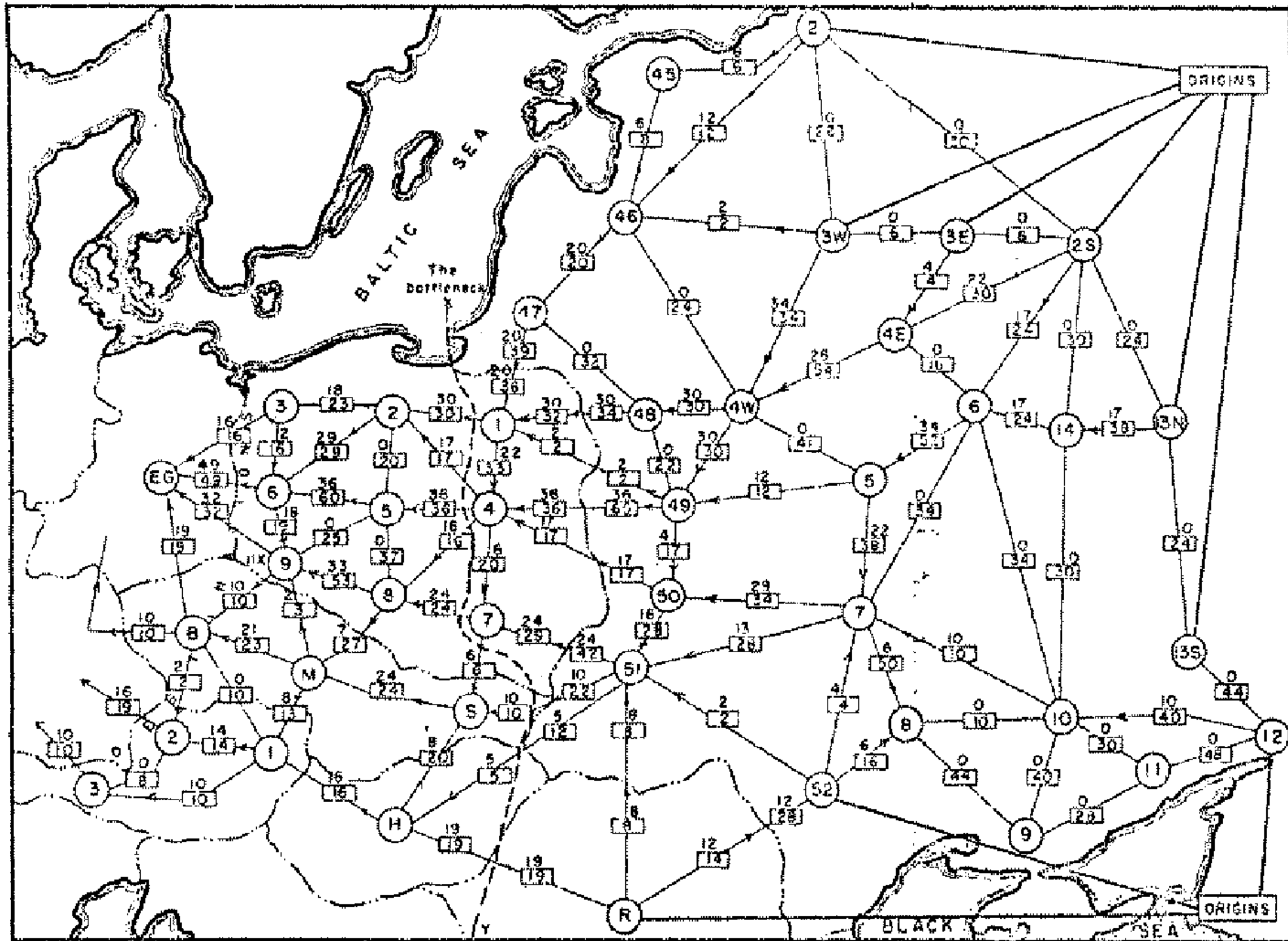


# The Soviet Rail Network



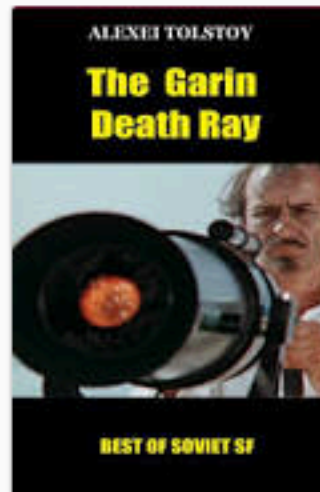
*On the history of the transportation and maximum flow problems. Alexander Schrijver, Math Programming, 2002.*

# Aleksey Nikolayevich Tolstoy:

## Science fiction writer



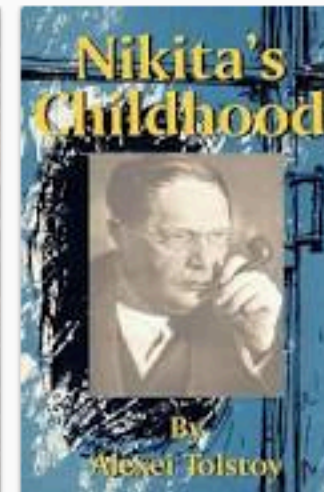
The Golden  
Key, or the Ad...  
1936



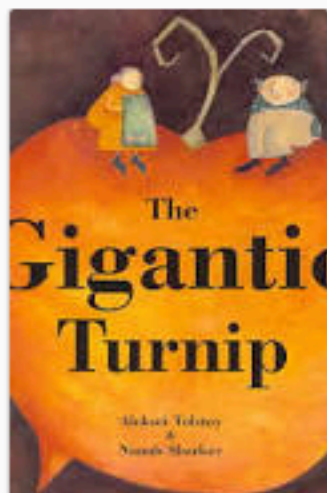
The Garin  
Death Ray  
1927



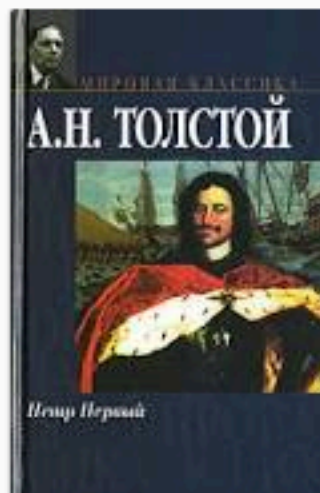
Aelita  
1923



Nikita's  
childhood  
1921



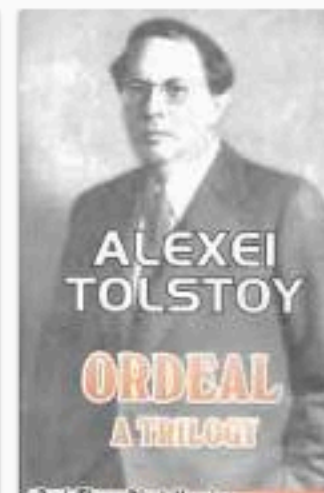
The Gigantic  
Turnip  
1910



Пётр I  
1930



Peter the First  
1930



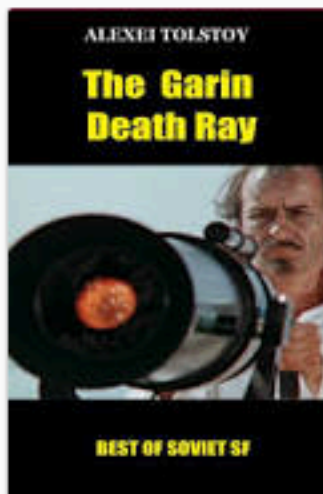
Bleak Morning

# Aleksey Nikolayevich Tolstoy:

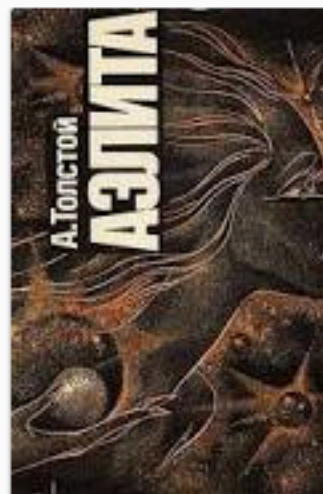
## Science fiction writer



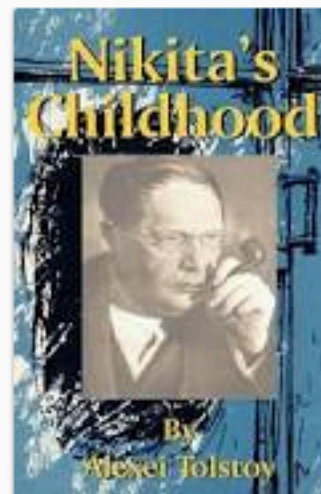
The Golden Key, or the Ad...  
1936



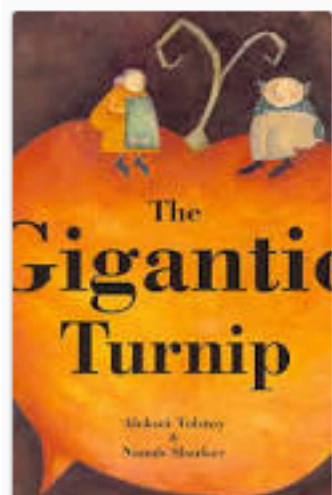
The Garin Death Ray  
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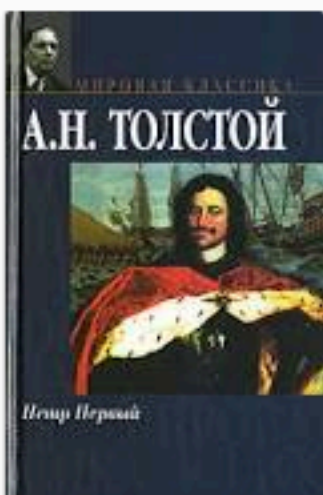
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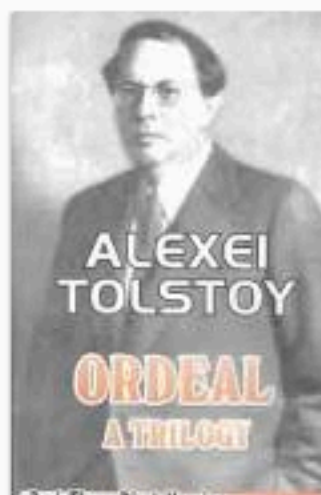
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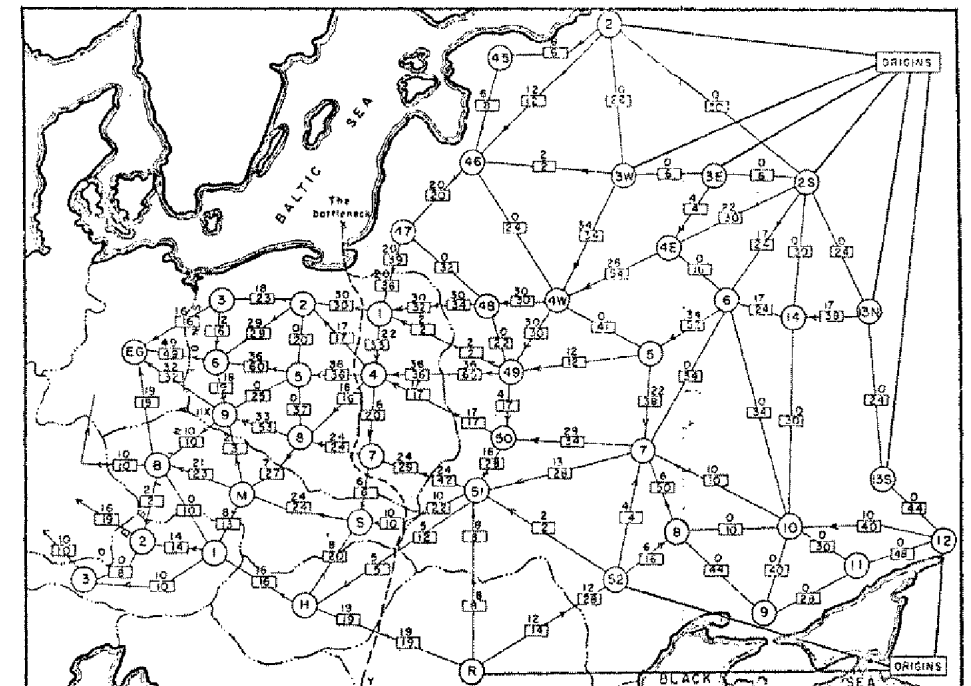
Пётр I  
1930



Peter the First  
1930



Bleak Morning





# MAXIMUM FLOW AND MINIMUM CUT

## Max flow and min cut

- Two very rich algorithmic problems
- Cornerstone problems in combinatorial optimization
- Beautiful mathematical duality

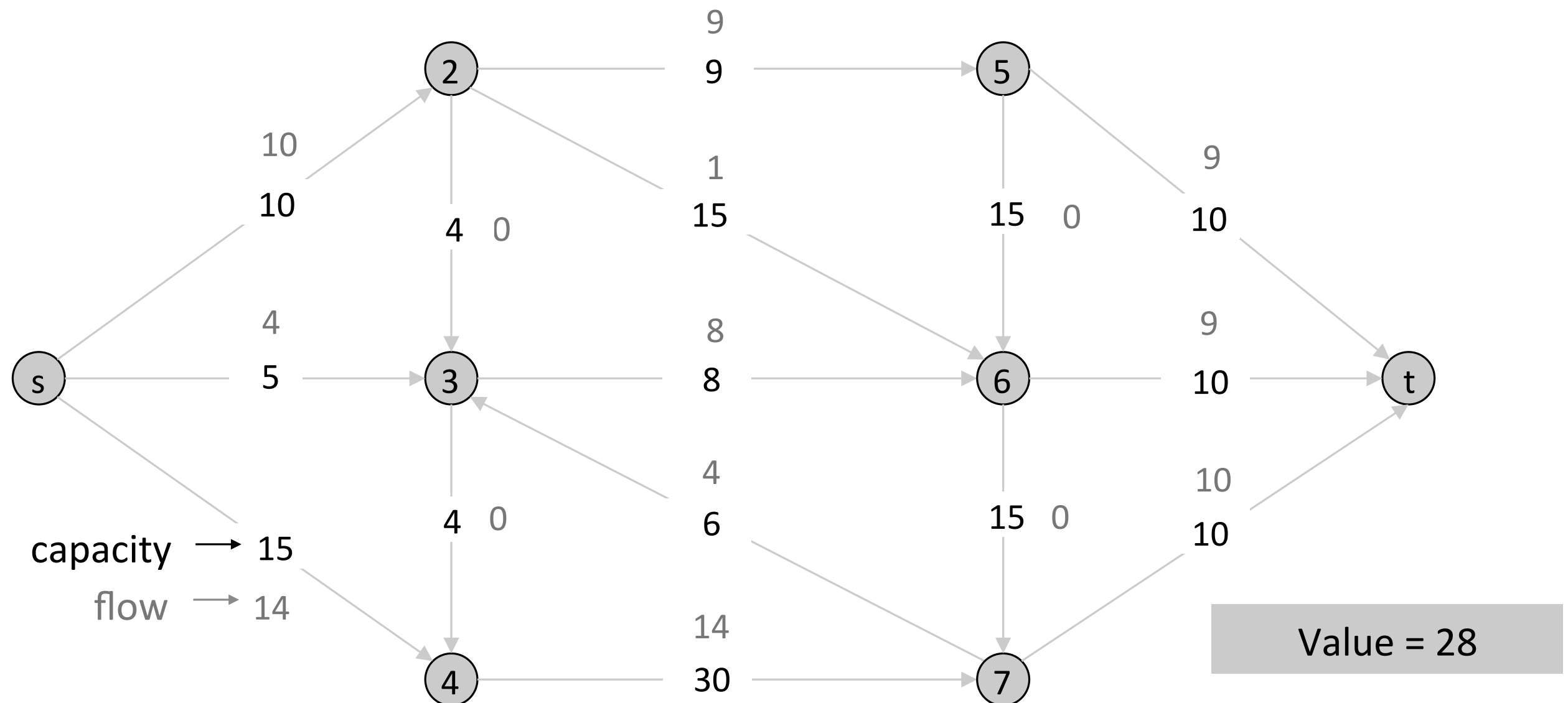
## Nontrivial applications/reductions

- Data mining
- Open pit mining
- Airline scheduling
- Bipartite matching
- Baseball elimination
- Image segmentation
- Network connectivity
- Network reliability
- Distributed computing
- Egalitarian stable matching
- Security of statistical data
- Network intrusion detection
- Multi-camera scene reconstruction
- Many, many more...

# THE MAXIMUM FLOW PROBLEM

## The Max Flow Problem

Find the  $s$ - $t$  flow of maximum value.



# TOWARDS A MAX FLOW ALGORITHM

## Greedy Algorithm

- Start with  $f(e) = 0$  for all edges  $e \in E$
- Find an  $s$ - $t$  path  $P$  where each edge has  $f(e) < c(e)$ .
- Augment flow along path  $P$
- Repeat until you get stuck

**Doesn't work!**

# THE FORD-FULKERSON ALGORITHM

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Max-Flow

Initially  $f(e) = 0$  for all  $e$  in  $G$

While there is an  $s$ - $t$  path in the residual graph  $G_f$

    Let  $P$  be a simple  $s$ - $t$  path in  $G_f$

$f' = \text{augment}(f, P)$

    Update  $f$  to be  $f'$

    Update the residual graph  $G_f$  to be  $G_{f'}$

Endwhile

Return  $f$

---

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augment( $f, P$ )

Let  $b = \text{bottleneck}(P, f)$

For each edge  $(u, v) \in P$

    If  $e = (u, v)$  is a forward edge then

        increase  $f(e)$  in  $G$  by  $b$

    Else  $((u, v)$  is a backward edge, and let  $e = (v, u)$ )

        decrease  $f(e)$  in  $G$  by  $b$

    Endif

Endfor

Return( $f$ )

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