ADA Final Exam Preparation

Kon Yi

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Contents

Chapter 1

All-pairs distances problem

Lecture 1

> **Problem 1.0.1.**
>
> - Input: an edge-weighted directed graph G with $V(G) = \{1, 2, \ldots, n\}$ that has no cycle of negative weight.
>
> - Output: $d_G(i, j)$ for all vertices i and j of G.

> **Remark 1.0.1.** Here we suppose G has no negative cycle to simplify the problem.

The Naive algorithm is to solve n single-source distances problems directly. Hence, the time complexity for using different algorithm is:

- General edge weights: Bellman-Ford's algorithm takes $O\left(mn^2\right)$ time, which can be $\Theta\left(n^4\right)$ when $m = \Theta\left(n^2\right)$.

- Acyclic: Lawler's algorithm takes $O(mn)$ time.

- Non-negative edge weights: Dijkstra's takes $O\left(mn + n^2 \log n\right)$ time.

However, naive method takes a lot of time to compute unnecessary things, so it takes a lot of times.

1.1 A DP algorithm

> **Definition 1.1.1.** Let $w_k(i, j)$ be the length of a shortest (i, j)-path having at most k edges. Let it be ∞ if such a path does not exist.

We have

$w_1(i, j) = w(ij)$ if (i, j) if a edge, otherwise $w_1(i, j) = \infty$.
$w_{n-1}(i, j) = d_G(i, j)$ since a shortest path has at most $n - 1$ edges (note that there is not negative cycle).

Hence, we have
$$w_{2k}(i, j) = \min_{1 \leq t \leq n} w_k(i, t) + w_k(t, j) \text{ for all } k \geq 1.$$

Also, note that even if $k \geq \frac{n}{2}$ this recurrence relation is still correct, so we can just compute $w_1(i, j)$ then $w_2(i, j)$ then $w_4(i, j)$ and so on, and after $O\left(\log n\right)$ rounds we can get the answer.

Now we analyze the time complexity. For each (i, j)-pair, we need $O(\log n)$ rounds, where each round takes $O(n)$ times, so each (i, j)-pair takes $O(n \log n)$ times. Note that we have $O\left(n^2\right)$ (i, j)-pairs, so it takes totally $O\left(n^3 \log n\right)$ times. This is pretty slow, but in general a little bit faster than doing Bellman-Ford's algorithm for n times.

1.2   Floyd and Warshall's DP algorithm

> **Definition 1.2.1.** Let $d_k(i,j)$ be the length of any shortest (i,j)-path whose internal indices are at most k. If there is no such a path, then let $d_k(i,j) = \infty$.
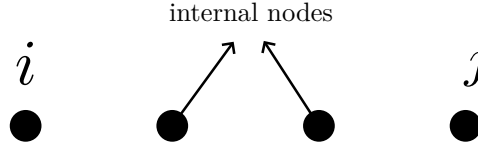
internal nodes

$$i \qquad\qquad\qquad\qquad j$$

Figure 1.1: Internal Nodes

Thus, we have

$$d_0(i,j) = w(ij), \quad d_n(i,j) = d_G(i,j).$$

Hence, we can define a recurrence relation:

$$\begin{cases} d_0(i,j) = w(i,j) \\ d_{k+1}(i,j) = \min\left\{d_k(i,j), d_k(i,k+1) + d_k(k+1,j)\right\}. \end{cases}$$

Note that it corresponds to two cases: walk through $k+1$ or not. If not, then it corresponds to $d_k(i,j)$. If so, then it corresponds to $d_k(i,k+1) + d_k(k+1,j)$ since excluding $k+1$ and seperate this path into two parts, then internal nodes in each part can have indices of at most k.

Now we analyze the time complexity of Floyd and Warshall's DP algorithm: Fix (i,j), then it takes $O(n)$ time to compute from $d_0(i,j)$ to $d_n(i,j)$, and since we have $O\left(n^2\right)$ (i,j)-pairs, so it take totally $O\left(n^3\right)$ time.

1.3   Johnson's reweighting technique

As previously seen, if G is a non-negative weighted graph, then running Dijkstra's algorithm for n times needs $O(mn + n\log n)$ time. Now Johnson gives a method to reweight w into $\hat{w}$ s.t.

- $\hat{w}$ is non-negative

- any shortest (i,j)-path of G w.r.t. $\hat{w}$ is a shortest (i,j)-path of G w.r.t. w.

  The idea of reweighting is to

- Assign a weight $h(i)$ to each vertex i of G.

- Let $\hat{w}(i,j) = w(i,j) + h(i) - h(j)$.

- Then, for any (i,j)-path P, we have

$$\hat{w}(P) = w(P) + h(i) - h(j).$$

- Hence, P is a shortest (i,j)-path of G w.r.t. $\hat{w}$ if and only if P is a shortest (i,j)-path of G w.r.t. w.

> **Remark 1.3.1.** The challenge is to find a vertex weight h s.t. the resulting adjusted edge weight $\hat{w}$ is non-negative. If $\hat{w}$ is non-negative, then we can apply Dijkstra's algorithm to obtain all-pairs shortest path trees in $O\left(mn + n^2\log n\right)$ time.

Algorithm 1.1: Johnson's Technique

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1 Let H be obtained from G by adding a new vertex 0 and adding a weight-0 edge from vertex 0 to each vertex i of G.

2 H has no negative cycle if and only if G has no negative cycle.

3 Let $h(i)$ be the distance from vertex 0 to vertex i in H. That is, $h(i) = d_H(0,i)$.

4 The vertex weight function h can be obtained by Bellman-Ford in $O(mn)$ time.

Remark 1.3.2. H has no negative cycle if and only if G has no negative cycle since G is directed and vertex 0 has only out degree, so any cycle in H and G is induced by $\{1, 2, \ldots, n\}$, which does not include 0.

Remark 1.3.3. $d_H(0, i) \leq 0$ and $d_H(0, i) < 0$ if there is a path of negative weight from j to i for some $j > 0$ since we can go from 0 to j first, then go from j to i.

Theorem 1.3.1. $\hat{w}(i, j) \geq 0$ for all $i, j \in [n]$.

Proof. Since
$$\hat{w}(i, j) = w(i, j) + h(i) - h(j) = w(i, j) + d_H(0, i) - d_H(0, j),$$
and note that $d_H(0, i) + w(i, j)$ is the shortest distance of a path from 0 and go through i to j, which is $\geq$ the distance from 0 to j, which is $d_H(0, j)$. Hence, we have

$$d_H(0, i) + w(i, j) - d_H(0, j) \geq 0.$$

∎

Now we analyze the time complexity of Johnson's algorithm for general edge weights: We first obtain h by doing one time Bellman-Ford's algorithm, which takes $O(mn)$ time. Then, we run Dijkstra's algorithm for all vertex i of G, which takes totally $O\left(mn + n^2 \log n\right)$ time. Note that to here we just store n shortest path tree, and we have to obtain the real distance by running through all n tree, which takes $O(n) \cdot n = O\left(n^2\right)$ time since a tree has $n - 1$ edges. Hence, it totally take $O\left(mn + n^2 \log n\right)$ time for Johnson's technique.

Chapter 2

Maximum flow

Problem 2.0.1 (The maximum flow problem).

- Input: A directed graph G with edge capacity $c : E(G) \to \mathbb{R}^+$ and two vertices, the source s and the sink t.

- Output: An (s, t)-flow with maximum (flow) value.

Remark 2.0.1. For convenience, we allow G has multiple/parallel edges, though merging multiple edges and increase the capacity to get an equivalent graph is not forbbiden.

Remark 2.0.2. An (s, t)-flow is a function $f : E(G) \to \mathbb{R}^+ \cup \{0\}$ satisfying

- capacity constraint: $f(uv) \leq c(uv)$ for each edge uv of G.

- conservation law:
$$\sum_{uv \in E(G)} f(uv) = \sum_{vw \in E(G)} f(vw)$$

for each vertex v of G other than s and t.

The value of an (s, t)-flow f is

$$\sum_{sv \in E(G)} f(sv) - \sum_{us \in E(G)} f(us).$$
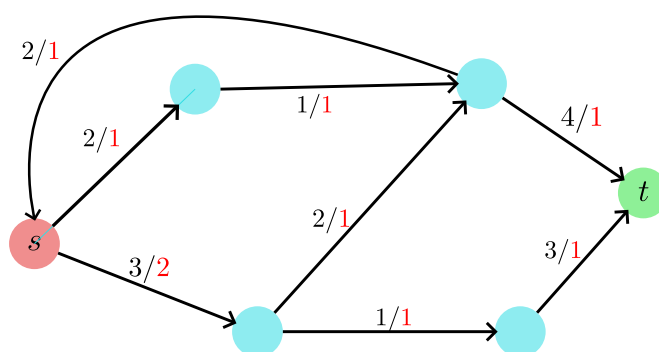

Figure 2.1: The maximum flow problem

2.1 Ford-Fulkerson's algorithm

> **Intuition.** Reduce the maximum (s,t)-flow problem to the reachability problems for a sequence of graph R.

> **Definition 2.1.1** (Residual graph). The residual graph $R(f)$ with respect to a flow f of G with $V(R(f)) = V(G)$ is defined as follows for each edge uv of G:
>
> - If $f(uv) < c_f(g)$, then let $R(f)$ have an edge uv with capacity $c(uv) - f(uv)$.
>
> - If $f(uv) > 0$, then let $R(f)$ have an edge vu with capacity $f(uv)$.

> **Corollary 2.1.1.** $R(f)$ is a graph with capacity of every edge positive, just like G.

> **Remark 2.1.1.** Even if G has only one uv edge, $R(f)$ may have 2 uv edges if $f(uv) < c(uv)$ and $f(vu) > 0$.

> **Theorem 2.1.1.** For any (s,t)-flow f of G, we have the following statements:
>
> (1) If $d_{R(f)}(s,t) = \infty$, then f is a maximum (s,t)-flow of G.
>
> (2) If $d_{R(f)}(s,t) < \infty$ and g is an (s,t)-flow of the residual graph $R(f)$, then $f + g$ remains an (s,t)-flow of G, where
> $$(f + g)(uv) = f(uv) + g(uv) - g(vu)$$
> for each edge uv of G.
>
> > **Remark 2.1.2.** In (2), the $g(uv)$ and $g(vu)$ corresponds to the edges on $R(f)$ and formed by uv in G and we give the flow value to this uv, vu pairs. For vu in G, it may also form a uv, vu pairs in $R(f)$, and these two cases should be handled seperately.

proof of (1). If $d_{R(f)}(s,t) = \infty$, and there exists f' s.t. $|f'| > |f|$, i.e. f is not a maximum (s,t)-flow. Then, we define

$$h(uv) := f'(uv) - f(uv) \text{ for all } uv \in E(G).$$

Note that for all $v \neq s, t$ we have

$$\sum_x h(xv) = \sum_x f'(xv) - f(xv) = \sum_x f'(xv) - \sum_x f(xv) = \sum_x f'(vx) - \sum_x f(vx)$$
$$= \sum_x f'(vx) - f(vx) = \sum_x h(vx).$$

Also, we have

$$|h| = \sum_x h(sx) - h(xs) = \sum_x f'(sx) - f(sx) - (f'(xs) - f(xs))$$
$$= \sum_x f'(sx) - f'(xs) - \sum_x f(sx) - f(xs) = |f'| - |f| > 0.$$

Now we convert h to a (s,t)-flow on $R(f)$. Note that

- If $h(uv) \geq 0$, then
$$0 \leq h(uv) = f'(uv) - f(uv) \leq c_f(uv) - f(uv),$$
so $h(uv)$ fits within the foward residual capacity of uv if $h(uv) \geq 0$.

- If $h(uv) < 0$, then
$$0 < -h(uv) = f(uv) - f'(uv) \leq f(uv),$$
so $-h(uv)$ fits within the reverse residual capacity on arc vu if $h(uv) < 0$.

Now we construct a new graph $R(f)'$ by

(1) If $f(uv) < c_f(g)$, then let $R'(f)$ have an edge uv with capacity $c_f(uv) - f(uv)$. If $f(uv) = c_f(g)$, then have an edge uv with capacity 0.

(2) If $f(uv) > 0$, then let $R'(f)$ have an edge vu with capacity $f(uv)$. If $f(uv) = 0$, then have an edge vu with capacity 0.

Hence, for every vertices $u, v \in V(R'(f))$, there is a forward residual arc uv, which is formed by uv in (1), and a reverse residual arc uv formed by vu in (2). We can define g on $R'(f)$ by

$$\begin{cases} g(uv) = g_f(uv) = \max\{h(uv), 0\} \text{ on the forward residual arcs } uv. \\ g(vu) = g_r(vu) = \max\{-h(uv), 0\} \text{ on the reverse residual arcs } vu. \end{cases}$$

Then, we claim that g is a flow of $R'(f)$ with flow value > 0. Note that $R'(f)$ is in fact an expansion of $R(f)$, but add some edges with capacity 0, and anything else is not changed.

- Capacity constraint: If the forward residual arc uv exists in $R(f)$, then we know
$$c_{R'(f)}(uv) = c_f(uv) - f(uv) > 0.$$

If $g_f(uv) = 0$, then $g_f(uv) < c_{R'(f)}(uv)$, and if $g_f(uv) = h(uv)$, then $h(uv) > 0$ and thus
$$g_f(uv) = h(uv) \leq c_f(uv) - f(uv) = c_{R'(f)}(uv)$$

by the arguments of h above. Hence, if the forward residual arc uv exists in $R(f)$, then $g_f(uv) \leq c_{R'(f)}(uv)$. Now if the forward residual arc uv does not exist in $R(f)$, then $c_{R'(f)}(uv) = 0$ and $c_f(uv) = f(uv)$, so we have
$$h(uv) = f'(uv) - f(uv) \leq c(uv) - f(uv) = f(uv) - f(uv) = 0,$$

so we must have
$$g_f(uv) = \max\{h(uv), 0\} = 0,$$

and thus in this case $g_f(uv) \leq c_{R'(f)}(uv)$.

Now we discuss the reverse residual arc. If the reverse residual arc vu exists in $R(f)$, then
$$c_{R'(f)}(vu) = f(uv) > 0.$$

Now if $g_r(vu) = 0$, then $g_r(vu) \leq c_{R'(f)}(vu)$. If $g_r(vu) = -h(uv)$, then $h(uv) < 0$, and thus
$$g_r(vu) = -h(uv) \leq f(uv) = c_{R'(f)}(vu)$$

by the above arguments about h. Now if the reverse residual arc vu does not exist in $R(f)$, then $f(uv) = 0$ and $c_{R'(f)}(vu) = 0$. Hence,
$$h(uv) = f'(uv) - f(uv) = f'(uv) \geq 0,$$

so
$$g_r(vu) = \max\{-h(uv), 0\} = 0,$$

and thus $g_r(vu) \leq c_{R'(f)}(vu)$. Hence, we have shown that the capacity constraint is always correct.

- Conservation law: For $u \neq s, t$, we know

$$\sum_x g_f(ux) + g_r(ux) - \sum_x g_f(xu) + g_r(xu)$$

$$= \sum_x \max\{h(ux), 0\} + \max\{-h(xu), 0\} - \max\{h(xu), 0\} - \max\{-h(ux), 0\}$$

and we can observe that

$$\max\{h(ux), 0\} + \max\{-h(xu), 0\} - \max\{h(xu), 0\} - \max\{-h(ux), 0\} = h(ux) - h(xu)$$

no matter what the sign of $h(ux)$ and $h(xu)$ is. Hence,

$$\sum_x g_f(ux) + g_r(ux) - \sum_x g_f(xu) + g_r(xu) = \sum_x h(ux) - h(xu) = 0.$$

Also,

$$|g| = \sum_x g_f(sx) + g_r(sx) - g_f(xs) - g_r(xs)$$

$$= \sum_x \max\{h(sx), 0\} + \max\{-h(xs), 0\} - \max\{h(xs), 0\} - \max\{-h(sx), 0\}$$

$$= \sum_x h(sx) - h(xs) = |h| > 0$$

by similar arguments.

Hence, we know g is a flow with flow value > 0 on $R'(f)$. Also, notice that if the forward residual edge uv does not exist in $R(f)$, then $g_r(uv) = 0$, while the reverse residual edge vu does not exist in $R(f)$ implies $g_r(vu) = 0$. Hence, if we define

$$g'(uv) := \begin{cases} g_f(uv), & \text{if } uv \text{ exists in } R(f) \text{ as a forward residual arc;} \\ g_r(uv), & \text{if } uv \text{ exists in } R(f) \text{ as a reverse residual arc.} \end{cases}$$

Then, g' is a flow in $R(f)$ and $|g'| = |g| > 0$.

Now we claim that if a positive flow exists in $R(f)$, then s and t are reachable. Actually, for any multi-directed graph G', if p is a (s, t)-flow of G' and $|p| > 0$, then s and t are reachable. We prove the general case. For all $e_1, e_2, \ldots, e_k$ are parallel edges between u and v, then we define

$$p'(uv) = p(e_1) + p(e_2) + \cdots + p(e_k).$$

Hence, we have

$$\sum_x p'(ux) = \sum_x p'(xu) \text{ for all } u \neq s, t \text{ and } |p| = \sum_x p'(sx) - \sum_x p'(xs).$$

Now if s and t are not reachable, then consider

$$S = \{v \in V(G') \mid \text{there is a directed } sv \text{ path made only of arcs } e \text{ with } p(e) > 0\}.$$

Hence, $t \neq S$ and $s \in S$. First, note that no positive edge leave S, otherwise the endpoint of this point should be in S, which is a contradiction. Now since

$$\sum_{x \in S} \left(\sum_y p'(xy) - \sum_y p'(yx) \right) = |p| + \sum_{x \in S \setminus \{s\}} 0 = |p| > 0$$

and we know

$$\sum_{x \in S} \left(\sum_y p'(xy) - \sum_y p'(yx) \right) = \sum_{\substack{u \in S \\ v \notin S}} p'(uv) - \sum_{\substack{u \notin S \\ v \in S}} p'(uv)$$

since

$$\sum_{\substack{x\in S\\y\in S}} p'(xy) - \sum_{\substack{x\in S\\y\in S}} p'(yx) = 0 \text{ (these are two same things)}$$

However, we know there is no positive edge leaves S, so

$$\sum_{u\in S\mathbb{V}\notin S} p'(uv) = 0,$$

and thus

$$0 < |p| = \sum_{x\in S}\left(\sum_y p'(xy) - \sum_y p'(yx)\right) = \sum_{\substack{u\in S\\v\notin S}} p'(uv) - \sum_{\substack{u\notin S\\v\in S}} p'(uv) = -\sum_{\substack{u\notin S\\v\in S}} p'(uv) \le 0,$$

which is a contradiction. Hence, s and t are reachable.

Now from this claim, we know $d_{R(f)}(s,t) < \infty$, which is a contradiction, so f is a maximum flow. ∎

proof of (2).

- Capacity constraint: We want to show $(f+g)(uv) \le c_f(uv)$. Note that

$$(f+g)(uv) = f(uv) + g(uv) - g(vu) \le f(uv) + (c_f(uv) - f(uv)) - g(vu)$$
$$= c_f(uv) - g(vu) \le c_f(uv).$$

Hence, this is true.

- Conservation law: For $v \ne s, t$, we have

$$\sum_x (f+g)(vx) - \sum_x (f+g)(xv) = \sum_x f(vx) + g_f(vx) - g_r(xv) - (f(xv) + g_f(xv) - g_r(vx))$$
$$= \sum_x g_f(vx) + g_r(vx) - g_r(xv) - g_f(xv) = 0$$

since

$$\sum_x f(vx) - f(xv) = 0$$

and g is a flow on $R(f)$.

∎

Algorithm 2.1: Ford-Fulkerson's algorithm

Setup: Let $f(uv) = 0$ for each edge uv of G. Repeat the following steps until $R(f)$ does not contain an st-path.

1 Obtain an st-path P of $R(f)$. Let q be the minimum capacity of the edges of P in $R(f)$.
2 Obtain an st-flow g of $R(f)$ by letting $g(uv) = q$ for each edge uv of P and $g(uv) = 0$ for all other edges uv of G.
3 Let $f = f + g$.

Initially, f is a legal st-flow. In each round, g is a legal st-flow of $R(f)$ (Easy to check). Then, by previous lemma, we know $f + g$ is also a legal flow of G, so the algorithm seems correct. However, will the algorithm terminate?

We claim that when all edge capacities are integers, then Ford-Fulkerson's algorithm terminates.

Note that $q \geq 1$ since $R(f)$ has all edges' capacities > 0 and all edges' capacities are integers. Also,

$$
\begin{aligned}
|f + g| &= \sum_x (f + g)(sx) - (f + g)(xs) \\
&= \sum_x f(sx) + g_f(sx) - g_r(xs) - (f(xs) + g_f(xs) - g_r(sx)) \\
&= \left(\sum_x f(sx) - f(xs) \right) + \sum_x g_f(sx) + g_r(sx) - g_f(xs) - g_r(xs) \\
&= |f| + |g| = |f| + q \geq |f| + 1,
\end{aligned}
$$

so $|f+g|$ is strictly increasing in each round. Hence, if G is a finite graph, then Ford-Fulkerson's algorithm must terminate.

Now we analyze the time complexity. In each round, searching an st-path takes $O(|E|)$ times, where E is the set of edges of G. Then, suppose the sum of capacity of all edges are C, then we need $O(C)$ round since after each round $|f|$ increases at least 1 and $|f| \leq C$ for all flow f of G. Hence, it takes $O(|E|C)$ times.

> **Question.** Is this algorithm polynomial time or exponential time?

> **Definition 2.1.2.** An algorithm is polynomial time only if its running time is bounded by a polynomial in the size of the input encoding, i.e.
>
> $$ T(\text{algorithm}) = (\text{size of the input encoding})^{O(1)}. $$
>
> Also, we can similarly define exponential time, and linear time, e.t.c.

If $C = O(1)$, then the size of input encoding is $O(|E| \cdot 1) = O(1)$, and thus the time complexity $O(|E|C) = O(|E|)$ is linear time.

If C has no restriction, then the space complexity for storing all edges' capacities is $O(|E| \log C)$ (we need $O(\log C)$ bits to store the capacity of an edge). Hence,

$$ O(|E|C) \neq O(|E| \log C)^{O(1)}, $$

so Ford-Fulkerson's algorithm is not polynomial time.

> **Question.** What about when the capacity is not integers?
>
> **Answer.** Then Ford-Fulkerson's algorithm may not stop, and although the flow value converges, but the limit value is not the maximum flow value. ⊛

2.2 Edmonds and Karp's algorithm

Now we introduce the first polynomial time algorithm for maximal flow problem.

> **Theorem 2.2.1** (Edmonds and Karp, JACM 1972)**.** If one makes sure that the augmenting st-path P in $R(f)$ is an st-path in $R(f)$ having a minimum number of edges, then the time complexity of Ford-Fulkerson's algorithm is $O\left(m^2 n\right)$.

> **Remark 2.2.1.** If we ensure we use the st-path of least number of edges in each round, then we can make sure the algorithm terminates within mn rounds.

> **Remark 2.2.2.** We do not assume G has integer capacities under this circumstance.

From now on, we assume we pick the shortest st-path in each round. We need two observations to prove the theorem: 現邊 and 遞增觀察.

Lemma 2.2.1 (現邊觀察)**.** If in some round the residual graph $R(f + g)$ has some edge uv where uv does not exist in $R(f)$, then

$$d^\star_{R(f)}(s, u) = d^\star_{R(f)}(s, v) + 1,$$

where $d^\star_{R(f)}(s, w)$ for a vertex w is the distance of s to w in the unweighted version of $R(f)$.

Proof. If $R(f)$ has no uv this edge, but $R(f + g)$ has uv this edge, then the only possibility is the unweighted shortest st-path P of $R(f)$ go through vu this edge. The reason is as follows:

Since uv is not in $R(f)$, so P does not go through uv. If P does not go through vu, then $g(uv) = g(vu) = 0$ no matter it is an forward residual arc or an reverse residual arc, and thus

$$(f + g)(uv) = f(uv) + g_f(uv) - g_r(vu) = f(uv)$$
$$(f + g)(vu) = f(vu) + g_f(vu) - g_r(uv) = f(vu).$$

Since $R(f)$ does not have uv, and $f + g$ and f share same flow value between u and v, so it is impossible that $R(f + g)$ contains uv, which is a contradiction. Now that vu is in P, which is an unweighted shortest st-path of $R(f)$, so the path is like

$$s \to \cdots \to v \to u \to \cdots \to t,$$

and thus

$$d^\star_{R(f)}(s, u) = d^\star_{R(f)}(s, v) + 1.$$

$\blacksquare$

Lemma 2.2.2 (遞增觀察)**.** Let the augmenting path P be an st-path whose number of edges is minimized in the residual graph $R(f)$. Let g be the saturating flow for $R(f)$ corresponding to P. For each vertex v of G, we have

$$d^\star_{R(f)}(s, v) \leq d^\star_{R(f+g)}(s, v).$$

Proof. Assume for contradiction that there is a vertex v of G with

$$d^\star_{R(f)}(s, v) > d^\star_{R(f+g)}(s, v). \tag{2.1}$$

Thus, $d^\star_{R(f+g)}(s, v) \neq \infty$. Let v be such a vertex closest to s in the unweighted version of $R(f + g)$. We know $v \neq s$ since

$$d^\star_{R(f)}(s, s) = 0 = d^\star_{R(f,g)}(s, s).$$

Let Q be an unweighted shortest sv-path of $R(f + g)$. Let uv be the last edge of Q. (Note that u could be s.) We have

$$d^\star_{R(f)}(s, u) \leq d^\star_{R(f+g)}(s, u) \tag{2.2}$$

since we suppose v is the vertex closest to s in $R(f + g)$ which violates the assumption in the lemma and $d^\star_{R(f+g)}(u) + 1 = d^\star_{R(f+g)}(v)$.

- Case 1: $uv \subseteq R(f)$, then we know

$$d^\star_{R(f)}(s, v) \leq d^\star_{R(f)}(s, u) + 1 \leq d^\star_{R(f+g)}(s, u) + 1 = d^\star_{R(f+g)}(s, v),$$

which contradicts to Equation 2.1.

- Case 2: $uv \not\subseteq R(f)$, then since $uv \subseteq R(f + g)$, so by 現邊觀察 we have

$$d^\star_{R(f)}(s, v) = d^\star_{R(f)}(s, u) - 1 \leq d^\star_{R(f+g)}(s, u) - 1 = d^\star_{R(f+g)}(s, v) - 2,$$

which contradicts to Equation 2.2.

Hence, it is impossible that such v exists. $\blacksquare$

Now we prove Theorem 2.2.1.

proof of Theorem 2.2.1. Since each round takes $O(m)$ time (BFS), we prove the theorem by showing that Edmond-Karp's algorithm halts in $O(mn)$ rounds.

> **Claim 2.2.1.** Each round saturates at least one edge of the $O(m)$ edges of $G \cup G^r$, causing them to disappear in the residual graph of the next round.

Proof. Suppose in $R(f)$, the saturating flow is g and the corresponding path of minimal number of edges is P, then if $uv \in P$ and $c_{R(f)}(uv) = \min_{e \in P} c_{R(f)}(e)$, we claim that $uv \notin R(f + g)$. Suppose $c_{R(f)}(uv) = q$, then we have two cases:

- Case 1: uv is a forward residual arc. Then $q = c_G(uv) - f(uv)$, and thus

$$(f+g)(uv) = f(uv) + g_f(uv) - g_r(vu) = f(uv) + q - 0 = f(uv) + c_G(uv) - f(uv) = c_G(uv).$$

  Hence, the forward residual arc uv will not appear in $R(f + g)$.

- Case 2: uv is a reverse residual arc. Then, $q = f(vu)$. Hence,

$$(f + g)(vu) = f(vu) + g_f(vu) - g_r(uv) = f(vu) + 0 - q = f(vu) - f(vu) = 0,$$

  so the reverse residual arc uv will not appear in $R(f + g)$.

Thus, in each round at least one edge of P will disappear in next round. ⊛

Hence, it suffices to show that each edge uv of $G \cup G^r$ disappears $O(n)$ times in residual graphs through out the algorithm. Suppose that an edge uv of $G \cup G^r$ is not in $R(f)$ and

- appears in $R(f + g)$ then
- disappears in $R(f + g + \cdots + g' + h)$ for the first time after $R(f + g)$,

where g' could be g. The saturating flow h of $R(f + g + \cdots + g')$ corresponding to the augmenting unweighted shortest st-path P saturates uv. Thus, $uv \in E(P)$. We have

$$\begin{aligned} d^\star_{R(f)}(s, u) &= d^\star_{R(f)}(s, v) + 1 \quad \text{by 現邊觀察} \\ &\leq d^\star_{R(f+g+\cdots+g')}(s, v) + 1 \quad \text{by 遞增觀察} \\ &= d_{R(f+g+\cdots+g')}(s, u) + 2 \quad \text{by } uv \in E(P). \end{aligned}$$

By $d^\star_H(s, u) \in \{0, 1, \ldots, n - 1, \infty\}$ for any residual graph H, uv can appear and disappear $O(n)$ times in residual graphs throughout the algorithm. Thus, the algorithm halts in $O(mn)$ rounds, and thus runs in $O\left(m^2 n\right)$ time. ∎

2.3   An Application: Bipartite Matching

> **Definition 2.3.1.** A graph G is bipartite if there are disjoint vertex subsets U and V of G with $U \cup V = V(G)$ s.t. each edge of G is between a vertex in U and a vertex in V.

> **Definition 2.3.2.** An edge subset M of G is a matching of G if $M = \varnothing$ or the minimal subgraph H of G with edge $E(H) = M$ has the maximum degree 1.

> **Problem 2.3.1** (Maximum matching of bipartite graph).
> Input: An undirected bipartite graph G.
> Output: A matching $M \subseteq E(G)$ with maximum $|M|$.

Actually, we can convert this problem to the maximum flow problem. Let $G(s, t)$ be the unit-capacity graph obtained from G by adding

- new vertices s and t.

- new edges su for all $u \in U$ and

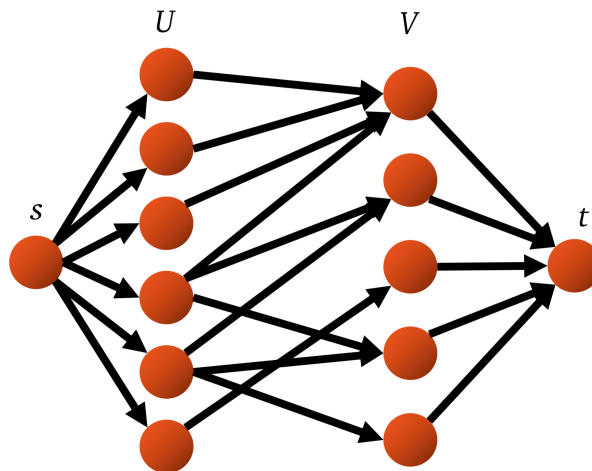- new edges vt for all $v \in V$.

Figure 2.2: Converted graph

Then, we have:

Theorem 2.3.1. G has a maximum matching with k edges if and only if $G(s,t)$ has a maximum flow with value k.

Proof. We first prove a lemma:

Lemma 2.3.1. If G is a graph with capacity all integer, then G has an integral maximum flow.

Proof. Note that in this case the maixmum flow made by Ford-Fulkerson's (or Edmonds-Karp's) algorithm is an integral flow. ∎

If G has a maximum matching with k edges, then we can gives these k edges flow value 1 and other edges from U to V 0, then in this case the flow value is k. Now if this flow is not a maximal flow, then there exists a flow of flow value at least $k+1$, and by lemma, there exists an integral flow with flow value at least $k+1$, but this means there exists at least $k+1$ edges from U to V is of flow value 1, which means there exists $u \in U$ or $v \in V$ with 2 edges incident to them of flow value 1, but this is impossible since each vertex in U has 1 in-degree and each vertex in V has 1 out-degree. Hence, maximum flow value is k.

Now if $G(s,t)$ has a maximum flow with flow value k, then by lemma $G(s,t)$ exists an integral flow with value k. Hence, in this integral flow, s has k out-degree with flow value 1, i.e. there exists k vertices of U has an out-degree of value 1, and note that any vertex of V won't have 2 in-degree edges with flow value 1, so by collecting the edges from U to V whose flow value is 1, this collection is a matching, and if this matching is not maximum, then there exists a maximum mathcing with k edges, and thus $G(s,t)$ has a maximum flow with value $k+1$, but we know the maximum flow value is k, so it is maximum matching. ∎

Chapter 3

Nearest Points

> **Problem 3.0.1.**
> Input: n points in the plane.
> Output: Two points whose distance is minimized.

> **Remark 3.0.1.** Without lose of generality, we suppose $n = 2^k$.

The Naive algorithm takes $O\left(n^2\right)$ times, which solve 老大問題 on the $O\left(n^2\right)$ point pairs' distances.

Algorithm 3.1: A smart $O(n \log n)$ algorithm

Data: n points $p[1], p[2], \ldots, p[n]$

1 Sort $\{p[i]\}_{i=1}^{n}$ by their y-coordinates in descending order.

2 Use minimum selection to find the middle x-coordinate of $\{p[i]\}_{i=1}^{n}$, say m.

3 Collect the $p[i]$'s with $p[i].x \le m$ to be L and the part $p[i].y > m$ to be R.

4 Divide and conquer on L, R to find the minimum distance among L and R, say they are d_l and d_r, respectively.

5 Suppose $d = \min\{d_l, d_r\}$, then collect $\{m[i]\}_{i=1}^{n_m}$ where $m - d \le p[m[i]].x \le m + d$ by searching through $\{p[i]\}_{i=1}^{n}$, so we have $p[m[i]].y \ge p[m[i+1]].y$ for all i.

6 For each $m[i]$, find

$$d[i] = \min_{\substack{\max\{i-8,1\} \le j \le \min\{i+8, n_m\} \\ j \ne i}} d(p[m[j]], p[m[i]]).$$

7 Return

$$\min\left\{\min_{1 \le i \le n_m} d[i], d_l, d_r\right\}.$$

We first explain the correctness. In step 4, if we find out d_l and d_r, then the minimum distance may be d_l, d_r, or $\min_{l \in L, r \in R} d(l, r)$. Hence, we need to compute $\min_{l \in L, r \in R} d(l, r)$. Note that for each $p[i] \in L$, suppose $p[i] = (x[i], y[i])$, then we just need to check the distance between $p[i]$ and all points in $[m, m+d] \times [y[i] - d, y[i] + d]$. This area is a $d \times 2d$ box in R. Note that if we partition this box into 2 $d \times d$ subboxes, then in each subbox, there must be at most 4 points, otherwise if there are 5 points in a subbox, then by pigeonhole principle there must be two points have distance less than d, which is impossible. In the implementation, we just need to find the 8 points above and below $p[m[i]]$ for each i, then we can make sure we have checked all the candidates for being the minimum distance pairs, where this pair is crossing between L and R. (See Figure 3.1)

Now since minimum selction takes $O(n)$ time, and in each round the worst case is that all points are between $x = m - d$ and $x = m + d$, in this case, since each point takes $O(1)$ time to check, so we need $O(n)$ time in each round, and since the divide and conquer's time is

$$T(n) = 2T\left(\frac{n}{2}\right) + O(n),$$

so $T(n) = O(n \log n)$ by master's theorem. Also, the sorting in the beginning takes $O(n \log n)$ time, so the final time complexity is $O(n \log n)$.
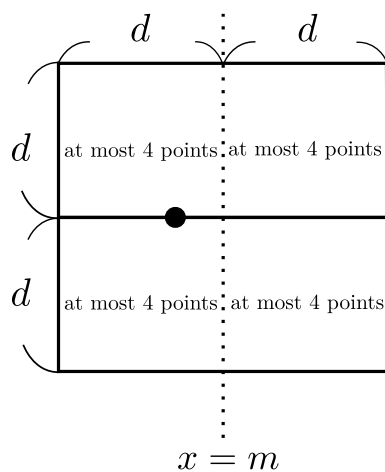
Figure 3.1: The nearest point box

Chapter 4

Convex Hull

> **Problem 4.0.1.**
> Input: n points in the plane.
> Output: A minimum convex polygon that contains all the points.

Algorithm 4.1: Naive Algorithm
---
1 Let l be the point with minimal x-coordinate, which must be on the convex hull.
2 Link every points with l, then the point x with the maximal slope m_{xl} must be on the convex hull.
3 Rotate the plane so that x becomes new l, and repeat this step until we rotate back to the first l.

Note that this algorithm takes $O\left(n^2\right)$ time since each round takes $O(n)$ time, and we need $O(n)$ rounds.

4.1 An $O(n \log n)$ algorithm for convex hull

Algorithm 4.2: The $O(n \log n)$ algorithm for convex hull
---
1 First find l, which is the point with minimal x-coordinate.
2 Sort other $n - 1$ points by the slope of the line incident by that point and l in ascending order. We call the sorted points $p_1, p_2, \ldots, p_n$, where $p_1 = l$.
3 Let $C_3 = \{p_1, p_2, p_3\}$.
4 **for** $i = 4$ *to* n **do**
5 $\quad$ Use C_{i-1} to calculate C_i.
6 The answer is C_n.

「點i」

「凸包i」

時間是$O(1 +$「囧i」$)$

左

「凸包$i - 1$」
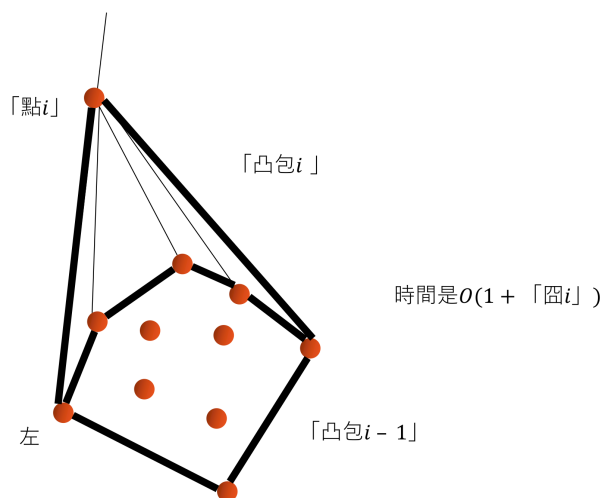
Figure 4.1: From C_{i-1} to C_i

Here ⊠ i is the set of points which is on C_{i-1} but not on C_i, and note that summing up all ⊠ i will not exceed n since each point will be "wrapped" at most once.

> **Remark 4.1.1.** Note that we record the points on the convex hull starting from i and clockwise in each round, so that we in each round, if we have C_{i-1}, we follow this order to calculate the slope of the line incident to p_i and x where x is the point on C_{i-1}, and note that this slope initially is positive and will increase first, and then at some point become negative and keep increasing (but remain negative), but at some point if the slope decrease or become positive, then we can end calculating. Note that we only calculate $O(1 + ⊠i)$ times.

4.2 An application: Farthest pair of points in $O(n \log n)$ time

> **Problem 4.2.1.**
> Input: n points in the plane.
> Output: Two points whose distance is maximized.

The naive algorithm takes $O\left(n^2\right)$ time, but in fact we can use convext hull to design an $O(n \log n)$ time algorithm.

> **Theorem 4.2.1.** The farthest two points must be both on convex hull.

Now if for any point p on the convex hull C , we can find the point q on C s.t.

$$d(p, q) = \max_{\substack{s \in C \\ s \neq p}} d(p, s)$$

in $O(\log n)$ time, then we can find the point pair with maximum distance in $O(n \log n)$ time (find convex hull also takes $O(n \log n)$ time so the total time complexity is $O(n \log n)$).

Note that fix $p \in C$, then if C is

$$p = m_1 \to m_2 \to \cdots \to m_k \to m_1 = p,$$

then the sequence $\{d(p, m_i)\}_{i=2}^k$ is bitonic.

> **Definition 4.2.1.** A bitonic sequence $A[1], A[2], \ldots, A[n]$ is an integer sequence s.t.
>
> $$A[1] \leq A[2] \leq \cdots \leq A[k] \geq A[k+1] \geq \cdots \geq A[n]$$
>
> for some k.

> **Theorem 4.2.2.** If $\{A[i]\}_{i=1}^n$ is a bitonic sequence, then we can find
>
> $$\arg\max_{1 \leq j \leq n} A[j]$$
>
> in $O(\log n)$ time.

> **Proof.** We can use binary search, and observe if at some term it is increasing or decreasing to decide we should go left or right in the next step. ∎

Hence, by this theorem, we can find

$$\arg\max_{2 \leq i \leq k} d(p, m_i)$$

in $O(\log k)$ time for every $p \in C$, and note that $k \leq n$ since k is the size of C, and hence it takes $O(\log n)$ time to find the maximum distance between a fixed point and any other point on C, and we're done.

Appendix