

Matchings, Covers, and Network Games

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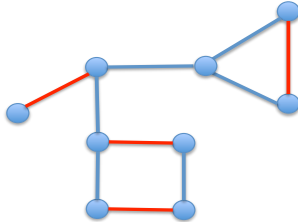
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Combinatorics, Graph Theory and Computing

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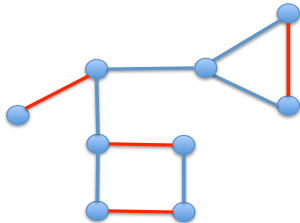
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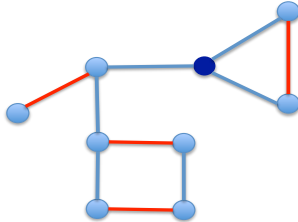
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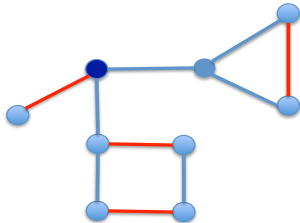
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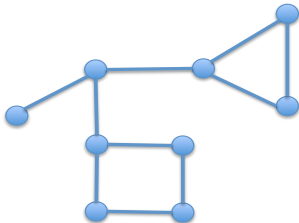
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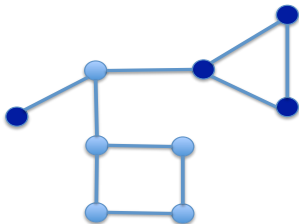
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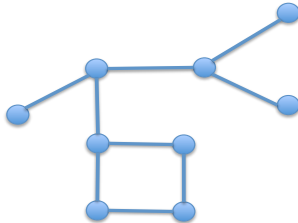
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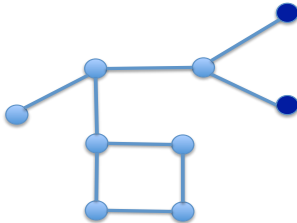
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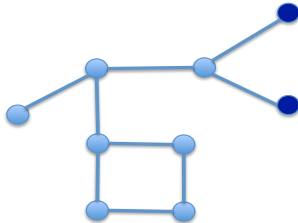
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- Stable graph → Why are these graphs interesting?

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- An **outcome** for the game is a pair (M, y)

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→ Let's look at this question from a graph theory perspective

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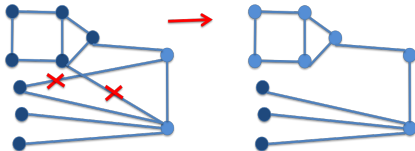
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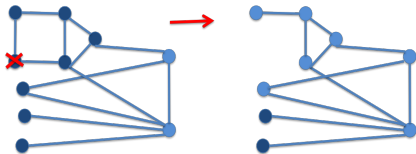
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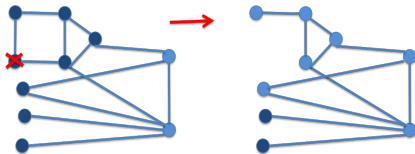


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Combinatorial question: *Can we efficiently find (edge-/vertex-) stabilizers of minimum cardinality?*

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→ How are these results proved?

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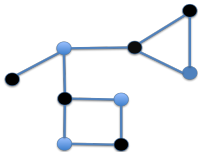
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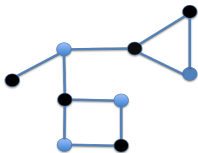
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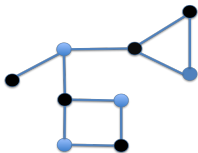


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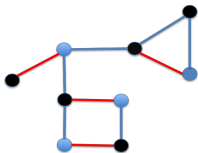


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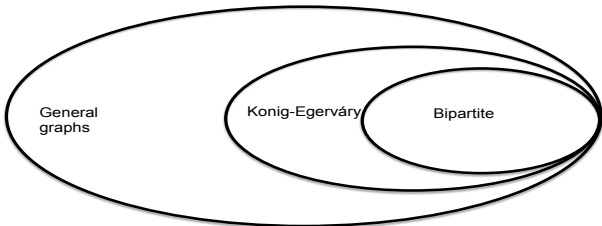
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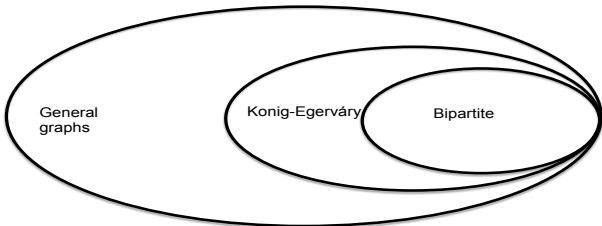


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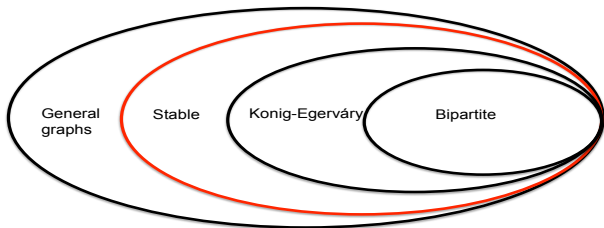
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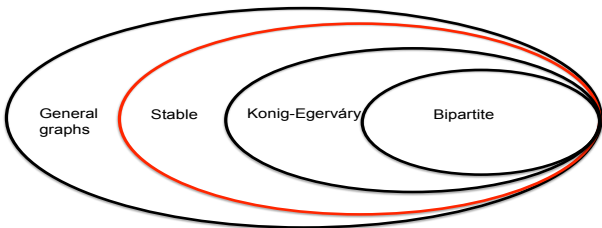
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- Stable graphs are a superclass of König-Egerváry graphs, and can be characterized in terms of **fractional** matchings and covers.

Fractional matchings and covers

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- Finding a maximum matching of a graph $G = (V, E)$ can be formulated as the following **Integer Program** (IP):

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- Feasible solutions to these LPs yield **fractional** matchings and covers!

Fractional matchings and covers

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Def. a vector $x \in \mathbb{R}^E$ is a **fractional matching** if it is a feasible solution to:

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- **By duality:** we know that the following chain of inequalities holds for all G :

$$\nu(G) \leq \nu_f(G) = \tau_f(G) \leq \tau(G)$$

Fractional matchings and covers

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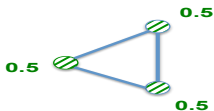


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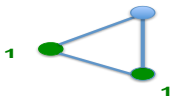


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Proposition: G is stable if and only if $\nu(G) = \nu_f(G) = \tau_f(G)$.

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Key ingredient: **Edmonds-Gallai Decomposition** of a graph.

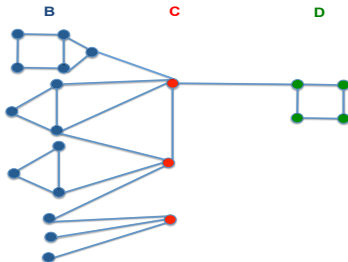
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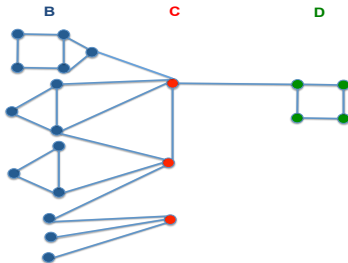
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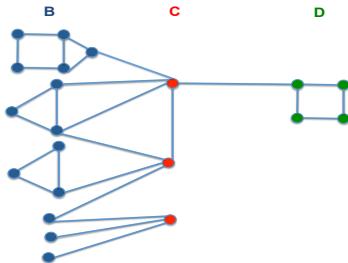
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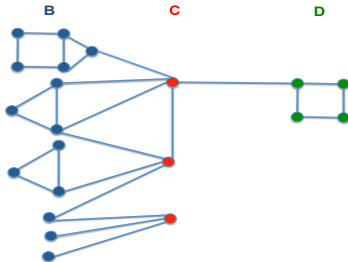
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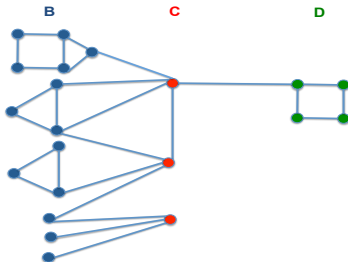
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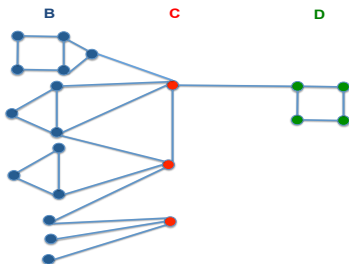
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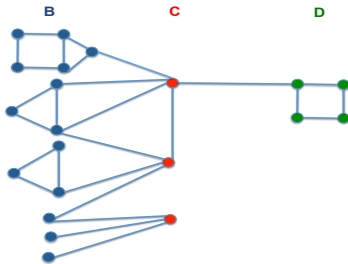
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- What is the relation between this decomposition and max matchings?

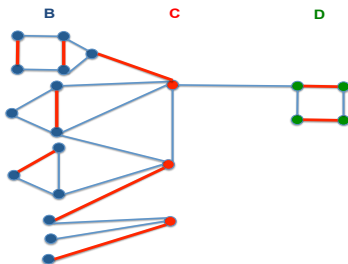
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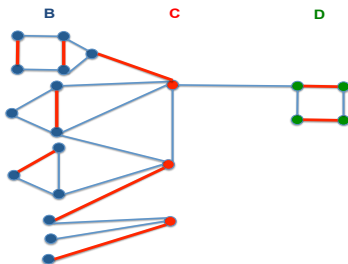
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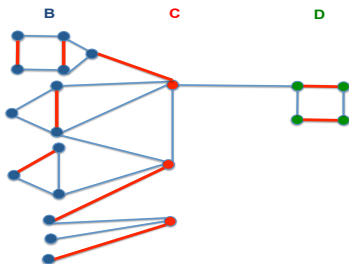
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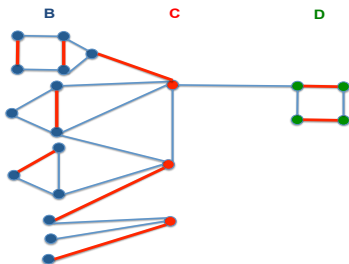
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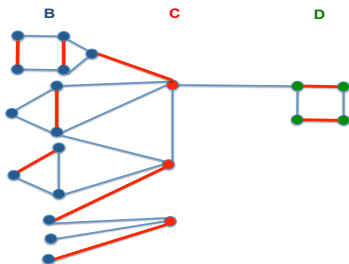
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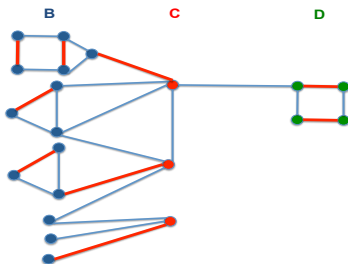
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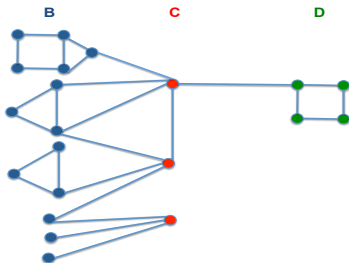
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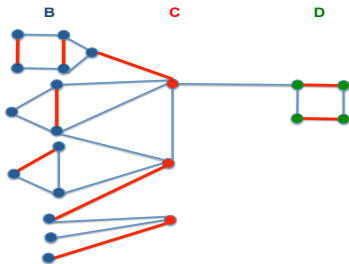
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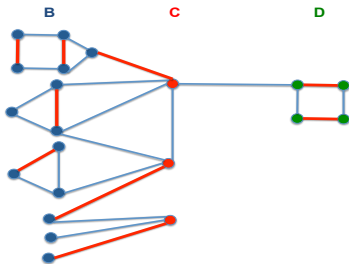
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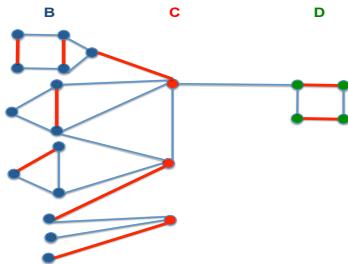
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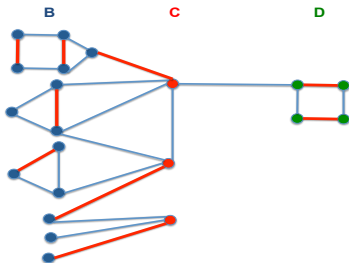
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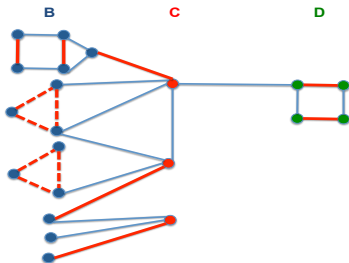


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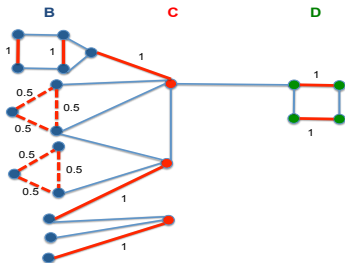


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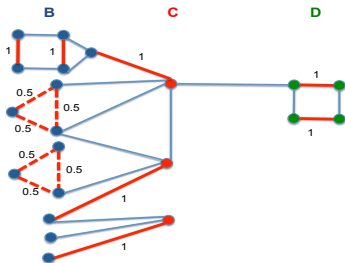


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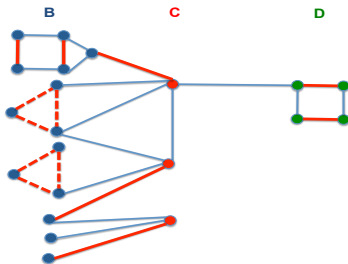
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Then, x is **maximum fractional** matching.

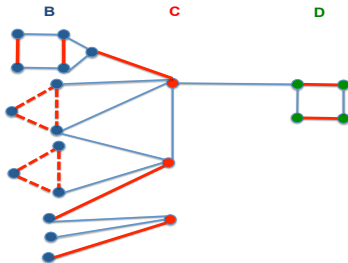
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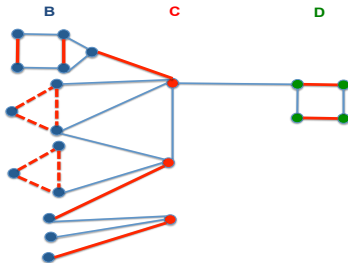
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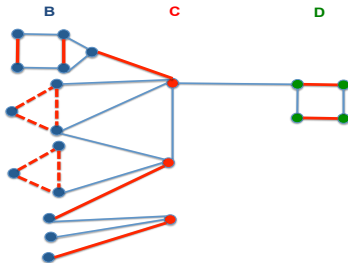


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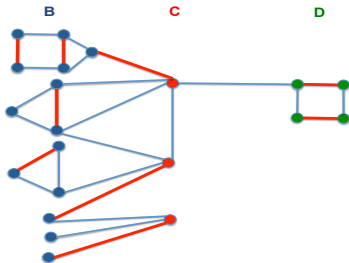
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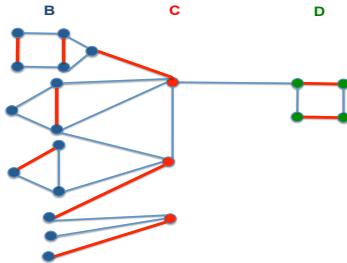
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- ▶ **Intuition:** We need to “kill” the fractional cycles. Edges/vertices achieving this goal can be chosen to be disjoint by at least one max matching.

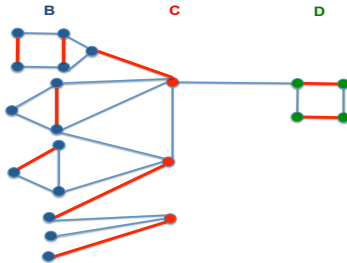
Edmonds-Gallai decomposition

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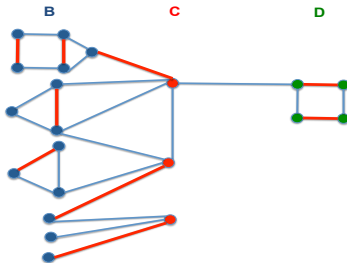
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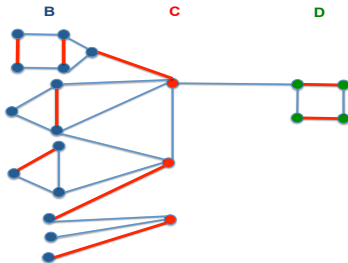
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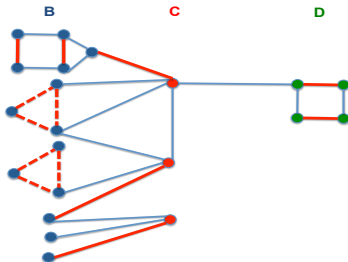


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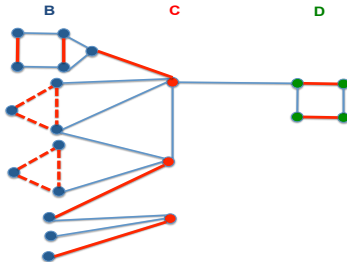


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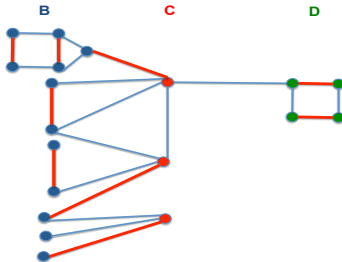


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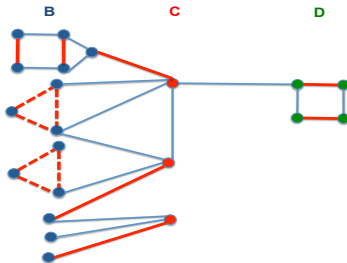


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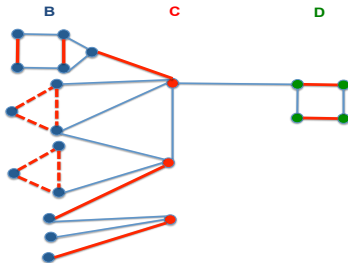
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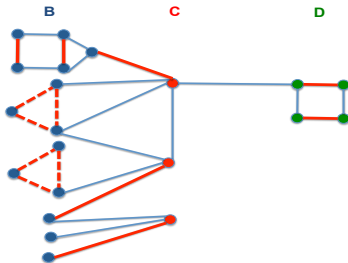


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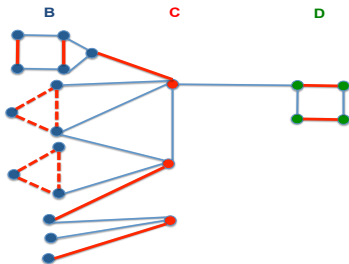


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How about **approximation** algorithms?

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