Universal augmentation schemes for network navigability

Overcoming the \sqrt{n} - barrier

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Network navigability: the small world effect



- Very short paths exists.
- People are able to discover them locally.

Kleinberg model (2000)



 $Pr(u \rightarrow v) \propto 1/|u-v|^2$

- Mesh: global geographical knowledge
- Red random arcs: local and private knowledge

Navigability in Kleinberg model

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 \Rightarrow Greedy routing computes paths of expected length $O(\log^2 n)$ between any pair in this model.

Augmented graphs f(n)-navigability

Problem:

- A graph G + one random link/node
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 \Rightarrow Ex: d-dimensional meshes are $O(\log^2 n)$ -navigable (with d-harmonic distribution of links).



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<u>BUT</u> : not all graphs can be augmented.



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<u>BUT</u> : not all graphs can be augmented.

For some graphs, greedy paths are of length at least $\Omega(n^{1/\sqrt{\log n}})$ for any augmentation. [Fraigniaud et al. 06]

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- Upper bound: $O(n^{1/2})$ with uniform augmentation.

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Improvement of the upper bound to $\tilde{O}(n^{1/3})$

<u>Theorem:</u>

Any graph can be augmented by one link/node s.t. greedy routing computes paths of expected length $\tilde{O}(n^{1/3})$ between any pair.

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• <u>Augmentation process</u>:

1. Node u picks a level k in O...log n (u.a.r.)

2. Node u picks a node v in $B(u, 2^k)$ (u.a.r)

Proof idea: O(n^{2/5})

<u>Ex:</u>

1. with proba. 1/2 pick v u.a.r. in G

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 $E(\# \text{ steps}) \leq O(n^{2/5}) + O(n^{1/5})x n^{1/5} = O(n^{2/5}).$

Another perspective: matrix augmentation

- A gap remains between $\tilde{O}(n^{1/3})$ and $\Omega(n^{1/\sqrt{\log n}})$.
- A new perspective to augment arbitrary graphs: a priori augmentation by giving a matrix of links distribution.

An augmentation matrix

 $p_{i,j}$ = probability that the link of node i is node j

destinations of the links

			2	3	4	5	6	
Nodes		0	1/2	1/4	1/4	0	0	$\rightarrow \Sigma \leq 1$
	2	1/3	1/3	1/3	0	0	0	
	3	1/5	0	I/5	I/5	I/5	I/5	
	4	1/2	0	0	0	0	1/2	
	5	0	1/8	I/8	1/8	1/8	1/2	
	6	1/6	1/3	1/6	1/6	0	1/6	

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<u>Theorem:</u>

If the matrix is given independently from the graph labeling, the uniform matrix is optimal.

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• BUT: $\Sigma p_{i,j}$ on a set of indices I is the expected number of links going out from I into I.

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• An adversary can label an interval with the bad set of indices.

• The expected number of shortcuts is <1 inside the interval: $\Omega(\sqrt{n})$ greedy steps.

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Here: different labels, paths may rise up to $\Omega(\sqrt{n})$

 <u>The key of efficient augmentations</u>: find good separators in the graphs to distribute the links hierarchically.



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→ Done through a path-decomposition.

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There is a matrix M and a labeling scheme L s.t. in any graph G augmented with (M,L), greedy routing performs in: O(min(log²n x pathshape(G) , √n)) steps.



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- → Improvement from $O(\int n)$ to $O(\log^2 n)$ for paths.
- New O(polylog n)-navigable graphs: interval, AT-free...

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- Matrix augmentation : can we get rid of $O(\int n)$ in the bound?