

Perfect Matchings in $O(n \log n)$ Time in a Regular Bipartite Graph

By William Ross Macrae

Definitions - Techniques - Hopcraft & Karp - Main Result

Perfect Matchings in $O(n \log n)$ Time in a Regular Bipartite Graph

What this means
Deterministic algorithm
How we find this
Why we care

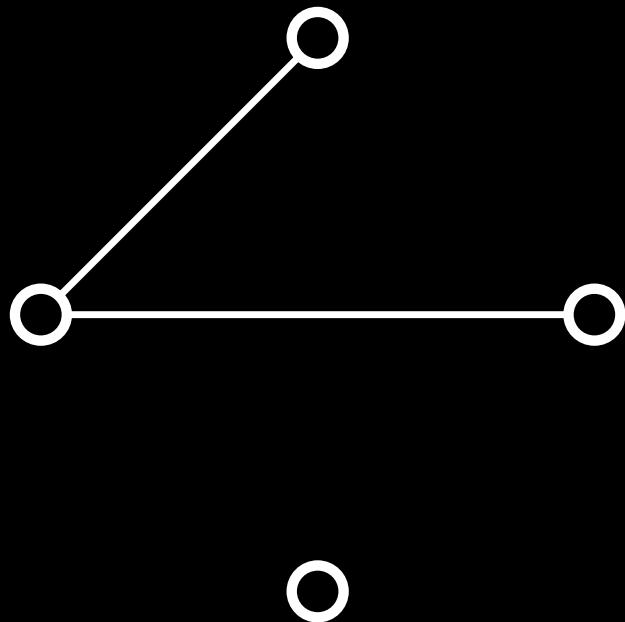
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Perfect Matchings in $O(n \log n)$ Time in a Regular Bipartite Graph

$$G = (V, E)$$

$$V \neq \emptyset$$

$$E \subset \binom{V}{2}$$



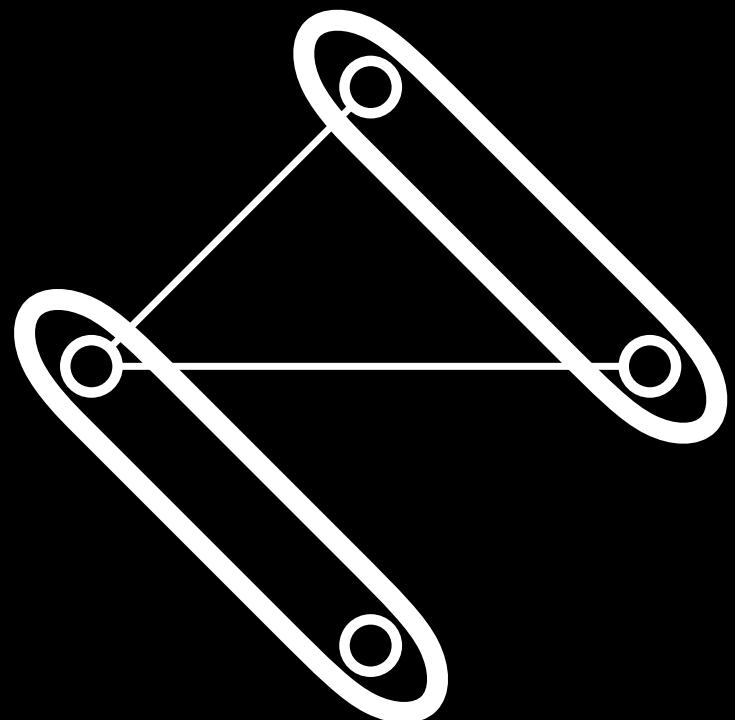
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Perfect Matchings in $O(n \log n)$ Time in a Regular Bipartite Graph

$$G = (U, W, E)$$

$$[V = U \cup W \neq \emptyset]$$

$$E \subset \{\{u, w\} : u \in U, w \in W\}$$



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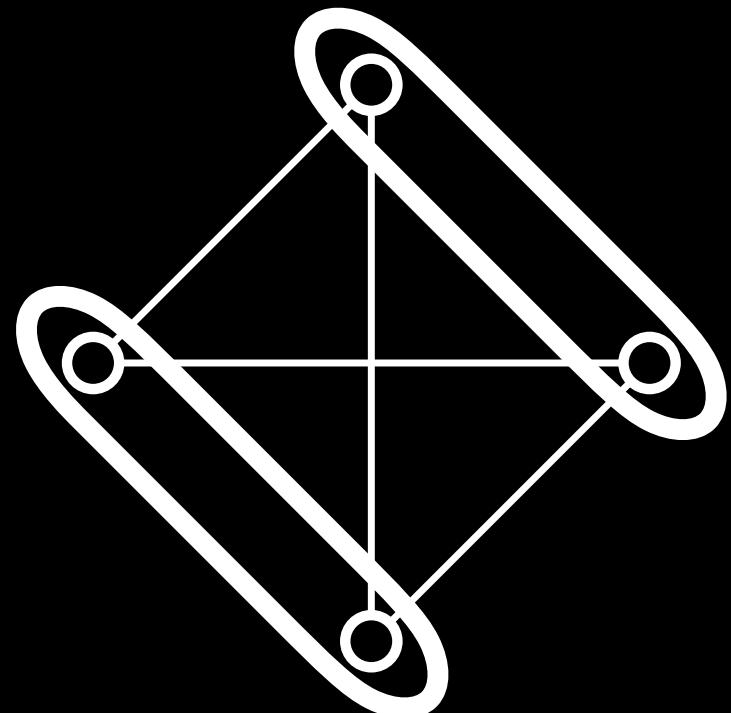
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$$d(v) = k \quad \forall v$$



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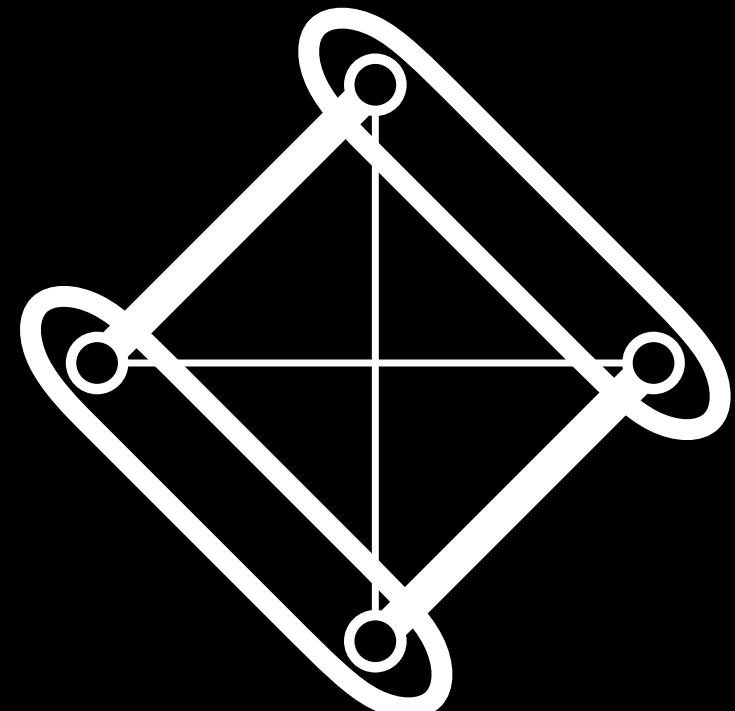
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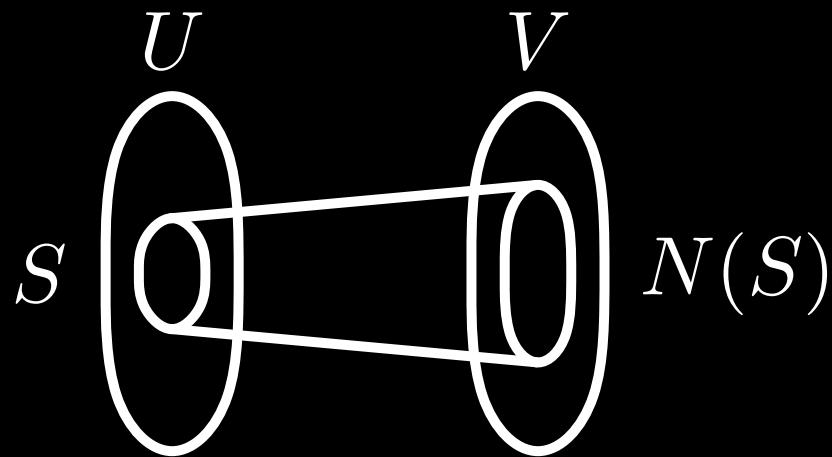
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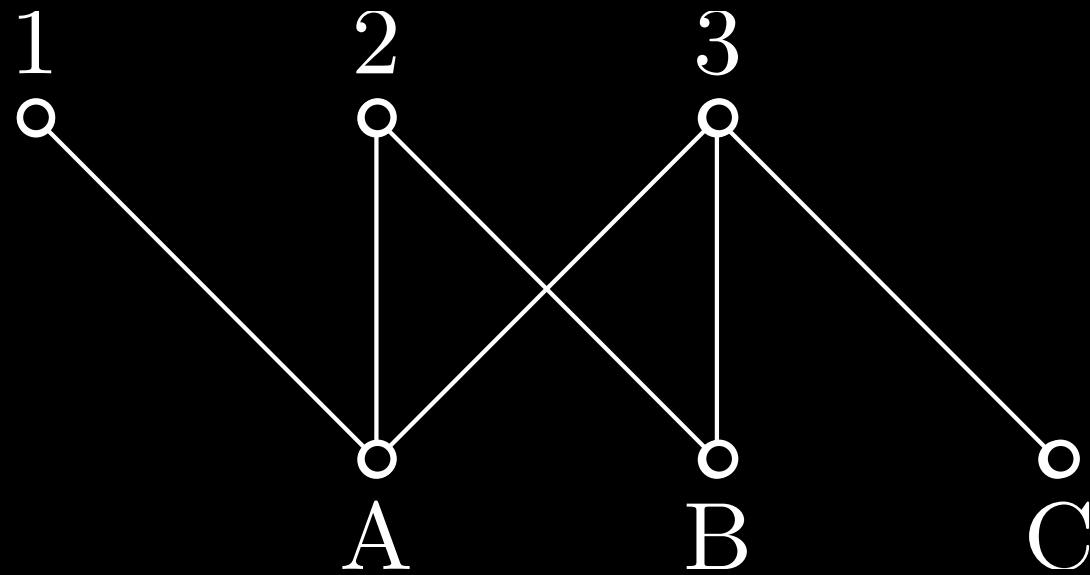
Marriage Theorem

(Why there is a perfect matching)

$$\forall S \subset V \quad |S| \leq |N(S)|$$

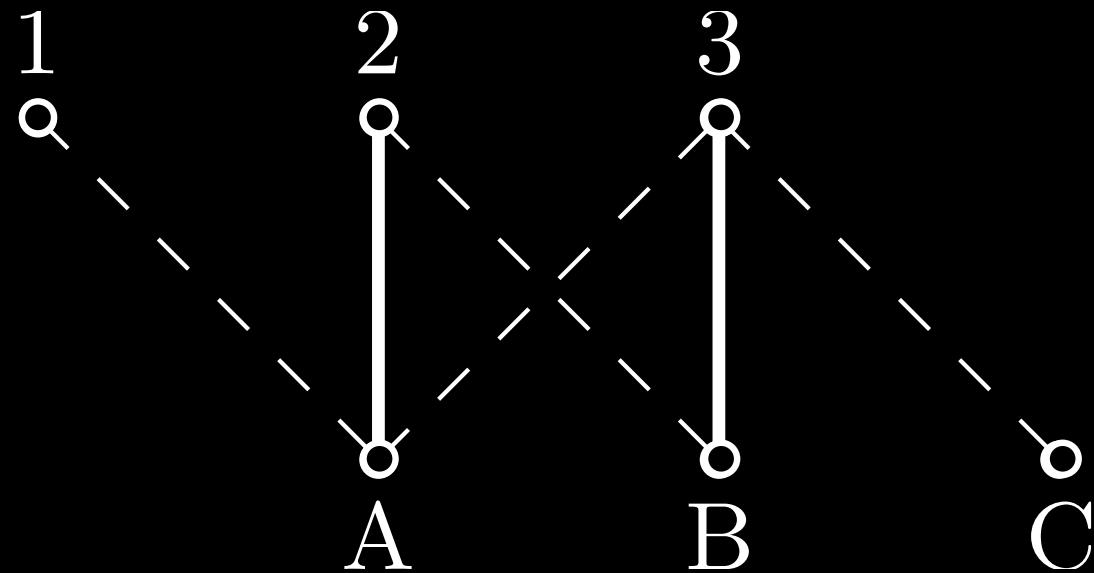


Perfect Matchings by Augmenting Paths



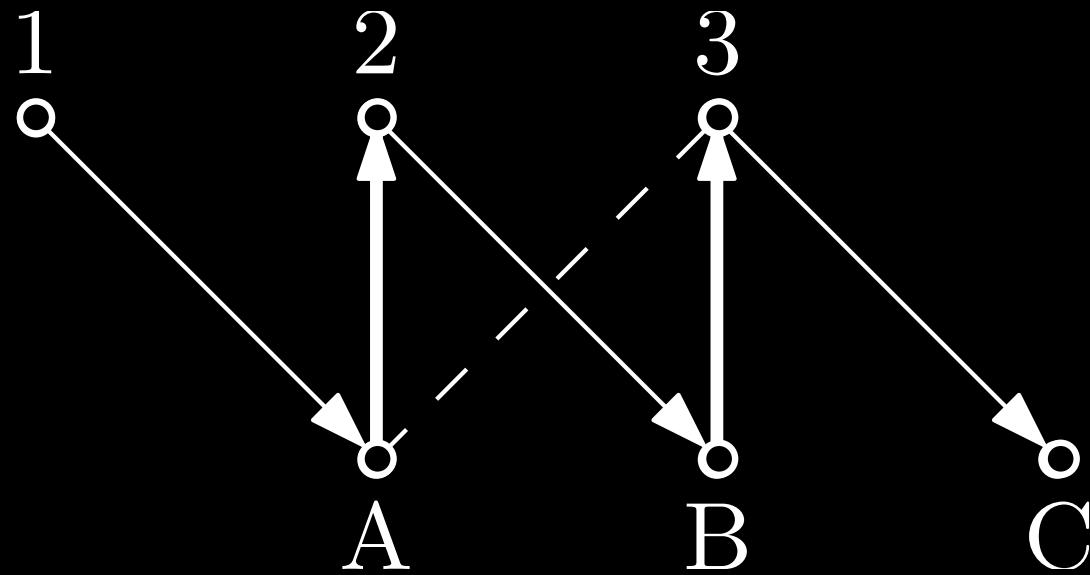
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Perfect Matchings by Augmenting Paths



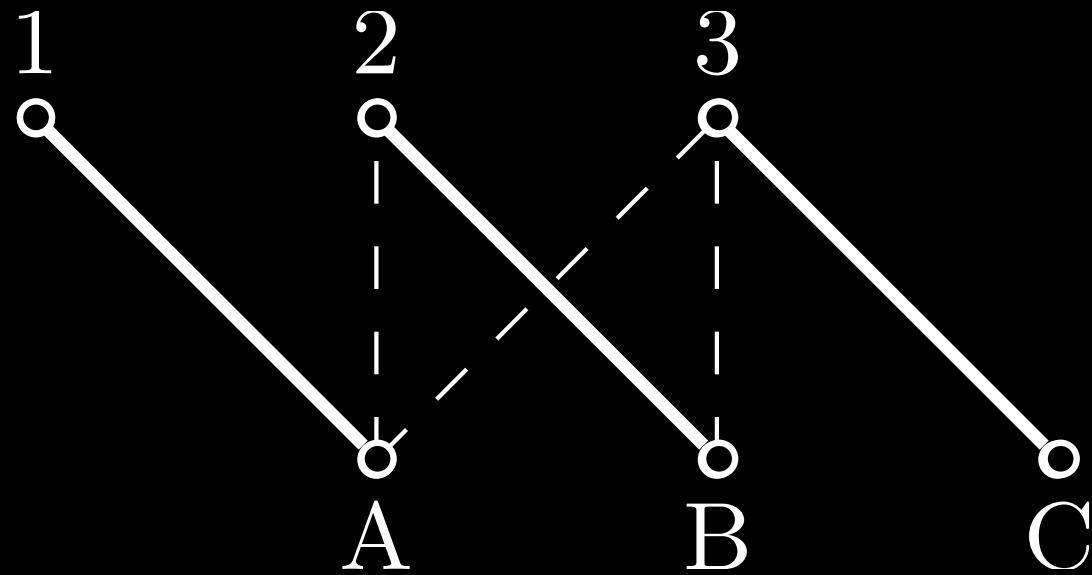
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Hopcraft & Karp

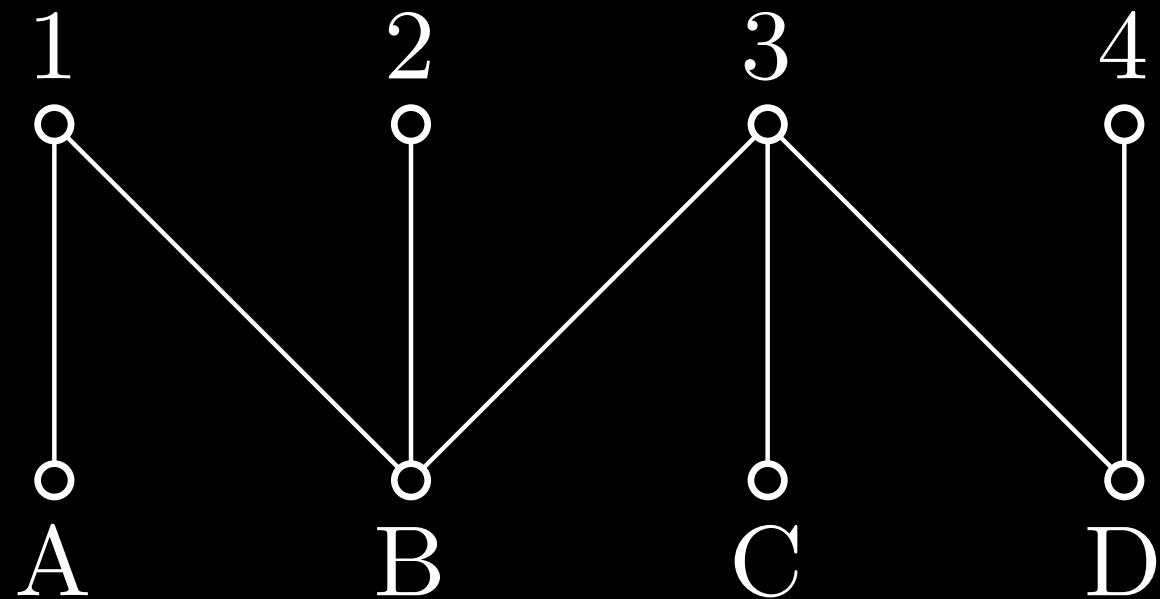
Finds a maximum matching in a bipartite graph

Takes time $O(m\sqrt{n})$

Deterministic

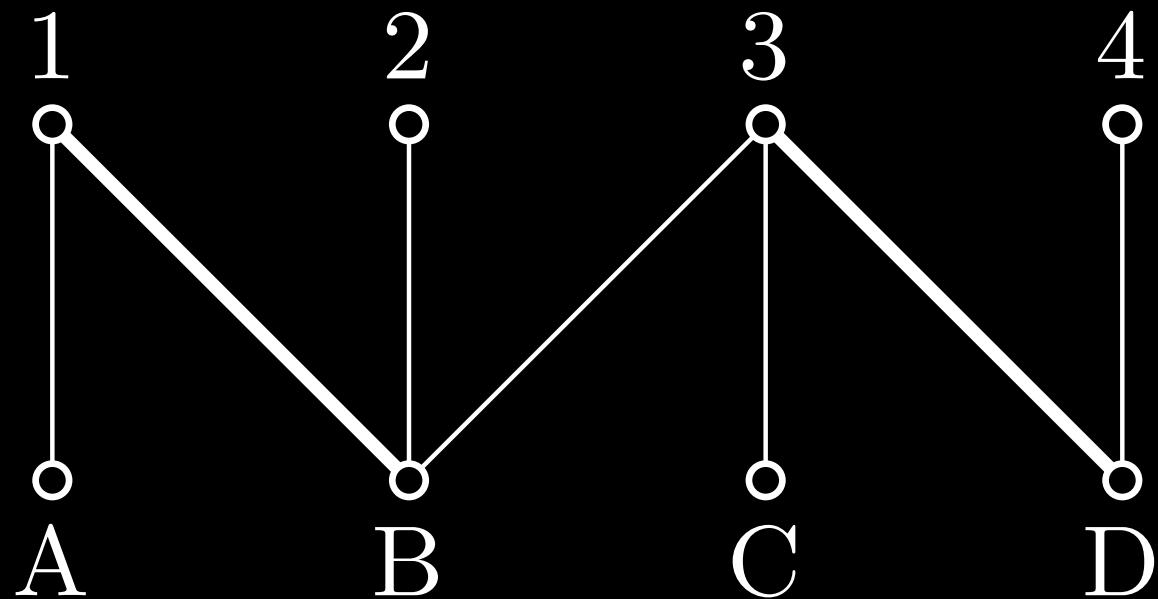
Breadth-First Searches from unmatched vertices
of U to find augmenting paths of length k

Hopcraft & Karp



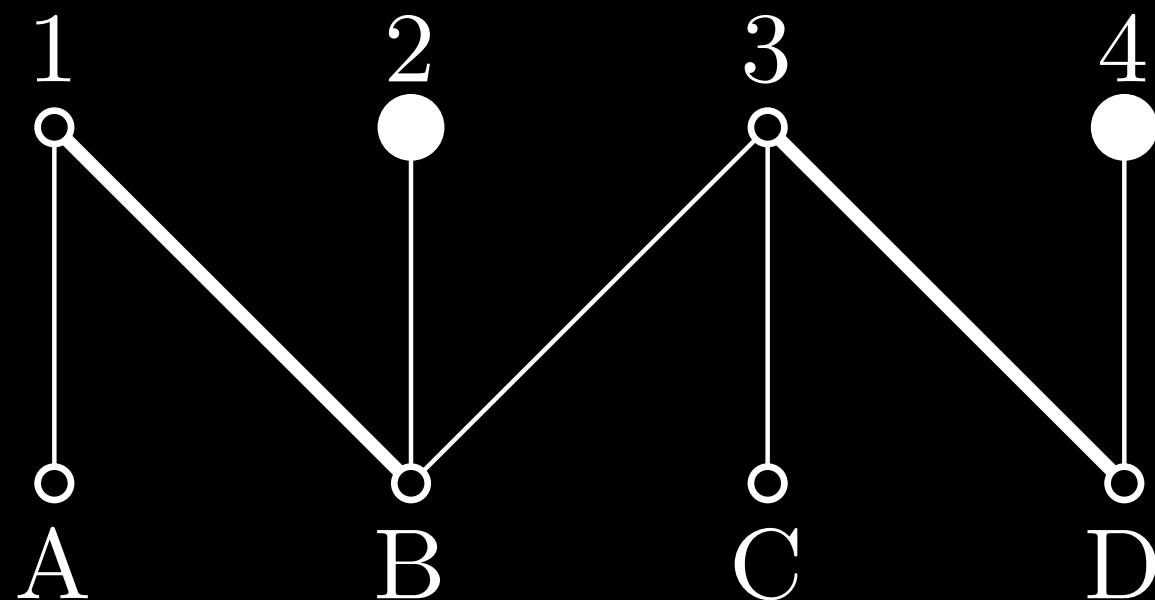
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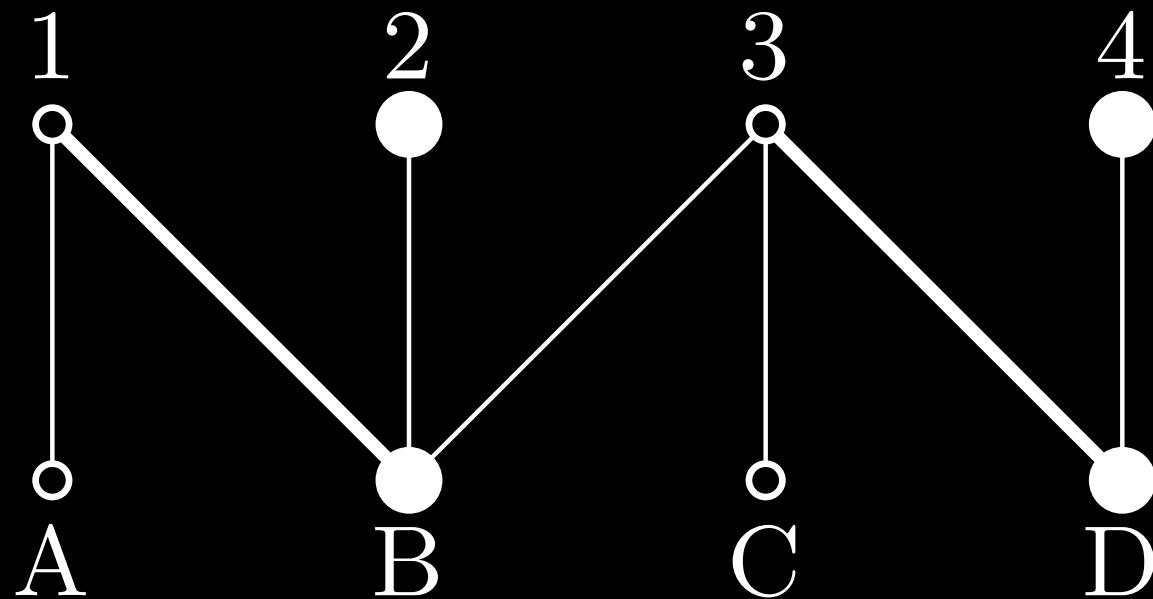
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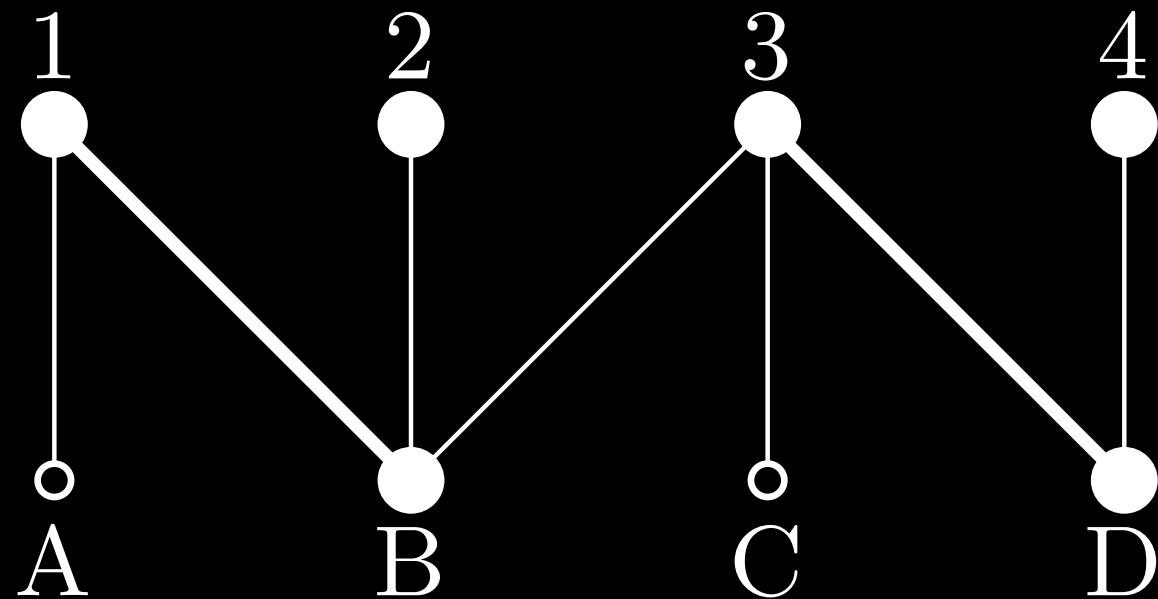
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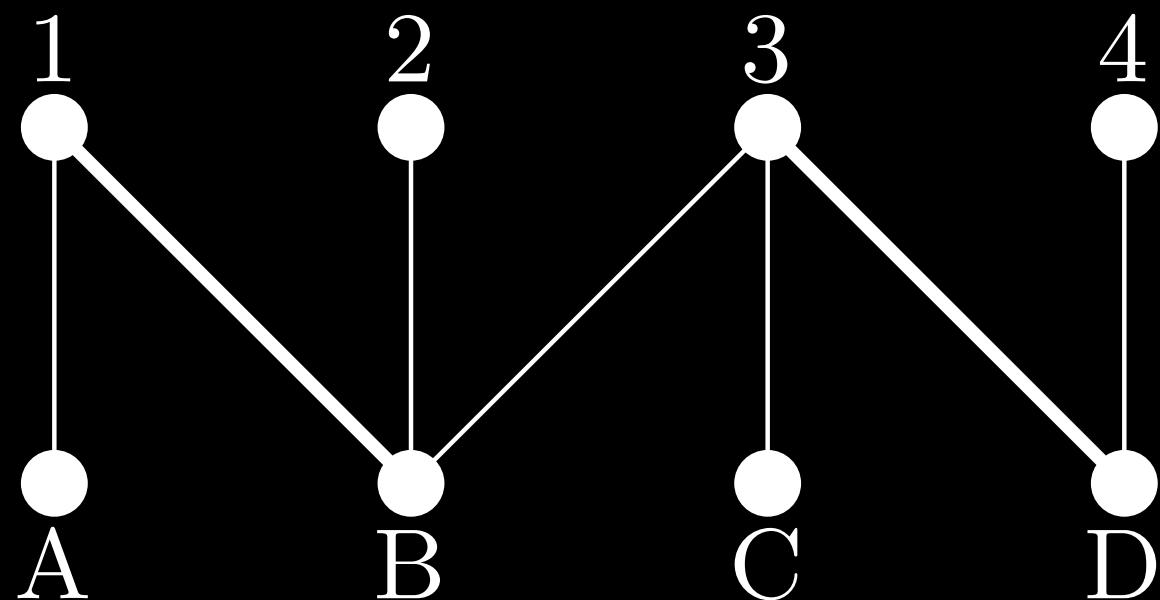
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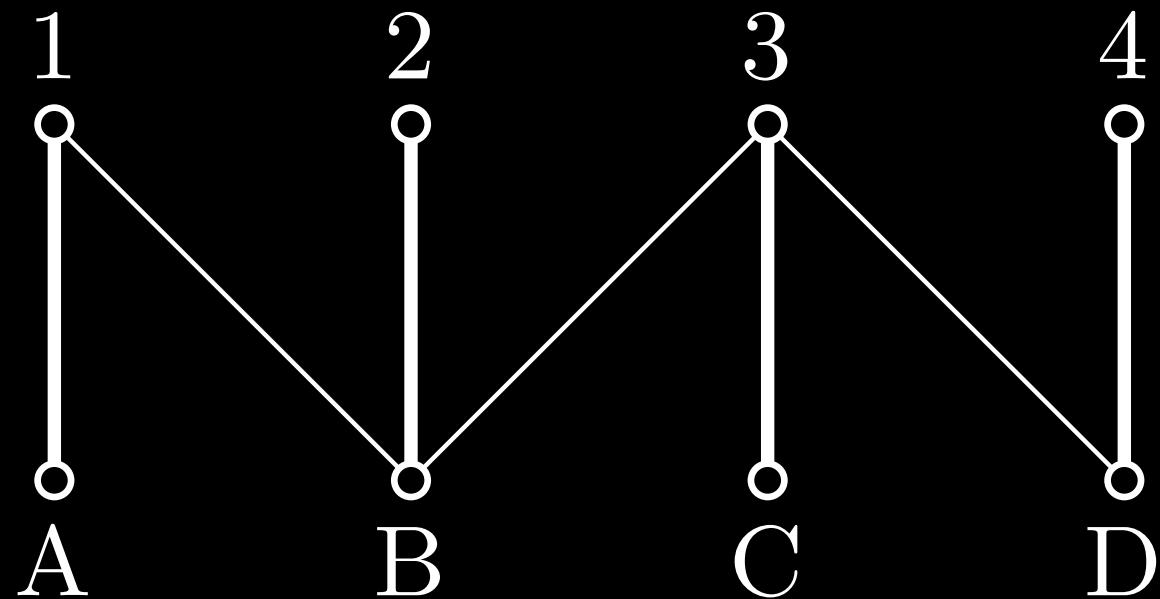
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Main Result

Goel, Kapralov, and Khanna

Finds a maximum matching in a bipartite graph

Takes time $O(n \log n)$

Non-Deterministic

Try random walks of a bounded length k
until an augmenting path is found.

$$k = 2 \left(2 + \frac{n}{n-j} \right)$$

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Sources / References

1. <http://arxiv.org/pdf/0909.3346v3.pdf> [4/25]
2. <http://arxiv.org/pdf/0902.1617v2.pdf> [4/25]
3. [The Design and Analysis of Algorithms](#), Dexter Kozen
4. [Introduction to Algorithms](#), Cormen, Leiserson, Rivest, and Stein
5. [Randomized Algorithms](#), Motwani and Raghavan
6. <http://www.stanford.edu/class/msande337/notes/erdos.pdf> [4/25]
7. <http://www.andrew.cmu.edu/user/jnir/Combinotes.html> [4/25]

1. Main Paper
2. Related Paper
3. Hopcraft & Karp
4. Bounds, Randomized Algorithms
5. Randomized Algorithms
6. Random Walks
7. Theoretical Background

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