

13 Sep 2021

Online matching: fractional and randomized

Announcement

- Groups for Problem Set 1 are assigned on CMS now.
- If you try to contact a group member and they're non-responsive let us know sooner rather than later.
- On future problem sets your group will have the option to remain matched if you all want that.

ONLINE (FRACTIONAL) MATCHING

Reminder: $G = (L, R, E)$ $R = [T]$.

When vertex $j \in R$ "arrives" at time j , the algo learns its set of neighbors, $N(j) \subseteq L$ and needs to:

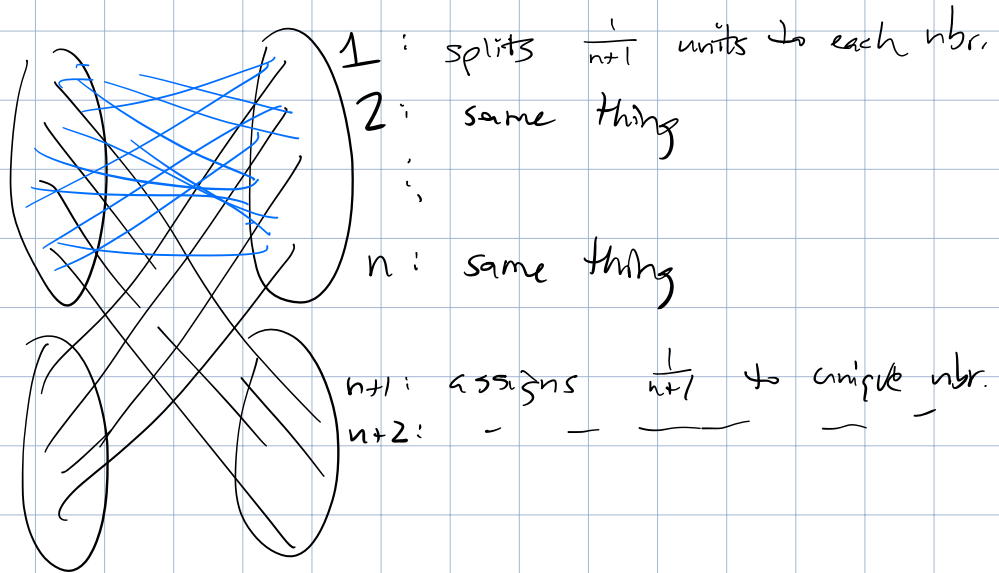
- match j with one neighbor or leave it permanently unmatched.
- (fractional) choose values $x_{ij} \geq 0$ such that $\sum_{i \in L} x_{ij} \leq 1$, $x_{ij} = 0$ for $i \notin N(j)$

$$\sum_{j \in R} x_{ij} \leq 1 \quad \forall i.$$

Naive idea for fractional matching:

each j sets $x_{ij} = \frac{1}{|N(j)|} \quad \forall i \in N(j)$

if this doesn't exceed the capacity constraint of any neighbor.

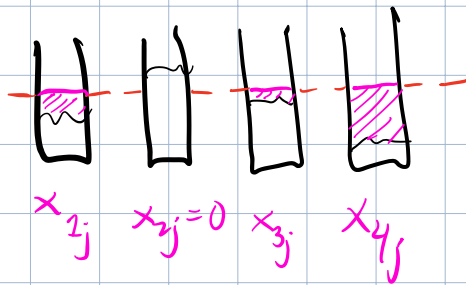


Sum up: vertices in R assign $n + \frac{n}{n+1} < n+1$ units, while max matching has size $2n$.

"Waterfilling algorithm": imagine each $i \in L$ as a bucket of water. When j arrives the level of water in bucket i is

$$d_{j-1}(i) = \sum_{k=1}^{j-1} x_{ik}$$

In continuous time, a "scan line" sweeps from level 0 to level 1 and j contributes water to buckets whose level is below scan line until 1 unit total has been allocated.



$$x_{1j} \quad x_{2j}=0 \quad x_{3j} \quad x_{4j}$$

$$x_{1j} + x_{2j} + x_{3j} + x_{4j} = 1$$

$$\text{let } n_j(t) = \#\{i \in N(j) \mid d_{j-1}(i) < t\}$$

Let $\hat{l}(j)$ (the "water level" of j) be the unique solution of

$$\int_0^{\hat{l}(j)} n_j(t) dt = 1.$$

$$l(j) = \min\{1, \hat{l}(j)\}.$$

$$x_{ij} = \max\{0, l(j) - d_{j-1}(i)\}$$

maximize $\sum_{(i,j) \in E} x_{ij}$

subject to $\sum_j x_{ij} \leq 1 \quad \forall i$ (scale by y_i)

$\sum_i x_{ij} \leq 1 \quad \forall j$ (scale by y_j)

$x_{ij} \geq 0 \quad \forall (i,j) \in E$

$$\sum_j y_j x_{ij} \leq y_i$$

if $y_i \geq 0$.

$$\sum_i y_i x_{ij} \leq y_j$$

if $y_j \geq 0$

$$\sum_{(i,j) \in E} (y_i + y_j) x_{ij} \leq \sum_{i \in L} y_i + \sum_{j \in R} y_j$$

$$\sum_{(i,j) \in E} x_{ij} \leq \sum_{i \in L} y_i + \sum_{j \in R} y_j$$

if $y_i + y_j \geq 1$
 $\forall (i,j) \in E.$

Plan of attack: enhance WATERFILLING
to calculate y_i 's and y_j 's as it
runs, so that in the end:

$$y_i, y_j \geq 0 \quad \forall i, j$$

$$y_i + y_j \geq 1 \quad \forall (i, j) \in E$$

$$\sum_{(i, j) \in E} x_{ij} \geq \frac{e-1}{e} \left[\sum_{i \in L} y_i + \sum_{j \in R} y_j \right]$$

Proposal: let $g(z) = \frac{e^z - 1}{e - 1}$.

$$(1) \quad g(0) = 0, \quad g(1) = 1$$

(2) g is increasing on $[0, 1]$

$$(3) \quad 1 - g(z) + g'(z) = \frac{e}{e-1}$$

for all $z \in [0, 1]$.

$$1 - g(z) = \frac{e - e^z}{e - 1} \quad g'(z) = \frac{e^z}{e - 1}$$

$$\text{Let } y_i = g(d(i)) = g\left(\sum_j x_{ij}\right)$$

$$y_j = 1 - g(l(j)).$$

$$y_i, y_j \geq 0$$



If $(i,j) \in E$ we need $y_i + y_j \geq 1$.

$$y_i + y_j = 1 - g(l(j)) + g(d(i)).$$

$$d(i) \geq l(j)$$

$$g(d(i)) \geq g(l(j))$$

$$1 - g(l(j)) + g(d(i)) \geq 1.$$

As scan line rises from t to $t+dt$

$\sum_{i,j} x_{ij}$ increases by $n_j(t) \cdot dt$

$\sum_{i \in L} y_i$ increases from t to $t+dt$

\therefore increases by

$$n_j(t) \cdot g'(t) dt$$

$\sum_{j \in R} y_j$ increases by $n_j(t) \cdot [1 - g(t)] dt$