



Efficient Probabilistic Group Testing Based on Traitor Tracing

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Monticello, Illinois, USA
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Problem: Blood Testing



Antonino

Boris

Caroline

David

Eve

Fred

Gábor

Henry

Problem: Blood Testing

Antonino	1	0	0	0	0	0	0	0	0	0	0
Boris	0	1	0	0	0	0	0	0	0	0	0
Caroline	0	0	1	0	0	0	0	0	0	0	0
David	0	0	0	1	0	0	0	0	0	0	0
Eve	0	0	0	0	1	0	0	0	0	0	0
Fred	0	0	0	0	0	0	1	0	0	0	0
Gábor	0	0	0	0	0	0	0	1	0	0	0
Henry	0	0	0	0	0	0	0	0	1	0	0

Problem: Blood Testing

	1	2	3	4	5	6	7	8	9	10
Antonino	1	0	0	0	0	0	0	0	0	0
Boris	0	1	0	0	0	0	0	0	0	0
Caroline	0	0	1	0	0	0	0	0	0	0
David	0	0	0	1	0	0	0	0	0	0
Eve	0	0	0	0	1	0	0	0	0	0
Fred	0	0	0	0	0	1	0	0	0	0
Gábor	0	0	0	0	0	0	1	0	0	0
Henry	0	0	0	0	0	0	0	0	1	0
Results	0	0	1	0	0	0	0	0	0	0

Problem: Blood Testing

	1	2	3	4	5	6	7	8	9	10
Antonino	1	0	0	0	0	0	0	0	0	0
Boris	0	1	0	0	0	0	0	0	0	0
Caroline	0	0	1	0	0	0	0	0	0	0
David	0	0	0	1	0	0	0	0	0	0
Eve	0	0	0	0	1	0	0	0	0	0
Fred	0	0	0	0	0	1	0	0	0	0
Gábor	0	0	0	0	0	0	1	0	0	0
Henry	0	0	0	0	0	0	0	0	1	0
Results	0	0	1	0	0	0	0	0	0	0

Solution: Using Pools

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Solution: Using Pools

Problem: Multiple (K) “Defectives”



Antonino	0	0	0
Boris	0	0	1
Caroline	0	1	0
David	0	1	1
Eve	1	0	0
Fred	1	0	1
Gábor	1	1	0
Henry	1	1	1

Results

Problem: Multiple (K) “Defectives”



Antonino	0	0	0
Boris	0	0	1
Caroline	0	1	0
David	0	1	1
Eve	1	0	0
Fred	1	0	1
Gábor	1	1	0
Henry	1	1	1

Results

Problem: Multiple (K) “Defectives”

	
Antonino	0 0 0
Boris	0 0 1
Caroline	0 1 0
David	0 1 1
Eve	1 0 0
Fred	1 0 1
Gábor	1 1 0
Henry	1 1 1
Results	1 1 1

Solution: Group Testing

Solution: Group Testing

	?	?	?	?	?	?	?	?	?	?	?
Antonino	?	?	?	?	?	?	?	?	?	?	?
Boris	?	?	?	?	?	?	?	?	?	?	?
Caroline	?	?	?	?	?	?	?	?	?	?	?
David	?	?	?	?	?	?	?	?	?	?	?
Eve	?	?	?	?	?	?	?	?	?	?	?
Fred	?	?	?	?	?	?	?	?	?	?	?
Gábor	?	?	?	?	?	?	?	?	?	?	?
Henry	?	?	?	?	?	?	?	?	?	?	?
Results	?	?	?	?	?	?	?	?	?	?	?

1. An algorithm to construct group testing matrices

Solution: Group Testing

	?	?	?	?	?	?	?	?	?	?	?
Antonino	?	?	?	?	?	?	?	?	?	?	?
Boris	?	?	?	?	?	?	?	?	?	?	?
Caroline	?	?	?	?	?	?	?	?	?	?	?
David	?	?	?	?	?	?	?	?	?	?	?
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Fred	?	?	?	?	?	?	?	?	?	?	?
Gábor	?	?	?	?	?	?	?	?	?	?	?
Henry	?	?	?	?	?	?	?	?	?	?	?
Results	?	?	?	?	?	?	?	?	?	?	?

1. An algorithm to construct group testing matrices
2. An algorithm to link test results to infected people

Solution: Group Testing



Antonino

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$$X \in \{0, 1\}^{N \times T}$$

Results

$$y \in \{0, 1\}^T$$

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deterministic: $T = \Omega(K^2 \log N)$

Results

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Solution: Group Testing



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$$X \in \{0, 1\}^{N \times T}$$

deterministic: $T = \Omega(K^2 \log N)$

probabilistic: $T = \Theta(K \log N)$

Results

$$y \in \{0, 1\}^T$$

1. An algorithm to construct group testing matrices
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Solution: Group Testing



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deterministic: $T = \Omega(K^2 \log N)$ probabilistic: $T = \Theta(K \log N)$

Results

$$y \in \{0, 1\}^T$$

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A Group Testing Framework

1. An algorithm to construct group testing matrices
2. An algorithm to link test results to infected people

A Group Testing Framework

1. An algorithm to construct group testing matrices
 - 1a. For each test i , person j , choose $X_{j,i} = 1$ with prob. p .
 - ▶ Intuitively: $p \approx \frac{1}{K}$.
 - ▶ Precise value of p depends on N, K, ε .
2. An algorithm to link test results to infected people

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 - ▶ Precise value of p depends on N, K, ε .
2. An algorithm to link test results to infected people
 - 2a. For each test i , person j , compute $S_{j,i} = g(X_{j,i}, y_i)$.
 - ▶ Positive scores ($S_{j,i} > 0$) for matches ($X_{j,i} = y_i$).
 - ▶ Negative scores ($S_{j,i} < 0$) for differences ($X_{j,i} \neq y_i$).
 - ▶ Large scores ($|S_{j,i}| \gg 0$) for rare events.

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 - 2b. Mark person j infected iff $\sum_i S_{j,i} > Z$ (threshold).
 - ▶ Large Z : Fewer false positives, more false negatives.
 - ▶ Small Z : More false positives, fewer false negatives.

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Exact choices of p , g , and Z depend on the model/parameters.

Traditional Group Testing

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$$g(X_{j,i}, y_i) = \begin{cases} +p/(1-p), & \text{if } X_{j,i} = 0, y_i = 0, \\ -p(1-p)^{K-1}/(1-(1-p)^K), & \text{if } X_{j,i} = 0, y_i = 1, \\ -1, & \text{if } X_{j,i} = 1, y_i = 0, \\ +(1-p)^K/(1-(1-p)^K), & \text{if } X_{j,i} = 1, y_i = 1. \end{cases}$$

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Traditional Group Testing

1. An algorithm to construct group testing matrices
 - 1a. For each test i , person j , choose $X_{j,i} = 1$ with prob. p .

$$p = \operatorname{argmin}_q T(N, K, \varepsilon, q).$$

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$$Z = Z(N, K, \varepsilon, p),$$

$$T = T(N, K, \varepsilon, p).$$

Example: $N = 8, K = 3, \varepsilon = 10^{-2}$

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1. An algorithm to construct group testing matrices
 - 1a. For each test i , person j , choose $X_{j,i} = 1$ with prob. p .

$$p = 0.25 \dots$$

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 - 2a. For each test i , person j , compute $S_{j,i} = g(X_{j,i}, y_i)$.

$$g(X_{j,i}, y_i) = \begin{cases} +0.34 \dots, & \text{if } X_{j,i} = 0, y_i = 0, \\ -0.24 \dots, & \text{if } X_{j,i} = 0, y_i = 1, \\ -1, & \text{if } X_{j,i} = 1, y_i = 0, \\ +0.69 \dots, & \text{if } X_{j,i} = 1, y_i = 1. \end{cases}$$

- 2b. Mark person j infected iff $\sum_i S_{j,i} > Z$ (threshold).

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- 2b. Mark person j infected iff $\sum_i S_{j,i} > Z$ (threshold).

$$Z = 22.62 \dots,$$

$$T = 160.$$

Example: Group testing matrix

						...	
Antonino	$X_{1,1}$	$X_{1,2}$	$X_{1,3}$	$X_{1,4}$	$X_{1,5}$...	$X_{1,160}$
Boris	$X_{2,1}$	$X_{2,2}$	$X_{2,3}$	$X_{2,4}$	$X_{2,5}$...	$X_{2,160}$
Caroline	$X_{3,1}$	$X_{3,2}$	$X_{3,3}$	$X_{3,4}$	$X_{3,5}$...	$X_{3,160}$
David	$X_{4,1}$	$X_{4,2}$	$X_{4,3}$	$X_{4,4}$	$X_{4,5}$...	$X_{4,160}$
Eve	$X_{5,1}$	$X_{5,2}$	$X_{5,3}$	$X_{5,4}$	$X_{5,5}$...	$X_{5,160}$
Fred	$X_{6,1}$	$X_{6,2}$	$X_{6,3}$	$X_{6,4}$	$X_{6,5}$...	$X_{6,160}$
Gábor	$X_{7,1}$	$X_{7,2}$	$X_{7,3}$	$X_{7,4}$	$X_{7,5}$...	$X_{7,160}$
Henry	$X_{8,1}$	$X_{8,2}$	$X_{8,3}$	$X_{8,4}$	$X_{8,5}$...	$X_{8,160}$
Copy	y_1	y_2	y_3	y_4	y_5	...	y_{160}

Example: Group testing matrix

1a. For each test i , person j , set $X_{j,i} = 1$ with prob. p .

						...	
Antonino	$X_{1,1}$	$X_{1,2}$	$X_{1,3}$	$X_{1,4}$	$X_{1,5}$...	$X_{1,160}$
Boris	$X_{2,1}$	$X_{2,2}$	$X_{2,3}$	$X_{2,4}$	$X_{2,5}$...	$X_{2,160}$
Caroline	$X_{3,1}$	$X_{3,2}$	$X_{3,3}$	$X_{3,4}$	$X_{3,5}$...	$X_{3,160}$
David	$X_{4,1}$	$X_{4,2}$	$X_{4,3}$	$X_{4,4}$	$X_{4,5}$...	$X_{4,160}$
Eve	$X_{5,1}$	$X_{5,2}$	$X_{5,3}$	$X_{5,4}$	$X_{5,5}$...	$X_{5,160}$
Fred	$X_{6,1}$	$X_{6,2}$	$X_{6,3}$	$X_{6,4}$	$X_{6,5}$...	$X_{6,160}$
Gábor	$X_{7,1}$	$X_{7,2}$	$X_{7,3}$	$X_{7,4}$	$X_{7,5}$...	$X_{7,160}$
Henry	$X_{8,1}$	$X_{8,2}$	$X_{8,3}$	$X_{8,4}$	$X_{8,5}$...	$X_{8,160}$
Copy	y_1	y_2	y_3	y_4	y_5	...	y_{160}

Example: Group testing matrix

1a. For each test i , person j , set $X_{j,i} = 1$ with prob. p .

						...	
Antonino	0	0	0	0	0	...	0
Boris	1	0	1	1	1	...	1
Caroline	0	0	0	1	0	...	0
David	0	0	1	1	1	...	0
Eve	0	0	0	0	0	...	0
Fred	1	0	1	0	0	...	0
Gábor	0	0	1	0	0	...	0
Henry	0	0	0	0	1	...	0
Copy	y_1	y_2	y_3	y_4	y_5	...	y_{160}

Example: Running the tests

Infected samples determine the test results.

						...	
Antonino
Boris
Caroline	0	0	0	1	0	...	0
David
Eve	0	0	0	0	0	...	0
Fred
Gábor
Henry	0	0	0	0	1	...	0
Results	y_1	y_2	y_3	y_4	y_5	...	y_{160}

Infected = {Caroline, Eve, Henry}

Example: Running the tests

Infected samples determine the test results.

						...	
Antonino
Boris
Caroline	0	0	0	1	0	...	0
David
Eve	0	0	0	0	0	...	0
Fred
Gábor
Henry	0	0	0	0	1	...	0
Results	0	0	0	1	1	...	0

Infected = {Caroline, Eve, Henry}

Example: Scores

We perform the tests and the results come back.

						...	
Antonino	0	0	0	0	0	...	0
Boris	1	0	1	1	1	...	1
Caroline	0	0	0	1	0	...	0
David	0	0	1	1	1	...	0
Eve	0	0	0	0	0	...	0
Fred	1	0	1	0	0	...	0
Gábor	0	0	1	0	0	...	0
Henry	0	0	0	0	1	...	0
Results	0	0	0	1	1	...	0

Infected = {Caroline, Eve, Henry}

Example: Scores

2a. For each test i , person j , compute $S_{j,i} = g(X_{j,i}, y_i)$.

	1	2	3	4	5	...	7
Antonino	0	0	0	0	0	...	0
Boris	1	0	1	1	1	...	1
Caroline	0	0	0	1	0	...	0
David	0	0	1	1	1	...	0
Eve	0	0	0	0	0	...	0
Fred	1	0	1	0	0	...	0
Gábor	0	0	1	0	0	...	0
Henry	0	0	0	0	1	...	0
Results	0	0	0	1	1	...	0

Infected = {Caroline, Eve, Henry}

Example: Scores

2a. For each test i , person j , compute $S_{j,i} = g(X_{j,i}, y_i)$.

						...	
Antonino	+0.3	+0.3	+0.3	-0.2	-0.2	...	+0.3
Boris	-1.0	+0.3	-1.0	+0.7	+0.7	...	-1.0
Caroline	+0.3	+0.3	+0.3	+0.7	-0.2	...	+0.3
David	+0.3	+0.3	-1.0	+0.7	+0.7	...	+0.3
Eve	+0.3	+0.3	+0.3	-0.2	-0.2	...	+0.3
Fred	-1.0	+0.3	-1.0	-0.2	-0.2	...	+0.3
Gábor	+0.3	+0.3	-1.0	-0.2	-0.2	...	+0.3
Henry	+0.3	+0.3	+0.3	-0.2	+0.7	...	+0.3
Results	0	0	0	1	1	...	0

Infected = {Caroline, Eve, Henry}

Example: Scores

2b. Mark person j infected iff $\sum_i S_{j,i} > Z$ (threshold).

						...		$\sum_i S_{j,i}$
Antonino	+0.3	+0.3	+0.3	-0.2	-0.2	...	+0.3	0
Boris	-1.0	+0.3	-1.0	+0.7	+0.7	...	-1.0	0
Caroline	+0.3	+0.3	+0.3	+0.7	-0.2	...	+0.3	0
David	+0.3	+0.3	-1.0	+0.7	+0.7	...	+0.3	0
Eve	+0.3	+0.3	+0.3	-0.2	-0.2	...	+0.3	0
Fred	-1.0	+0.3	-1.0	-0.2	-0.2	...	+0.3	0
Gábor	+0.3	+0.3	-1.0	-0.2	-0.2	...	+0.3	0
Henry	+0.3	+0.3	+0.3	-0.2	+0.7	...	+0.3	0
Results	0	0	0	1	1	...	0	

Infected = {Caroline, Eve, Henry}

Example: Scores

2b. Mark person j infected iff $\sum_i S_{j,i} > Z$ (threshold).

							...		$\sum_i S_{j,i}$
Antonino	+0.3	+0.3	+0.3	-0.2	-0.2	...		+0.3	-5
Boris	-1.0	+0.3	-1.0	+0.7	+0.7	...		-1.0	-12
Caroline	+0.3	+0.3	+0.3	+0.7	-0.2	...		+0.3	+41
David	+0.3	+0.3	-1.0	+0.7	+0.7	...		+0.3	-3
Eve	+0.3	+0.3	+0.3	-0.2	-0.2	...		+0.3	+38
Fred	-1.0	+0.3	-1.0	-0.2	-0.2	...		+0.3	+10
Gábor	+0.3	+0.3	-1.0	-0.2	-0.2	...		+0.3	-1
Henry	+0.3	+0.3	+0.3	-0.2	+0.7	...		+0.3	+40
Results	0	0	0	1	1	...		0	

Infected = {Caroline, Eve, Henry}

Example: Scores

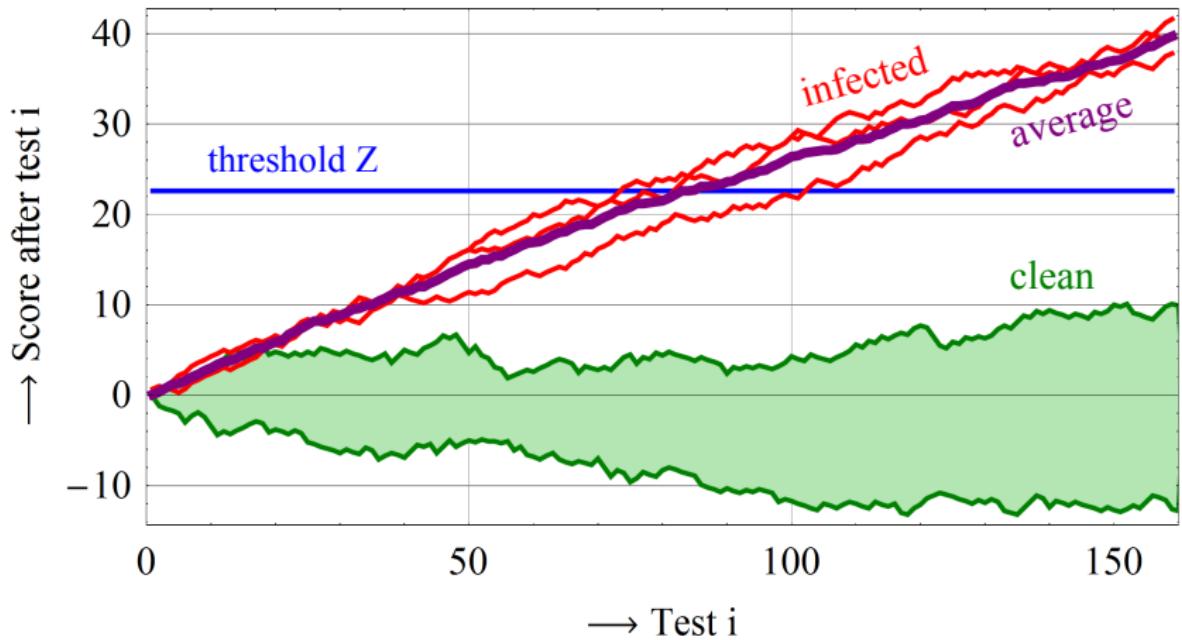
2b. Mark person j infected iff $\sum_i S_{j,i} > Z$ (threshold).

							...		$\sum_i S_{j,i}$
Antonino	+0.3	+0.3	+0.3	-0.2	-0.2	...		+0.3	-5
Boris	-1.0	+0.3	-1.0	+0.7	+0.7	...		-1.0	-12
Caroline	+0.3	+0.3	+0.3	+0.7	-0.2	...		+0.3	+41
David	+0.3	+0.3	-1.0	+0.7	+0.7	...		+0.3	-3
Eve	+0.3	+0.3	+0.3	-0.2	-0.2	...		+0.3	+38
Fred	-1.0	+0.3	-1.0	-0.2	-0.2	...		+0.3	+10
Gábor	+0.3	+0.3	-1.0	-0.2	-0.2	...		+0.3	-1
Henry	+0.3	+0.3	+0.3	-0.2	+0.7	...		+0.3	+40
Results	0	0	0	1	1	...		0	

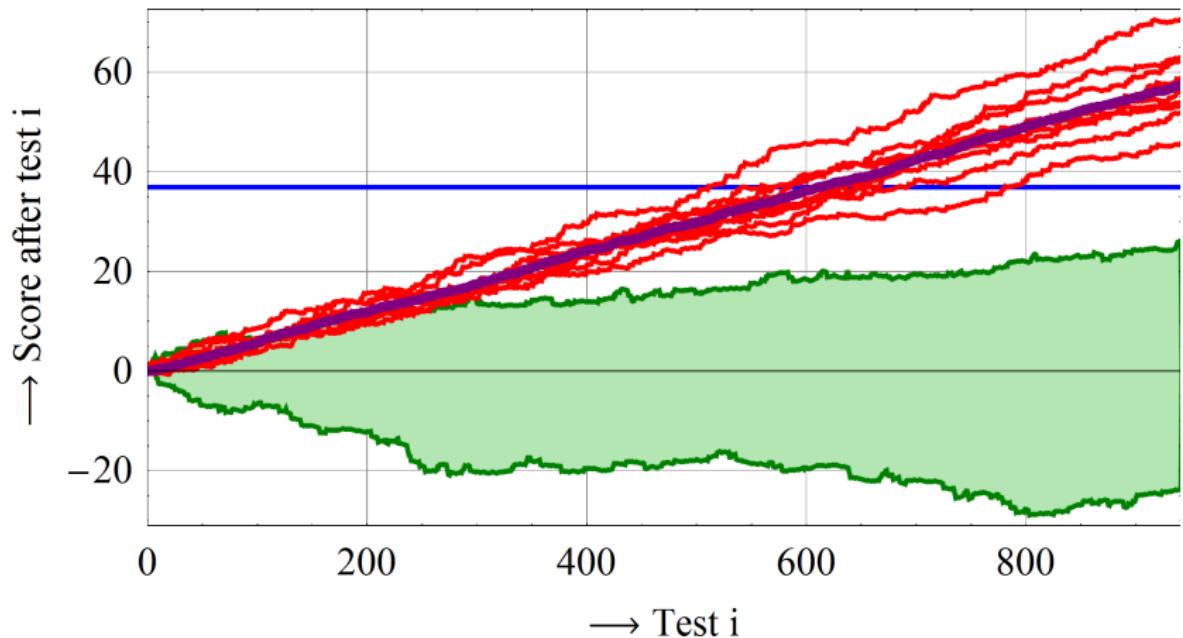
Infected = {Caroline, Eve, Henry}

Marked = {Caroline, Eve, Henry}

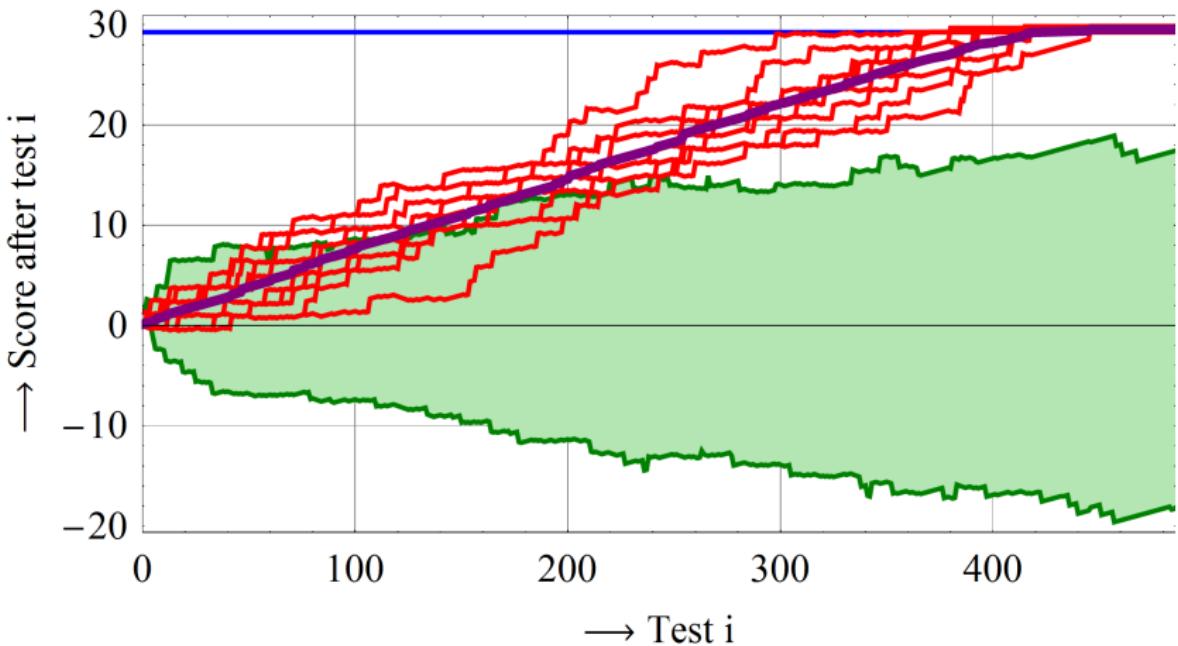
Example: Scores



Larger Example: Non-Adaptive



Larger Example: Adaptive



Framework: Other Models

Traditional group testing

- Positive test result iff at least one tested is infected

Noisy group testing

- Dilution: Clean sample testing positive
- Additive: Infected sample testing negative
- Combined: Any wrong test result
- ...

Threshold group testing

- Majority: Positive iff more than ℓ infected
- Bernoulli: Few infected tested, random result
- Linear: More infected, more positive results
- ...

Framework: Other Models

Traditional group testing

- Tests required: $T \sim 2K \ln N$

Noisy group testing

- Dilution: $T \sim 2K \ln N / (1 - r)$
- Additive: $T \sim 2K \ln N / (1 - \sqrt{2r})$
- Combined: $T \sim 2K \ln N / (1 - \sqrt{2r})$
- ...

Threshold group testing

- Majority: $T \sim \pi K \ln N$
- Bernoulli: $T \sim 4K \ln N$
- Linear: $T \sim 2K^2 \ln N$
- ...

Conclusion

Framework for probabilistic group testing

- Score-based construction
- Speed-ups in the adaptive setting (see paper)
- Versatile construction (see paper)

Results when applied to common models:

- Traditional model: $T \sim 2K \ln N$
- Dilution noise: $T \sim 2K \ln N / (1 - r)$
- Additive noise: $T \sim 2K \ln N / (1 - \sqrt{2r})$
- Threshold models: $T = \Theta(K \ln N)$

Questions?