Maximum Bipartite Matching

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February 11, 2024



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Introduction

Definition

A bipartrite graph is one whose vertices can be split into two independent groups U,V such that every edge connects between U and V.

Note

There can not be any edge in between U and in between V . The graph is two colourable and doesn't have cycles of odd length.

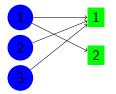


Fig: Visualization of bipartrite graph

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The Problem

Maximum Bipartite Matching

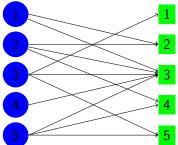
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Given a bipartite graph G=(A\cup B,E), find an \{\ S\subseteq A\times B:\ S\ \text{is a matching and is as large as possible.}\ \} [KT06]
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Example

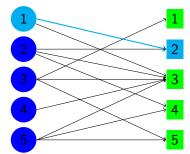
In a picnic, there are 5 people and 5 food items. Some people express interest in some of the items. How can we satisfy maximum number of people while wasting minimum number of items?



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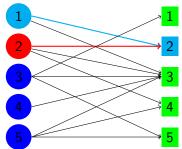
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Greedy Approach

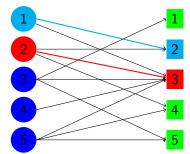


Greedy Approach

Here, item 2 was already taken by person 1

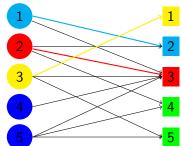


Greedy Approach



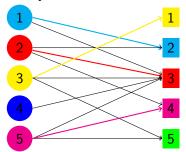
Greedy Approach

Here, item 1 was luckily unoccupied



Greedy Approach

Here, person 4 can not have anything and person 5 got a match luckily.



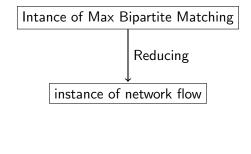
We could only satisfy four guests. One guest is unhappy.

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Approach to solve

- Given an instance of Bipartrite matching
- Reduce it to Max Flow Problem.
- Where the solution to the network ow problem can easily be used to find the solution to the bipartite matching.



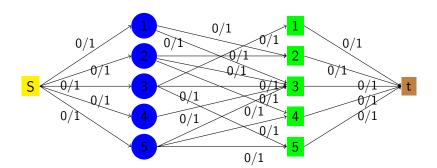
Reducing to Network Flow Problem

Approach:

- Make all the edges directed if not and add 0 flow and 1 capacity for all edges. Expressed as 0/1 in Flow/Capacity format
- add two new nodes:
 - Source(S)
 - 2 Destination(t)
- Add nodes from source to People with flow/capacity=0/1.
- Add nodes from food items to destination with 0 flow and 1 capacity
- After applying network flow algorithm, flow¿0 between the pairs indicates a matching.



Reduced to Network Flow



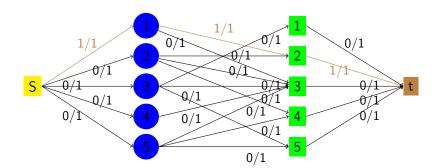
Edmonds-Karp Algorithm to Solve Network Flow Problem

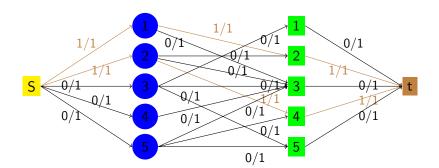
- Initialize flow f(u,v) = 0 for all edges (u,v) in the graph.
- Repeat the following steps until no augmenting paths can be found:
 - Use BFS to find the shortest augmenting path from source to sink.
 - If no augmenting path is found, terminate.
 - Let P be the augmenting path found by BFS.
 - Let cf(P) be the minimum residual capacity along path P.
 - For each edge (u, v) in P:
 - Update flow f(u,v) = f(u,v) + cf(P).
 - $\qquad \qquad \textbf{Update flow } f(v,u) = f(v,u) cf(P) \text{ for the reverse edge}.$
- The value of the maximum flow is the sum of flow values leaving the source.

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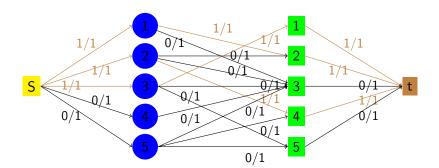


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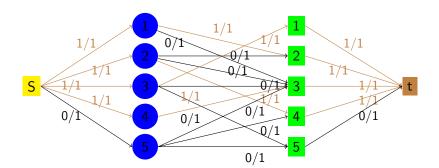


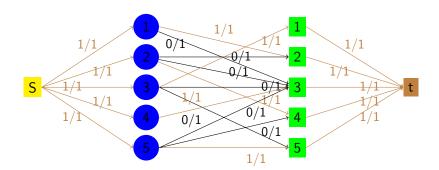


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Analyzing the solution

Here, we can not augment the paths anymore. We have already found the max flow of the network. The max flow=5. Hence, Number of matching=5.

Pairs are:

- Person 1, Item 2
- Person 2, Item 4
- 3 Person 3, Item 1
- 4 Person 4, Item 3
- 5 Person 5, Item 5

Using greedy approach, we found 4 pairs which was not maximum.



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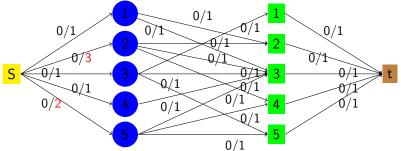
Allowing multiple items for a person

What if a person is allowed to take multiple items?

Solution

The capacity of edge connected the source and a person would be equal to the number of items that person is allowed to take. Then Network flow algorithm should be applied as usual.

For example if Person 2 is allowed to take 3 items and person 5 is allowed to take 2 items:



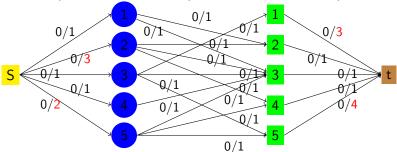
Multiple copies of item available

What if an item has multiple instances?

Solution

The capacity of edge connected the item and Destination would be equal to the number of copies of the item . Then Network flow algorithm should be applied as usual.

For example if item 1 has 3 copies and item 5 has 4 copies:



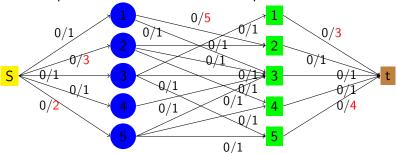
Taking same item multiple times?

What if an item can be taken multiple times by a person?

Solution

The capacity of edge connected between the person and the item would be equal to the number of times the item can be taken by that person. Then Network flow algorithm should be applied as usual.

For example if Person1 can take Item 2 upto 5 times:



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References



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