# CMPT 307: Shortest Paths & Maximum Matchings

### Xian Qiu

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- $\triangleright$  goal: find shortest s-t paths, for all  $(s,t) \in V \times V$

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- $\triangleright$  with internal nodes  $\subseteq V_k := \{1, 2, \dots, k\}$
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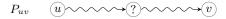


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$$\delta_k(u,v) = \delta_{k-1}(u,k) + \delta_{k-1}(k,v)$$

### Recursive Formula

$$\delta_k(u, v) = \min \{\delta_{k-1}(u, v), \delta_{k-1}(u, k) + \delta_{k-1}(k, v)\}, \quad k \ge 1$$

boundary conditions

$$\delta_0(u,v) = \begin{cases} 0, & \text{if } u = v \\ c(u,v) & \text{if } (u,v) \in E \\ \infty & \text{otherwise} \end{cases}$$

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running time:  $O(n^3)$ 

### Floyd-Warshall Algorithm

 $\triangleright$  input: a graph represented by (weighted) adjacency matrix W

### FLOYD-WARSHALL(W)

```
1 n = W.rows:
2 D^{(0)} = W:
                                             boundary conditions
\mathbf{3} for k=1 to n do
     let D^k = (d_{ij}^{(k)}) be a new n \times n matrix;
   for i = 1 to n do
   for j = 1 to n do
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## Floyd-Warshall Algorithm

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```

 $\triangleright$  given  $i, j \in V$ , how to construct a shortest (i, j)-path?

given an undirected graph G = (V, E)

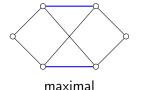
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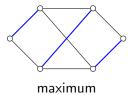
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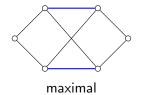
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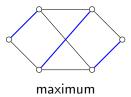




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- $\triangleright$  perfect matching: |M| = |V|/2
- maximum matching is matching of maximal cardinality





### Maximum (cardinality) matching

- $\triangleright$  given: undirected graph G = (V, E)
- $\triangleright$  goal: compute a maximum matching M

### Basic Idea

▷ greedy yields maximal matching, but needn't be maximum

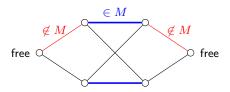
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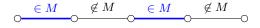


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### $M\text{-}\mathrm{alternating}$ path



### M-alternating path

$$\in M \qquad \not\in M \qquad \not\in M$$

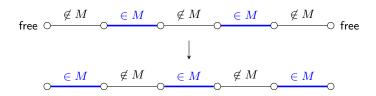
### M-augmenting path

$$\text{free} \bigcirc \begin{picture}(20,20) \put(0,0){\line(1,0){100}} \put(0,0){\li$$

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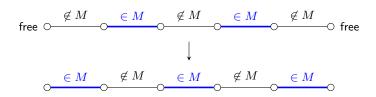
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### M-augmenting path



symmetric difference:  $M\Delta N=(M\backslash N)\cup(N\backslash M)$ ,  $M,N\subseteq E$ 

#### Theorem

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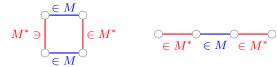
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  - $\triangleright M\Delta M^*$  contains node disjoint cycles and paths

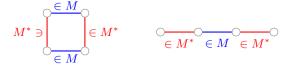


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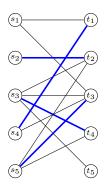
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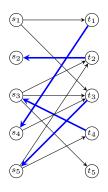


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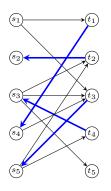
- ▷ bipartite graphs do not have odd cycles (augmenting paths have odd number of edges)
- $\,\vartriangleright\,$  start with a free node  $s\in V_1$  and search alternating path until finding another free node  $t\in V_2$



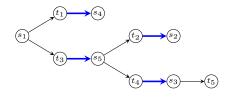
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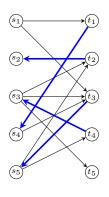


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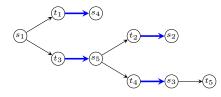


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3. an M-augmenting path is found if exists

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   c
- $\triangleright$  running time O(nm)