## Distributed Testing of Conductance

Hendrik Fichtenberger, Yadu Vasudev
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## Sublinear Graph Algorithms


classic / global algorithm
see everything
complexity $\Omega(n)$
output solution

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## classic / global algorithm

 see everything complexity $\Omega(n)$ output solution

## sublinear algorithm

see only small parts complexity o(n)
estimate solution's value

## Property Testing

Given a graph $G=(V, E)$, decide with prob. $\geq 2 / 3$

distance " $\epsilon$-far from" = need to modify more than $\epsilon|E|$ edges

## Distributed Property Testing in the CONGEST model



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1. unlimited local computation
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- complexity measure: \#rounds

Conductance In Pictures



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\text { For } \begin{aligned}
S \subseteq V \odot, \Phi(S) & =\frac{|E(S, V \backslash S)|}{|(S \times V) \cap E| \odot \bigcirc} \\
\Phi(G) & =\min _{\mid E \subset V}^{|E(S, S)| \leq|E(\bar{S}, \bar{S})|}
\end{aligned} \Phi(S)
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## Testing of Conductance

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There is a tester for conductance $\Phi$ in the CONGEST model with round complexity $O\left(\frac{\log n}{\epsilon \Phi^{2}}\right)$, and a lower bound of $\Omega(\log n)$.

- tester works also for connected graphs of unknown size
- votes can be made all accept / all reject


## Lazy Random Walks

- random walker starts on $s \in V$



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- random walker starts on $s \in V$
- goes $u \rightarrow v, v \in \Gamma(u)$ with probability

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p(v, u)= \begin{cases}\frac{1}{2 d(u)} & \text { if } u \neq v \\ \frac{1}{2} & \text { if } u=v\end{cases}
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- walk mixes, that is, converges to $\overrightarrow{\boldsymbol{\pi}}$

$$
\lim _{t \rightarrow \infty}\left\|P^{t} \overrightarrow{\mathbb{1}}_{s}-\vec{\pi}\right\|=0
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3. check if walks for some $v \in S$ mixed poorly after $\Theta(\log n)$ steps
...but keeping all traces is costly: > poly(n) bits

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- first two-sided error distributed tester
- voting rule taken from one-sided error testing
- power of other rules?


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- power of other rules?
- lower bound for one-sided error tester of conductance?

