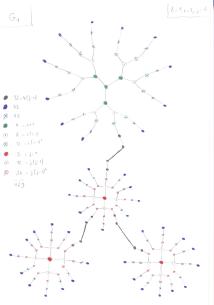
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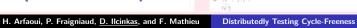
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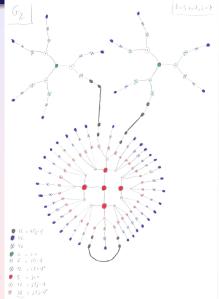


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ID-oblivious solution



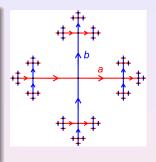




Towards an order-invariant solution

Definition: free group (wikipedia)

The free group F_S over a given set S consists of all expressions (a.k.a. words, or terms) that can be built from members of S, considering two expressions different unless their equality follows from the group axioms (e.g. $st = suu^{-1}t$, but $s \neq t$ for $s, t, u \in S$). The members of S are called generators of F_S .



Definition: linearly ordered group (wikipedia)

A linearly ordered group is a group G equipped with a total order " \leq ", that is translation-invariant: Let $x, y, z \in G$, we say that (G, \leq) is a left-ordered group if $x \leq y$ implies $z \ x \leq z \ y$.

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An order-invariant solution

Theorem (at least from the 1940's)

Every free group is left-orderable.

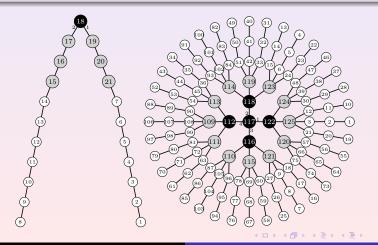
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Distributedly Testing Cycle-Freeness

Theorem (of independent interest)

 \exists a solution $\Longrightarrow \exists$ an order-invariant solution

For every non-negative integers k, t, Δ , and every language \mathcal{L} defined on connected graphs with maximum degree Δ , and k-valued domain, if there exists a *t*-round construction algorithm \mathcal{A} for \mathcal{L} , then there is a *t*-round order-invariant construction algorithm \mathcal{A}' for \mathcal{L} .

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Thank you for your attention

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