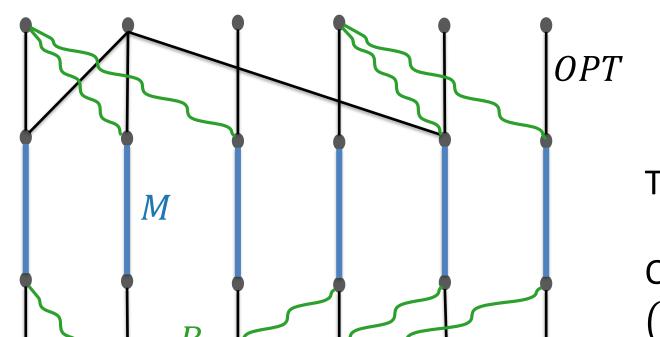


Pass 1: construct maximal matching *M*

Pass 2: *augment M*: construct maximal *b*-matching *B* between matched and unmatched vertices. Capacity of matched vertices is 1, capacity of unmatched vertices is b.

Return maximum matching in $M \cup B$



	[ŀ	0	nr	ac	1,	Na	id	u 2	21]

Think b = 2

Optimizing *b*, this obtains $(2-\sqrt{2}) \approx 0.585$ -

Our result:

- given adjacency list access, multiplicative 0.5109-apx
- given adjacency matrix access, multiplicative-additive (0.5109, o(n))-apx in time $\tilde{O}(n^{1.5})$ with high probability

Our algorithm

approximation

...but we can't compute *M*

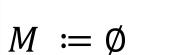
Challenge 1: we cannot materialize a maximal matching in sublinear time

Idea: we instead use the RGMM oracle of [Behnezhad 21] inner to ask whether a vertex is matched or not. oracle This takes time O(d) where d = average degree.

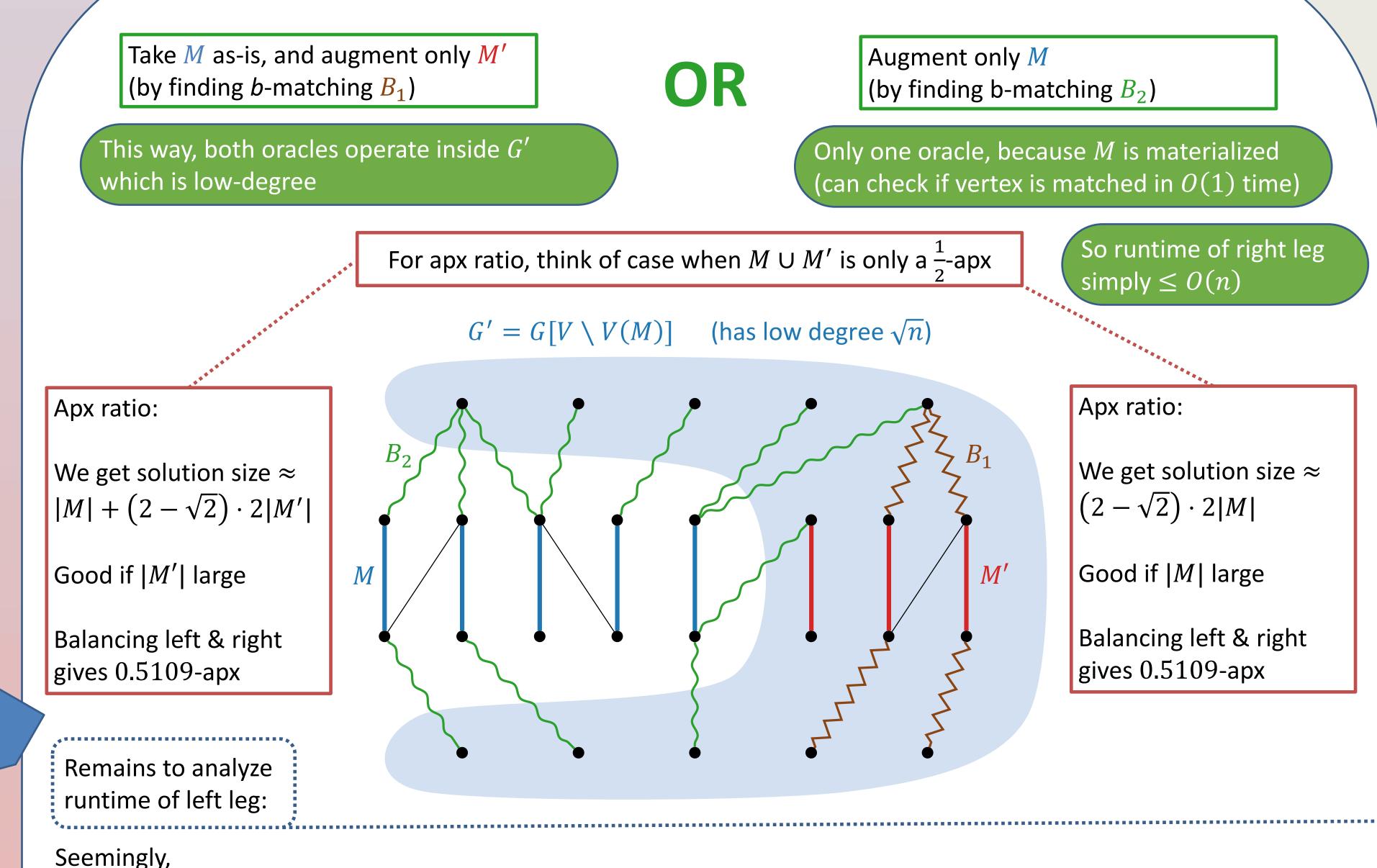
Then, we again use [Behnezhad 21] oracle for the *b*matching. When seeing edge *e*, to check whether *e* is between matched and unmatched vertex, it invokes the inner oracle.

Challenge 2: runtime = O(d) inner oracle calls = $O(d) \cdot O(d) = O(n^2)$

We instead start by **sparsifying** the graph and materialize a matching M that is maximal in the subsampled subgraph:

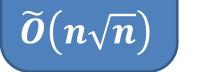






 $O(\sqrt{n})$ outer oracle calls $\times O(\sqrt{n})$ inner oracle calls

For $v \in V$: sample $\tilde{O}(\sqrt{n})$ random neighbors for sampled w: add (v, w) to M if possible



inner

oracle

outer

oracle

Now M: some non-maximal matching in G (with O(1)-time access)

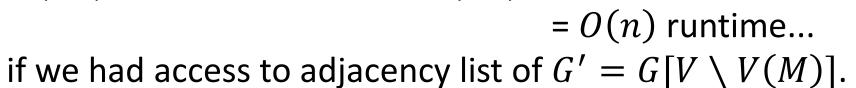
Now: unmatched graph $G' = G[V \setminus V(M)]$ has degree $\leq \sqrt{n}$ w.h.p.

Next, we extend M to maximal matching $M \cup M'$ where M' will be accessed via inner oracle.

And try to augment $M \cup M'$ with a *b*-matching...

But still,

avg degree between $M \cup M'$ and complement can be O(n), so we would still be at $O(n^2)$ in worst case



Challenge 3: But we don't.

Retrieving full adjacency list of a vertex costs O(n). So we're back to $O(n^2)$?

Key property 1 of RGMM oracle: at each step, it needs a *random* neighbor of some vertex

Expected number of samples from adjacency list of v in G to get neighbor in G' is at most $n/d_{G'}(v)$ so if we had all degrees in G' equal to d, then: $O(d) \cdot O(d) \cdot O(n/d) = O(nd) = O(n\sqrt{n})$, great. outer inner overhead

Challenge 4: But what if some $d_{G'}(v)$ is small?

(Then overhead is O(n), so we're back to $O(n^2)$?)

Key property 2 of RGMM oracle: it visits every vertex proportionally to its degree

[Mahabadi, Roghani, Vakilian, Tarnawski 25]

So the total runtime finally looks like:

