

Maximum Matchings

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- In an unweighted graph, a maximum matching is a matching of maximum cardinality
- In a weighted graph, a maximum matching is a matching such that the sum over the included edges is maximum
- BGL does not provide weighted matching algorithms

Maximum Matchings

general unweighted case

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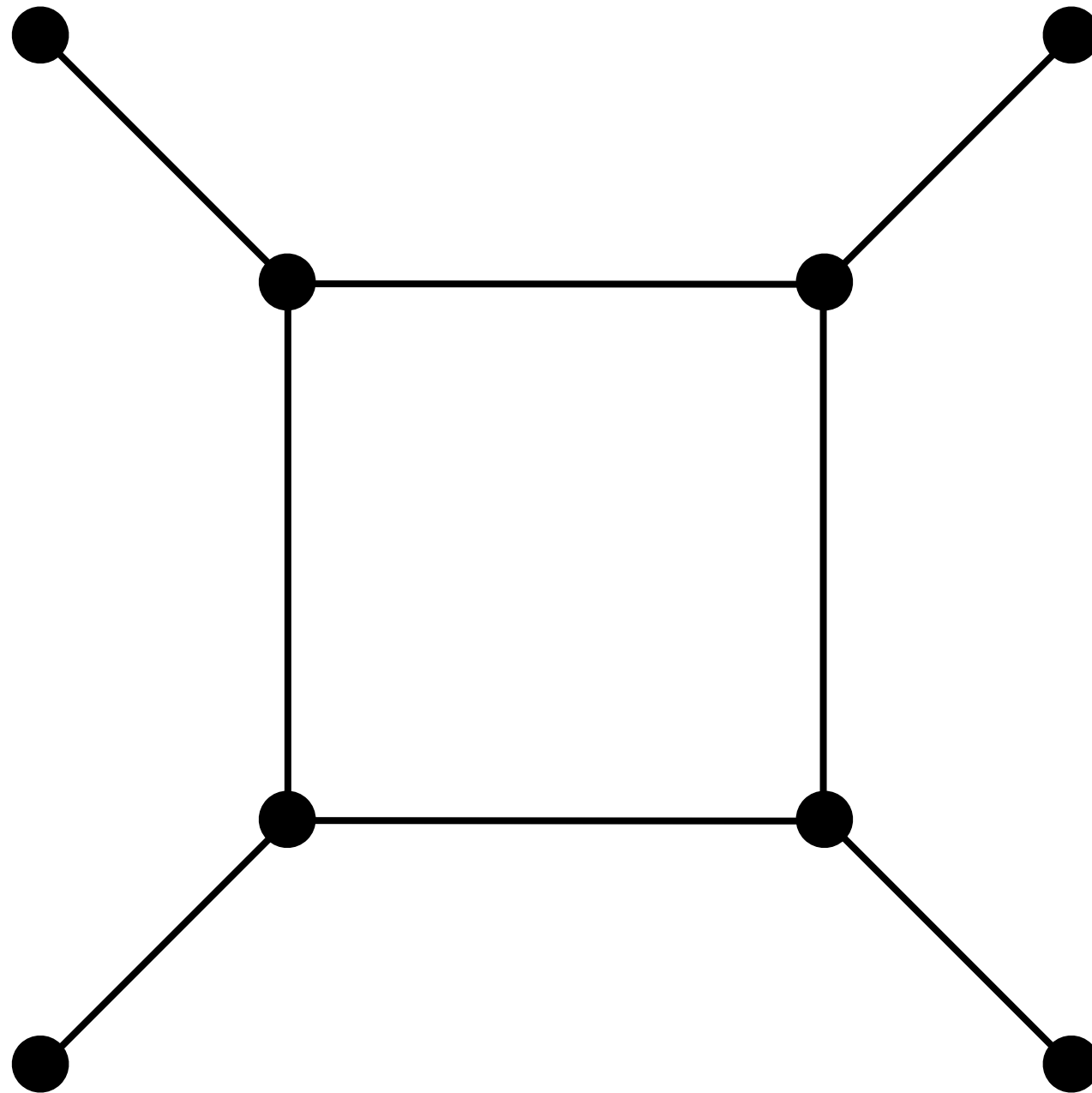
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- A matching is a maximum (not only maximal) matching, iff there is no augmenting path!

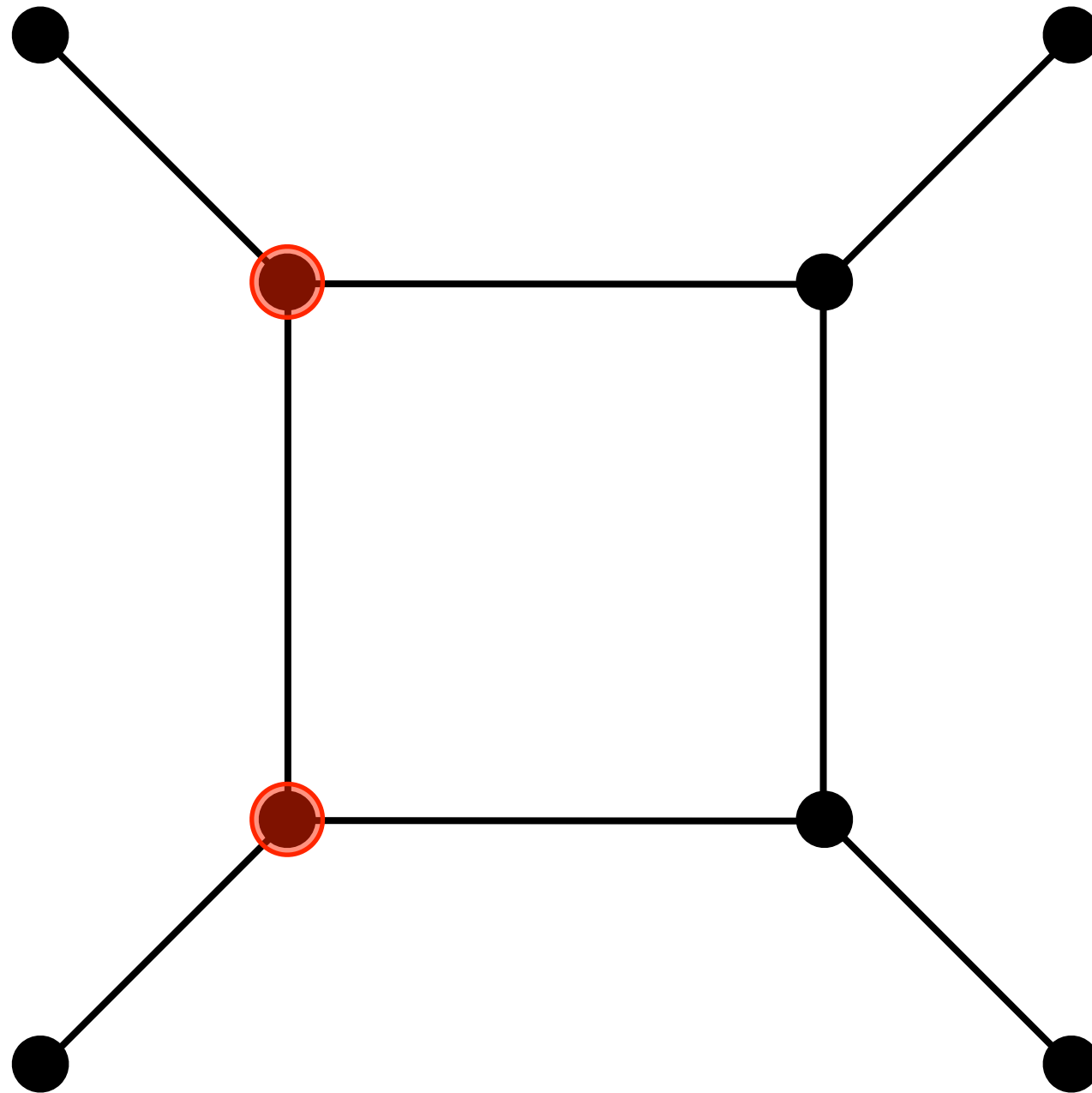
Maximum Matchings

general unweighted case example



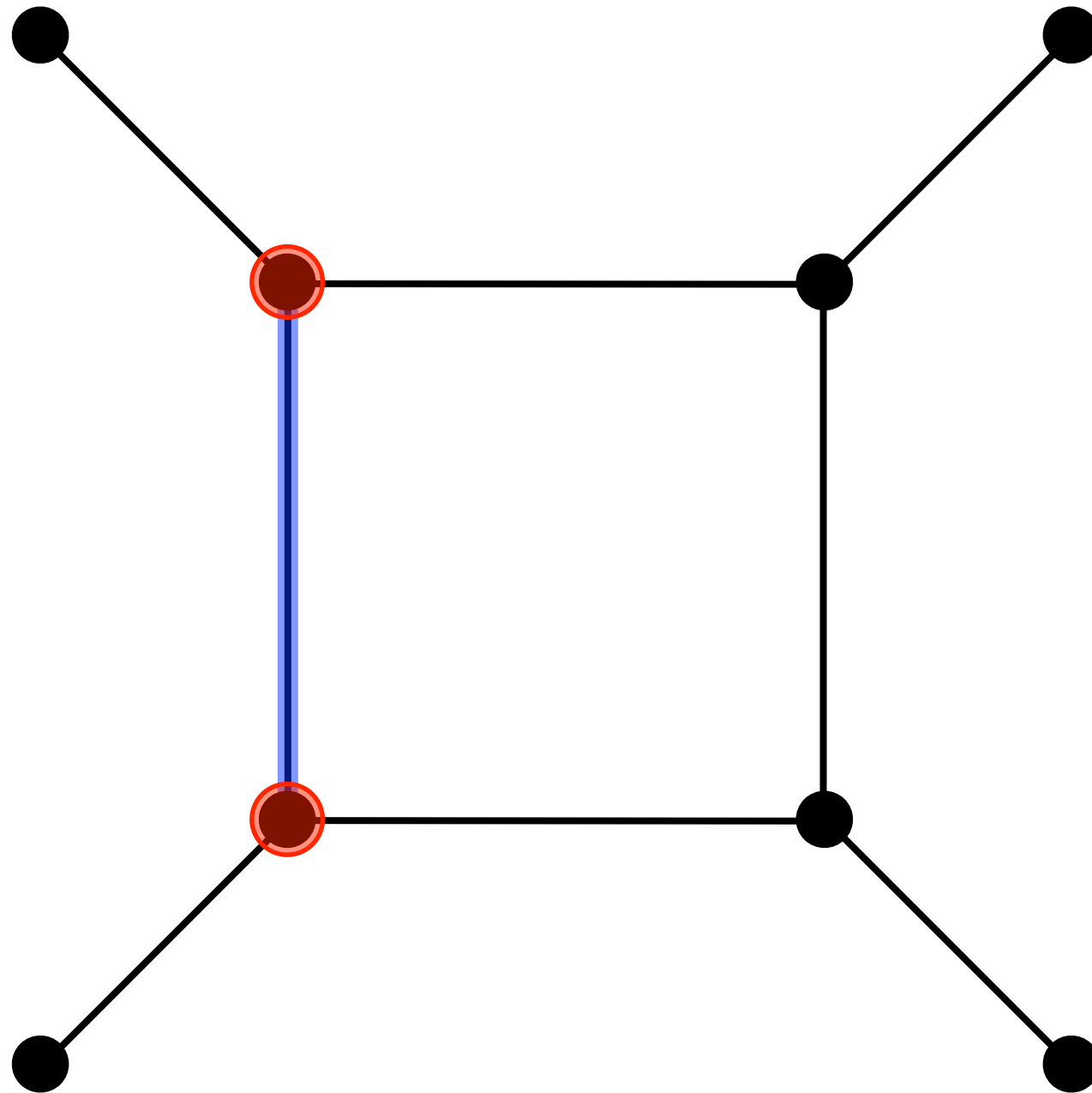
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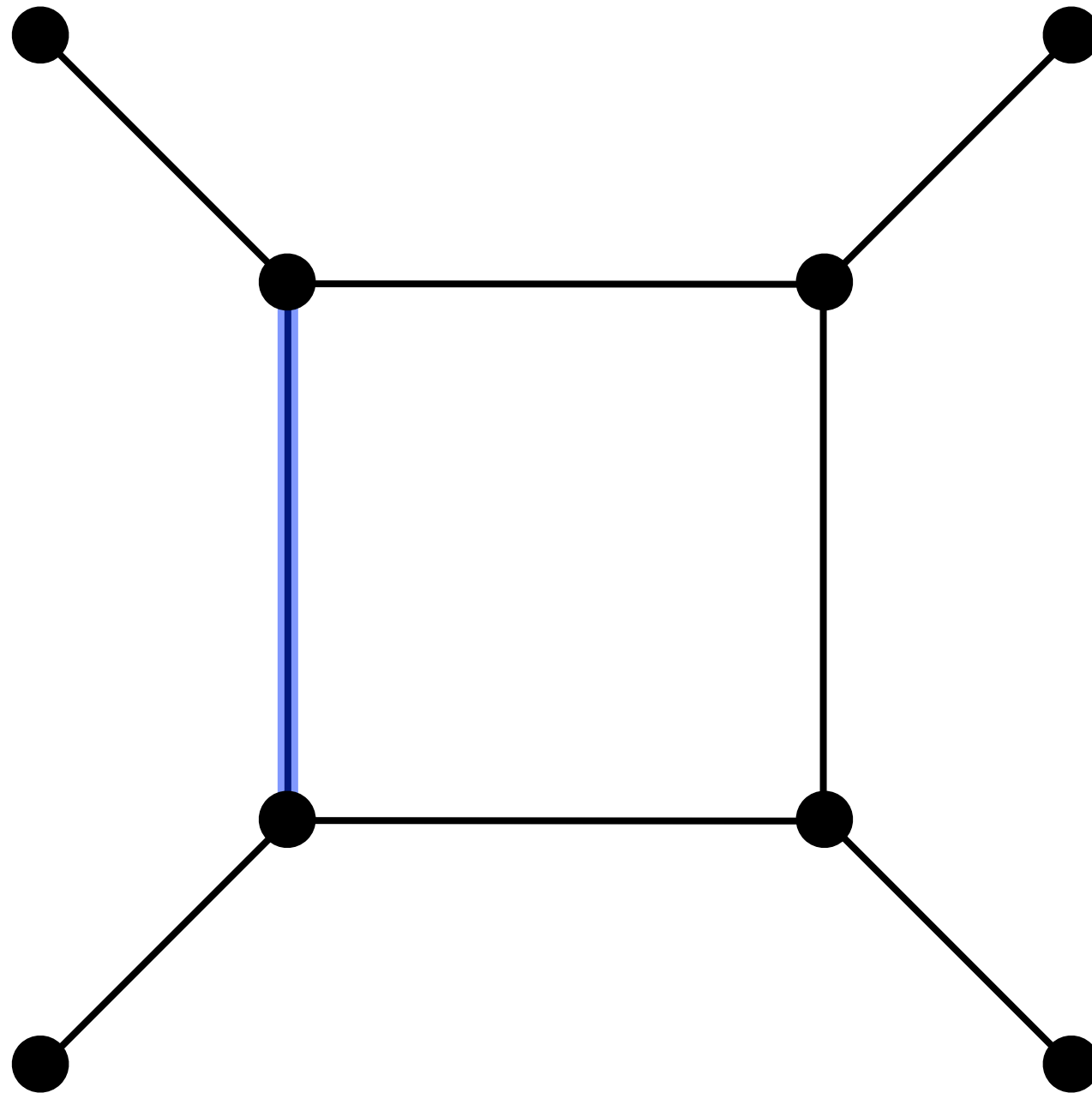
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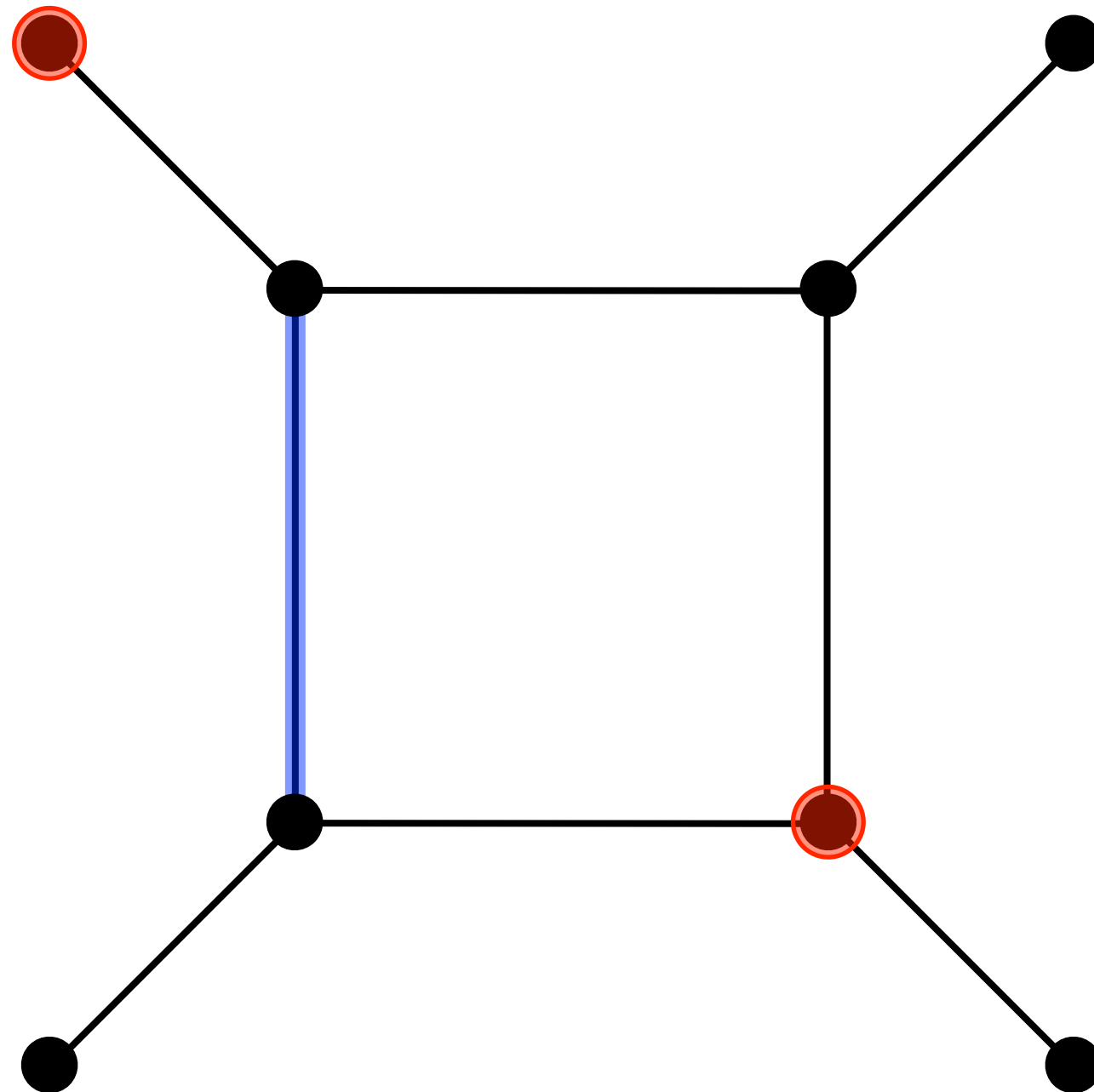
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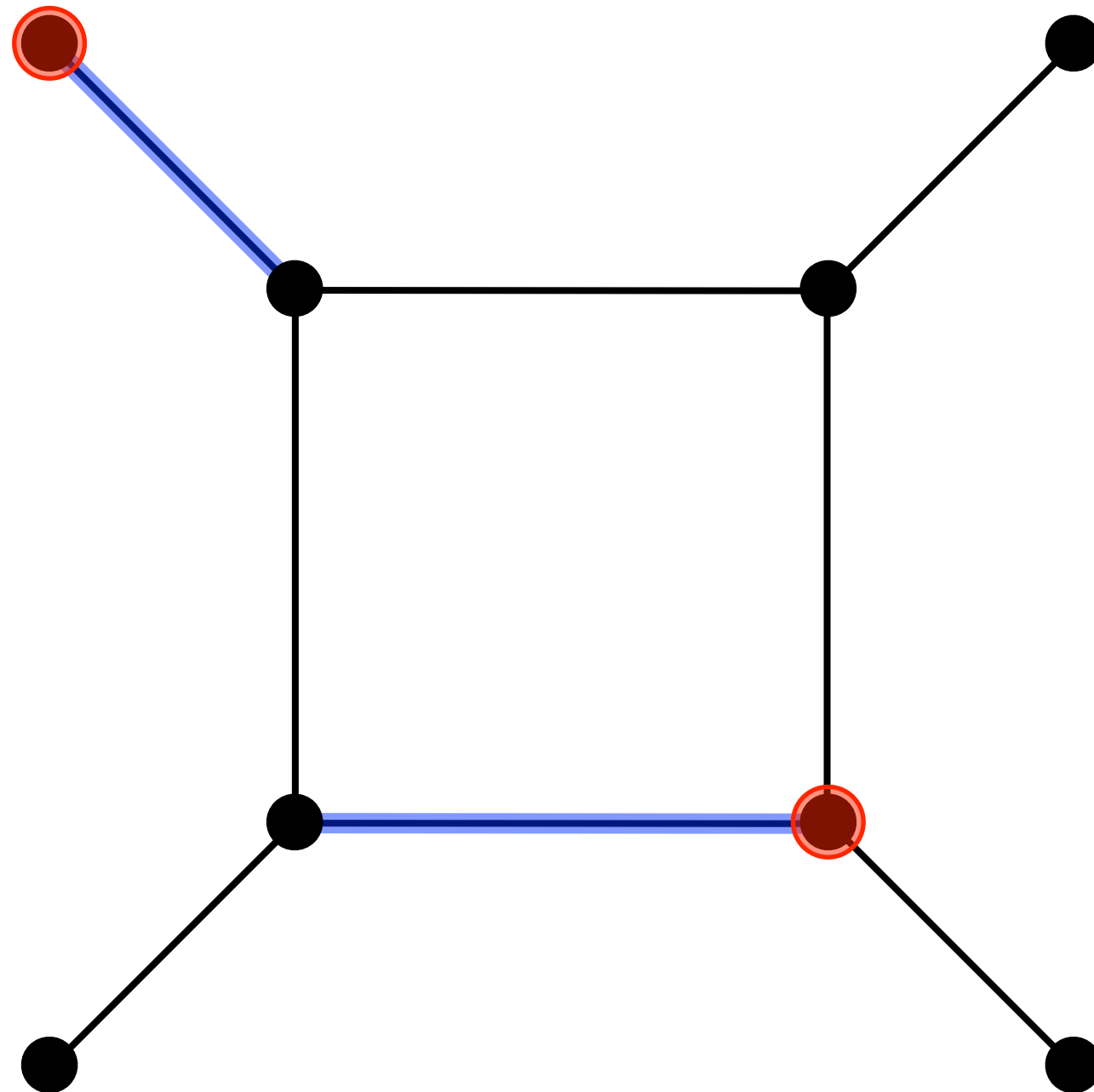
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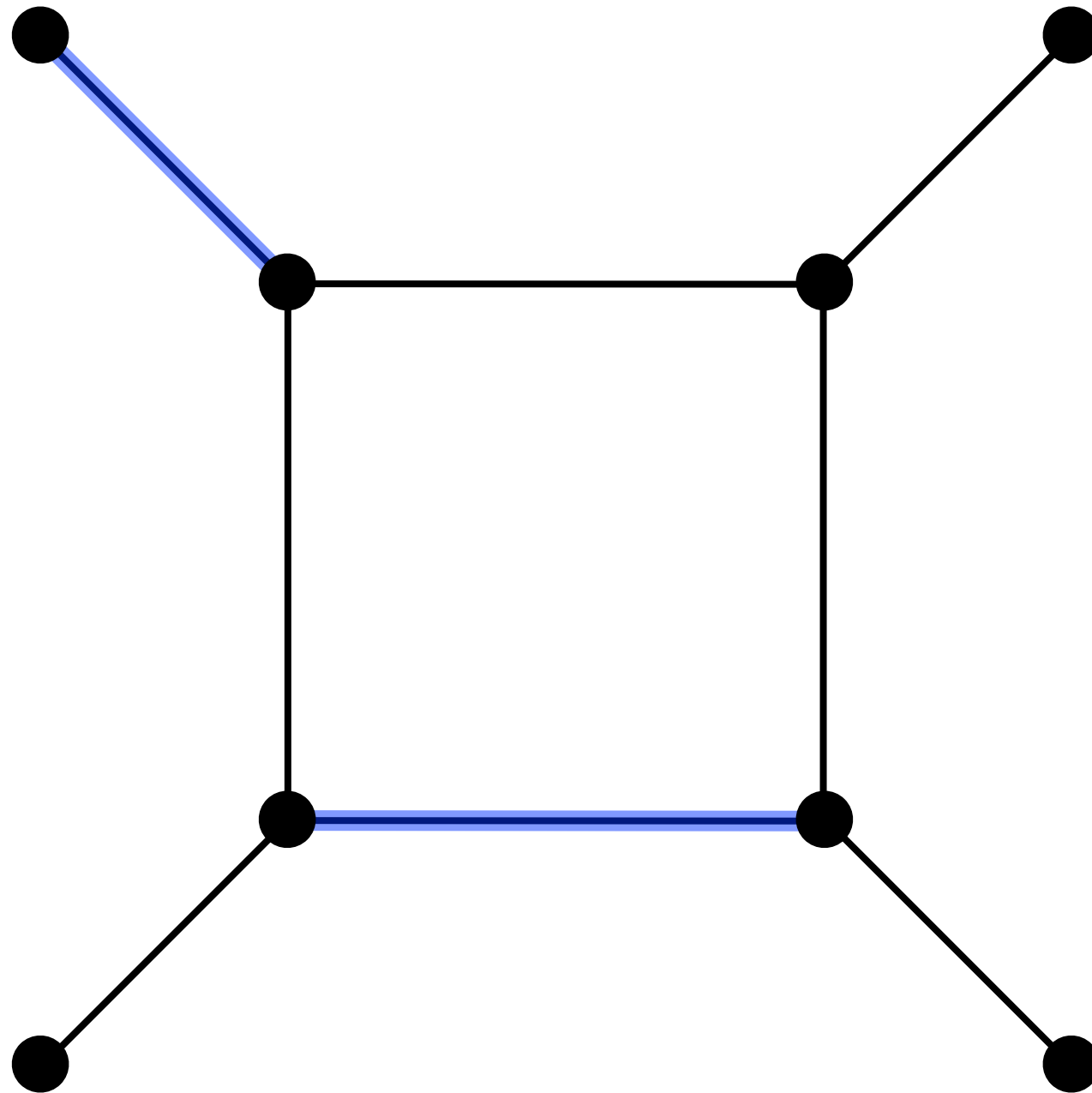
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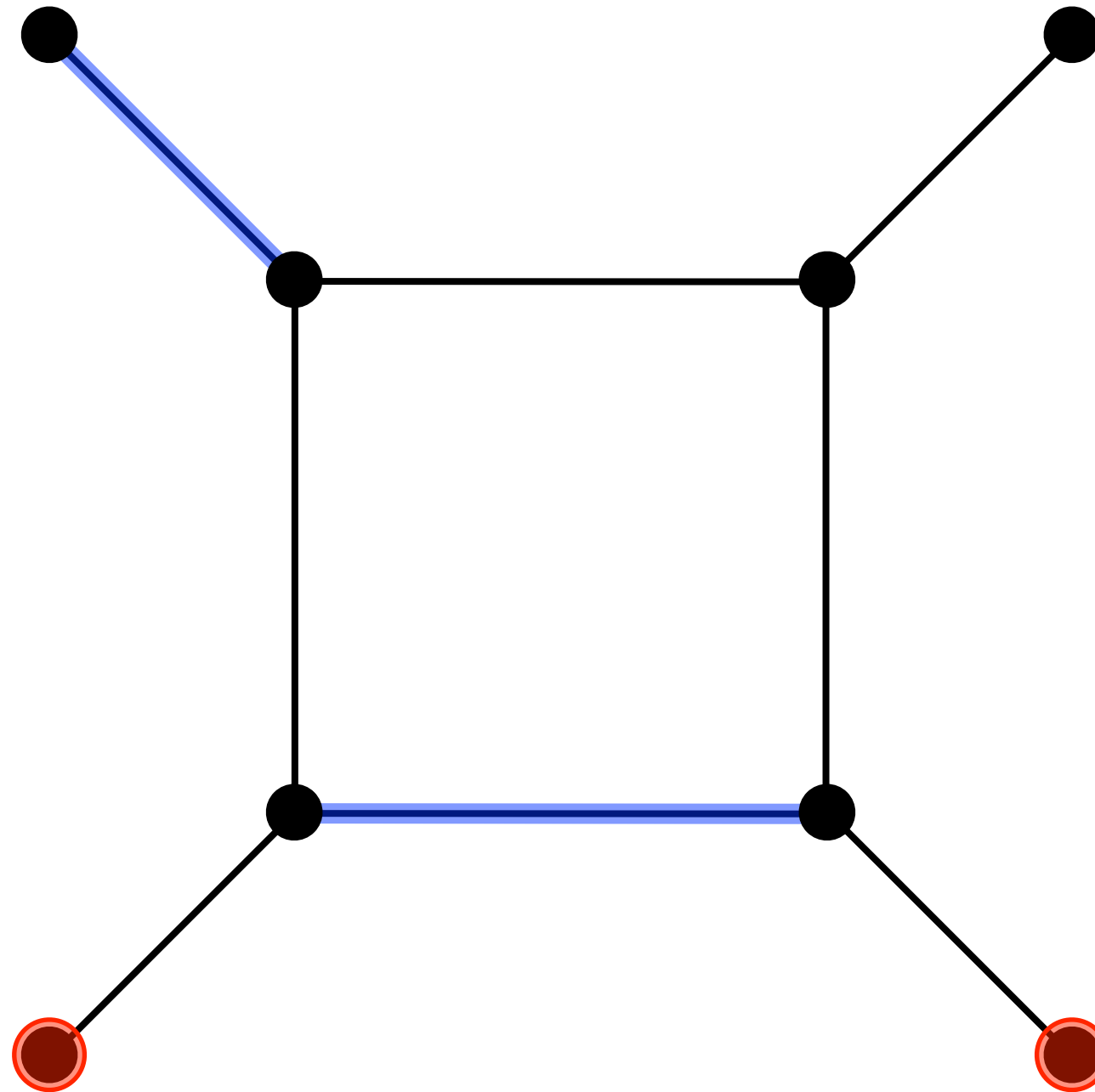
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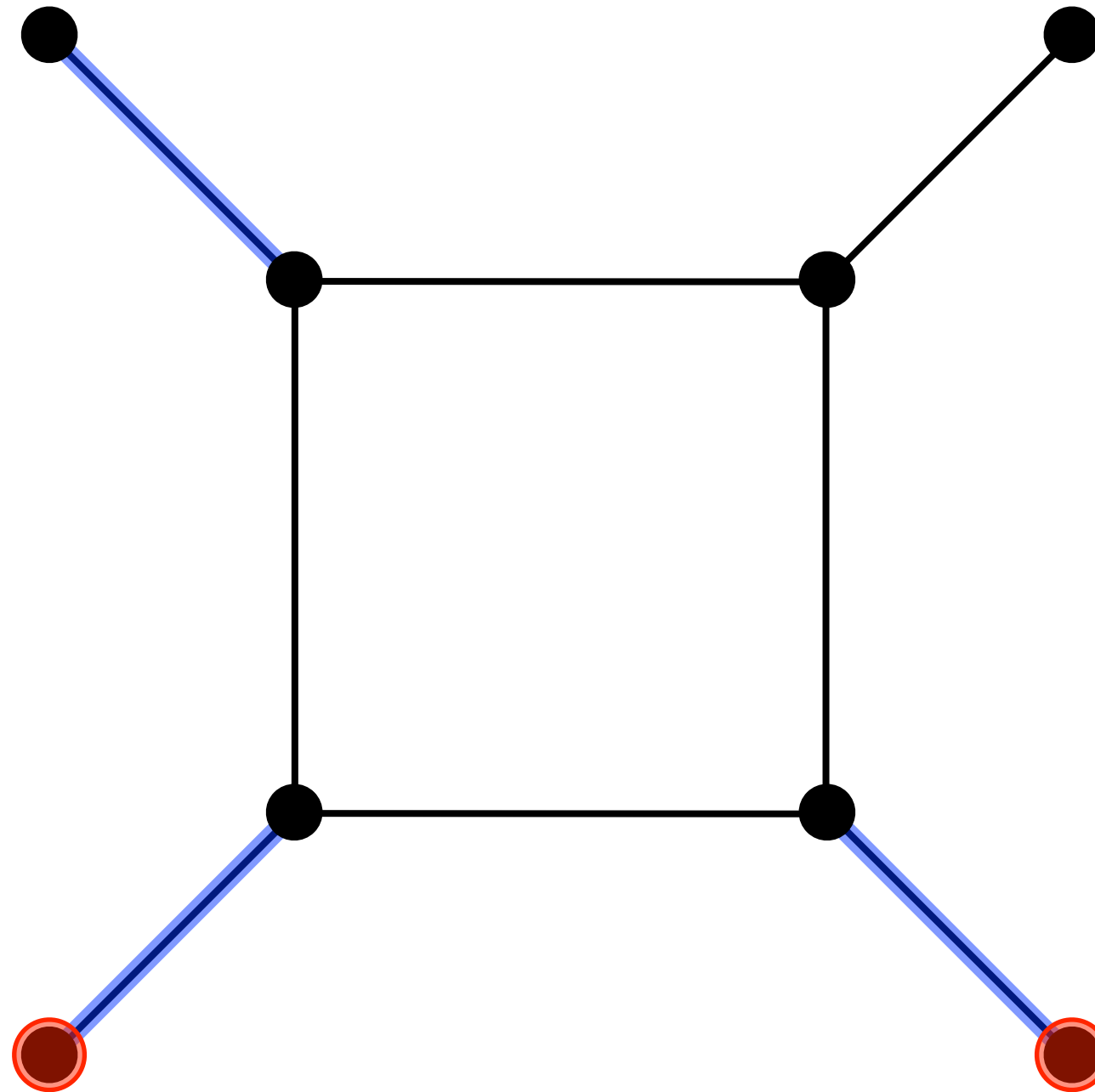
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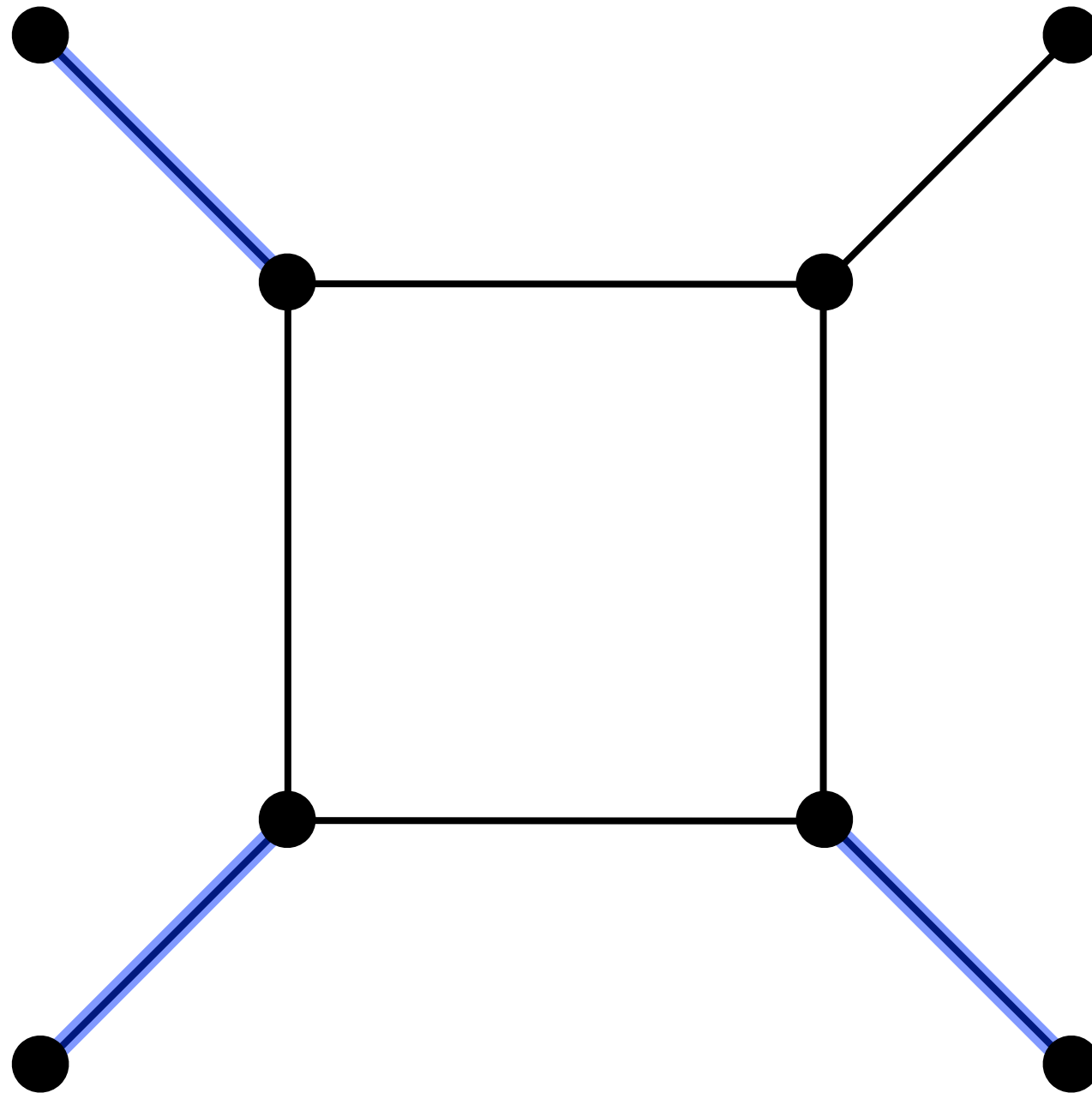
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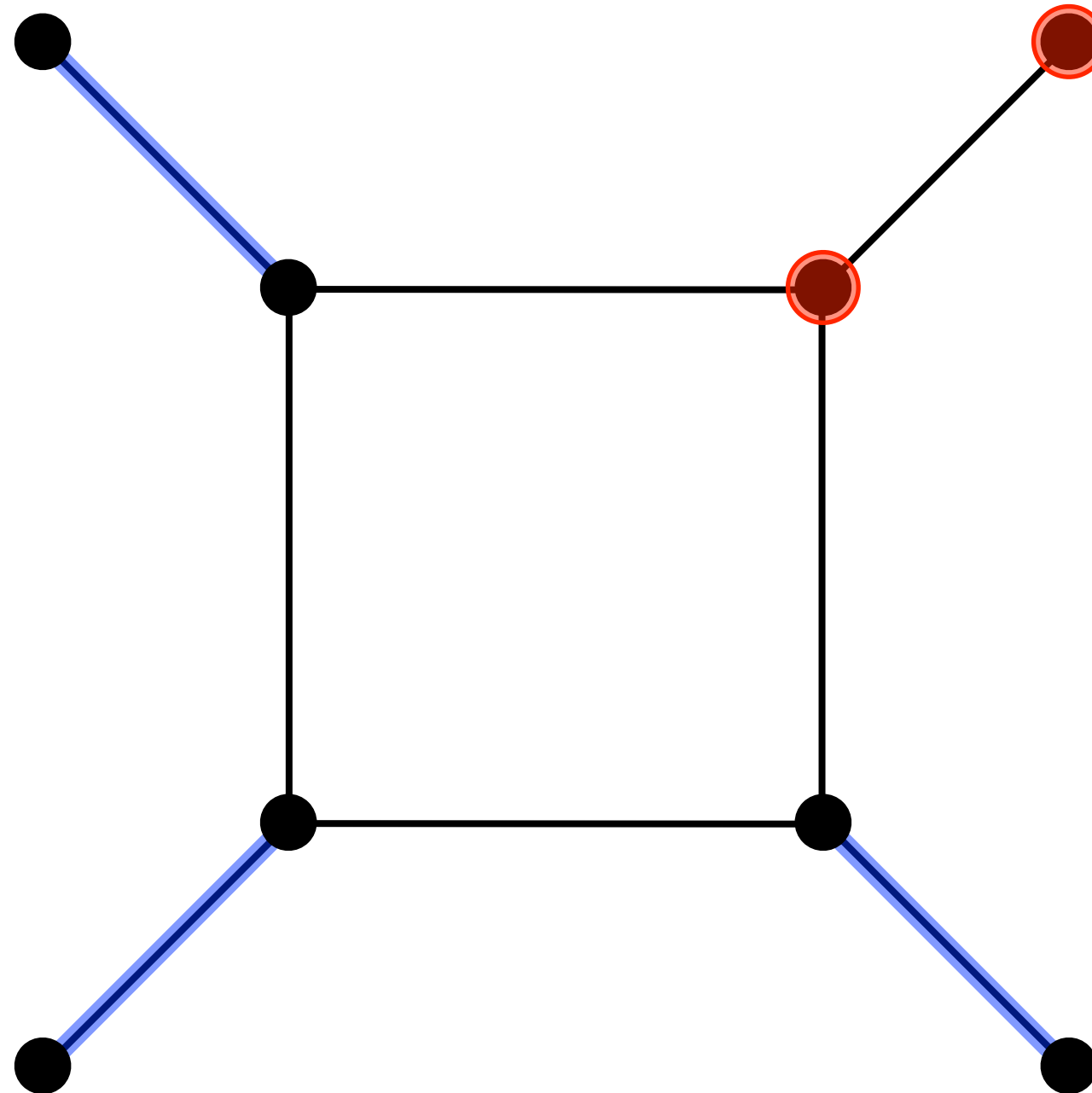
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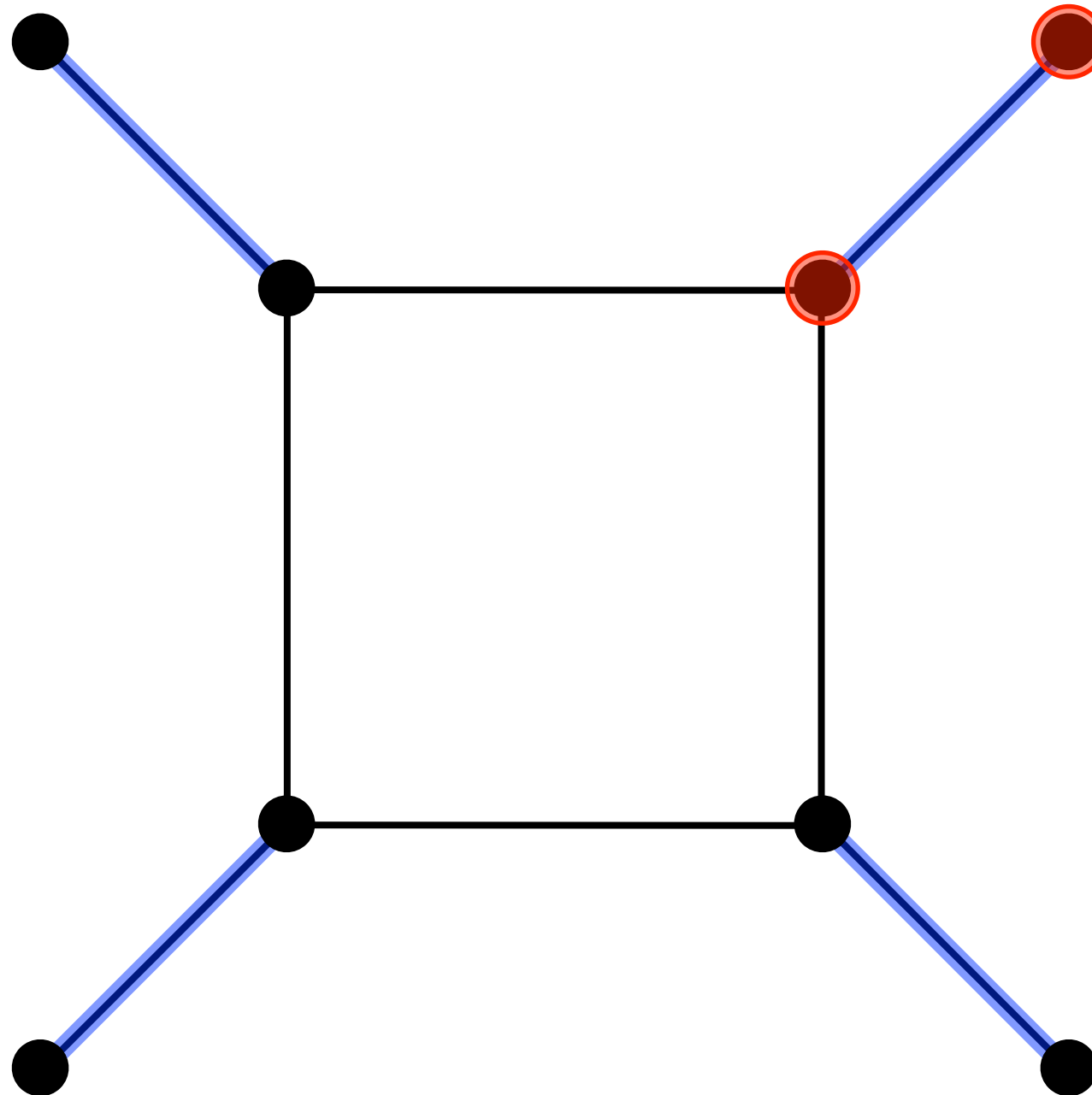
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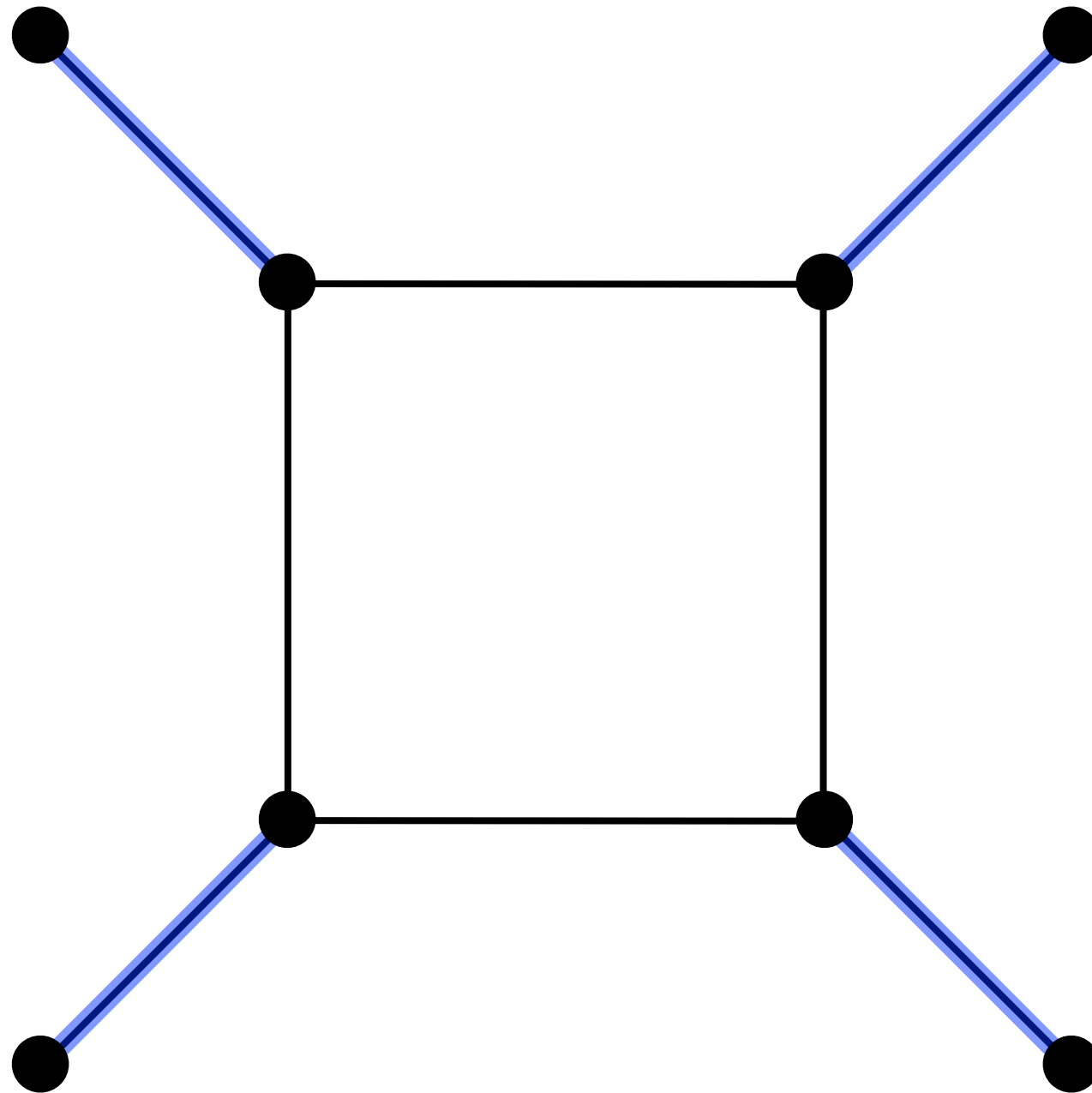
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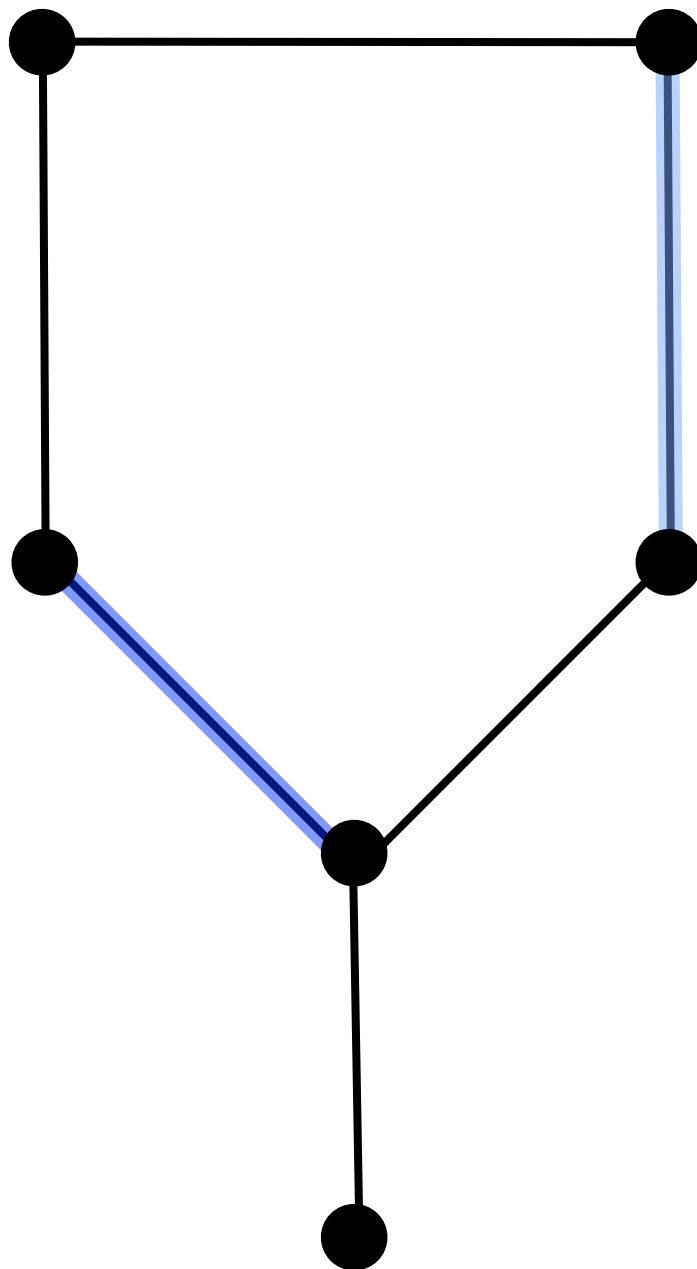
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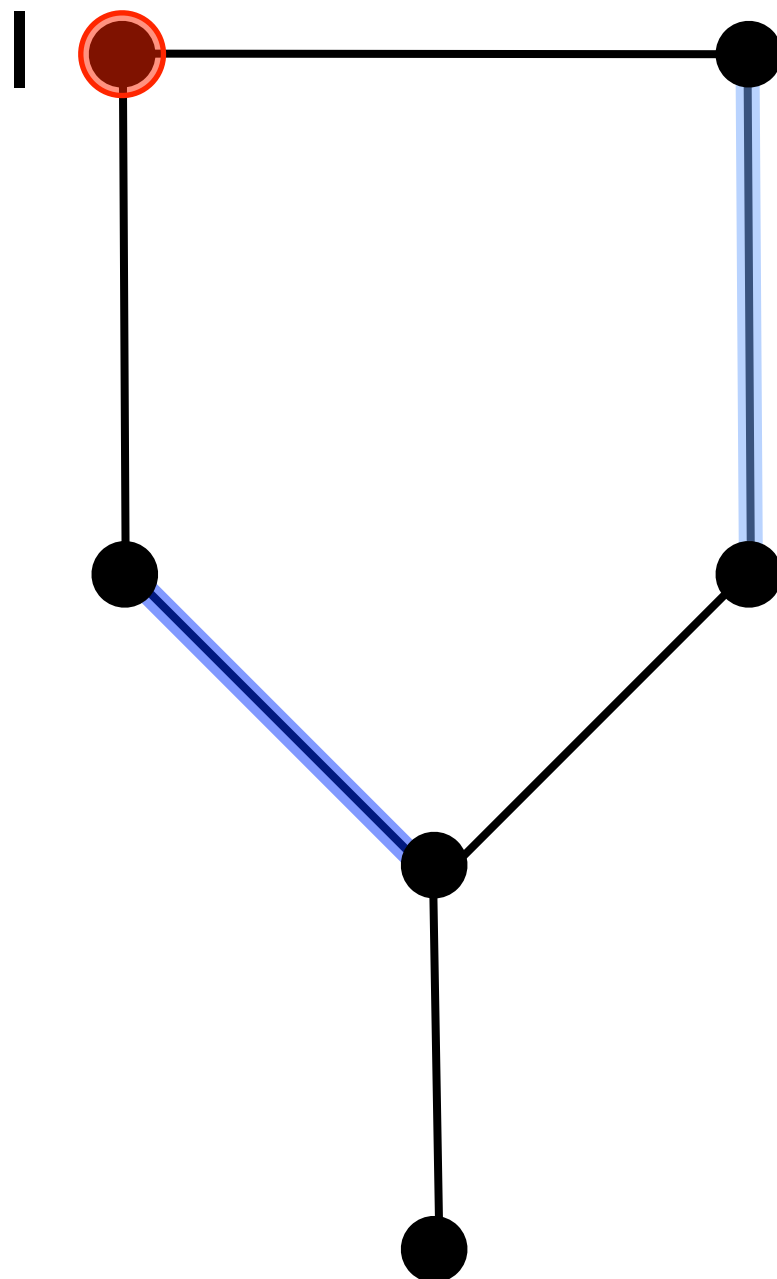
Maximum Matchings

but...



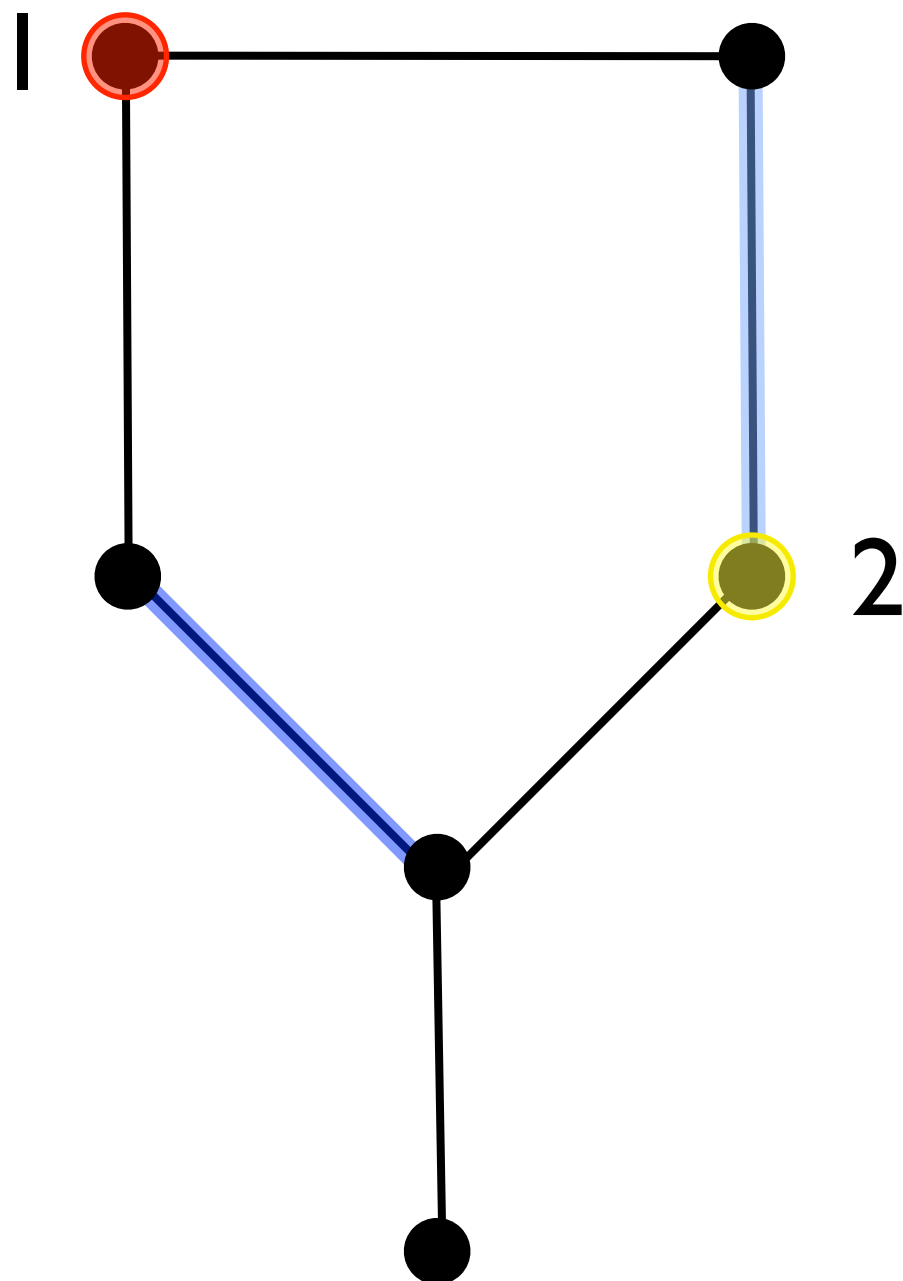
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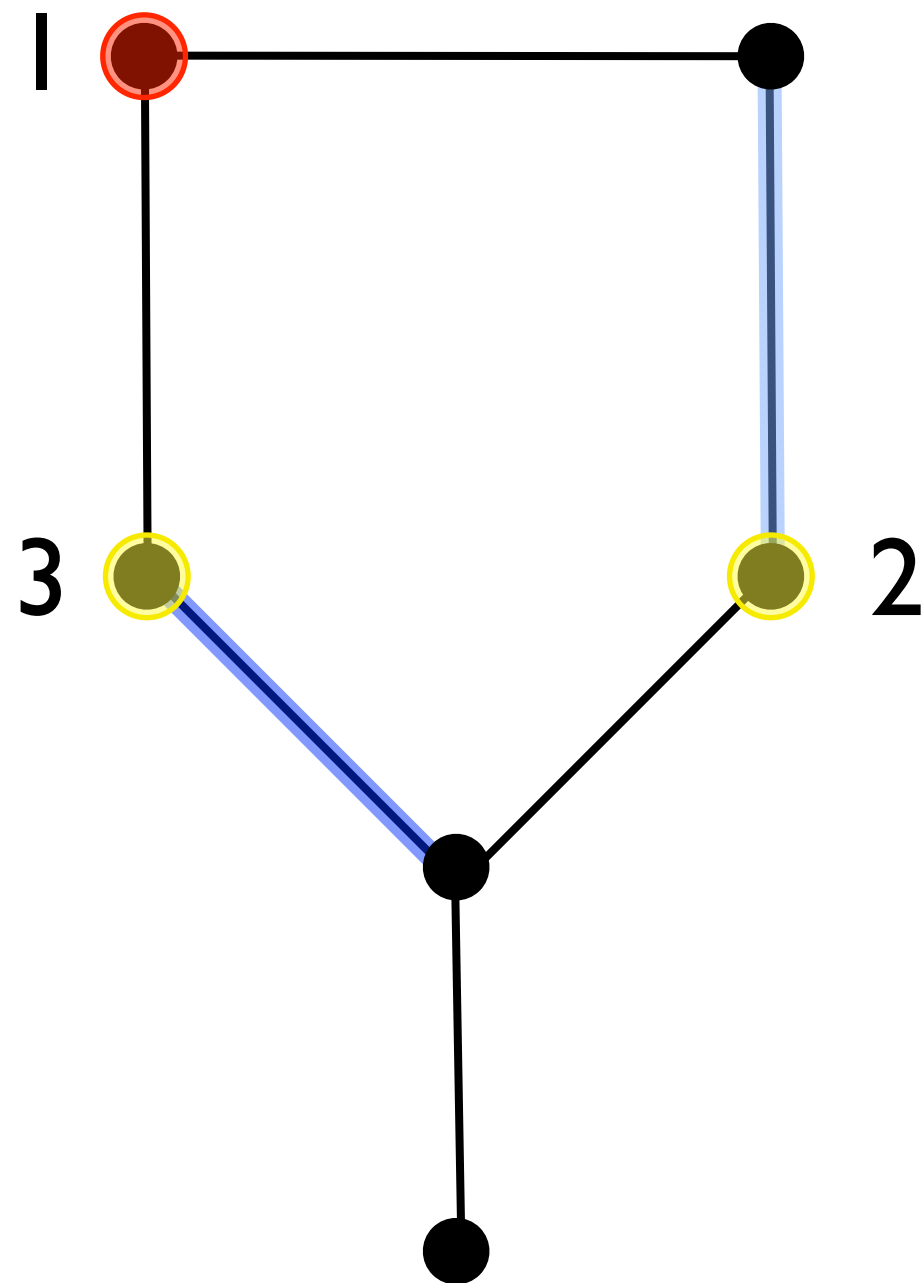
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Maximum Matchings

general unweighted case

- We need to take care of odd cycles (*blossoms*) by compressing them

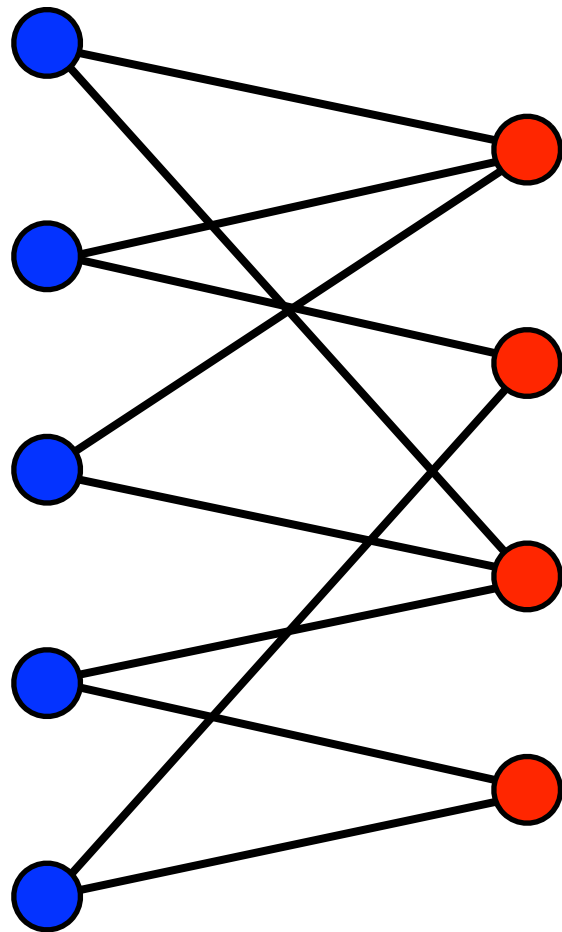
Maximum Matchings

general unweighted case

- We need to take care of odd cycles (*blossoms*) by compressing them
- Edmonds' algorithm does that efficiently

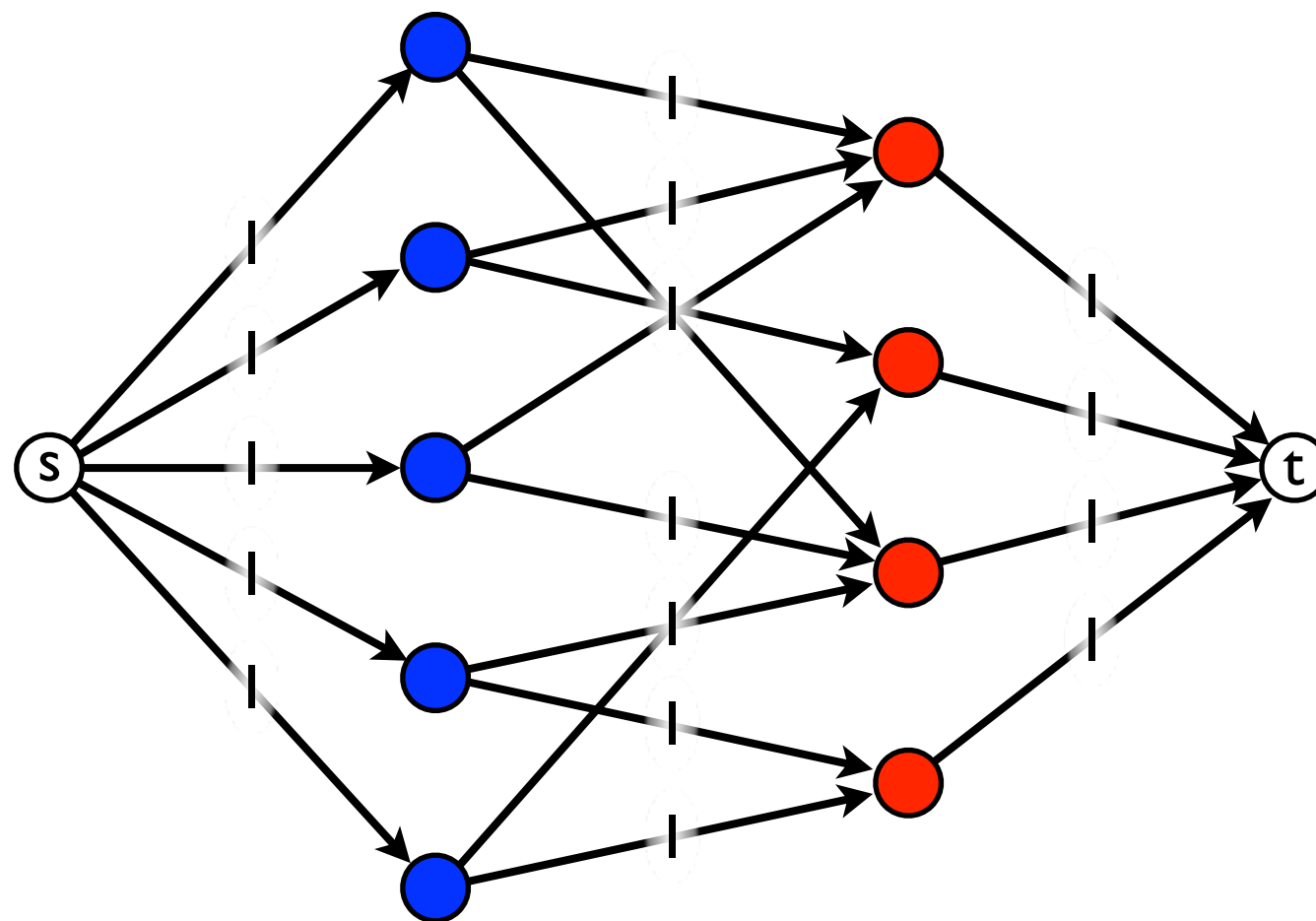
Maximum Matchings

unweighted bipartite case



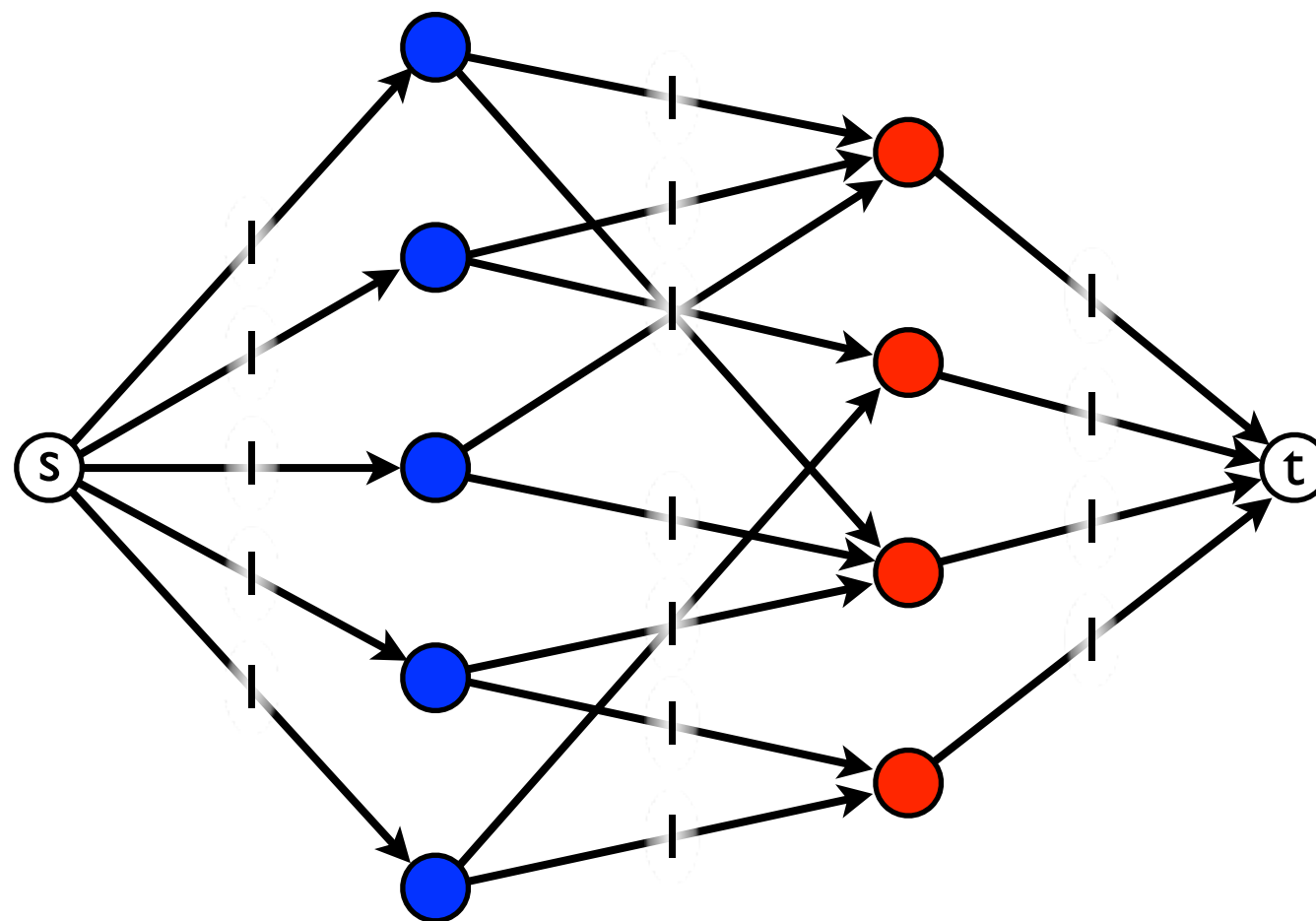
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\Rightarrow maximum flow = cardinality of maximum matching

Maximum Matchings

unweighted bipartite case

method	graph type	runtime
flow	bipartite unweighted	$O(VE)$
BGL Edmonds	any unweighted	$O(VE \cdot \alpha(V, E))$
Edmonds	any	$O(\sqrt{V}E)$
Mucha, Sankowski	any	$O(V^{2.376})$

Matchings in BGL

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#include <boost/graph/max_cardinality_matching.hpp>
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for(int i = 0; i < NVERTICES; ++i)
    if(mate[i] != NULL_VERTEX && i < mate[i])
        cout << i << " -- " << mate[i] << endl;
```