

Formal Verification of the RANKING algorithm for Online Bipartite Matching

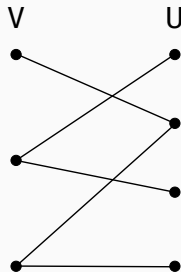
Christoph Madlener

22.06.2022

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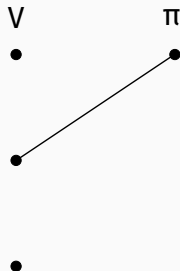
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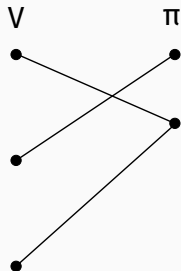
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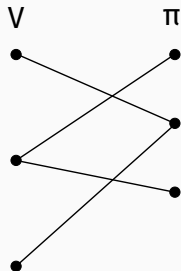
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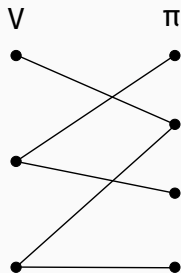
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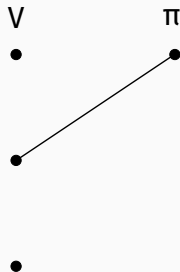
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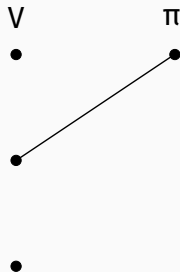
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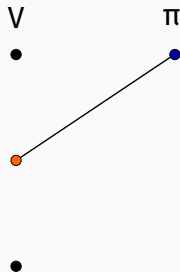
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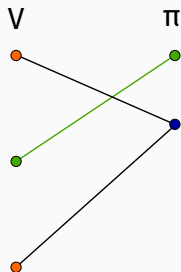
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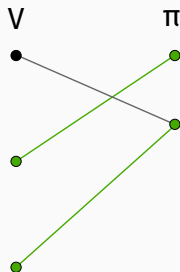
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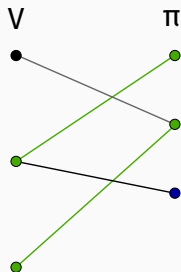
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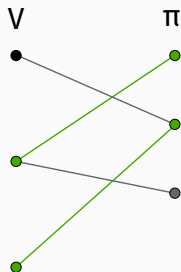
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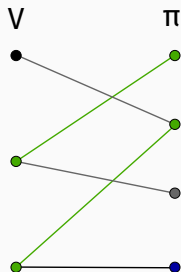
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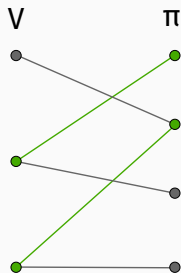
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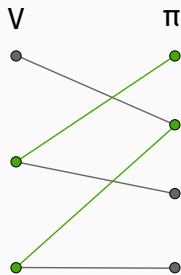
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Competitive Ratio

Performance of online algorithm \mathcal{A}

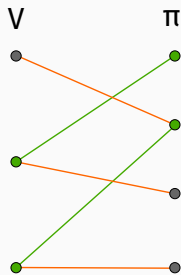
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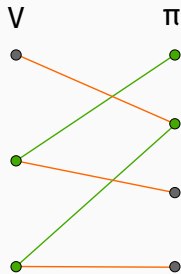
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Competitive ratio for OBM

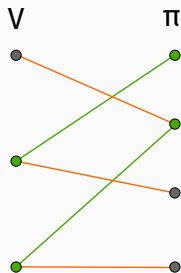
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where M is a maximum cardinality matching in G .

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Algorithm 1: RANKING

Initialization: Choose a random permutation (ranking) σ of V

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- competitive ratio of $1 - \frac{1}{e}$ (best possible)

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Let G_i be the graph resulting from removing i vertices from G , which are not in a maximum cardinality matching M , and $R_i := \text{Ranking}(H_i, \pi_{H_i}, \sigma_{H_i})$.

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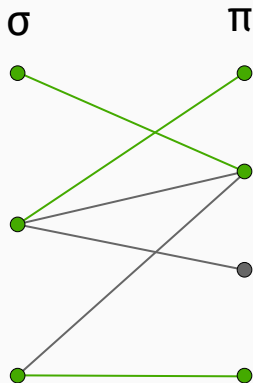
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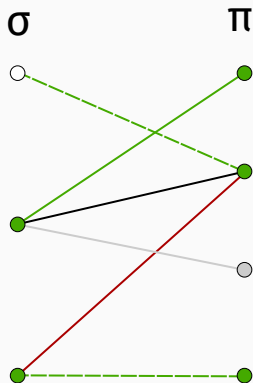
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$$\frac{|\text{Ranking}(G, \pi, \sigma)|}{|M|} \geq \frac{|R_1|}{|M|} \geq \dots \geq \frac{|\text{Ranking}(G^*, \pi_{G^*}, \sigma_{G^*})|}{|M|}$$

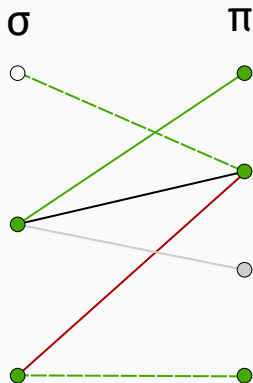
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Let $R := \text{Ranking}(G, \pi, \sigma)$ for a fixed graph G , arrival order π , and ranking σ .

Specification of alternating path

$$\text{zig}(x) = \begin{cases} x \# \text{zag}(y) & \{x, y\} \in R \\ [x] & x \text{ unmatched} \end{cases}$$

$$\text{zag}(y) = \begin{cases} y \# \text{zag}(x') & x' \text{ matched instead} \\ [y] & \text{no other match} \end{cases}$$

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For $t = 1$ and $V = \{1, 2, 3\}$:

$$\begin{aligned}\mathbb{P}(\{[3, 2, 1]\}) &= \frac{1}{3!} \\ &= \frac{3}{3!} \cdot \frac{1}{3} \\ &= \mathbb{P}(\{[2, 3, 1], [3, 1, 2], [3, 2, 1]\}) \cdot \mathbb{P}(\{2\})\end{aligned}$$



B. Birnbaum and C. Mathieu.

On-line bipartite matching made simple.

Acm Sigact News, 39(1):80–87, 2008.



R. M. Karp, U. V. Vazirani, and V. V. Vazirani.

An optimal algorithm for on-line bipartite matching.

In *Proceedings of the twenty-second annual ACM symposium on Theory of computing*, pages 352–358, 1990.