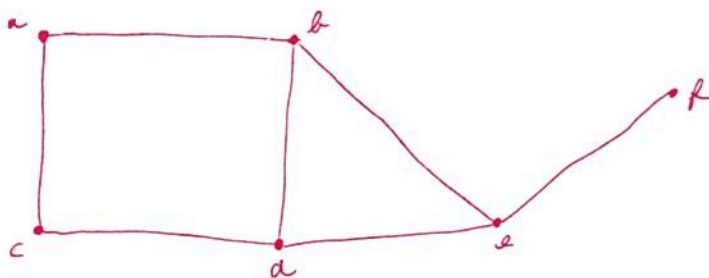


MAXIMUM MATCHING

$$G = (V, E)$$



$$\text{MATCHING } M_1 = \{ (b, e) \}$$

↳ NO 2 EDGES SHARE A COMMON VERTEX

$$\text{MAXIMAL MATCHING } M_2 = \{ (b, e), (a, c) \}$$

↳ IMPOSSIBLE TO ADD ANOTHER EDGE TO MATCHING

$$\text{MAXIMUM MATCHING } M_3 = \{ (a, c), (b, d), (e, f) \}$$

↳ MATCHING WITH LARGEST POSSIBLE NUMBER OF EDGES

EXACT SOLUTION

↳ BLOSSOM ALGORITHM - TIME $O(|E||V|^2)$

2-APX ALGORITHM - TIME $(|E| + |V|)$

$$\hookrightarrow M = \{ \}$$

WHILE $E \neq \emptyset$:

RANDOMLY SELECT $(u, v) \in E$

$$M = M \cup \{ (u, v) \}$$

DELETE \forall EDGES INCIDENT TO u AND v

RETURN M

PROOF:

$M = \text{MAXIMUM MATCHING}$

$M' = \text{2-APX ALG MATCHING}$

$$e \in M' \Rightarrow e \in M \vee e \notin M$$

↳ $e \in M \Rightarrow \text{OK}$

↳ $e \notin M \Rightarrow e = (u, v)$, BOTH u, v PATCHED TO OTHER VERTEX IN M

$$|M_e| \leq 2$$

$$|M| \leq \sum_{e \in M'} |M_e| \leq 2|M'|$$

RECTANGLES

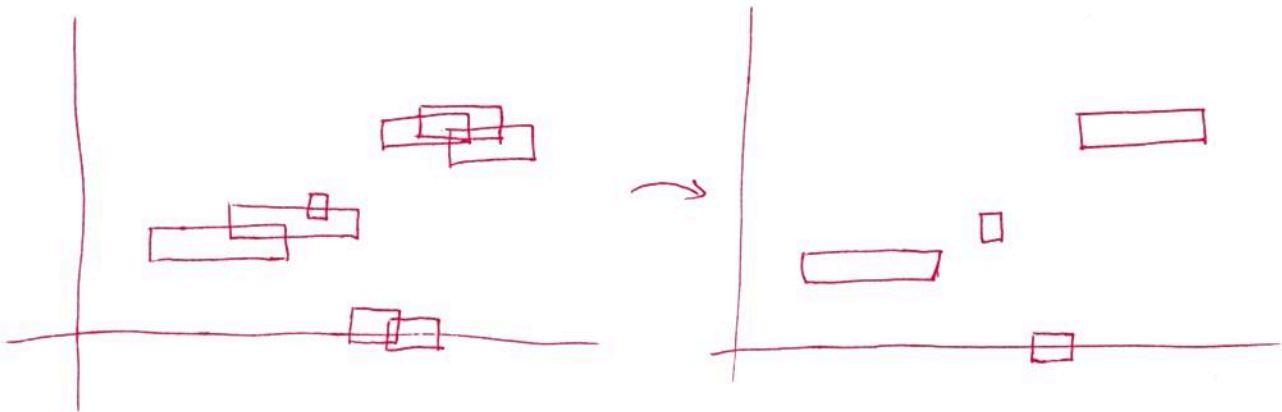
n RECTANGLES

$$r_i = (x, y, \text{WIDTH}, \text{HEIGHT} = 1)$$

SELECT SUBSET OF RECTANGLES

↳ NOT OVERLAYING

↳ MAX TOTAL AREA



Z-APX ALG ?

↳ PROBLEM ON X-AXIS - DYN. PROG - WEIGHTED ACTIVITY SELECTION PROBLEM

↳ SOLVE FOR $\text{FLOOR}(y) \% z == 0$

MINIMUM MAKESPAN SCHEDULING

n JOBS

PROCESSING TIMES p_1, p_2, \dots, p_n

m MACHINES

GOAL: ASSIGN JOBS TO MACHINES SO THAT THE COMPLETION TIME IS MINIMIZED (MAKESPAN)

2-APX ALG:

FOR EACH JOB:

ASSIGN TO A MACHINE WITH LEAST AMOUNT OF WORK SO FAR

PROOF:

π_i - LAST MACHINE TO FINISH

p_j - LAST JOB SCHEDULED ON π_i

ALG ASSIGNS A JOB TO THE LEAST LOADED MACHINE

$\Rightarrow \forall$ MACHINES BUSY UNTIL p_j . START

$$\text{START } p_j \leq \frac{1}{m} \sum_{i=1}^m p_i \leq \text{LB} = \max \left\{ \frac{1}{m} \sum_{i=1}^m p_i, \max_{i=1}^n \{p_i\} \right\} \leq \text{OPT}$$

$$p_j \leq \text{OPT}$$

$$\Rightarrow p_j + p_j \cdot \text{START} \leq 2 \cdot \text{OPT} \quad \square$$

WORST CASE:

m^2 JOBS OF TIME 1

1 JOB OF TIME ~~1~~ m

\rightarrow ALG $\rightarrow 2m$

OPT $\rightarrow m+1$