# Graph-Constrained Group Testing 

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## Applications call for connected pools



- detection of congested links in IP networks or all-optical networks using probes.
- detection of dead nodes or links in sensor networks using testing packets.
- detection of infected individuals using human agents.
All need the testing pools to be walks by the probe/packet/agent.


## Four Problem Variations for detecting defected vertices

Given a Undirected non-weighted
graph $G=(V, E)$ with $|V|=n$ and at most $d \ll n$ defected vertices; find the $d$-disjunct matrix standing for the testing pools.


- (Fixed Testing Entrances) all the probes starting from $r$ designated vertices (entry), no constraint on the exit;
- (Fixed Testing Exit) all the probes stops at a designated sink node (exit), no constraint on the entrance;
- Fixed Testing Entrances and Exit;
- No constraints on Entrances and Exit

Similar for detecting detected edges.

## Necessary Constraints on the underlying graph

( $D, c$ )-uniform
$D \leq \operatorname{deg}(v) \leq c D$ for special parameters $D, c>1$ and $\forall v \in V$.
$\left(\frac{1}{2} c n\right)^{2}$-mixing time
The smallest integer $T(n)=t$ such that a random walk of length $t$ starting at $\forall v \in V$ ends up having a distribution $\mu^{\prime}$ with

$$
\left\|\mu^{\prime}-\mu\right\|_{\infty}=\max _{i \in \Omega}\left\|\mu(i)-\mu^{\prime}(i)\right\|<\left(\frac{1}{2} c n\right)^{2}
$$

## Equivalent Constraints

Specially, the graph can either be the following two kinds

- a random graph $G\left(n, \frac{c^{2} d \log ^{2} n}{n}\right)$;
- any graph with conductance

$$
\Phi(G):=\min _{S \subseteq V: \sum_{v \in S} \operatorname{deg}(v) \leq|E|} \frac{E(S, \bar{S})}{\sum_{v \in S} \operatorname{deg}(v)}=\Omega(1)
$$

if we need $T(n)=O(\log n)$ (can be relaxed).

## Algorithms

Construct each row of the testing matrix independently from a walk by letting each walked through vertices as 1 , others as 0 . The $d$-disjunct matrices with probability $1-o(1)$ for different problem variations are:

- (Fixed Testing Entrances) $m_{1} \times|V|$ : each walk starts from a designated entry vertex, having $t_{1}$ hops.
- (Fixed Testing Exit) $m_{4} \times|V|$ : each walk starts from an arbitrary vertex, and ends at the designated exit vertex.
- (Fixed Testing Entrances and Exit) $m_{3} \times|V|$ : each walk starts from a designated entry vertex, and ends at the designated exit vertex.
- (No constraints on Entrances and Exit)

| Parameter | Value |
| :---: | :---: |
| $D_{0}$ | $O\left(c^{2} d T^{2}(n)\right)$ |
| $m_{1}, m_{2}$ | $O\left(c^{4} d^{2} T^{2}(n) \log (n / d)\right)$ |
| $m_{3}$ | $O\left(c^{8} d^{3} T^{4}(n) \log (n / d)\right)$ |
| $m_{4}$ | $O\left(c^{9} d^{3} D T^{4}(n) \log (n / d)\right)$ |
| $t_{1}$ | $O\left(n /\left(c^{3} d T(n)\right)\right)$ |
| $t_{2}$ | $O\left(n D /\left(c^{3} d T(n)\right)\right)$ |

$m_{2} \times|V|$ : each walk starts from an arbitrary vertex, having $t_{2}$ hops.

## Three probabilities

## Definition

Consider a random walk $W:=\left(v_{0}, v_{1}, \ldots, v_{t}\right)$ of length $t$ where all these vertices form a Markov chain. Define three probabilities related to $W$ :
$\pi_{v}$ the probability that $W$ passes any single node $v$;
$\pi_{v, A}$ the probability that $W$ of length $t$ passes node $v$, but none of the vertices in $A$ where $A \subseteq V$ and $v \notin A$.
$\pi_{v, A}^{u}$ the probability that $W$ with sink (exit) $u$ passes node $v$, but none of the vertices in $A$ where $A \subseteq V$ and $v \notin A$.

Different Random Walks

## Why we need $(D, c)$-uniform?

## Lemma

Denote by $\mu$ the stationary distribution of $G$, then for each $v \in V, \mu(v) \in\left[\frac{1}{c n}, \frac{c}{n}\right]$.

## Proof.

$(D, c)$ - uniform $\Rightarrow D \leq \operatorname{deg}(v) \leq c D \Rightarrow n D \leq 2|E|=\operatorname{sum}_{v} \operatorname{deg}(v) \leq n c D$ property: a random walk on any graph that is not bipartite converges (finite number of steps) to a stationary distribution $\mu(v)=\frac{\operatorname{deg}(v)}{2|E|}$

Apparently, this is loose, so $D, c$-uniform can be relaxed for specific topology.

## Why we need $\delta$-mixing time

## Lemma

$$
\pi=\Omega\left(\frac{t}{c n T(n)}\right)
$$

## Proof.

Assume the random walk $W=\left\{w_{0}, w_{1}, \cdots, w_{t / T(n)}\right\}$ with $w_{i}=v_{i T(n)}$ (scale to $T(n)$ ), from the definition of $\delta$-mixing time, where $\delta=\left(\frac{1}{2} c n\right)^{2}$, we can see

$$
\begin{aligned}
\operatorname{Pr}\left[w_{0} \neq v, w_{1} \neq v, \cdots, w_{t} \neq v\right] & \leq(1-1 / c n+\delta)^{t / T(n)} \\
& \leq(1-1 / 2 c n)^{2 t / T(n)} \\
& \leq \exp (-t /(c n T(n))) \\
& \leq 1-\Omega(t / c n(T(n)))
\end{aligned}
$$

If $\mu(v)$ can be tightened, $\delta$ can be enlarged, so that $t$ could be smaller, so the matrix will have smaller row weight.

## What do we need to lower bound $\pi_{v, A}$

Idea: we don't want the walk to enter the set $A$ within $t$ steps, so we can upper bound the probability of each vertices being passed for more than $k>1$ times and being passed within the first $h$ steps. Can we get $h$ larger enough than $t$ so we can avoid passing the vertices in $A$ ? Not that straightforward.

## Lemma

There is a $k=O\left(c^{2} T(n)\right)$ such that for every $v \in V$, the probability that $W$ passes $v$ more than $k$ times is at most $\pi_{v} / 4$

## Lemma

For any walk $W$, if $v$ is not a designated entrance vertex, then the probability that $W$ visits $v$ within the first $h$ steps is at most $h / D$.

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## Lower Bounding $\pi_{\vee, A}$

## Theorem

For the first algorithm (Fixed Testing entries) with $D_{0}$ and $t_{1}$ mentioned above. Let $v \in V$ and $A \subseteq V$ be a subset of at most $d$ vertices in $G$ such that $v \in A$ and $A \cap\{v\}$ does not include any of the designated vertices $s_{1}, s_{2}, \cdots s_{r}$, then

$$
\pi_{v, A}=\Omega\left(\frac{1}{c^{4} d T^{2}(n)}\right)
$$

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## Proof

## Proof.

- $\mathcal{G}:=$ event that $\underline{W}$ hits $v$ no more than $k=O\left(c^{2} T(n)\right)$ times and never within the first $2 T(n)$ steps. $\Rightarrow \operatorname{Pr}[\mathcal{G}] \geq 1-2 T(n) / D-O(t / c n T(n))$;
- $\mathcal{B}:=$ event that $\underline{W}$ hits some vertex in $A \Rightarrow \pi_{v, A} \geq \operatorname{Pr}[\neg \mathcal{B}, v \in W, \mathcal{G}]$;
- upperbound $\operatorname{Pr}[\mathcal{B} \mid v \in W, \mathcal{G}]$;
- lowerbound $\pi_{v, A}$.


## upperbound $\operatorname{Pr}[\mathcal{B} \mid v \in W, \mathcal{G}]$

## Proof.

- fix $i>2 T(n)$ and $v_{i}=v$, i.e. assume $W$ visits $v$ after $2 T(n)$ steps;
- divide the walk into four parts $W_{1}, W_{2}, W_{3}, W_{4}$ with intervals

$$
(0, T(n)),(T(n)+1, i-T(n)-1),(i-T(n), i+T(n)),(i+T(n)+1, t) ;
$$

- bound $\mathcal{B}$ for each node in each interval, and get loose union bound for each $i$ value as $\operatorname{Pr}\left[\mathcal{B} \mid v_{i}, \mathcal{G}\right] \leq 1.1\left(\frac{6 d T(n)}{D}+\frac{4 d c t}{n}\right)$
- since $W$ hits $v$ no more than $k$ times, consider $t>2 T(n)$ events $v_{i}=v$ for $i=[2 T(n)+1, t]$, their intersection is empty. Since $v \in W$ is the union of these events, we have a union bound

$$
\operatorname{Pr}[\mathcal{B} \mid v \in W, \mathcal{G}]=O\left(c^{2} T(n)\left(\frac{6 d T(n)}{D}+\frac{4 d c t}{n}\right)\right)
$$

Motivation and Problem Definitions

Possible Usages and Relaxations

## Main Theorem

## Correctness of the first algorithm

The first algorithm returns a $O\left(c^{4} D^{2} T^{2}(n) \log (n / d)\right) \times n d$-disjunct matrix for $D>O\left(c^{d} T^{2}(n)\right)$ and $t=O\left(n /\left(c^{3} d T(n)\right)\right)$.

## Proof

- $X_{i}:=$ the $i^{\text {th }}$ row has 1 at column $v$ and all 0 at $|A|<d$ columns, so $E\left[X_{i}\right]=\operatorname{Pr}\left[X_{i}=1\right]=\pi_{v, A} ;$
- failure probability for all $v \in V$ and $d$-subset $A$ is

$$
p_{f} \leq \sum_{v, A}\left(1-\pi_{v, A}\right)^{m} \leq \exp \left(d \log \frac{n}{d}\right)\left(1-\Omega\left(\frac{1}{c^{4} d T^{2}(n)}\right)\right)^{m}=o(1)
$$

## Relaxations

- ( $D, c$ )-uniform;
- $\delta$-mixing time;
- calculation of the failure probability;


## Possible Usages

- study on specific topologies instead of arbitrary graph;
- divide the graph into multiple subgraphs that satisfy the graph constraint;

