

# Distributed Maximal Matching: Greedy is Optimal

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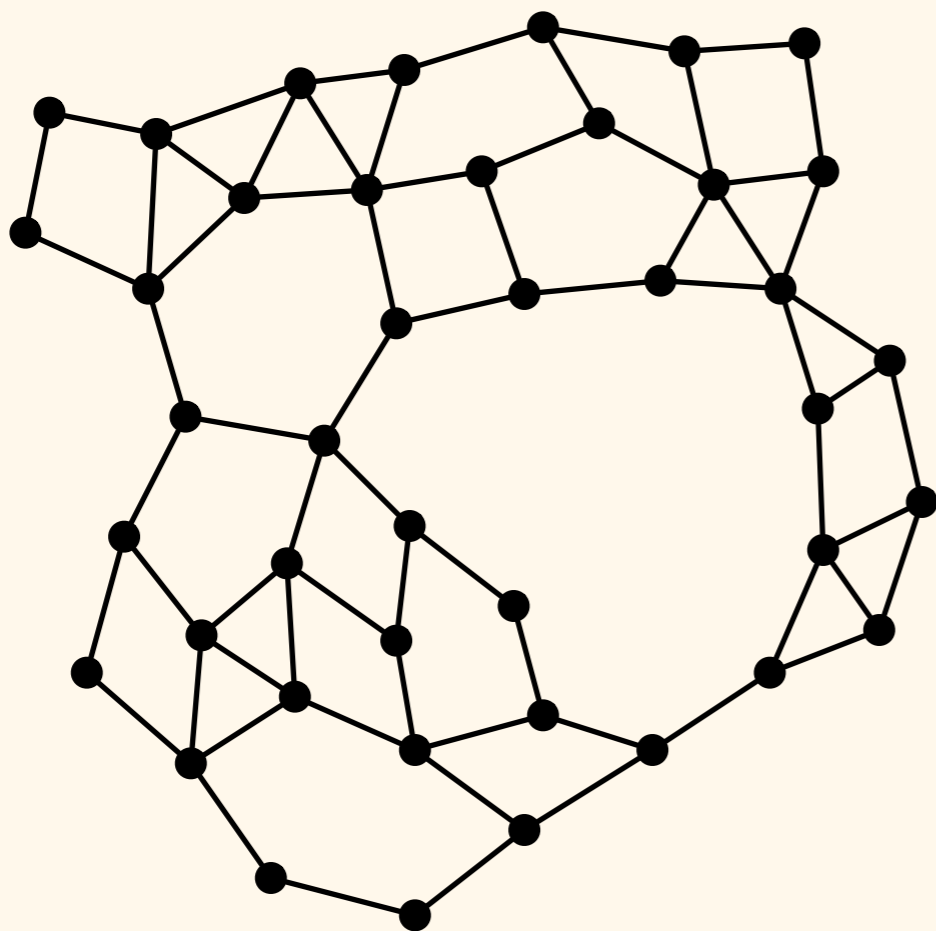
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PODC

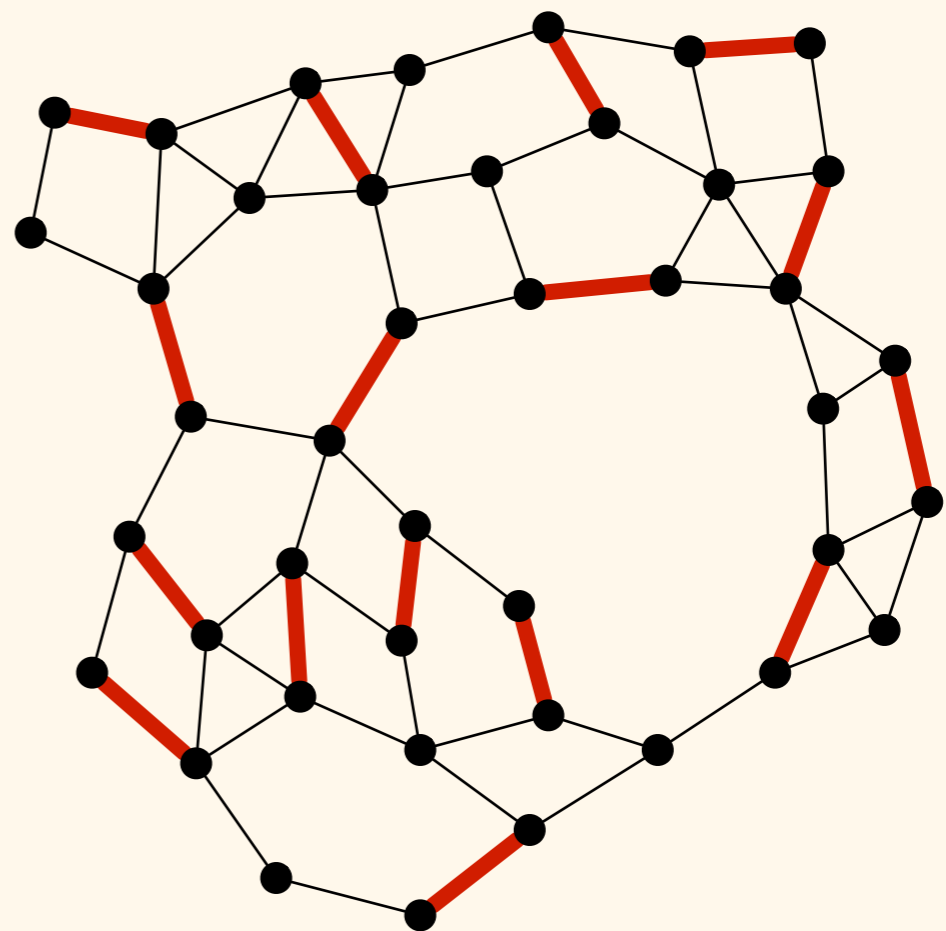


# Maximal Matchings

Input

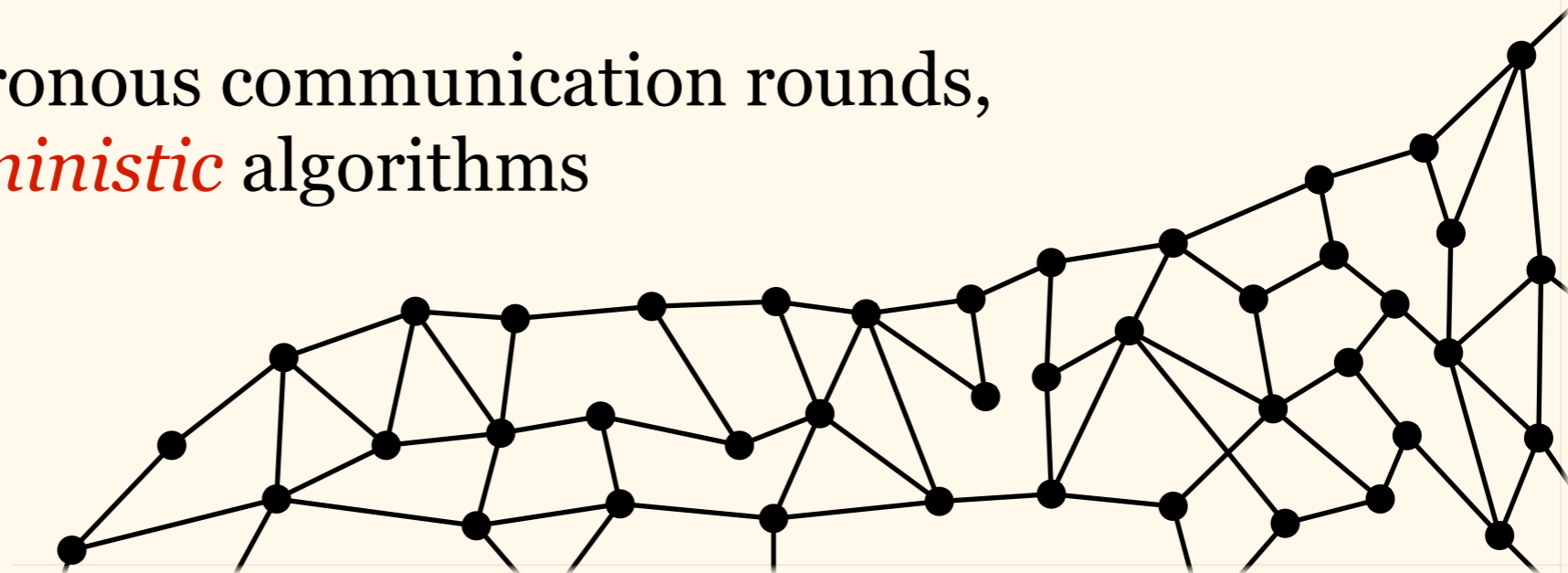


Output



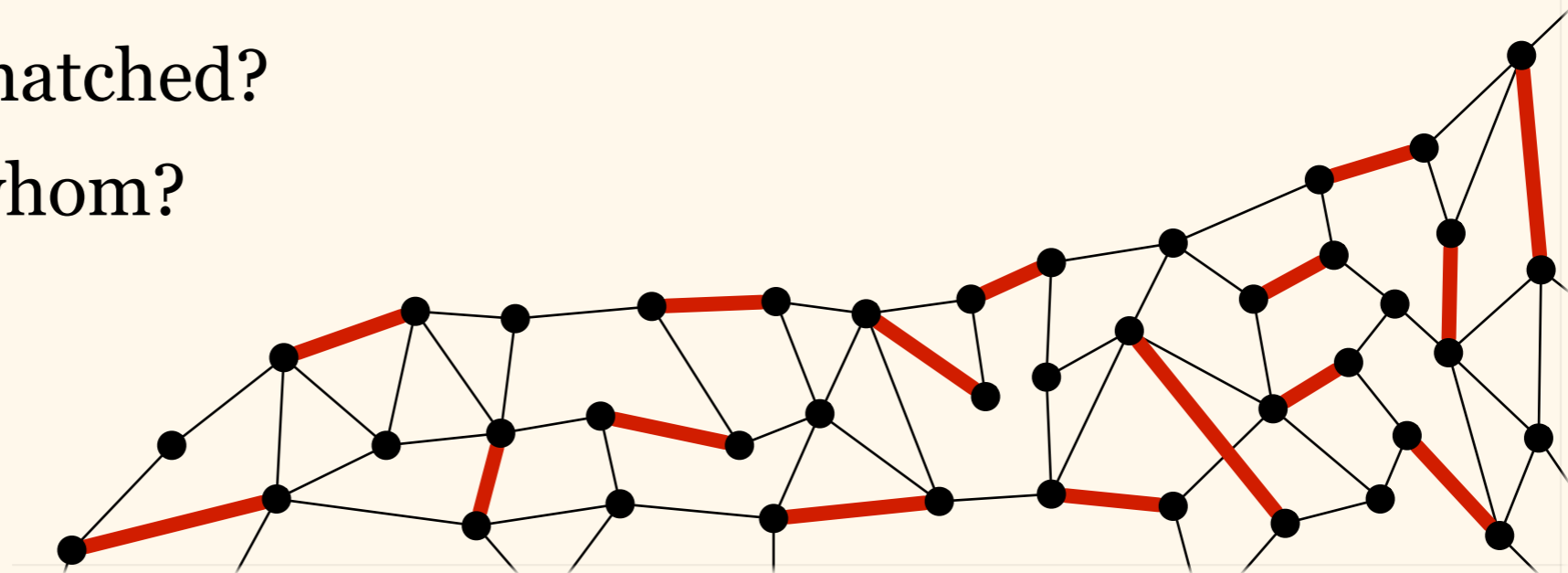
# Distributed Algorithms

- Graph  $G = \text{input} = \text{communication network}$ 
  - node = computer
  - edge = communication link
  - synchronous communication rounds,  
*deterministic* algorithms



# Distributed Algorithms

- Graph  $G$  = input = communication network
- Each node has to stop and output its *own part of the solution*
  - am I matched?
  - with whom?



# Distributed Algorithms

- Time = number of communication rounds
- Equivalent:
  - *running time is  $T$*
  - all nodes stop after  *$T$  communication rounds*
  - output of node  $v = f(\textit{radius-}T \textit{ neighbourhood of } v)$
- **How fast** can we find a maximal matching?

$$\text{Time} = f(n, \Delta)$$

- $n$  = number of nodes
- $\Delta$  = maximum degree
- Focus:  $\Delta \ll n$

<i>problem</i>	<i>upper bound</i>	<i>lower bound</i>
maximal matching	$\Delta + \log^* n$	$\text{polylog}(\Delta) + \log^* n$
$(\Delta+1)$ -vertex colouring	$\Delta + \log^* n$	$\log^* n$
$(2\Delta-1)$ -edge colouring	$\Delta + \log^* n$	$\log^* n$
maximal edge packing	$\Delta$	$\text{polylog}(\Delta)$
vertex cover 2-approx.	$\Delta$	$\text{polylog}(\Delta)$

positive: *Panconesi–Rizzi* (2001), *Barenboim–Elkin* (2009), *Kuhn* (2009), *Åstrand–Suomela* (2010), ...

negative: *Linial* (1992), *Kuhn et al.* (2004, 2006)

$$\text{Time} = f(n, \Delta)$$

- Fairly well-understood as a function of  $n$ 
  - tight upper and lower bounds if  $\Delta = O(1)$
- Wide open as a function of  $\Delta$ 
  - exponential gap
- *Linear-in- $\Delta$  lower bounds missing*



# Plan

## 1. Study a simpler model

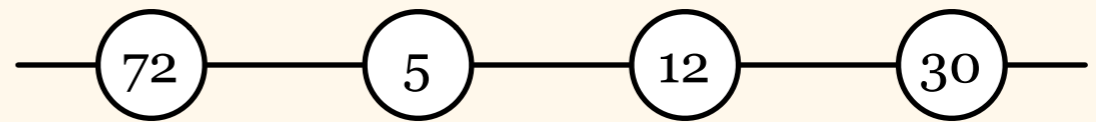
- unique node identifiers make things complicated
- but *what is the right model?*

## 2. Generalise

- future work...
- but see the next talk for a promising technique!

# Simpler Model?

- Unique identifiers



- standard model

- complicated to analyse directly...

- Node colouring



- weaker than unique identifiers

# Simpler Model?

- Unique identifiers
  - standard model
  - complicated to analyse directly...

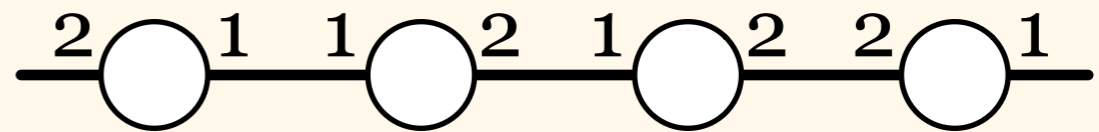
- Node colouring



- weaker than unique identifiers
- *too weak — cannot find a maximal matching!*

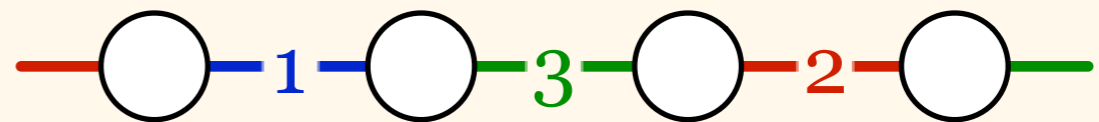
# Simpler Model?

- **Port numbering**



- another popular model
- too weak...

- **Edge colouring**

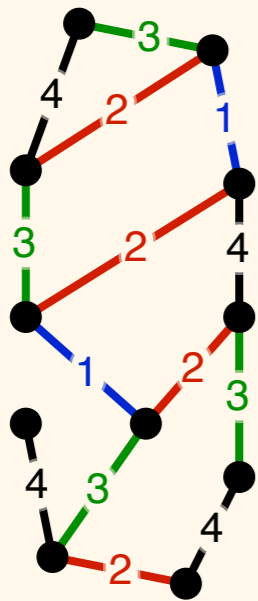


- stronger than port numbering
- *just right for our purposes!*

# Model

- Given:  $k$ -edge-coloured graph

Input

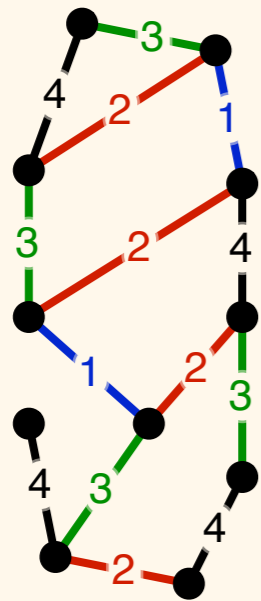


- proper edge colouring:  
adjacent edges have different colours
- colour palette:  $\{1, 2, \dots, k\}$
- anonymous nodes
- nodes can use edge colours to  
refer to their neighbours

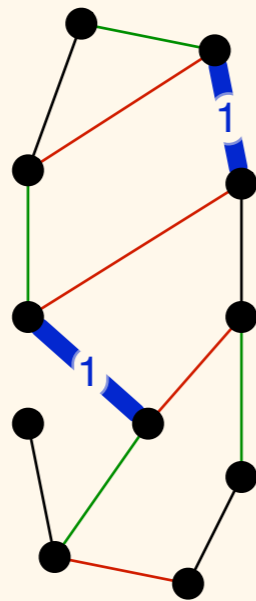
# Greedy Algorithm

- Greedily add edges of colour **1**, ...

Input



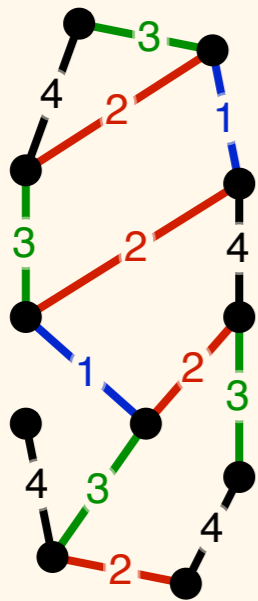
Greedy algorithm



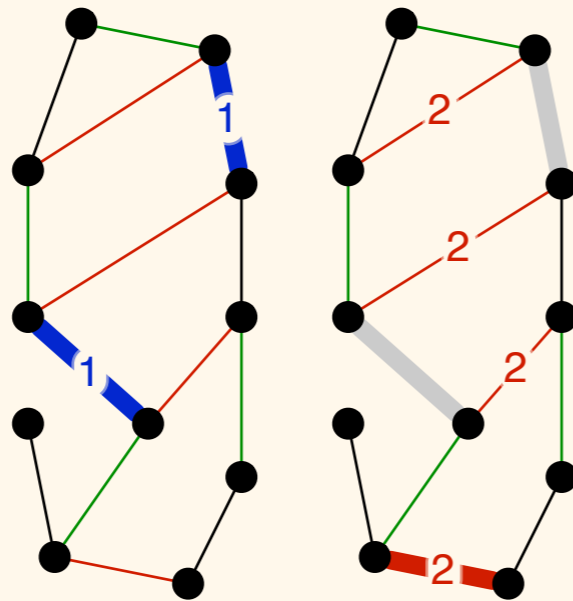
# Greedy Algorithm

- Greedily add edges of colour 1, **2**, ...

Input



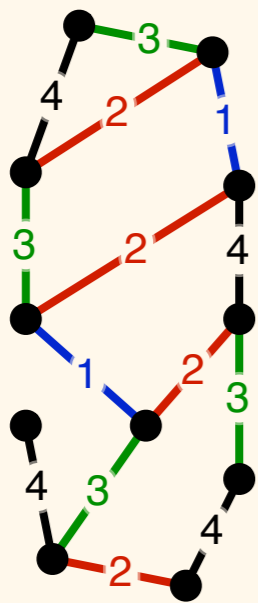
Greedy algorithm



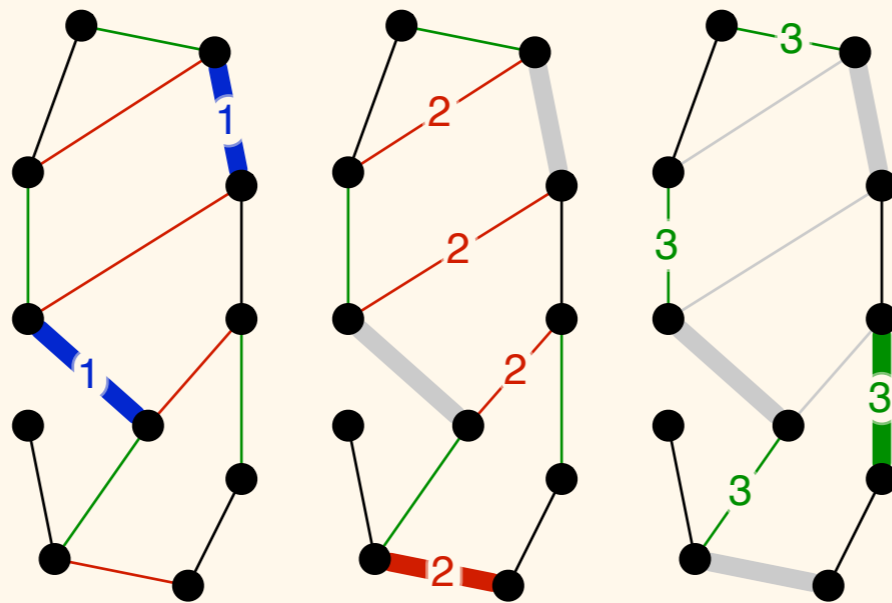
# Greedy Algorithm

- Greedily add edges of colour 1, 2, **3**, ...

Input



Greedy algorithm

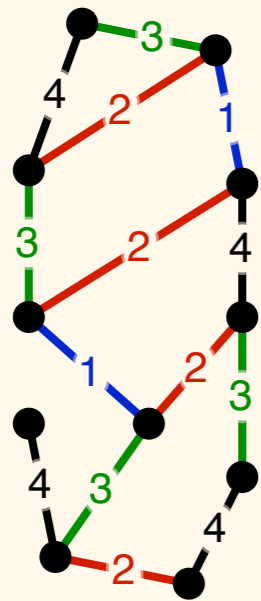




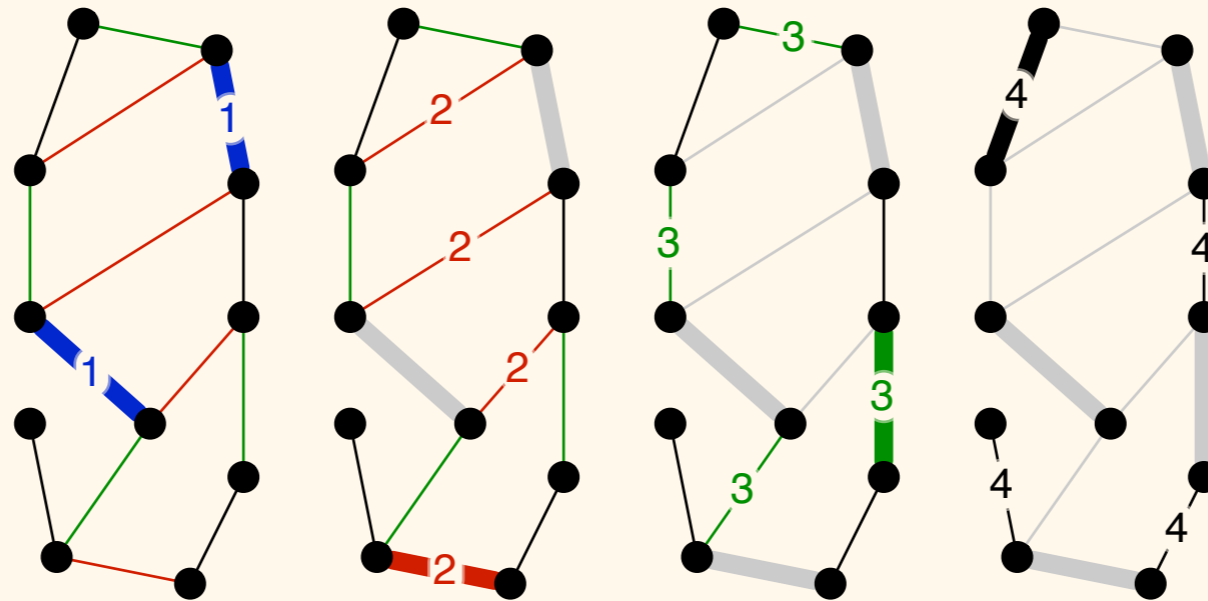
# Greedy Algorithm

- Greedily add edges of colour 1, 2, ...,  $k$

Input



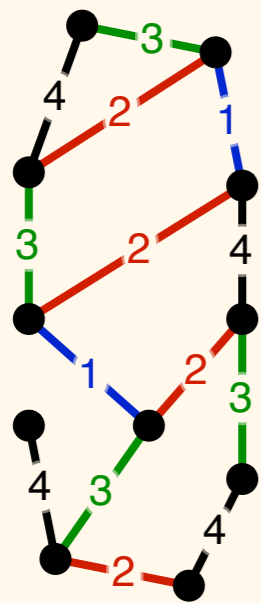
Greedy algorithm



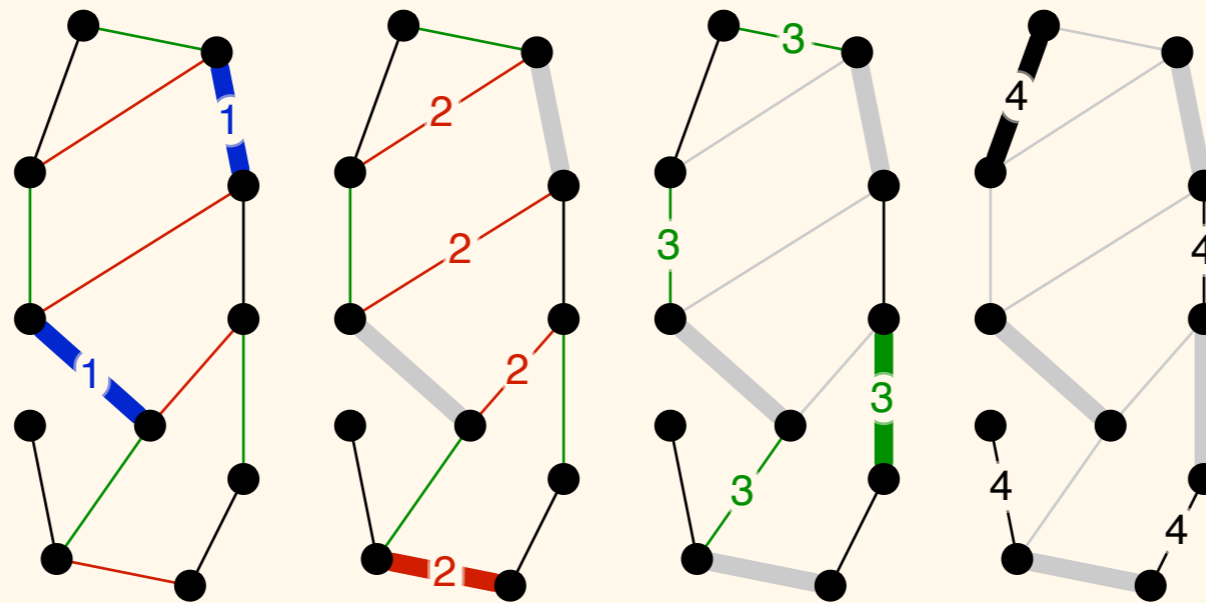
# Greedy Algorithm

- That's it – we have a maximal matching

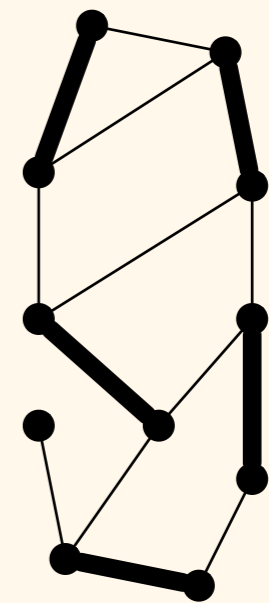
Input



Greedy algorithm



Output



# Greedy Algorithm

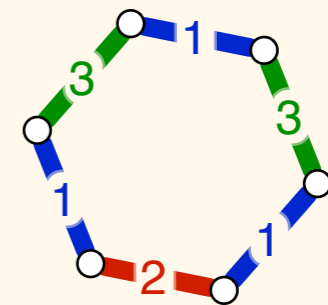
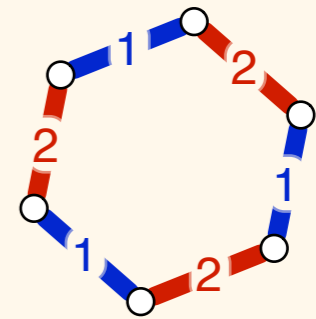
- Running time is exactly  $k - 1$  rounds
  - initially each node knows the colours of incident edges
  - analysis is tight
- But *is there a faster algorithm?*

# Contributions

- Maximal matchings in  $k$ -edge-coloured graphs
- General graphs:  $\geq k - 1$  rounds
  - matching upper bound: greedy
- Bounded-degree graphs:  $\Omega(\Delta + \log^* k)$ 
  - matching upper bound:  
adaptation of *Panconesi–Rizzi* (2001)

# Lower Bound

- *$d$ -regular,  $k$ -edge-coloured* graphs
- $d = k$ :
  - trivial to find a maximal matching in constant time (pick a colour class)
- $d = k - 1$ :
  - as difficult as the general case!
  - we show that we need at least  $d$  rounds

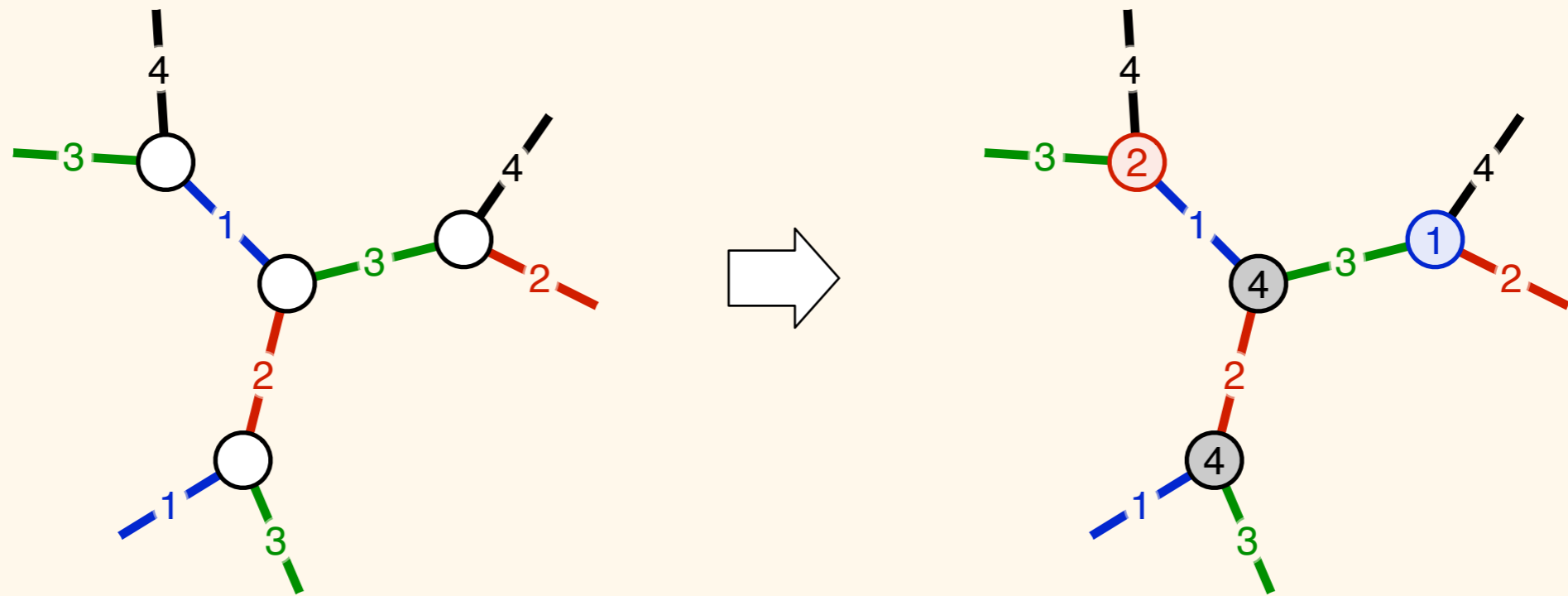


# Lower Bound

- Given an algorithm  $A$
- Construct two  $d$ -regular trees  $T_1$  and  $T_2$ :
  - root nodes have *identical  $(d - 1)$ -neighbourhoods*
  - root nodes produce *different outputs*
- Running time of  $A$  is at least  $d = k - 1$

# Node Colours

- Node colour = the unique “missing colour”



# Templates

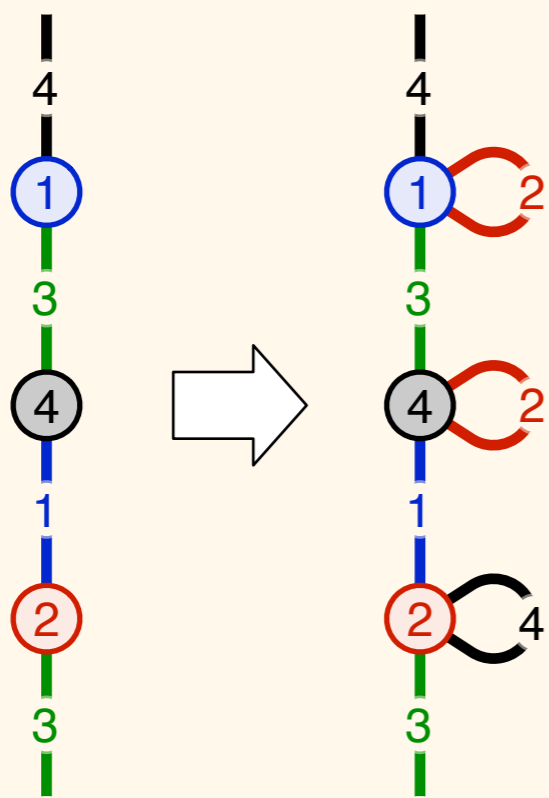
- Degree  $< d$





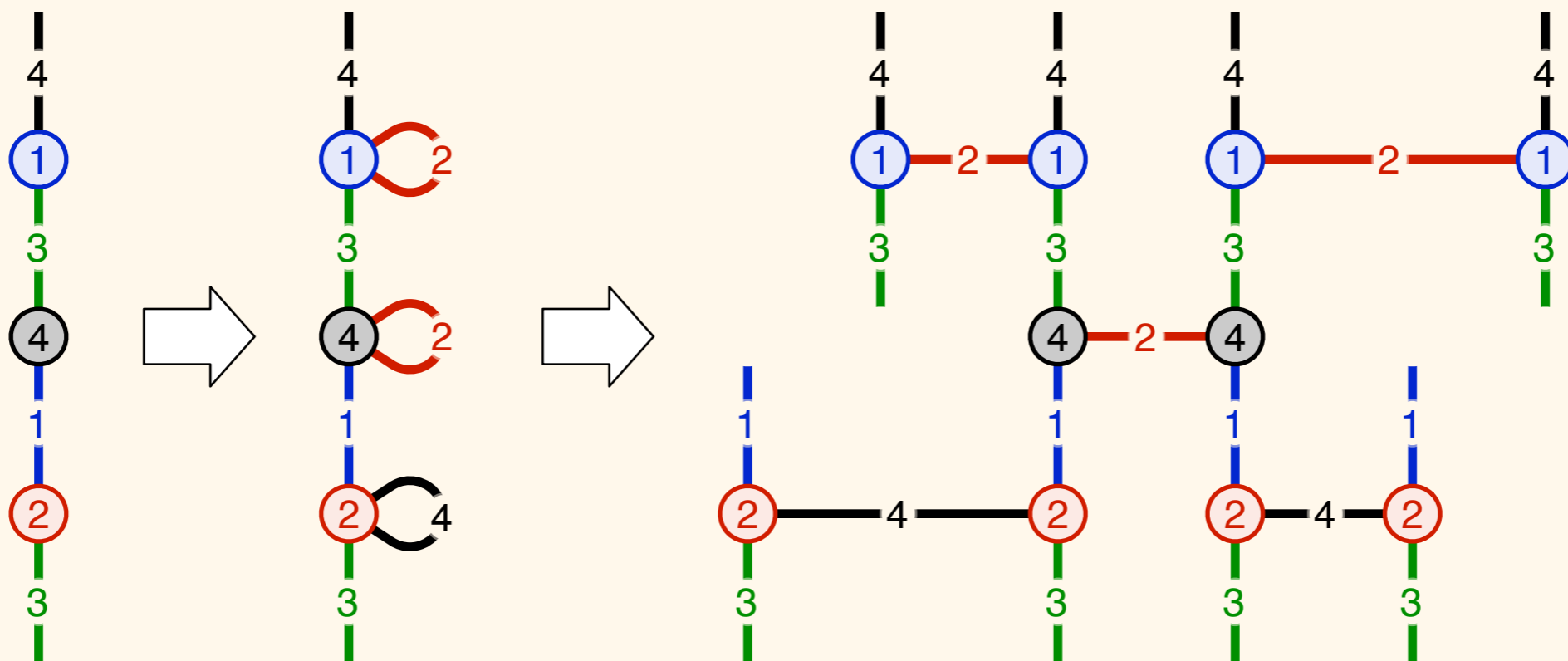
# Templates

- Degree  $< d$ : add loops



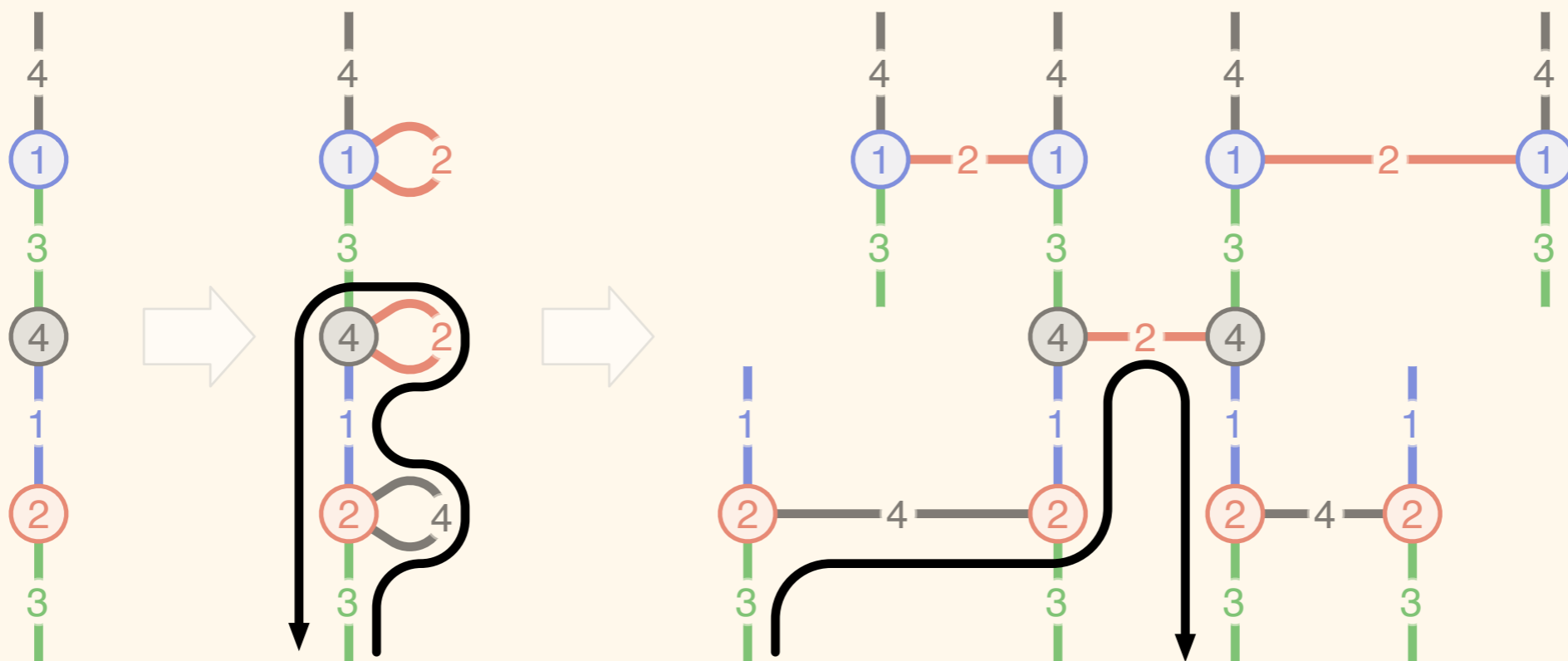
# Templates

- Degree  $< d$ : add loops, unfold loops



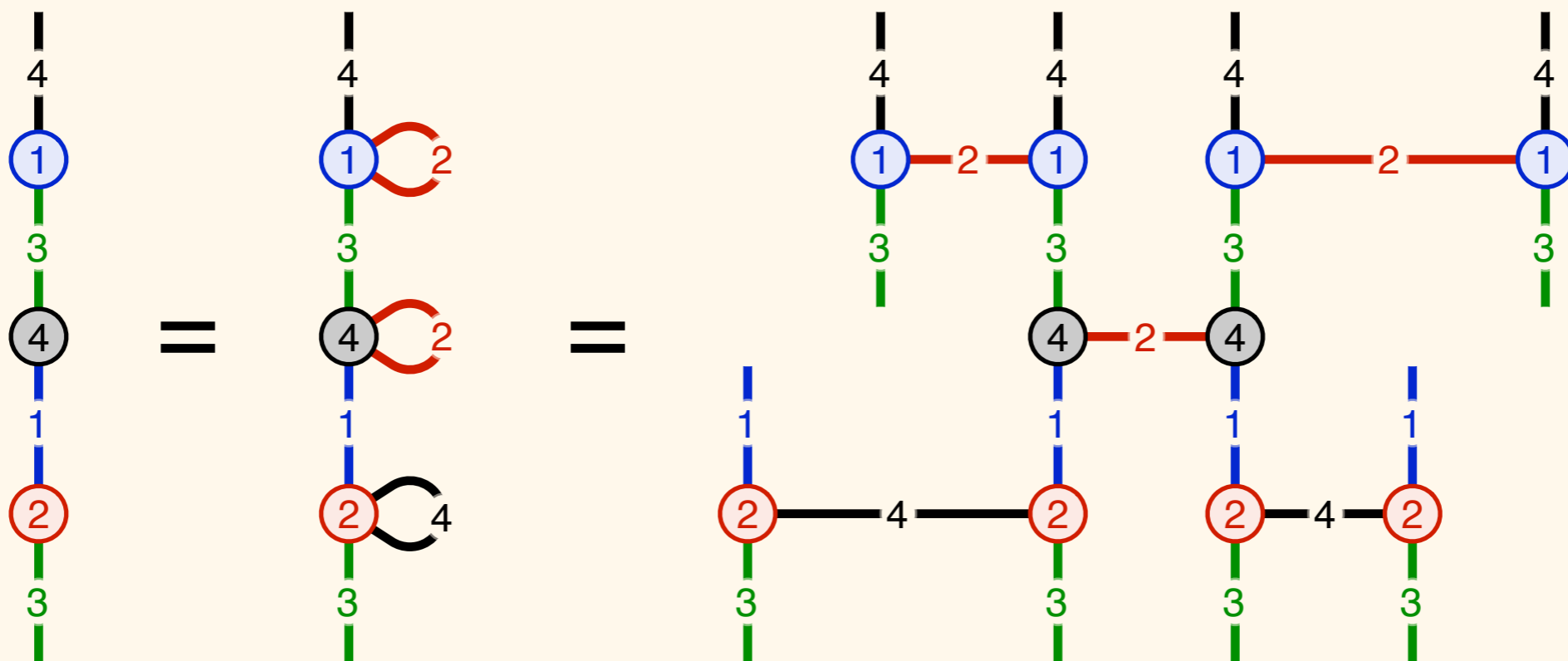
# Templates

- Unfolding preserves traversals

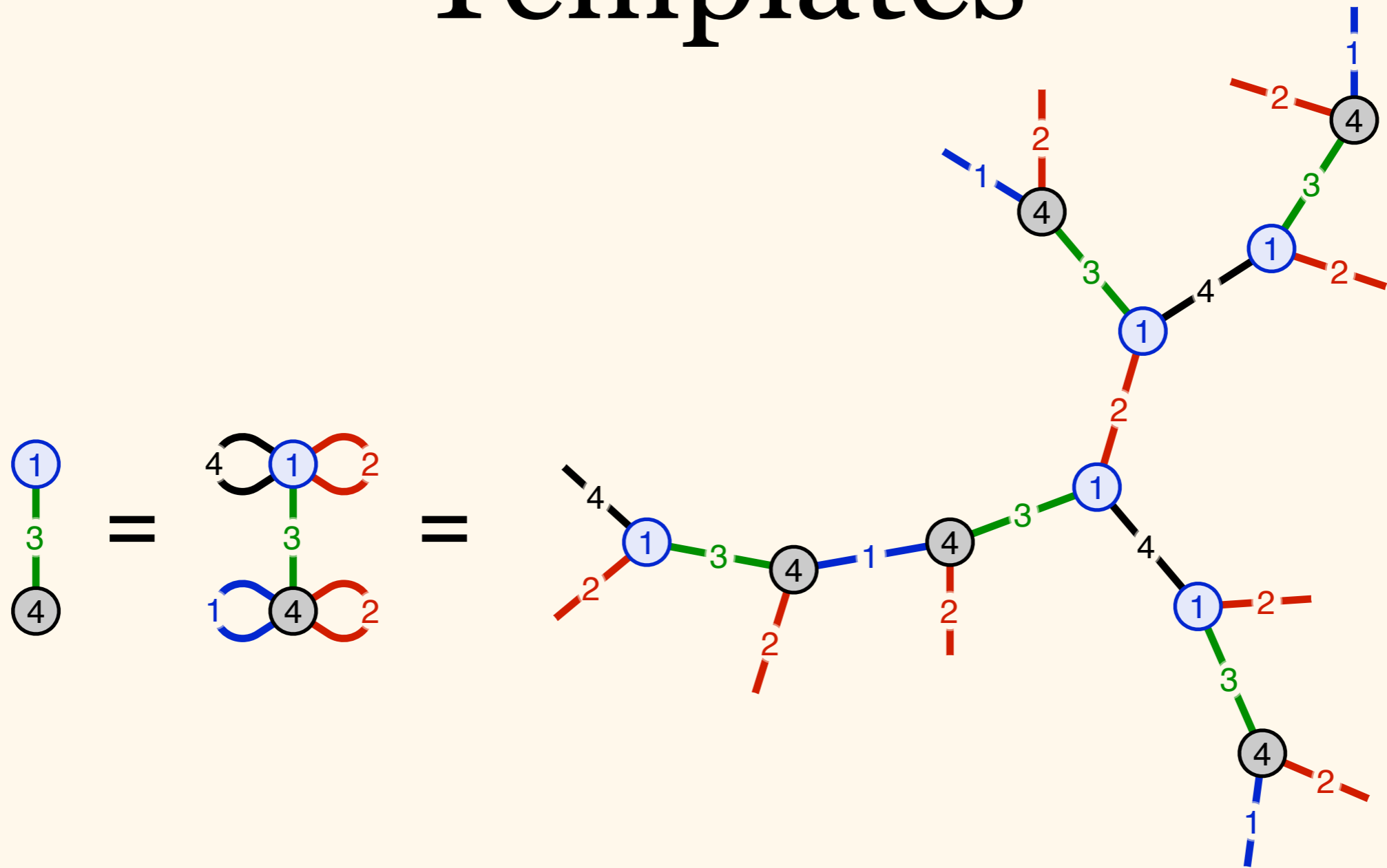


# Templates

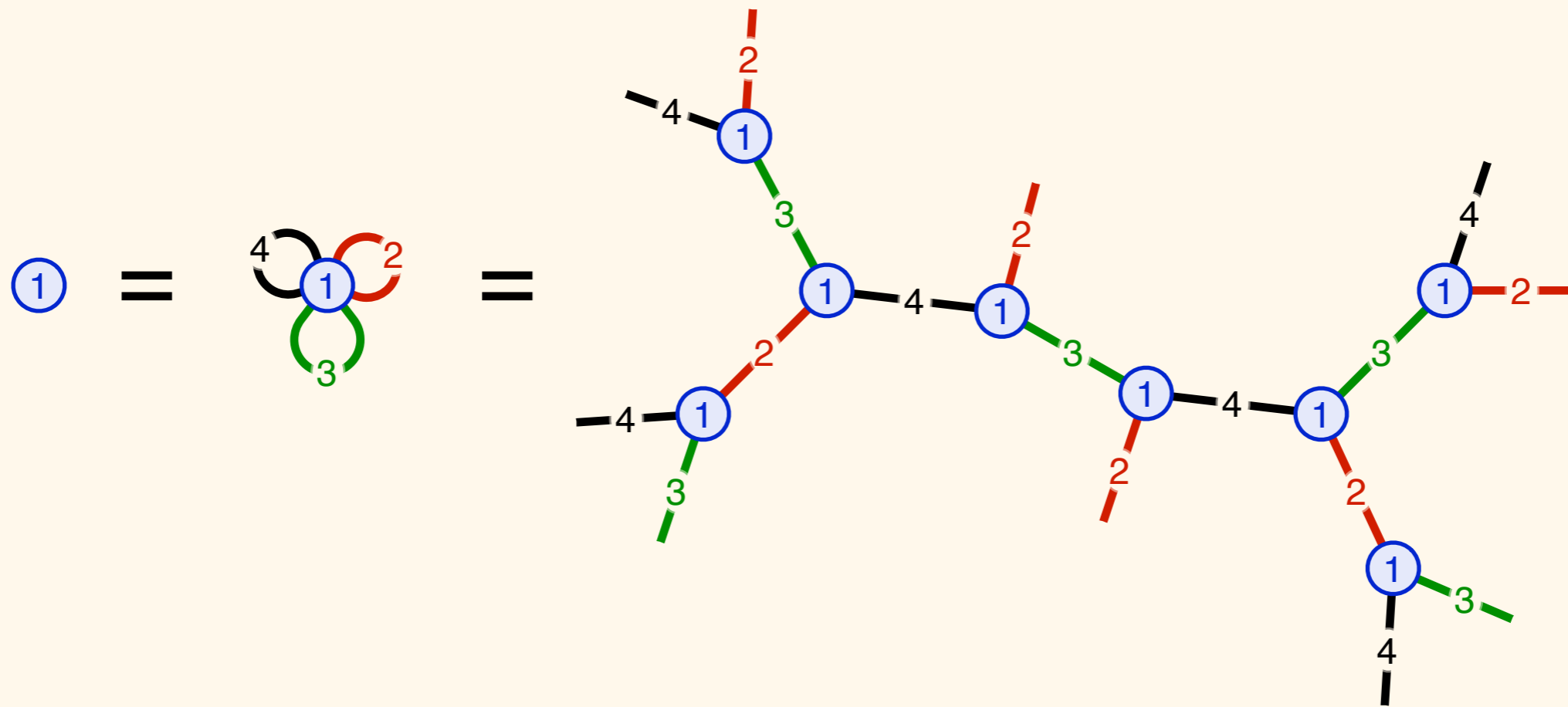
- Compact representations of trees



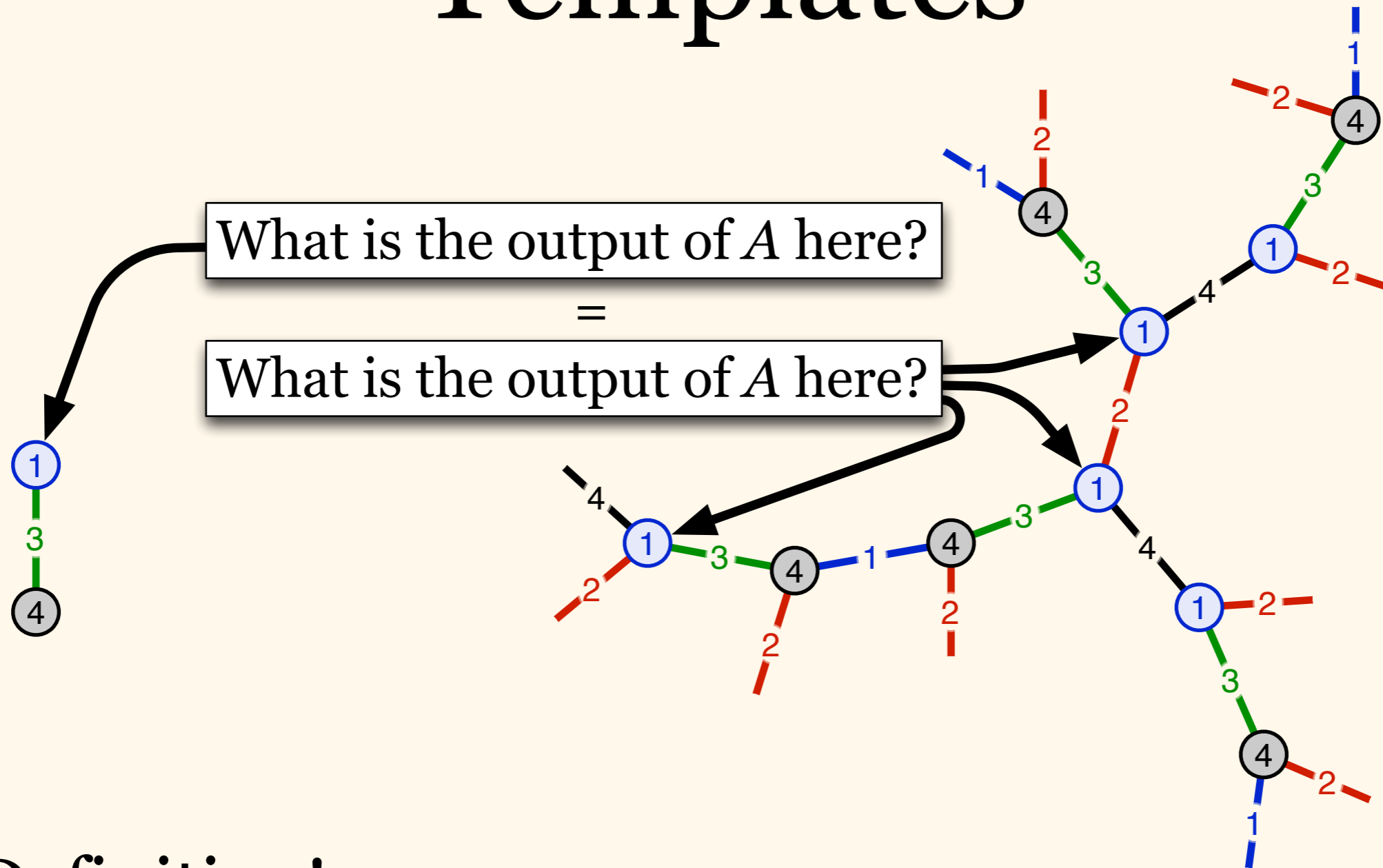
# Templates



# Templates



# Templates



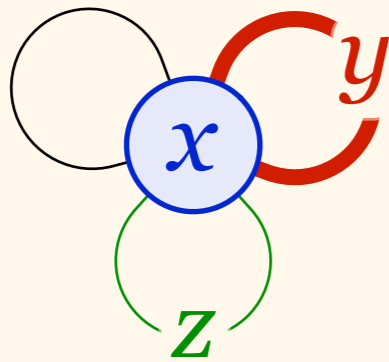
Definition!

# Induction

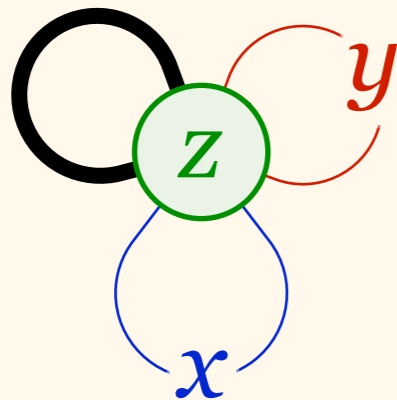
- Degree  $i$  templates:
  - root nodes produce different outputs
  - identical neighbourhoods up to distance  $i - 1$
- $i = 1$ : base case
- $i > 1$ : by induction
- $i = d$ : main result



# Base Case

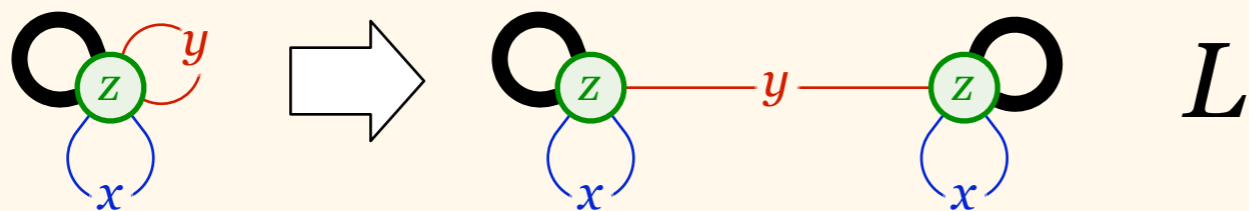
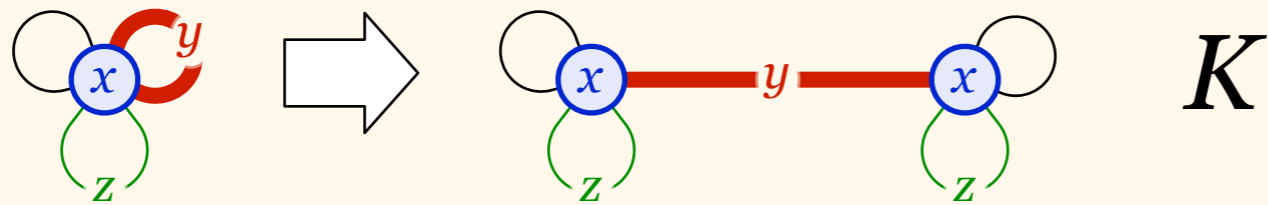


edge of colour  $y$  exists,  
in matching

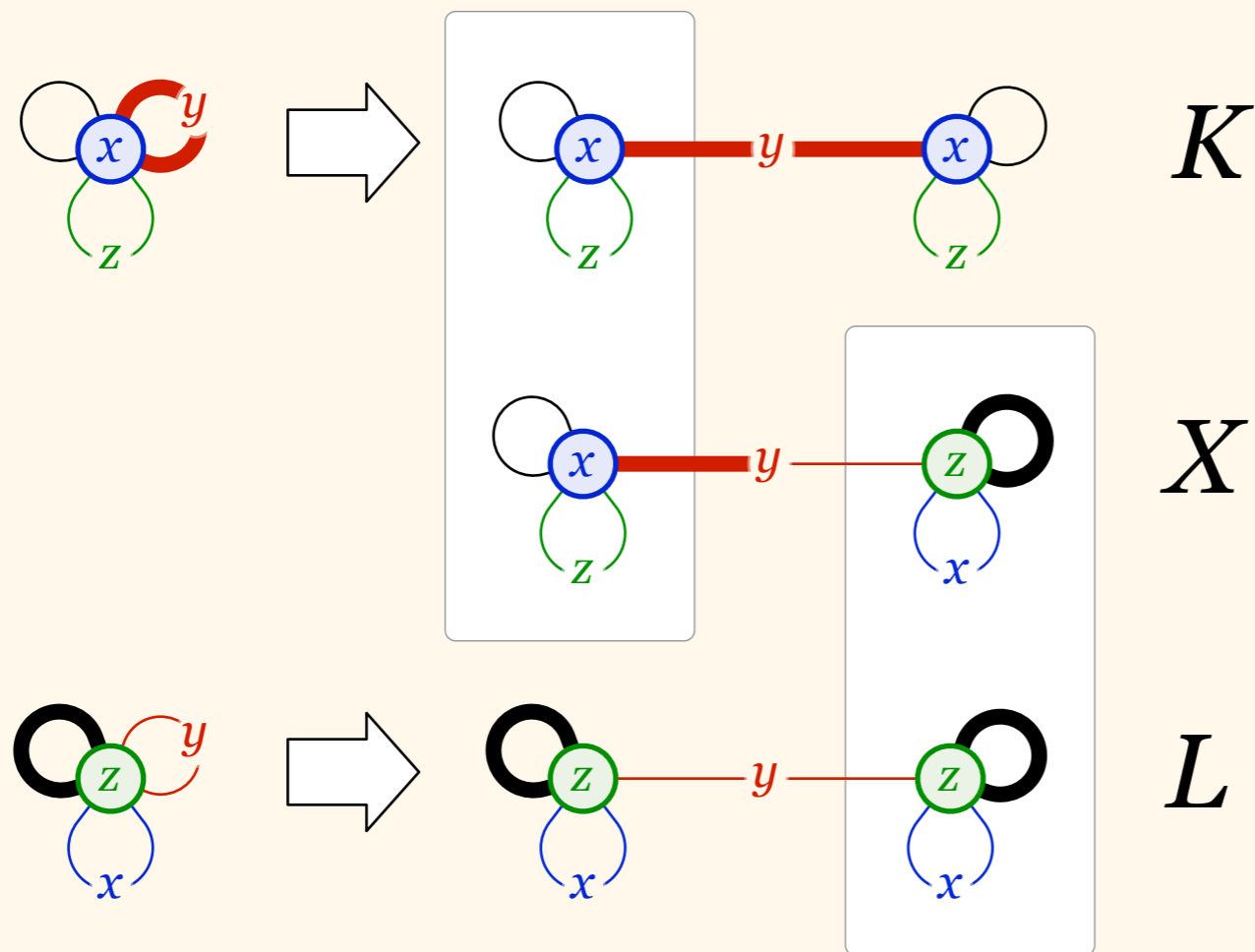


edge of colour  $y$  exists,  
but not in matching

# Base Case

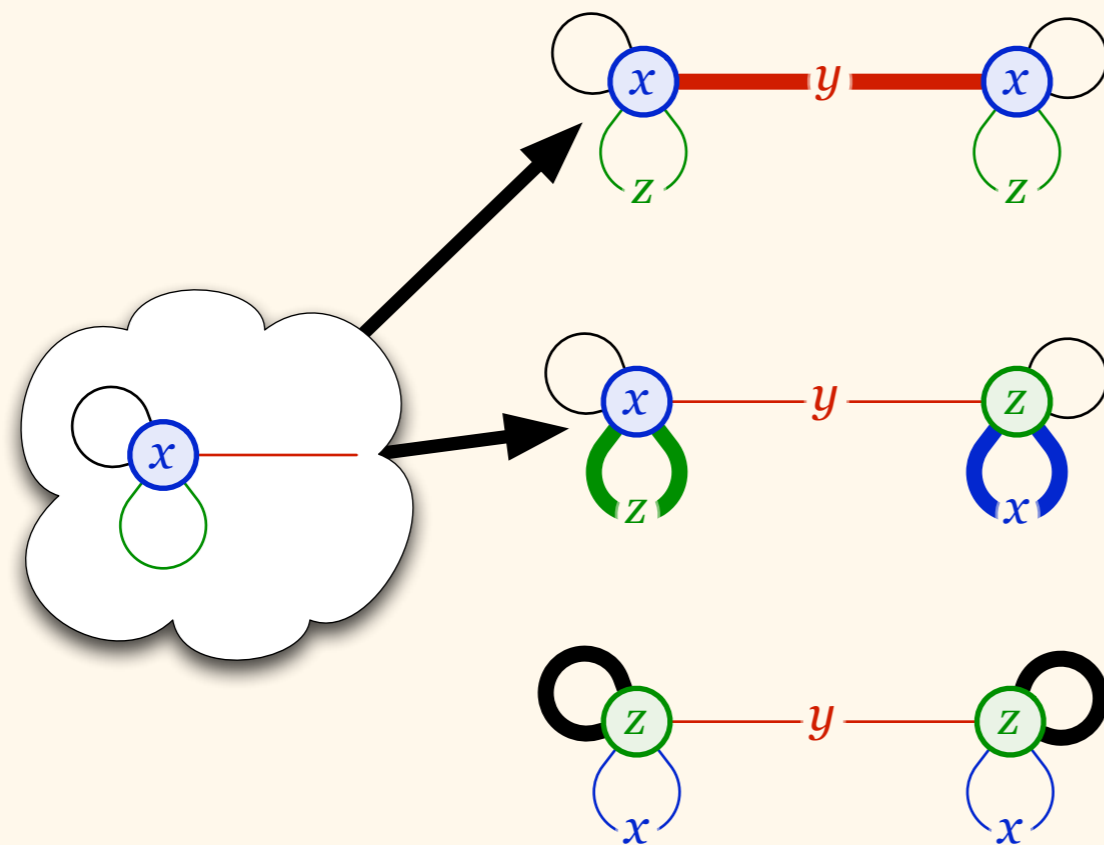


# Base Case



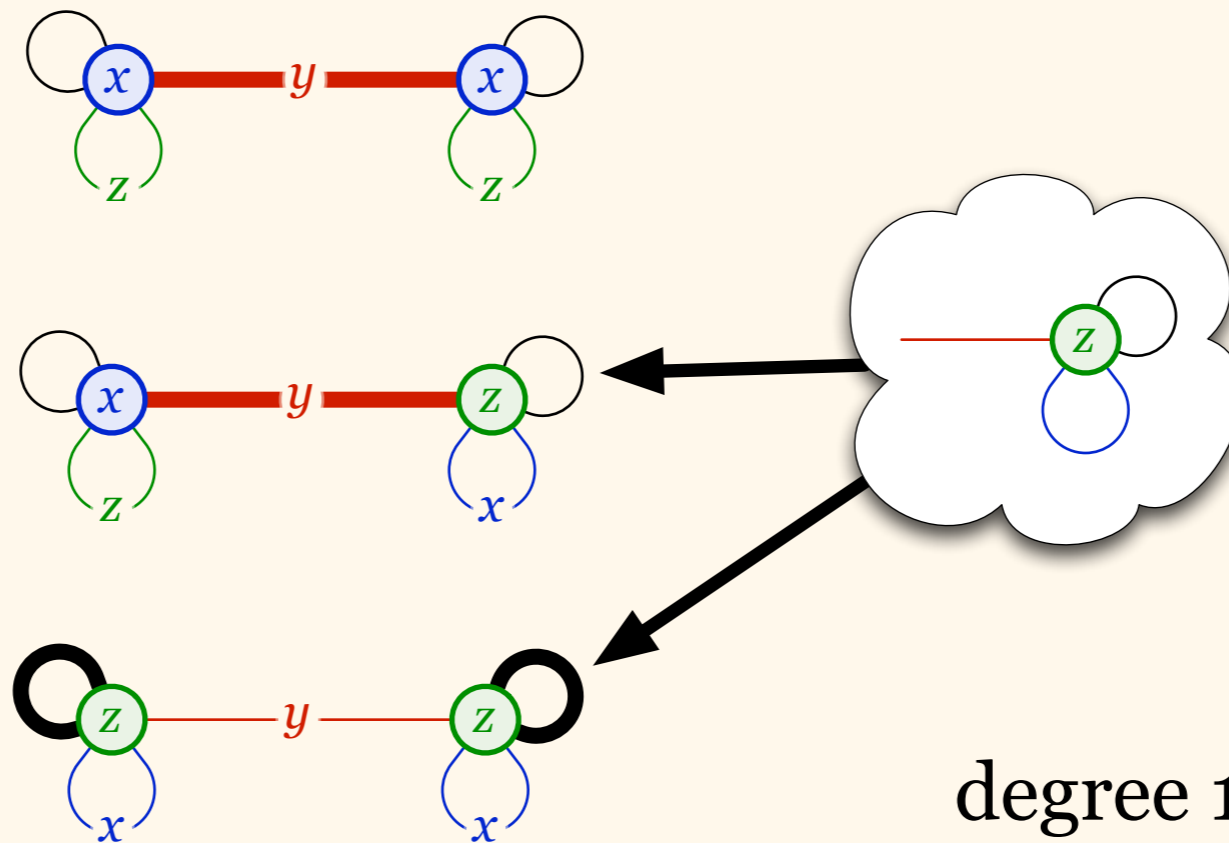
output in  $X$  cannot  
be copied from  $K$  &  $L$   
– something must change!

# Base Case



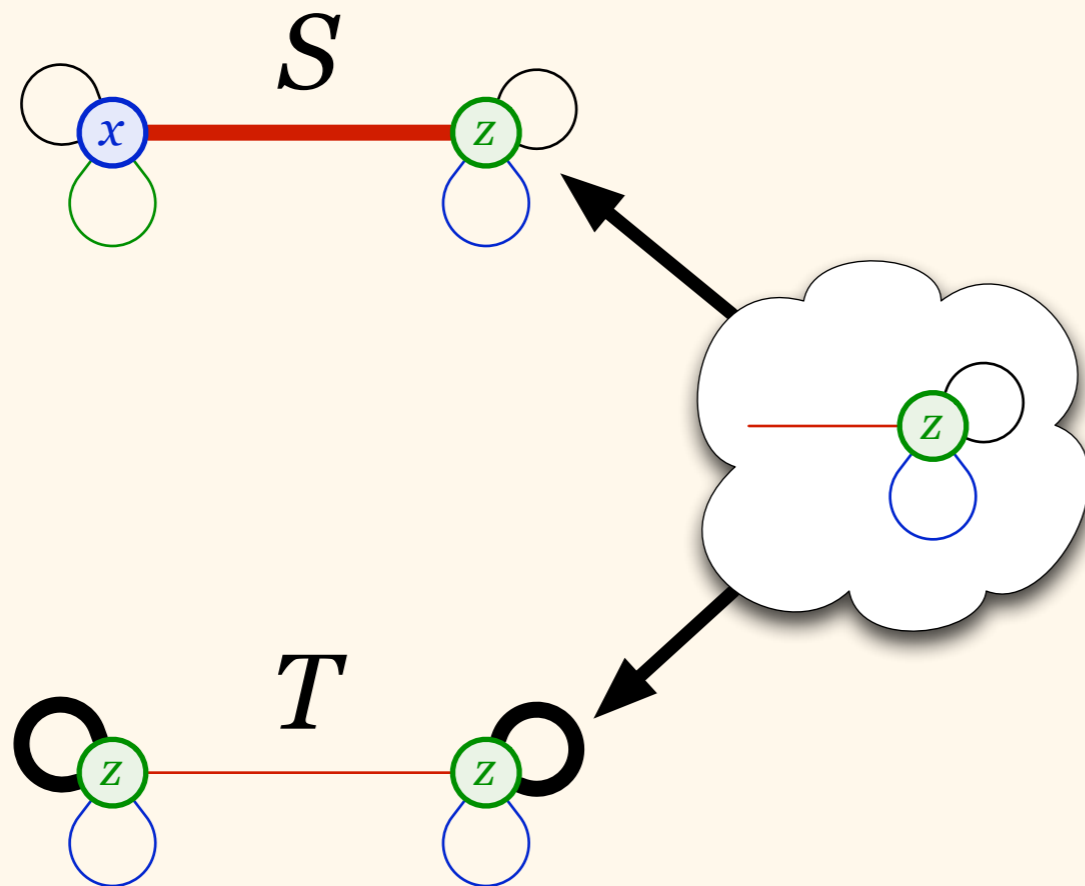
degree 1 templates,  
same radius-0 view,  
different output

# Base Case



degree 1 templates,  
same radius-0 view,  
different output

# Inductive Step



## **Given:**

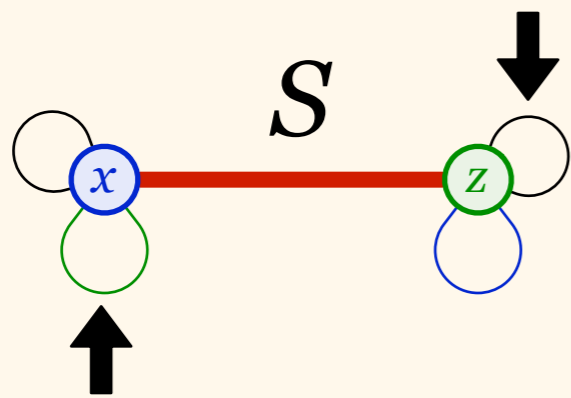
degree  $i$  templates,  
same radius- $(i-1)$  view,  
different output

## **Construct:**

degree  $i+1$  templates,  
same radius- $i$  view,  
different output

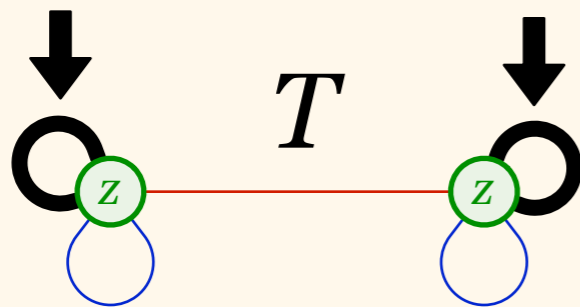
(here  $i = 1$ )

# Inductive Step



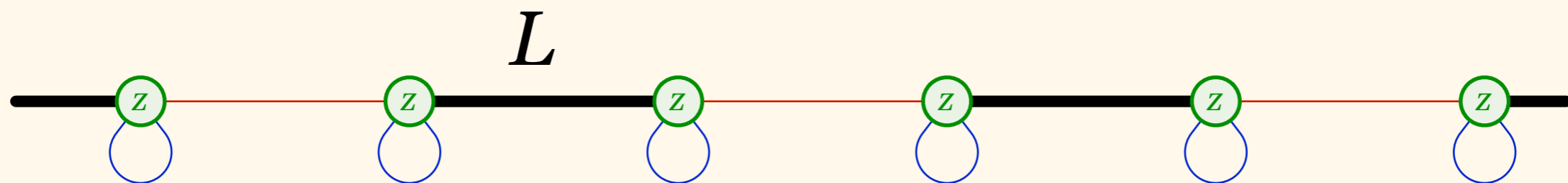
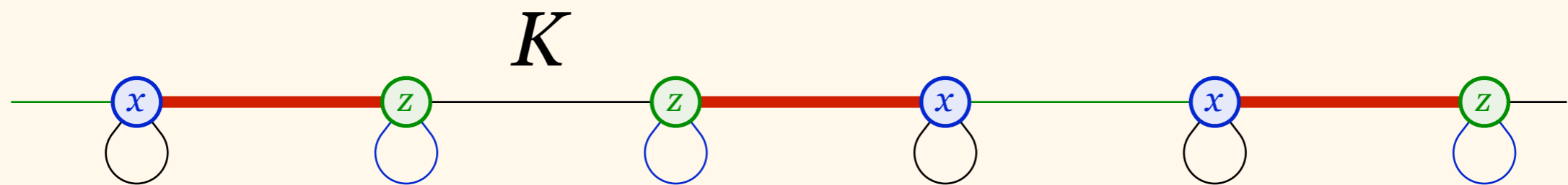
Choose one loop per node

Prefer loops that are matched in  $T$



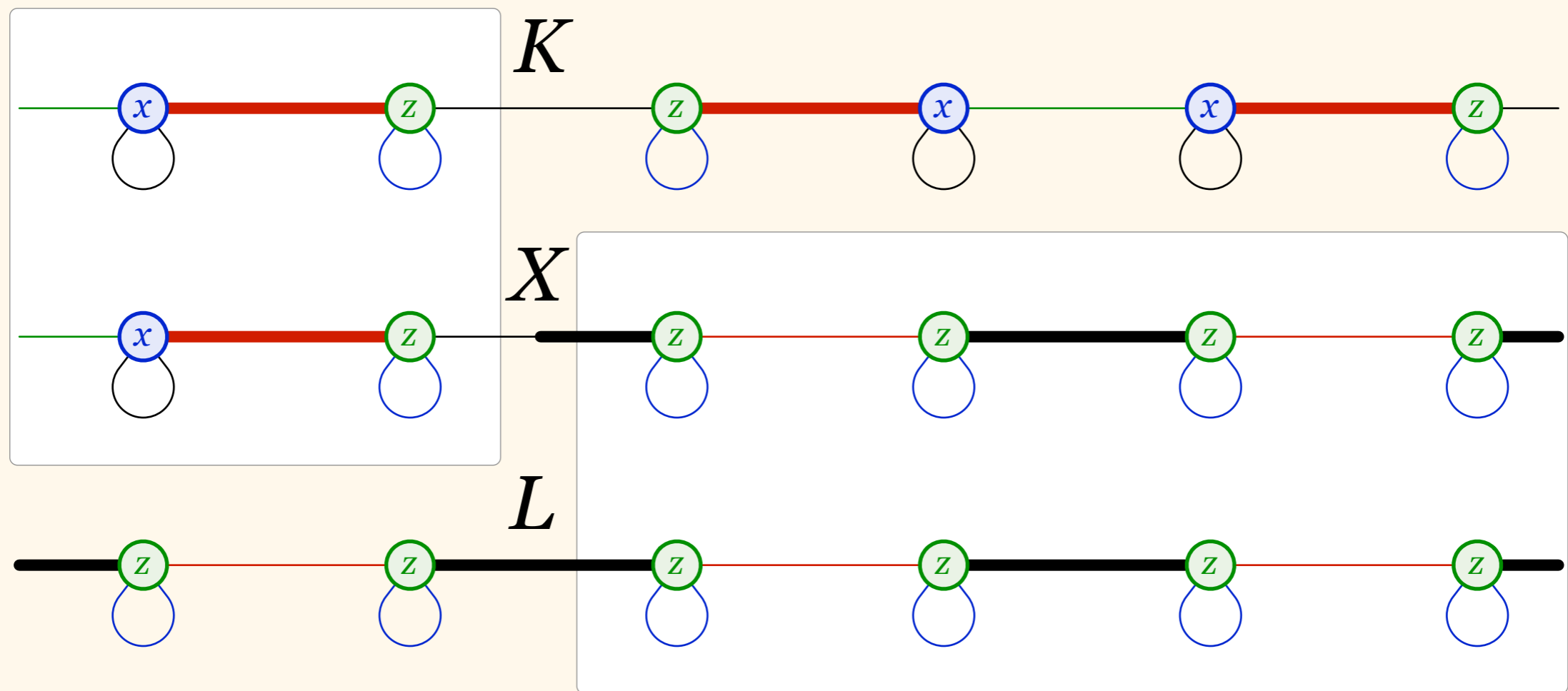
Then unfold these loops...

# Inductive Step



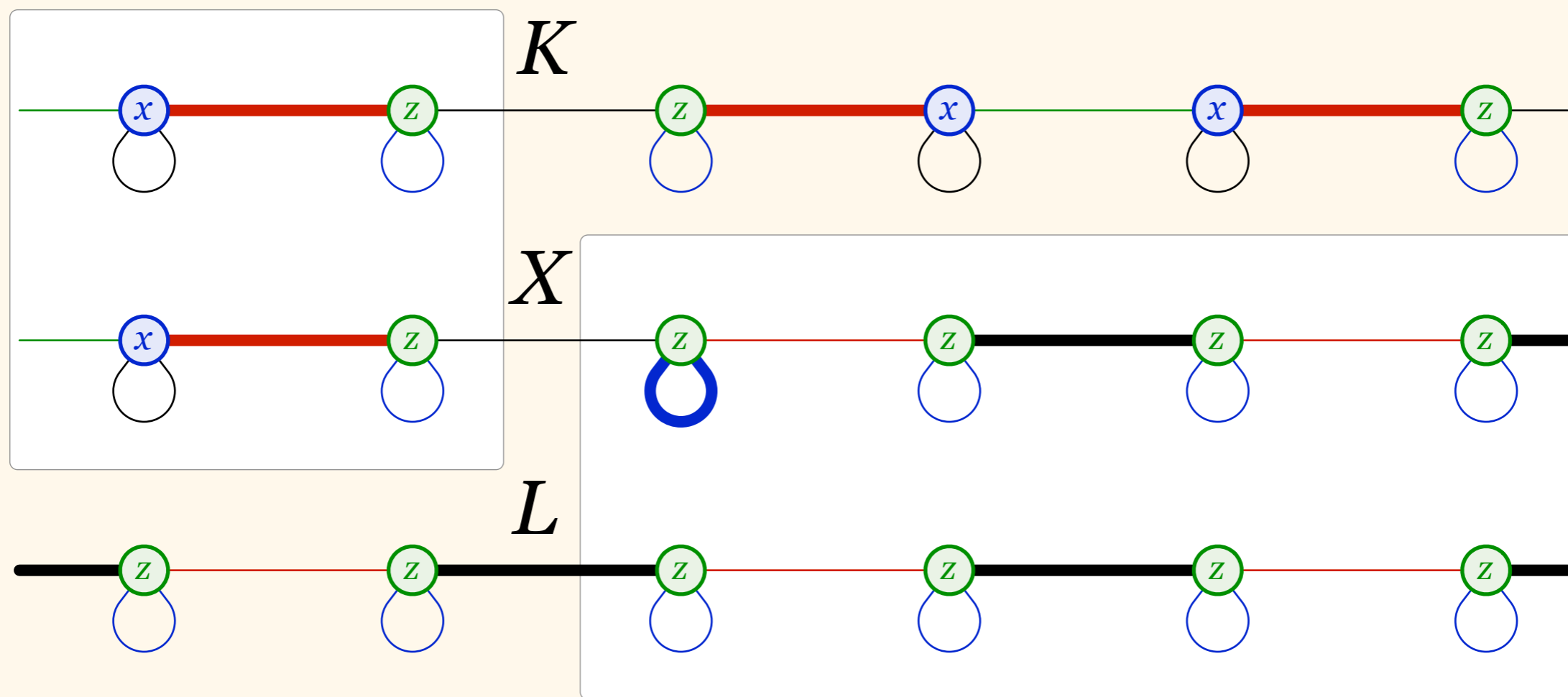


# Inductive Step

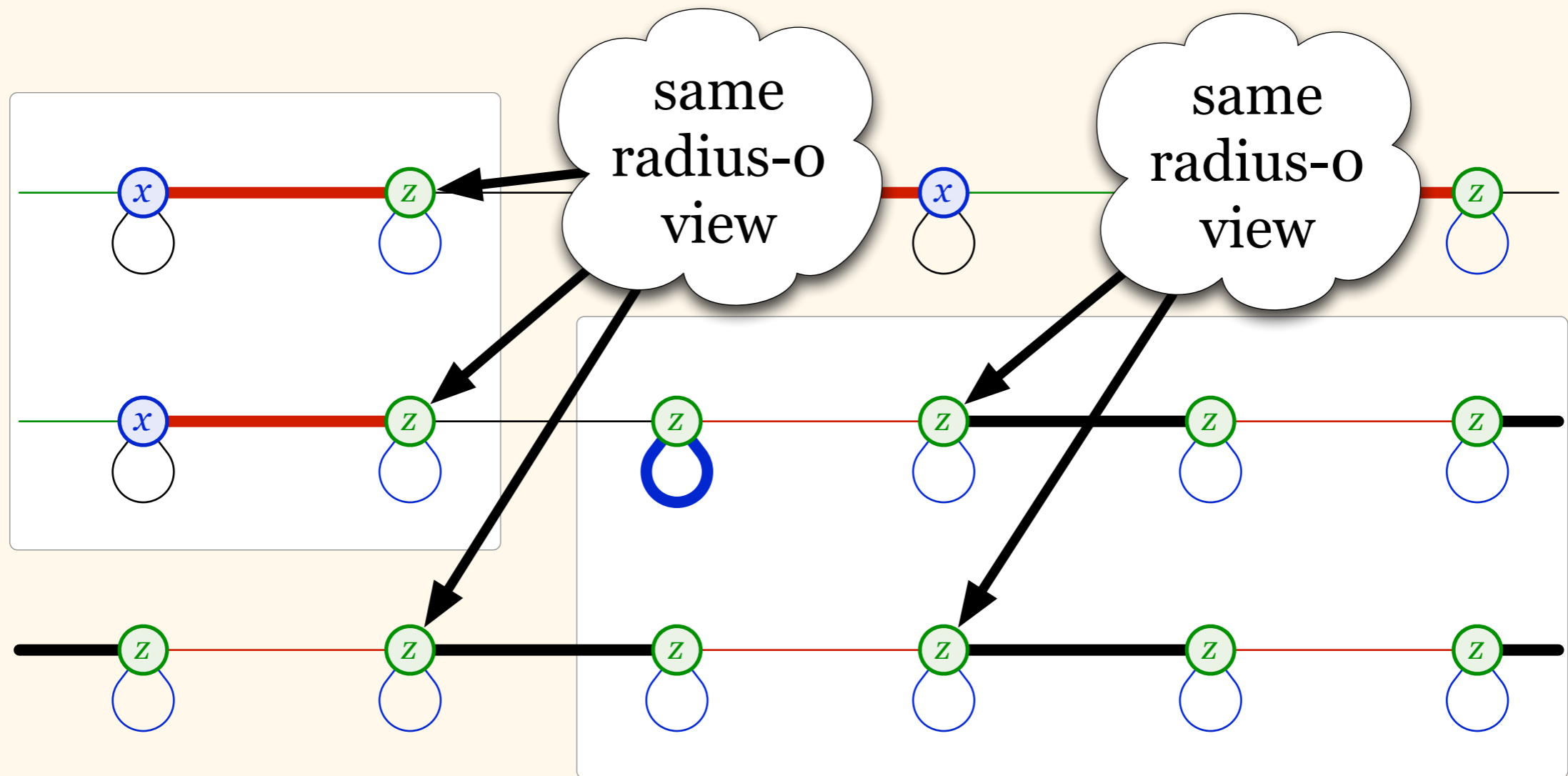


... again, something must change in the output!

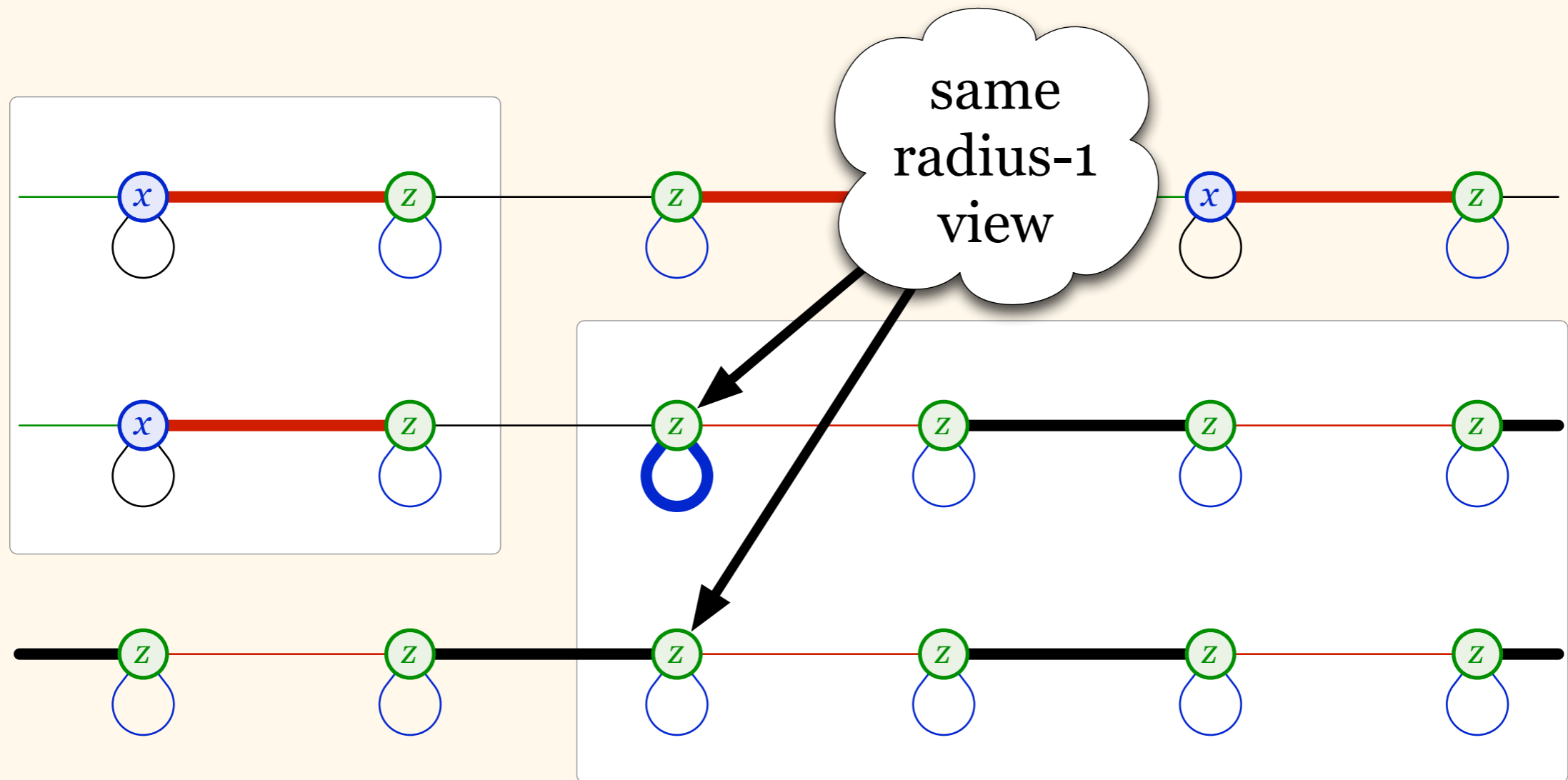
# Inductive Step



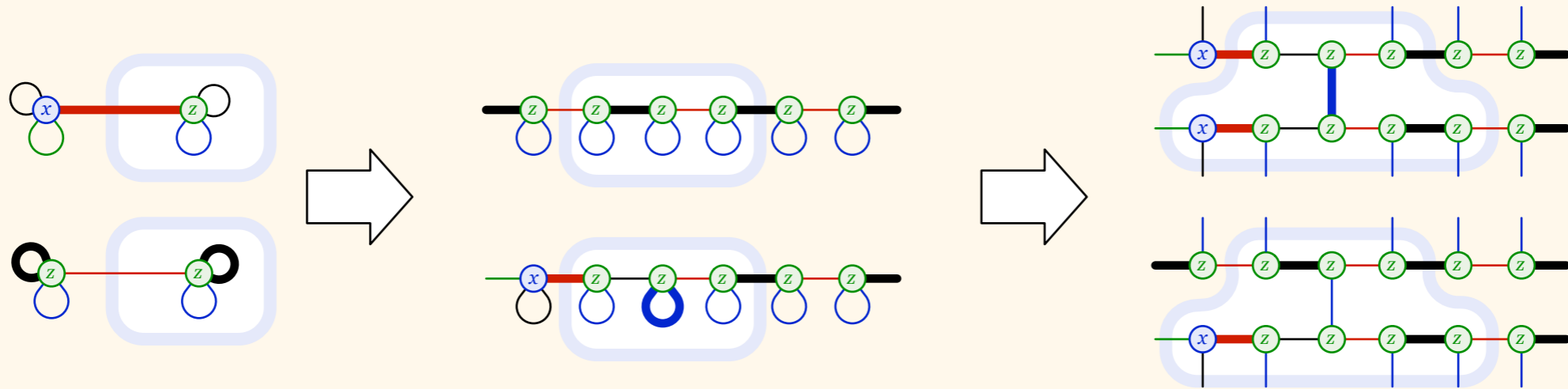
# Inductive Step



# Inductive Step



# Conclusions



- By induction, we can construct:
  - two degree- $d$  trees
  - same radius- $(d-1)$  view
  - different output

# Conclusions

- Maximal matching in ***k*-edge-coloured** graphs requires:
  - $k - 1$  communication rounds in general
  - $\Theta(\Delta + \log^* k)$  rounds in graphs of degree  $\leq \Delta$
- What if we have **unique identifiers**?
  - *in progress*: tight bounds for *maximal edge packings*...
  - *still open*: tight bounds for *maximal matchings*?