A Distributed Augmenting Path Approach for the Bottleneck Assignment Problem

Transactions on Automatic Control

Additional Material

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Function PruneBAP with AugDFS, from agent's perspective

Input: Agent i, initial matched task m_i, agent's edge set $\mathcal{E}_i$, weight of edges $\mathcal{W}_i$.
Output: Final matched task m_i.

`matching_exists` $\leftarrow$ `True`
$\bar{\mathcal{E}}_i \leftarrow \mathcal{E}_i$
while `matching_exists` **do**
    Find edge with largest weight in $\bar{\mathcal{E}}_i$
    Let the edge and the weight be a tuple (e_i, w_i)
    for $d \in D$ **do**
        for $k \in N(\mathcal{G}_C, i)$ **do** ▷ Neighbours of i
            Collect (e_k, w_k)
        end for
        Set the new (e_i, w_i) to be the one containing the largest weight from the collect tuples
    end for
    $f_i =$ `False` ▷ i is unexplored
    $\nu_i \leftarrow m_i$
    `search_complete` $\leftarrow$ `False`
    Let $(\bar{i}, \bar{j}) = e_i$
    $t \leftarrow \bar{j}$
    $FILO \leftarrow t$
    while $\neg$`search_complete` **do**
        Check existence of edges $(i, t) \in \bar{\mathcal{E}}_i$
        If edge exists, set tuple $out_i = (m_i, w(i, m_i))$, or $out_i = (\hat{b}$,tiebreaking identifier) if i is free, or else set it to $out_i = \emptyset$
        for $d \in D$ **do**
            for $k \in N(\mathcal{G}_C, i)$ **do**
                Collect out_k
            end for
            Set the new out_i to be the one with smallest weight from the collect tuples, or $out_i = (\hat{b}$,tiebreaking identifier) if one of the collected tuples shows a free agent exists.
        end for
        if $out_i = \emptyset$ and $t = \bar{j}$ **then** ▷ No remaining agents
            `search_complete` $\leftarrow$ `True`
            `matching_exists` $\leftarrow$ `False`
        else if $out_i = \emptyset$ and $t \neq \bar{j}$ **then** ▷ t has no children
            Check and remove last element in $FILO$, t^*
            $t \leftarrow t^{**}$, where t^{**} is the new last element in $FILO$ after removal of t^*
            if $m_i == t^*$ **then**
                $\nu_i \leftarrow t^*$
            end if
        else if $out_i = (\hat{b}$,tiebreaking identifier) **then** ▷ Free agent found
            if i matches the tiebreaking identifier **then**
                $\nu_i \leftarrow t$
            end if
            `search_complete` $\leftarrow$ `True`
        else ▷ Explore next agent
            if i matches the tiebreaking identifier **then**
                $\nu_i \leftarrow t$
                $f_i \leftarrow$ `True` ▷ Mark i as explored
            end if
            $t \leftarrow m_k$ from the current saved $out_i = (m_k, w(k, m_k))$
            Append t to $FILO$
        end if
    end while
    $m_i = \nu_i$
end while
return m_i