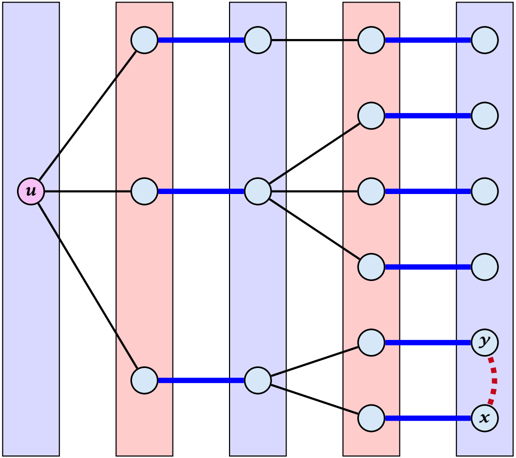
How to find an augmenting path?

Construct an alternating tree.



even nodes

odd nodes

Case 4:
y is already contained in T as an even vertex

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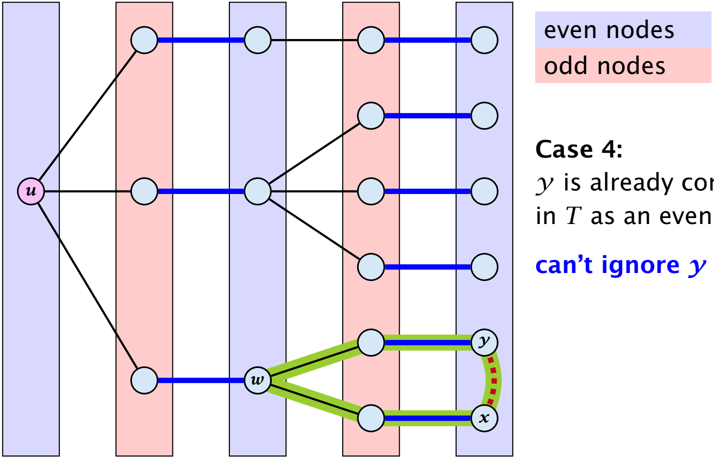

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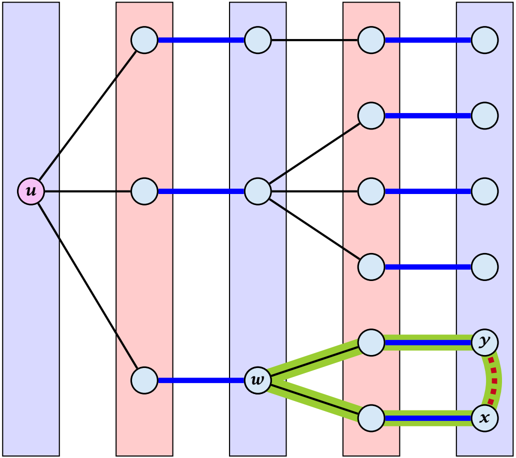

even nodes
odd nodes

Case 4:
y is already contained in T as an even vertex

can't ignore y

The cycle $w \leftrightarrow y - x \leftrightarrow w$ is called a blossom.
w is called the base of the blossom (even node!!!).
The path u-w is called the stem of the blossom.

Flowers and Blossoms

Definition 99

A flower in a graph $G = (V, E)$ w.r.t. a matching M and a (free) root node r, is a subgraph with two components:

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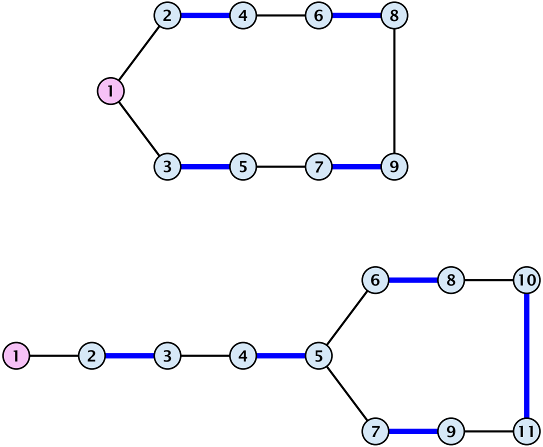
- A stem is an even length alternating path that starts at the root node r and terminates at some node w. We permit the possibility that $r = w$ (empty stem).
- A blossom is an odd length alternating cycle that starts and terminates at the terminal node w of a stem and has no other node in common with the stem. w is called the base of the blossom.

Flowers and Blossoms



Flowers and Blossoms

Properties:

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2. A blossom spans $2k + 1$ nodes and contains k matched edges for some integer $k \geq 1$. The matched edges match all nodes of the blossom except the base.
3. The base of a blossom is an even node (if the stem is part of an alternating tree starting at r).

Flowers and Blossoms

Properties:

4. Every node x in the blossom (except its base) is reachable from the root (or from the base of the blossom) through two distinct alternating paths; one with even and one with odd length.

Flowers and Blossoms

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4. Every node x in the blossom (except its base) is reachable from the root (or from the base of the blossom) through two distinct alternating paths; one with even and one with odd length.
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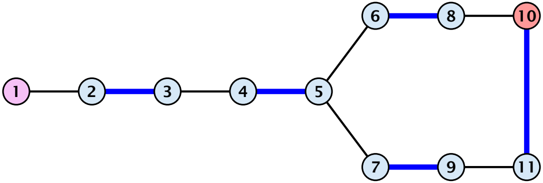
Flowers and Blossoms



Shrinking Blossoms

When during the alternating tree construction we discover a blossom B we replace the graph G by $G' = G/B$, which is obtained from G by contracting the blossom B.

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- Delete all vertices in B (and its incident edges) from G.
- Add a new (pseudo-)vertex b. The new vertex b is connected to all vertices in $V \setminus B$ that had at least one edge to a vertex from B.

Shrinking Blossoms

- Edges of T that connect a node u not in B to a node in B become tree edges in T' connecting u to b.
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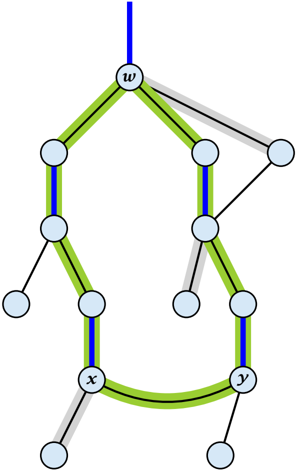

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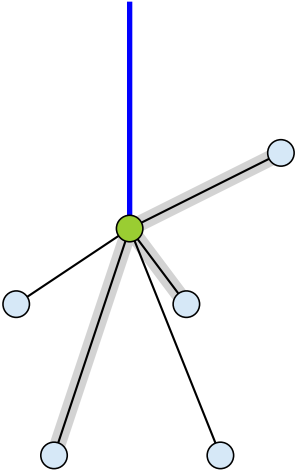
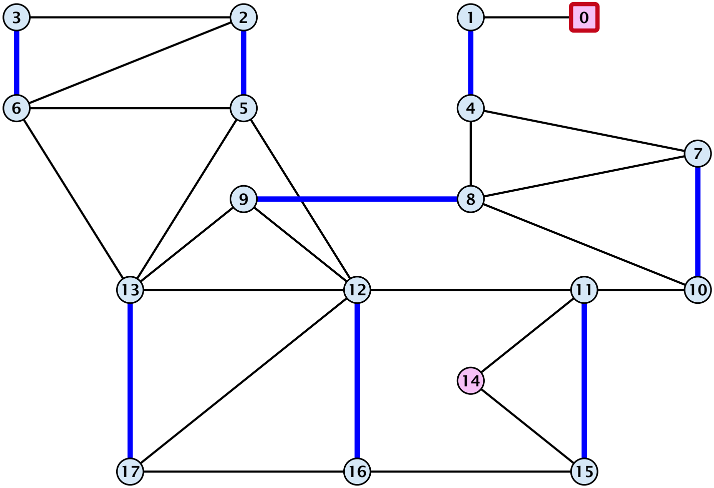


Example: Blossom Algorithm



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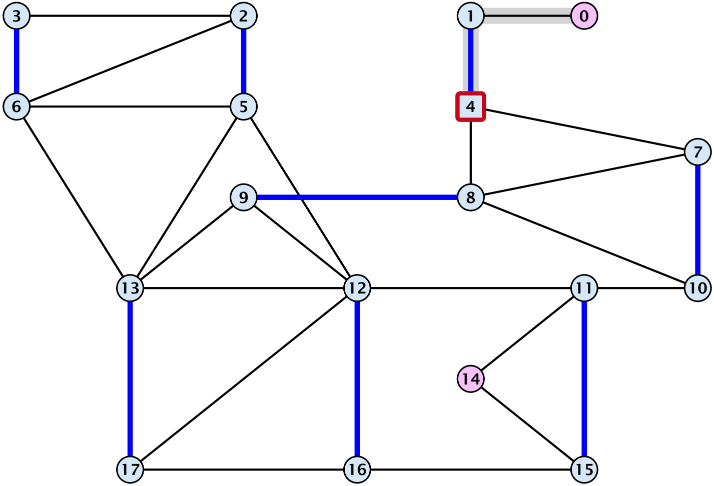

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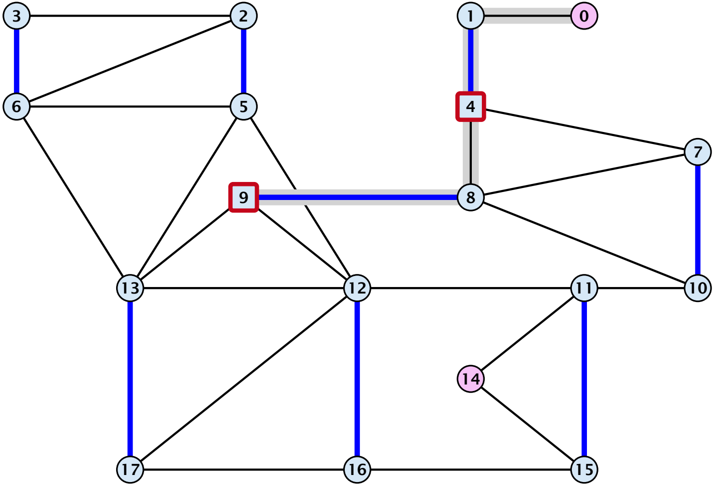

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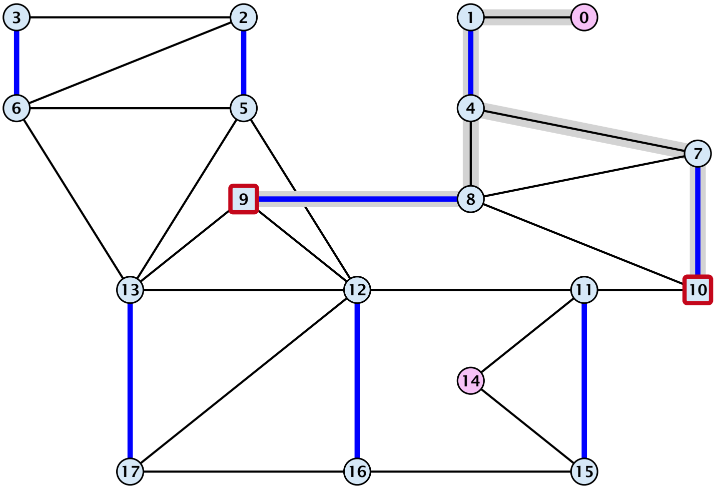

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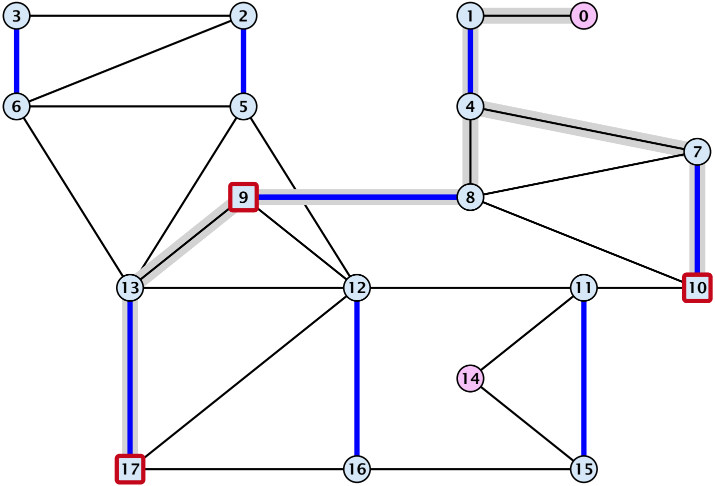

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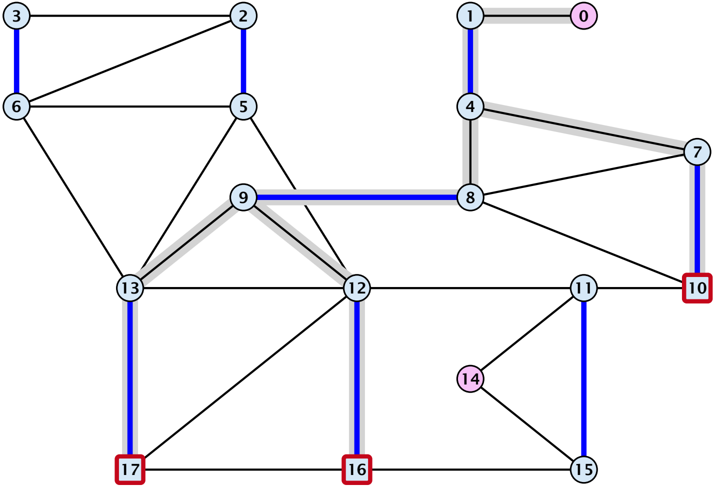

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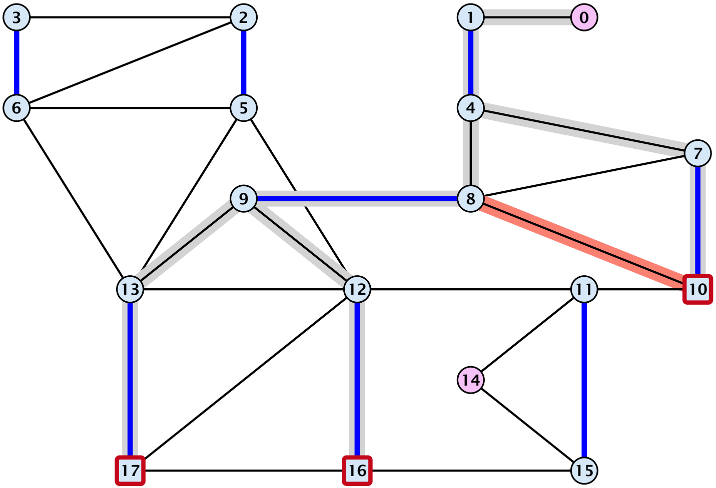

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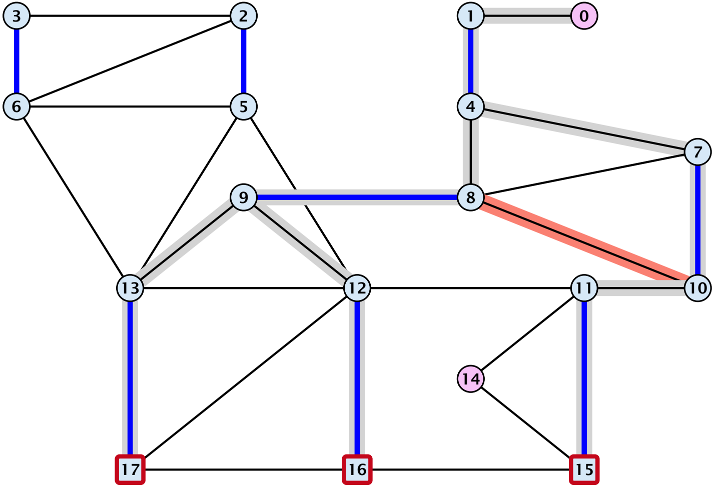

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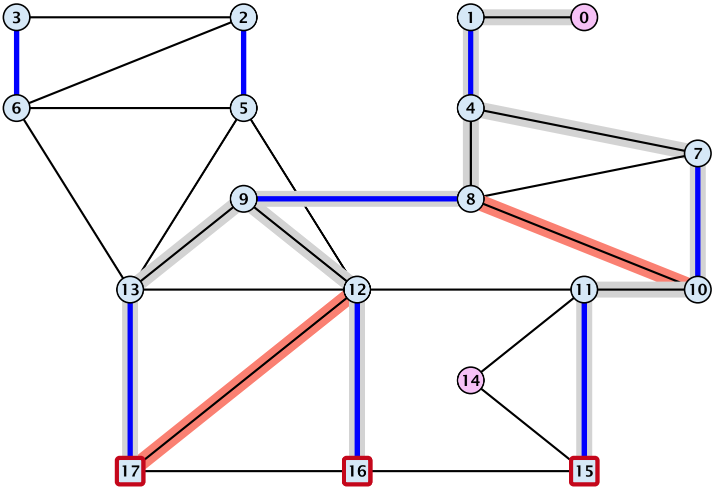

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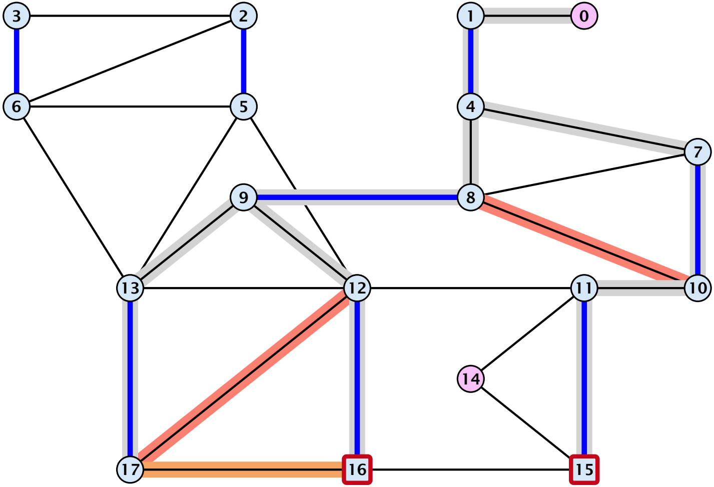

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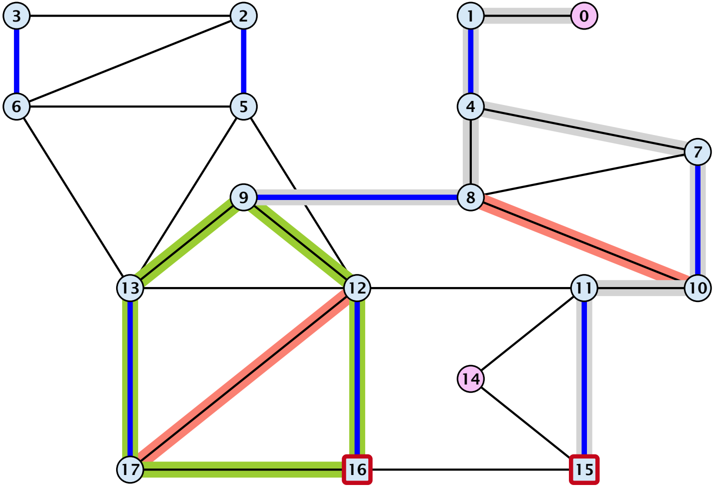

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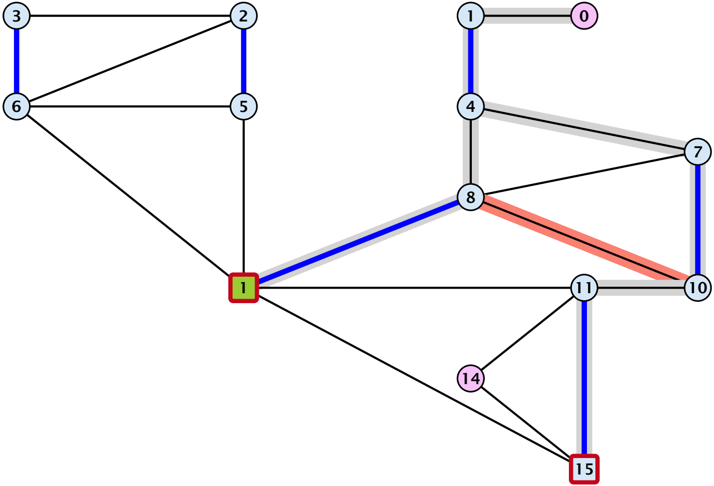

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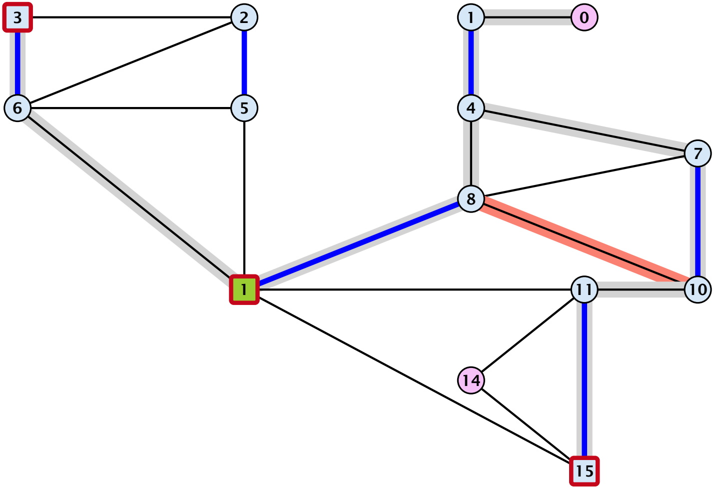

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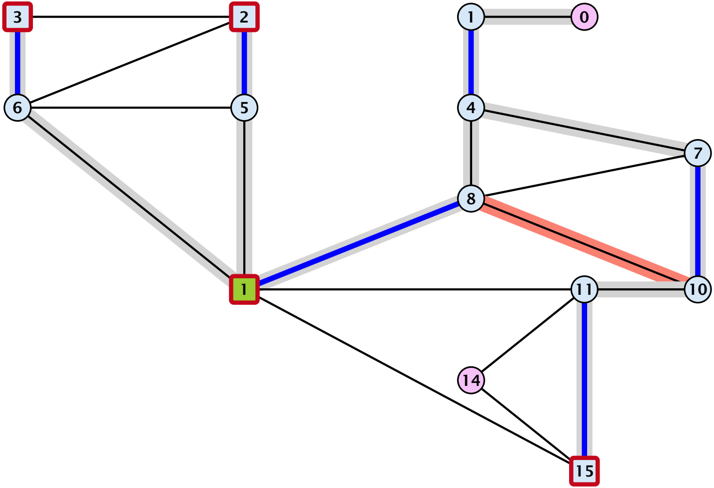

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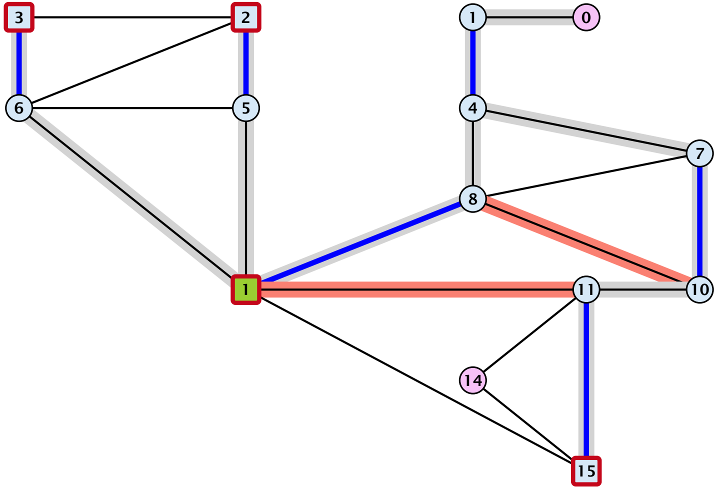

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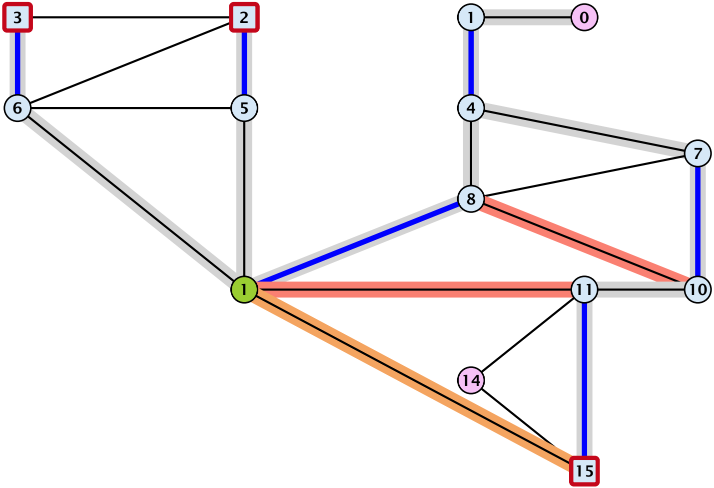

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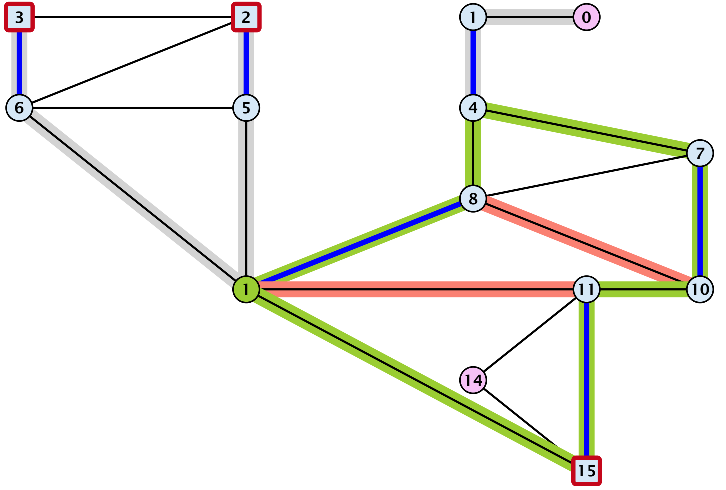

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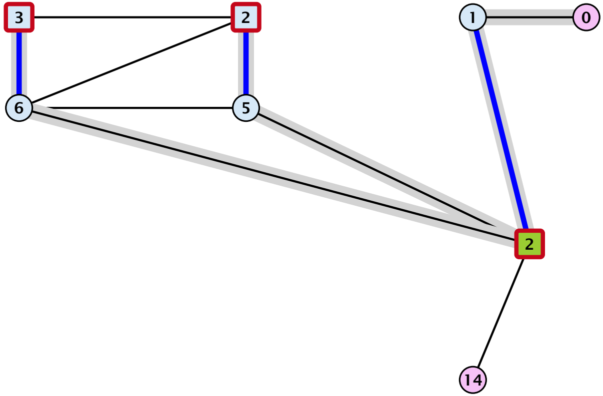

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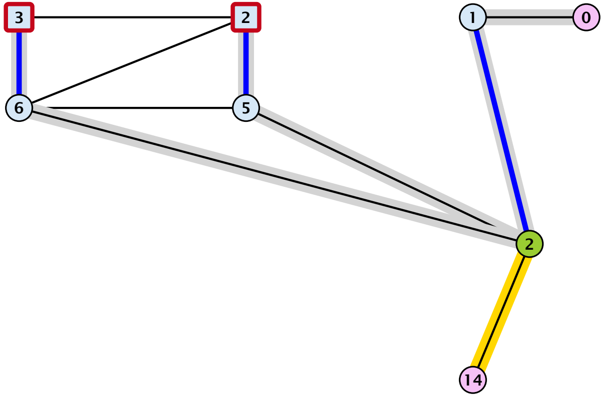

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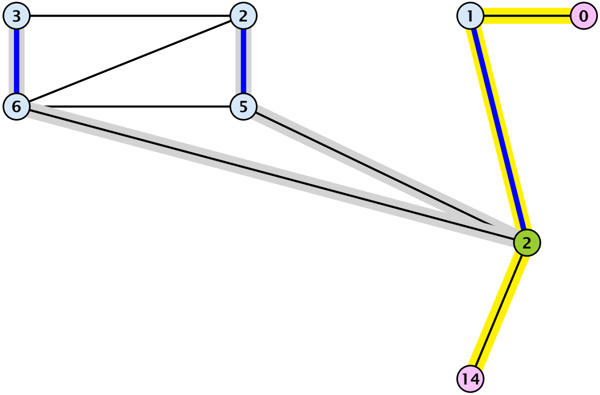

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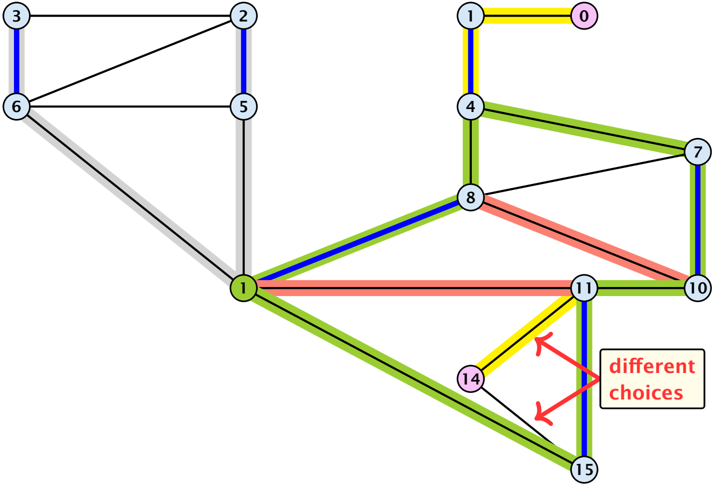

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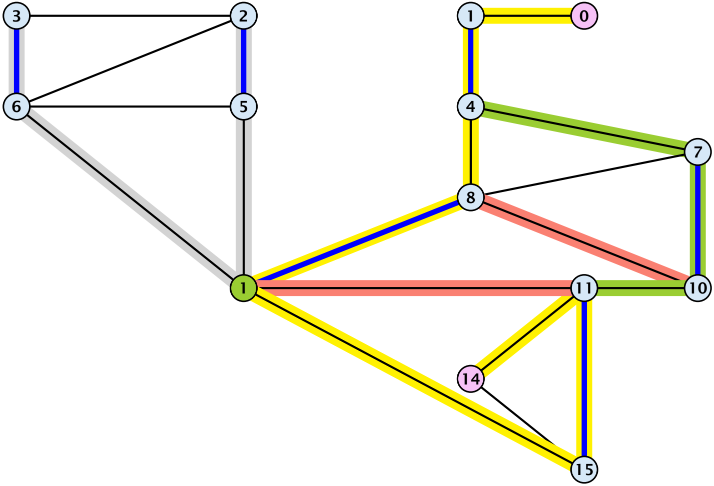

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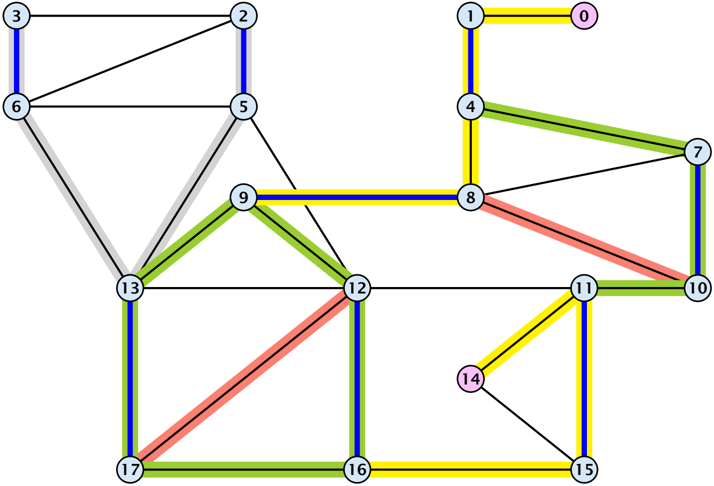

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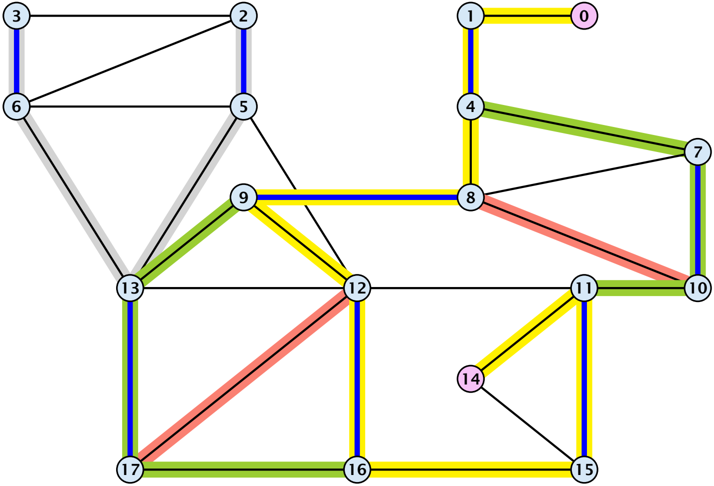

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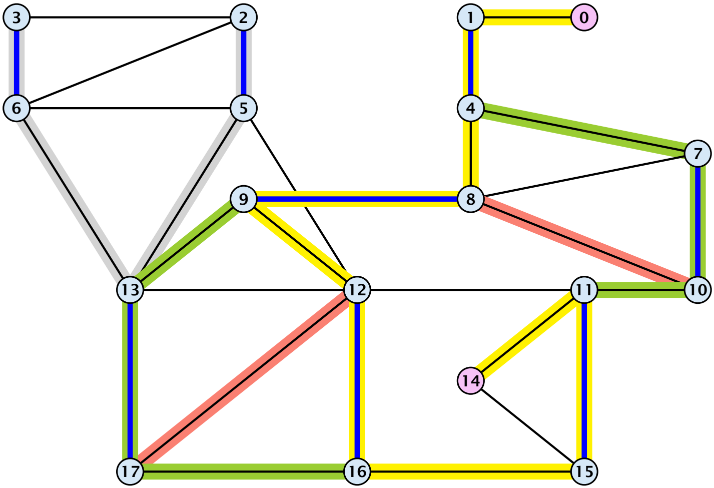

Correctness

Assume that in G we have a flower w.r.t. matching M. Let r be the root, B the blossom, and w the base. Let graph $G' = G/B$ with pseudonode b. Let M' be the matching in the contracted graph.

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Lemma 100

If G' contains an augmenting path P' starting at r (or the pseudo-node containing r) w.r.t. the matching M' then G contains an augmenting path starting at r w.r.t. matching M.

Correctness

Proof.

If P' does not contain b it is also an augmenting path in G.

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Case 1: non-empty stem

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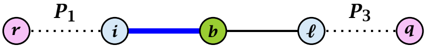

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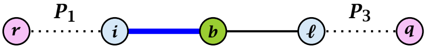

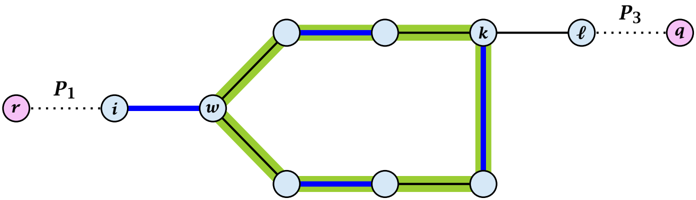

Correctness

- After the expansion ℓ must be incident to some node in the blossom. Let this node be k.
- If $k \neq w$ there is an alternating path P_2 from w to k that ends in a matching edge.
- $P_1 \circ (i, w) \circ P_2 \circ (k, \ell) \circ P_3$ is an alternating path.
- If $k = w$ then $P_1 \circ (i, w) \circ (w, \ell) \circ P_3$ is an alternating path.

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- If the stem is empty then after expanding the blossom, $w = r$.

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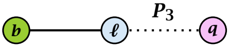

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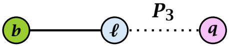

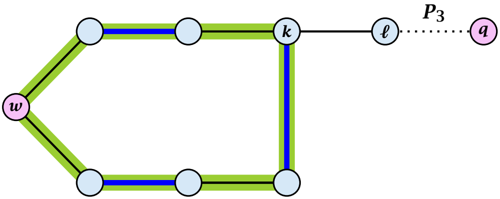

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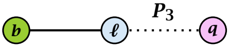

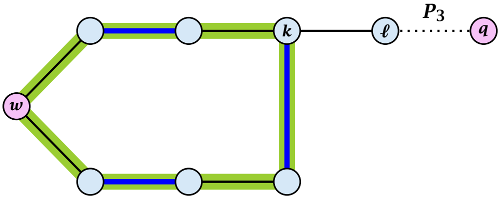

- The path $r \circ P_2 \circ (k, \ell) \circ P_3$ is an alternating path.

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If G contains an augmenting path P from r to q w.r.t. matching M then G' contains an augmenting path from r (or the pseudo-node containing r) to q w.r.t. M'.

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P is of the form $P_1 \circ (i, j) \circ P_2$, for some node j and (i, j) is unmatched.

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$(b,j) \circ P_2$ is an augmenting path in the contracted network.

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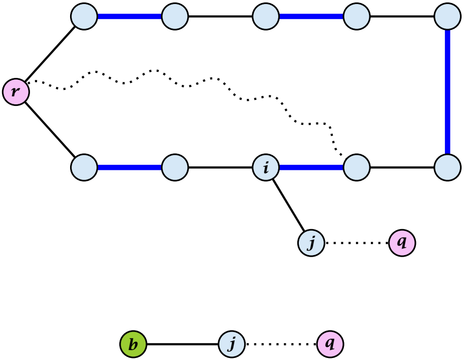
Illustration for Case 1:



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Let P_3 be alternating path from r to w; this exists because r and w are root and base of a blossom. Define $M_+ = M \oplus P_3$.

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G must contain an augmenting path w.r.t. matching M_+, since M and M_+ have same cardinality.

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For M'_+ the blossom has an empty stem. Case 1 applies.

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This path must go between r and q.

Algorithm 76 search(r, *found*)

set $\bar{A}(i) \leftarrow A(i)$ for all nodes i

found $\leftarrow$ false

unlabel all nodes;

give an even label to r and initialize *list* $\leftarrow \{r\}$

while *list* $\neq \emptyset$ **do**

    delete a node i from *list*

    examine(i, *found*)

    if *found* $=$ true **then return**

Search for an augmenting path starting at r.

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$A(i)$ contains neighbours of node i.

We create a copy $\bar{A}(i)$ so that we later can shrink blossoms.

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  delete a node i from *list*

  examine(i, *found*)

  if *found* $=$ true **then return**

found is just a Boolean that allows to abort the search process...

Algorithm 76 search(r, *found*)

set $\bar{A}(i) \leftarrow A(i)$ for all nodes i
found $\leftarrow$ false
unlabel all nodes;
give an even label to r and initialize *list* $\leftarrow \{r\}$
while *list* $\neq \emptyset$ **do**
    delete a node i from *list*
    examine(i, *found*)
    if *found* $=$ true **then return**

In the beginning no node is in the tree.

Algorithm 76 search(r, *found*)

```
set Ā(i) ← A(i) for all nodes i
found ← false
unlabel all nodes;
give an even label to r and initialize list ← {r}
while list ≠ ∅ do
    delete a node i from list
    examine(i, found)
    if found = true then return
```

Put the root in the tree.

list could also be a set or a stack.

Algorithm 76 search(r, *found*)

set $\bar{A}(i) \leftarrow A(i)$ for all nodes i
found $\leftarrow$ false
unlabel all nodes;
give an even label to r and initialize *list* $\leftarrow \{r\}$
while *list* $\neq \emptyset$ **do**
    delete a node i from *list*
    examine(i, *found*)
    if *found* $=$ true **then return**

As long as there are nodes with unexamined neighbours...

Algorithm 76 search(r, *found*)

```
set Ā(i) ← A(i) for all nodes i
found ← false
unlabel all nodes;
give an even label to r and initialize list ← {r}
while list ≠ ∅ do
    delete a node i from list
    examine(i, found)
    if found = true then return
```

...examine the next one

Algorithm 76 search(r, *found*)

set $\bar{A}(i) \leftarrow A(i)$ for all nodes i
found $\leftarrow$ false
unlabel all nodes;
give an even label to r and initialize *list* $\leftarrow \{r\}$
while *list* $\neq \emptyset$ **do**
    delete a node i from *list*
    examine(i, *found*)
    if *found* $=$ true **then return**

If you found augmenting path
abort and start from next root.

Algorithm 77 examine(i, *found*)

```
for all j ∈ Ā(i) do
    if j is even then contract(i, j) and return
    if j is unmatched then
        q ← j;
        pred(q) ← i;
        found ← true;
        return
    if j is matched and unlabeled then
        pred(j) ← i;
        pred(mate(j)) ← j;
        add mate(j) to list
```

Examine the neighbours of a node i

Algorithm 77 examine(i, $found$)

for all $j \in \bar{A}(i)$ **do**
    if j is even **then** contract(i, j) and **return**
    if j is unmatched **then**
        $q \leftarrow j$;
        $\text{pred}(q) \leftarrow i$;
        $found \leftarrow \text{true}$;
        return
    if j is matched and unlabeled **then**
        $\text{pred}(j) \leftarrow i$;
        $\text{pred}(\text{mate}(j)) \leftarrow j$;
        add $\text{mate}(j)$ to $list$

For all neighbours j do...

Algorithm 77 examine(i, *found*)

```
for all j ∈ Ā(i) do
    if j is even then contract(i, j) and return
    if j is unmatched then
        q ← j;
        pred(q) ← i;
        found ← true;
        return
    if j is matched and unlabeled then
        pred(j) ← i;
        pred(mate(j)) ← j;
        add mate(j) to list
```

You have found a blossom...

Algorithm 77 examine(i, $found$)

```
for all j ∈ Ā(i) do
    if j is even then contract(i, j) and return
    if j is unmatched then
        q ← j;
        pred(q) ← i;
        found ← true;
        return
    if j is matched and unlabeled then
        pred(j) ← i;
        pred(mate(j)) ← j;
        add mate(j) to list
```

You have found a free node which gives you an augmenting path.

Algorithm 77 examine(i, $found$)

```
for all j ∈ Ā(i) do
    if j is even then contract(i, j) and return
    if j is unmatched then
        q ← j;
        pred(q) ← i;
        found ← true;
        return
    if j is matched and unlabeled then
        pred(j) ← i;
        pred(mate(j)) ← j;
        add mate(j) to list
```

If you find a matched node that is not in the tree you grow...

Algorithm 77 examine(i, *found*)

```
for all j ∈ Ā(i) do
    if j is even then contract(i, j) and return
    if j is unmatched then
        q ← j;
        pred(q) ← i;
        found ← true;
        return
    if j is matched and unlabeled then
        pred(j) ← i;
        pred(mate(j)) ← j;
        add mate(j) to list
```

mate(j) is a new node from which you can grow further.

Algorithm 78 contract(i, j)

1: trace pred-indices of i and j to identify a blossom B
2: create new node b and set $\bar{A}(b) \leftarrow \cup_{x \in B} \bar{A}(x)$
3: label b even and add to *list*
4: update $\bar{A}(j) \leftarrow \bar{A}(j) \cup \{b\}$ for each $j \in \bar{A}(b)$
5: form a circular double linked list of nodes in B
6: delete nodes in B from the graph

Contract blossom identified by nodes i and j

Algorithm 78 contract(i, j)

trace pred-indices of i and j to identify a blossom B
create new node b and set $\bar{A}(b) \leftarrow \cup_{x \in B} \bar{A}(x)$
label b even and add to *list*
update $\bar{A}(j) \leftarrow \bar{A}(j) \cup \{b\}$ for each $j \in \bar{A}(b)$
form a circular double linked list of nodes in B
delete nodes in B from the graph

Get all nodes of the blossom.

Time: $\mathcal{O}(m)$

Algorithm 78 contract(i, j)

1: trace pred-indices of i and j to identify a blossom B
2: create new node b and set $\bar{A}(b) \leftarrow \cup_{x \in B} \bar{A}(x)$
3: label b even and add to *list*
4: update $\bar{A}(j) \leftarrow \bar{A}(j) \cup \{b\}$ for each $j \in \bar{A}(b)$
5: form a circular double linked list of nodes in B
6: delete nodes in B from the graph

Identify all neighbours of b.

Time: $\mathcal{O}(m)$ (how?)

Algorithm 78 contract(i, j)

1: trace pred-indices of i and j to identify a blossom B
2: create new node b and set $\bar{A}(b) \leftarrow \cup_{x \in B} \bar{A}(x)$
3: label b even and add to *list*
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5: form a circular double linked list of nodes in B
6: delete nodes in B from the graph

b will be an even node, and it has unexamined neighbours.

Algorithm 78 contract(i, j)

1: trace pred-indices of i and j to identify a blossom B
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5: form a circular double linked list of nodes in B
6: delete nodes in B from the graph

Every node that was adjacent to a node in B is now adjacent to b

Algorithm 78 contract(i, j)

1: trace pred-indices of i and j to identify a blossom B
2: create new node b and set $\bar{A}(b) \leftarrow \cup_{x \in B} \bar{A}(x)$
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5: form a circular double linked list of nodes in B
6: delete nodes in B from the graph

Only for making a blossom expansion easier.

Algorithm 78 contract(i, j)

1: trace pred-indices of i and j to identify a blossom B
2: create new node b and set $\bar{A}(b) \leftarrow \cup_{x \in B} \bar{A}(x)$
3: label b even and add to *list*
4: update $\bar{A}(j) \leftarrow \bar{A}(j) \cup \{b\}$ for each $j \in \bar{A}(b)$
5: form a circular double linked list of nodes in B
6: delete nodes in B from the graph

Only delete links from nodes not in B to B.

When expanding the blossom again we can recreate these links in time $\mathcal{O}(m)$.

Analysis

- A contraction operation can be performed in time $\mathcal{O}(m)$. Note, that any graph created will have at most m edges.

Analysis

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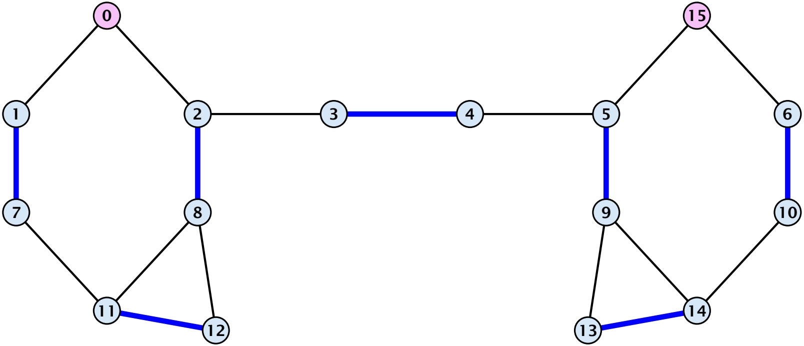
- There are at most n contractions as each contraction reduces the number of vertices.
- The expansion can trivially be done in the same time as needed for all contractions.
- An augmentation requires time $\mathcal{O}(n)$. There are at most n of them.
- In total the running time is at most

$$n \cdot (\mathcal{O}(mn) + \mathcal{O}(n)) = \mathcal{O}(mn^2) \enspace .$$

Example: Blossom Algorithm



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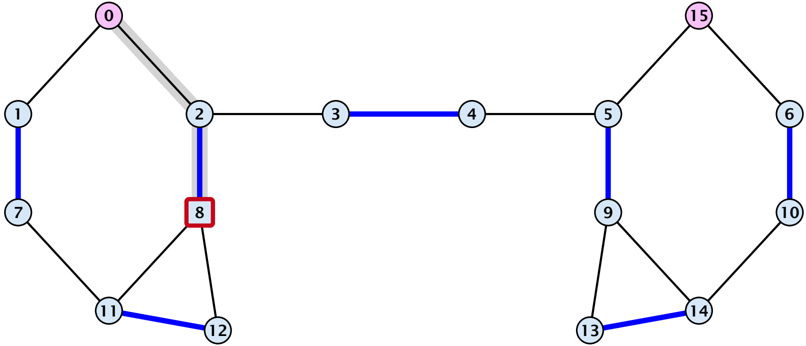

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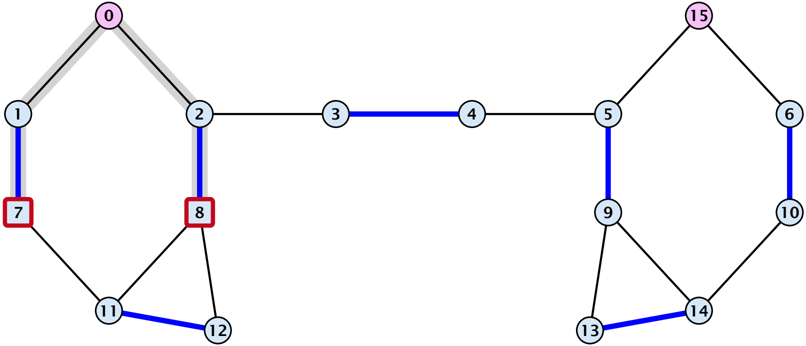

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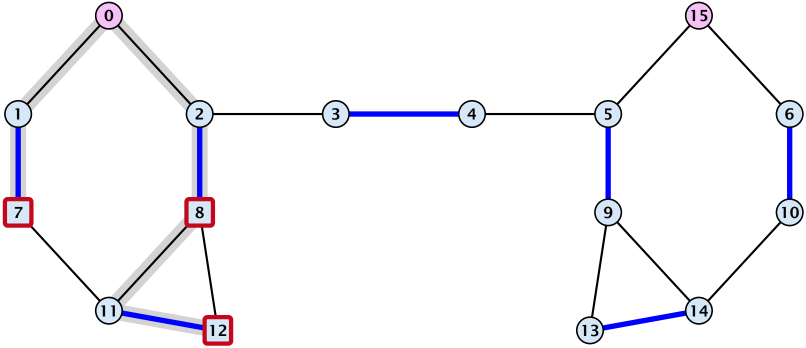

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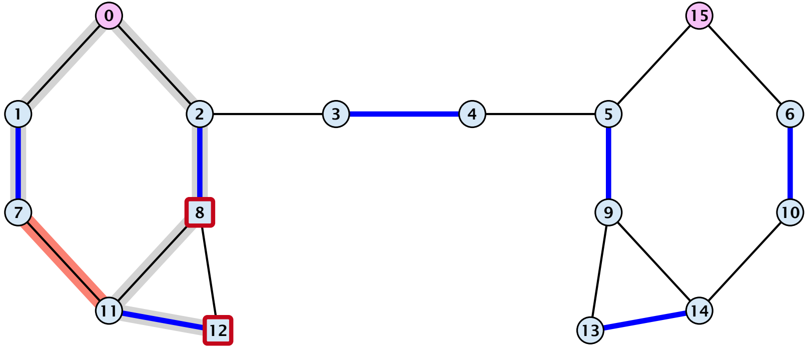

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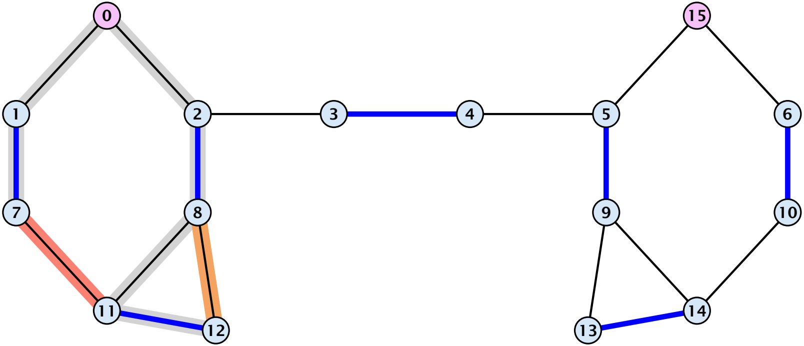

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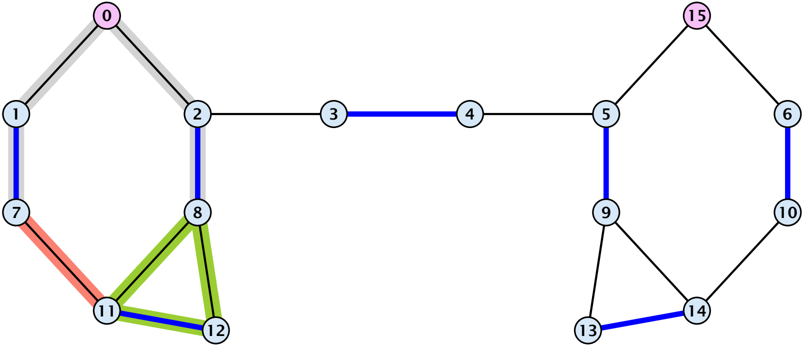

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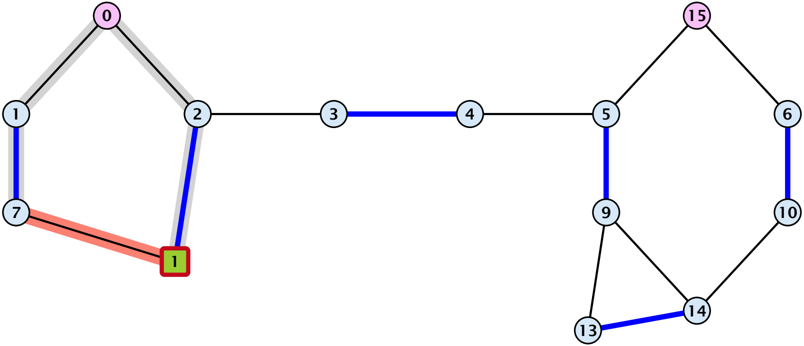

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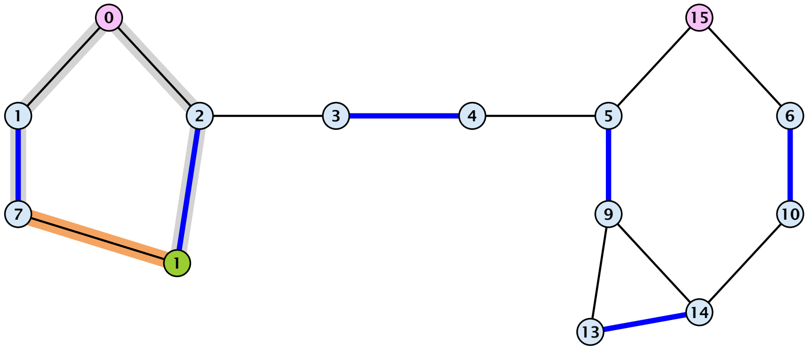

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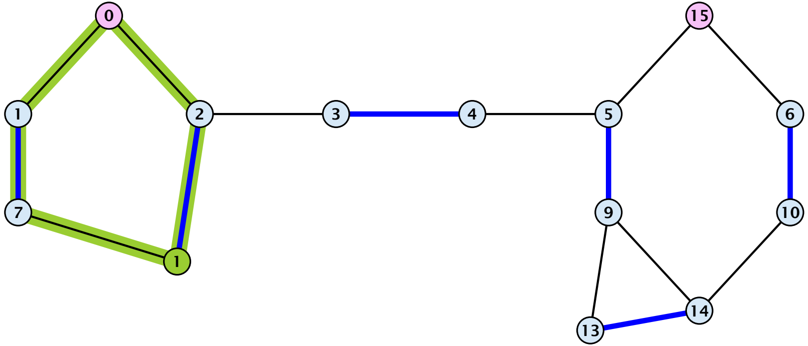

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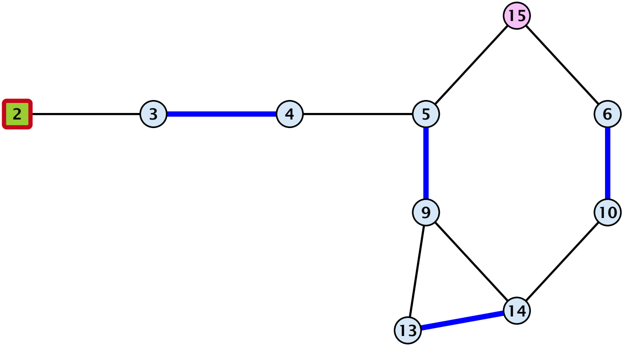

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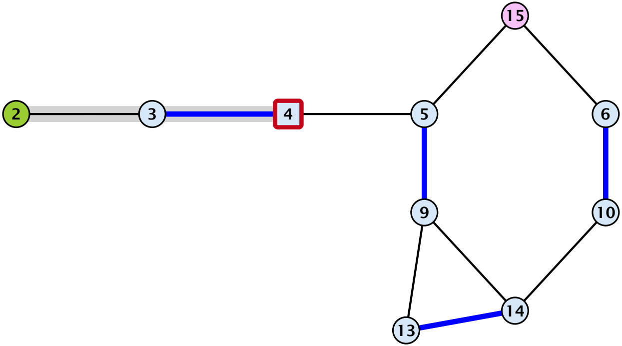

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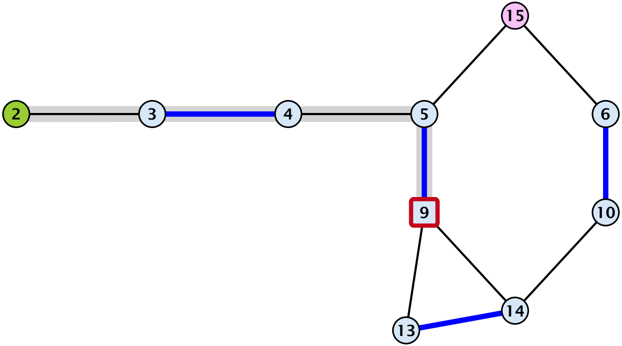

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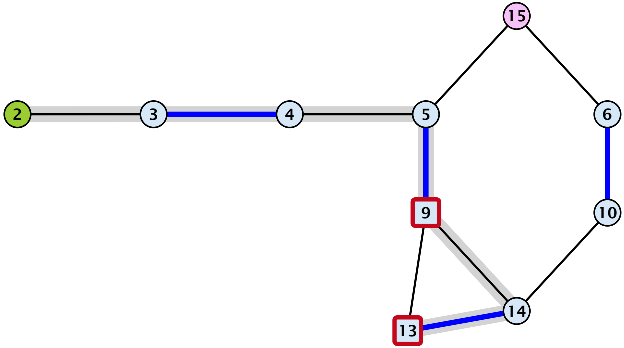

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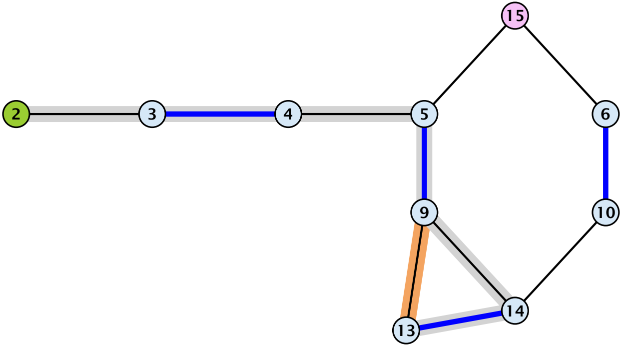

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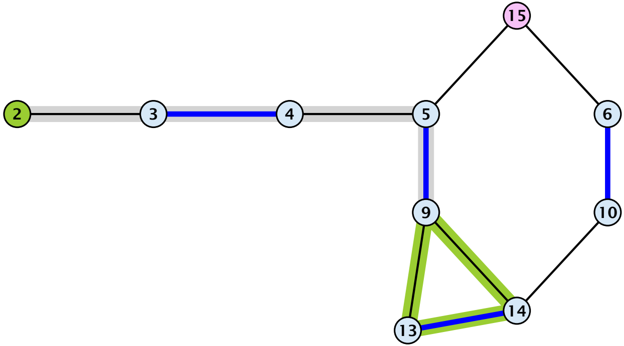

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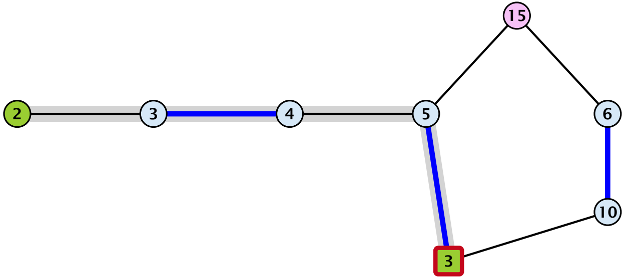

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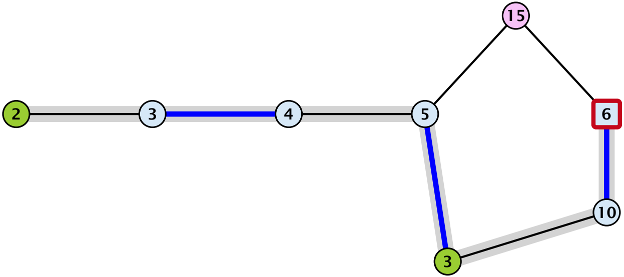

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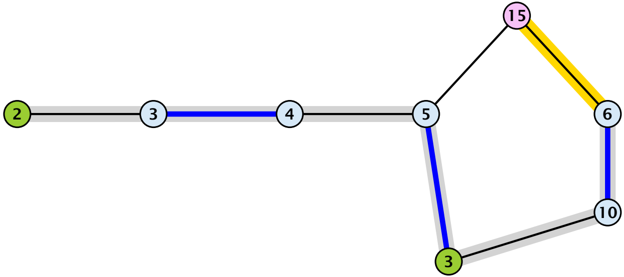

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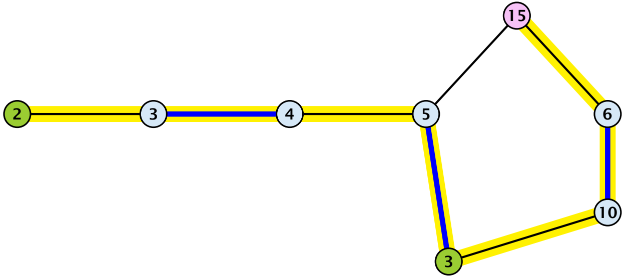

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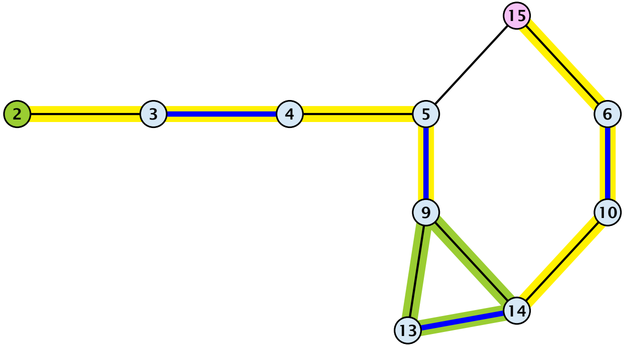

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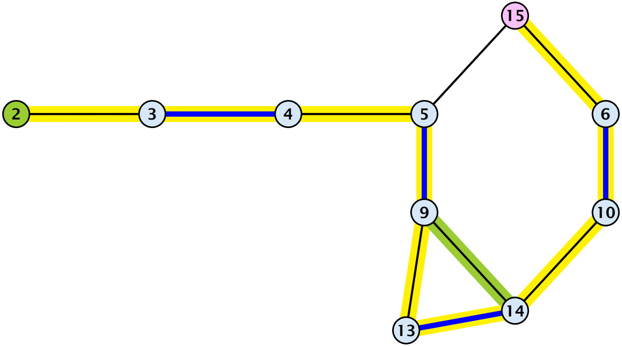

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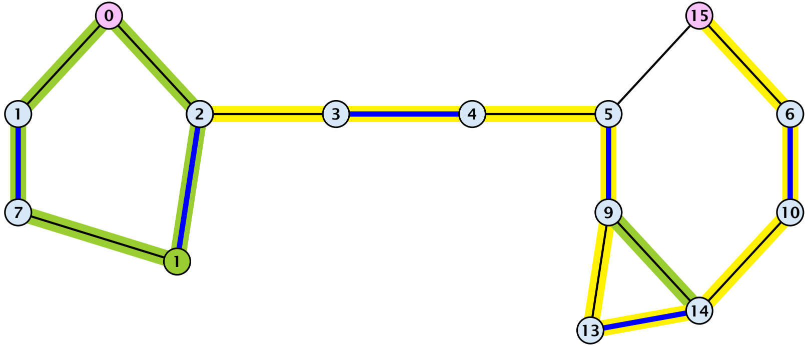

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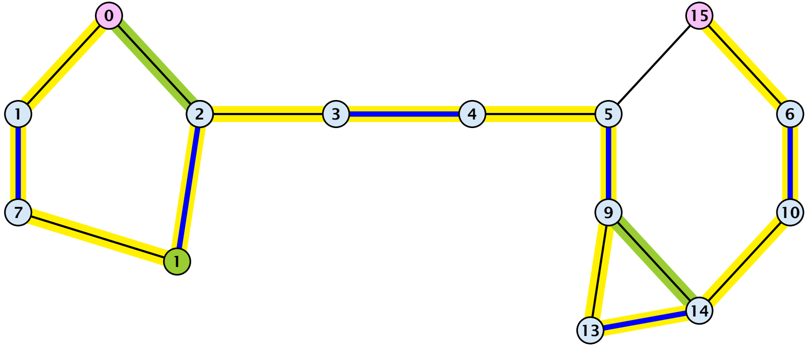

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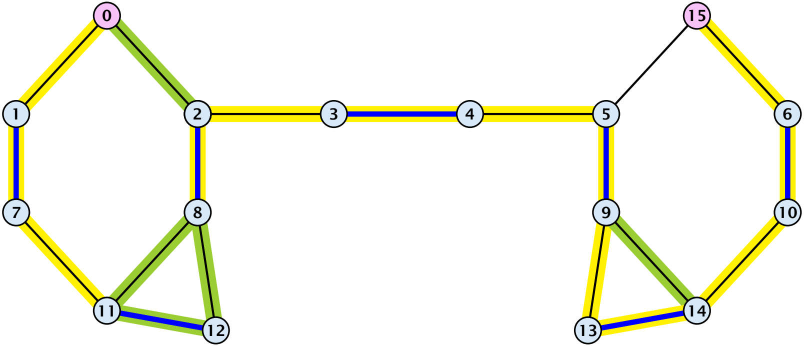

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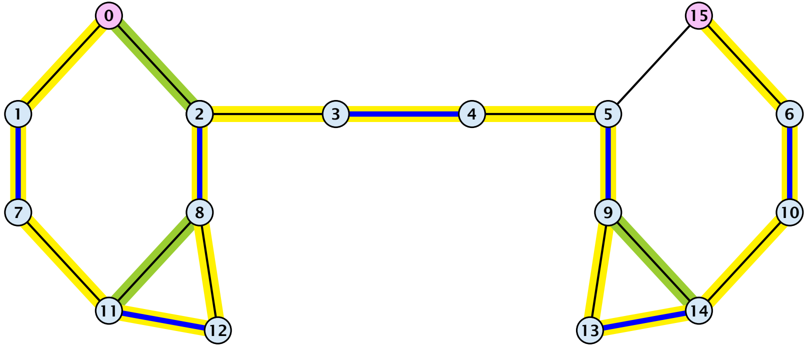

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