

### LCL Problems on Grids

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#### joint work with:

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#### Setting: LOCAL model, 2D grids



# 1.

## Introduction

#### Setting: LOCAL model

- graph = computing network
- graph = input instance
- input: local information at each node
- **output:** local structure of solution



#### Setting: LOCAL model

#### LOCAL model

- unique identifiers
- synchronous communication rounds
- time measure: *number of rounds*
- unlimited local computation, unlimited message size
- This work: deterministic algorithms



#### Setting: LCL problems

- LCL = locally checkable labelling
  - Naor and Stockmeyer (1995)
  - constant-size labels
  - validity of a solution checkable in O(1)-radius neighbourhood of each node
  - maximal independent set, maximal matching, vertex colouring, edge colouring ...

#### Background: LCLS on cycles

- Directed cycles
  - Cole and Vishkin (1986), Linial (1992)...



- Well-understood classification
  - **Θ(1)** time: "trivial"
  - Θ(log\* n) time: "local" (3-colouring)
  - Θ(*n*) time: "global" (2-colouring)
  - classification decidable

#### Background: LCLs on general graphs

- General (bounded-degree) graphs
  - lots of ongoing work
  - challenge: expander graphs
- A more complicated landscape
  - gaps: nothing is ω(log\* n) and o(log n)
  - intermediate problems: Θ(log n) complexity
  - Brandt et al. (2016), Chang et al. (2016), Ghaffari and Su (2017), ...



# This work: **2D grids**



- Oriented grids (2D)
  - toroidal grid,  $n \times n$  nodes, unique identifiers
  - consistent orientations north/east/south/west
- Generalisation of directed cycles (1D)
- Closer to real-world systems than expander-like worst-case constructions?

# This work: **2D grids**



- Vertex colouring (deterministic)
- **2-colouring**: global,  $\Theta(n)$  rounds
- 3-colouring: ???
- 4-colouring: ???
- 5-colouring: local, Θ(log\* n) rounds

# This work: **2D grids**

- Vertex colouring (deterministic)
- 2-colouring: global, Θ(n) rounds
- 3-colouring: global, Θ(n) rounds
- 4-colouring: local, Θ(log\* n) rounds
- 5-colouring: local, Θ(log\* n) rounds

# 2.

# Classification of LCL problems on grids

#### Main theorem:

## **Classification on grids**

- LCL problems on 2D grids have exactly three possible deterministic complexities:
  - **Θ(1)** time: "trivial"
  - Θ(log\* n) time: "local"
  - Θ(n) time: "global"
- Why?
  - **o(log\* n)** time implies **O(1)** time (Naor–Stockmeyer)
  - **o(n)** time implies **O(log\* n)** time (this work)

#### Main theorem: Normalisation/speed-up

- Theorem: Any deterministic o(n)-time algorithm can be translated to a "normal form":
  - 1. fixed Θ(log\* n)-time symmetry breaking component
  - 2. problem-specific O(1)-time component



#### Main theorem: Normalisation, proof ideas

- For any problem P of complexity o(n), there are constants k and r and function f such that P can be solved as follows:
  - **input:** 2D grid **G** with unique identifiers
  - find a maximal independent set in  $G^k$
  - discard unique identifiers
  - apply function *f* to each *r* × *r* neighbourhood

#### Main theorem:

## Normalisation, proof ideas

#### Why does this work?

- o(n) algorithm A cannot see the whole graph
- symmetry breaking gives *locally unique identifiers*
- pretend that instance has constant size
  - $\rightarrow$  A still has to produce valid output
- Compare with speed-up for general graphs
  - o(log n) → O(log\* n)
  - Chang et al. (2016)

# 3.

# Vertex colouring upper and lower bounds

#### Local problems: 4-colouring

- 4-colouring is local
  - why?



- First proof: prior work and normalisation
  - Δ-colouring is polylog(n) for constant Δ
  - Panconesi and Srinivasan (1995)
  - normalisation  $\rightarrow O(\log^* n)$

#### Local problems: 4-colouring

- 4-colouring is local
  - why?

#### Second proof: synthesis

- guess it is local, use computers to find normal form
- turns out it is enough to find an MIS in  $G^3$ , then consider  $7 \times 5$  tiles
- algorithm  $\approx$  mapping  $\{0, 1\}^7 \times 5 \rightarrow \{1, 2, 3, 4\}$
- only 2079 possible tiles, easy to find a solution









#### Local problems: More on synthesis

- Can be applied to any LCL problem
- However, classification on grids is **undecidable** 
  - synthesis works if the problem is **local**
  - cannot give a negative answers for **global** problems
  - constants quite small in practice
  - more examples in the paper

#### Global problems: 2-colouring and 3-colouring

- 2-colouring is global
- 3-colouring is global
  - not local, but lower bound non-trivial
  - 3-colouring algorithm on grids solves "sum coordination" on n-cycles
  - "sum coordination" is global
  - reduction has topological flavour



#### Vertex colouring: Some remarks

- Human-designed local algorithm for 4-colouring on *d-dimensional* grids
- Connection to *finitary colourings*
  - infinite 2D grids
  - same proof techniques
  - upper and lower bounds
  - Holroyd et al. (2016)



# 4.

# Conclusions

#### Generalisations

- d-dimensional grids: everything generalises
- bounded neighbourhood growth: similar speed-up
- randomised algorithms?

#### LCL landscape on general graphs still open

- Θ(n<sup>1/2</sup>) problems exist (this work)
- Θ(n<sup>1/k</sup>) problems exist (Chang and Pettie 2017)
- more gap theorems

#### Generalisations

- d-dimensional grids: everything generalises
- bounded neighbourhood growth: similar speed-up
- randomised algorithms?
- LCL landscape on general graphs still open
  - Θ(n<sup>1/2</sup>) problems exist (this work)
  - Θ(n<sup>1/k</sup>) problems exist (Chang and Pettie 2017)
  - more gap theorems

# Thanks! Questions?

