

Fully Dynamic Euclidean Bi-Chromatic Matching in Sublinear Update Time

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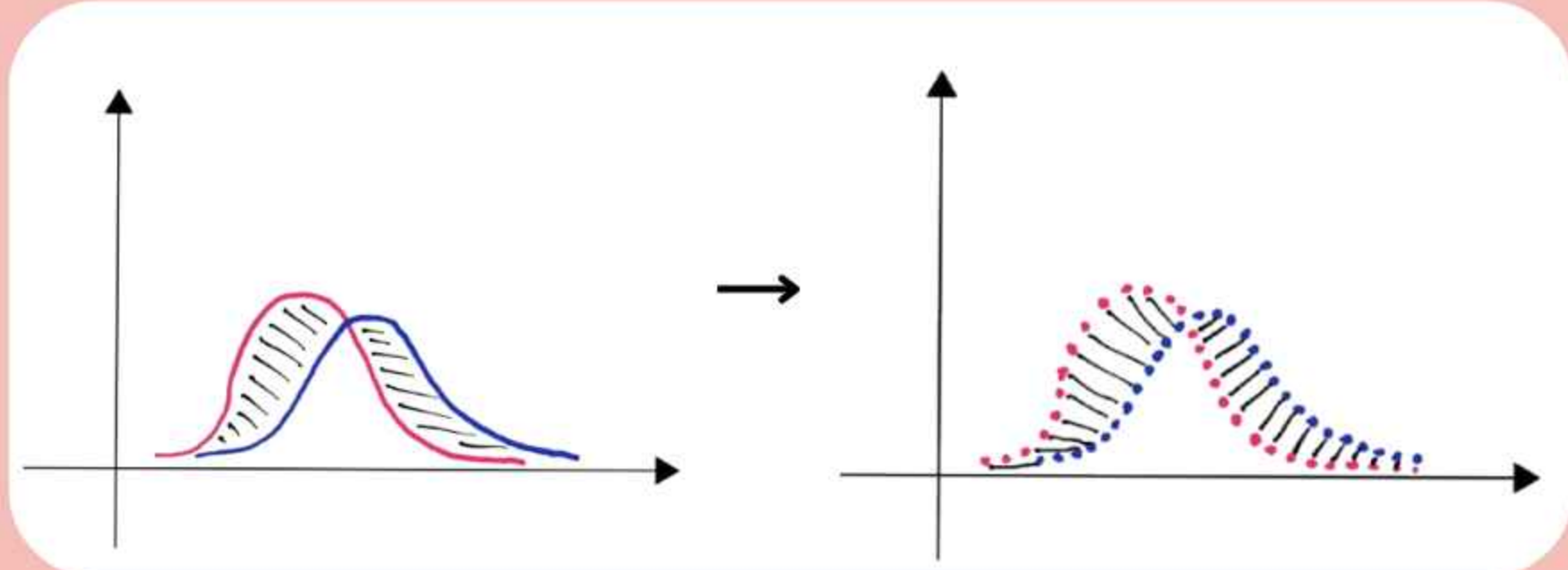
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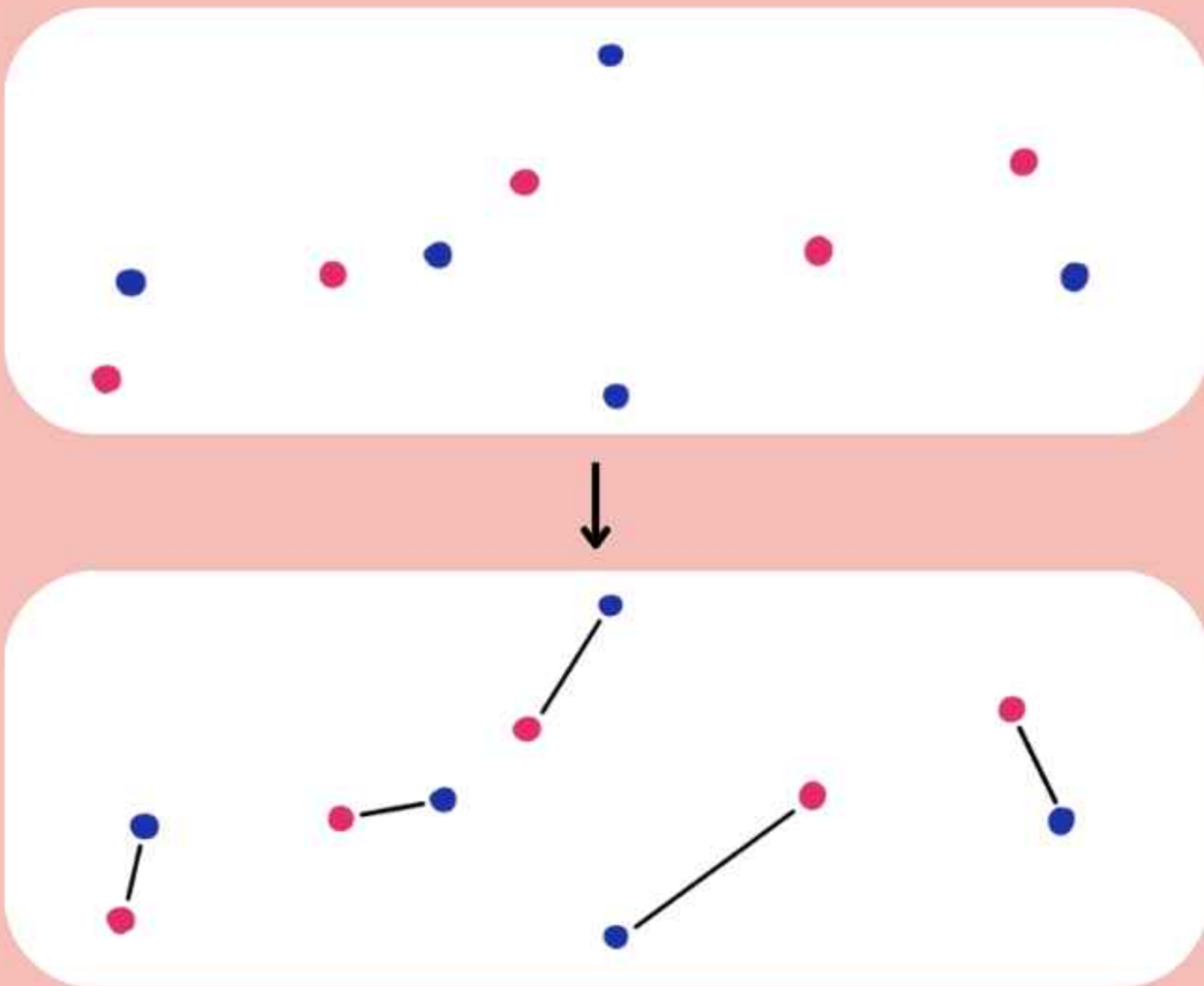
1-Wasserstein Distance

- *1-Wasserstein distance* - notion of distance between two probability distributions
- Various applications in machine learning (e.g. in model selection, model evaluation)
- Discrete 1-Wasserstein distance \rightarrow Euclidean Bi-Chromatic Matching



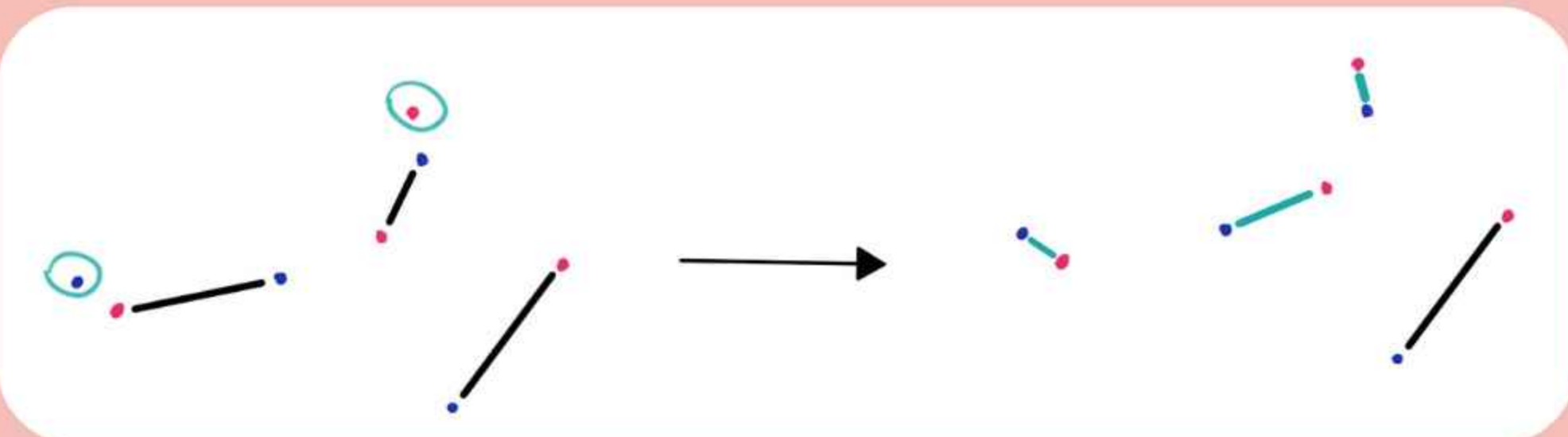
Euclidean Matching

- **Given:** set of n red and n blue points in plane
- **Goal:** Find a perfect matching between red and blue points of *minimum* weight
- **Weight** of a matching - sum of distances of all pairs in the matching



Dynamic Setting

- **Operations:** insertions and deletions of pairs of points
- **Goal:** Design a fast algorithm that maintains (a constant-approx. of) the optimal Euclidean matching



Static Algorithm

- Idea**
- Points in cells on lower levels should be matched first
 - Remaining points should be matched at the parent node if possible

- Input:** set A of n red points, set B of n blue points
- Output:** a perfect matching on set $A \cup B$
1. Construct a p -tree T w.r.t. set $A \cup B$
 2. Use the following bottom-up approach:
 - 2.1 Points at leaves of T are matched via *Hungarian algorithm*
 - 2.2 Remaining points at internal nodes are first moved, then matched via *Transportation algorithm*
 3. Convert implicit matching to explicit matching at each node

Results

Theorem 1

There is a dynamic algorithm that supports updates in $O(n^\epsilon)$ amortized update time and maintains an $O(1/\epsilon)$ -approximate Euclidean matching. Further, reporting the change in the solution (recourse) takes $O(n^\epsilon)$ time.

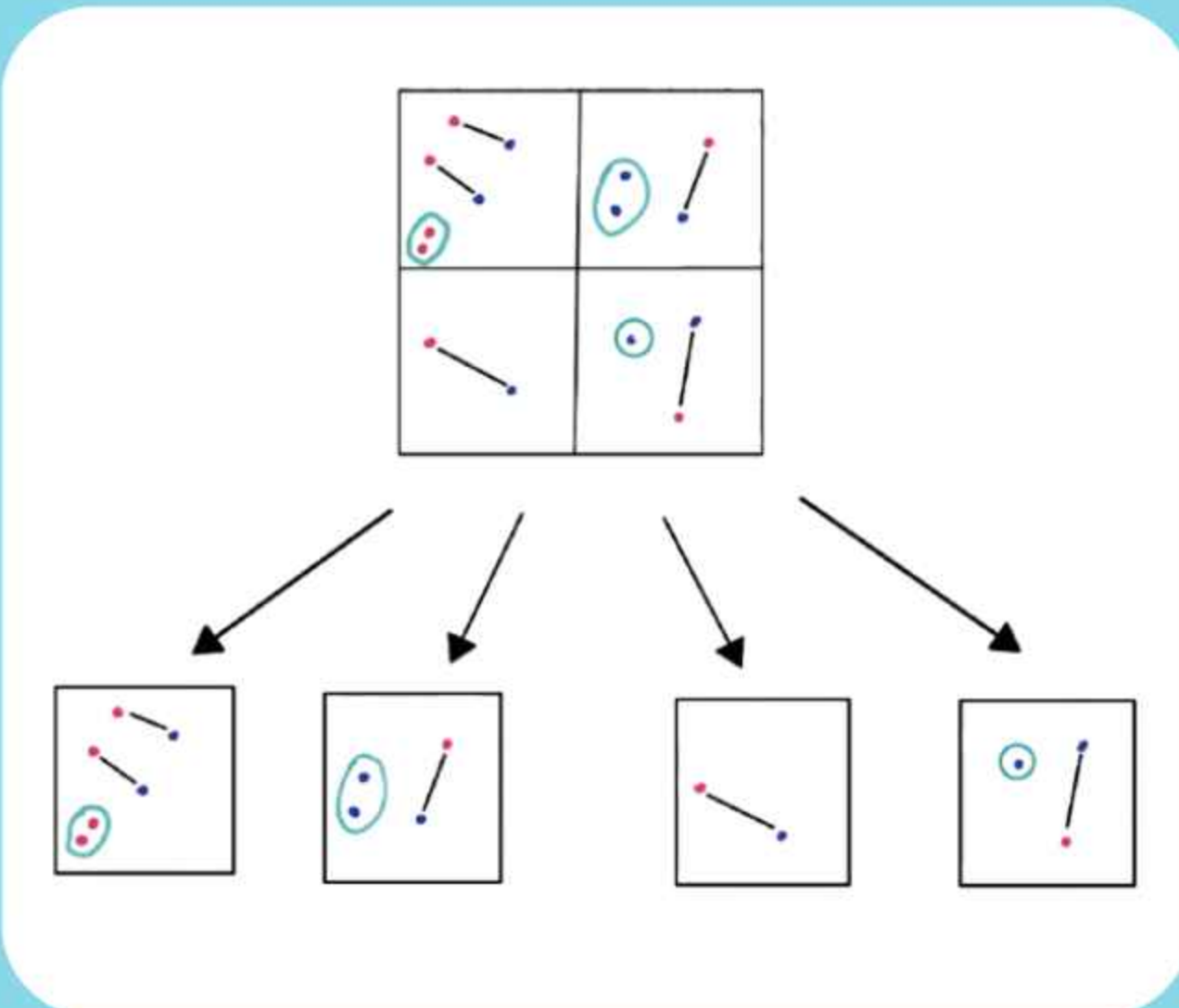
Theorem 2

No dynamic algorithm can maintain a better than 2-approximation to Euclidean matching in sublinear update time.



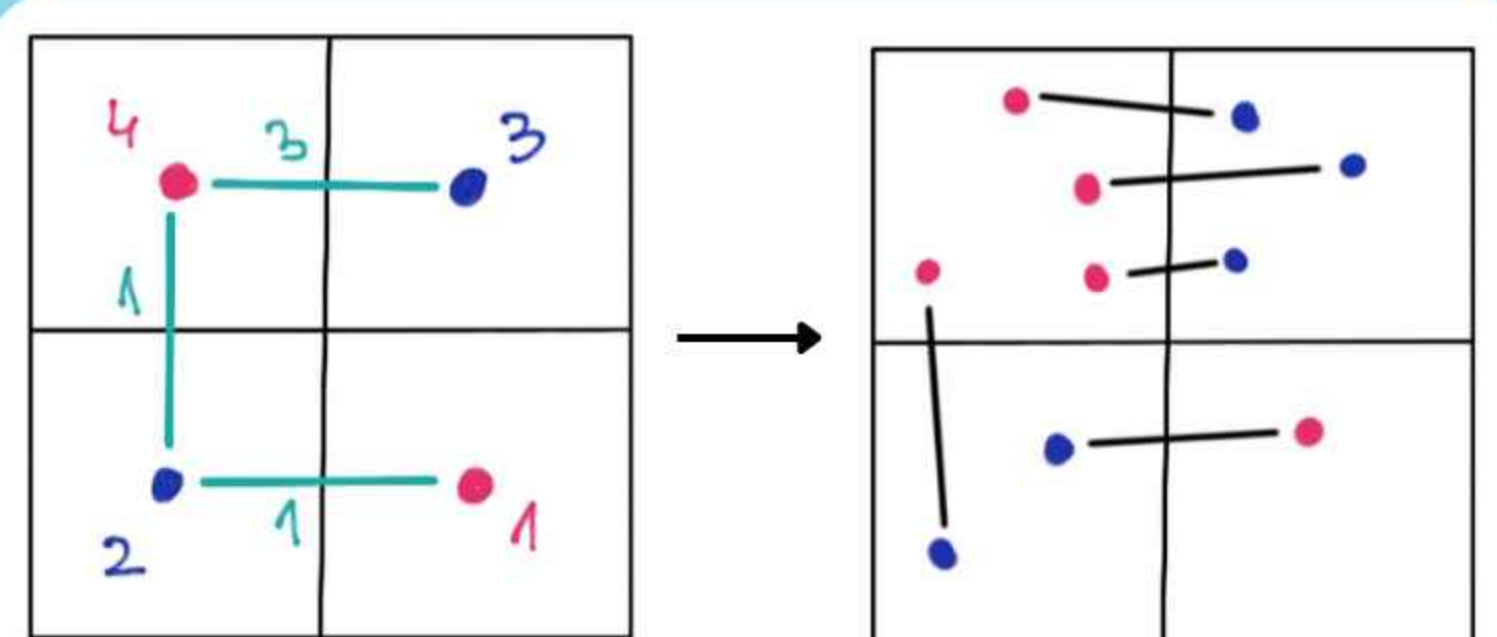
p-trees

- A tree-like structure consisting of dividing cells into p smaller subcells, each leaf contains $\leq p^2$ many points in a cell
- Can be maintained in time $O(p^2)$
- **Idea:** subset of points inside the same cell should be matched



Implicit vs Explicit Matching

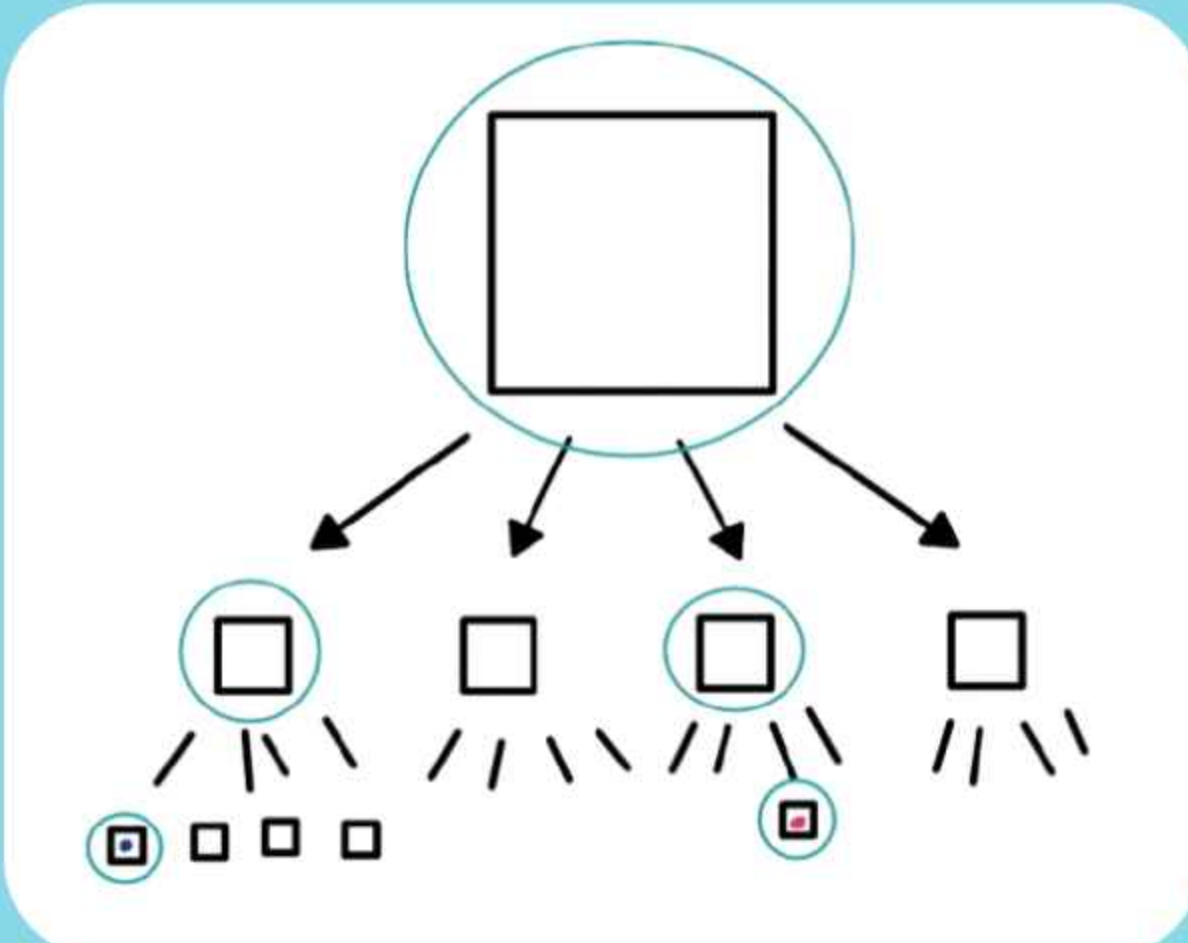
- Implicit matchings easier to store - they are of size $O(p^{2n})$, while explicit matchings can be of size $\Omega(n)$
- Corresponding explicit matchings is only by a constant factor worse than the optimal Euclidean matching on a given set



Dynamic Algorithm

- Idea**
- Matching only changes in *affected nodes* - nodes containing the newly inserted/deleted points
 - The excess set at each affected node changes by at most one

- Input:** red point a and blue point b
- Output:** a perfect matching on set $A \cup B$, solution recourse
1. Update p -tree
 2. In a bottom-up fashion, do the following in each affected node:
 - 2.1 Update the excess set
 - 2.2. If the excess set decreases, invoke the *Augment Matching procedure*



Hungarian algorithm

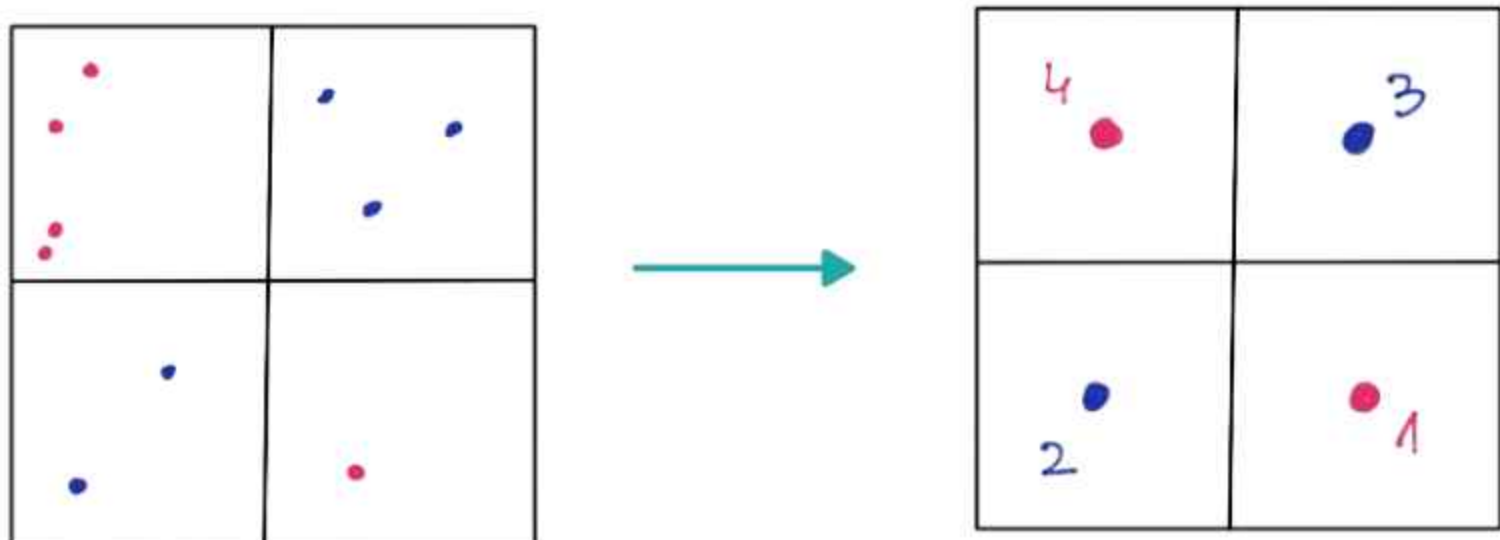
- We use the following direct corollary of the Hungarian algorithm:

Theorem

Given a set of n red and n blue points, the optimal Euclidean matching can be computed in time $O(n^3)$.

Transportation Algorithm

- If there are too many points in a cell, Hungarian algorithm is too slow
- Instead, move all points to the middle of their subcell \rightarrow solve problem on this *moved sub-instance* to obtain the *implicit matching*
- This problem is the *Euclidean transportation problem*
- Moving the points *doesn't* distort the matching a lot



Theorem

The Euclidean transportation problem on k points with maximum demand N can be solved in time $O(k^{2.5} \log k \log N)$.

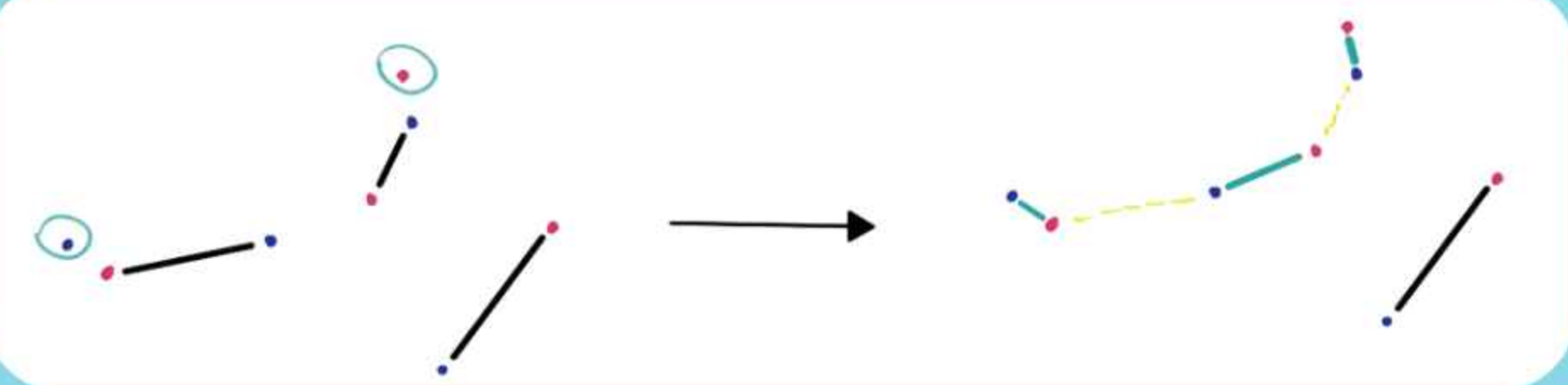
Augment Matching Procedure

- Idea**
- Maintain the implicit matching at each affected node
 - If the size of the excess set decreases, we can find one unmatched red point a and one blue point b in a cell

- Input:** Implicit matching γ on set X , red point a and blue point b
- Output:** optimal implicit matching on set $X \cup \{a, b\}$
1. Construct an auxiliary graph w.r.t. γ and a and b
 2. Find augmenting path Π - shortest alternating path starting at a and ending at b
 3. Augment γ along path Π

Claim (informal): *Augment matching* procedure returns an optimal implicit matching on set $X \cup \{a, b\}$ in $O(p^3)$ time.

Claim (informal): The change in the corresponding explicit matching can be computed in time $O(p^2)$.



References

[1] David S Atkinson and Pravin M. Vaidya. 1995. Using geometry to solve the transportation problem in the plane. *Algorithmica* 13, 5 (1995), 442–461.

[2] Harold W Kuhn. 1955. The Hungarian method for the assignment problem. *Naval research logistics quarterly* 2, 1-2 (1955), 83–97.

[3] Pankaj K. Agarwal and Kasturi R. Varadarajan. 2004. A near-linear constant-factor approximation for euclidean bipartite matching?. In *Proceedings of the 20th ACM Symposium on Computational Geometry*, Brooklyn, New York, USA, June 8-11, 2004, Jack Snoeyink and Jean-Daniel Boissonnat (Eds.). ACM, 247–252.