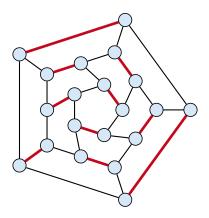
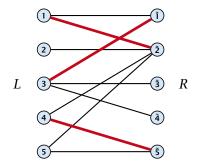
Matching

- Input: undirected graph G = (V, E).
- $M \subseteq E$ is a matching if each node appears in at most one edge in M.
- Maximum Matching: find a matching of maximum cardinality



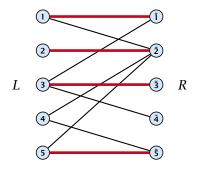
Bipartite Matching

- ▶ Input: undirected, bipartite graph $G = (L \uplus R, E)$.
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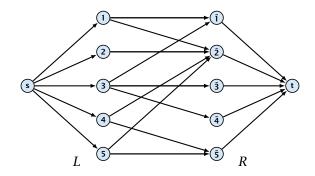
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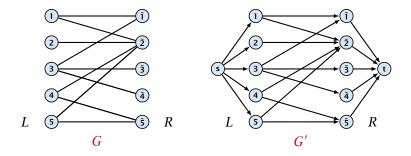


Maxflow Formulation

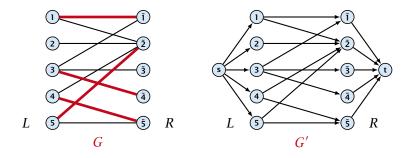
- ▶ Input: undirected, bipartite graph $G = (L \uplus R \uplus \{s, t\}, E')$.
- Direct all edges from L to R.
- Add source *s* and connect it to all nodes on the left.
- Add *t* and connect all nodes on the right to *t*.
- All edges have unit capacity.



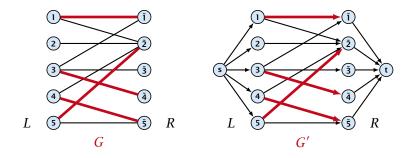
- Given a maximum matching *M* of cardinality *k*.
- Consider flow *f* that sends one unit along each of *k* paths.
- f is a flow and has cardinality k.



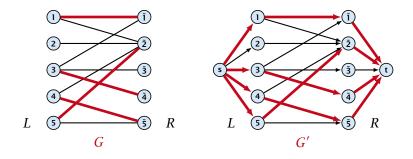
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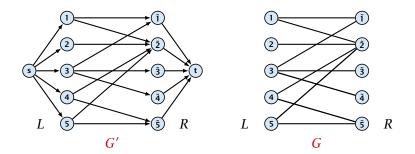
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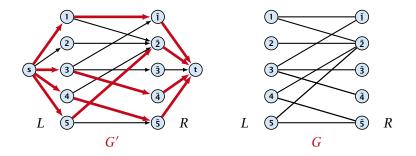
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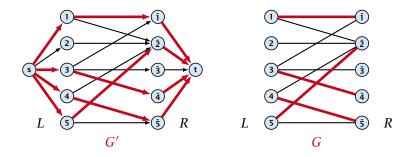
- Let f be a maxflow in G' of value k
- Integrality theorem $\Rightarrow k$ integral; we can assume f is 0/1.
- Consider M= set of edges from L to R with f(e) = 1.
- Each node in *L* and *R* participates in at most one edge in *M*.
- ▶ |M| = k, as the flow must use at least k middle edges.



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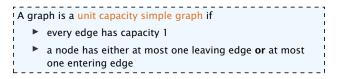


12.1 Matching

Which flow algorithm to use?

- Generic augmenting path: $\mathcal{O}(m \operatorname{val}(f^*)) = \mathcal{O}(mn)$.
- Capacity scaling: $\mathcal{O}(m^2 \log C) = \mathcal{O}(m^2)$.
- Shortest augmenting path: $\mathcal{O}(mn^2)$.

For unit capacity simple graphs shortest augmenting path can be implemented in time $\mathcal{O}(m\sqrt{n})$.



team	wins	losses	remaining games			
i	w _i	ℓ_i	Atl	Phi	NY	Mon
Atlanta	83	71	_	1	6	1
Philadelphia	80	79	1	-	0	2
New York	78	78	6	0	—	0
Montreal	77	82	1	2	0	-

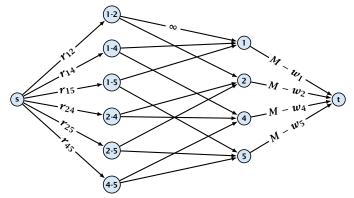
Which team can end the season with most wins?

- Montreal is eliminated, since even after winning all remaining games there are only 80 wins.
- But also Philadelphia is eliminated. Why?

Formal definition of the problem:

- Given a set *S* of teams, and one specific team $z \in S$.
- Team x has already won w_x games.
- Team x still has to play team y, r_{xy} times.
- Does team z still have a chance to finish with the most number of wins.

Flow network for z = 3. *M* is number of wins Team 3 can still obtain.



Idea. Distribute the results of remaining games in such a way that no team gets too many wins.

Certificate of Elimination

Let $T \subseteq S$ be a subset of teams. Define

$$w(T) := \sum_{i \in T} w_i, \qquad r(T) := \sum_{i,j \in T, i < j} r_{i,j}$$
wins of
teams in T
remaining games
among teams in T

If $\frac{w(T)+r(T)}{|T|} > M$ then one of the teams in T will have more than M wins in the end. A team that can win at most M games is therefore eliminated.

A team z is eliminated if and only if the flow network for z does not allow a flow of value $\sum_{ij \in S \setminus \{z\}, i < j} \gamma_{ij}$.

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Proof (⇐)

Consider the mincut A in the flow network. Let T be the set of team-nodes in A.

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Proof (⇐)

- Consider the mincut A in the flow network. Let T be the set of team-nodes in A.
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► This gives M < (w(T) + r(T))/|T|, i.e., z is eliminated.

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- Hence, we found a set of results for the remaining games, such that no team obtains more than M wins in total.
- Hence, team *z* is not eliminated.

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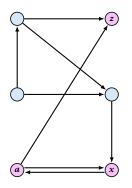
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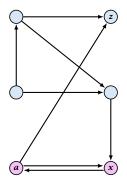
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Goal: Find a feasible set of projects that maximizes the profit.

The prerequisite graph:

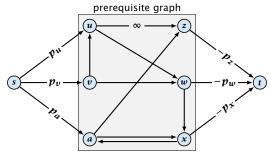
- $\{x, a, z\}$ is a feasible subset.
- $\{x, a\}$ is infeasible.





Mincut formulation:

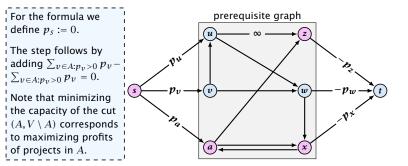
- Edges in the prerequisite graph get infinite capacity.
- Add edge (s, v) with capacity pv for nodes v with positive profit.
- Create edge (v, t) with capacity -pv for nodes v with negative profit.



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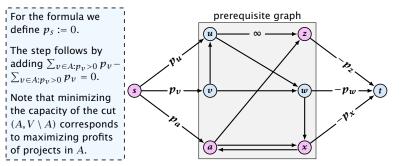
Proof.



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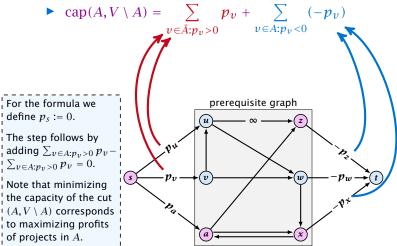
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```
• cap(A, V \setminus A)
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