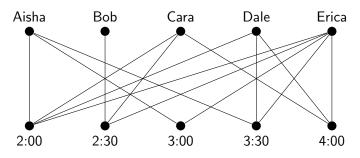
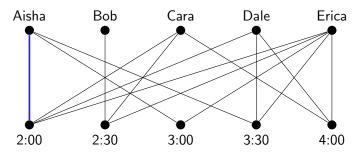
# Matchings II: Finding the maximum COMS20010 (Algorithms II)

John Lapinskas, University of Bristol

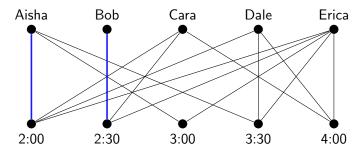
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).



**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).



**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

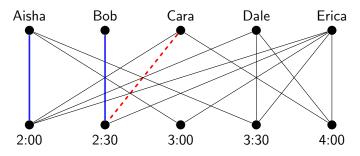


Can we form M by greedily adding edges? E.g.:

**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Aisha Bob Cara Dale Erica 2:00 2:30 3:00 3:30 4:00

**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).



Can we form M by greedily adding edges? E.g.:

**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

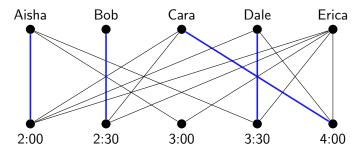
Aisha Bob Cara Dale Erica 2:00 2:30 3:00 3:30 4:00

Can we form M by greedily adding edges? E.g.:

**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Aisha Bob Cara Dale Erica 2:00 2:30 3:00 3:30 4:00

**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).



Can we form M by greedily adding edges? E.g.:

**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Aisha Bob Cara Dale Erica
2:00 2:30 3:00 3:30 4:00

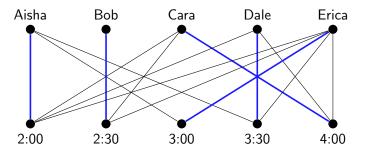
Can we form M by greedily adding edges? E.g.:

**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Aisha Bob Cara Dale Erica
2:00 2:30 3:00 3:30 4:00

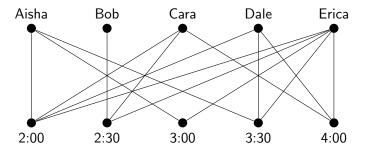
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Can we form M by greedily adding edges? E.g.:



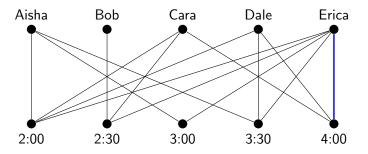
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Can we form M by greedily adding edges? E.g.:



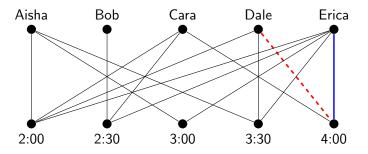
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Can we form M by greedily adding edges? E.g.:



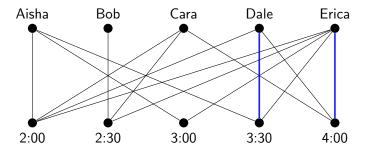
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Can we form M by greedily adding edges? E.g.:



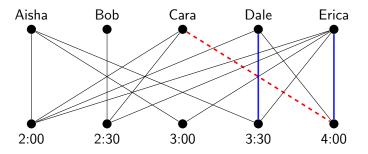
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Can we form M by greedily adding edges? E.g.:



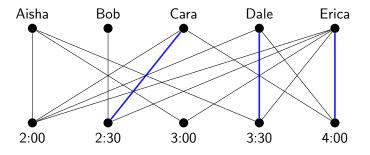
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Can we form M by greedily adding edges? E.g.:



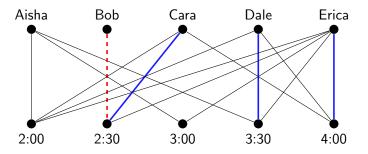
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Can we form M by greedily adding edges? E.g.:



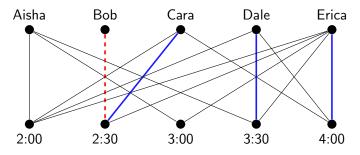
**General problem statement:** Given a bipartite graph G = (V, E), output a matching M which is as large as possible (i.e. maximum).

Can we form M by greedily adding edges? E.g.:

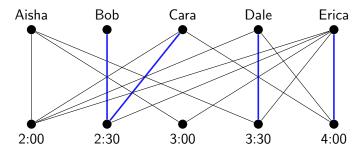


But if we had considered edges a different order... we wouldn't have been able to match Bob! So this algorithm **fails**.

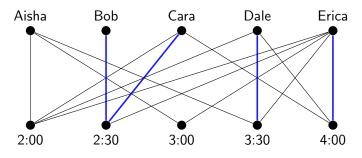
But maybe all is not lost... Say we try to force Bob into the matching.



But maybe all is not lost... Say we try to force Bob into the matching.

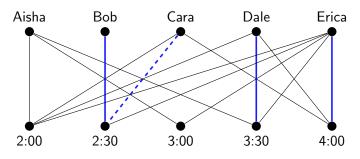


But maybe all is not lost... Say we try to force Bob into the matching.



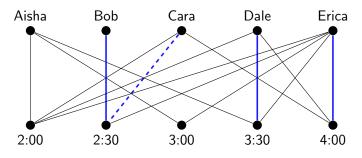
This forces us to unmatch 2:30...

But maybe all is not lost... Say we try to force Bob into the matching.



This forces us to unmatch 2:30...

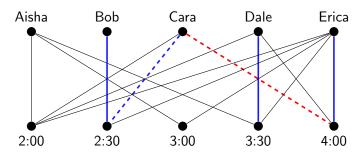
But maybe all is not lost... Say we try to force Bob into the matching.



This forces us to unmatch 2:30...

Which leaves us free to rematch Cara...

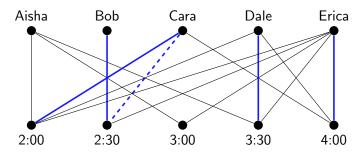
But maybe all is not lost... Say we try to force Bob into the matching.



This forces us to unmatch 2:30...

Which leaves us free to rematch Cara...

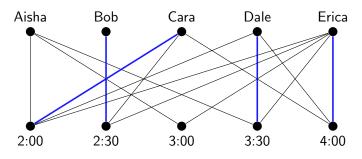
But maybe all is not lost... Say we try to force Bob into the matching.



This forces us to unmatch 2:30...

Which leaves us free to rematch Cara...

But maybe all is not lost... Say we try to force Bob into the matching.

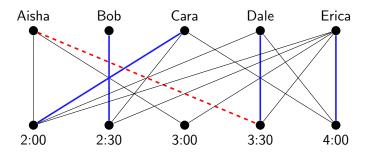


This forces us to unmatch 2:30...

Which leaves us free to rematch Cara...

Who can still meet us at 2:00. So we succeeded in matching Bob!

But maybe all is not lost... Say we try to force Bob into the matching.

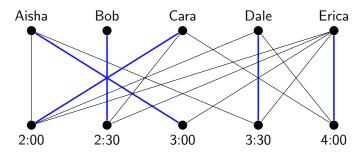


This forces us to unmatch 2:30...

Which leaves us free to rematch Cara...

Who can still meet us at 2:00. So we succeeded in matching Bob! And now we continue as before, and get a perfect matching.

But maybe all is not lost... Say we try to force Bob into the matching.



This forces us to unmatch 2:30...

Which leaves us free to rematch Cara...

Who can still meet us at 2:00. So we succeeded in matching Bob! And now we continue as before, and get a perfect matching.

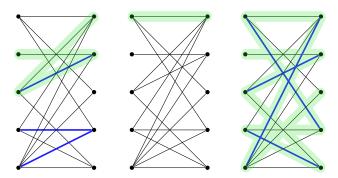
#### Repairing poor decisions: the general method

Given a matching M in a bipartite graph G, an **augmenting path** P for M is a path in G which alternates between matching and non-matching edges, and which begins and ends with unmatched vertices.

#### Repairing poor decisions: the general method

Given a matching M in a bipartite graph G, an augmenting path P for M is a path in G which alternates between matching and non-matching edges, and which begins and ends with unmatched vertices.

Formally, writing  $P = v_0 \dots v_k$ , we require  $\{v_i, v_{i+1}\} \in M$  for all odd i,  $\{v_i, v_{i+1}\} \notin M$  for all even i, and  $v_0, v_k \notin \bigcup_{e \in M} e$ . For example:



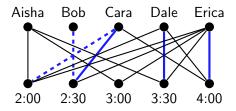
- $\{v_i, v_{i+1}\} \in M$  for all odd i;
- $\{v_i, v_{i+1}\} \notin M$  for all even i;
- $v_0, v_k \notin \bigcup_{e \in M} e$ .

- $\{v_i, v_{i+1}\} \in M$  for all odd i;
- $\{v_i, v_{i+1}\} \notin M$  for all even i;
- $v_0, v_k \notin \bigcup_{e \in M} e$ .

If P is an augmenting path for M, we define

Switch
$$(M, P) = M - \{\{v_i, v_{i+1}\}: i \text{ is odd}\} \cup \{\{v_i, v_{i+1}\}: i \text{ is even}\}.$$

Then Switch(M, P) is a matching containing one more edge than M.

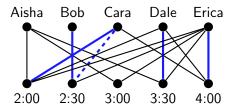


- $\{v_i, v_{i+1}\} \in M$  for all odd i;
- $\{v_i, v_{i+1}\} \notin M$  for all even i;
- $v_0, v_k \notin \bigcup_{e \in M} e$ .

If P is an augmenting path for M, we define

Switch
$$(M, P) = M - \{\{v_i, v_{i+1}\}: i \text{ is odd}\} \cup \{\{v_i, v_{i+1}\}: i \text{ is even}\}.$$

Then Switch(M, P) is a matching containing one more edge than M.

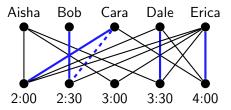


- $\{v_i, v_{i+1}\} \in M$  for all odd i;
- $\{v_i, v_{i+1}\} \notin M$  for all even i;
- $v_0, v_k \notin \bigcup_{e \in M} e$ .

If P is an augmenting path for M, we define

Switch
$$(M, P) = M - \{\{v_i, v_{i+1}\}: i \text{ is odd}\} \cup \{\{v_i, v_{i+1}\}: i \text{ is even}\}.$$

Then Switch(M, P) is a matching containing one more edge than M.



This suggests a new greedy algorithm!

# A correct algorithm for maximum matchings

```
Algorithm: MAXMATCHING (SKETCH)

Input : A bipartite graph G = (V, E).

Output : A list of edges forming a matching in G of maximum size.

begin

Initialise M \leftarrow [], the empty matching.

while G contains an augmenting path for M do

Find an augmenting path P for M.

Update M \leftarrow Switch(M, P).

Return M.
```

To make this work, we need to do two things:

# A correct algorithm for maximum matchings

```
Algorithm: MAXMATCHING (SKETCH)Input : A bipartite graph G = (V, E).Output : A list of edges forming a matching in G of maximum size.begin2 Initialise M \leftarrow [], the empty matching.3 while G contains an augmenting path for M do4 Find an augmenting path P for M.5 Update M \leftarrow Switch(M, P).6 Return M.
```

To make this work, we need to do two things:

• Find an efficient way to find an augmenting path whenever one exists.

# A **correct** algorithm for maximum matchings

```
Algorithm: MAXMATCHING (SKETCH)Input : A bipartite graph G = (V, E).Output: A list of edges forming a matching in G of maximum size.begin2 Initialise M \leftarrow [], the empty matching.3 while G contains an augmenting path for M do4 Find an augmenting path P for M.5 Update M \leftarrow Switch(M, P).6 Return M.
```

To make this work, we need to do two things:

- Find an efficient way to find an augmenting path whenever one exists.
- ullet Prove that if M has no augmenting paths, then M is maximum.

# Finding augmenting paths efficiently

If we search by brute force, this could take  $\Theta(|V|!)$  time! Let's not.

# Finding augmenting paths efficiently

If we search by brute force, this could take  $\Theta(|V|!)$  time! Let's not.

One general theme of this course: solve a complex problem by applying an algorithm for a simple problem in a clever way. We call this **reducing** the complex problem to the simple one.

# Finding augmenting paths efficiently

If we search by brute force, this could take  $\Theta(|V|!)$  time! Let's not.

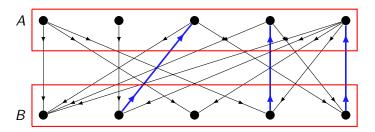
One general theme of this course: solve a complex problem by applying an algorithm for a simple problem in a clever way. We call this **reducing** the complex problem to the simple one.

Here, we reduce the problem of finding an augmenting path to a problem we can already solve: finding a path from one set to another in a **directed** graph, via breadth-first search.

(For how to apply breadth-first search to sets instead of vertices, see last week's problem sheet — this is itself a reduction!)

Suppose G = (V, E) has a matching M and a bipartition (A, B). Turn G into an auxiliary digraph  $D_{G,M}$  by directing non-matching edges from A to B and matching edges from B to A. Formally:

$$V(D_{G,M}) := V,$$
  
 $E(D_{G,M}) := \{(a,b) \colon a \in A, b \in B, \{a,b\} \in E \setminus M\} \cup \{(b,a) \colon a \in A, b \in B, \{a,b\} \in M\}.$ 



 $P = v_0 \dots v_k$  is augmenting if  $\{v_i, v_{i+1}\} \in M$  for all odd i,  $\{v_i, v_{i+1}\} \notin M$  for all even i, and  $v_0, v_k \notin \bigcup_{e \in M} e$ .

 $P = v_0 \dots v_k$  is augmenting if  $\{v_i, v_{i+1}\} \in M$  for all odd i,  $\{v_i, v_{i+1}\} \notin M$  for all even i, and  $v_0, v_k \notin \bigcup_{e \in M} e$ .

Let  $U = V \setminus \bigcup_{e \in M} e$  be the set of vertices not matched by M.

$$P = v_0 \dots v_k$$
 is augmenting if  $\{v_i, v_{i+1}\} \in M$  for all odd  $i$ ,  $\{v_i, v_{i+1}\} \notin M$  for all even  $i$ , and  $v_0, v_k \notin \bigcup_{e \in M} e$ .

Let  $U = V \setminus \bigcup_{e \in M} e$  be the set of vertices not matched by M.

**Lemma:** A path in G is augmenting for M if and only if it's also a path from  $U \cap A$  to  $U \cap B$  in  $D_{G,M}$ .

$$P = v_0 \dots v_k$$
 is augmenting if  $\{v_i, v_{i+1}\} \in M$  for all odd  $i$ ,  $\{v_i, v_{i+1}\} \notin M$  for all even  $i$ , and  $v_0, v_k \notin \bigcup_{e \in M} e$ .

Let  $U = V \setminus \bigcup_{e \in M} e$  be the set of vertices not matched by M.

**Lemma:** A path in G is augmenting for M if and only if it's also a path from  $U \cap A$  to  $U \cap B$  in  $D_{G,M}$ .

**Proof:** First note any augmenting path in G has endpoints in  $U \cap A$  and  $U \cap B$ , since it has an odd number of edges and G is bipartite.

So let  $P = v_0 \dots v_k$  be any path in G with  $v_0 \in U \cap A$ ,  $v_k \in U \cap B$ . We show P is augmenting for M iff it is also a path in  $D_{G,M}$ .

$$P = v_0 \dots v_k$$
 is augmenting if  $\{v_i, v_{i+1}\} \in M$  for all odd  $i$ ,  $\{v_i, v_{i+1}\} \notin M$  for all even  $i$ , and  $v_0, v_k \notin \bigcup_{e \in M} e$ .

Let  $U = V \setminus \bigcup_{e \in M} e$  be the set of vertices not matched by M.

**Lemma:** A path in G is augmenting for M if and only if it's also a path from  $U \cap A$  to  $U \cap B$  in  $D_{G,M}$ .

**Proof:** First note any augmenting path in G has endpoints in  $U \cap A$  and  $U \cap B$ , since it has an odd number of edges and G is bipartite.

So let  $P = v_0 \dots v_k$  be any path in G with  $v_0 \in U \cap A$ ,  $v_k \in U \cap B$ . We show P is augmenting for M iff it is also a path in  $D_{G,M}$ .

$$P = v_0 \dots v_k$$
 is augmenting if  $\{v_i, v_{i+1}\} \in M$  for all odd  $i$ ,  $\{v_i, v_{i+1}\} \notin M$  for all even  $i$ , and  $v_0, v_k \notin \bigcup_{e \in M} e$ .

Let  $U = V \setminus \bigcup_{e \in M} e$  be the set of vertices not matched by M.

**Lemma:** A path in G is augmenting for M if and only if it's also a path from  $U \cap A$  to  $U \cap B$  in  $D_{G,M}$ .

**Proof:** First note any augmenting path in G has endpoints in  $U \cap A$  and  $U \cap B$ , since it has an odd number of edges and G is bipartite.

So let  $P = v_0 \dots v_k$  be any path in G with  $v_0 \in U \cap A$ ,  $v_k \in U \cap B$ . We show P is augmenting for M iff it is also a path in  $D_{G,M}$ .

• G is bipartite  $\Rightarrow v_i \in A$  for all even i and  $v_i \in B$  for all odd i. So:

$$P = v_0 \dots v_k$$
 is augmenting if  $\{v_i, v_{i+1}\} \in M$  for all odd  $i$ ,  $\{v_i, v_{i+1}\} \notin M$  for all even  $i$ , and  $v_0, v_k \notin \bigcup_{e \in M} e$ .

Let  $U = V \setminus \bigcup_{e \in M} e$  be the set of vertices not matched by M.

**Lemma:** A path in G is augmenting for M if and only if it's also a path from  $U \cap A$  to  $U \cap B$  in  $D_{G,M}$ .

**Proof:** First note any augmenting path in G has endpoints in  $U \cap A$  and  $U \cap B$ , since it has an odd number of edges and G is bipartite.

So let  $P = v_0 \dots v_k$  be any path in G with  $v_0 \in U \cap A$ ,  $v_k \in U \cap B$ . We show P is augmenting for M iff it is also a path in  $D_{G,M}$ .

- G is bipartite  $\Rightarrow v_i \in A$  for all even i and  $v_i \in B$  for all odd i. So:
- $\{v_i, v_{i+1}\} \in M$  for all odd  $i \Leftrightarrow (v_i, v_{i+1}) \in E(D_{G,M})$  for all odd i;

$$P = v_0 \dots v_k$$
 is augmenting if  $\{v_i, v_{i+1}\} \in M$  for all odd  $i$ ,  $\{v_i, v_{i+1}\} \notin M$  for all even  $i$ , and  $v_0, v_k \notin \bigcup_{e \in M} e$ .

Let  $U = V \setminus \bigcup_{e \in M} e$  be the set of vertices not matched by M.

**Lemma:** A path in G is augmenting for M if and only if it's also a path from  $U \cap A$  to  $U \cap B$  in  $D_{G,M}$ .

**Proof:** First note any augmenting path in G has endpoints in  $U \cap A$  and  $U \cap B$ , since it has an odd number of edges and G is bipartite.

So let  $P = v_0 \dots v_k$  be any path in G with  $v_0 \in U \cap A$ ,  $v_k \in U \cap B$ . We show P is augmenting for M iff it is also a path in  $D_{G,M}$ .

- G is bipartite  $\Rightarrow v_i \in A$  for all even i and  $v_i \in B$  for all odd i. So:
- $\{v_i, v_{i+1}\} \in M$  for all odd  $i \Leftrightarrow (v_i, v_{i+1}) \in E(D_{G,M})$  for all odd i;
- $\{v_i, v_{i+1}\} \notin M$  for all even  $i \Leftrightarrow (v_i, v_{i+1}) \in E(D_{G,M})$  for all even i.  $\square$

# Algorithm: MAXMATCHINGInput: A bipartite graph G = (V, E).Output: A list of edges forming a matching in G of maximum size.begin2Find a bipartition (A, B) of G. Initialise $M \leftarrow []$ .3repeat4Form the graph $D_{G,M}$ .5Set P to be a path from $U \cap A$ to $U \cap B$ in $D_{G,M}$ if one exists.Otherwise, break.6Update $M \leftarrow$ Switch(M, P).

```
Algorithm: MaxMatching
```

```
Input : A bipartite graph G = (V, E).

Output : A list of edges forming a matching in G of maximum size.

begin

Find a bipartition (A, B) of G. Initialise M \leftarrow [].

repeat

Form the graph D_{G,M}.

Set P to be a path from U \cap A to U \cap B in D_{G,M} if one exists.

Otherwise, break.

Update M \leftarrow \text{Switch}(M, P).

Return M.
```

**Invariant:** At the start of the ith loop iteration, M is a matching with i-1 edges. M can have at most |V|/2 edges in total, so  ${\rm MAXMATCHING}$  outputs a matching with no augmenting paths.

```
begin

Find a bipartition (A, B) of G. Initialise M \leftarrow [].

repeat

Form the graph D_{G,M}.

Set P to be a path from U \cap A to U \cap B in D_{G,M} if one exists.

Otherwise, break.

Update M \leftarrow \text{Switch}(M, P).

Return M.
```

```
beginrepeatForm the graph D_{G,M}.Set P to be a path from U \cap A to U \cap B in D_{G,M} if one exists.Otherwise, break.Update M \leftarrow \text{Switch}(M, P).Return M.
```

• Steps 2, 4 and 6 can all be done in O(|E|) time. (Exercise!)

#### 1 begin

Find a bipartition (A, B) of G. Initialise  $M \leftarrow []$ .

#### repeat

Form the graph  $D_{G,M}$ .

Set P to be a path from  $U \cap A$  to  $U \cap B$  in  $D_{G,M}$  if one exists.

Otherwise, break.

Update  $M \leftarrow \text{Switch}(M, P)$ .

- Steps 2, 4 and 6 can all be done in O(|E|) time. (Exercise!)
- Step 5 can be done in O(|E|) time using breadth-first search, if G is in adjacency-list form.

#### 1 begin

```
Find a bipartition (A, B) of G. Initialise M \leftarrow [].
```

#### repeat

```
Form the graph D_{G,M}.
```

Set P to be a path from  $U \cap A$  to  $U \cap B$  in  $D_{G,M}$  if one exists.

Otherwise, break.

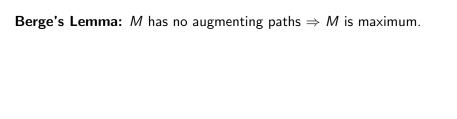
Update  $M \leftarrow \mathsf{Switch}(M, P)$ .

- Steps 2, 4 and 6 can all be done in O(|E|) time. (Exercise!)
- Step 5 can be done in O(|E|) time using breadth-first search, if G is in adjacency-list form.
- Steps 4–6 repeat at most |V| times.

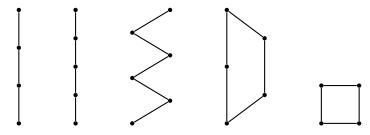
# 1 begin 2 | Find a bipartition (A, B) of G. Initialise $M \leftarrow []$ . 3 | repeat 4 | Form the graph $D_{G,M}$ . 5 | Set P to be a path from $U \cap A$ to $U \cap B$ in $D_{G,M}$ if one exists. Otherwise, break. 6 | Update $M \leftarrow \text{Switch}(M, P)$ .

- Steps 2, 4 and 6 can all be done in O(|E|) time. (Exercise!)
- Step 5 can be done in O(|E|) time using breadth-first search, if G is in adjacency-list form.
- Steps 4–6 repeat at most |V| times.

So overall the running time is O(|E||V|).



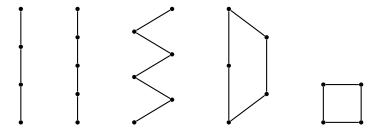
Let M' be another matching which **is** maximum, so |M'|>|M|. Consider the symmetric difference  $S=M\bigtriangleup M'$ , i.e. the graph formed of edges contained in either M or M' but not both.



Since each vertex is in at most one M edge and at most one M' edge, S has maximum degree at most 2.

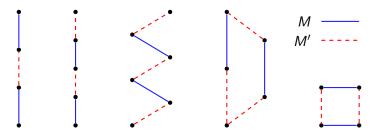
So S is a disjoint union of path and cycle components.

Let M' be another matching which **is** maximum, so |M'|>|M|. Consider the symmetric difference  $S=M\bigtriangleup M'$ , i.e. the graph formed of edges contained in either M or M' but not both.



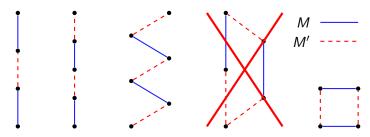
Since M and M' are matchings, each component's edges must alternate between M' and M. (In particular, no odd cycles!)

Let M' be another matching which **is** maximum, so |M'|>|M|. Consider the symmetric difference  $S=M\bigtriangleup M'$ , i.e. the graph formed of edges contained in either M or M' but not both.



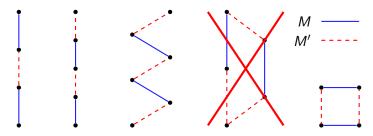
Since M and M' are matchings, each component's edges must alternate between M' and M. (In particular, no odd cycles!)

Let M' be another matching which **is** maximum, so |M'|>|M|. Consider the symmetric difference  $S=M\bigtriangleup M'$ , i.e. the graph formed of edges contained in either M or M' but not both.



Since M and M' are matchings, each component's edges must alternate between M' and M. (In particular, no odd cycles!)

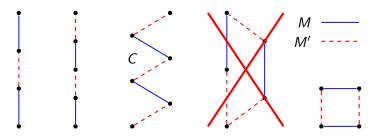
Let M' be another matching which **is** maximum, so |M'|>|M|. Consider the symmetric difference  $S=M\bigtriangleup M'$ , i.e. the graph formed of edges contained in either M or M' but not both.



Since |M'| > |M|, some component C has more M'-edges than M-edges. Since M'-edges and M-edges alternate, it has exactly **one** more M'-edge.

G is bipartite, so it has no odd cycles, so C must be a path starting and ending with an M'-edge — an augmenting path.

Let M' be another matching which **is** maximum, so |M'|>|M|. Consider the symmetric difference  $S=M\bigtriangleup M'$ , i.e. the graph formed of edges contained in either M or M' but not both.



Since |M'| > |M|, some component C has more M'-edges than M-edges. Since M'-edges and M-edges alternate, it has exactly **one** more M'-edge.

G is bipartite, so it has no odd cycles, so C must be a path starting and ending with an M'-edge — an augmenting path.

Recall that given a graph G, we proved that MAXMATCHING returns a matching M for G with no augmenting path in time O(|E||V|).

Berge's Lemma tells us that M is maximum, so we're done!

Recall that given a graph G, we proved that MAXMATCHING returns a matching M for G with no augmenting path in time O(|E||V|).

Berge's Lemma tells us that M is maximum, so we're done!

Let us celebrate with a matching pair of kittens.



D'awww.