

(1)

Lecture 6: Distance-preserving trees. $G = \text{edge length graph.}$

For a single root s , can find a shortest path tree from s . (Output of Dijkstra's algo.)

i.e. a ^{spanning} tree $T \subseteq G$ st $\forall x \in V$,

$$d_T(s, x) = d_G(s, x).$$

[Even for directed graphs.]

Can we hope to have such a thing for APSP? No. Eg K_n : any tree you pick misses most edges. So most edges are distance ≥ 2 , in original graphs at distance 1.

$$\text{Want } d_T(x, y) = d_G(x, y) \quad \forall x, y \in V.$$

But factor 2 not so bad.

New relaxed condition $d_T(x, y) \geq d_G(x, y)$ $\leftarrow$ immediate if $T \subseteq G$
 and $d_T(x, y) \leq \alpha \cdot d_G(x, y)$ for small α .
 ($\uparrow$ stretch)

Sadly: C_n : any ^{spanning} subtree T looks like a path, and the $(x, y) \in C_n \setminus T$ has $d_T(x, y) = n-1$, but $d_{C_n}(x, y) = 1$. $\alpha = n-1$. :(

What can we do? Randomization to the rescue.

Randomized low stretch spanning tree:

Given a graph $G = (V, E)$ find a distribution $\mathcal{D}_G$ over spanning trees of G

s.t. ~~$d_T(x, y) \geq d_G(x, y)$~~

$$\forall (x, y) \in E \quad \mathbb{E}_{T \leftarrow \mathcal{D}_G} [d_T(x, y)] \leq \alpha d_G(x, y).$$

N.b. since T is a subtree of G , $d_T(x, y) \geq d_G(x, y)$.
 $\uparrow$ each T in support of $\mathcal{D}$.

HW Claim: $\forall (x, y) \in V \times V, \mathbb{E}[d_T(x, y)] \leq \alpha d_G(x, y)$.

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Example: For C_n , pick a random edge and delete it. (at uniform)

Gives a uniform distribution over n trees.

$$E[d_T(u, v)] = \frac{n-1}{n} \cdot 1 + \frac{1}{n} \cdot n-1 = \frac{2(n-1)}{n} < 2. \quad \text{😊}$$

↑
neighbors

Why is this even interesting? Preserves distances "on average."

E.g. So if you pick close such trees, then $\{T_1, T_2, \dots, T_{\log n}\} \in \mathcal{T}$
 $\forall x, y, \exists T_i \in \mathcal{T} \text{ st } d_{T_i}(x, y) \leq \alpha d_T(x, y).$

More interesting: allows you to solve optimization problems on the graph by "reducing" to a tree

E.g.: k -median on a graph. G , find $|C|=k$ st $\sum_{v \in V} d(v, C)$ min.
 Solved this on a tree. But what if G is not a tree?

Algo: Pick a tree $T \leftarrow \mathcal{D}_G$
 Solve it on T . Return solution C_T

Claim: $E\left[\sum d_G(v, C_T)\right] \leq \alpha \cdot d_G(v, C^*)$
↑ optimal for graph.

Pf: $E\left[\sum d_T(v, C^*)\right] \leq \alpha d_G(v, C^*).$

$$\cdot d_T(v, C_T) \leq d_T(v, C^*).$$

$$\cdot d_G(v, C_T) \leq d_T(v, C_T)$$



$\Rightarrow$ if G "embeds randomly" into distribution of trees with sketch (3)

$\Rightarrow E[\text{cost of algorithm on } G] \leq \alpha \cdot \text{OPT}(G)$
for k -median.

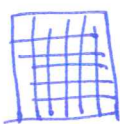
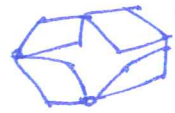
Works for any "linear" problems. TSP

"any graph is close to being a tree, at least randomly"

OK: So what can we show?

Thm: for any graph G , can ~~find~~ ^{sample from} distribution $\mathcal{D}_{\text{tree}}$ in time $\tilde{O}(m)$
[Abraham Neiman] s.t. $\alpha_{\text{AN}} = O(\log n \log \log n)$.

Thm: $\exists$ graphs G s.t. any distribution $\mathcal{D}$ must have $\alpha \geq \Omega(\log n)$.

[~~Bartal '96~~]
[Kron Karp Peleg West] $\Rightarrow$ tight upto $O(\log)$ factor.  or  ^{tessel.}

Today, prove a weaker bound. [due to Bartal '96].

- (i) only for "metric graphs". and
- (ii) weaker quantitative bounds.

Def: a metric graph G is a complete graph $G = (V, \binom{V}{2})$
s.t. edge lengths satisfy the triangle inequality. $l_{uv} \leq l_{uw} + l_{wv}$
for all u, v, w .

Theorem [Bartal] Given a metric graph G , can sample from distribution

$\mathcal{D}_{\text{Bartal}}$ s.t. $\alpha_{\text{Bartal}} = O(\log^2 n \log \Delta)$

where $\Delta = \frac{\text{max distance in } G}{\text{min distance in } G}$.

HW: get rid of $\log^2$ replace by $O(\log n)$.

Thm [FRT]: $\alpha_{\text{FRT}} = O(\log n)$ and is tight even for metric graphs.

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Pf of claim: look at $x, y \in H$.

$$\begin{aligned}
 & \Pr[(x, y) \text{ sep}] \times [d(r_i, r_1) + d(r_1, r_j)] + \Pr[(x, y) \text{ not sep}] \cdot d_{T_i}(x, y) \\
 & \quad \text{in } T_i \& T_j \quad + d(x, r_i) + d(y, r_j) \\
 & \leq \frac{d(x, y)}{2^{i-1}} \cdot \beta \cdot [2^{\frac{i}{2}} + 2^{\frac{i}{2}}] + 1 \cdot 4\beta \cdot (i-1) \cdot d(x, y) \quad \uparrow \text{by induction} \\
 & \quad \text{Look at class notes, fixed } + \dots \\
 & = 4\beta d(x, y) + 4\beta(i-1) d(x, y) = 4\beta i d(x, y) \quad \text{☺}
 \end{aligned}$$

Metric Graph? We added edges r_i, r_j . Why do we know such edges exist?
B/c complete graph.

finally: Procedure for $LDD_B(G, D)$?

Pick a vertex v , pick a random radius R_v from $\text{Geom}(\min(1, \frac{4 \log n}{D}))$

$$E[R_v] = \frac{D}{4 \log n} \quad \Pr[R_v > D] \leq \frac{1}{4 \log n} \cdot \frac{1}{n^4}$$

~~Define $V_i \leftarrow \text{Ball}(v, \min(R_v, D))$. Repeat in rest of G .~~
~~if any of the R_v 's reach more than D , repeat entire experiment.~~
 (will do this twice in expectation).

• Clearly diameter $\leq D$.

• What is prob (x, y) separated? View this as coin tosses.

Memoryless property of exponential $\Rightarrow$ if the R_i does not reach x or y does not matter.

So sps it reaches x . Then prob that it also y is

$$\text{if it reaches } x \Rightarrow \Pr[\text{reaches } y] = \frac{1}{2}$$

It gets heads into $d(x, y)$ tosses

$$\begin{aligned}
 \text{up.} & \leq \frac{d(x, y)}{D} = \frac{d(x, y) \log n}{D} \\
 & \quad \text{2 times because of } \Pr[\text{reach} \geq D].
 \end{aligned}$$