

# Recovery of disrupted airline operations using k-Maximum Matching in graphs

Julien Bensmail<sup>1</sup> Valentin Garnero<sup>1</sup> Nicolas Nisse<sup>1</sup>  
Alexandre Salch<sup>2</sup> Valentin Weber<sup>3</sup>

<sup>1</sup> Université Côte d'Azur, Inria, CNRS, I3S, France

<sup>2</sup> Innovation & Research, Amadeus IT Group SA

<sup>3</sup> Innovation & Research, Amadeus IT Pacific

**AMADEUS**

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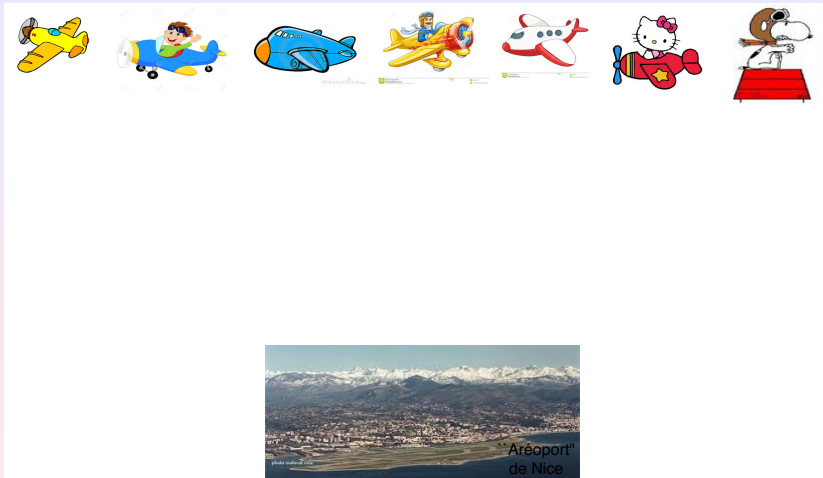


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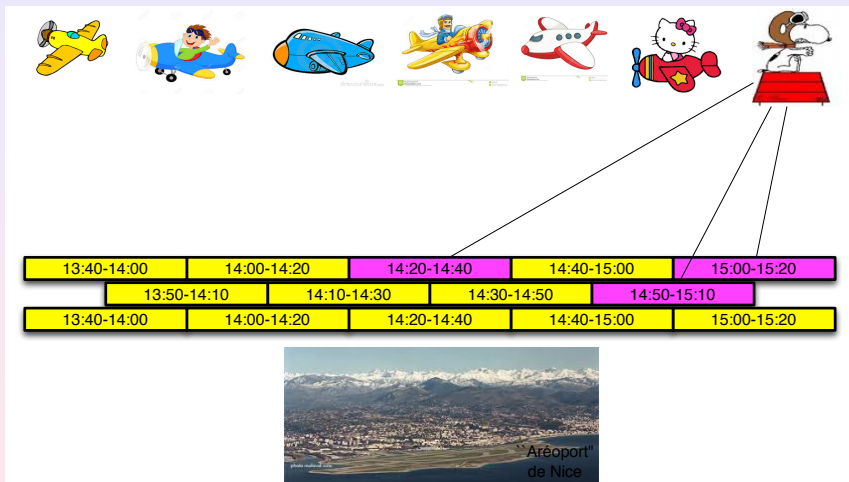
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# Assignment of slots for landing to aircrafts



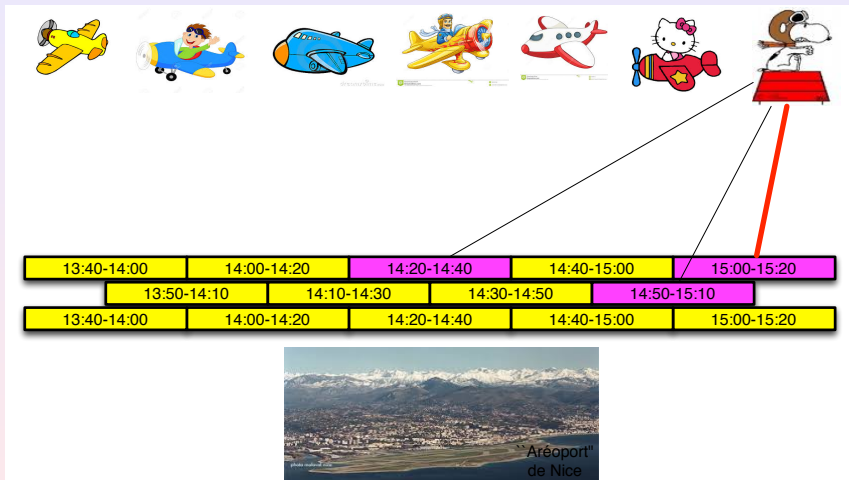
Aircrafts arriving at some airport

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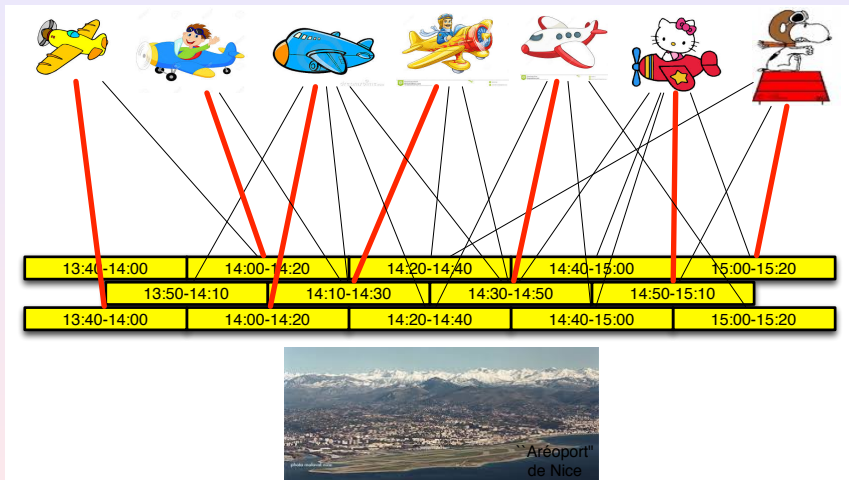
Each aircraft has a set of available and compatible slots depending on the tracks, the schedules, the companies...

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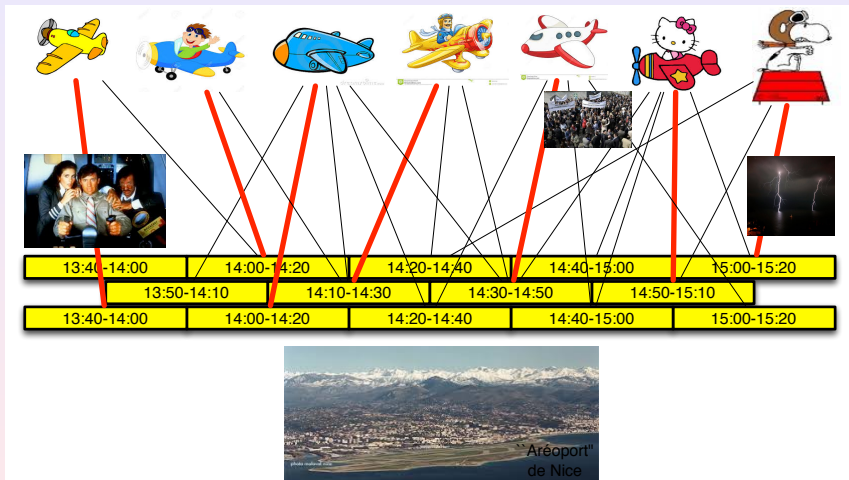
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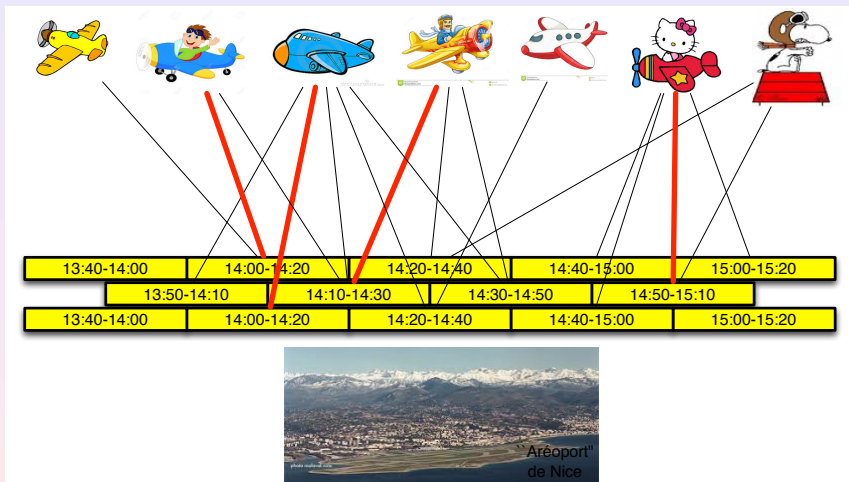
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# Assignment of slots for landing to aircraft



Imponderable problems may happen (no refund...)

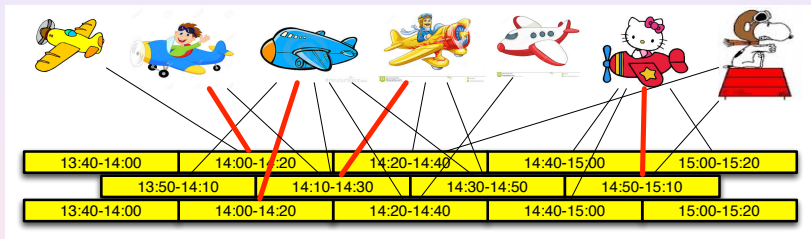
# Assignment of slots for landing to aircrafts



How to return to a normal situation?

i.e., maximize # of aircrafts having a slot for landing!!

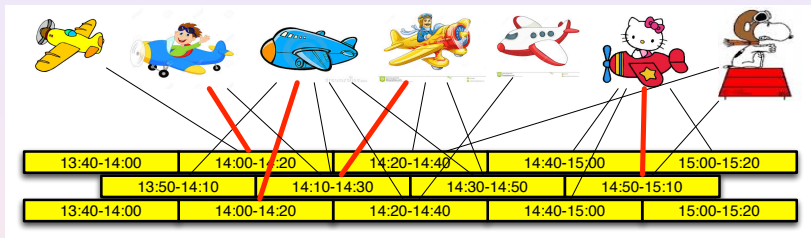
# A simple matching problem in bipartite graphs?



Restart from scratch and compute a maximum matching?



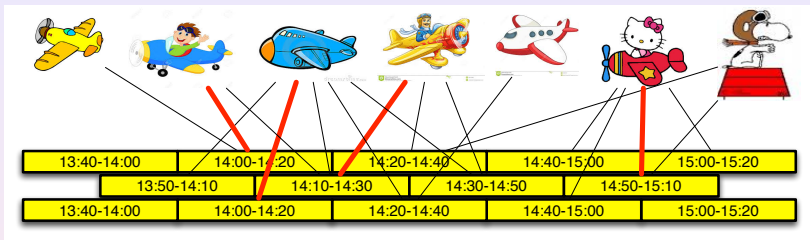
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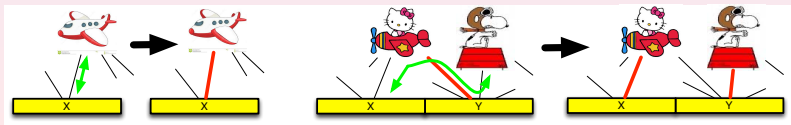
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No!! Constraints due to the system/to the companies' policies...

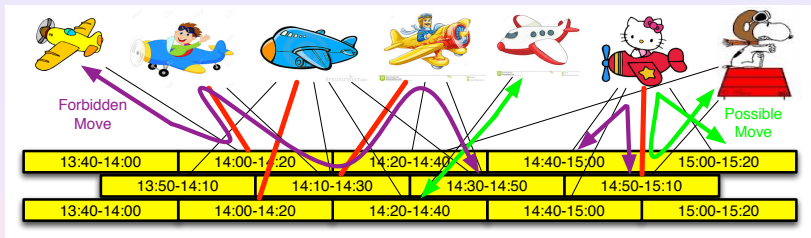
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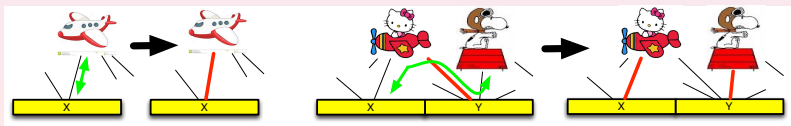
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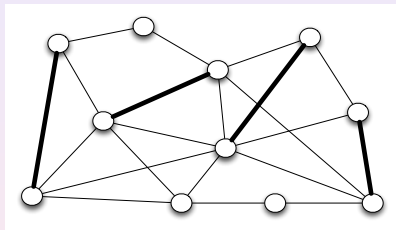
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# Reminder on Matchings in Graphs

Let  $G = (V, E)$  be a graph.

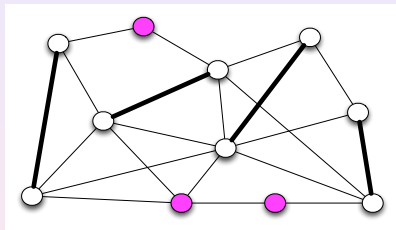
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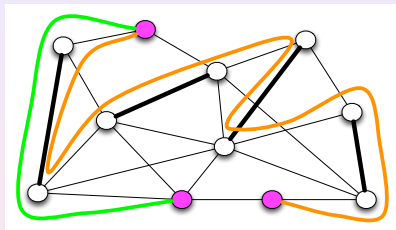


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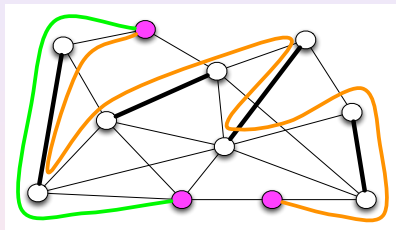
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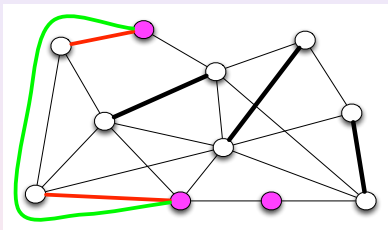
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[Berge 1957] : Let  $G$  be a graph

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⇒ the order in which the augmenting paths are augmented is not important



# Computing a maximum matching

Maximum Matching in Bipartite Graphs (flow problem)

“easy”

[Hungarian method, Kuhn 1955]

Maximum Matching  $\mu(G)$

Polynomial

[Edmonds 1965]

finding an augmenting path in polynomial time + Berge's theorem

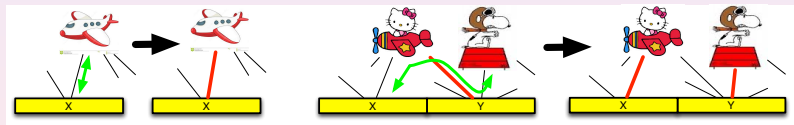
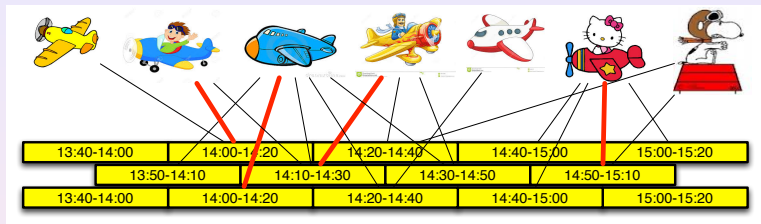
Augment “greedily” paths of length  $\leq 2k - 3$

$(1 - \frac{1}{k})$ -Approximation for  $\mu(G)$

[Hopcroft, Kraft 1973]

Applications in wireless networks

# Let's go back to slots assignment



Let  $G$  be a graph,  $M$  be a (partial) matching and  $k \in \mathbb{N}$  odd

Let  $\mu_k(G, M)$  be the maximum size of a matching that can be obtained from  $M$  by augmenting only paths of lengths  $\leq k$ .

here  $k = 3$

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# Our problem

Given a graph  $G$ , a matching  $M$  and  $k \in \mathbb{N}$  odd

Compute a matching of size  $\mu_k(G, M)$  that can be obtained from  $M$  by augmenting only paths of lengths  $\leq k$ .

**Goal:** algorithm that computes a sequence  $(P_1, \dots, P_r)$  such that:

- $\forall i \leq r$ ,  $P_i$  a path of length  $\leq k$  in  $G$
- $\forall i \leq r$ , after augmenting  $P_1, \dots, P_{i-1}$  starting from  $M$   
 $P_i$  is augmenting
- and  $r$  is maximum (w.r.t. these constraints)

$$(r_{\max} + |M| = \mu_k(G, M))$$

# Easy Results

**Problem:** Given a graph  $G$ , a matching  $M$  and  $k \in \mathbb{N}$  odd

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**Case  $M = \emptyset$ .** For any odd  $k \geq 0$ ,  $\mu_k(G, \emptyset) = \mu(G)$

Compute a maximum matching, augment its edges one by one.

**Case  $k = 1$ .** For any matching  $M$ ,  $\mu_1(G, M) = \mu(G \setminus V(M)) + |M|$ .

The edges of  $M$  cannot be “modified”

Compute a max. matching in  $G \setminus V(M)$ , augment these edges 1 by 1

# Our contributions

$k = 3$

Let  $G$  be a graph and  $M$  be a matching

Computing a matching of size  $\mu_3(G, M)$ , obtained from  $M$  by augmenting paths of length  $\leq 3$ , is in  $P$ .

$k \geq 5$

Let  $G$  be a planar bipartite graph of max. degree 3 and  $M$  be a matching

Computing a matching of size  $\mu_k(G, M)$ , obtained from  $M$  by augmenting paths of length at most  $k \geq 5$ , is **NP-complete**.

$G = T$  is a **tree**.

Computing  $\mu_k(T, M)$  ( $k$  odd) can be done in polynomial-time in trees  $T$

- with bounded max. degree  $\Delta$  (dynamic prog., FPT in  $k + \Delta$ )
- or with vertices of degree  $\geq 3$  pairwise at distance  $> k$ .

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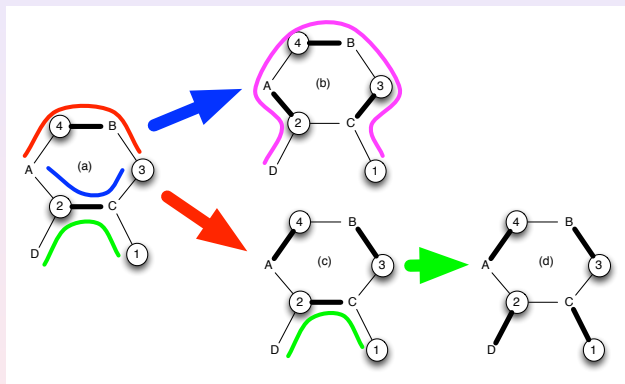
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# Why bounding the length of the augmenting paths makes the problem harder? ex: $k = 3$

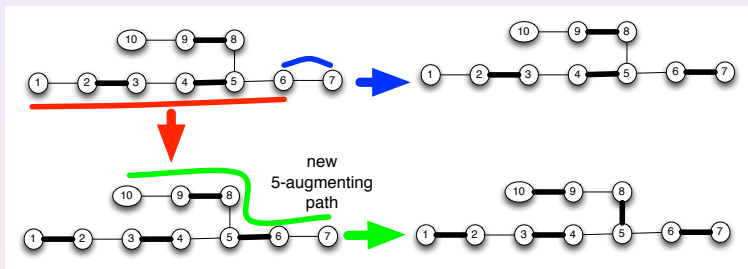


(a)  $\rightarrow$  (b) not optimal, but (a)  $\rightarrow$  (c)  $\rightarrow$  (d) optimal

$\Rightarrow$  The result is impacted by the order in which paths are augmented.



# Why bounding the length of the augmenting paths makes the problem harder? ex: $k = 5$



⇒ The order in which paths are augmented impacts **the creation of new augmenting paths** that are **necessary** to reach the optimum

# Our contributions: ideas of the proofs

$k = 3$

$\mu_3(G, M)$  can be computed in polynomial time

- possible to focus only on 3-augmenting paths initially present;
- after “reducing” the graph, augmentations may be in any order.

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# Question: Complexity of $\mu_k(T, M)$ in trees $T$ ?

What we know:

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Going further:  $\Rightarrow$  a new problem

New Problem: Given a graph  $G$ , a matching  $M$  and  $k \in \mathbb{N}$  odd

Compute a matching of size  $\mu_{=k}(G, M)$  that can be obtained from  $M$  by augmenting only paths of lengths  $= k$ .

Our results

- $\forall G$  and matching  $M$ , deciding if  $\mu_{=3}(G, M) \leq q$  is NP-complete
- given a tree  $T$ ,  $M$  a matching and  $q, k \in \mathbb{N}$  as inputs, deciding if  $\mu_{=k}(T, M) \leq q$  is NP-complete

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# Conclusion

Firstly: Learn how to communicate with companies

After many months of discussion, hypotheses are changing...

Actual (?) constraints of the system/of Airline Operation Controllers

- Switch alternating cycles of size 4 and augment paths of length 1
- two classes of slots : the ones of the company and the others

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- in other graph classes?



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**Muchas Gracias / Muito Obrigado / Gramàci ... !**