

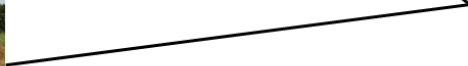
Bounds for randomized rumour spreading protocols

Abbas Mehrabian
amehrabi@uwaterloo.ca

University of Waterloo

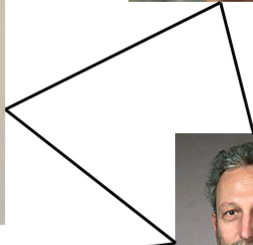
20 November 2014
Dalhousie University

joint work with H. Acan, A. Collevocchio, A. Pourmiri, N. Wormald

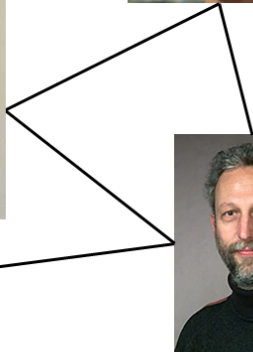




SUNDAY



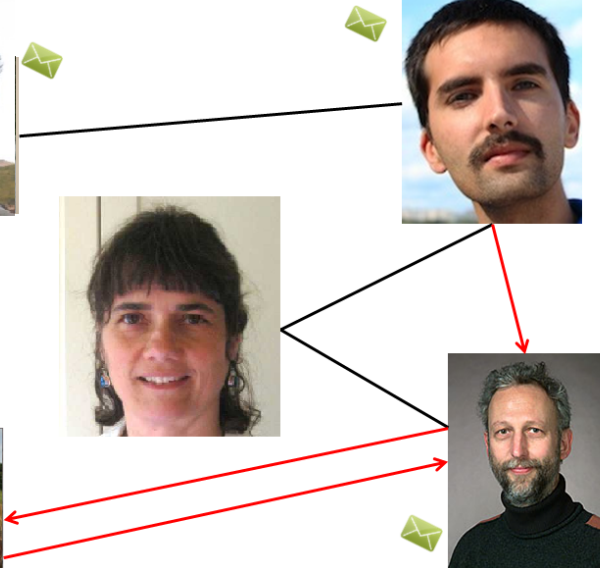
MONDAY



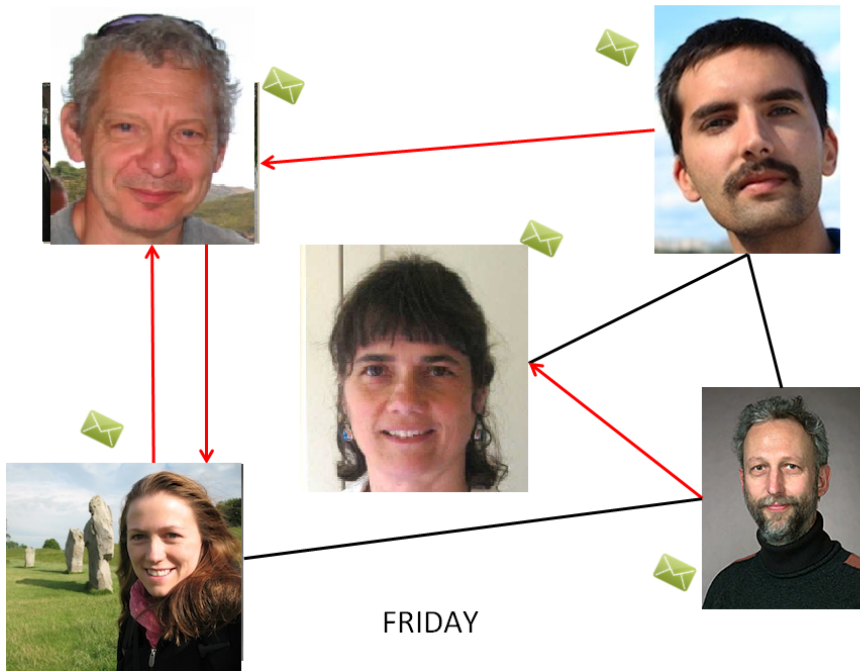
TUESDAY



WEDNESDAY



THURSDAY



Protocol definition

Demers, Gealy, Greene, Hauser, Irish, Larson, Manning, Shenker, Sturgis, Swinehart, Terry, Woods'87

1. The ground is a simple connected graph.
2. At time 0, one vertex knows a rumour.
3. At each time-step $1, 2, \dots$, every informed vertex tells the rumour to a random neighbour.

Protocol definition

Demers, Gealy, Greene, Hauser, Irish, Larson, Manning, Shenker, Sturgis, Swinehart, Terry, Woods'87

1. The ground is a simple connected graph.
2. At time 0, one vertex knows a rumour.
3. At each time-step $1, 2, \dots$, every informed vertex tells the rumour to a random neighbour.

Remark 1. Informed vertex may call a neighbour in consecutive steps.

Remark 2. If a vertex receives the rumour at time t , it starts passing it from time $t + 1$.

Protocol definition

Demers, Gealy, Greene, Hauser, Irish, Larson, Manning, Shenker, Sturgis, Swinehart, Terry, Woods'87

1. The ground is a simple connected graph.
2. At time 0, one vertex knows a rumour.
3. At each time-step $1, 2, \dots$, every informed vertex tells the rumour to a random neighbour.

Remark 1. Informed vertex may call a neighbour in consecutive steps.

Remark 2. If a vertex receives the rumour at time t , it starts passing it from time $t + 1$.

inform-time(v): the first time v learns the rumour.

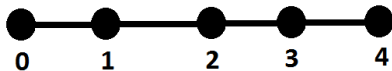
Spread Time: the first time everyone knows the rumour.

Applications

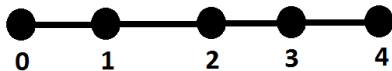


- ✓ Replicated databases
- ✓ Broadcasting algorithms
- ✓ News propagation in social networks
- ✓ Spread of viruses on the Internet

Example: a path

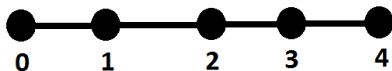


Example: a path



$$\text{inform} - \text{time}(0) = 0$$

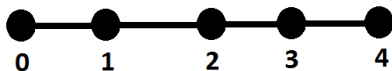
Example: a path



$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

Example: a path

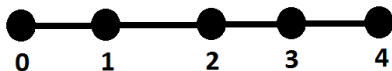


$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(1/2)$$

Example: a path



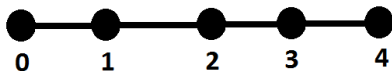
$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(1/2)$$

$$\text{inform} - \text{time}(3) = 1 + \text{Geo}(1/2) + \text{Geo}(1/2)$$

Example: a path



$$\text{inform} - \text{time}(0) = 0$$

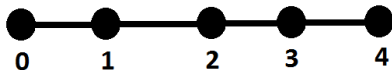
$$\text{inform} - \text{time}(1) = 1$$

$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(1/2)$$

$$\text{inform} - \text{time}(3) = 1 + \text{Geo}(1/2) + \text{Geo}(1/2)$$

$$\text{inform} - \text{time}(4) = 1 + \text{Geo}(1/2) + \text{Geo}(1/2) + \text{Geo}(1/2)$$

Example: a path



$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(1/2)$$

$$\text{inform} - \text{time}(3) = 1 + \text{Geo}(1/2) + \text{Geo}(1/2)$$

$$\text{inform} - \text{time}(4) = 1 + \text{Geo}(1/2) + \text{Geo}(1/2) + \text{Geo}(1/2)$$

$$\mathbb{E}[\text{Spread Time}] = 1 + 3 \times 2 = 7$$

Example: a path



$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(1/2)$$

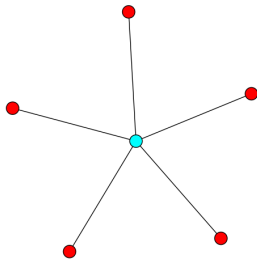
$$\text{inform} - \text{time}(3) = 1 + \text{Geo}(1/2) + \text{Geo}(1/2)$$

$$\text{inform} - \text{time}(4) = 1 + \text{Geo}(1/2) + \text{Geo}(1/2) + \text{Geo}(1/2)$$

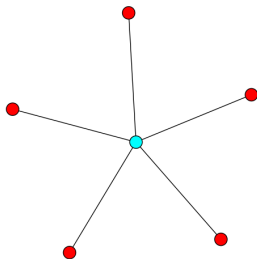
$$\mathbb{E}[\text{Spread Time}] = 1 + 3 \times 2 = 7$$

$$= 2n - 3$$

Example: a star

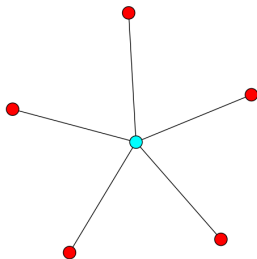


Example: a star



When $k + 1$ vertices are informed and $n - 1 - k$ uninformed, after $\frac{n-1}{n-1-k}$ more rounds a new vertex will be informed.

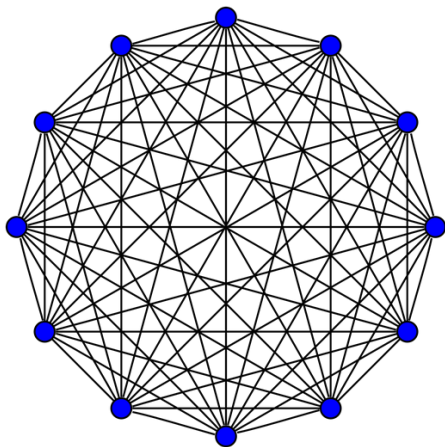
Example: a star



When $k + 1$ vertices are informed and $n - 1 - k$ uninformed, after $\frac{n-1}{n-1-k}$ more rounds a new vertex will be informed.

$$\mathbb{E}[\text{Spread Time}] = \frac{n-1}{n-1} + \frac{n-1}{n-2} + \cdots + \frac{n-1}{2} + \frac{n-1}{1} \approx n \ln n$$

Example: a complete graph



$$\mathbb{E}[\text{Spread Time}] \approx \log_2 n + \ln n \quad [\text{Pittel}'87]$$

Other known results

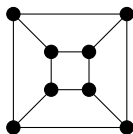
With probability close to 1, for any starting vertex,

1. $\max\{\text{diameter}(G)/2, \log_2 n\} \leq \text{Spread Time} \leq n \ln n$
[Elsässer and Sauerwald'06]

Other known results

With probability close to 1, for any starting vertex,

1. $\max\{\text{diameter}(G)/2, \log_2 n\} \leq \text{Spread Time} \leq n \ln n$
[Elsässer and Sauerwald'06]
2. Spread Time of $\mathcal{H}_d = \Theta(d)$ [Feige, Peleg, Raghavan, Upfal'90]

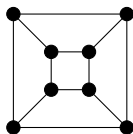


\mathcal{H}_3

Other known results

With probability close to 1, for any starting vertex,

1. $\max\{\text{diameter}(G)/2, \log_2 n\} \leq \text{Spread Time} \leq n \ln n$
[Elsässer and Sauerwald'06]
2. Spread Time of $\mathcal{H}_d = \Theta(d)$ [Feige, Peleg, Raghavan, Upfal'90]



\mathcal{H}_3

3. If $pn \geq (1 + \varepsilon) \ln n$ then Spread Time of $G(n, p) = \Theta(\ln n)$
[Feige et al.'90]

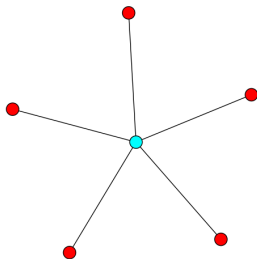
Uninformed vertices ask the informed ones...

The push-pull protocol

Demers, Gealy, Greene, Hauser, Irish, Larson, Manning, Shenker, Sturgis, Swinehart, Terry, Woods'87

1. The ground is a simple connected graph.
2. At time 0, one vertex knows a rumour.
3. At each time-step $1, 2, \dots$, every informed vertex sends the rumour to a random neighbour (PUSH); and every uninformed vertex queries a random neighbour about the rumour (PULL).

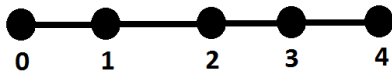
Example: a star



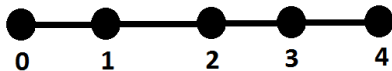
push protocol: $n \ln n$ rounds

push-pull protocol: 1 or 2 rounds

Example: a path

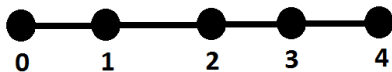


Example: a path



$$\text{inform} - \text{time}(0) = 0$$

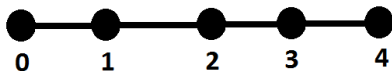
Example: a path



$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

Example: a path

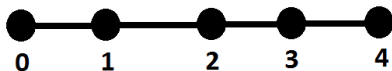


$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

$$\begin{aligned} \text{inform} - \text{time}(2) &= 1 + \min\{\text{Geo}(1/2), \text{Geo}(1/2)\} \\ &= 1 + \text{Geo}(3/4) \end{aligned}$$

Example: a path



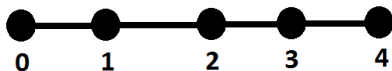
$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(3/4)$$

$$\text{inform} - \text{time}(3) = 1 + \text{Geo}(3/4) + \text{Geo}(3/4)$$

Example: a path



$$\text{inform} - \text{time}(0) = 0$$

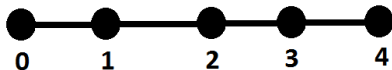
$$\text{inform} - \text{time}(1) = 1$$

$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(3/4)$$

$$\text{inform} - \text{time}(3) = 1 + \text{Geo}(3/4) + \text{Geo}(3/4)$$

$$\text{inform} - \text{time}(4) = 1 + \text{Geo}(3/4) + \text{Geo}(3/4) + 1$$

Example: a path



$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

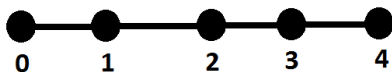
$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(3/4)$$

$$\text{inform} - \text{time}(3) = 1 + \text{Geo}(3/4) + \text{Geo}(3/4)$$

$$\text{inform} - \text{time}(4) = 1 + \text{Geo}(3/4) + \text{Geo}(3/4) + 1$$

$$\mathbb{E}[\text{Spread Time}] = 2 + 2 \times 4/3 = 14/3$$

Example: a path



$$\text{inform} - \text{time}(0) = 0$$

$$\text{inform} - \text{time}(1) = 1$$

$$\text{inform} - \text{time}(2) = 1 + \text{Geo}(3/4)$$

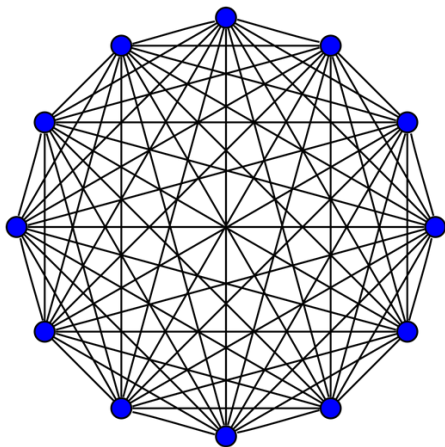
$$\text{inform} - \text{time}(3) = 1 + \text{Geo}(3/4) + \text{Geo}(3/4)$$

$$\text{inform} - \text{time}(4) = 1 + \text{Geo}(3/4) + \text{Geo}(3/4) + 1$$

$$\mathbb{E}[\text{Spread Time}] = 2 + 2 \times 4/3 = 14/3$$

$$= \frac{4}{3}n - 2 \quad (\text{versus } 2n - 3 \text{ for push})$$

Example: a complete graph



push: $\log_2 n + \ln n$

push-pull: $\log_3 n$

[Pittel'87]

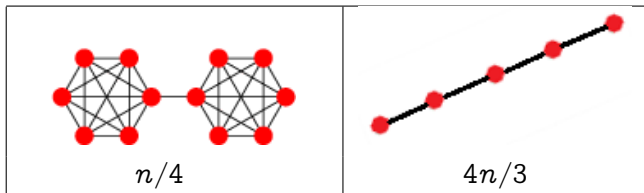
[Karp, Schindelhauer, Shenker, Vöcking'00]

Other results on push-pull protocol

1. Barabasi-Albert preferential attachment graph has Spread Time $\Theta(\ln n)$,
PUSH alone has Spread Time $\text{poly}(n)$.
[Doerr, Fouz, Friedrich '11]
2. Random graphs with power-law expected degrees (a.k.a. the Chung-Lu model) with exponent $\in (2, 3)$ has Spread Time $\Theta(\ln n)$.
[Fountoulakis, Panagiotou, Sauerwald '12]
3. If α is the vertex expansion (vertex isoperimetric number), and Φ is the conductance,
Spread Time $\leq C \max\{\Phi^{-1} \ln n, \alpha^{-1} \ln^2 n\}$. [Giakkoupis '11, '14]
No bottleneck \Rightarrow fast rumour spreading

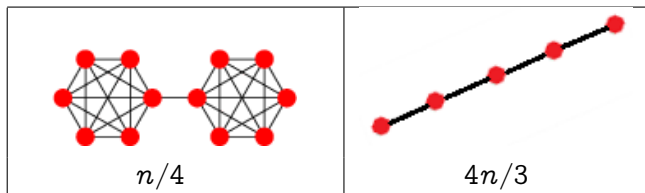
An extremal question

What's the maximum spread time of an n -vertex graph?



An extremal question

What's the maximum spread time of an n -vertex graph?



Theorem (Acan, Collecchio, M, Wormald'14+)

On any n -vertex graph, $\mathbb{E}[\text{Spread Time}] \leq 5n$



Search ID: phan270

"Very well, then — if there's no more 'old gossip',
Let's move on to 'new gossip'."

Push-Pull on Random k -trees

Random k -trees

Example ($k = 3$)



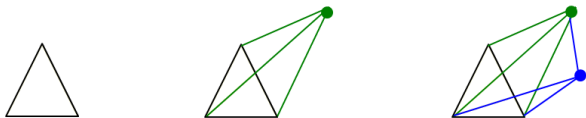
Random k -trees

Example ($k = 3$)



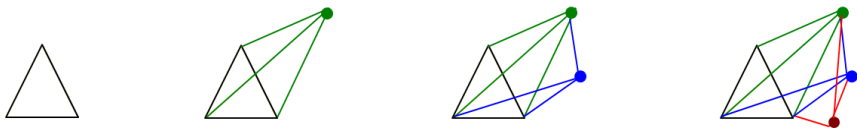
Random k -trees

Example ($k = 3$)

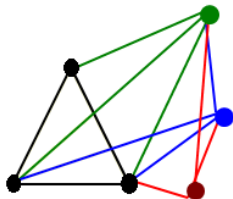


Random k -trees

Example ($k = 3$)



Some properties of random k -trees



- ✓ Logarithmic diameter
- ✓ Power law degree sequence:
fraction of vertices with degree $d \approx d^{-2-\frac{1}{k-1}}$
- ✓ Very small conductance and vertex expansion
Lots of bottlenecks

Our results

Push-Pull protocol on random k -trees ($k > 1$ fixed):

Theorem (M, Pourmiri'14, upper bound)

*If initially a random vertex knows the rumor,
after $(\ln n)^{1+3/k}$ rounds, 99 percent of vertices will know it.*

Our results

Push-Pull protocol on random k -trees ($k > 1$ fixed):

Theorem (M, Pourmiri'14, upper bound)

If initially a random vertex knows the rumor, after $(\ln n)^{1+3/k}$ rounds, 99 percent of vertices will know it.

Push-Pull is efficient on a poorly connected random network, if informing **almost all** vertices suffices.

Our results

Push-Pull protocol on random k -trees ($k > 1$ fixed):

Theorem (M, Pourmiri'14, upper bound)

If initially a random vertex knows the rumor, after $(\ln n)^{1+3/k}$ rounds, 99 percent of vertices will know it.

Push-Pull is efficient on a poorly connected random network, if informing **almost all** vertices suffices.

Theorem (M, Pourmiri'14, lower bound)

The time required to inform all vertices is $> n^{1/3k}$

Our results

Push-Pull protocol on random k -trees ($k > 1$ fixed):

Theorem (M, Pourmiri'14, upper bound)

If initially a random vertex knows the rumor, after $(\ln n)^{1+3/k}$ rounds, 99 percent of vertices will know it.

Push-Pull is efficient on a poorly connected random network, if informing **almost all** vertices suffices.

Theorem (M, Pourmiri'14, lower bound)

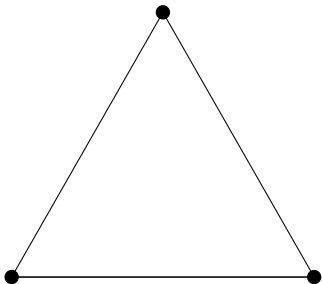
The time required to inform all vertices is $> n^{1/3k}$

Exponential blow up if informing each and every vertex is required.

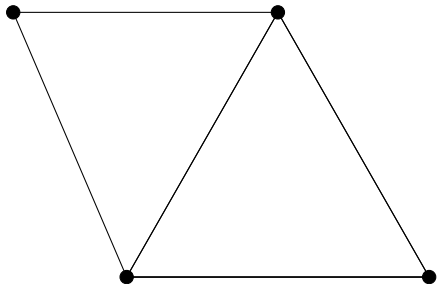
Self-similarity of random k -trees



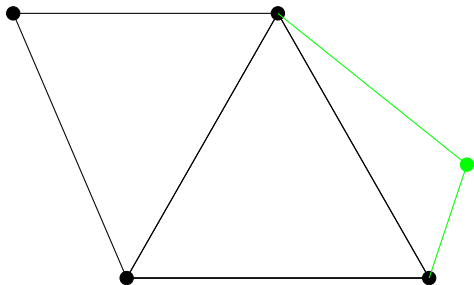
Self-similarity of random k -trees



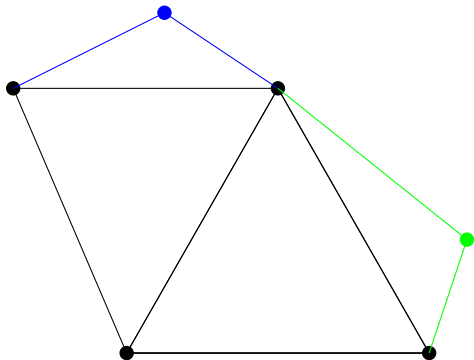
Self-similarity of random k -trees



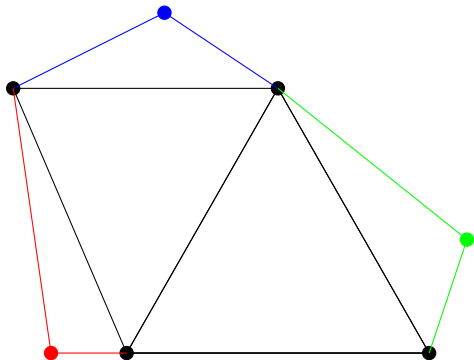
Self-similarity of random k -trees



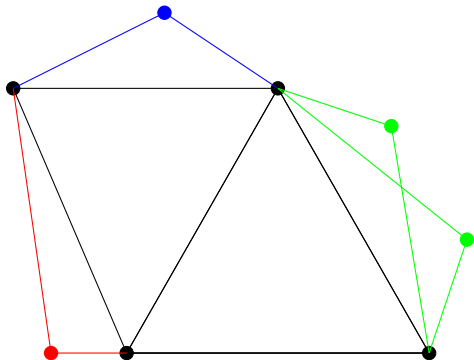
Self-similarity of random k -trees



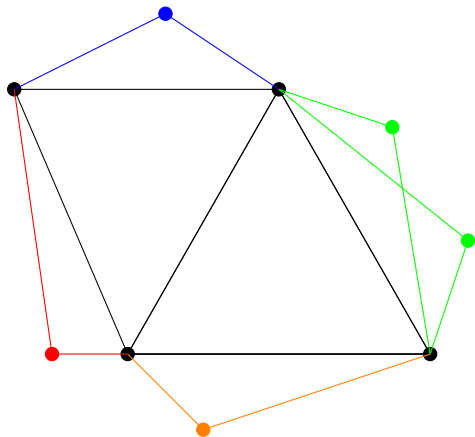
Self-similarity of random k -trees



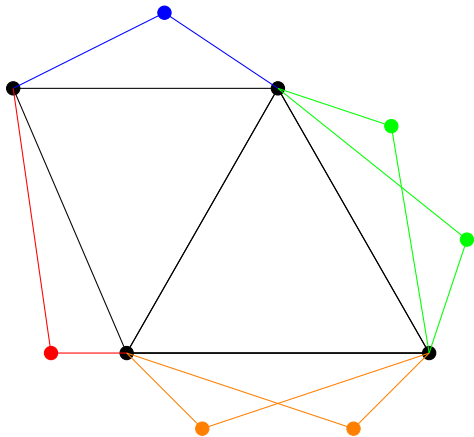
Self-similarity of random k -trees



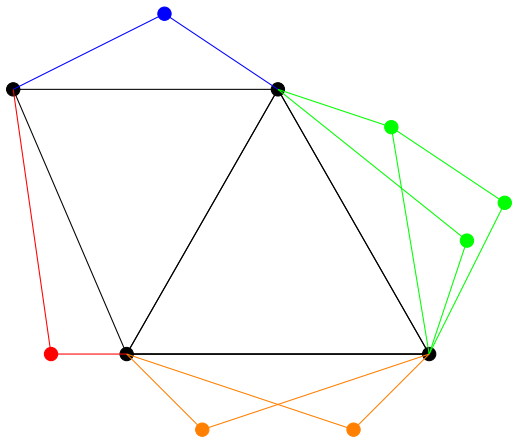
Self-similarity of random k -trees



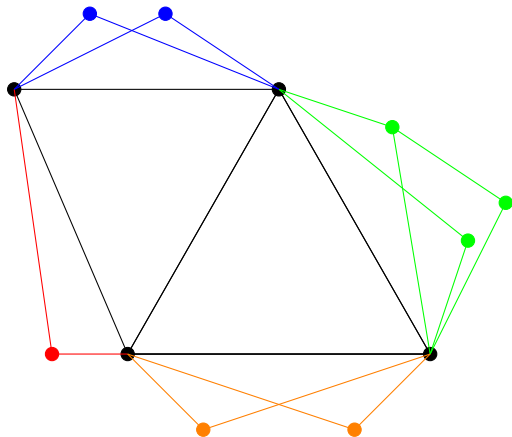
Self-similarity of random k -trees



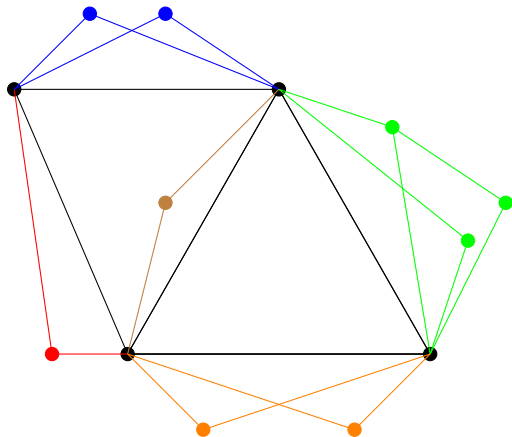
Self-similarity of random k -trees



Self-similarity of random k -trees



Self-similarity of random k -trees



Proof sketch of the upper bound

Fast edges

Let d be some parameter.

Definition (fast edge)

An edge $uv \in E(H)$ is **fast** if $\deg(u) \leq d$ or $\deg(v) \leq d$ or u and v have a common neighbour with degree $\leq d$.

Fast edges

Let d be some parameter.

Definition (fast edge)

An edge $uv \in E(H)$ is **fast** if $\deg(u) \leq d$ or $\deg(v) \leq d$ or u and v have a common neighbour with degree $\leq d$.

Observe: if uv is fast, average transmission time from u to $v \leq 2d$.

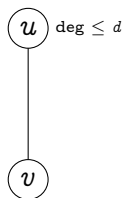
Fast edges

Let d be some parameter.

Definition (fast edge)

An edge $uv \in E(H)$ is **fast** if $\deg(u) \leq d$ or $\deg(v) \leq d$ or u and v have a common neighbour with degree $\leq d$.

Observe: if uv is fast, average transmission time from u to $v \leq 2d$.



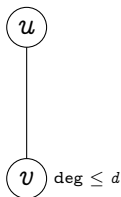
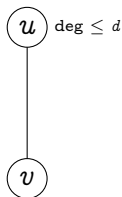
Fast edges

Let d be some parameter.

Definition (fast edge)

An edge $uv \in E(H)$ is **fast** if $\deg(u) \leq d$ or $\deg(v) \leq d$ or u and v have a common neighbour with degree $\leq d$.

Observe: if uv is fast, average transmission time from u to $v \leq 2d$.



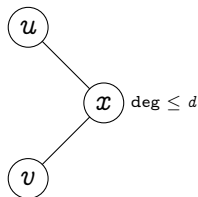
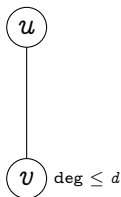
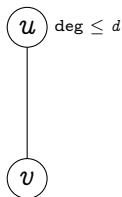
Fast edges

Let d be some parameter.

Definition (fast edge)

An edge $uv \in E(H)$ is **fast** if $\deg(u) \leq d$ or $\deg(v) \leq d$ or u and v have a common neighbour with degree $\leq d$.

Observe: if uv is fast, average transmission time from u to $v \leq 2d$.



Fast edges

Let d be some parameter.

Definition (fast edge)

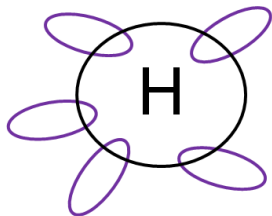
An edge $uv \in E(H)$ is **fast** if $\deg(u) \leq d$ or $\deg(v) \leq d$ or u and v have a common neighbour with degree $\leq d$.

Observe: if uv is fast, average transmission time from u to $v \leq 2d$.

Lemma

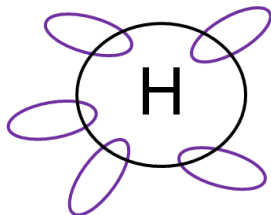
Transmission time along a path of length ℓ of fast edges is $\leq O(d(\ell + \ln n))$ with prob. $\geq 1 - n^{-3}$.

Proof of upper bound



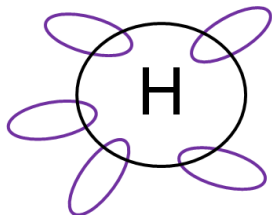
1. $H = \text{graph at round } m \approx n / \ln n$

Proof of upper bound



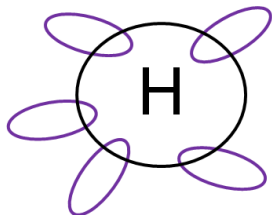
1. $H =$ graph at round $m \approx n/\ln n$
2. Almost all vertices in small pieces have degrees $\leq d = (\ln n)^{3/k}$

Proof of upper bound



1. $H =$ graph at round $m \approx n/\ln n$
2. Almost all vertices in small pieces have degrees $\leq d = (\ln n)^{3/k}$
3. \exists an almost-spanning tree of H of height $O(\ln n)$ consisting fast edges.

Proof of upper bound



1. $H =$ graph at round $m \approx n/\ln n$
2. Almost all vertices in small pieces have degrees $\leq d = (\ln n)^{3/k}$
3. \exists an almost-spanning tree of H of height $O(\ln n)$ consisting fast edges.

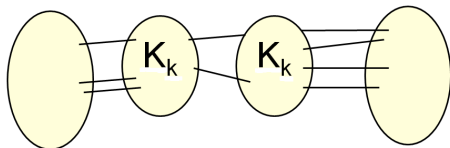
Theorem (upper bound)

If initially a random vertex knows the rumor, after $O(\ln n \times (\ln n)^{3/k})$ rounds, 99 percent of vertices will know it.

Proof sketch of the lower bound

Proof of lower bound

Definition (D -barrier)

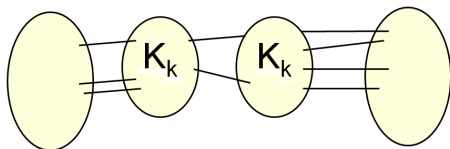


Vertices in the two k -cliques have degrees $\geq D$.

Observe: if a D -barrier exists, Spread Time is $\geq \Omega(D)$.

Proof of lower bound

Definition (D -barrier)



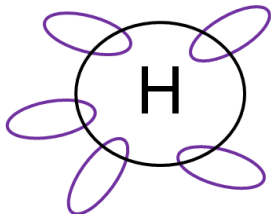
Vertices in the two k -cliques have degrees $\geq D$.

Observe: if a D -barrier exists, Spread Time is $\geq \Omega(D)$.

Lemma

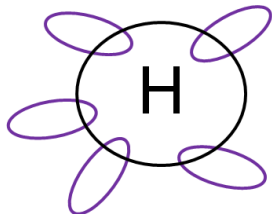
A random k -tree has a $\Omega(n^{1-1/k})$ -barrier with prob. $\geq \Omega(n^{-k})$

Proof of lower bound



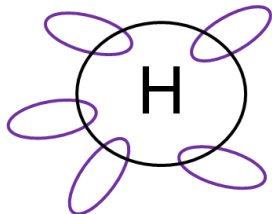
1. $H =$ graph at round $m \approx \sqrt{n}$

Proof of lower bound



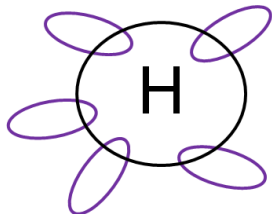
1. $H =$ graph at round $m \approx \sqrt{n}$
2. Each piece has a $(n/km)^{1-1/k}$ -barrier with prob. $\Omega((n/km)^{-k})$.

Proof of lower bound



1. $H =$ graph at round $m \approx \sqrt{n}$
2. Each piece has a $(n/km)^{1-1/k}$ -barrier with prob. $\Omega((n/km)^{-k})$.
3. Since $km((n/km)^{-k}) \rightarrow \infty$ and by independence of pieces, w.h.p. there exists a $(n/km)^{1-1/k}$ -barrier.

Proof of lower bound



1. $H =$ graph at round $m \approx \sqrt{n}$
2. Each piece has a $(n/km)^{1-1/k}$ -barrier with prob. $\Omega((n/km)^{-k})$.
3. Since $km((n/km)^{-k}) \rightarrow \infty$ and by independence of pieces, w.h.p. there exists a $(n/km)^{1-1/k}$ -barrier.

Hence, w.h.p. Spread Time $> n^{1/3k}$

Future research directions

1. Design a (deterministic) approximation algorithm for finding the Spread Time of a given graph.
2. Study other graph classes, e.g. random geometric graphs.

Future research directions

1. Design a (deterministic) approximation algorithm for finding the Spread Time of a given graph.
2. Study other graph classes, e.g. random geometric graphs.

