

# **Deterministic Graph Sparsification of Dynamic fractional matching**

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- **A Common Strategy followed in Recent Literatures**
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# Background

- **Dynamic Graph Algorithms:-** “Preserving graph properties on dynamic graph”

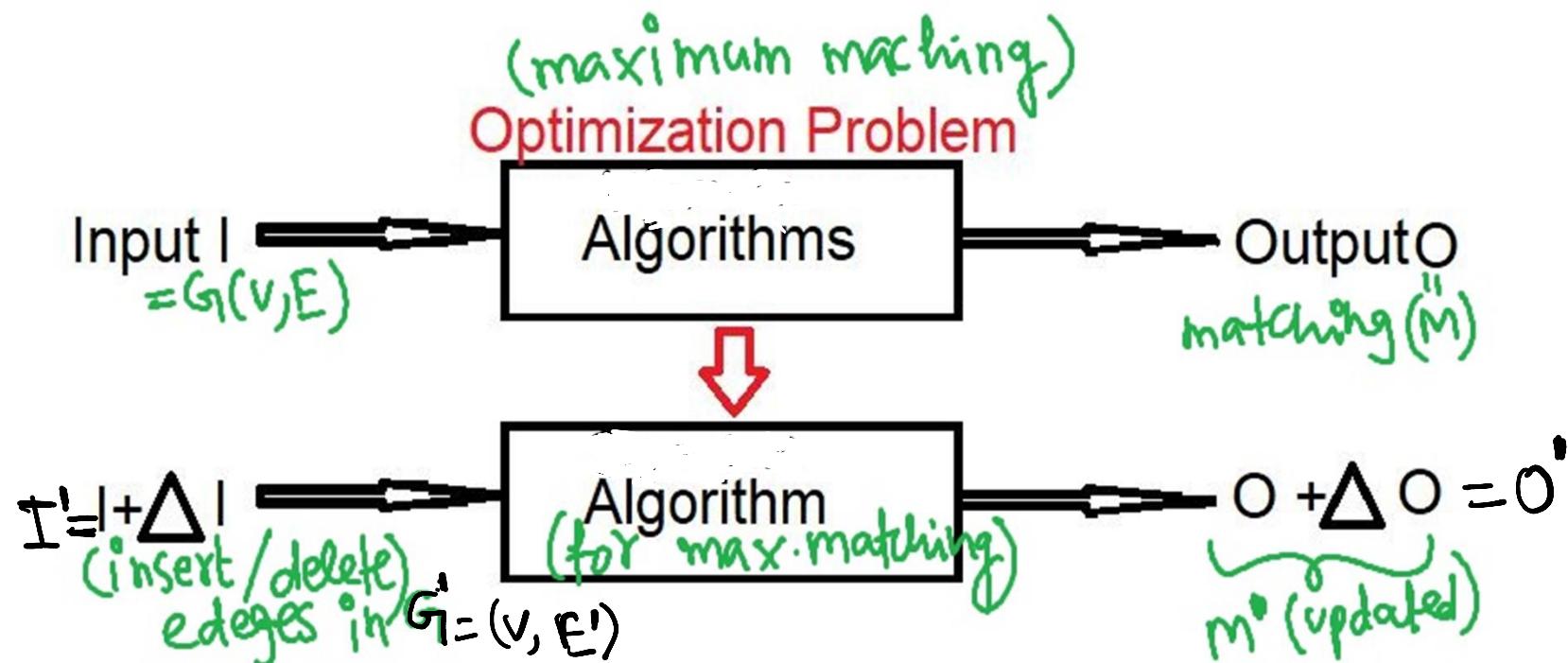


Fig1. Preserving Maximum Matching under edge updation

- **First thought :**  
-Re-Apply algorithm from scratch on updated graph

- **Dynamic Matching Problem under edge updation :-**

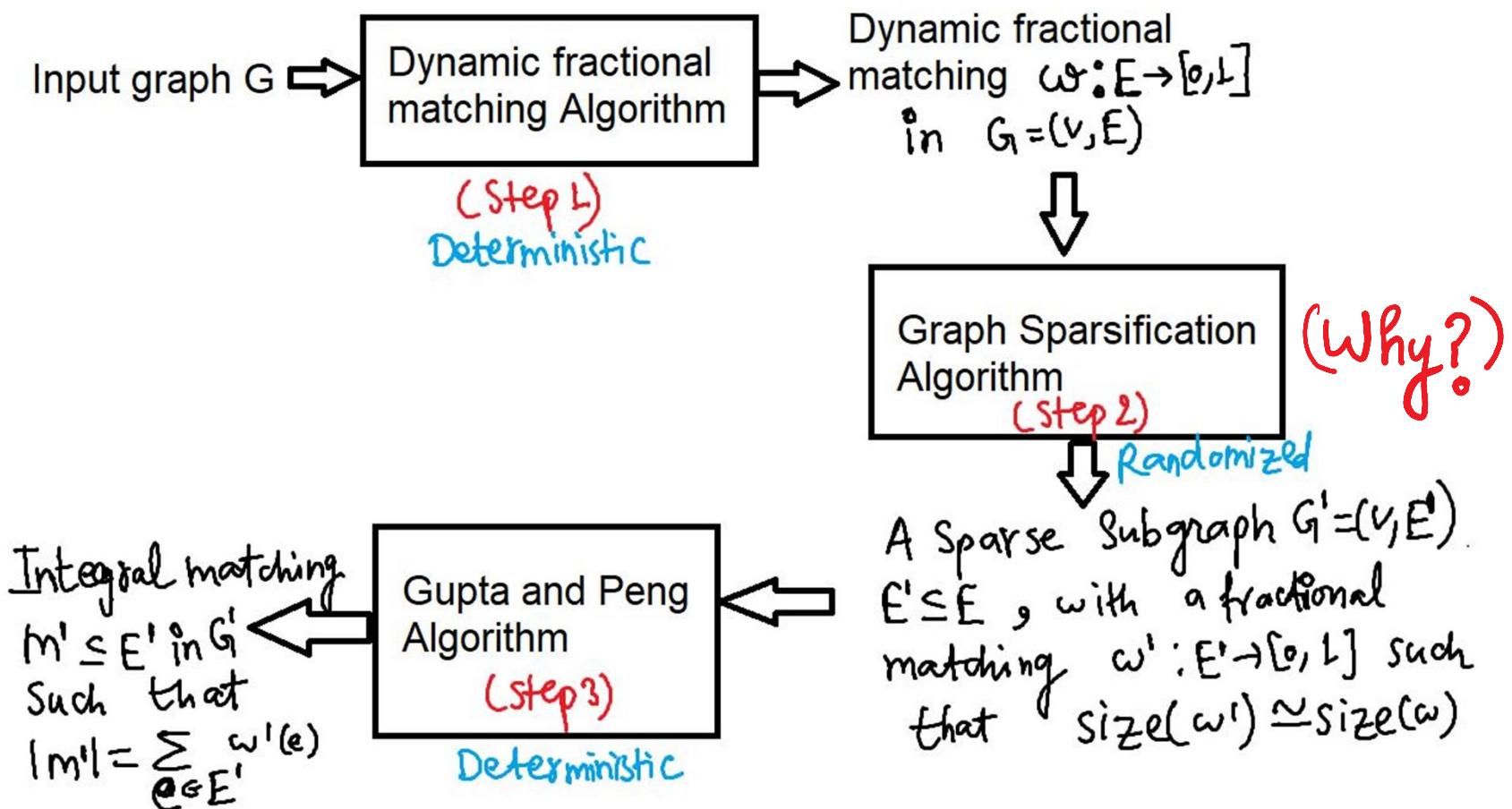
**Want:** Maintain graph property “Maximum matching”

**Challenge:** Graph changes over time as edges are inserted or deleted.

**Goal:** Design an **updation algorithm** of the least time complexity that update the maximum matching as edges are inserted or deleted on run-time.

\*update time= time taken to handle an update(edge insert/delete)

# A Common Strategy followed in Recent literatures



# Dynamic fractional matching

## Static Algorithm:-

$w(e) = 0$  for all the edges  $e \in E$

REPEAT,

- Increase the edge weights continuously at same rate till node get tight.
- Freeze the edge incident on the tight node.

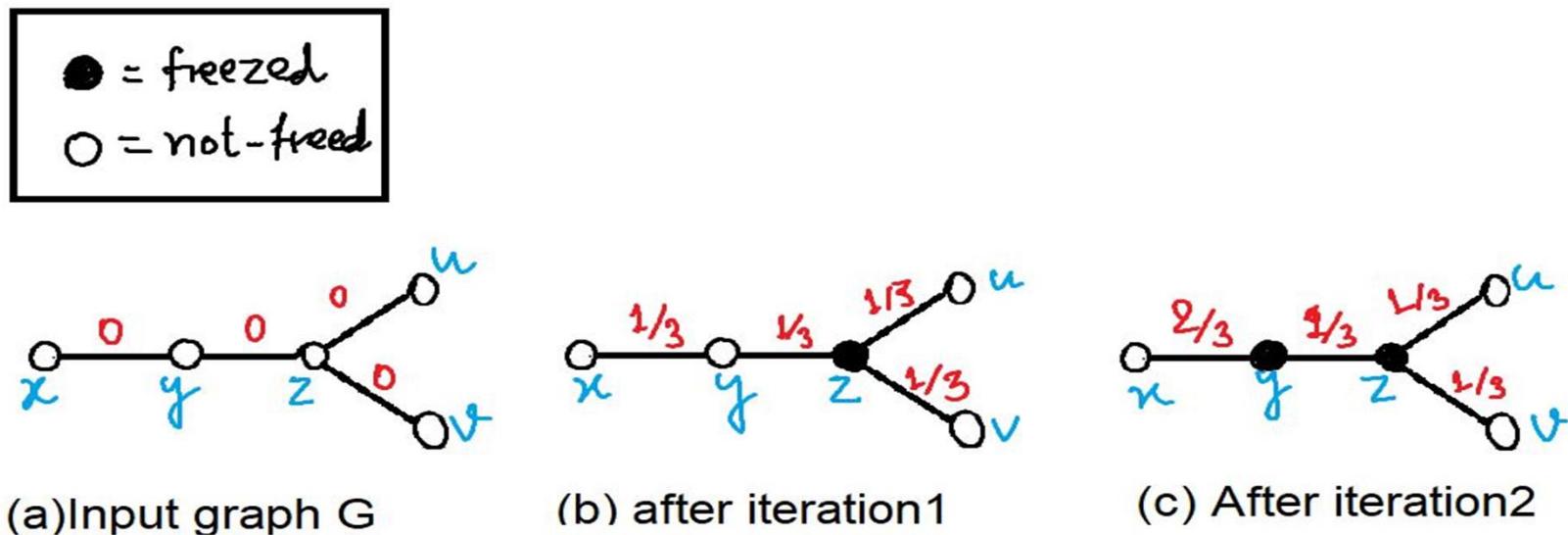
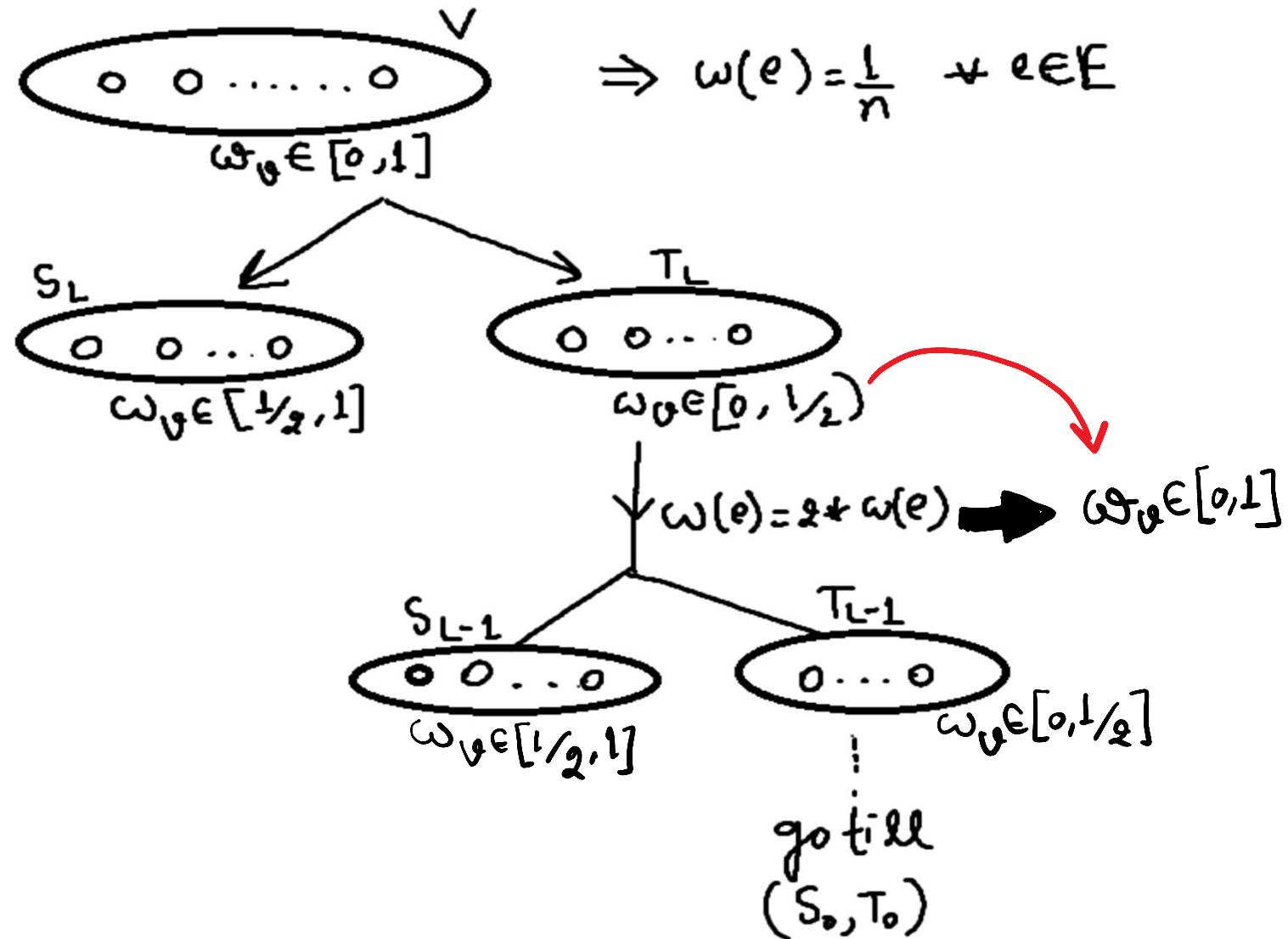
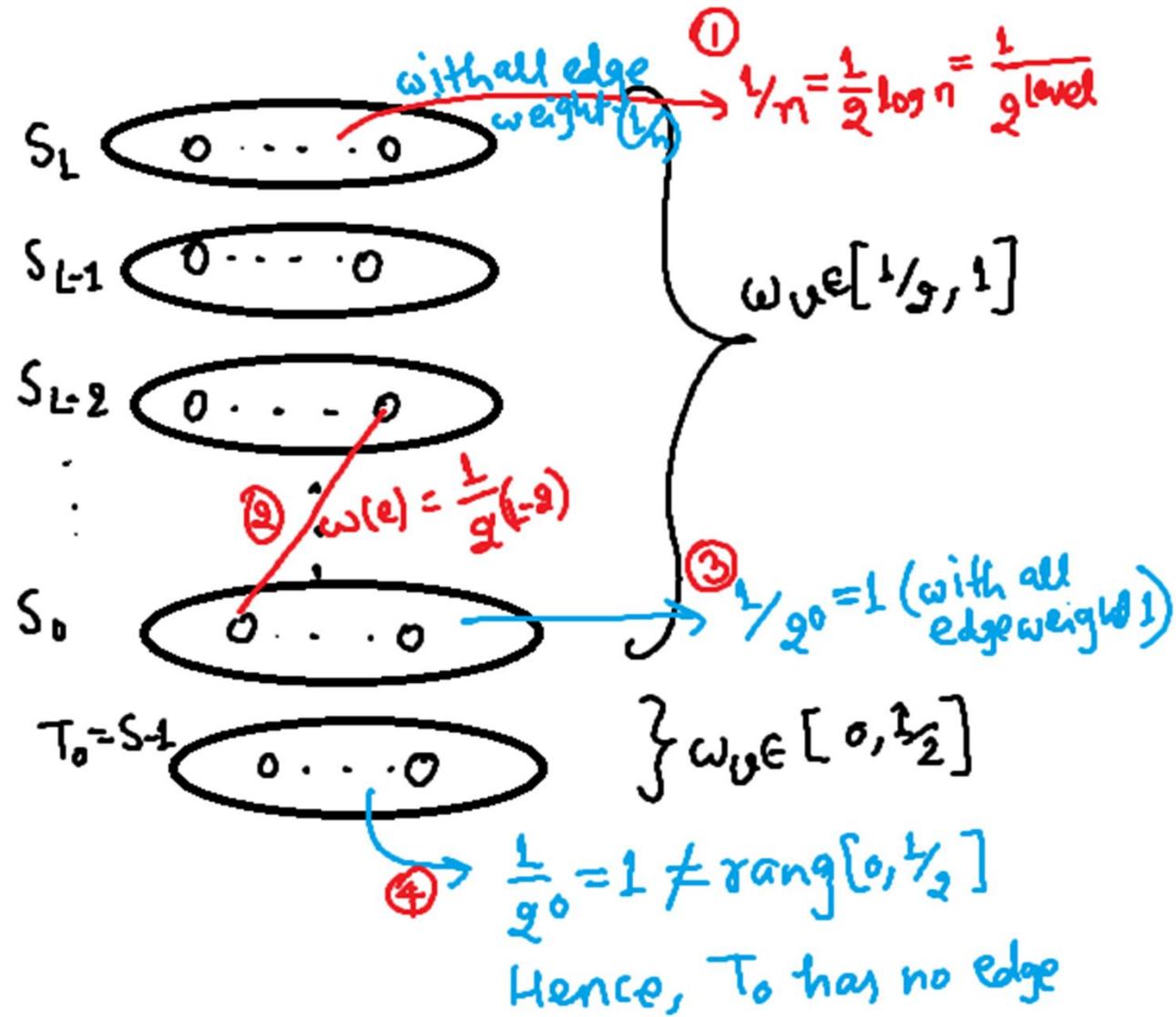


Fig2. demonstration in static setting

- Descretize the algorithm:-(increase edge weight by factor of 2)



- Maintaining Heirarchical partitioning of  $G$ :-



- **Dynamic Setting:-**

**On Edge Deletion:-**

Edge weights takes away for both end.

**On Edge Insertion:- (between edge i and j)**

Edge weights increases by  $1/2^i$  on both end-point.

Fix-dirty-nodes(Algorithm):

while(dirty node x):

    if  $w(x)$  is too large,  $l(x)=l(x)+1$ ;

    if  $w(x)$  is too small,  $l(x)=l(x)-1$ ;

# Problem Statement

**Input:**  $\lambda$ -uniform weighted graph  $G=(V,E)$ , with fractional matching  $w: E \rightarrow [0,1]$ .

**Output:**  $2\lambda$ -uniform weighted graph  $G'=(V,E')$ ,  $E'$  is subset of  $E$  with fractional matching  $w': E' \rightarrow [0,1]$  such that  $\text{size}(w') = \text{size}(w)$ , where  $\text{size}(w)$  is defined as sum of all the edge-weights in graph  $G$ .

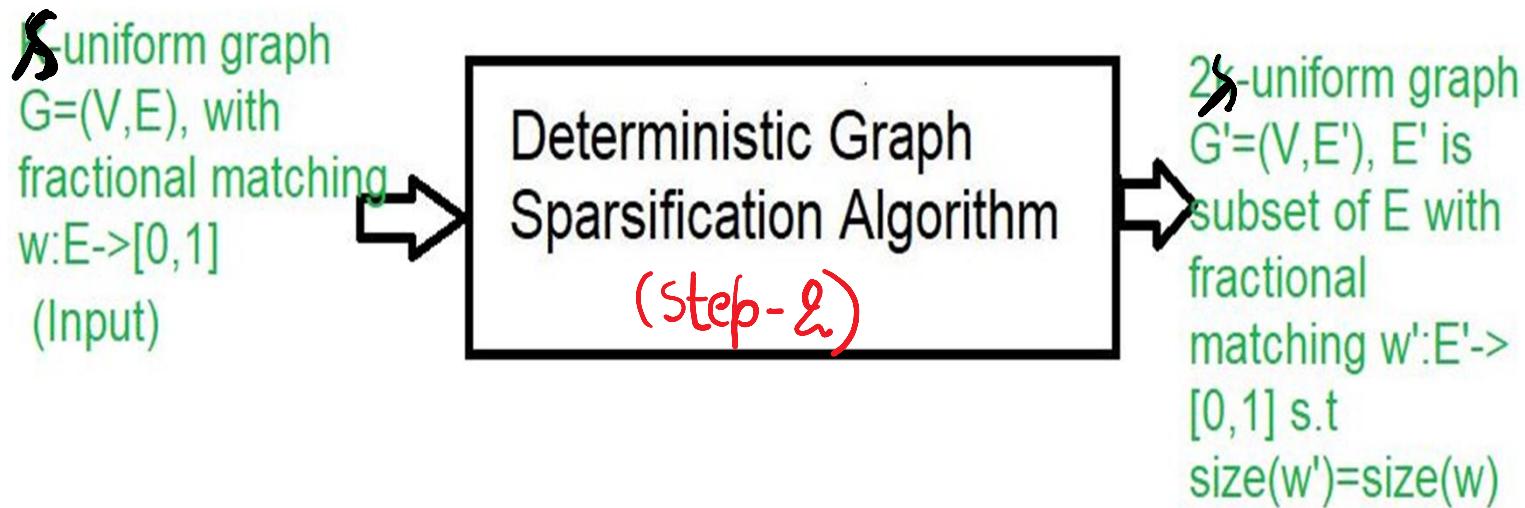
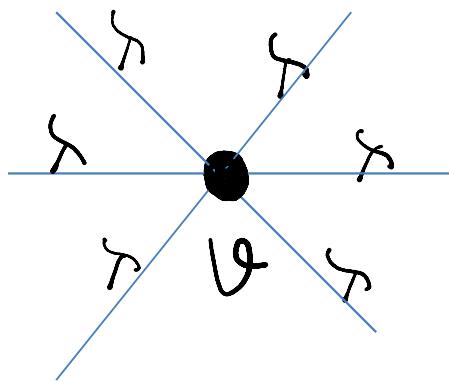


Fig3. Our Problem statement(step-2 of common strategy)

# First Deterministic Solution

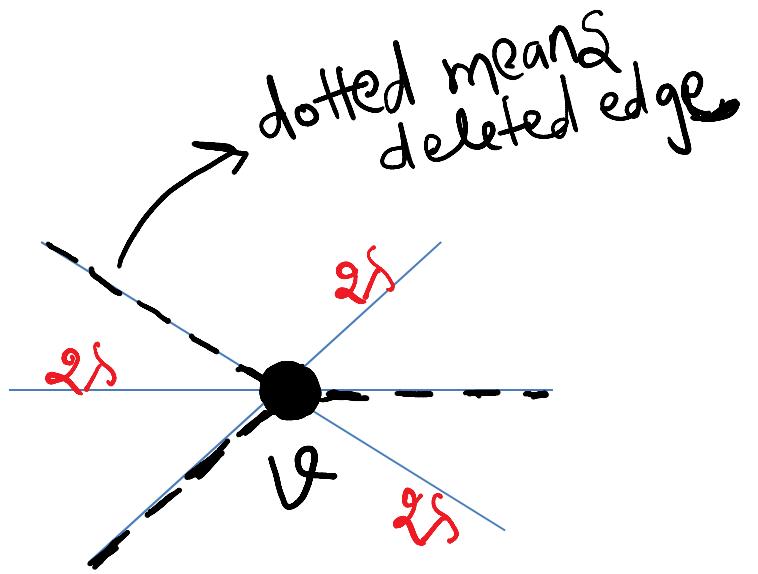
- Degree\_Split() Subroutine:-

Main Idea:-



$$\text{Size}(w)=6$$

after  
degree-Split()



$$\text{Size}(w)=6$$

## **Degree-split Algorithm:-**

For, Input  $G=(V,E)$

**Step 1.** Partition  $E$  into a set of disjoint maximal walk  
 $\{W_1, W_2, \dots, W_k\}$

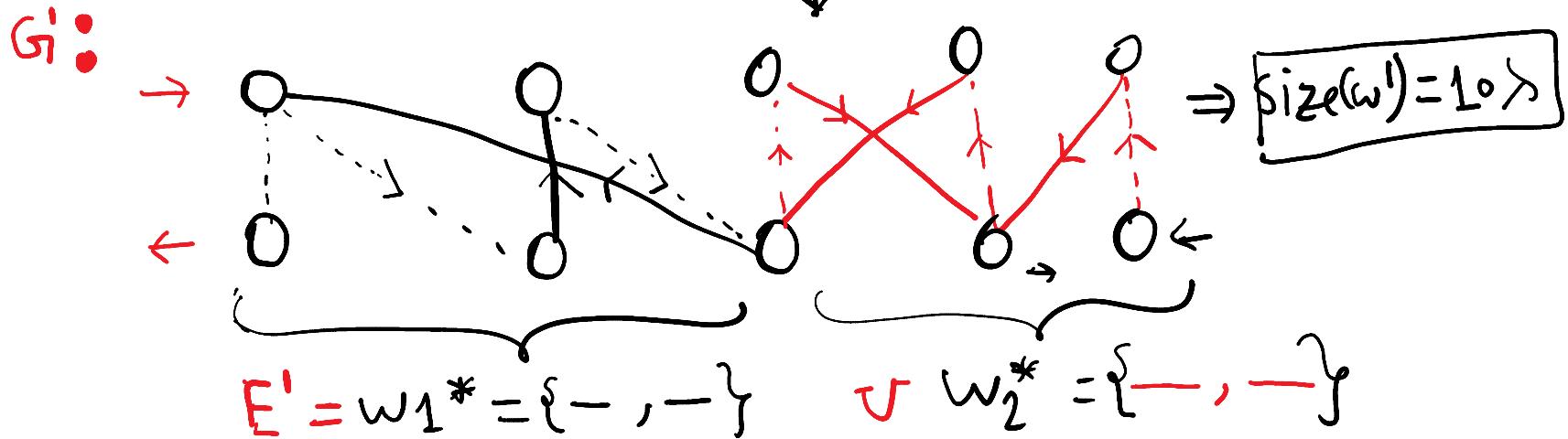
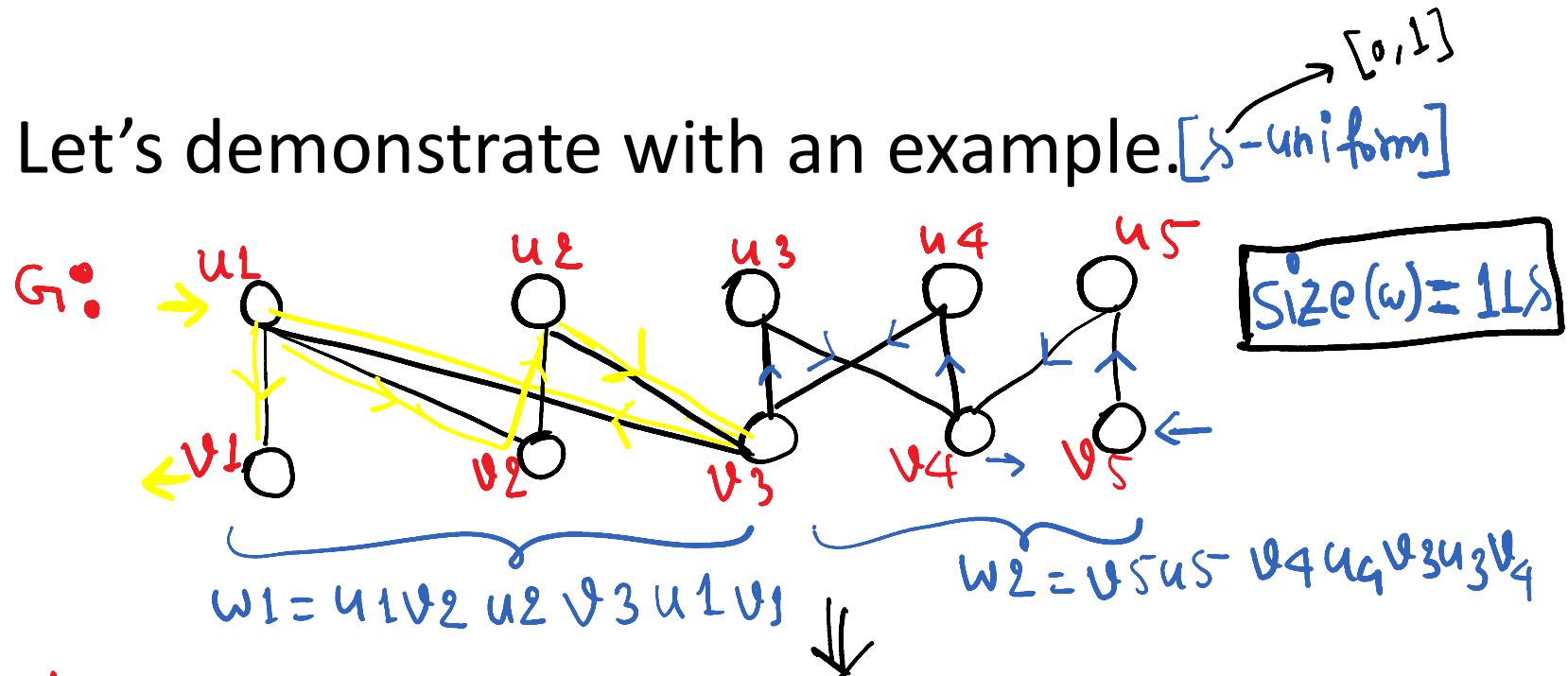
**Step 2.** for each  $i: [1, k]$ ,

Let  $W_i^* =$ Collection of alternate edges from  $W_i$ .

**Step 3.** return  $E' = W_1^* \cup W_2^* \dots \cup W_k^*$

# Demonstrate with an Example

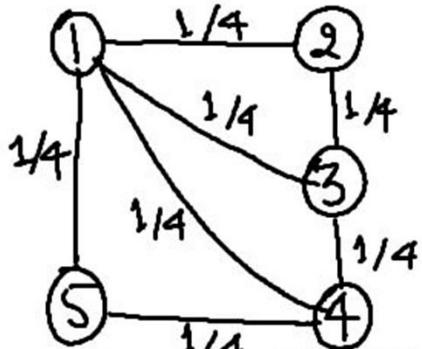
- Let's demonstrate with an example.  $[s\text{-uniform}]$



# Our Proposed algorithm

- 1.** For each vertex  $v$  in  $V$ , create a list  $L_v$  of its neighbors in non-increasing order of their degree.
- 2.** Initialize  $E'$  as an empty set of edges
- 3.** For each vertex  $v$  in  $V$ :
  - a.** Compute  $k = \text{ceil}(\text{degree}(v)/2)$ , where  $\text{degree}(v)$  is the degree of the vertex in  $G$ .
  - b.** If  $v$  has already been relaxed, proceed to the next vertex (i.e.,  $\text{degree}(v)$  is already sparsified).
  - c.** Initialize  $S$  as an empty set of vertices containing the selected neighbors of  $v$ .
  - d.** For each neighbor  $u$  in  $L_v$ :
    - i.** If  $u < v$  and the edge  $u,v$  has not been added to  $E'$  yet, then continue to the next neighbor.
    - ii.** If  $u < v$  and the edge  $u,v$  is already present in  $E'$ , then reduce  $k$  by 1 and continue to the next neighbor.
    - iii.** If  $u >= v$  and  $|S| \leq k$ , add  $u$  to  $S$ .
    - iv.** If  $|S| = k$ , break the loop.
  - e.** Add the edge  $v,u$  for each  $u$  in  $S$  to the edge set  $E'$  of  $G'$ .
- 4.** Return the new graph  $G'$  with vertex set  $V$  and edge set  $E'$ , and double the weight of each edge in the graph  $G'$ .

ex①



$$\text{size}(\omega) = \lceil \frac{7 * 1/4}{\lceil} \rceil = 2$$

( $\frac{1}{4}$ -uniform graph)

Adjacency matrix:

$$1 : [2, 3, 4, 5]$$

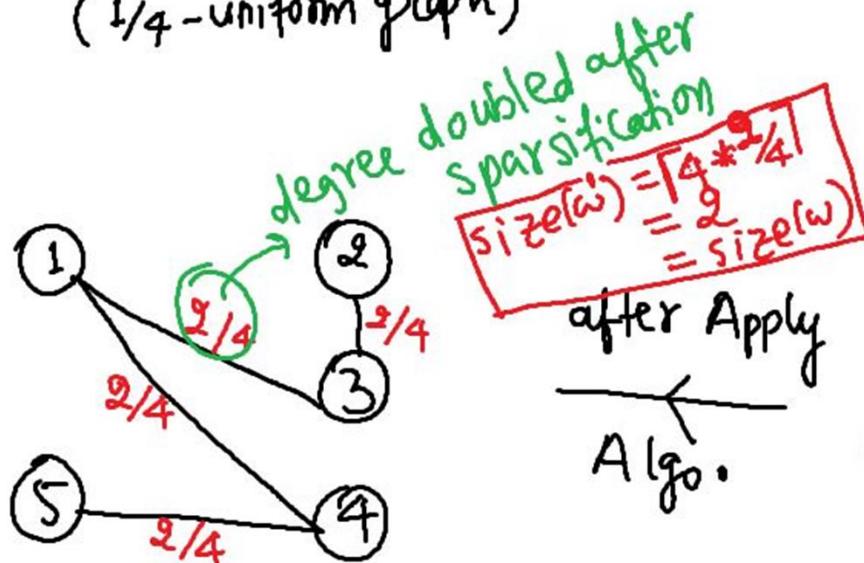
$$2 : [1, 3]$$

$$3 : [1, 2, 4]$$

$$4 : [1, 3, 5]$$

$$5 : [1, 4]$$

↓ (after sorting  
neighbours as  
per degree)



←  
Algo.

( $\frac{2}{4}$ -uniform graph)

$$1 : [3, 4, 2, 5]$$

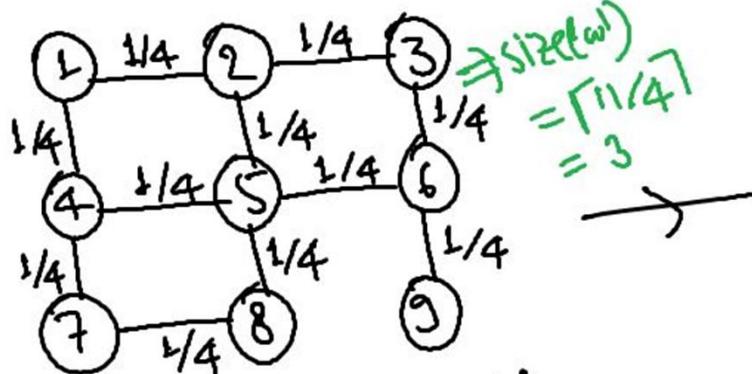
$$2 : [1, 3]$$

$$3 : [1, 4, 2]$$

$$4 : [1, 3, 5]$$

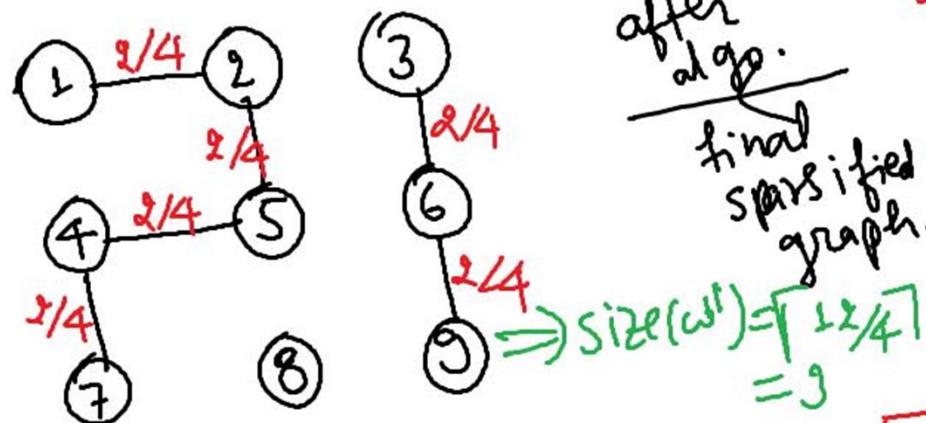
$$5 : [1, 4]$$

ex ②



$G$ :  $1/4$ -uniform graph

1:  $[2, 4]$  → neighbours are sorted as per degree  
 2:  $[5, 1, 3]$   
 3:  $[2, 6]$   
 4:  $[5, 1, 7]$   
 5:  $[2, 4, 6, 8]$   
 6:  $[5, 3, 9]$   
 7:  $[4, 8]$



$G'$ :  $2/4$ -uniform graph

~~after alg.~~  
 final sparsified graph.  
 7:  $[6]$

$$\Rightarrow \text{size}(\omega') = \lceil \frac{12}{4} \rceil = 3$$

Hence,  $\boxed{\text{size}(\omega') = \text{size}(\omega)}$

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main.cpp

```
76 // add edges {v, u} to G' and double the weight in G
77 for (auto u : S)
78 {
79     //Gprime[v].push_back({u, 2.0 / G[v].size()});
80     //Gprime[u].push_back({v, 2.0 / G[u].size()});
81     Gprime[v].push_back({u, 2.0 * w[{v, u}]});
82     Gprime[u].push_back({v, 2.0 * w[{u,v}]});
83     wprime += 2.0 * w[{v, u}];
84 }
85 }
86
87 //print output graph G' and its weight w'
88 cout << "sparsified graph G' = ";
89 for (int v = 0; v < Gprime.size(); v++)
90 {
91     cout << v << ":";
92     for (auto [u, w] : Gprime[v])
93     {
94         cout << u << "," << w << ",";
95     }
96     cout << "},";
97 }
98 cout << "}" << endl;
99 cout << "size of fractional matching in sparsified graph G', size(w')= "
100    << wprime << endl;
101 return 0;
102 }
```

Output

```
0 1 0.25
0 2 0.25
0 3 0.25
0 4 0.25
1 2 0.25
2 3 0.25
3 4 0.25
5 7
0 1 0.25
0 2 0.25
0 3 0.25
0 4 0.25
1 2 0.25
2 3 0.25
3 4 0.25
2 3 0.25
3 4 0.25
size of fractional matching in original graph 'G', size(w)= 1.75
sparsified graph G' = {0:{2,0.5,3,0.5},1:{2,0.5},2:{0,0.5,1,0.5},3:{0,0.5,4,0.5},4:{3,0.5},}
size of fractional matching in sparsified graph G', size(w')= 2
```

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main.cpp

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76 // add edges {v, u} to G' and double the weight in G
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80     //Gprime[u].push_back({v, 2.0 / G[u].size()});
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82     Gprime[u].push_back({v, 2.0 * w[{u,v}]});
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89 for (int v = 0; v < Gprime.size(); v++)
90 {
91     cout << v << ":";
92     for (auto [u, w] : Gprime[v])
93     {
94         cout << u << "," << w << ",";
95     }
96     cout << "},";
97 }
98 cout << "}" << endl;
99 cout << "size of fractional matching in sparsified graph G', size(w')= "
100    << wprime << endl;
101 return 0;
```

Output

Clear

0 1 0.25  
0 3 0.25  
1 2 0.25  
1 4 0.25  
2 5 0.25  
3 4 0.25  
3 6 0.25  
4 5 0.25  
4 7 0.25  
5 8 0.25  
6 7 0.25  
size of fractional matching in original graph 'G', size(w)= 2.75  
sparsified graph G' = {0:{1,0.5},1:{0,0.5,4,0.5,2,0.5},2:{1,0.5},3:{4,0.5,6,0.5},4:{1,0.5,3,0.5},5:{8,0.5},6:{3,0.5},7:{},8:{5,0.5},}  
size of fractional matching in sparsified graph G', size(w')= 3

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# **Analysis**

- Time Complexity:  $O(E \log V)$
- Space Complexity:  $O(E)$

## **Implications:-**

- (1) Derandomize existing solutions.**
- (2) Create new deterministic solutions for  
Dynamic matching Problem**

# Conclusions

- Prior Works, Arar et al. [ICALP'18] and David Wajc [STOC'20].
- No deterministic solutions before 2021.
- Degree-split was first deterministic solution.
- Our proposed algorithm is second deterministic solution.
- In future, Possibility of more such deterministic solutions and optimization might be possible.

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# Thank You