

Stable Marriage: Matchings and Arborescences

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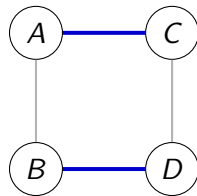
LIMIT Online Camp 2026

What is a matching?

Idea

A **matching** is a set of edges in a graph such that no two chosen edges touch the same vertex.

- Think of pairing people with projects, teams with rooms, or cards with envelopes.
- Each object can be used in at most one pair.
- The blue edges below form a matching.

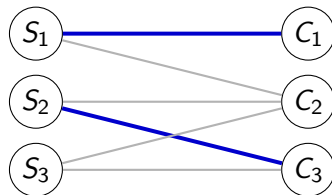


Matchings in bipartite graphs

Bipartite setting

Many matching problems have two groups: a left side and a right side. Edges show which pairs are allowed.

- Left side: students.
- Right side: clubs.
- An edge means a student is interested in that club.
- A matching chooses non-conflicting assignments.



Complete matching

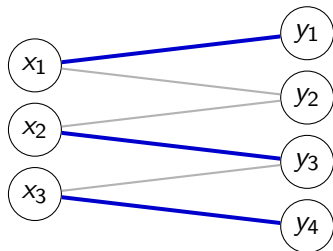
Formal definition

Let $G = (X \cup Y, E)$ be a bipartite graph. A matching $M \subseteq E$ is **complete from X to Y** if

$$\forall x \in X, \exists y \in Y \text{ such that } xy \in M.$$

Since M is a matching, each vertex of X is incident to exactly one edge of M .

- Complete matching is also called a matching that **saturates X** .
- Vertices in Y may remain unmatched.
- If $|X| = 3$ and $|Y| = 4$, a complete matching uses exactly 3 edges.

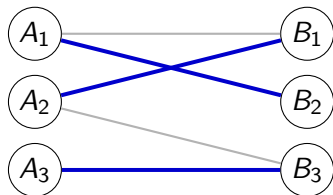


Perfect matching

Definition

A **perfect matching** matches every vertex in the graph exactly once.

- Nobody is left out on either side.
- In a bipartite graph, both sides must have the same number of vertices.
- Perfect matching is stronger than complete matching.



Hall's Marriage Theorem

Neighbourhood

Let $G = (V, E)$ be a graph. For $S \subseteq V$, define

$$N(S) = \{y \in V : \text{there exists } x \in S \text{ with } xy \in E\}.$$

Neighbourhood in Bipartite Graphs

Let $G = (X \cup Y, E)$ be a graph. For $S \subseteq X$, define

$$N(S) = \{y \in Y : \text{there exists } x \in S \text{ with } xy \in E\}.$$

Theorem

There is a matching that saturates X if and only if $|N(S)| \geq |S|$ for every subset $S \subseteq X$.
If $|X| = |Y|$, a matching that saturates X is a perfect matching.

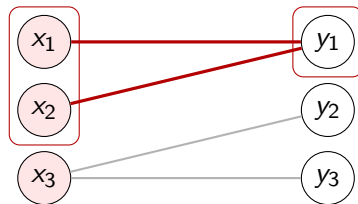
Hall fails: no perfect matching

Violation

Take $S = \{x_1, x_2\}$. Then

$$N(S) = \{y_1\}, \quad |N(S)| = 1 < 2 = |S|.$$

- The two vertices x_1 and x_2 both have only one possible partner.
- At most one of them can be matched to y_1 .
- So there is no complete matching, and hence no perfect matching.

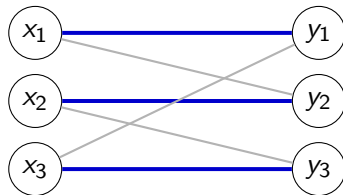


Hall holds: perfect matching exists

Checking the condition

Here $X = \{x_1, x_2, x_3\}$ and $Y = \{y_1, y_2, y_3\}$.

- Each single vertex in X has at least two neighbours.
- Any two vertices in X have all three vertices of Y as neighbours.
- All three vertices in X also have three neighbours.
- Therefore $|N(S)| \geq |S|$ for every $S \subseteq X$.



Blue edges give a perfect matching.

Proof sketch of Hall's theorem

Why Hall's condition is necessary

If a matching saturates X , then every set $S \subseteq X$ is matched to $|S|$ distinct vertices in $N(S)$. Hence $|N(S)| \geq |S|$.

Why Hall's condition is sufficient

Start with a largest possible matching. If some $x_0 \in X$ is unmatched, follow alternating paths: first use an unused edge, then a matched edge, and repeat.

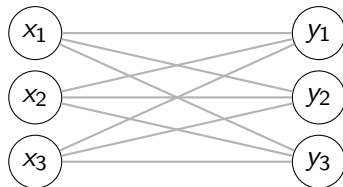
- Let S be the left-side vertices reached from x_0 .
- All neighbours of S must already be matched back into $S \setminus \{x_0\}$.
- Thus $|N(S)| \leq |S| - 1$, contradicting Hall's condition.
- Therefore no left-side vertex is unmatched; a complete matching exists.

Stable matching problem

Setting

We have two groups X and Y of the same size.
Each vertex ranks all vertices on the other side.

- Example: students and projects pairings.
- Classical Example: girls rank boys, boys rank girls, and we try to find the stable perfectly matched boy-girl pairs.
- We want a perfect matching between X and Y .
- But we also want the matching to be **stable**.



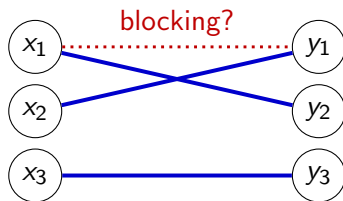
What is a stable matching?

Blocking pair

In a matching M , a pair (x, y) with $xy \notin M$ is a **blocking pair** if

x prefers y to its partner in M , and y prefers x to its partner in M .

- A matching is **stable** if it has no blocking pair.
- A blocking pair is a pair that would rather be together than stay with their assigned partners.



Gale–Shapley: deferred acceptance

Algorithm idea

One side, say X , makes proposals. The other side, Y , keeps only its best current proposal and rejects the rest.

- 1 Start with everyone unmatched.
- 2 While some $x \in X$ is unmatched and has not proposed to everyone:
 - x proposes to the highest-ranked $y \in Y$ it has not yet proposed to.
 - y tentatively keeps its favourite among its current partner and new proposers, and rejects the rest.
- 3 When proposals stop, the tentative pairs become the final matching.

Note:

Acceptances are temporary; the ones being proposed are always on the look out for better proposals and may switch later to a better proposer.

Example: preference lists

X proposes

Vertex	Preference order
x_1	$y_1 \succ y_2 \succ y_3$
x_2	$y_1 \succ y_3 \succ y_2$
x_3	$y_2 \succ y_1 \succ y_3$

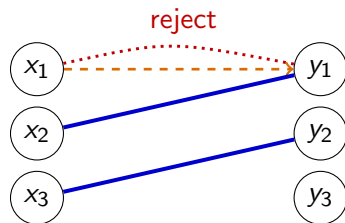
Y responds

Vertex	Preference order
y_1	$x_2 \succ x_1 \succ x_3$
y_2	$x_1 \succ x_3 \succ x_2$
y_3	$x_3 \succ x_2 \succ x_1$

- The symbol $a \succ b$ means “is preferred to.”
- We will let x_1, x_2, x_3 propose in this example.

Example: first round of proposals

- x_1 proposes to y_1 .
- x_2 proposes to y_1 .
- x_3 proposes to y_2 .
- y_1 prefers x_2 to x_1 , so y_1 keeps x_2 and rejects x_1 .
- y_2 keeps x_3 for now.



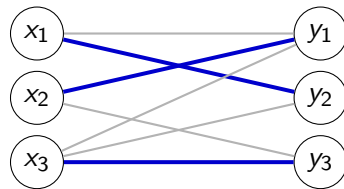
Tentative pairs: x_2y_1 and x_3y_2 .

Example: later rounds and result

- x_1 is rejected, so it proposes next to y_2 .
- y_2 prefers x_1 to x_3 , so y_2 switches to x_1 .
- x_3 then tries y_1 , but y_1 keeps x_2 .
- Finally x_3 proposes to y_3 , which accepts.

Final matching

$$M = \{x_1y_2, x_2y_1, x_3y_3\}.$$



Blue edges are the output of Gale–Shapley.

Why Gale–Shapley is stable

Important monotonicity

Proposers move down their preference lists, while receivers' tentative partners only improve over time.

- Suppose the final matching has a blocking pair (x, y) .
- Since x prefers y to its final partner, x must have proposed to y earlier.
- When y rejected x or later dropped x , it chose someone it preferred to x .
- After that, y 's tentative partner could only get better.
- Thus y cannot prefer x to its final partner, a contradiction.

Conclusion

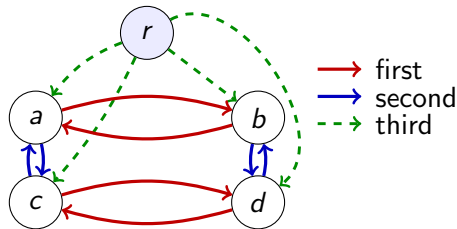
With equal-sized sets and complete preference lists, Gale–Shapley produces a stable perfect matching.

Arborescences: the input graph

Directed graph with a root

Let $G = (V \cup \{r\}, E)$ be a directed graph. The vertex r is the **root** and has no incoming edge.

- Every vertex $v \in V$ ranks its incoming edges.
- Red, blue, and green show first, second, and third choices.
- We will build directed trees rooted at r .

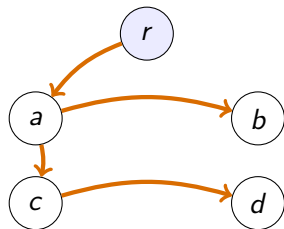


Definition: arborescence

r -arborescence

An r -arborescence is a directed tree rooted at r such that every $v \in V$ has exactly one incoming edge.

- Every vertex is reachable from r .
- Each non-root vertex has one parent.
- A vertex cares only about the incoming edge it receives.



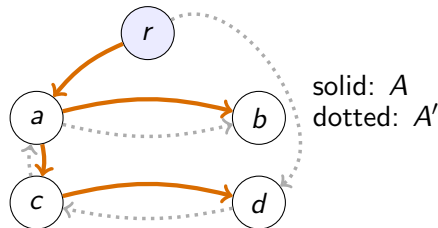
Here a gets its worst edge, c its second choice, and b, d their best edges.

Comparing two arborescences

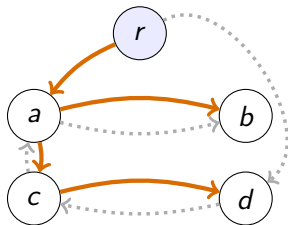
Voting rule

To compare arborescences A and A' , each vertex votes for the one where it receives the better incoming edge.

- Solid edges form A .
- Dotted edges form A' .
- More votes means “more popular.”



Example: A' is more popular than A



Vertex	Better edge	Vote
a	(c, a) over (r, a)	A'
b	same edge (a, b)	tie
c	(d, c) over (a, c)	A'
d	(c, d) over (r, d)	A

Vote count

A' gets 2 votes and A gets 1 vote.

Conclusion

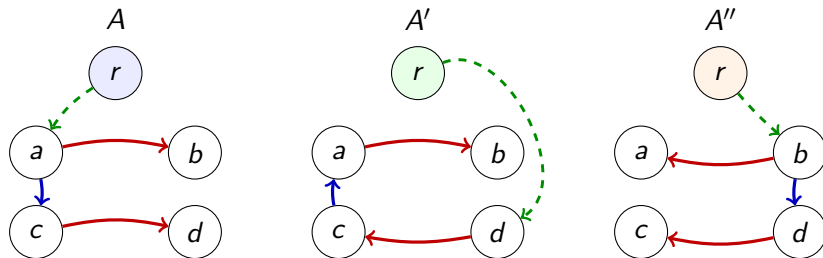
A' is more popular than A .

Definition

An arborescence A is **popular** if there is no arborescence A' that is more popular than A , that is majority of the vertices prefer their edges in A over any other arborescence.

- Popularity is a majority-vote idea.
- It is a global tree chosen from local preferences.
- A popular arborescence need not always exist.
- As in the above example $A' \succ A$, that is A' is more popular than A .

Popular arborescence need not exist



Majority comparisons can form cycles, so a popular arborescence need not exist.

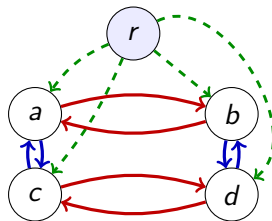
- In a comparison between A and A' , a , c prefer A' over A , d prefers A over A' , and b remains unbothered. So $A' \succ A$.
- In a comparison between A' and A'' , a , d prefer A'' over A' , b prefers A' over A'' , and c remains unbothered. So $A'' \succ A'$.
- In a comparison between A'' and A , b , d prefer A over A'' , and a , c prefer A'' over A . So A is as popular as A'' .

Liquid democracy motivation

Liquid democracy

Voters may vote directly or delegate their vote to another voter they trust.

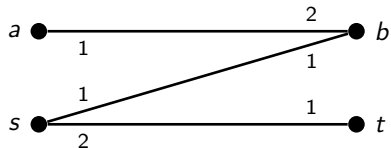
- Delegations are transitive: $u \rightarrow v$ and $v \rightarrow w$ means u is represented through w .
- Delegation cycles are forbidden.
- A delegation tree is naturally an arborescence rooted at direct representatives.
- Popularity asks whether a majority prefers another delegation tree.



r : direct vote
edges: delegates
ranks: trust

Popular matchings: definition

Gärdenfors (1975) introduced popularity as a majority-vote notion for matchings.



Numbers are preference ranks: smaller is better.

Pairwise election

For matchings M and N , each vertex votes for the matching giving it the better partner.

- Same partner means no vote.
- Being unmatched is worse than any acceptable partner.

Let $\phi(M, N)$ be the number of vertices that prefer M to N . A matching M is **popular** if

$$\phi(N, M) \leq \phi(M, N) \quad \text{for every matching } N.$$

Gärdenfors theorem

Theorem [Gärdenfors 1975]

In the stable marriage setting, every stable matching is popular.

- Therefore a popular matching always exists whenever a stable matching exists.
- With complete preference lists, Gale–Shapley gives a stable matching, hence also a popular matching.

Why this is plausible

If another matching N defeated a stable matching M , then a majority of vertices would improve by switching from M to N .

Consequence

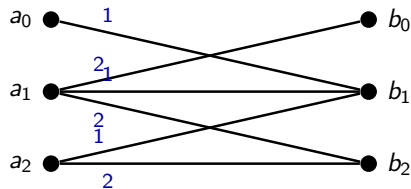
Such an improvement can be traced through alternating paths/cycles and yields a blocking pair for M , contradicting stability.

One-sided preferences in bipartite graphs

House-allocation model

Let $G = (A \cup B, E)$ be bipartite. Vertices in A are agents and vertices in B are houses.

- Each agent $a \in A$ strictly ranks its acceptable houses $N(a)$.
- Houses are indifferent and do not vote.
- For a matching M , write $M(a)$ for the house matched to a , or $\perp$ if a is unmatched.
- Every acceptable house is preferred to $\perp$.

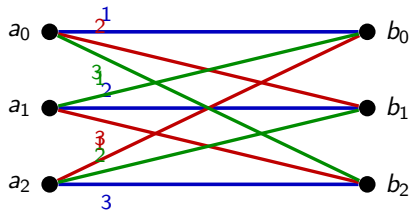


Popularity here

M is popular if no matching N gets more agent votes than M .

A one-sided instance

Do popular matchings always exist in the 1-sided preferences setting?



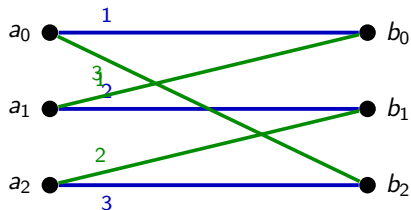
Preferences

Every agent has the same ranking:

$$b_0 \succ b_1 \succ b_2.$$

Matching	Edges
blue	a_0b_0, a_1b_1, a_2b_2
red	a_0b_1, a_1b_0, a_2b_1
green	a_0b_2, a_1b_2, a_2b_0

Comparison: green versus blue



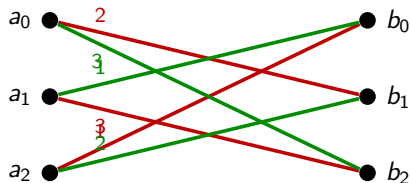
Agent	blue	green	Vote
a_0	b_0 (rank 1)	b_2 (rank 3)	blue
a_1	b_1 (rank 2)	b_0 (rank 1)	green
a_2	b_2 (rank 3)	b_1 (rank 2)	green

Vote count

green gets 2 votes and blue gets 1 vote.

Hence **green** $\succ$ **blue**.

Comparison: red versus green



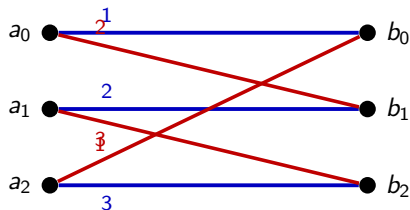
Agent	red	green	Vote
a_0	b_1 (rank 2)	b_2 (rank 3)	red
a_1	b_2 (rank 3)	b_0 (rank 1)	green
a_2	b_0 (rank 1)	b_1 (rank 2)	red

Vote count

red gets 2 votes and green gets 1 vote.

Hence red $\succ$ green.

Comparison: blue versus red



Agent	blue	red	Vote
a_0	b_0 (rank 1)	b_1 (rank 2)	blue
a_1	b_1 (rank 2)	b_2 (rank 3)	blue
a_2	b_2 (rank 3)	b_0 (rank 1)	red

Vote count

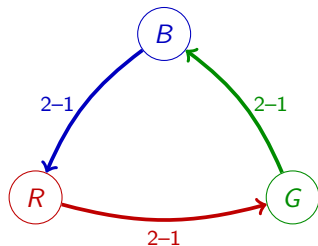
blue gets 2 votes and red gets 1 vote.

Hence $\text{blue} \succ \text{red}$.

No popular matching in the example

The three comparisons give a majority cycle:

blue $\succ$ red $\succ$ green $\succ$ blue.



Certificate of nonexistence

In fact, every matching in this instance is beaten by another matching.

- If M is not perfect, extend it by matching an unmatched agent to an unused house. The new matching beats M .
- If M is perfect, rotate the houses upward: the agent with b_1 gets b_0 , the agent with b_2 gets b_1 , and the agent with b_0 gets b_2 . Two agents improve and one gets worse.

Hence this one-sided bipartite instance has no popular matching.

References

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Thank you!

Questions?