Efficient Streaming Algorithms for Graphlet Sampling

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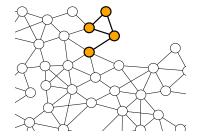
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Graphlet Sampling (GS)

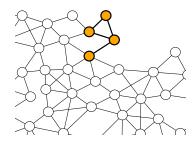
INPUT: a simple undirected graph G and $k \geq 3$ OUTPUT: a uniform random connected k-vertex subgraph of G (a k-graphlet)



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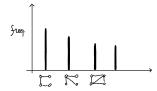
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Applications:

• sampling k-graphlets $\rightarrow k$ -graphlet distribution → feature vector



 graph classification, graph kernels, graph neural networks, clustered federated learning...



State-of-The-Art Algorithm

[Bressan, STOC 2021 and Algorithms 2023]

Two-phase uniform graphlet sampling

Preprocessing:



Degree-Dominating Order + Starting **Probabilities**

 $O(n k^2 + m \log n)$ time

Sampling:



Random Grow + Rejection Sampling

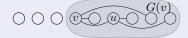
Expected $k^{O(k)} \log n$ time per graphlet

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Issue

Memory O(m) – to store the whole graph

• E.g., Friendster: $n \approx 6.8 \times 10^7, m \approx 1.8 \times 10^9$.

Setting

Semi-Streaming Model

- Edges can only be accessed through streaming passes
 - 1 pass = scan the edge list sequentially in arbitrary order
- Memory $M = \tilde{O}(n)$

Goal: use a "small" number of passes



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Challenges:

- Cannot store the graph in memory!
- Compute the order using o(n) passes?



Our Results

Streaming Algorithm

Preprocessing:



 $\frac{1}{1+\epsilon}$ -Degree-Dominating Order $\tilde{O}(\log n)$ pass w.h.p. $O(m \log n)$ time



Starting Probabilities

1 pass $O(nk^2)$ time

Sampling:



 $\Theta(Mk^{-O(k)})$ parallel samples w.h.p. 2k-1 pass $O(M2^k \log n + mk \log n)$ time

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Streaming Lower Bound

For k > 3, any p-pass streaming algorithm for GS requires $\Omega(n/p)$ bits of memory.

Nearly space-optimal!

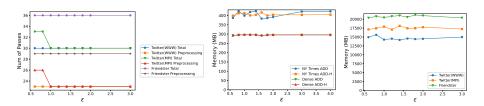


Experiments

Dataset [Kunegis, 2013]	File Size (MB)	#Vertices	#Edges
Dense	1,858	20,000	159,993,472
NY Times	858	401,388	69,654,798
Twitter (WWW)	20,437	41,652,230	1,202,513,047
Twitter (MPI)	25,590	52,579,682	1,614,106,188
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Number of passes and memory versus ϵ , fixing k=4



Thank You!

