## Algorithms

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To verify the correctness of an algorithm:
1 Verify that the algorithm terminates. (often invoking finiteness)
2 Verify that the result satisfies the desired conditions.

## Aside: Maximum vs. Maximal

There is an important distinction between maximum and maximal.
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Example. maximum vs. maximal path in a graph:

Example. maximum vs. maximal matching: (next page)

## Matchings in Graphs

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Recall. A perfect matching is a matching involving every vertex of $G$. * We will discuss matchings in a bipartite graph $\star$

## Application: Scheduling

Suppose you are working in a group trying to complete all the problems on the homework. Depending on everyone's preferences, you would like to assign each member one problem to do.

Person A likes problems 1, 2, 3, and 5.
Person B likes problems 1, 2, and 4.
Person C likes problems 3, 4, and 5.
Person D likes problems 2 and 3 .
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Create a graph that models the situation.
Question:
What is a maximum matching for this graph?
We will use an algorithm to answer this question.


## Motivating The Hungarian Algorithm

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Definition: An $M$-augmenting path is an $M$-alternating path that begins AND ends at unmatched vertices.


It is augmenting because we can improve $M$ by toggling the edges between those in $M$ and those not in $M$.

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The matching $M^{\prime \prime}$ is maximal. (Why?)

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3 Let $v$ be an unmatched, eligible, red vertex. Start growing all possible $M$-alternating paths from $v$. That is, follow every edge not in $M$ to a blue vertex. From a matched blue vertex, follow the edge of $M$ back to a red vertex, and repeat as far as possible.

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$\{$ If there is an $M$-augmenting path, toggle edges to augment $M$.
If there is no $M$-augmenting path, mark a ineligible.
Return to Step 2.

## Applying the Hungarian Algorithm

Here is something that might happen during an application of the Hungarian algorithm:

Example. There is no $M$-augmenting path starting at $B$ in the graph to the right.

We would mark $B$ ineligible and move on to the next eligible, unmatched red vertex in the graph ( $E$ ).


## Proof of Correctness

Claim. The Hungarian Algorithm gives a maximum matching. Proof. We must show that the algorithm always stops, and that when it stops, the output is indeed a maximum matching.

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When we overlap $M$ and $M^{*}$, the result is a union of cycles and paths.
At least one path must have more edges from $M^{*}$ than $M$.
This path is an $M$-augmenting path, contradicting the definition of $M$.

