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Given a bipartite graph, G = (U, V, E), with edge weights $w : E \to R$, find a maximum weight matching.

A matching is a set of edges where no two share an endpoint.



Blue – 3. Green - 2, Black - 1, Non-edges - 0.

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Jobs to workers.

Jobs to workers.

Teachers to classes.

Jobs to workers.

Teachers to classes.

Classes to classrooms.

Jobs to workers.

Teachers to classes.

Classes to classrooms.

"The assignment problem"

Jobs to workers.

Teachers to classes.

Classes to classrooms.

"The assignment problem"

Min Weight Matching.

Jobs to workers.

Teachers to classes.

Classes to classrooms.

"The assignment problem"

Min Weight Matching.

Negate values and find maximum weight matching.

Given a bipartite graph, G = (U, V, E), with edge weights $w : E \to R$, find an vertex cover function of minimum total value.

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A function $p: V \rightarrow R$, where for all edges, e = (u, v) $p(u) + p(v) \ge w(e)$.

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Solution Value: 12.

Given a bipartite graph, G = (U, V, E), with edge weights $w : E \to R$, find an vertex cover function of minimum total value.

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Solution Value: 12.

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Solution Value: 9.

Given a bipartite graph, G = (U, V, E), with edge weights $w : E \to R$, find an vertex cover function of minimum total value.

A function $p: V \rightarrow R$, where for all edges, e = (u, v) $p(u) + p(v) \ge w(e)$.



Solution Value: 12.

Solution Value: 12.

Solution Value: 9.

Solution Value: 8.

Feasible $p(\cdot)$,

Feasible $p(\cdot)$, for edge e = (u, v), $p(u) + p(v) \ge w(e)$. u - w(e) - vp(u) - p(v)

Feasible
$$p(\cdot)$$
, for edge $e = (u, v)$, $p(u) + p(v) \ge w(e)$.
 $u - w(e) - v$
 $p(u) - p(v)$



Feasible
$$p(\cdot)$$
, for edge $e = (u, v)$, $p(u) + p(v) \ge w(e)$.
 $u - w(e) - v$
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$$\sum_{e=(u,v)\in M} w(e)$$

Feasible $p(\cdot)$, for edge e = (u, v), $p(u) + p(v) \ge w(e)$. u - w(e) - vp(u) - p(v)



$$\sum_{e=(u,v)\in M}w(e)\leq \sum_{e=(u,v)\in M}(p(u)+p(v))$$

Feasible
$$p(\cdot)$$
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 $u - w(e) - v$
 $p(u) - p(v)$

$$\sum_{e=(u,v)\in M} w(e) \leq \sum_{e=(u,v)\in M} (p(u)+p(v)) \leq \sum_{u\in U} p(u) + \sum_{v\in V} p(v)$$

Feasible
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, for edge $e = (u, v)$, $p(u) + p(v) \ge w(e)$.
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For a matching M, each u is the endpoint of at most one edge in M.



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Holds with equality if

for $e \in M$, w(e) = p(u) + p(v) (Defn: tight edge.) and

Feasible
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 $u - w(e) - v$
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For a matching M, each u is the endpoint of at most one edge in M.



$$\sum_{e=(u,v)\in M} w(e) \leq \sum_{e=(u,v)\in M} (p(u)+p(v)) \leq \sum_{u\in U} p(u) + \sum_{v\in V} p(v)$$

Holds with equality if

for $e \in M$, w(e) = p(u) + p(v) (Defn: tight edge.) and perfect matching.

Simple example.



Blue edge -2, Others -1.

Simple example.



Blue edge – 2, Others – 1.
Using max incident edge.
Value: 3.
Using max incident edge.
Value: 2.
Same as optimal matching!
Proof of optimality.

Simple example.





Blue edge – 2, Others – 1.
Using max incident edge.
Value: 3.
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Key Idea: Augmenting Alternating Paths.

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Example:



Start at unmatched node(s), follow unmatched edge(s), follow matched. Repeat until an unmatched node.

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Start at unmatched node(s),

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Key Idea: Augmenting Alternating Paths.

Example:



Start at unmatched node(s), follow unmatched edge(s), follow matched. Repeat until an unmatched node.



Can't increase matching size. No alternating path from (a) to (y).



Can't increase matching size. No alternating path from (a) to (y).

Cut!



Can't increase matching size. No alternating path from (a) to (y).

Cut!

Still no augmenting path. Still Cut?



Algorithm:

Can't increase matching size. No alternating path from (a) to (y).

Cut!

Still no augmenting path. Still Cut?

Use directed graph! Cut in this graph.



Algorithm: Given matching. Can't increase matching size. No alternating path from (a) to (y).

Cut!

Still no augmenting path. Still Cut?

Use directed graph! Cut in this graph.



Can't increase matching size. No alternating path from (a) to (y).

Cut!

Still no augmenting path. Still Cut?

Use directed graph! Cut in this graph.

Algorithm: Given matching. Direct unmatched edges *U* to *V*, matched *V* to *U*.



Can't increase matching size. No alternating path from (a) to (y).

Cut!

Still no augmenting path. Still Cut?

Use directed graph! Cut in this graph.

Algorithm: Given matching. Direct unmatched edges *U* to *V*, matched *V* to *U*. Find path between unmatched nodes on left to right. (BFS, DFS).



Can't increase matching size. No alternating path from (a) to (y).

Cut!

Still no augmenting path. Still Cut?

Use directed graph! Cut in this graph.

Algorithm: Given matching. Direct unmatched edges *U* to *V*, matched *V* to *U*. Find path between unmatched nodes on left to right. (BFS, DFS). Until everything matched



Can't increase matching size. No alternating path from (a) to (y).

Cut!

Still no augmenting path. Still Cut?

Use directed graph! Cut in this graph.

Algorithm: Given matching. Direct unmatched edges *U* to *V*, matched *V* to *U*. Find path between unmatched nodes on left to right. (BFS, DFS). Until everything matched ... or output a cut. Back to Maximum Weight Matching.

Want vector cover (price function) $p(\cdot)$ and matching where.

Back to Maximum Weight Matching.

Want vector cover (price function) $p(\cdot)$ and matching where. Optimal solutions to <u>both</u> if

Back to Maximum Weight Matching.

Want vector cover (price function) $p(\cdot)$ and matching where. Optimal solutions to both if for $e \in M$, w(e) = p(u) + p(v) (Defn: tight edge.) and Want vector cover (price function) $p(\cdot)$ and matching where.

Optimal solutions to both if

for $e \in M$, w(e) = p(u) + p(v) (Defn: tight edge.) and perfect matching.

Goal: perfect matching on tight edges.

Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$

Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$ Add tight edges to matching.

Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$ Add tight edges to matching. Use alt./aug. paths of tight edges.

Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$

Add tight edges to matching.

Use alt./aug. paths of tight edges. "maximum matching algorithm."



Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$

Add tight edges to matching. Use alt./aug. paths of tight edges.

"maximum matching algorithm."

No augmenting path.



Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$

Add tight edges to matching.

Use alt./aug. paths of tight edges. "maximum matching algorithm."

No augmenting path.

Cut, (S, T), in directed graph of tight edges!


Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$

Add tight edges to matching.

Use alt./aug. paths of tight edges. "maximum matching algorithm."

No augmenting path.

Cut, (S, T), in directed graph of tight edges!

All edges across cut are not tight. (loose?)



Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$ Add tight edges to matching. Use alt./aug. paths of tight edges. "maximum matching algorithm."



No augmenting path.

Cut, (S, T), in directed graph of tight edges!

All edges across cut are not tight. (loose?)

Nontight edges leaving cut, go from S_U , T_V .

Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$ Add tight edges to matching. Use alt./aug. paths of tight edges. "maximum matching algorithm."



No augmenting path.

Cut, (S, T), in directed graph of tight edges!

All edges across cut are not tight. (loose?)

Nontight edges leaving cut, go from S_U , T_V .

Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function (p(·))
Add tight edges to matching.
Use alt./aug. paths of tight edges.
"maximum matching algorithm."
No augmenting path.
Cut, (S, T), in directed graph of tight edges!

All edges across cut are not tight. (loose?)

Nontight edges leaving cut, go from S_U , T_V .

Lower prices in S_U ,

Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$ Add tight edges to matching. Use alt./aug. paths of tight edges. $p(\cdot) + \delta$ "maximum matching algorithm." No augmenting path. Cut, (S, T), in directed graph of tight edges! $p(\cdot)$ All edges across cut are not tight. (loose?) Nontight edges leaving cut, go from S_{II} , T_V . Lower prices in S_{U} , raise prices in S_{V} ,



Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$

Add tight edges to matching.

Use alt./aug. paths of tight edges.

"maximum matching algorithm."

No augmenting path.

 $\rho(\cdot)$ Cut, (S, T), in directed graph of tight edges!

All edges across cut are not tight. (loose?)

Nontight edges leaving cut, go from S_U , T_V .

Lower prices in S_U , raise prices in S_V , all explored edges still tight, backward edges still feasible



Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(\rho(\cdot))$

Add tight edges to matching.

Use alt./aug. paths of tight edges.

"maximum matching algorithm."

No augmenting path.

 $\rho(\cdot)$ Cut, (S, T), in directed graph of tight edges!

All edges across cut are not tight. (loose?)

Nontight edges leaving cut, go from S_U , T_V .

Lower prices in S_U , raise prices in S_V , all explored edges still tight, backward edges still feasible

... and get new tight edge!



Goal: perfect matching on tight edges.

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Start with empty matching, feasible cover function $(p(\cdot))$

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"maximum matching algorithm."

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All edges across cut are not tight. (loose?)

Nontight edges leaving cut, go from S_U , T_V .

Lower prices in S_U , raise prices in S_V , all explored edges still tight, backward edges still feasible

... and get new tight edge! What's delta?



Goal: perfect matching on tight edges.

Goal: perfect matching on tight edges.

Algorithm

Start with empty matching, feasible cover function $(p(\cdot))$

Add tight edges to matching.

Use alt./aug. paths of tight edges.

"maximum matching algorithm."

No augmenting path.

 $\rho(\cdot)$ Cut, (S, T), in directed graph of tight edges!

All edges across cut are not tight. (loose?)

Nontight edges leaving cut, go from S_U , T_V .

Lower prices in S_U , raise prices in S_V , all explored edges still tight, backward edges still feasible

... and get new tight edge! What's delta? $w(e) < p(u) + p(v) \rightarrow \delta = \min_{e \in (S_{U} \times T_{V})} p(u) + p(v) - w(e).$



Lecture 2 ended in the middle of the previous slide. A question was asked why don't we just drop prices around the blue (loose) edge in the figure. Why not?

Add 0 value edges, so that optimal solution contains perfect matching.

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Beginning "Matcher" Solution: $M = \{\}$.

Add 0 value edges, so that optimal solution contains perfect matching.

```
Beginning "Matcher" Solution: M = \{\}.
```

Feasible!

Add 0 value edges, so that optimal solution contains perfect matching.

```
Beginning "Matcher" Solution: M = \{\}.
```

Feasible! Value = 0.

Add 0 value edges, so that optimal solution contains perfect matching.

```
Beginning "Matcher" Solution: M = \{\}.
```

Feasible! Value = 0.

Beginning "Coverer" Solution: p(u) = maximum incidentedge for $u \in U$,

Add 0 value edges, so that optimal solution contains perfect matching.

Beginning "Matcher" Solution: $M = \{\}$.

Feasible! Value = 0.

Beginning "Coverer" Solution: p edge for $u \in U$, 0 otherwise.

p(u) = maximum incident

Add 0 value edges, so that optimal solution contains perfect matching.

```
Beginning "Matcher" Solution: M = \{\}.
```

Feasible! Value = 0.

```
Beginning "Coverer" Solution: edge for u \in U, 0 otherwise.
```

$$p(u) = maximum incident$$

Main Work:

Add 0 value edges, so that optimal solution contains perfect matching.

```
Beginning "Matcher" Solution: M = \{\}.
```

```
Feasible! Value = 0.
```

```
Beginning "Coverer" Solution: p(u) = maximum incident
edge for u \in U, 0 otherwise.
```

Main Work:

breadth first search from unmatched nodes finds cut.

Add 0 value edges, so that optimal solution contains perfect matching.

```
Beginning "Matcher" Solution: M = \{\}.
```

```
Feasible! Value = 0.
```

```
Beginning "Coverer" Solution: p(u) = maximum incident
edge for u \in U, 0 otherwise.
```

Main Work:

breadth first search from unmatched nodes finds cut. Update prices (find minimum delta.)

Add 0 value edges, so that optimal solution contains perfect matching.

```
Beginning "Matcher" Solution: M = \{\}.
```

```
Feasible! Value = 0.
```

```
Beginning "Coverer" Solution: p(u) = maximum incident
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Main Work:

breadth first search from unmatched nodes finds cut. Update prices (find minimum delta.)

Simple Implementation:

Add 0 value edges, so that optimal solution contains perfect matching.

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Beginning "Matcher" Solution: M = \{\}.
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Feasible! Value = 0.
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Beginning "Coverer" Solution: p(u) = maximum incident
edge for u \in U, 0 otherwise.
```

Main Work:

breadth first search from unmatched nodes finds cut. Update prices (find minimum delta.)

Simple Implementation:

Each bfs either augments or adds node to S in next cut.

Add 0 value edges, so that optimal solution contains perfect matching.

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Beginning "Matcher" Solution: M = \{\}.
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Feasible! Value = 0.
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Beginning "Coverer" Solution: p(u) = maximum incident
edge for u \in U, 0 otherwise.
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Main Work:

breadth first search from unmatched nodes finds cut. Update prices (find minimum delta.)

Simple Implementation:

Each bfs either augments or adds node to S in next cut. O(n) iterations per augmentation.

Add 0 value edges, so that optimal solution contains perfect matching.

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Beginning "Matcher" Solution: M = \{\}.
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Main Work:

breadth first search from unmatched nodes finds cut. Update prices (find minimum delta.)

Simple Implementation:

Each bfs either augments or adds node to S in next cut.

O(n) iterations per augmentation.

O(n) augmentations.

Add 0 value edges, so that optimal solution contains perfect matching.

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Beginning "Matcher" Solution: M = \{\}.
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Beginning "Coverer" Solution: p(u) = maximum incident
edge for u \in U, 0 otherwise.
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Main Work:

breadth first search from unmatched nodes finds cut. Update prices (find minimum delta.)

Simple Implementation:

Each bfs either augments or adds node to S in next cut.

O(n) iterations per augmentation.

O(n) augmentations.

 $O(n^2m)$ time.
















































All matched edges tight. Perfect matching.





All matched edges tight.

Perfect matching. Feasible price function.





All matched edges tight.

Perfect matching. Feasible price function. Values the same.





All matched edges tight.

Perfect matching. Feasible price function. Values the same. Optimal!





All matched edges tight.

Perfect matching. Feasible price function. Values the same. Optimal!

Notice:





All matched edges tight.

Perfect matching. Feasible price function. Values the same. Optimal!

Notice:

no weights on the right problem.





All matched edges tight.

Perfect matching. Feasible price function. Values the same. Optimal!

Notice:

no weights on the right problem.

retain previous matching through price changes.





All matched edges tight.

Perfect matching. Feasible price function. Values the same. Optimal!

Notice:

no weights on the right problem.

retain previous matching through price changes.

retains edges in failed search through price changes.