

# Optimal Gossip Algorithms for Exact and Approximate Quantile Computations

Hsin-Hao Su

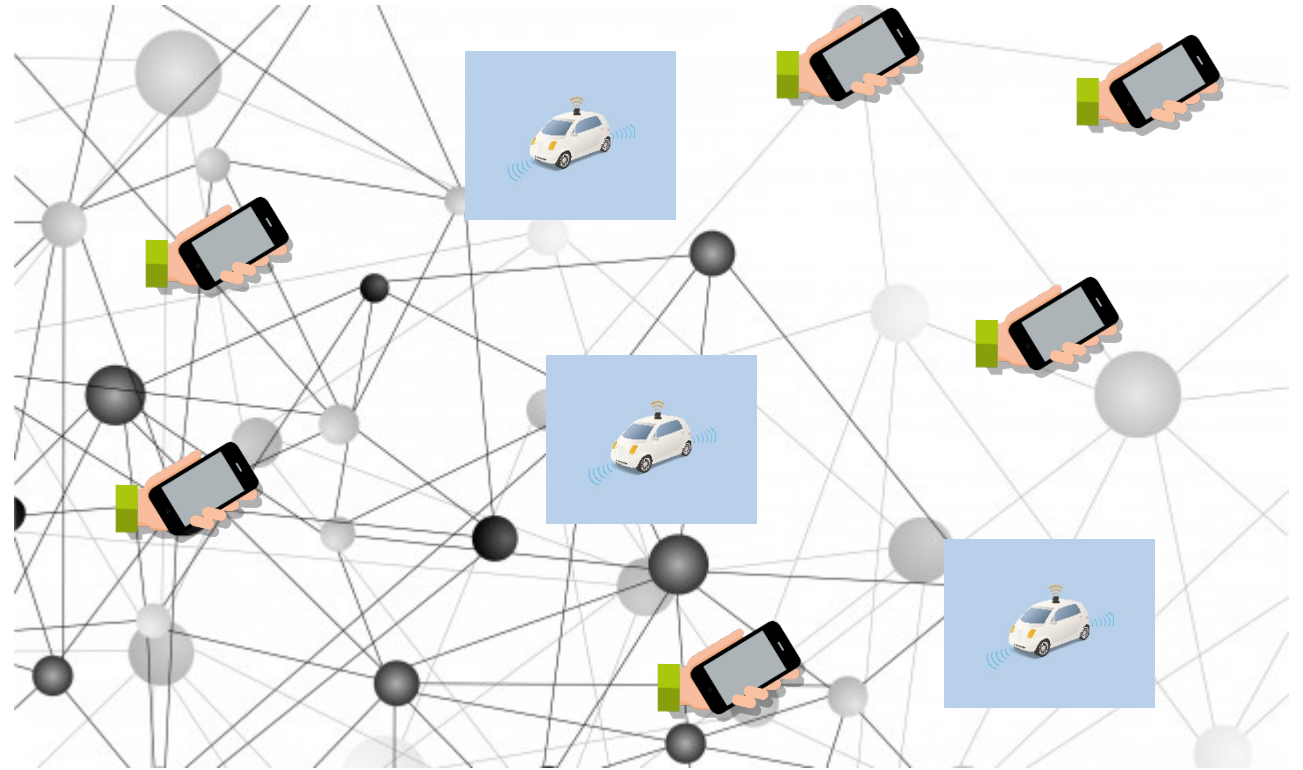
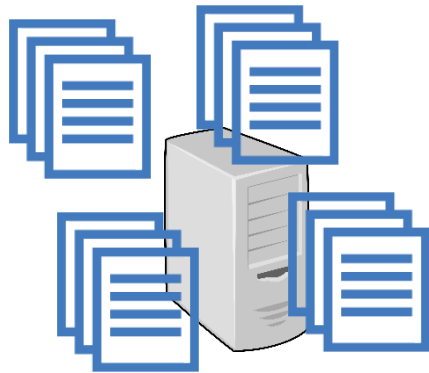
(UNC Charlotte => Boston College)

joint work with Bernhard Haeupler (CMU) and Jeet Mohapatra (MIT)

WOLA '18

# Shifting in Computing Paradigm

- Reduced costs on devices
- Increase in the amount of data
- Advances in connectivity between computers



# Basic Aggregation Problems

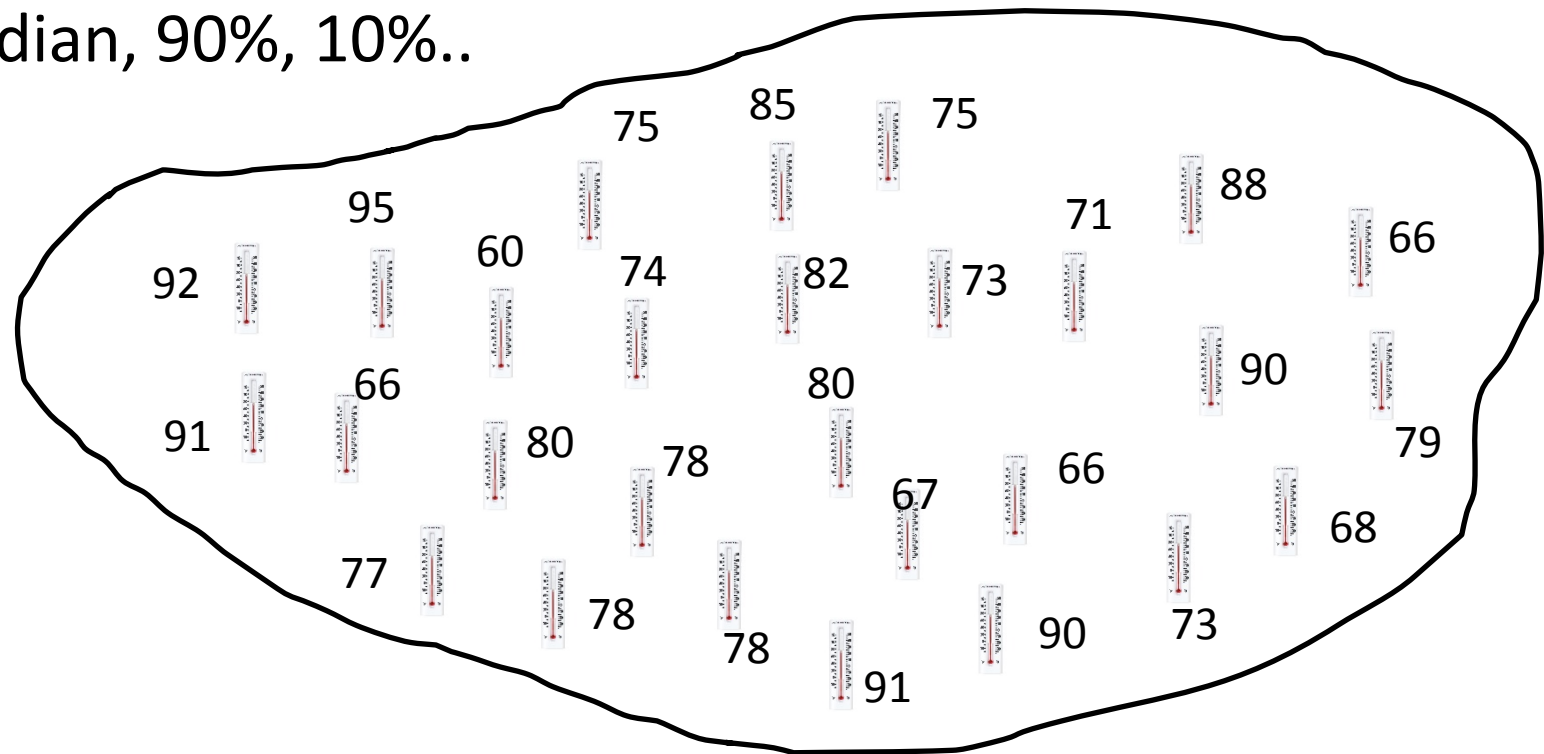
- Basic Problems

- Sum

- Average

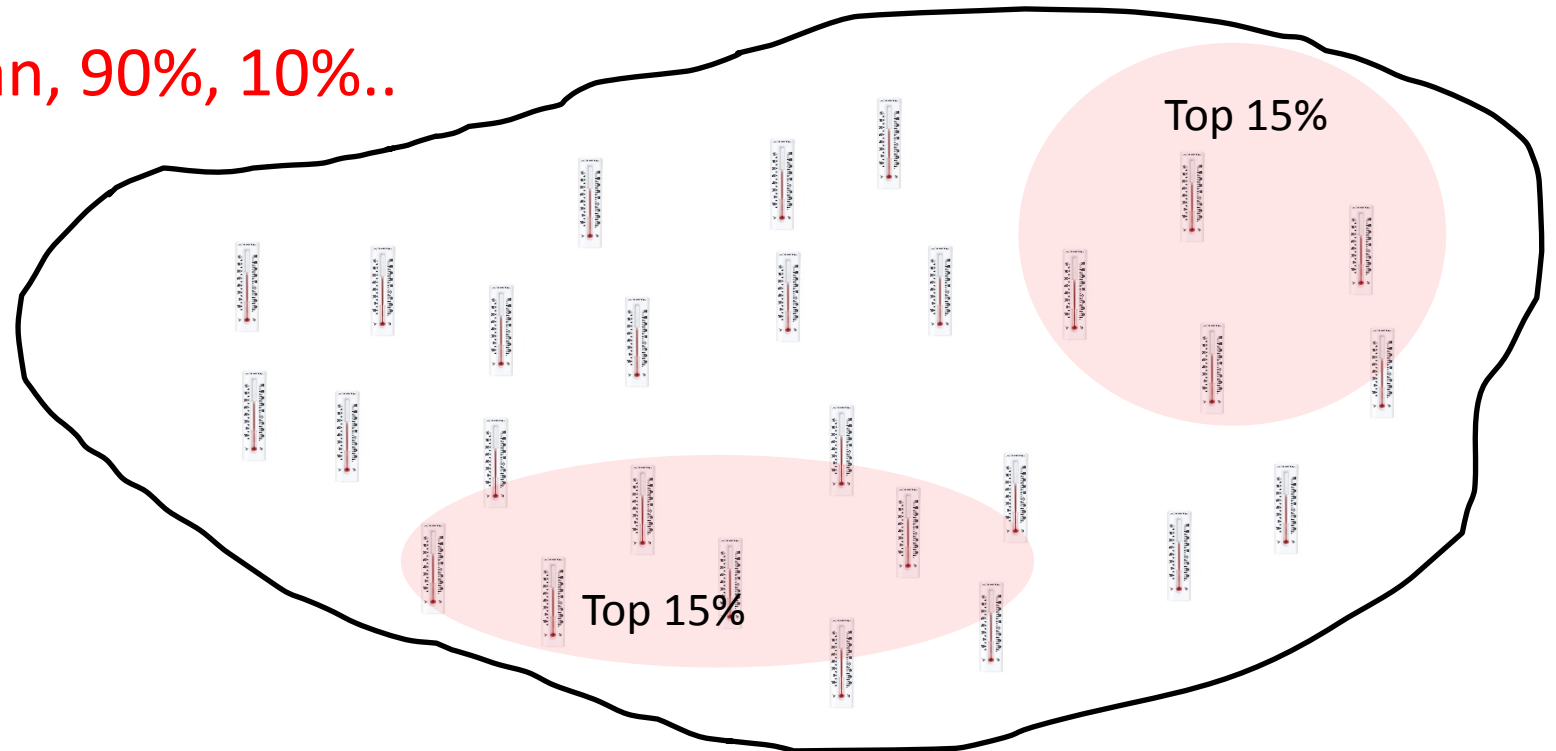
- Min, Max

- Quantiles: Median, 90%, 10%..



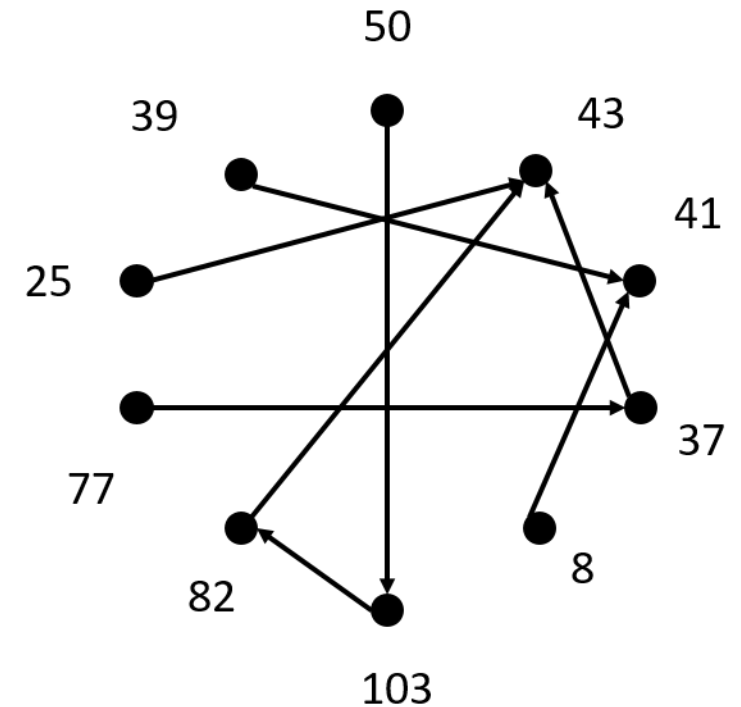
# Basic Aggregation Problems

- Basic Problems
  - Sum
  - Average
  - Min, Max
  - Quantiles: Median, 90%, 10%..



# Gossip Algorithms

- Gossip Algorithms / Epidemic Algorithms/ Population Protocols
  - Each node interacts with another node  $t(v)$ , chosen uniformly at random
  - **PUSH** or **PULL**  $O(\log n)$  bits
  - Nice properties:
    - Scalable
    - Low overhead (i.e.  $O(n)$  messages per round)
    - Fast convergence
    - Fault-tolerant
  - Captures interaction patterns in Nature:
    - Molecules interactions in chemical reactions
    - Rumor spreading



# Previous Results

- Max, Min
  - Folklore:  $O(\log n)$  rounds w.h.p.
  
- Sum, Average
  - [Kempe, Dobra, Gehrke '03]
  - PUSH-SUM**: approximate within  $(1 \pm \epsilon)$  in  $O(\log n + \log(\frac{1}{\epsilon}))$  rounds w.h.p.

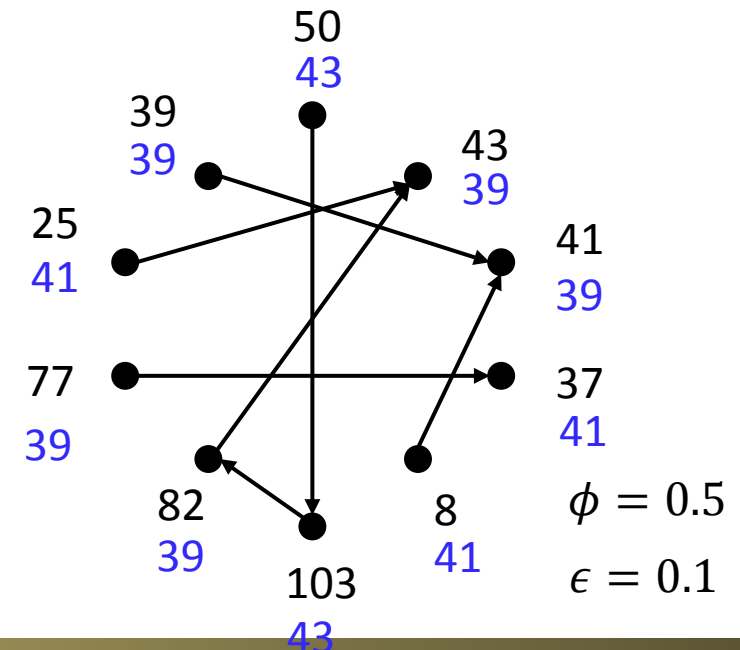
# Previous Results

- Quantile Computation
  - **$\phi$ -quantile**: Given  $0 < \phi < 1$ , **every node** outputs a value whose rank is  $[\phi n]$ 
    - [Kempe, Dobra, Gehrke '03]:  $O(\log^2 n)$
  - **$\epsilon$ -approximate  $\phi$ -quantile**: Given  $0 < \phi, \epsilon < 1$ , **every node** outputs a value whose rank is  $(\phi \pm \epsilon)n$

- [Doerr et al. '11]:

$O(\log n)$  rounds alg. for  $\epsilon = O\left(\sqrt{\frac{\log n}{n}}\right)$

and  $\phi = 0.5$  (median)



# New results

- **$\phi$ -quantile:** Given  $0 < \phi < 1$ , every node outputs a value whose rank is  $\lfloor \phi n \rfloor$

$O(\log n)$  rounds

Optimal

- **$\epsilon$ -approximate  $\phi$ -quantile:** Given  $0 < \phi, \epsilon < 1$ , every node outputs a value whose rank is  $(\phi \pm \epsilon)n$

$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  rounds

Optimal



# New results

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Optimal

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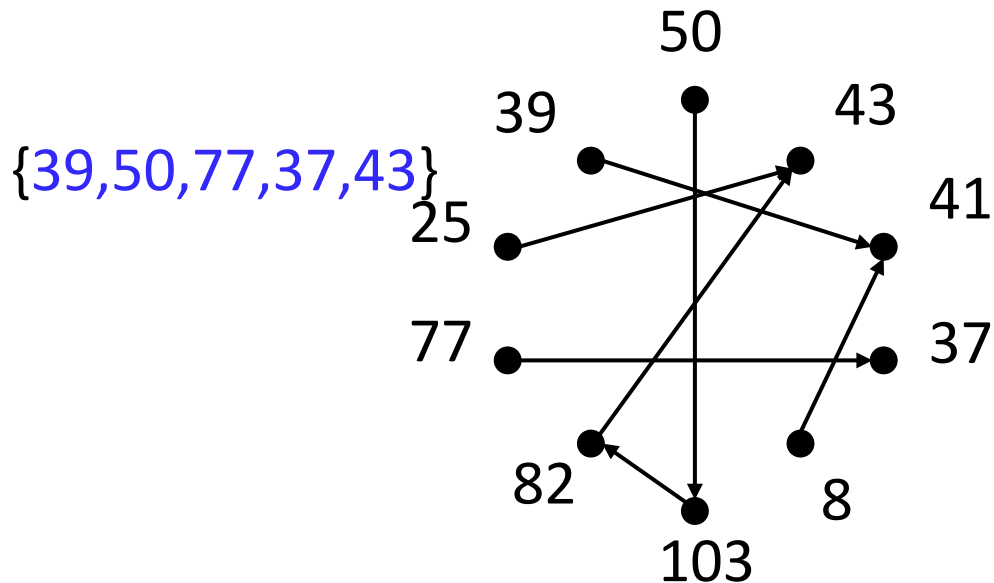
$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  rounds

Optimal

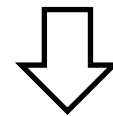
# First Attempt (Sampling)

Suppose each node randomly samples  $\Theta\left(\frac{\log n}{\epsilon^2}\right)$  values and outputs the  $\phi$ -quantile of the sampled values

Then, w.h.p. the quantile of the value is  $(\phi \pm \epsilon)$



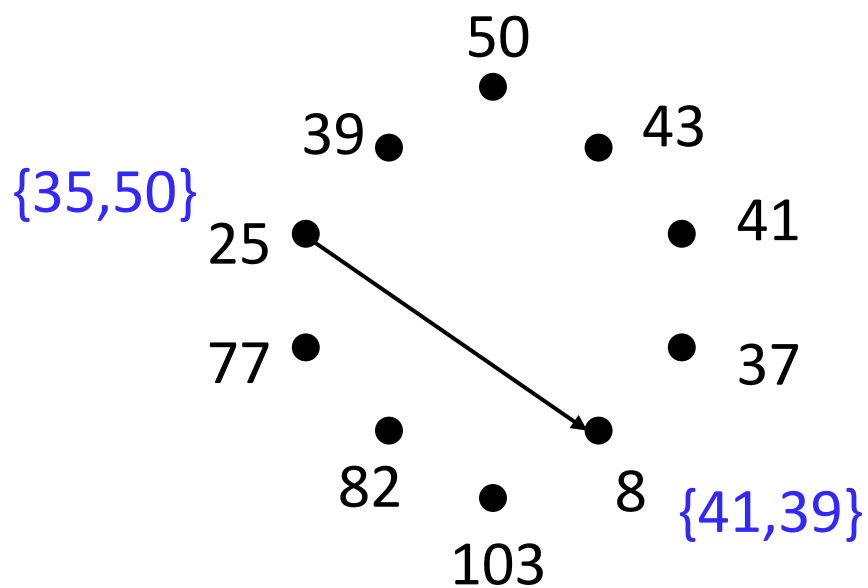
$O\left(\frac{\log n}{\epsilon^2}\right)$  rounds



$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  rounds ?

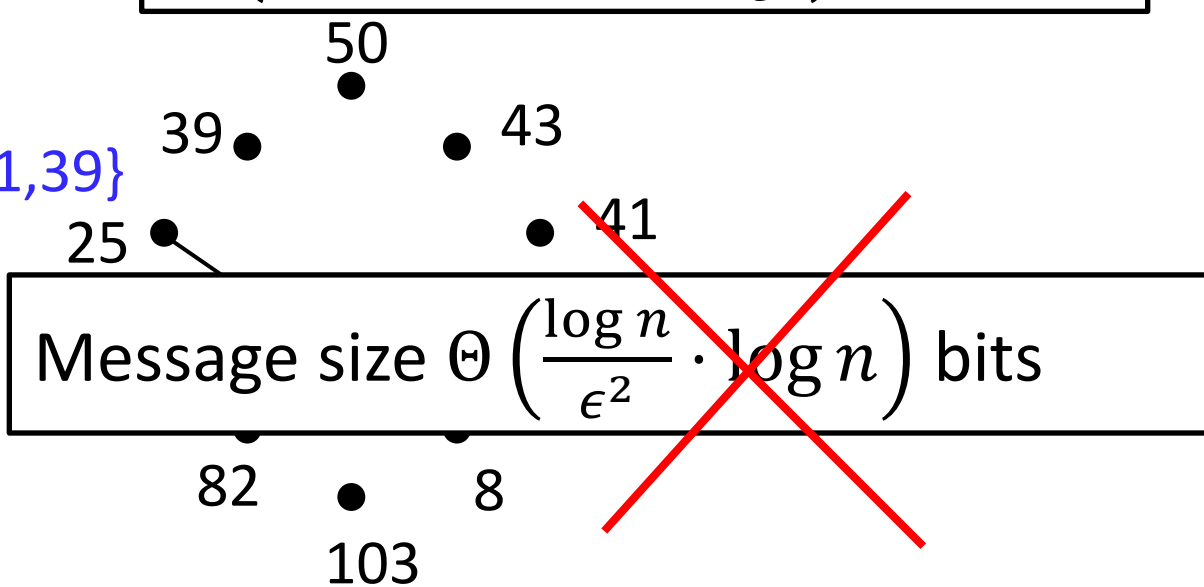
# Second Attempt (Doubling)

The sampled values can be doubled in every round.



Doubling

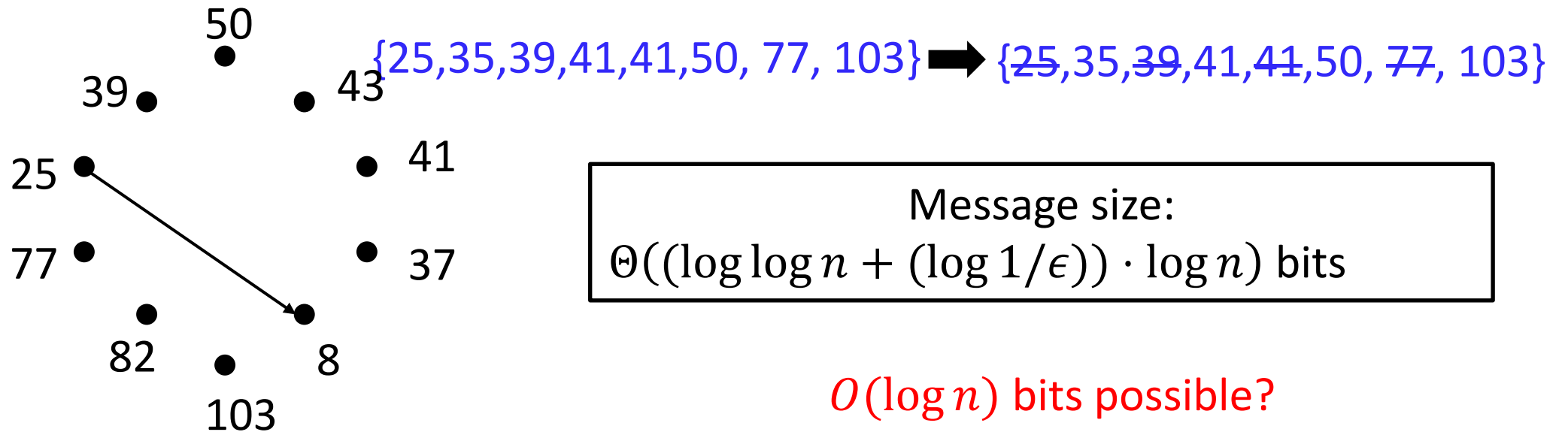
$$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right) \text{ rounds}$$



# Third Attempt (Quantile Sketch)

Instead of storing the whole set of sampled values, only keep a sketch of it.

Quantile Sketch: [Munro and Patterson '80, Manku et al. '99, Greenwald and Khanna '01]



# Our Approach

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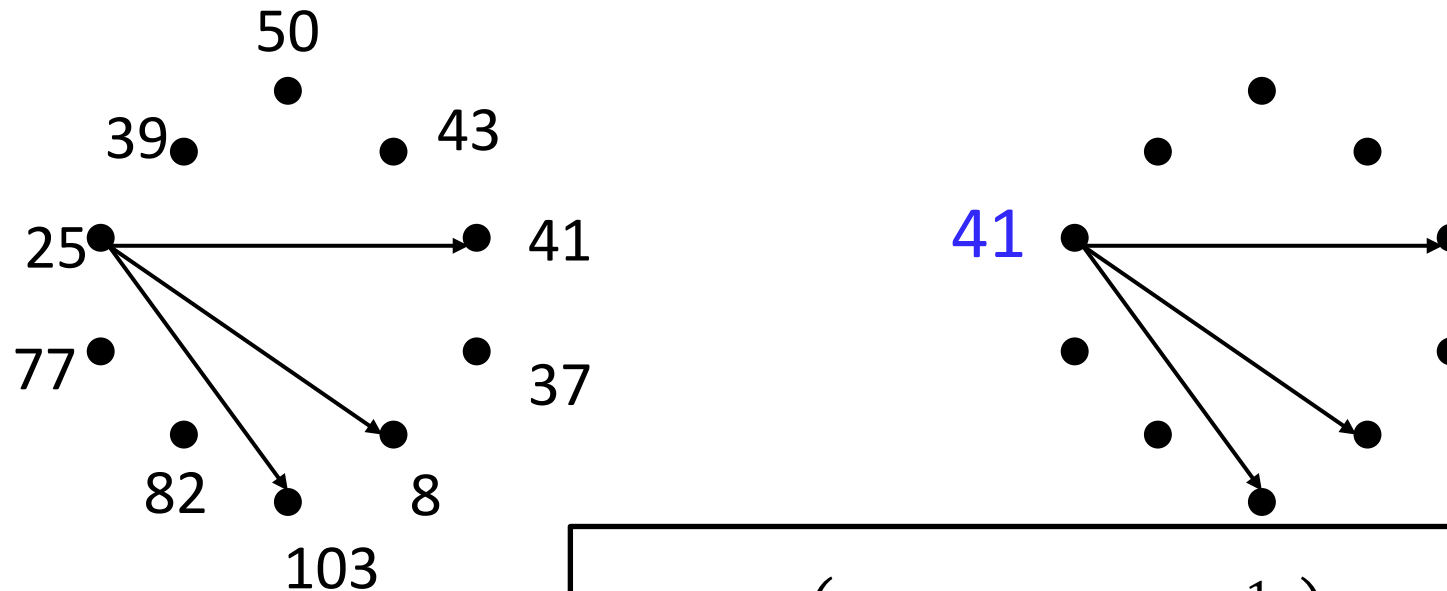
- Phase I: Shift the  $\phi$ -quantile to the approximate median
  
  
  
  
  
  
  
  
  
  
- Phase II: Compute the approximate median

# The TOURNAMENT Algorithm

## 3-Tournament



For each iteration:

Each node  $v$  randomly samples 3 values and sets itself to the middle one



After  $O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  iterations, the rank of every value is in  $(0.5 \pm \epsilon)n$

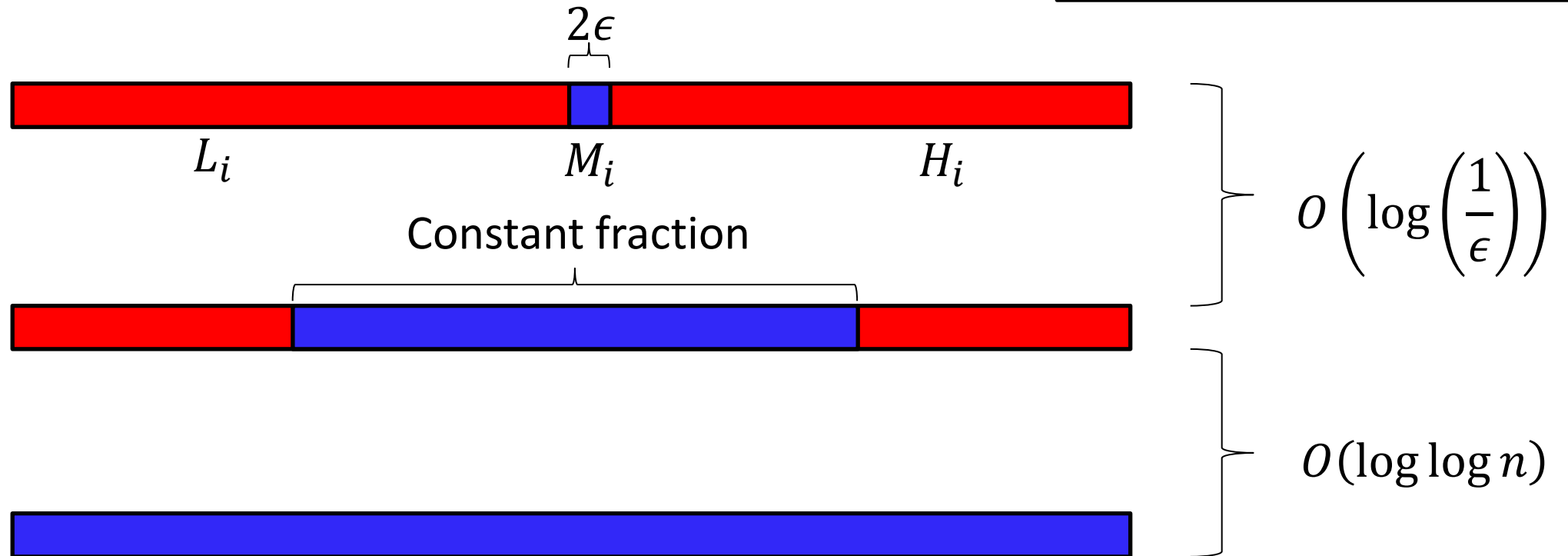
# Running Time

-  Nodes whose values are in  $(0.5 \pm \epsilon)$  quantile
-  Nodes whose values are not in  $(0.5 \pm \epsilon)$  quantile

Expected Behavior

$$H_{i+1} = 3H_i^2 - 2H_i^3$$

$$L_{i+1} = 3L_i^2 - 2L_i^3$$



# Approximate Median

- Compute the approximate median ( $\phi = 0.5$ )

$$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right) \text{ rounds}$$

- $\phi$ -quantiles for other  $\phi$ ?



# $\phi$ -quantiles for other $\phi$ ?

- Phase I: Shift the  $\phi$ -quantile to the approximate median
  
- Phase II: Compute the approximate median

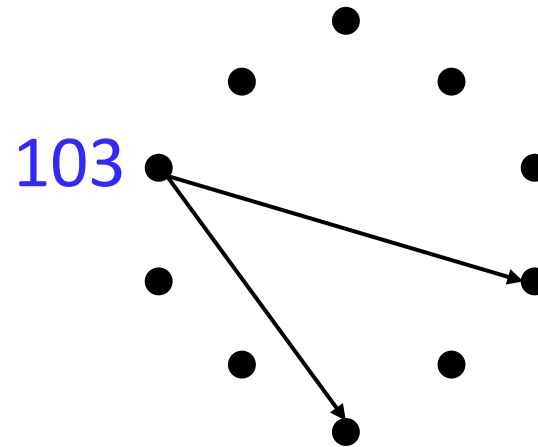
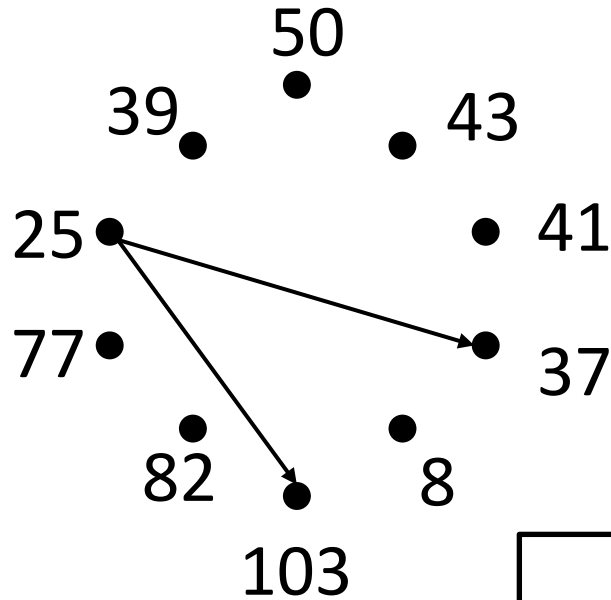
$$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right) \text{ rounds}$$

# Phase I: Shifting

2-Tournament ( $\phi > 1/2$ )



For each iteration:

Each node  $v$  randomly samples 2 values and sets itself to the **higher one**



After at most  $O\left(\log\left(\frac{1}{\epsilon}\right)\right)$  rounds, the  $(\phi \pm \epsilon)$ -quantiles become the **current** approximate median

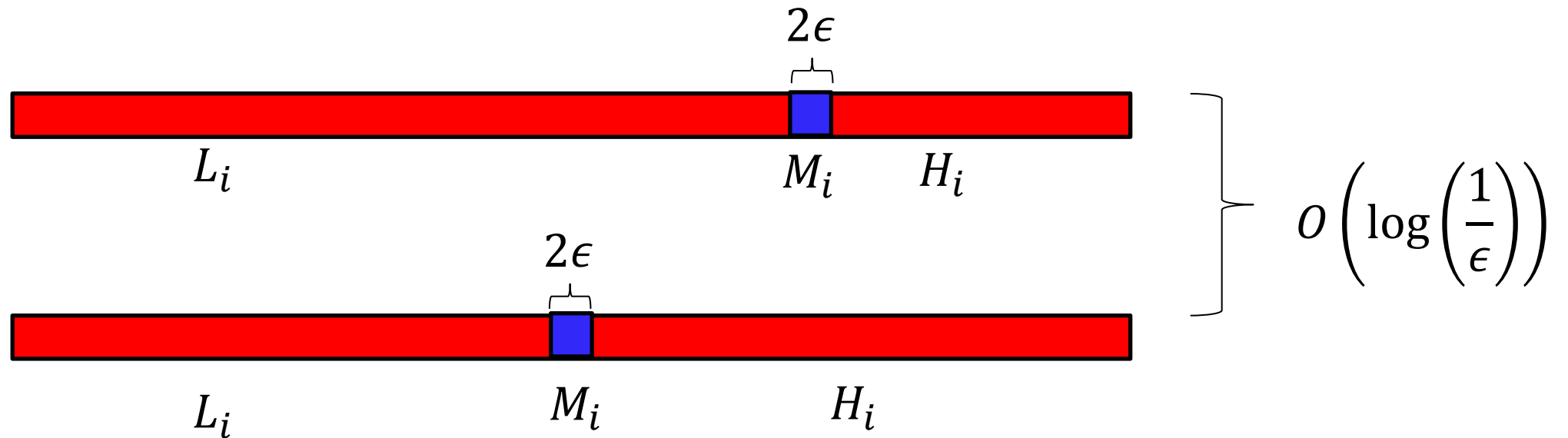
# Running Time

-  Nodes whose values are in  $(\phi \pm \epsilon)$  quantile
-  Nodes whose values are not in  $(\phi \pm \epsilon)$  quantile

Expected Behavior

$$L_{i+1} = L_i^2$$

$$M_{i+1} \geq M_i$$



# Our Approach

- Phase I: Shift the  $\phi$ -quantile to approximate median

$$O\left(\log\left(\frac{1}{\epsilon}\right)\right) \text{ rounds}$$

- Phase II: Compute the approximate median

$$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right) \text{ rounds}$$

# Caveat

- Given  $0 \leq \phi \leq 1$  and  $0 < \epsilon < 1$ , every node outputs a value whose rank is  $(\phi \pm \epsilon)n$

$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  rounds w.h.p., but **only for  $\epsilon \geq 1/n^{0.01}$**

- Example:  $\phi = 0.5$  (median),  $\epsilon = 1/(2n)$  (exact quantile computation)
  - After the first round of the 3-Tournament algorithm, with a **constant probability**, the answer is erased.

# Quantile Computation for Small $\epsilon$

- **$\phi$ -quantile:** Given  $0 < \phi < 1$ , every node outputs a value whose rank is  $\lfloor \phi n \rfloor$

$O(\log n)$  rounds

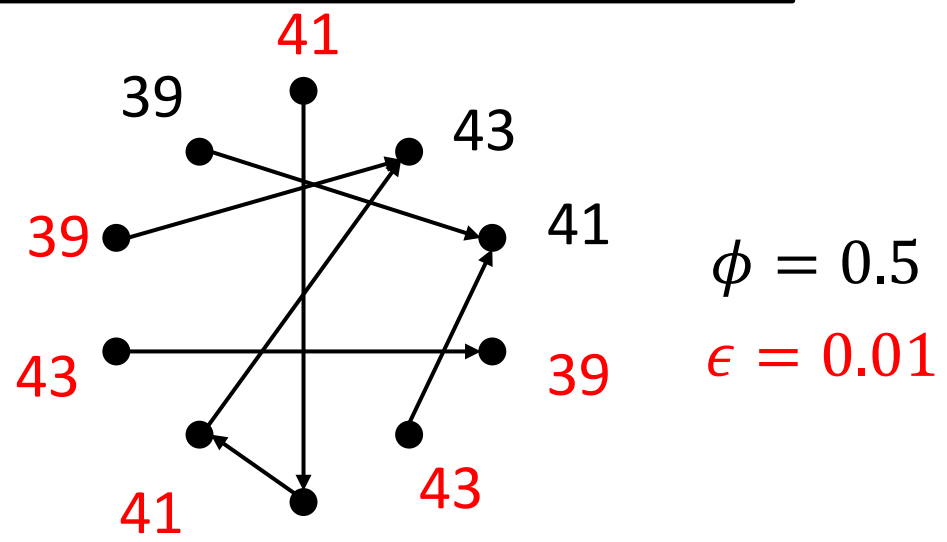
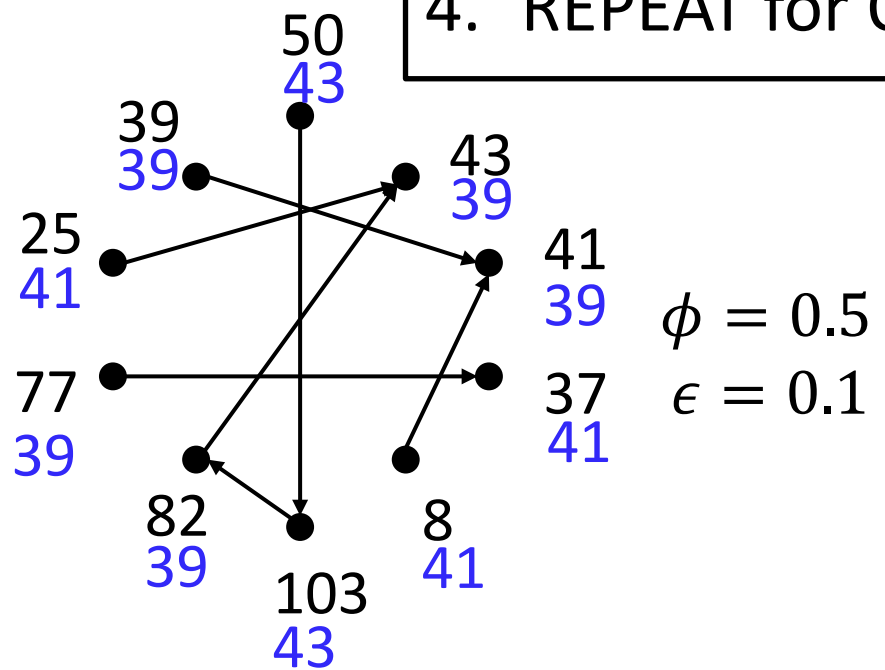
- **$\epsilon$ -approximate  $\phi$ -quantile:** Given  $0 < \phi < 1$  and  $1/n^{0.01} < \epsilon < 1$ , every node outputs a value whose rank is  $(\phi \pm \epsilon)n$

$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  rounds

# Bootstrapping

- Given  $0 \leq \phi \leq 1$ , every node outputs a value whose rank is  $[\phi n]$
- Bootstrap the approximation algorithm:

1. Run the algorithm for  $\epsilon = 1/n^{0.01}$
2. Discard values lying outside  $\phi \pm \epsilon$  quantiles
3. Duplicate the remaining values
4. REPEAT for  $O(1)$  rounds



# Quantile Computation

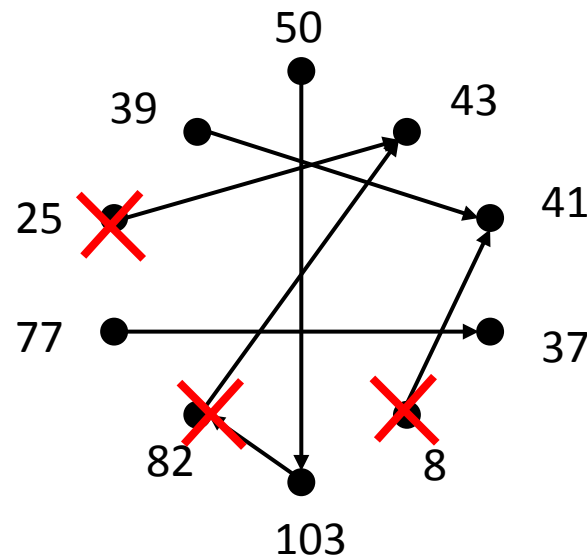
- Given  $0 \leq \phi \leq 1$  and  $0 < \epsilon < 1$ , every node outputs a value whose rank is  $(\phi \pm \epsilon)n$

$O\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  rounds, but ~~only for  $\epsilon \geq 1/n^{0.01}$~~



# Robustness

- Our algorithm also tolerates **constant probability node failure** in each round **with the same asymptotic running time**.

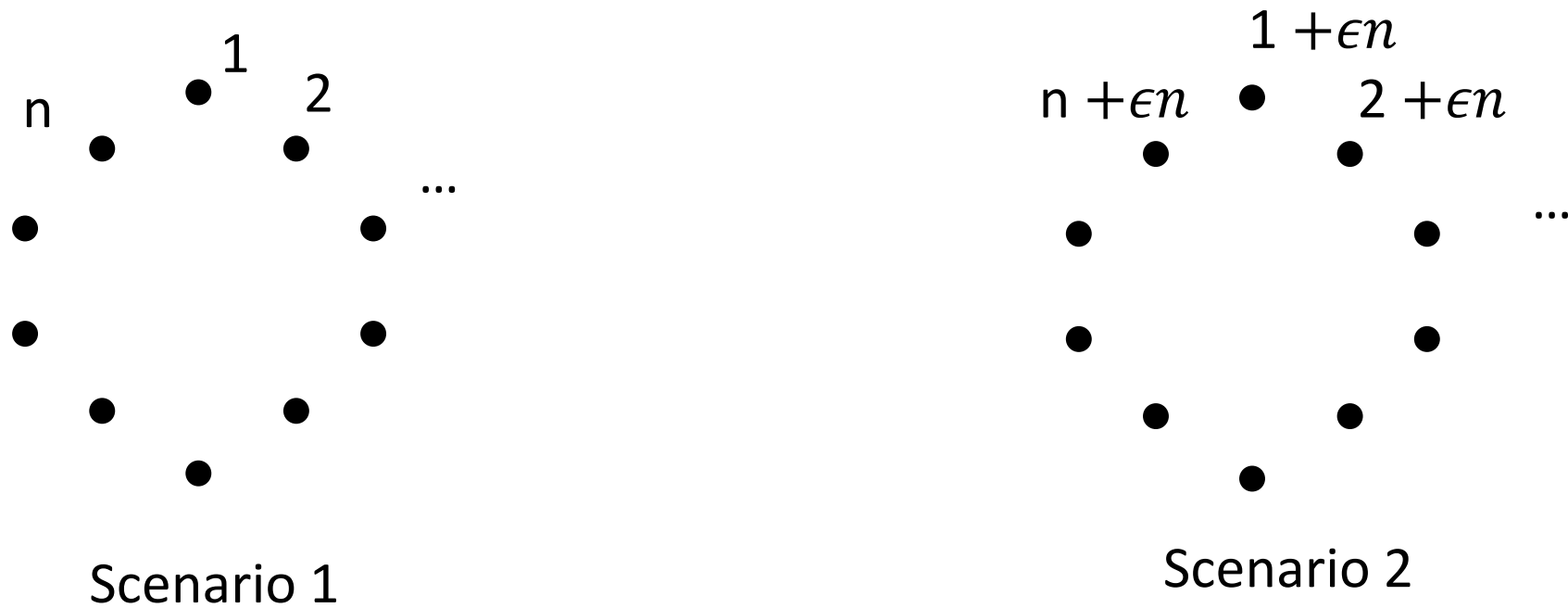


# Lower Bound

Theorem: Given  $\frac{\log n}{n} < \epsilon < 1$ , any gossip algorithms that uses  $o\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  rounds fail to  $\epsilon$ -approximate the median with prob. at least  $\frac{1}{3}$ .

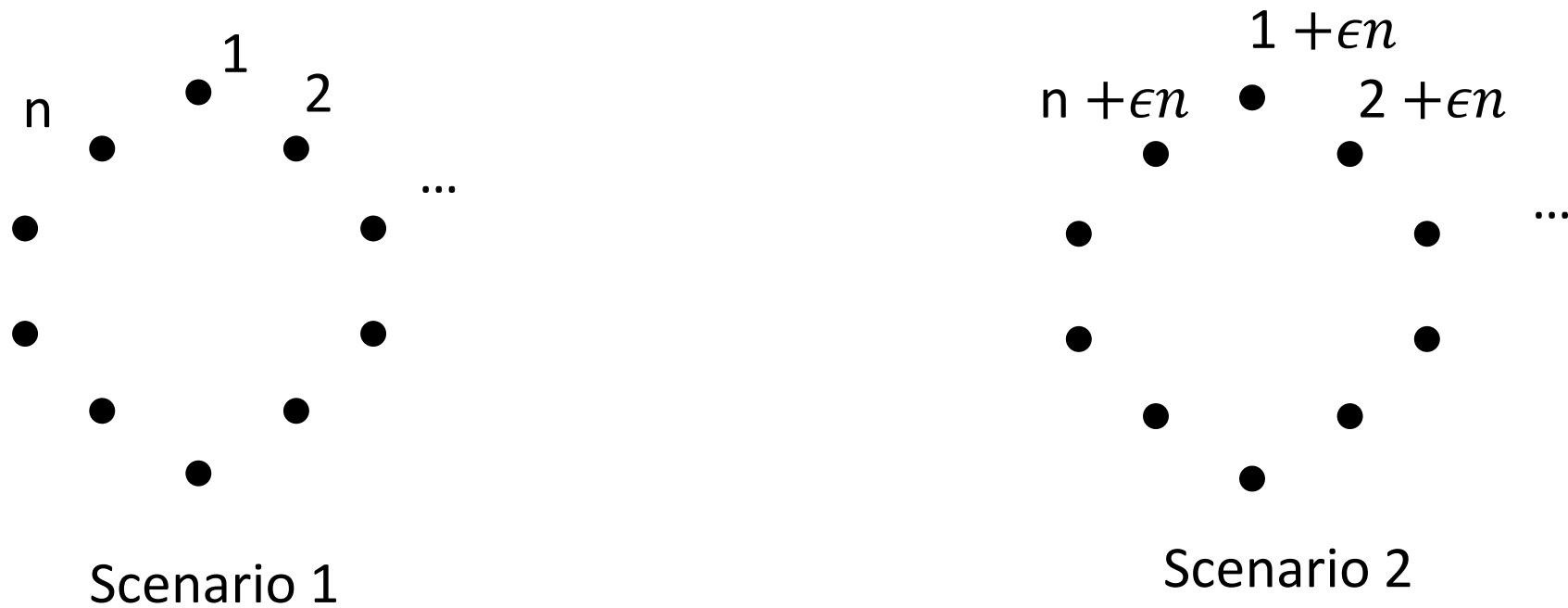
# Lower Bound

- Indistinguishable Arguments
  - Scenario 1: the values are  $\{1, 2, \dots, n\}$
  - Scenario 2: the values are  $\{1 + \epsilon n, 2 + \epsilon n, \dots, n + \epsilon n\}$



# Lower Bound

- Indistinguishable Arguments
  - The median in the first scenario and the second differ by  $\epsilon n$
  - In Scenario 1, each node must receive a value in  $S = \{1, 2, \dots, \epsilon n\}$  to ensure it is not in Scenario 2

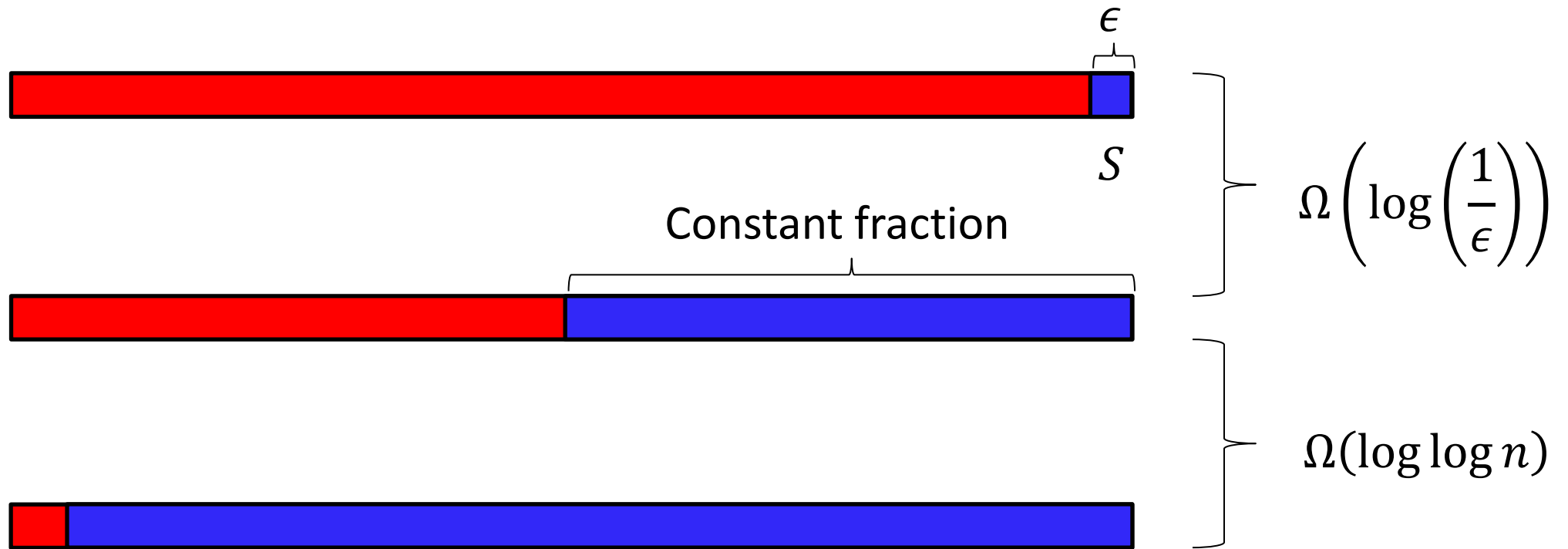


# Lower Bound

- Lower Bound

- $|S| = \epsilon n$

- It takes  $\Omega\left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)$  to spread messages from  $S$  to every node using both PUSH and PULL.



# Open Problems

- **For all**  $\epsilon$ -quantile computation problem
  - Each node  $v$  outputs  $Q(v)$  such that  $|Q(v) - \phi(v)| \leq \epsilon$ , where  $\phi(v)$  is the quantile of  $v$
  - **Approach 1:**
    - Use our algorithm to select the  $\frac{\epsilon}{2}, \frac{2\epsilon}{2}, \frac{3\epsilon}{2}, \dots$  quantiles
    - Each node outputs the nearest quantile
    - $O\left(\frac{1}{\epsilon} \left(\log \log n + \log\left(\frac{1}{\epsilon}\right)\right)\right)$  rounds
  - **Approach 2:**
    - Broadcast every value to every node in  $O(n + \log n)$  rounds using [Network Coding](#) [Haeupler '11]
    - $O(n)$  rounds for exact answers

# Open Problems

- Pipeline problems
  - [Haeupler '11] Broadcast  $k$  messages in  $O(k + \log n)$  rounds by gossiping.
  - [Kempe, Dobra, Gehrke '03] Compute the sum in  $O(\log n)$  rounds
  - Compute  $k$  sums in  $O(k + \log n)$  rounds?

Thank you