

Constructing Large Matchings via Query Access to a Maximal Matching Oracle

FSTTCS 2020

Lidiya Khalidah binti Khalil and Christian Konrad



University of
BRISTOL

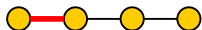
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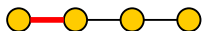


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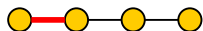


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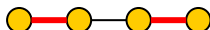


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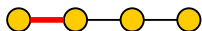


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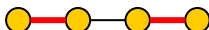


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Property:

$$|\text{maximal matching}| \geq \frac{1}{2} |\text{maximum matching}|$$

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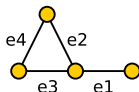
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$$S = e_2 e_1 e_4 e_3$$



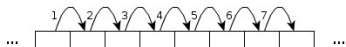
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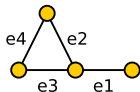
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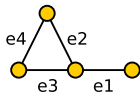
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- Streaming Maximal Matching Algorithm: Insert current edge into initially empty matching if possible (GREEDY), using space $\tilde{O}(n)$

State of the Art Streaming Matching Algorithms

# passes	Approximation	det/rand	Reference
Bipartite Graphs			
1	$\frac{1}{2}$	det	GREEDY, folklore
2	$2 - \sqrt{2} \approx 0.5857$	rand	Konrad '18
3	0.6067	rand	Konrad '18
$O(\frac{1}{\epsilon^2})$	$1 - \epsilon$	det	Assadi, Liu, Tarjan '21
General Graphs			
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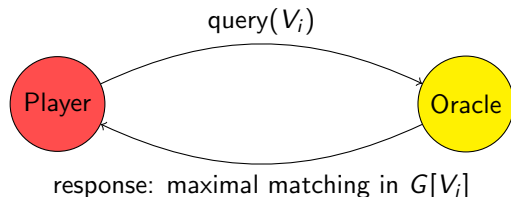
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How large a matching can we compute if we solely invoke Greedy in each pass?

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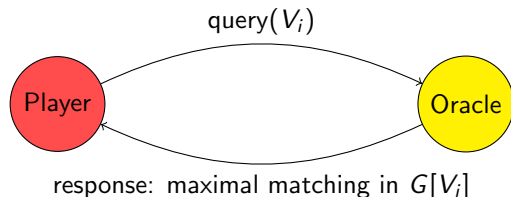
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- Player and oracle play r rounds of a “matching game”
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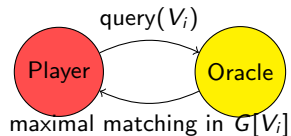


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Research Question: What is the trade-off between the number of rounds and the approximation ratio?

Matching Game - Upper Bounds

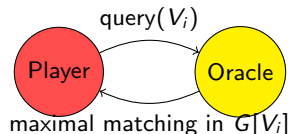
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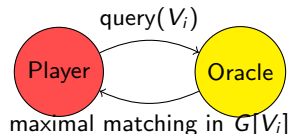
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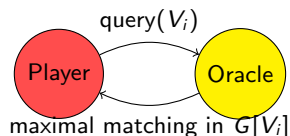
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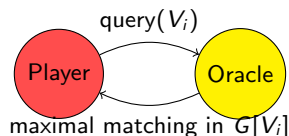
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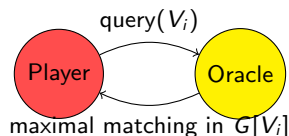
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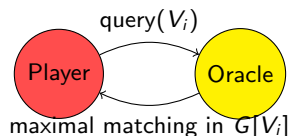


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Outline:

- 1 $\Omega(\frac{1}{\epsilon})$ rounds are needed for a $(1 - \epsilon)$ -approximation
- 2 $\Omega(n)$ rounds needed for $(\frac{1}{2} + \epsilon)$ -approx. in general graphs, $\epsilon > 0$
- 3 0.6-approximation lower bound for 3 rounds (main technical result)

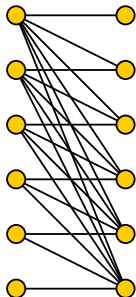
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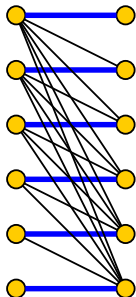
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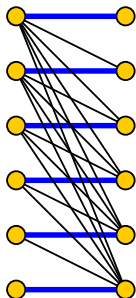


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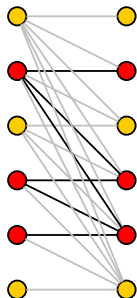


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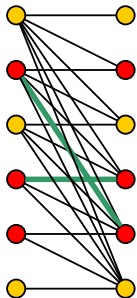


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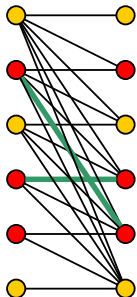


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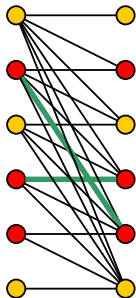


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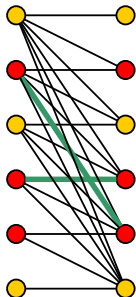


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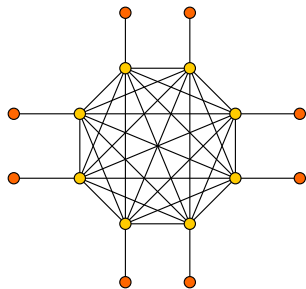
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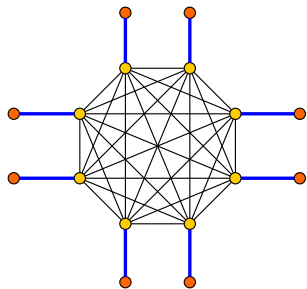
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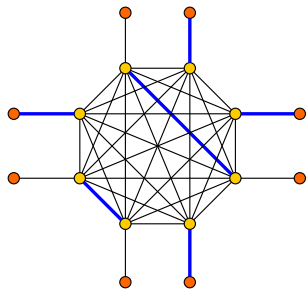


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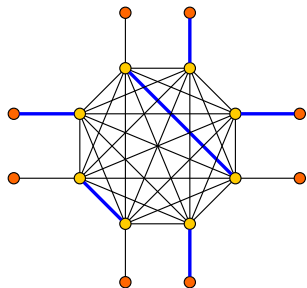


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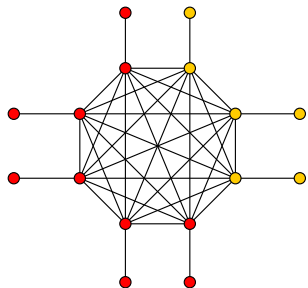


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Lower Bound for General Graphs

Theorem. Any r -round query algorithm for general graphs has an approximation of at most $\frac{1}{2} + \frac{r}{n}$.

Proof. Consider a bomb graph on n vertices

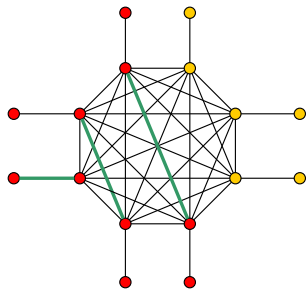


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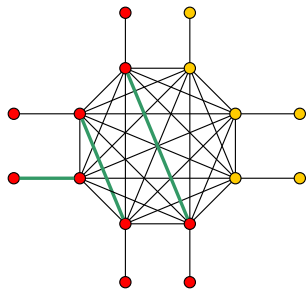


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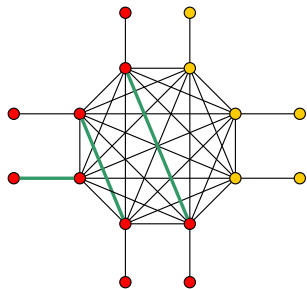


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□

Deterministic / Randomized Query Algorithms:

- Lower bounds on previous slides hold even if the input graph is known by the player
- They also hold for randomized query algorithms

Lower Bound for 3 Rounds on Bipartite Graphs:

- More subtle argument
- Oracle builds graph that depends on the queries
- Lower bound therefore only holds for deterministic algorithms

Three Round Query Algorithm for Bipartite Graphs

Algorithm (input graph $G = (A, B, E)$)

Three Round Query Algorithm for Bipartite Graphs

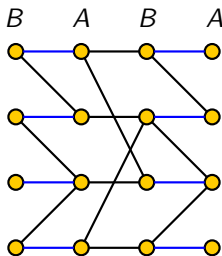
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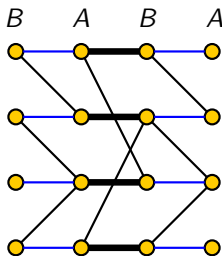


Input graph $G = (A, B, E)$ with perfect matching M^*

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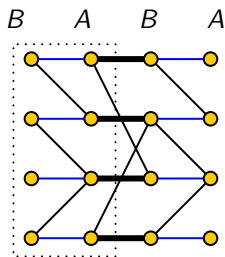


1st query: Matching M

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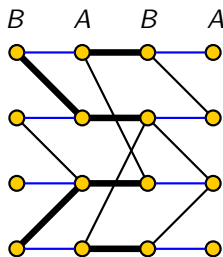


Subgraph $G[A(M) \cup \overline{M(B)}]$

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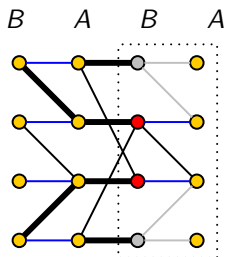


2nd query: Matching M_L

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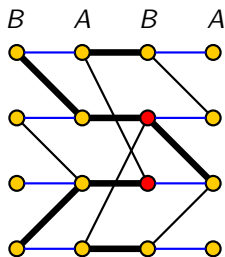


B' and Subgraph $G[\overline{A(M)} \cup B']$

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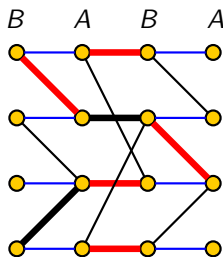


Matching M_R

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Largest matching in $M \cup M_L \cup M_R$ (M augmented with $M_L \cup M_R$)

Three Round Query Algorithm for Bipartite Graphs (2)

Analysis:

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Analysis: $\frac{3}{5}$ -approximation algorithm [Kale and Tirodkar, '17]

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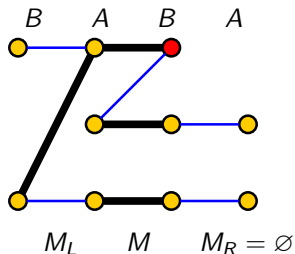
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Worst-case Example:

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Lower Bound Construction - First Query

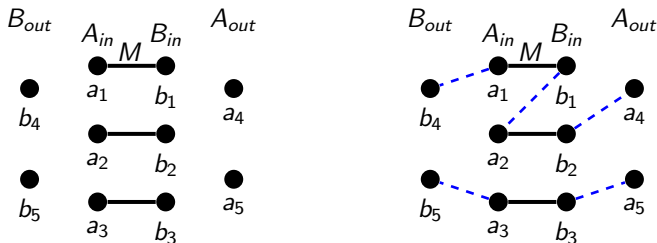
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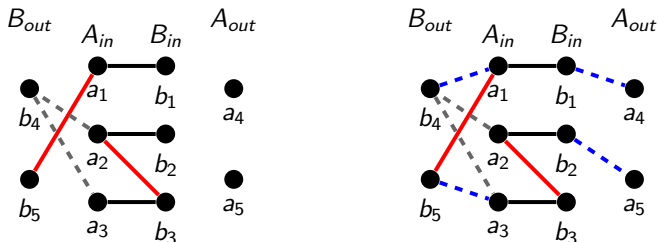
- Oracle commits to structure below and returns subset of edges M (no edges between A_{out} and B_{out})
- A perfect matching (blue edges) can be added, which implies that approximation factor is $3/5$ at best after first query



Lower Bound Construction - Second Query

Second Query:

- Information can be bounded by structure below - grey edges indicate that edges are not present in output graph
- Again, perfect matching can be added, which implies that approximation factor is $3/5$ at best after second query



Third Query:

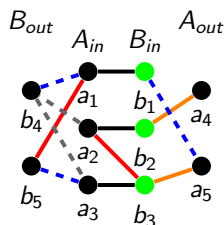
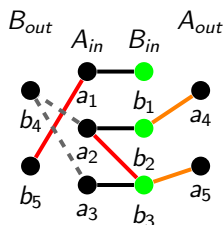
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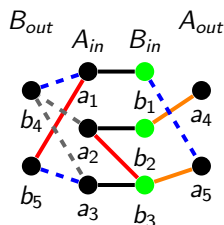
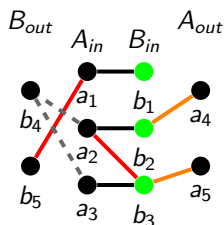


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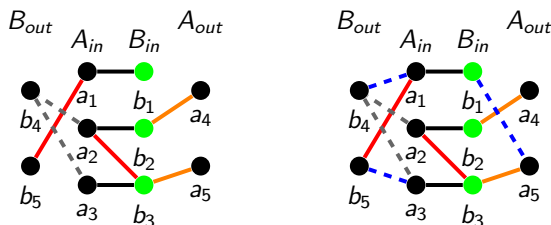


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Key Technique: Structural properties that allow eliminating cases

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Outlook:

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- Randomization?

**Thank you for your
attention.**