Approximately Good and Modern Matchings

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──── **Abstract** ────

The matching problem is one of our favorite benchmark problems. Work on it has contributed to the development of many core concepts of computer science, including the equation of efficiency with polynomial time computation in the groundbreaking work by Edmonds in 1965.

However, half a century later, we still do not have full understanding of the complexity of the matching problem in several models of computation such as parallel, online, and streaming algorithms. In this talk we survey some of the major challenges and report some recent progress.