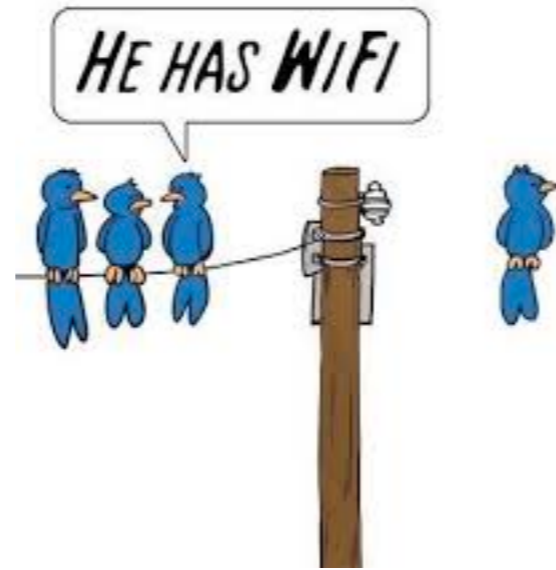


Graph Matchings and Wireless Communication

Rahul Vaze

Graph Matchings and Wireless Communication



Rahul Vaze

In this talk

In this talk

105 pictures 3 equations

In this talk

105 pictures 3 equations

color blind friendly

In this talk

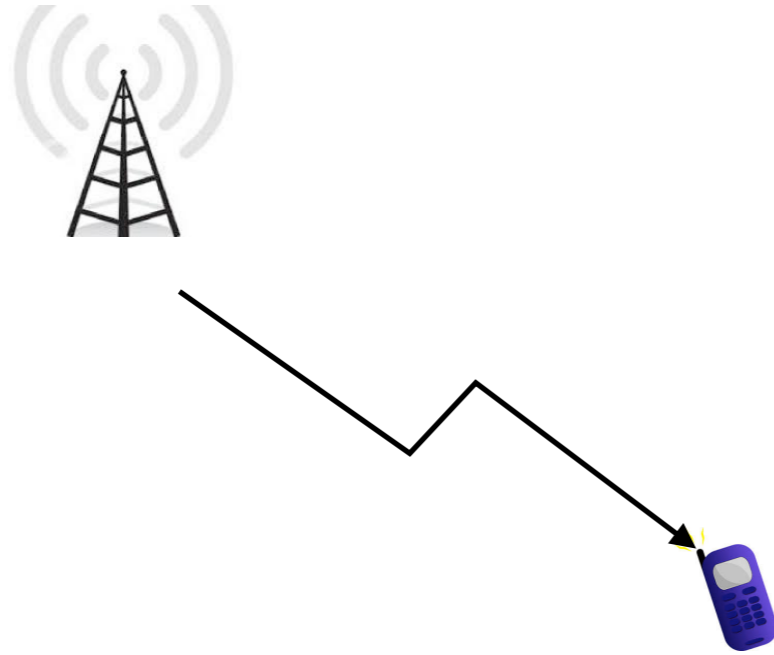
105 pictures 3 equations

color blind friendly

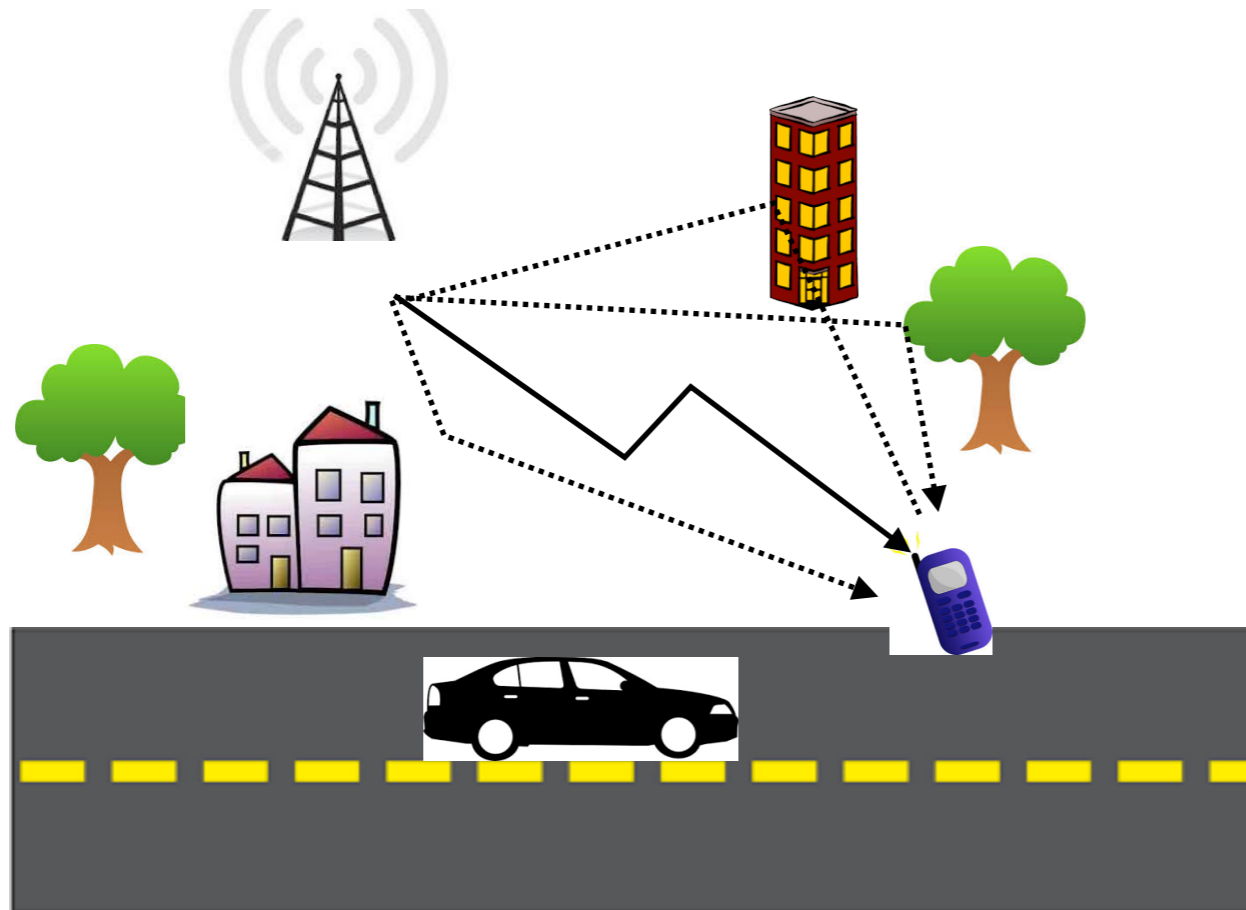
NOT in this talk



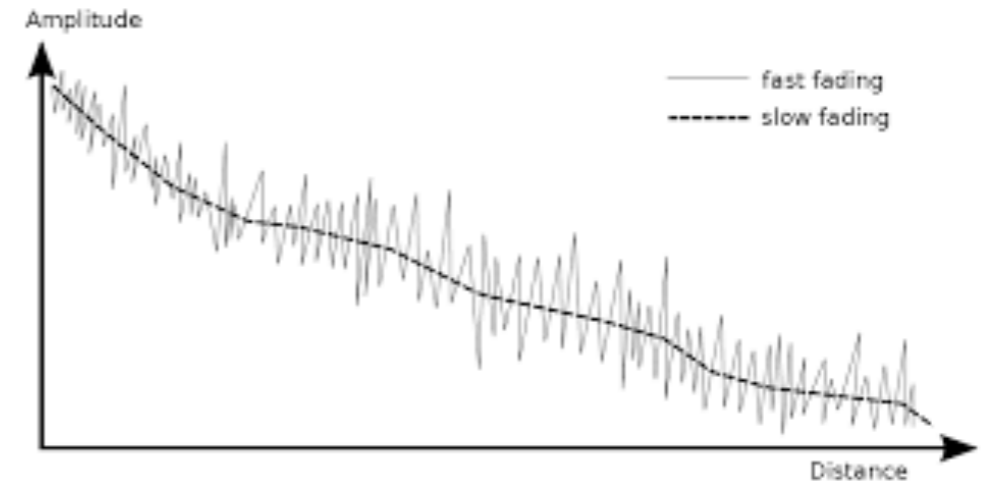
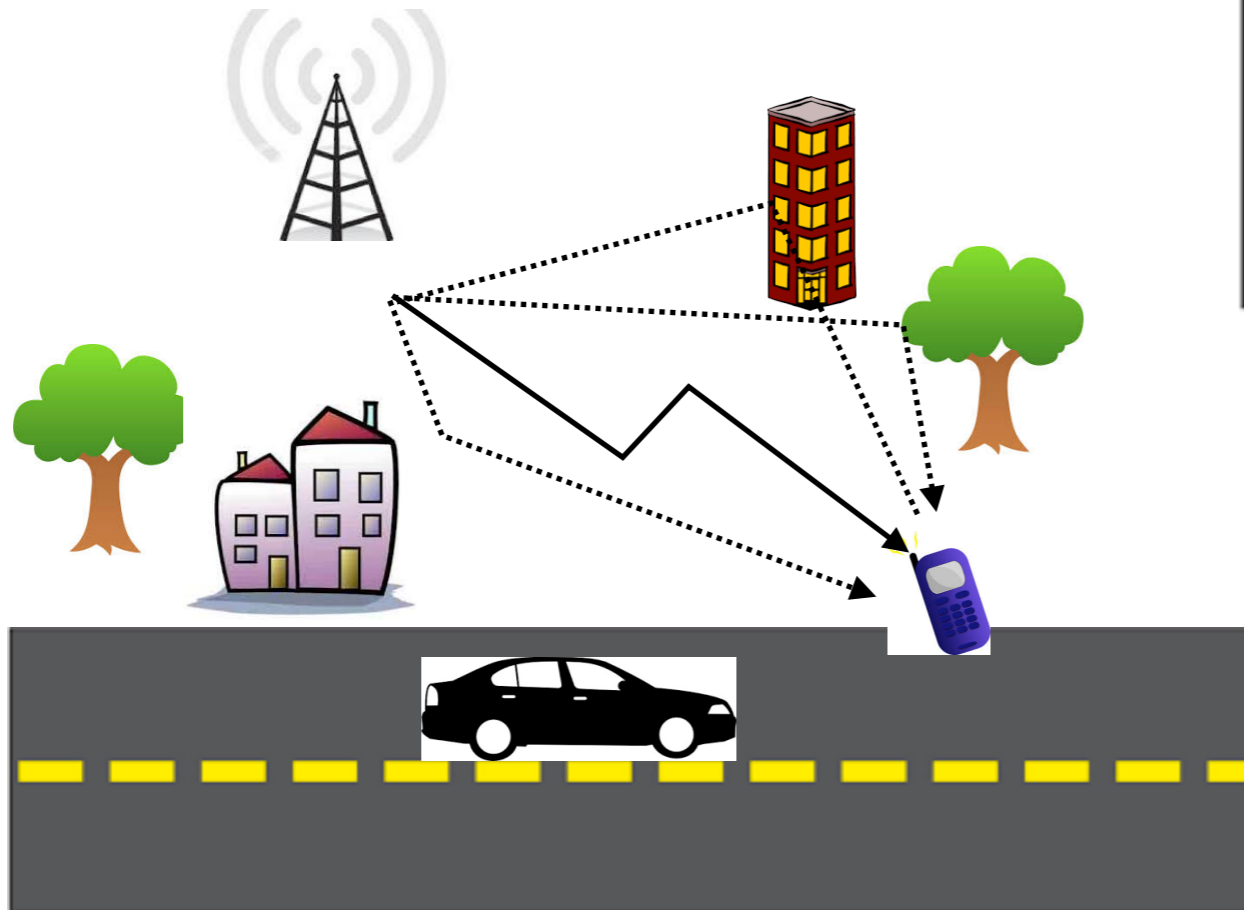
Wireless Channel



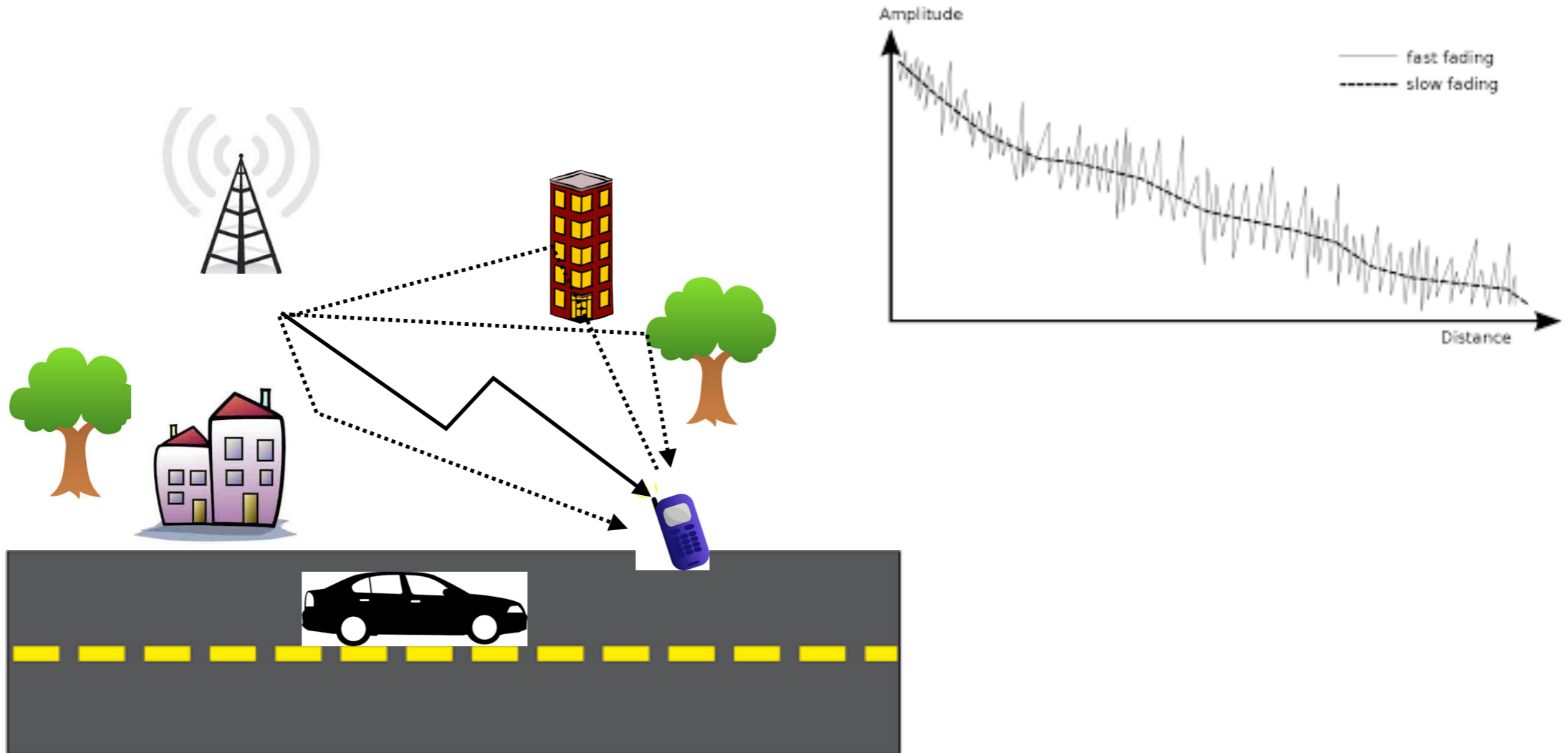
Wireless Channel



Wireless Channel

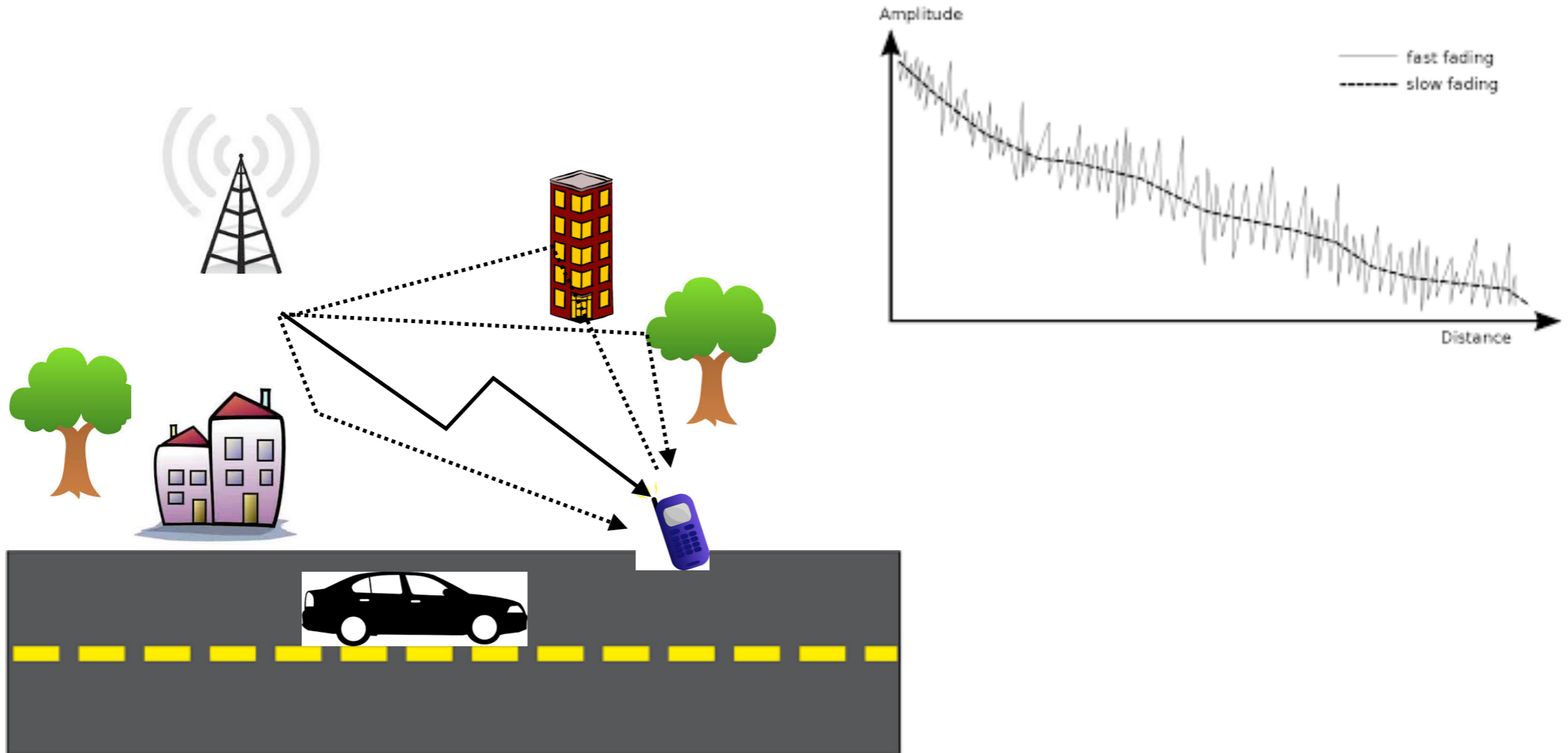


Wireless Channel



$$\text{Rate} = \log_2 \left(1 + \frac{|h|^2 P}{N} \right) \text{ bits/sec/Hz}$$

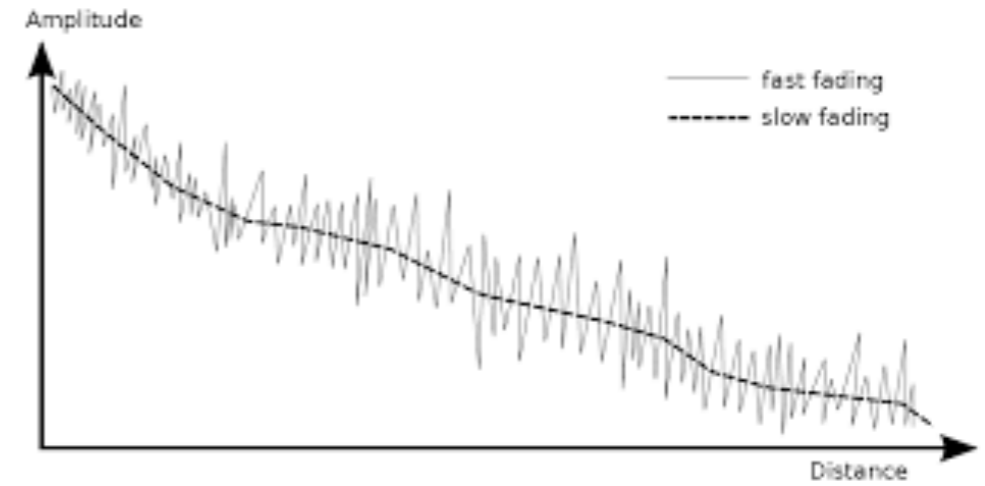
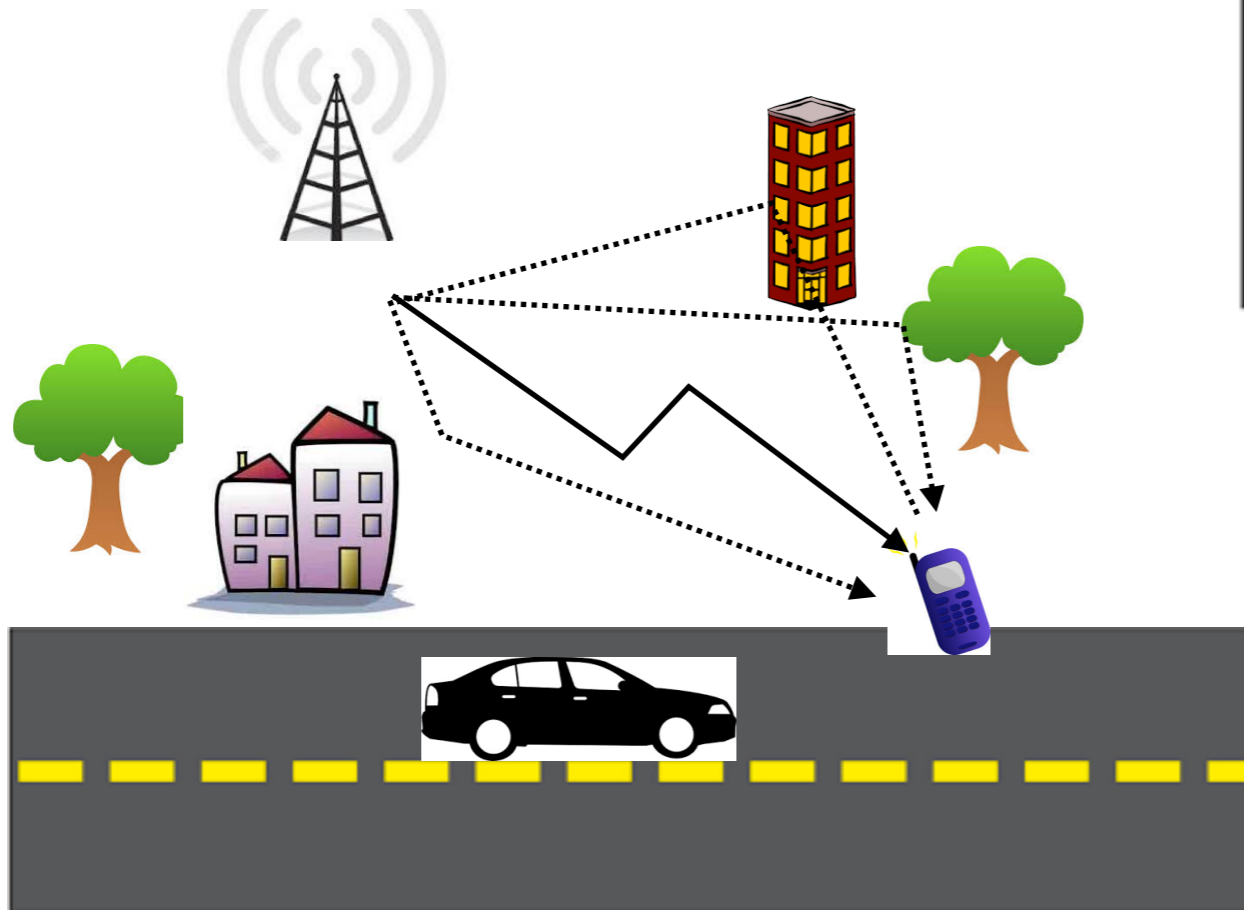
Wireless Channel



$$\text{Rate} = \log_2 \left(1 + \frac{|h|^2 P}{N} \right) \text{ bits/sec/Hz}$$

SNR

Wireless Channel



$$\text{Rate} = \log_2 \left(1 + \frac{|h|^2 P}{N} \right) \text{ bits/sec/Hz}$$

SNR

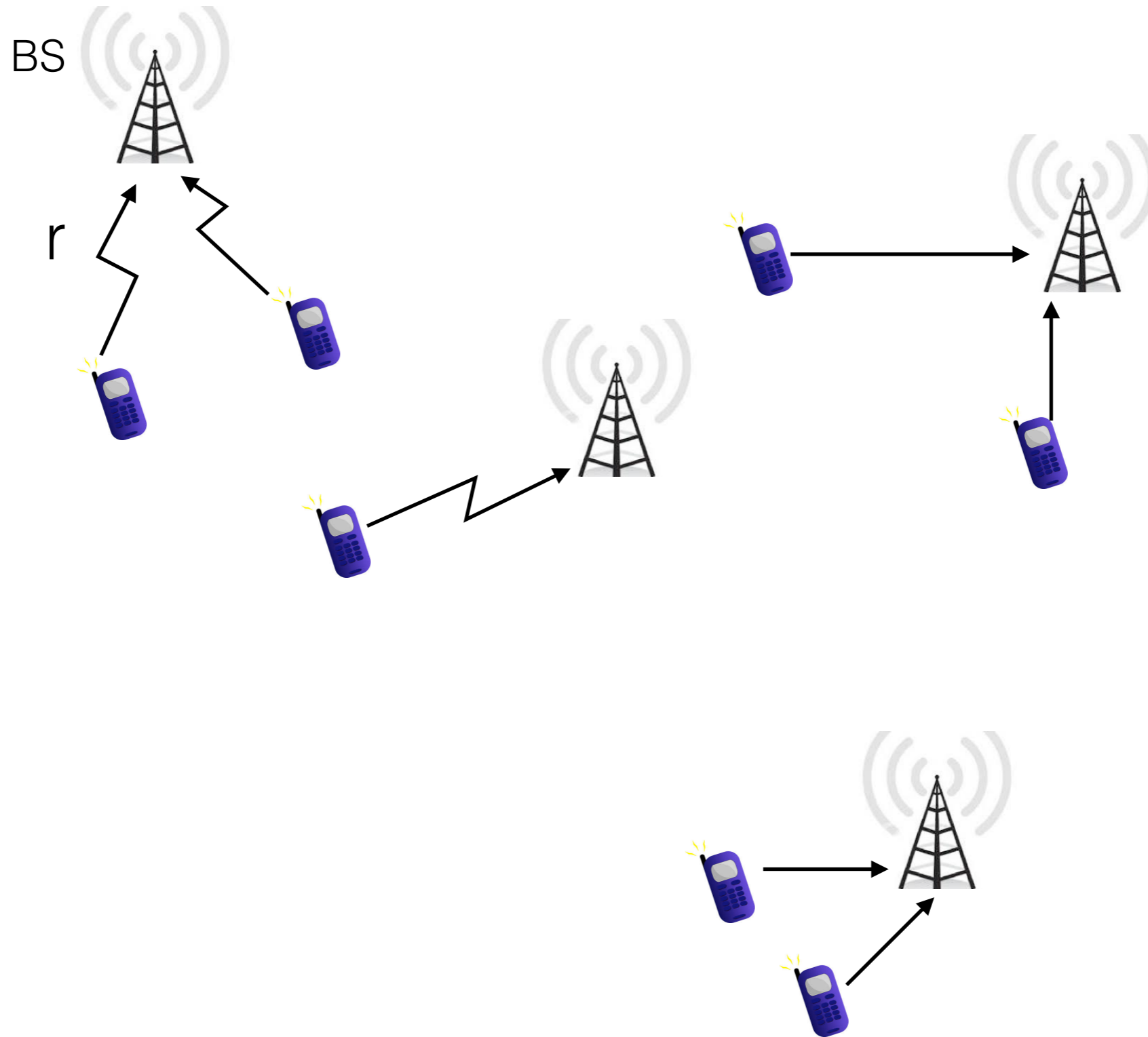
Legacy Problem

2G

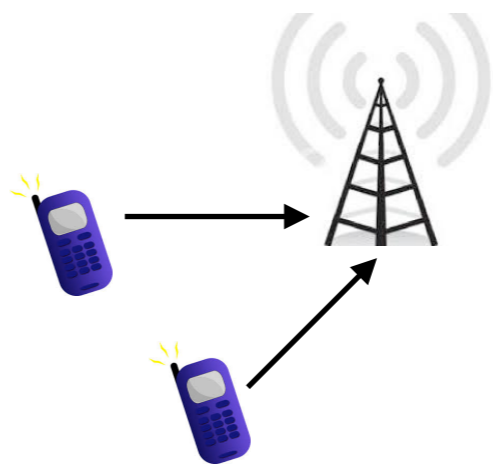
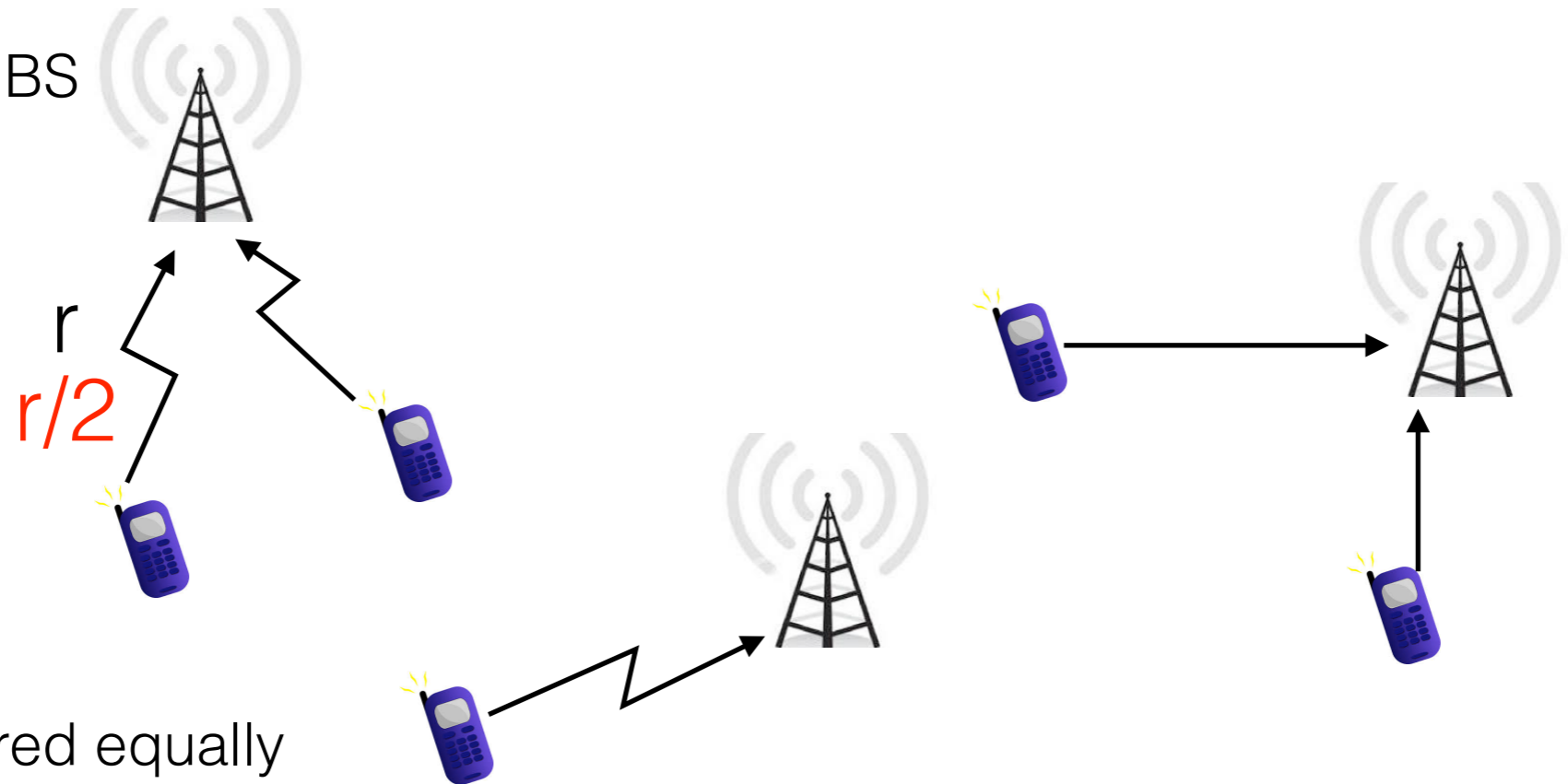
3G

4G

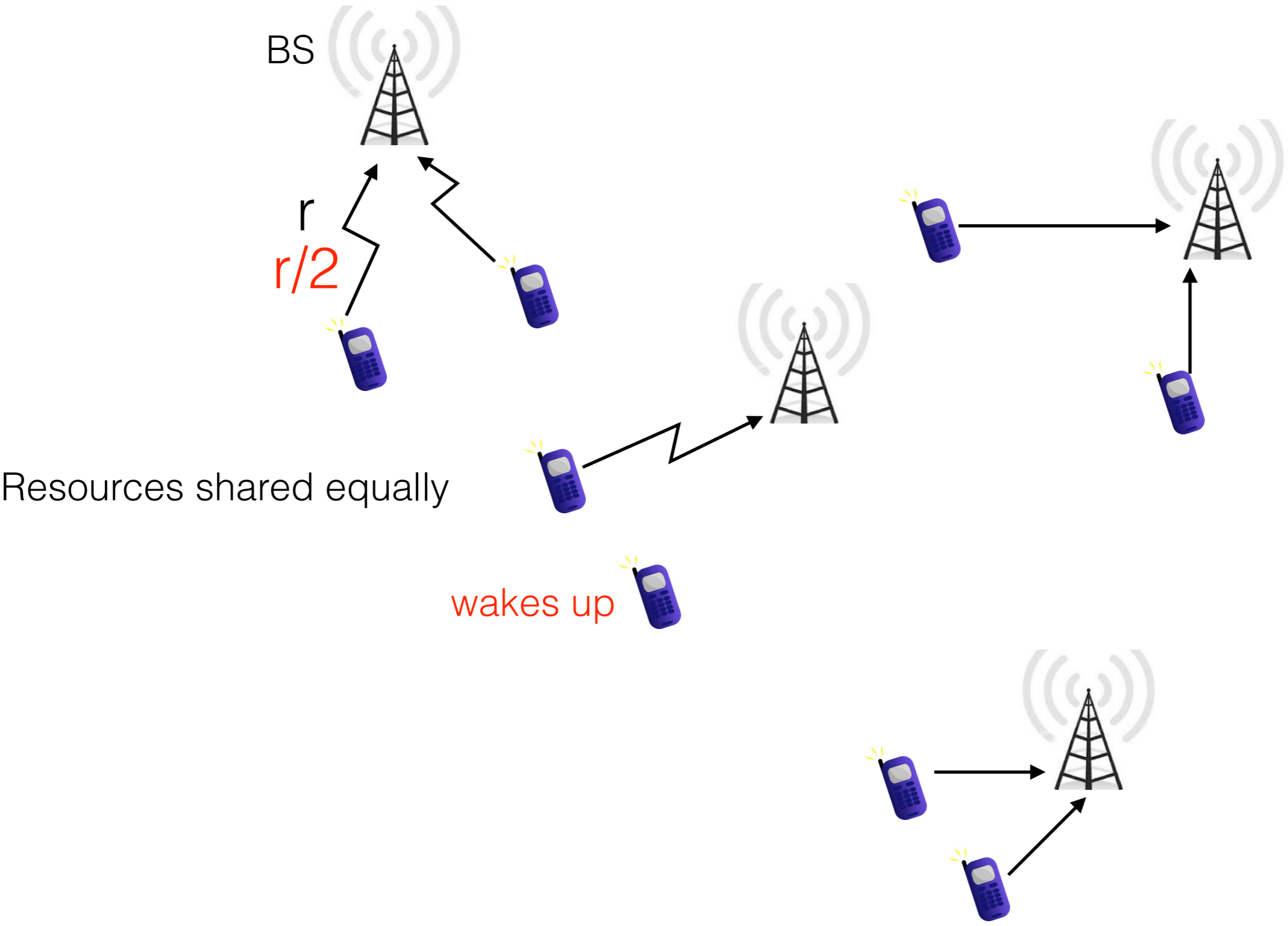
Legacy Problem - Wireless Communication



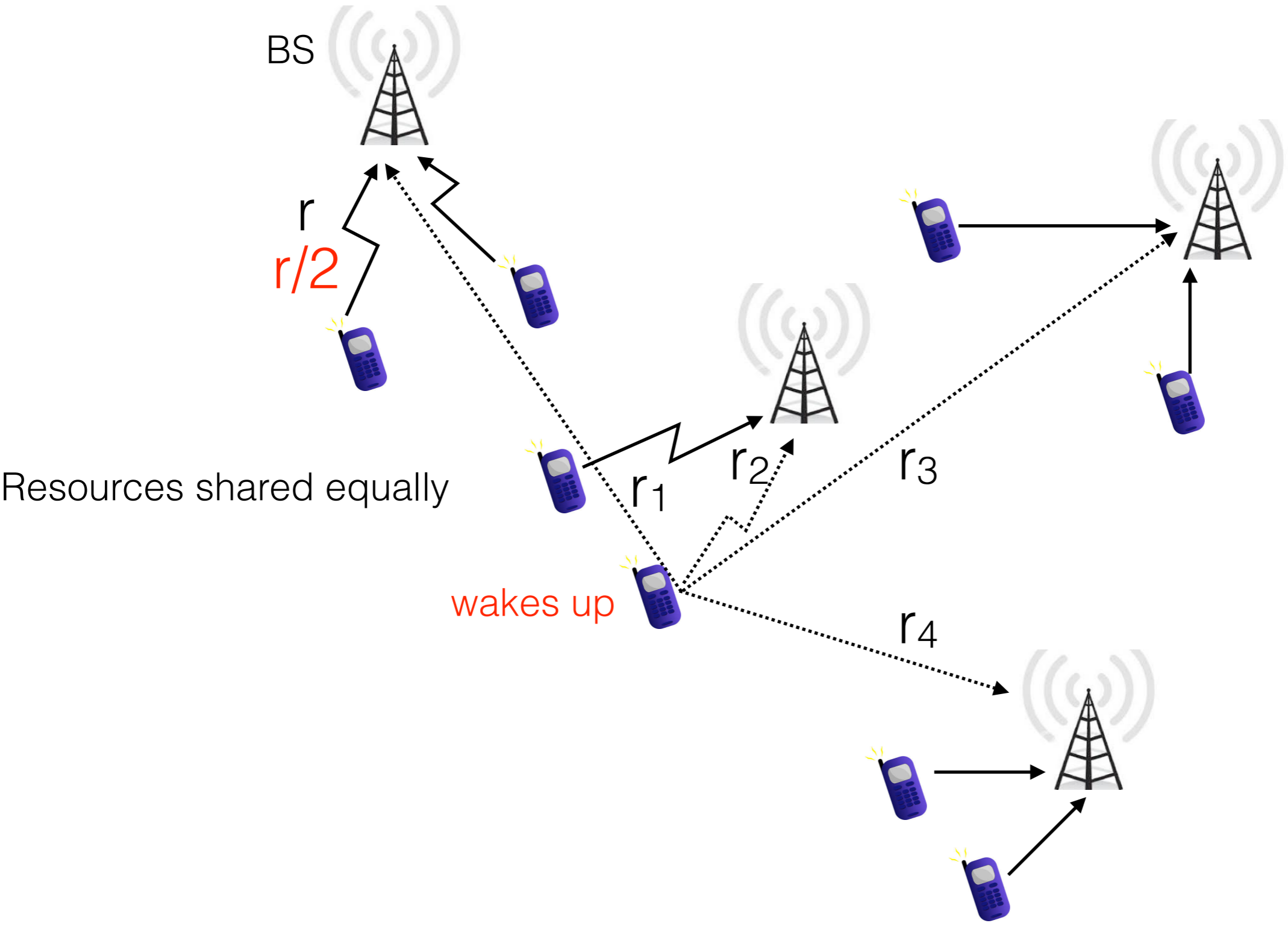
Legacy Problem -Wireless Communication



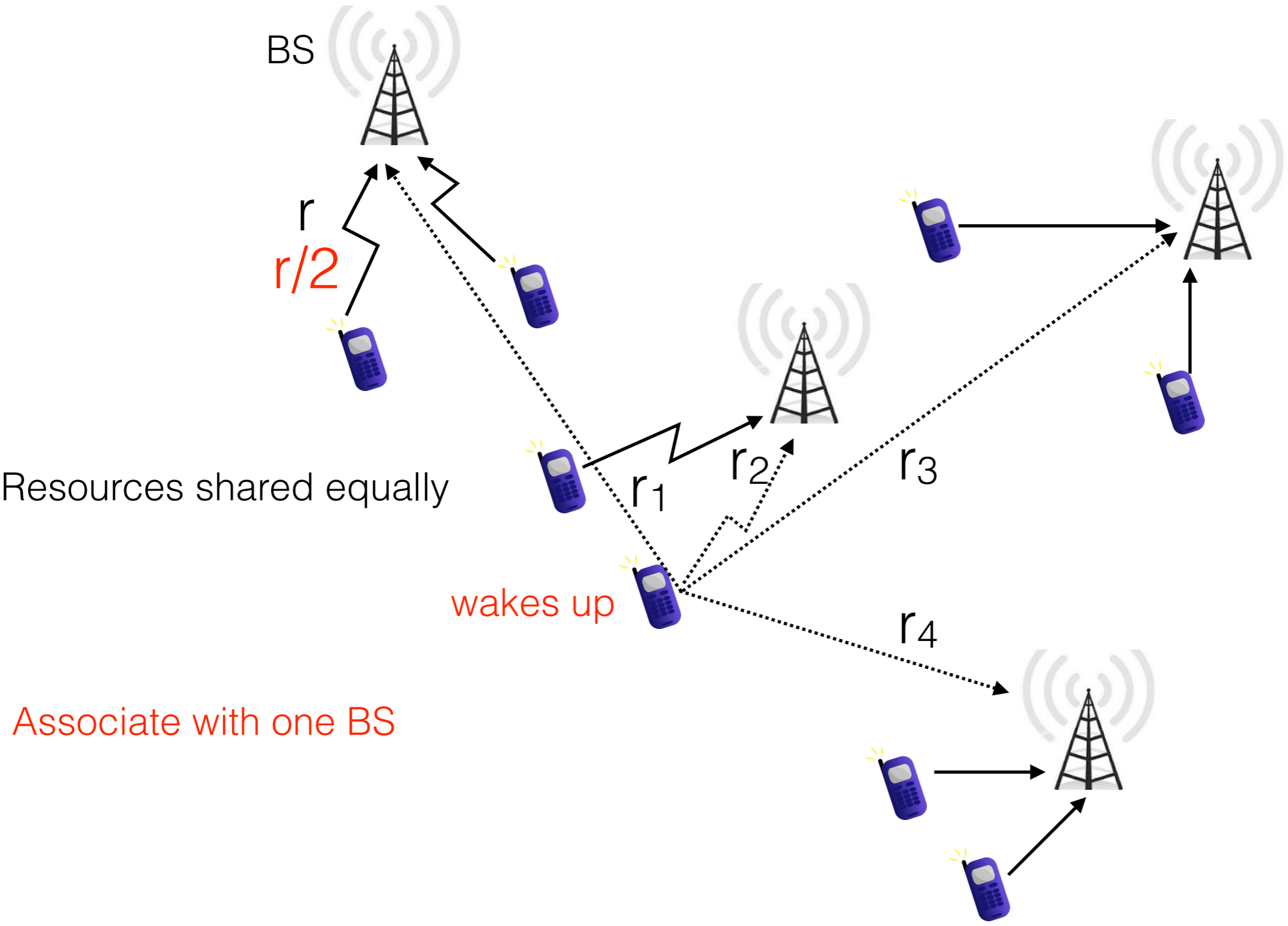
Legacy Problem -Wireless Communication



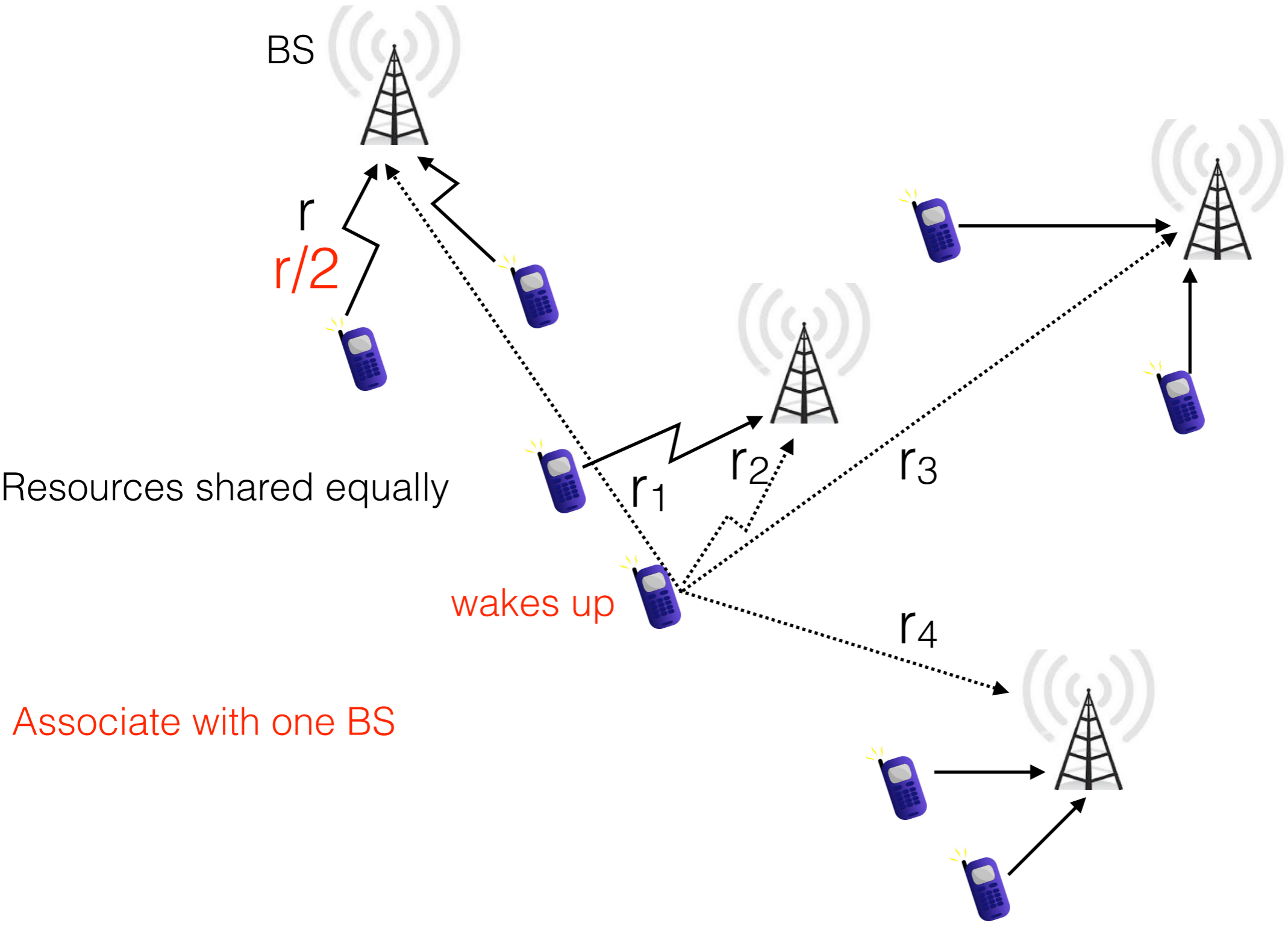
Legacy Problem - Wireless Communication



Legacy Problem - Wireless Communication

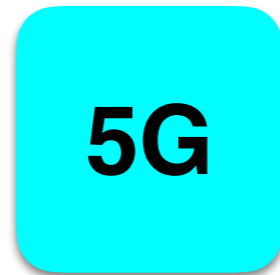


Legacy Problem -Wireless Communication

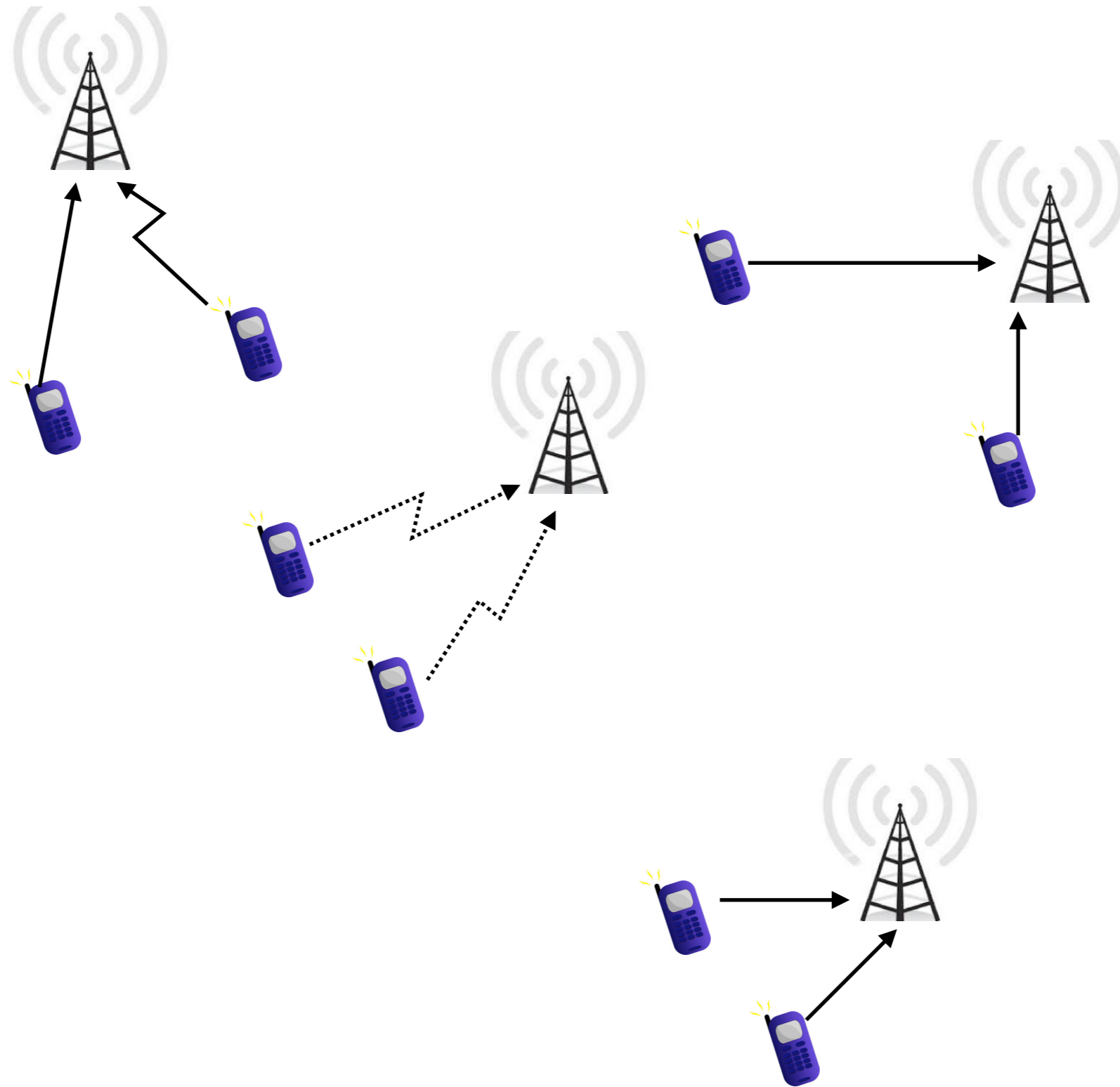


Find optimal BS allocation to maximize sum-rate

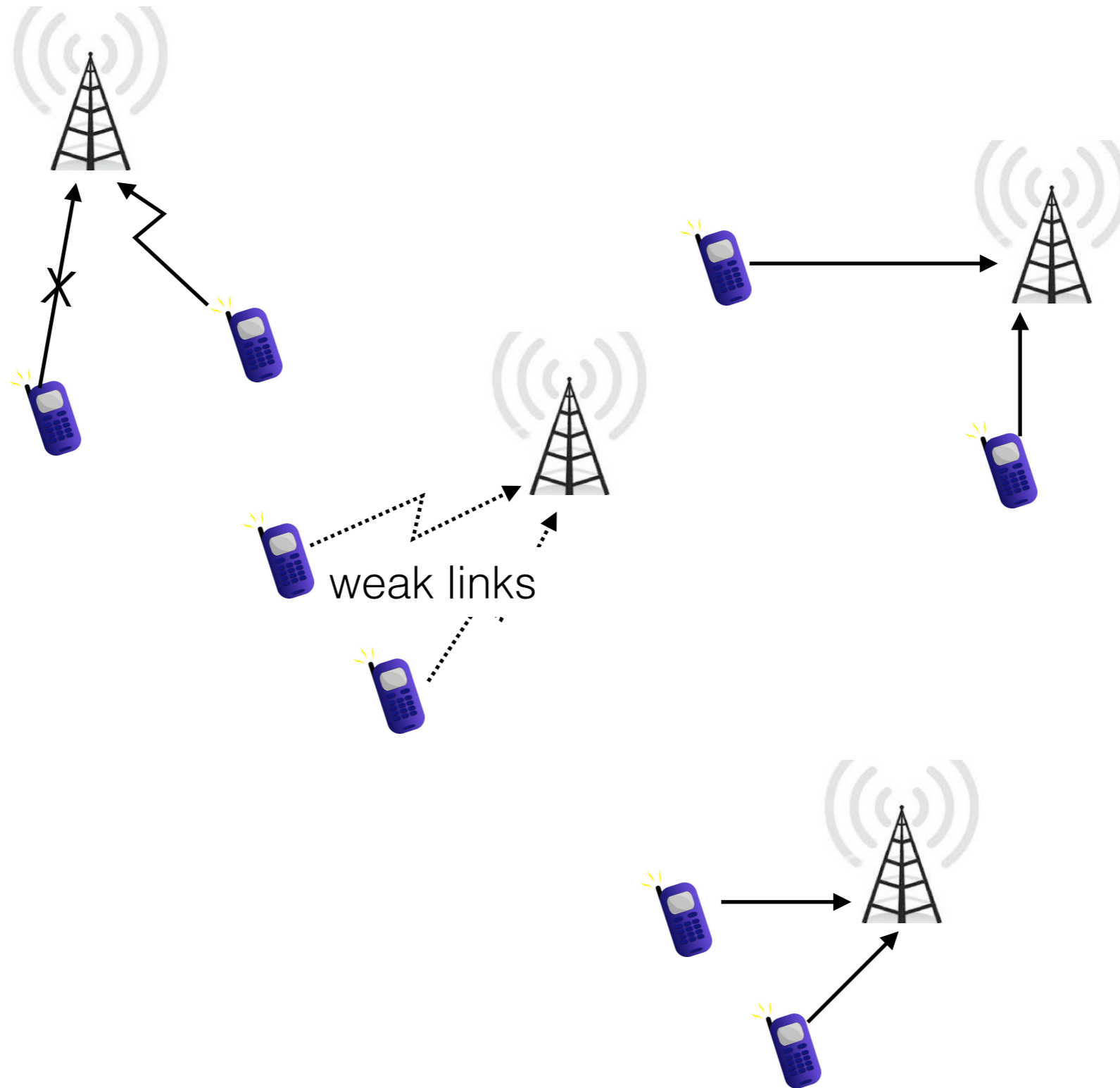
Modern Problem



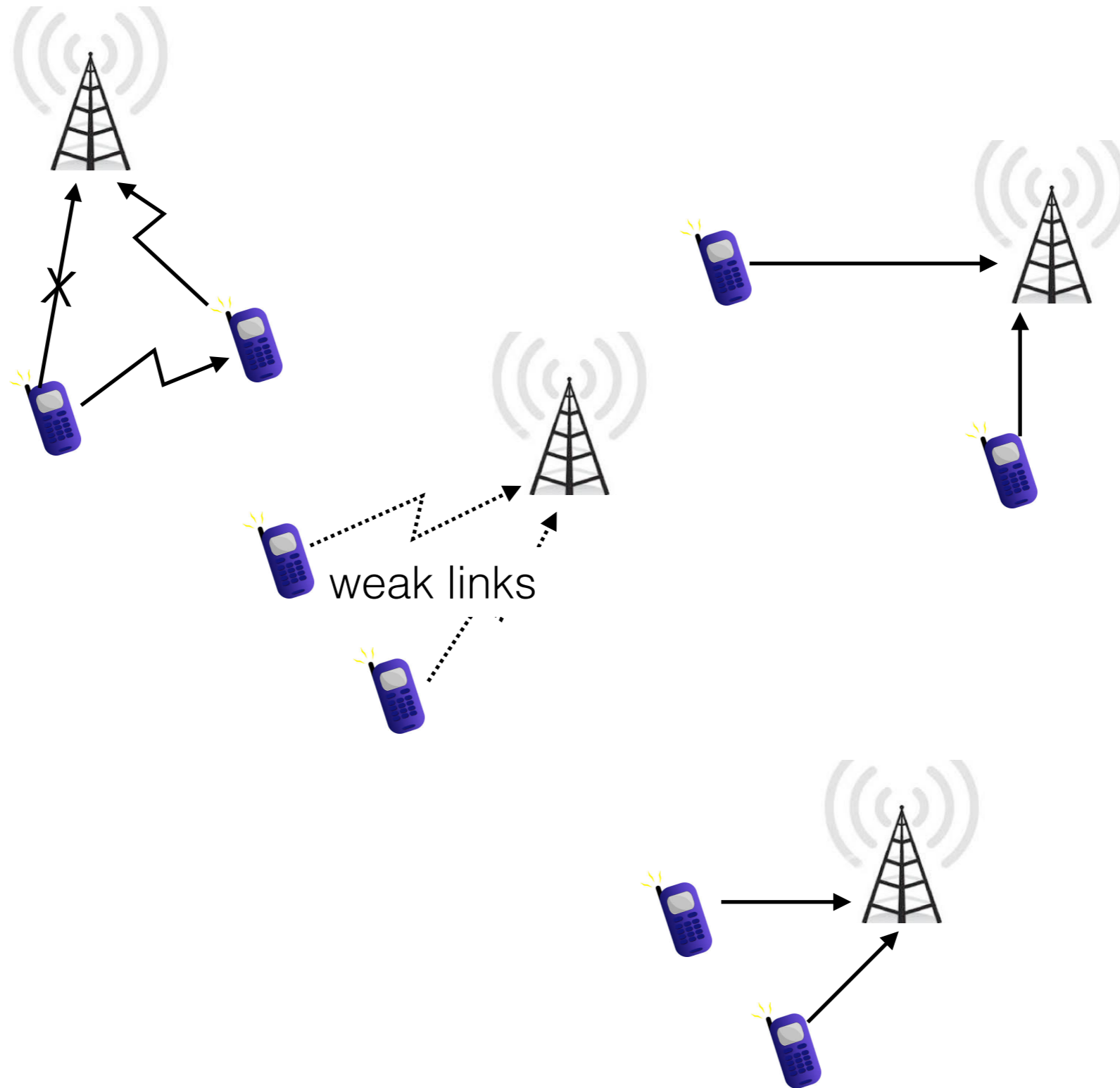
Modern Problem Device-2-Device Communication



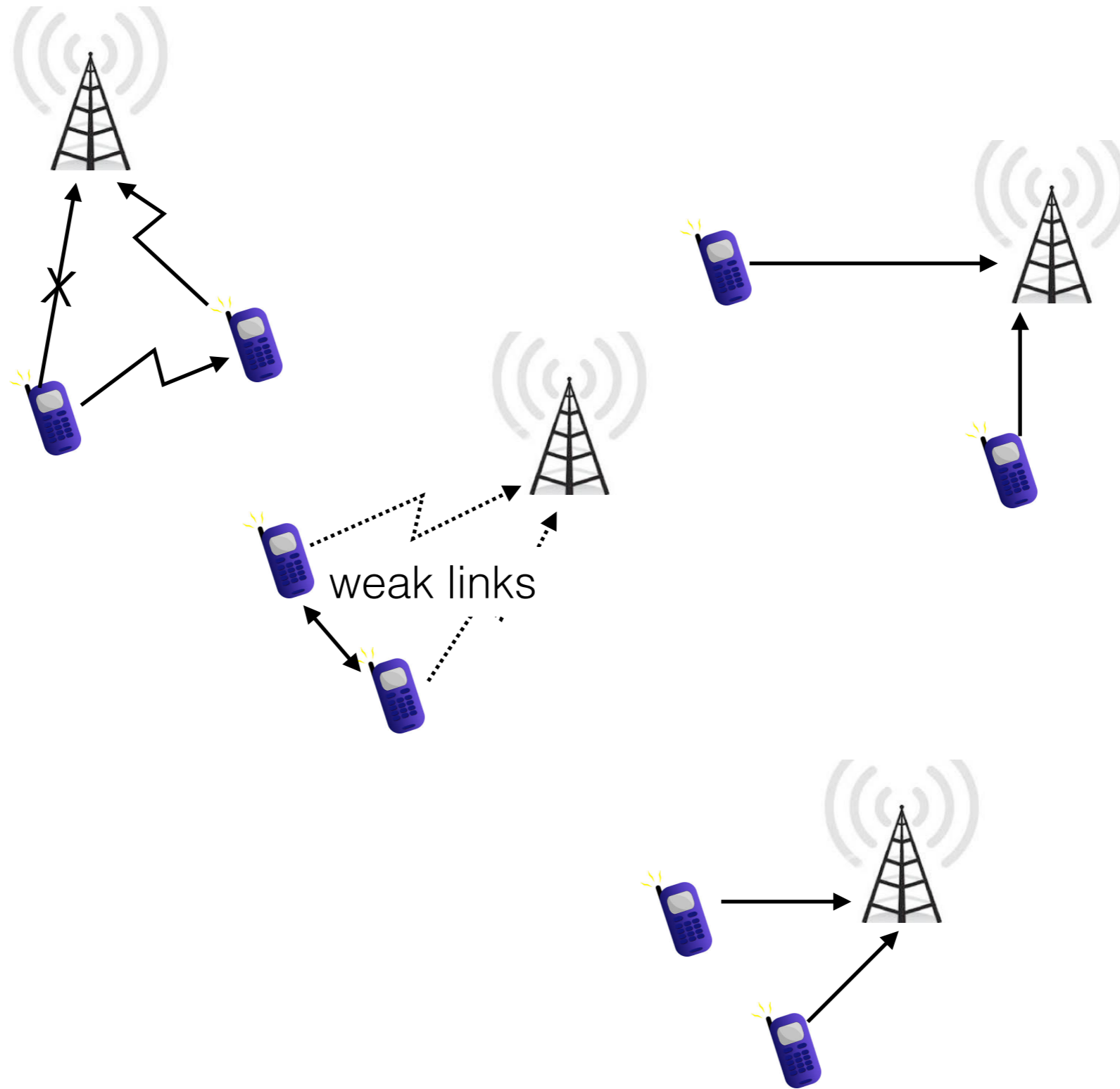
Modern Problem Device-2-Device Communication



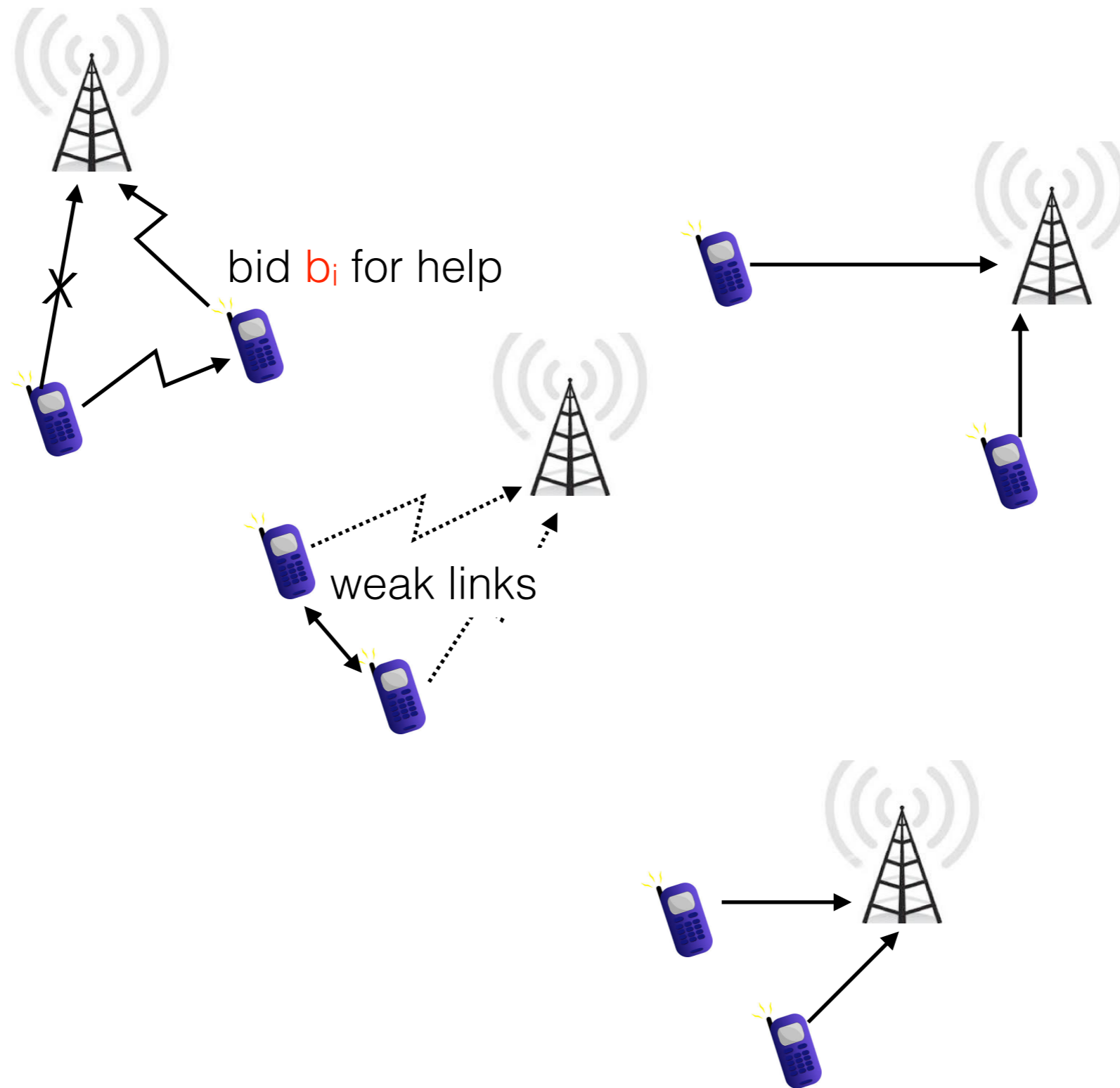
Modern Problem Device-2-Device Communication



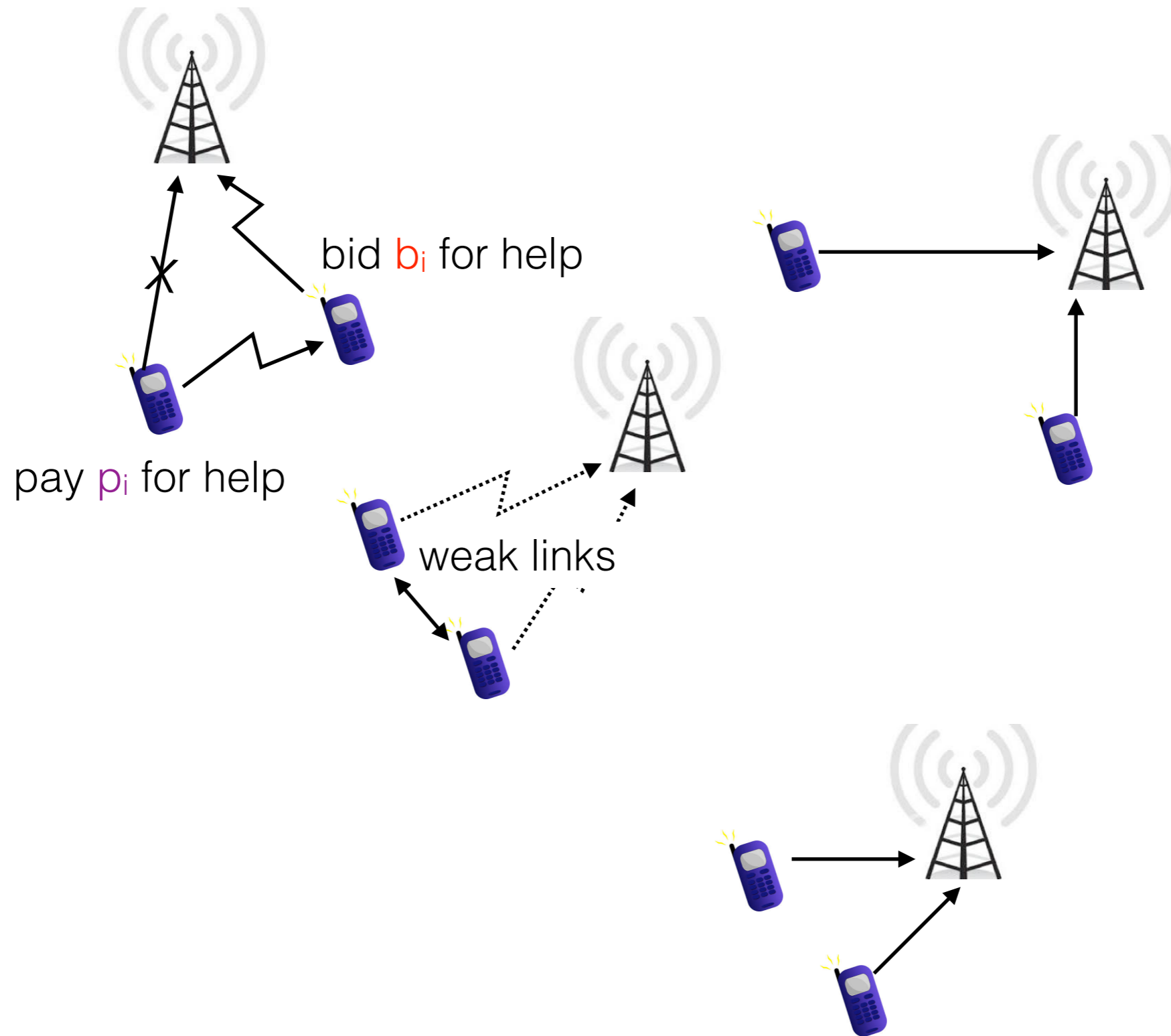
Modern Problem Device-2-Device Communication



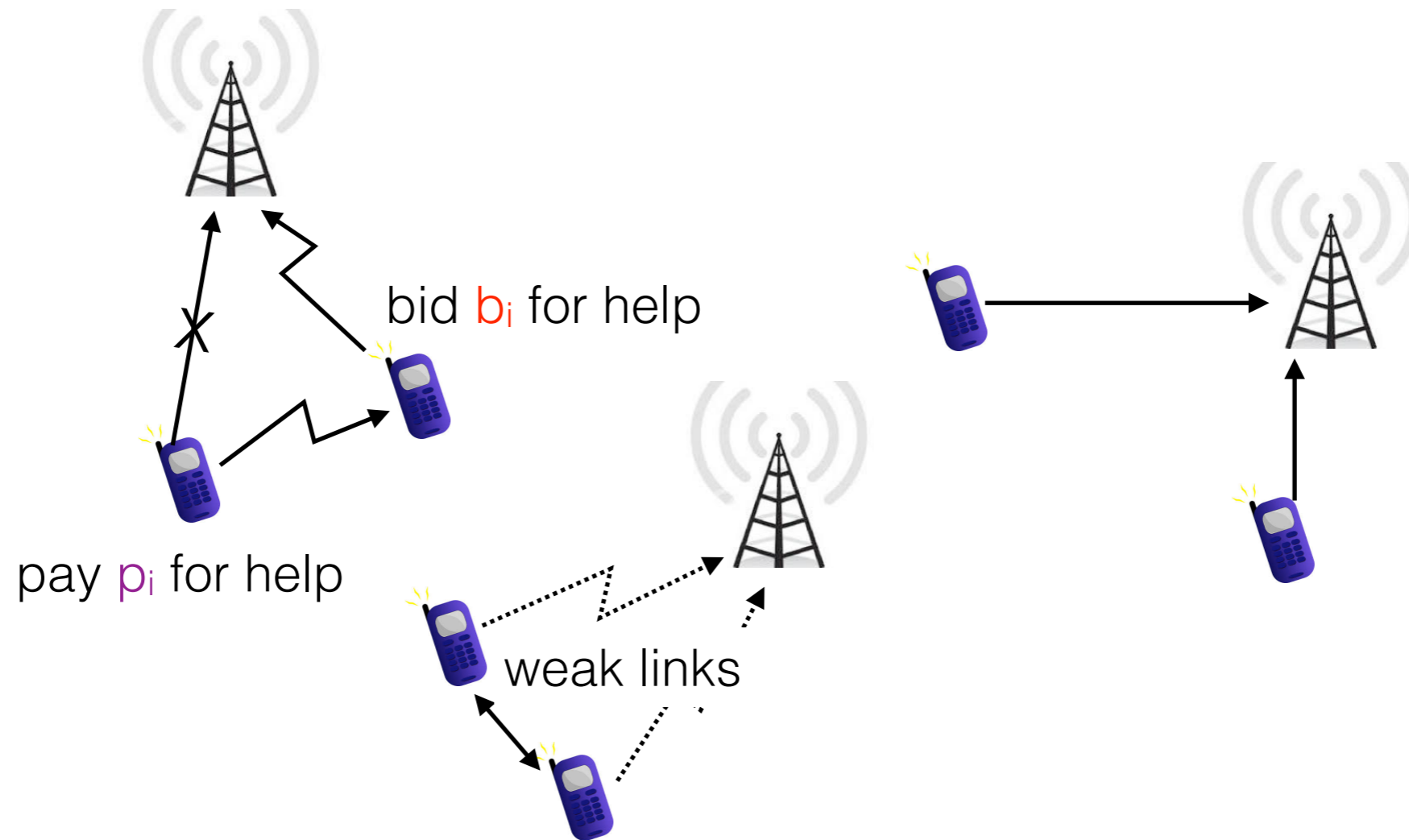
Modern Problem Device-2-Device Communication



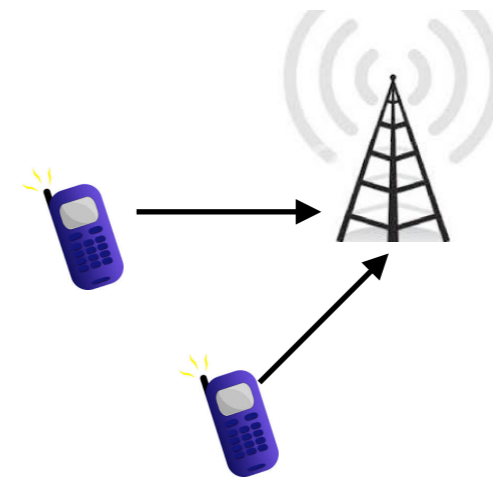
Modern Problem Device-2-Device Communication



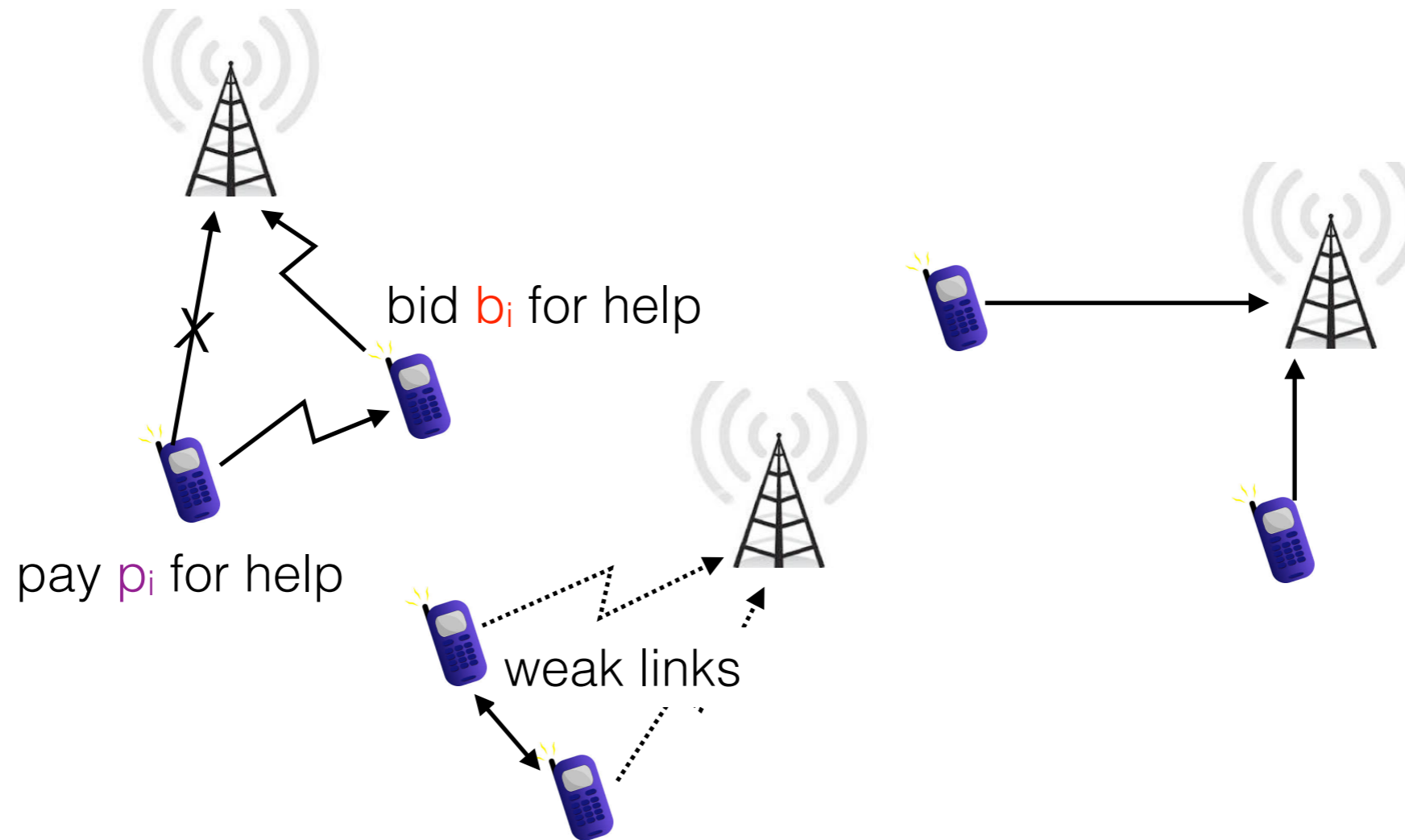
Modern Problem Device-2-Device Communication



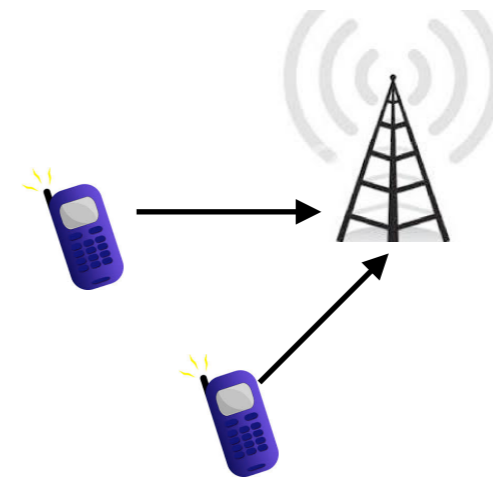
mechanism to avoid cheating



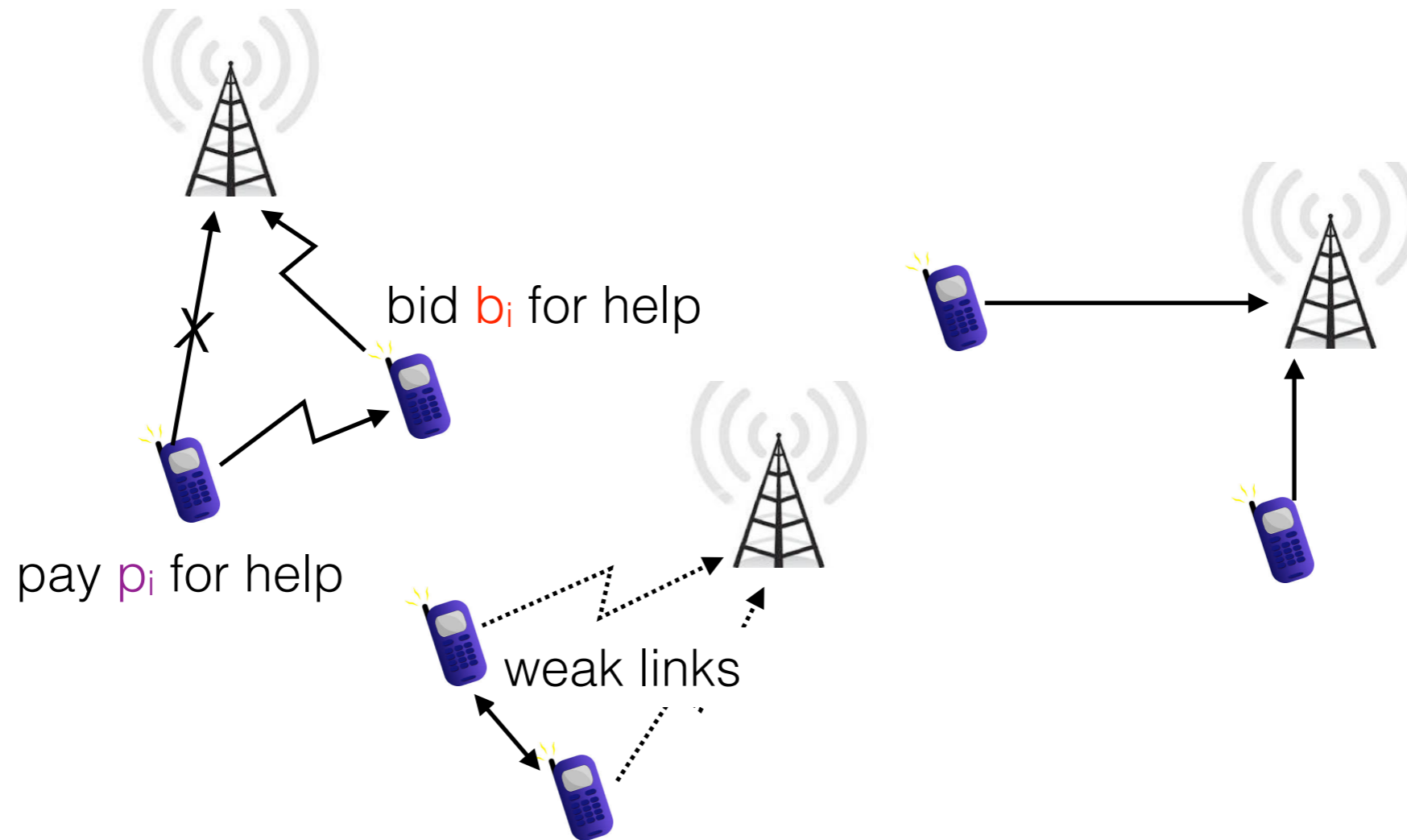
Modern Problem Device-2-Device Communication



mechanism to avoid cheating
ensure maximum throughput



Modern Problem Device-2-Device Communication



mechanism to avoid cheating
ensure maximum throughput

Find optimal helper association and incentive rule that is **truthful**

small detour

at the height of their popularity. | For more on this, visit www.fox.com | For more on this, visit www.fox.com

The mathematics behind a perfect match

It's a problem that has had many names — the secretary problem, the Balducci-Lidov problem and the optimal stopping problem, but it's obvious that you need to decide when to stop dating and settle down. “Settle down early and you might forgo the chance of a more perfect match later on. Wait too long to commit, and all the great ones might be gone. You don't want to marry the first person you meet, but you also don't want to wait too long,” writes Alan Swanson, an author who defines the mathematics behind finding the best spouse.

The spouse problem is an old one, and has a solution — a simple mathematical rule. “In the scenario, you're choosing from a set number of options. For example, let's say there is a total of 10 potential mates who you could seriously date and settle down with in your lifetime. If you could only see them all together at the same time, you'd have no problem picking out the best. But this isn't how a lifetime of dating works, obviously,” writes Swanson.

The problem, of course, is that mates don't appear together but at random. And of course, once you've rejected someone, it can be embarrassing — if not impossible, to go back.

The answer lies in probability — and its mathematics. To find the perfect partner, you have to date and reject the first 37% of the group, your total lifetime mates. Then find the next person who is better than anyone you've ever dated before. Naturally, for this to work in real life, you need to know how many mates you will have, but you can't make a guess.

There are risks, of course. “There's the risk, for example, that the first person you date isn't in your perfect percent. If you follow the rule, you'll reject that person anyway. And as you continue to date other people, no one will ever measure up to your first love, and you'll end up rejecting everyone, and end up alone with your cats. Of course, some people may find cats preferable to boyfriends or girlfriends anyway,” writes Swanson.

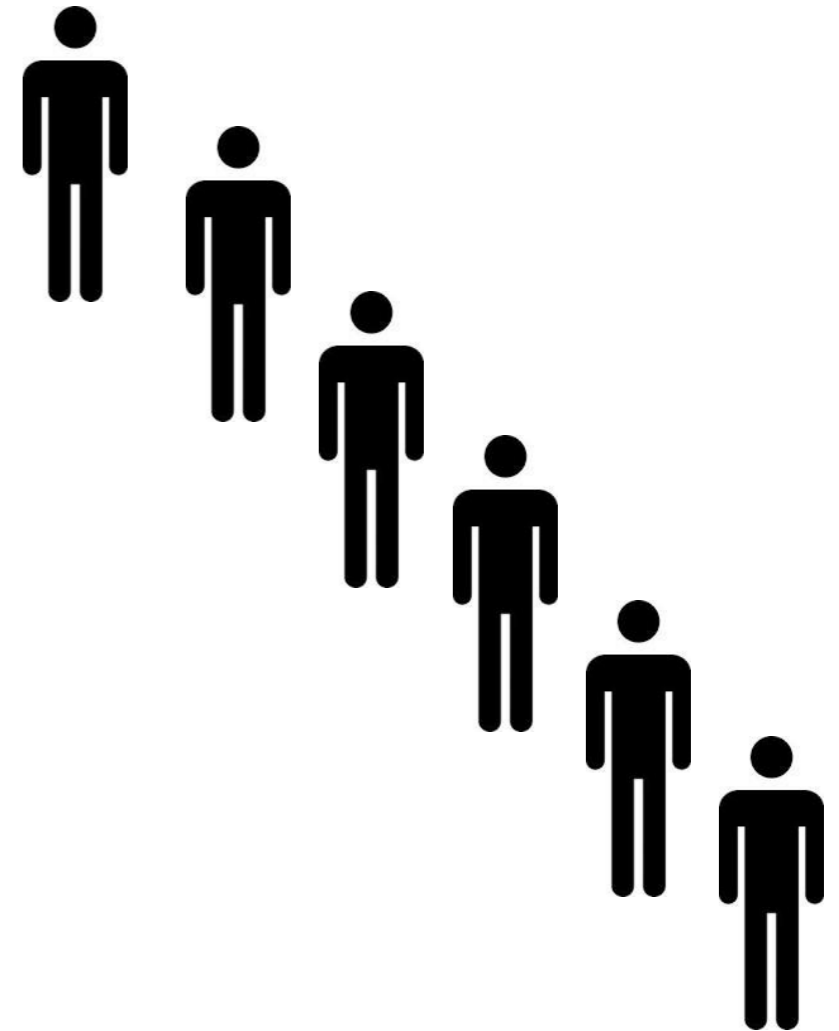


MAGIC NUMBER: Dump the first 37% of the dates you may have over your lifetime.

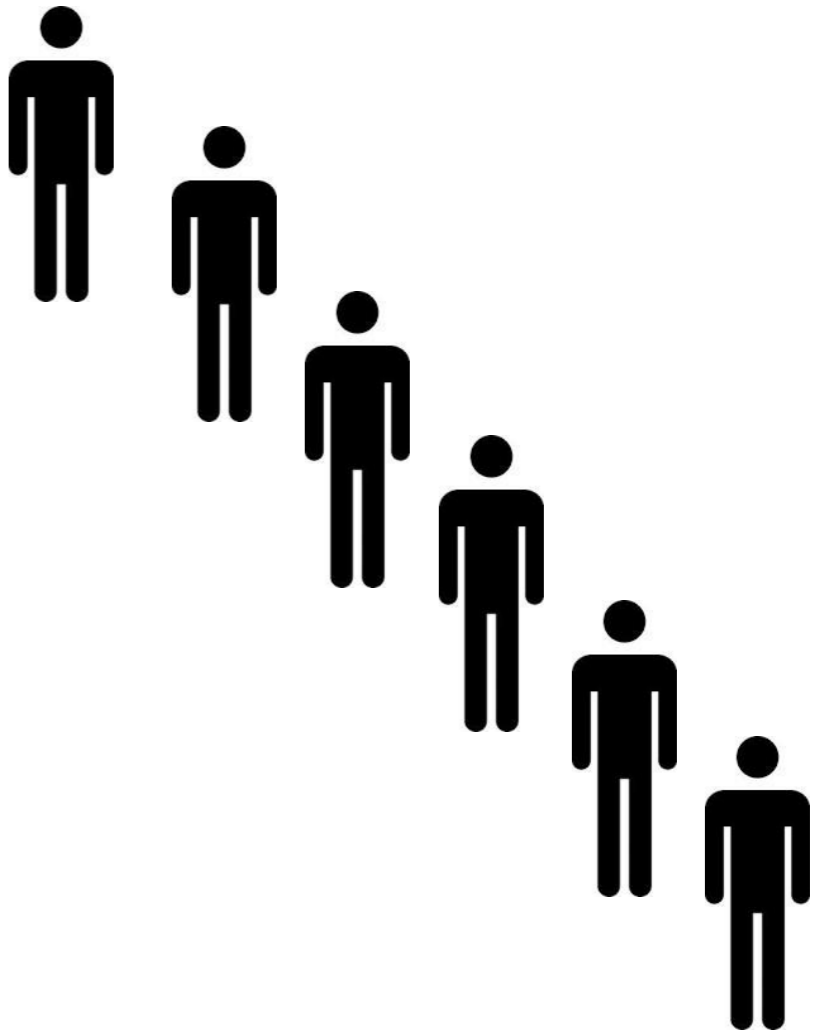
For more on this, visit fox.com

how many to date before committing !

Hiring impatient staff



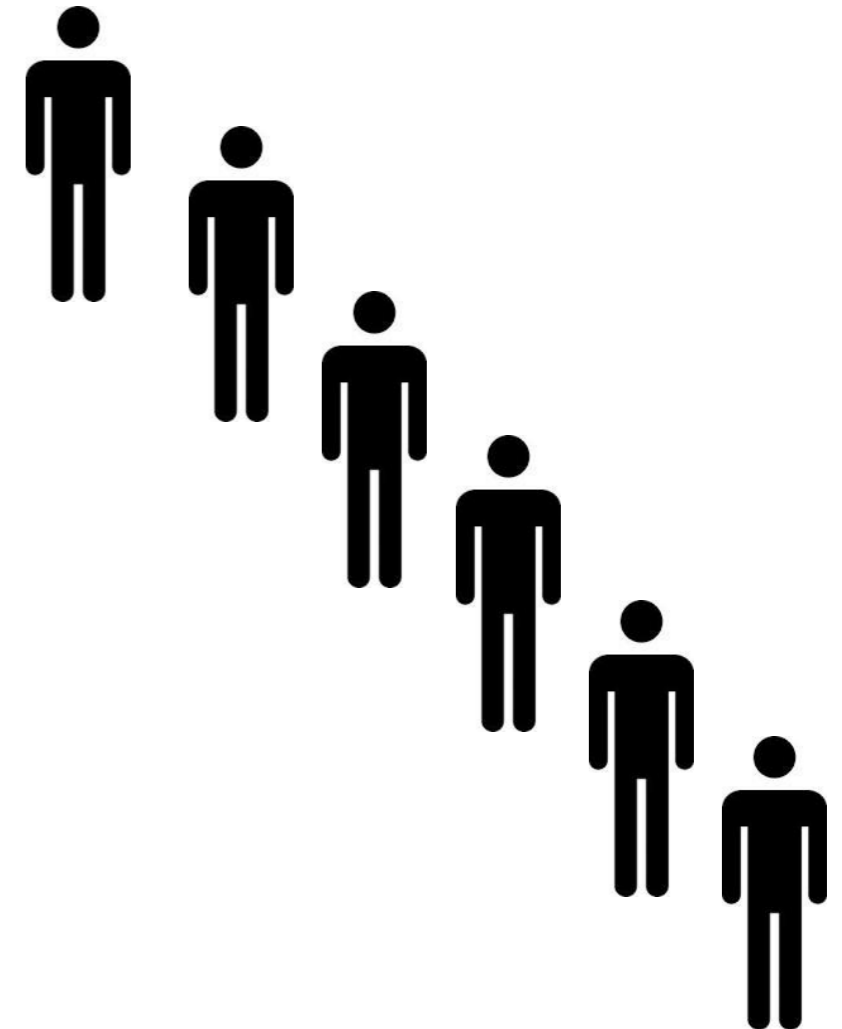
Hiring impatient staff



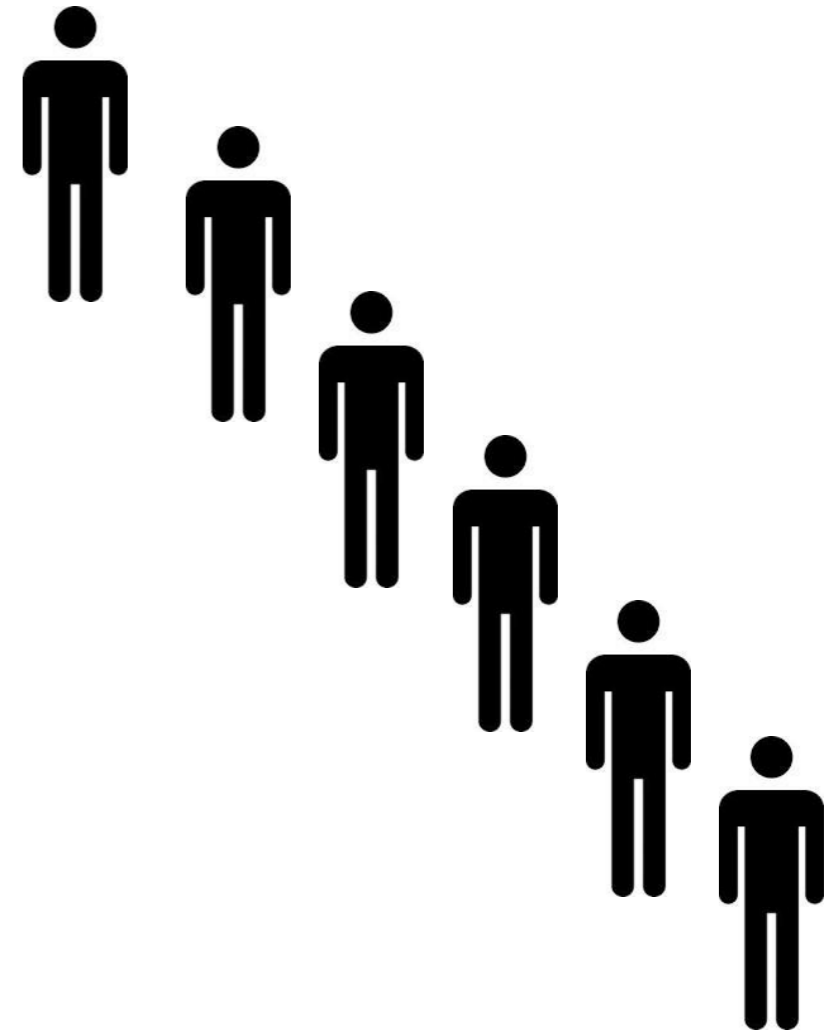
Hiring **impatient** staff



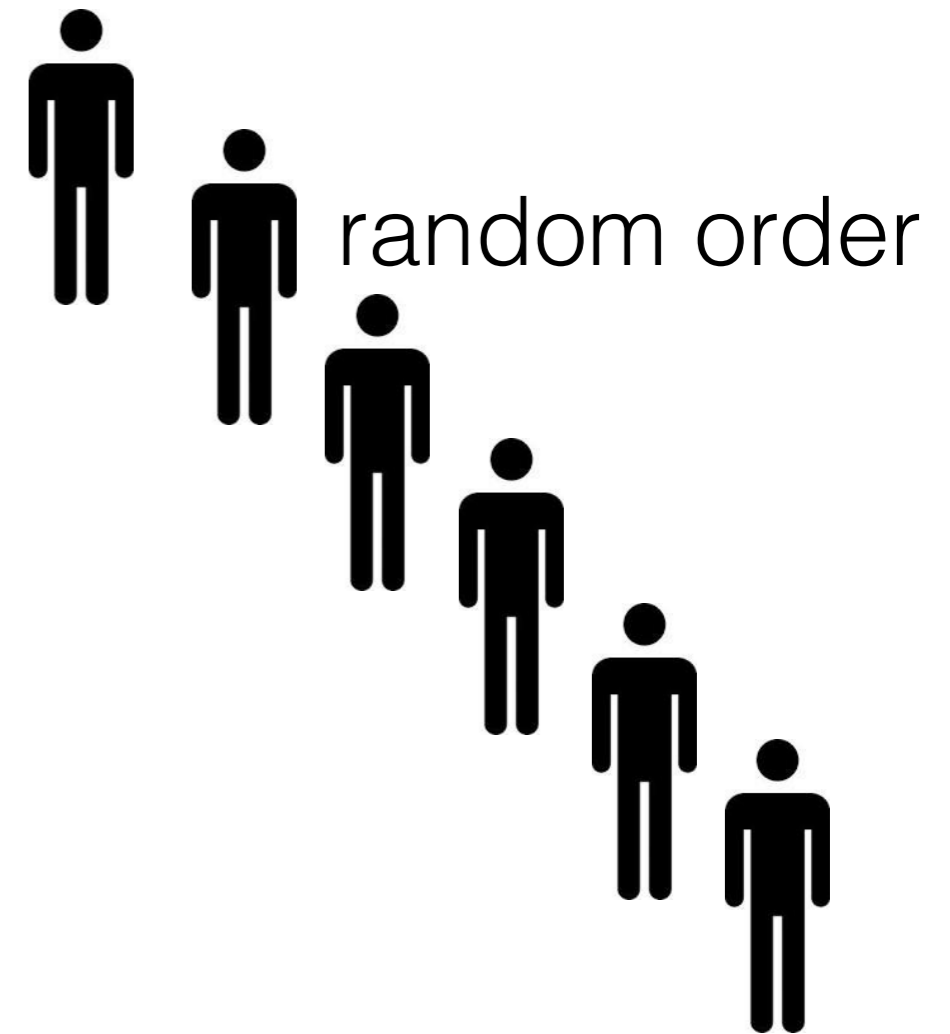
prob. of choosing best candidate is $1/n$



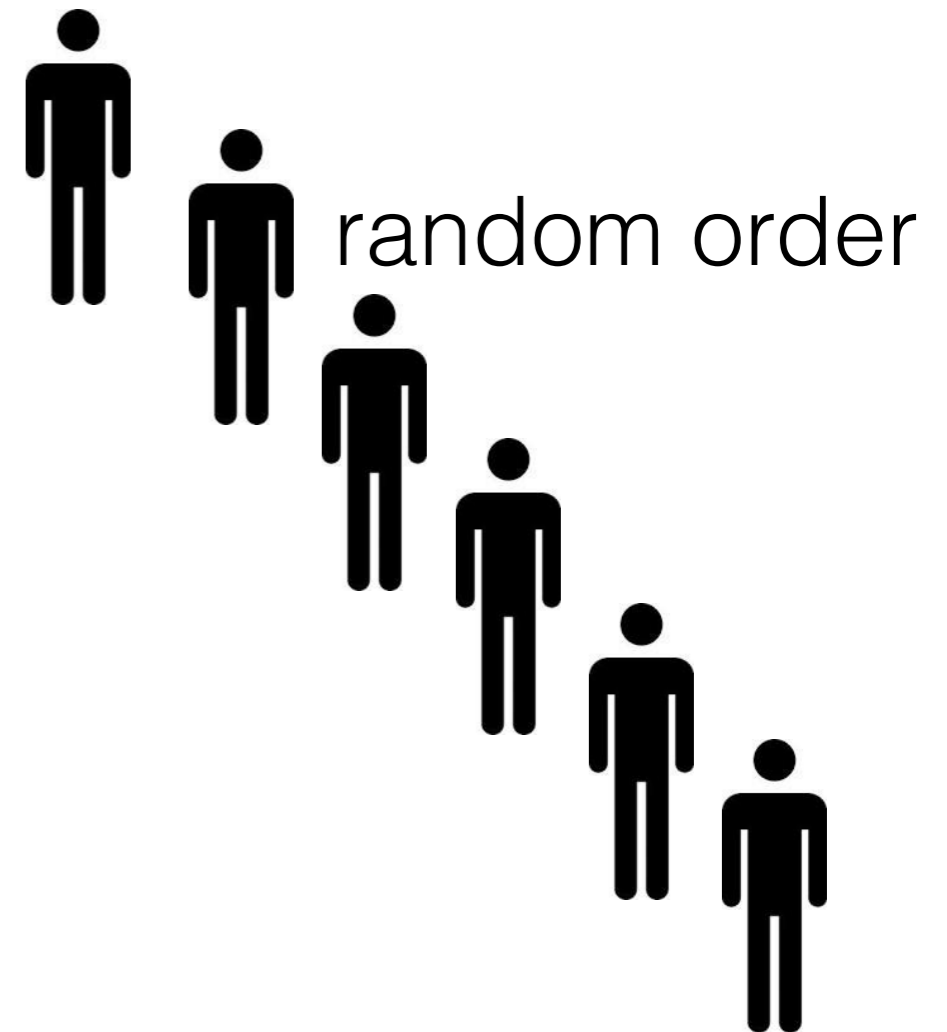
Hiring staff - not adversarial



Hiring staff - not adversarial



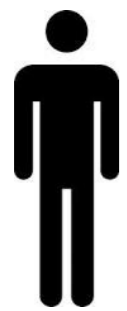
Hiring staff - not adversarial



sampling phase

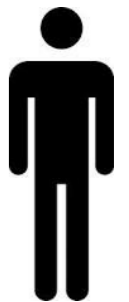
first half

Hiring staff - not adversarial



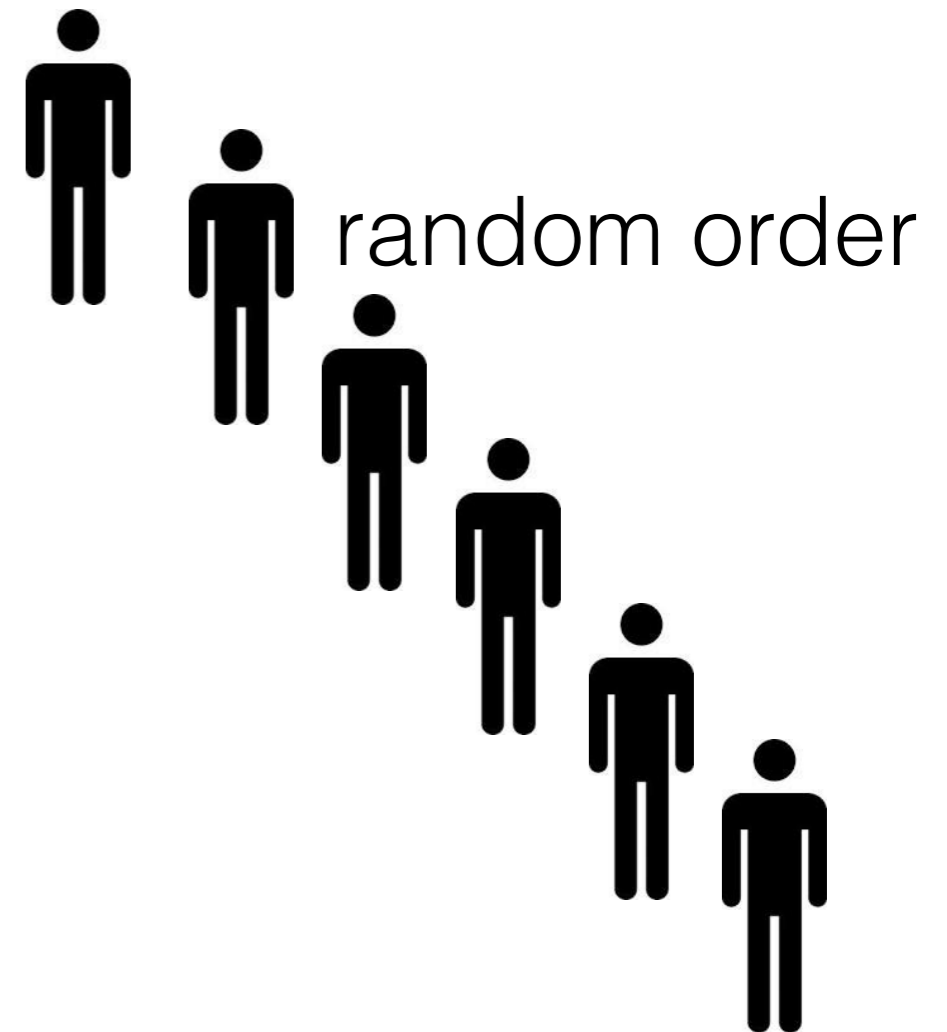
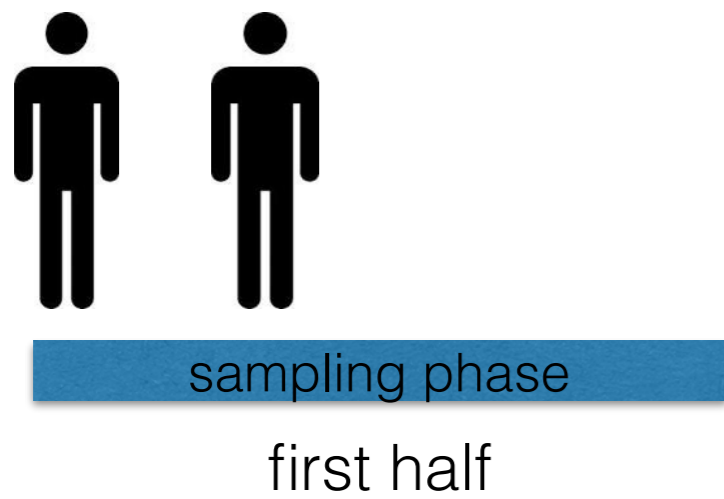
sampling phase

first half

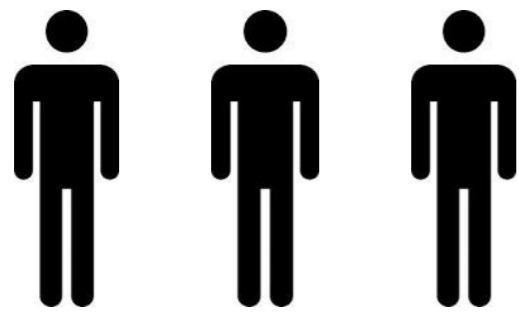


random order

Hiring staff - not adversarial

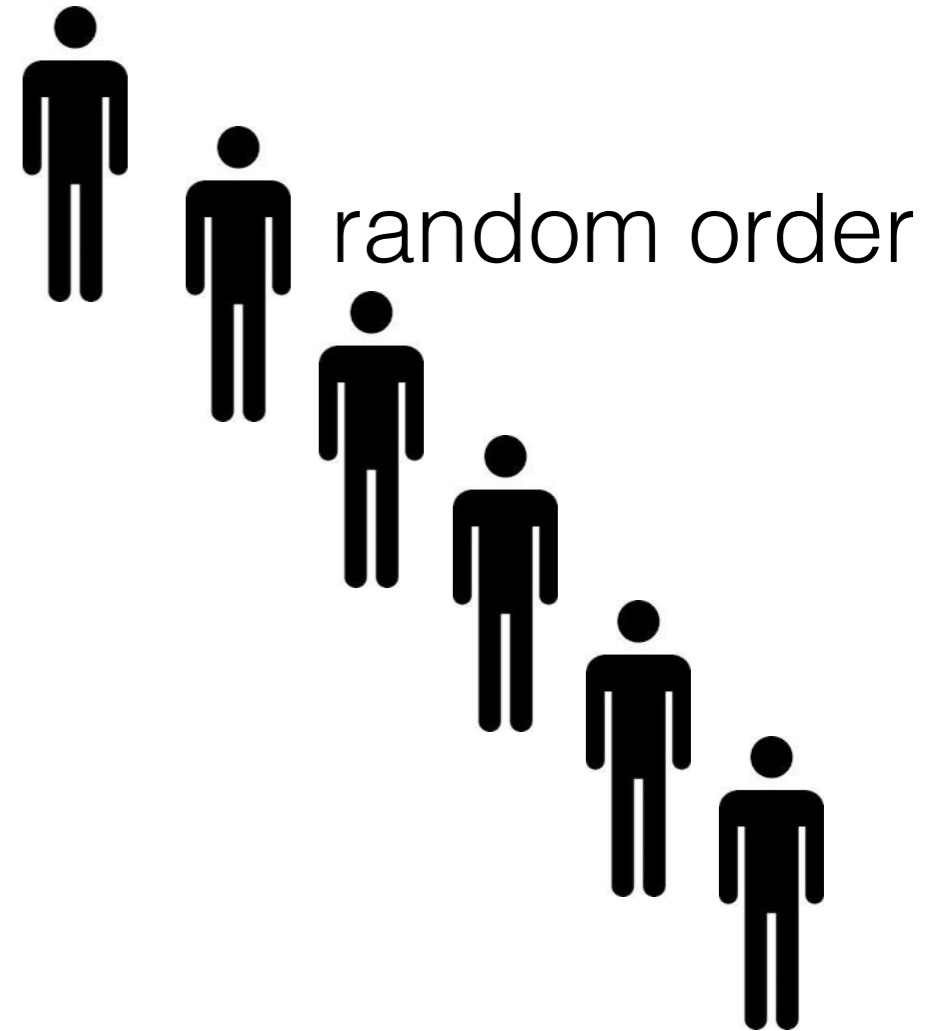


Hiring staff - not adversarial

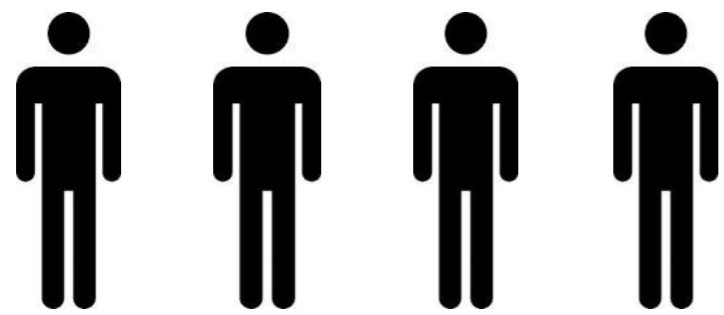


sampling phase

first half

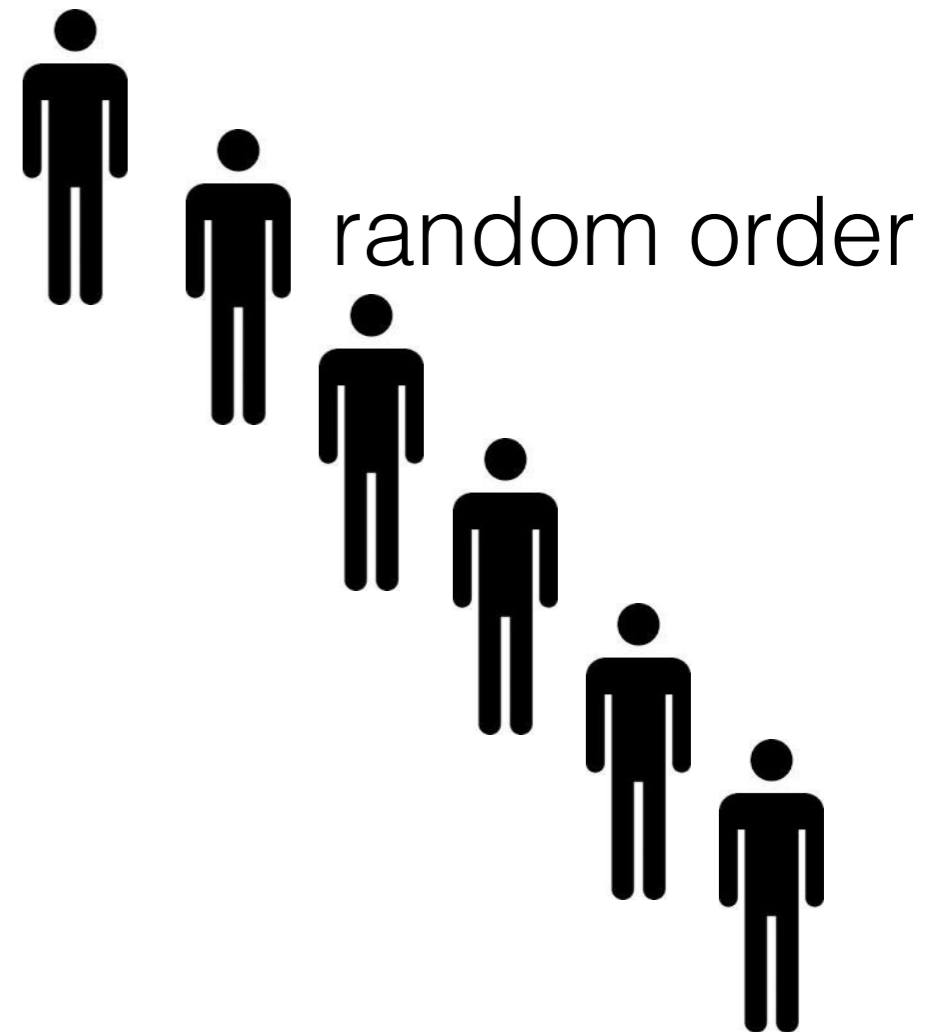


Hiring staff - not adversarial

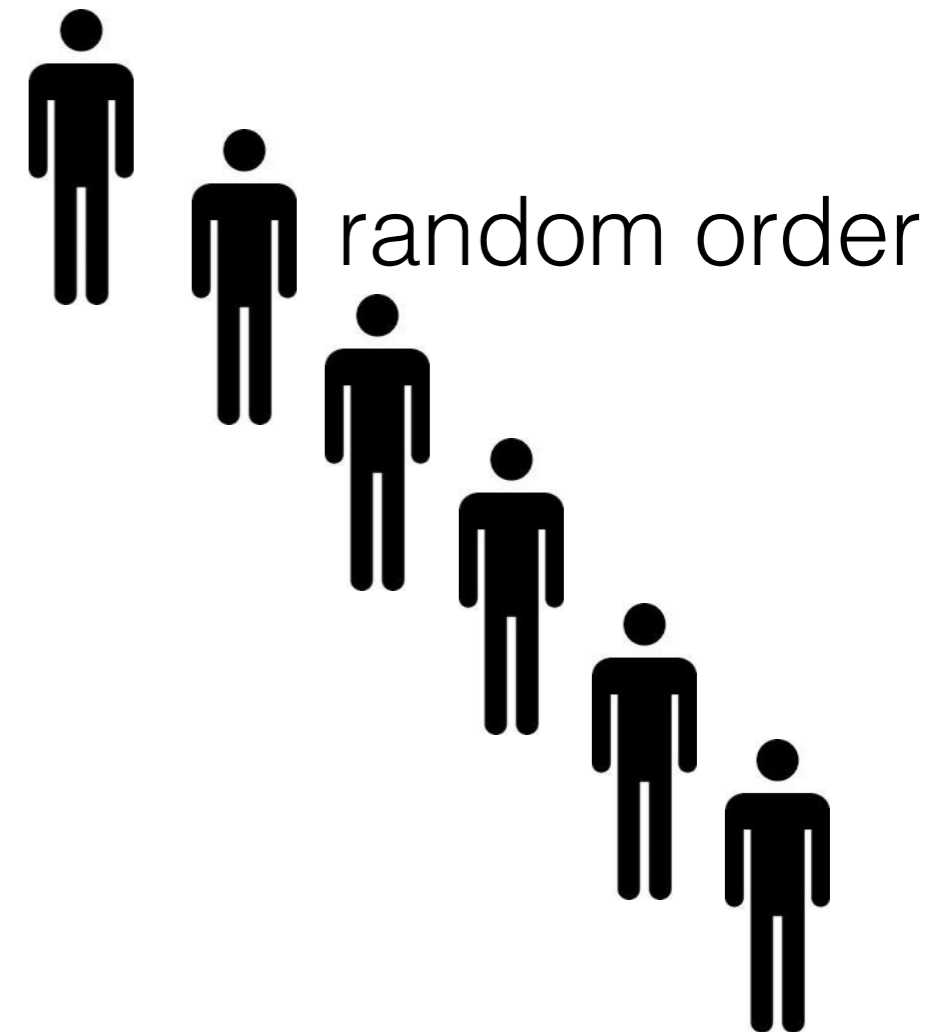
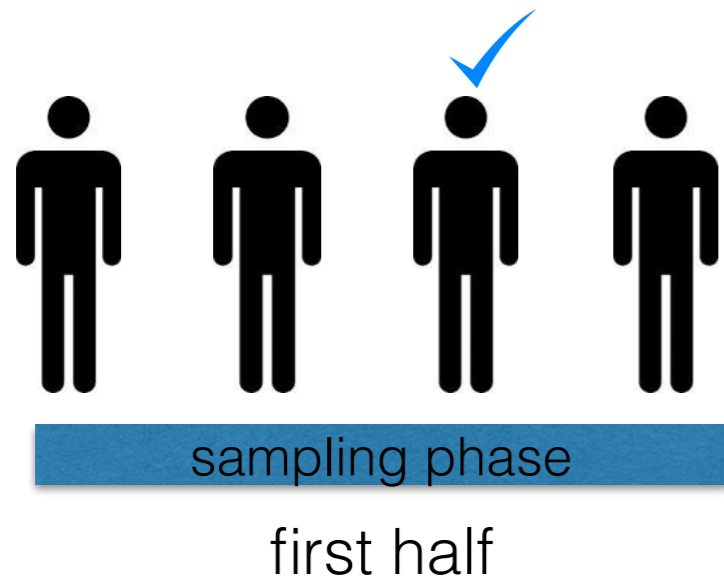


sampling phase

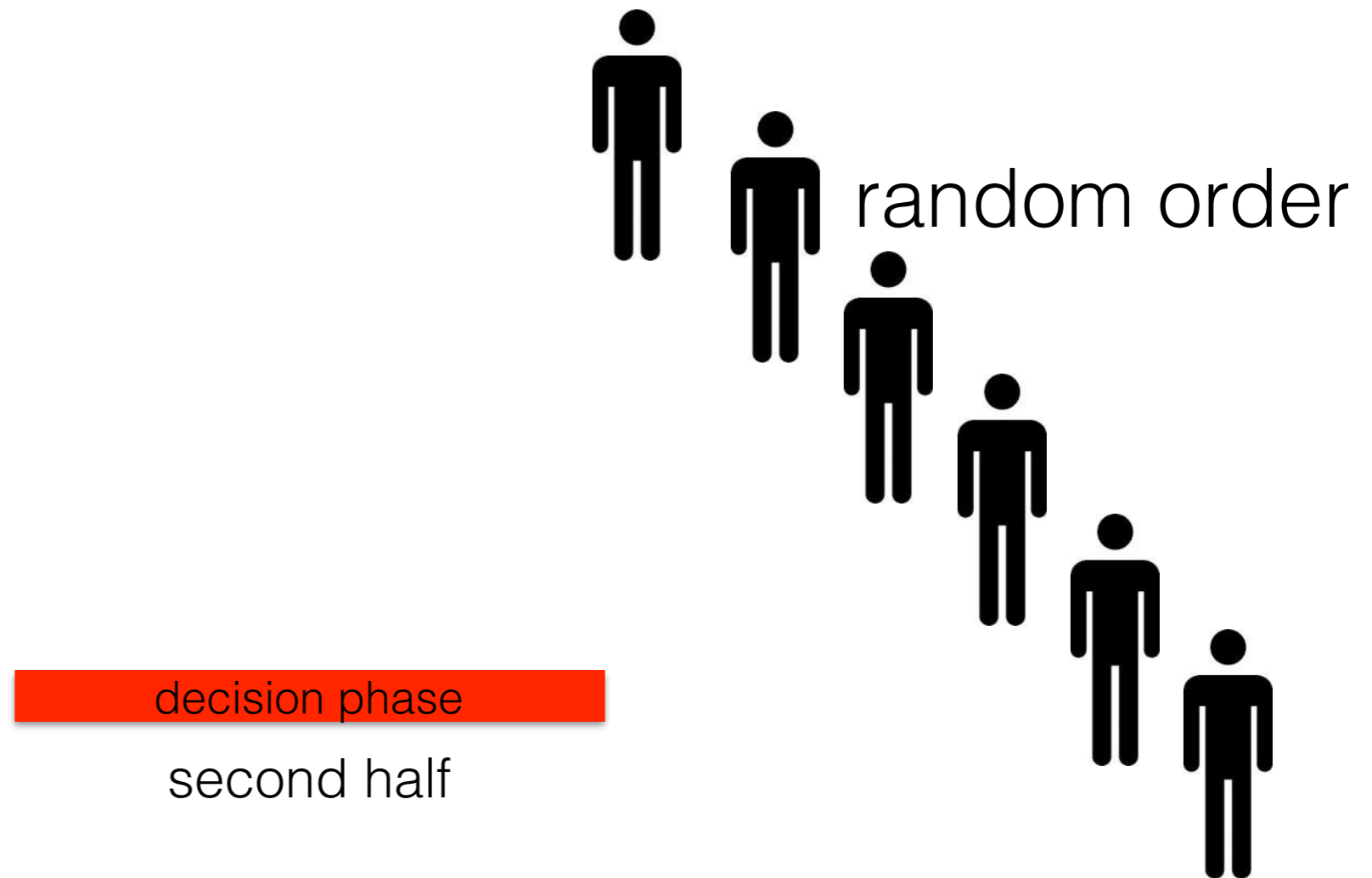
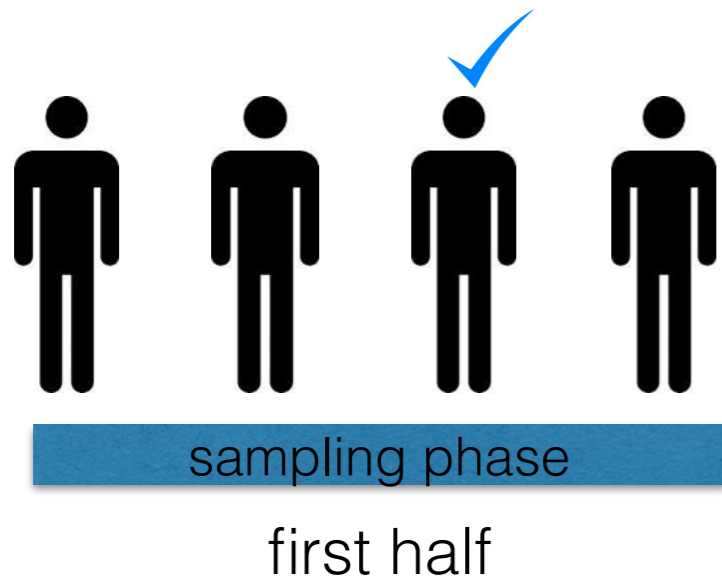
first half



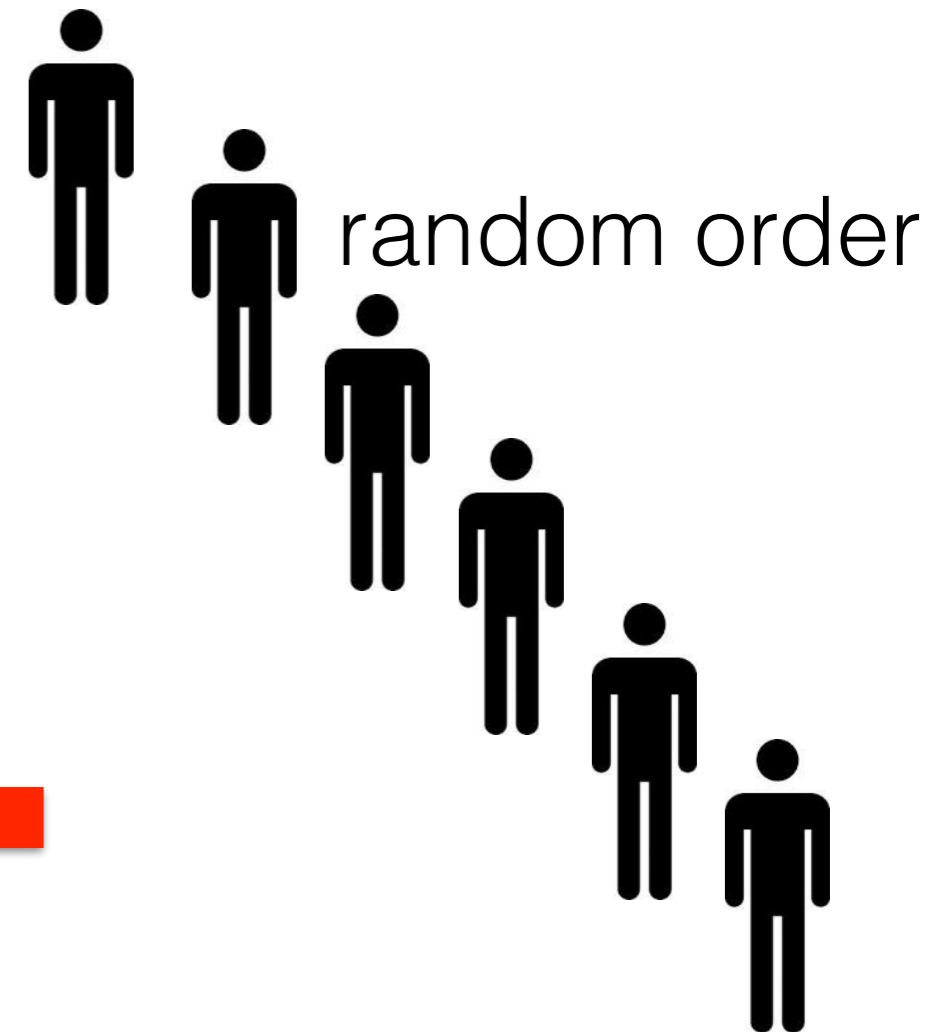
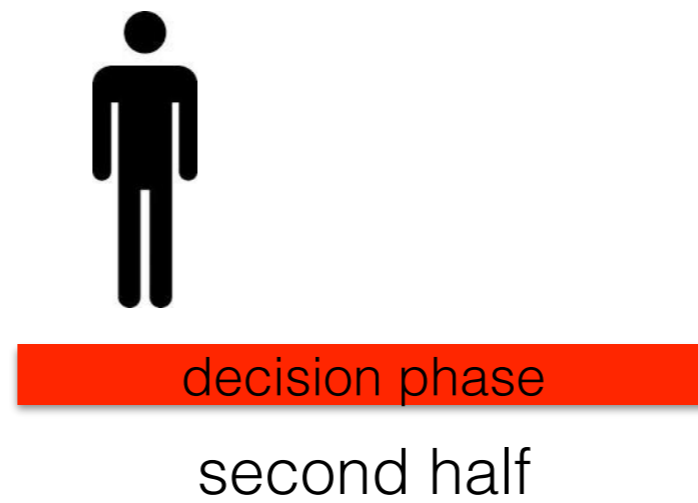
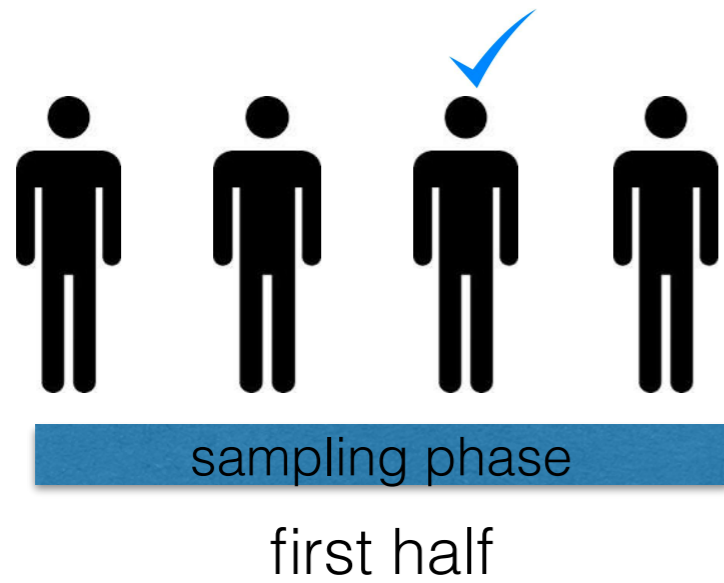
Hiring staff - not adversarial



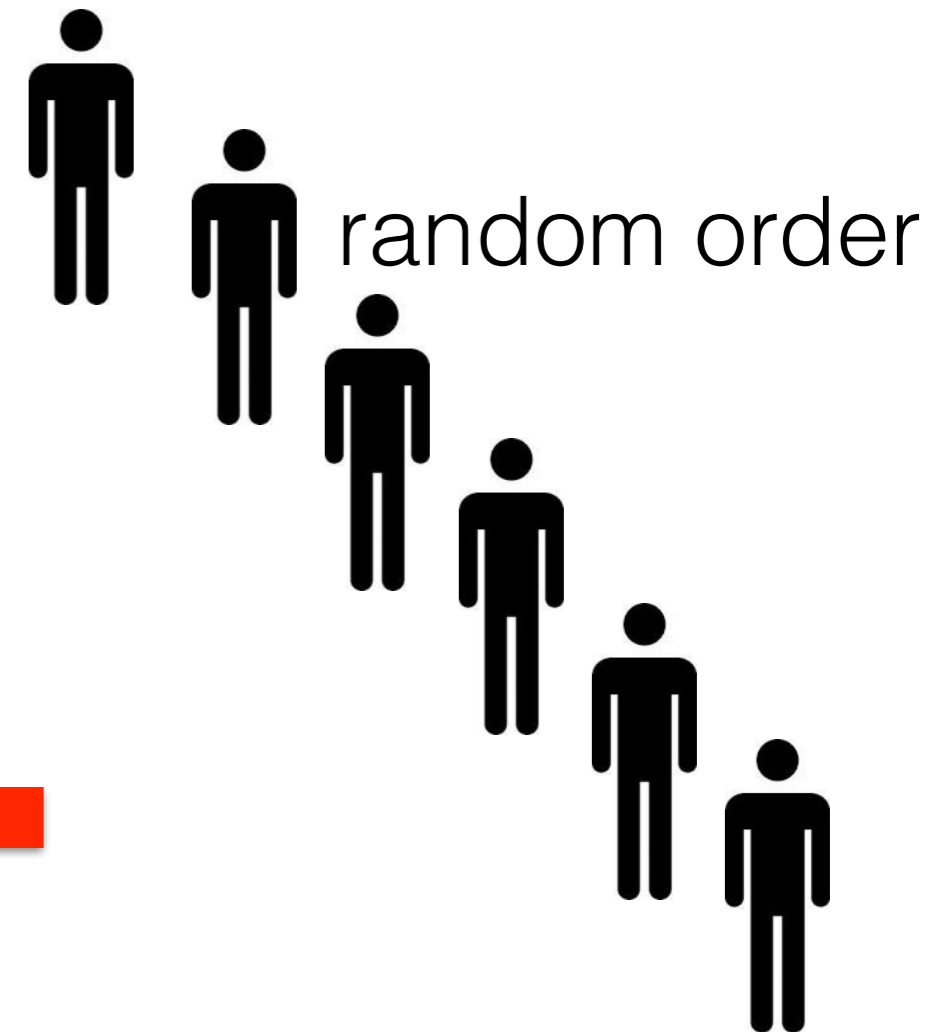
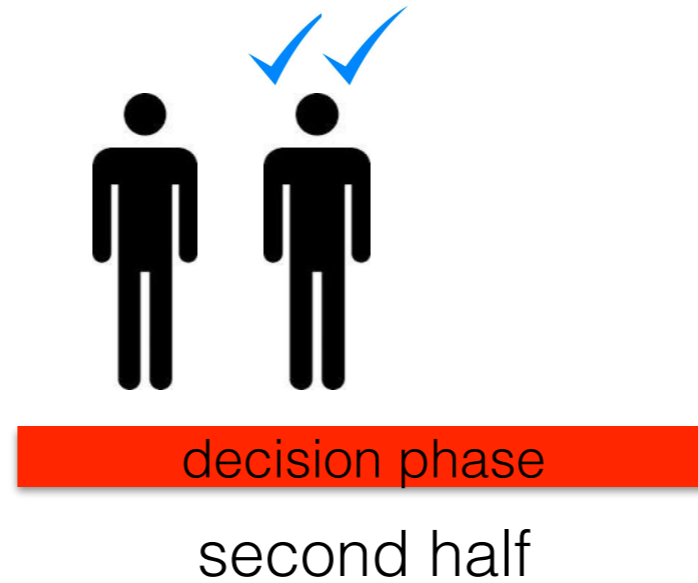
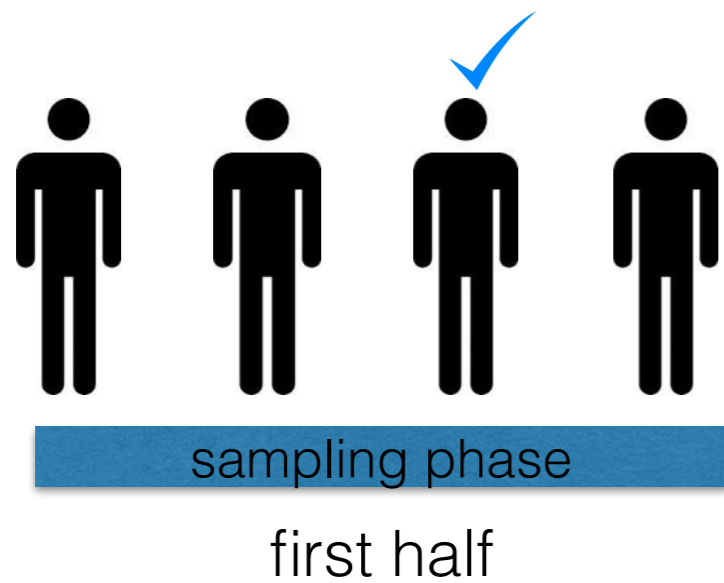
Hiring staff - not adversarial



Hiring staff - not adversarial



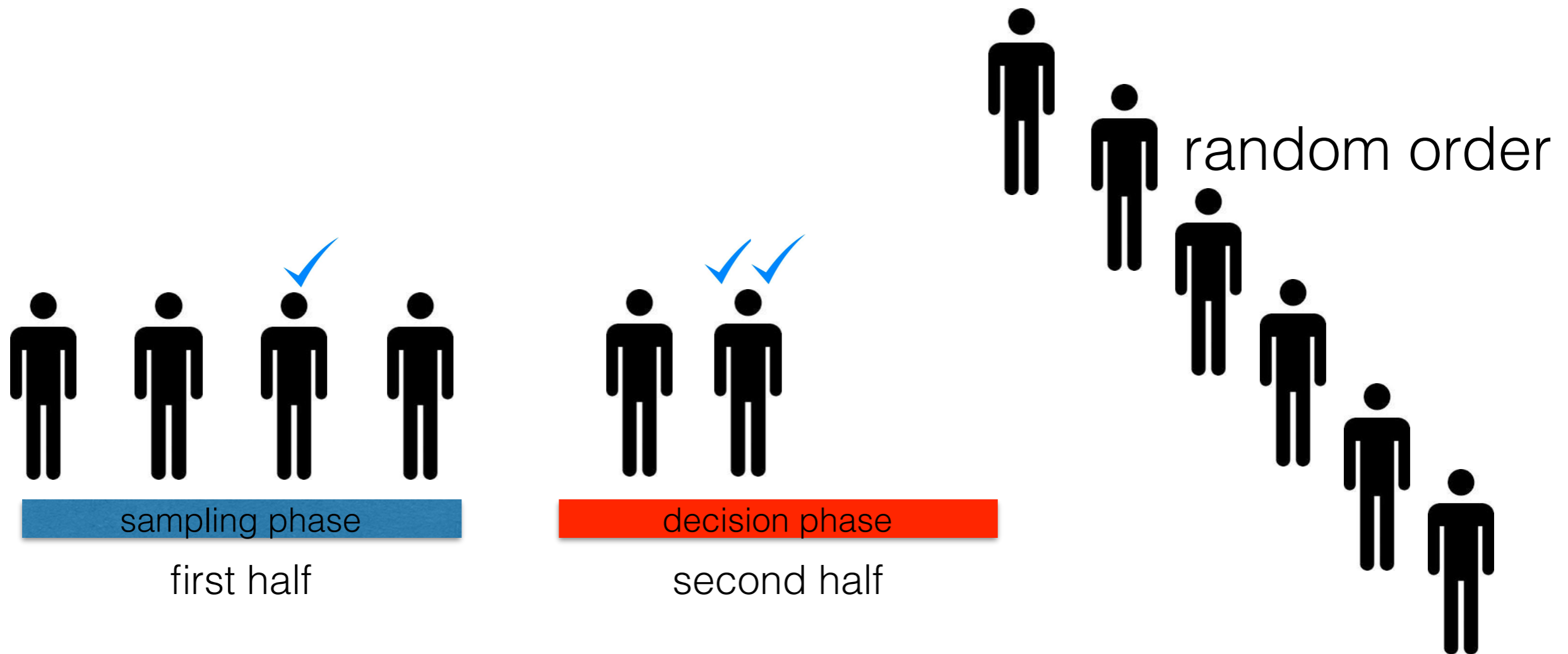
Hiring staff - not adversarial



Hiring staff - not adversarial



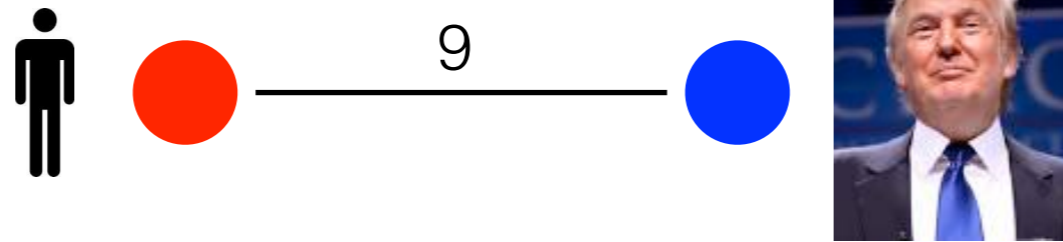
Success with prob $> 1/4$



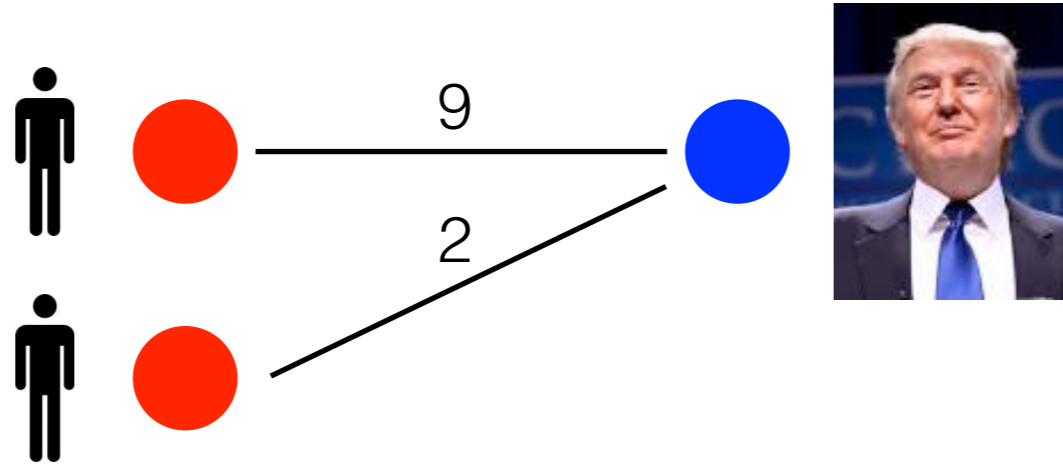
Actually Matching



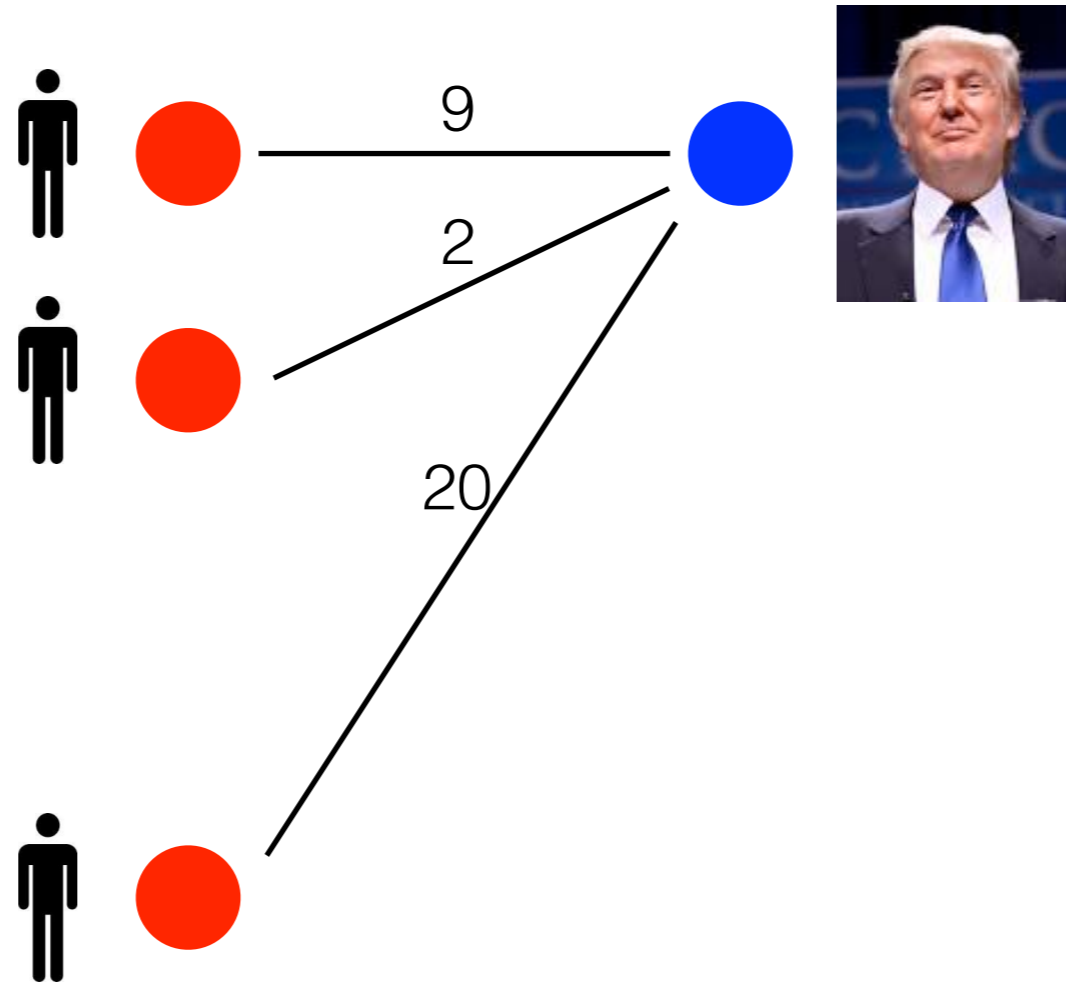
Actually Matching



Actually Matching

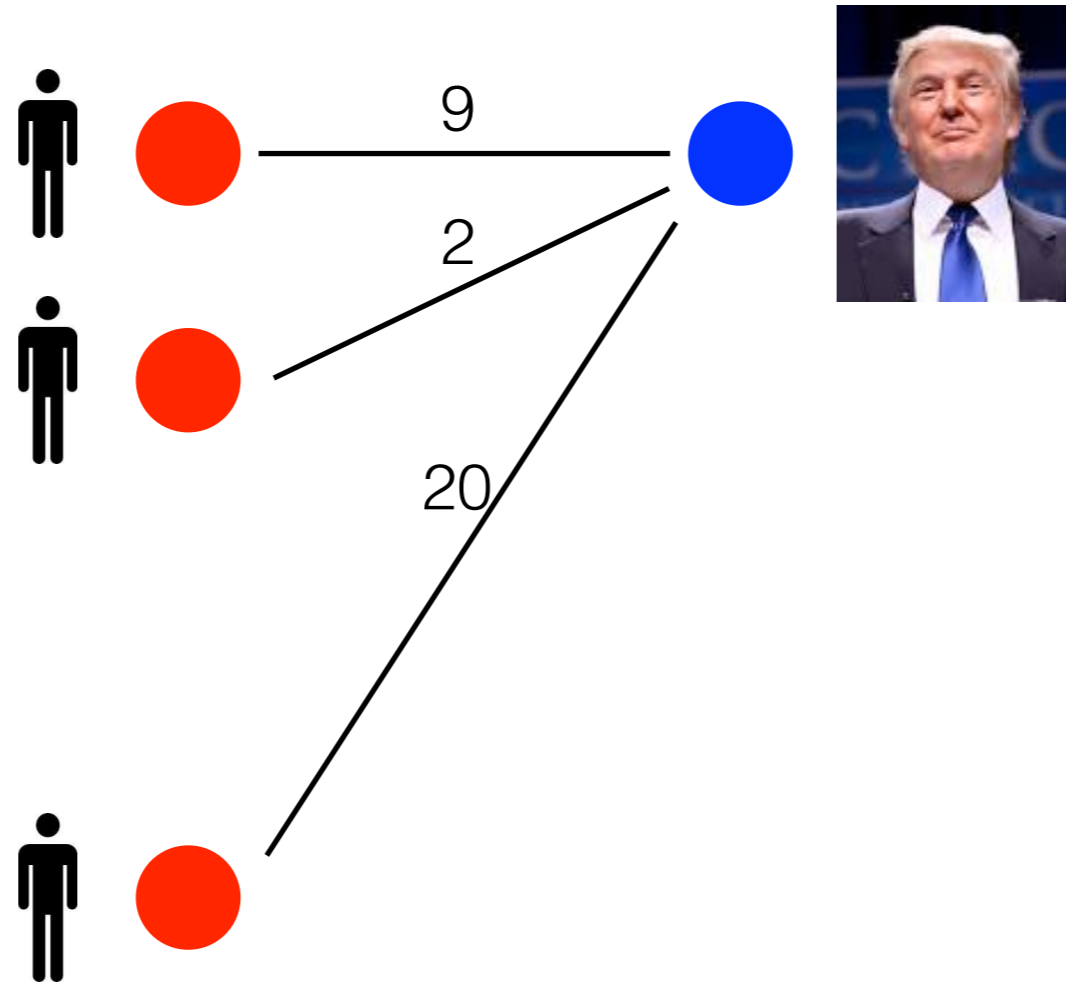


Actually Matching

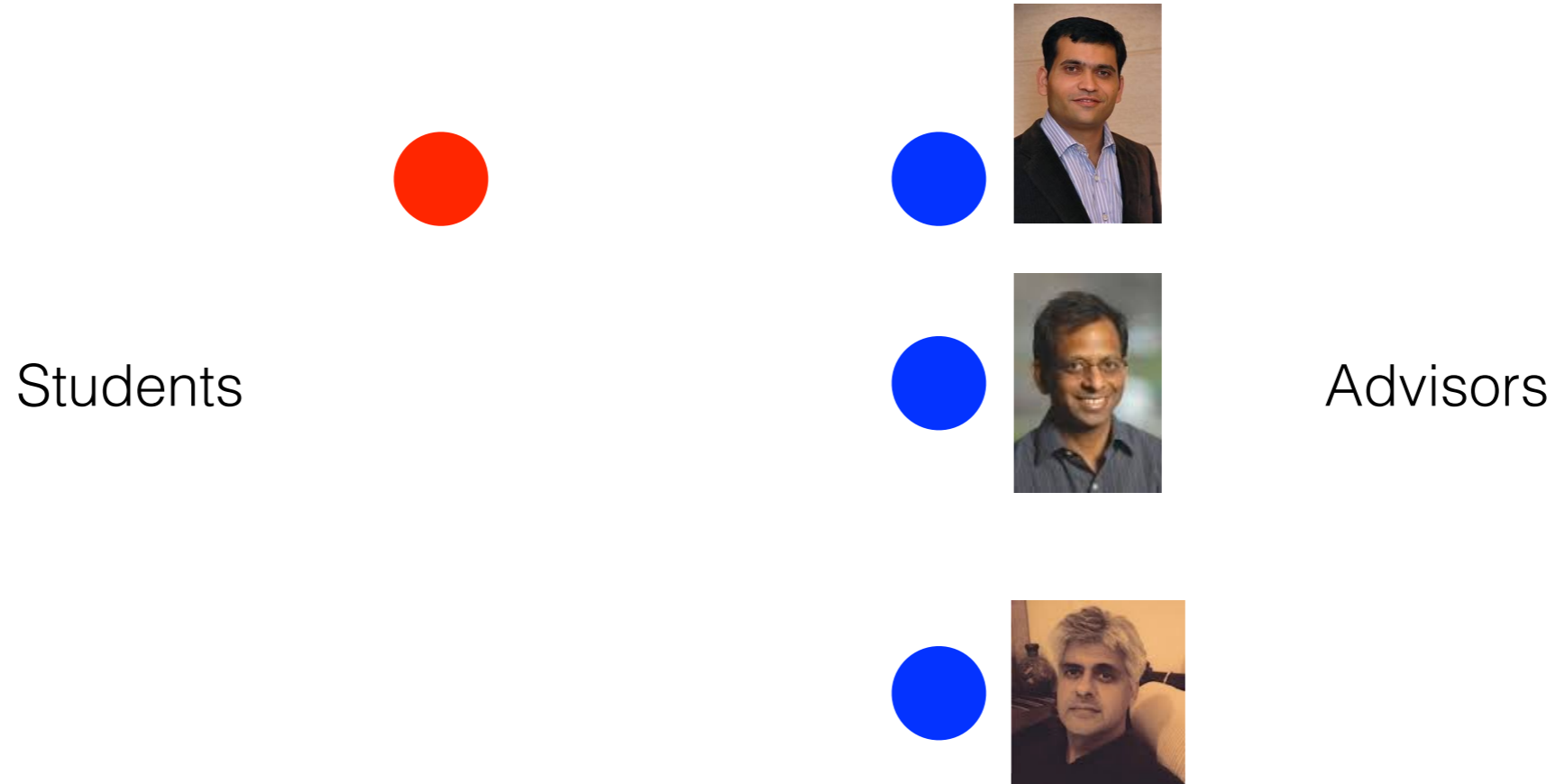


Actually Matching

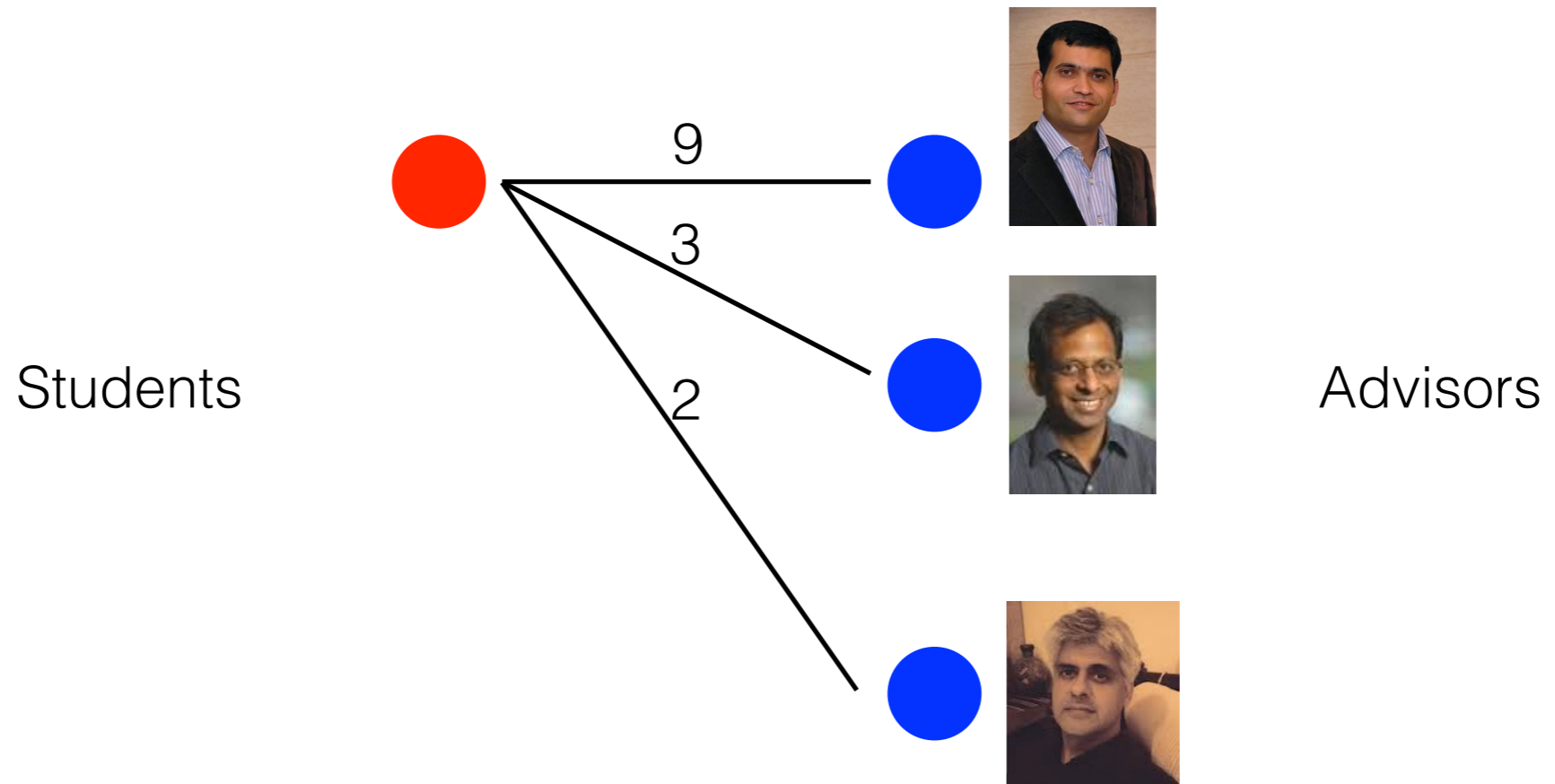
accept the edge with the largest weight instantaneously



Natural Generalization

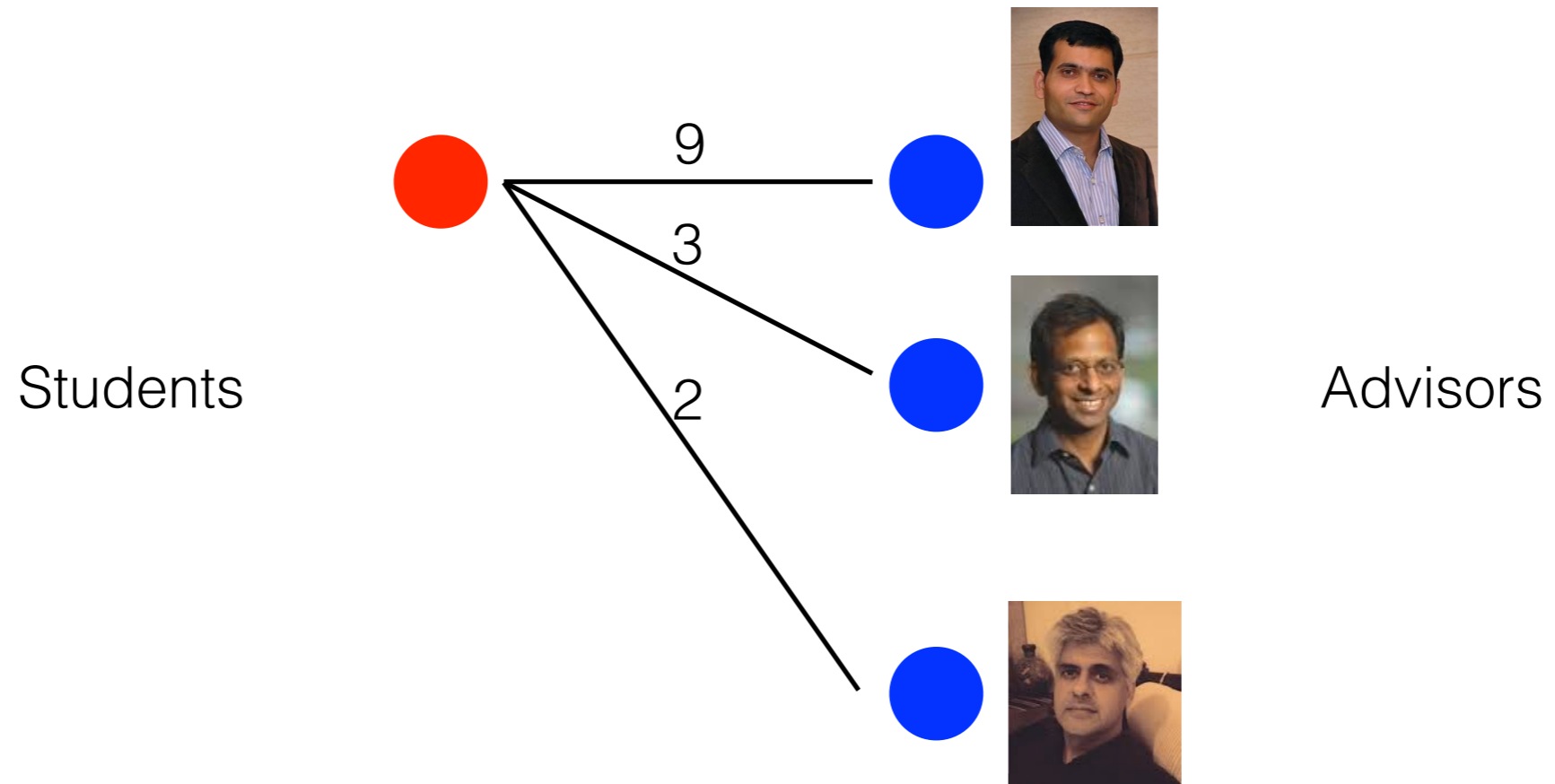


Natural Generalization



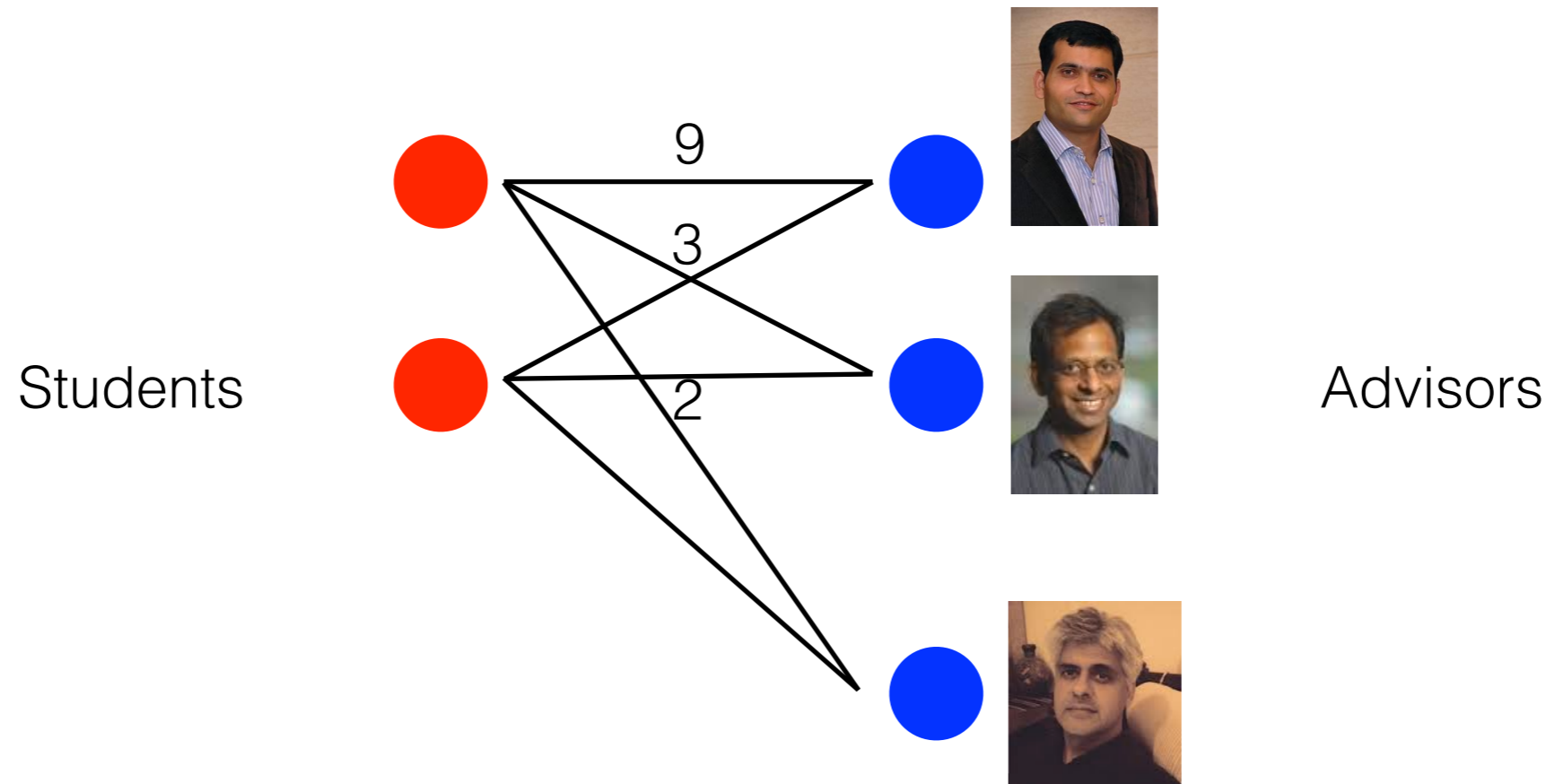
Natural Generalization

each advisor gets at most one student



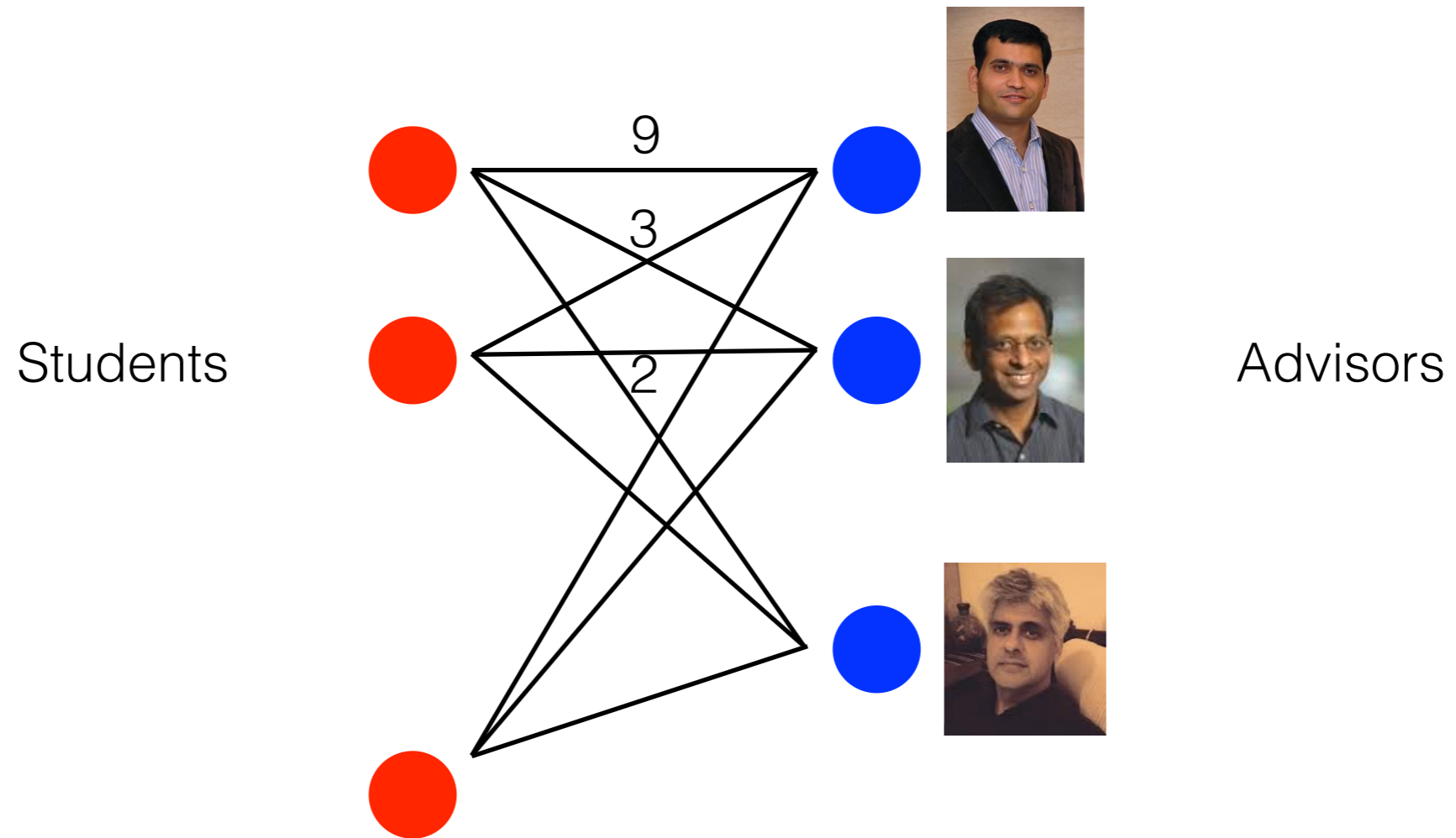
Natural Generalization

each advisor gets at most one student



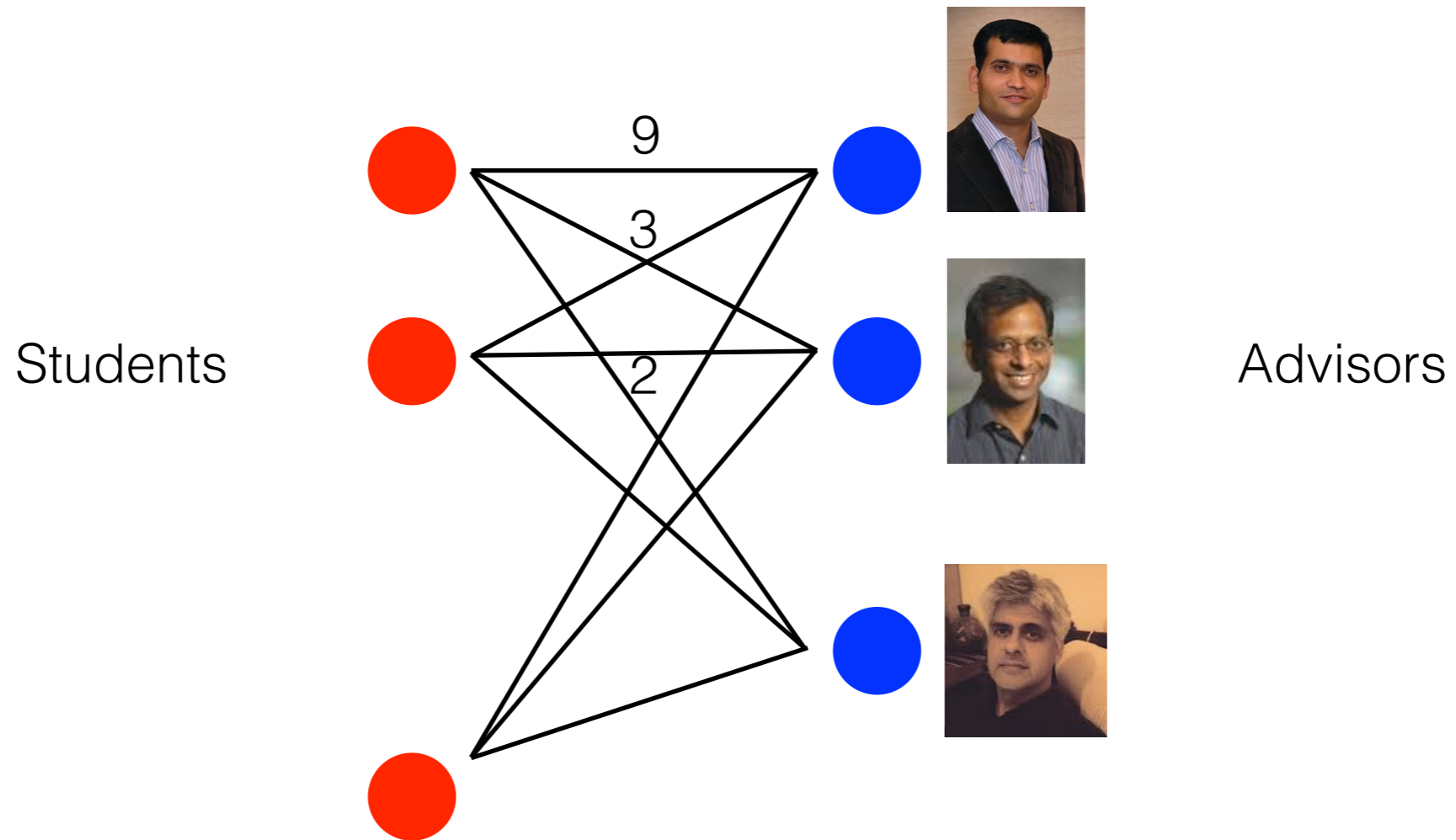
Natural Generalization

each advisor gets at most one student



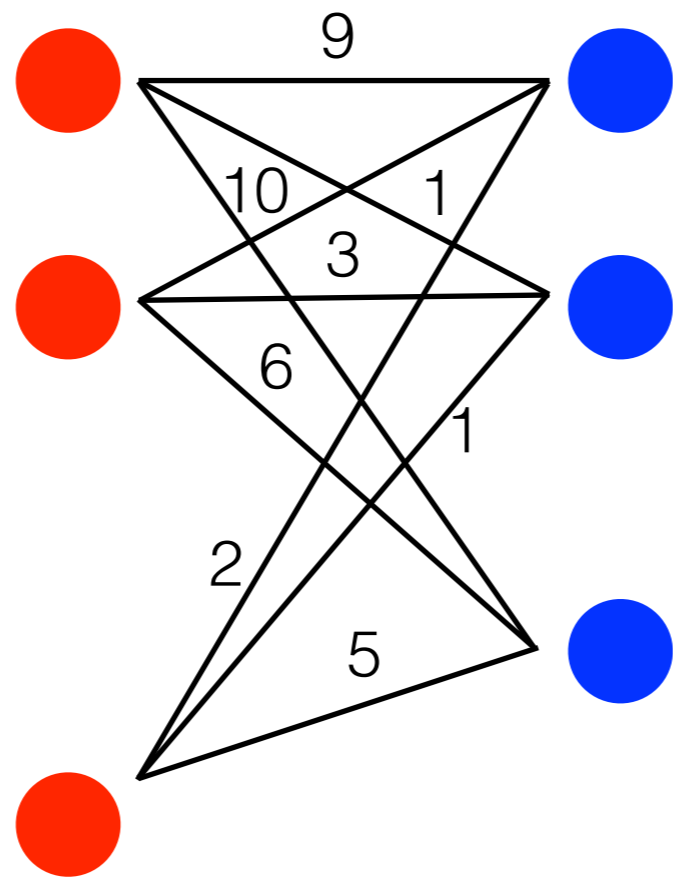
Natural Generalization

each advisor gets at most one student - allocation made by



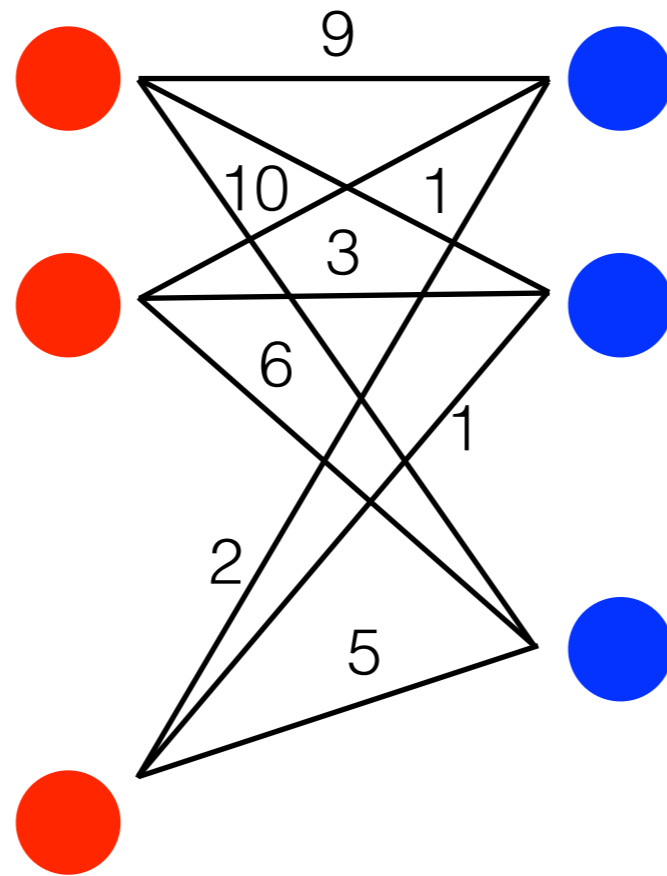
Objective: Matching with largest sum weight

Example



Example

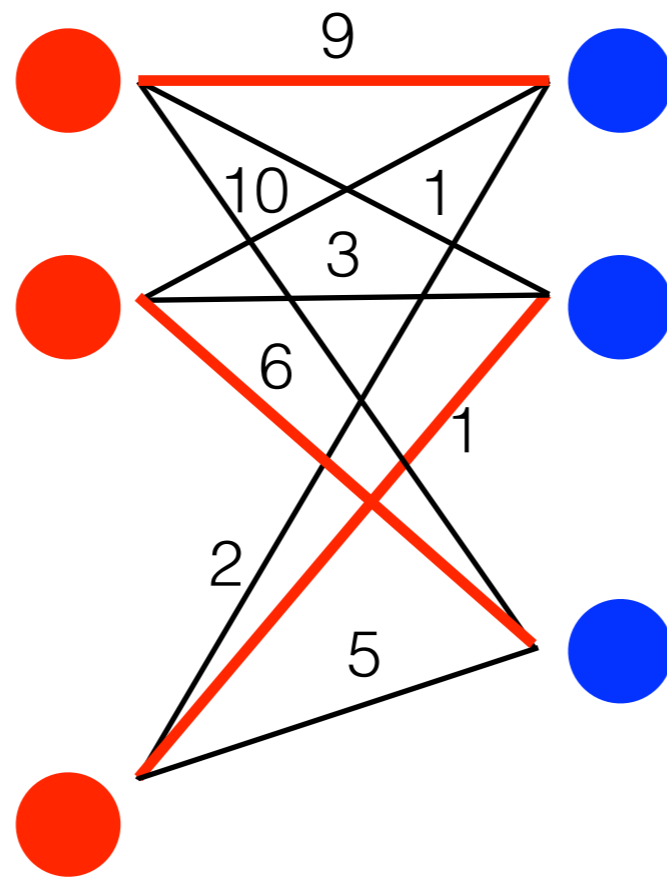
at most one accepted edge



Objective: Matching with largest sum weight

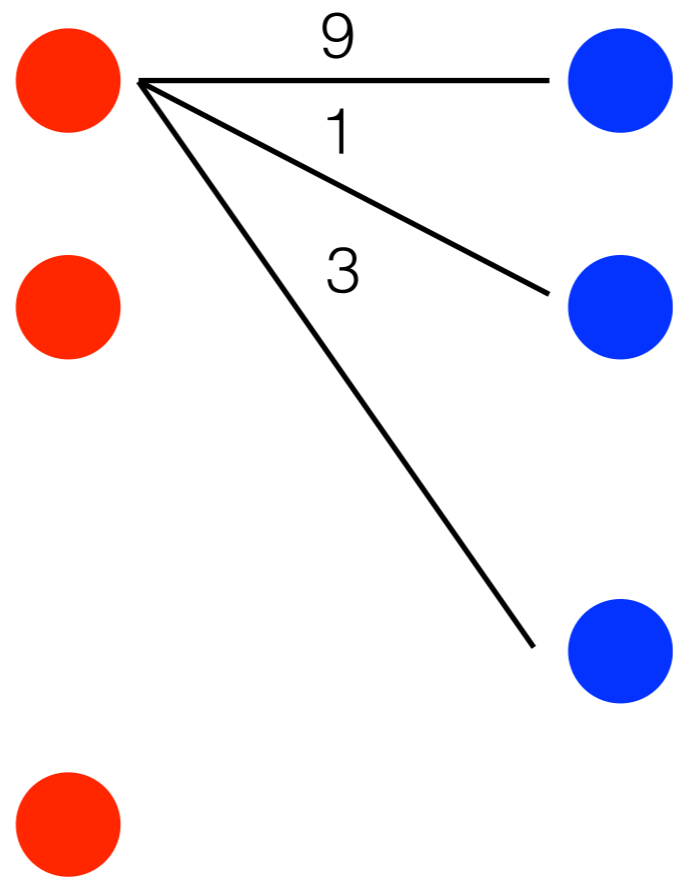
Example

at most one accepted edge

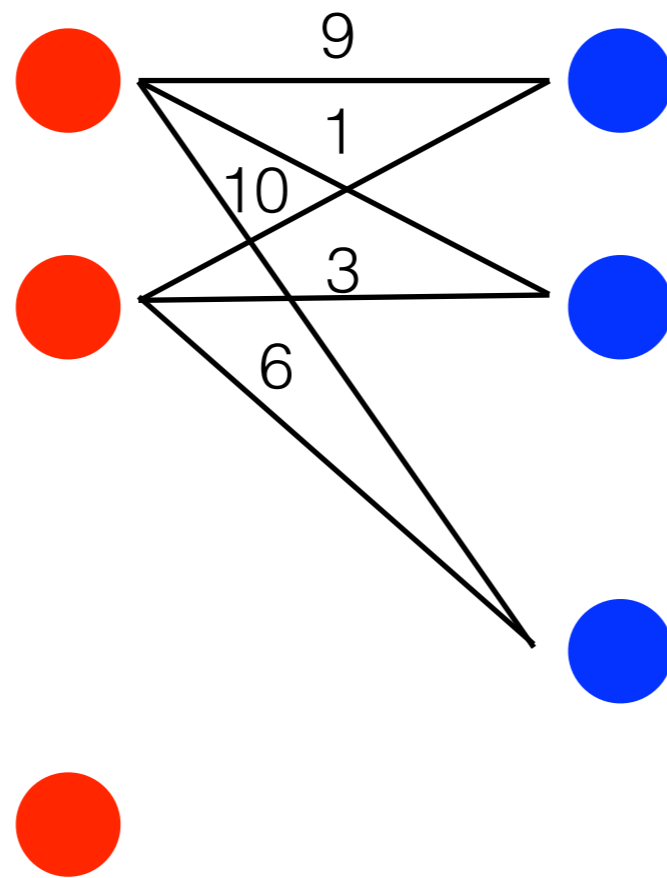


Objective: Matching with largest sum weight

How to solve this ONLINE

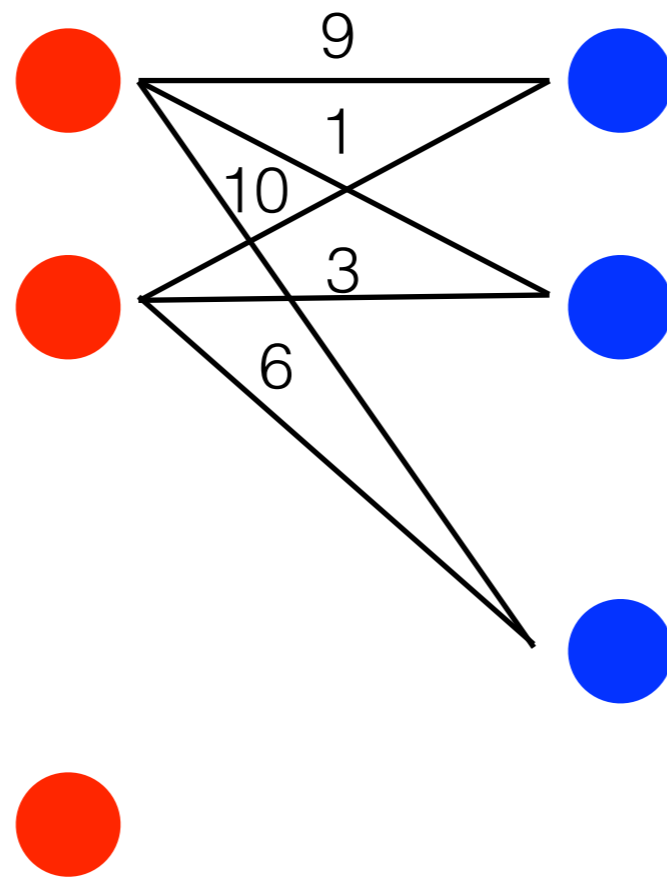


How to solve this ONLINE



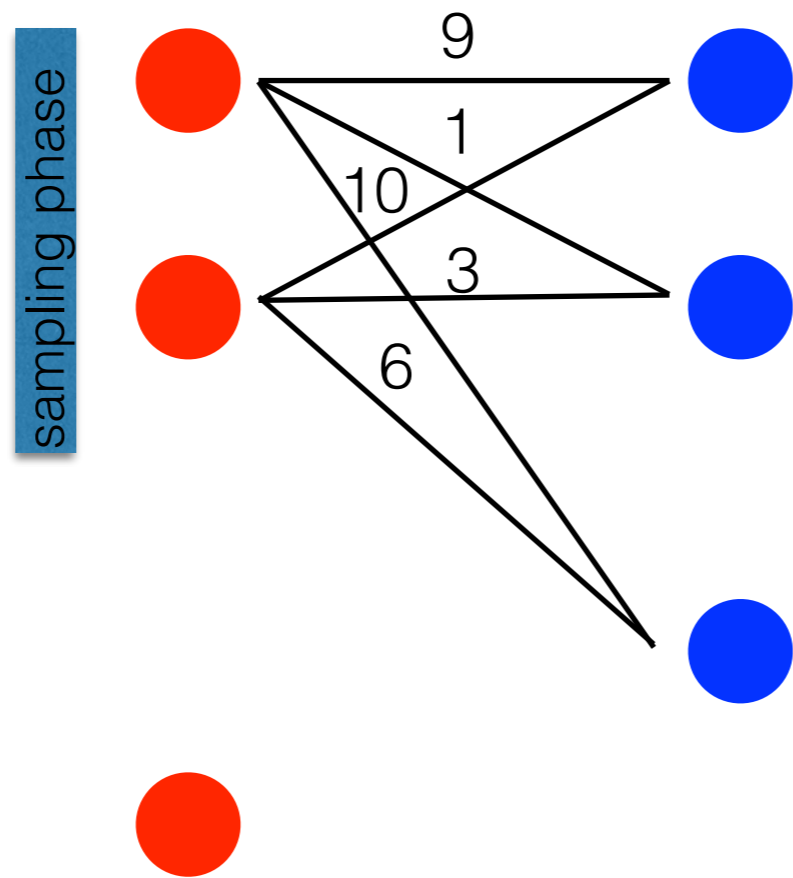
How to solve this ONLINE

Sampling idea as before



How to solve this ONLINE

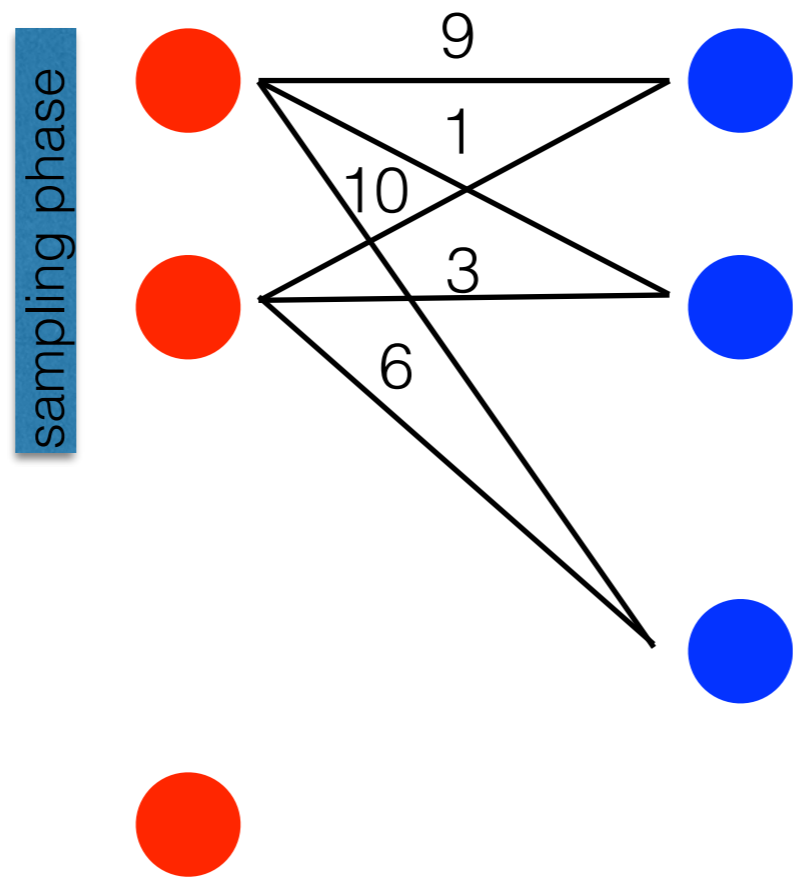
Sampling idea as before



How to solve this ONLINE

Sampling idea as before

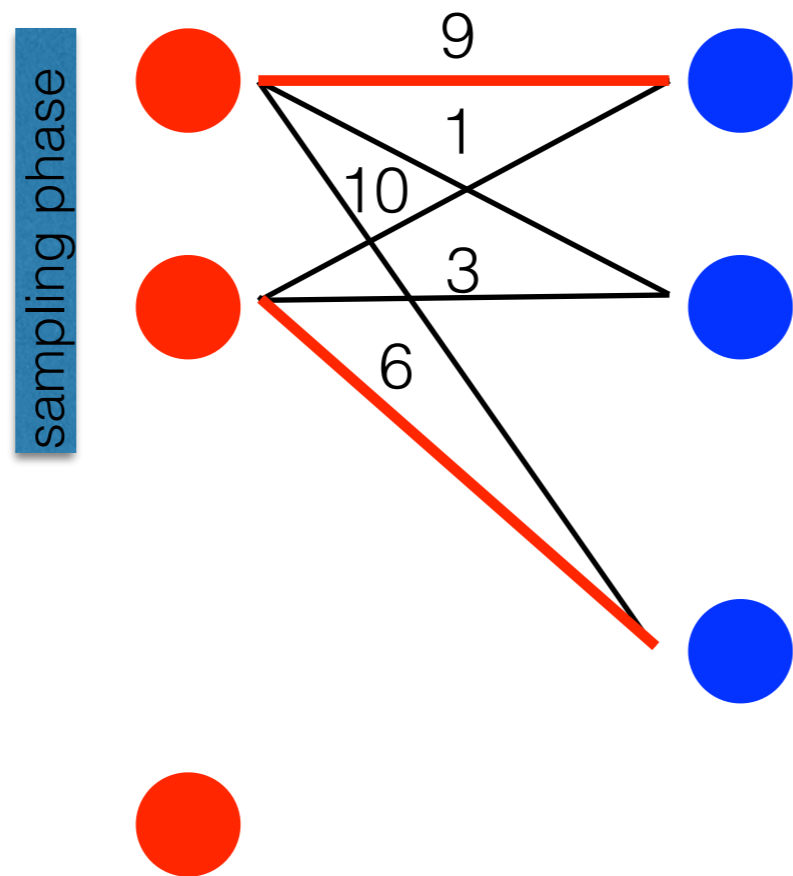
Find best matching



How to solve this ONLINE

Sampling idea as before

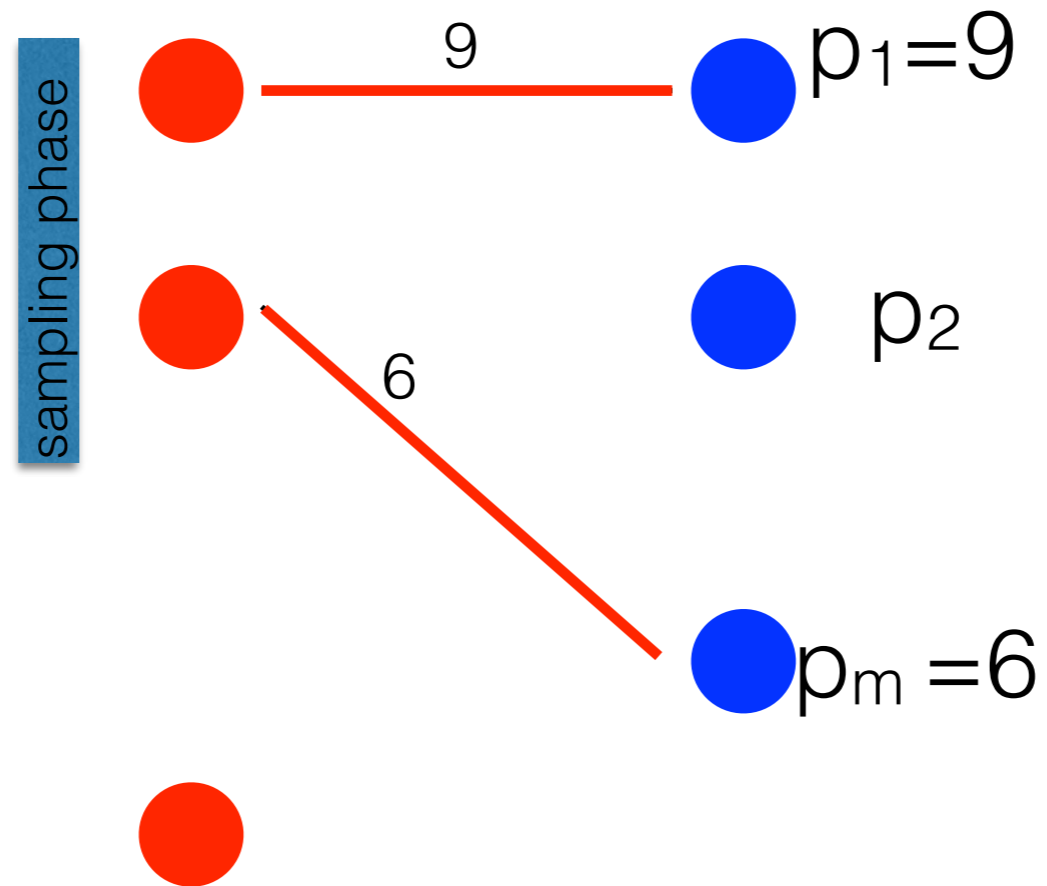
Find best matching



How to solve this ONLINE

Sampling idea as before

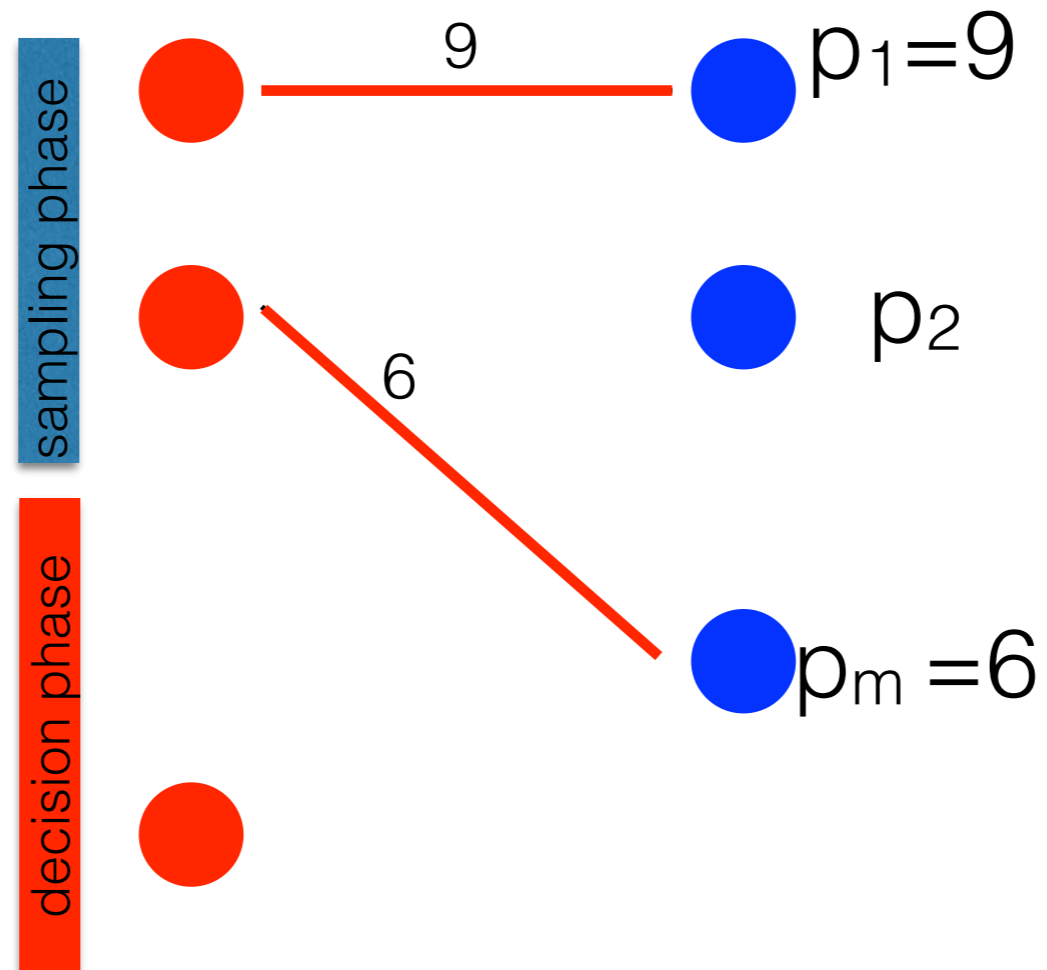
Find best matching



How to solve this ONLINE

Sampling idea as before

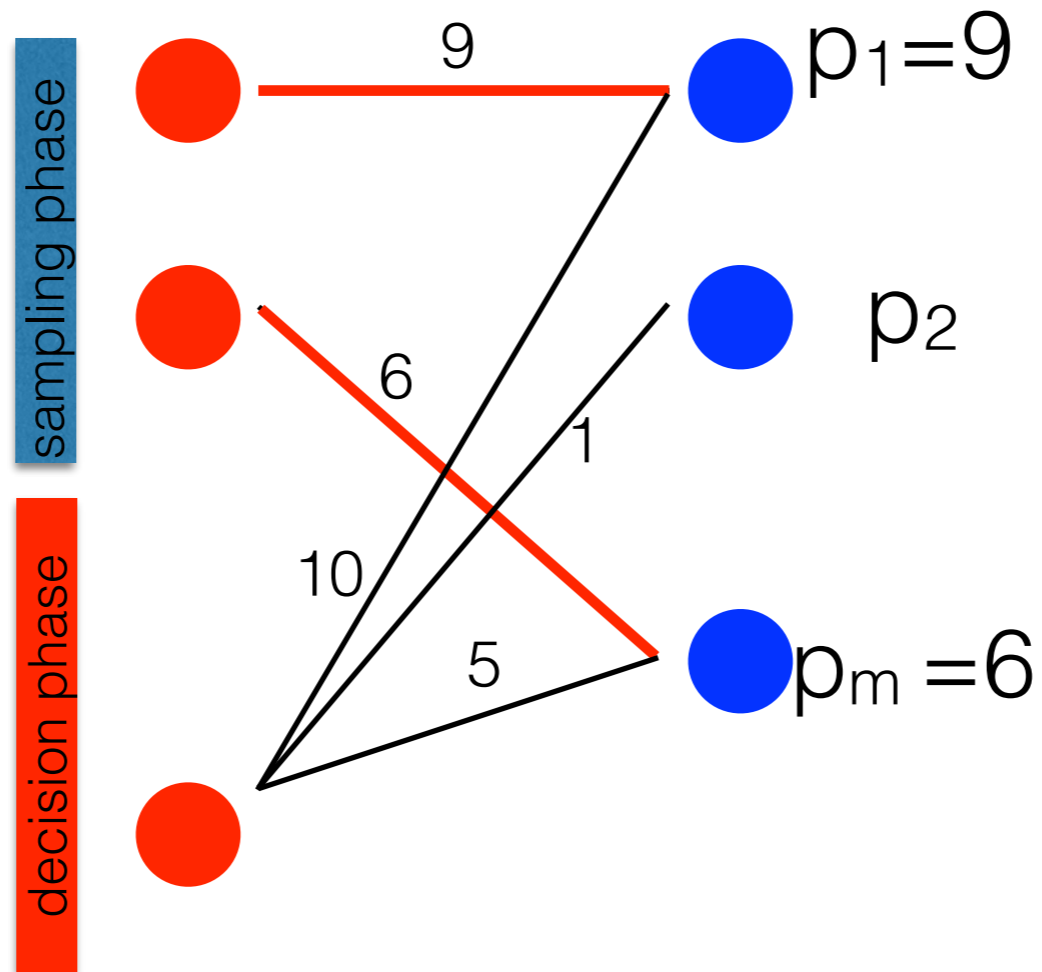
Find best matching



How to solve this ONLINE

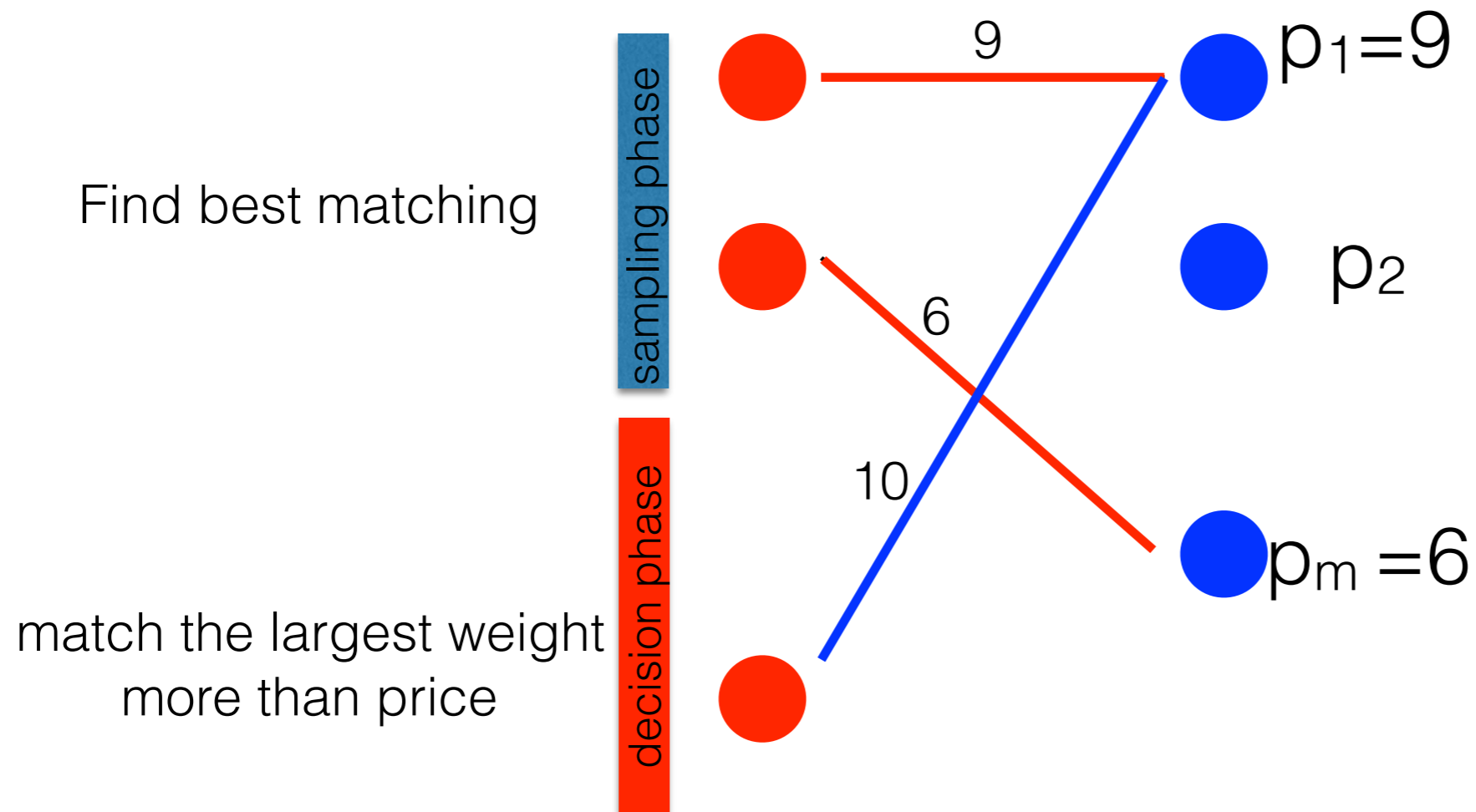
Sampling idea as before

Find best matching



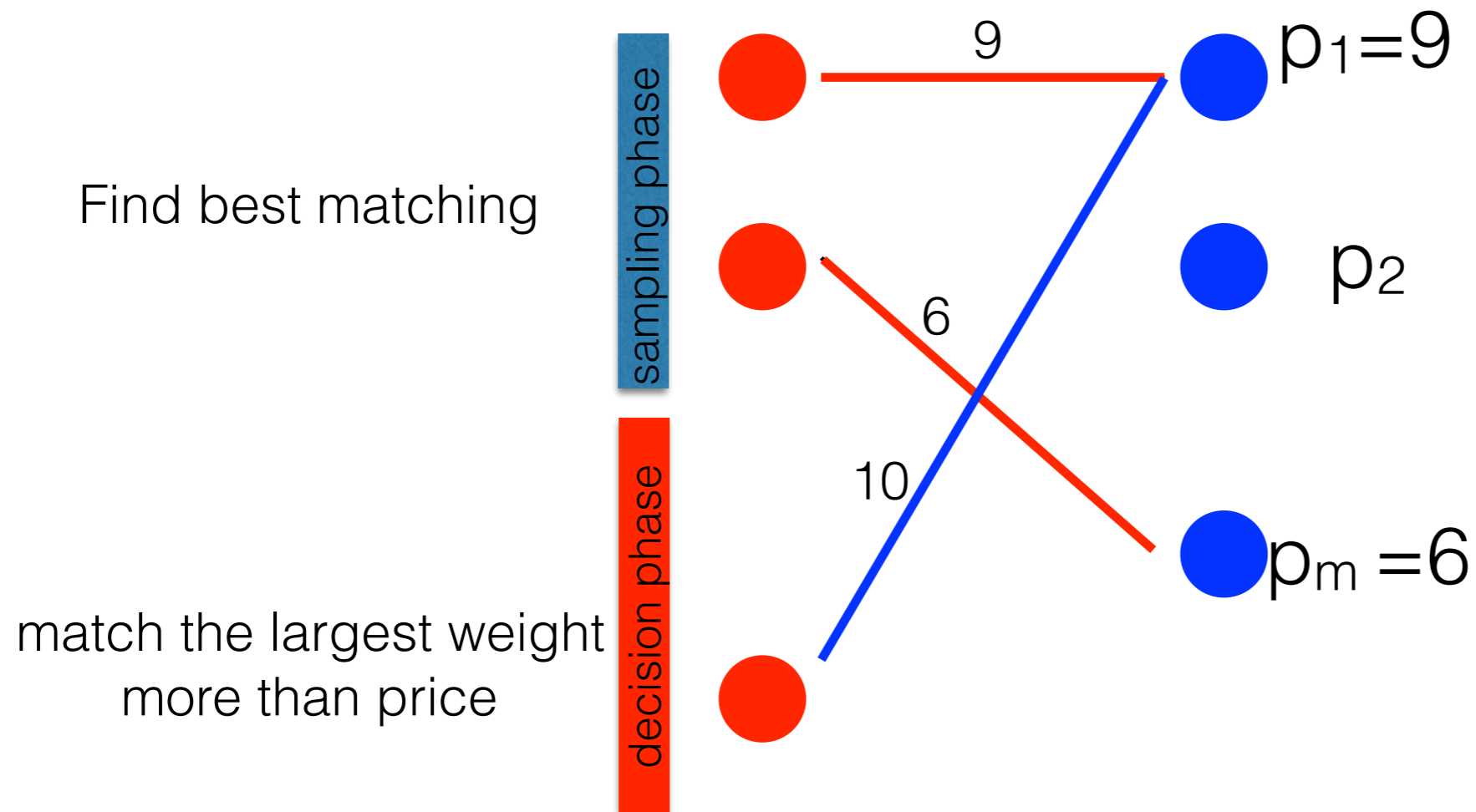
How to solve this ONLINE

Sampling idea as before



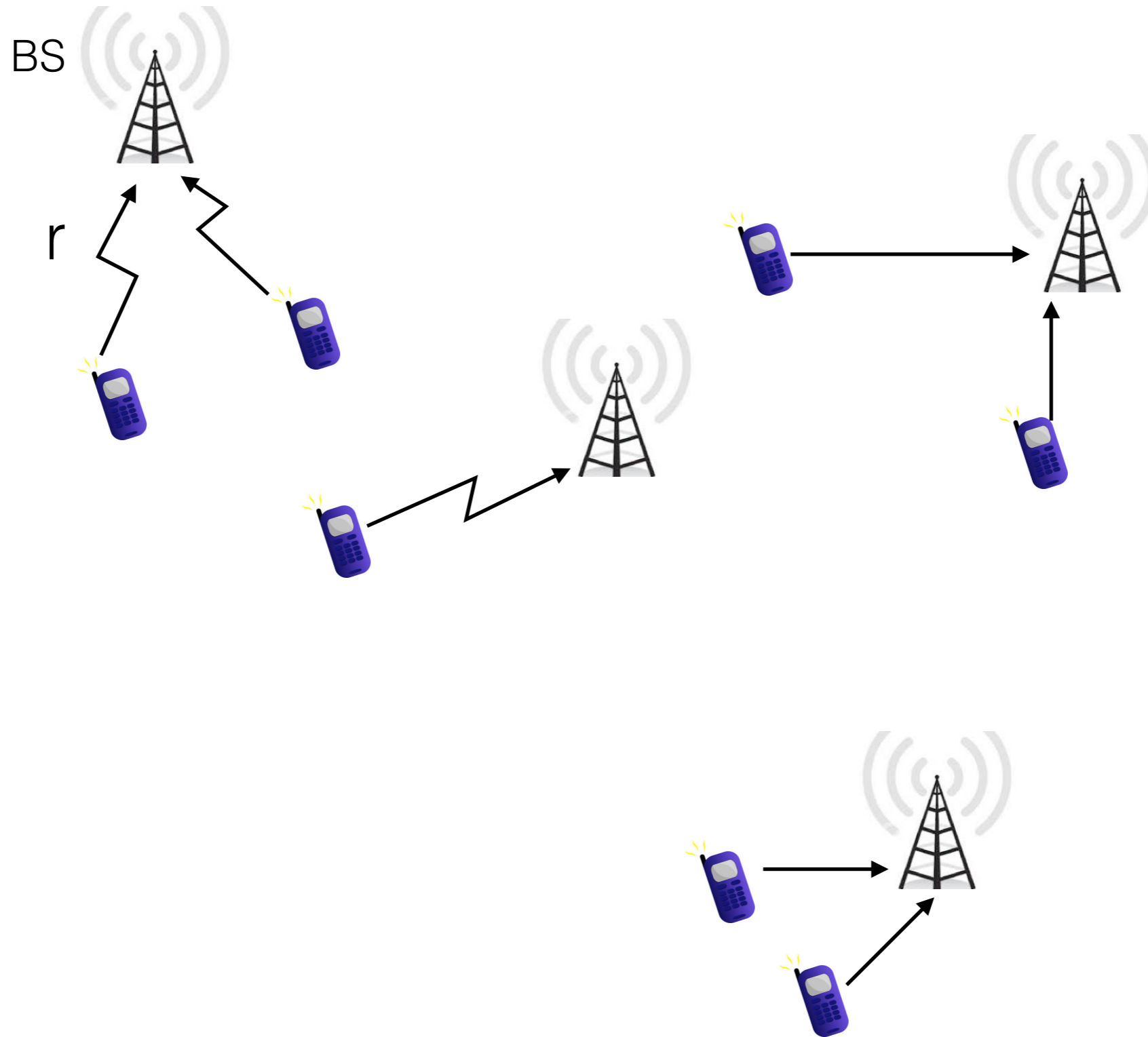
How to solve this ONLINE

Sampling idea as before

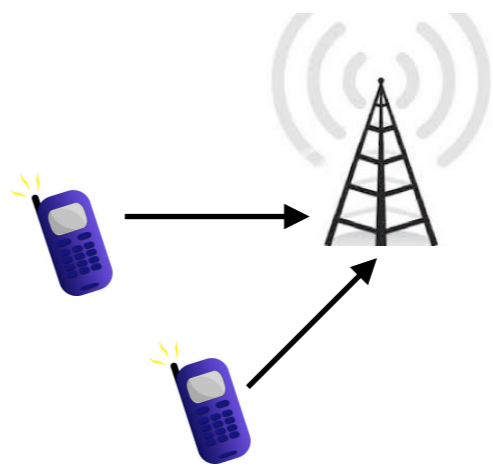
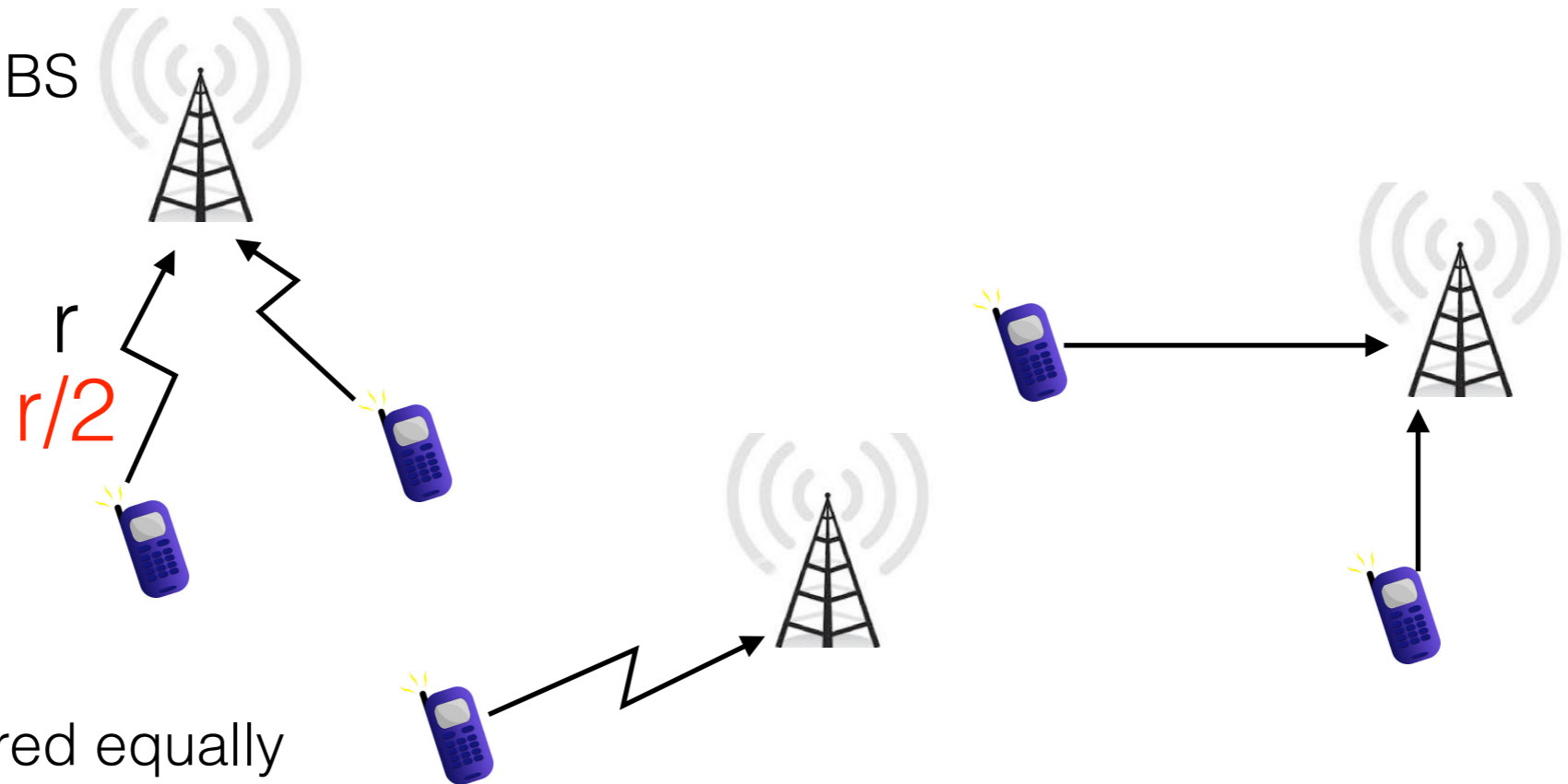


Result: 8-competitive/optimal [Korula, Pal' 08]

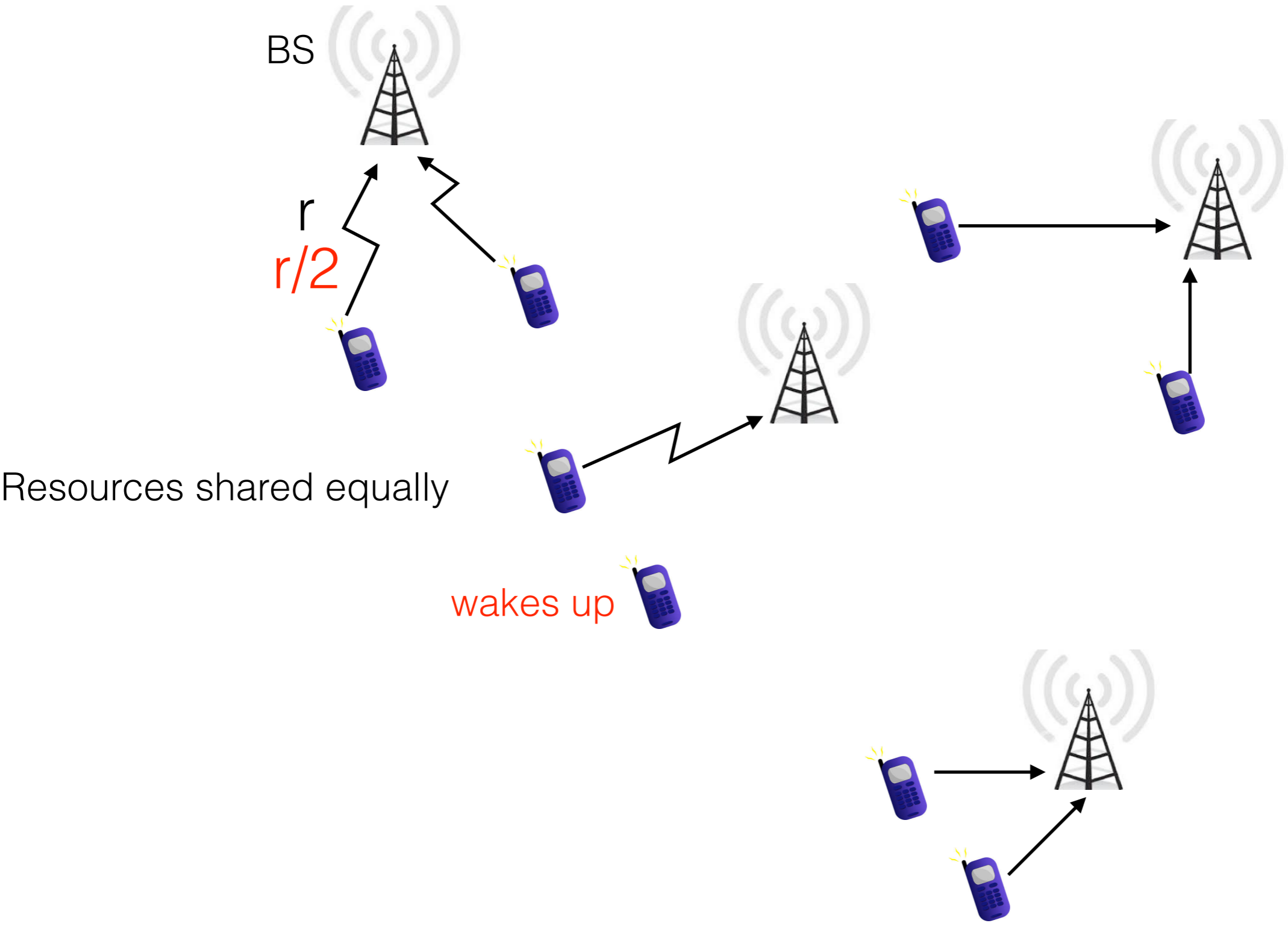
Legacy Problem - Wireless Communication



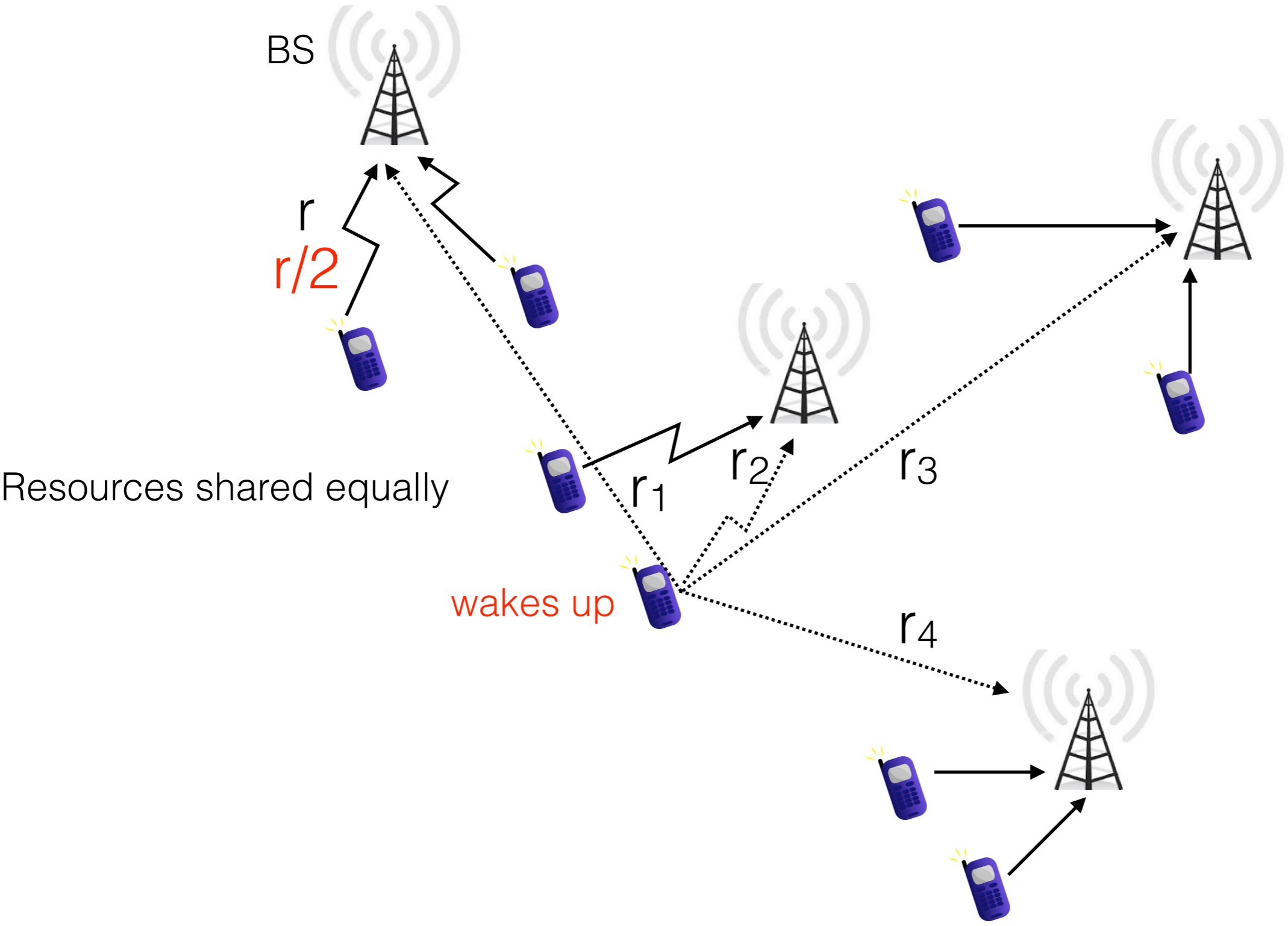
Legacy Problem -Wireless Communication



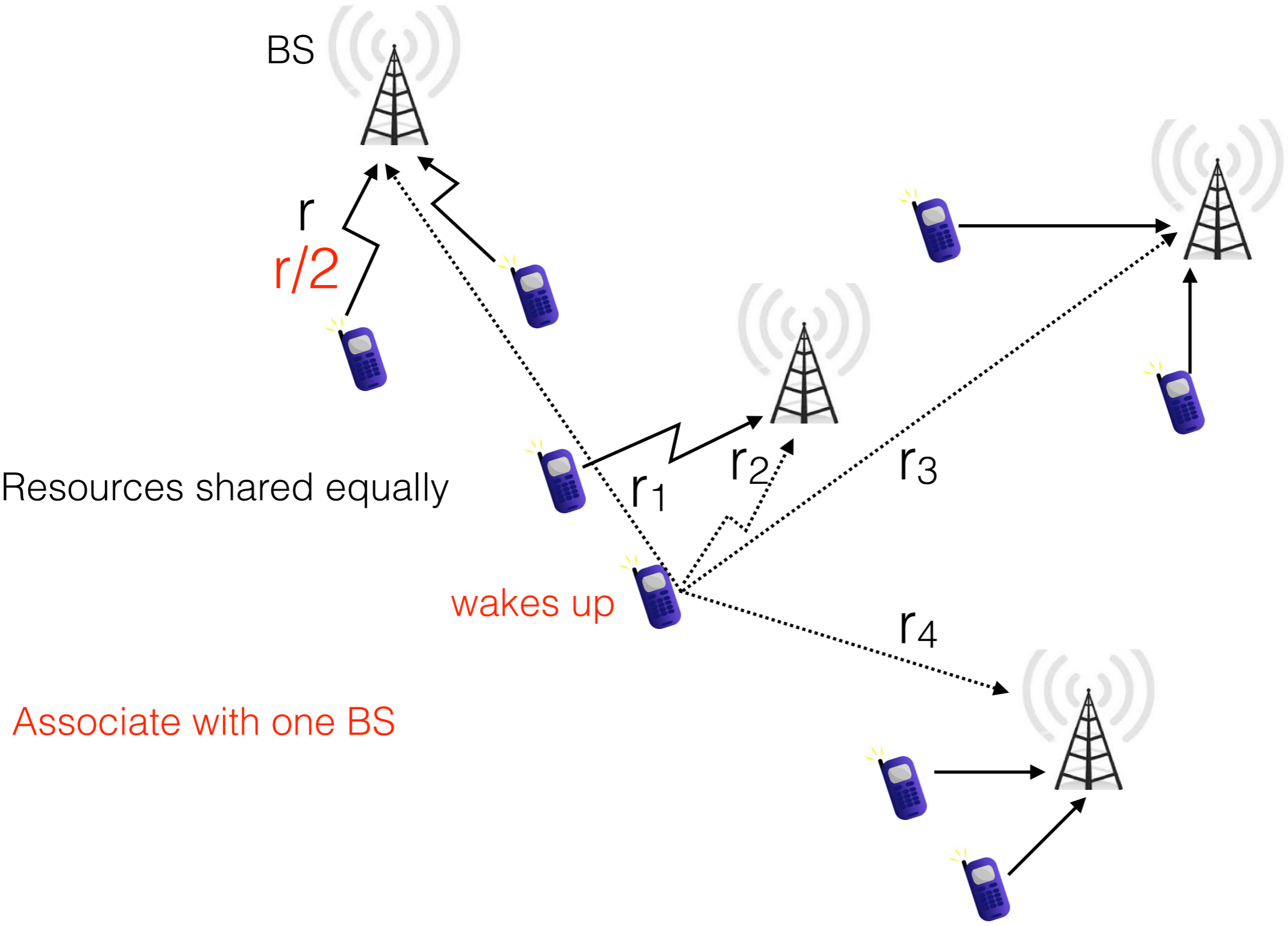
Legacy Problem -Wireless Communication



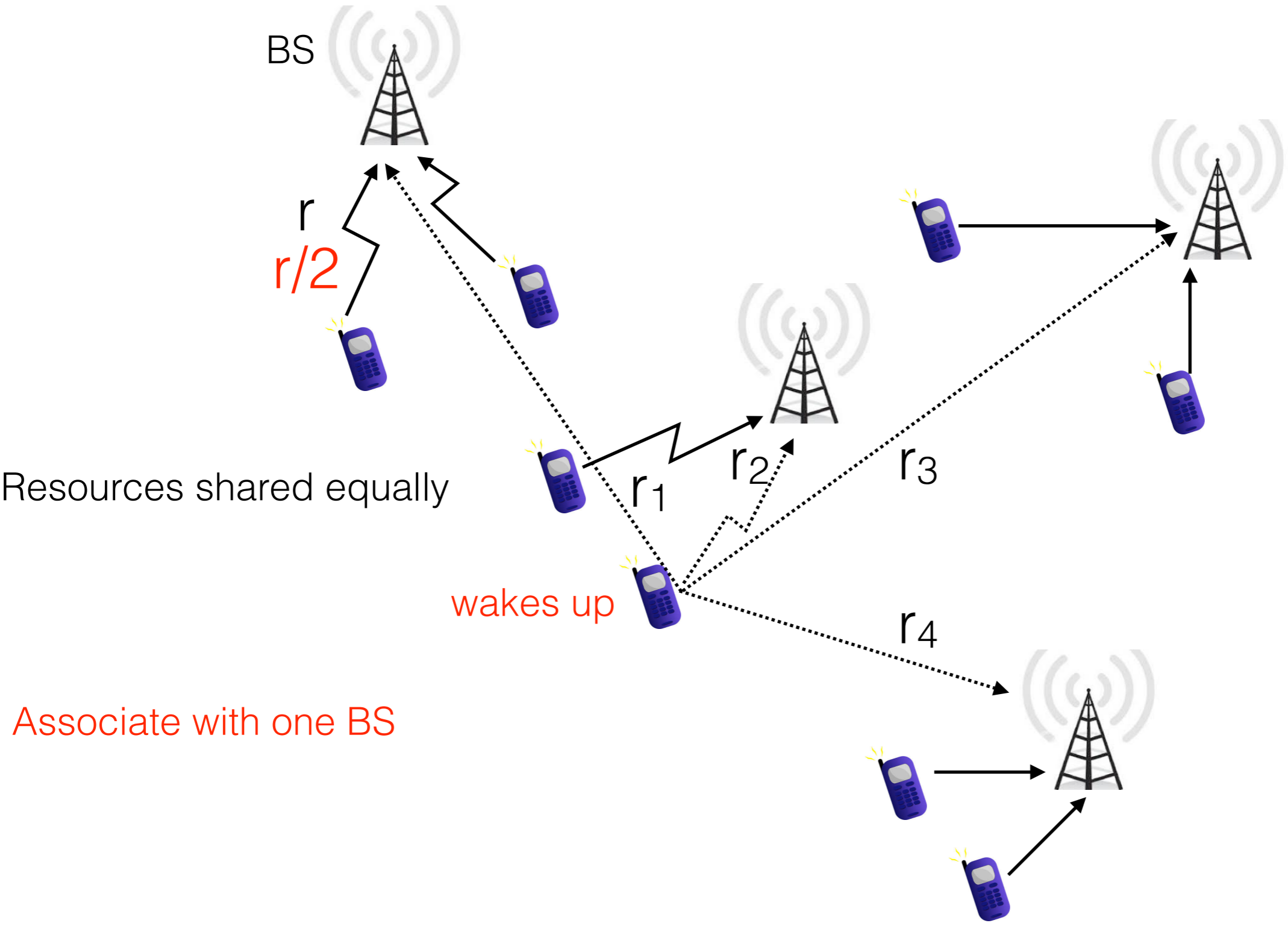
Legacy Problem - Wireless Communication



Legacy Problem - Wireless Communication

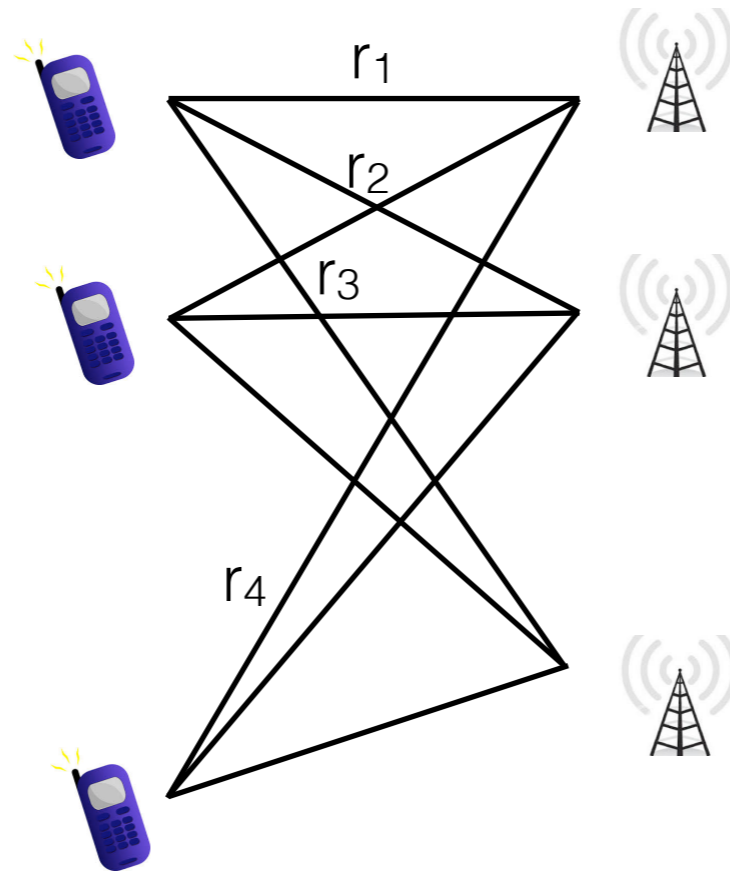


Legacy Problem -Wireless Communication



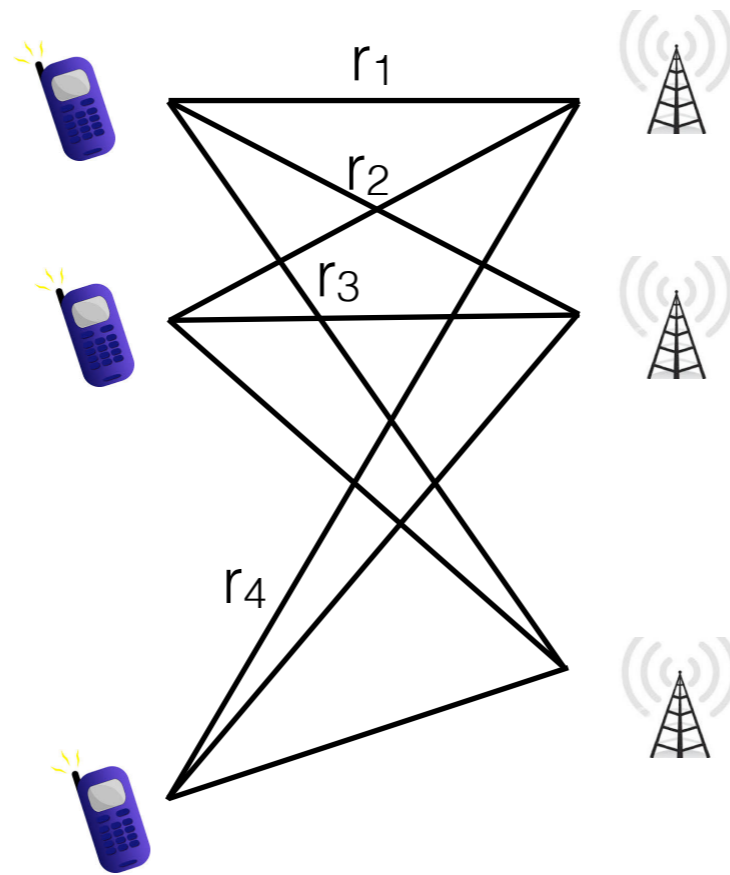
Find optimal BS allocation to maximize sum-rate

Example



Example

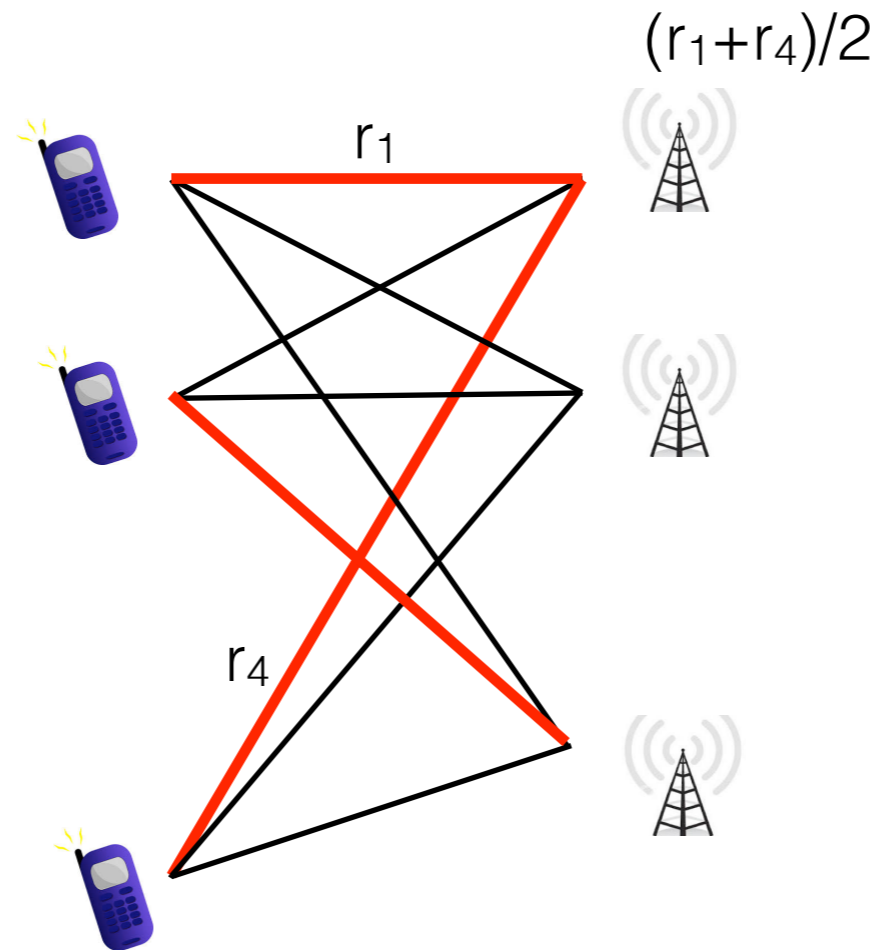
Still Interested in **largest** sum-weight but **No** longer **MATCHING**



Objective: Association with largest sum weight

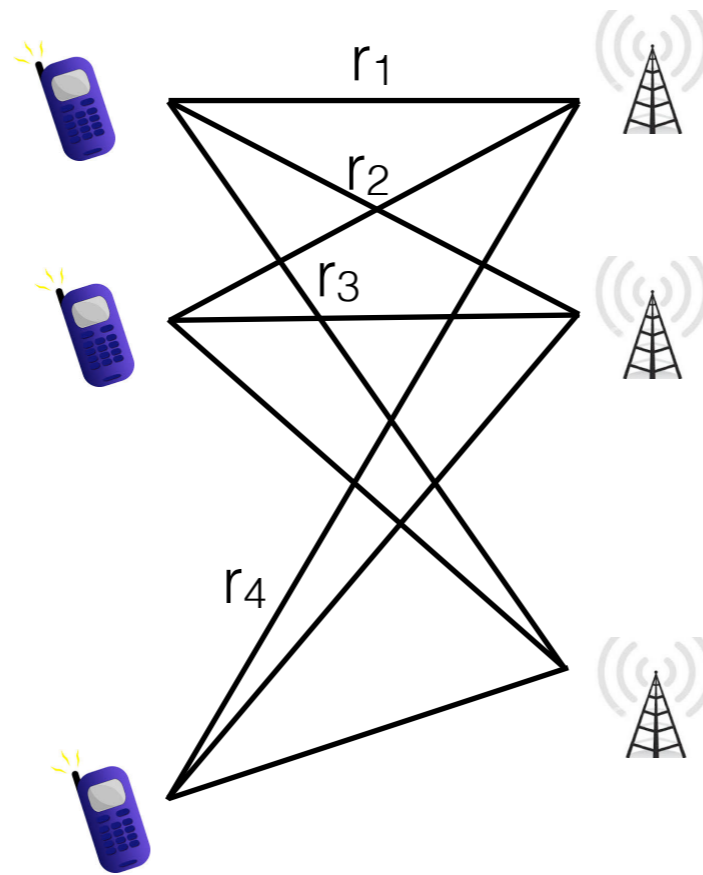
Example

Still Interested in **largest** sum-weight but **No** longer **MATCHING**



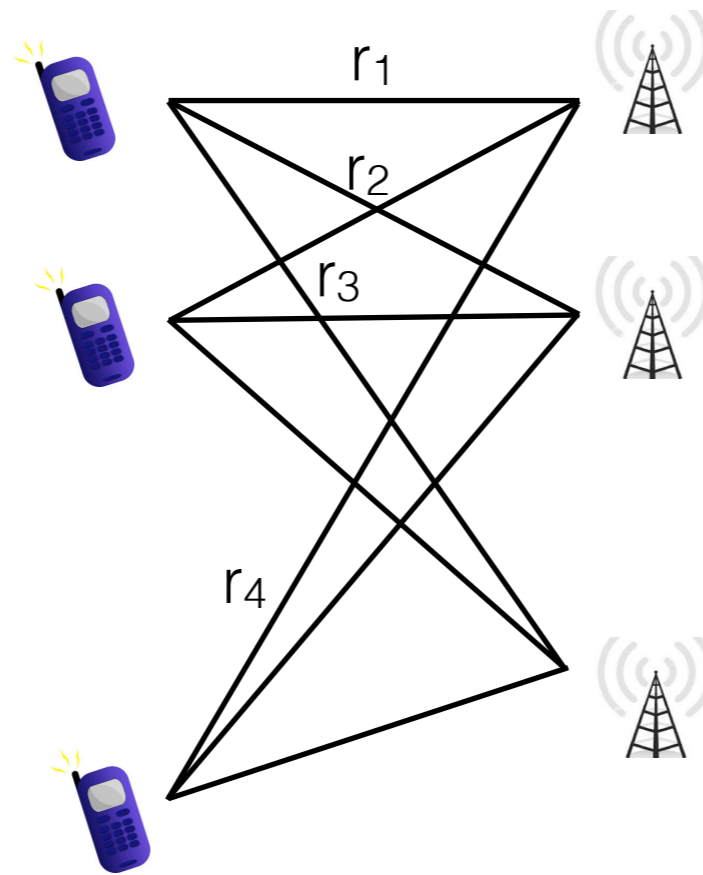
Objective: Association with largest sum weight

Important Observation



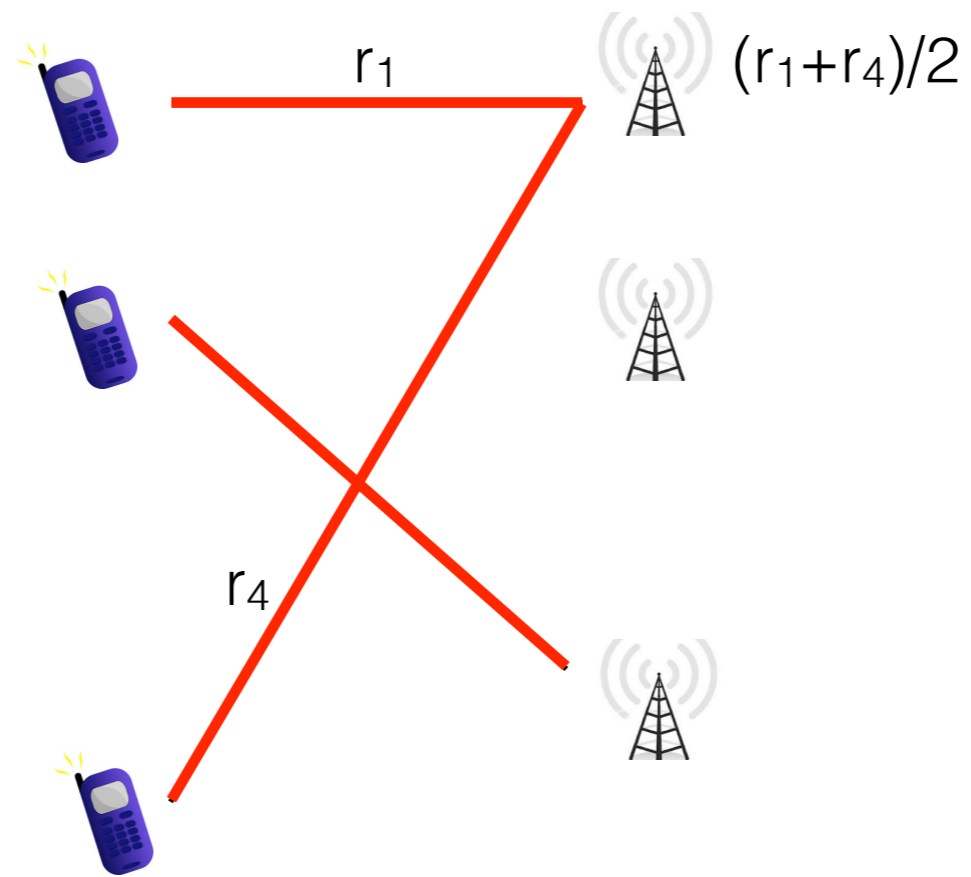
Important Observation

Note that sum-weight is still dominated by Max-Weight **with MATCHING**



Important Observation

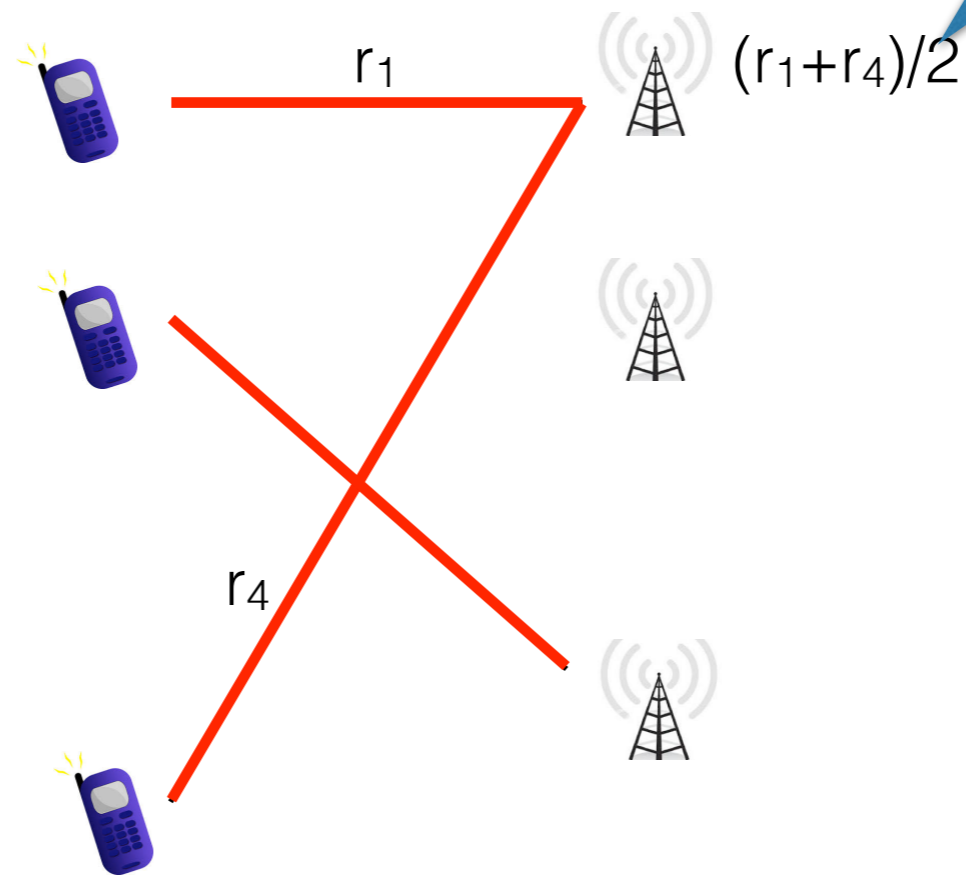
Note that sum-weight is still dominated by Max-Weight **with MATCHING**



Important Observation

Note that sum-weight is still dominated by Max-Weight **with MATCHING**

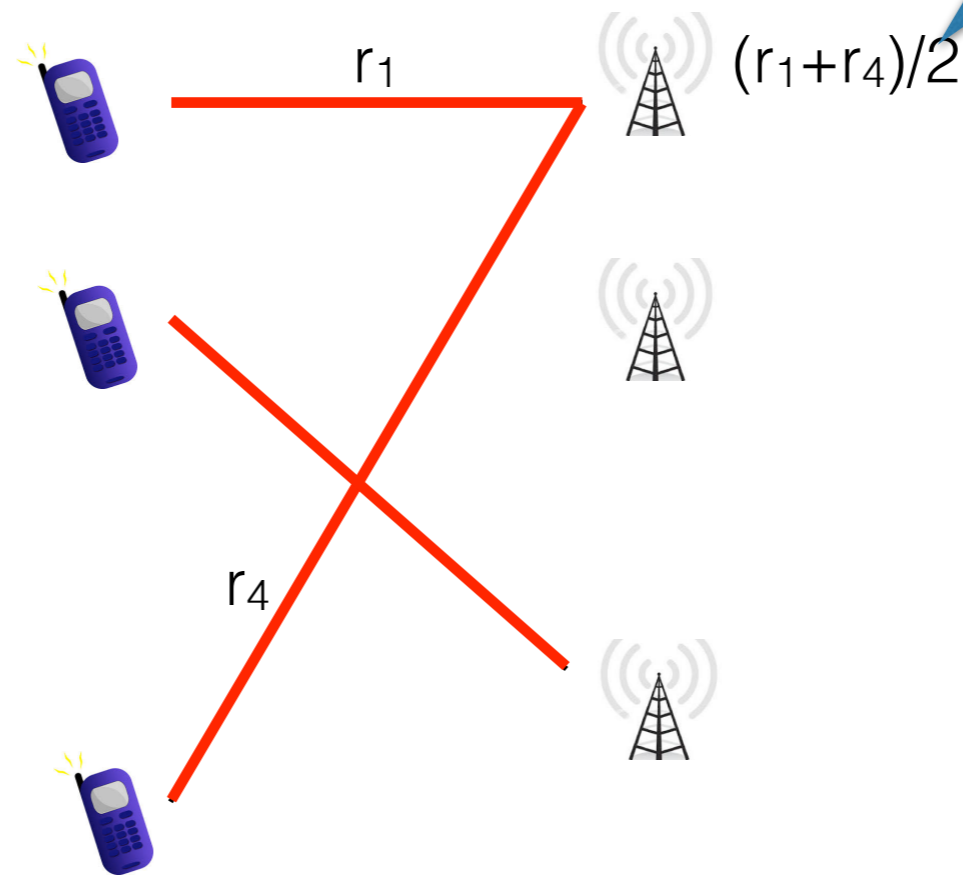
if $r_1 > r_4$
better to only allocate user 1



Important Observation

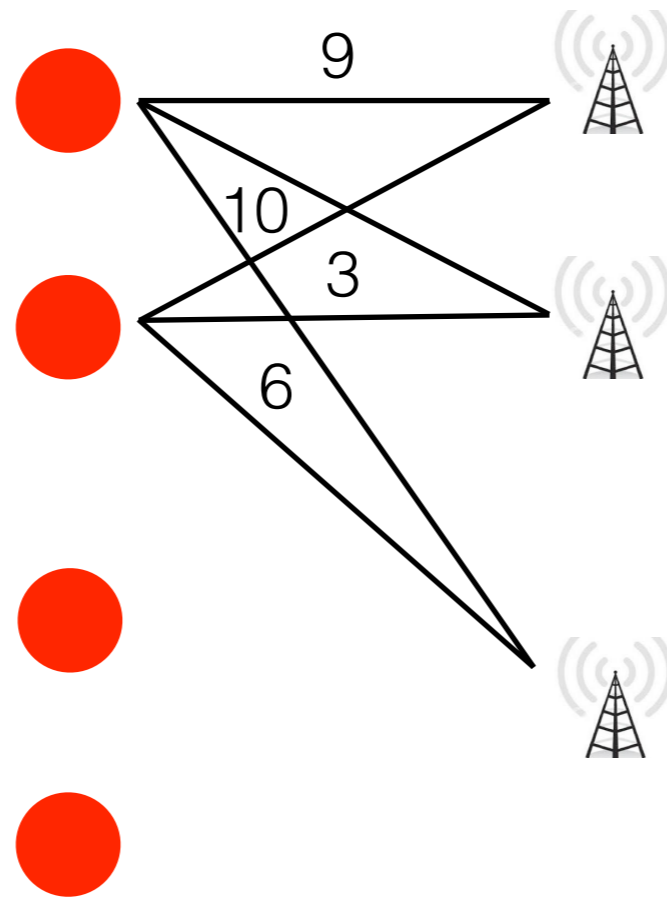
Note that sum-weight is still dominated by Max-Weight **with MATCHING**

if $r_1 > r_4$
better to only allocate user 1



Upper Bound : Max-Weight with **Matching**

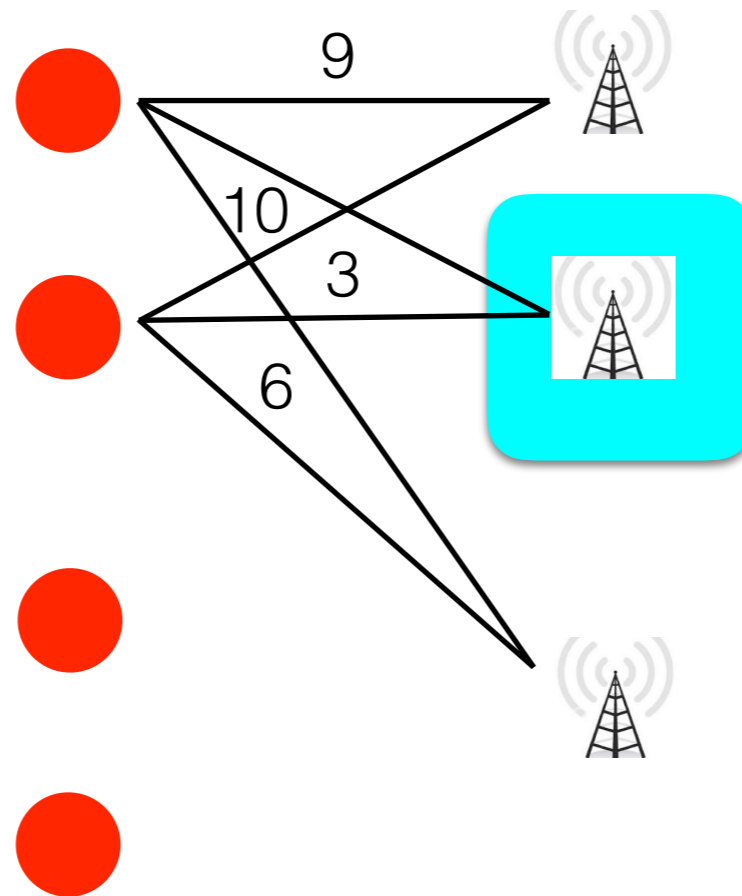
How to solve this ONLINE



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

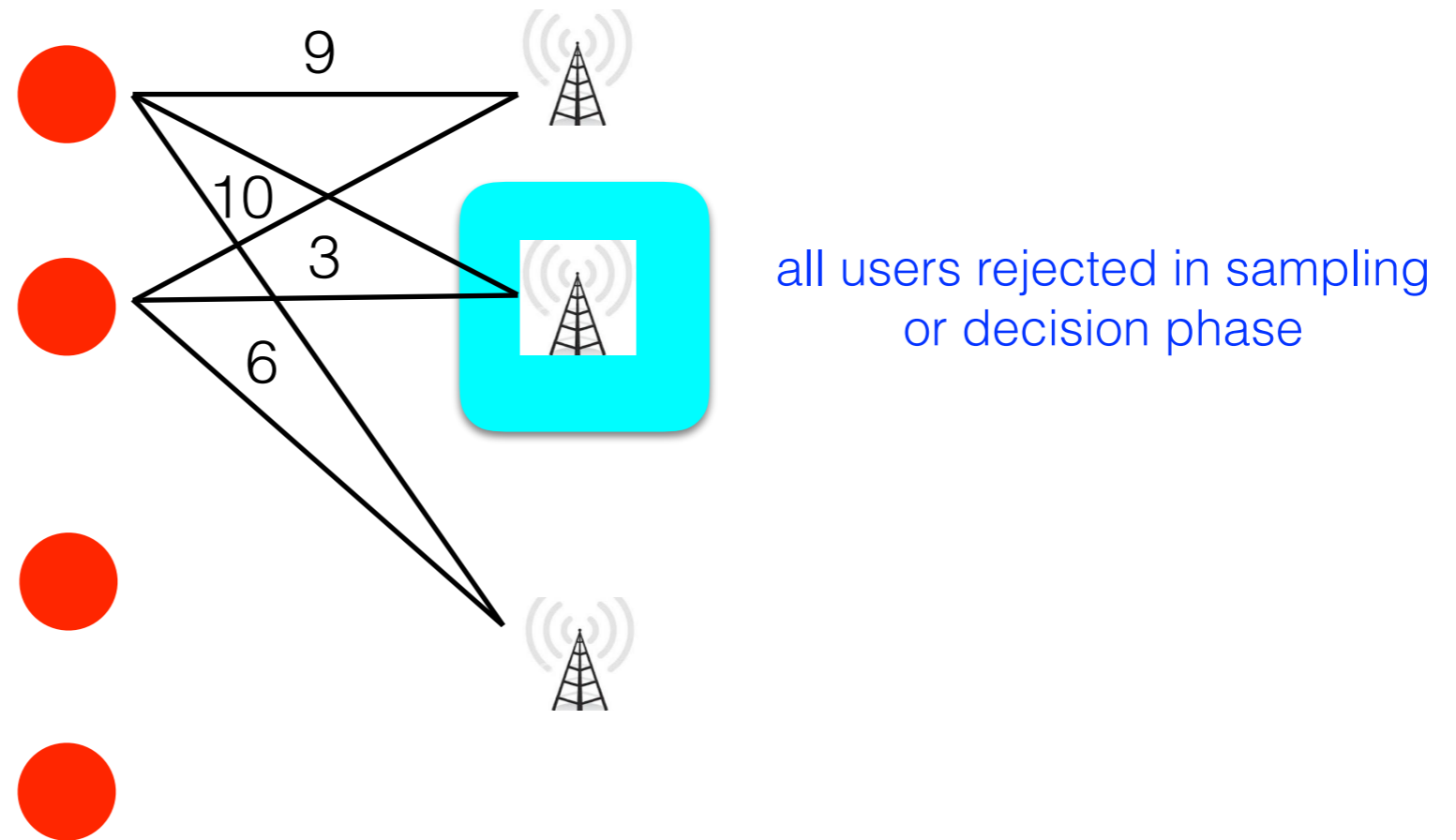
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

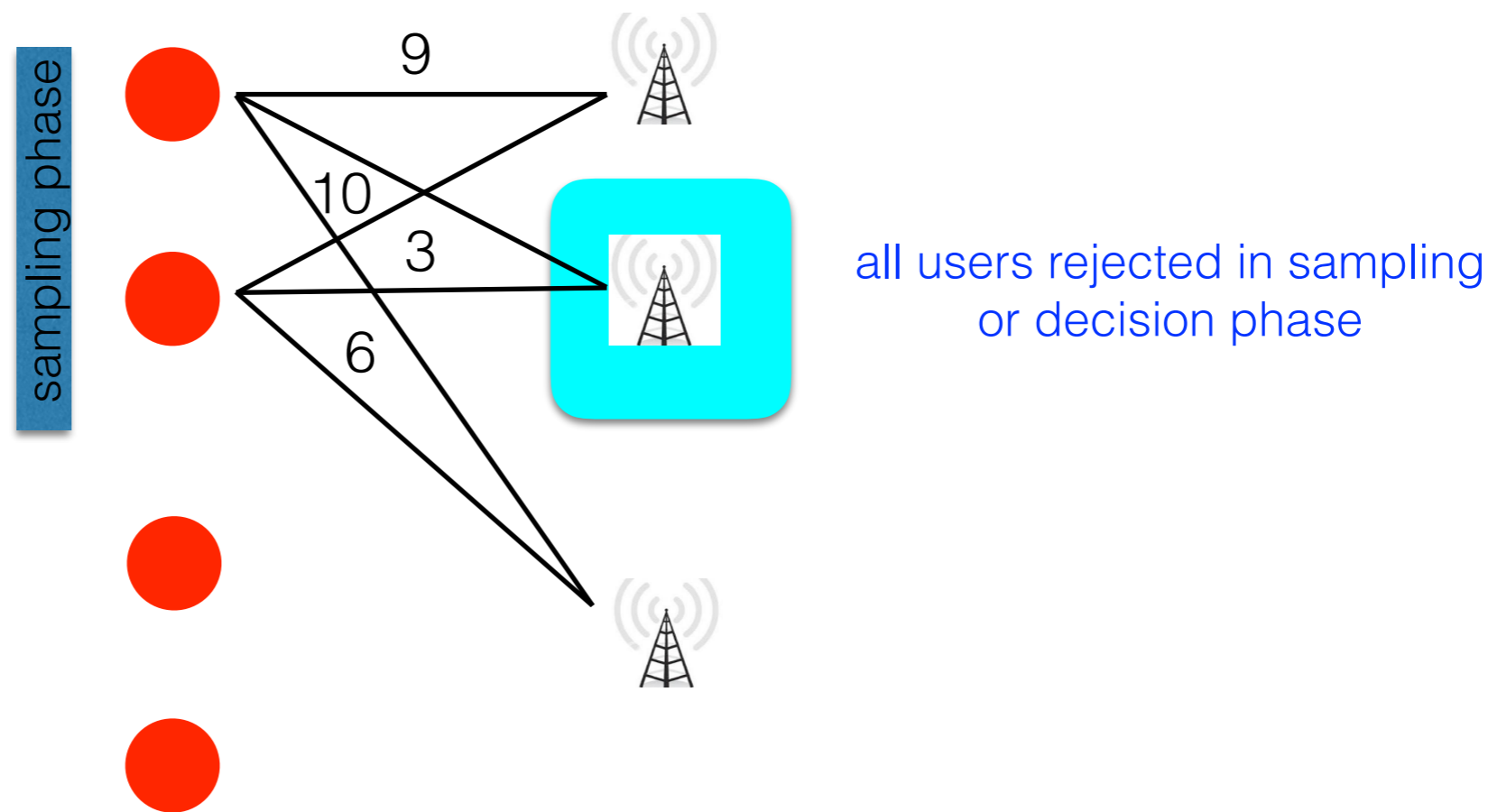
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

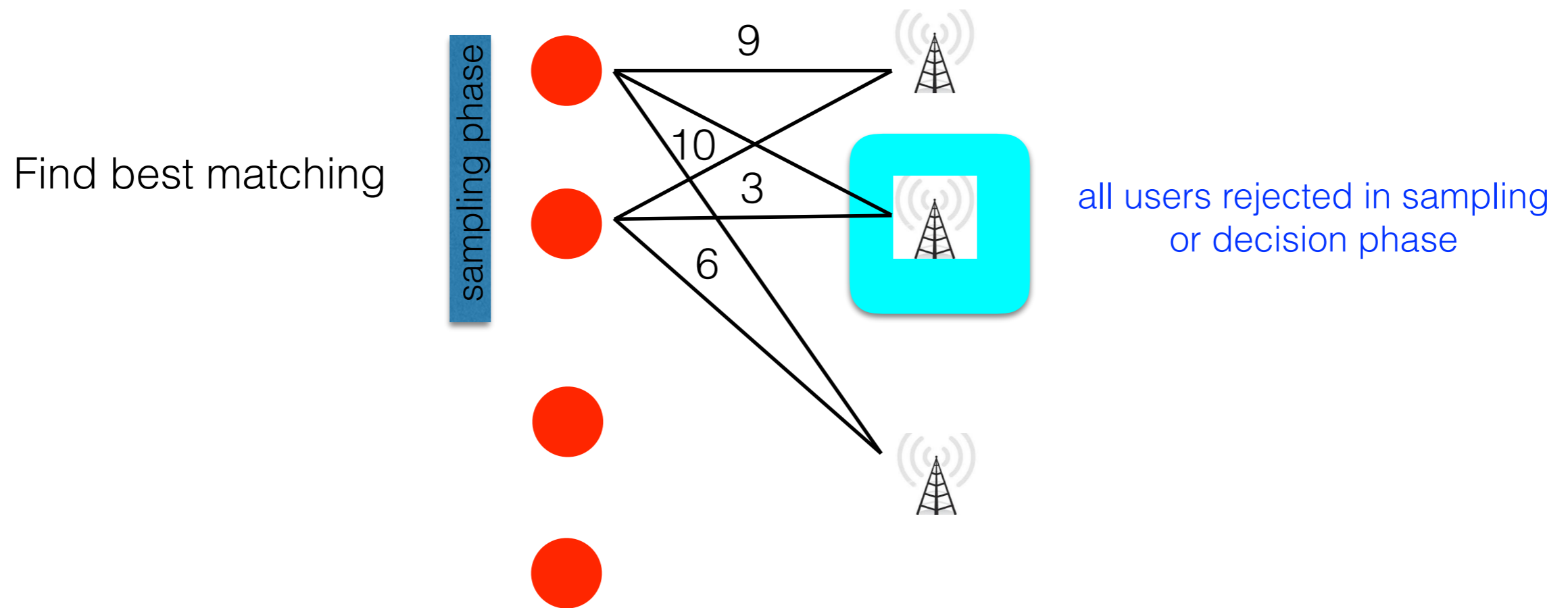
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

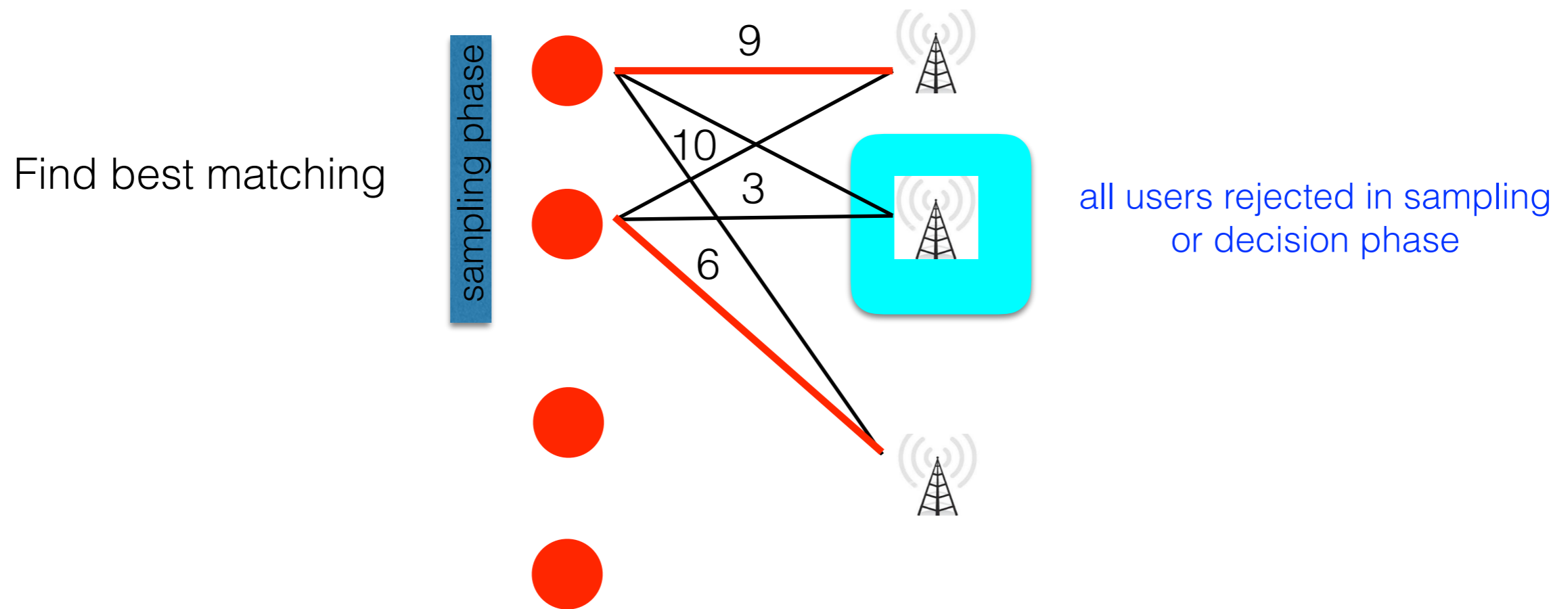
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

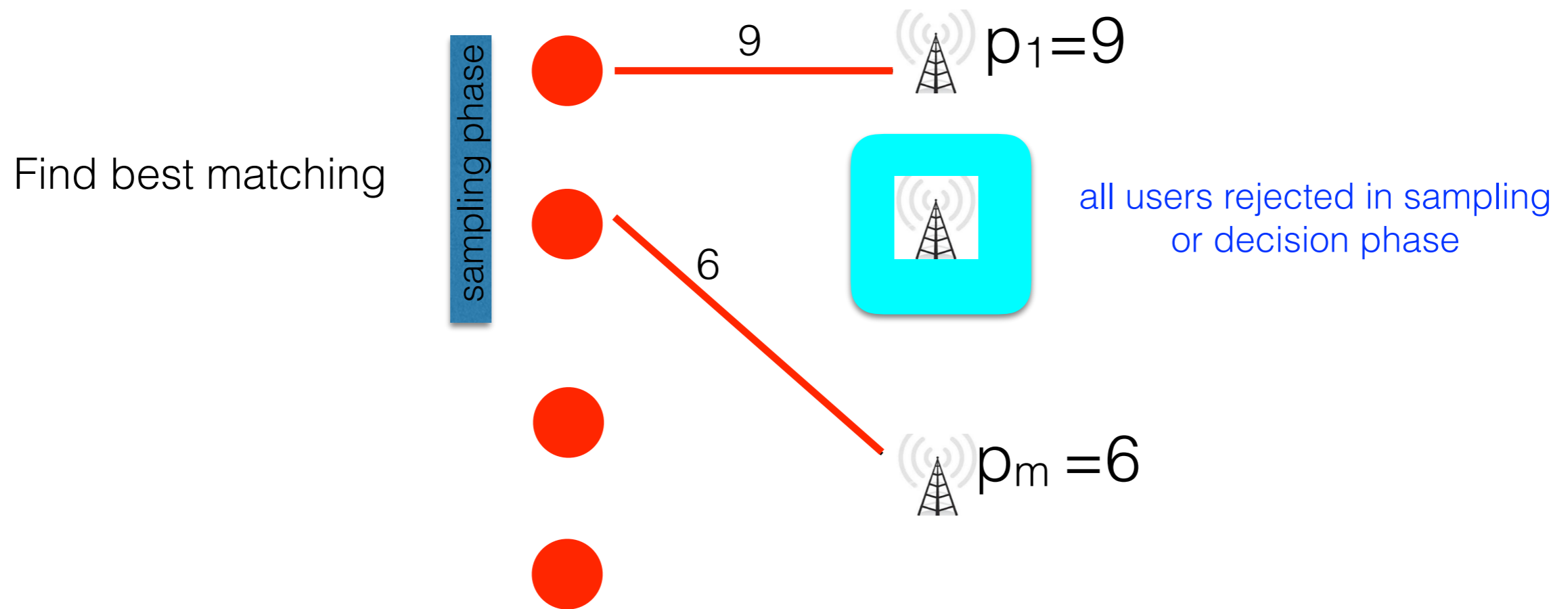
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

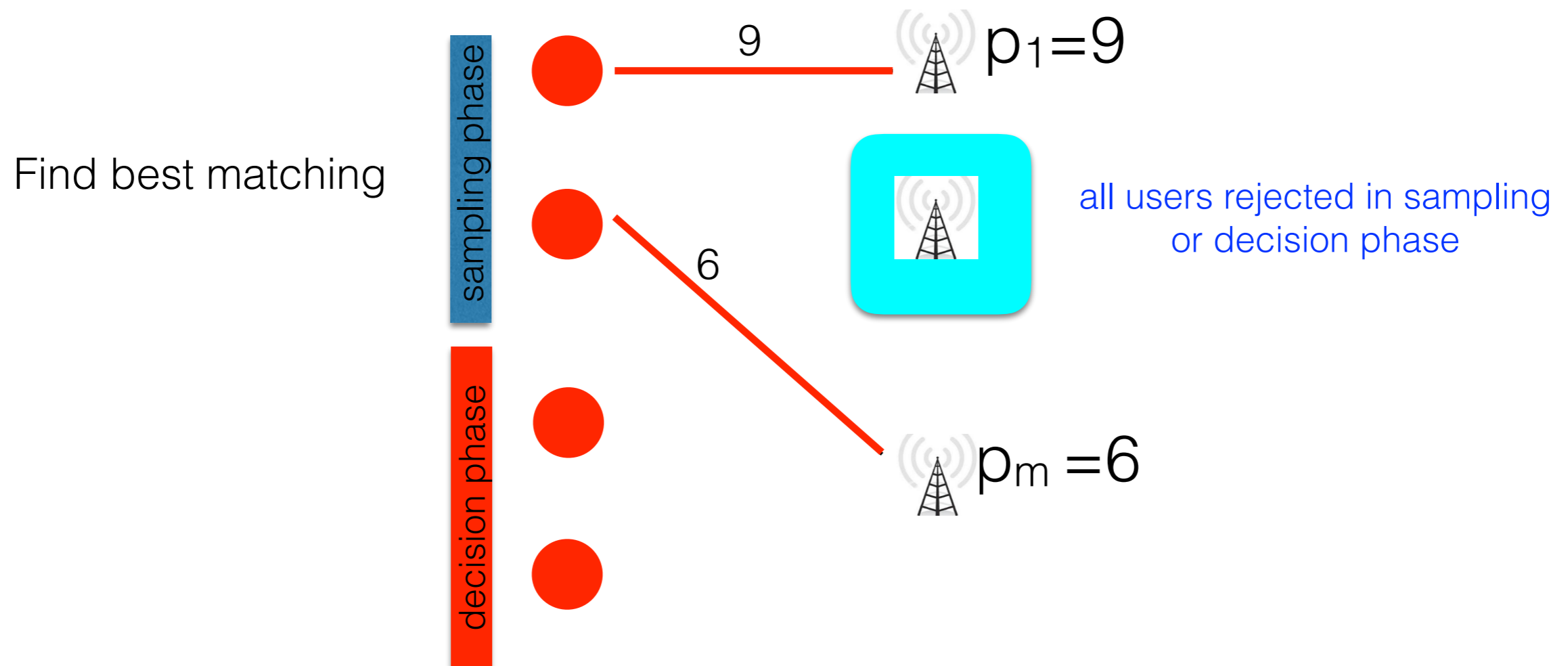
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

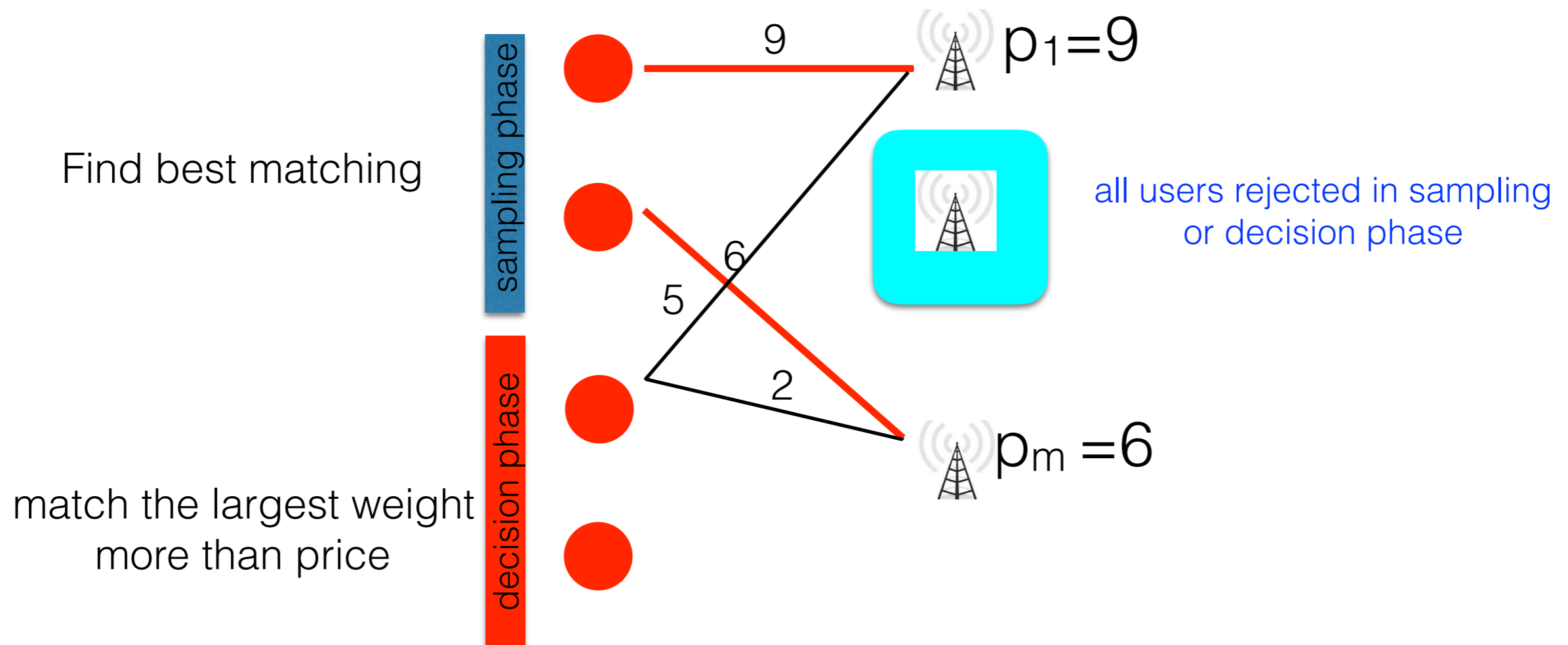
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

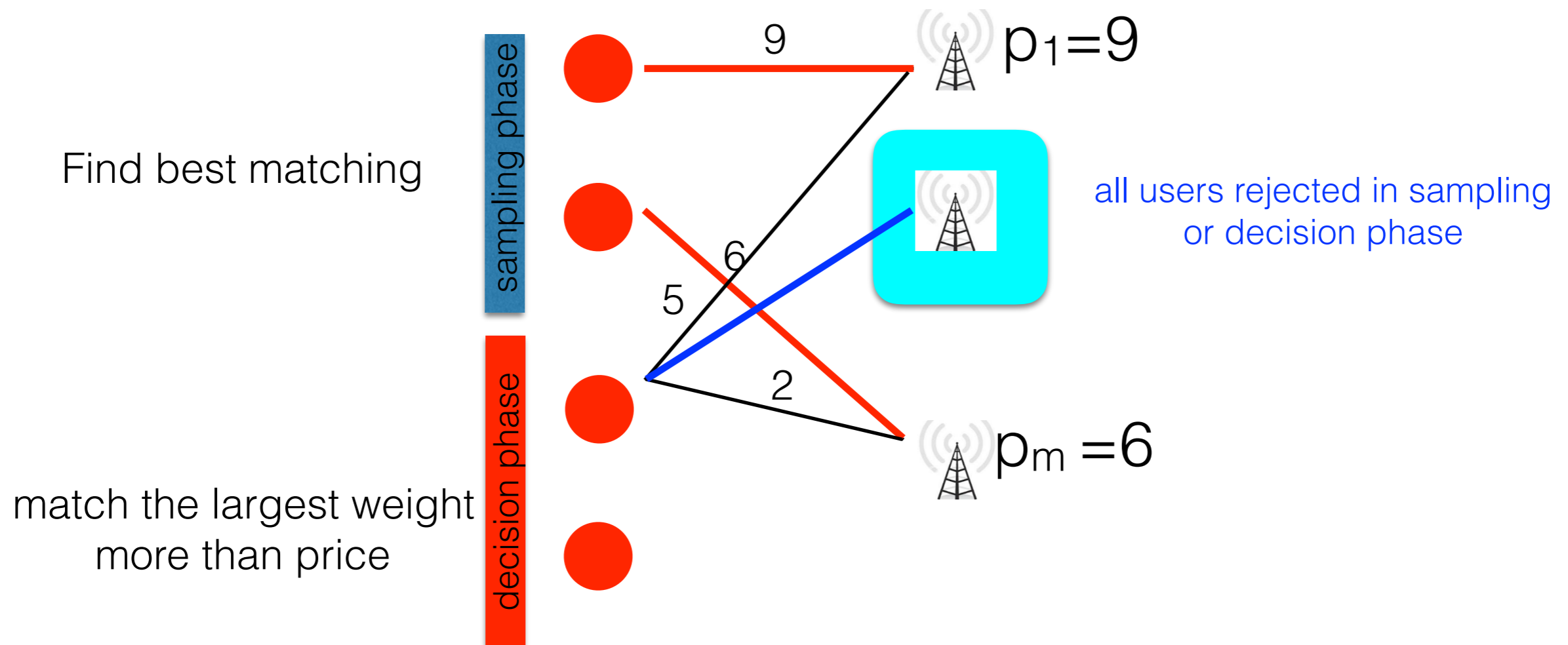
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

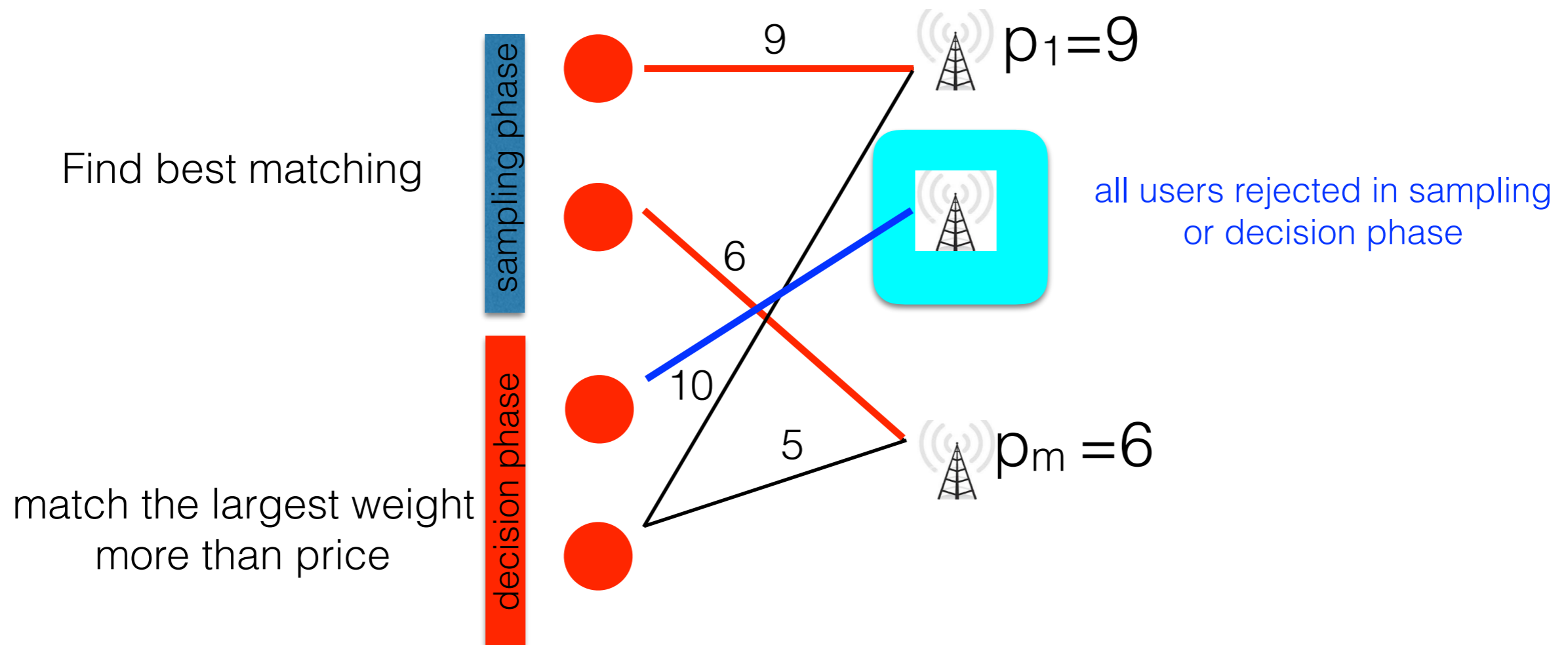
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

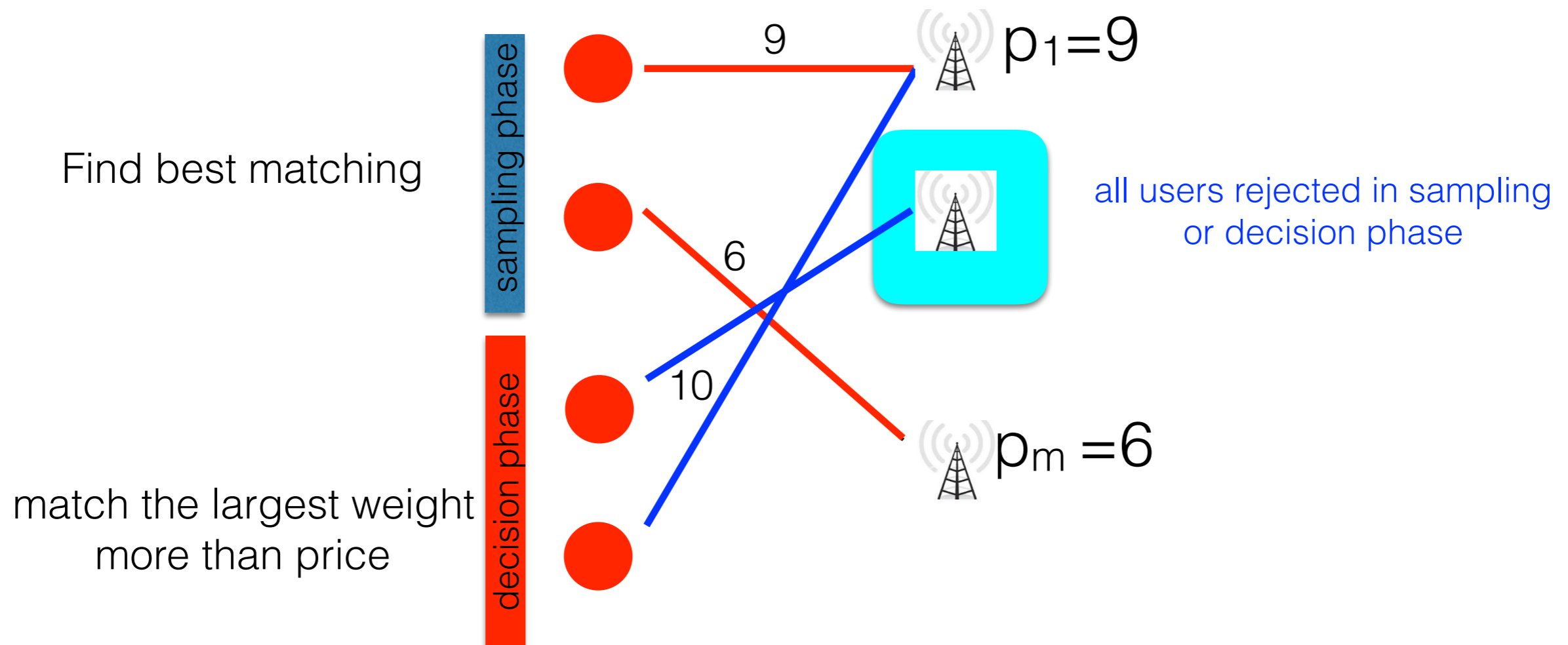
Sampling idea as before



How to solve this ONLINE

Choose one BS randomly and associate all users rejected by Matching

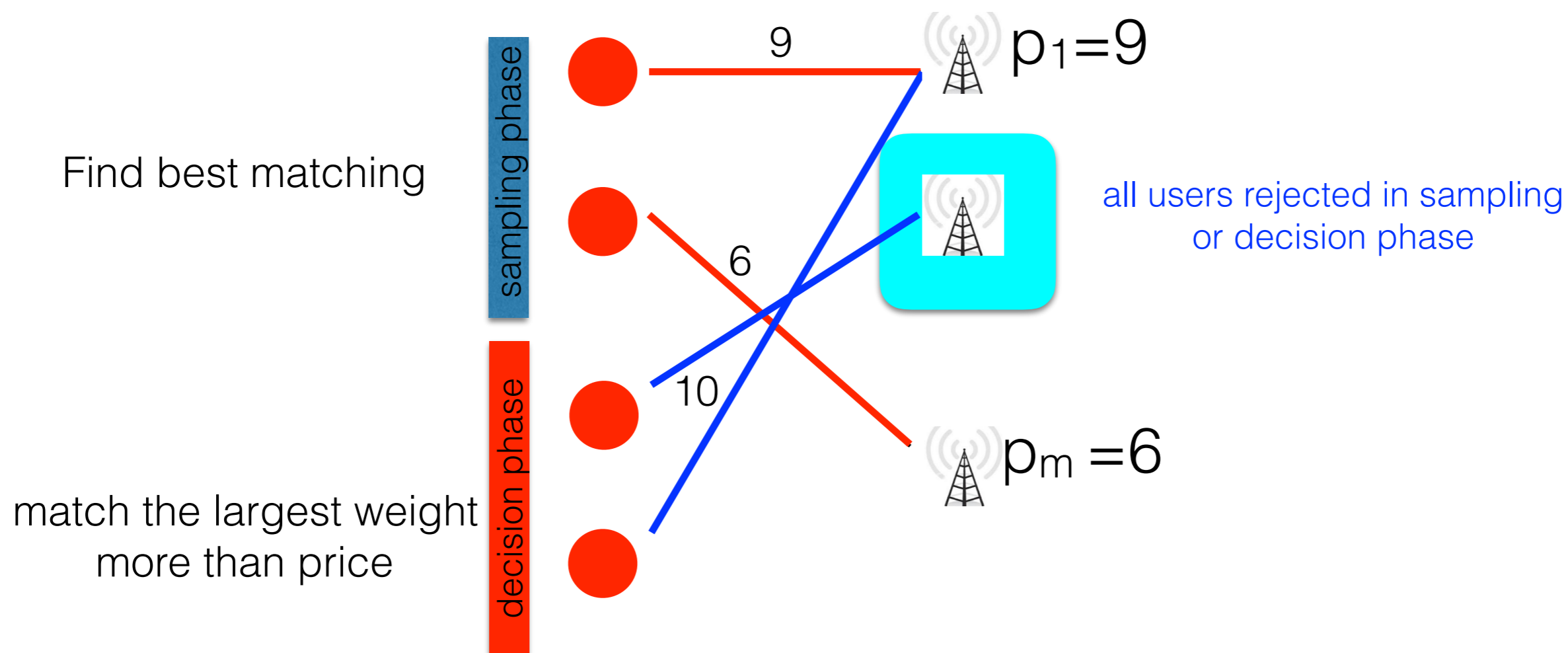
Sampling idea as before



How to solve this ONLINE

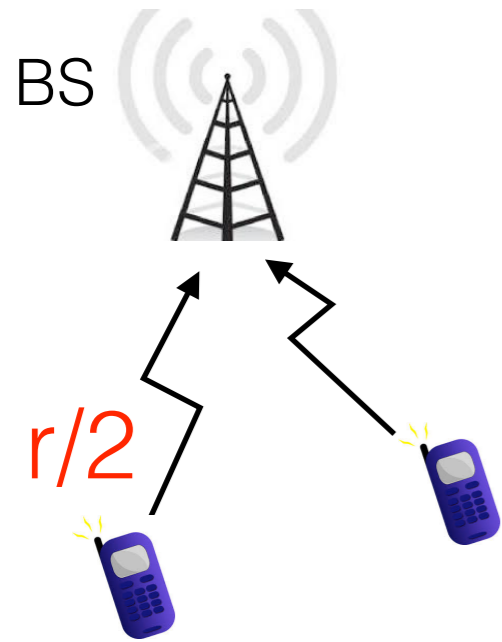
Choose one BS randomly and associate all users rejected by Matching

Sampling idea as before



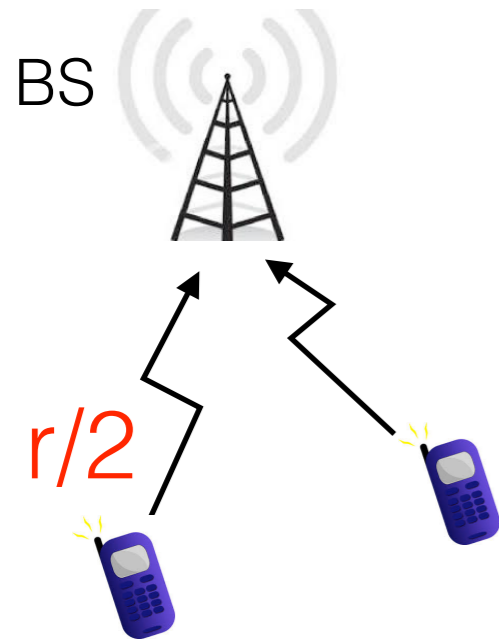
Result: $8m/(m-1)$ —competitive/optimal [V, Thangaraj' 13]

Implication



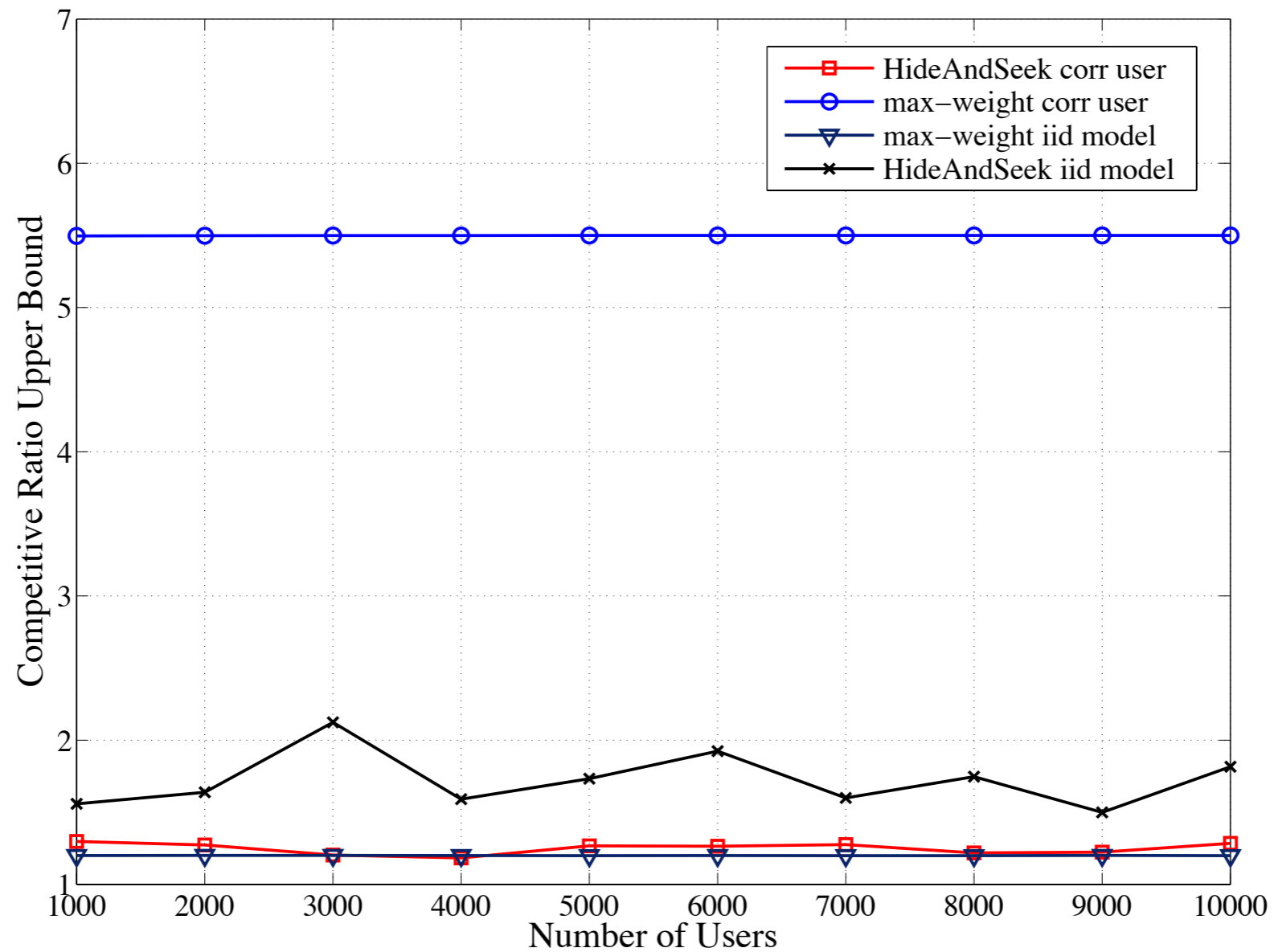
Lot of users get associated to just one BS

Implication



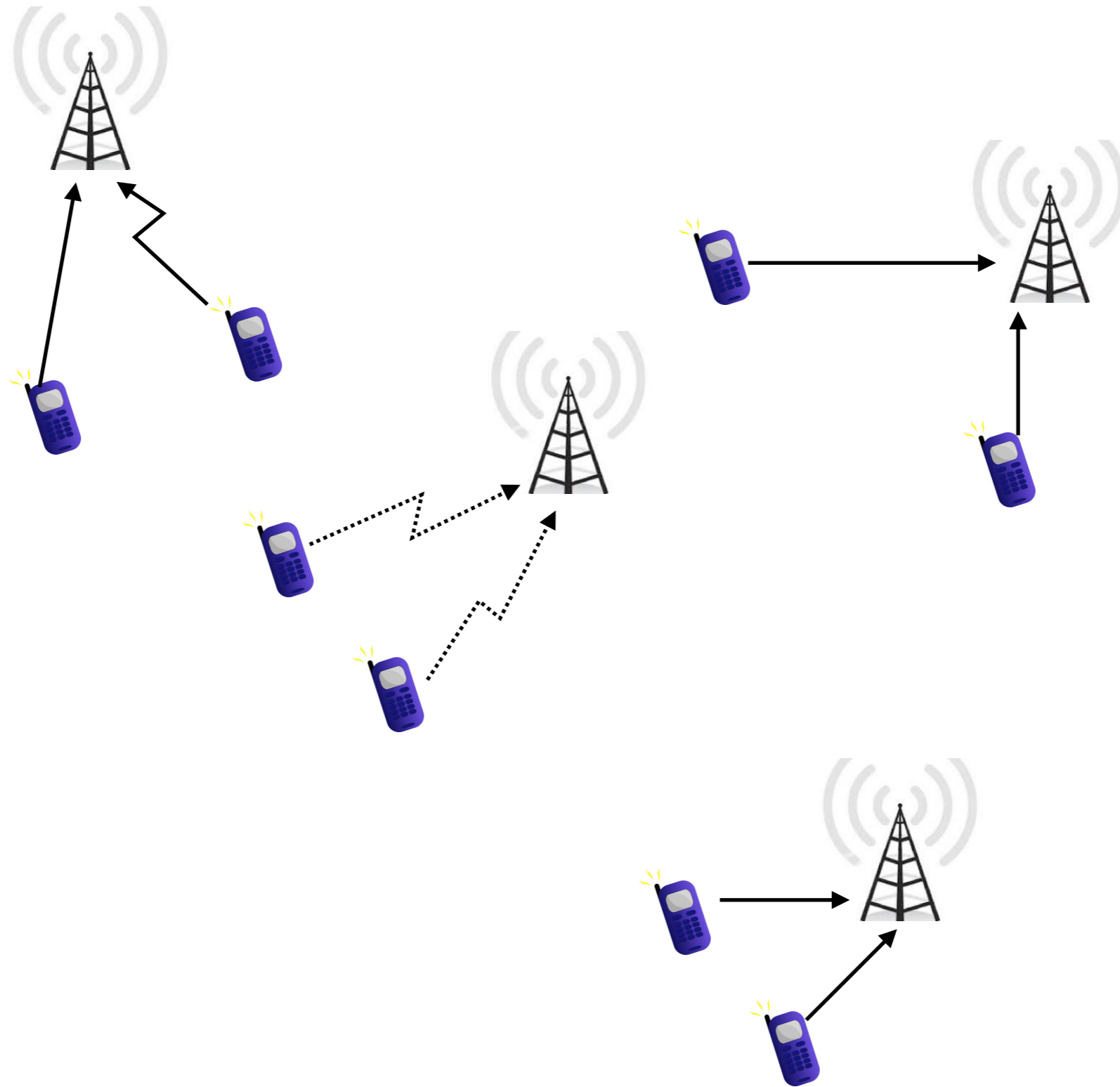
Lot of users get associated to just one BS

Still better than natural algorithm of connecting to the strongest BS

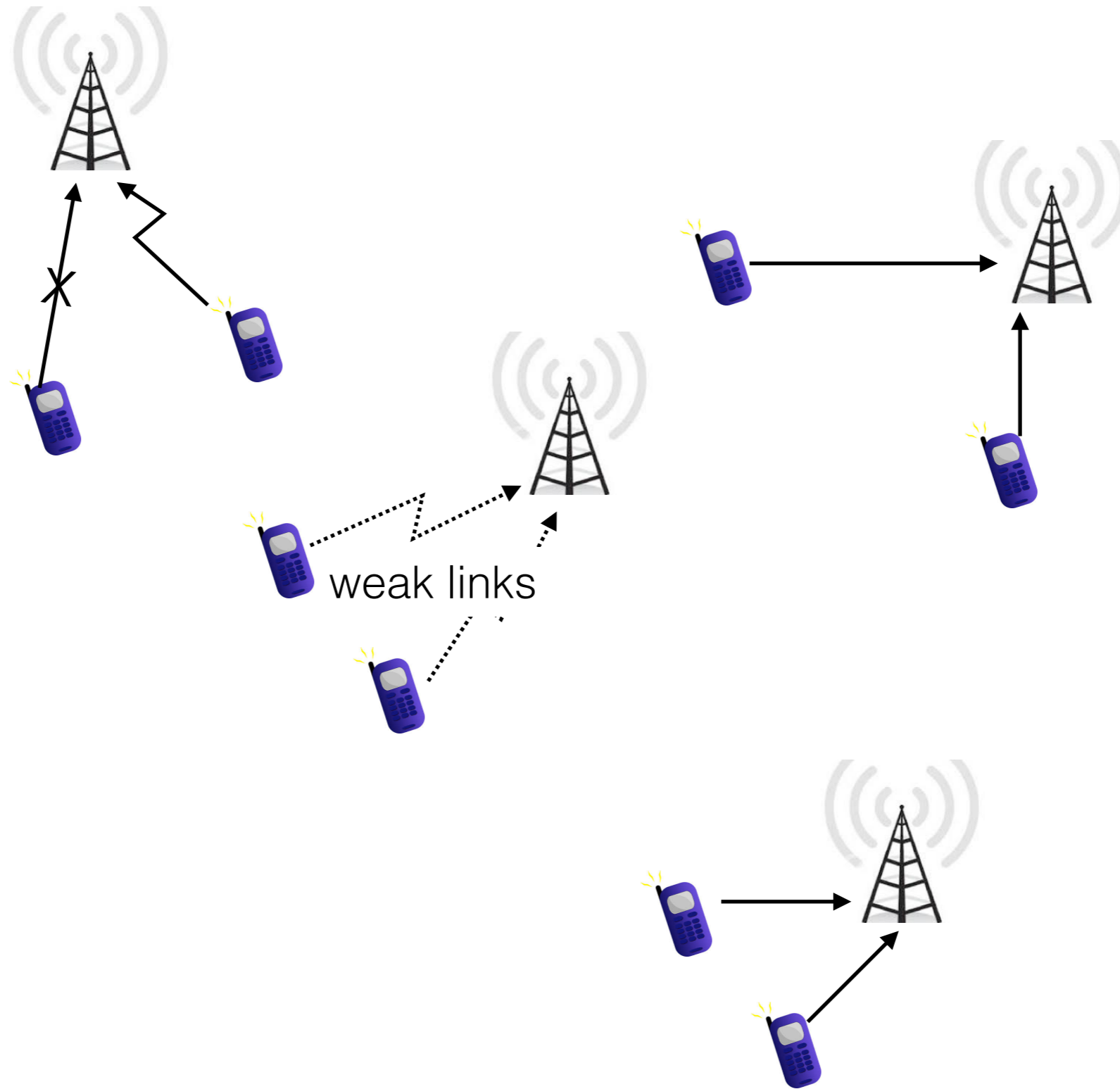




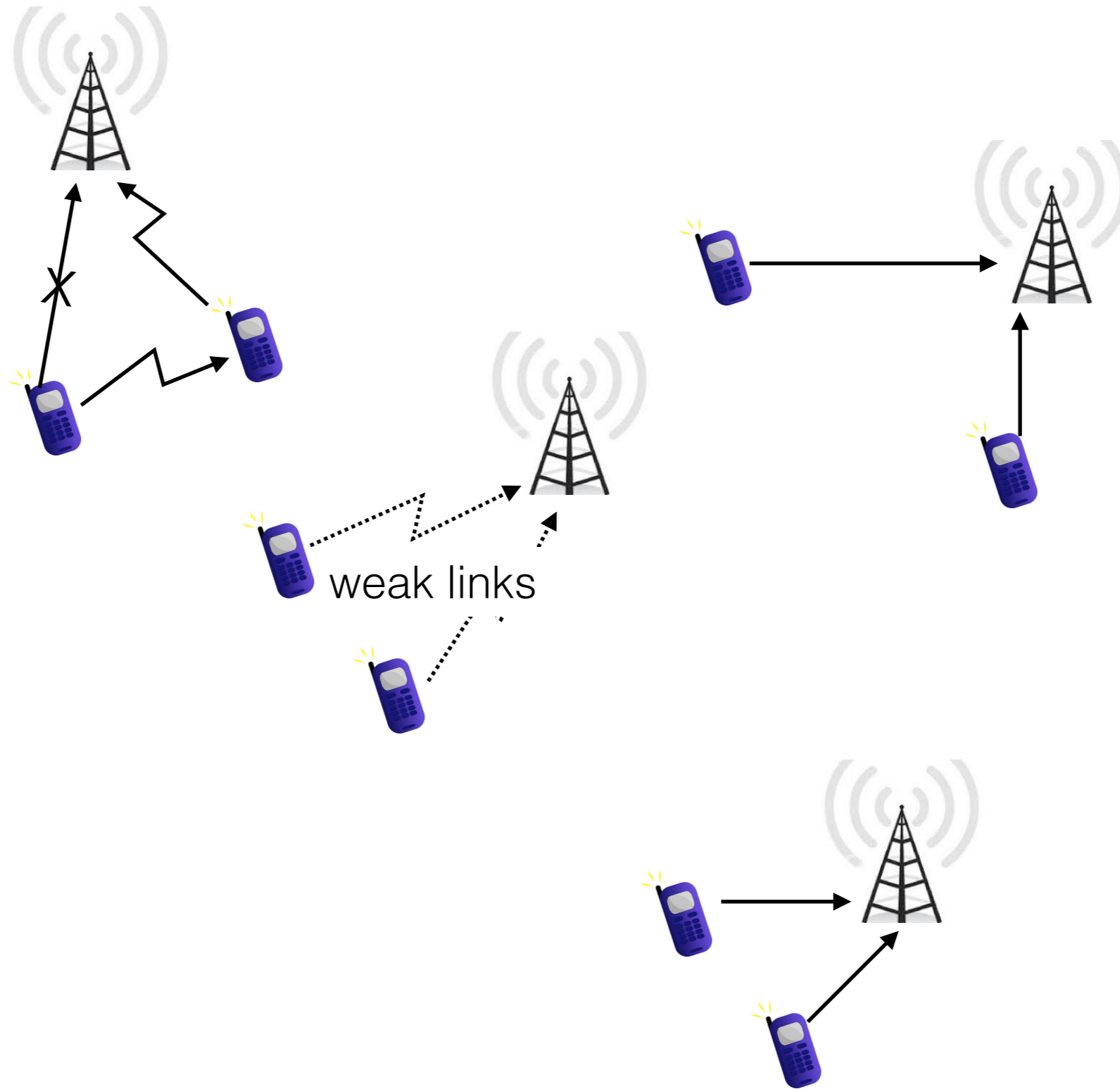
Modern Problem Device-2-Device Communication



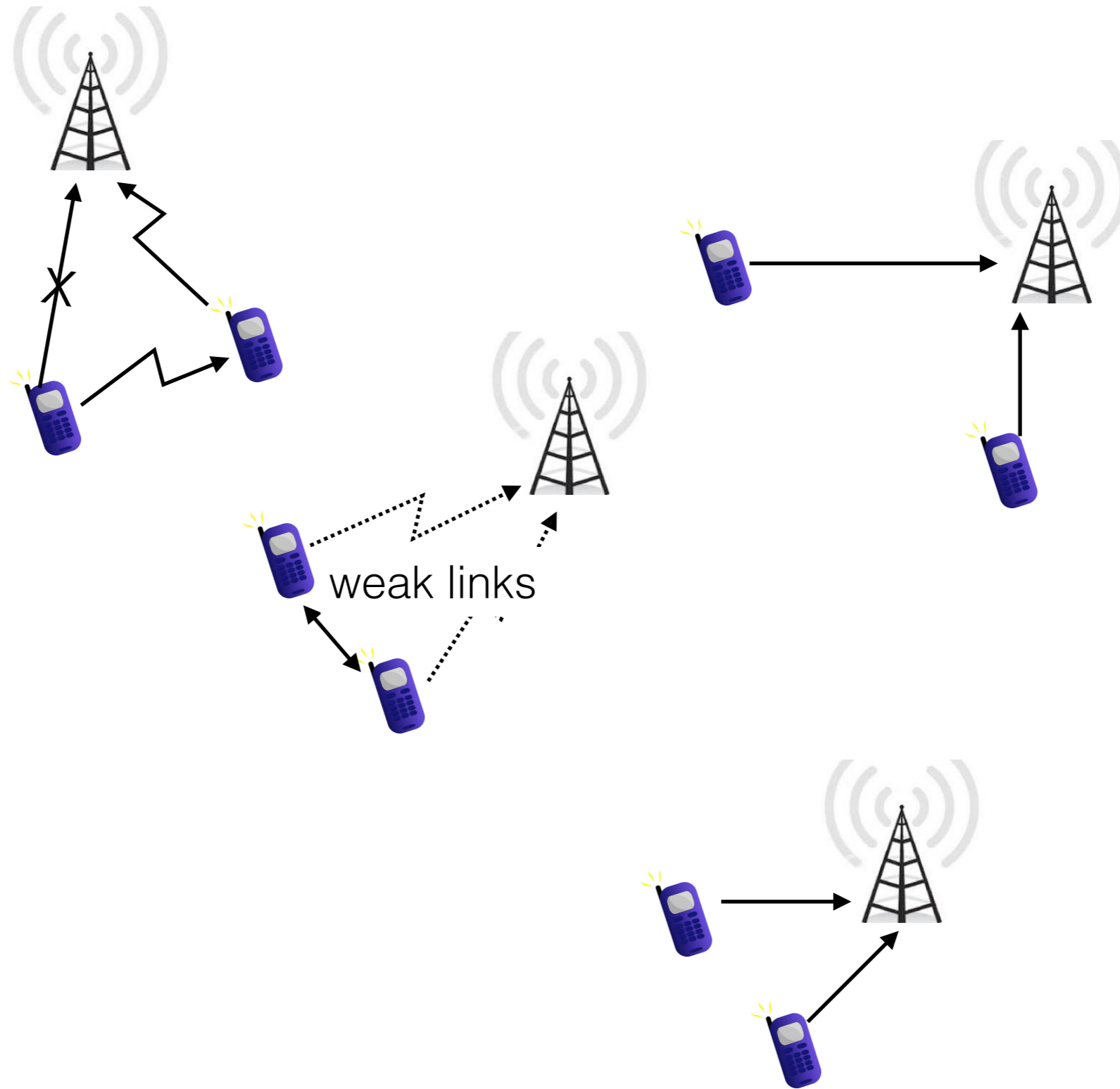
Modern Problem Device-2-Device Communication



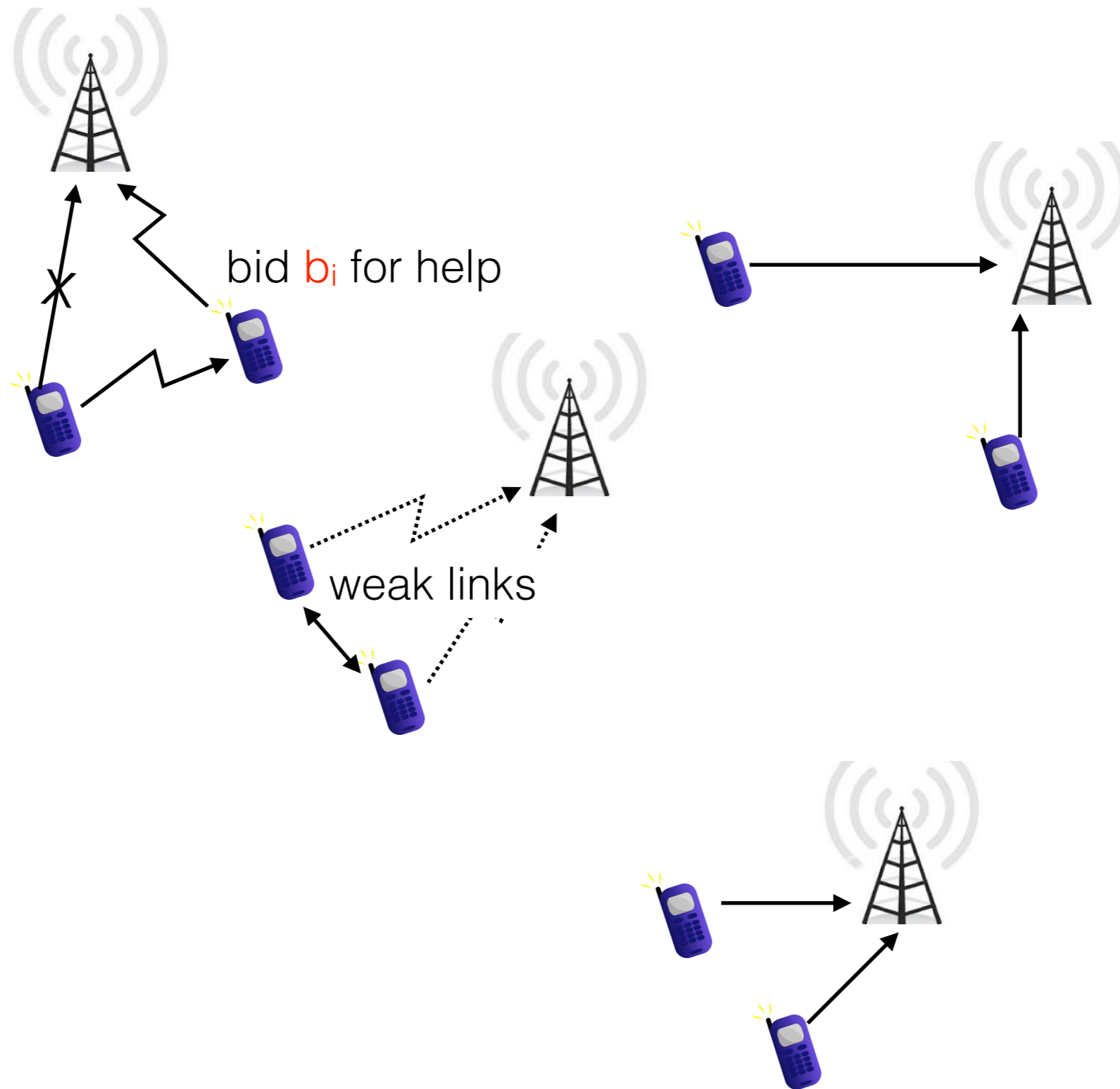
Modern Problem Device-2-Device Communication



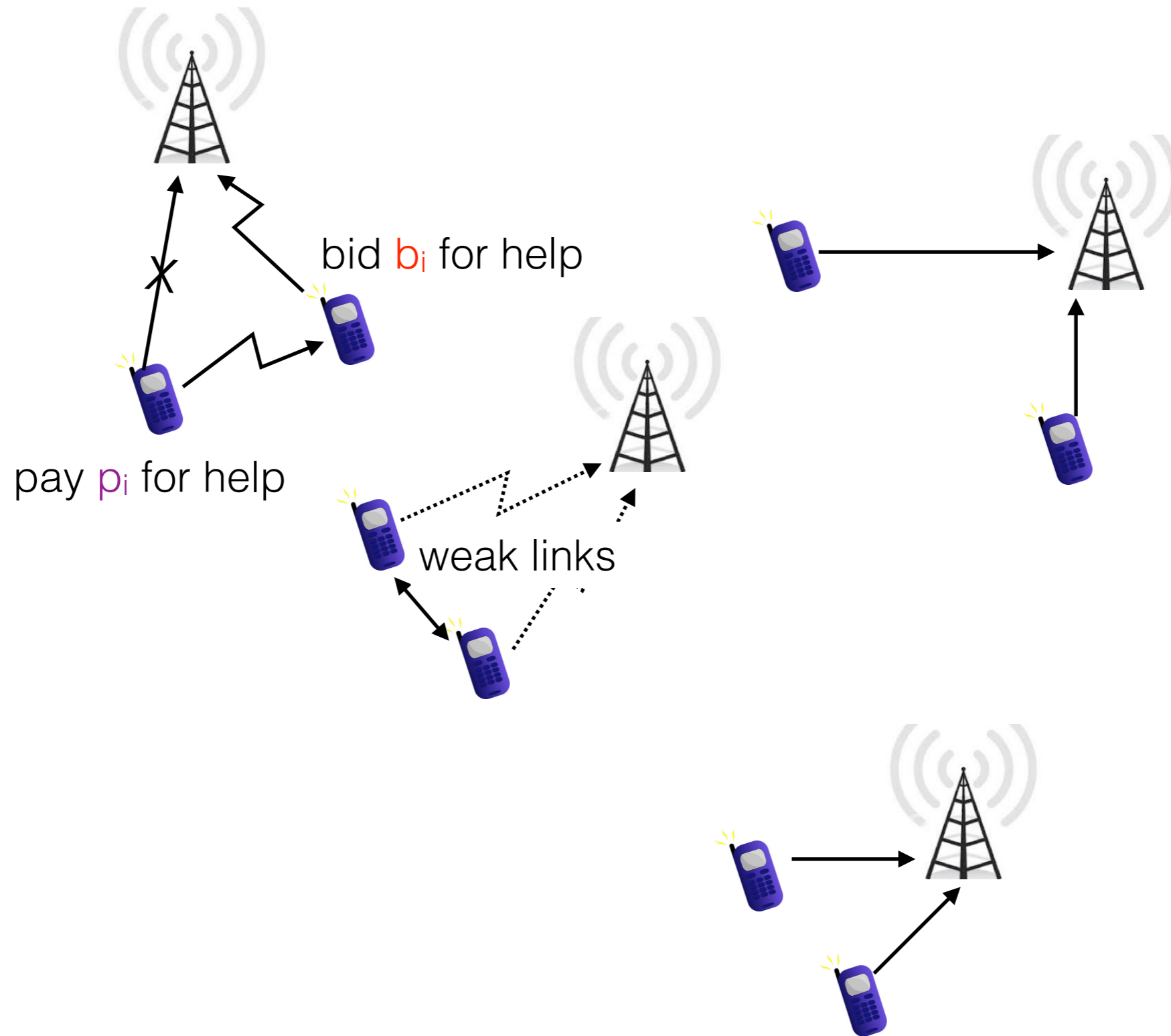
Modern Problem Device-2-Device Communication



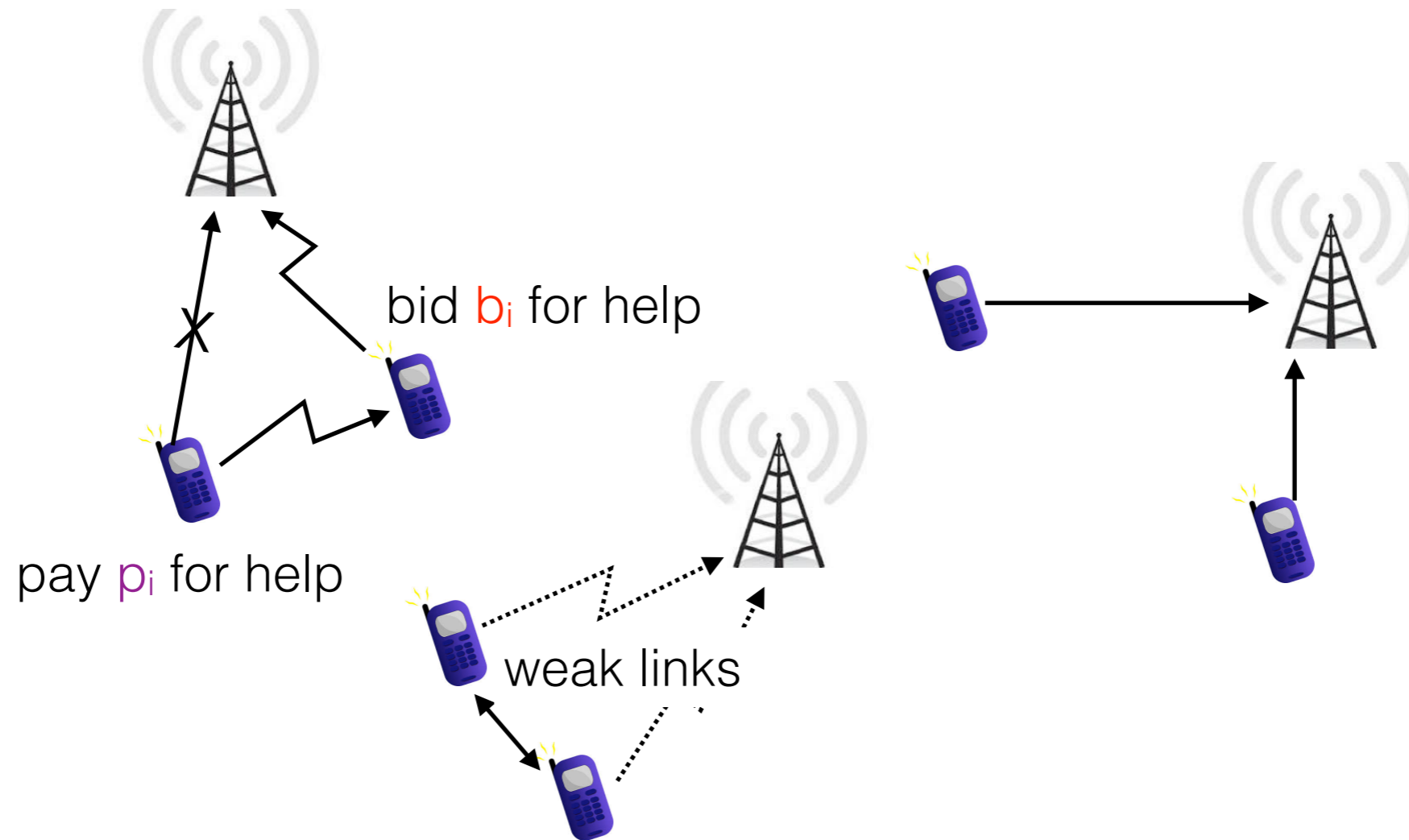
Modern Problem Device-2-Device Communication



Modern Problem Device-2-Device Communication

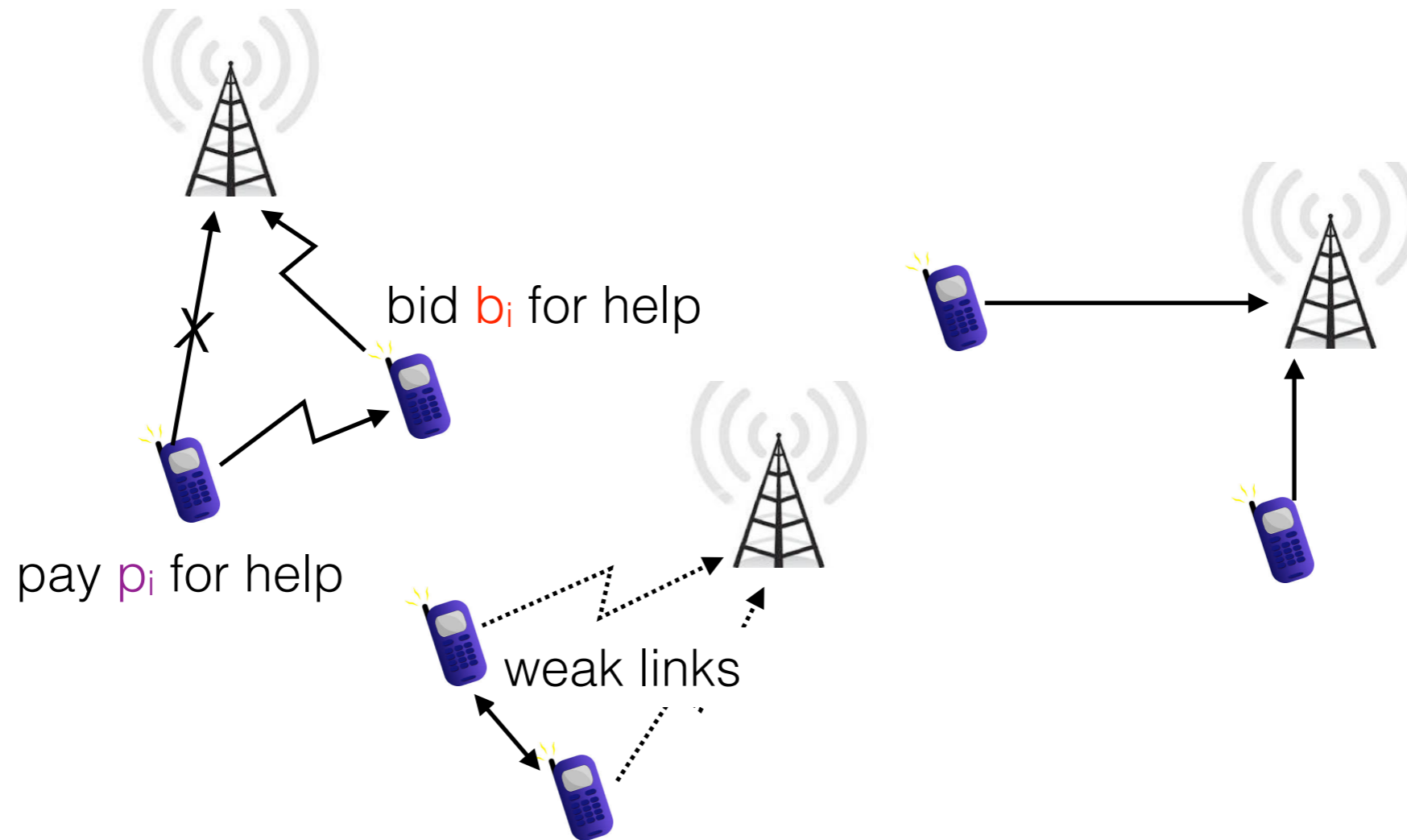


Modern Problem Device-2-Device Communication

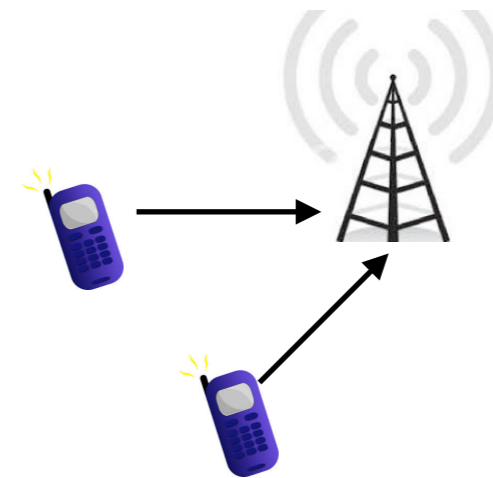


mechanism to avoid cheating

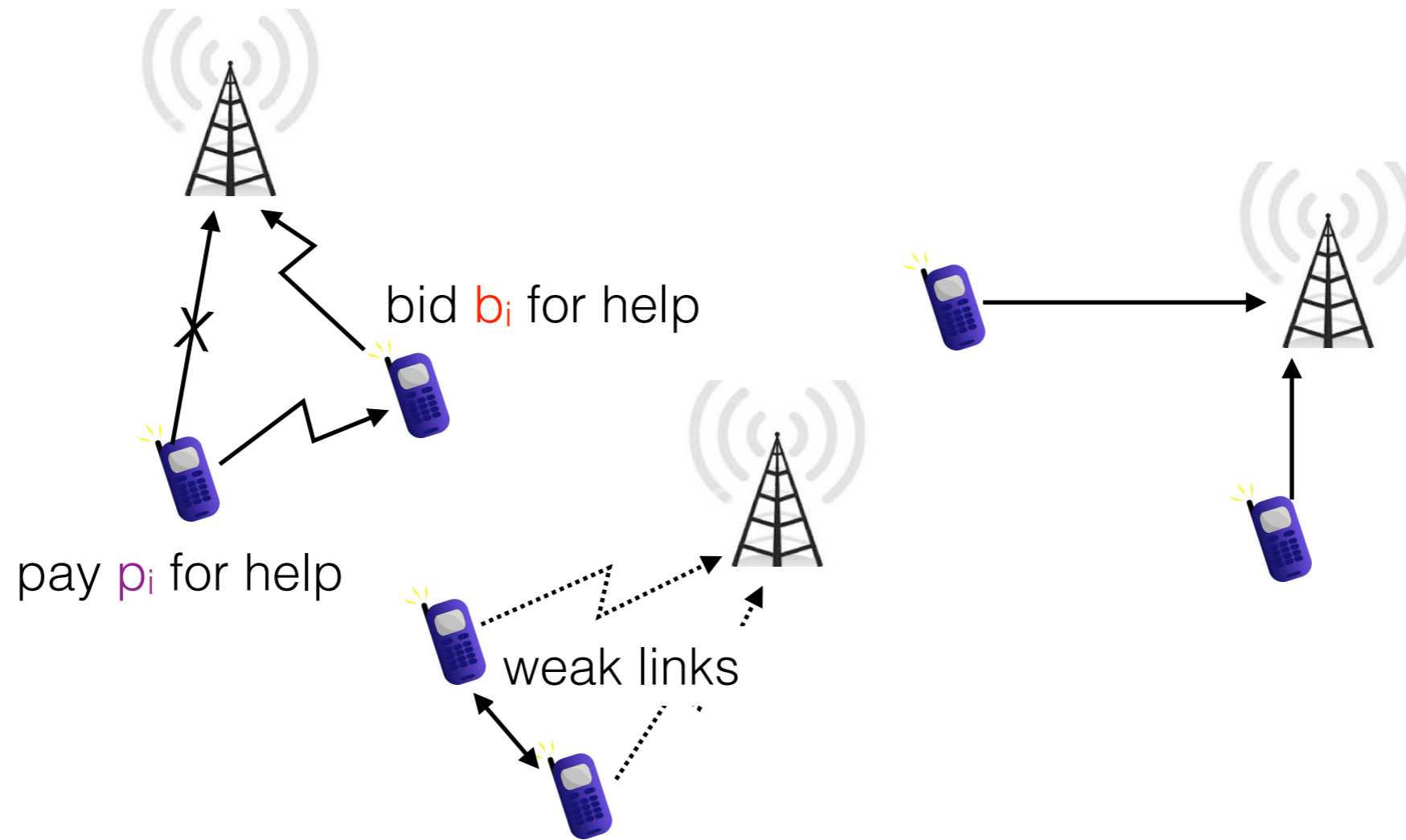
Modern Problem Device-2-Device Communication



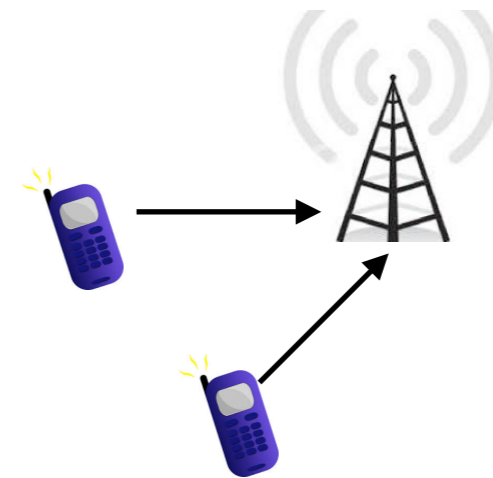
mechanism to avoid cheating
ensure maximum throughput



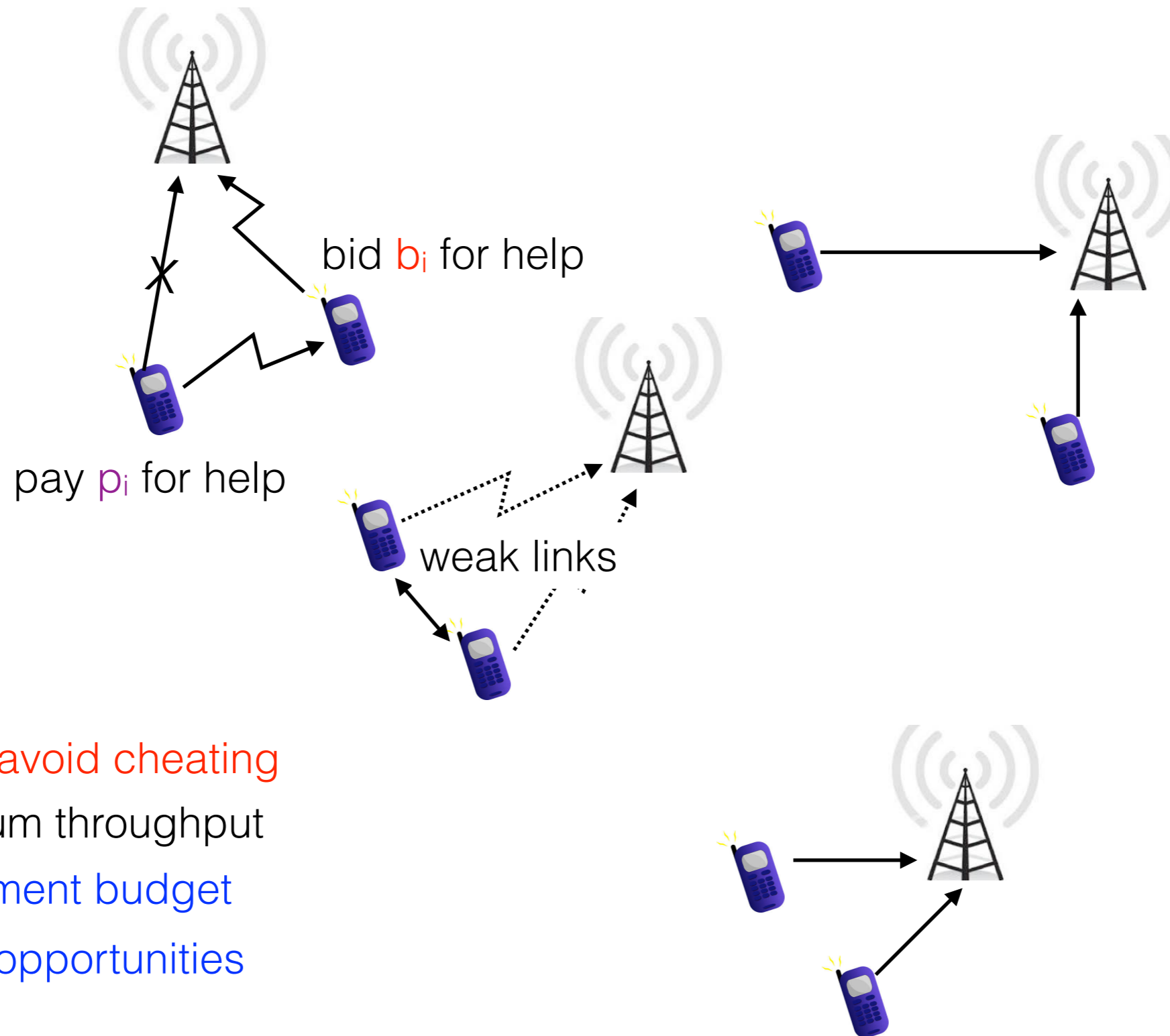
Modern Problem Device-2-Device Communication



mechanism to avoid cheating
ensure maximum throughput
subject to payment budget

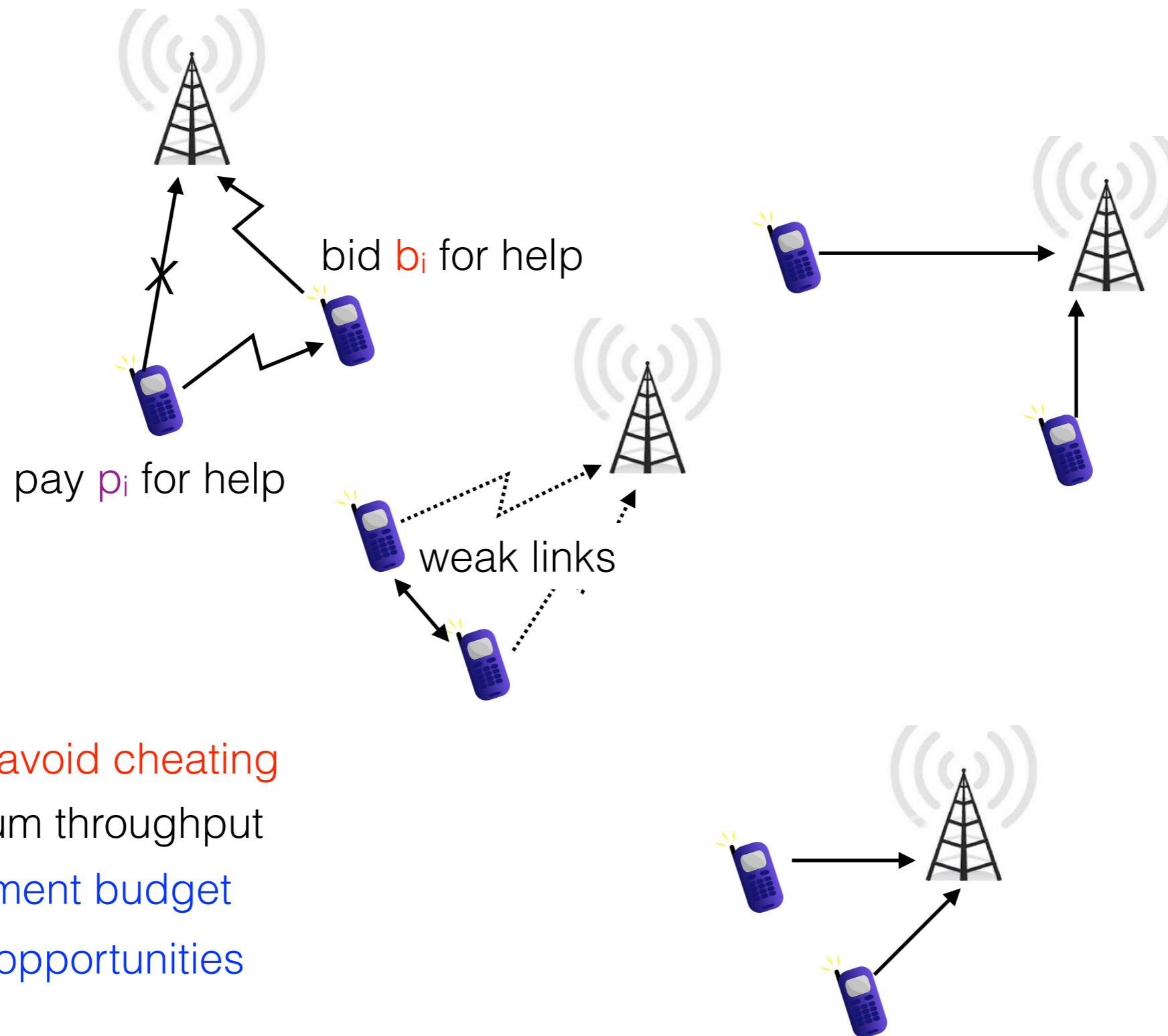


Modern Problem Device-2-Device Communication



mechanism to avoid cheating
ensure maximum throughput
subject to payment budget
unknown help opportunities

Modern Problem Device-2-Device Communication



mechanism to avoid cheating
ensure maximum throughput
subject to payment budget
unknown help opportunities

Find optimal helper association and incentive rule that is truthful

Why care about truthfulness ?

Why care about truthfulness ?



Why care about truthfulness ?



8.28 Crores



Why care about truthfulness ?



8.28 Crores



14 Crores



Why care about truthfulness ?



8.28 Crores



16 Crores



14 Crores



Why care about truthfulness ?



8.28 Crores



16 Crores



14 Crores



7 Crores





W. Vickerey



E. Clarke



T. Groves

Truthful Auction



Truthful Auction



Truthful Auction



Winner: Largest bid

Price: Second-Largest bid

Truthful Auction



Winner: Largest bid

Price: Second-Largest bid



No incentive to bid more than private utility

Problem is equivalent to Crowdsourcing

Problem is equivalent to Crowdsourcing

multiple election tasks



Problem is equivalent to Crowdsourcing

multiple election tasks



bid



Problem is equivalent to Crowdsourcing

multiple election tasks



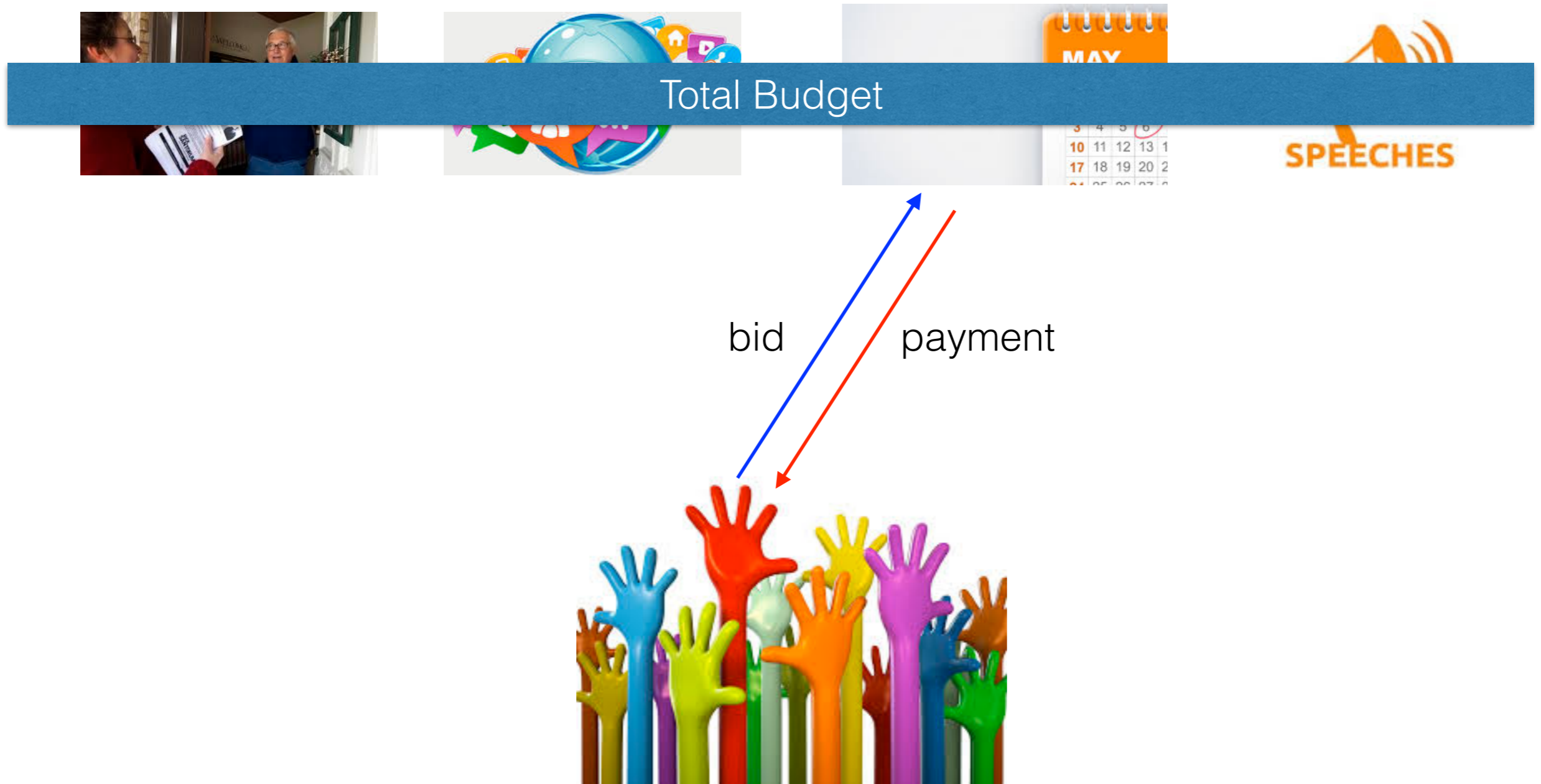
bid

payment

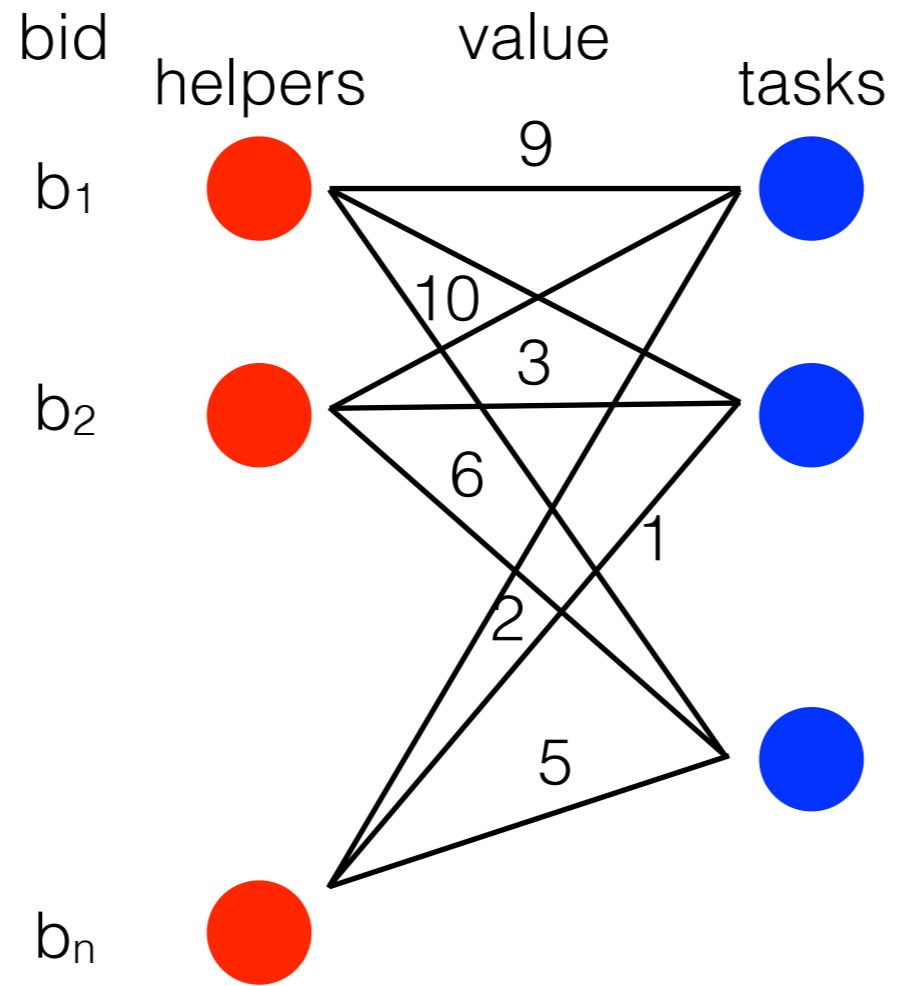


Problem is equivalent to Crowdsourcing

multiple election tasks

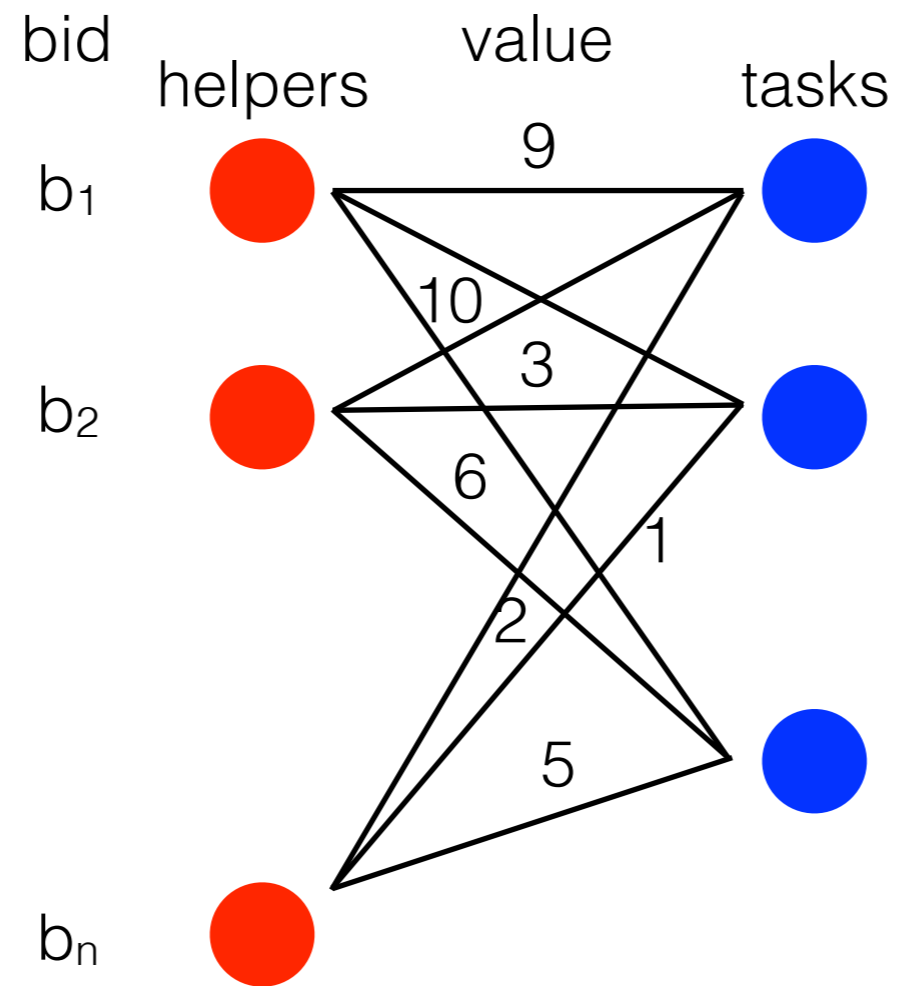


Example



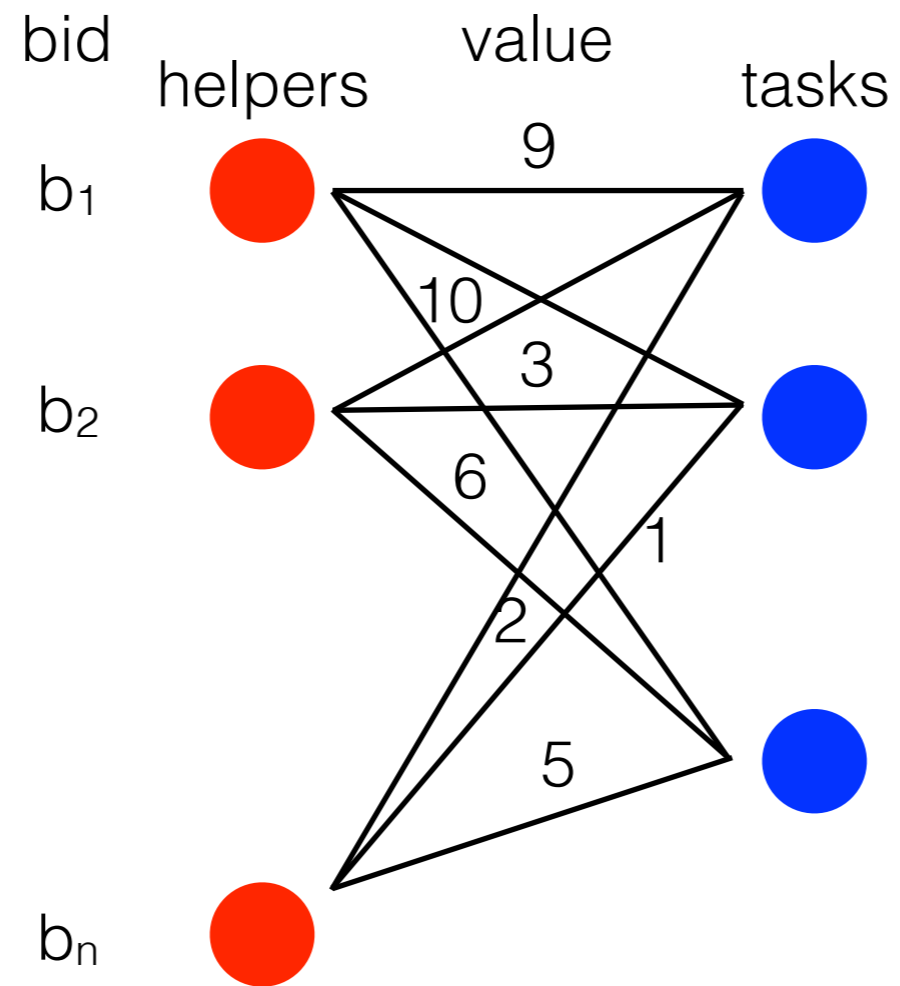
Example

For simplicity at most one task per helper and one helper per task



Example

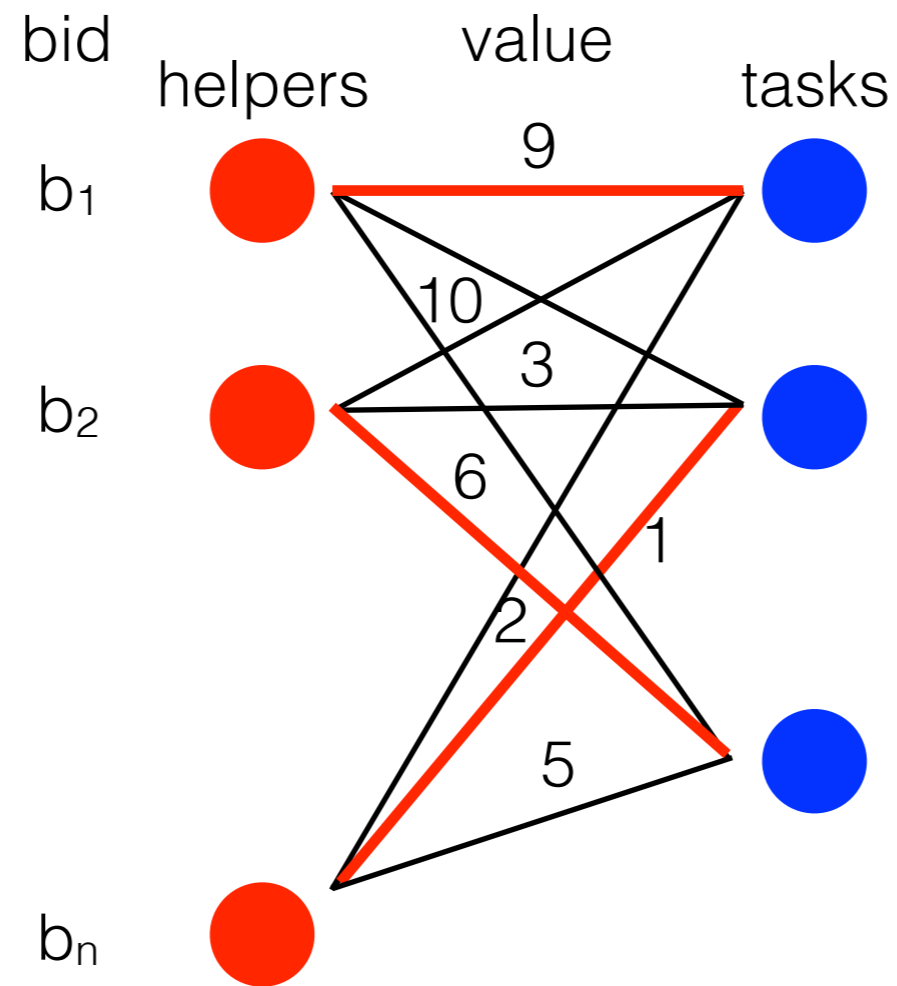
For simplicity at most one task per helper and one helper per task



Objective: **Truthful** Matching with largest sum weight under a budget constraint

Example

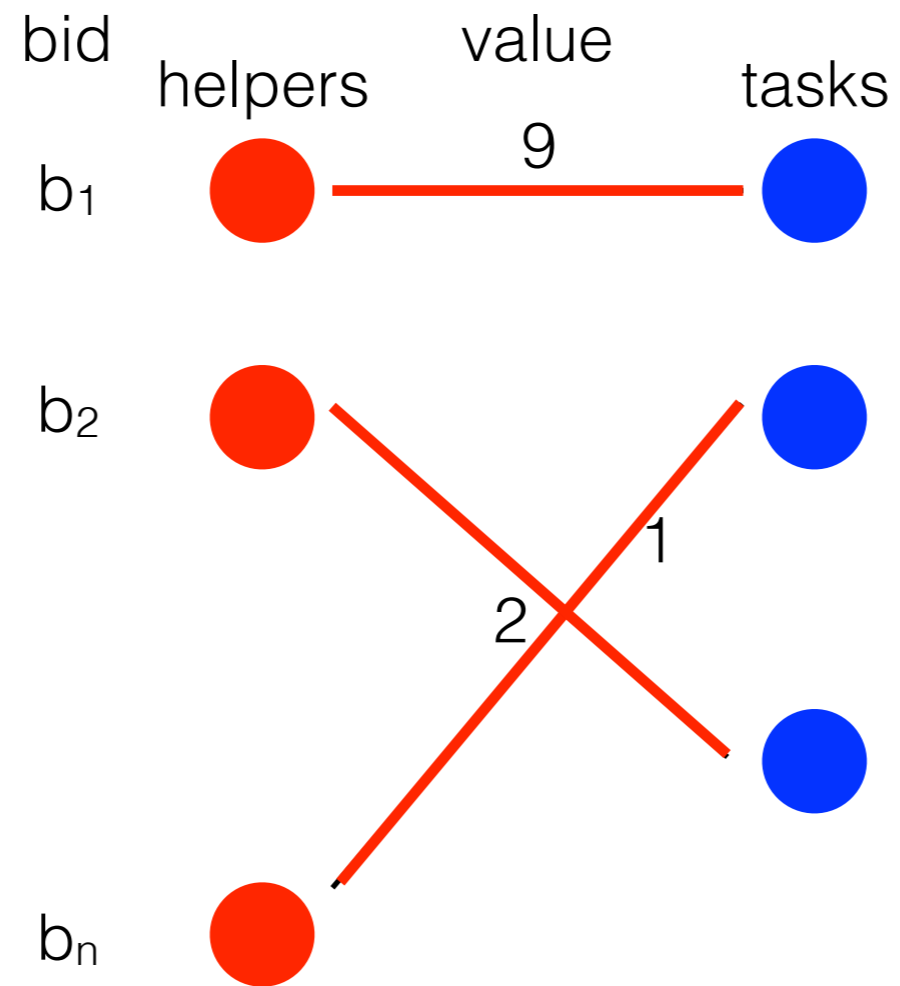
For simplicity at most one task per helper and one helper per task



Objective: **Truthful** Matching with largest sum weight under a budget constraint

Example

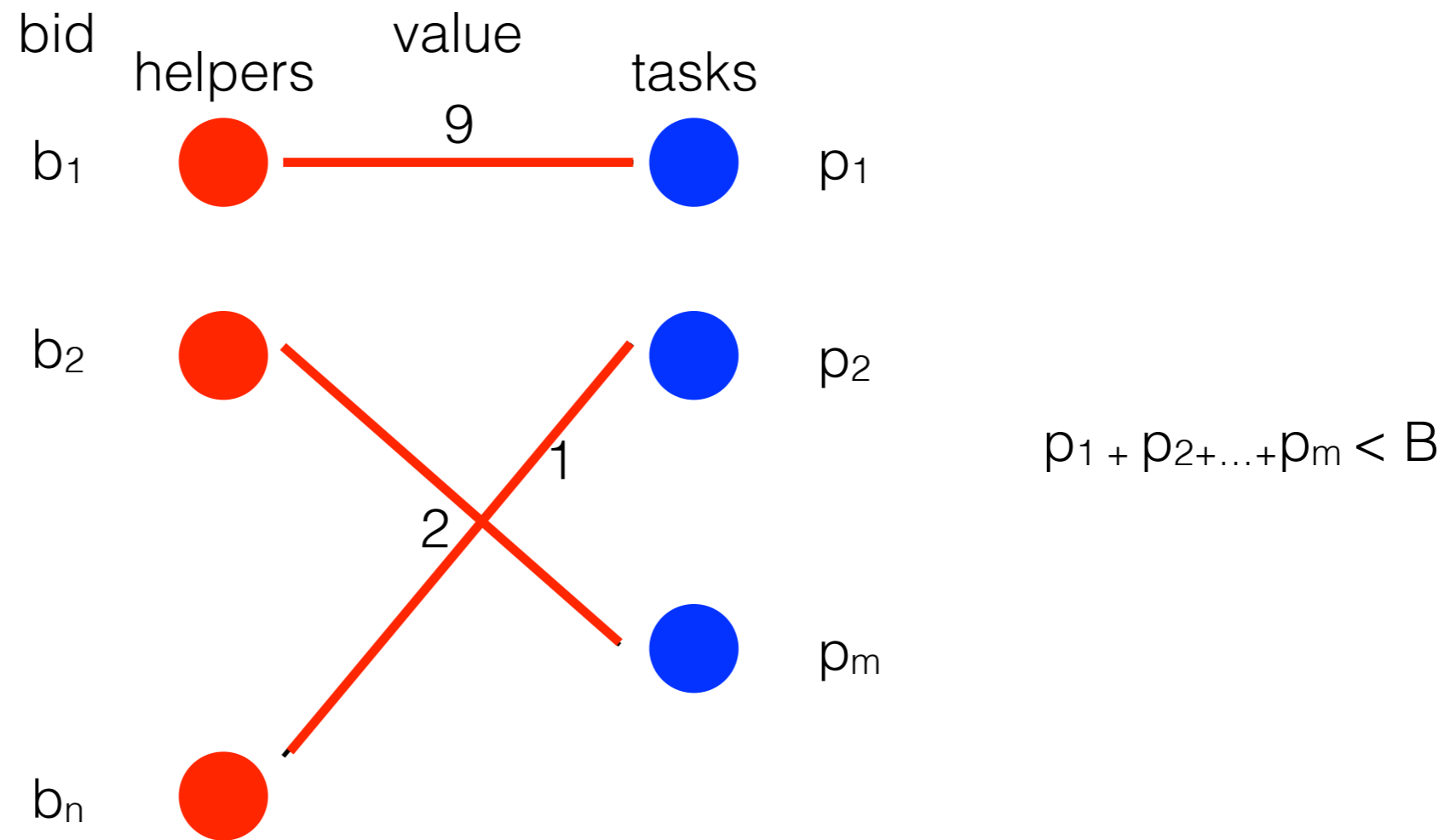
For simplicity at most one task per helper and one helper per task



Objective: Truthful Matching with largest sum weight under a budget constraint

Example

For simplicity at most one task per helper and one helper per task



Objective: **Truthful** Matching with largest sum weight under a budget constraint

when is a reverse auction truthful ?

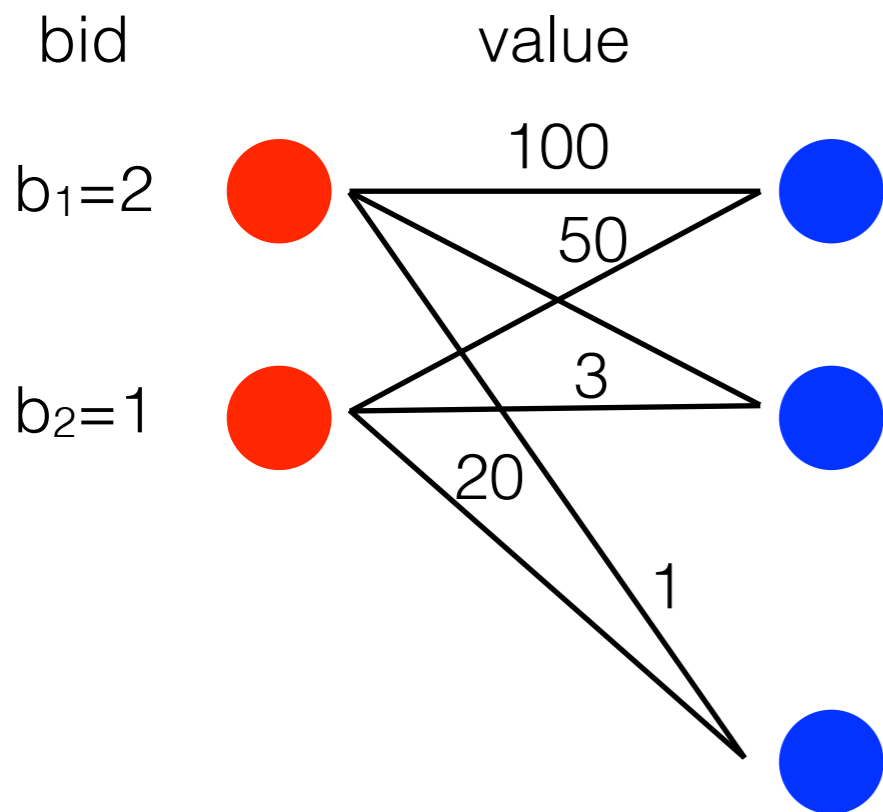


R. Myerson

Monotonicity - if an agent is selected with bid b , then he is always selected if he bids below b

Critical Price - there exists a threshold price such that if an agent bids above it, he is never selected

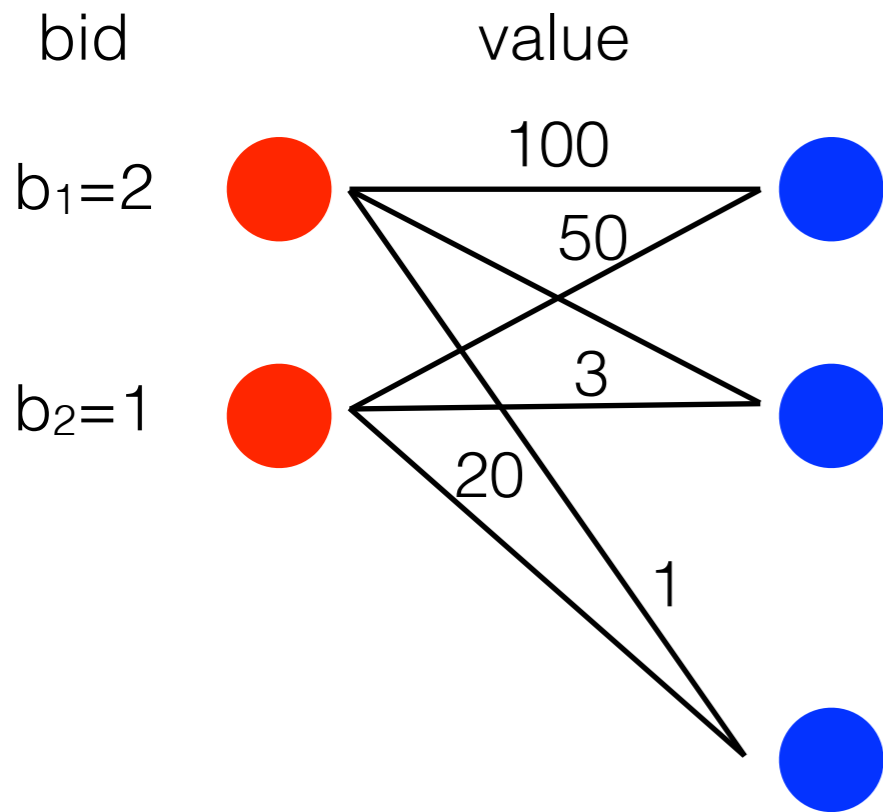
Algorithm



$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

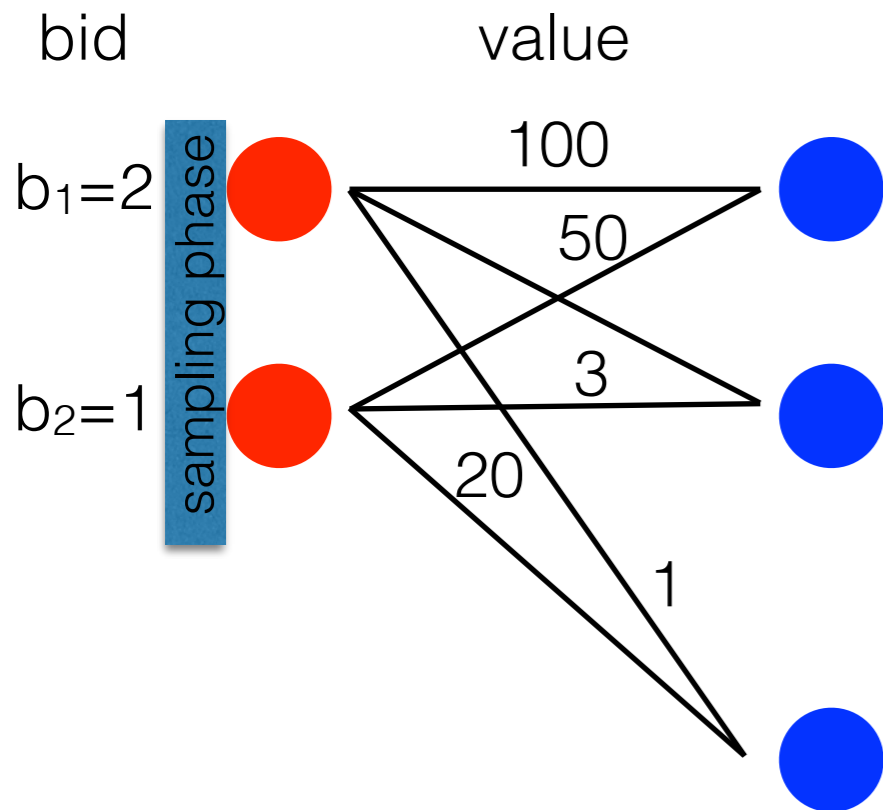
same idea as before, **sampling** followed by **decision**



$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

same idea as before, **sampling** followed by **decision**

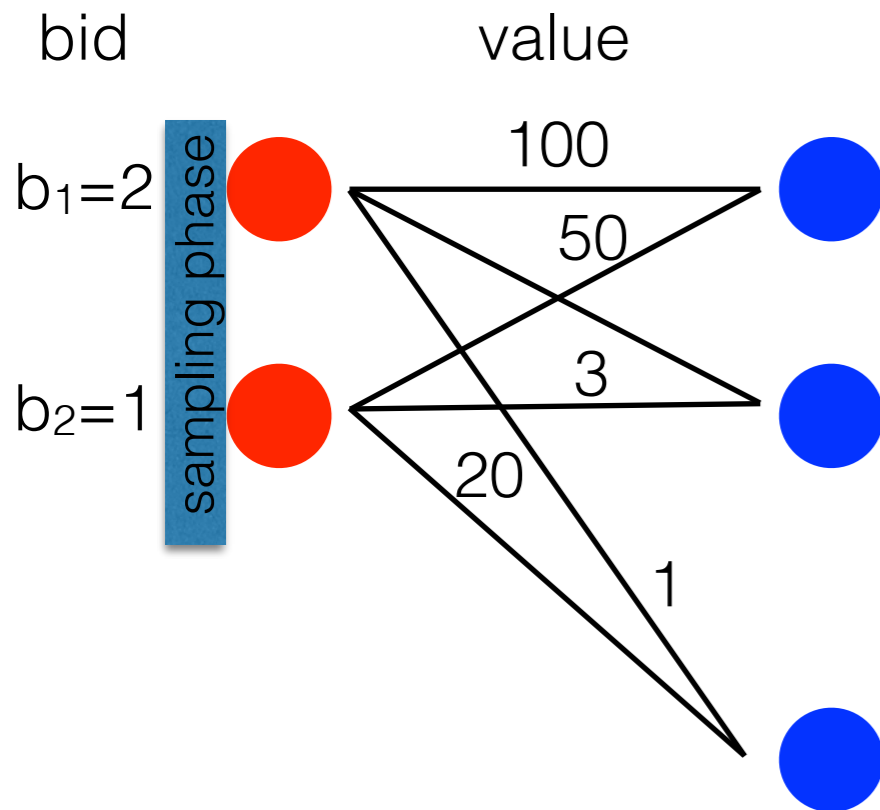


$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

same idea as before, **sampling** followed by **decision**

In Sampling Phase



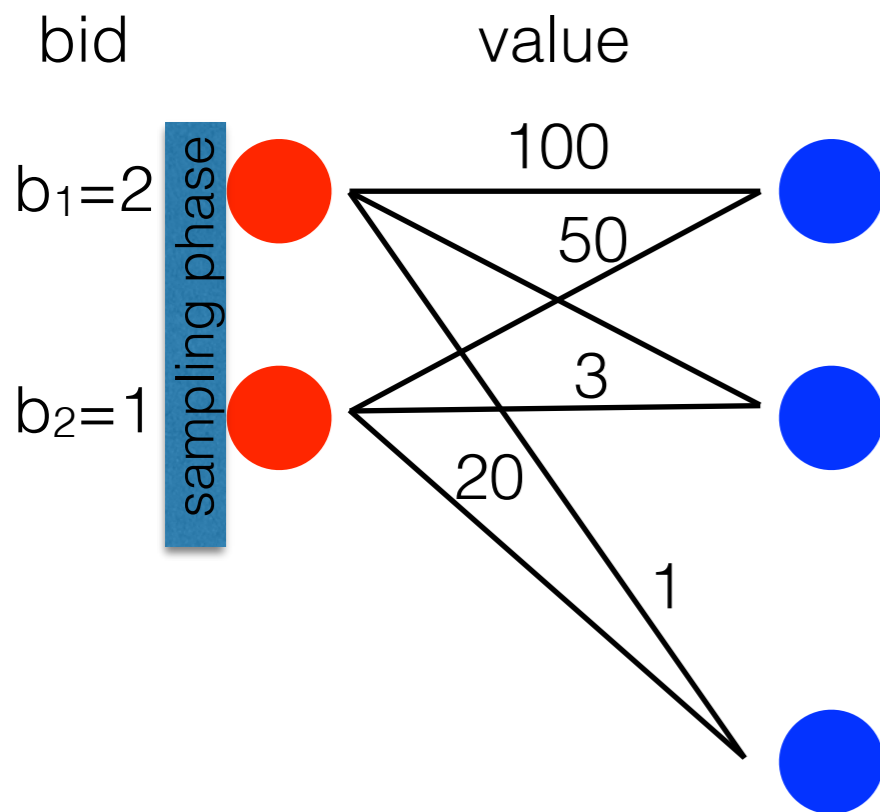
bid to benefit ratio of an edge

$$\frac{b(e)}{v(e)}$$

$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

same idea as before, **sampling** followed by **decision**



$$p_1 + p_2 + \dots + p_m < B$$

In Sampling Phase

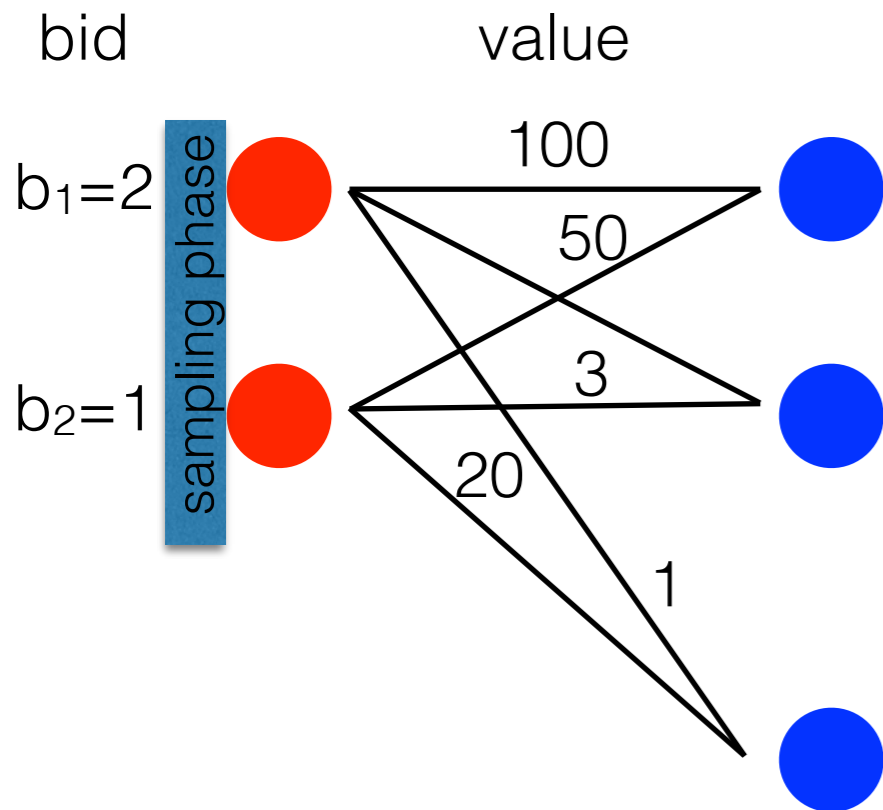
bid to benefit ratio of an edge $\frac{b(e)}{v(e)}$

good Graph $G(\gamma) = \left\{ e \in G : \frac{b(e)}{v(e)} < \gamma \right\}$

Algorithm

same idea as before, **sampling** followed by **decision**

In Sampling Phase



bid to benefit ratio of an edge

$$\frac{b(e)}{v(e)}$$

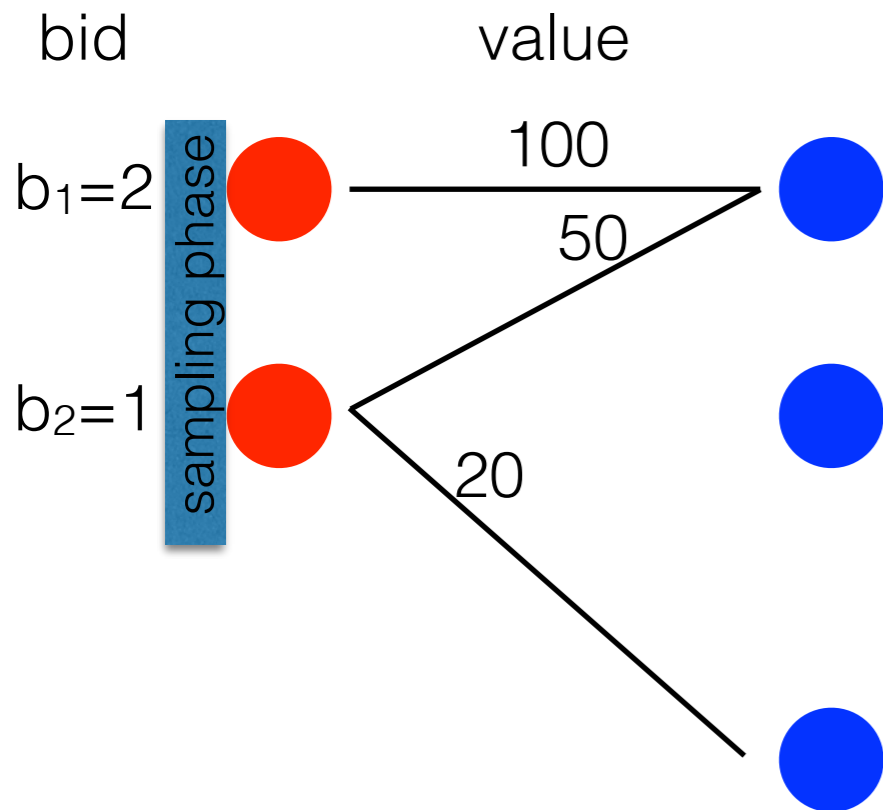
$\gamma = 0.1$ good Graph $G(\gamma) = \left\{ e \in G : \frac{b(e)}{v(e)} < \gamma \right\}$

$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

same idea as before, **sampling** followed by **decision**

In Sampling Phase



bid to benefit ratio of an edge

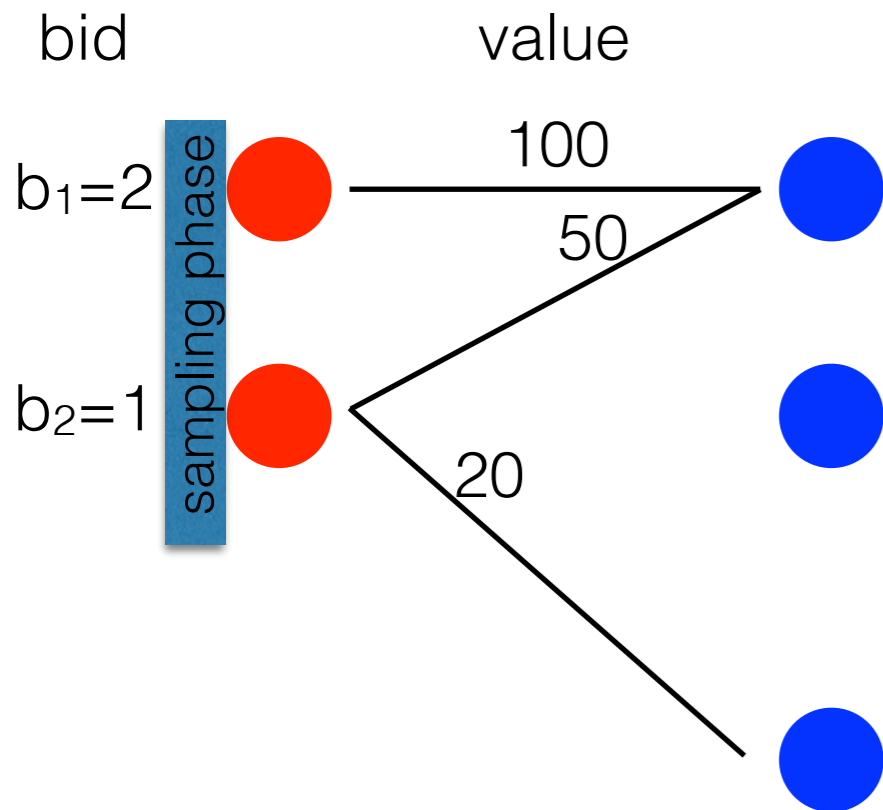
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$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

same idea as before, **sampling** followed by **decision**



In Sampling Phase

bid to benefit ratio of an edge

$$\frac{b(e)}{v(e)}$$

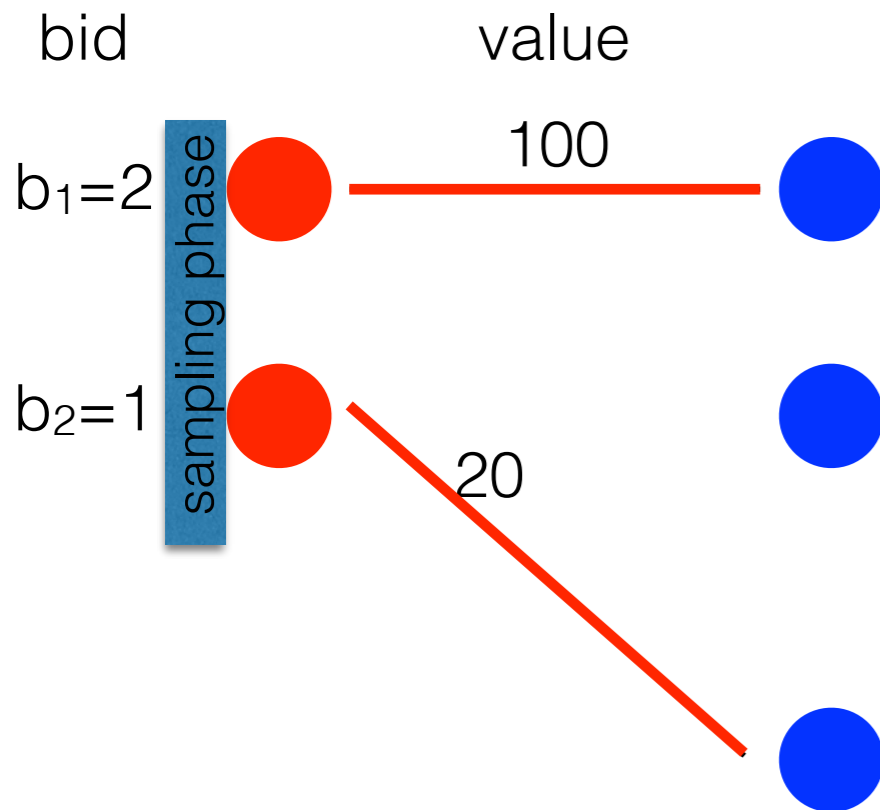
$\gamma = 0.1$ good Graph $G(\gamma) = \left\{ e \in G : \frac{b(e)}{v(e)} < \gamma \right\}$

$M(\gamma)$ be greedy matching over $G(\gamma)$

$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

same idea as before, **sampling** followed by **decision**



In Sampling Phase

bid to benefit ratio of an edge $\frac{b(e)}{v(e)}$

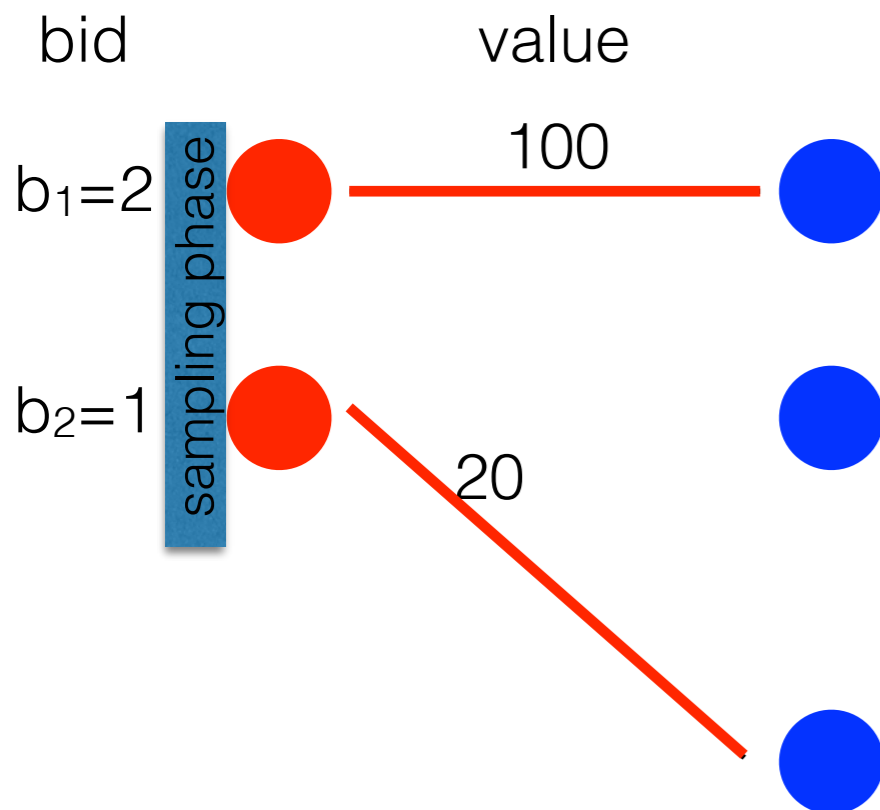
$\gamma = 0.1$ good Graph $G(\gamma) = \left\{ e \in G : \frac{b(e)}{v(e)} < \gamma \right\}$

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$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

same idea as before, **sampling** followed by **decision**



In Sampling Phase

bid to benefit ratio of an edge $\frac{b(e)}{v(e)}$

$\gamma = 0.1$ good Graph $G(\gamma) = \left\{ e \in G : \frac{b(e)}{v(e)} < \gamma \right\}$

$M(\gamma)$ be greedy matching over $G(\gamma)$

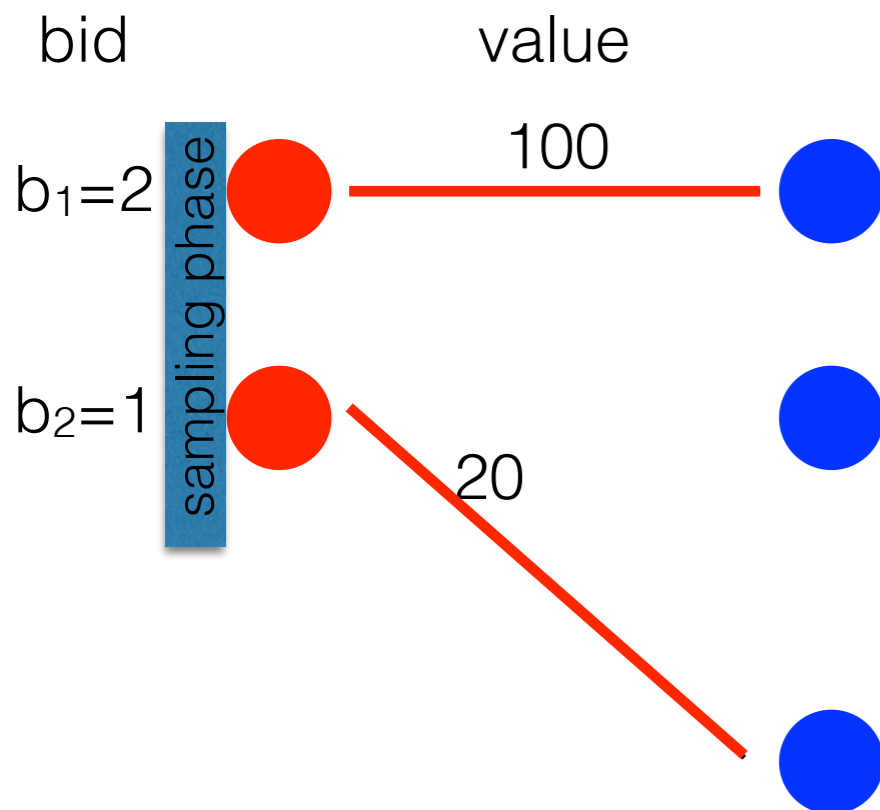
Find largest γ

$$\gamma \sum_{e \in M(\gamma)} v(e) \leq B$$

$$p_1 + p_2 + \dots + p_m < B$$

Algorithm

same idea as before, **sampling** followed by **decision**



In Sampling Phase

bid to benefit ratio of an edge $\frac{b(e)}{v(e)}$

good Graph $G(\gamma) = \left\{ e \in G : \frac{b(e)}{v(e)} < \gamma \right\}$

$M(\gamma)$ be greedy matching over $G(\gamma)$

Find largest γ

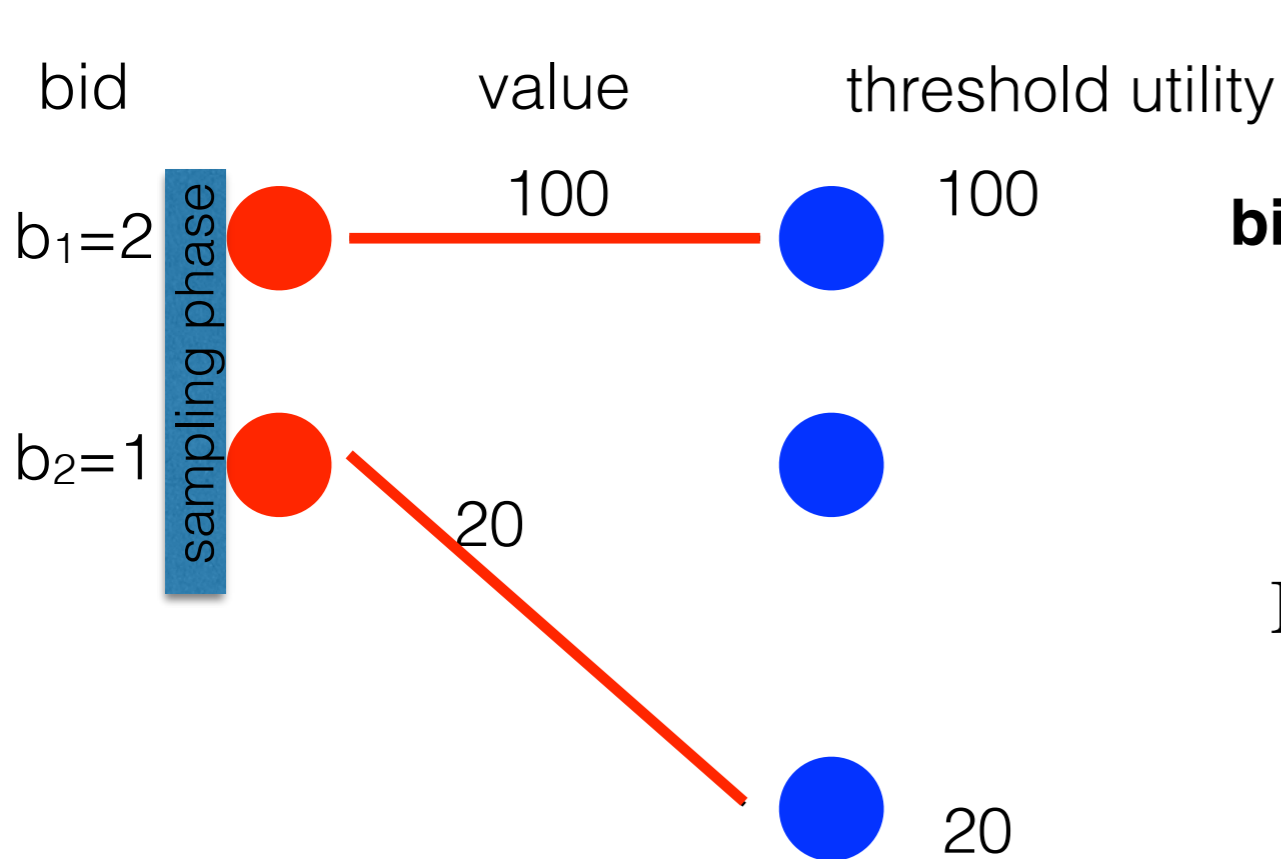
$$\gamma \sum_{e \in M(\gamma)} v(e) \leq B$$

$$p_1 + p_2 + \dots + p_m < B$$

For decision phase utility threshold of each blue node to be value in Matching $M(\gamma)$

Algorithm

same idea as before, **sampling** followed by **decision**



In Sampling Phase

bid to benefit ratio of an edge $\frac{b(e)}{v(e)}$

good Graph $G(\gamma) = \left\{ e \in G : \frac{b(e)}{v(e)} < \gamma \right\}$

$M(\gamma)$ be greedy matching over $G(\gamma)$

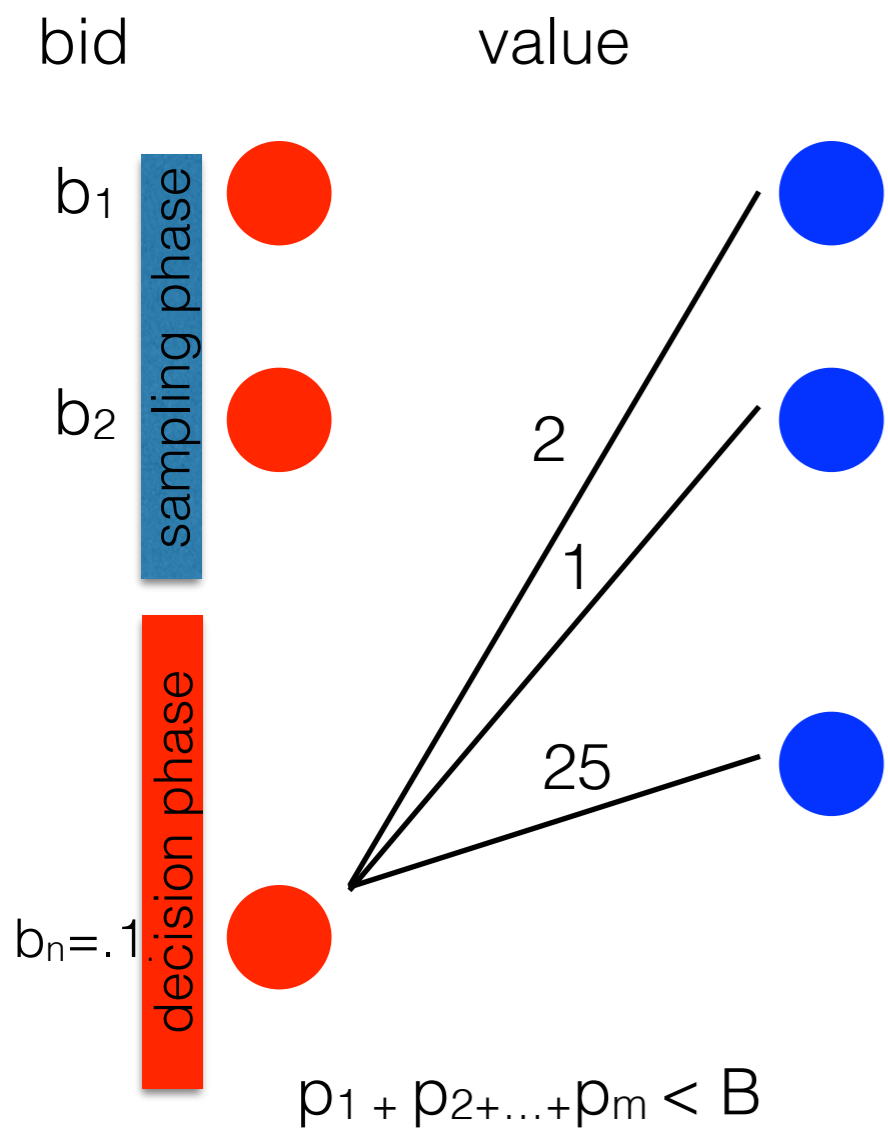
Find largest γ

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$$p_1 + p_2 + \dots + p_m < B$$

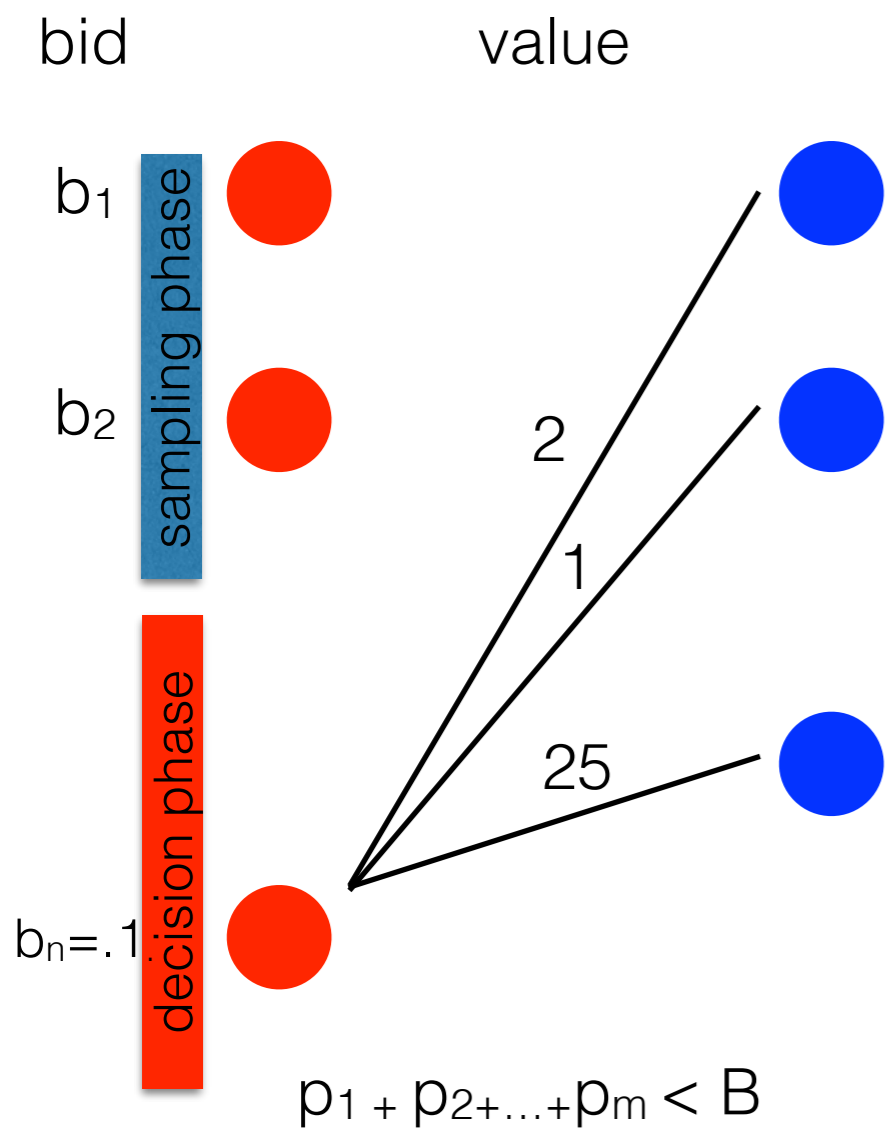
For decision phase utility threshold of each blue node to be value in Matching $M(\gamma)$

Algorithm - decision phase



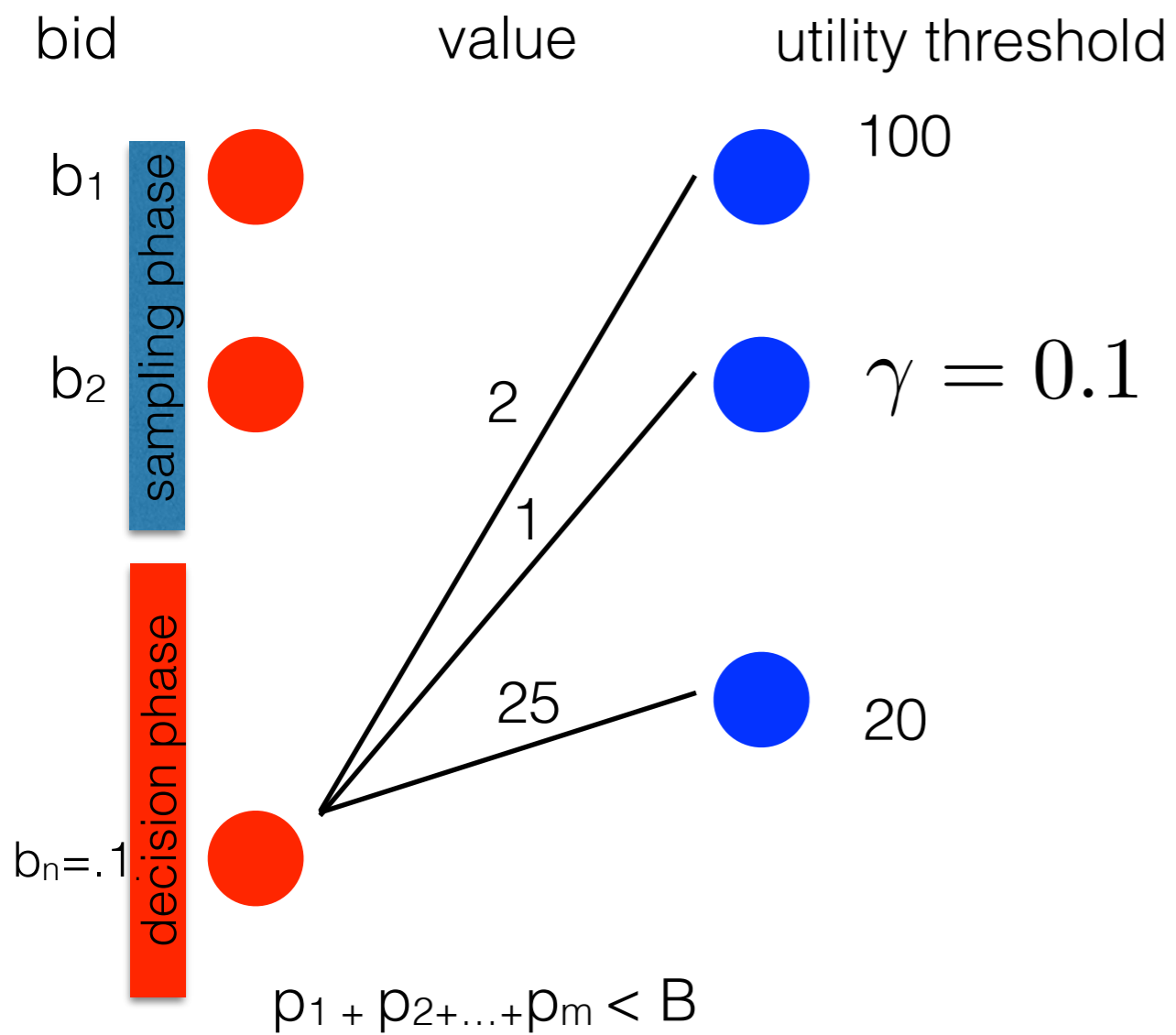
Algorithm - decision phase

γ and threshold utility obtained from sampling phase



Algorithm - decision phase

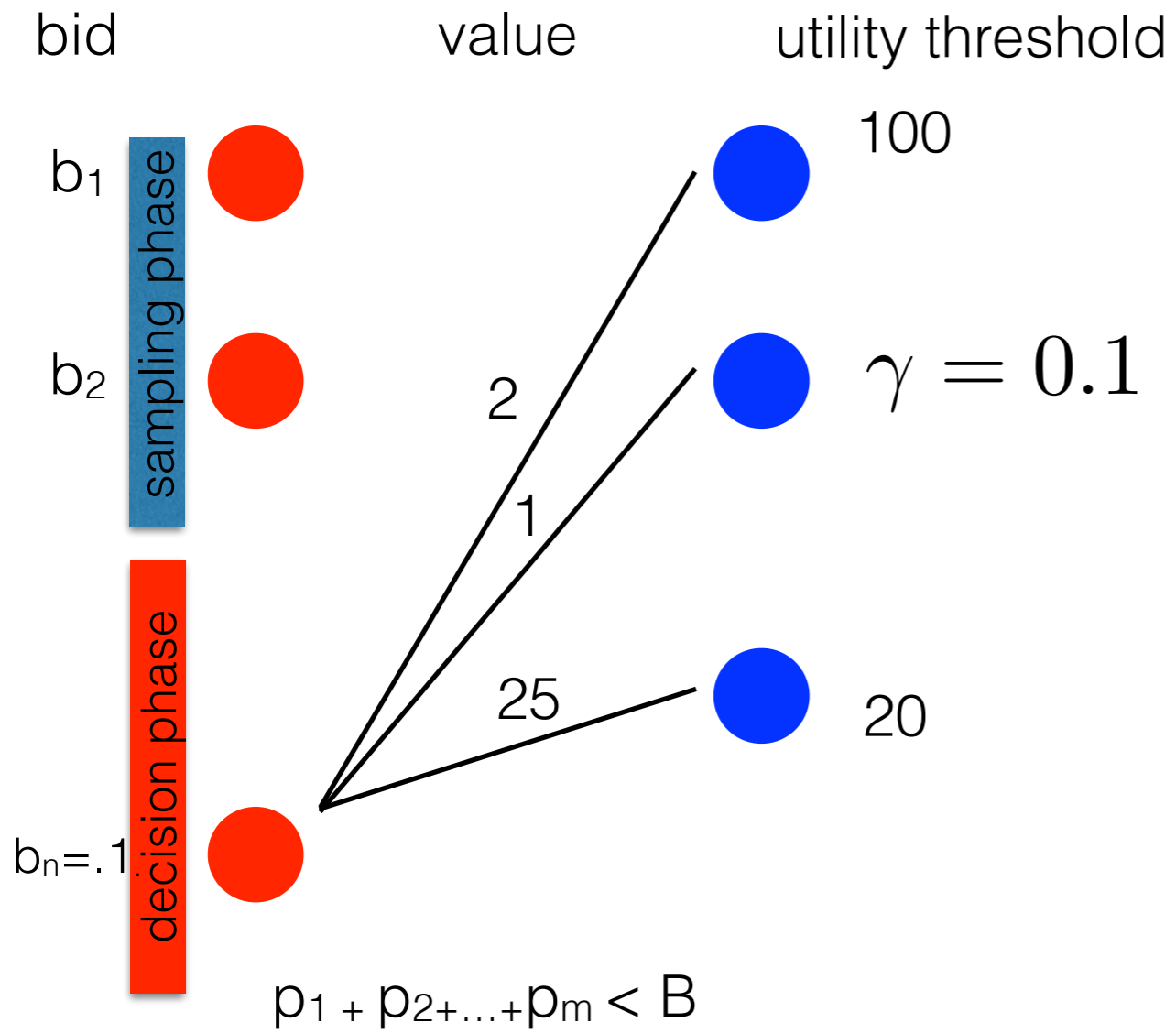
γ and threshold utility obtained from sampling phase



Algorithm - decision phase

γ and threshold utility obtained from sampling phase

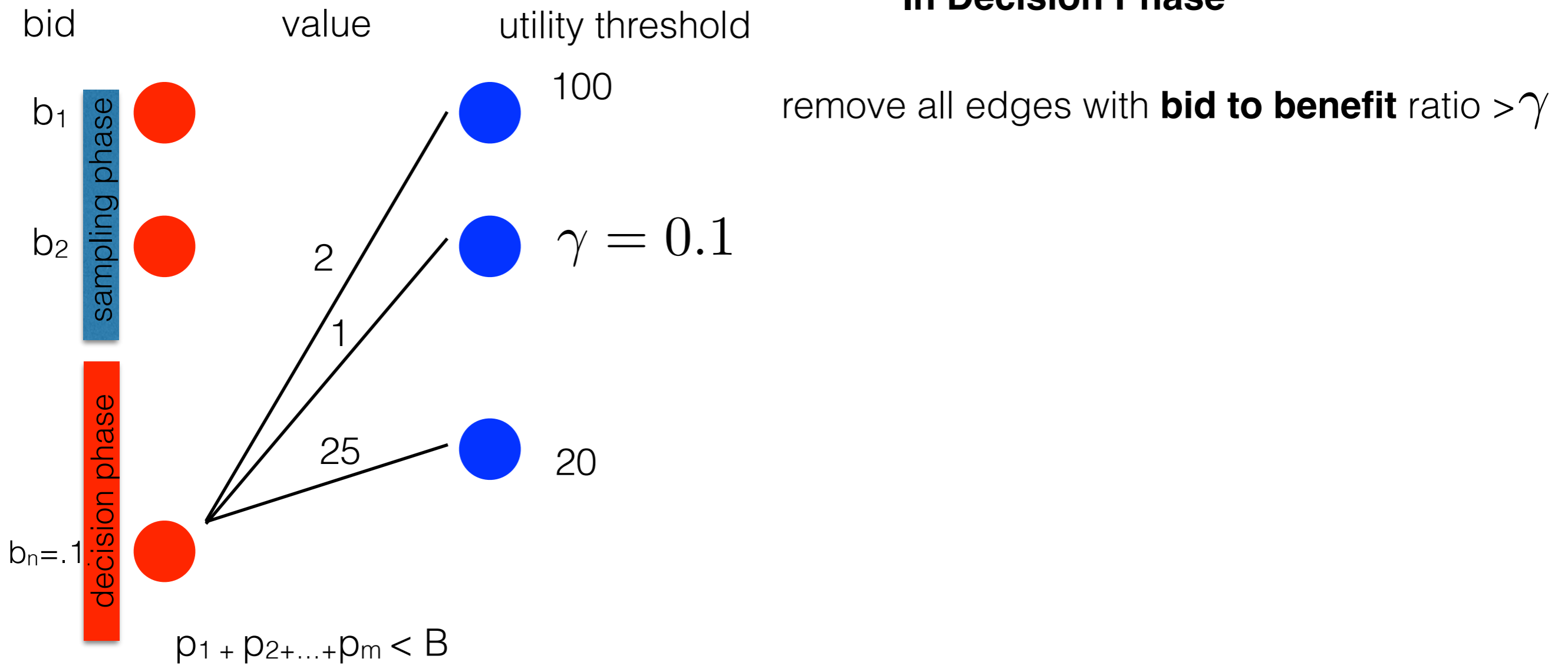
In Decision Phase



Algorithm - decision phase

γ and threshold utility obtained from sampling phase

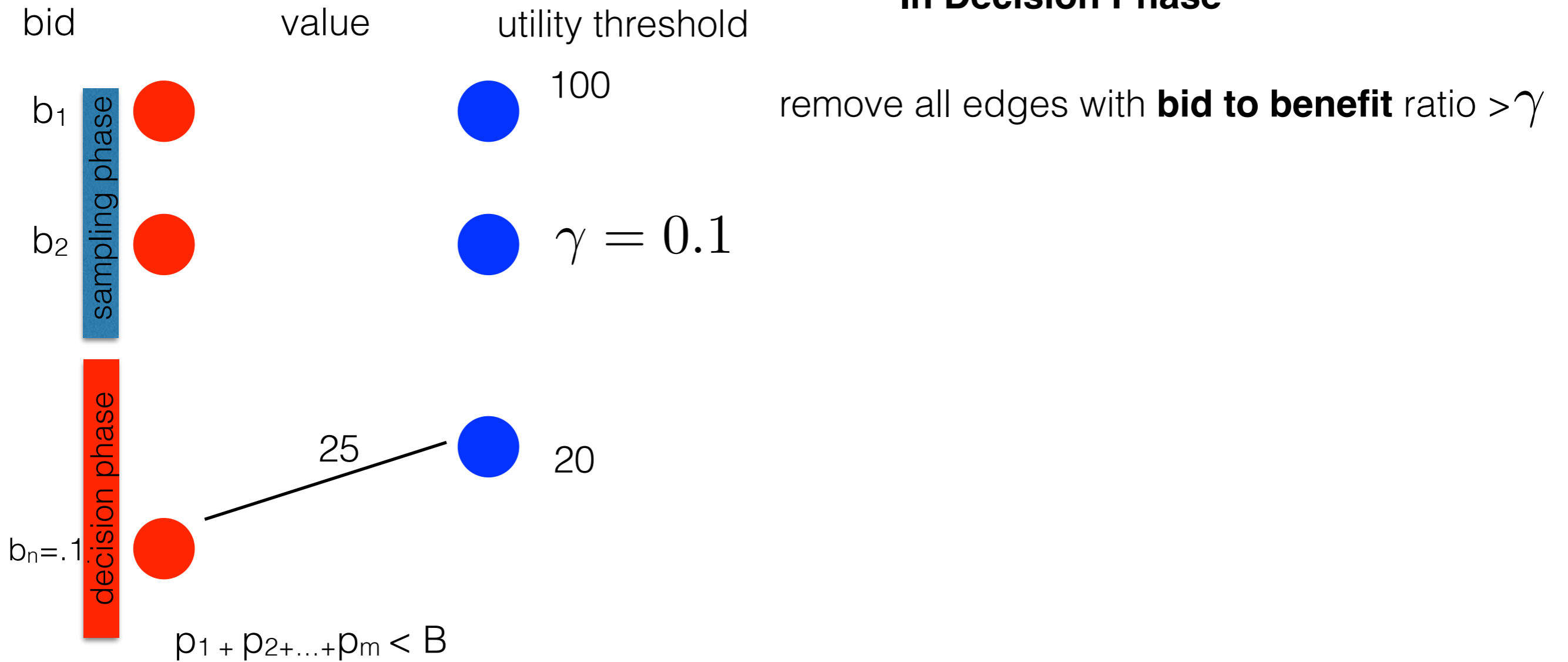
In Decision Phase



Algorithm - decision phase

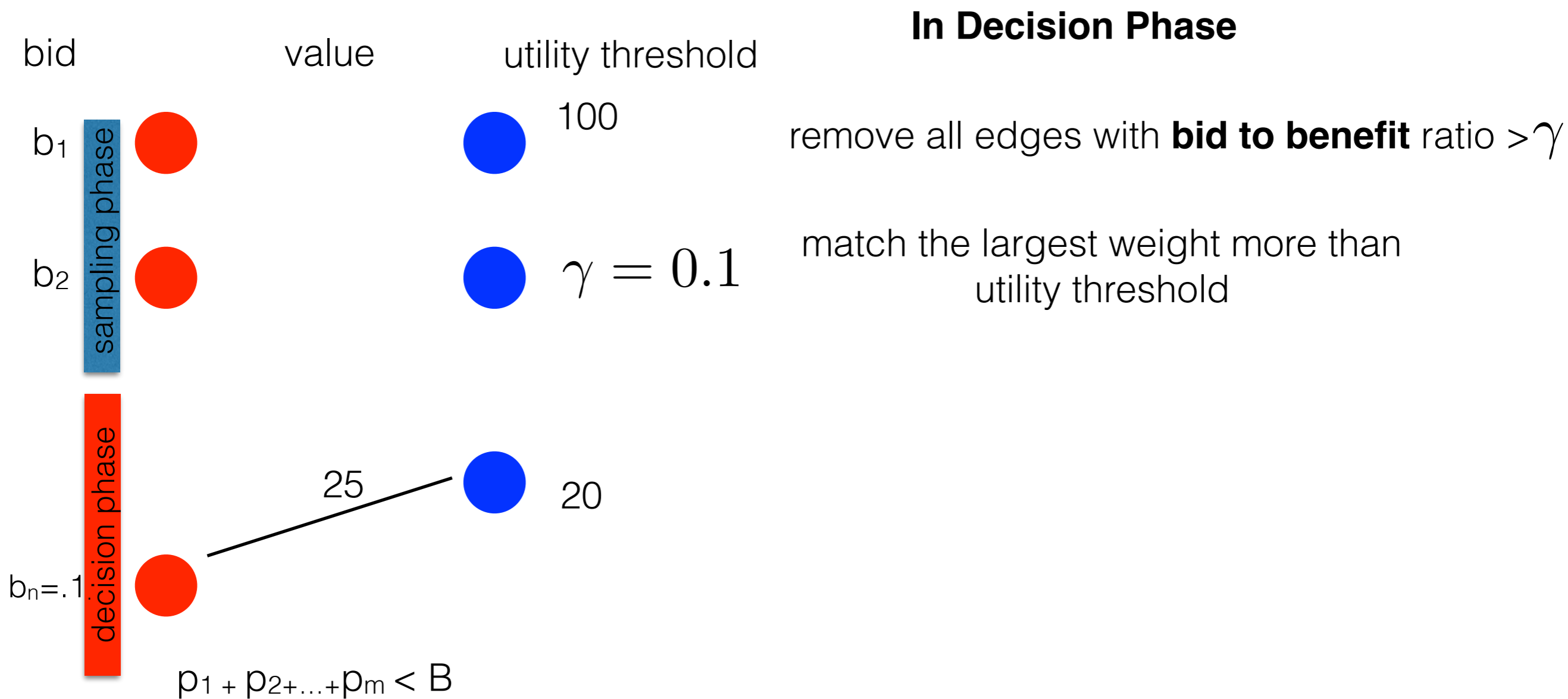
γ and threshold utility obtained from sampling phase

In Decision Phase



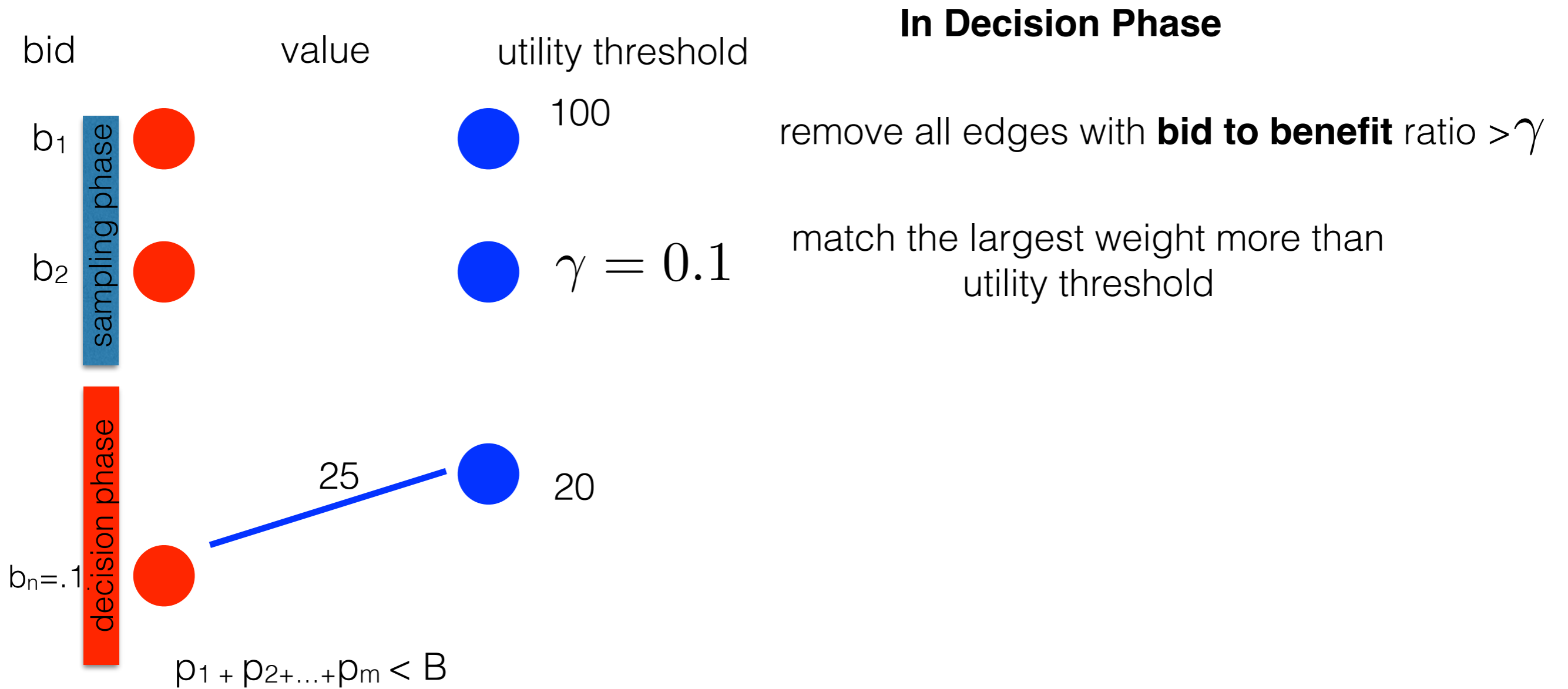
Algorithm - decision phase

γ and threshold utility obtained from sampling phase



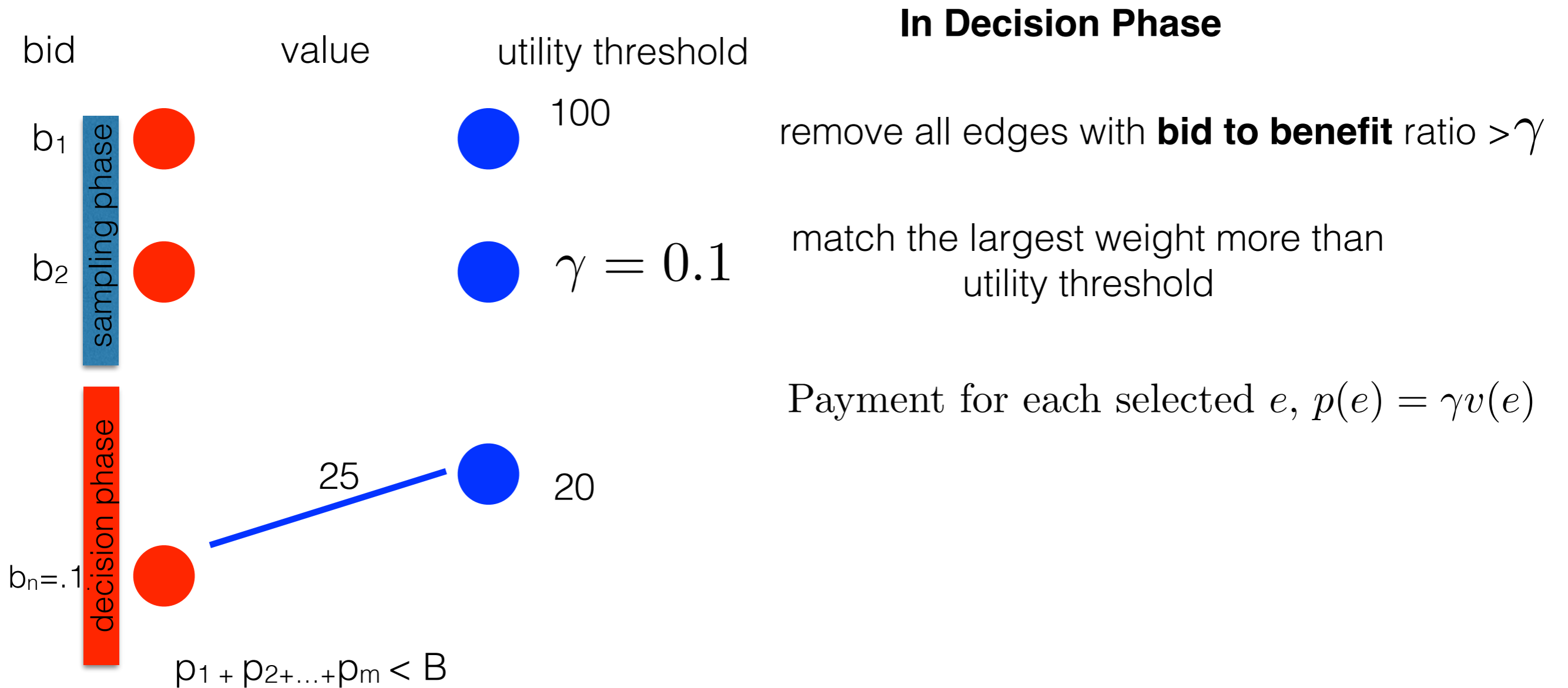
Algorithm - decision phase

γ and threshold utility obtained from sampling phase



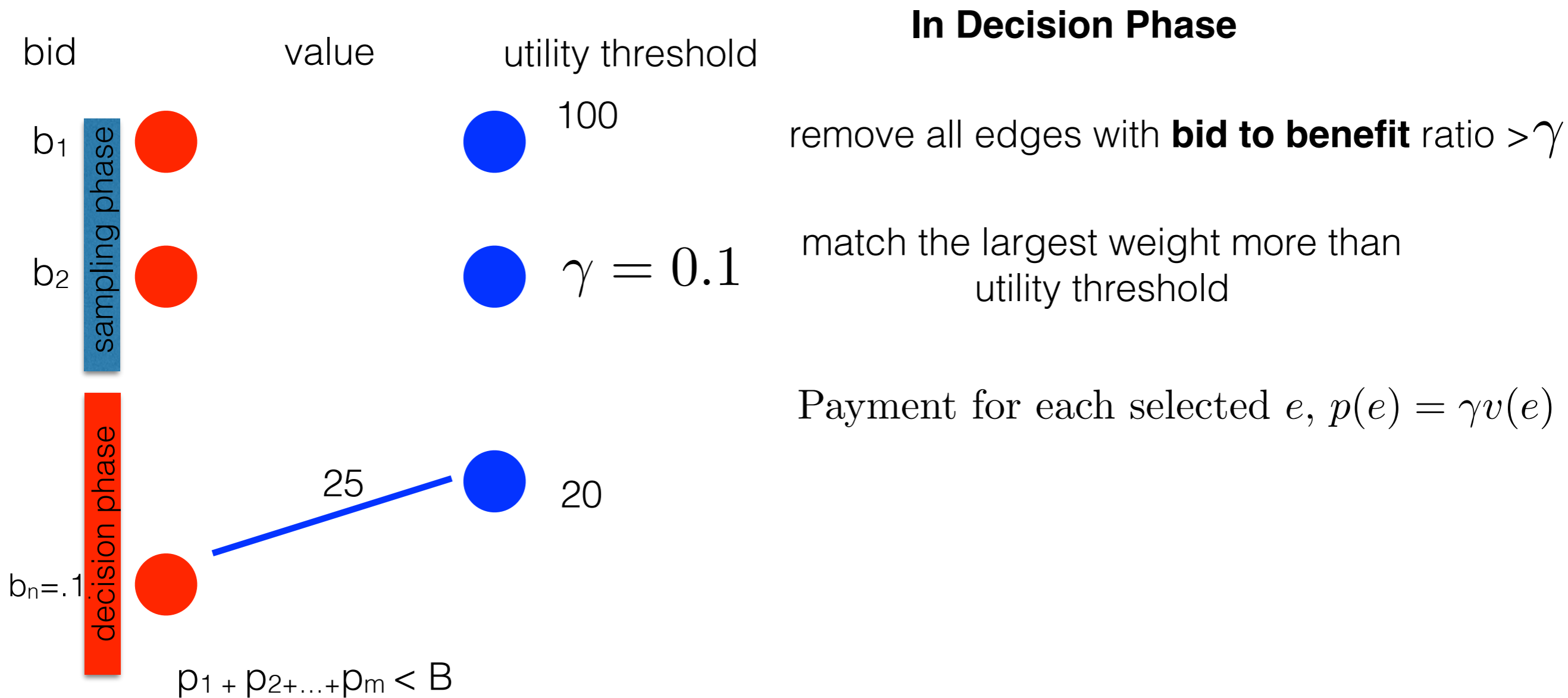
Algorithm - decision phase

γ and threshold utility obtained from sampling phase



Algorithm - decision phase

γ and threshold utility obtained from sampling phase



Result: 144—competitive/optimal and truthful [V, Coupechoux]

Acknowledgments



Andrew Thangaraj
IIT-M



Marceau Coupechoux
Telecom ParisTech

Funding





I don't always fail



But when I do, I make sure that you're in the middle of something important.



Secretary Problem

1. Why arbit doesn't work
2. Randomized Model
3. Simple Algo 1/2

Sec. Prob as Matching with only one left vertex

Bipartite matching problem

Greedy 1/2 algo

Philosophy from Sec problem Hide the first half Set the price and select above the threshold

Wireless Problem -BS assoc

Equal weight case- Offline is to keep one per good BS

Use the same philosophy show that OFF < Max Weight

Designate one BS as garbage and do Online Matching on the rest Guarantee $(M-1)/8M$