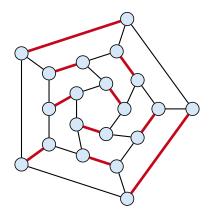
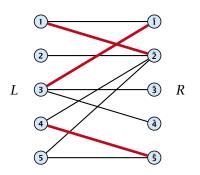
# **Matching**

- ▶ Input: undirected graph G = (V, E).
- ►  $M \subseteq E$  is a matching if each node appears in at most one edge in M.
- Maximum Matching: find a matching of maximum cardinality



# **Bipartite Matching**

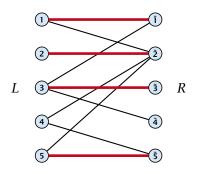
- ▶ Input: undirected, bipartite graph  $G = (L \uplus R, E)$ .
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12.1 Matching

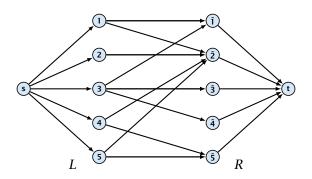
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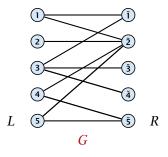
## **Maxflow Formulation**

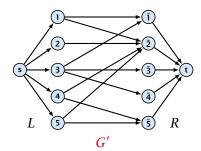
- ▶ Input: undirected, bipartite graph  $G = (L \uplus R \uplus \{s, t\}, E')$ .
- Direct all edges from L to R.
- Add source s and connect it to all nodes on the left.
- Add t and connect all nodes on the right to t.
- All edges have unit capacity.



# Max cardinality matching in $G \leq \text{value of maxflow in } G'$

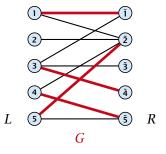
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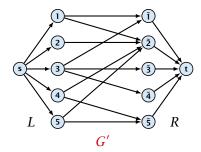




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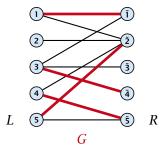
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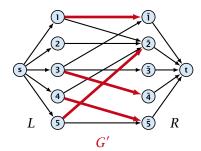




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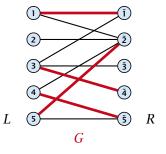


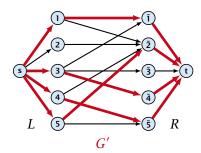


**12.1 Matching** 14. Jan. 2024

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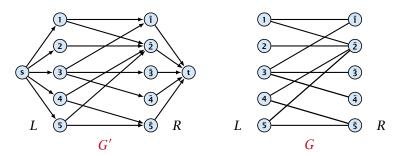




14. Jan. 2024

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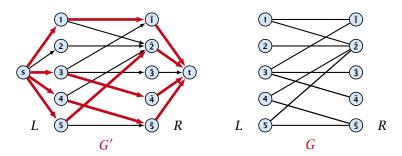
- Let f be a maxflow in G' of value k
- ▶ Integrality theorem  $\Rightarrow k$  integral; we can assume f is 0/1.
- Consider M= set of edges from L to R with f(e) = 1.
- ► Each node in *L* and *R* participates in at most one edge in *M*.
- |M| = k, as the flow must use at least k middle edges.



14. Jan. 2024 462/473

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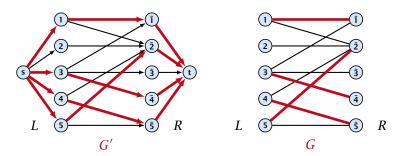
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14. Jan. 2024 462/473

# 12.1 Matching

### Which flow algorithm to use?

- Generic augmenting path:  $\mathcal{O}(m \operatorname{val}(f^*)) = \mathcal{O}(mn)$ .
- ► Capacity scaling:  $\mathcal{O}(m^2 \log C) = \mathcal{O}(m^2)$ .
- Shortest augmenting path:  $O(mn^2)$ .

For unit capacity simple graphs shortest augmenting path can be implemented in time  $\mathcal{O}(m\sqrt{n})$ .

team	wins	losses	remaining games			
i	$w_i$	$\ell_i$	Atl	Phi	NY	Mon
Atlanta	83	71	_	1	6	1
Philadelphia	80	79	1	-	0	2
New York	78	78	6	0	_	0
Montreal	77	82	1	2	0	_

#### Which team can end the season with most wins?

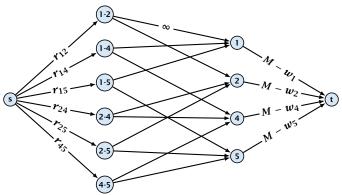
- Montreal is eliminated, since even after winning all remaining games there are only 80 wins.
- But also Philadelphia is eliminated. Why?



#### Formal definition of the problem:

- ▶ Given a set S of teams, and one specific team  $z \in S$ .
- ▶ Team x has already won  $w_x$  games.
- ► Team x still has to play team y,  $r_{xy}$  times.
- Does team z still have a chance to finish with the most number of wins.

Flow network for z = 3. M is number of wins Team 3 can still obtain.



**Idea.** Distribute the results of remaining games in such a way that no team gets too many wins.

# **Certificate of Elimination**

Let  $T \subseteq S$  be a subset of teams. Define

$$w(T) := \sum_{i \in T} w_i, \qquad r(T) := \sum_{i,j \in T, i < j} r_{ij}$$
 wins of teams in  $T$ 

If  $\frac{w(T)+r(T)}{|T|}>M$  then one of the teams in T will have more than M wins in the end. A team that can win at most M games is therefore eliminated.

A team z is eliminated if and only if the flow network for z does not allow a flow of value  $\sum_{i,j \in S \setminus \{z\}, i < j} \gamma_{i,j}$ .

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▶ This gives M < (w(T) + r(T))/|T|, i.e., z is eliminated.

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- ► Hence, team z is not eliminated.

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Set P of possible projects. Project v has an associated profit  $p_v$  (can be positive or negative).

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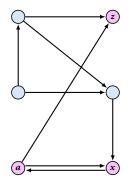
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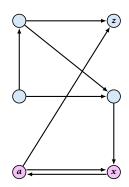
Goal: Find a feasible set of projects that maximizes the profit.



# The prerequisite graph:

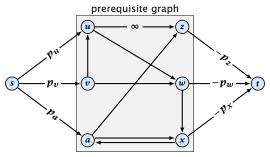
- $\blacktriangleright$  {x, a, z} is a feasible subset.
- $\triangleright$  {x, a} is infeasible.





#### Mincut formulation:

- Edges in the prerequisite graph get infinite capacity.
- Add edge (s, v) with capacity  $p_v$  for nodes v with positive profit.
- Create edge (v,t) with capacity  $-p_v$  for nodes v with negative profit.

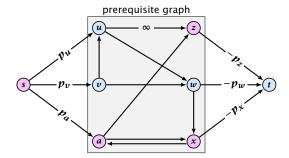


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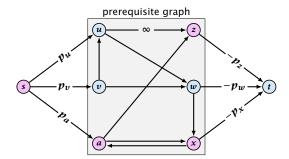
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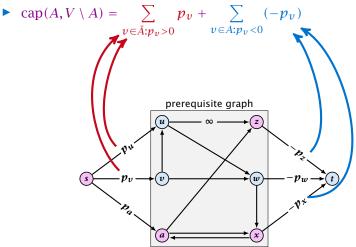
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- $v \in \bar{A}: p_v > 0$   $v \in A: p_v < 0$  $\sum_{v:p_v>0} p_v - \sum_{v\in A} p_v$ prerequisite graph