

# Graph Algorithms - Matchings in Graphs

## 1 Problem Definition

Let  $G = (V, E)$  be an undirected graph

A set  $M \subseteq E$  is a matching in  $G$  if no two edges in  $M$  have an end-vertex in common

A matching  $M$  is maximum if there is no matching of  $G$  with more edges than  $M$

The matching number  $\nu_G$  of  $G$  is the size of a maximum matching in  $G$

### Definition: Matching

Instance: a graph  $G$

Task: determine  $\nu_G$

## 2 Alternating Paths and Cycles

Let  $G = (V, E)$  be a graph and  $M$  be a matching in  $G$

A path  $P$  is alternating with respect to  $M$  iff among every two consecutive edges of  $P$ , exactly one edge belongs to  $M$

A cycle  $C$  is alternating with respect to  $M$  iff among every two consecutive edges of  $C$ , exactly one edge belongs to  $M$ .

A vertex  $u$  is matched by a matching  $M$  if it is the end-vertex of an edge of  $M$ ; otherwise  $u$  is unmatched by  $M$

For two sets  $A$  and  $B$ , the symmetric difference is the set

$$A \oplus B = (A \setminus B) \cup (B \setminus A)$$

### Lemma

Let  $G$  be a graph with a matching  $M$  and an alternating path  $P$  with respect to  $M$ . If each end-point of  $P$  is either unmatched by  $M$  or matched by  $M \cap P$ , then  $M \oplus P$  is another matching

## 3 Augmenting Paths