Universally-Optimal $(1 + \varepsilon)$ -Approximate Shortest Path and Transshipment in the Distributed Setting

Goran Zuzic

ETH Zurich

21 Oct 2021



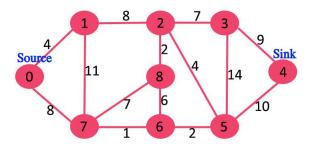




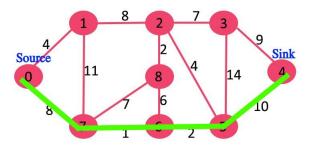


Gramoz Goranci Bernhard Haeupler Xiaorui Sun Mingquan Ye

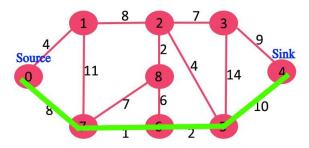
 Given a *n*-vertex undirected graph where edges have weights in the set {1, 2, ..., n^{O(1)}}. Compute shortest path from source to all other nodes.



 Given a *n*-vertex undirected graph where edges have weights in the set {1, 2, ..., n^{O(1)}}. Compute shortest path from source to all other nodes.

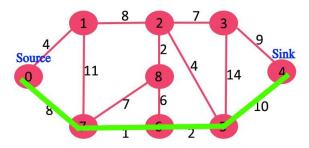


 Given a *n*-vertex undirected graph where edges have weights in the set {1, 2, ..., n^{O(1)}}. Compute shortest path from source to all other nodes.



Old and important! Sequential setting .. easy! Dijkstra!

 Given a *n*-vertex undirected graph where edges have weights in the set {1, 2, ..., n^{O(1)}}. Compute shortest path from source to all other nodes.



Old and important! Sequential setting .. easy! Dijkstra!

What about parallel or distributed settings? Much harder!

- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.

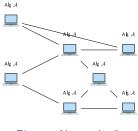
- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.
- Problem-specific input: A set of weights (SSSP inputs) w and a source s ∈ V.

- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.
- Problem-specific input: A set of weights (SSSP inputs) w and a source s ∈ V.

Communication model: CONGEST [Peleg; 2000]

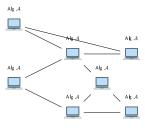
- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.
- Problem-specific input: A set of weights (SSSP inputs) w and a source s ∈ V.

Communication model: CONGEST [Peleg; 2000]



- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.
- Problem-specific input: A set of weights (SSSP inputs) w and a source s ∈ V.

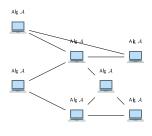
Communication model: CONGEST [Peleg; 2000]



 Communication in synchronous rounds. Local computation inbetween.

- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.
- Problem-specific input: A set of weights (SSSP inputs) w and a source s ∈ V.

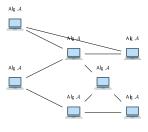
Communication model: CONGEST [Peleg; 2000]



- Communication in synchronous rounds. Local computation inbetween.
- Each round neighbors exchange Õ(1)-bit msgs.

- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.
- Problem-specific input: A set of weights (SSSP inputs) w and a source s ∈ V.

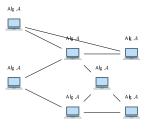
Communication model: CONGEST [Peleg; 2000]



- Communication in synchronous rounds. Local computation inbetween.
- Each round neighbors exchange Õ(1)-bit msgs.
- Initially: nodes know only their neighbors' IDs and incident weights.

- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.
- Problem-specific input: A set of weights (SSSP inputs) w and a source s ∈ V.

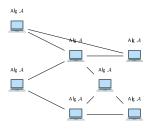
Communication model: CONGEST [Peleg; 2000]



- Communication in synchronous rounds. Local computation inbetween.
- Each round neighbors exchange Õ(1)-bit msgs.
- Initially: nodes know only their neighbors' IDs and incident weights.
- Objective: minimize # rounds.

- Undirected graph G = (V, E) with |V| = n nodes and hop-diameter D. "Network G" or "Network topology G" (read: undirected graph).
- Communication: over G.
- Problem-specific input: A set of weights (SSSP inputs) w and a source s ∈ V.

Communication model: CONGEST [Peleg; 2000]



- Communication in synchronous rounds. Local computation inbetween.
- Each round neighbors exchange Õ(1)-bit msgs.
- Initially: nodes know only their neighbors' IDs and incident weights.
- Objective: minimize # rounds.
- Note: D does not depend on the weights.

Related work.

 $rac{\mathsf{Parallel.}}{(1+arepsilon)\mathsf{-}\mathsf{apx}}$ with $ilde{O}(1)$ depth and $ilde{O}(m)$ work.

[Li; 2020] [ASZ; 2020]

Distributed.

Related work.

 $rac{ ext{Parallel.}}{(1+arepsilon) ext{-apx}}$ with $ilde{O}(1)$ depth and $ilde{O}(m)$ work.

[Li; 2020] [ASZ; 2020]

$\frac{\text{Distributed.}}{(1+\varepsilon)\text{-apx in } \tilde{O}(\sqrt{n}+D) \text{ rounds.}} \qquad [\text{BFKL}; 2016]$

Related work.

Parallel. $(1 + \varepsilon)$ -apx with $\tilde{O}(1)$ depth and $\tilde{O}(m)$ work. [Li; 2020] [ASZ: 2020]

Distributed. $(1+\varepsilon)$ -apx in $\tilde{O}(\sqrt{n}+D)$ rounds. [BFKL; 2016] $n^{o(1)}$ -apx in $OPT(G) \cdot n^{o(1)}$ rounds.

[Haeupler, Li; 2018]

What is OPT(G)? **Def:** Any correct SSSP algorithm on G requires $\geq OPT(G)$ rounds.

Related work.

 $rac{ ext{Parallel.}}{(1+arepsilon) ext{-apx}}$ with $ilde{O}(1)$ depth and $ilde{O}(m)$ work.

[Li; 2020] [ASZ; 2020]

Distributed.

 $(1 + \varepsilon)$ -apx in $\ddot{O}(\sqrt{n} + D)$ rounds. $n^{o(1)}$ -apx in $OPT(G) \cdot n^{o(1)}$ rounds. $(1 + \varepsilon)$ -apx in $OPT(G) \cdot n^{o(1)}$ rounds. [BFKL; 2016] [Haeupler, Li; 2018] **This talk.**

<u>What is OPT(G)?</u> **Def:** Any correct SSSP algorithm on G requires $\geq OPT(G)$ rounds.

Related work.

Parallel. (1+arepsilon)-apx with $ilde{O}(1)$ depth and $ilde{O}(m)$ work. [Li; 2020] [ASZ; 2020]

Distributed.

 $(1 + \varepsilon)$ -apx in $\tilde{O}(\sqrt{n} + D)$ rounds. $n^{o(1)}$ -apx in $OPT(G) \cdot n^{o(1)}$ rounds. $(1 + \varepsilon)$ -apx in $OPT(G) \cdot n^{o(1)}$ rounds. [BFKL; 2016] [Haeupler, Li; 2018] This talk.

Related work.

 $\frac{\text{Parallel.}}{(1+\varepsilon)\text{-}\text{apx with } \tilde{O}(1) \text{ depth and } \tilde{O}(m) \text{ work.}}$

[Li; 2020] [ASZ; 2020]

Distributed.

 $(1 + \varepsilon)$ -apx in $\tilde{O}(\sqrt{n} + D)$ rounds. $n^{o(1)}$ -apx in $OPT(G) \cdot n^{o(1)}$ rounds. $(1 + \varepsilon)$ -apx in $OPT(G) \cdot n^{o(1)}$ rounds. [BFKL; 2016] [Haeupler, Li; 2018] This talk.



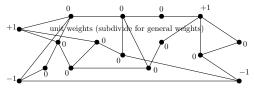
2 Main Ideas

- Idea 1: Transshipment generalizes shortest path (prior work)
- Idea 2: Transshipment boosting (prior work)
- Idea 3: Approximately Solving Transshipment (main contrib)
- Idea 4: Distributed Implementation (contribution)

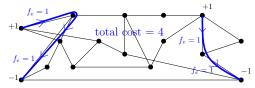
Transshipment.

<u>Transshipment.</u> Given a graph G = (V, E) and a demand vector $d \in \mathbb{R}^V$ satisfying $\sum_{v} d(v) = 0$. Find a flow of minimum cost that satisfies the demands.

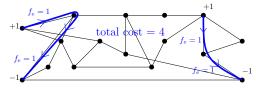
<u>Transshipment.</u> Given a graph G = (V, E) and a demand vector $d \in \mathbb{R}^V$ satisfying $\sum_{v} d(v) = 0$. Find a flow of minimum cost that satisfies the demands.



<u>Transshipment.</u> Given a graph G = (V, E) and a demand vector $\overline{d \in \mathbb{R}^V}$ satisfying $\sum_{v} d(v) = 0$. Find a flow of minimum cost that satisfies the demands.

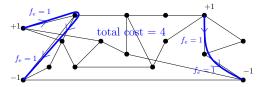


Transshipment. Given a graph G = (V, E) and a demand vector $\overline{d \in \mathbb{R}^V}$ satisfying $\sum_{v} d(v) = 0$. Find a flow of minimum cost that satisfies the demands.



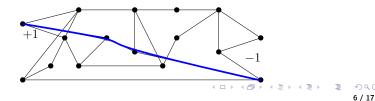
Also known as: uncapacitated min-cost flow, Wasserstein metric, optimal transport, transshipment.

Transshipment. Given a graph G = (V, E) and a demand vector $\overline{d \in \mathbb{R}^V}$ satisfying $\sum_{v} d(v) = 0$. Find a flow of minimum cost that satisfies the demands.

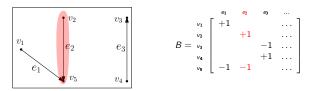


Also known as: uncapacitated min-cost flow, Wasserstein metric, optimal transport, transshipment.

Note. Generalizes (s - t) shortest path. (Also generalizes SSSP.)



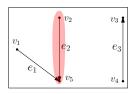
Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.

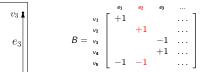


Primal.



Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



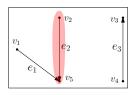


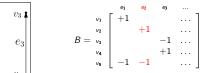
Primal.



min _f	$\ f\ _1:Bf=d$
------------------	----------------

Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



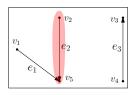


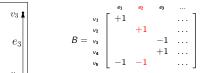
Primal.

$$\min_{f} \|f\|_1 : Bf = d$$

 $f_e = 0$ if no flow along e $f_e > 0$ if flow in same direction as e $f_e < 0$ if flow in opposite direction

Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



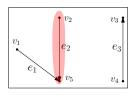


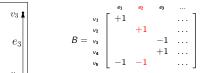
Primal.

$$\min_{f} \|f\|_{1} : Bf = d$$

 $f_e = 0$ if no flow along e $f_e > 0$ if flow in same direction as e $f_e < 0$ if flow in opposite direction $(Bf)_v = 0$ if flow conserved at v

Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



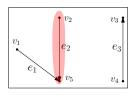


Primal.

$$\min_{f} \|f\|_1 : Bf = d$$

$$\begin{split} f_e &= 0 \text{ if no flow along } e \\ f_e &> 0 \text{ if flow in same direction as } e \\ f_e &< 0 \text{ if flow in opposite direction} \\ (Bf)_v &= 0 \text{ if flow conserved at } v \\ \text{SP} \dots f^* &= \text{shortest path from } s \text{ to } t \end{split}$$

Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



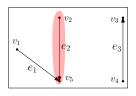
Primal.

$$\min_f \|f\|_1 : Bf = d$$

 $f_e = 0$ if no flow along e $f_e > 0$ if flow in same direction as e $f_e < 0$ if flow in opposite direction $(Bf)_v = 0$ if flow conserved at vSP ... $f^* =$ shortest path from s to t

$$\mathsf{max}_{\phi} \ \left\langle \boldsymbol{d}, \boldsymbol{\phi} \right\rangle: \left\| \boldsymbol{B}^\top \boldsymbol{\phi} \right\|_\infty \leq 1.$$

Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



Primal.

$$\min_f \|f\|_1 : Bf = d$$

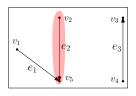
 $f_e = 0$ if no flow along e $f_e > 0$ if flow in same direction as e $f_e < 0$ if flow in opposite direction $(Bf)_v = 0$ if flow conserved at vSP ... $f^* =$ shortest path from s to t

Dual.

$$\mathsf{max}_{\phi} \ \left\langle \boldsymbol{d}, \boldsymbol{\phi} \right\rangle: \left\| \boldsymbol{B}^\top \boldsymbol{\phi} \right\|_\infty \leq 1.$$

 $\phi_{v} = {\sf potential} \ ({\sf height}) \ {\sf of} \ v$

Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



$\begin{bmatrix} v_3 \\ e_3 \\ e_3 \\ e_3 \end{bmatrix} \begin{bmatrix} v_1 \\ v_2 \\ B = v_3 \\ v_4 \\ v_5 \end{bmatrix} \begin{bmatrix} +1 & \dots \\ +1 & \dots \\ -1 & \dots \\ -1 & -1 & \dots \\ -1 & -1 & \dots \end{bmatrix}$

Primal.

$$\min_f \|f\|_1 : Bf = d$$

 $f_e = 0$ if no flow along e $f_e > 0$ if flow in same direction as e $f_e < 0$ if flow in opposite direction $(Bf)_v = 0$ if flow conserved at vSP ... $f^* =$ shortest path from s to t

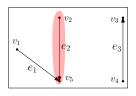
Dual.

$$\max_{\phi} \ \left\langle \boldsymbol{d}, \phi \right\rangle : \left\| \boldsymbol{B}^{ op} \phi \right\|_{\infty} \leq 1.$$

 $\phi_v = \text{potential (height) of } v$ $(B^T \phi)_e = \phi_a - \phi_b$ is height difference

Transshipment: a primal-dual formulation

Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



Primal.

$$\min_f \|f\|_1 : Bf = d$$

 $f_e = 0$ if no flow along e $f_e > 0$ if flow in same direction as e $f_e < 0$ if flow in opposite direction $(Bf)_v = 0$ if flow conserved at vSP ... $f^* =$ shortest path from s to t

$$B = \begin{array}{c} v_{1} \\ v_{2} \\ v_{3} \\ v_{4} \\ v_{5} \end{array} \begin{pmatrix} +1 & \dots \\ +1 & \dots \\ -1 & \dots \\ +1 & \dots \\ -1 & -1 & \dots \end{pmatrix}$$

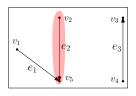
Dual.

$$\max_{\phi} \ \langle \boldsymbol{d}, \phi
angle : \left\| \boldsymbol{B}^{ op} \phi
ight\|_{\infty} \leq 1.$$

$$\begin{split} \phi_{v} &= \text{potential (height) of } v \\ (B^{T}\phi)_{e} &= \phi_{a} - \phi_{b} \text{ is height difference} \\ \left\| B^{T}\phi \right\|_{\infty} &\leq 1 \text{ height diff must be small} \end{split}$$

Transshipment: a primal-dual formulation

Write the graph G = (V, E) using the <u>node-edge incidence matrix</u> B. Note: we orient edges arbitrarily.



Primal.

$$\min_f \|f\|_1 : Bf = d$$

 $f_e = 0$ if no flow along e $f_e > 0$ if flow in same direction as e $f_e < 0$ if flow in opposite direction $(Bf)_v = 0$ if flow conserved at vSP ... $f^* =$ shortest path from s to t

Dual.

$$\max_{\phi} \ \langle \boldsymbol{d}, \phi
angle : \left\| \boldsymbol{B}^{ op} \phi
ight\|_{\infty} \leq 1.$$

$$\begin{split} \phi_v &= \text{potential (height) of } v \\ (B^T \phi)_e &= \phi_a - \phi_b \text{ is height difference} \\ \left\| B^T \phi \right\|_\infty &\leq 1 \text{ height diff must be small} \\ \text{SP} ... \ \phi_v^* &= \text{distance of } v \text{ from source} \end{split}$$





Main Ideas

- Idea 1: Transshipment generalizes shortest path (prior work)
- Idea 2: Transshipment boosting (prior work)
- Idea 3: Approximately Solving Transshipment (main contrib)
- Idea 4: Distributed Implementation (contribution)

Why transshipment? Isn't it harder?

Amazing property: we can \underline{boost} a bad approximation to a good approximation.

Why transshipment? Isn't it harder?

Amazing property: we can \underline{boost} a bad approximation to a good approximation.

Primal.

 $\min_{f} \|f\|_{1} : Bf = d$

 $\frac{\mathsf{Dual.}}{\mathsf{max}_{\phi}} \ \left\langle \boldsymbol{d}, \boldsymbol{\phi} \right\rangle: \left\| \boldsymbol{B}^\top \boldsymbol{\phi} \right\|_\infty \leq 1.$

Why transshipment? Isn't it harder?

Amazing property: we can \underline{boost} a bad approximation to a good approximation.

 $\begin{array}{ll} \frac{\mathsf{Primal.}}{\mathsf{min}_f} & \frac{\mathsf{Dual.}}{\|f\|_1} : Bf = d & \frac{\mathsf{Dual.}}{\mathsf{max}_\phi} & \langle d, \phi \rangle : \left\|B^\top \phi\right\|_\infty \leq 1. \end{array}$

Theorem ([Sherman; 2013], [BFKL; 2016], [Zuzic; unpublished])

Fix G. Suppose we are given an oracle $O_G(\cdot)$ which, given a demand d, outputs an α -approximate feasible dual $O_G(d)$. There is an algorithm that produces a $(1 + \varepsilon)$ -approximate feasible dual by calling $O_G(\cdot)$ at most $poly(\alpha, \varepsilon^{-1}, \log n)$ times.

Why transshipment? Isn't it harder?

Amazing property: we can \underline{boost} a bad approximation to a good approximation.

 $\begin{array}{ll} \frac{\mathsf{Primal.}}{\mathsf{min}_f \ } \|f\|_1 : Bf = d \end{array} \qquad \qquad \begin{array}{ll} \frac{\mathsf{Dual.}}{\mathsf{max}_\phi} & \langle d, \phi \rangle : \left\|B^\top \phi\right\|_\infty \leq 1. \end{array}$

Theorem ([Sherman; 2013], [BFKL; 2016], [Zuzic; unpublished])

Fix G. Suppose we are given an oracle $O_G(\cdot)$ which, given a demand d, outputs an α -approximate feasible dual $O_G(d)$. There is an algorithm that produces a $(1 + \varepsilon)$ -approximate feasible dual by calling $O_G(\cdot)$ at most $poly(\alpha, \varepsilon^{-1}, \log n)$ times.

Corollary

Given such a (dual) $n^{o(1)}$ -approximation oracle, we can solve $(1 + \frac{1}{n^{o(1)}})$ -approximate transshipment in $n^{o(1)}$ oracle calls.





Main Ideas

- Idea 1: Transshipment generalizes shortest path (prior work)
- Idea 2: Transshipment boosting (prior work)
- Idea 3: Approximately Solving Transshipment (main contrib)
- Idea 4: Distributed Implementation (contribution)



Goal: find an approximate dual solution

Prerequisite: Low-diameter decomposition (LDD).

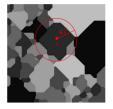
Goal: find an approximate dual solution

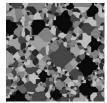
Prerequisite: Low-diameter decomposition (LDD).

Definition

For a graph G, a low-diameter decomposition (LDD) of radius ρ is a distribution over node partitions called **clusters** $V = S_1 \sqcup \ldots \sqcup S_k$ along with centers $c_1 \in S_1, \ldots, c_k \in S_k$ such that:

- For each *i*, the center c_i is within distance ρ of every other node in the induced subgraph $G[S_i]$, w.h.p.
- Provide a structure of the structure





[Miller, Peng, Xu; 2013]

Goal: find an approximate dual solution

Prerequisite: Low-diameter decomposition (LDD).

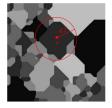
Definition

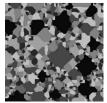
For a graph G, a low-diameter decomposition (LDD) of radius ρ is a distribution over node partitions called **clusters** $V = S_1 \sqcup \ldots \sqcup S_k$ along with centers $c_1 \in S_1, \ldots, c_k \in S_k$ such that:

- For each *i*, the center c_i is within distance ρ of every other node in the induced subgraph $G[S_i]$, w.h.p.
- Provide a structure of the structure

Theorem (Prior work [Haeupler, Li; 2018])

LDDs can be sampled in $OPT(G)n^{o(1)}$ CONGEST rounds.



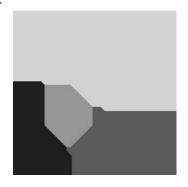


[Miller, Peng, Xu; 2013]

Algorithm 0: Oblivious routing for TS.

• Let $\rho := 2^{(\log n)^{3/4}}$ (LDD radius).

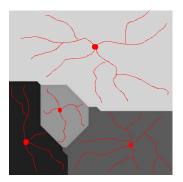
Sample an LDD with radius ρ.
 Each ν sends its demend to the center of cluster containing ν.



Algorithm 0: Oblivious routing for TS.

• Let $\rho := 2^{(\log n)^{3/4}}$ (LDD radius).

Sample an LDD with radius ρ.
Each ν sends its demend to the center of cluster containing ν.



Algorithm 0: Oblivious routing for TS.

• Let
$$\rho := 2^{(\log n)^{3/4}}$$
 (LDD radius).

• For
$$j = 1, 2, ..., g := 2^{(\log n)^{3/4}}$$
.

- **1** Sample an LDD with radius ρ .
- Each v sends ¹/_g-fraction of its demend to the center of cluster containing v.
- Update the demand to reflect the transport.

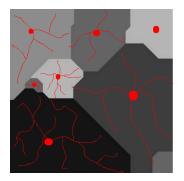


Algorithm 0: Oblivious routing for TS.

• Let
$$\rho := 2^{(\log n)^{3/4}}$$
 (LDD radius).

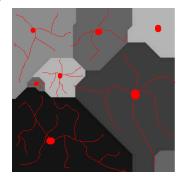
1 For
$$j = 1, 2, ..., g := 2^{(\log n)^{3/4}}$$
.

- **1** Sample an LDD with radius ρ .
- Each v sends ¹/_g-fraction of its demend to the center of cluster containing v.
- Update the demand to reflect the transport.



Algorithm 0: Oblivious routing for TS.

- **1** Let $\rho := 2^{(\log n)^{3/4}}$ (LDD radius).
- For i = 1, 2, ..., (log n)^{1/4} repeat the following:
 - For $j = 1, 2, ..., g := 2^{(\log n)^{3/4}}$.
 - **1** Sample an LDD with radius ρ^i .
 - 2 Each v sends $\frac{1}{g}$ -fraction of its demend to the center of cluster containing v.
 - Update the demand to reflect the transport.
- Route all remaining demand to a common node along any spanning tree.



When $i = (\log n)^{1/4}$, radius is $\rho^i = \operatorname{poly}(n)$ and LDD has a single cluster.

Question: how does OPT change between steps?

Fix u, v at distance ℓ . Suppose at some step d(u) = +1, d(v) = -1, d(all else) = 0. Clearly, $OPT_{before} = \ell$. Suppose we sampled an LDD of radius ρ . How does OPT change?

Question: how does OPT change between steps?

Fix u, v at distance ℓ . Suppose at some step d(u) = +1, d(v) = -1, d(all else) = 0. Clearly, $OPT_{before} = \ell$. Suppose we sampled an LDD of radius ρ . How does OPT change?

• If *u*, *v* in same cluster, we are happy (the demand cancels out).

Question: how does OPT change between steps?

Fix u, v at distance ℓ . Suppose at some step d(u) = +1, d(v) = -1, d(all else) = 0. Clearly, $OPT_{before} = \ell$. Suppose we sampled an LDD of radius ρ . How does OPT change?

- If u, v in same cluster, we are happy (the demand cancels out).
- If u, v in different clusters, they are now at distance $\rho + \ell + \rho$ apart.
 - When $\ell \gg \rho$, this is still $O(\ell)$.

Question: how does OPT change between steps?

Fix u, v at distance ℓ . Suppose at some step d(u) = +1, d(v) = -1, d(all else) = 0. Clearly, $OPT_{before} = \ell$. Suppose we sampled an LDD of radius ρ . How does OPT change?

- If *u*, *v* in same cluster, we are happy (the demand cancels out).
- If u, v in different clusters, they are now at distance $\rho + \ell + \rho$ apart.
 - When $\ell \gg \rho$, this is still $O(\ell)$.
 - When $\rho \gg \ell$. Remember that separation happens with probability $2^{\sqrt{\log n}} \cdot \frac{\ell}{\rho}$. In expectation:

$$2^{\sqrt{\log n}} \cdot \frac{\ell}{\rho} \cdot (2\rho + \ell) = 2^{\sqrt{\log n}} \cdot \frac{\ell}{\rho} \cdot O(\rho) = 2^{\sqrt{\log n}} \cdot O(\ell)$$

Question: how does OPT change between steps?

Fix u, v at distance ℓ . Suppose at some step d(u) = +1, d(v) = -1, d(all else) = 0. Clearly, $OPT_{before} = \ell$. Suppose we sampled an LDD of radius ρ . How does OPT change?

- If u, v in same cluster, we are happy (the demand cancels out).
- If u, v in different clusters, they are now at distance $\rho + \ell + \rho$ apart.
 - When $\ell \gg \rho$, this is still $O(\ell)$.
 - When $\rho \gg \ell$. Remember that separation happens with probability $2^{\sqrt{\log n}} \cdot \frac{\ell}{\rho}$. In expectation:

$$2^{\sqrt{\log n}} \cdot \frac{\ell}{\rho} \cdot (2\rho + \ell) = 2^{\sqrt{\log n}} \cdot \frac{\ell}{\rho} \cdot O(\rho) = 2^{\sqrt{\log n}} \cdot O(\ell)$$

In both cases, OPT increases by at most $2^{\sqrt{\log n}}$ factor. Hence after $(\log n)^{1/4}$ steps, it only increases by

$$\left(2^{\sqrt{\log n}}\right)^{(\log n)^{1/4}} = 2^{(\log n)^{3/4}} = n^{o(1)}$$

 $\underline{\mathsf{Issue:}}$ On last slide, we proved the new OPT grows slowly .. BUT only looked at a fixed "pair" demand.

Claim

After repeating LDD sampling $2^{(\log n)^{3/4}}$ times, we get concentration and it holds for all demands.

 $\underline{\mathsf{Issue:}}$ On last slide, we proved the new OPT grows slowly .. BUT only looked at a fixed "pair" demand.

Claim

After repeating LDD sampling $2^{(\log n)^{3/4}}$ times, we get concentration and it holds for all demands.





Main Ideas

- Idea 1: Transshipment generalizes shortest path (prior work)
- Idea 2: Transshipment boosting (prior work)
- Idea 3: Approximately Solving Transshipment (main contrib)
- Idea 4: Distributed Implementation (contribution)



Designing distributed algorithms in CONGEST is hard. We propose a new model.

Designing distributed algorithms in CONGEST is hard. We propose a new model.

Distributed Minor-Aggregation model. In each round:

• Each node chooses a private $\tilde{O}(1)$ -bit value x_{ν} .

Designing distributed algorithms in CONGEST is hard. We propose a new model.

- Each node chooses a private $\tilde{O}(1)$ -bit value x_v .
- We contract a subset of edges.

Designing distributed algorithms in CONGEST is hard. We propose a new model.

- Each node chooses a private $\tilde{O}(1)$ -bit value x_v .
- We contract a subset of edges.
- For each supernode $S \subseteq V$, define $x_S := \bigoplus_{x \in S} x_v$.

Designing distributed algorithms in CONGEST is hard. We propose a new model.

- Each node chooses a private $\tilde{O}(1)$ -bit value x_v .
- We contract a subset of edges.
- For each supernode $S \subseteq V$, define $x_S := \bigoplus_{x \in S} x_v$.
- (Each node in) each supernode receives an aggregate of adjacent supernodes' values.

Designing distributed algorithms in CONGEST is hard. We propose a new model.

Distributed Minor-Aggregation model. In each round:

- Each node chooses a private $\tilde{O}(1)$ -bit value x_v .
- We contract a subset of edges.
- For each supernode $S \subseteq V$, define $x_S := \bigoplus_{x \in S} x_v$.
- (Each node in) each supernode receives an aggregate of adjacent supernodes' values.

Theorem (Many prior and concurrent papers)

A Minor-Aggregation round can be simulated in $OPT(G) \cdot n^{o(1)}$ CONGEST rounds.

Designing distributed algorithms in CONGEST is hard. We propose a new model.

Distributed Minor-Aggregation model. In each round:

- Each node chooses a private $\tilde{O}(1)$ -bit value x_v .
- We contract a subset of edges.
- For each supernode $S \subseteq V$, define $x_S := \bigoplus_{x \in S} x_v$.
- (Each node in) each supernode receives an aggregate of adjacent supernodes' values.

Theorem (Many prior and concurrent papers)

A Minor-Aggregation round can be simulated in $OPT(G) \cdot n^{o(1)}$ CONGEST rounds.

Corollary

Transshipment can be solved in $n^{o(1)}$ Minor-Aggregation rounds. Hence it can be implemented in $OPT(G) \cdot n^{o(1)}$ CONGEST rounds.

Conclusion

Idea 1: Don't solve SSSP. Solve transshipment.

Idea 2: Transshipment can be boosted, hence we only need to compute a $n^{o(1)}$ -approximation.

<u>Idea 2</u>: Transshipment can be boosted, hence we only need to compute a $n^{o(1)}$ -approximation.

Idea 3: Algo: Find LDD, send to center, repeat many times, increase LDD radius until we consume the entire graph.

<u>Idea 2</u>: Transshipment can be boosted, hence we only need to compute a $n^{o(1)}$ -approximation.

Idea 3: Algo: Find LDD, send to center, repeat many times, increase LDD radius until we consume the entire graph.

Idea 4: Implement in distributed setting using minor-aggregations. Convert to a universally-optimal CONGEST algorithm.

<u>Idea 2</u>: Transshipment can be boosted, hence we only need to compute a $n^{o(1)}$ -approximation.

Idea 3: Algo: Find LDD, send to center, repeat many times, increase LDD radius until we consume the entire graph.

Idea 4: Implement in distributed setting using minor-aggregations. Convert to a universally-optimal CONGEST algorithm.

<u>Future directions:</u> (1) lose polylog factors instead of $n^{o(1)}$, (2) make deterministic.

<u>Idea 2</u>: Transshipment can be boosted, hence we only need to compute a $n^{o(1)}$ -approximation.

Idea 3: Algo: Find LDD, send to center, repeat many times, increase LDD radius until we consume the entire graph.

Idea 4: Implement in distributed setting using minor-aggregations. Convert to a universally-optimal CONGEST algorithm.

<u>Future directions:</u> (1) lose polylog factors instead of $n^{o(1)}$, (2) make deterministic.

Thank you!