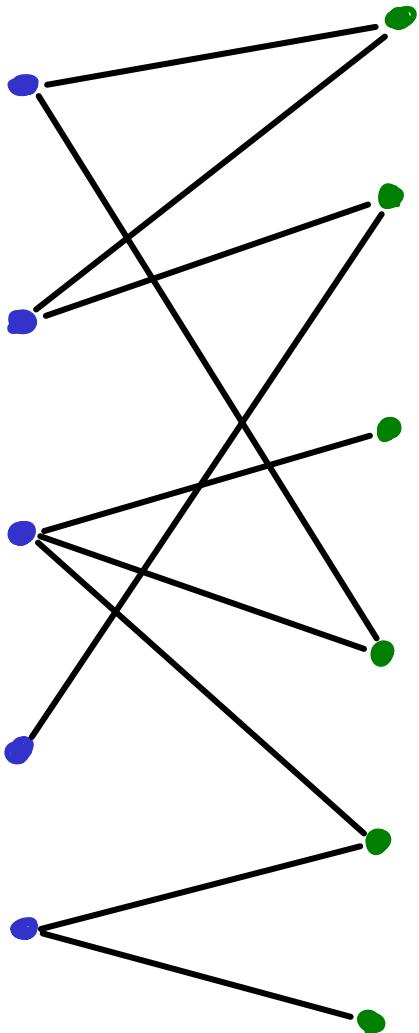
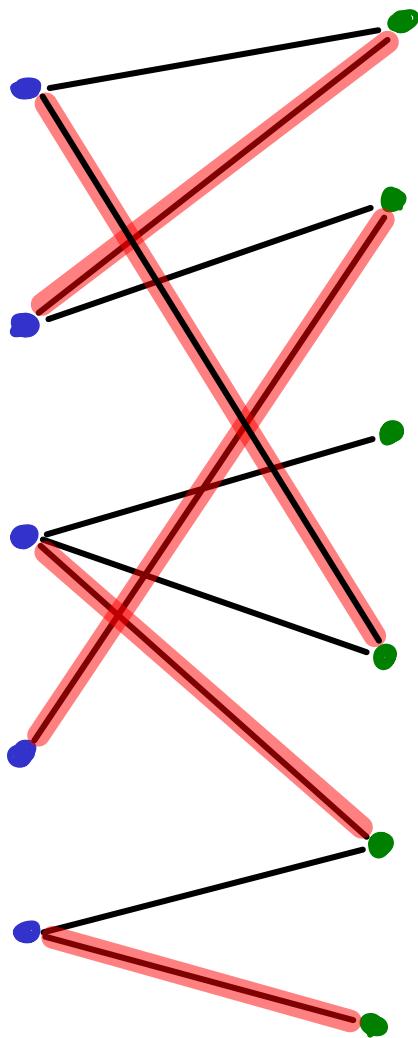


MATCHING in a BIPARTITE GRAPH

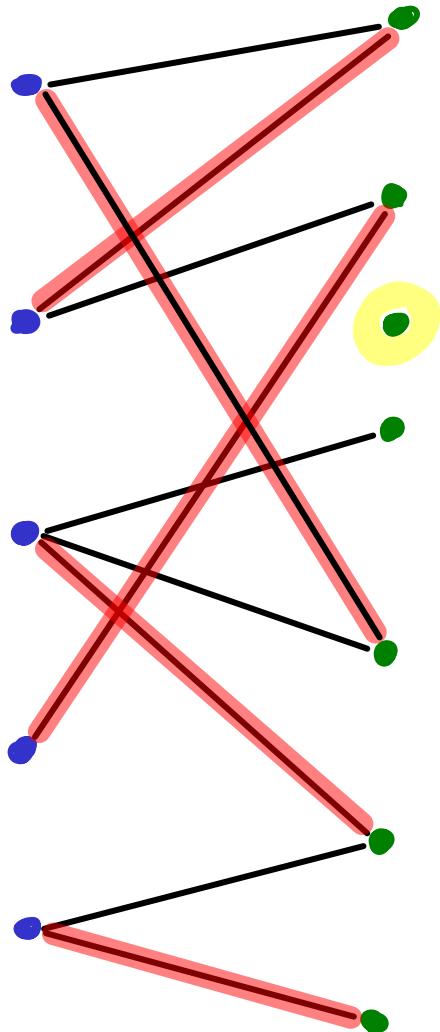




MATCHING in a BIPARTITE GRAPH

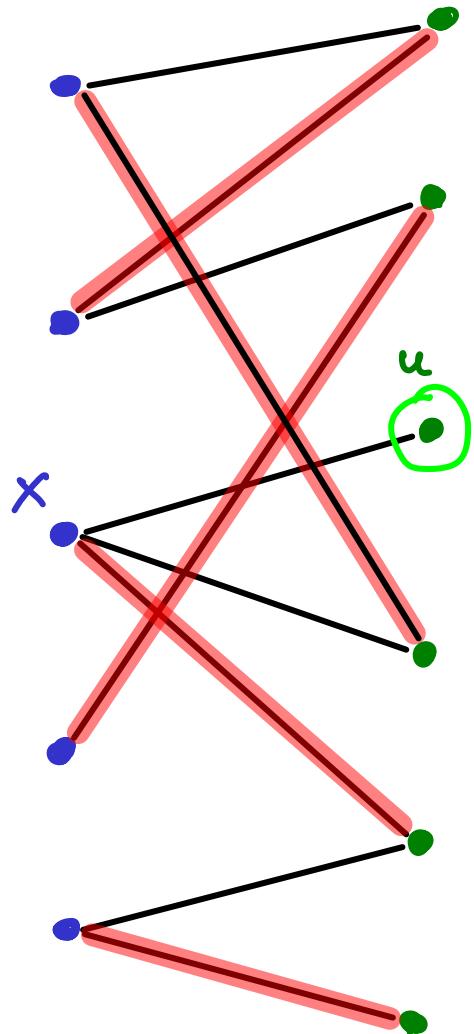
Goal : maximize # independent edges

MATCHING in a BIPARTITE GRAPH



if no incident edges, no hope

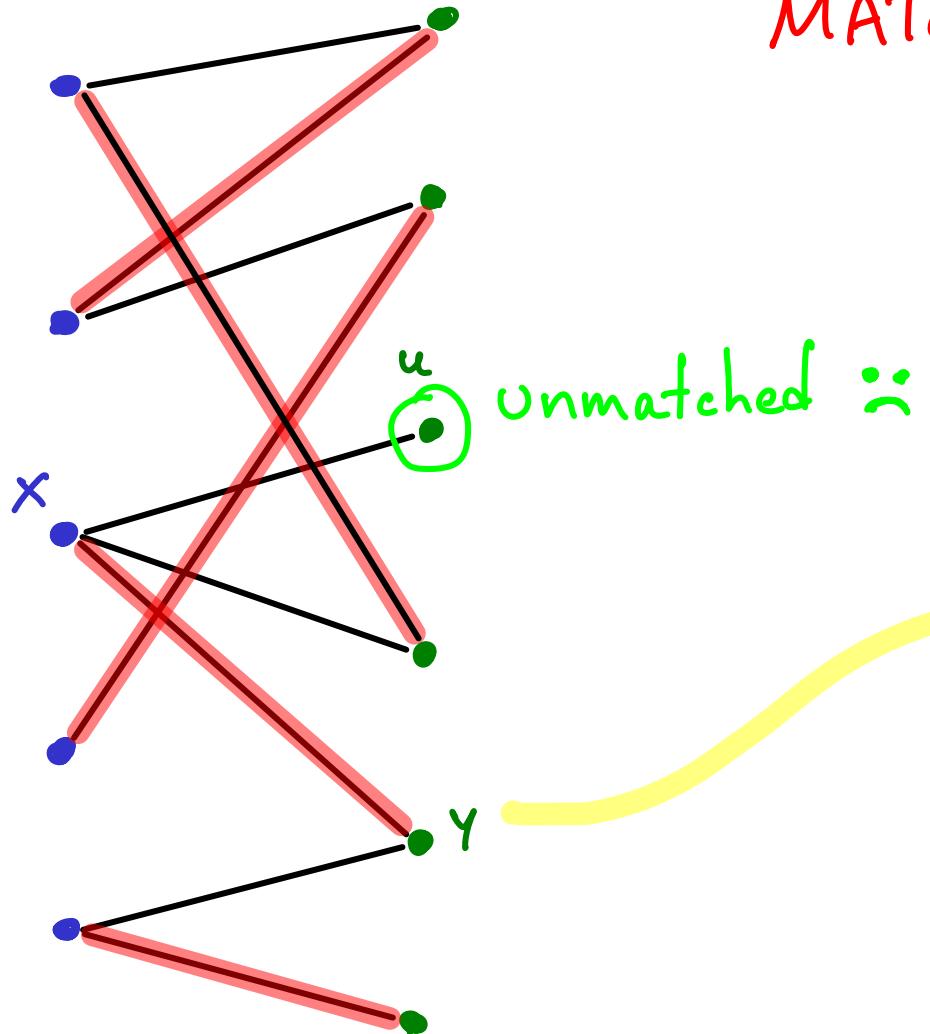
MATCHING in a BIPARTITE GRAPH



Unmatched \Downarrow

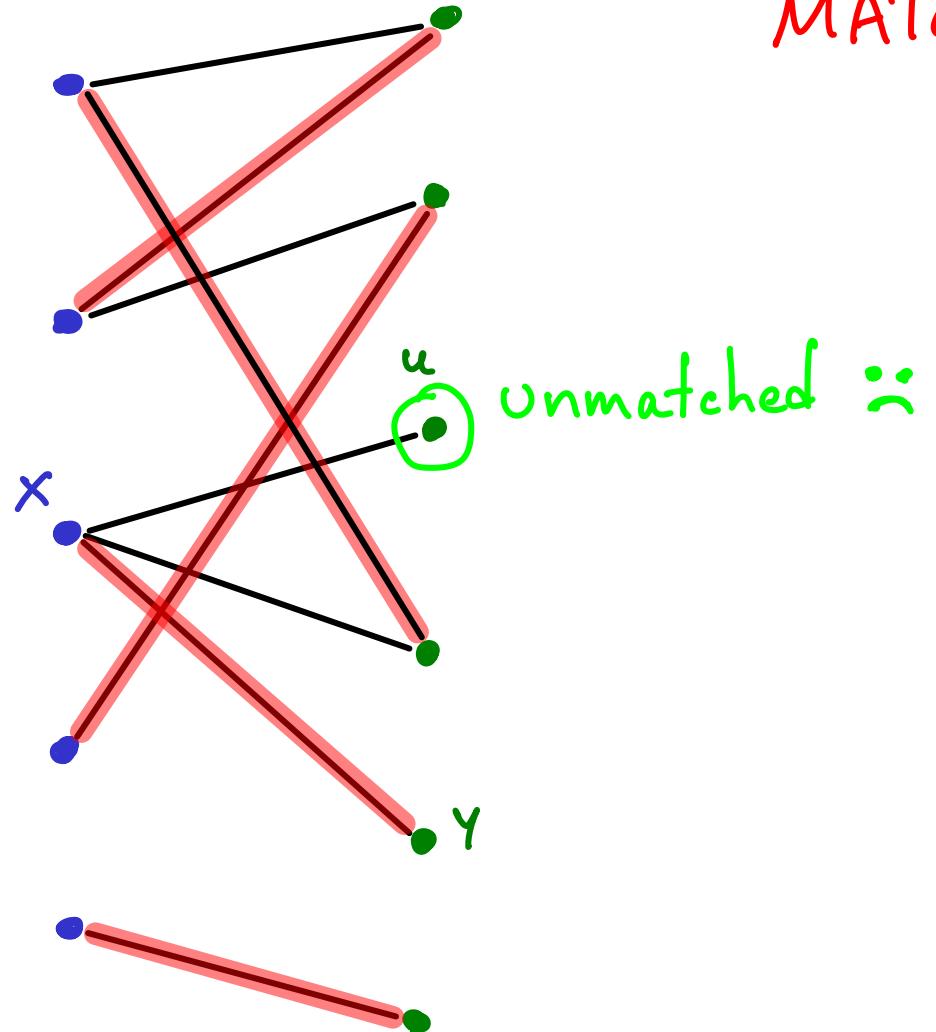
- if no incident edges, no hope
- if \exists edge at u & it is not marked
then $\exists \times$ that is matched elsewhere.
(otherwise match $x \leftrightarrow u$)

MATCHING in a BIPARTITE GRAPH



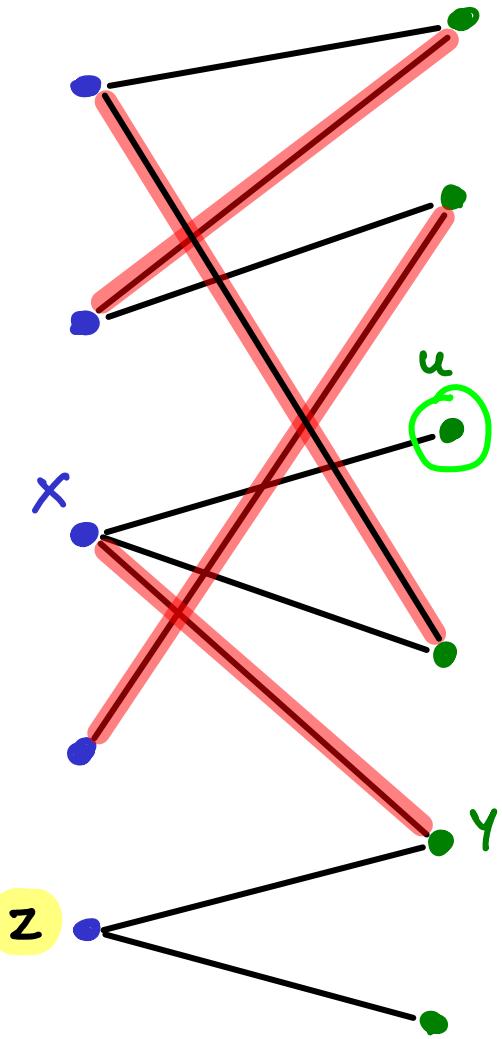
- if no incident edges, no hope
- if \exists edge at u & it is not marked
then $\exists x$ that is matched elsewhere.
(otherwise match $x \leftrightarrow u$)
so $\exists y$ s.t. $x \leftrightarrow y$

MATCHING in a BIPARTITE GRAPH



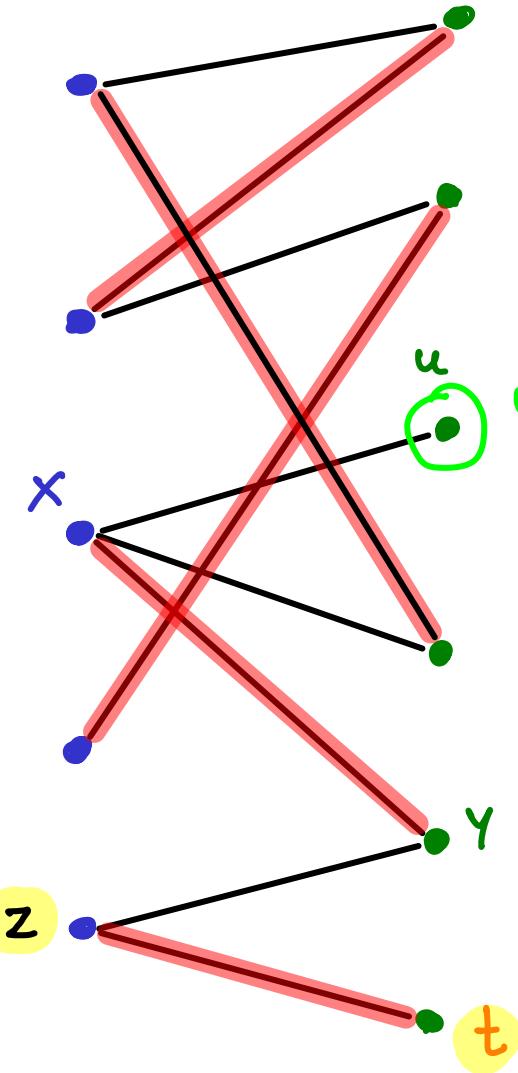
- if no incident edges, no hope
- if \exists edge at u & it is not marked
then $\exists x$ that is matched elsewhere.
(otherwise match $x \leftrightarrow u$)
so $\exists y$ s.t. $x \leftrightarrow y$
 - Either y has no other edges
(story ends)

MATCHING in a BIPARTITE GRAPH



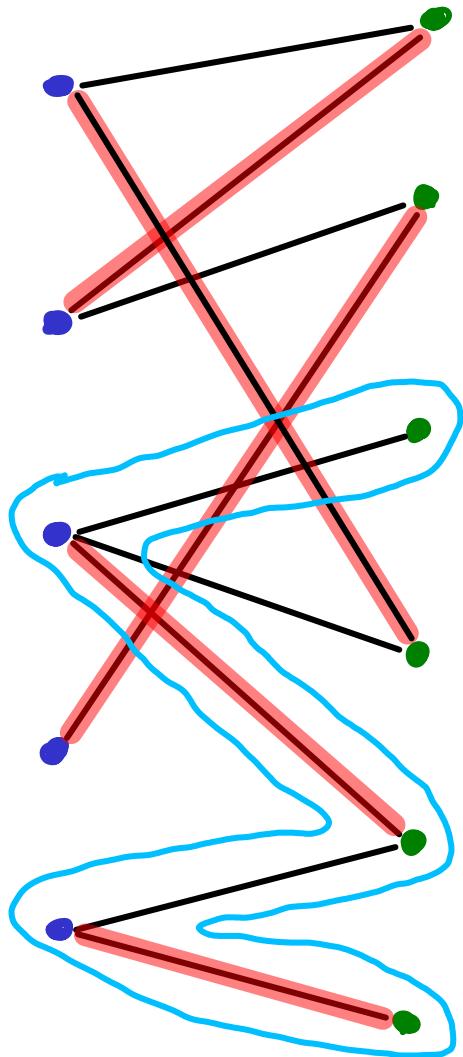
- if no incident edges, no hope
 - if \exists edge at u & it is not marked
then $\exists x$ that is matched elsewhere.
(otherwise match $x \leftrightarrow u$)
So $\exists y$ s.t. $x \leftrightarrow y$
Either y has no other edges
(story ends)
- OR $\exists z$
If z is not matched
then improve matching!

MATCHING in a BIPARTITE GRAPH

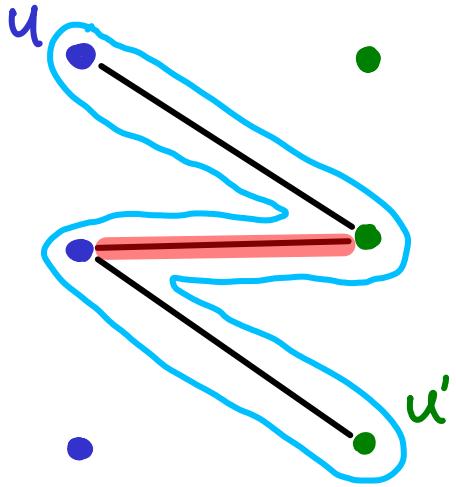


- if no incident edges, no hope
 - if \exists edge at u & it is not marked
then $\exists x$ that is matched elsewhere.
(otherwise match $x \leftrightarrow u$)
- So $\exists y$ s.t. $x \leftrightarrow y$
Either y has no other edges
(story ends)
- OR $\exists z$
If z is not matched
then improve matching!
- else $\exists z \leftrightarrow t$ etc

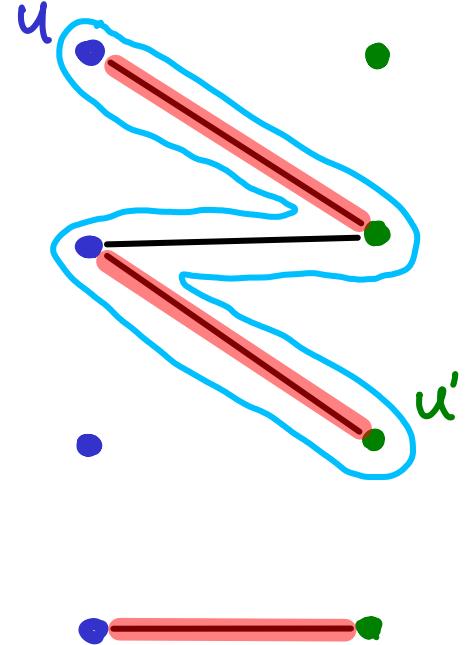
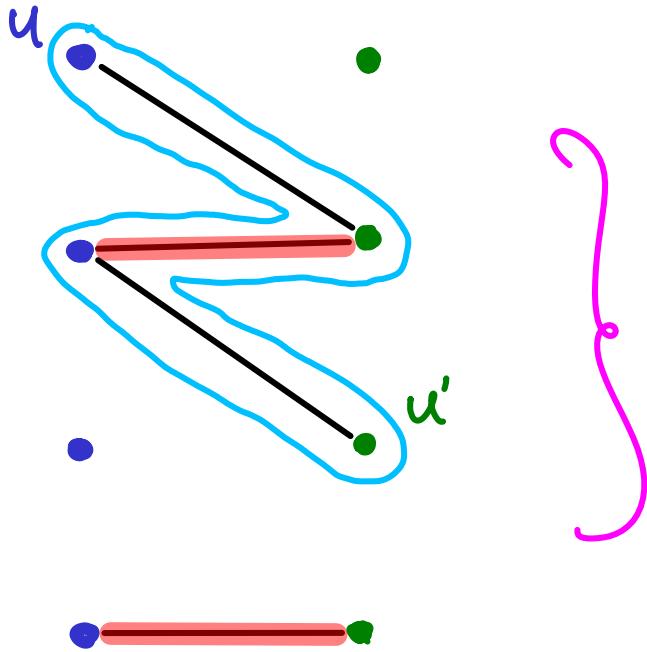
MATCHING in a BIPARTITE GRAPH



ALTERNATING
PATH



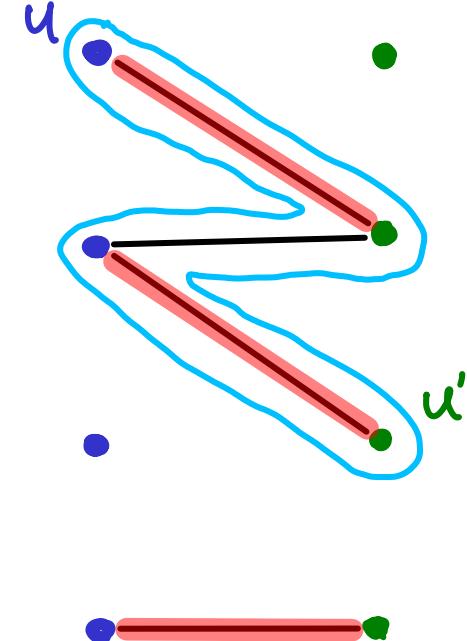
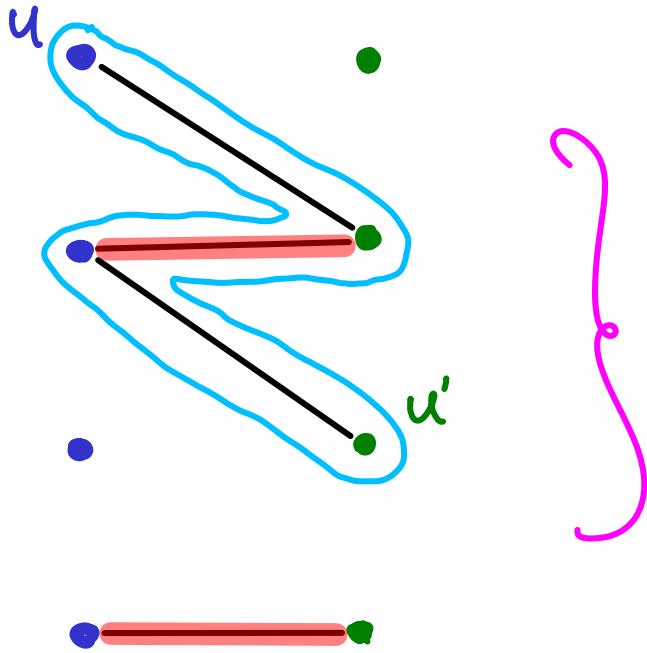
AUGMENTING
PATH



AUGMENTING
PATH



Improve matching

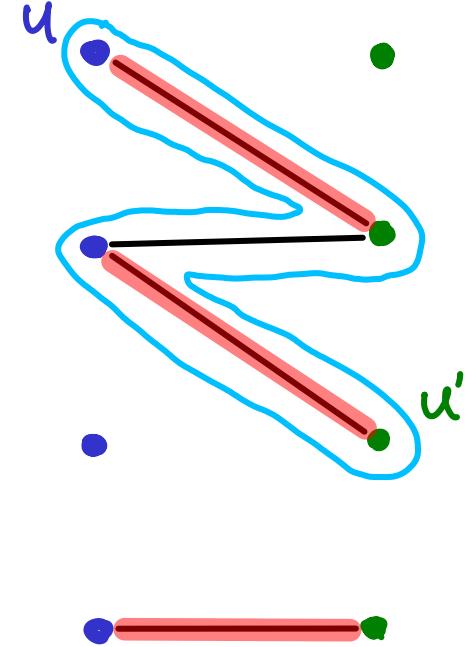
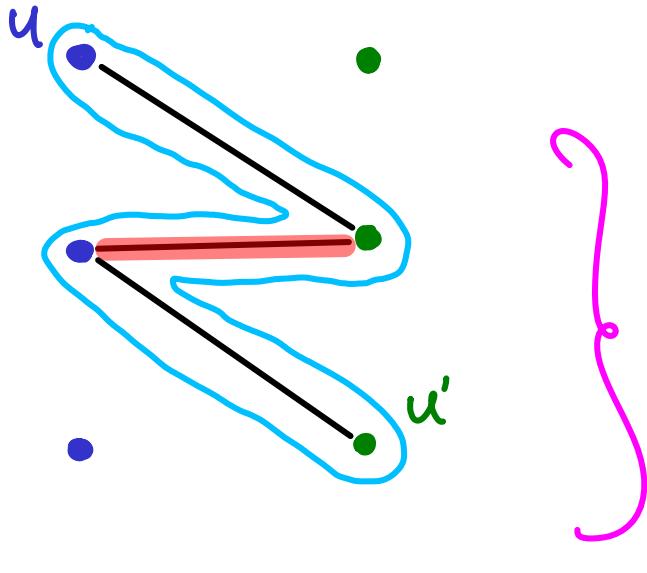


AUGMENTING
PATH



Improve matching

Is a matching optimal
if no augmenting path exists?



AUGMENTING
PATH



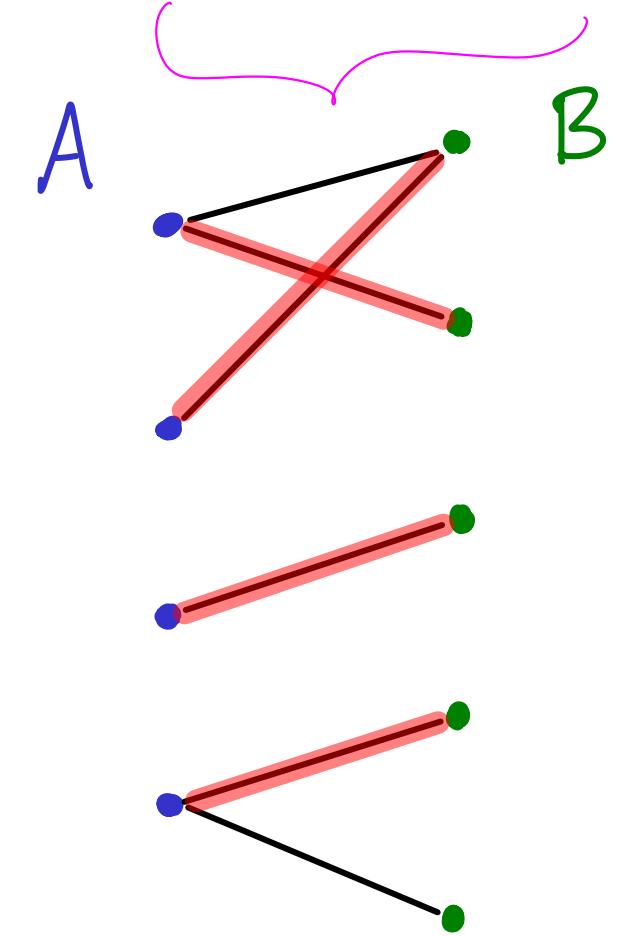
Improve matching

TBD

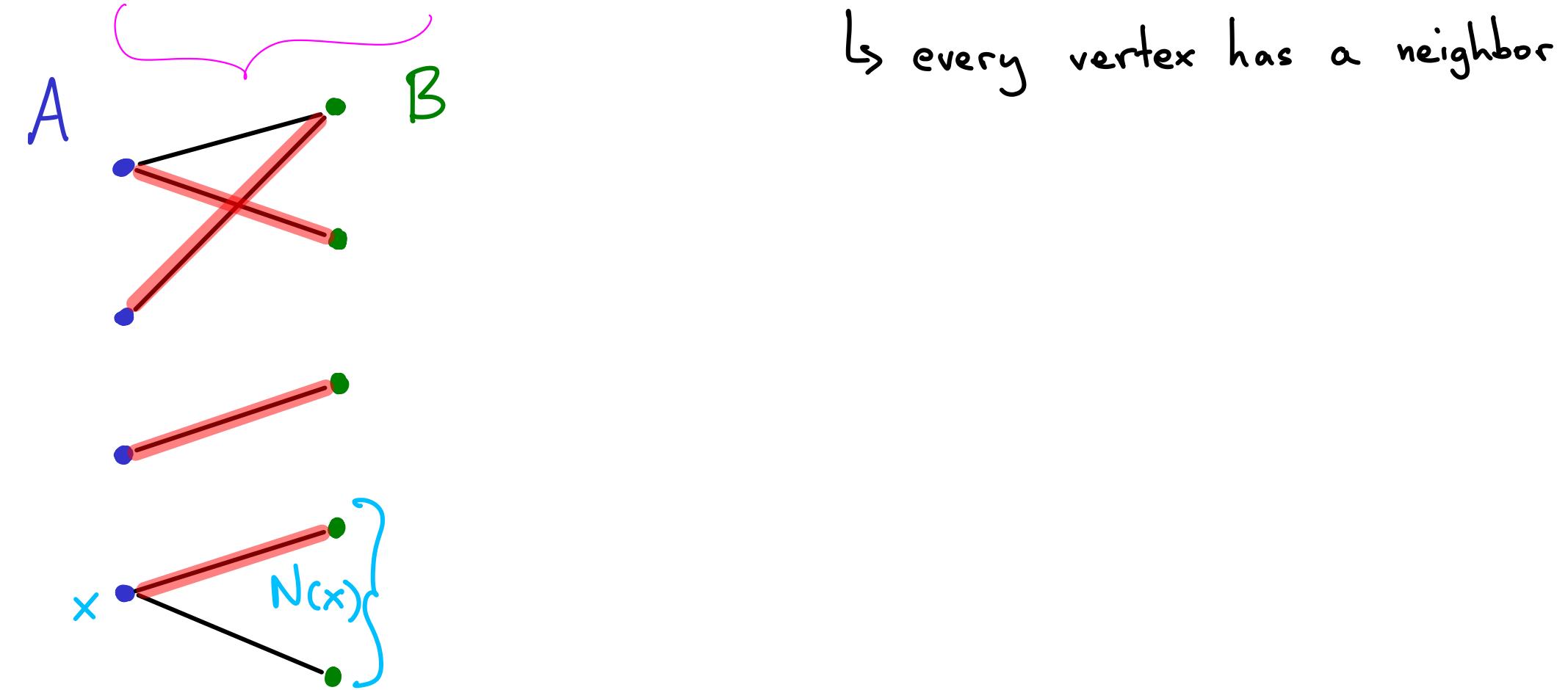
Is a matching optimal
if no augmenting path exists?

Algorithm & time complexity
to find an aug. path ?
... or an optimal matching?

All vertices of A matched

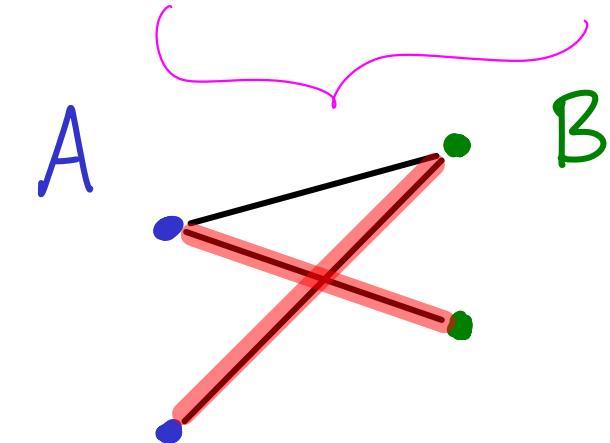


All vertices of A matched \rightarrow necessary

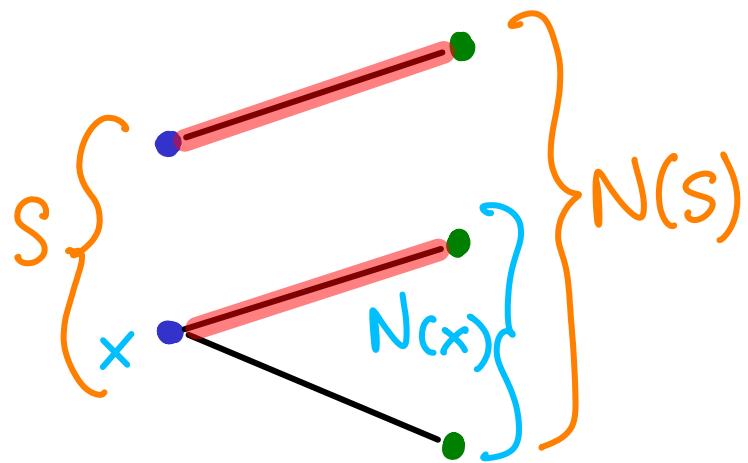


\hookrightarrow every vertex has a neighbor

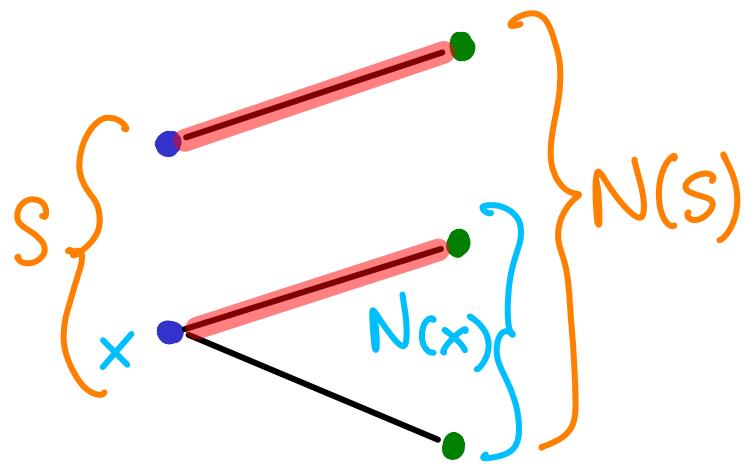
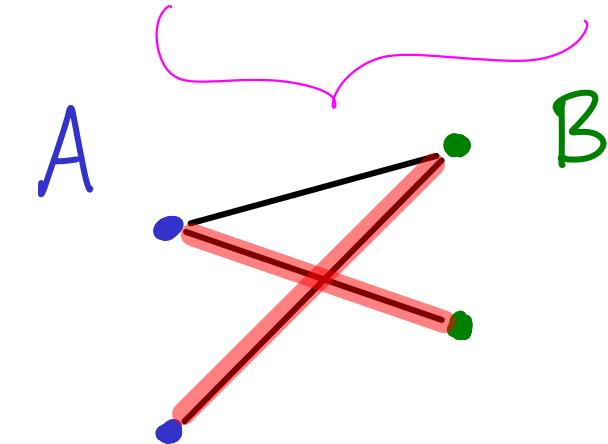
All vertices of A matched \rightarrow necessary



\hookrightarrow every vertex has a neighbor
 \hookrightarrow every group of S vertices in A has $\geq |S|$ neighbors.



All vertices of A matched → necessary



Also sufficient:

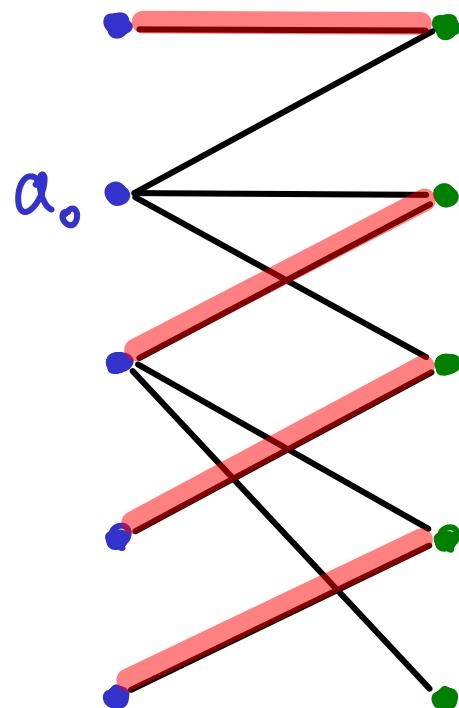
(Hall's theorem)

All vertices in A will be matched
if for every $S \subseteq A$

$$|N(S)| \geq |S|$$

...

Start w/ best matching.

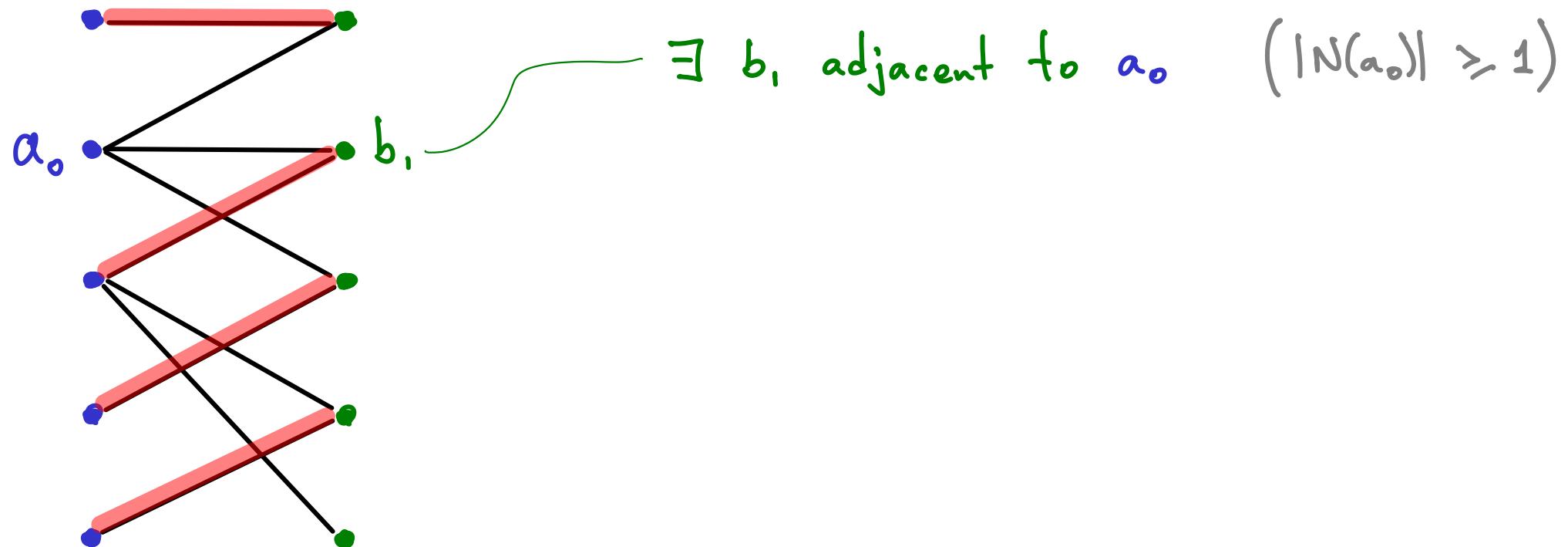


Suppose $|N(S)| \geq |S|$ but a_0 unmatched

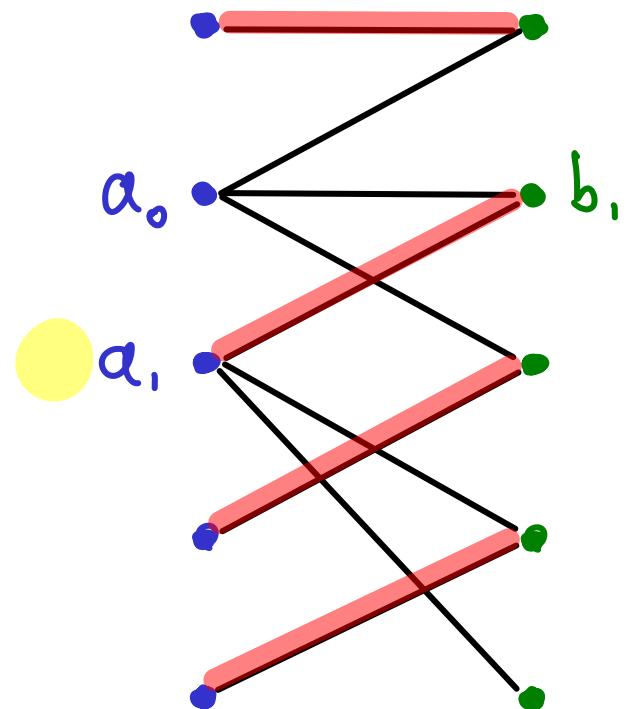
$\underbrace{}_{\text{for all } S \subseteq A}$

proof of Hall's theorem, by contradiction

Start w/ best matching. Suppose $|N(S)| \geq |S|$ but a_0 unmatched



Start w/ best matching. Suppose $|N(S)| \geq |S|$ but a_0 unmatched



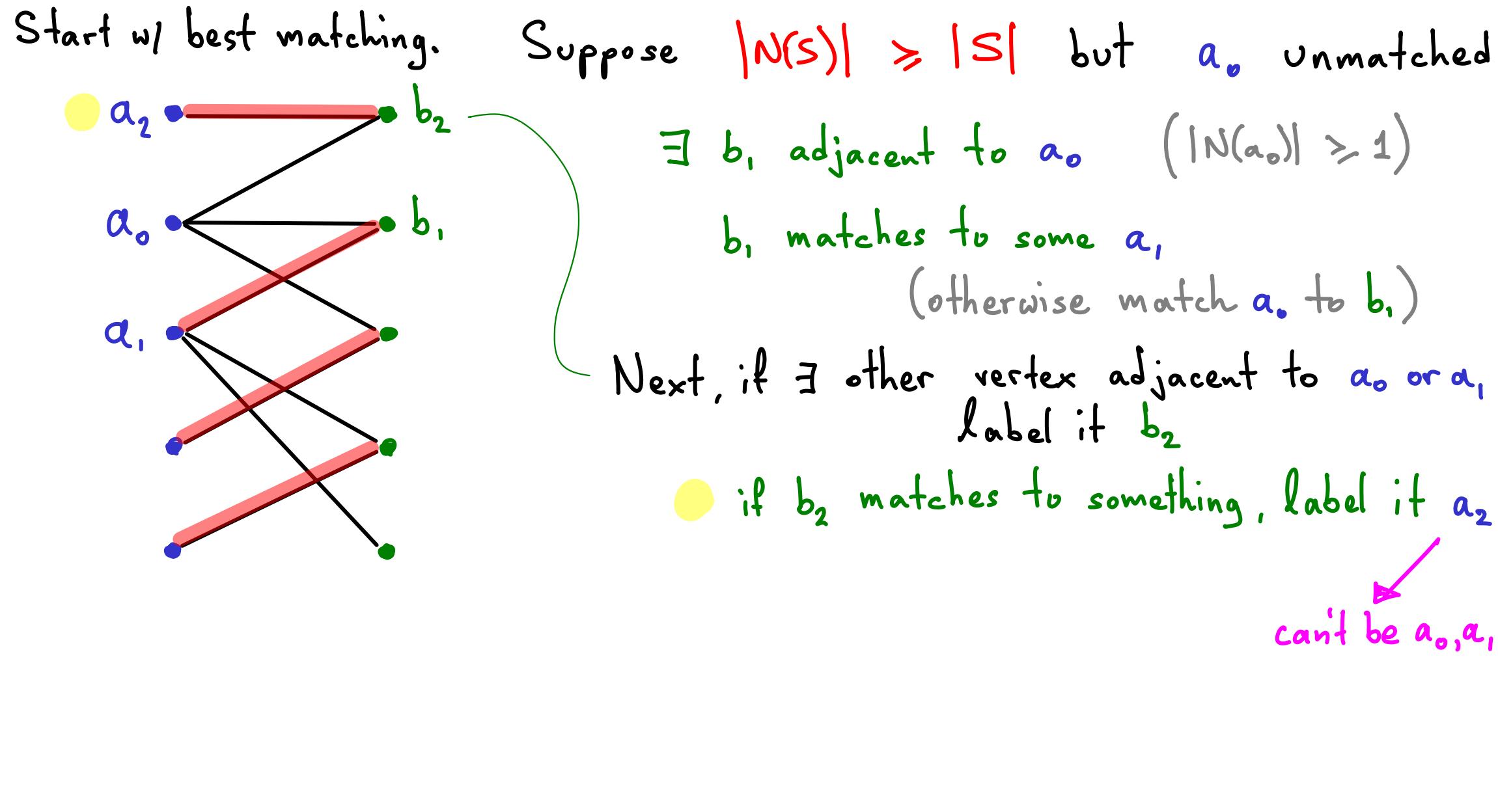
$\exists b_i$ adjacent to a_0 ($|N(a_0)| \geq 1$)

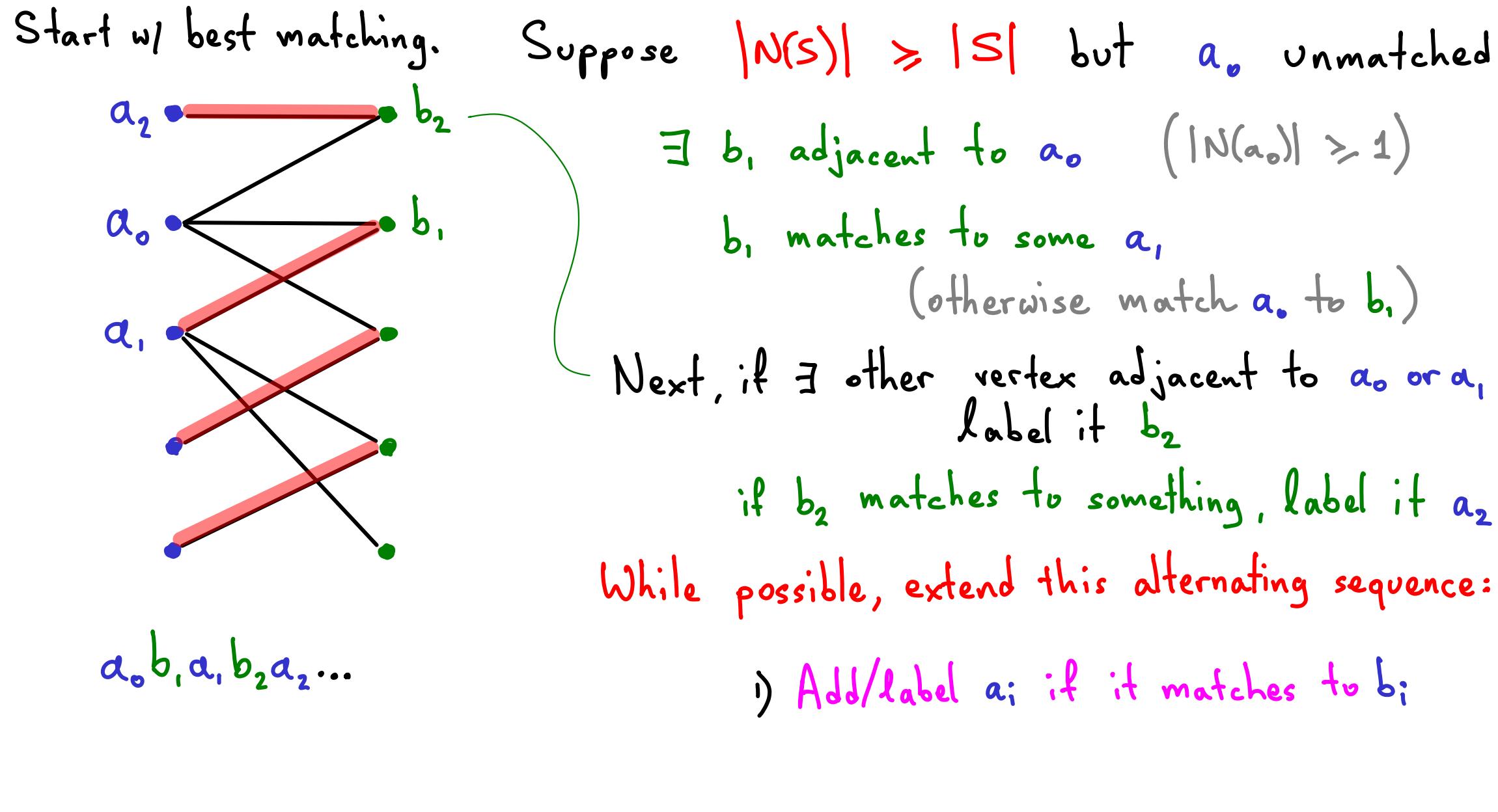
b_i matches to some a_j ,
(otherwise match a_0 to b_i)

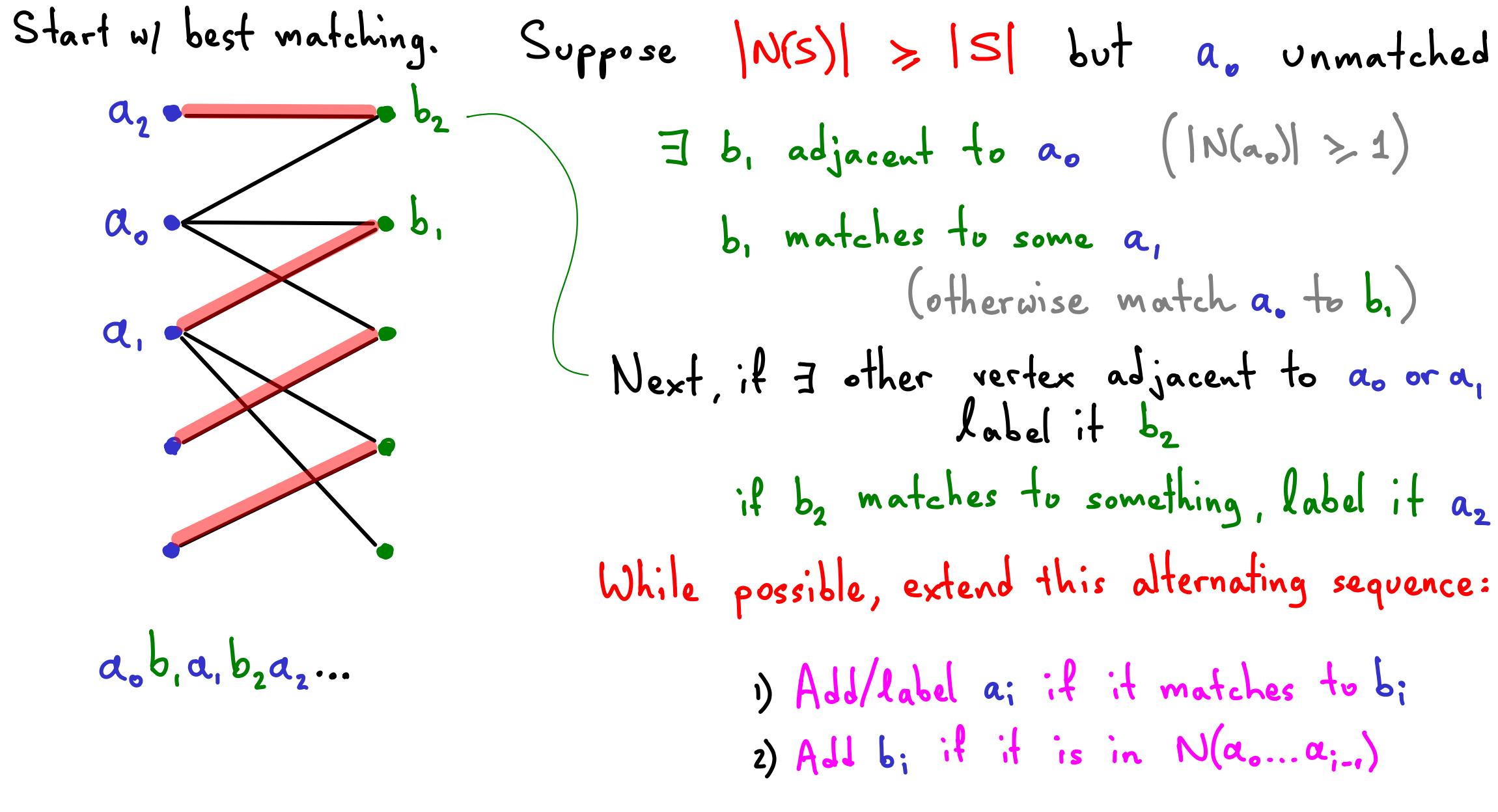
Start w/ best matching. Suppose $|N(S)| \geq |S|$ but a_0 unmatched

$\exists b_i$ adjacent to a_0 ($|N(a_0)| \geq 1$)
 b_i matches to some a_j ,
(otherwise match a_0 to b_i)

Next, if \exists other vertex adjacent to a_0 or a_1
label it b_2







Start w/ best matching.

Suppose $|N(S)| \geq |S|$ but a_0 unmatched

$\exists b_i$ adjacent to a_0 ($|N(a_0)| \geq 1$)

b_i matches to some a_j ,
(otherwise match a_0 to b_i)

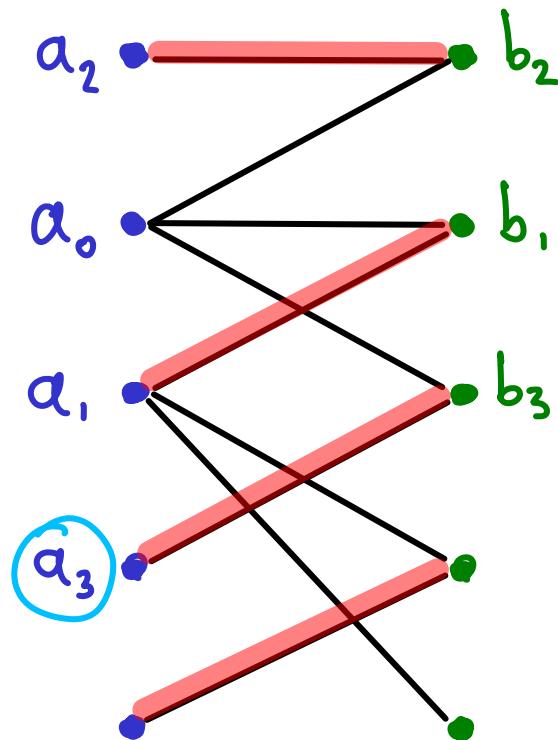
Next, if \exists other vertex adjacent to a_0 or a_j ,
label it b_2

if b_2 matches to something, label it a_2

While possible, extend this alternating sequence:

- Add/label a_i if it matches to b_i ;
- Add b_i if it is in $N(a_0 \dots a_{i-1})$

Start w/ best matching.



Suppose $|N(S)| \geq |S|$ but a_0 unmatched

$\exists b_i$ adjacent to a_0 ($|N(a_0)| \geq 1$)

b_i matches to some a_j ,
(otherwise match a_0 to b_i)

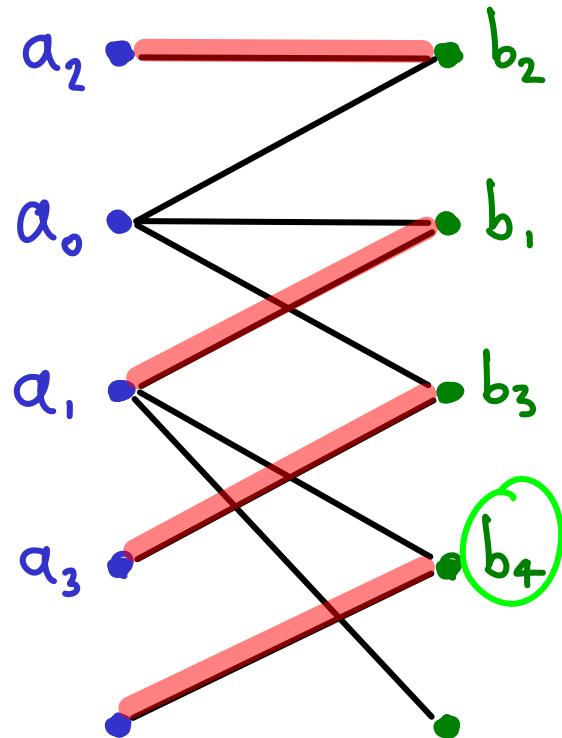
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Start w/ best matching.



Suppose $|N(S)| \geq |S|$ but a_0 unmatched

$\exists b_i$ adjacent to a_0 ($|N(a_0)| \geq 1$)

b_i matches to some a_j ,
(otherwise match a_0 to b_i)

Next, if \exists other vertex adjacent to a_0 or a_j ,
label it b_2

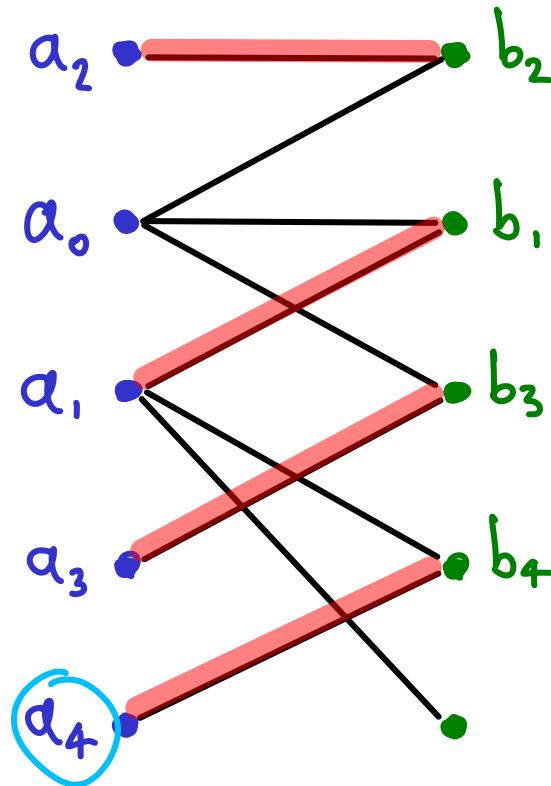
if b_2 matches to something, label it a_2

While possible, extend this alternating sequence:

Add/label a_i if it matches to b_i

● Add b_i if it is in $N(a_0 \dots a_{i-1})$

Start w/ best matching.



Suppose $|N(S)| \geq |S|$ but a_0 unmatched

$\exists b_i$ adjacent to a_0 ($|N(a_0)| \geq 1$)

b_i matches to some a_j ,
(otherwise match a_0 to b_i)

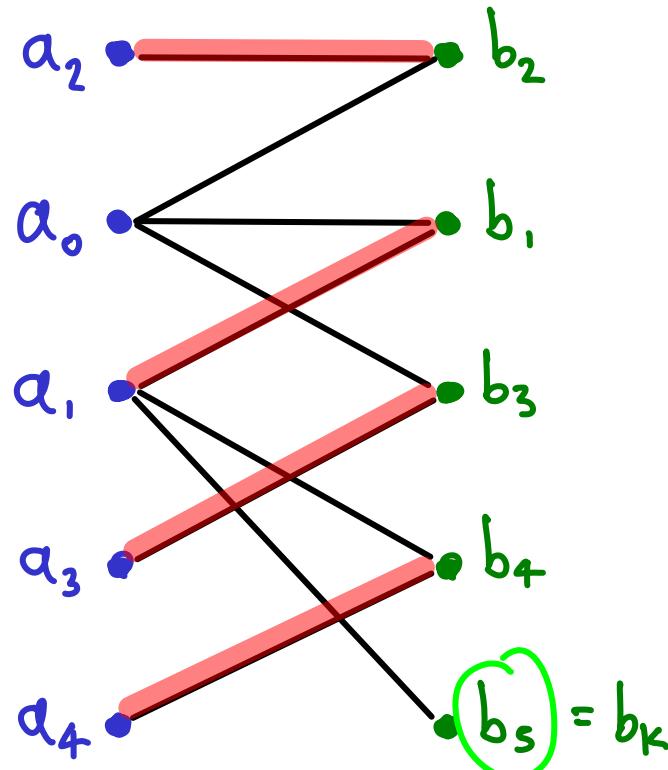
Next, if \exists other vertex adjacent to a_0 or a_j ,
label it b_2

if b_2 matches to something, label it a_2

While possible, extend this alternating sequence:

- Add/label a_i if it matches to b_i ;
- Add b_i if it is in $N(a_0 \dots a_{i-1})$

Start w/ best matching.



Suppose $|N(S)| \geq |S|$ but a_0 unmatched

$\exists b_i$ adjacent to a_0 ($|N(a_0)| \geq 1$)

b_i matches to some a_j ,
(otherwise match a_0 to b_i)

Next, if \exists other vertex adjacent to a_0 or a_j ,
label it b_2

if b_2 matches to something, label it a_2

While possible, extend this alternating sequence:

Add/label a_i if it matches to b_i ;

● Add b_i if it is in $N(a_0 \dots a_{i-1})$

$a_0 b_1 a_1 b_2 a_2 \dots b_k$

Start w/ best matching.

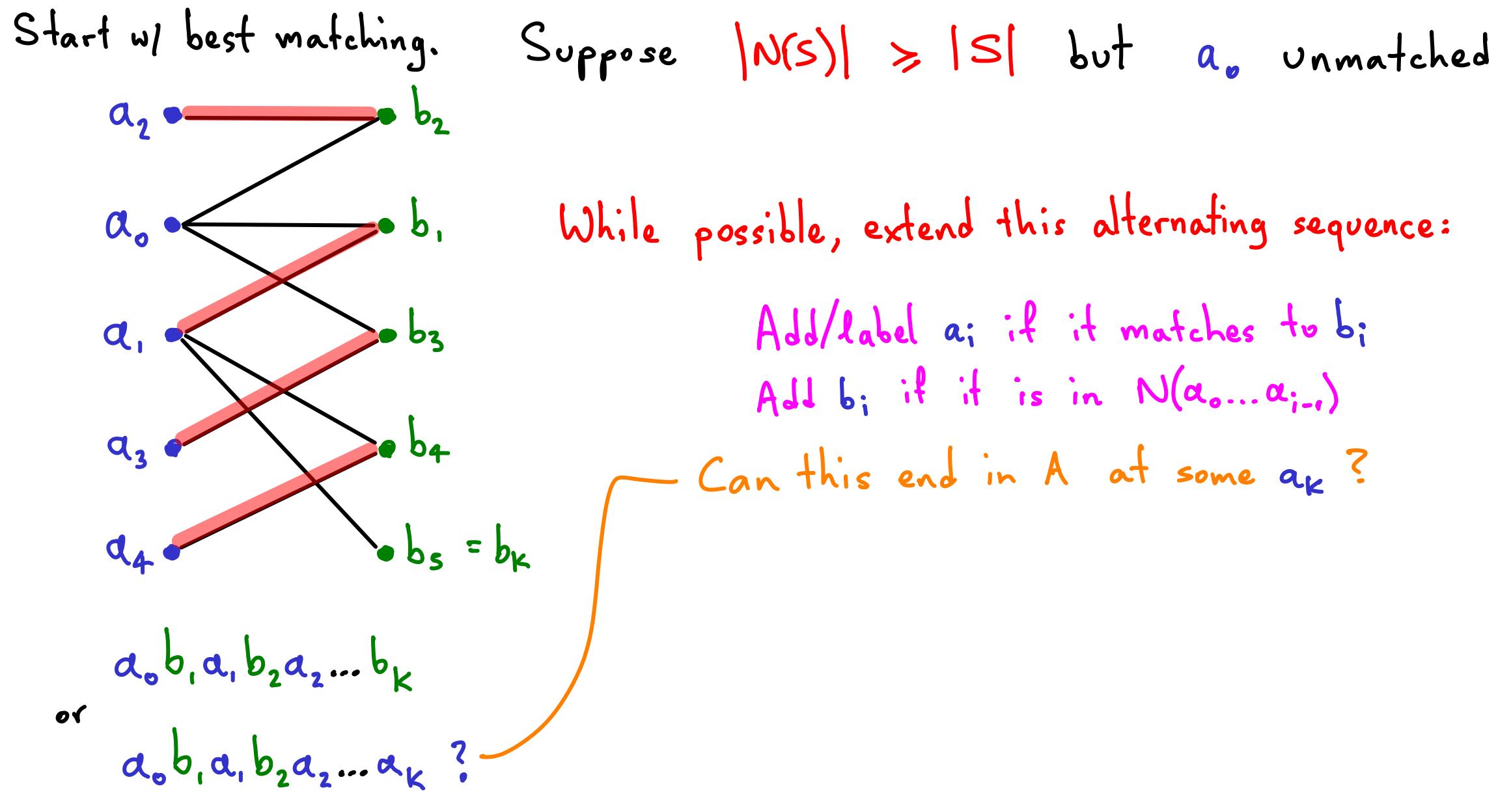
Suppose $|N(S)| \geq |S|$ but a_0 unmatched

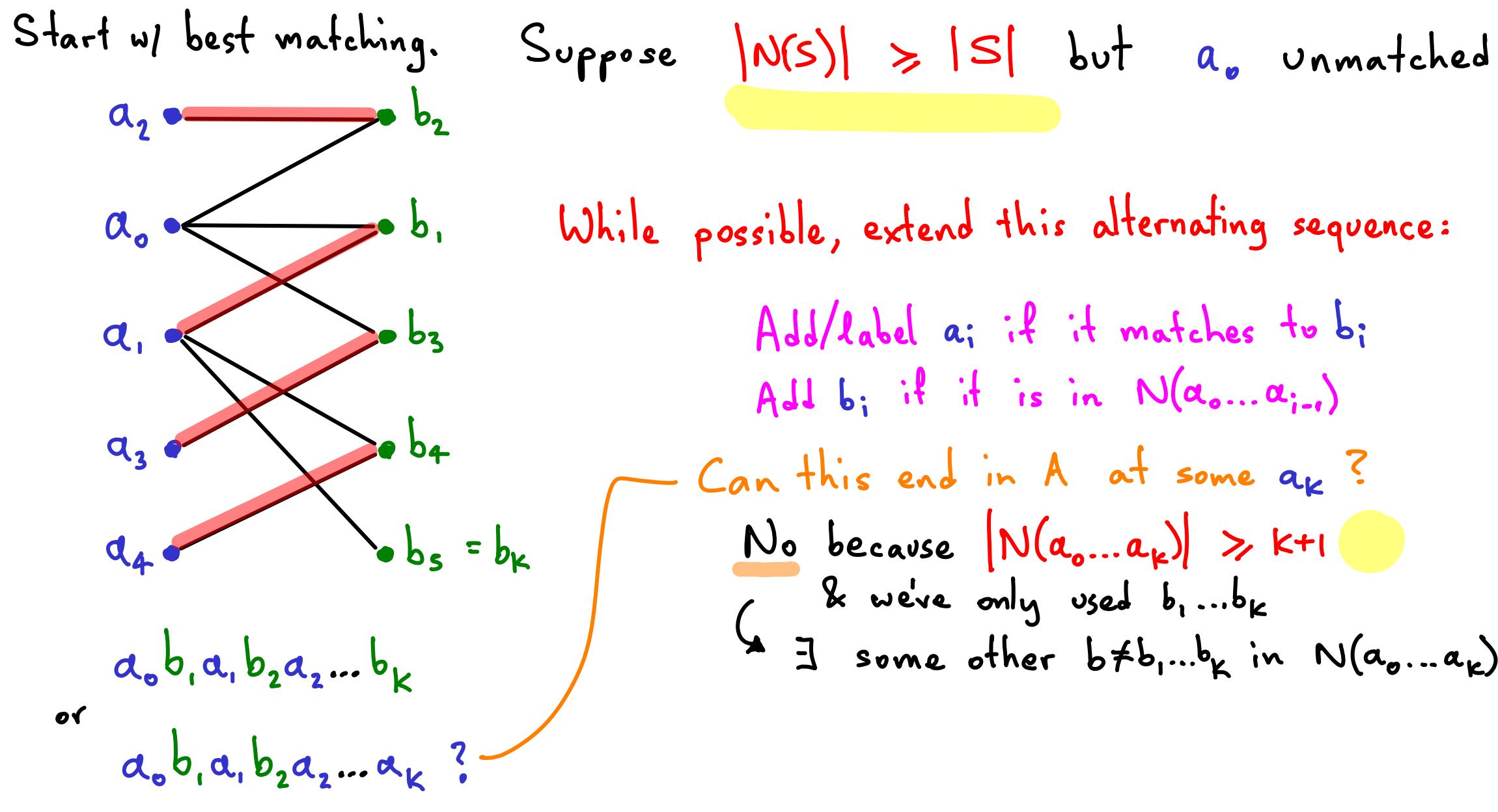
While possible, extend this alternating sequence:

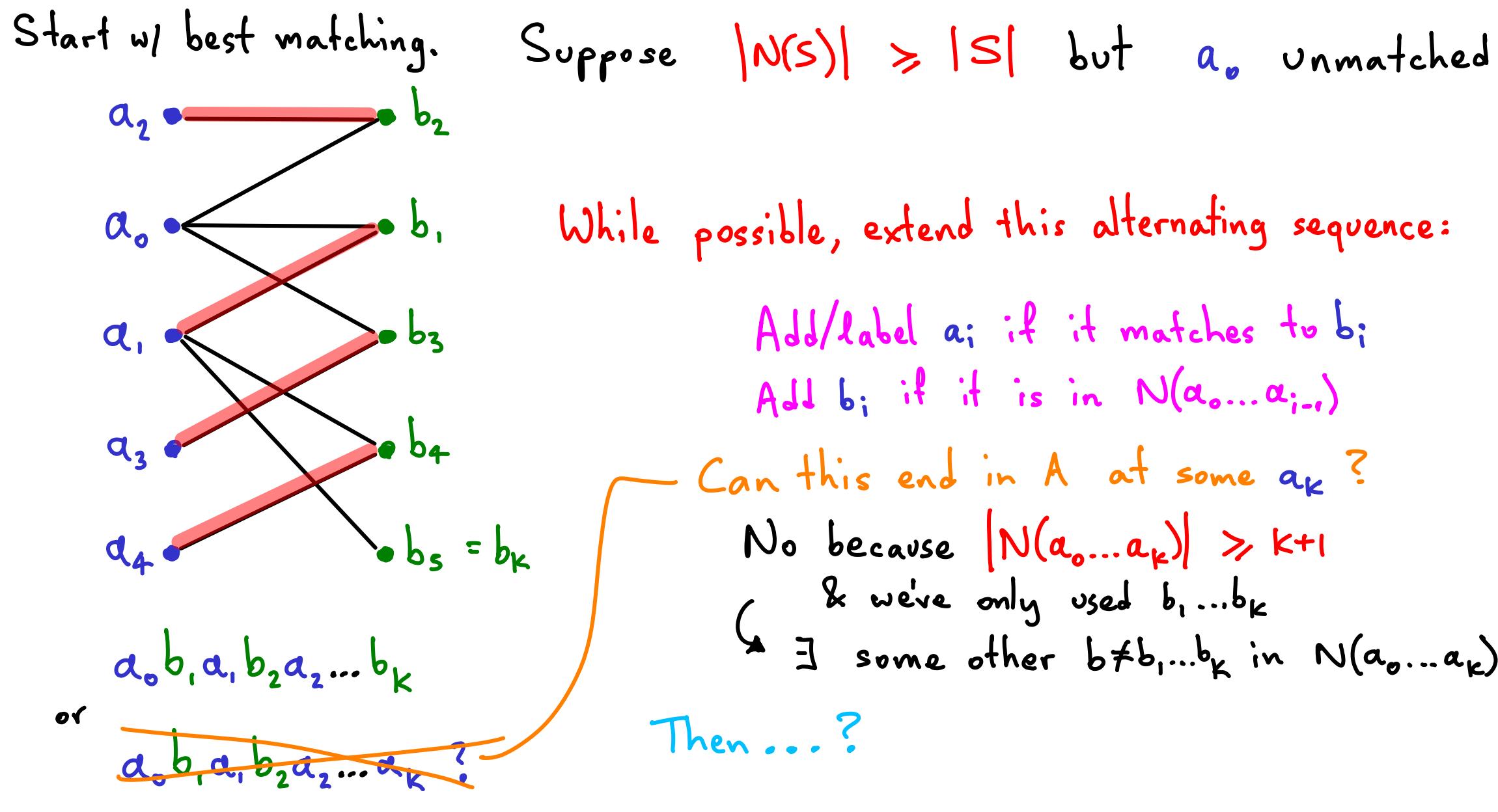
Add/label a_i if it matches to b_i

Add b_i if it is in $N(a_0 \dots a_{i-1})$

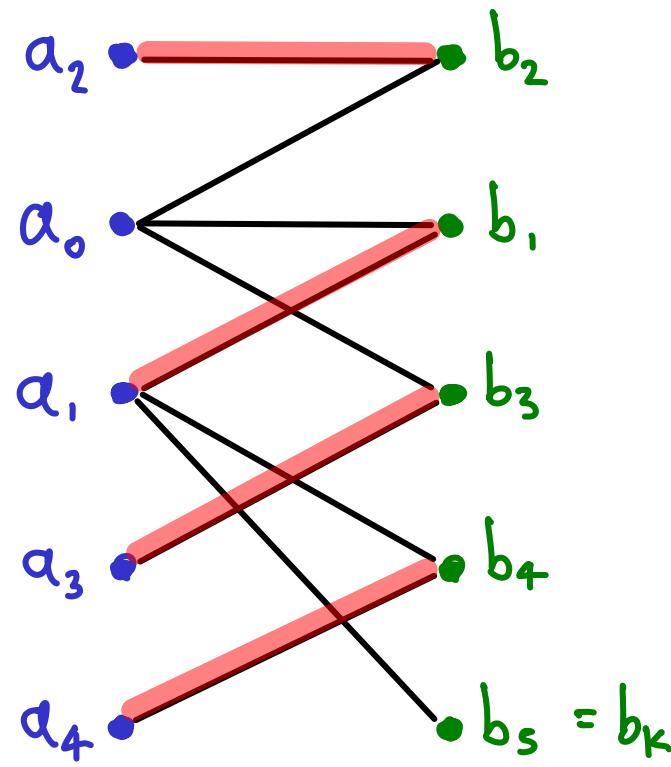
$a_0 b_1 a_1 b_2 a_2 \dots b_k$







Start w/ best matching.



a₀b₁a₁b₂a₂...b_k

or

~~a₀b₁a₁b₂a₂...a_k~~?

Suppose |N(S)| ≥ |S| but a₀ unmatched

While possible, extend this alternating sequence:

Add/label a_i if it matches to b_i

Add b_i if it is in N(a₀...a_{i-1})

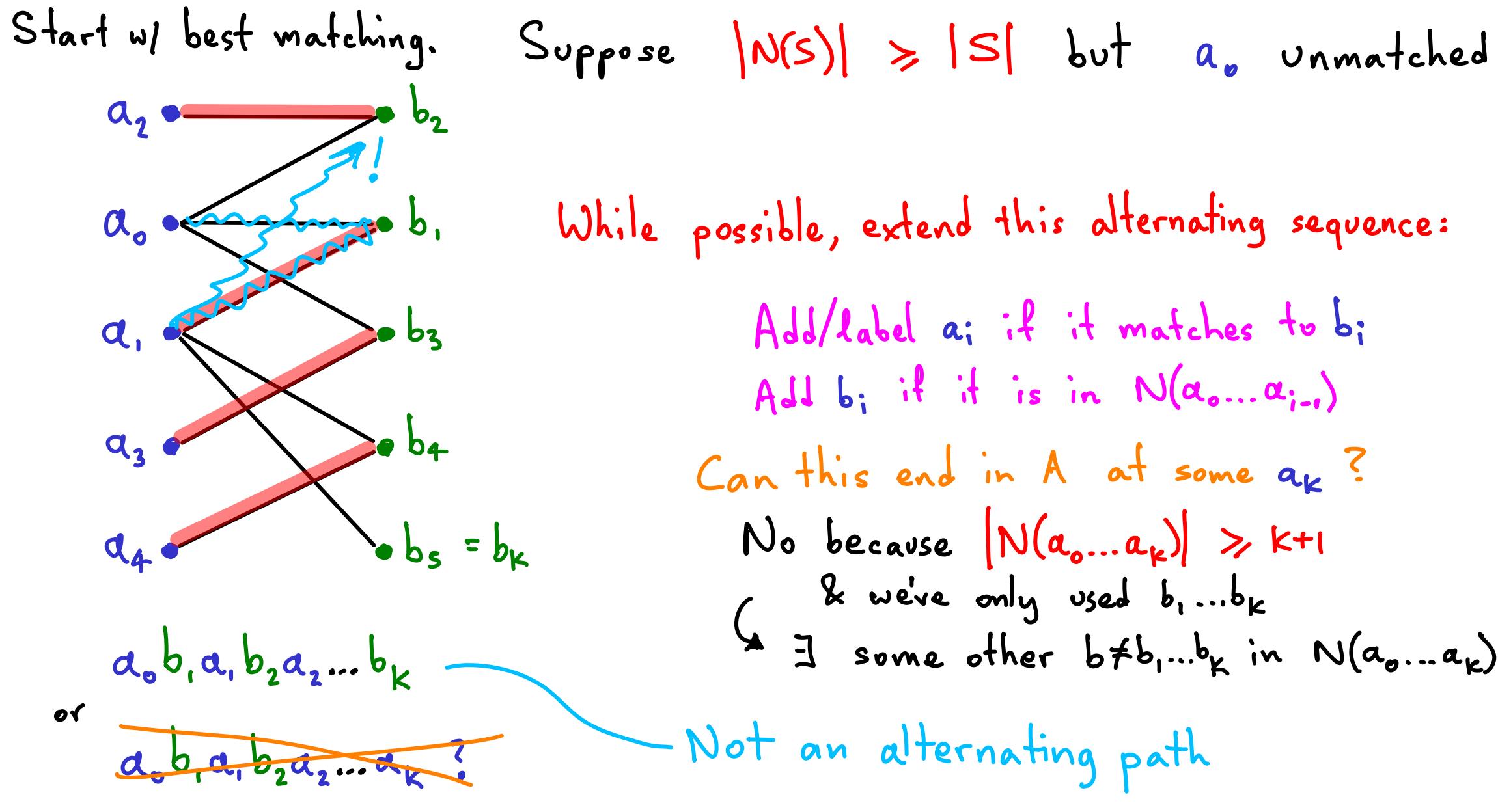
Can this end in A at some a_k?

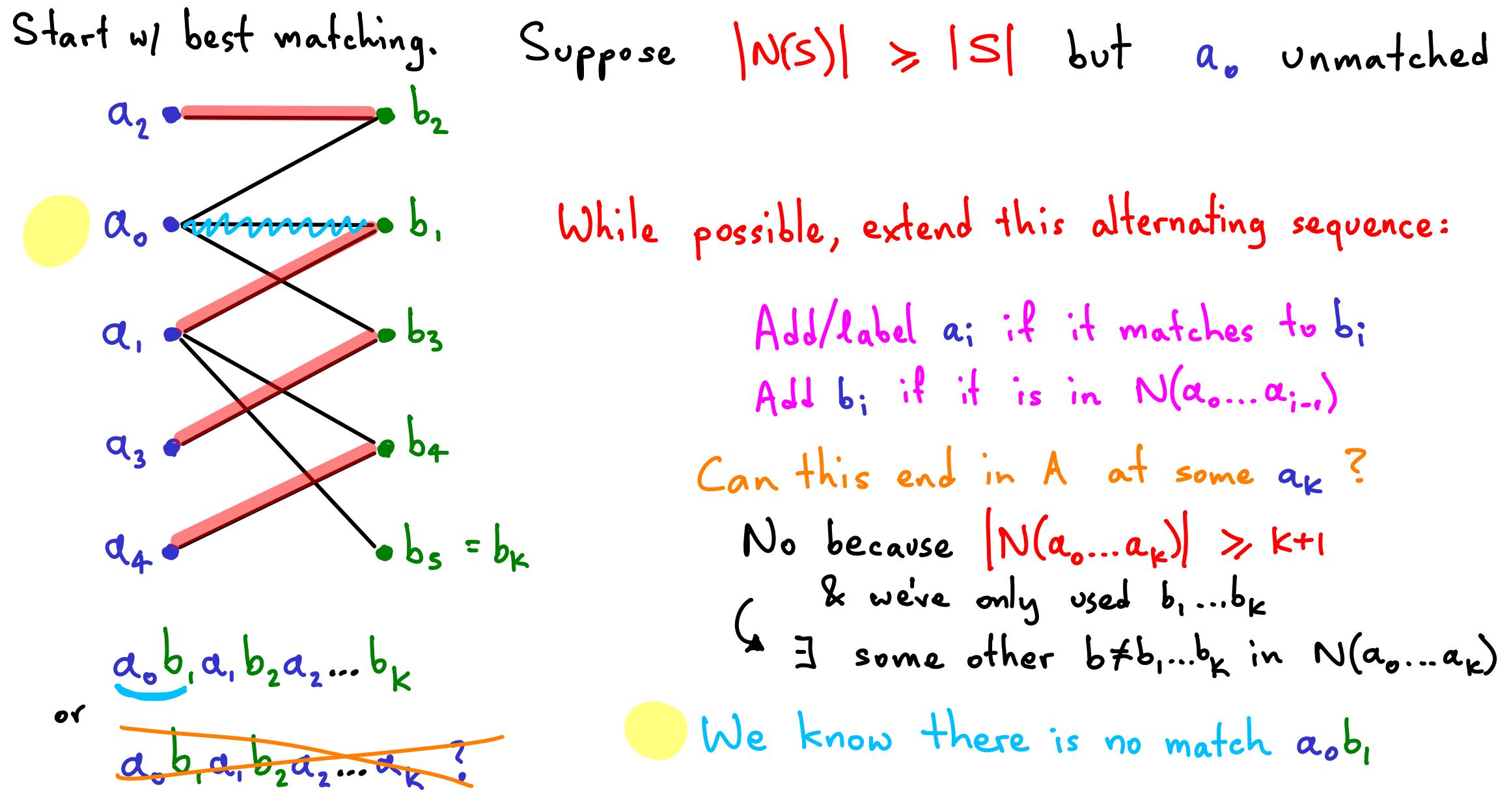
No because |N(a₀...a_k)| > k+1

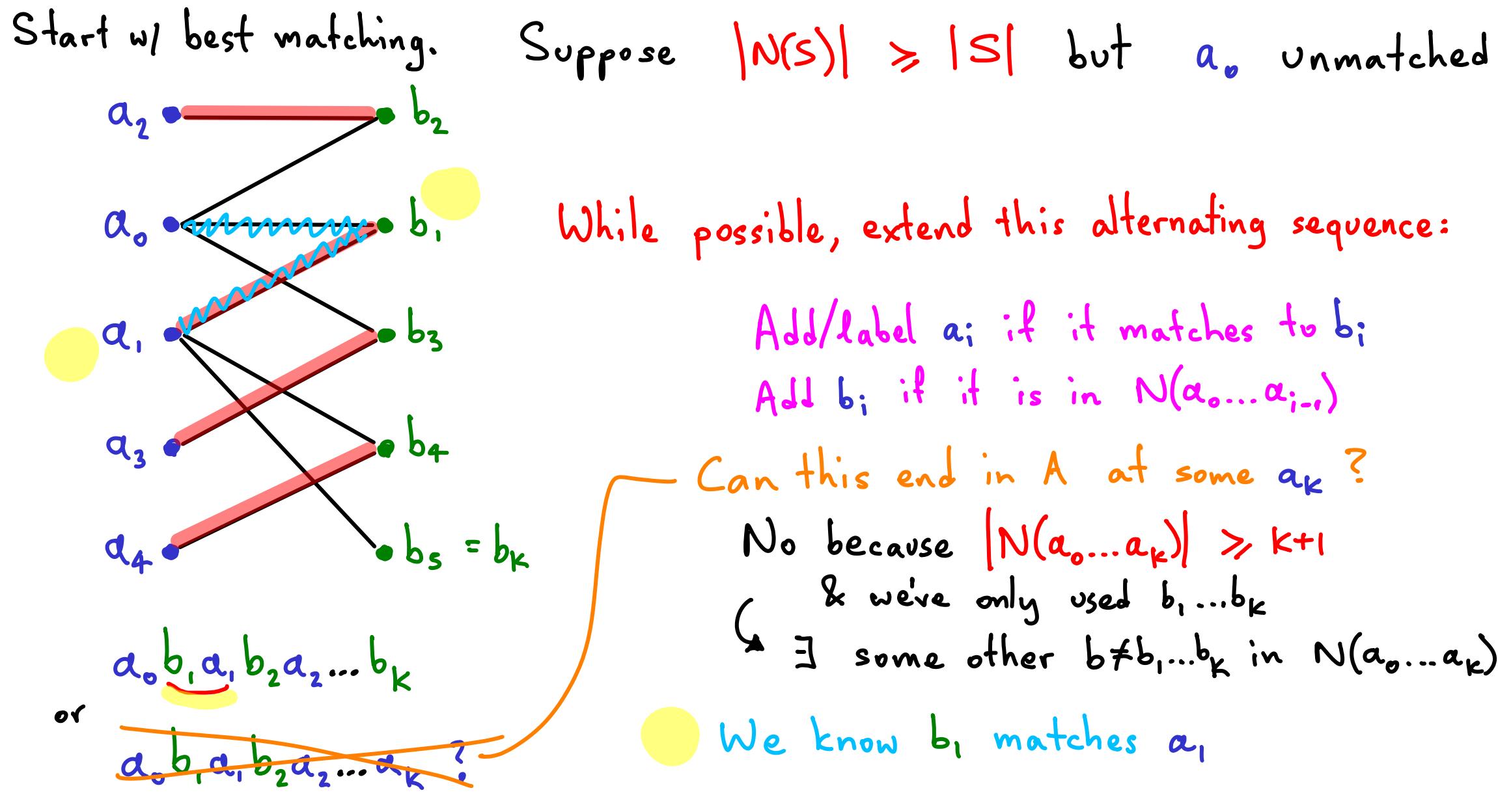
& we've only used b₁...b_k

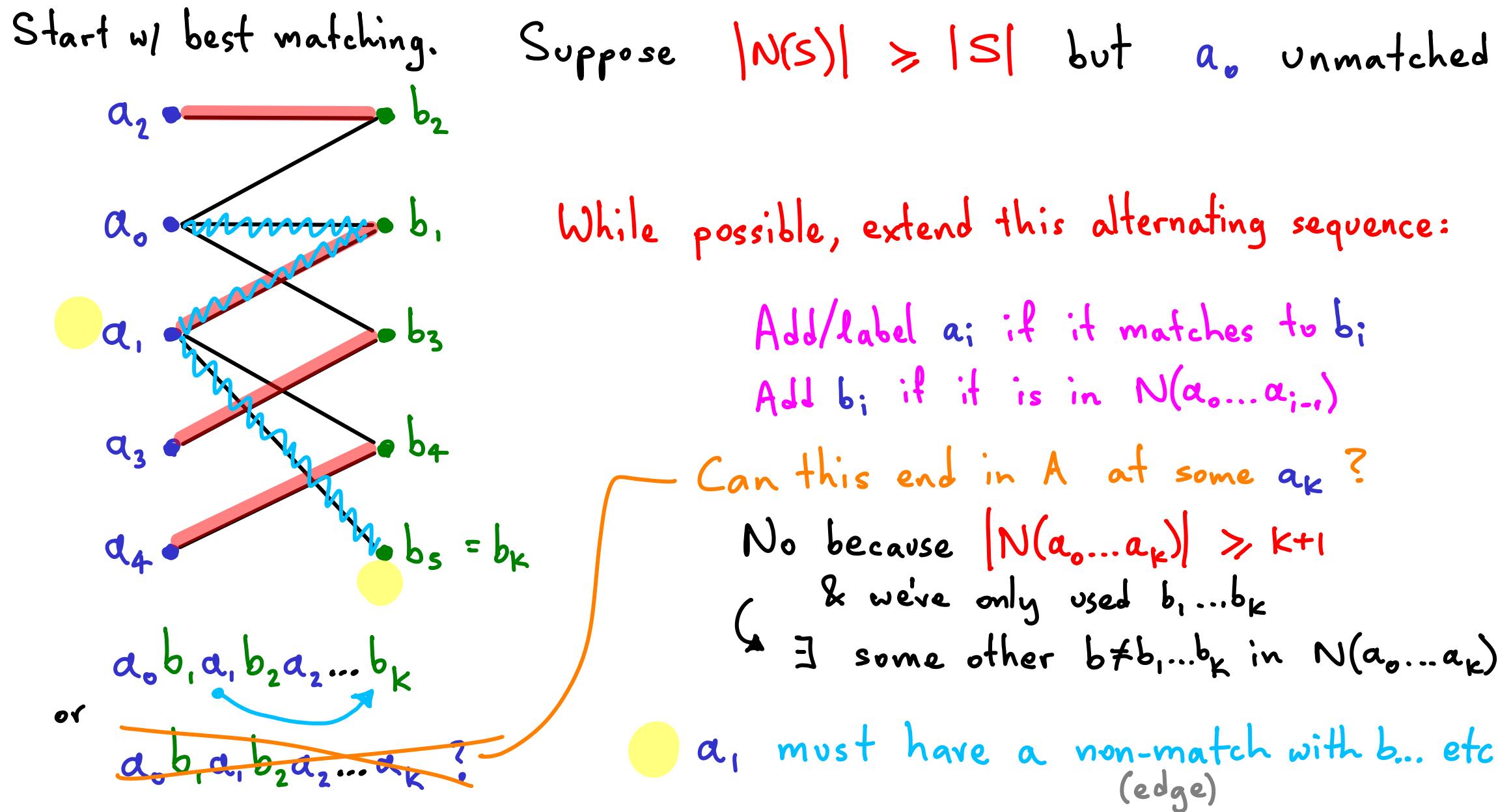
→ ∃ some other b ≠ b₁...b_k in N(a₀...a_k)

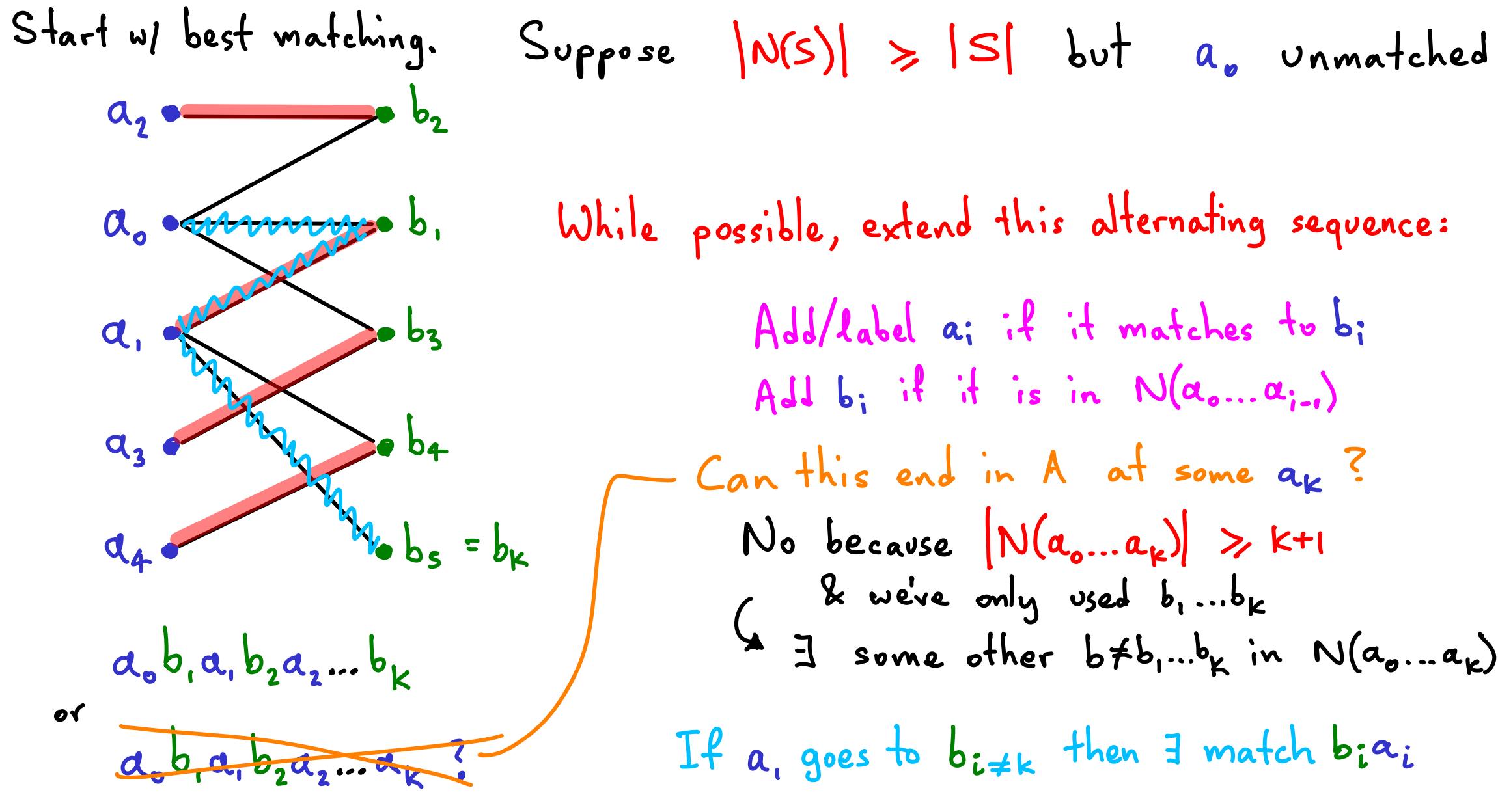
Is our alternating sequence an alternating path?



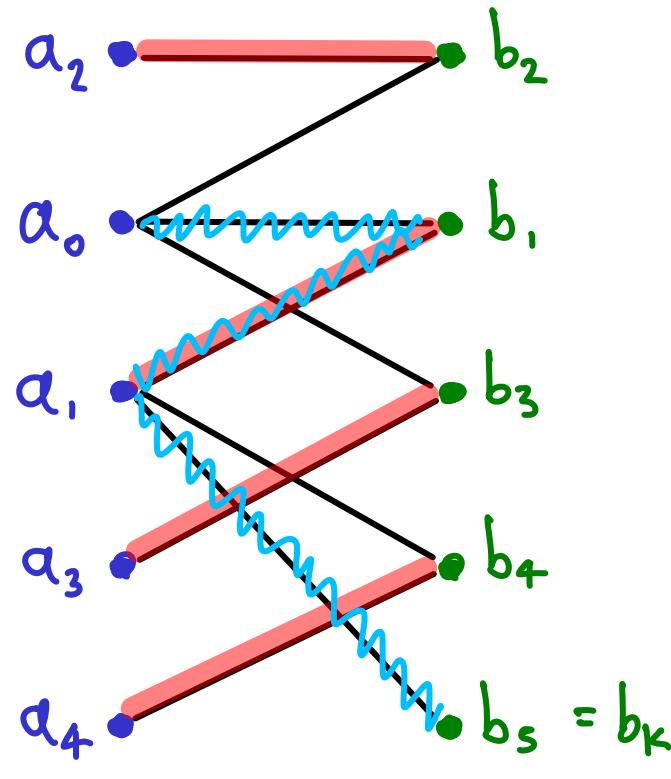








Start w/ best matching.



Suppose $|N(S)| \geq |S|$ but a_0 unmatched

While possible, extend this alternating sequence:

Add/label a_i if it matches to b_i ;

Add b_i if it is in $N(a_0 \dots a_{i-1})$

Can this end in A at some a_k ?

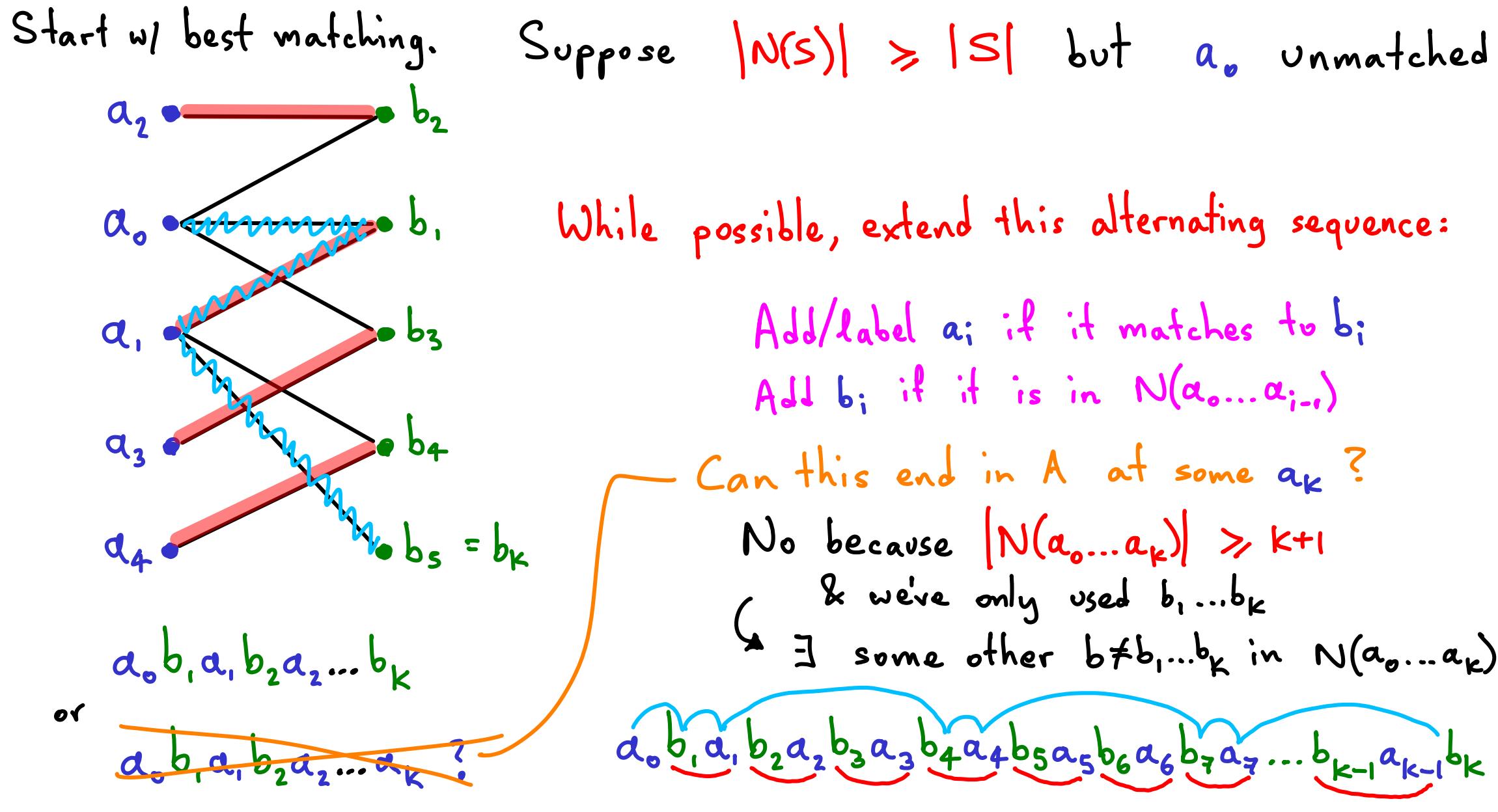
No because $|N(a_0 \dots a_k)| > k+1$
& we've only used $b_1 \dots b_k$

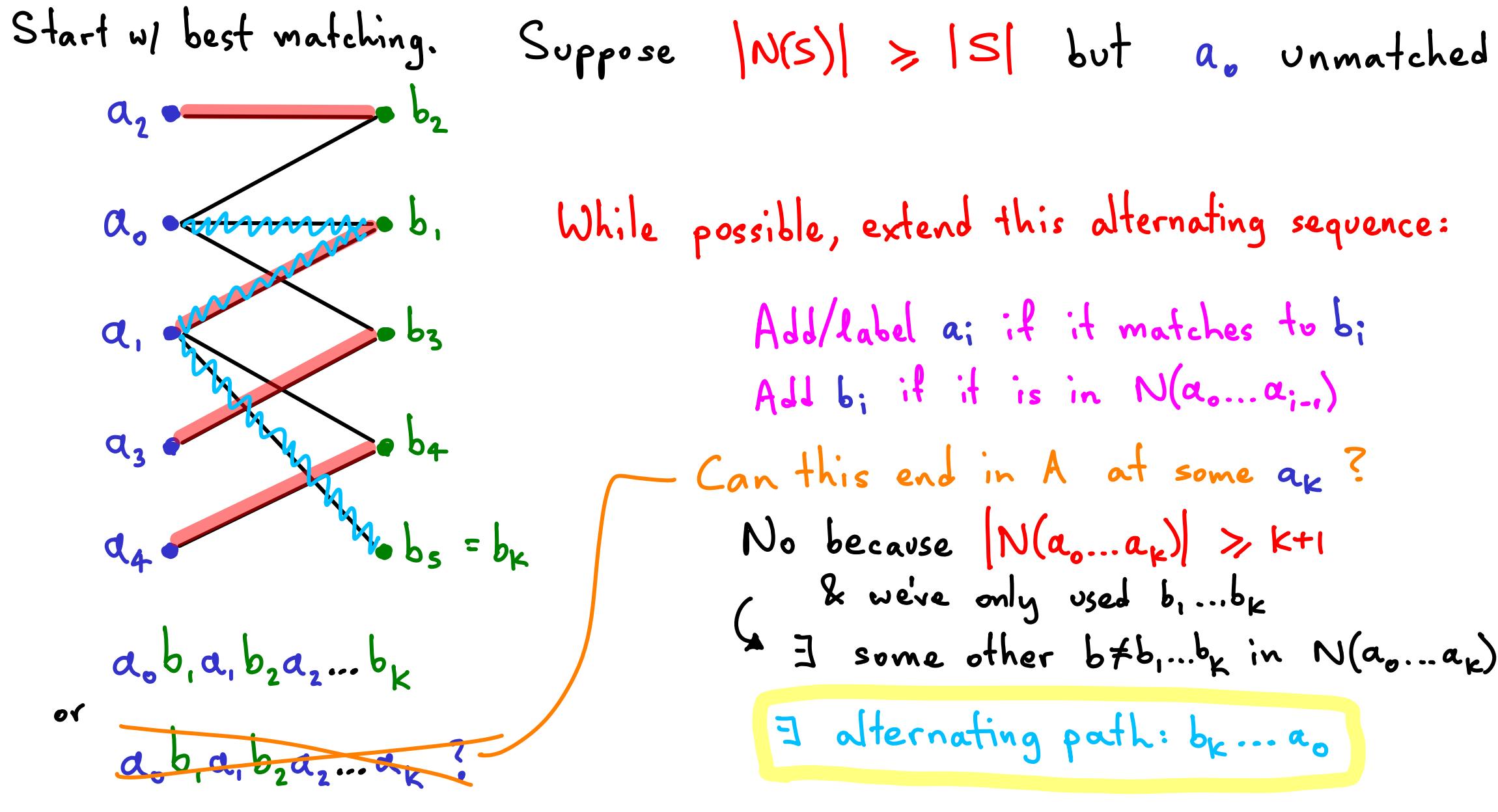
↪ \exists some other $b \neq b_1 \dots b_k$ in $N(a_0 \dots a_k)$

or

a₀, b₁, a₁, b₂, a₂, ..., a_k?

a₀, b₁, a₁, b₂, a₂, b₃, a₃, b₄, a₄, b₅, a₅, b₆, a₆, b₇, a₇, ..., b_{k-1}, a_{k-1}, b_k





Start w/ best matching.

Suppose $|N(S)| \geq |S|$ but a_0 unmatched

b_k doesn't match to any $a_0 \dots a_{k-1}$
by definition (each such a_j matched b_j)
(& a_0 trivially)

$a_0 \underbrace{b_1}_{} \underbrace{a_1}_{} \underbrace{b_2}_{} \underbrace{a_2}_{} \dots b_k$

Start w/ best matching.

Suppose $|N(S)| \geq |S|$ but a_0 unmatched

b_k doesn't match to any $a_0 \dots a_{k-1}$
by definition (each such a_j matched b_j)
& doesn't match to any $a \neq a_0 \dots a_{k-1}$
because we would extend the sequence

$a_0 \underbrace{b_1}_{} \underbrace{a_1}_{} \underbrace{b_2}_{} \underbrace{a_2}_{} \dots b_k$

