

Distributed Triangle Detection via Graph Partitioning

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Distributed Message-passing Models

- LOCAL:

Can only communicate with neighbors.
Unbounded message size.

Locality
- CONGEST:

Can only communicate with neighbors.
 $O(\log n)$ -bit message size.

Bandwidth constraint
- Congested Clique:

Allow all-to-all communication.
 $O(\log n)$ -bit message size.

Effect of Locality

How different are these two models?

- CONGEST: **Locality** + Bandwidth constraint.
- Congested Clique: Bandwidth constraint only.

Effect of Locality

Minimum Spanning Tree

- CONGEST:

$\Theta(D + \sqrt{n})$
(well-known)

- Congested Clique:

$\Theta(1)$
(Jurdziński & Nowicki, SODA 2018)

Algorithms in Almost Mixing Time

Mixing time of
lazy random walk



Minimum Spanning Tree

$$O(\tau_{\text{mix}}) \cdot n^{o(1)}$$

(Ghaffari, Kuhn, and Su, PODC 2017)

• CONGEST:

$$\Theta(1)$$

(Jurdziński & Nowicki, SODA 2018)

• Congested Clique:

Algorithms in Almost Mixing Time

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$$O(\tau_{\text{mix}}) \cdot n^{o(1)}$$

(Ghaffari, Kuhn, and Su, PODC 2017)

• CONGEST:

Congested clique algorithms can be simulated
efficiently on graphs of low-mixing time.

Beyond Graphs of Low Mixing Time?

[Main question] Can we extend this technique to a broader graph class, or even general graphs?

Congested clique algorithms can be simulated efficiently on graphs of low-mixing time.

Graph Partition

Any graph can be decomposed into connected components of **low mixing time** after removing a small constant fraction of edges.

(Spielman and Teng, STOC 2004)

(Trevisan, FOCS 2005)

(Arora, Barak, and Steurer, FOCS 2010)

Our Results

- A variant of this graph decomposition can be constructed efficiently in CONGEST.
- Based on this decomposition, we obtain improved upper bounds for some problems in CONGEST.

Previous state-of-the-art
(Izumi & Le Gall, PODC 2017)

Our results

Triangle detection:	$O(n^{2/3})$	$O(n^{1-1/\omega}) < O(n^{0.58})$
Triangle listing:	$O(n^{3/4})$	$O(n^{2/3})$

Thank you!