

What is Effective Resistance (ER)?

- i -th hop Random Walk Probability**

$p^i(s, t) = \text{Pr}[\text{A random walk starting from } s \text{ visits } t \text{ at the } i\text{-th hop}]$

- Effective Resistance**
$$ER(s, t) = \sum_{i=0}^{+\infty} \frac{p^i(s, s)}{d(s)} + \frac{p^i(t, t)}{d(t)} - \frac{p^i(s, t)}{d(t)} - \frac{p^i(t, s)}{d(s)}$$

The ER of node pair (s, t) is a sum of the random walk probabilities of all possible numbers of hops between s and t . It describes the *dissimilarity* of nodes s and t .

- Applications of ER**
- **Electrical Circuit & Power Network Analysis**

- **Graph Sparsifiers**
- **Graph Clustering**

- **Recommendation Systems**
- **Image Segmentation**

Problem Definition

- ϵ -Approximate Pairwise ER Query**

- Input

- An undirected & unweighted graph G
- Two nodes s and t
- Error threshold ϵ

- Output

$|ER(s, t) - ER'(s, t)| \leq \epsilon$

Exact ER Approximate ER

Limitations of Existing Work

- Existing works need**
 - either expensive matrix operations
 - or a huge number of long random walks
- The SOTA is a Monte-Carlo Approach**
 - **Maximum Random Walk Length**
$$\ell = \left\lceil \frac{\log\left(\frac{4}{\epsilon(1-\lambda)}\right)}{\log(1/\lambda)} \right\rceil$$

λ is the 2nd largest eigenvalue of G 's transition matrix, which is usually large (> 0.9) and thus leads to a large ℓ
- **Total #Random-Walks Needed (failure prob.=1%)**

$r = \frac{40}{\epsilon^2} \cdot \ell^2 \ln(800\ell)$

Too Large!

- **On Facebook graph (#nodes=4k, #edges=88k)**

	$\epsilon = 0.5$	$\epsilon = 0.1$	$\epsilon = 0.05$
ℓ	42	57	64
r	2.94×10^6	139×10^6	710×10^6

Reducing Random Walk Length

- Finding a Maximum Random Walk Length**

$$ER(s, t) = \sum_{i=0}^{\ell} \frac{p^i(s, s)}{d(s)} + \frac{p^i(t, t)}{d(t)} - \frac{p^i(s, t)}{d(t)} - \frac{p^i(t, s)}{d(s)} + \sum_{i=\ell+1}^{+\infty} \frac{p^i(s, s)}{d(s)} + \frac{p^i(t, t)}{d(t)} - \frac{p^i(s, t)}{d(t)} - \frac{p^i(t, s)}{d(s)}$$

Estimate this with at most an $\epsilon/2$ error $\approx \epsilon/2$

- Utilizing Node Degrees**

$$ER(s, t) = \sum_{i=0}^{\ell} \frac{p^i(s, s)}{d(s)} + \frac{p^i(t, t)}{d(t)} - \frac{p^i(s, t)}{d(t)} - \frac{p^i(t, s)}{d(s)} + \sum_{i=\ell+1}^{+\infty} \frac{p^i(s, s)}{d(s)} + \frac{p^i(t, t)}{d(t)} - \frac{p^i(s, t)}{d(t)} - \frac{p^i(t, s)}{d(s)}$$

Nodes with large degrees have smaller maximum random walk lengths

- Our Maximum Random Walk Length**

$$\ell = \left\lceil \frac{\log\left(\frac{2}{\epsilon(1-\lambda)} + \frac{2}{d(s)} + \frac{2}{d(t)}\right)}{\log(1/\lambda)} \right\rceil - 1$$

- On Facebook graph (#nodes=4k, #edges=88k)**

	$\epsilon = 0.5$	$\epsilon = 0.1$	$\epsilon = 0.05$
ℓ	42	57	64
Our ℓ	6	21	28
r	2.94×10^6	139×10^6	710×10^6
Our r	48.8×10^3	17.2×10^6	126×10^6

Pruning Random Walks

- An Observation**

A small number of nodes A large number of nodes

- #Path & #Random-Walks from Node s to Node t**

Hop	1	2	3	4	5	6	7	8
#paths	9	13	61	97	439	723	3231	5387
#random walks	31	122	275	488	762	1097	1493	1949

- Combining Deterministic Graph Traversal and Random Walks in an Adaptive Manner**

Deterministic Graph Traversal Random Walks

Switch to sampling when the cost of the former exceeds the latter

Adaptive Sampling

Double the #samples

- The empirical error $< \frac{\epsilon}{2}$ (empirical Bernstein Inequality (ALT'07))
- Or the actual #samples \geq the #samples by Hoeffding's inequality

Termination

Experimental Setup

Dataset	#nodes	#edges	Avg. degree
Facebook	4.04K	88.2K	43.69
DBLP	317.1K	1.05M	6.62
YouTube	1.13M	2.99M	5.27
Orkut	3.07M	117.2M	76.28
LiveJournal	4M	34.68M	17.35
Friendster	65.6M	1.81B	55.06

- Our Methods (AMC (only random walks), GEER (deterministic graph traversal + random walks)) against 5 competitors: EXACT, TP/TPC (KDD'21), RP (STOC'08), and SMM (our baseline)
- Linux machine with an Intel Xeon(R) Gold 6240@2.60GHz 32-core processor and 377GB of RAM

Experimental Results

(a) Facebook (b) DBLP (c) Youtube

(d) Orkut (e) LiveJournal (f) Friendster

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