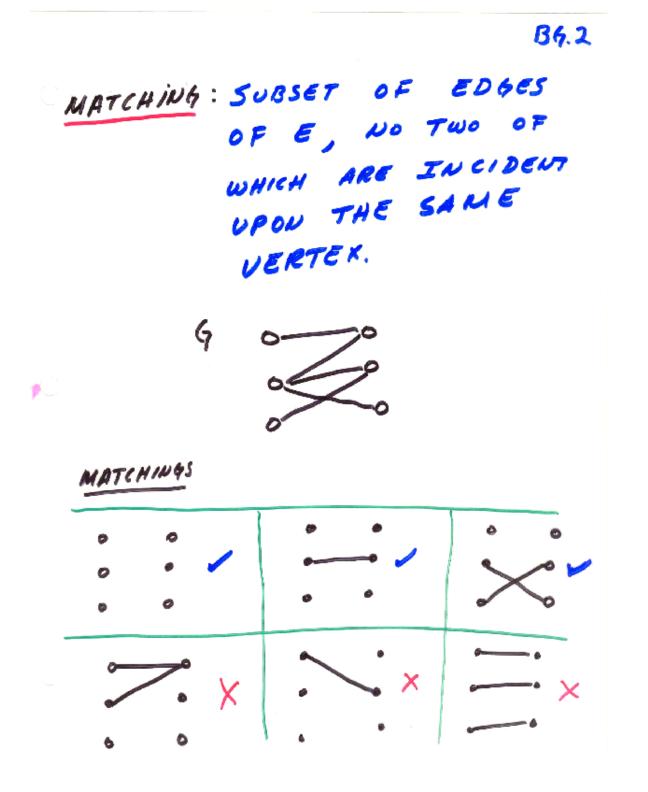
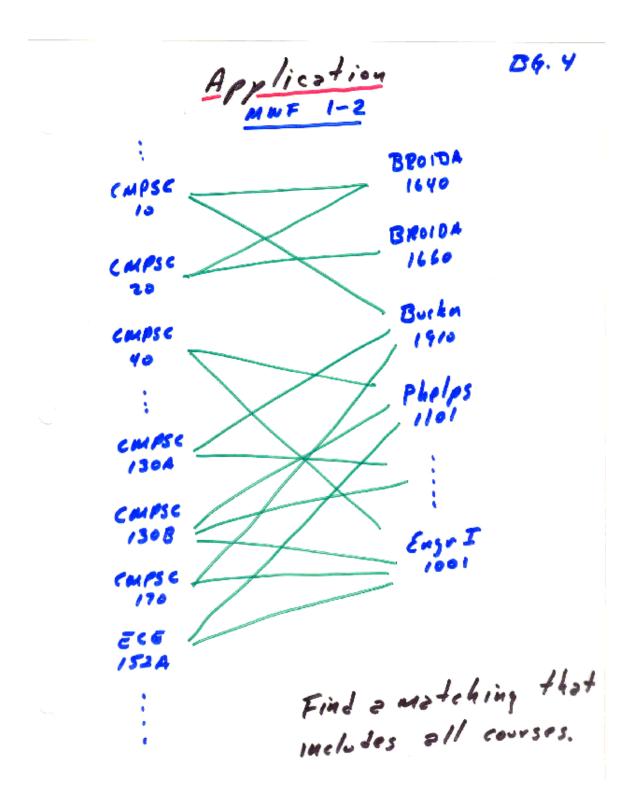
Slides.NP-Bipartite.Matching, Teofilo F. Gonzalez UCSB

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B6.1 GRAPH MATCHING BIPARTITE GRAPH G = (V, E)15 VERTICES OF TF INTO BE PARTITIONED TWO SETS (X + Y) SUCH NO TWO VERTICES THAT ARE IN THE SAME SET ADJACENT. EXAMPLE X



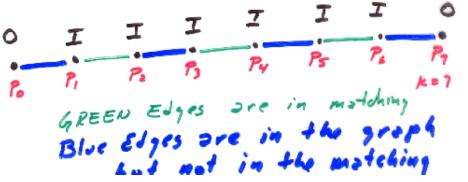
04.3 MAXIMUM MATCHING : Matching 01 MAXIMUM CARDINACITY (MAX # of edges) COMPLETE MATCHING: EVERY VENTER IS AN ENDPOINT OF SOME MATCHING. EDGE IN THE Gi has a complete matching G2 does not have a complete matching

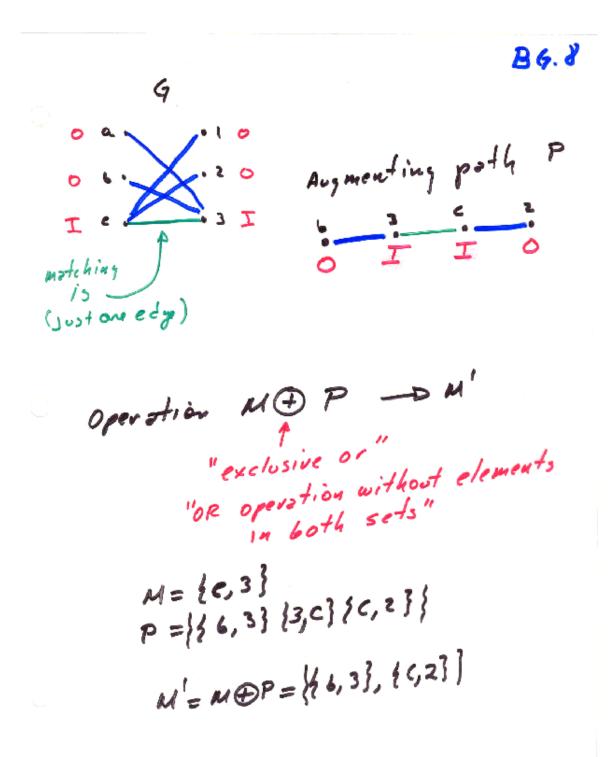


MAXIMUM Motching Algorithm BG.C Algorithmic Technique (empse 1300) Augment otion: Start with 2 solution (maybe an empty one) and continue improving it until no further improvement is possible. Augmenting path with respect to a matching M: - A mode is labeled I if there is an edge incident to it in motching M. - A node is labeled O otherwise

86.7

A simple path P= Po, P, Pa, ... Px, where Po, P. Pe are the untices it Visits, is said to be an augmenting path relative to M ,ff (a) Po + Pk are laboled O (b) Pi, Pz, ... Pier are labeled I (c) Edges {Po, P.], 2 Pe, P.], { Py, P.], ... are in the graph but not in the motching (d) Edges { P, R), {P3, P4], SP5, R), ... ove in the motching. I





BG.9 Maximum Matching Algorithm (high level) MEØ while there exists on augmenting poth for M do Let P be an augmenting path relative to M MEMOP en lu hile end also withm

$$M_0 = \emptyset$$
 BG. 10
 $P = \frac{1}{2}, a_1^2$
 $M_1 = M_0 \oplus P = \frac{1}{2}, a_1^2$

$$P = \{3, 6\}$$

$$M_{2} = M, \bigoplus P$$

$$= \{\{1, \alpha\}, \{3, c\}\}$$

$$P = \{\{2, 6\}, \{6, 3\}, \{3, c\}\}$$

$$M_{3} = M_{2} \bigoplus P$$

$$= \{\{1, \alpha\}, \{2, c\}, \{3, c\}\}$$

Correctness
Theorem: If *M* is not a maximum
matching, then there is an
augmenting path relative to *M*.
Proof: Bipartite graph is
$$G=(V,E)$$

Let *M* be a Matching that is
not maximum
Let *N* be a maximum matching
clearly, $|N| > |M|$
Let $G' = (V, M \oplus N)$
clearly, $|M \oplus N| > 0$

84.13 In G' color green the edges from M and blue the edges from N. Every cycle in 4 has the some # of green + blue edges # Every poth with on even og edges has same # green + Llue edges Poths with odd # of edges #g>#6 井6>#2

86.14 * Initially in G # of blue edges > # of green edges + there is at least one edge 4 delite from G' all cycles + poths with an even # of edges new G' has # of live edges > # of green edges d'there is at least one edge + delate from G' all paths with on odd # of edges & with # of green edges > # of live edge # cf blue elges > # ofgreen elges + there is at least one edge new 41 has => there is on organiting poth

T × 0 0 0 01 0 10 0 M M M orgunating path Q(e), ettopedges (e), in graph finding algorithm finds at most naugmenting paths (an nodes) Dis O(Me). # there are faster methods O(evin) Time complexisty=

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