

# An Unconditional Lower Bound for Two-Pass Streaming Algorithms for Maximum Matching Approximation

Christian Konrad & **Kheeran K. Naidu**

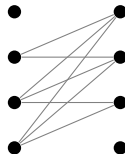
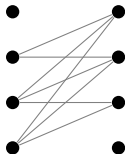
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# Maximum Bipartite Matching (MBM)

## Definition

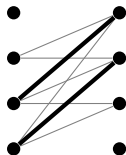
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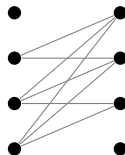
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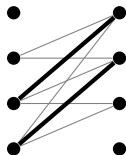
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matching



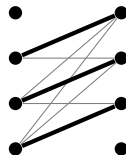
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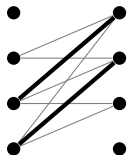


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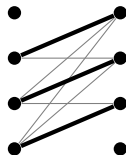
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## Approximations

- $M$  is a  $(\frac{|M|}{|M^*|})$ -approximate matching (e.g.  $\frac{2}{3}$ ).

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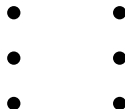
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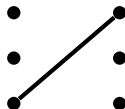
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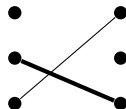
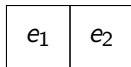




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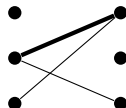
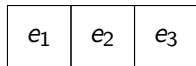
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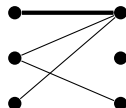
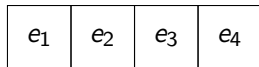
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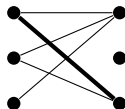
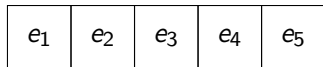
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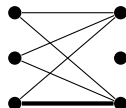
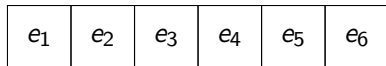
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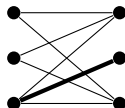
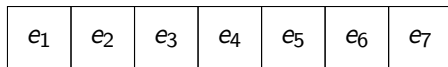
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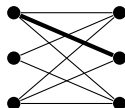
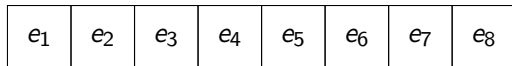
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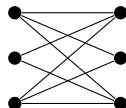
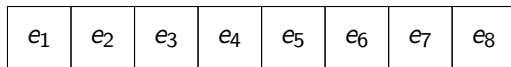
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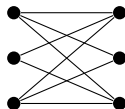
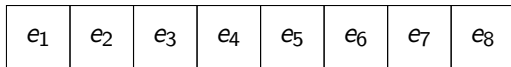




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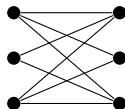
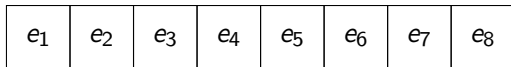
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## Interesting Algorithms

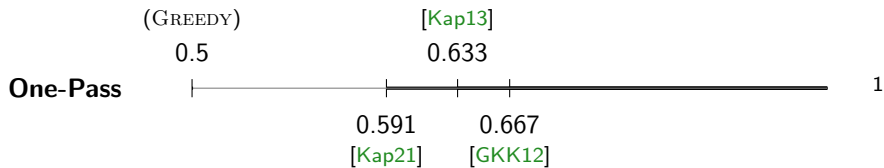
- Use  $O(n \text{ polylog } n)$  space (semi-streaming).
  - Many graph problems require  $\Omega(n)$  space in one pass [FKM<sup>+</sup>04].
- Use **one or more passes** of the stream.

# Approximate MBM in the Semi-Streaming Model

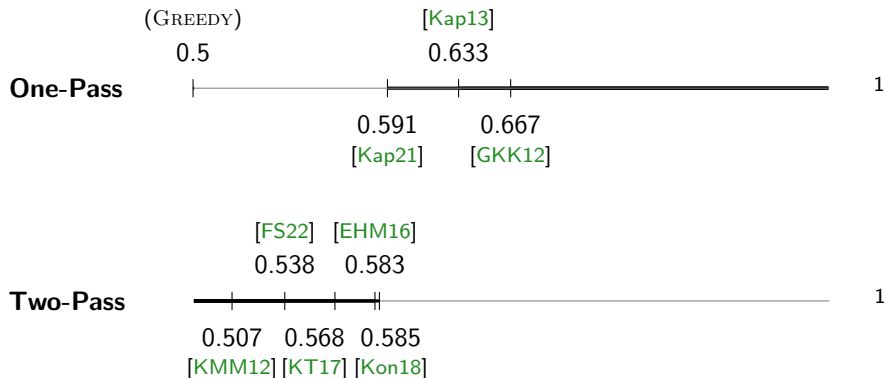
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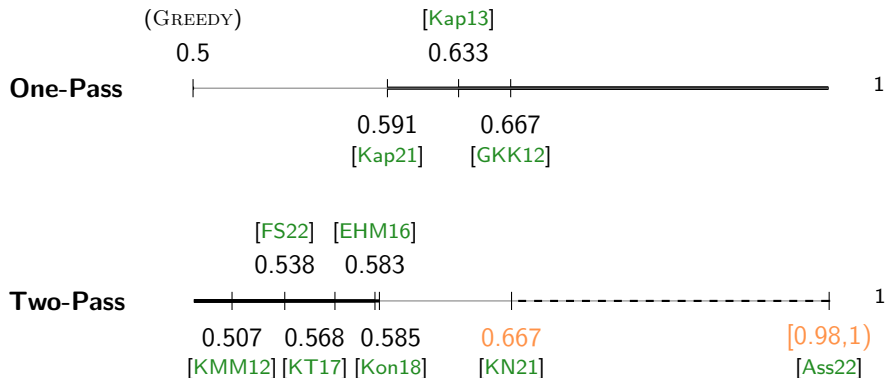
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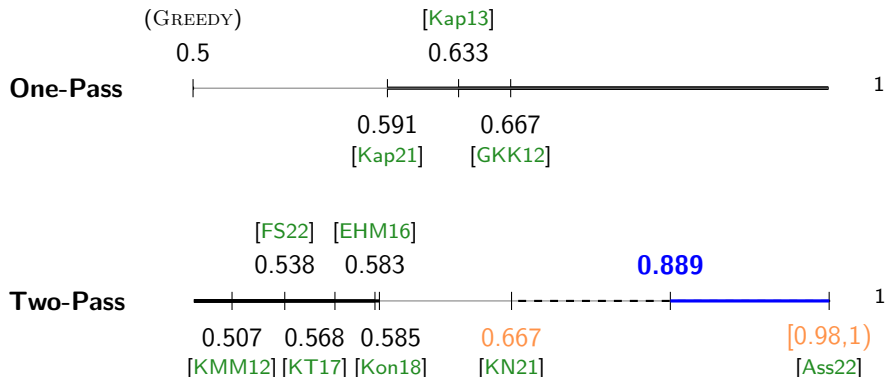
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## Our Result

For  $\varepsilon > 0$ , any constant-error two-pass  $(\frac{8}{9} + \varepsilon)$ -approximation streaming algorithm for MBM requires  $n^{1+\Omega(1/(\log \log n)^2)}$  space.



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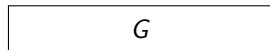
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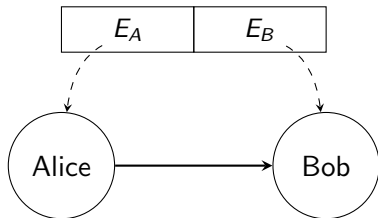
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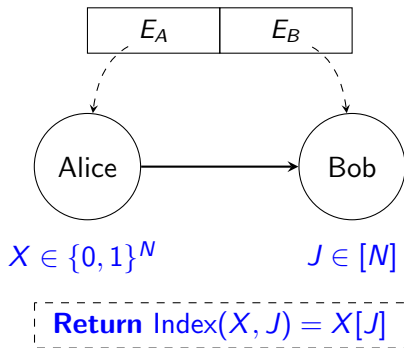
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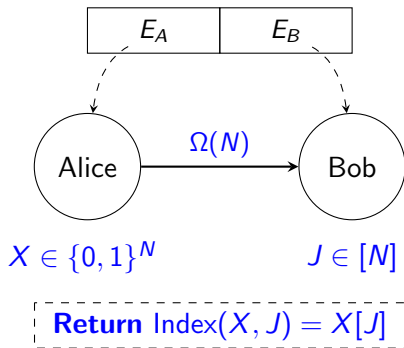
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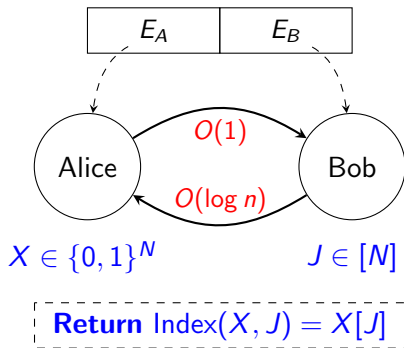




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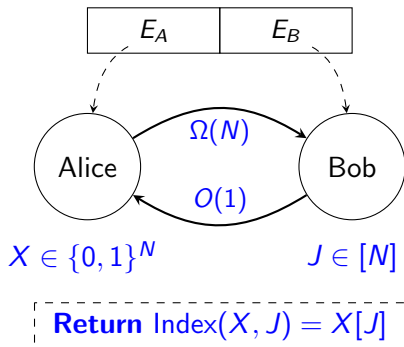
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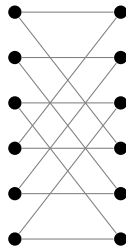
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## Info Cost Tradeoff [JRS09]

- 1 If  $\text{ICost}_{\mathcal{D}}^B(\pi) = O(1)$ , then
- 2  $\text{ICost}_{\mathcal{D}}^A(\pi) = \Omega(N)$

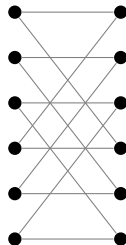
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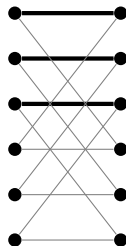
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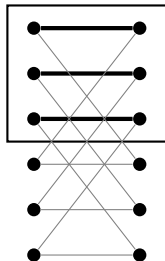
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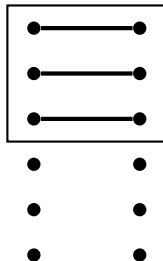
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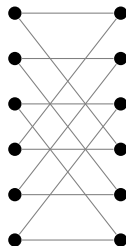
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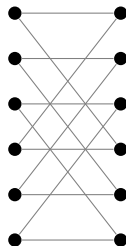
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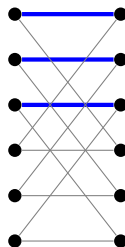
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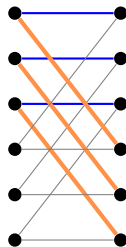
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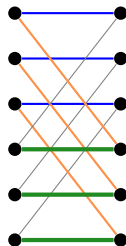
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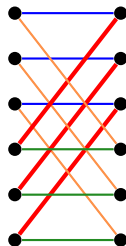
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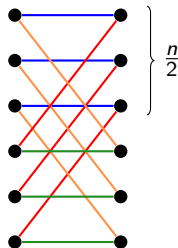
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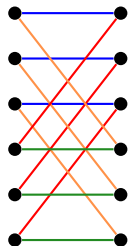
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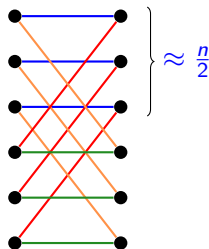
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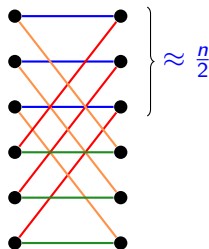
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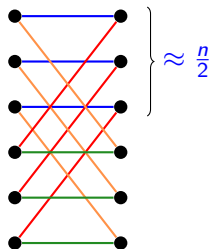
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For constant  $\delta > 0$ , there exists a (bipartite)  $(r, t)$ -RS graph on  $2n$  vertices where  $r = (\frac{1}{2} - \delta) \cdot n$  and  $t = n^{\Omega(1/\log \log n)}$ .

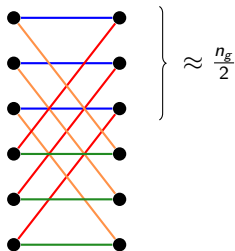


- $n^{\Omega(1/\log \log n)}$  many induced matchings.
- $\gg n \text{ polylog } n$  edges in the graph.

# Two-Pass Hard Graph and Adversarial Stream

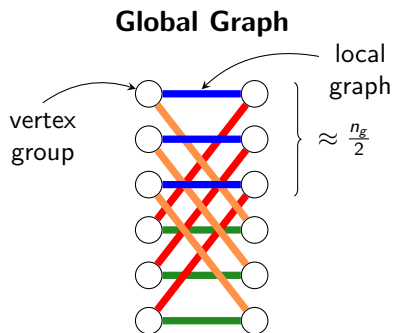
# Two-Pass Hard Graph and Adversarial Stream

## Global Graph



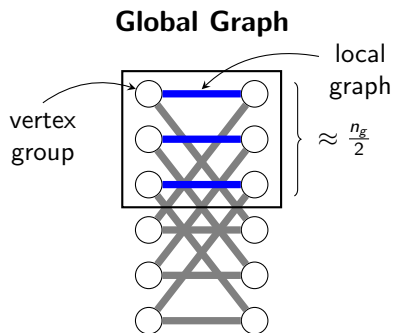
- $(2n_g)$ -vertex  $(r_g, t_g)$ -RS graph.

# Two-Pass Hard Graph and Adversarial Stream



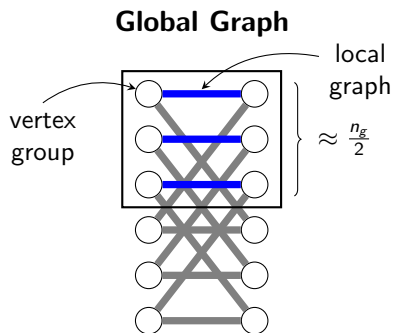
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# Two-Pass Hard Graph and Adversarial Stream



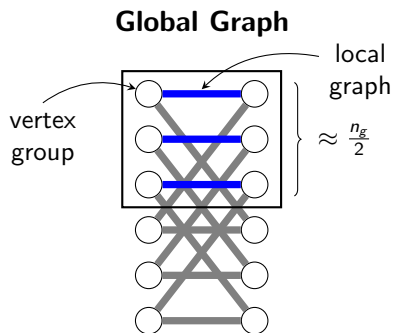
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# Two-Pass Hard Graph and Adversarial Stream



- $(2n_g)$ -vertex  $(r_g, t_g)$ -RS graph.
- $\Theta(n_g)$  small hard instances

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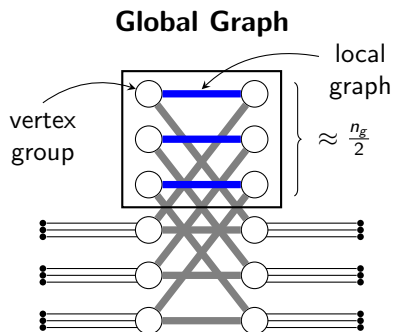


**Q:** What is the selector for MBM?

- $(2n_g)$ -vertex  $(r_g, t_g)$ -RS graph.
- $\Theta(n_g)$  small hard instances



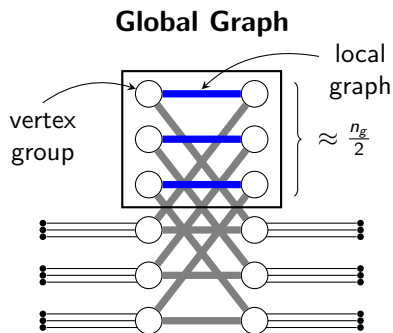
# Two-Pass Hard Graph and Adversarial Stream



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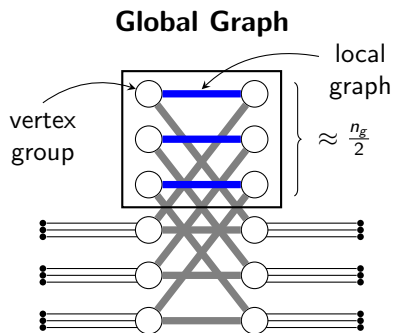
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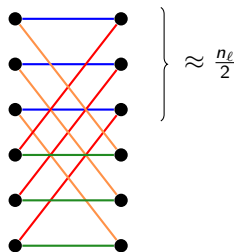
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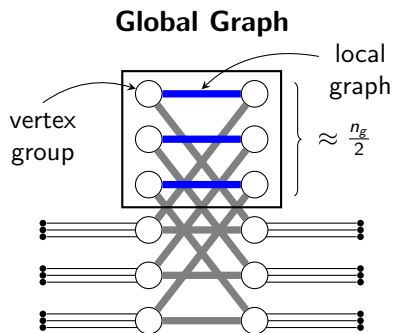
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## Local Graphs



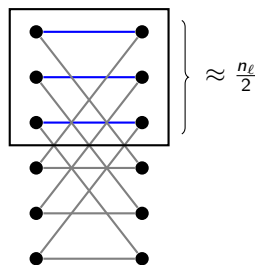
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# Two-Pass Hard Graph and Adversarial Stream



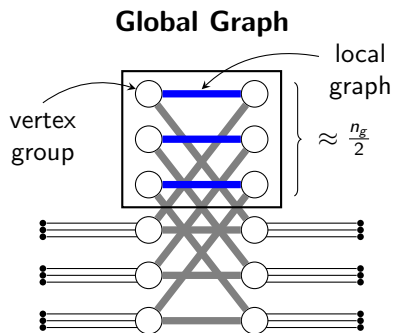
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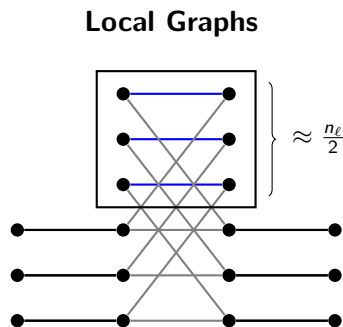


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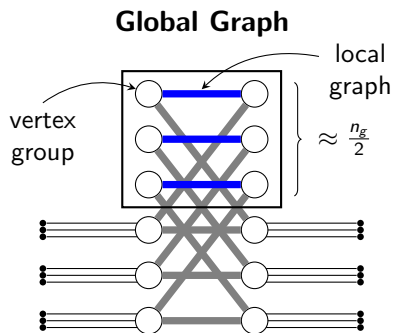


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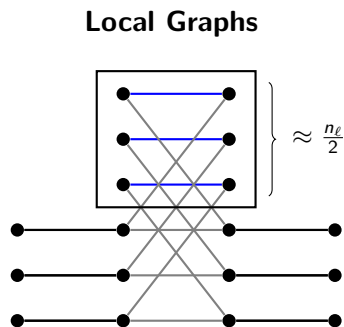


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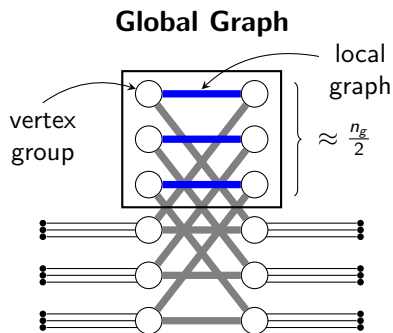


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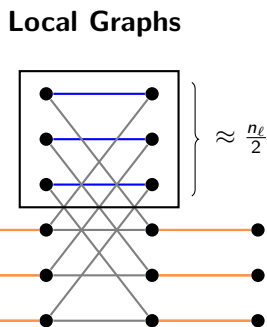


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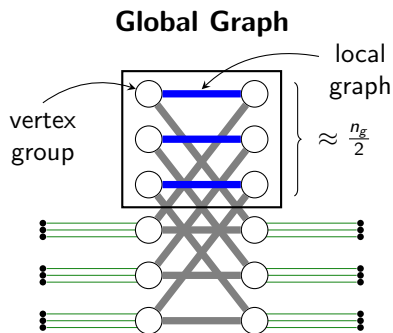


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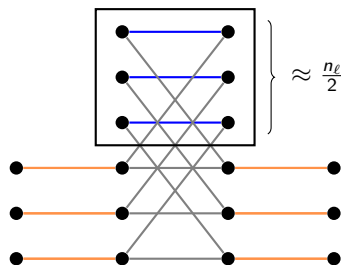
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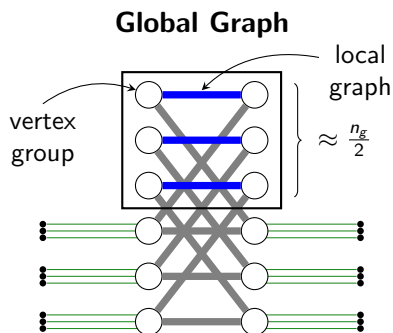
## Local Graphs



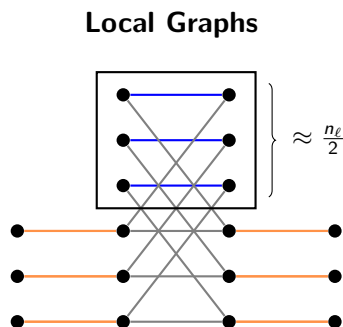
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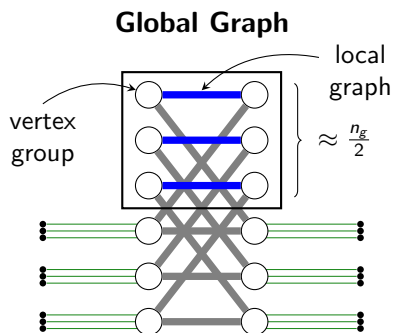
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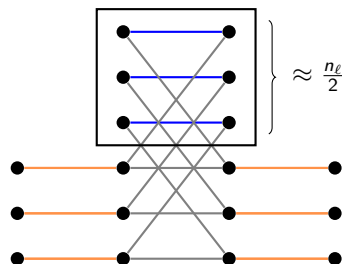
local RS-graphs	local selectors	global selector
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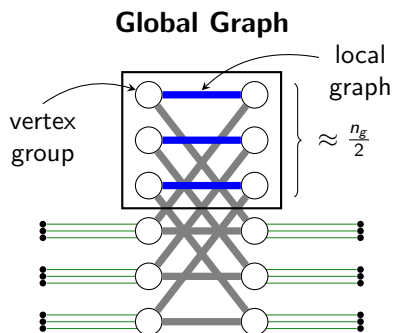


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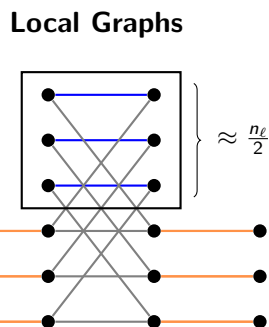
local RS-graphs	local selectors	global selector
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$\mathcal{A}$

# Two-Pass Hard Graph and Adversarial Stream



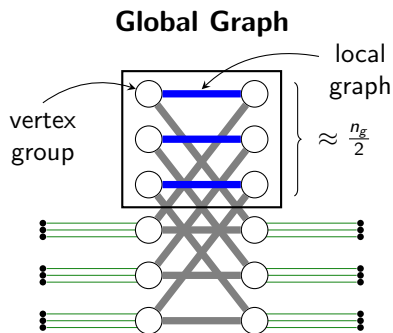
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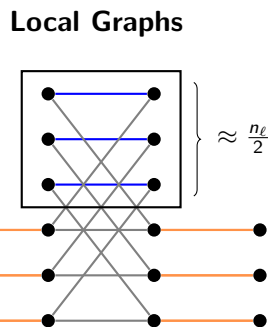
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	local RS-graphs	local selectors	global selector
$A$	$\ggg n \text{ polylog } n$	$\gg n \text{ polylog } n$	$O(n)$

# Two-Pass Hard Graph and Adversarial Stream



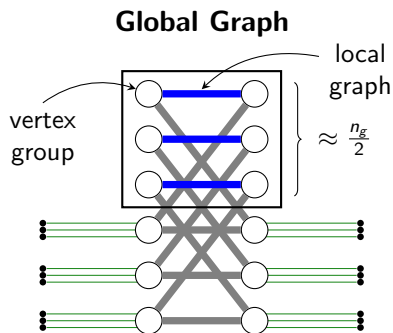
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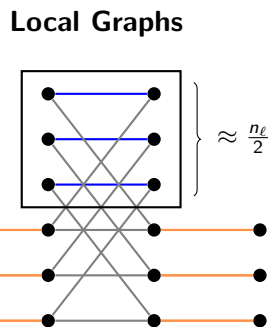
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local RS-graphs	local selectors	global selector
$\underbrace{\hspace{10em}}_{o(1) \text{ per local graph (Index instance)}}$		$\mathcal{A} \quad O(n)$

# Two-Pass Hard Graph and Adversarial Stream



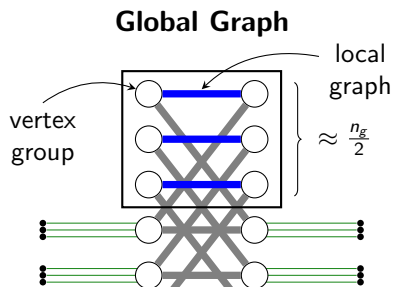
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- 1/3<sup>rd</sup> of the vertices are special.
- 1-pass Index instance [GKK12]

local RS-graphs	local selectors	global selector ✓
$o(1)$ per local graph (Index instance)		$O(n)$ $\mathcal{A}$

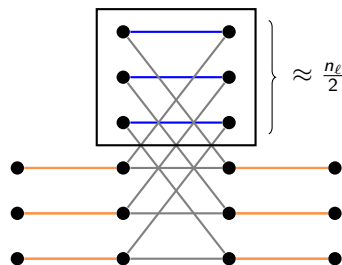
# Two-Pass Hard Graph and Adversarial Stream



## Info Cost Tradeoff [JRS09]

- 1 If  $\text{ICost}_D^B(\pi) = O(1)$ , then
- 2  $\text{ICost}_D^A(\pi) = \Omega(N)$

## Local Graphs



- $(2n_\ell)$ -vertex  $(r_\ell, t_\ell)$ -RS graph.
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local RS-graphs

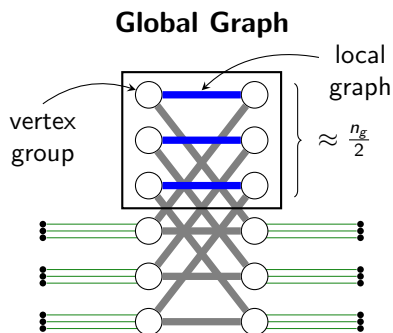
local selectors

global selector ✓

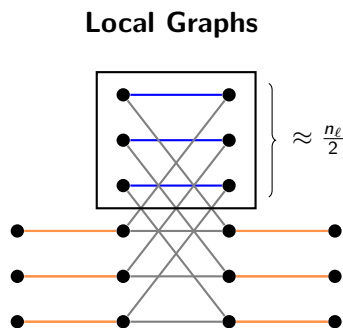
$o(1)$  per local graph (Index instance)

$\mathcal{A}$

# Two-Pass Hard Graph and Adversarial Stream



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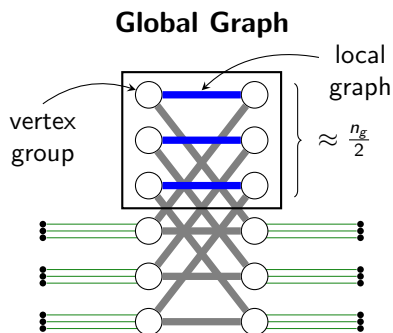
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local RS-graphs	local selectors	global selector ✓
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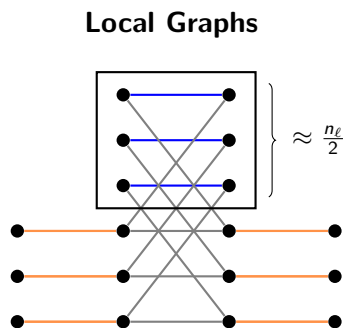
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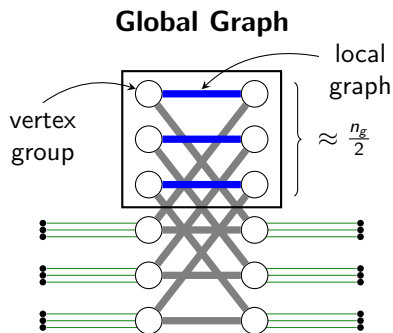


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local RS-graphs	local selectors	global selector ✓
$\gg n \text{ polylog } n$	$O(n)$	

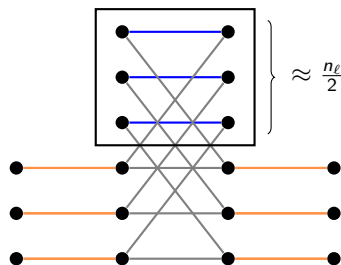


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- $(2n_g)$ -vertex  $(r_g, t_g)$ -RS graph.
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## Local Graphs

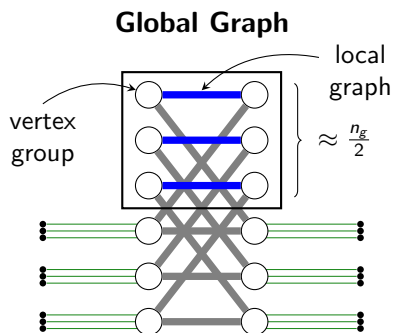


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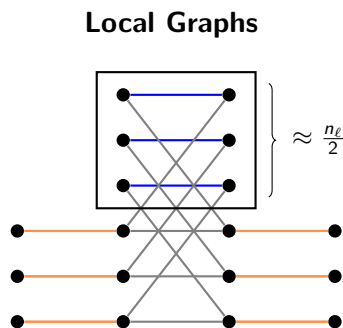
local RS-graphs	local selectors	global selector ✓
$o(1)$ fraction of edges	$O(n)$	

$\mathcal{A}$

# Two-Pass Hard Graph and Adversarial Stream



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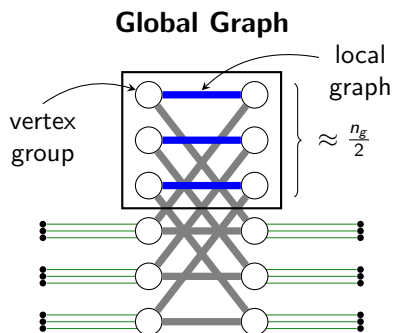
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local RS-graphs	local ✓ selectors	global ✓ selector
-----------------	-------------------	-------------------

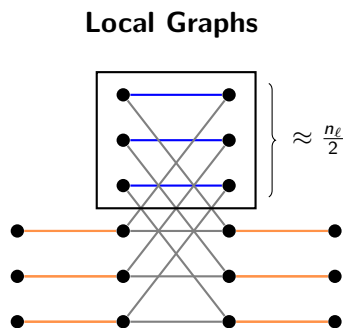
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$\mathcal{A}$

# Two-Pass Hard Graph and Adversarial Stream



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- 1-pass Index instance [GKK12]

local RS-graphs	local ✓ selectors	global ✓ selector
$o(1)$ fraction of edges		$8/9$ -approximation

# Next Steps

## Our Result

For  $\varepsilon > 0$ , any constant-error two-pass  $(\frac{8}{9} + \varepsilon)$ -approximation streaming algorithm for MBM requires  $n^{1+\Omega(1/(\log \log n)^2)}$  space.

# Next Steps

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## Multiple Passes

- [AS23] recently showed that  $(1 - \varepsilon)$ -approximations require  $\Omega(\log 1/\varepsilon)$  passes (conditional)
- Algorithms require either  $O(1/\varepsilon^2)$  or  $O((1/\varepsilon) \cdot \log n)$  passes.

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## Open Questions

- 1 Narrow the gap for either the 1-pass, 2-pass or multi-pass settings.
- 2 How well do these ideas work for other graph problems?

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Thank you!



# References I



Sepehr Assadi and Janani Sundaresan, *Hidden permutations to the rescue: Multi-pass semi-streaming lower bounds for approximate matchings*, 64th IEEE Annual Symposium on Foundations of Computer Science, FOCS 2023, Santa-Cruz, CA, USA, November 6 - 9, 2023, IEEE, 2023.



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