

# Matching Size and Matrix Rank Estimation in Data Streams

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Joint work with Sanjeev Khanna (Penn), and Yang Li (Penn)

# The Streaming Model

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- Algorithm sees the entire input **once** and only has a **small space** to store information about the input as it passes by.

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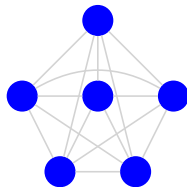
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- Input is presented as a data stream, for instance, as a sequence of edges in case of a graph input.
- Algorithm sees the entire input **once** and only has a **small space** to store information about the input as it passes by.
- At the end of the sequence, the algorithm outputs a solution using only the stored information.

# The Streaming Model: Example

A graph stream:

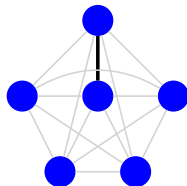
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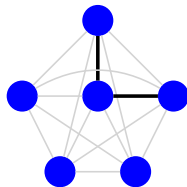
Stream:  $+e_1$



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A graph stream:

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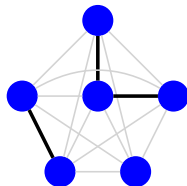




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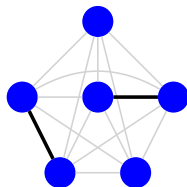
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# The Streaming Model: Example

A graph stream:

Stream:  $+e_1, +e_7, +e_{11}, -e_1$



# The Streaming Model

Two relevant models for our purpose:

- **Insertion-Only Streams.** Only contains positive updates.

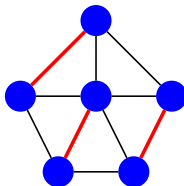
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- **Insertion-Only Streams.** Only contains positive updates.
- **Dynamic Streams.** Contains both positive and negative updates.

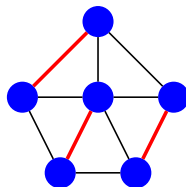
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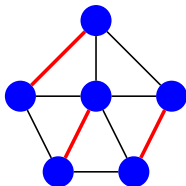
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**Maximum Matching problem:** Find a matching with a largest number of edges.

# Matchings in Graphs

Maximum matching is a fundamental problem with many applications.

- Many celebrated algorithms in the classical setting: Ford-Fulkerson, Edmond's, Hopcroft-Karp, Mucha-Sankowski, Madry's, ...
- Studied in various computational models: distributed, parallel, online, sub-linear time, streaming, ...



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This talk: [sublinear space](#) algorithms for the matching problem in the [streaming model](#).

# Finding a Matching vs Estimating Size

Two natural variants of the problem to consider:

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Two natural variants of the problem to consider:

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Are there any qualitative difference in the space needed to achieve these goals?

# Finding Large Matchings

Arguably the most studied problem in the graph streaming literature.

[McGregor, 2005] [Feigenbaum et al., 2005] [Eggert et al., 2009]  
[Epstein et al., 2011] [Goel et al., 2012] [Konrad et al., 2012]  
[Zelke, 2012] [Ahn et al., 2012] [Ahn and Guha, 2013]  
[Guruswami and Onak, 2013] [Kapralov, 2013] [Kapralov et al., 2014]  
[Crouch and Stubbs, 2014] [McGregor, 2014] [Chitnis et al., 2015]  
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[Bury and Schwiegelshohn, 2015] [Assadi et al., 2016]  
[Chitnis et al., 2016] [McGregor and Vorotnikova, 2016b]  
[Esfandiari et al., 2016] [Paz and Schwartzman, 2017]  
[Ghaffari, 2017] [Kale et al., 2017] ...

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## Dynamic streams:

- $\Omega(n^2/\alpha^3)$  space is necessary for  $\alpha$ -approximation [Assadi et al., 2016].
- $\tilde{O}(n^2/\alpha^3)$  space is sufficient for  $\alpha$ -approximation [Assadi et al., 2016, Chitnis et al., 2016].

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  - ▶ **Random arrival** insertion-only streams [Kapralov et al., 2014].
  - ▶ **Bounded arboricity** graphs [Esfandiari et al., 2015] ...
- **Lower bounds (Insertion-only streams):**
  - ▶  $(1 + \varepsilon)$ -approximation requires  $\Omega(n^{1-O(\varepsilon)})$  space [Esfandiari et al., 2015, Bury and Schwiegelshohn, 2015].
  - ▶ **Deterministic**  $\alpha$ -approximation requires  $\Omega(n/\alpha)$  space [Chakrabarti and Kale, 2016].

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- $\tilde{O}(n/\alpha^2)$  space in *insertion-only streams*.
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In contrast, to find an  $\alpha$ -approximate matching, the space necessary is:

- $\Omega(n/\alpha)$  in insertion-only streams.
- $\Omega(n^2/\alpha^3)$  in dynamic streams.



# Algorithms for $\alpha$ -Estimation of Matching Size

The main ingredient of our algorithms is the following sampling lemma:

## Lemma (Vertex Sampling Lemma)

Let  $H$  be a subgraph of  $G$  obtained by *sampling each vertex independently w.p.  $1/\alpha$* . Define:

$\mu_G$ : the maximum matching size in  $G$ ,

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Then, w.h.p.,

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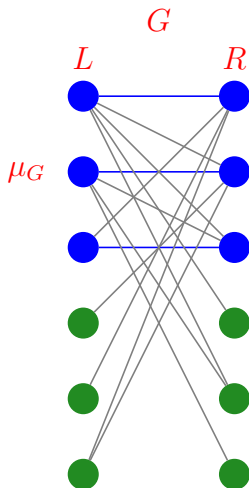
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Therefore, maximum matching size in  $H$  is an  $\alpha$ -estimation for the maximum matching size in  $G$ .

# Proof by Picture

Any graph  $G$  with a maximum matching size of  $\mu_G$  looks as follows:

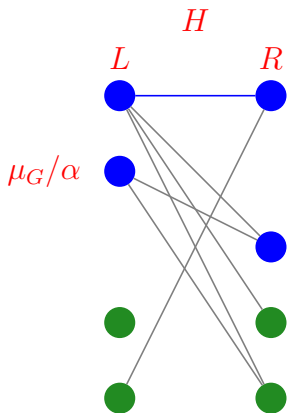
- A matching of size  $\mu_G$  between the blue vertices.
- No edges between the green vertices.



# Proof by Picture

The vertex sampled graph  $H$  then look as follows:

- A matching of size  $\mu_G/\alpha^2$  between the blue vertices  
 $\implies \mu_H \geq \mu_G/\alpha^2$ .
- All edges are incident on  $\mu_G/\alpha$  blue vertices  
 $\implies \mu_H \leq 2\mu_G/\alpha$ .



# An $\alpha$ -Estimation Algorithm

To distinguish between graphs with maximum matching of size  $\geq k$  and  $o(k/\alpha)$ :

- 1 Sample each vertex in  $G$  w.p.  $1/\alpha$  to obtain  $H$ .
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Can be implemented in:

- $\tilde{O}(k/\alpha^2) = \tilde{O}(n/\alpha^2)$  in insertion-only streams.
- $\tilde{O}(k^2/\alpha^4) = \tilde{O}(n^2/\alpha^4)$  in dynamic streams.

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We make progress on each of these questions.

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Near-optimal approximation of maximum matching size may require almost **quadratic space** even in **insertion-only streams**.

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## Theorem

*Any randomized  $(1 + \varepsilon)$ -approximate estimation of maximum matching size requires:*

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$RS(n)$  denotes the maximum number of **edge-disjoint induced matchings** of size  $\Theta(n)$  in an  $n$ -vertex graph:

[Fischer et al., 2002]  $n^{\Omega(1/\log \log n)} \leq RS(n) \leq n/\log n$  [Fox et al., 2015]

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*Furthermore, even if we restrict to *sparse graphs* with arboricity  $O(\alpha)$ ,  $\Omega(\sqrt{n}/\alpha^{2.5})$  space is necessary.*

There is an active line of research on estimating matching size of bounded arboricity graphs in graph streams [Chitnis et al., 2016] [Bury and Schwiegelshohn, 2015] [Esfandiari et al., 2015] [McGregor and Vorotnikova, 2016b] [Cormode et al., 2016] [McGregor and Vorotnikova, 2016a] ...



# Schatten $p$ -Norms

Given an  $n \times n$  matrix  $A$ , for any  $p \in [0, \infty)$ :

Schatten  $p$ -norm of  $A$  is the  $p$ -th frequency moment of vector of singular values  $(\sigma_1, \dots, \sigma_n)$  of  $A$ .

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- $\|A\|_0 = \text{Rank of } A$ .
- $\|A\|_1 = \text{Trace norm of } A$ .
- $\|A\|_2 = \text{Frobenius norm of } A$ .
- $\|A\|_\infty = \text{Operator norm of } A$ .

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Previous work:

- For  $p = 0$ ,  $\Omega(n^{1-g(\varepsilon)})$  space is necessary [Bury and Schwiegelshohn, 2015].
- For  $p \in (0, \infty) \setminus 2\mathbb{Z}$ ,  $\Omega(n^{1-g(\varepsilon)})$  space is necessary [Li and Woodruff, 2016].
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We answer this question for the case of **rank** computation.

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It is well-known that computing maximum matching size of a graph is equivalent to computing the rank of the (symbolic) **Tutte matrix**.

As a corollary, all our lower bounds for matching size estimation also extend to the matrix rank computation problem. In particular,

- An  $\Omega(n^{2-O(\varepsilon)})$  space lower bound for  $(1 + \varepsilon)$ -estimation of rank in **dense** matrices.
- An  $\tilde{\Omega}(\sqrt{n})$  space lower bound for any  $\text{polylog}(n)$ -estimation of rank in **sparse** matrices.

# An $\Omega(n^{2-O(\varepsilon)})$ Lower Bound for Dynamic Streams

## Theorem

*Any randomized  $(1 + \varepsilon)$ -approximate estimation of maximum matching size requires  $\Omega(n^{2-O(\varepsilon)})$  space in dynamic streams.*



# Previous Approaches: An $n^{1-O(\varepsilon)}$ Lower Bound

Consider the following **two-player one-way** communication problem.

## MAXMATCHING:

- 1 Alice is given a **matching**  $M$  on vertices  $V$ .
- 2 Bob is given a collection of edges  $E_B$  on vertices  $V$ .
- 3 Alice sends a single message to Bob and Bob outputs an estimation of maximum matching size in  $G(V, M \cup E_B)$ .

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**Fact.** **CC(MAXMATCHING)**  $\leq$  space complexity of any streaming algorithm for estimating maximum matching size.

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[Bury and Schwiegelshohn, 2015]:

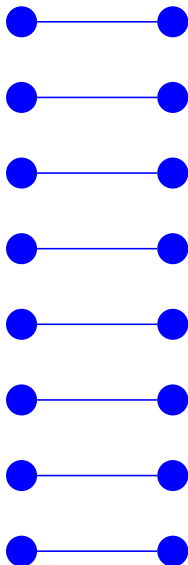
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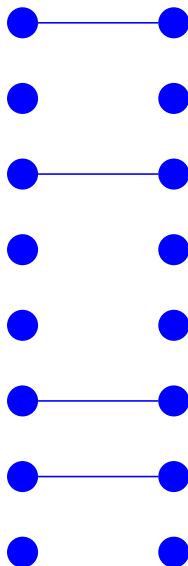


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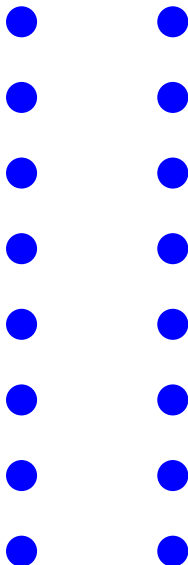


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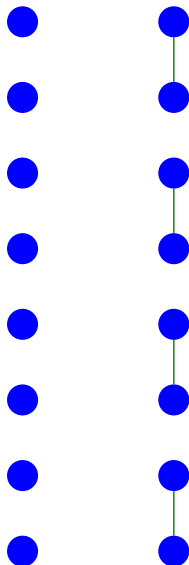


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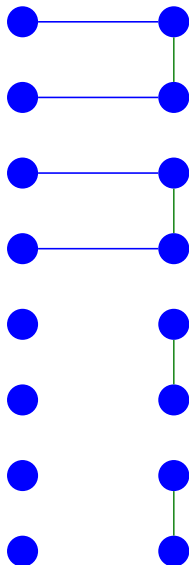


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- Bob is given a matching of size  $n/2$  incident on  $R$ .
- **Yes case:** Each edge of Bob's matching is incident on **even** number of Alice's matching  $\implies$   
 $\text{MAXMATCHING} = 3n/4$ .

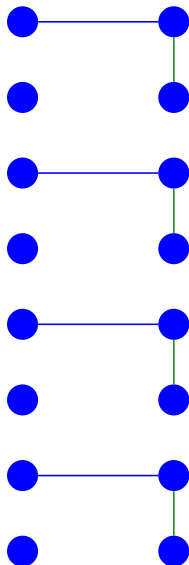


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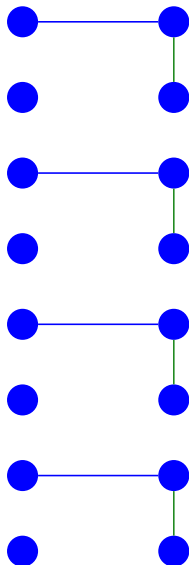


# Previous Approaches: An $n^{1-O(\varepsilon)}$ Lower Bound

[Bury and Schwiegelshohn, 2015]:  
 $\text{CC}(\text{MAXMATCHING}) = \Omega(n^{1-O(\varepsilon)})$ .

**Proof Sketch.** (for  $\varepsilon = 1/2$ )

- A better than  $3/2$ -approximation distinguishes between the two cases.
- Distinguishing between the two cases requires  $\Omega(\sqrt{n})$  communication by a reduction from the boolean hidden matching problem of [Gavinsky et al., 2007].



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A natural idea to **boost** the previous lower bound:

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The hope is that communication complexity of this problem is now  $\geq t \cdot \text{CC}(\text{MAXMATCHING})$ .

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Formalizing the lower bound  $\implies$  a direct-sum style argument using information complexity.

# Ruzsa-Szemerédi Graphs

## Definition ( $(r, t)$ -RS graphs)

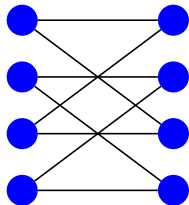
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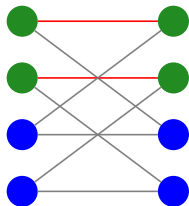


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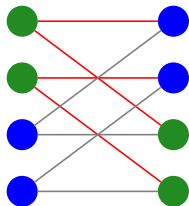


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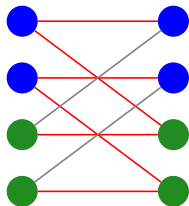


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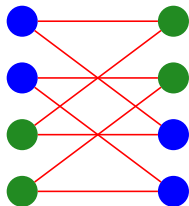


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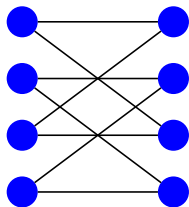
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# A Simple Lower Bound for Insertion-Only Streams

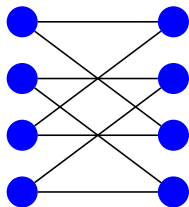
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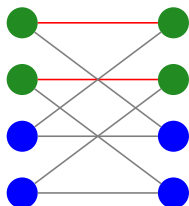
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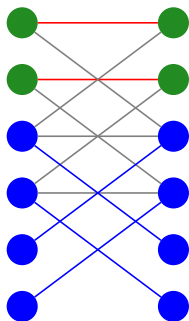
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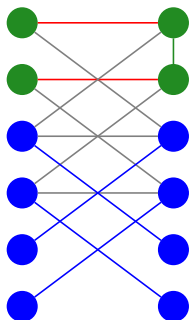
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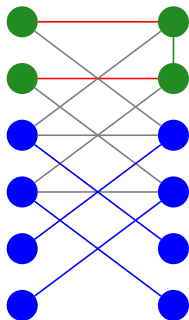
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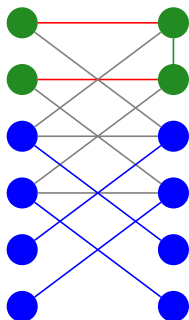


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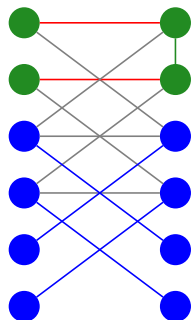
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- To solve this for an unknown matching  $M_{j^*}$ , the message length must be

$$\geq t \cdot \text{CC}(\text{MAXMATCHING}).$$



# A Simple Lower Bound for Insertion-Only Streams

Main limitation of this approach:

- Requires  $r = \Theta(n) \implies t = RS(n)$ .
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We bypass the  $r = \Theta(n)$  limitation in **dynamic streams** using the characterization result of [Li et al., 2014, Ai et al., 2016] in terms of the **simultaneous communication complexity**.

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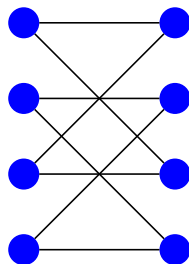
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[Ai et al., 2016]: Communication lower bounds in this model imply identical space lower bound for dynamic streaming algorithms.

# A Hard Input Distribution

- Each player is given an  $(r, t)$ -RS graph on  $N$  vertices.

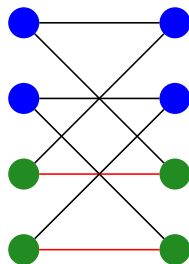


Local view  
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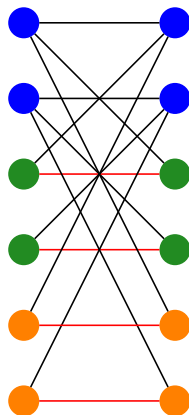
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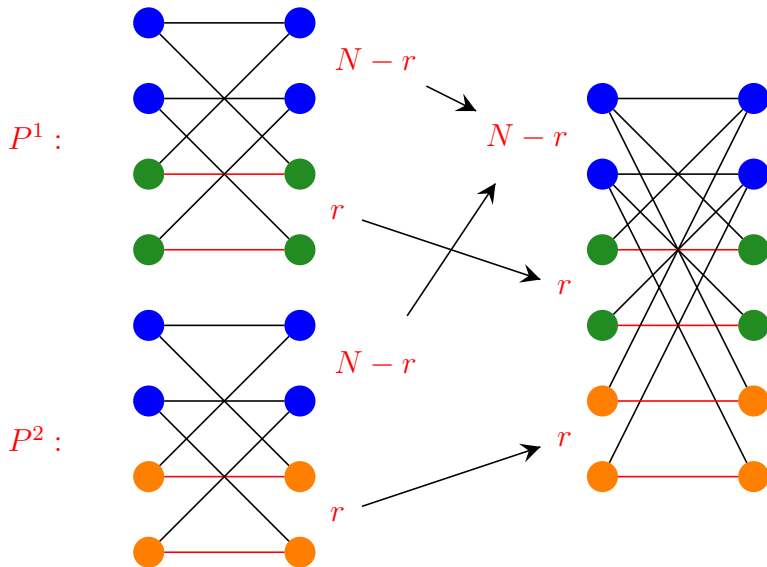
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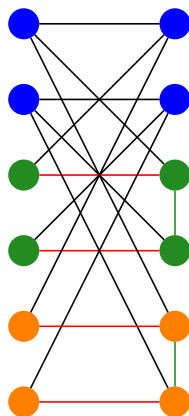
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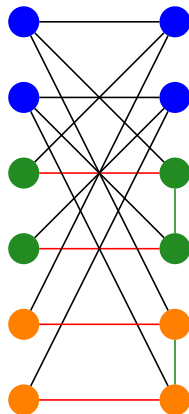
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- To the referee, we provide  $k$  subgraphs  $E_B^{(1)}, \dots, E_B^{(k)}$  such that each pair  $(M_{j^*}^{(i)}, E_B^{(i)})$  forms **the same** instance of **MAXMATCHING**.



Global view

# Proof Sketch

- Define  $\text{MAXMATCHING}(M, E_B) := \text{MAXMATCHING}(M_{j^*}^{(1)}, E_B^{(1)}) = \dots = \text{MAXMATCHING}(M_{j^*}^{(k)}, E_B^{(k)})$ .
- The maximum matching size in  $G$  is:  
$$\approx 2(N - r) + k \cdot \text{MAXMATCHING}(M, E_B)$$
- For  $r = N^{1-o(1)}$  and  $k \approx \frac{1}{\varepsilon} \cdot N^{o(1)}$ ,  $\text{MAXMATCHING}(M, E_B)$  is the dominating term for  $(1 + \varepsilon)$ -approximation.



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- To conclude,

$$N^{1-O(\epsilon)} \leq k \cdot s/t \implies s \geq \frac{1}{k} \cdot t \cdot N^{1-O(\epsilon)} \approx N^{2-O(\epsilon)}$$

as  $t = N^{1+o(1)}$  by [Alon et al., 2012] and  $k = \Theta_\epsilon(N^{o(1)})$ .

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## Theorem

*Any randomized  $(1 + \varepsilon)$ -approximate estimation of maximum matching size requires  $\Omega(n^{2-O(\varepsilon)})$  space in dynamic streams.*

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- Similar-in-spirit lower bounds for **Schatten  $p$ -norms** for  $p > 0$ ?



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