

the blue-red matching problem: approximations, exact solutions, and applications

aris pagourtzis (ntu athens)

joint work with

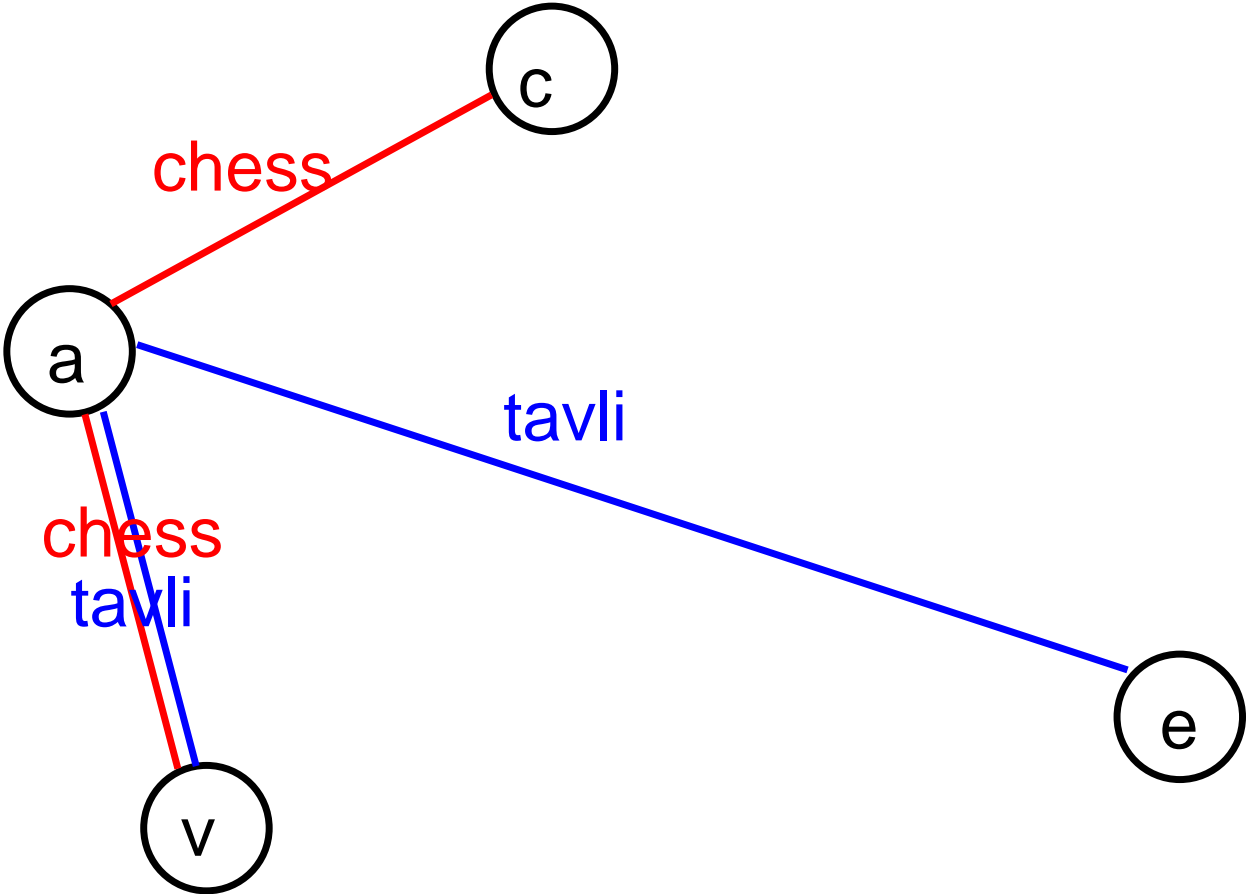
christos nomikos (u ioannina)

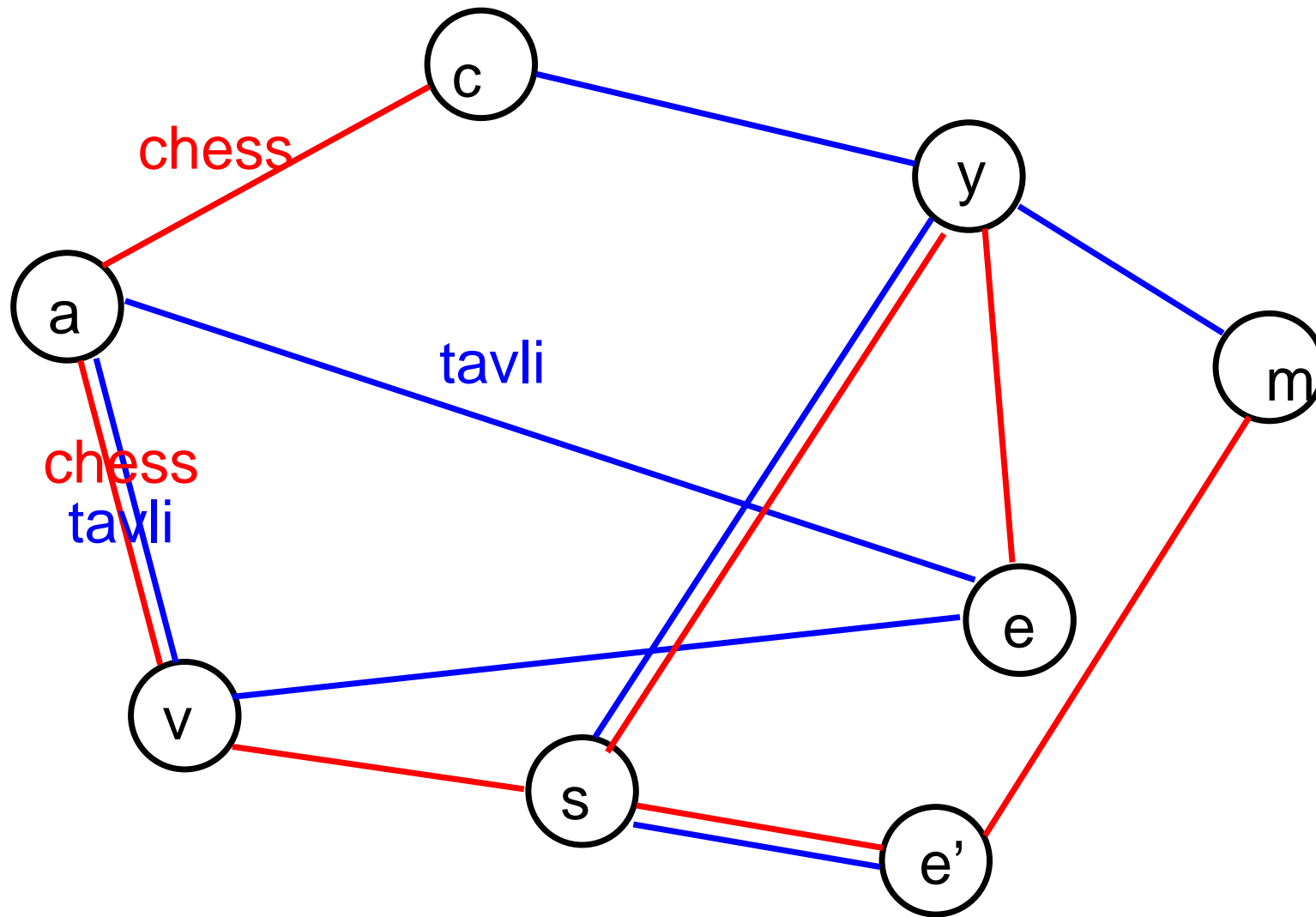
stathis zachos (ntu athens)

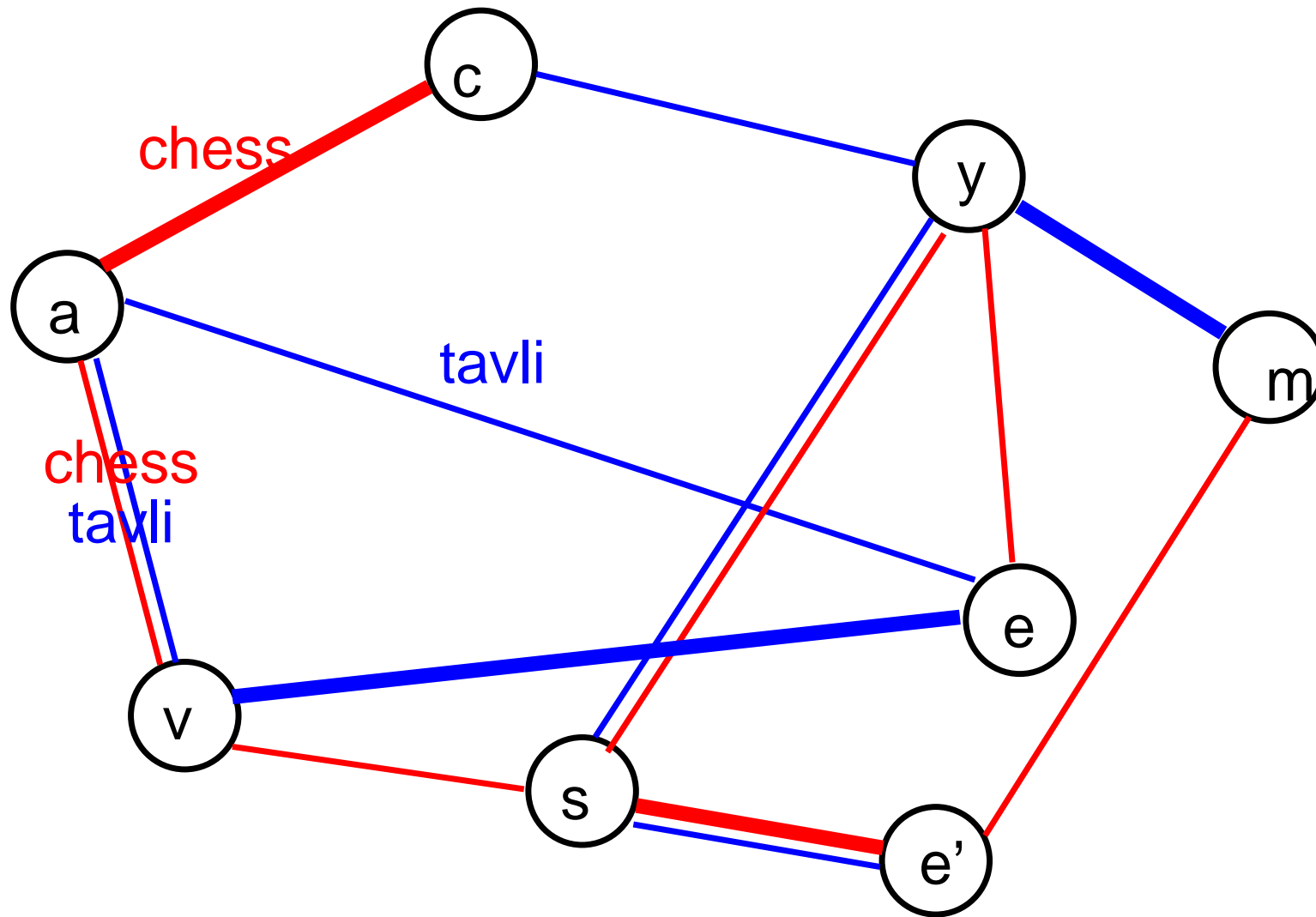
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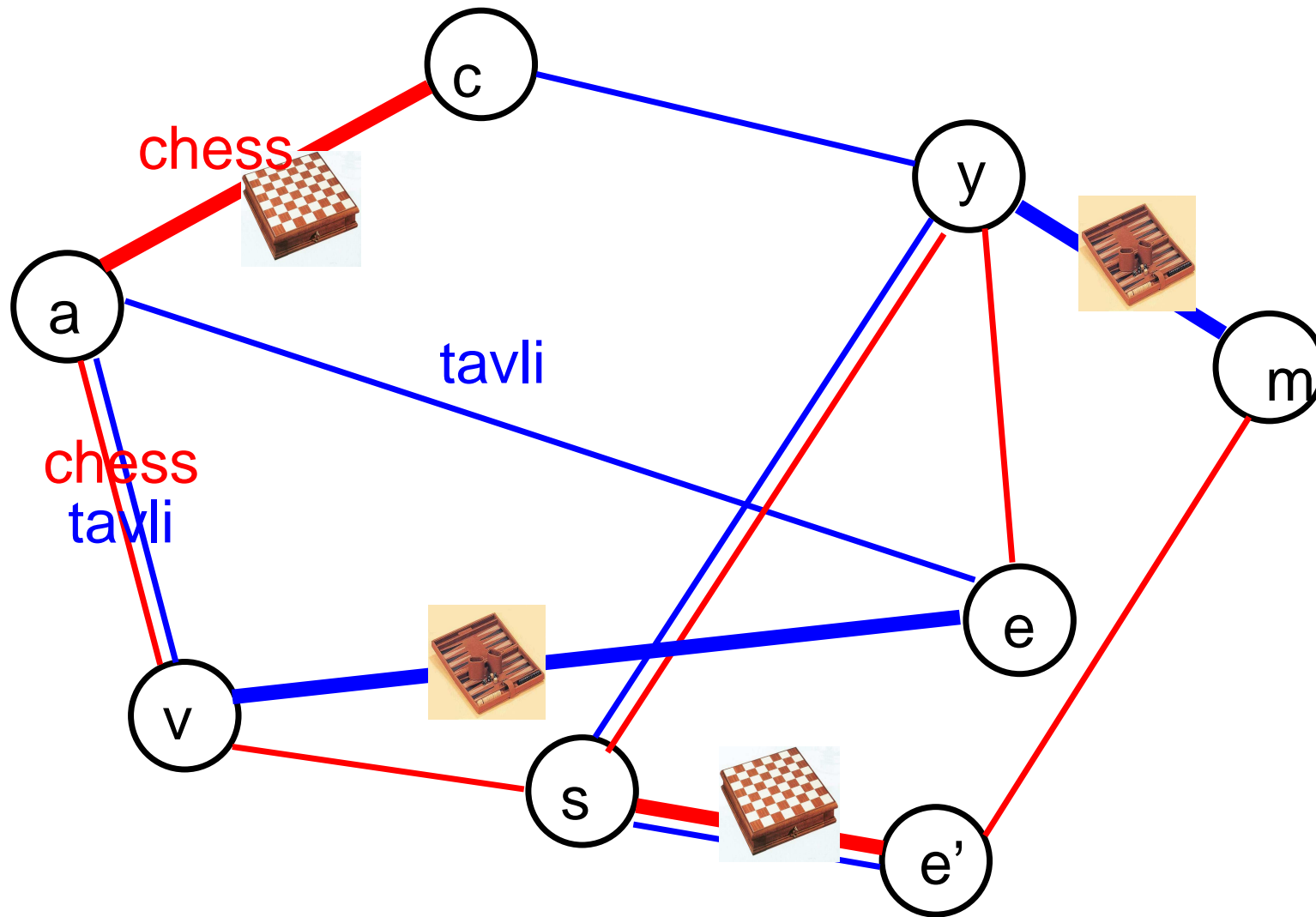
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chess or tavli ?







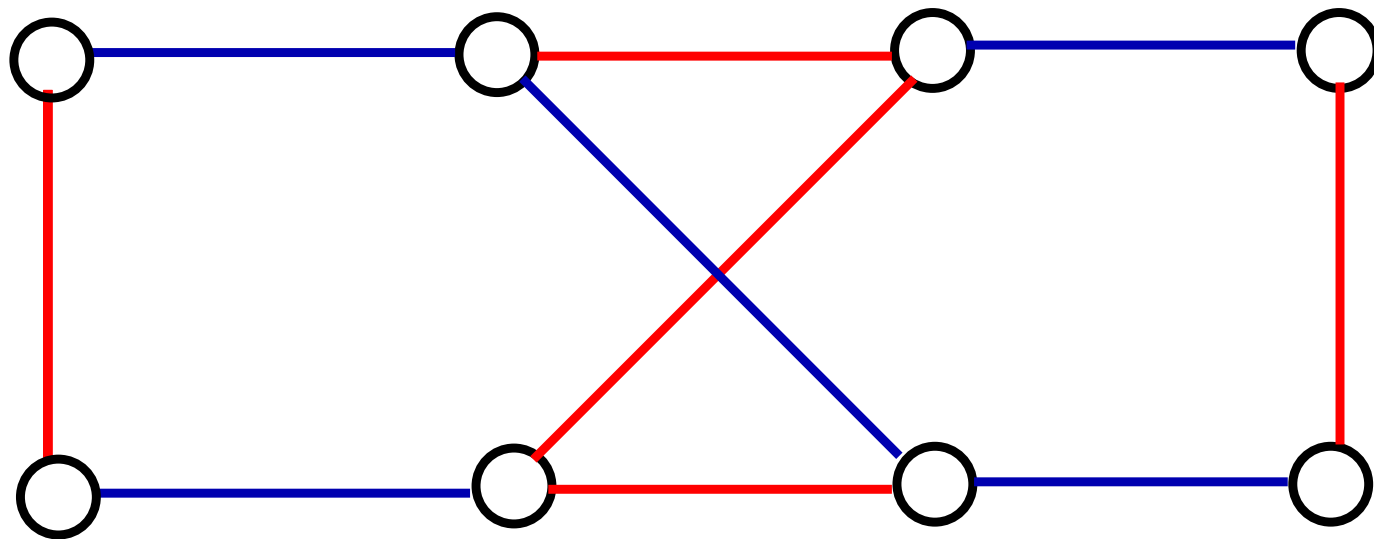


Outline

- **Blue-Red Matching**: definition and hardness
- Approximation algorithms.
- Randomized algorithm.
- Application to optical networking.
- Open questions.

The BLUE-RED MATCHING problem

Definition. [NPZ, MFCS'07] Given a (multi)graph with *red* and *blue* edges, and an integer w , find a maximum matching consisting of *at most w edges of each color*.

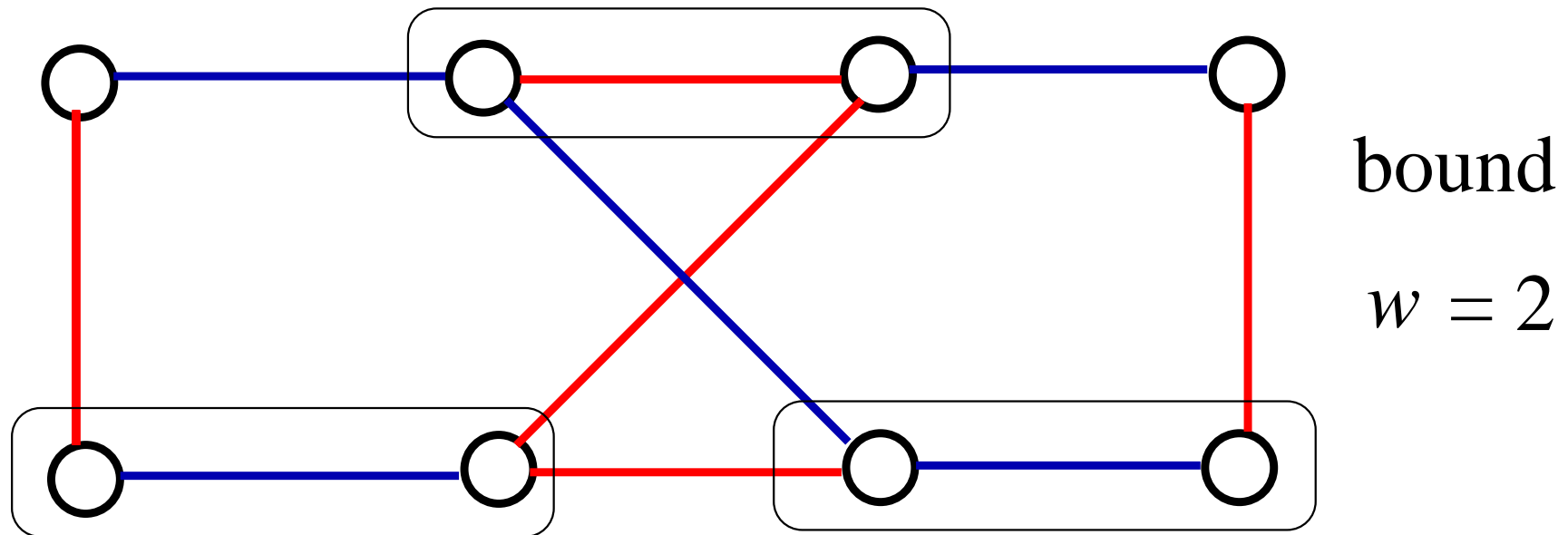


bound

$$w = 2$$

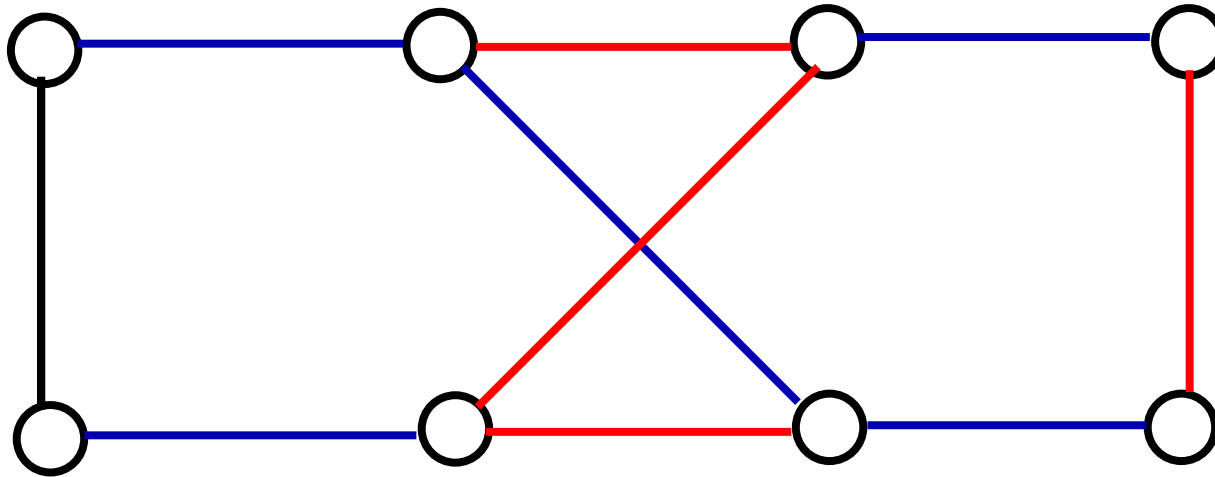
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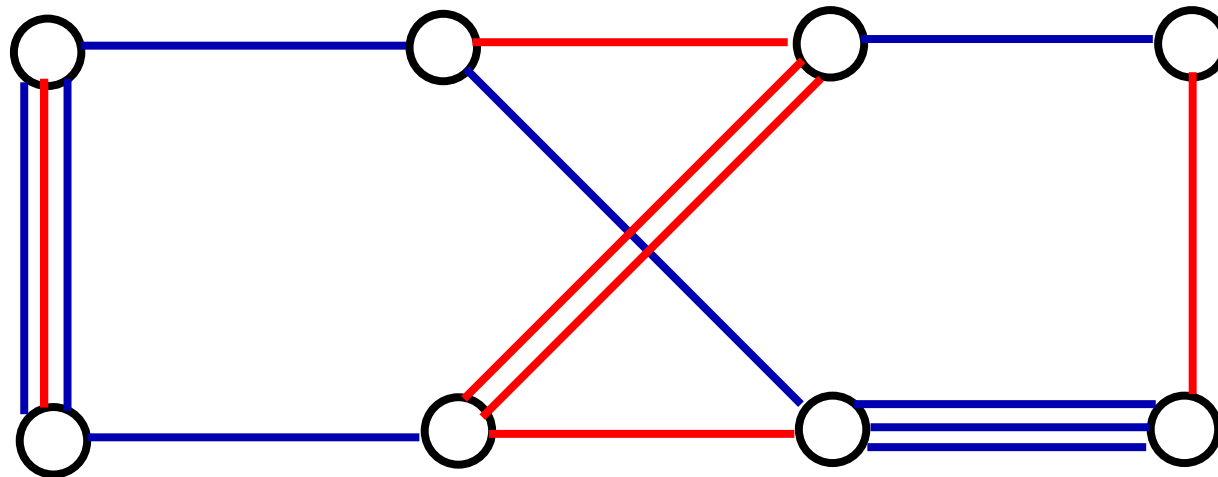
A useful generalization

It makes sense to consider a third type of **uncolored** edges that can be colored either blue or red.



A useful generalization

It makes sense to consider a third type of **uncolored** edges that can be colored either blue or red.



Remark. BRM in multigraphs can be reduced to BRM in simple graphs with red, blue, and uncolored edges.

Hardness of BLUE-RED MATCHING

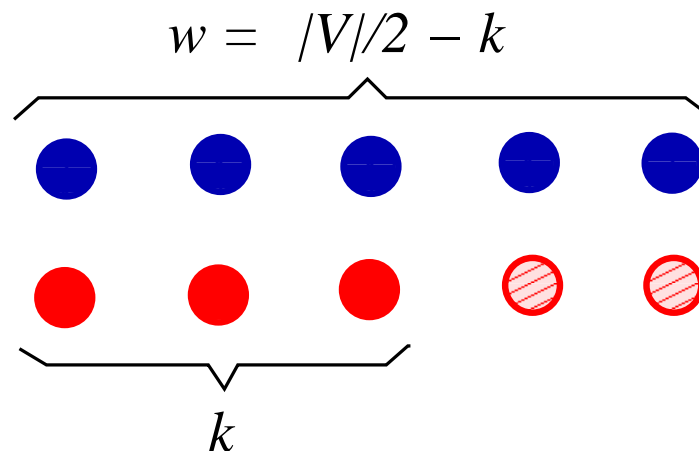
BLUE-RED MATCHING (BRM) is at least as hard as EXACT MATCHING, [Papadimitriou and Yannakakis 1982]:

Given a graph with some red edges, and a positive integer k , is there a perfect matching with exactly k red edges?

Remark. EXACT MATCHING admits an *RNC* algorithm [Mulmuley, U.Vazirani, V.Vazirani, 1987], however it is still an open question whether it can be solved in polynomial time.

Reduction of EXACT MATCHING to BRM(D)

- Paint uncolored edges blue.
- Set $w = |V|/2 - k$ and add $r = w - k$ new red edges (assuming $k < |V|/4$, the other case is similar).
- Ask for a w -blue-red matching of cardinality $2w$.



Corollary. *A poly-time algorithm for BRM would answer a long-standing open question in the affirmative.*

A simple approximation algorithm for BRM

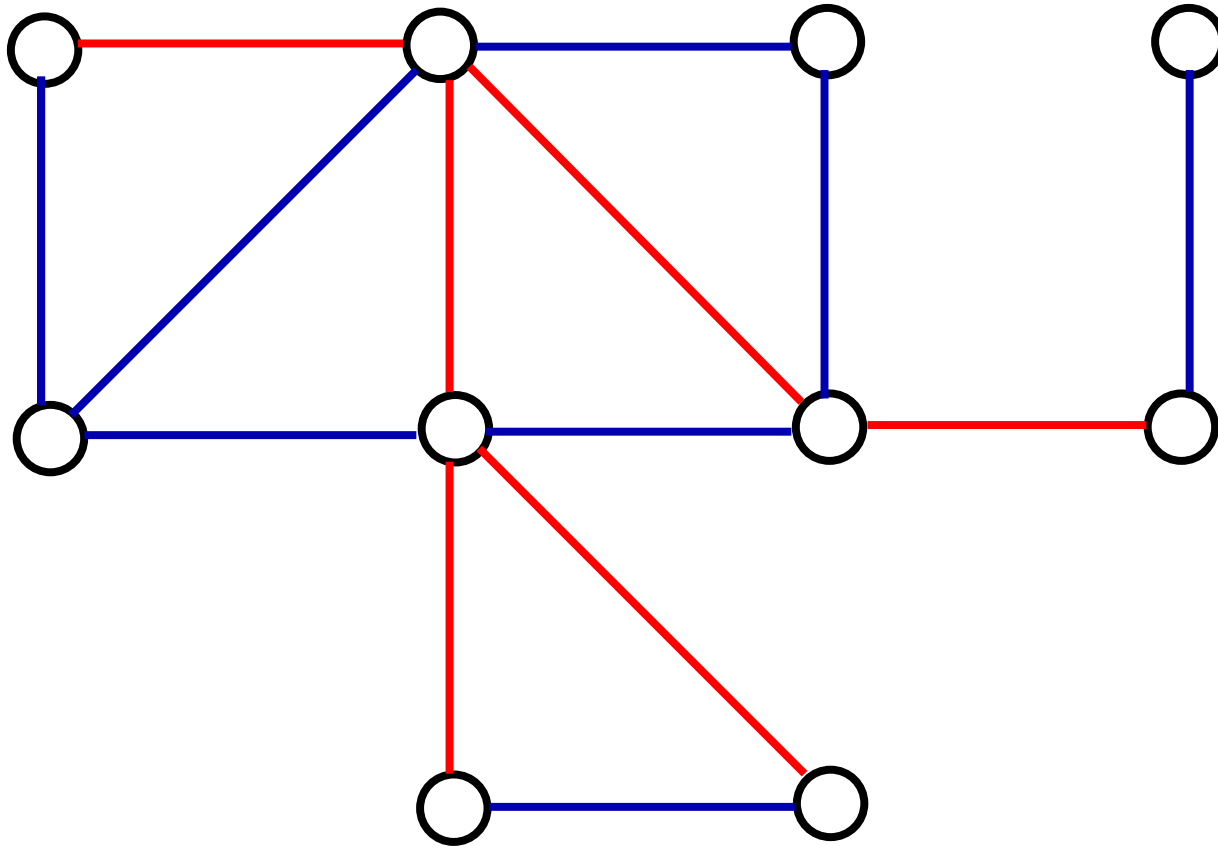
Proposition. *The greedy heuristic achieves a $\frac{1}{2}$ -approximation ratio.*

Reasoning: each greedily chosen edge may **block at most two edges** that are present in an optimal solution.

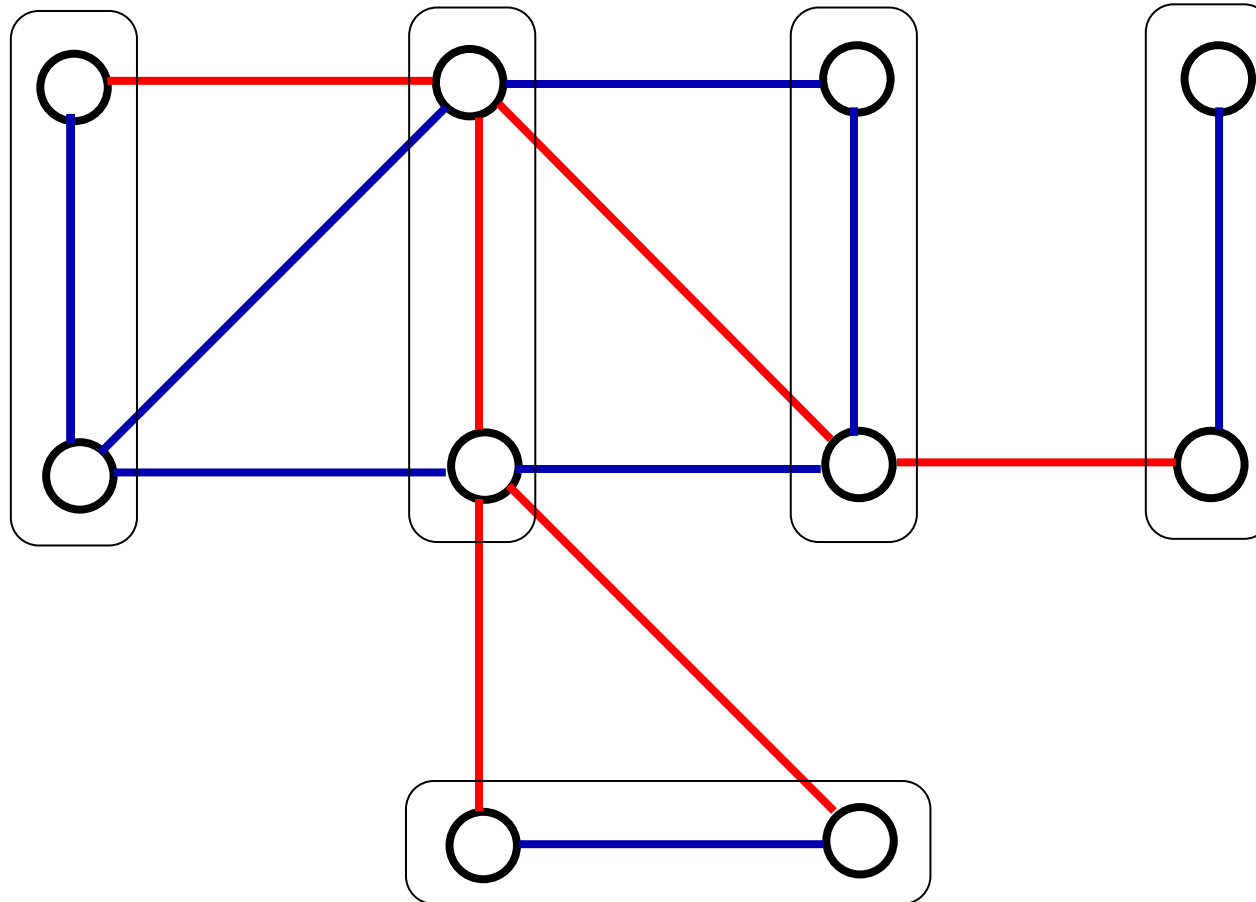
An asymp. $\frac{3}{4}$ -approximation for BRM

- Compute a maximum matching M .
- If both the number of blue and the number of red edges in M are $\leq w$ or $\geq w$, then **stop**: M is, or can be immediately converted to, a maximum w -blue-red matching.
- Otherwise: (w.l.o.g. assume that $\#$ blue edges $> w$, $\#$ red edges $< w$)
 - Compute a maximum matching M_r on the red subgraph.
 - Superimpose M_r over M , thus obtaining a graph of chains and cycles that alternate between M and M_r .
 - *Balancing*: Use components of the above graph in order to replace unnecessary blue edges in M by red edges in M_r .

An asymp. $\frac{3}{4}$ -approximation for BRM (ctd.)

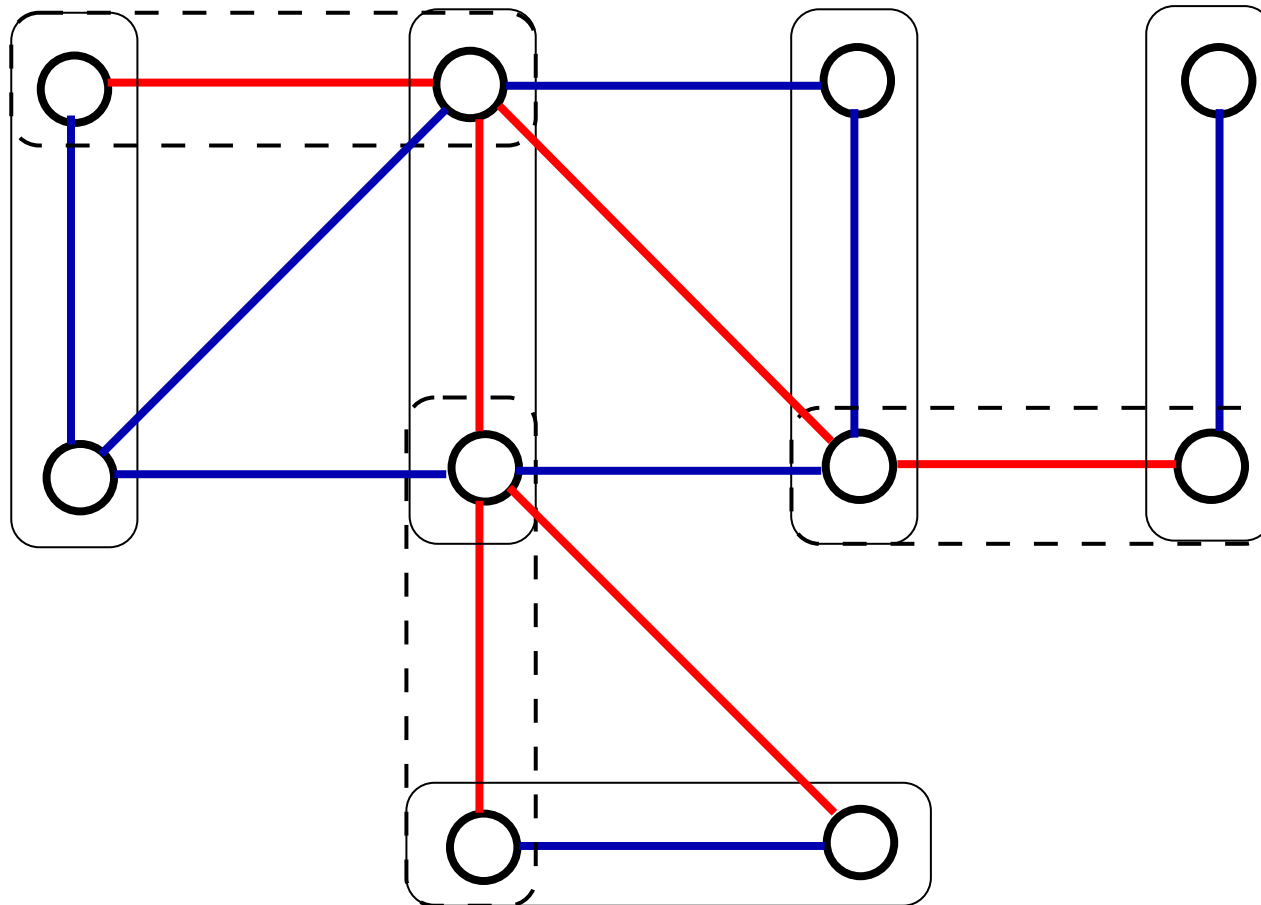


An asymp. $\frac{3}{4}$ -approximation for BRM (ctd.)



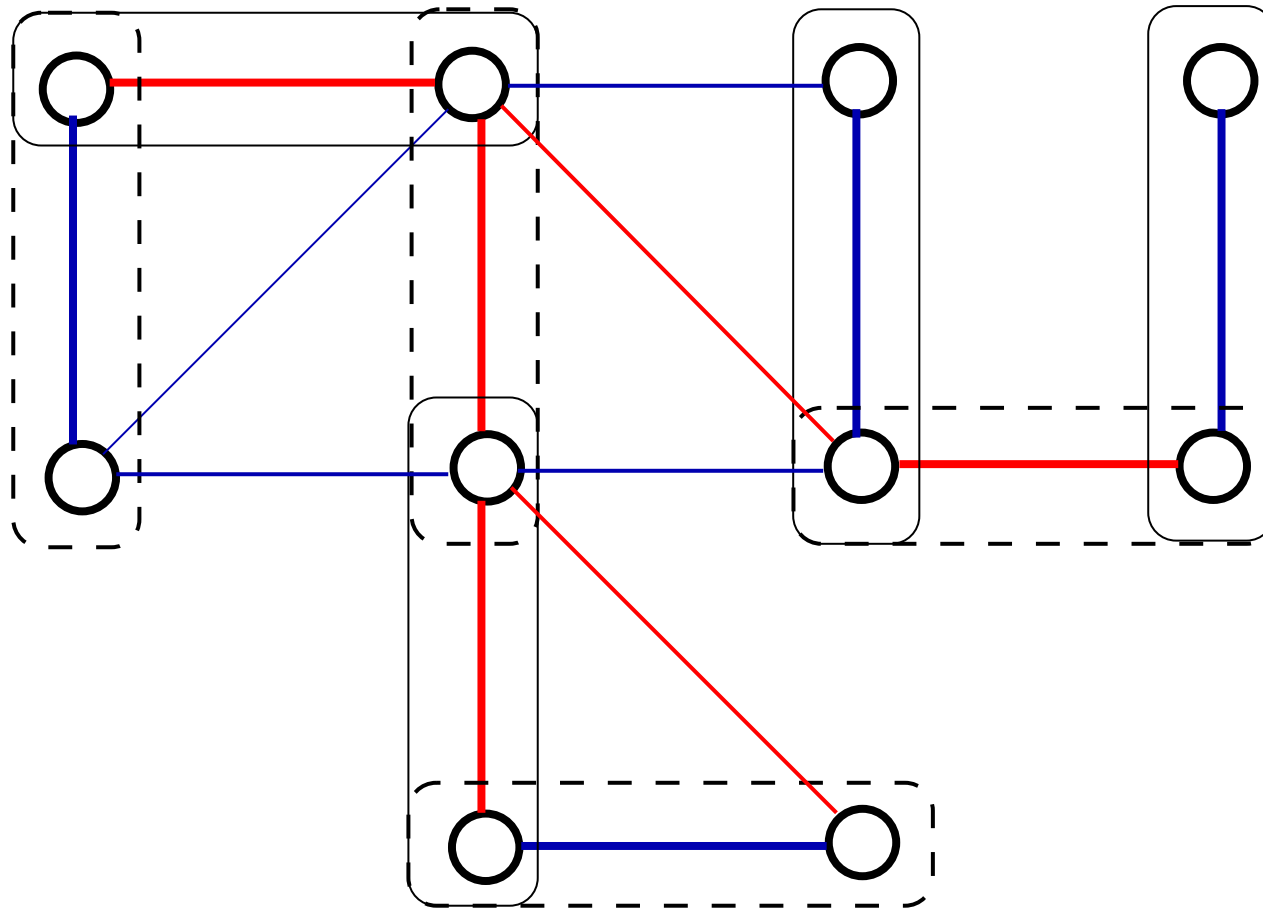
Compute a maximum matching M .

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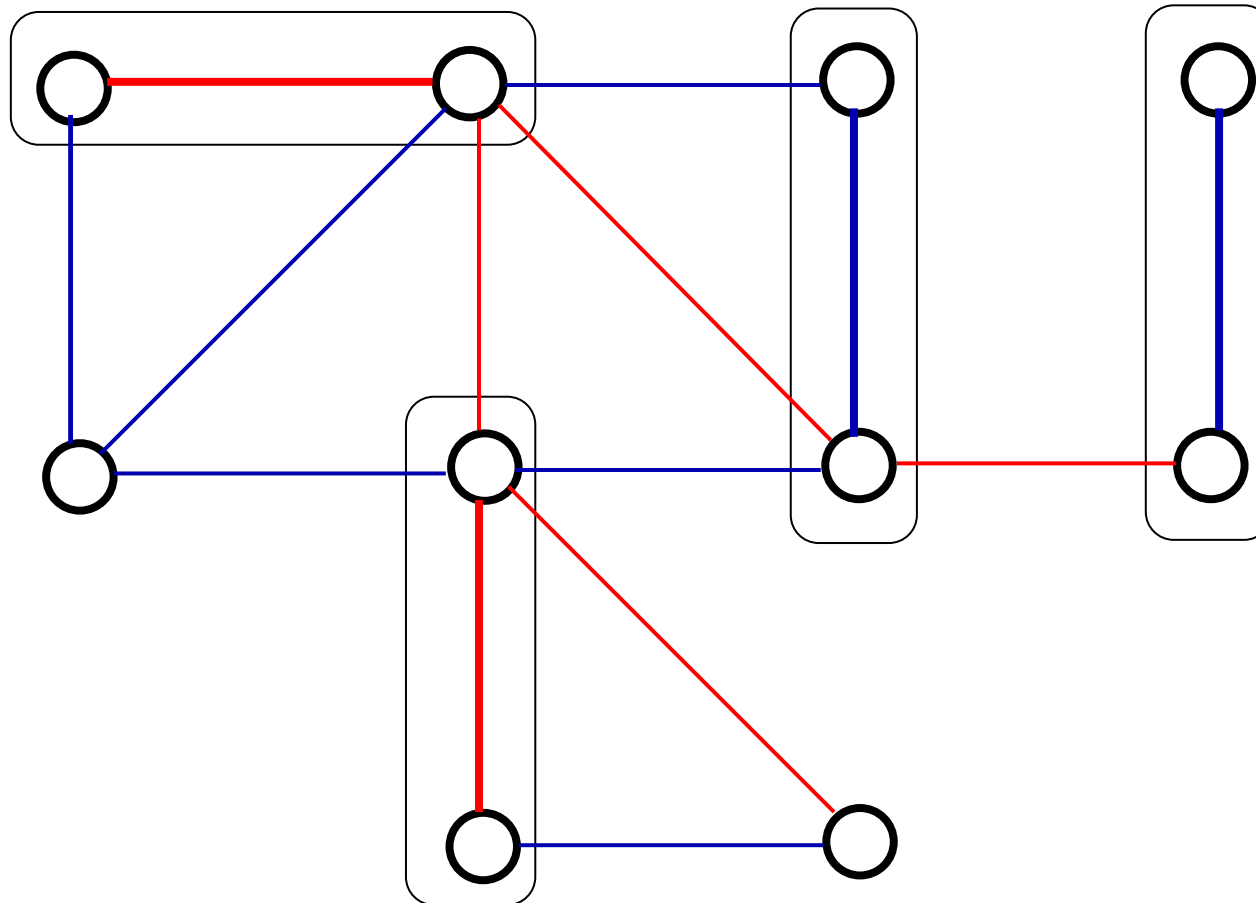
Compute a maximum *red* matching M_r ; superimpose M_r over M .

An asymp. $\frac{3}{4}$ -approximation for BRM (ctd.)



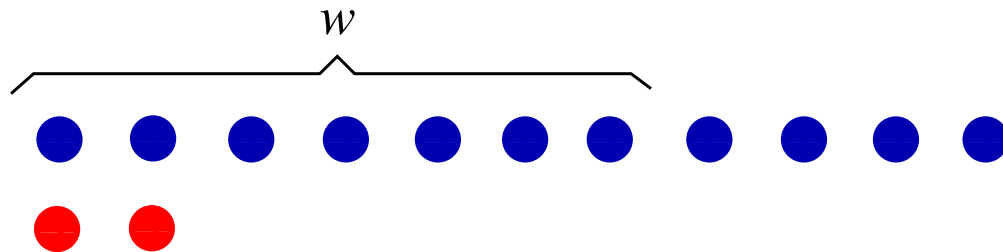
In each *red-increasing* component 'swap' edges.

An asymp. $\frac{3}{4}$ -approximation for BRM (ctd.)



An asymp. $\frac{3}{4}$ -approximation for BRM (ctd.)

Theorem. *The cardinality of the resulting matching is at least $\frac{3}{4}\mu_{opt} - \frac{1}{2}$, where μ_{opt} is the cardinality of a maximum w -blue-red matching.*

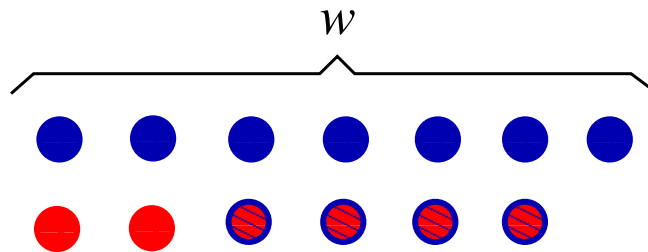


Proof sketch:

- If the algorithm enters *Balancing*, the solution must contain at least w blue edges, that is, at least half the optimum is guaranteed.

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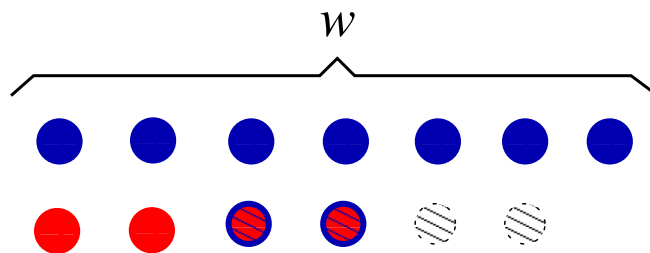


Proof sketch:

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- If we could replace surplus blue edges by red ones we would obtain an optimal solution.

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Proof sketch:

- If the algorithm enters *Balancing*, the solution must contain at least w blue edges, that is, at least half the optimum is guaranteed.
- If we could replace surplus blue edges by an equal number of red ones we would obtain an optimal solution.
- We achieve at least **half of that**. □

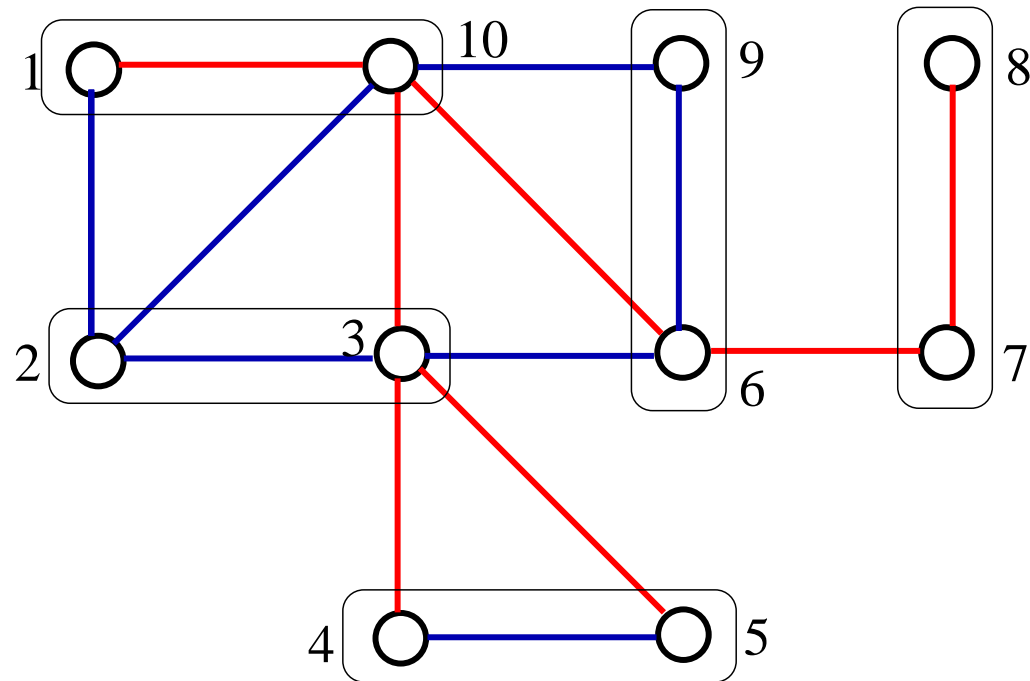
The randomized algorithm

- Add black edges to obtain a complete graph.
- For all $1 \leq p, q \leq |V|/2$ check whether there exists a (p, q) -perfect matching in the graph.

This can be done by adapting techniques from [MVV 87] based on Pfaffian computations, used to show that MATCHING and EXACT MATCHING are in RNC: more details soon.

- Among those p, q that pass the test, select a pair that maximizes $\min(w, p) + \min(w, q)$
- Compute and output the corresponding blue-red matching by checking Pfaffians of A_{ij} submatrices

The Pfaffian of A



$\pi_M = \{1, 10, 2, 3, 4, 5, 6, 9, 7, 8\}$ is the *canonical permutation* corresponding to the above matching M .

$value(\pi_M)$ is the product of entries of A corresponding to the edges of M , therefore: $value(\pi_M) = \prod_{(i,j) \in M} a_{ij} = 2^{W(M)} x^3 y^2$

The Pfaffian of A (ctd.)

- In general:

$$value(\pi_M) = 2^{W(M)} x^p y^q$$

where $W(M)$ is the sum of weights of edges in M and M is a (p, q) -perfect matching.

- Since A is skew-symmetric, the Pfaffian of A is equal to:

$$\mathcal{PF}(A) = \sum_{M \in \mathcal{M}} sign(\pi_M) \cdot value(\pi_M)$$

- Therefore, $\mathcal{PF}(A)$ is a polynomial in two variables:

$$\mathcal{PF}(A) = \sum_{p=0}^{|V|/2} \sum_{q=0}^{|V|/2} c_{pq} x^p y^q$$

and c_{pq} is a sum of terms of the form $\pm 2^{W(M_{pq})}$ where M_{pq} ranges over all (p, q) -perfect matchings.

Checking (p, q) -perfect matching existence

- assign to each edge (i, j) a weight w_{ij} randomly selected from $\{1, \dots, n^4\}$
- construct Tutte matrix A :

$$a_{ij} = \begin{cases} 0 & \text{if } i = j \\ 2^{w_{ij}} & \text{if } i < j \text{ and } e_{ij} \in E_{black} \\ x2^{w_{ij}} & \text{if } i < j \text{ and } e_{ij} \in E_{blue} \\ y2^{w_{ij}} & \text{if } i < j \text{ and } e_{ij} \in E_{red} \\ -a_{ji} & \text{if } i > j \end{cases}$$

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- compute the Pfaffian of A , $\mathcal{PF}(A)$; if the coefficient c_{pq} of $x^p y^q$ is nonzero, then at least one (p, q) -perfect matching exists:
 c_{pq} is a **sum of terms** of the form $\pm 2^{W(M_{pq})}$ where M_{pq} ranges over all (p, q) -perfect matchings.
- but what if the coefficient is zero? possible **term cancellation**?

Avoiding term cancellation

Lemma. *Let p, q be integers, with $0 \leq p, q \leq \frac{|V|}{2}$ and suppose that there exists a unique minimum weight (p, q) -perfect matching M_{pq}^* . Then the coefficient c_{pq} of $\mathcal{PF}(A)$ is nonzero. Furthermore, $W(M_{pq}^*)$ is the maximum power of 2 that divides c_{pq} .*

Proof. The term corresponding to M_{pq}^* cannot be cancelled since all other terms are even multiples of it. \square

Why it works: the Isolating Lemma

- Uniqueness of minimum weight perfect matchings is proven by using

The Isolating Lemma [MVV 87]

Let $B = \{b_1, b_2, \dots, b_k\}$ be a set of elements, let $\mathcal{S} = \{S_1, S_2, \dots, S_\ell\}$ be a collection of subsets of B . If we choose integer weights w_1, w_2, \dots, w_k for the elements of B at random from the set $\{1, 2, \dots, m\}$, and define the weight of set S_j to be $\sum_{b_i \in S_j} w_i$ then the probability that the minimum weight subset in \mathcal{S} is unique is at least $1 - \frac{k}{m}$.

- Modification of weight assignment and of the Isolating Lemma is needed if there are uncolored edges in the graph.

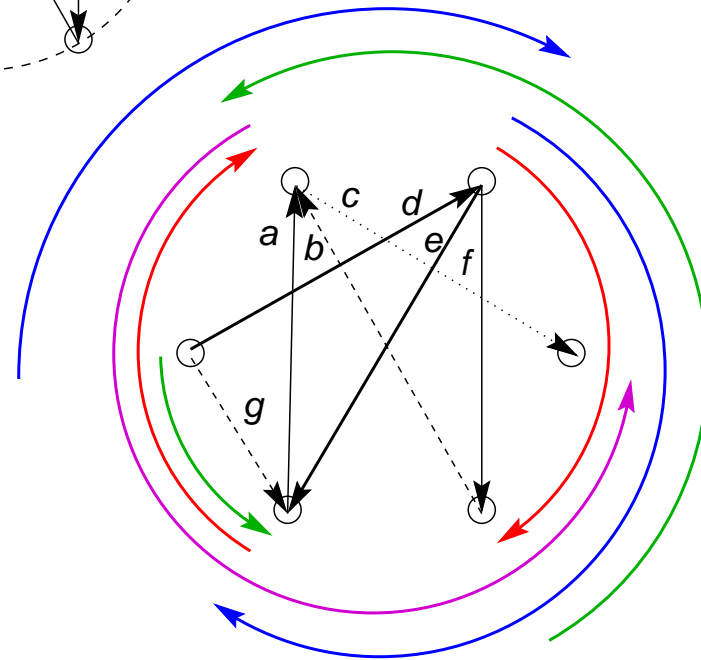
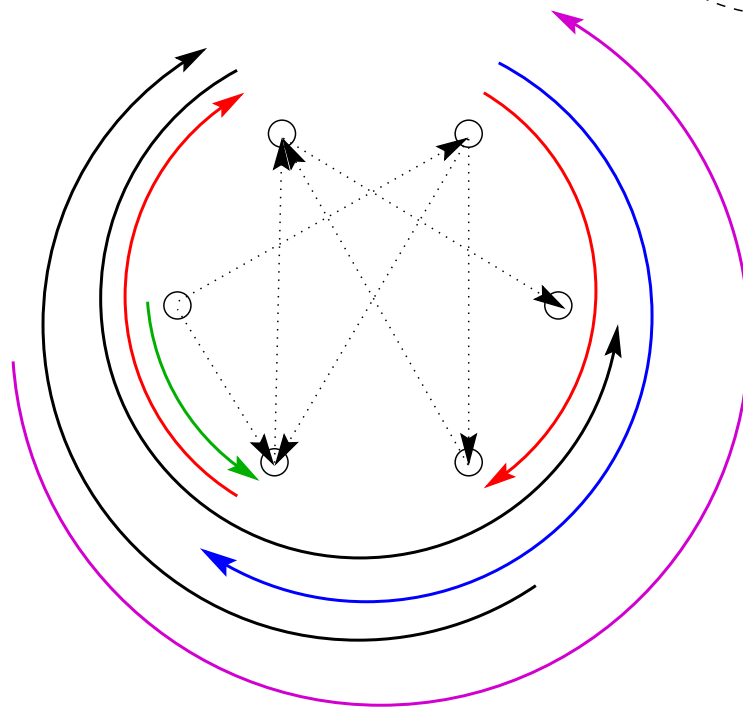
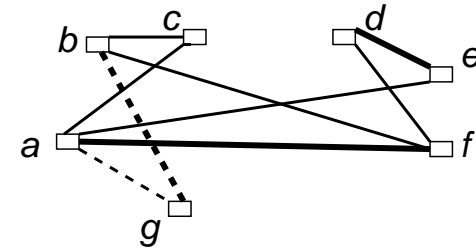
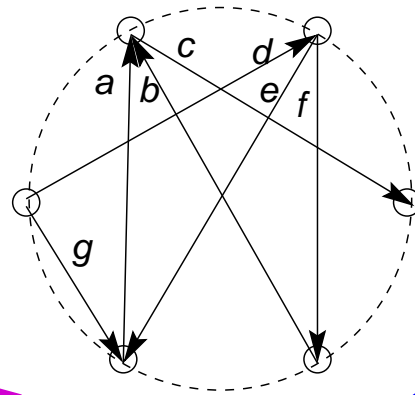
Computing a min. weight (p, q) -perfect matching

- $\mathcal{PF}(A)$ can be computed by interpolation [Horowitz, Sahni, 1975], using an algorithm for computing arithmetic Pfaffians [Galbiati, Maffioli, 1994 & Mahajan, Subramanya, Vinay, 2004].
- Once we know $W(M_{pq}^*)$ we can construct M_{pq}^* by computing appropriate Pfaffians of submatrices A_{ij} , for all i, j .

Application to optical networking

- DIRMAXRWA [NPZ, INFOCOM'03]:
Given are a directed symmetric graph G , a set of requests (pairs of nodes) R on G , and an integer w (bound on the number of available wavelengths).
- The goal is to find a routing and wavelength assignment to an as large as possible set of requests $R' \subseteq R$ such that any two requests routed via edge-intersecting paths receive different wavelengths and only wavelengths from $\{1, \dots, w\}$ are used.

Application to optical networking (ctd.)



Application to optical networking (ctd.)

- ‘Avoid-an-edge’ technique leads to solution that misses at most w requests per direction compared to an optimal solution. Their number is bounded by the cardinality of a maximum w -blue-red matching.
- We give a direct relation between the approximation ratios of DIRMAXRWA and BRM .
- Our results for BRM imply that DIRMAXRWA in rings admits a randomized approximation algorithm with ratio $\frac{2}{3}$ and a deterministic approximation algorithm with (asympt.) ratio $\frac{7}{11}$.
- The $\frac{2}{3}$ ratio for DIRMAXRWA is best possible via edge avoidance technique. Was shortly after beaten by an 0.708-approximation algorithm [Caragiannis, 2007].

Generalizations – recent results

- **Different bounds ($w_1 \neq w_2$):** randomized algorithm works fine. Deterministically: apx. ratio of our algorithm falls to $\frac{1}{2}$. Improvement to $\frac{2}{3}$ [Stamoulis, 2009].
Even better: **2-BUDGETED MATCHING**: PTAS (Blue-Red Matching is a special case) [Grandoni, Zenklusen, 2010].
- **More color classes:** randomized algorithm is polynomial-time for fixed number of colors (but exponent increases).
 k -BUDGETED MATCHING: PTAS for $k = 1$ [Berger, Bonifaci, Grandoni, Schaefer, 2008], no PTAS known for $k > 2$.
Various related results (next slide).

Bounded/Budgeted/Labeled (Weighted) Matching

- **LABELED MATCHING** [Monnot, 2005]: edges have labels, maximum matching is sought with min/max number of different labels; APX-hardness results, constant approximation algorithms.
- Multi-budgeted optimization [Grandoni, Zenklusen, 2010]: independence systems, length bounds.
- **k -BUDGETED MATCHING**: PTAS for $k = 1$ [BBGS'08] and $k = 2$ [GZ'10]. No PTAS known for $k > 2$.
- **BOUNDED-COLOR MATCHING** Bipartite graphs [Mastrolilli, Stamoulis, ISCO'12]: constant bi-criteria approximations (allowing bound violation), based on iterative rounding of LPs.

Open questions

- Deterministic algorithm?
- Different/faster randomized algorithm?
- Deterministic/randomized approximation schemes for k -BUDGETED MATCHING for $k > 2$ colors? Restricting to cardinality constraints?
- Game-theoretic considerations.

