

CS 473: Algorithms

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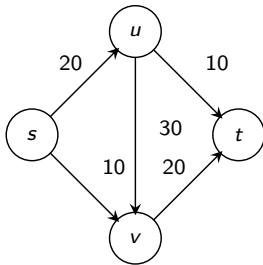
University of Illinois, Urbana-Champaign

Fall 2010

Part I

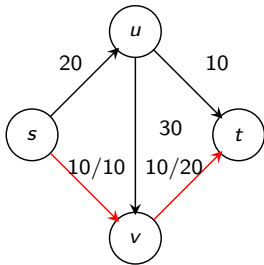
Algorithm(s) for Maximum Flow

Greedy Approach



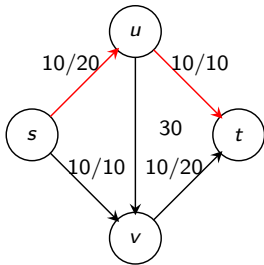
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- 2 Find a s - t path P with $f(e) < c(e)$ for every edge $e \in P$
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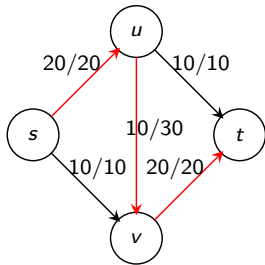
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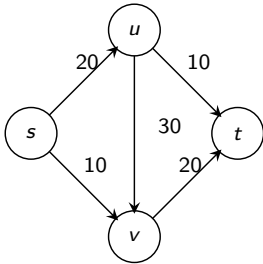
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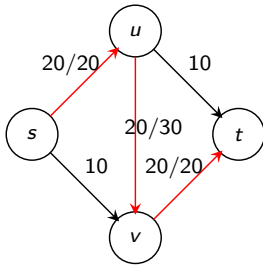
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Greedy Approach: Issues



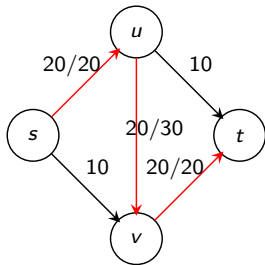
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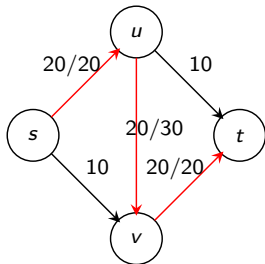
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Greedy can get stuck in sub-optimal flow!
 Need to “push-back” flow along edge (u, v)

Residual Graph

Definition

For a network $G = (V, E)$ and flow f , the **residual graph** $G_f = (V', E')$ of G with respect to f is

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- **Forward Edges:** For each edge $e \in E$ with $f(e) < c(e)$, we $e \in E'$ with capacity $c(e) - f(e)$
- **Backward Edges:** For each edge $e = (u, v) \in E$ with $f(e) > 0$, we $(v, u) \in E'$ with capacity $f(e)$

Residual Graph Example

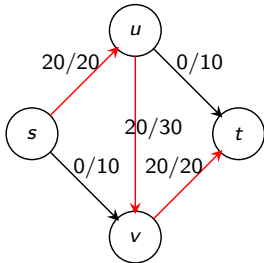


Figure: Flow in red edges

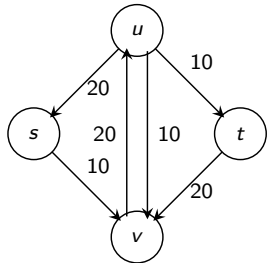


Figure: Residual Graph

Residual Graph Property

Observation: Residual graph captures the “residual” problem exactly.

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Let f and f' be two flows in G with $v(f') \geq v(f)$. Then there is a flow f'' of value $v(f') - v(f)$ in G_f .

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Definition of $+$ and $-$ for flows is intuitive and the above lemmas are easy in some sense but a bit messy to formally prove.

Residual Graph Property: Implication

Recursive algorithm for finding a maximum flow:

MaxFlow(G, s, t):

 If the flow from s to t is 0

 return 0

 Find any flow f with $v(f) > 0$ in G

 Recursively compute a maximum flow f' in G_f

 Output the flow $f + f'$

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Iterative algorithm for finding a maximum flow:

MaxFlow(G, s, t):

 Start with flow f that is 0 on all edges

 While there is a flow f' in G_f with $v(f') > 0$ do

$f = f + f'$

 Update G_f

 endWhile

 Output f

Ford-Fulkerson Algorithm

```
for every edge  $e$ ,  $f(e) = 0$   
 $G_f$  is residual graph of  $G$  with respect to  $f$   
while  $G_f$  has a simple  $s$ - $t$  path  
    let  $P$  be simple  $s$ - $t$  path in  $G_f$   
     $f = \text{augment}(f,P)$   
Construct new residual graph  $G_f$ 
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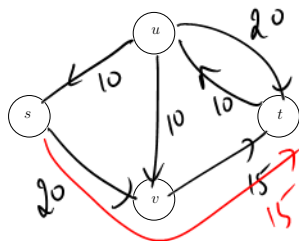
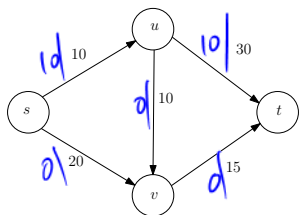
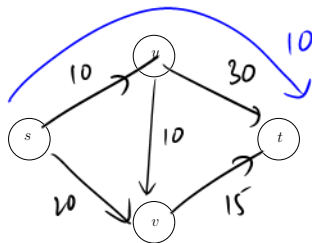
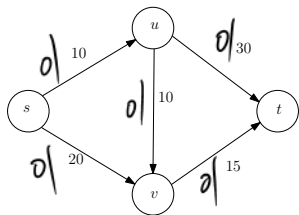
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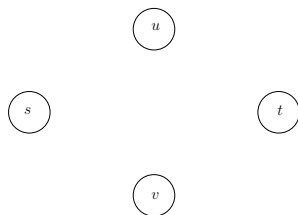
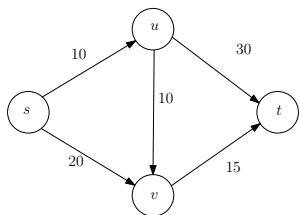
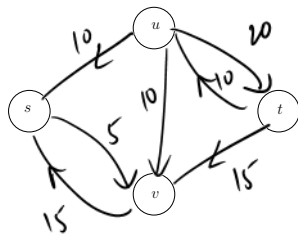
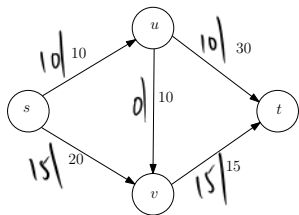
```

augment( $f,P$ )
    let  $b$  be bottleneck capacity, i.e., min capacity of edges in  $P$ 
    for each edge  $(u,v)$  in  $P$ 
        if  $e=(u,v)$  is a forward edge
             $f(e) = f(e) + b$ 
        else (*  $(u,v)$  is a backward edge *)
            let  $e = (v,u)$  (*  $(v,u)$  is in  $G$  *)
             $f(e) = f(e) - b$ 
    return  $f$ 
    
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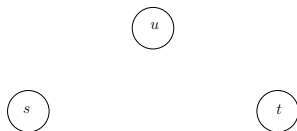
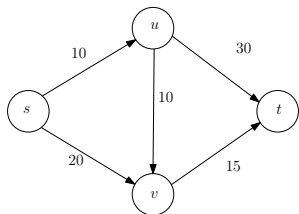
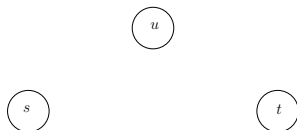
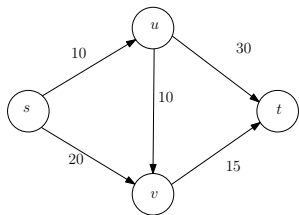
Example



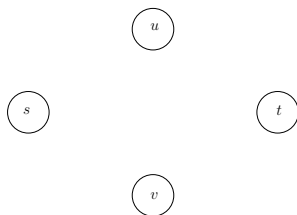
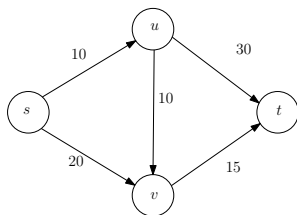
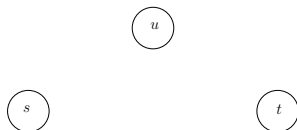
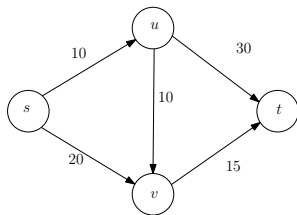
Example continued



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If f is a flow and P is a simple s - t path in G_f , then $f' = \text{augment}(f, P)$ is also a flow.

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- **Conservation constraint:** Let v be an internal node. Let e_1, e_2 be edges of P incident to v . Four cases based on whether e_1, e_2 are forward or backward edges. Check cases (see fig next slide).



Properties about Augmentation: Conservation Constraint

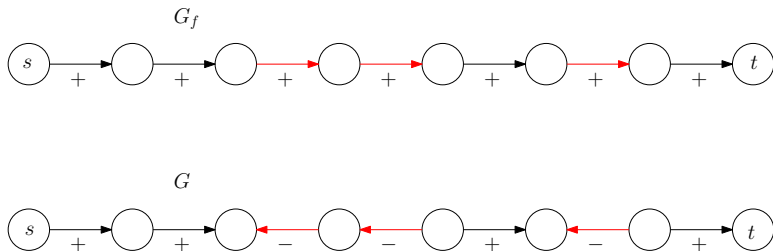


Figure: Augmenting path P in G_f and corresponding change of flow in G . Red edges are backward edges.

Properties about Augmentation: Integer Flow

Lemma

At every stage of the Ford-Fulkerson algorithm, the flow values $f(e)$ and the residual capacities in G_f are integers

Proof.

Initial flow and residual capacities are integers. Suppose lemma holds for j iterations. Then in $j + 1$ st iteration, minimum capacity edge b is an integer, and so flow after augmentation is an integer. □

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- P is simple and so never returns to s
- Thus, value of flow increases by the flow on edge e □

Termination Proof

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Let C be the minimum cut value; in particular $C \leq \sum_{e \text{ out of } s} c(e)$. Ford-Fulkerson algorithm terminates after finding at most C augmenting paths.

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- Number of iterations $\leq C$
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- Running time is $O(C(n + m))$ (or $O(mC)$).

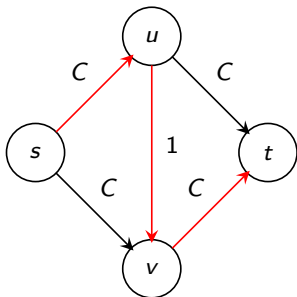
Efficiency of Ford-Fulkerson

Running time = $O(mC)$ is not polynomial. Can the running time be as $\Omega(mC)$ or is our analysis weak?

Ford-Fulkerson can take $\Omega(C)$ iterations.

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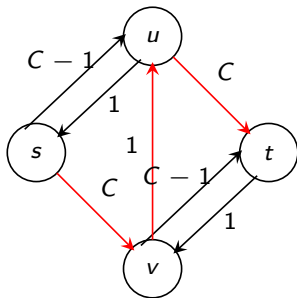
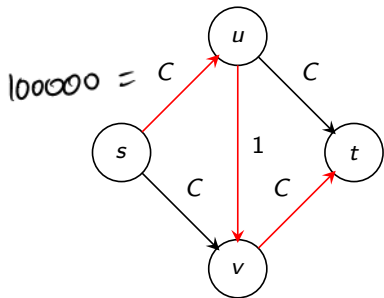
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Proof idea: show a cut of value equal to the flow. Also shows that maximum flow is equal to minimum cut!

Recalling Cuts

Definition

Given a flow network an s - t cut is a set of edges $E' \subset E$ such that removing E' *disconnects* s from t : in other words there is no directed $s \rightarrow t$ path in $E - E'$. *Capacity* of cut E' is $\sum_{e \in E'} c(e)$.

Let $A \subset V$ such that

- $s \in A, t \notin A$
- $B = V - A$ and hence $t \in B$

Define $(A, B) = \{(u, v) \in E \mid u \in A, v \in B\}$

Claim

(A, B) is an s - t cut.

Recall: Every *minimal* s - t cut E' is a cut of the form (A, B) .

Ford-Fulkerson Correctness

Lemma

If there is no s - t path in G_f then there is some cut (A, B) such that $v(f) = c(A, B)$

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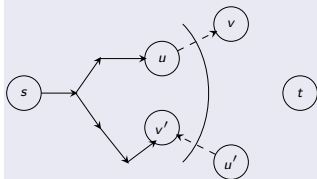
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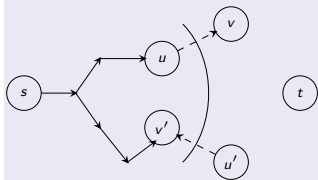
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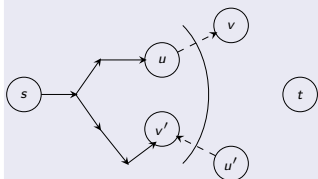


- $s \in A$ and $t \in B$. So (A, B) is an s - t cut in G
- If $e = (u, v) \in G$ with $u \in A$ and $v \in B$, then $f(e) = c(e)$ (saturated edge) because otherwise v is reachable from s in G_f

□

Lemma Proof Continued

Proof.

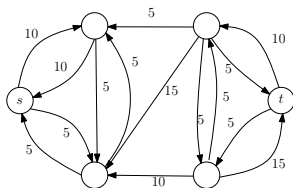
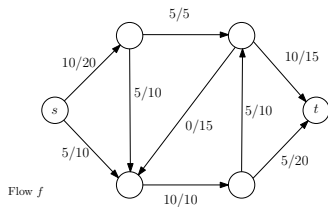


- If $e = (u', v') \in G$ with $u' \in B$ and $v' \in A$, then $f(e) = 0$ because otherwise u' is reachable from s in G_f
- Thus,

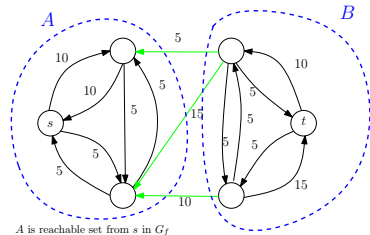
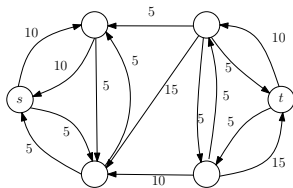
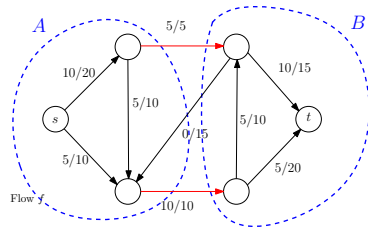
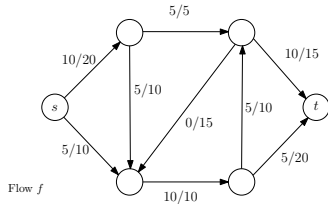
$$\begin{aligned} v(f) &= f^{\text{out}}(A) - f^{\text{in}}(A) \\ &= f^{\text{out}}(A) - 0 \\ &= c(A, B) - 0 \\ &= c(A, B) \end{aligned}$$

□

Example



Example



Residual graph G_f : no s - t path

A is reachable set from s in G_f

Ford-Fulkerson Correctness

Theorem

The flow returned by the algorithm is the maximum flow.

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- For flow f^* returned by algorithm, $v(f^*) = c(A^*, B^*)$ for some s - T cut (A^*, B^*)
- Hence, f^* is maximum



Max-Flow Min-Cut Theorem and Integrality of Flows

Theorem

For any network G , the value of a maximum s - t flow is equal to the capacity of the minimum s - t cut.

Proof.

Ford-Fulkerson algorithm terminates with a maximum flow of value equal to the capacity of a (minimum) cut. \square

Theorem

For any network G with integer capacities, there is a maximum s - t flow that is integer valued.

Proof.

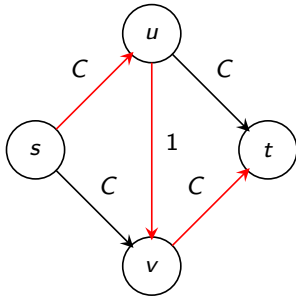
Ford-Fulkerson algorithm produces an integer valued flow when capacities are integers. \square

Efficiency of Ford-Fulkerson

Running time = $O(mC)$ is not polynomial. Can the upper bound be achieved?

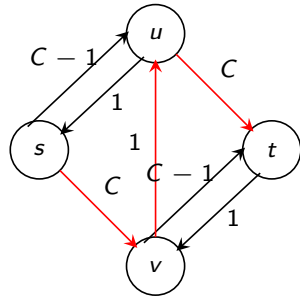
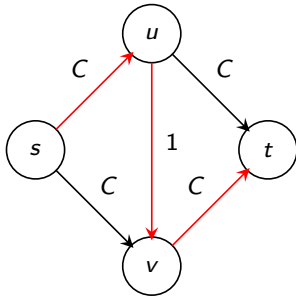
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Polynomial Time Algorithms

Question: Is there a polynomial time algorithm for maxflow?

Question: Is there a variant of Ford-Fulkerson that leads to a polynomial time algorithm? Can we choose an augmenting path in some clever way? Yes! Two variants.

- Choose the augmenting path with largest bottleneck capacity.
- Choose the shortest augmenting path.

Augmenting Paths with Large Bottleneck Capacity

- Pick augmenting paths with largest bottleneck capacity in each iteration of Ford-Fulkerson
- How do we find path with largest bottleneck capacity?

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- How do we find path with largest bottleneck capacity?
 - Assume we know Δ the bottleneck capacity
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 - Check if there is a path from s to t
 - Do binary search to find largest Δ
 - Running time: $O(m \log C)$

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Book gives a simpler variant called **Capacity Scaling** algorithm that runs in $O(m^2 \log C)$ time.

Augmenting Paths with Large Bottleneck Capacity

How do we find path with largest bottleneck capacity?

- Max bottleneck capacity is one of the edge capacities. Why?
- Can do binary search on the edge capacities. First, sort the edges by their capacities and then do binary search on that array as before.
- Algorithm's running time is $O(m \log m)$.
- Different algorithm that also leads to $O(m \log m)$ time algorithm by adapting Prim's algorithm.

Removing Dependence on C

- [Edmonds-Karp, Dinitz] Picking augmenting paths with fewest number of edges yields a $O(m^2n)$ algorithm, i.e., independent of C . Such an algorithm is called a **strongly polynomial** time algorithm since the running time does not depend on the numbers (assuming RAM model). (Many implementation of Ford-Fulkerson would actually use shortest augmenting path if they use BFS to find an $s-t$ path).

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- Further improvements can yield algorithms running in $O(mn \log n)$, or $O(n^3)$.

Finding a Minimum Cut

Question: How do we find an actual minimum s - t cut?

Finding a Minimum Cut

Question: How do we find an actual minimum s - t cut?

Proof gives the algorithm!

- Compute an s - t maximum flow f in G
- Obtain the residual graph G_f
- Find the nodes A reachable from s in G_f
- Output the cut $(A, B) = \{(u, v) \mid u \in A, v \in B\}$. **Note:** The cut is found in G while A is found in G_f

Running time is essentially the same as finding a maximum flow.

Note: Given G and a flow f there is a linear time algorithm to check if f is a maximum flow and if it is, outputs a minimum cut. How?