

12.2 - Choosing Better Augmenting Paths

对于 F-F 算法

Max-Flow

Initially set $f(e) = 0$ for all e in E .

While there exists an s - t path in the residual graph G_f :

Choose such a path P

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

Update f to be f'

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

Endwhile

Return (f)

在选择路径的时候可以通过选择最短路径来优化这个算法

选择最短路径可以使用如 BFS 的算法

Edmonds-Karp 算法：

Max-Flow

Initially set $f(e) = 0$ for all e in E .

While there exists an s - t path in the residual graph G_f :

Choose 最短的 such path P

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

Update f to be f'

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

Endwhile

Return (f)

运行时间 $O(nm^2)$

- BFS: $O(m)$
- 每次增广路径: $O(m)$
- $O(n)$ 次增广路径操作