

Today

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Maximum Weight Matching

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Undergraduate: saw maximum matching!

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Maximum Weight Matching

Undergraduate: saw maximum matching! (hopefully.) Will review.

Matching.

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

Matching.

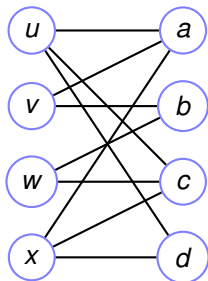
Given a bipartite graph, $G = (U, V, E)$, with edge weights $w : E \rightarrow R$, find a maximum weight matching.

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

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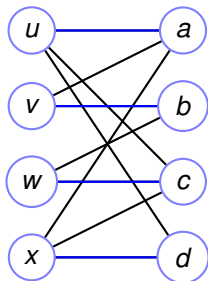
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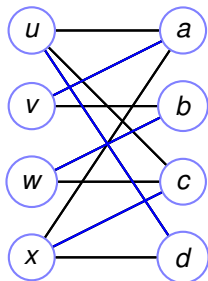
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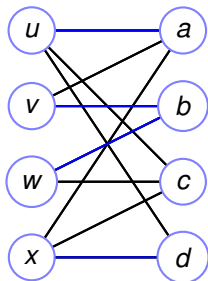
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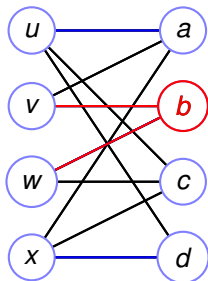
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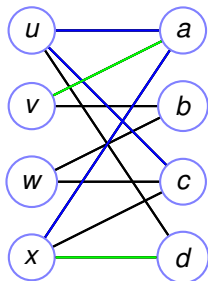
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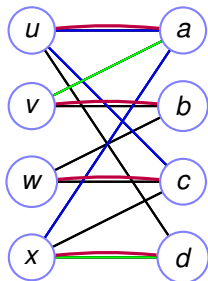


Blue - 3. Green - 2,
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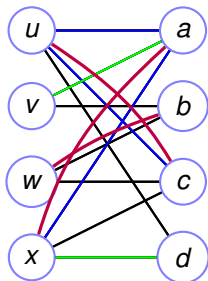
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Solution Value: 7.

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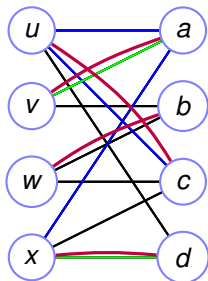
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Solution Value: 7.

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Solution Value: 8.

Applications

Jobs to workers.

Applications

Jobs to workers.

Teachers to classes.

Applications

Jobs to workers.

Teachers to classes.

Classes to classrooms.

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“The assignment problem”

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Min Weight Matching.

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Min Weight Matching.

Negate values and find maximum weight matching.

Vertex Cover

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

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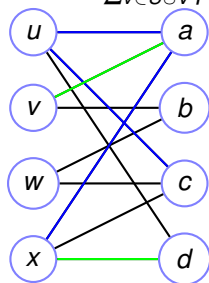
A function $p : V \rightarrow R$, where for all edges, $e = (u, v)$,
 $p(u) + p(v) \geq w(e)$.

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Minimize $\sum_{v \in U \cup V} p(v)$.

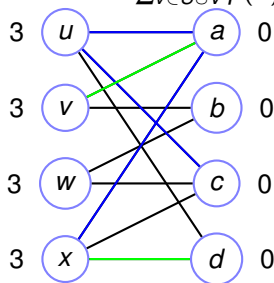


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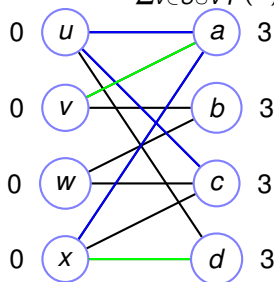
Solution Value: 12.

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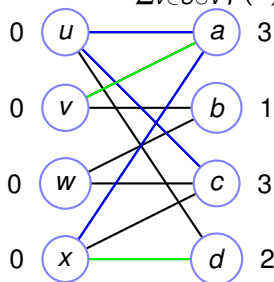
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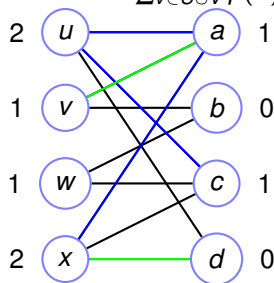
Solution Value: 9.

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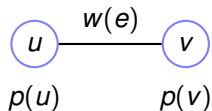
Solution Value: 8.

Cover is upper bound.

Feasible $p(\cdot)$,

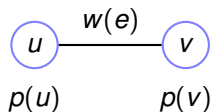
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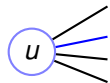


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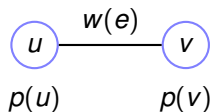


For a matching M , each u is the endpoint of at most one edge in M .

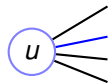


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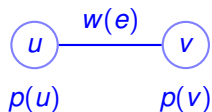
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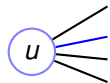
$$\sum_{e=(u,v) \in M} w(e)$$

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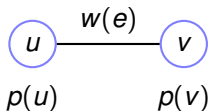
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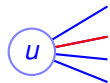
$$\sum_{e=(u,v) \in M} w(e) \leq \sum_{e=(u,v) \in M} (p(u) + p(v))$$

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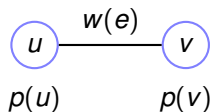
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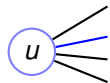
$$\sum_{e=(u,v) \in M} w(e) \leq \sum_{e=(u,v) \in M} (p(u) + p(v)) \leq \sum_{u \in U} p(u) + \sum_{v \in V} p(v)$$

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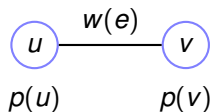


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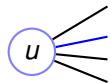
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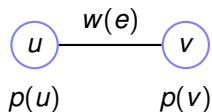
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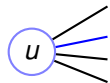
for $e \in M$, $w(e) = p(u) + p(v)$ (Defn: **tight edge.**) and

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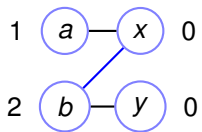


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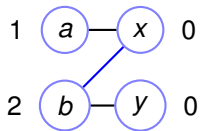
for $e \in M$, $w(e) = p(u) + p(v)$ (Defn: **tight edge.**) and perfect matching.

Simple example.



Blue edge – 2, Others – 1.

Simple example.

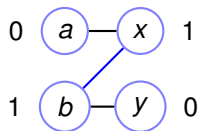
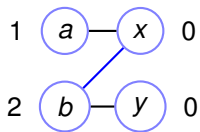


Blue edge – 2, Others – 1.

Using max incident edge.

Value: 3.

Simple example.



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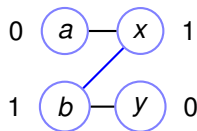
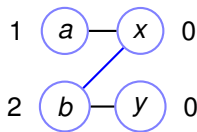
Using max incident edge.

Value: 2.

Same as optimal matching!

Proof of optimality.

Simple example.



Matching and cover are optimal,

Blue edge – 2, Others – 1.

Using max incident edge.

Value: 3.

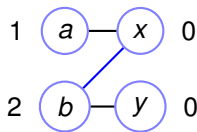
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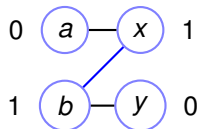


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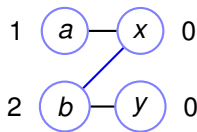
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edges in matching have $w(e) = p(u) + p(v)$. **Tight edge.**

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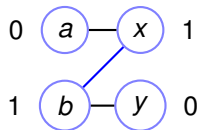


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Using max incident edge.

Value: 3.

Using max incident edge.



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Same as optimal matching!

Proof of optimality.

Matching and cover are optimal,

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all nodes are matched.

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Alg: Start at end, and alternately put in edge or not.

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How do you make it bigger?

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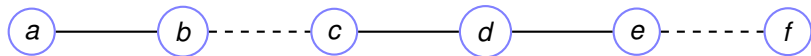
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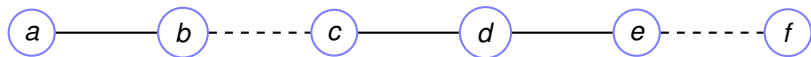
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Greedily adding fails.

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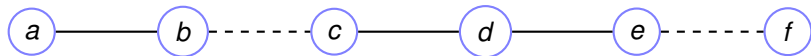
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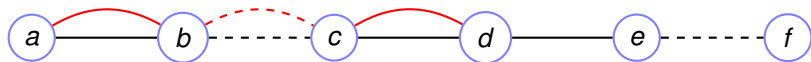
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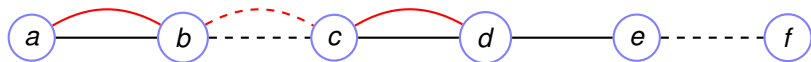
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Greedily adding fails. So how? Augmenting Alternating Path. Switch!

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(A) $n/2$

(B) $\lfloor n/2 \rfloor$

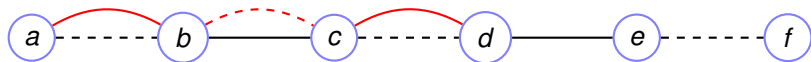
(Rao would have said (A), don't worry.)

Why?

Alg: Start at end, and alternately put in edge or not.

What if one has a partial matching.

How do you make it bigger?



Greedily adding fails. So how? Augmenting Alternating Path. Switch!

Maximum Matching

Given a bipartite graph, $G = (U, V, E)$, find a maximum sized matching.

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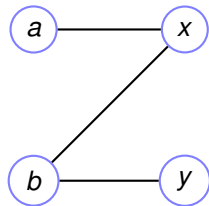
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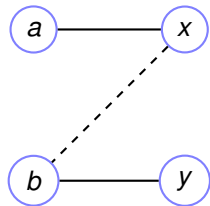


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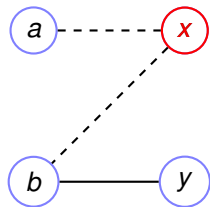


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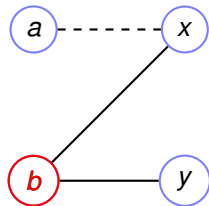


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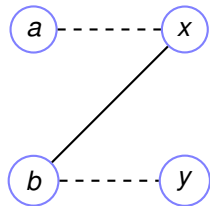
Start at unmatched node(s),
follow unmatched edge(s),
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Repeat until an unmatched node.

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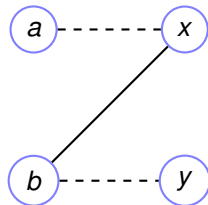


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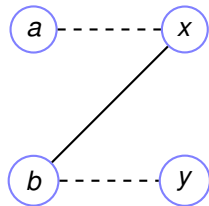
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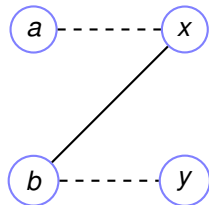
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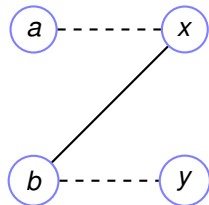
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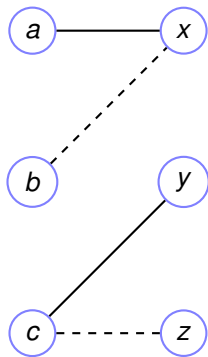
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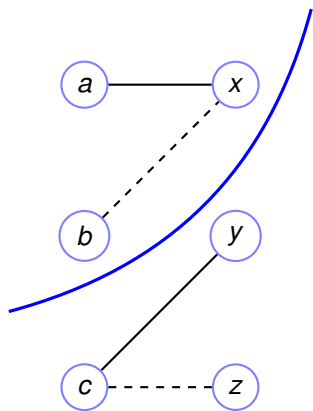
No perfect matching

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

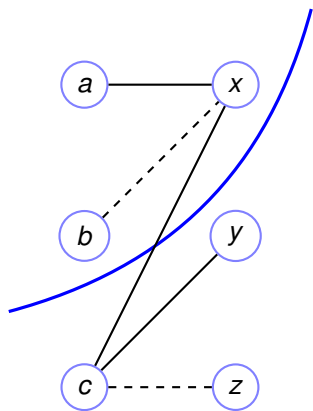
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Cut!

No perfect matching

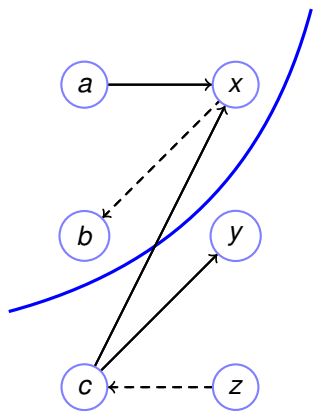


Can't increase matching size.
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Cut!

Still no augmenting path.
Still Cut?

No perfect matching



Algorithm:

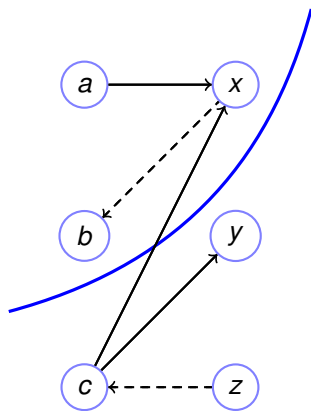
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Use directed graph!
Cut in this graph.

No perfect matching



Algorithm:
Given matching.

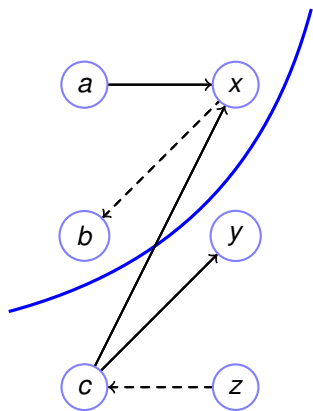
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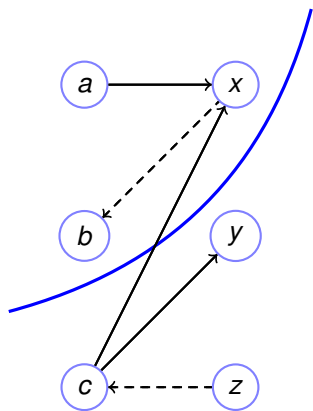
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Algorithm:

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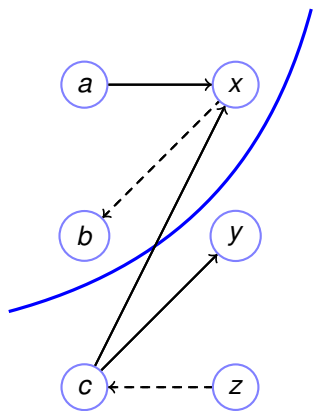
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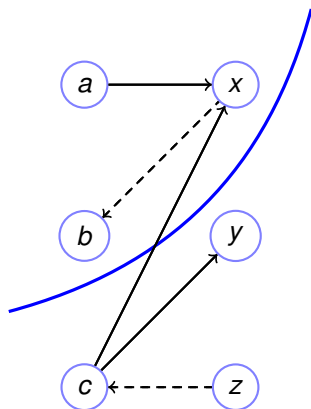
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Until everything matched

No perfect matching



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Until everything matched ... or output a cut.

Back to Maximum Weight Matching.

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

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Optimal solutions to *both* if

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Maximum Weight Matching

Goal: perfect matching on tight edges.

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Use alt./aug. paths of tight edges.

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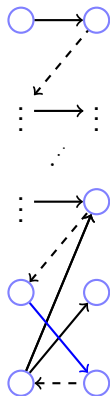
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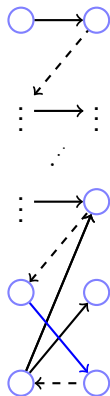
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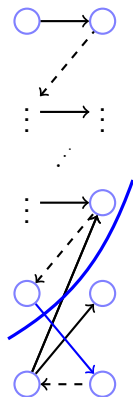
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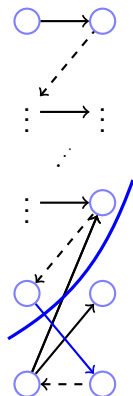
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All edges across cut are not tight. (loose?)



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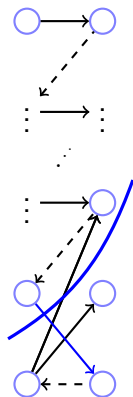
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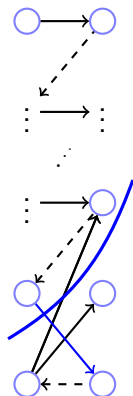
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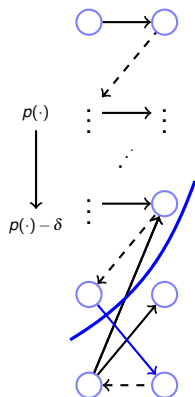
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Lower prices in S_U ,



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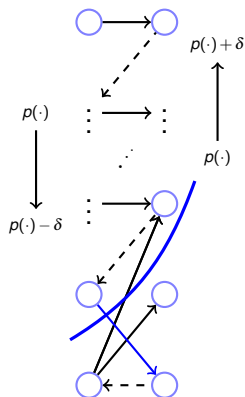
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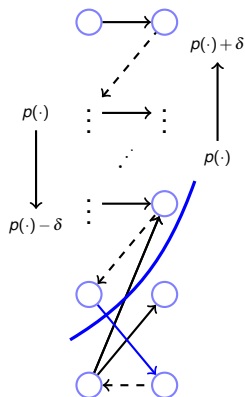
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all explored edges still tight,

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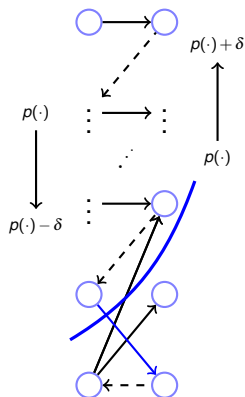
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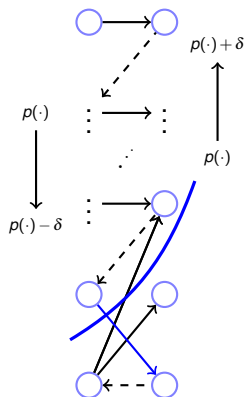
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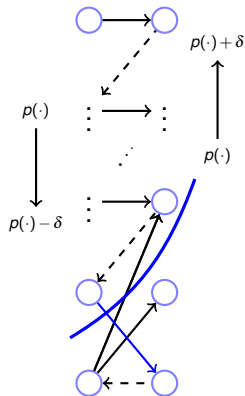
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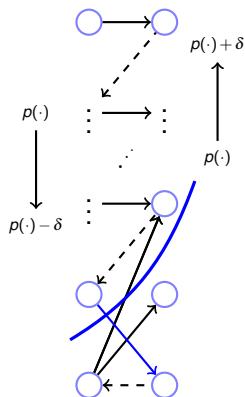
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What's delta? $w(e) < p(u) + p(v) \rightarrow$

$\delta = \min_{e \in (S_U \times T_V)} p(u) + p(v) - w(e).$



Some details

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

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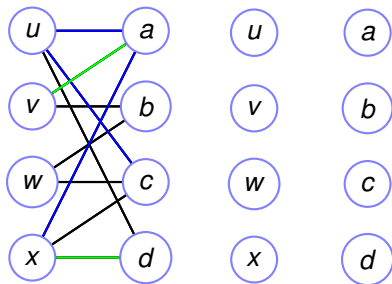
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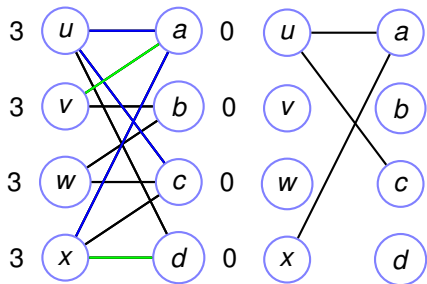
$O(n^2m)$ time.

Example

Weight legend:
black 1, green 2, blue 3

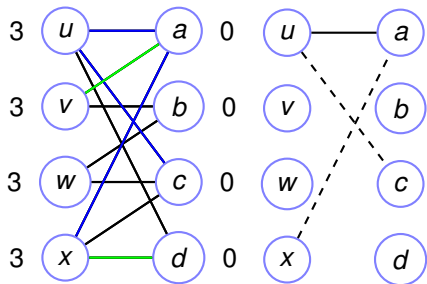


Example



Weight legend:
black 1, green 2, blue 3
Tight edges for initial prices.

Example



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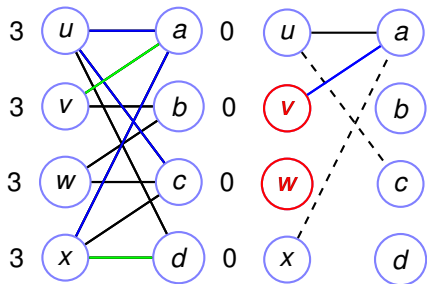
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Max matching in tight edges.

dashed means matched.

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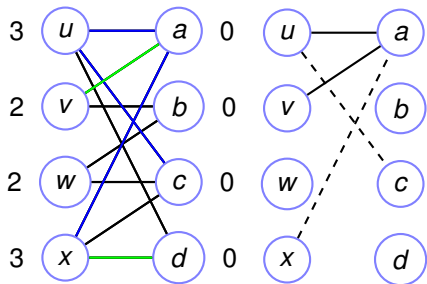
No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Example



Weight legend:

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Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

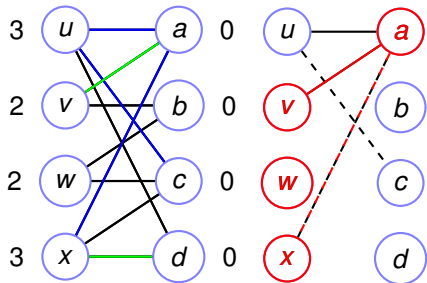
reachable: $S = \{u, w\}$

Blue edge on right soon
to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Example



Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon
to be tight!

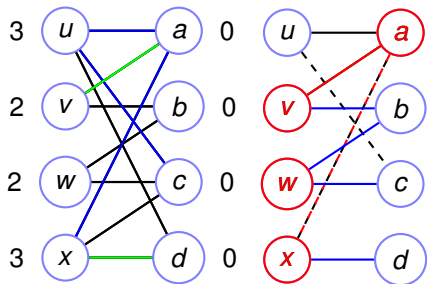
Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Example



Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon
to be tight!

Adjust prices... $\delta = 1$

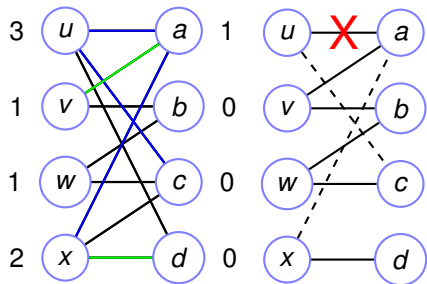
new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Example



Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

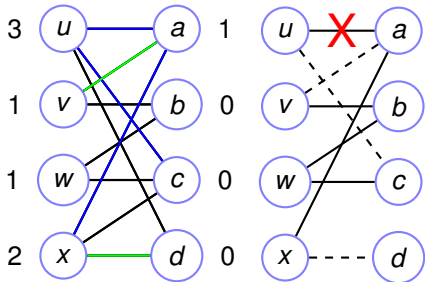
Adjust prices.

Some more tight edges.

And X shows

a "new" nontight edge.

Example



Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

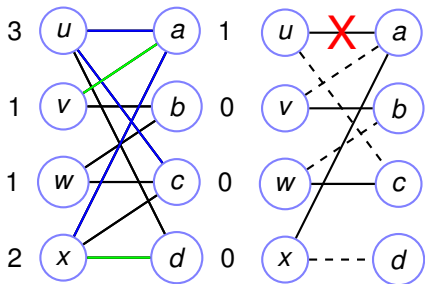
Some more tight edges.

And X shows

a "new" nontight edge.

..and another augmentation...

Example



Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

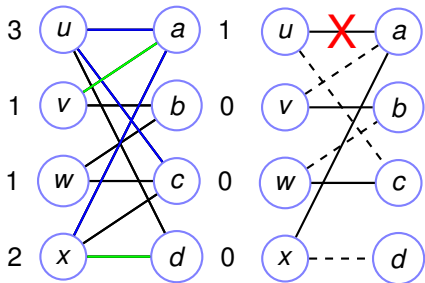
And X shows

a "new" nontight edge.

..and another augmentation...

..and finally: a perfect matching.

Example



All matched edges tight.

Weight legend:

black 1, green 2, blue 3

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reachable: $S = \{u, w\}$

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Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

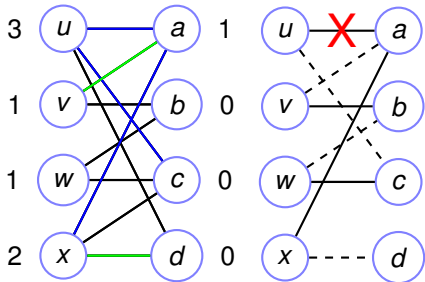
And X shows

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..and another augmentation...

..and finally: a perfect matching.

Example



All matched edges tight.
Perfect matching.

Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

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reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

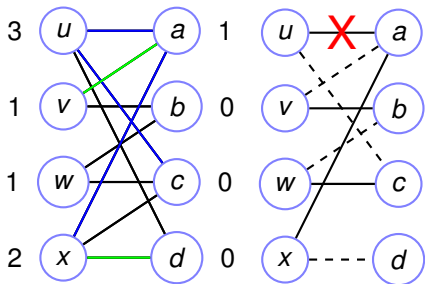
And X shows

a "new" nontight edge.

..and another augmentation...

..and finally: a perfect matching.

Example



All matched edges tight.

Perfect matching. Feasible price function.

Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

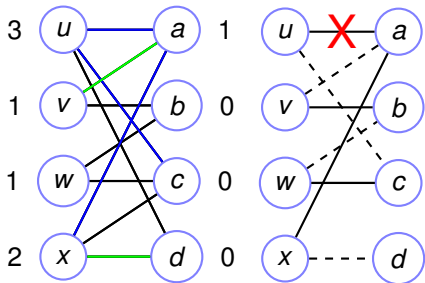
And X shows

a "new" nontight edge.

..and another augmentation...

..and finally: a perfect matching.

Example



All matched edges tight.

Perfect matching. Feasible price function. Values the same.

Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

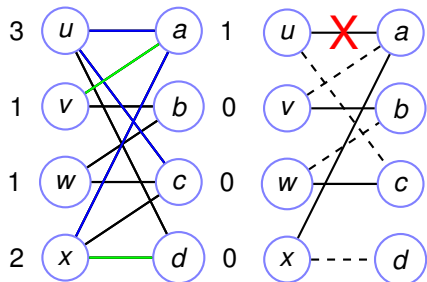
And X shows

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Example



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Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

And X shows

a "new" nontight edge.

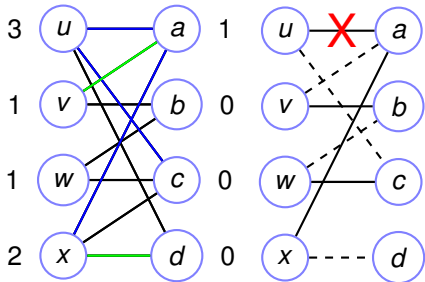
..and another augmentation...

..and finally: a perfect matching.

All matched edges tight.

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

Example



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black 1, green 2, blue 3

Tight edges for initial prices.

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Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

And X shows

a "new" nontight edge.

..and another augmentation...

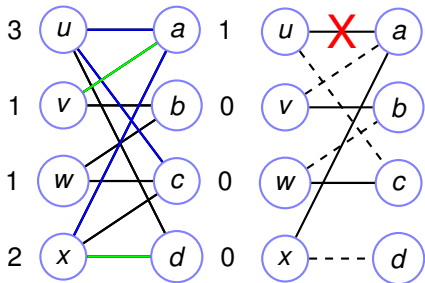
..and finally: a perfect matching.

All matched edges tight.

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

Notice:

Example



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black 1, green 2, blue 3

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Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

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Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

And X shows

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..and another augmentation...

..and finally: a perfect matching.

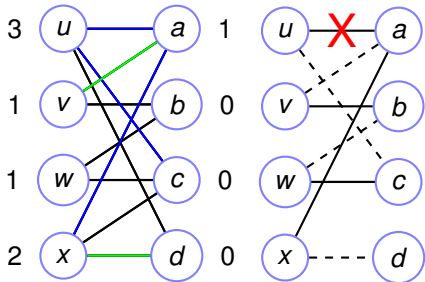
All matched edges tight.

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

Notice:

no weights on the right problem.

Example



Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

And X shows

a "new" nontight edge.

..and another augmentation...

..and finally: a perfect matching.

All matched edges tight.

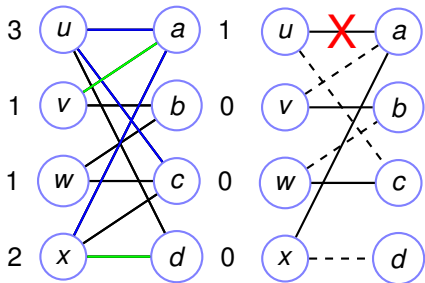
Perfect matching. Feasible price function. Values the same. Optimal!

Notice:

no weights on the right problem.

retain previous matching through price changes.

Example



Weight legend:

black 1, green 2, blue 3

Tight edges for initial prices.

Max matching in tight edges.

dashed means matched.

No augmenting path \rightarrow

reachable: $S = \{u, w\}$

Blue edge on right soon

to be tight!

Adjust prices... $\delta = 1$

new tight edges.

Still no augmenting path.

Reachable $S = \{v, w, x, a\}$

Blue edges minimally non-tight.

Adjust prices.

Some more tight edges.

And X shows

a "new" nontight edge.

..and another augmentation...

..and finally: a perfect matching.

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.

Linear Program.

How?

Linear Program.

How? From lecture warmup.

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

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Linear program: $\max cx, Ax \leq b, x \geq 0$

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Note: Dual variables correspond to primal equations and vice versa.

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Weak Duality:

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Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

Linear Program.

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Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$ and second from $y^T A \geq c$.

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$ and second from $y^T A \geq c$.

Complementary slackness:

(1) $x_j > 0 \implies a^{(j)} y = c_j$

(2) $y_i > 0 \implies a_i x = b_i$

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$ and second from $y^T A \geq c$.

Complementary slackness:

(1) $x_j > 0 \implies a^{(j)} y = c_j$

(2) $y_i > 0 \implies a_i x = b_i$

What does multiplying by 0 do?

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$ and second from $y^T A \geq c$.

Complementary slackness:

$$(1) x_j > 0 \implies a^{(j)} y = c_j$$

$$(2) y_i > 0 \implies a_i x = b_i$$

What does multiplying by 0 do?

Zero and one. My love is won. Nothing and nothing done.

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

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$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$ and second from $y^T A \geq c$.

Complementary slackness:

$$(1) x_j > 0 \implies a^{(j)} y = c_j$$

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What does multiplying by 0 do?

Zero and one. My love is won. Nothing and nothing done.

$$(2) \implies y^T b = \sum_i y_i b_i$$

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$ and second from $y^T A \geq c$.

Complementary slackness:

$$(1) x_j > 0 \implies a^{(j)} y = c_j$$

$$(2) y_i > 0 \implies a_i x = b_i$$

What does multiplying by 0 do?

Zero and one. My love is won. Nothing and nothing done.

$$(2) \implies y^T b = \sum_i y_i b_i = \sum_i y_i (a_i x)$$

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

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First inequality from $b \geq Ax$ and second from $y^T A \geq c$.

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$$(2) \implies y^T b = \sum_i y_i b_i = \sum_i y_i (a_i x) = y^T Ax.$$

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How? From lecture warmup.

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Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$ and second from $y^T A \geq c$.

Complementary slackness:

$$(1) x_j > 0 \implies a^{(j)} y = c_j$$

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What does multiplying by 0 do?

Zero and one. My love is won. Nothing and nothing done.

$$(2) \implies y^T b = \sum_i y_i b_i = \sum_i y_i (a_i x) = y^T Ax.$$

Similarly: (1) $\implies y^T Ax = cx$.

Linear Program.

How? From lecture warmup.

Linear program: $\max cx, Ax \leq b, x \geq 0$

Dual: $\min y^T b, y^T A \geq c, y \geq 0$

Note: Dual variables correspond to primal equations and vice versa.

Weak Duality:

$$y^T b \geq y^T Ax \geq cx$$

First inequality from $b \geq Ax$ and second from $y^A \geq c$.

Complementary slackness:

$$(1) x_j > 0 \implies a^{(j)} y = c_j$$

$$(2) y_i > 0 \implies a_i x = b_i$$

What does multiplying by 0 do?

Zero and one. My love is won. Nothing and nothing done.

$$(2) \implies y^T b = \sum_i y_i b_i = \sum_i y_i (a_i x) = y^T Ax.$$

Similarly: (1) $\implies y^T Ax = cx$.

Complementary slackness conditions imply optimality.

nnnn

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Perfect Matching

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Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

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Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

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In this case:

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Maintain feasibility: adjust prices by δ .

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

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Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Maintain feasibility: adjust prices by δ .

Maintain Primal feasibility.

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Maintain feasibility: adjust prices by δ .

Maintain Primal feasibility.

Maintain complementary slackness (2).

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Maintain feasibility: adjust prices by δ .

Maintain Primal feasibility.

Maintain complementary slackness (2).

$x_e > 0$ only if $p_u + p_v = w_e$.

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

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Maintain feasibility: adjust prices by δ .

Maintain Primal feasibility.

Maintain complementary slackness (2).

$x_e > 0$ only if $p_u + p_v = w_e$.

Eventually match all vertices.

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

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In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Maintain feasibility: adjust prices by δ .

Maintain Primal feasibility.

Maintain complementary slackness (2).

$x_e > 0$ only if $p_u + p_v = w_e$.

Eventually match all vertices.

The Engine that pulls the train:

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Maintain feasibility: adjust prices by δ .

Maintain Primal feasibility.

Maintain complementary slackness (2).

$x_e > 0$ only if $p_u + p_v = w_e$.

Eventually match all vertices.

The Engine that pulls the train: Find a path of tight edges.

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Maintain feasibility: adjust prices by δ .

Maintain Primal feasibility.

Maintain complementary slackness (2).

$x_e > 0$ only if $p_u + p_v = w_e$.

Eventually match all vertices.

The Engine that pulls the train: Find a path of tight edges.

Perfect Matching

Linear program: $\max \sum_e w_e x_e, \forall v : \sum_{e=(u,v)} x_e \leq 1, x_e \geq 0$

Dual: $\min \sum_v p_v, \forall e = (u, v) : p_u + p_v \geq w_e, p_u \geq 0.$

In this case:

Dual feasible at start: $p_u \geq \max_{e=(u,v)} w_e$

Maintain feasibility: adjust prices by δ .

Maintain Primal feasibility.

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...see you on Tuesday