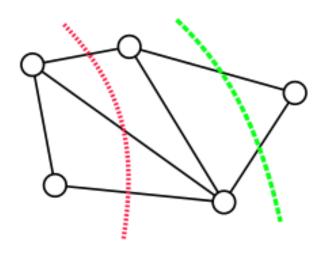
# Lecture 9 (Adv): Karger's algorithms





### Randomization

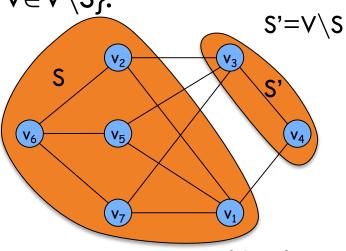
- Algorithmic design patterns.
  - Greed.
  - Divide-and-conquer.
  - Dynamic programming.
  - Network flow.
  - Randomization.

     \_\_in practice, access to a pseudo-random number generator
- Randomization: Allow fair coin flip in unit time.
- Why randomize? Can lead to simplest, fastest, or only known algorithm for a particular problem.
- Examples: Symmetry breaking protocols, graph algorithms, quicksort, hashing, load balancing, Monte Carlo integration, cryptography.

### 13.2 Global Minimum Cut

Input: A connected, undirected graph G = (V, E).

For a set  $S \subset V$  let  $\delta(S) = \{(u,v) \in E : u \in S, v \in V \setminus S\}.$ 



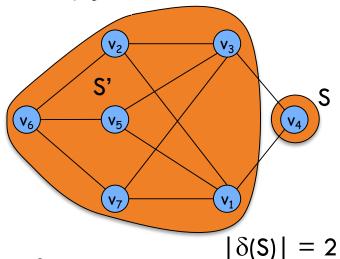
 $|\delta(S)| = 4$ 

Aim: Find a cut (S, S') of minimum cardinality.

### 13.2 Global Minimum Cut

Input: A connected, undirected graph G = (V, E).

For a set  $S \subset V$  let  $\delta(S) = \{(u,v) \in E : u \in S, v \in V \setminus S\}.$ 



Aim: Find a cut (S, S') of minimum cardinality.

### 13.2 Global Minimum Cut

Applications: Partitioning items in a database, identify clusters of related documents, network reliability, network design, circuit design, TSP solvers.

#### Network flow solution.

- Replace every edge (u, v) with two directed edges (u, v) and (v, u).
- Pick some vertex s and compute min s-v cut separating s from each other vertex  $v \in V$ .

Running time: O(n·MaxFlow)

Definition: A multigraph is a graph that allows multiple edges

3

between a pair of vertices.

Definition: A multigraph is a graph that allows multiple edges between a pair of vertices.

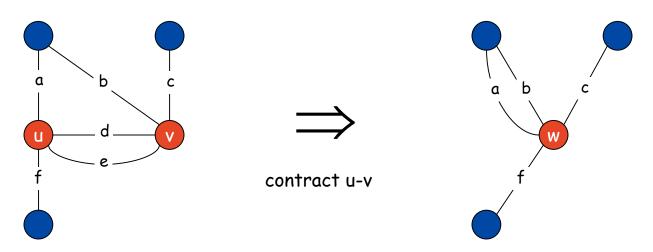
### Algorithm:

- 1. Start with the input graph G=(V,E).
- While |V|>2 do
   Contract an arbitrary edge (u,v) in G.
- 3. Return the cut (only one possible cut).

Let G=(V,E) be a multigraph (without self-loops).

Contract an edge  $e=(u,v)\in E \implies G\setminus e$ 

- Replace u and v by single new super-node w
- Replace all edges (u,x) or (v,x) with an edge (w,x)
- Remove self-loops to w.

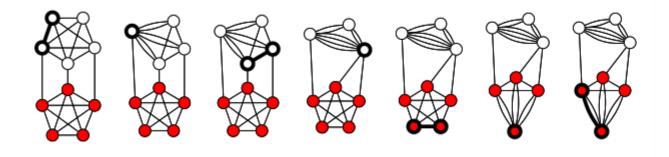


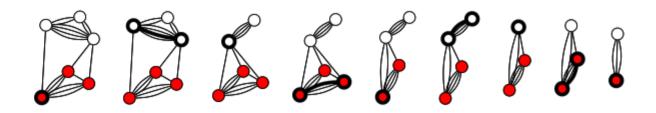
Definition: A multigraph is a graph that allows multiple edges between a pair of vertices.

### Algorithm:

- 1. Start with the input graph G=(V,E).
- While |V|>2 do
   Contract an arbitrary edge (u,v) in G.
- 3. Return the cut (only one possible cut).

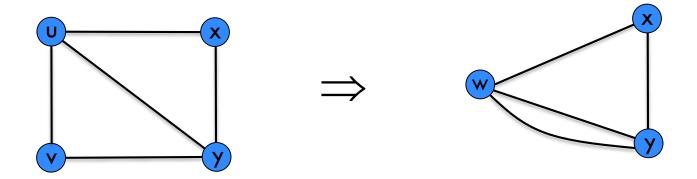




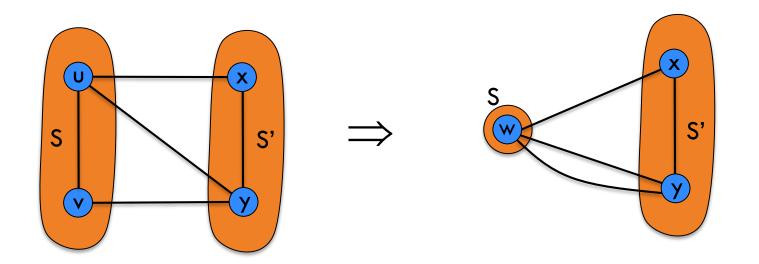




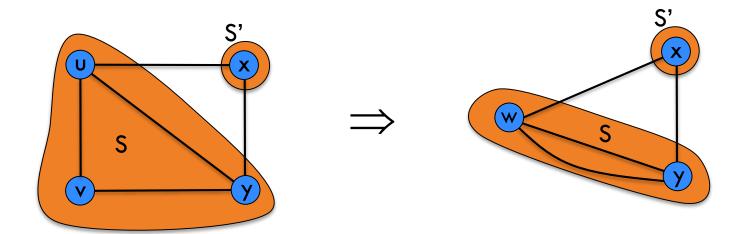
Observation: An edge (u,v) contraction preserves those cuts where u and v are both in S or in S'.



Observation: An edge (u,v) contraction preserves those cuts where u and v are both in S or in S'.



Observation: An edge (u,v) contraction preserves those cuts where u and v are both in S or in S'.



If  $u,v \in S$  then  $\delta_G(S) = \delta_{G \setminus e}(S)$ . (with u and v replaced with w)

# Algorithm: General idea

Contract n-2 edges ⇒ two vertices remain in G'

# Algorithm: General idea

- Contract n-2 edges ⇒ two vertices remain in G'
- The two vertices in G' correspond to a partition (S,S') in G.

# Algorithm: General idea

- Contract n-2 edges  $\Rightarrow$  two vertices remain in G'
- The two vertices in G' correspond to a partition (S,S') in G.
- The edges remaining in G' corresponds to  $\delta_{\rm G}({\rm S})$ .
- Output  $\delta_G(S)$ .

If we never contract edges from a minimal cut  $\delta(S^*)$  then the algorithm will report  $\delta(S^*)$ .

How do we select the edges?

### Algorithm:

- 1. Start with the input graph G=(V,E).
- While |V|>2 do
   Contract an arbitrary edge (u,v) in G.
- 3. Return the cut S (only one possible cut).

Algorithm: Since S\* is a minimum cut it has few edges!

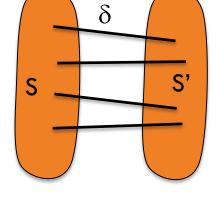
Claim: This algorithm has a reasonable chance of finding a minimal cut.

Claim: The algorithm returns a minimal cut with probability  $\geq 2/n^2$ .

**Proof:** Consider a global min cut (S,S') of G. Let  $\delta$  be edges

with one endpoint in S and the other in S'.

Let  $k = |\delta| = \text{size of the min cut.}$ 



Claim: The algorithm returns a minimal cut with probability  $\geq 2/n^2$ .

Proof: Consider a global min cut (S,S') of G. Let  $\delta$  be edges

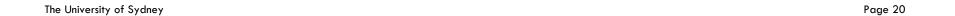
with one endpoint in S and the other in S'.

Let  $k = |\delta| = \text{size of the min cut.}$ 

Step 1: contract an edge in  $\delta$  with probability k/|E|.

Size of E?

δ



Claim: The algorithm returns a minimal cut with probability  $\geq 2/n^2$ .

δ

Proof: Consider a global min cut (S,S') of G. Let  $\delta$  be edges with one endpoint in S and the other in S'.

Let  $k = |\delta| = \text{size of the min cut.}$ 

Step 1: contract an edge in  $\delta$  with probability k/|E|.

Every node has degree  $\geq k$  otherwise (S,S') would not be min-cut.

 $\Rightarrow$   $|E| \ge \frac{1}{2}kn$ .

Claim: The algorithm returns a minimal cut with probability  $\geq 2/n^2$ .

δ

**Proof:** Consider a global min cut (S,S') of G. Let  $\delta$  be edges

with one endpoint in S and the other in S'.

Let  $k = |\delta| = \text{size of the min cut.}$ 

Step 1: contract an edge in  $\delta$  with probability k/|E|. with probability  $\leq 2/n$ .

Claim: The algorithm returns a minimal cut with probability  $\geq 2/n^2$ .

δ

**Proof:** Consider a global min cut (S,S') of G. Let  $\delta$  be edges

with one endpoint in S and the other in S'.

Let  $k = |\delta| = \text{size of the min cut.}$ 

Step 1: contract an edge in  $\delta$  with probability 2/n.

#### Observation:

The minimum degree in any (intermediate) multigraph is at least k. (Otherwise there would be a smaller cut)

Specifically this means that if an intermediate multigraph has n' vertices, it will have at least  $n' \cdot k/2$  edges.

Claim: The algorithm returns a minimal cut with probability  $\geq 2/n^2$ .

δ

**Proof:** Consider a global min cut (S,S') of G. Let  $\delta$  be edges

with one endpoint in S and the other in S'.

Let  $k = |\delta| = \text{size of the min cut.}$ 

Step 1: contract an edge in  $\delta$  with probability 2/n.

After step i: The multigraph  $G_i$  has n-i vertices and at least (n-i)·k/2 edges.

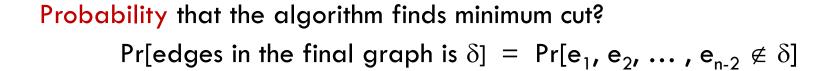
Claim: The algorithm returns a minimal cut with probability  $\geq 2/n^2$ .

Proof: Consider a global min cut (S,S') of G. Let  $\delta$  be edges with one endpoint in S and the other in S'.

Let  $k = |\delta| = \text{size of the min cut.}$ 

Step 1: contract an edge in  $\delta$  with probability 2/n.

After step i: The multigraph  $G_i$  has n-i vertices and at least (n-i)·k/2 edges.



### **Proof**

Theorem: 
$$Pr[e_1, e_2, ..., e_{n-2} \notin \delta] > 2/n^2$$

#### **Proof:**

$$Pr[e_1, e_2, \dots, e_{n-2} \notin \delta] =$$

$$= \Pr[e_1 \notin \delta] \quad \prod \Pr[e_{i+1} \notin \delta : e_1, \dots, e_i \notin \delta]$$

$$\geq (1 - \frac{2}{n})(1 - \frac{2}{n-1})(1 - \frac{2}{n-2}) \dots (1 - \frac{2}{3})$$

$$= \frac{n-2}{n} \cdot \frac{n-3}{n-1} \cdot \frac{n-4}{n-2} \cdot \frac{n-5}{n-3} \dots \frac{2}{4} \cdot \frac{1}{3}$$

$$= \frac{2}{n(n-1)}$$

### **Proof**

Theorem: 
$$Pr[e_1, e_2, ..., e_{n-2} \notin \delta] > 2/n^2$$

#### **Proof:**

$$Pr[e_1, e_2, \dots, e_{n-2} \notin \delta] =$$

$$= \Pr[e_1 \notin \delta] \quad \prod \Pr[e_{i+1} \notin \delta : e_1, \dots, e_i \notin \delta]$$

$$\geq (1 - \frac{2}{n})(1 - \frac{2}{n-1})(1 - \frac{2}{n-2}) \dots (1 - \frac{2}{3})$$

$$= \frac{n-2}{n} \cdot \frac{n-3}{n-1} \cdot \frac{n-4}{n-2} \cdot \frac{n-5}{n-3} \dots \frac{2}{4} \cdot \frac{1}{3}$$

$$= \frac{2}{n(n-1)} = \frac{1}{\binom{n}{2}}$$

# **Amplification**

To amplify the probability of success, run the contraction algorithm many times.

Claim: If we repeat the contraction algorithm  $r \binom{n}{2}$  times with independent random choices, the probability that all runs fail is at most

$$(1-\frac{1}{\binom{n}{2}})^{r\binom{n}{2}} \geq (1/e)^{r}$$

$$(1-\frac{1}{x})^{x} \geq 1/e$$

# **Amplification**

constant

To amplify the probability of success, run the contraction algorithm many times.

Claim: If we repeat the contraction algorithm  $r \binom{n}{2}$  times with independent random choices, the probability that all runs fail is at most

$$(1-\frac{1}{\binom{n}{2}})^{r\binom{n}{2}} \geq (1/e)^{r}$$

$$(1-\frac{1}{x})^{x} \geq 1/e$$

Set  $r = (c \ln n)$  then probability of failure is:  $e^{-c \ln n} = n^{-c}$ 

and probability of success is:  $1-1/n^c$ 

### Algorithm:

- 1. Start with the input graph G=(V,E).
- 2. While |V|>2 do

  Contract an arbitrary edge (u,v)
- 3. Return the cut S (only one possible cut).

### Running time?

### Algorithm:

- 1. Start with the input graph G=(V,E).
- 2. While |V|>2 do

  Contract an arbitrary edge (u,v)
- 3. Return the cut S (only one possible cut).

Running time: n-2 iterations.

each iteration requires O(n) time

 $\Rightarrow$  O(n<sup>2</sup>)

The algorithm is iterated  $O(n^2 \log n)$  times...total running time  $O(n^4 \log n)$ .

Improvement. [Karger-Stein 1996] O(n<sup>2</sup> log<sup>3</sup>n).

- Early iterations are less risky than later ones: probability of contracting an edge in min cut hits 50% when  $n/\sqrt{2}$  nodes remain.
- Run contraction algorithm until  $n/\sqrt{2}$  nodes remain.
- Run contraction algorithm twice on resulting graph, and return best of two cuts.

Running time?

Improvement. [Karger-Stein 1996] O(n<sup>2</sup> log<sup>3</sup>n).

- Early iterations are less risky than later ones: probability of contracting an edge in min cut hits 50% when n/ $\sqrt{2}$  nodes remain .
- Run contraction algorithm until  $n/\sqrt{2}$  nodes remain.
- Run contraction algorithm twice on resulting graph, and return best of two cuts.

Running time: 
$$T(n) = 2(n^2+T(n/\sqrt{2}))$$
  
=  $O(n^2 \log n)$  [Master Thm]

Improvement. [Karger-Stein 1996] O(n<sup>2</sup> log<sup>3</sup>n).

- Early iterations are less risky than later ones: probability of contracting an edge in min cut hits 50% when  $n/\sqrt{2}$  nodes remain .
- Run contraction algorithm until  $n/\sqrt{2}$  nodes remain.
- Run contraction algorithm twice on resulting graph, and return best of two cuts.

Running time: 
$$T(n) = 2(n^2+T(n/\sqrt{2}))$$
  
=  $O(n^2 \log n)$  [Master Thm]

Probability of success?

Improvement. [Karger-Stein 1996] O(n<sup>2</sup> log<sup>3</sup>n).

- Early iterations are less risky than later ones: probability of contracting an edge in min cut hits 50% when  $n/\sqrt{2}$  nodes remain .
- Run contraction algorithm until  $n/\sqrt{2}$  nodes remain.
- Run contraction algorithm twice on resulting graph, and return best of two cuts.

Running time: 
$$T(n) = 2(n^2+T(n/\sqrt{2}))$$
  
=  $O(n^2 \log n)$  [Master Thm]

Probability of failure: 
$$Pr[n] \le (1-\frac{1}{2} \cdot Pr[n/\sqrt{2}])^2$$
  
=  $O(1/\log n)$ 

Improvement. [Karger-Stein 1996] O(n<sup>2</sup> log<sup>3</sup>n).

Run the algorithm  $c log^2 n times$ 

- Early iterations are less risky than later ones: probability of contracting an edge in min cut hits 50% when  $n/\sqrt{2}$  nodes remain .
- Run contraction algorithm until  $n/\sqrt{2}$  nodes remain.
- Run contraction algorithm twice on resulting graph, and return best of two cuts.

Running time: 
$$T(n) = 2(n^2+T(n/\sqrt{2}))$$
  
=  $O(n^2 \log n)$ 

Probability of failure: 
$$Pr[n] \le (1-\frac{1}{2} \cdot Pr[n/\sqrt{2}])^2$$
  
=  $O(1/\log n)$ 

### Improvement. [Karger-Stein 1996] O(n<sup>2</sup> log<sup>3</sup>n).

- Early iterations are less risky than later ones: probability of contracting an edge in min cut hits 50% when  $n/\sqrt{2}$  nodes remain.
- Run contraction algorithm until  $n/\sqrt{2}$  nodes remain.
- Run contraction algorithm twice on resulting graph, and return best of two cuts.

Best known. [Karger 2000] O(m log<sup>3</sup>n).

faster than best known max flow algorithm or deterministic global min cut algorithm

# **Reading material**

Eric Vigoda's lecture notes http://www.cc.gatech.edu/~vigoda/7530-Spring10/Kargers-MinCut.pdf