

09. Bipartite Matching

CPSC 535

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Bipartite Matching

So far, all our reductions to max-flow have been either straightforward flow simulations, or variations on max-flow.

Now we'll see a quite-different problem that also reduces to max-flow.

Partition of a Set

Intuitively: if $X = L \cup R$ is a *partition*, then every element of X is placed in L or R (but not both).

Formally: L and R partition X if

- ▶ $X = L \cup R$,
- ▶ $L \cap R = \emptyset$, and
- ▶ $L \neq \emptyset, R \neq \emptyset$.

Bipartite Matching

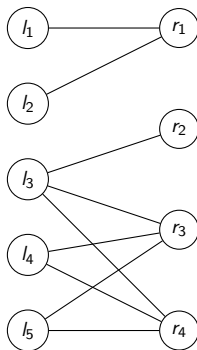
bipartite maximum matching

input: an undirected bipartite graph $G = (V, E)$ with parts $V = L \cup R$

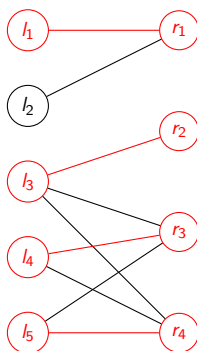
output: a matching $M \subseteq E$ where the number of matched vertices is maximum

- ▶ *bipartite:* L, R are disjoint and edges only go between L, R
- ▶ *matching:* pick edges that “pair off” two vertices; goal is to maximize #paired-off
- ▶ intuitively, L is one kind of thing and R is another kind of thing

Bipartite Matching



Bipartite Matching



matching

$$M = \{\text{included edges}\} = \{\{l_1, r_1\}, \{l_3, r_2\}, \{l_4, r_3\}, \{l_5, r_4\}\}$$
$$|M| = 4$$

(other optimal matchings exist)

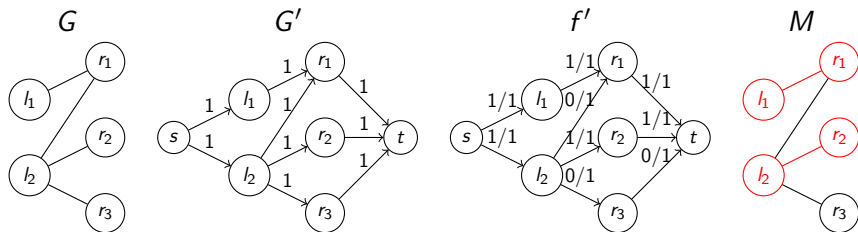
Bipartite Matching Applications

- ▶ any scenario where there are two kinds of things that can be paired
- ▶ goal is simply maximum number of pairings
- ▶ casting for a play: L = set of actors; R = set of roles; edge $\{l, r\}$ exists when l could play role r
- ▶ packing leftover food (one item/container): L = set of food items; R = available containers; edge $\{l, r\}$ exists when food l could fit in container r
- ▶ scheduling appointments: L = set of clients; R = set of time slots; edge $\{l, r\}$ exists when client l could meet appointment r
- ▶ might feel *NP*-hard, but actually in *P*

Formulating Bipartite Matching as Flow

- ▶ let $G = (V, E)$ be bipartite matching instance
- ▶ create $G' = (V', E')$ with $V' = V \cup \{s, t\}$ where s, t are new source/sink
- ▶ create edges in G' :
 - ▶ $(l, r) \forall l \in L, r \in R, \{l, r\} \in E$
 - ▶ $(s, l) \forall l \in L$
 - ▶ $(r, t) \forall r \in R$
- ▶ every edge (v, w) has capacity $c(v, w) = 1$
- ▶ post-processing: edge $(l, r) \in M$ iff $f(l, r) = 1$
- ▶ observe $|V'| \in O(|V|), |E'| \in O(|E|)$, overhead is $O(|V| + |E|)$
- ▶ \implies if this is correct, can solve bipartite matching in $O(|V|^3)$ time

Formulating Bipartite Matching as Flow



$$M = \{ \{l, r\} \mid f'(l, r) = 1 \} = \{ \{l_1, r_1\}, \{l_2, r_2\} \}$$

(other max flows \Leftrightarrow matchings exist)

Correctness of this Formulation

Technical details:

- ▶ *integrality theorem*: if every capacity $c(u, v) \in \mathbb{Z}$ then every $f(u, v) \in \mathbb{Z}$ and $|f| \in \mathbb{Z}$
- ▶ \exists matching M with cardinality $k = |M|$ iff \exists some flow f with value $k = |f|$
 - ▶ key idea: pairing two vertices in the matching adds exactly one flow from $s \rightsquigarrow t$
 - ▶ there are no opportunities for flow aside from matched vertices
- ▶ \implies a maximum flow in G' corresponds to a maximum matching in G

Summary

- ▶ classical max-flow problem can be solved in $O(|V|^3)$ time, in P
- ▶ robust max-flow problem (supports unreachable vertices, antiparallel edges, multiple sinks/sources) also in $O(|V|^3)$ time w/ worse constant factors, in P
- ▶ bipartite matching reduces to max-flow, so bipartite matching can be solved in $O(|V|^3)$ time, in P
- ▶ other practical, distinct problems reduce to max-flow or bipartite matching so take $O(|V|^3)$ time and are in P