

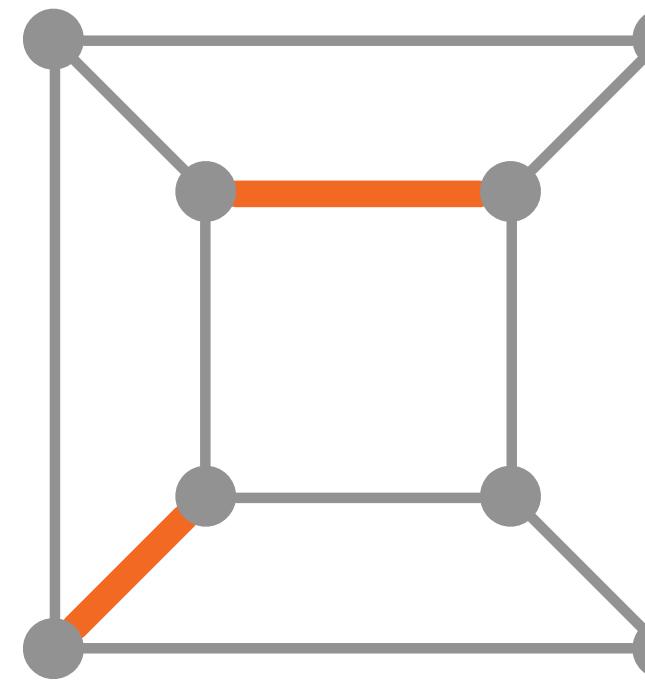
Lower Bounds for Maximal Matchings and Maximal Independent Sets

Alkida Balliu, **Sebastian Brandt**, Juho Hirvonen,
Dennis Olivetti, Mikaël Rabie, Jukka Suomela

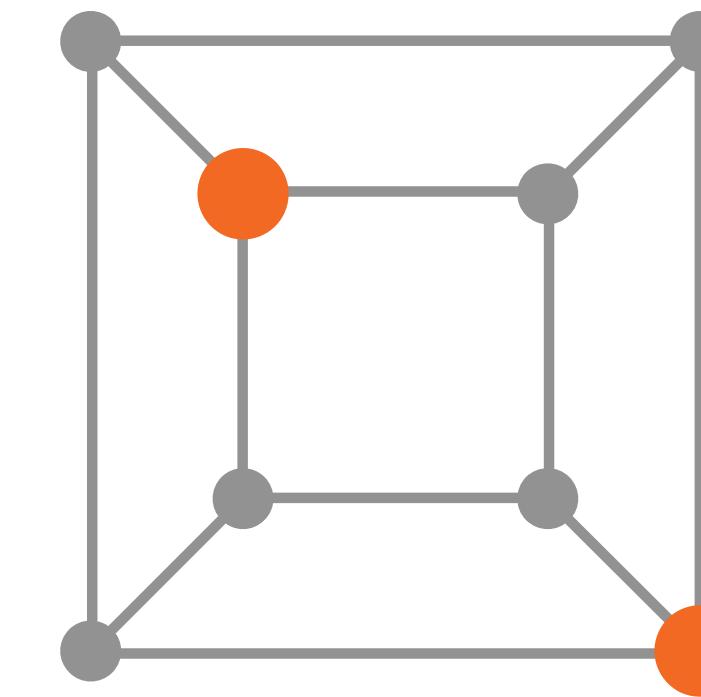
Aalto University, Finland
ETH Zurich, Switzerland
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Two classical graph problems

Maximal matching

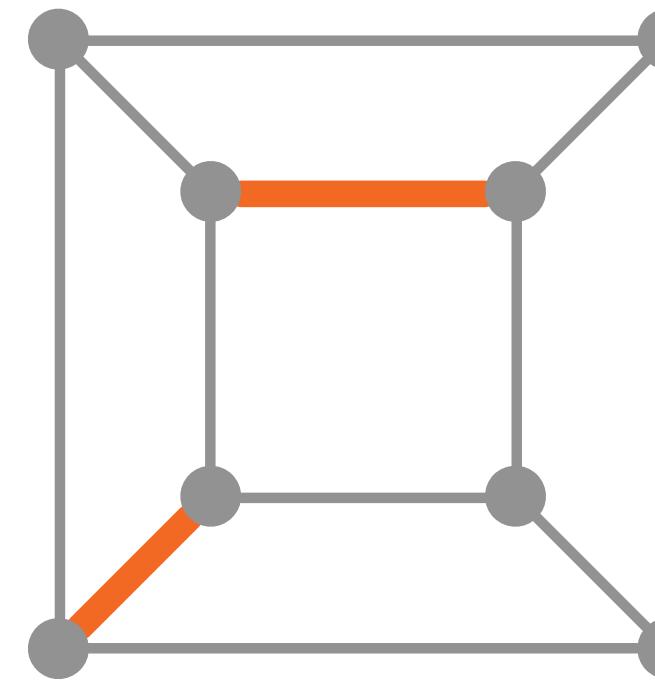


Maximal independent set

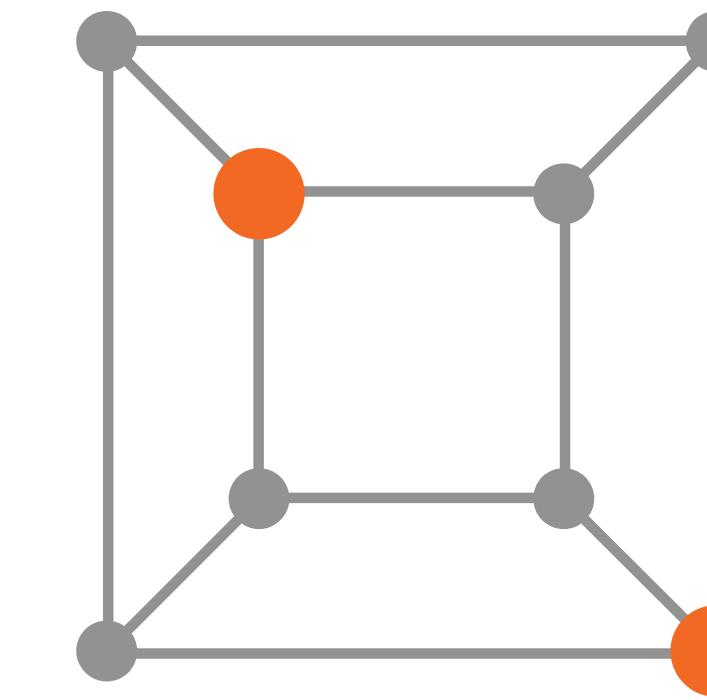


Two classical graph problems

Maximal matching



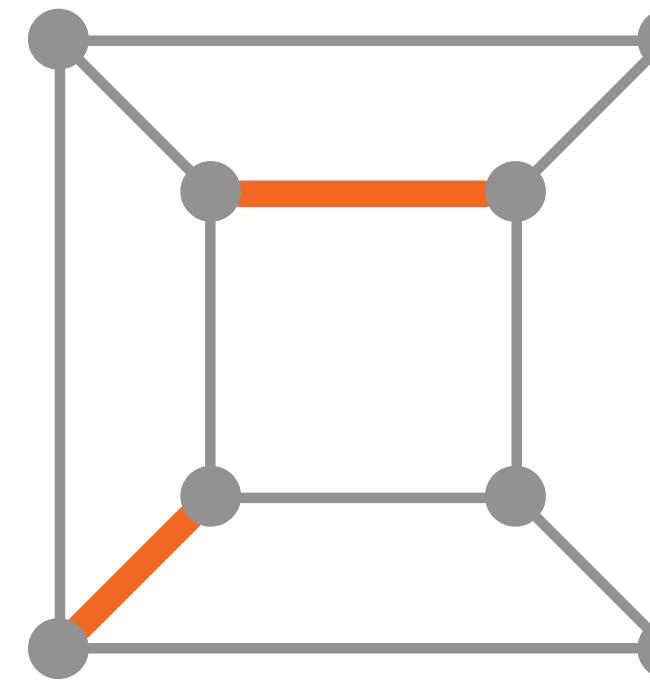
Maximal independent set



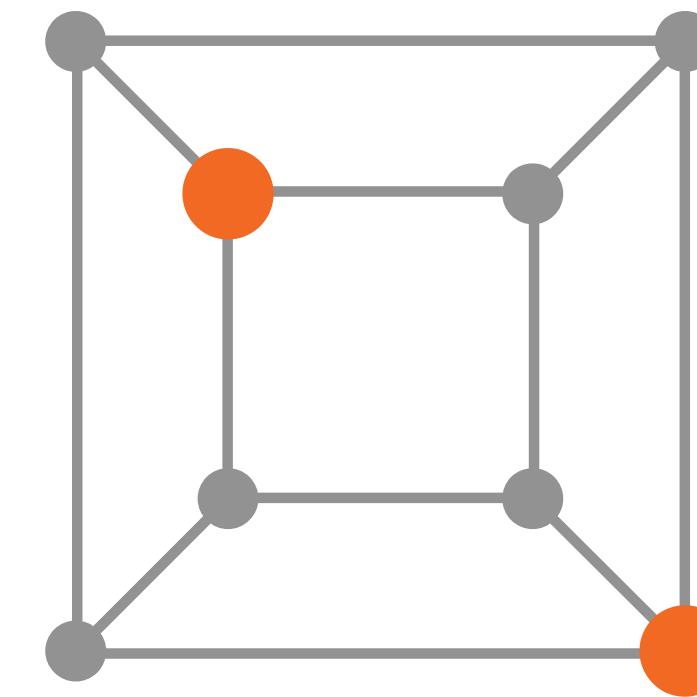
- Very **easy** to solve in the **centralized** setting: greedily add edges/nodes until not possible

Two classical graph problems

Maximal matching



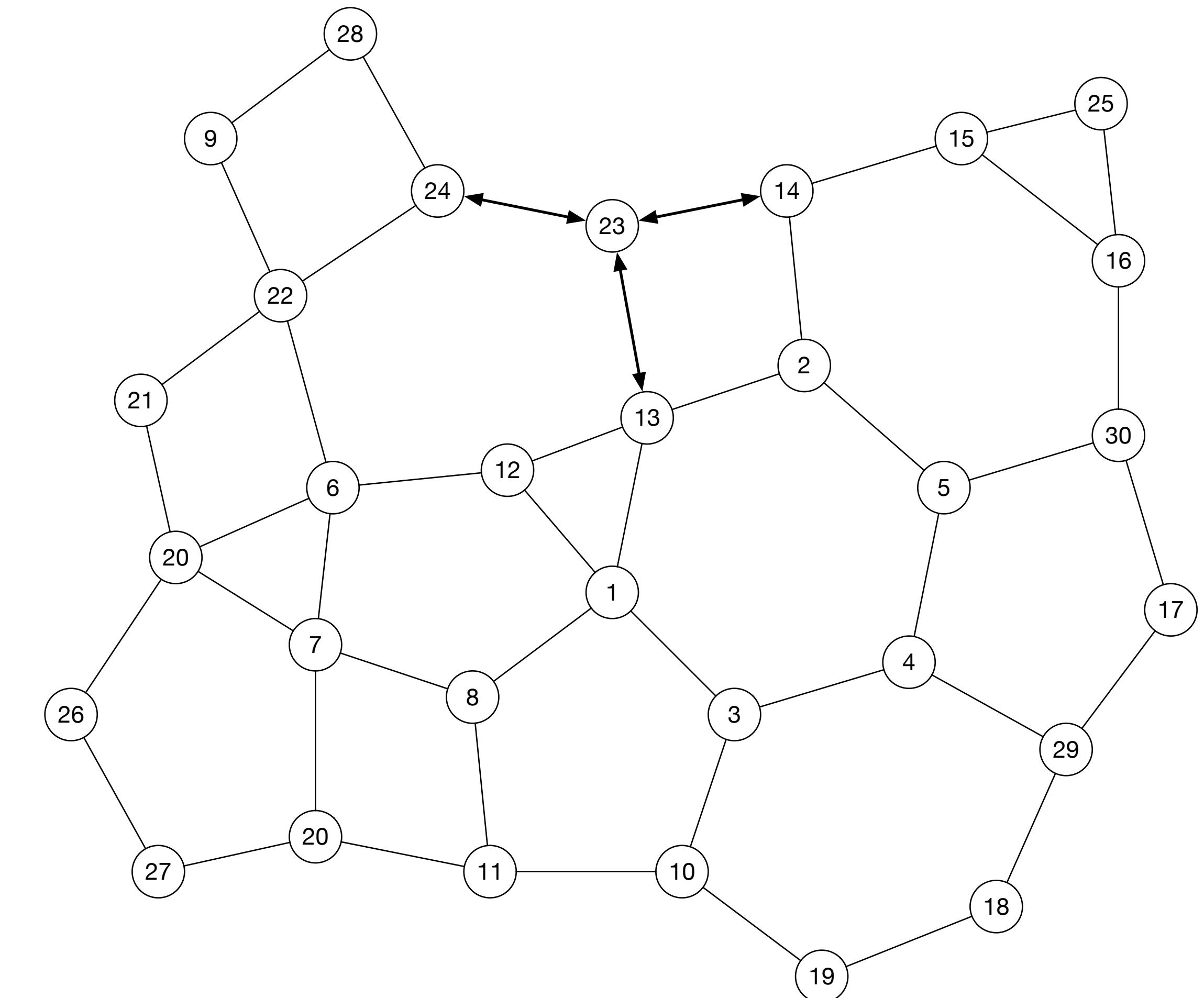
Maximal independent set



- Very **easy** to solve in the **centralized** setting: greedily add edges/nodes until not possible
- Can these problems be **solved efficiently** in a **distributed** setting?

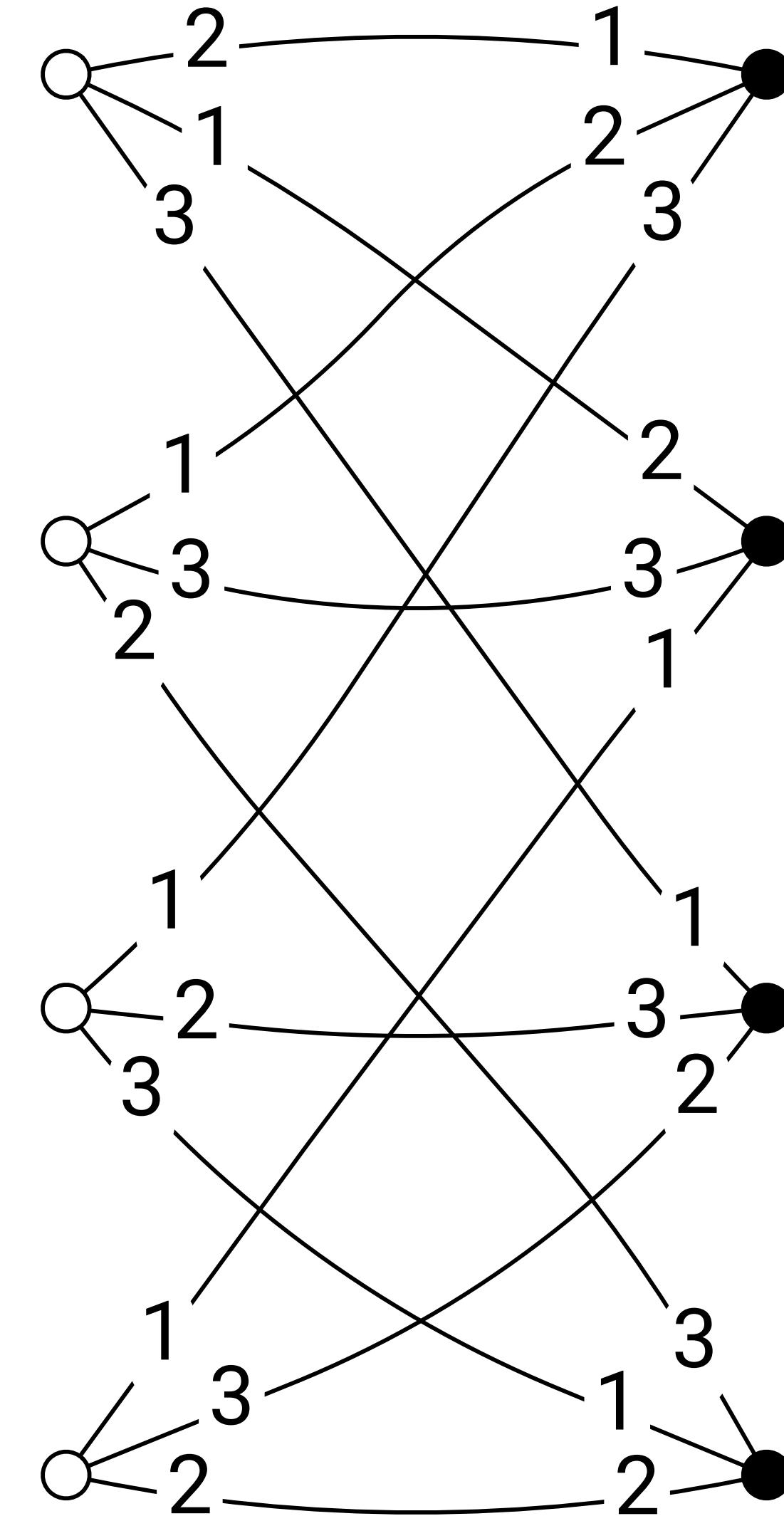
Distributed setting (LOCAL model)

- **Graph** = communication network
- **Synchronous** rounds
- Time complexity = **number of rounds** required to solve the problem
- Nodes have IDs



Simple scenario

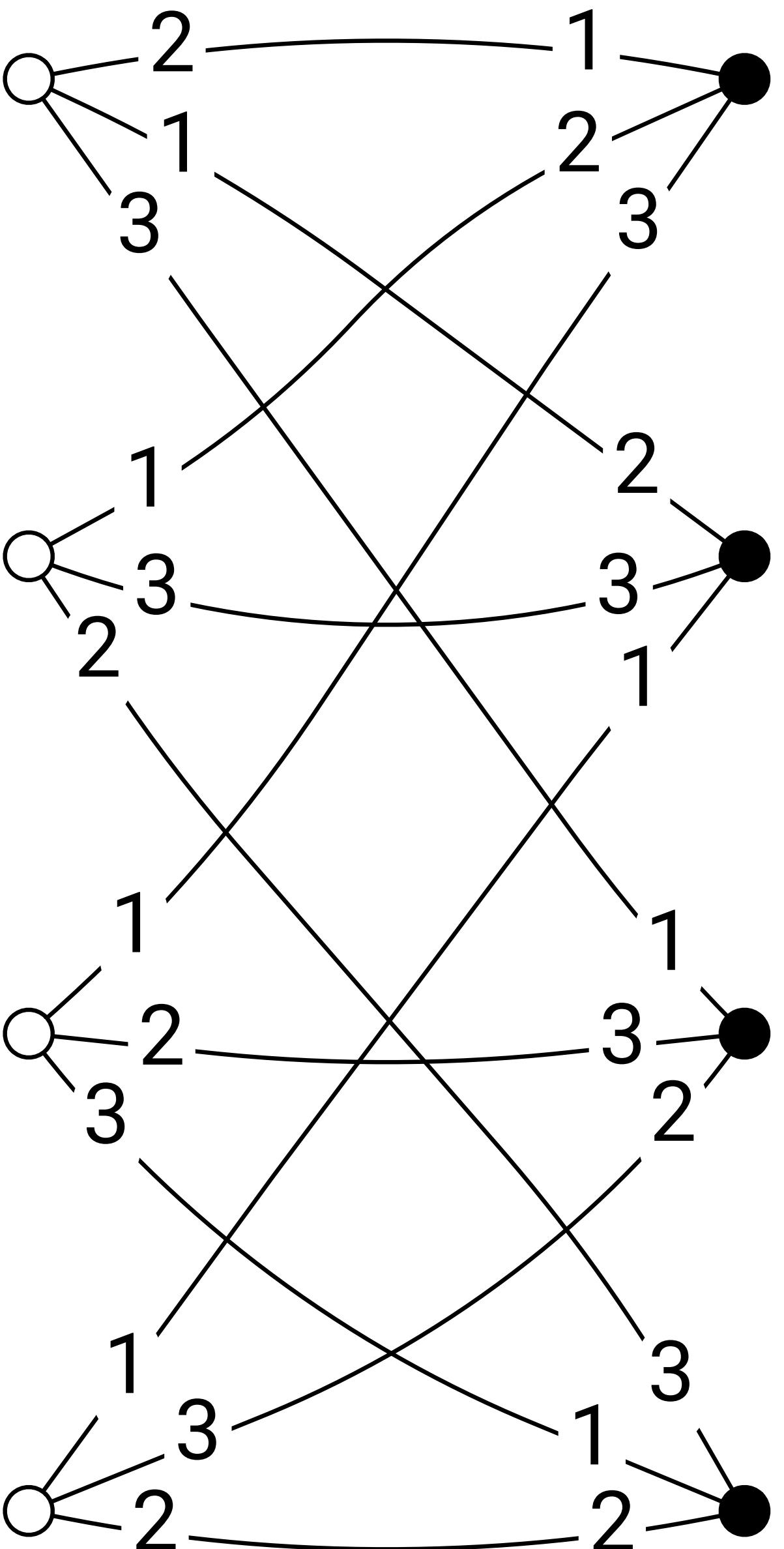
- Nodes are 2 colored
- The communication graph is Δ -regular



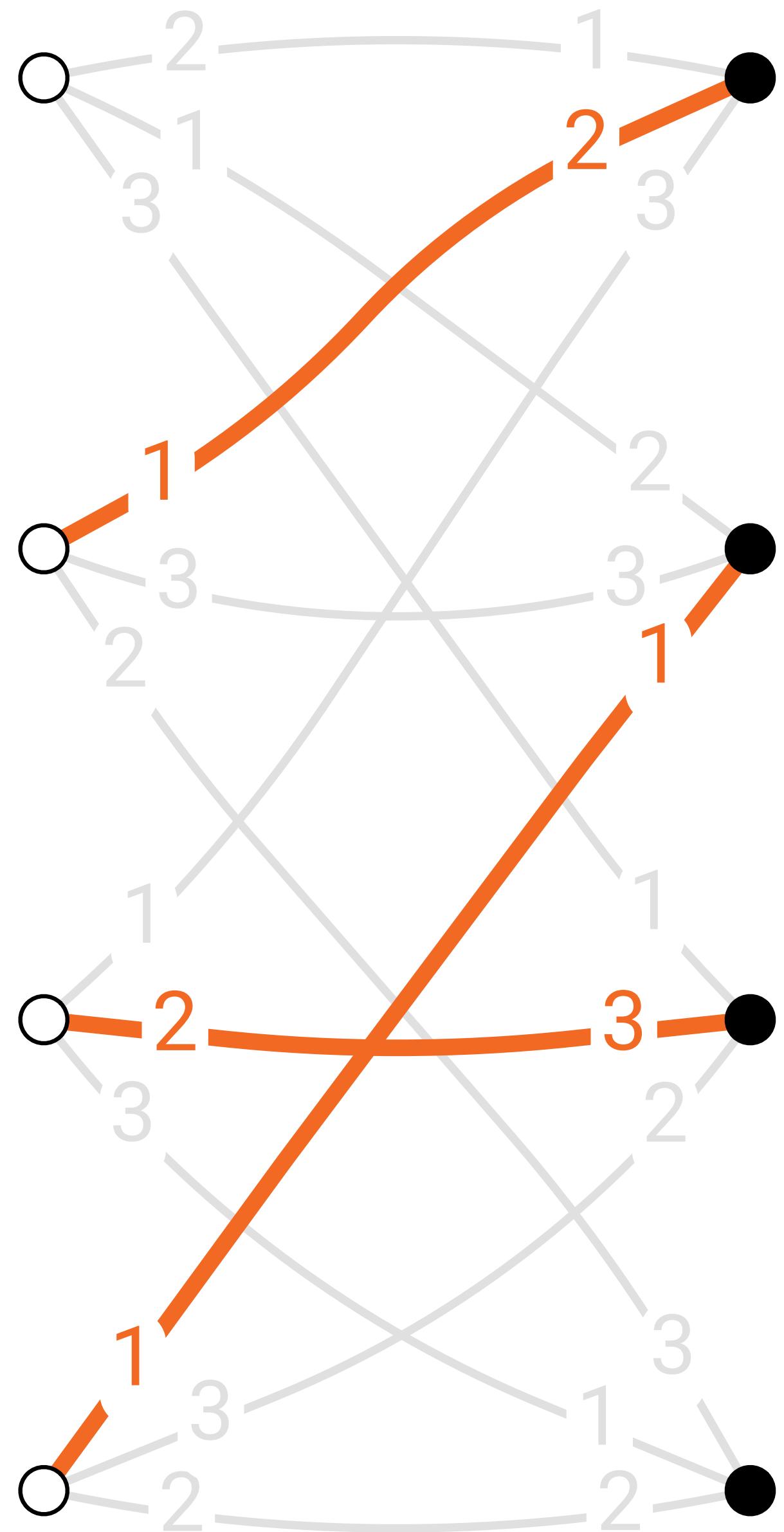
computer
network with
port numbering

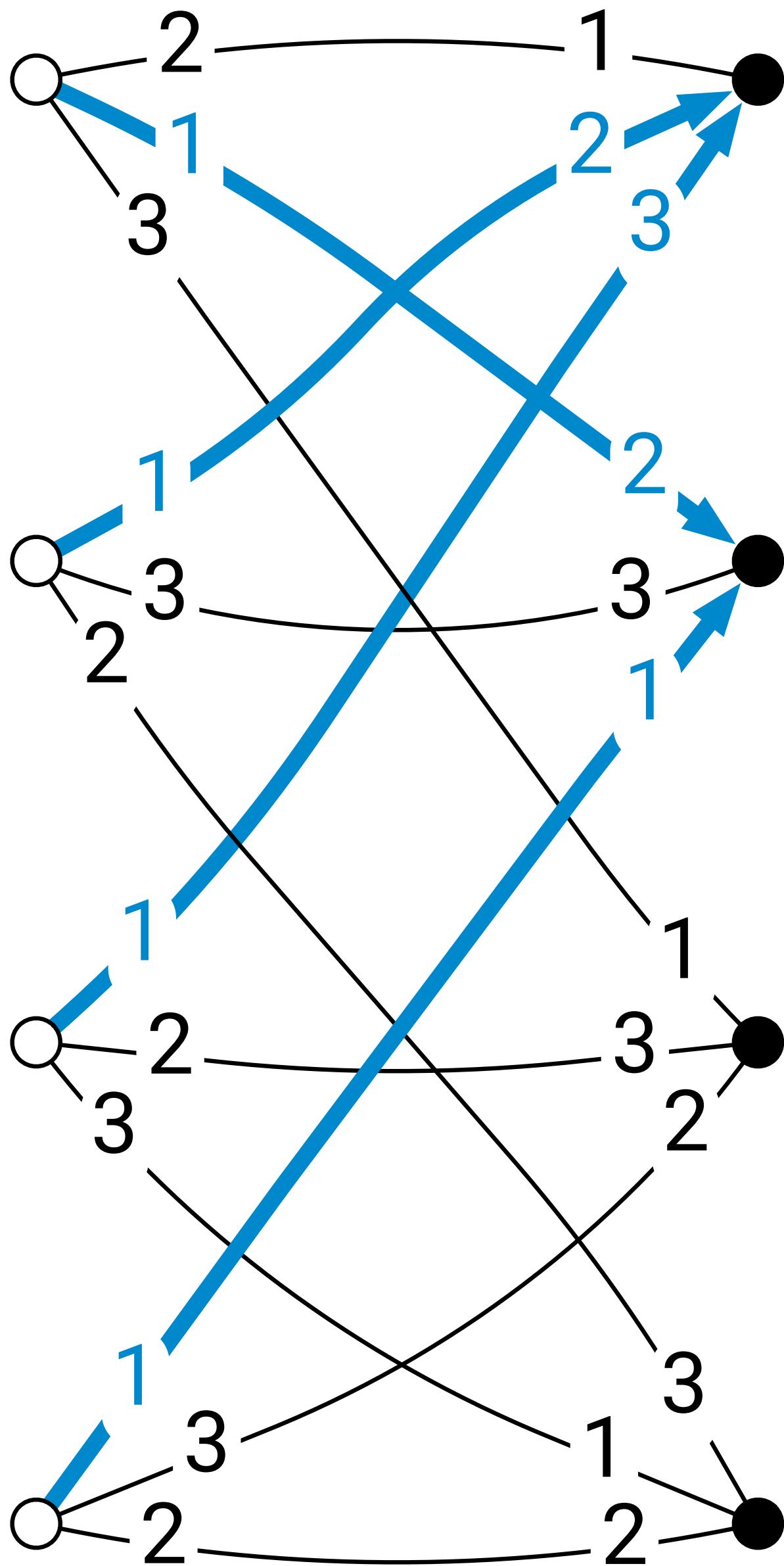
bipartite,
2-colored
graph

Δ -regular
(here $\Delta = 3$)



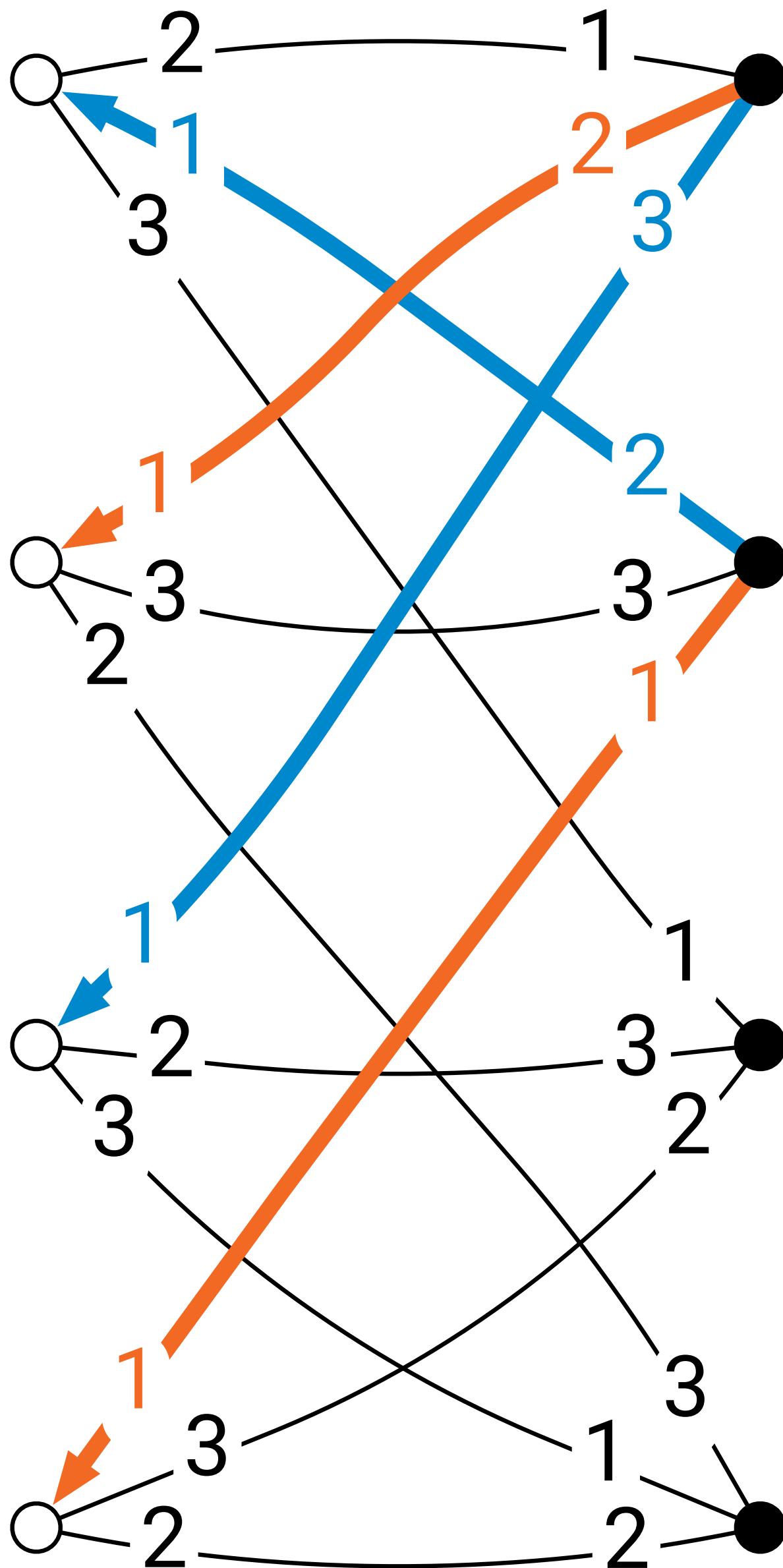
output:
*maximal
matching*





Very simple algorithm

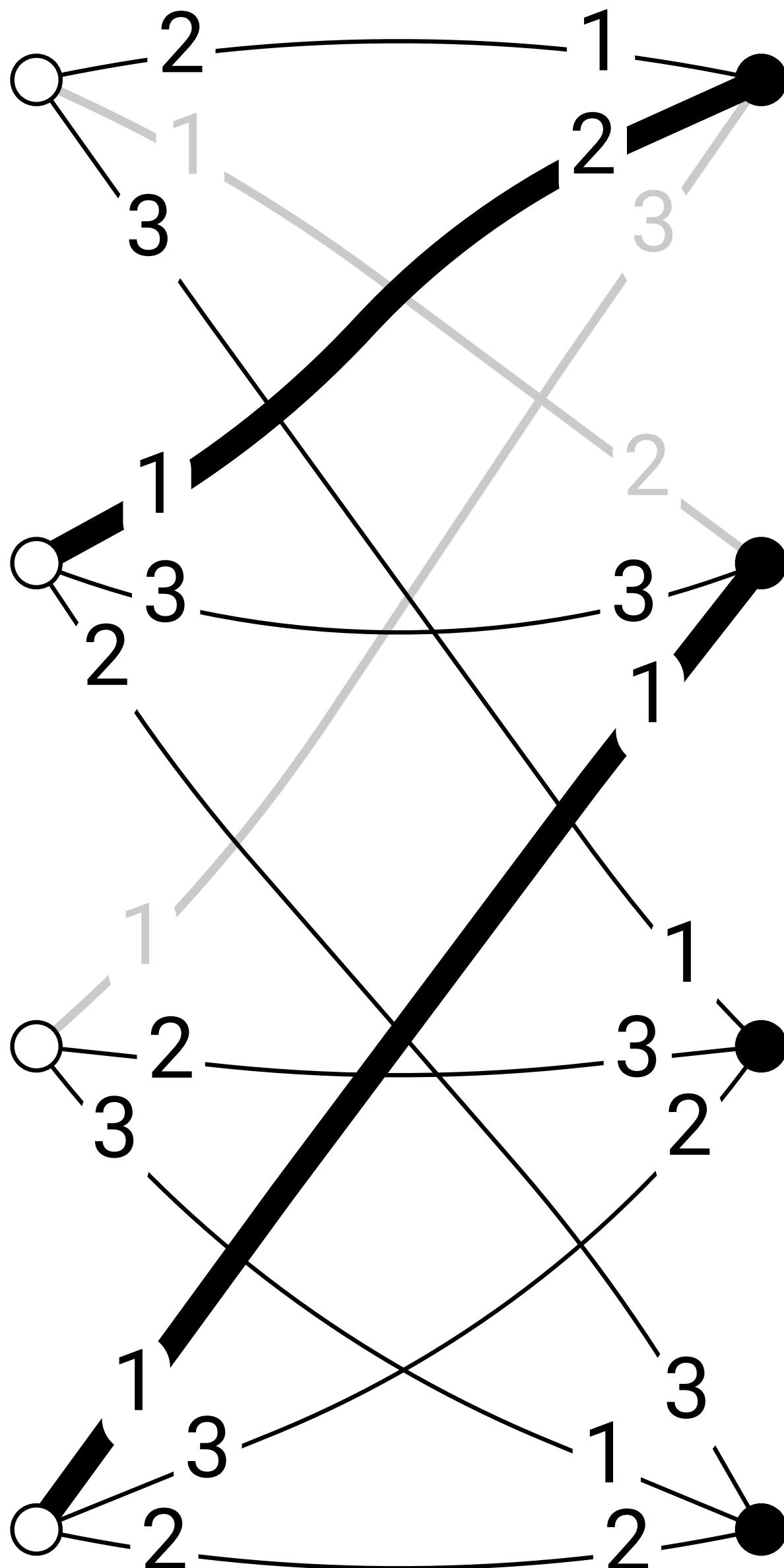
unmatched white nodes:
send *proposal* to port 1



Very simple algorithm

unmatched white nodes:
send *proposal* to port 1

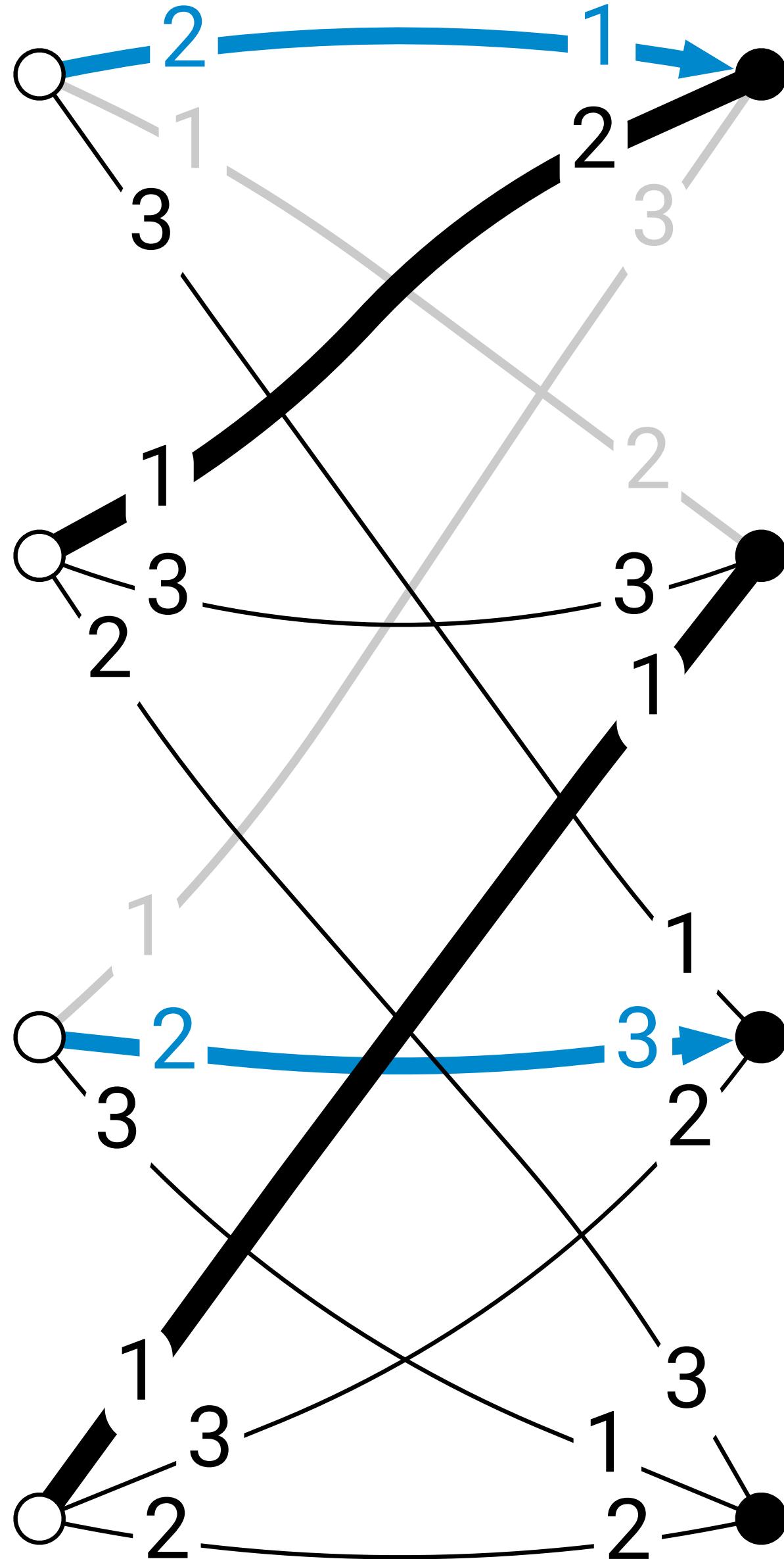
black nodes:
accept the first proposal you
get, *reject* everything else
(break ties with port numbers)



Very simple algorithm

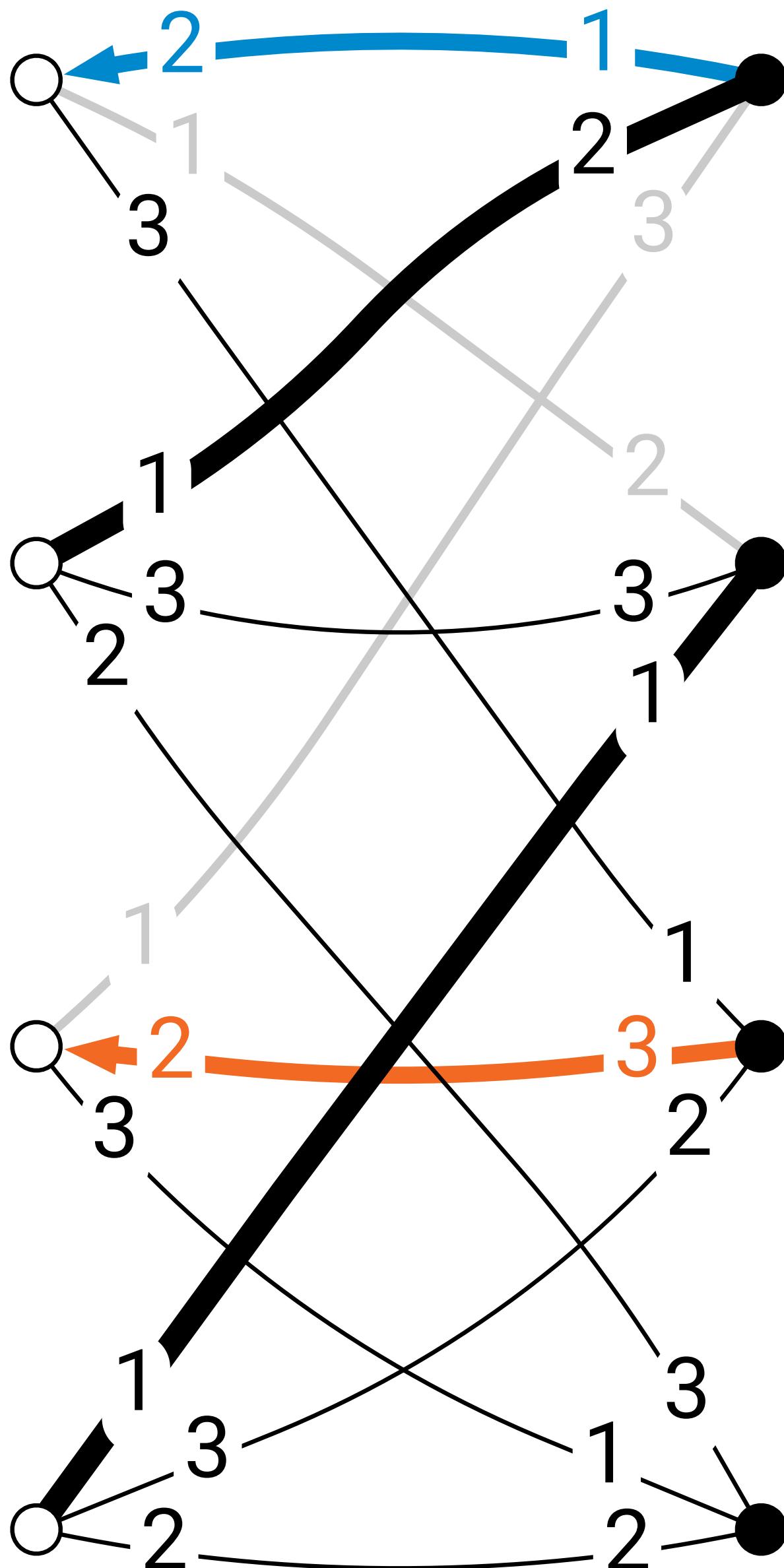
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Very simple algorithm

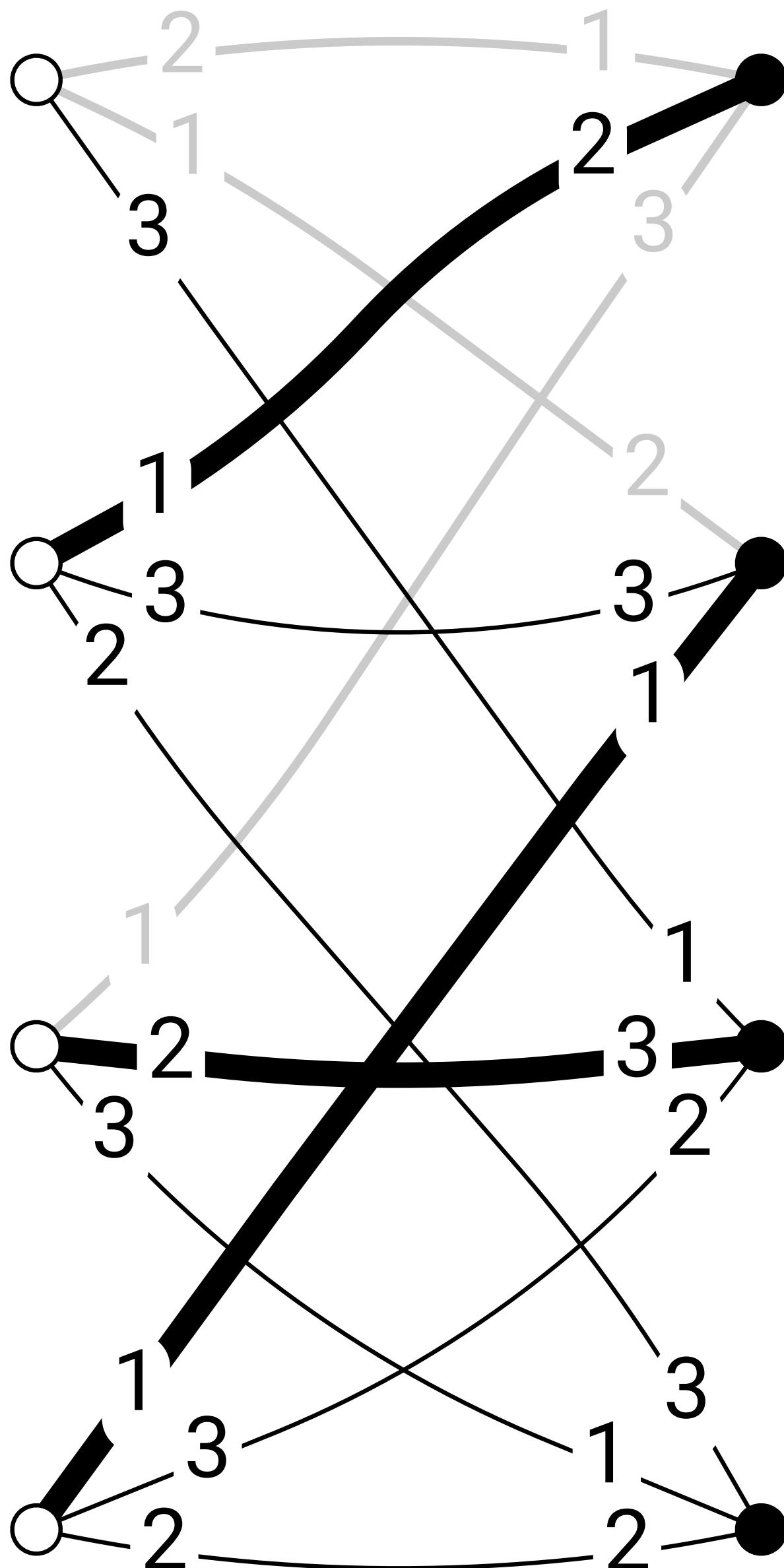
unmatched white nodes:
send *proposal* to port 2



Very simple algorithm

unmatched white nodes:
send *proposal* to port 2

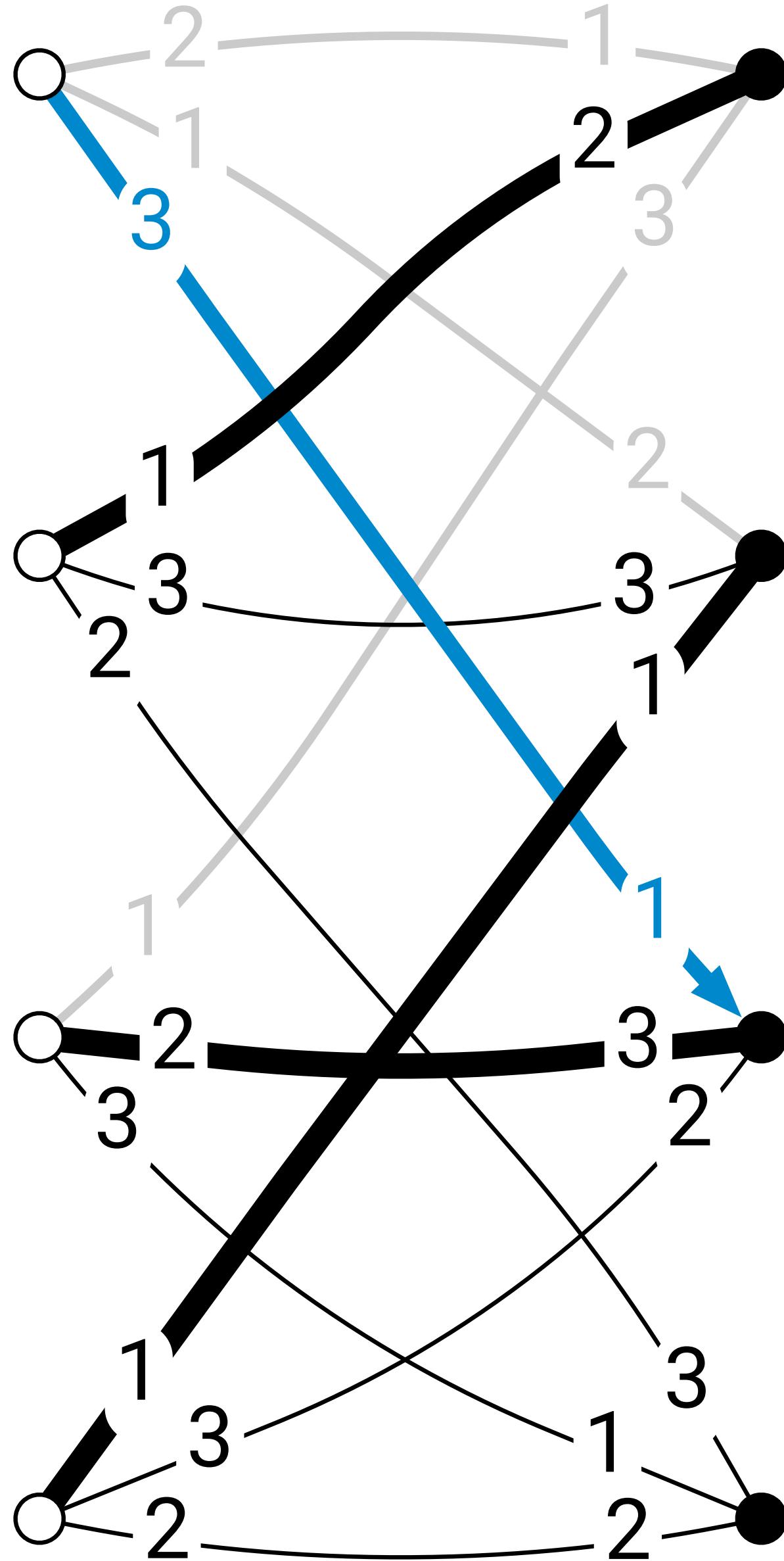
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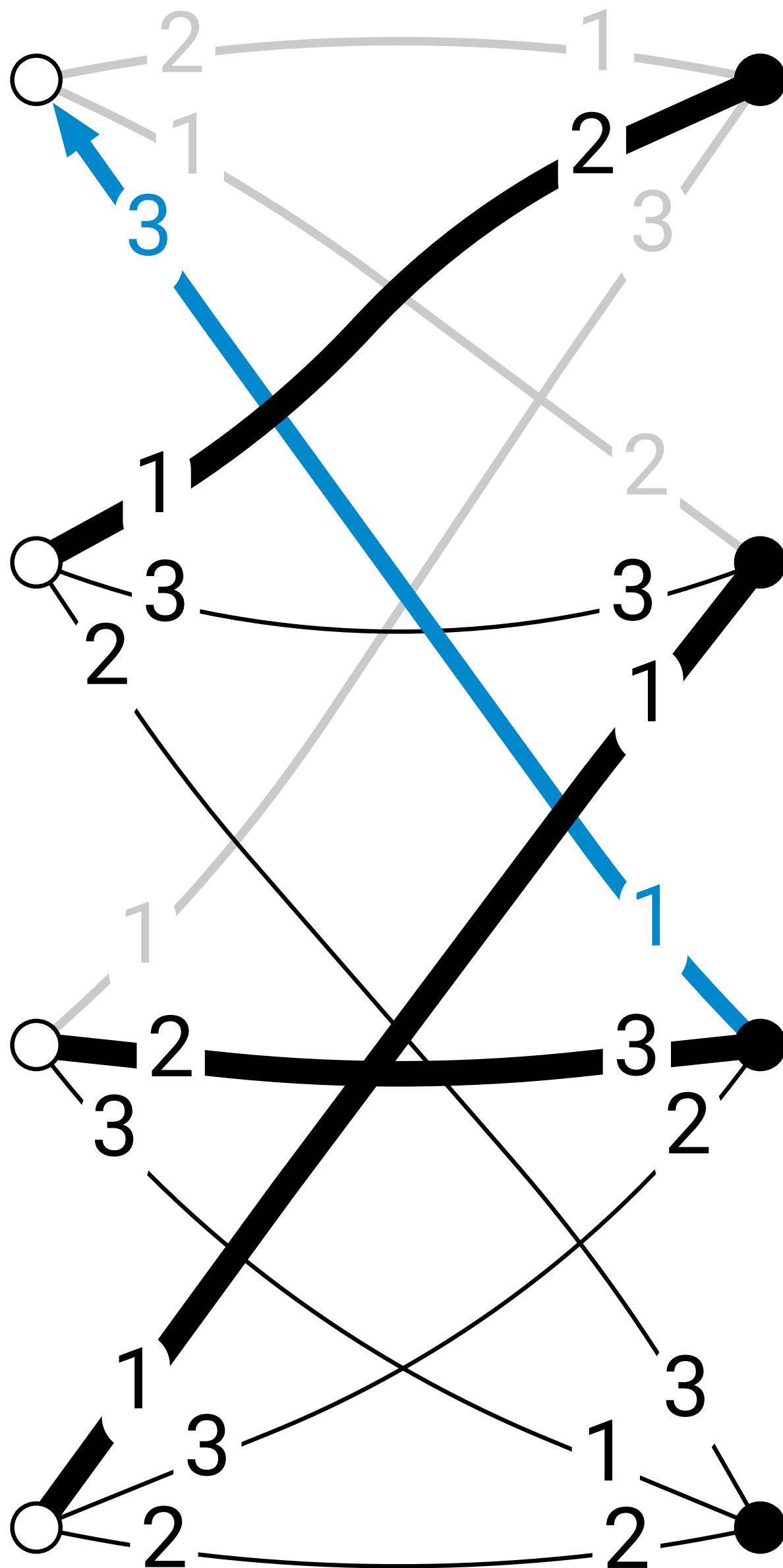
Very simple algorithm

unmatched white nodes:
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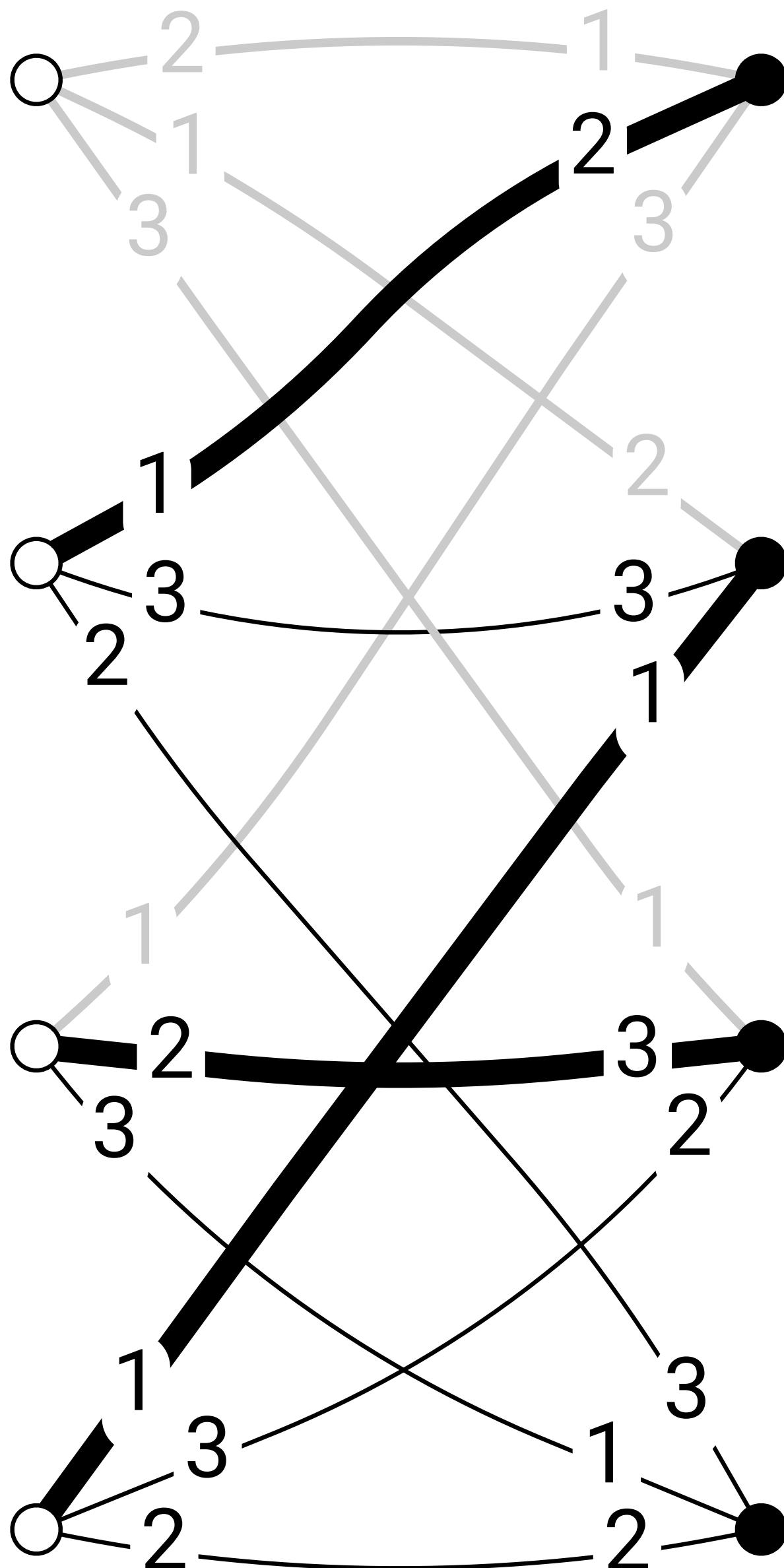
Very simple algorithm
unmatched white nodes:
send *proposal* to port 3



Very simple algorithm

unmatched white nodes:
send *proposal* to port 3

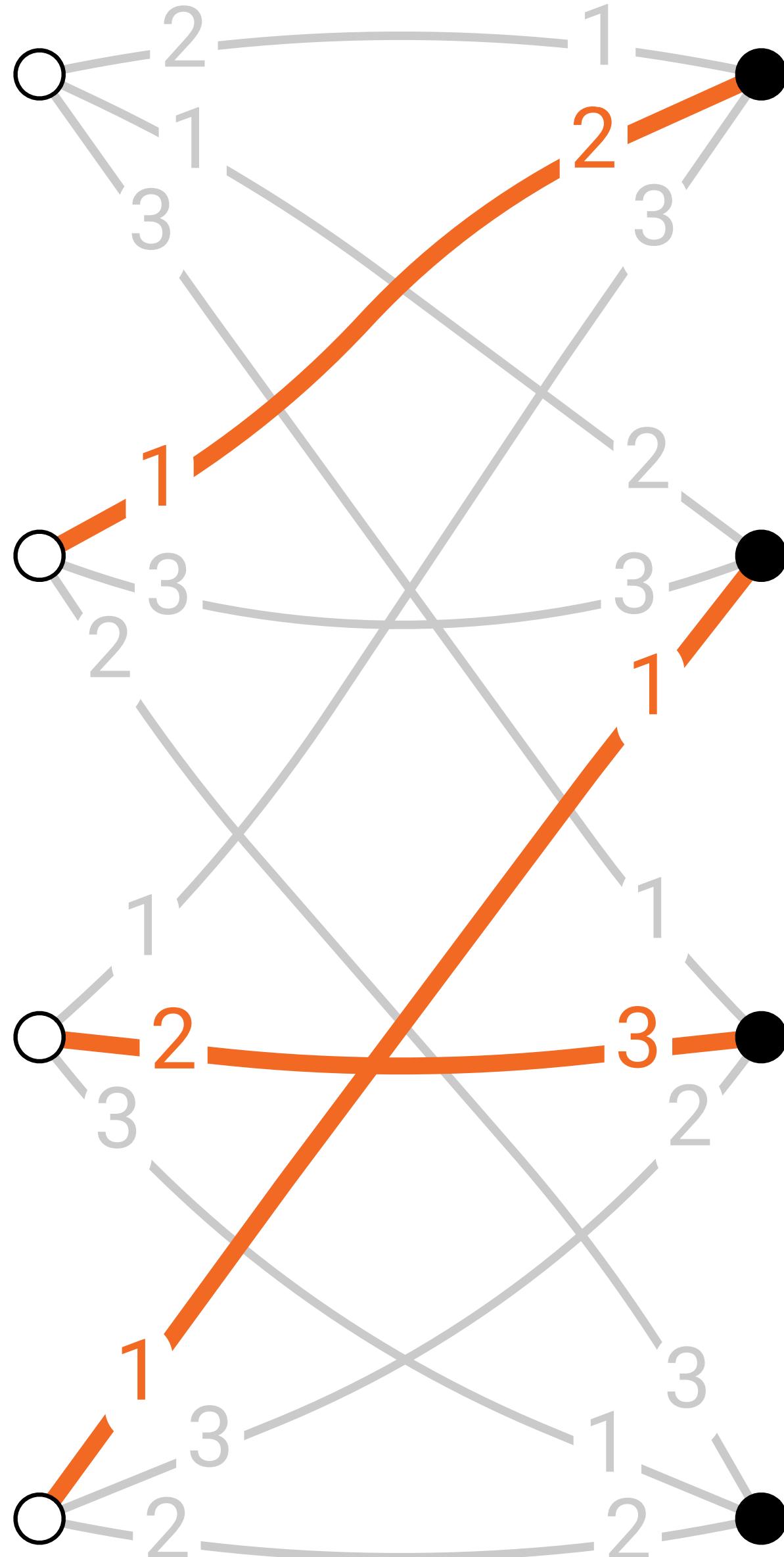
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Very simple algorithm

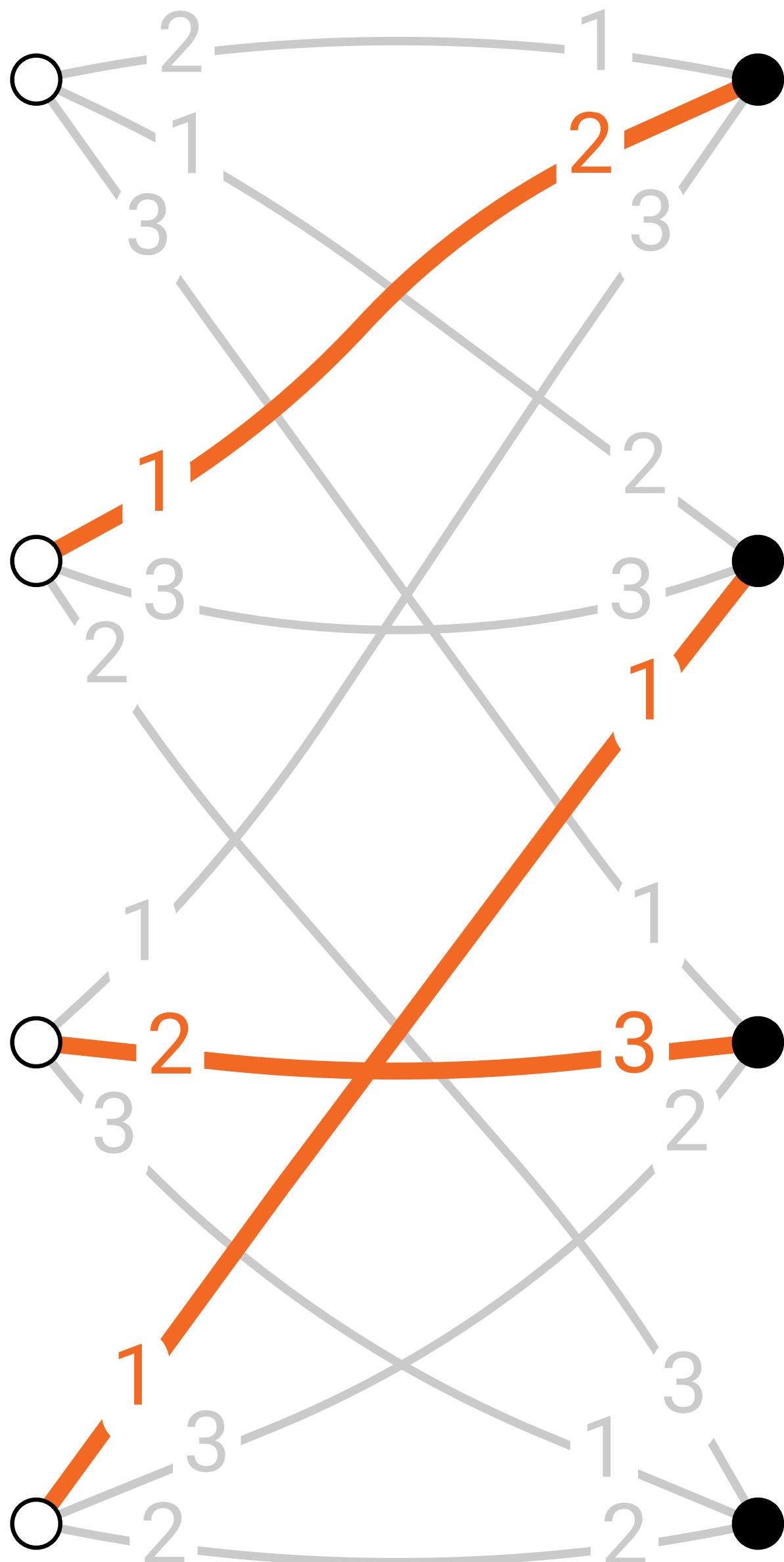
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Very simple algorithm

Finds a *maximal matching* in $O(\Delta)$ communication rounds



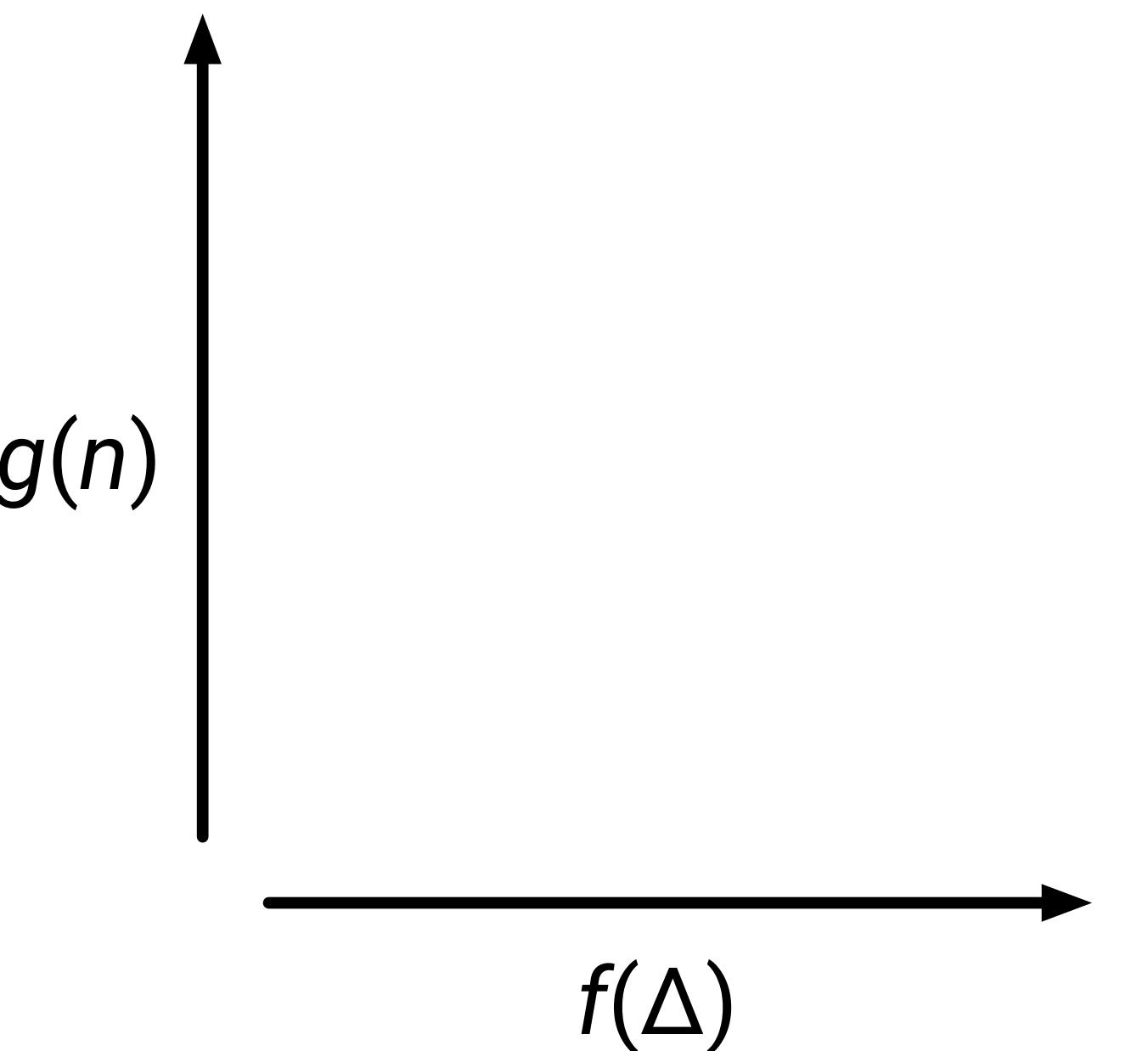
Very simple algorithm

Finds a *maximal matching* in
 $O(\Delta)$ communication rounds

This is
optimal!

Related work

Maximal matching,
LOCAL model,
 $O(f(\Delta) + g(n))$



Algorithms:

- deterministic
- randomized

Lower bounds:

- deterministic
- randomized

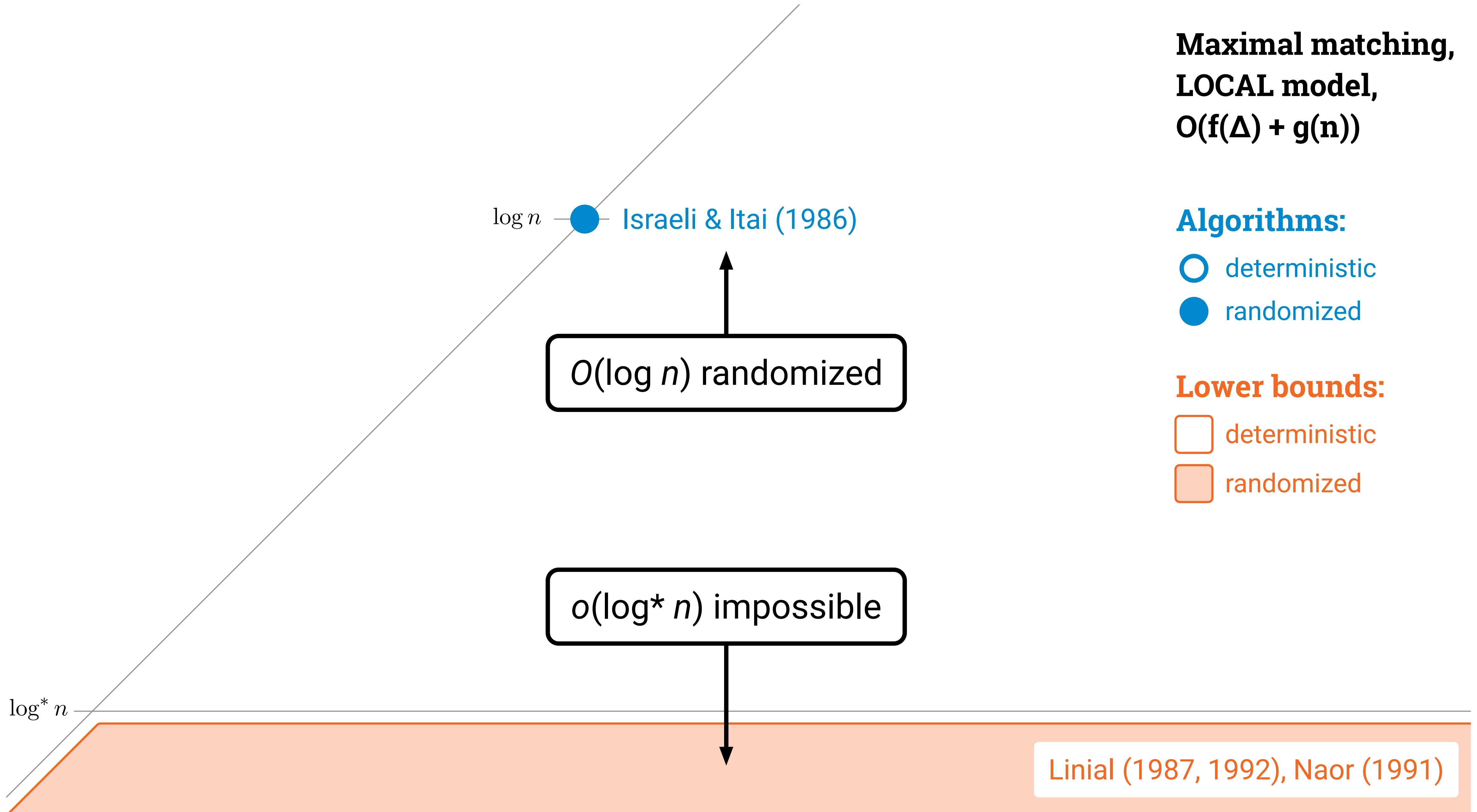
**Maximal matching,
LOCAL model,
 $O(f(\Delta) + g(n))$**

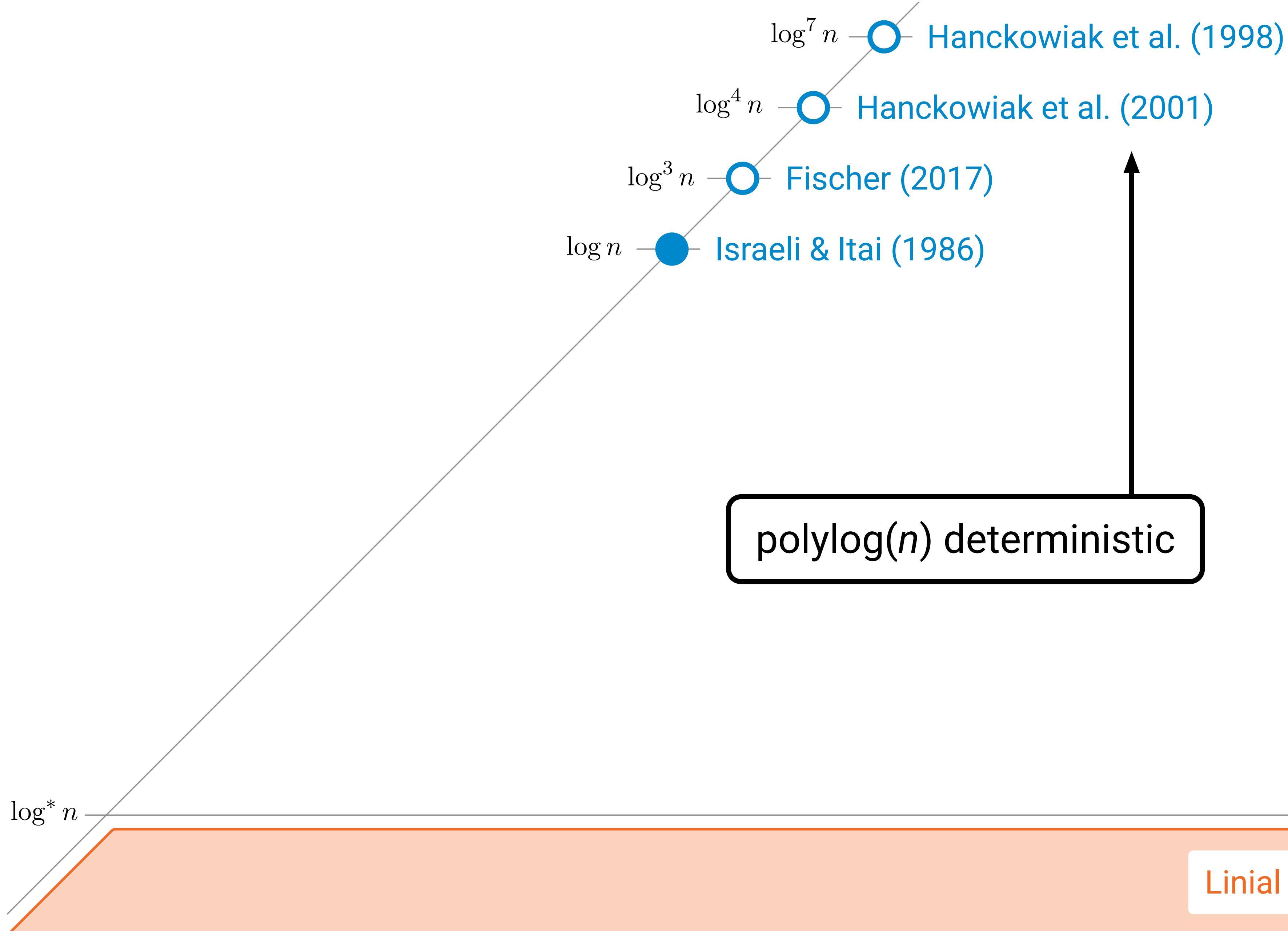
Algorithms:

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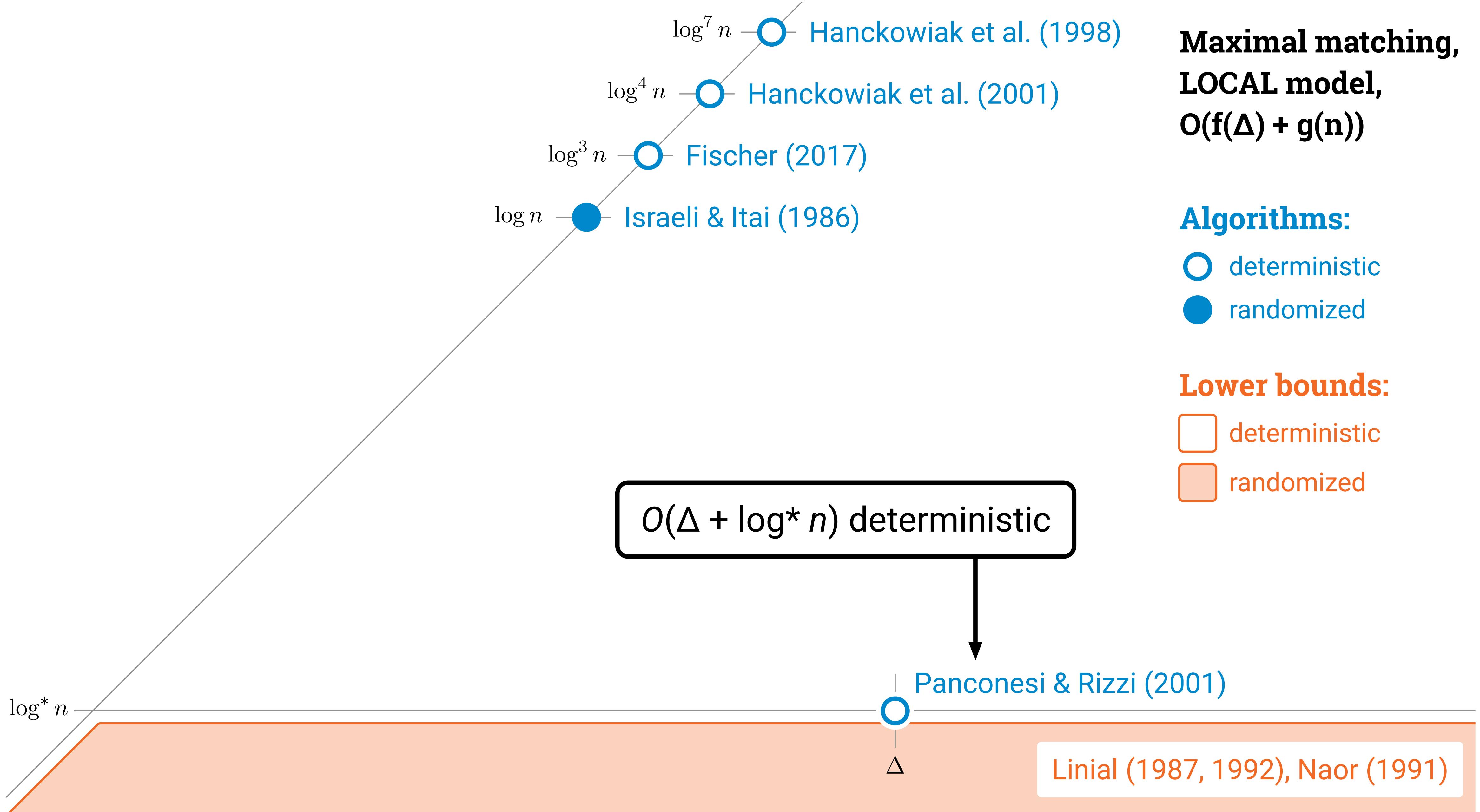
**Maximal matching,
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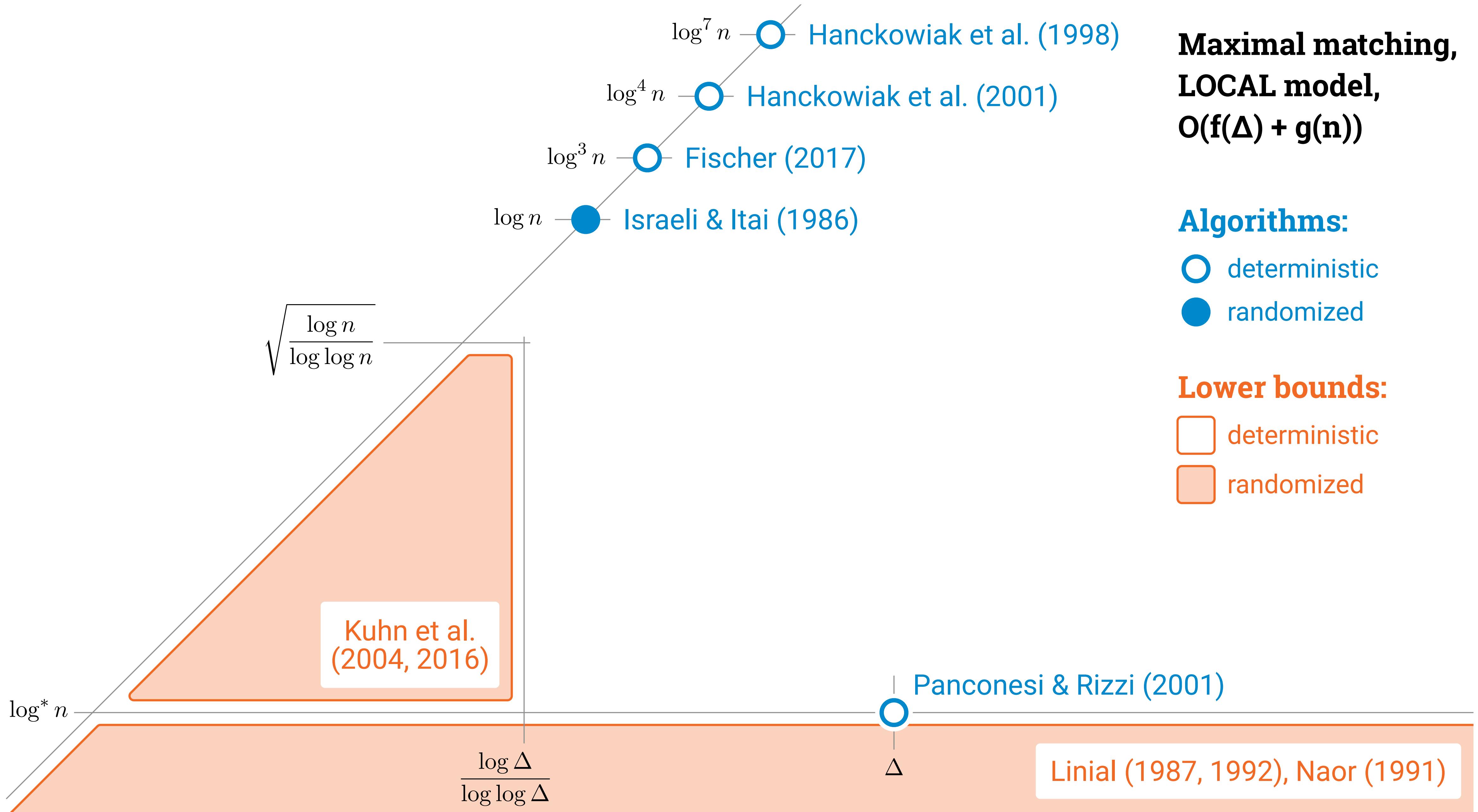
Algorithms:

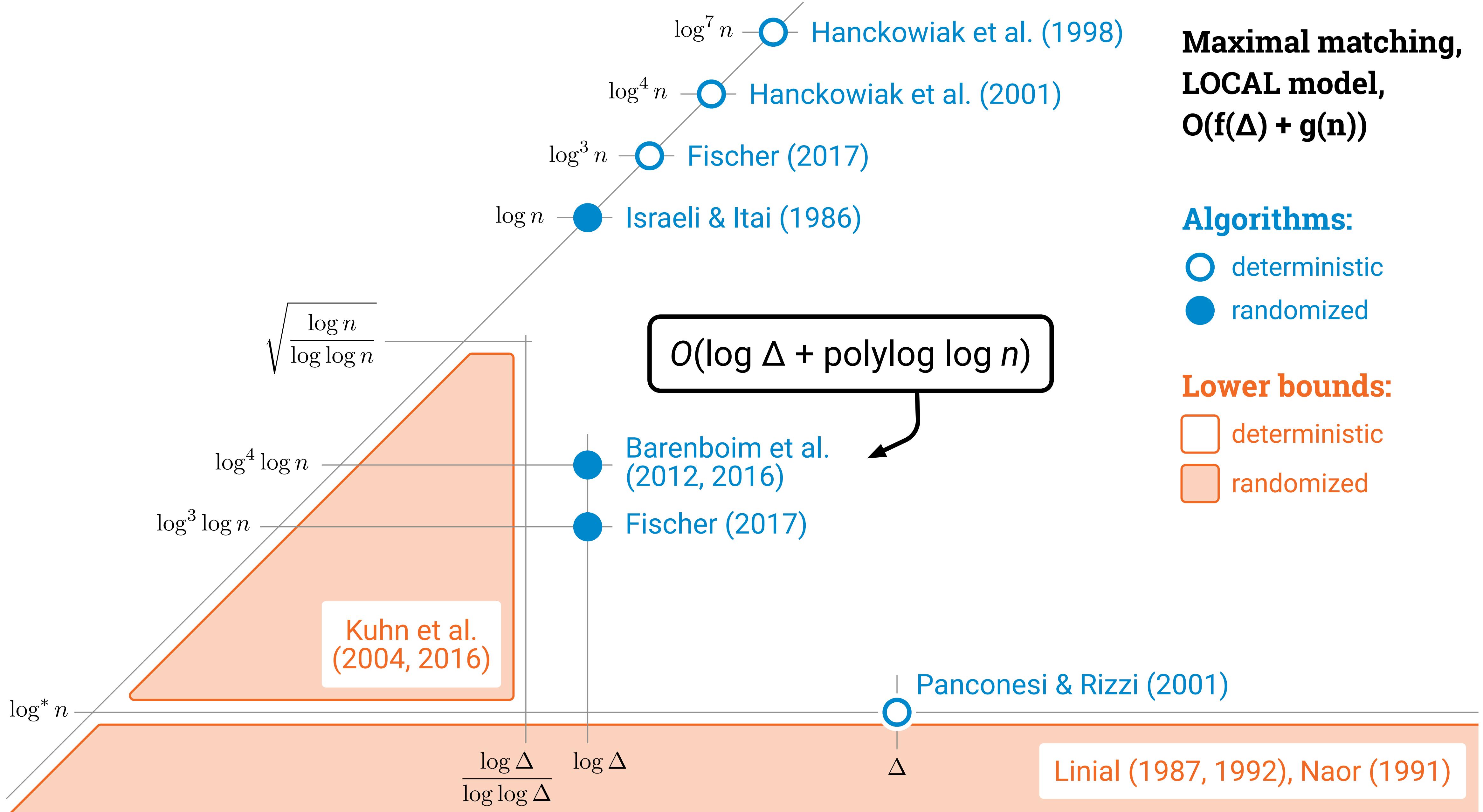
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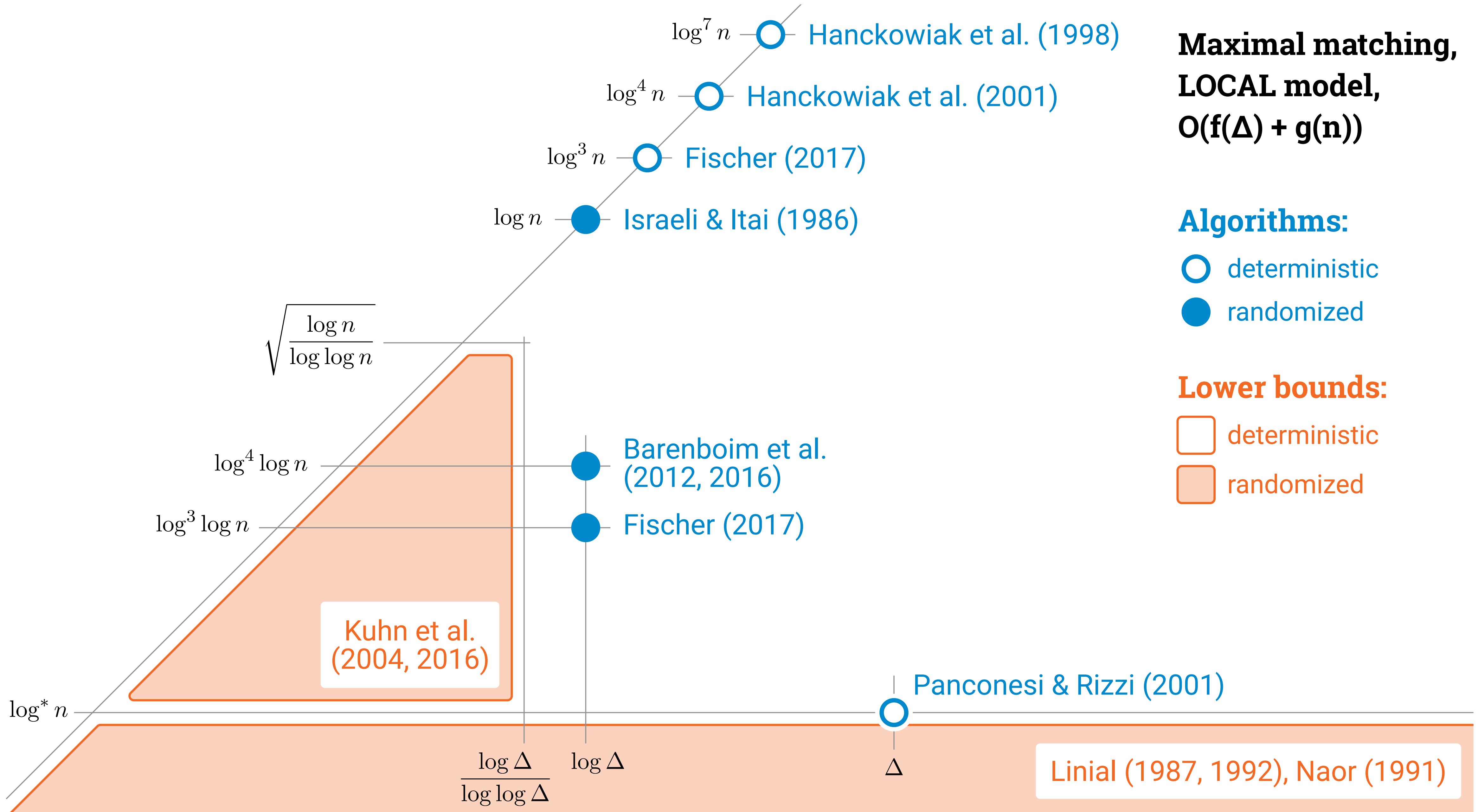
Lower bounds:

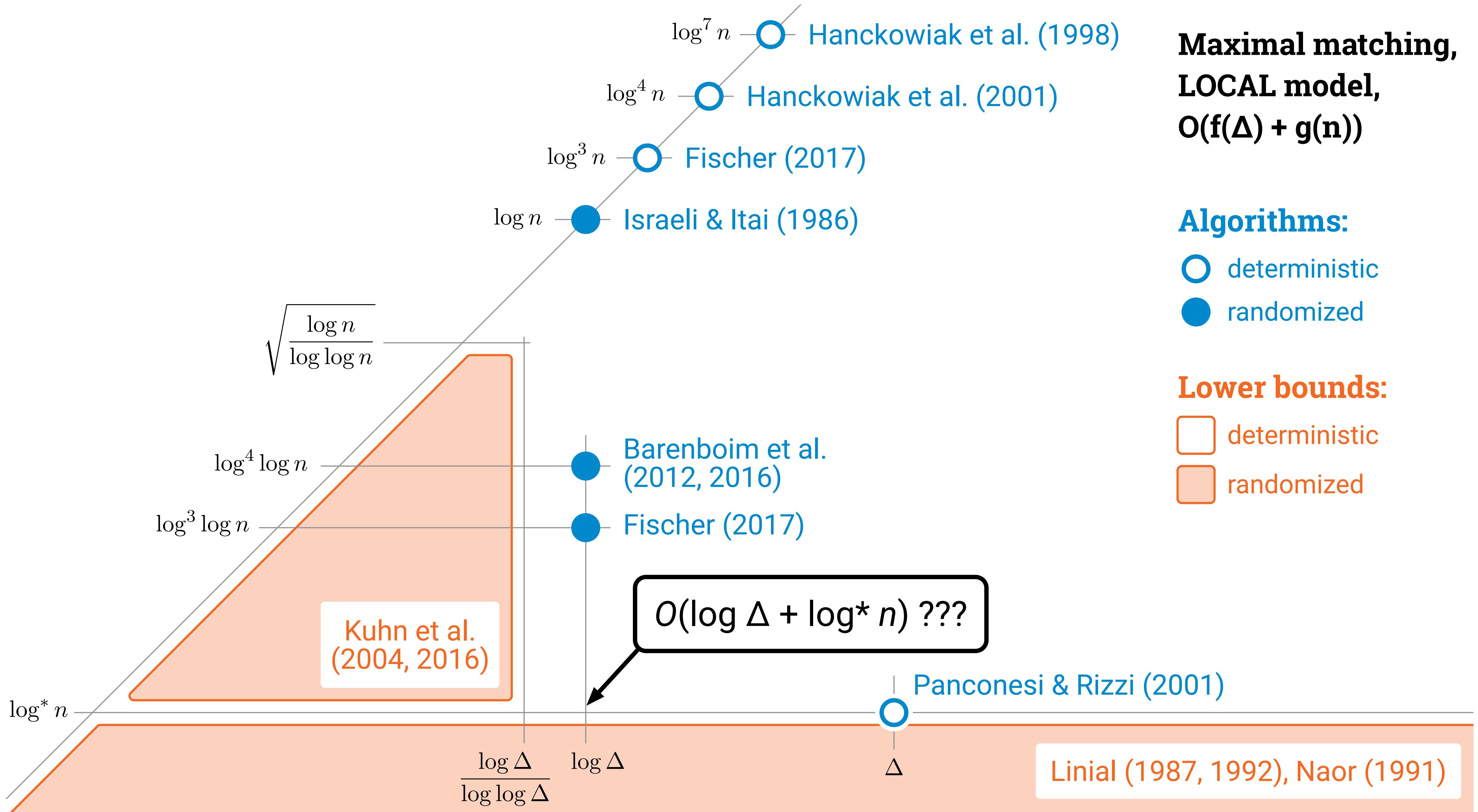
- deterministic
- randomized

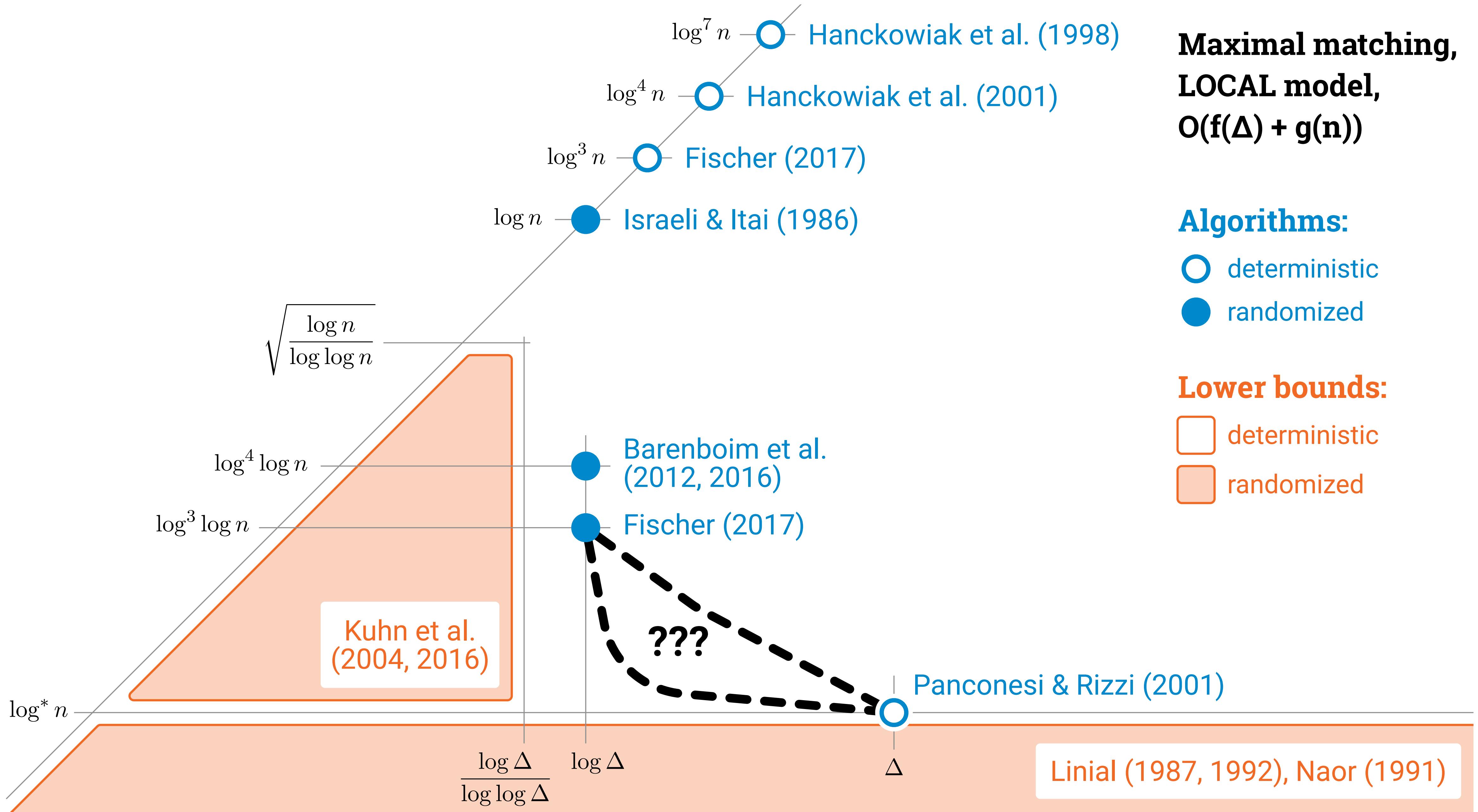


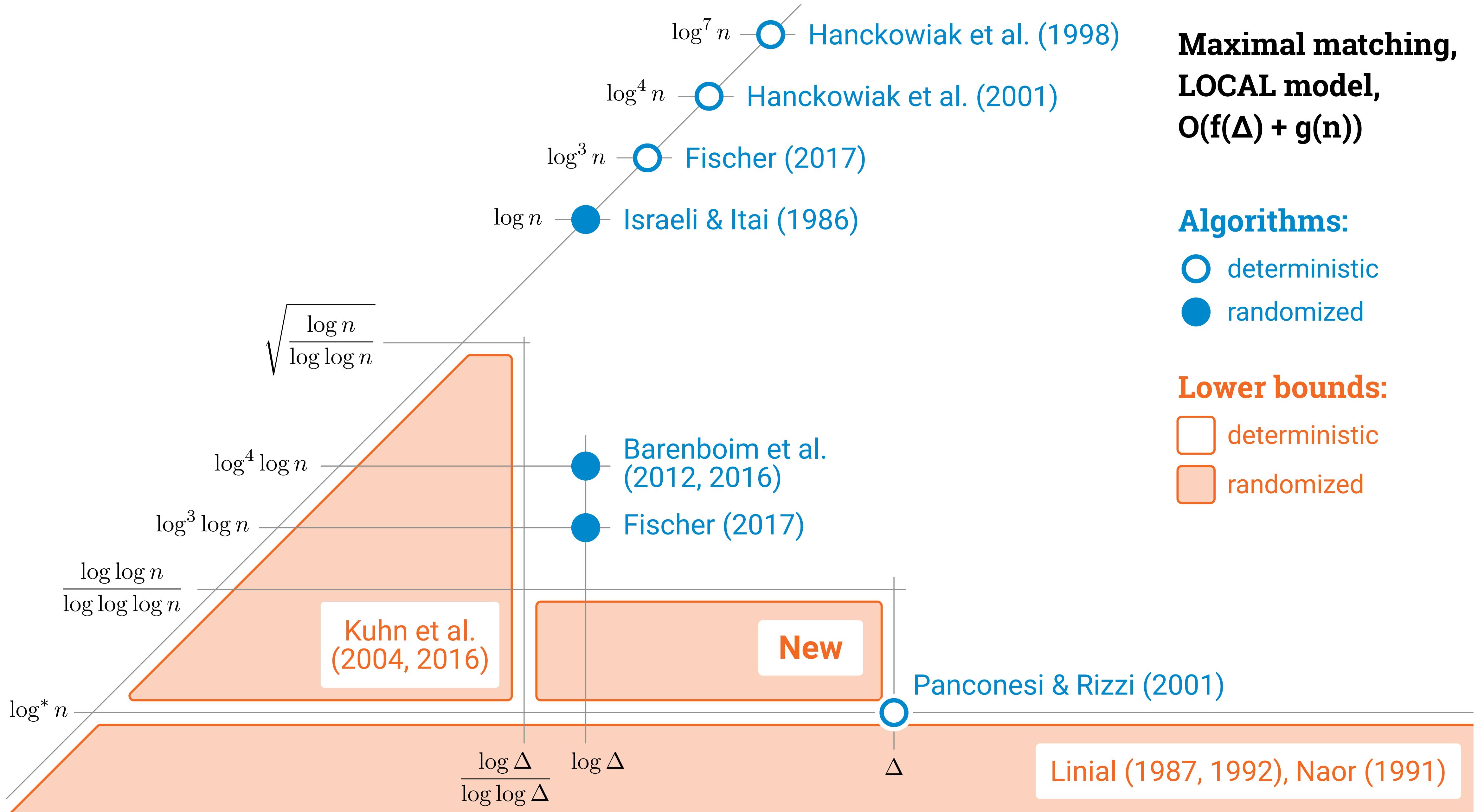


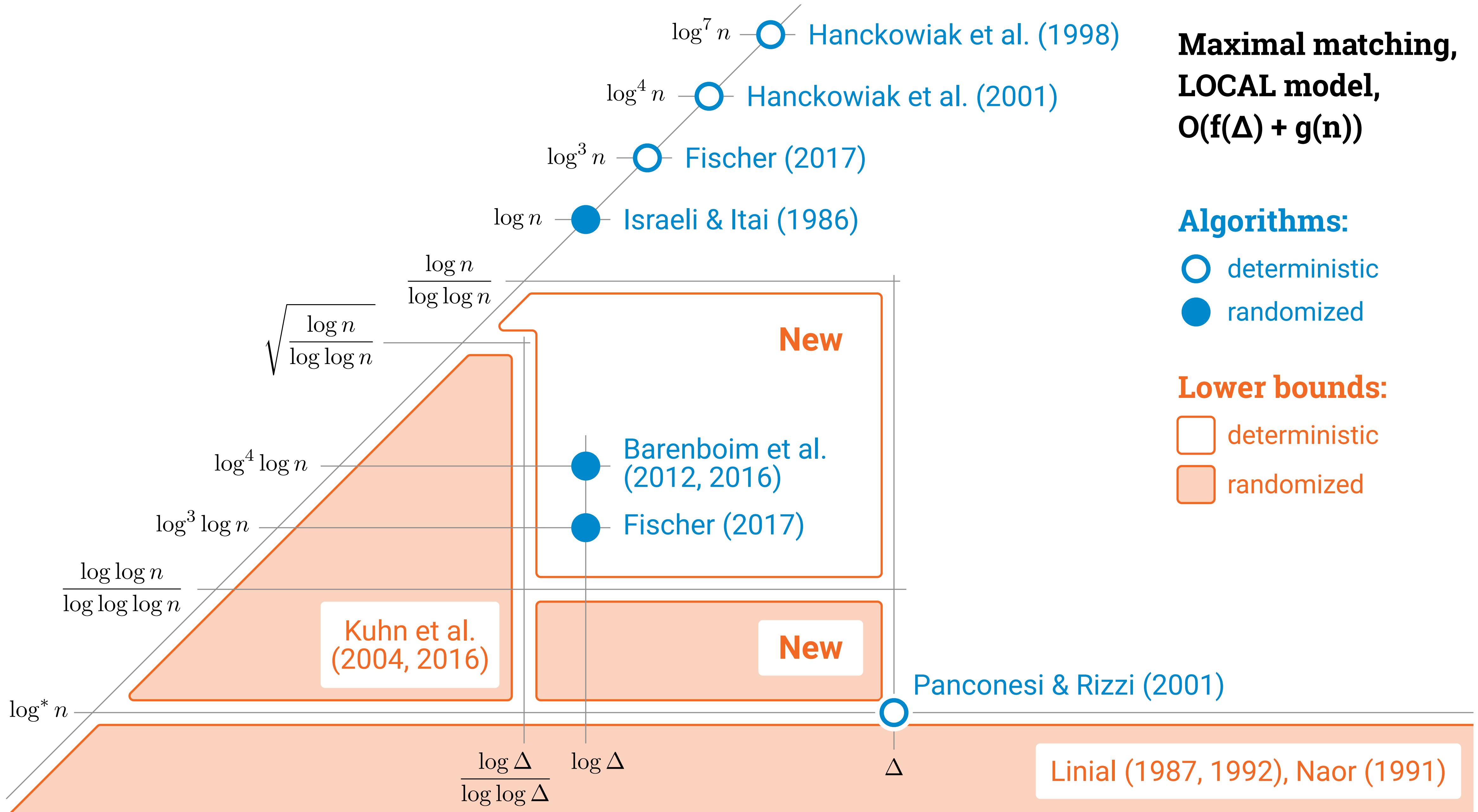












Main results

Maximal matching and **maximal independent set**
cannot be solved in

- $o(\Delta + \log \log n / \log \log \log n)$ rounds
with randomized algorithms
- $o(\Delta + \log n / \log \log n)$ rounds
with deterministic algorithms

Upper bound:
 $O(\Delta + \log^* n)$

Proof sketch

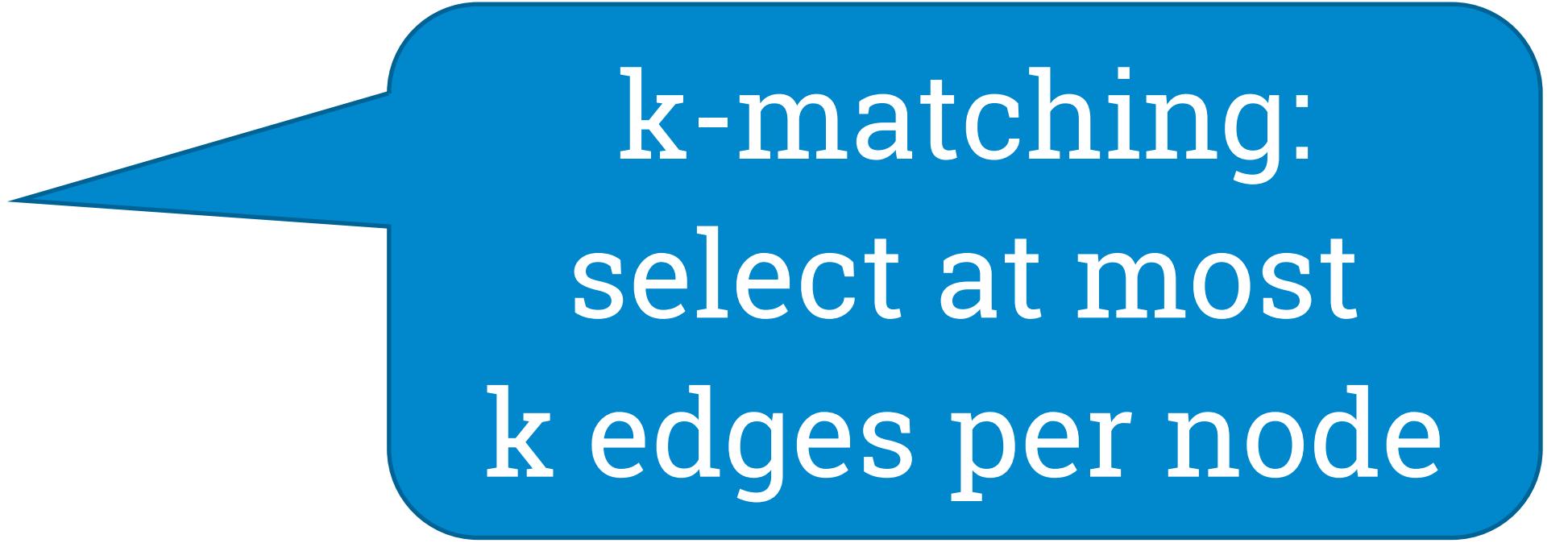
What we really
care about

Maximal matching in $o(\Delta)$ rounds

Proof sketch

Maximal matching in $o(\Delta)$ rounds

→ “ $\Delta^{1/2}$ matching” in $o(\Delta^{1/2})$ rounds



k-matching:
select at most
k edges per node

Proof sketch

Maximal matching in $o(\Delta)$ rounds

- “ $\Delta^{1/2}$ matching” in $o(\Delta^{1/2})$ rounds
- $P(\Delta^{1/2}, 0)$ in $o(\Delta^{1/2})$ rounds

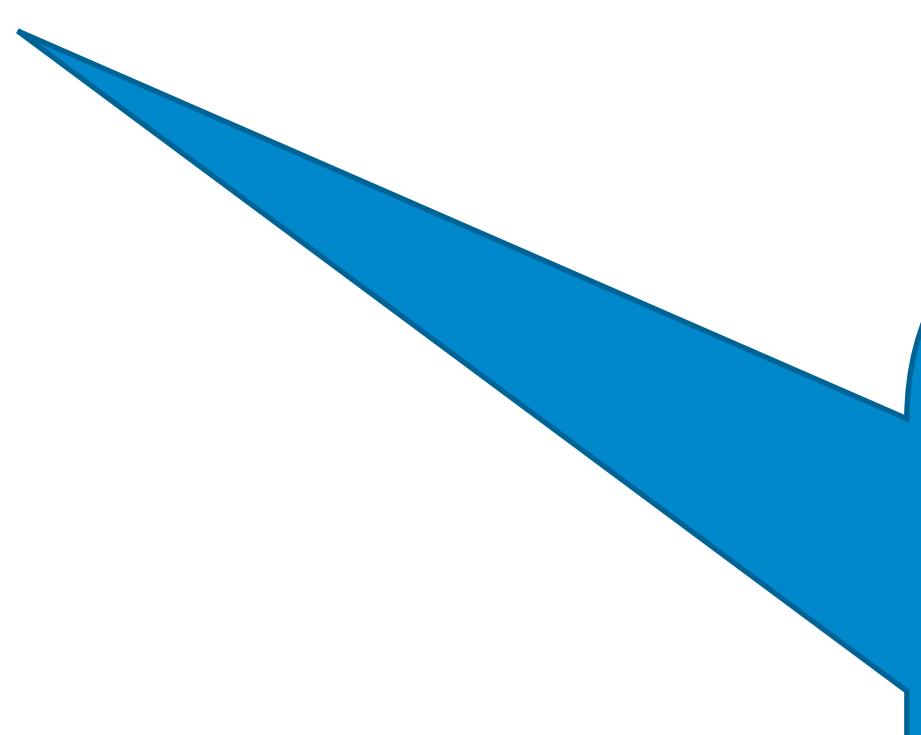


$P(x,y)$:
unnatural relaxed
variant of
maximal
matching

Proof sketch

Maximal matching in $o(\Delta)$ rounds

- “ $\Delta^{1/2}$ matching” in $o(\Delta^{1/2})$ rounds
- $P(\Delta^{1/2}, 0)$ in $o(\Delta^{1/2})$ rounds
- $P(O(\Delta^{1/2}), o(\Delta))$ in 0 rounds

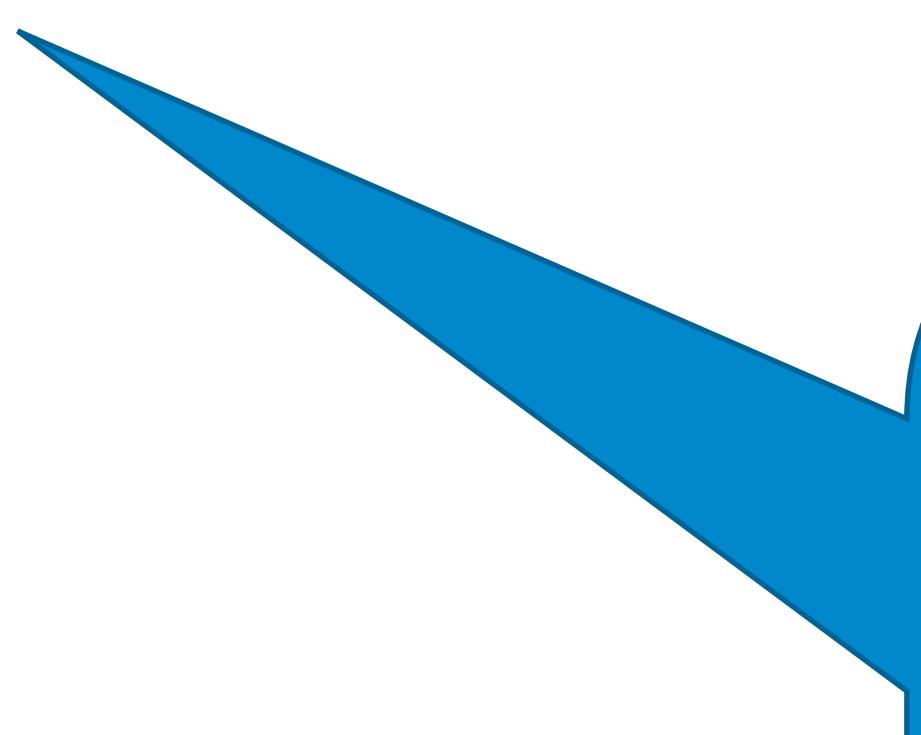


$P(x,y)$:
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Proof sketch

Maximal matching in $o(\Delta)$ rounds

- “ $\Delta^{1/2}$ matching” in $o(\Delta^{1/2})$ rounds
- $P(\Delta^{1/2}, 0)$ in $o(\Delta^{1/2})$ rounds
- $P(O(\Delta^{1/2}), o(\Delta))$ in 0 rounds
- contradiction



$P(x,y)$:
unnatural relaxed
variant of
maximal
matching

Round elimination technique

- **Given:**
 - algorithm A_0 solves problem P_0 in T rounds
- **We construct:**
 - algorithm A_1 solves problem P_1 in $T - 1$ rounds
 - algorithm A_2 solves problem P_2 in $T - 2$ rounds
 - algorithm A_3 solves problem P_3 in $T - 3$ rounds
 - ...
 - algorithm A_T solves problem P_T in 0 rounds
- But P_T is nontrivial, so A_0 cannot exist

Round elimination technique

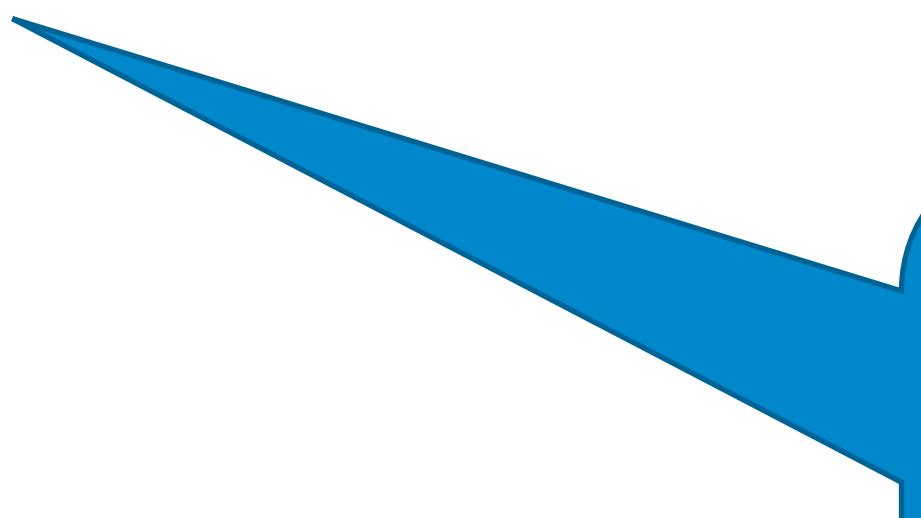
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 - ...
 - algorithm A_T solves problem P_T in 0 rounds
- But P_T is nontrivial, so A_0 cannot exist

[B. 2019]: Given any P_i , it is possible to find P_{i+1} automatically, but the description of the problem may grow exponentially

Proof sketch

Maximal matching in $o(\Delta)$ rounds

- “ $\Delta^{1/2}$ matching” in $o(\Delta^{1/2})$ rounds
- $P(\Delta^{1/2}, 0)$ in $o(\Delta^{1/2})$ rounds
- $P(O(\Delta^{1/2}), o(\Delta))$ in 0 rounds
- contradiction



Apply round
elimination
technique

Main Lemma

- Given: A solves $P(x, y)$ in T rounds
- We can construct: A' solves $P(x+1, y+x)$ in $T-1$ rounds

$$W_{\Delta}(x, y) = \left(\text{MO}^{d-1} \mid \text{P}^d \right) \text{O}^y \text{X}^x,$$

$$B_{\Delta}(x, y) = \left([\text{MX}][\text{POX}]^{d-1} \mid [\text{OX}]^d \right) [\text{POX}]^y [\text{MPOX}]^x,$$

$$d = \Delta - x - y$$

Lower bound for the LOCAL model

- The lower bound holds for the *simple scenario* where randomness is not allowed and nodes are anonymous
- *Additional steps* are required to handle:
 - randomness
 - non anonymous nodes

Conclusions and open problems

- *Linear-in- Δ lower bounds* for maximal matchings and maximal independent sets
- Maximal matchings can not be solved fast:
 - The simple proposal algorithm is optimal
 - Randomization and large messages do not help
- How about a lower bound for distributed $\Delta+1$ coloring?