

# Like a Needle in a Haystack: Rates and Algorithms for Group Testing

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Joint work with Oliver Johnson, Matthew Aldridge and Karen Gunderson

19 December 2014



# Warm-up examples

- Molecular biology (DNA screening)
- Recommender systems



# Warm-up examples

- Molecular biology (DNA screening)
- Recommender systems
- Spectrum sensing
- High-throughput screening techniques
- Network tomography
- Cryptography and cyber security



# DNA screening

## Problem

*Find a specific, rare sequence of nucleotides among many DNA samples*



# DNA screening

## Problem

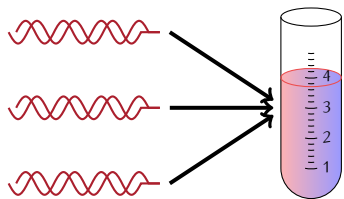
*Find a specific, rare sequence of nucleotides among many DNA samples*



# DNA screening

## Problem

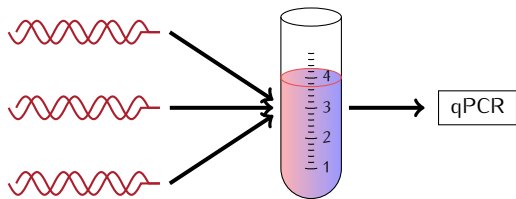
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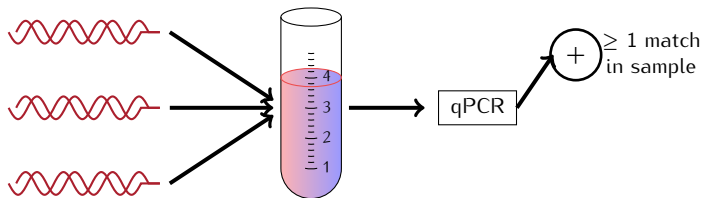
*Find a specific, rare sequence of nucleotides among many DNA samples*



# DNA screening

## Problem

*Find a specific, rare sequence of nucleotides among many DNA samples*

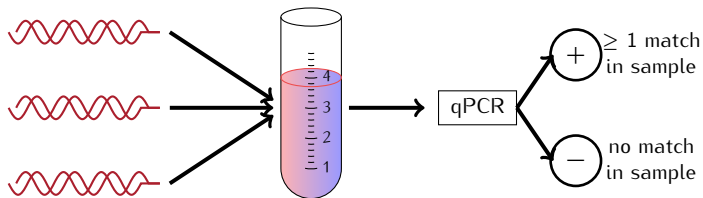




# DNA screening

## Problem

*Find a specific, rare sequence of nucleotides among many DNA samples*



# Recommender systems

## Problem

*Suggest songs to a user based on his past preferences.*



# Recommender systems

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*Suggest songs to a user based on his past preferences.*

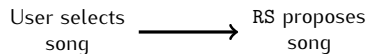
User selects  
song



# Recommender systems

## Problem

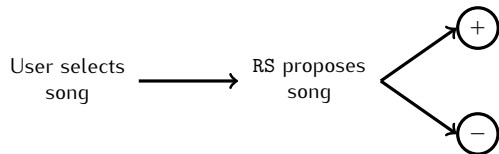
*Suggest songs to a user based on his past preferences.*



# Recommender systems

## Problem

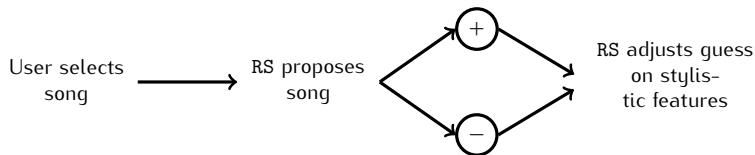
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# Recommender systems

## Problem

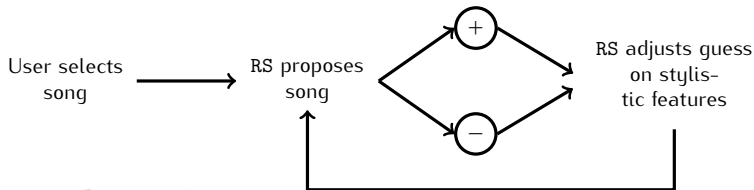
*Suggest songs to a user based on his past preferences.*



# Recommender systems

## Problem

*Suggest songs to a user based on his past preferences.*



# What do they have in common?

## COMMON FEATURES





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- Search for *sparse* property



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## COMMON FEATURES

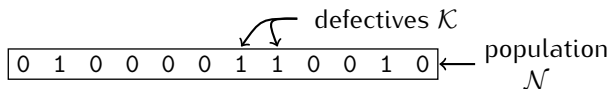
- Search for *sparse* property
- Property can be tested on groups

## GROUP TESTING

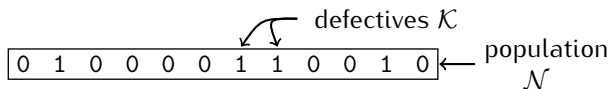
Search methods to recover a **sparse** subset of items from a population that **share a feature** which can be **detected on groups**



# Boolean group testing



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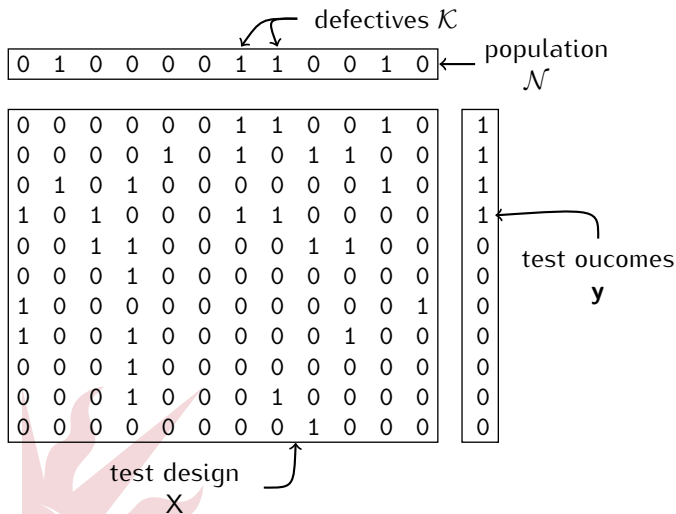


0	0	0	0	0	0	1	1	0	0	1	0
0	0	0	0	1	0	1	0	1	1	0	0
0	1	0	1	0	0	0	0	0	0	1	0
1	0	1	0	0	0	1	1	0	0	0	0
0	0	1	1	0	0	0	0	1	1	0	0
0	0	0	1	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	1
1	0	0	1	0	0	0	0	0	1	0	0
0	0	0	1	0	0	0	0	0	0	0	0
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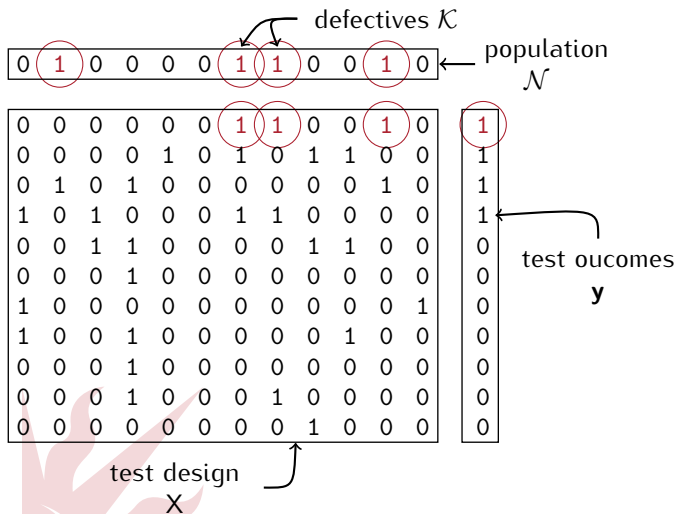
test design

X

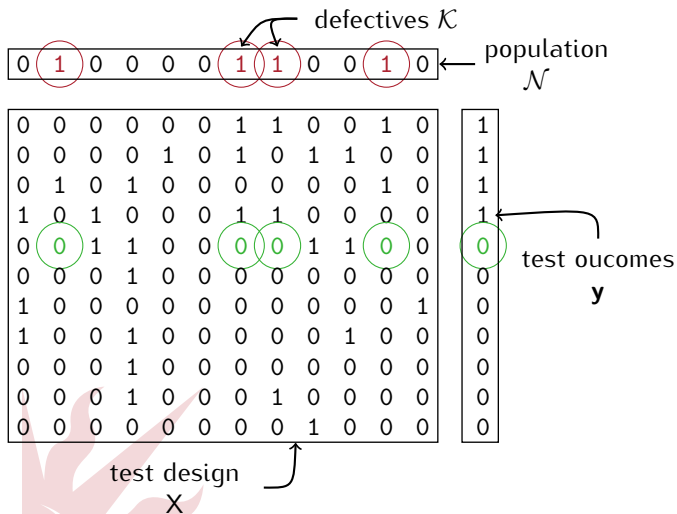
# Boolean group testing



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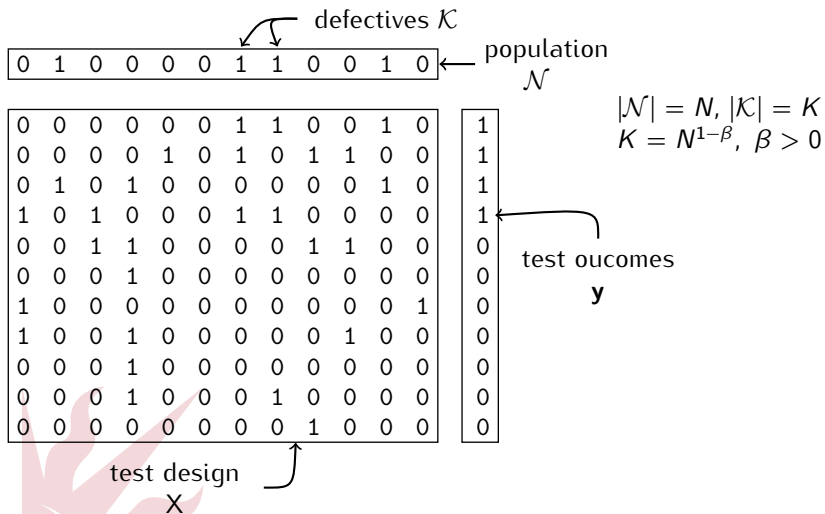


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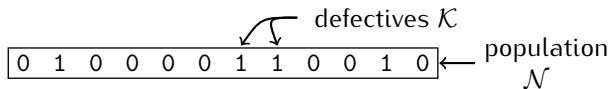




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# Boolean group testing



0	0	0	0	0	0	1	1	0	0	1	0
0	0	0	0	1	0	1	0	1	1	0	0
0	1	0	1	0	0	0	0	0	0	1	0
1	0	1	0	0	0	1	1	0	0	0	0
0	0	1	1	0	0	0	0	1	1	0	0
0	0	0	1	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	1
1	0	0	1	0	0	0	0	0	1	0	0
0	0	0	1	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1	0	0	0	0
0	0	0	0	0	0	0	0	1	0	0	0

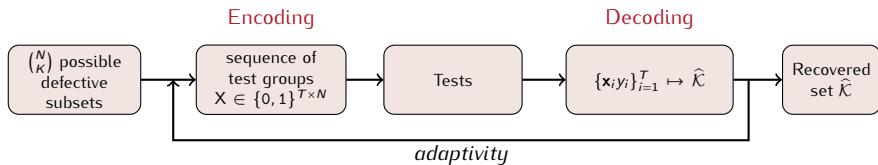
1
1
1
1
0
0
0
0
0
0
0
0
0
0
0

$$|\mathcal{N}| = N, |\mathcal{K}| = K$$
$$K = N^{1-\beta}, \beta > 0$$

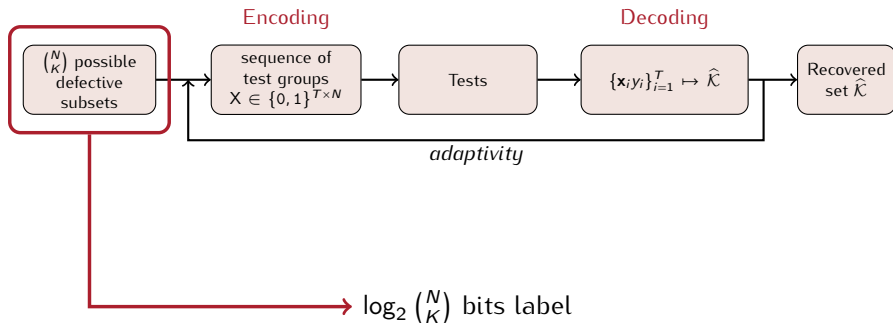
test outcomes  
 $y$

particularly good for  
non-adaptive algorithms

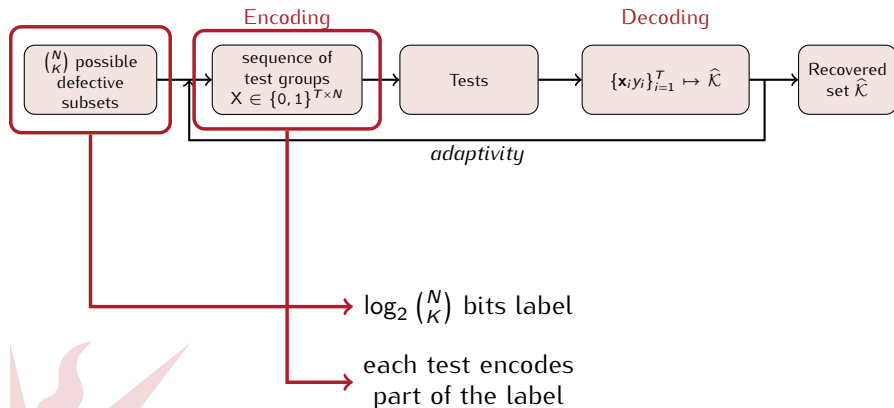
# Anatomy of an algorithm



# Anatomy of an algorithm



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# Rate of group testing (algorithms)

$$R_A = \frac{\log_2 \binom{N}{K}}{T_A} \text{ bits per test}$$



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$R_A$  measures how much we learn with each test, on average.  
 $R_A^*(\beta)$  supremum of rates for algorithm A. (Yes, it's bounded).



WHY DO WE LIKE RATES?



# Universal upper bound for noiseless GT

Theorem (Aldridge, B., Johnson, 2013)

*The probability of success of any algorithm  $A$  can be upper-bounded as*

$$\mathbb{P}(\text{success}) \leq \frac{2^{T_A}}{\binom{N}{K}} .$$



# Two important consequences

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optimal algorithms use  $T = c \log_2 \binom{N}{K}$  tests
  - $R = \frac{\log_2 \binom{N}{K}}{T}$  “ranks” optimal algorithms
- Successful algorithms have  $R_A^*(\beta) \leq 1$

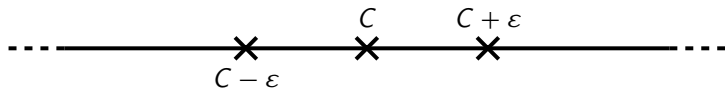


# Capacity of GT





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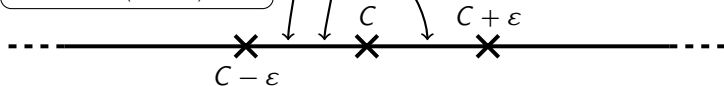
# Capacity of GT

Direct part

There exists an algorithm with

$$\liminf_{N \rightarrow \infty} \frac{\log \binom{N}{K}}{T} \geq C - \varepsilon$$

such that  $\mathbb{P}(\text{success}) \rightarrow 1$



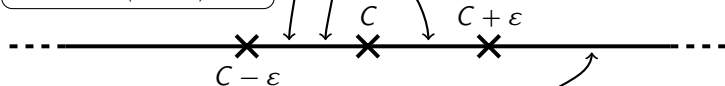
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has  $\mathbb{P}(\text{success}) < 1 - \eta$ ,  $\eta > 0$

## Converse part



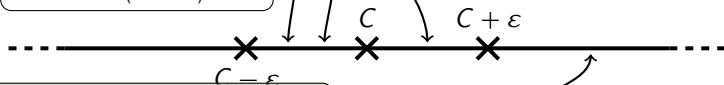
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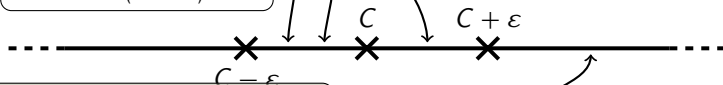
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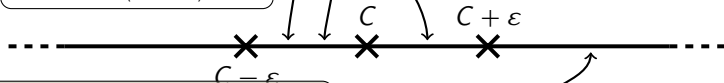
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- $C$  is inherent in the GT model
- $C$  measures the “hardness” of a GT problem
- $C$  quantifies an efficiency/effectiveness trade-off

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$$\liminf_{N \rightarrow \infty} \frac{\log \binom{N}{K}}{T} \geq C + \epsilon$$

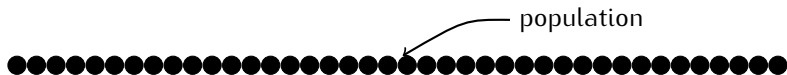
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## Converse part

Can we get to  $R = 1$ ?

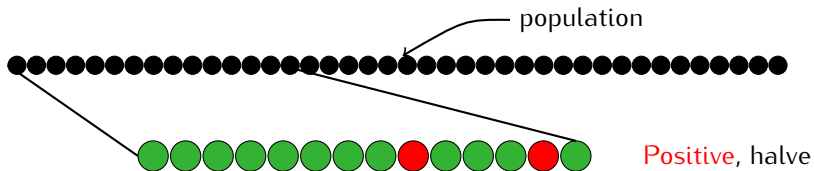


Can we get to  $R = 1$ ?

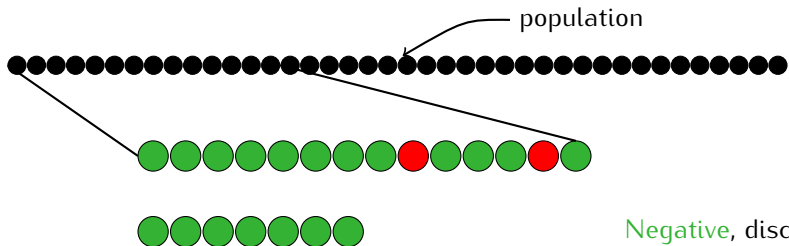




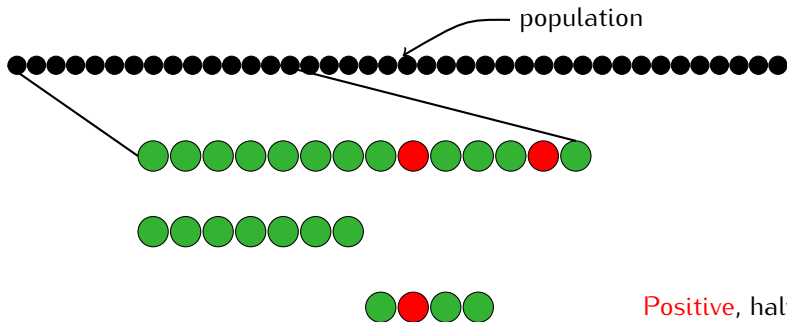
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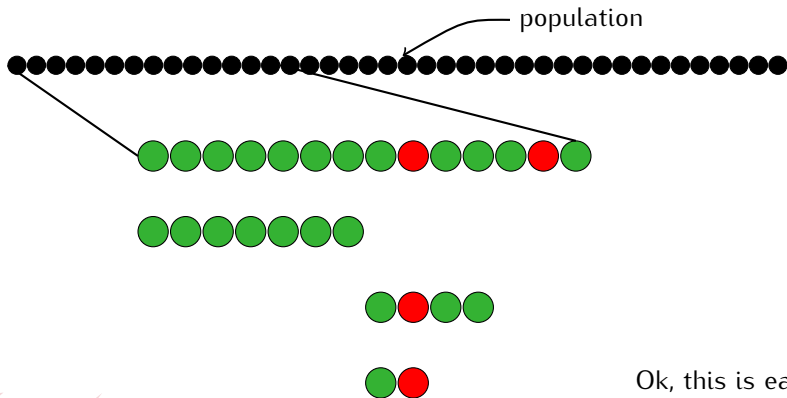
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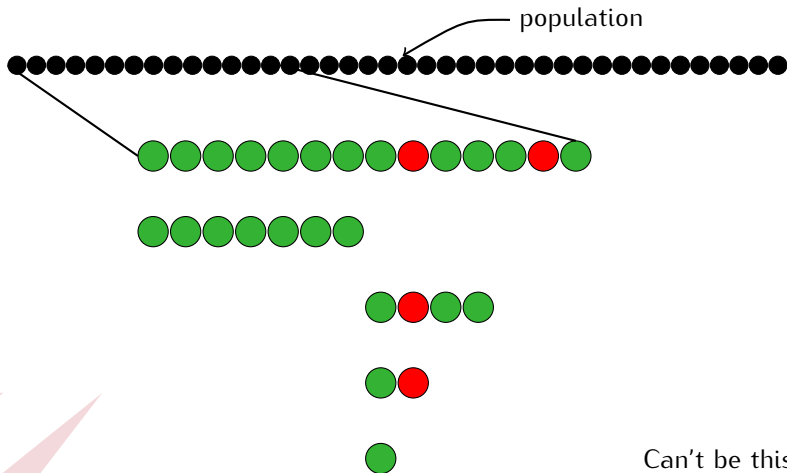
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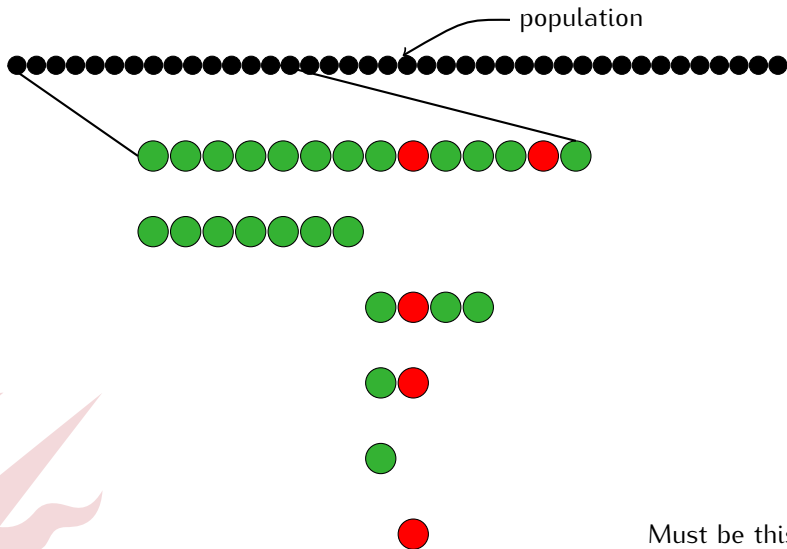
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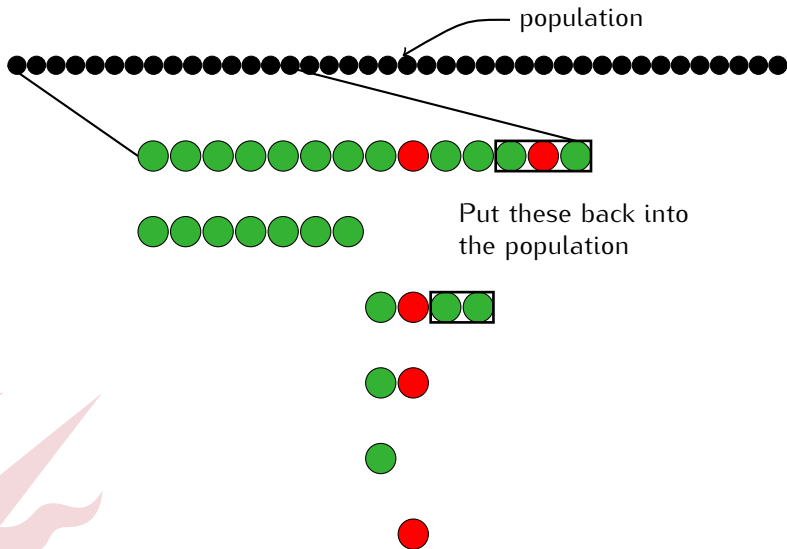
Can we get to  $R = 1$ ?



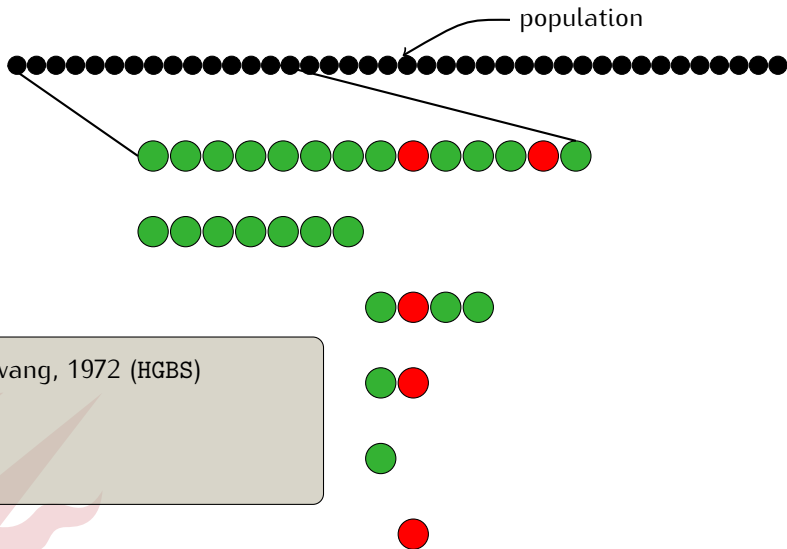
Must be this!



# Can we get to $R = 1$ ?

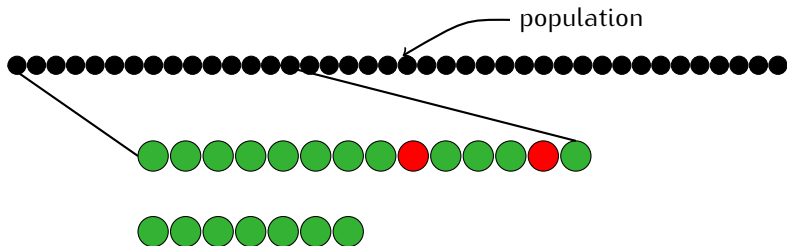


# Can we get to $R = 1$ ?





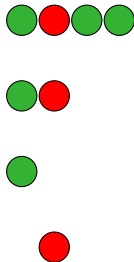
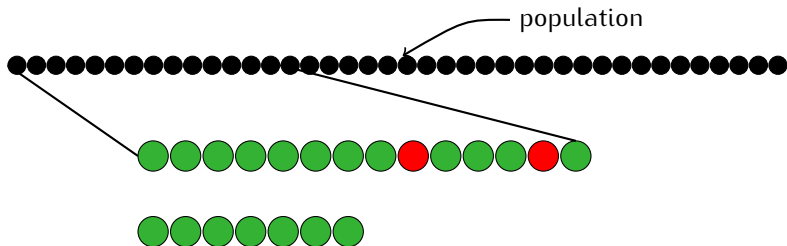
# Can we get to $R = 1$ ?



$$\begin{aligned} T_{\text{HGBS}} &\leq K \log_2 N + (1 + \log_2 \ln 2)K \\ &\quad - \log K! + W \\ &= O(K \log N) \end{aligned}$$

- Hwang, 1972 (HGBS)
- Achieves  $R_{\text{HGBS}} = C = 1$

# Can we get to $R = 1$ ?



- Hwang, 1972 (HGBS)
- Achieves  $R_{\text{HGBS}} = C = 1$
- Careful choice of sample size is key

Can we get there...non-adaptively?



# Can we get there...non-adaptively?

- Maybe



# Can we get there...non-adaptively?

- Maybe
- What we did:



# Can we get there...non-adaptively?

- Maybe
- What we did:
  - Introduced and studied DD (Definite Defectives) and SSS (Smallest Satisfying Set)
  - ...hence Bernoulli sampling,  $x_{ij} \sim \text{Bern}(p)$ ,  $p = \frac{1}{K+1}$
  - Showed limitation of Bernoulli-based algorithms



# DD: Definite Defectives



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0	1	0	0	0	0	1	1	0	0	1	0
---	---	---	---	---	---	---	---	---	---	---	---

0	0	1	0	0	0	1	1	0	0	1	0	1
0	0	0	0	1	0	1	0	1	1	0	0	1
1	1	0	1	0	1	0	0	0	0	1	0	1
1	0	1	0	0	0	1	0	0	0	0	0	1
0	0	1	1	0	0	0	0	1	1	0	0	0
0	0	0	1	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	0	1
1	0	0	1	0	0	0	0	0	1	0	0	0
0	0	0	1	0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1	0	0	0	0	0
0	0	0	0	0	1	0	0	1	0	0	0	0

1. X Bernoulli design.



# DD: Definite Defectives

0	1	0	0	0	0	1	1	0	0	1	0
---	---	---	---	---	---	---	---	---	---	---	---

0	0	1	0	0	0	1	1	0	0	1	0	1
0	0	0	0	1	0	1	0	1	1	0	0	1
1	1	0	1	0	1	0	0	0	0	1	0	1
1	0	1	0	0	0	1	0	0	0	0	0	1
0	0	1	1	0	0	0	0	1	1	0	0	0
0	0	0	1	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	1	0
1	0	0	1	0	0	0	0	0	1	0	0	0
0	0	0	1	0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1	0	0	0	0	0
0	0	0	0	0	1	0	0	1	0	0	0	0

1. X Bernoulli design.
2. Look at negative tests...

# DD: Definite Defectives

0	1	0	0	0	0	1	1	0	0	1	0	
0	0	1	0	0	0	1	1	0	0	1	0	1
0	0	0	0	1	0	1	0	1	1	0	0	1
1	1	0	1	0	1	0	0	0	0	1	0	1
1	0	1	0	0	0	1	0	0	0	0	0	1
0	0	1	1	0	0	0	0	1	1	0	0	0
0	0	0	1	0	0	0	0	0	0	0	0	0
1	0	0	0	0	0	0	0	0	0	0	1	0
1	0	0	1	0	0	0	0	0	1	0	0	0
0	0	0	1	0	0	0	0	0	0	0	0	0
0	0	0	1	0	0	0	1	0	0	0	0	0
0	0	0	0	0	1	0	0	1	0	0	0	0

1. X Bernoulli design.
2. Look at negative tests...
3. ... classify items therein as non-def. ...

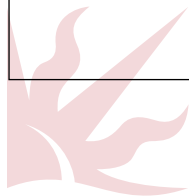
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0	1	0	0	0	0	1	1	0	0	1	0
---	---	---	---	---	---	---	---	---	---	---	---

0	0	0	0	0	1	1	0	0	1	0
0	0	0	0	1	0	1	0	0	0	0
1	0	0	0	0	0	0	0	1	0	0
0	0	0	0	1	0	0	0	0	0	0

1
1
1
1
0
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1. X Bernoulli design.
2. Look at negative tests...
3. ... classify items therein as non-def. ...
4. ... and remove them from X.



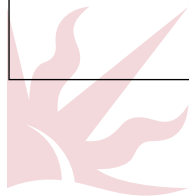
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0	1	0	0	0	0	1	1	0	0	1	0
---	---	---	---	---	---	---	---	---	---	---	---

0	0	0	0	0	1	1	0	0	1	0
0	0	0	0	1	0	1	0	0	0	0
1	0	0	0	0	0	0	0	1	0	
0	0	0	0	1	0	0	0	0	0	

1
1
1
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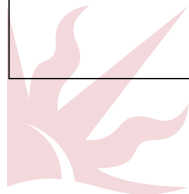
1. X Bernoulli design.
2. Look at negative tests...
3. ... classify items therein as non-def. ...
4. ... and remove them from X.
5. Look at positive tests with 1! unclassified item:



## DD: Definite Defectives

0	1	0	0	0	0	1	1	0	0	1	0
0	0	0	0	0	1	1	0	0	1	0	1
0	0	0	0	1	0	1	0	0	0	0	1
1	0	0	0	0	0	0	0	0	1	0	1
0	0	0	0	1	0	0	0	0	0	0	1
											0
											0
											0
											0
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											0
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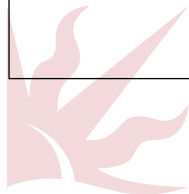
# DD: Definite Defectives

0	1	0	0	0	0	1	1	0	0	1	0
0	0	0	0	0	1	1	0	0	1	0	
0	0	0	0	1	0	1	0		0	0	
	1	0		0		0	0	0	1	0	
0	0	0	0	1	0	0	0	0	0	0	1
											0
											0
											0
											0
											0
											0
											0

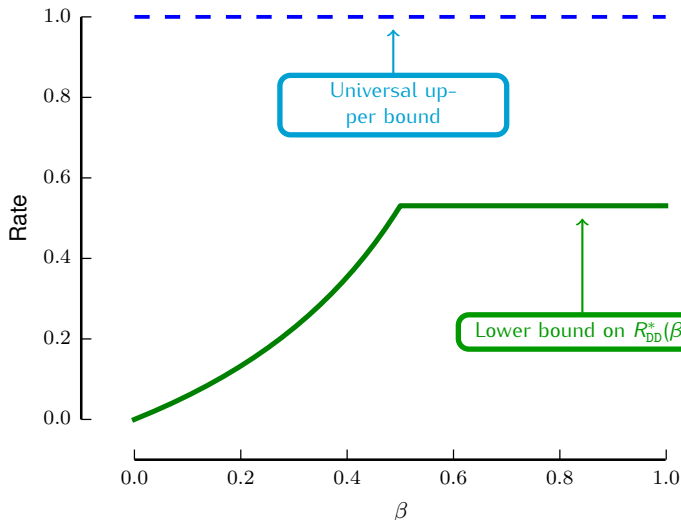
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$$T_{DD} \leq \max\{\beta, 1 - \beta\} eK \ln N$$

$$R_{DD}^*(\beta) \geq \frac{1}{e \ln 2} \min\left\{1, \frac{\beta}{1 - \beta}\right\}$$



# What $R_{DD}^*(\beta)$ looks like



# Computing $R_{DD}^*(\beta)$ : core of the proof - construction





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there's a sum in here, too!





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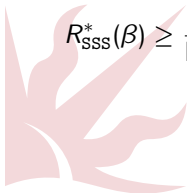


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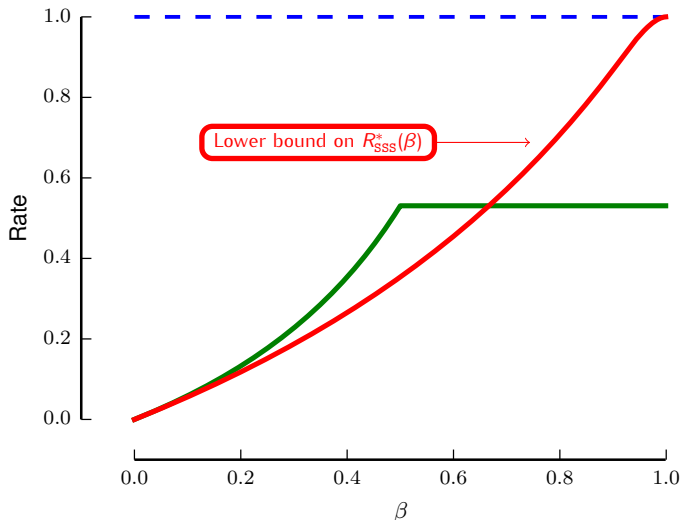
## Group testing as LP:

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$$R_{\text{SSS}}^*(\beta) \geq \frac{1}{\ln 2} \max_{\alpha \in [\ln 2, 1]} \min \left\{ 2\alpha e^{-\alpha} \frac{\beta}{2 - \beta}, -\ln(1 - 2e^{-\alpha} + 2e^{-2\alpha}) \right\} .$$

# What $R_{\text{SSS}}^*(\beta)$ looks like



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SSS may fail if more than one subset satisfies constraints



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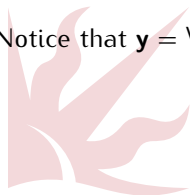
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Notice that  $\mathbf{y} = \bigvee_{\mathcal{K}} \mathbf{x}^{(i)}$ .





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Building separable  $X$  requires

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- Almost-separable matrices exist
- Need  $T = O(K \log N)$  tests to get one
- A Bernoulli test design is almost-separable w.h.p. (via concentration)



# Family-wise upper bound via SSS



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Theorem (Aldridge, B., Johnson, 2014)

Consider SSS using  $T_{\text{SSS}}$  tests. Then,

$$\mathbb{P}(\text{success}) \rightarrow 1 \Rightarrow T_{\text{SSS}} > \frac{(1 - \beta)e \ln 2}{\beta} \log_2 \binom{N}{K},$$

and, if the necessary condition is violated,

$$T_{\text{SSS}} \leq \frac{(1 - \beta)e \ln 2}{\beta} \log_2 \binom{N}{K} \Rightarrow \mathbb{P}(\text{success}) \leq \frac{2}{3}.$$



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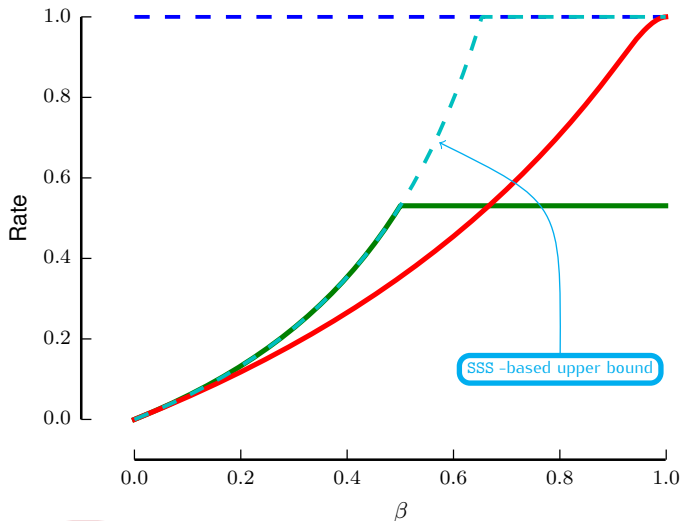
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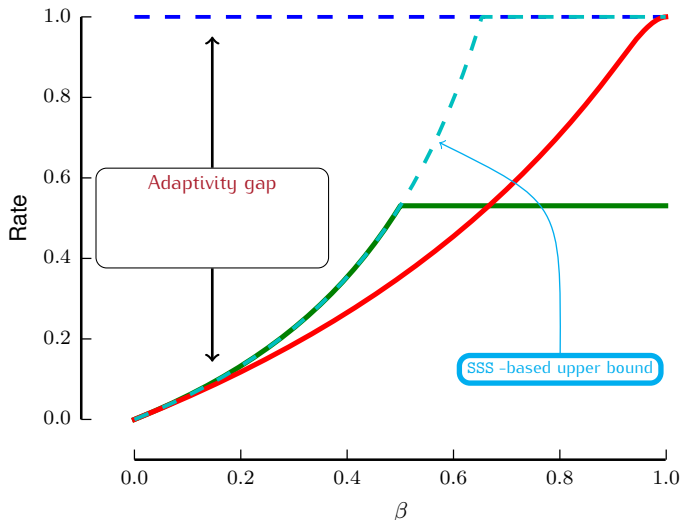
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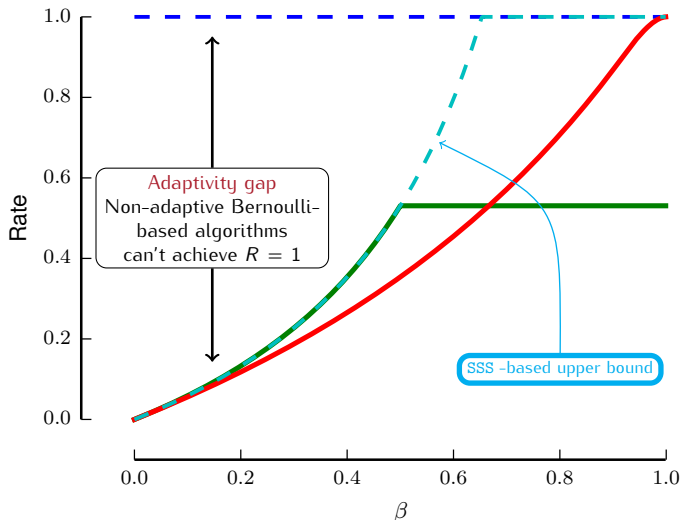
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# The moral



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- Future work: noise models, applications, non-identical GT, non-independent GT, collateral open questions...

