

## Relationship between flows and cuts

- A *minimum cut* is a cut whose capacity is minimum among all possible cuts
- To prove the "if" part of the Augmenting Path Theorem, the idea is to define a cut  $C = \{(u,v) \in E : u \in A \text{ and } v \in B\}$  such that  $\text{val}(f) = \text{cap}(C)$
- Then  $f$  must be a maximum flow (not proved here), because no additional flow can get from a vertex in  $A$  to a vertex in  $B$
- Let  $G = (V,E)$  be a network with source  $s$ , sink  $t$ , capacity function  $c$  and flow  $f$ , and suppose that  $f$  admits no augmenting path
- Let  $A \subseteq V$  be the set of vertices that we can reach along a “partial augmenting path” from  $s$ , and let  $B = V \setminus A$  (so the absence of a complete augmenting path implies that  $s \in A$  and  $t \in B$ )

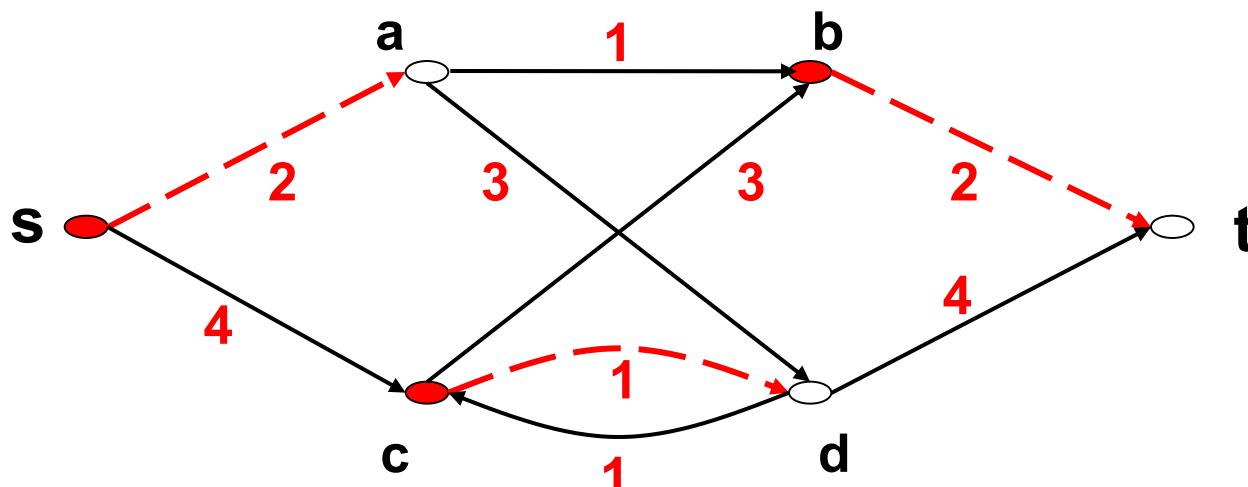
## Relationship between flows and cuts (continued)

- Define  $C = \{(u,v) \in E : u \in A \text{ and } v \in B\}$
- Then it must be the case that  $f(u,v) = c(u,v)$  for each  $(u,v) \in C$ , and  $f(v,u) = 0$  for each  $(v,u) \in E$  such that  $v \in B$  and  $u \in A$ 
  - otherwise we could extend some partial augmenting path to reach a vertex in B
- It follows that  $\text{val}(f) = \text{cap}(C)$  (not proved here), and therefore that  $f$  is a maximum flow
- This is the essence of the so-called **Max Flow – Min Cut Theorem:**
- **Theorem:** The value of a maximum flow is equal to the capacity of a minimum cut

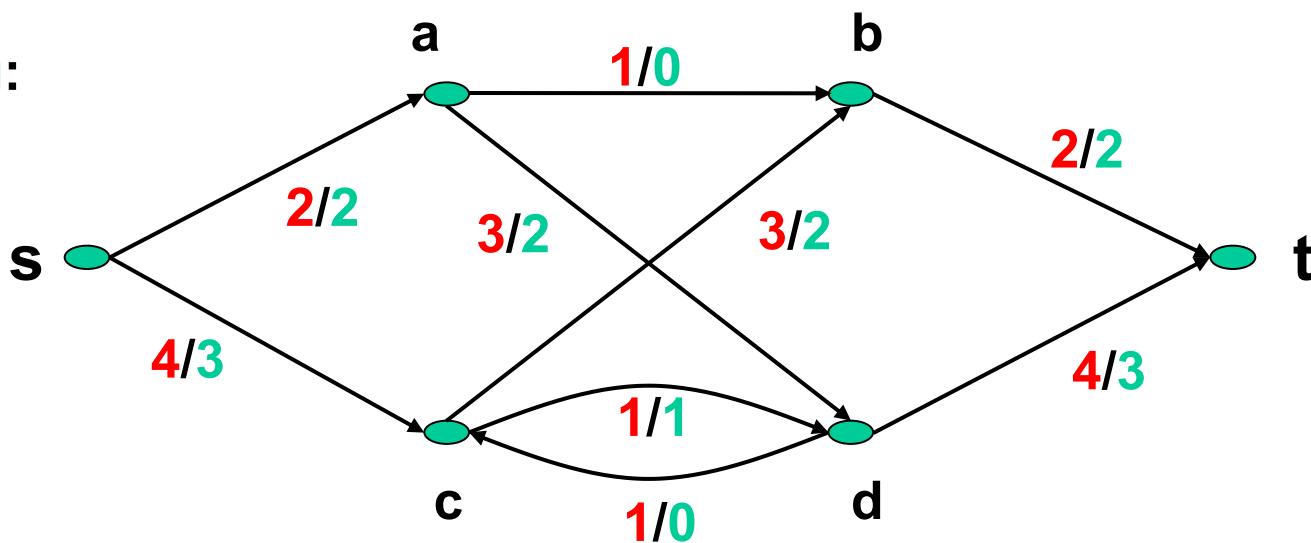
# Example application of the Theorem

Example cut C:

$$\text{cap}(C)=5$$



Example flow g:



$$\text{Here, } \text{val}(g) = \text{cap}(C)$$

By the Max Flow – Min Cut Theorem, g is a maximum flow

## Finding a maximum flow

- Start with a flow of zero on all edges
- Repeatedly search for an augmenting path
  - and augment the flow along this path
- Until no such path exists

### Searching for augmenting paths – the residual graph

- Let  $\mathbf{G}=(V,E)$  be a network with capacity function  $\mathbf{c}$ , and let  $\mathbf{f}$  be a flow in  $\mathbf{G}$
- The *residual graph*  $\mathbf{G}'=(V',E')$  with respect to  $\mathbf{G}$  and  $\mathbf{f}$  is a directed graph with capacity function  $\mathbf{c}'$  defined as follows:

## The residual graph

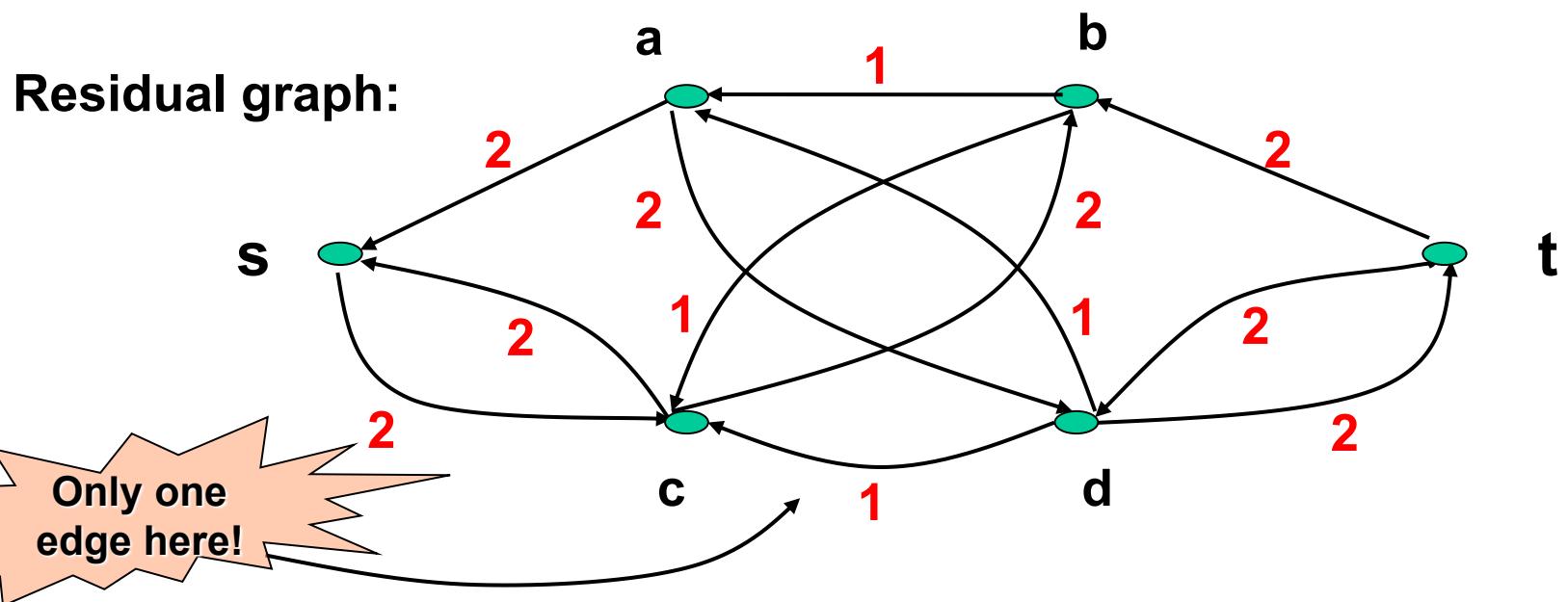
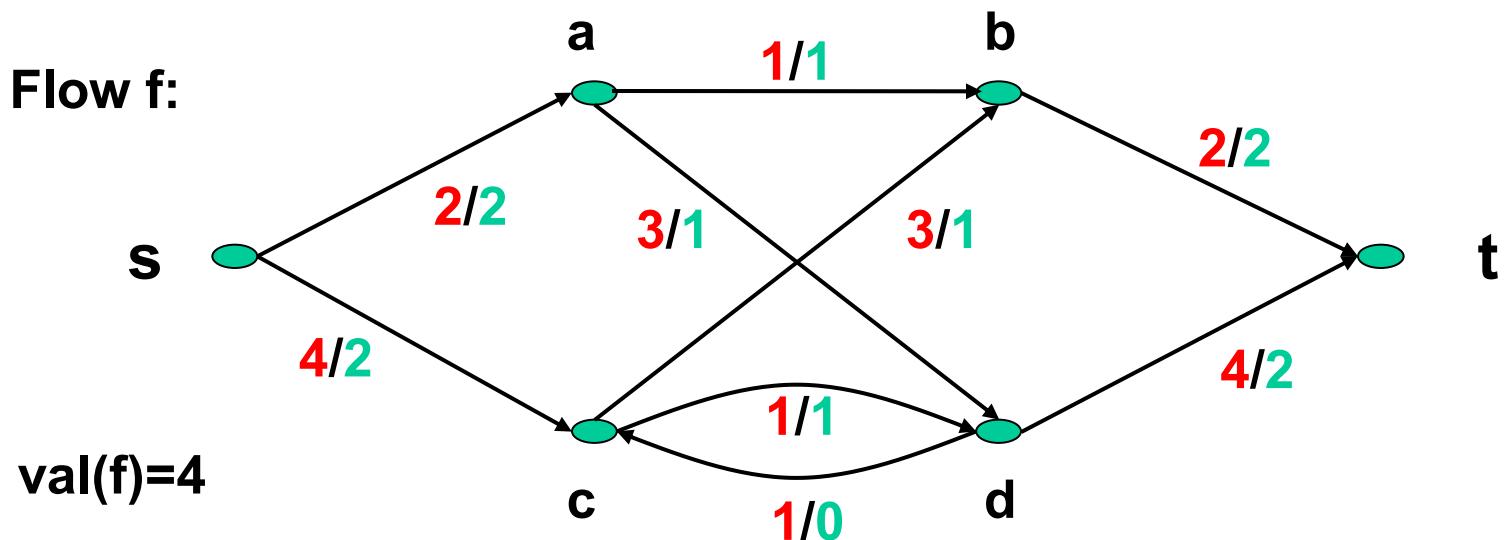
- $V' = V$ 
  - $G'$  has the same vertex set as  $G$
- $(u,v) \in E'$  if and only if:
  - $(u,v) \in E$  and  $f(u,v) < c(u,v)$ 
    - so  $(u,v)$  can be a **forward edge** in an augmenting path
    - in this case define  $c'(u,v) = c(u,v) - f(u,v)$

*or*

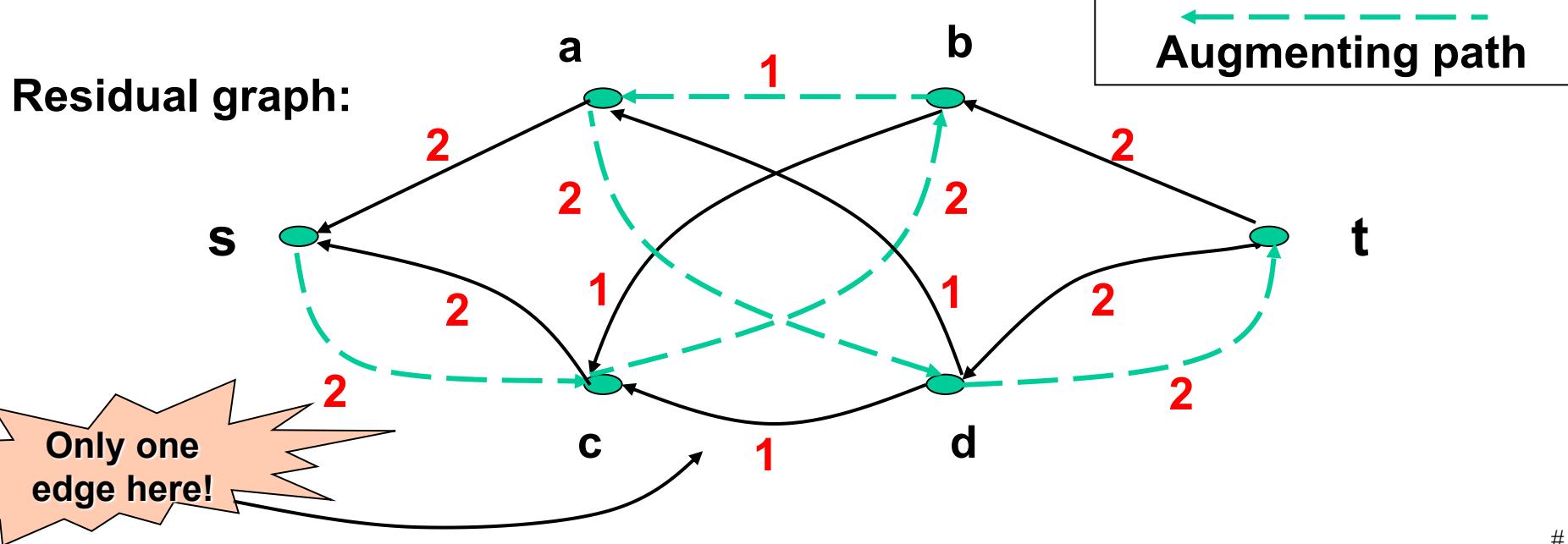
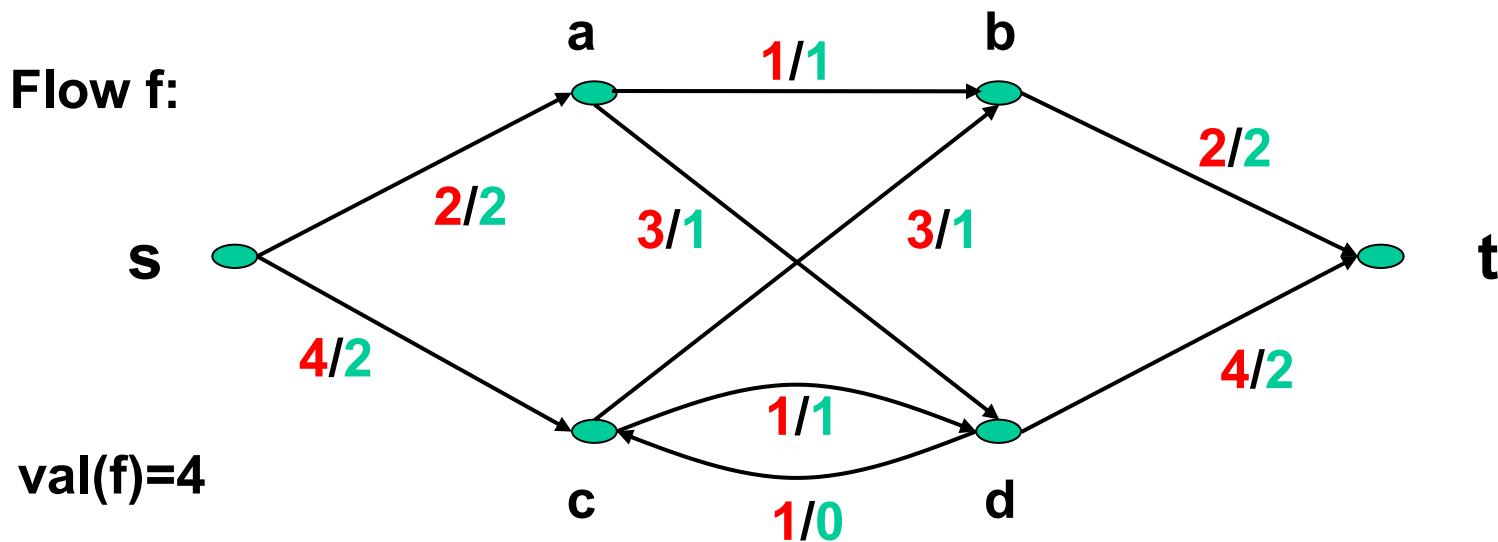
- $(v,u) \in E$  and  $f(v,u) > 0$ 
  - so  $(u,v)$  can be a **backward edge** in an augmenting path
  - in this case define  $c'(u,v) = f(v,u)$

A directed path from  $s$  to  $t$  in the residual graph  $G'$  corresponds to an augmenting path with respect to  $f$  in  $G$

# Example residual graph



# Example residual graph



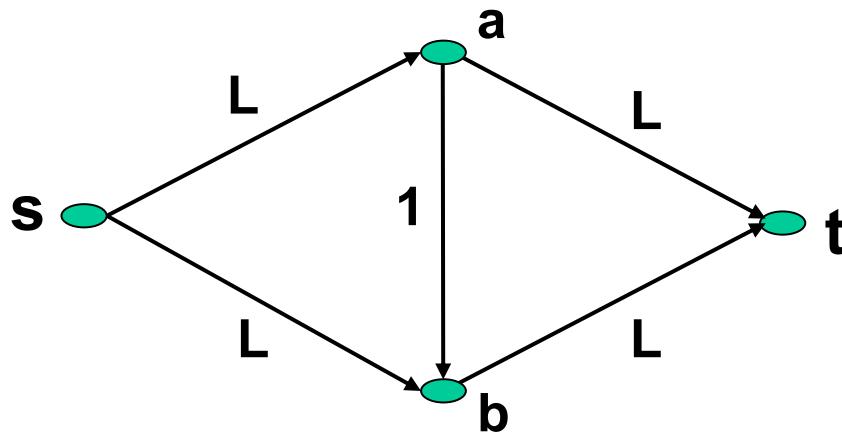
# Ford-Fulkerson Algorithm

```
/** Calculates maximum flow f in network
   G=(V,E) with capacity function c */
for ((u,v) : E)
  f(u,v)=0;
while (true)
{  build residual graph G'=(V',E') , capacity function c';
   search for path P in G' from s to t; // (t)
   if (such a path P found)      // augment f
   {  m = Math.min{c'(u,v) : (u,v) ∈ P}; // residual capacity
      for ((u,v) : P)
        if ((u,v)∈E && f(u,v) + m ≤ c(u,v))
          f(u,v) += m; // (u,v) is a forward edge
        else
          f(v,u) -= m; // (u,v) is a backward edge
    }
   else
     break; // f is a maximum flow
}
```

# Complexity of the Ford-Fulkerson Algorithm

- Initialisation is  $O(|E|)$
- During a loop iteration:
  - Build residual graph –  $O(|V|+|E|)$
  - Search for a directed path from  $s$  to  $t$ 
    - $O(|V|+|E|)$  using breadth-first or depth-first search
  - Augment along a path (if found) –  $O(|E|)$
  - Every vertex is on a directed path from  $s$  to  $t$ , therefore  $|V|=O(|E|)$
- Number of loop iterations is  $\leq$  value of max flow
  - In the worst case  $m=1$  during every loop iteration, so that flow only increases by 1 every time round the loop
- Overall complexity is  $O(|E| \cdot \text{max flow})$

## A worst-case example



Max flow =  $2L$

Algorithm might choose augmenting paths:

(s,a) (a,b) (b,t), then

(s,b) (b,a) (a,t), then

(s,a) (a,b) (b,t), then

(s,b) (b,a) (a,t)...

Total  $2L$  iterations

On the other hand, algorithm might choose

(s,a) (a,t), then

(s,b) (b,t)

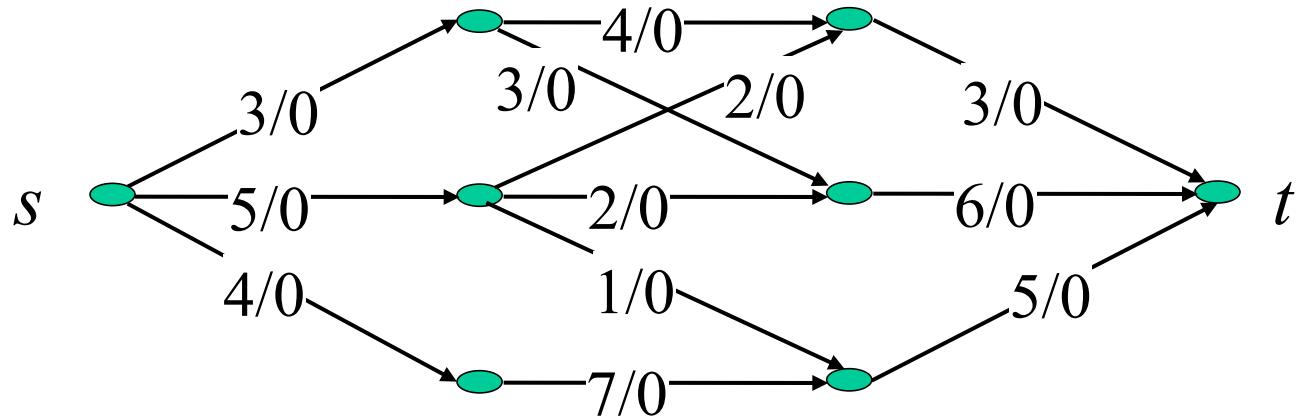
Total  $2$  iterations

$L$  can be arbitrarily large

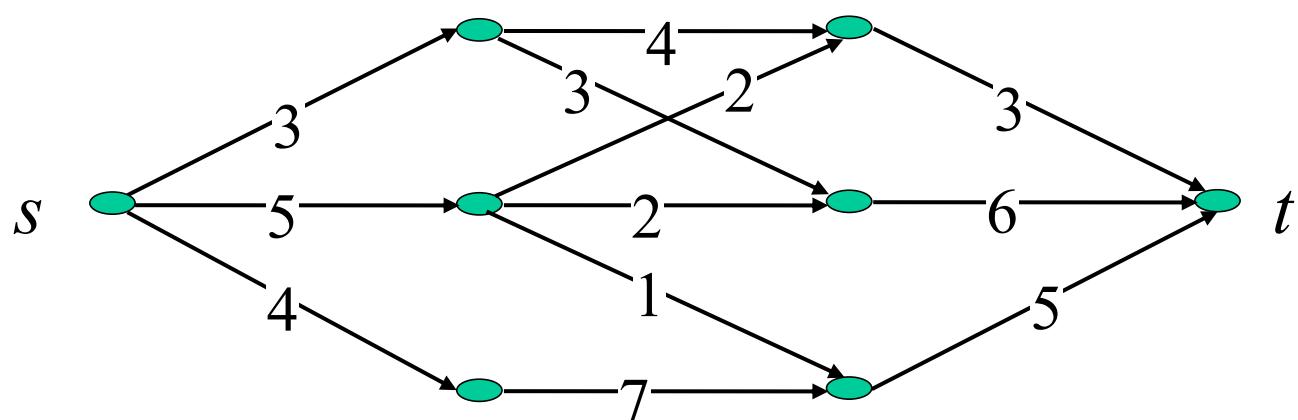
## Improving the worst-case

- At point ( $\dagger$ ) in the Ford-Fulkerson Algorithm, use breadth-first search to find the shortest augmenting path (i.e. with the smallest number of edges)
- Edmonds and Karp (1972): if we follow this practice, number of times algorithm searches for an augmenting path is  $O(|V||E|)$
- Therefore Ford-Fulkerson algorithm can be implemented to run in  $O(|V||E|^2)=O(|E|^3)$  time
- Fastest algorithm to date: Orlin (2013):  $O(|V||E|)$

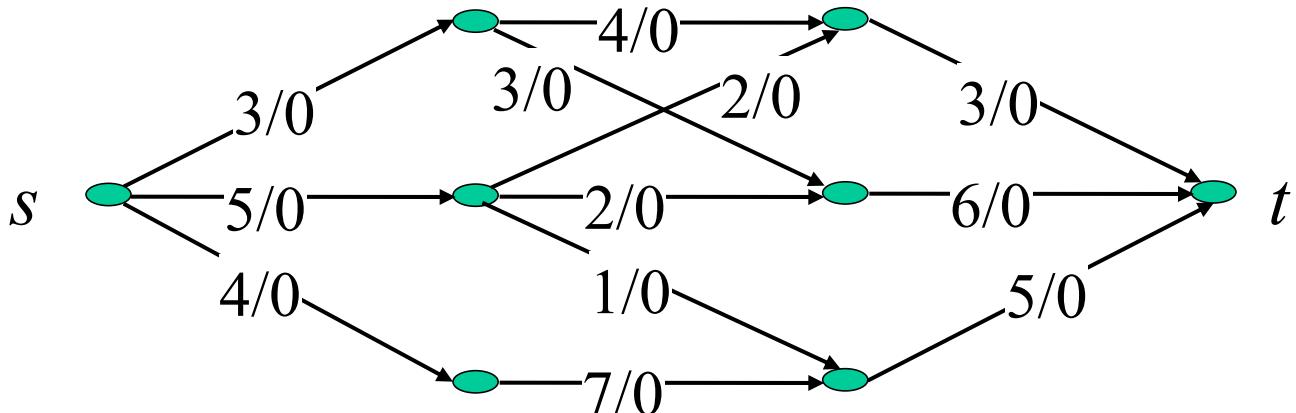
## Example



Residual  
Graph

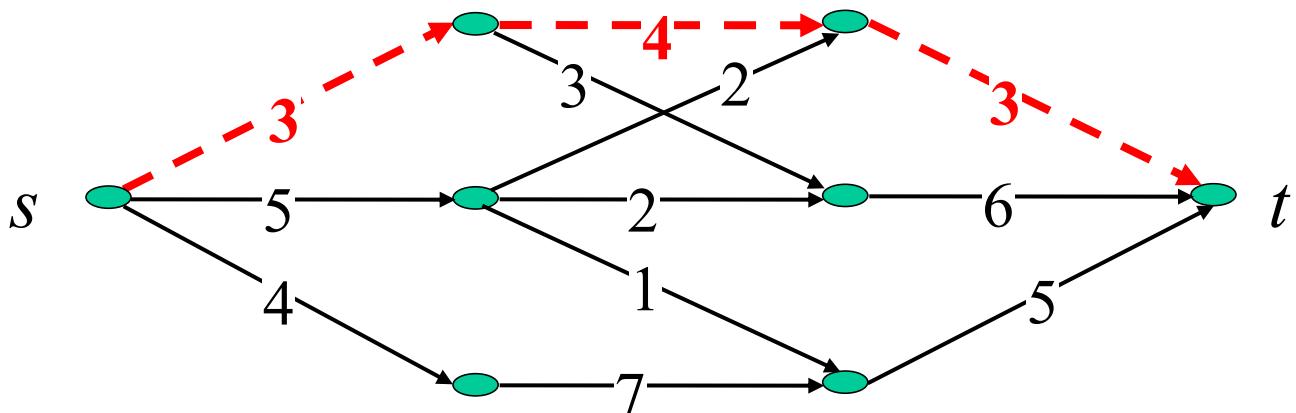


Iteration 1  
of main loop

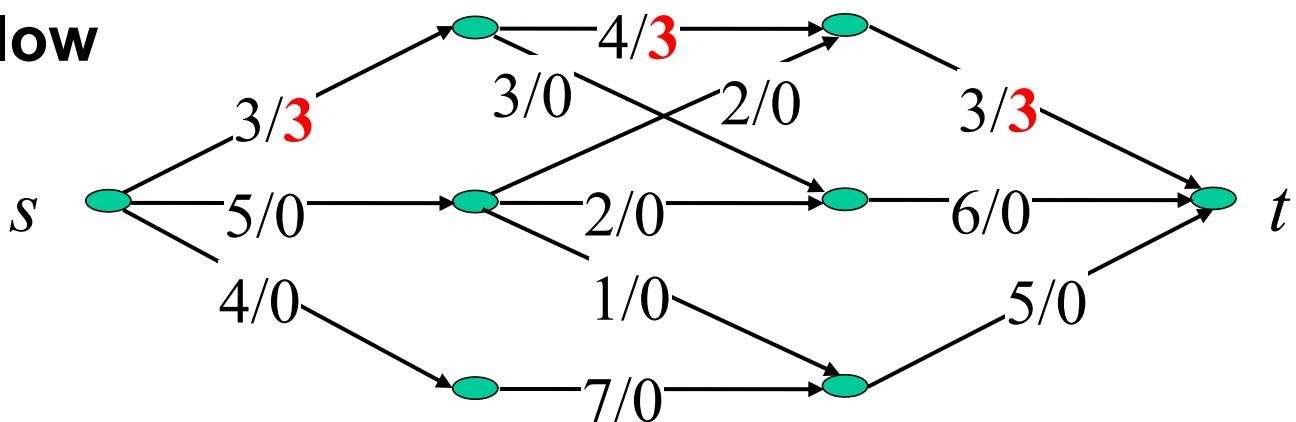


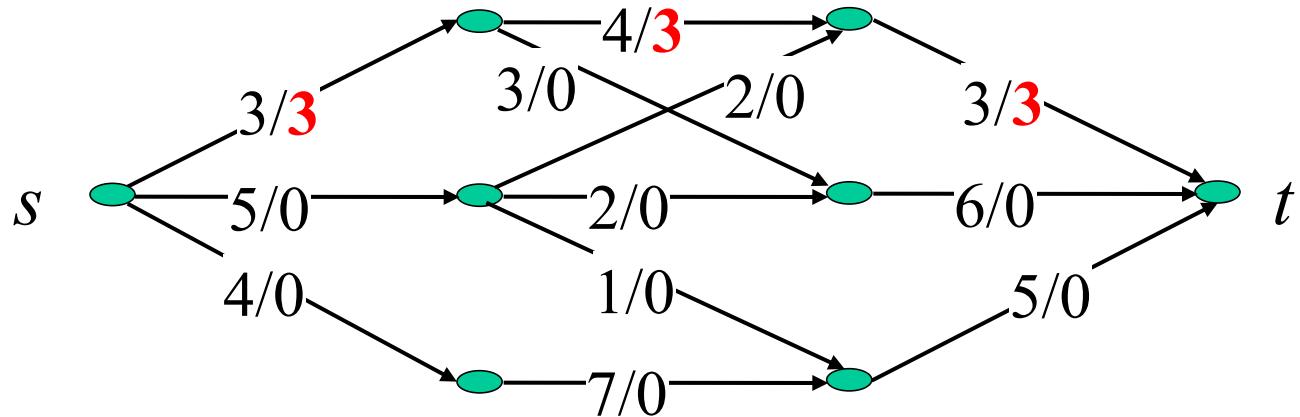
**Residual Graph**

Iteration 1  
of main loop



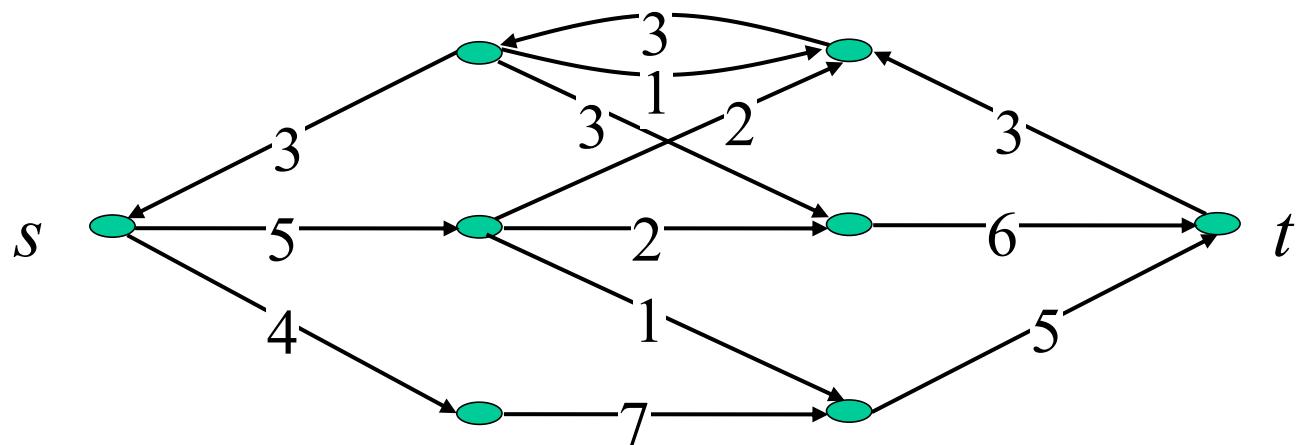
**Updated flow**

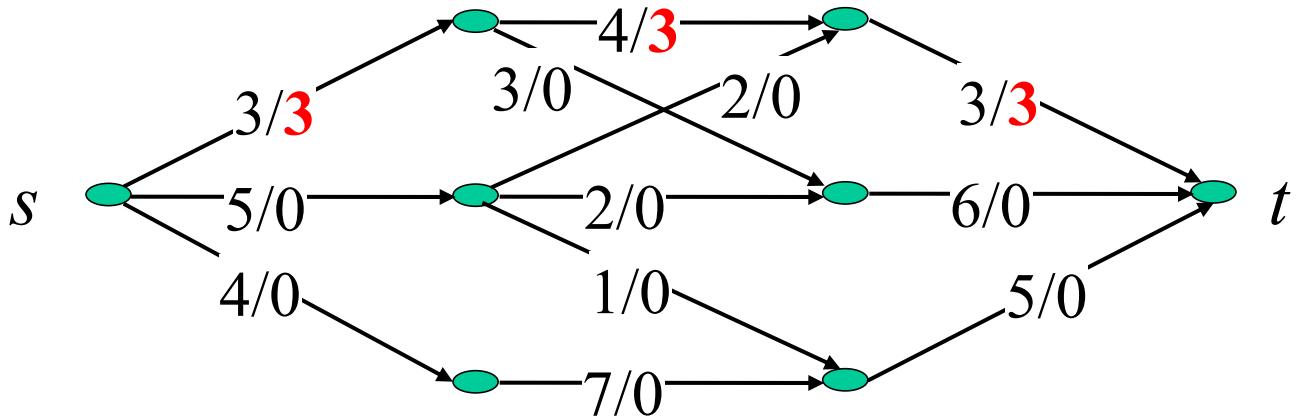




**Residual Graph**

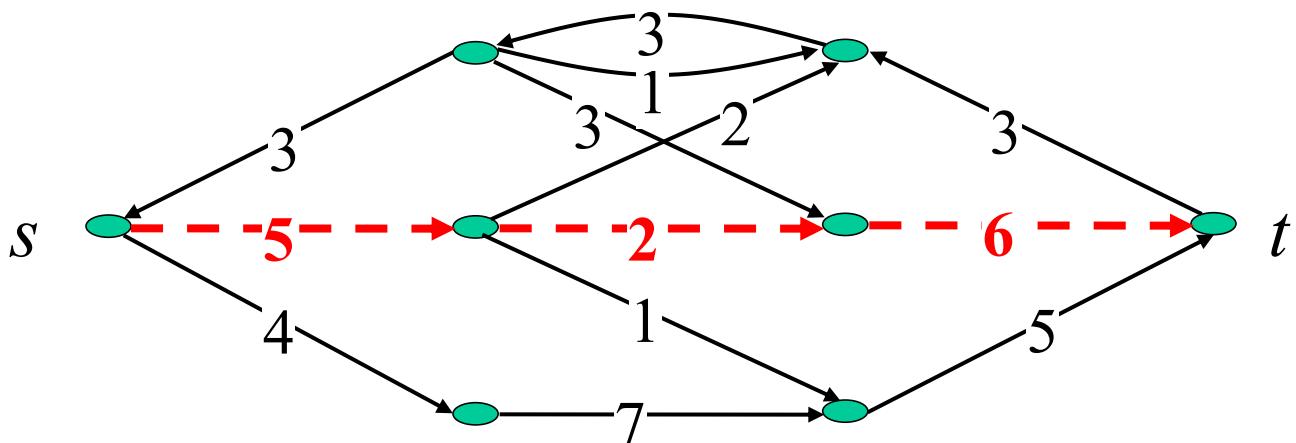
**Iteration 2  
of main loop**



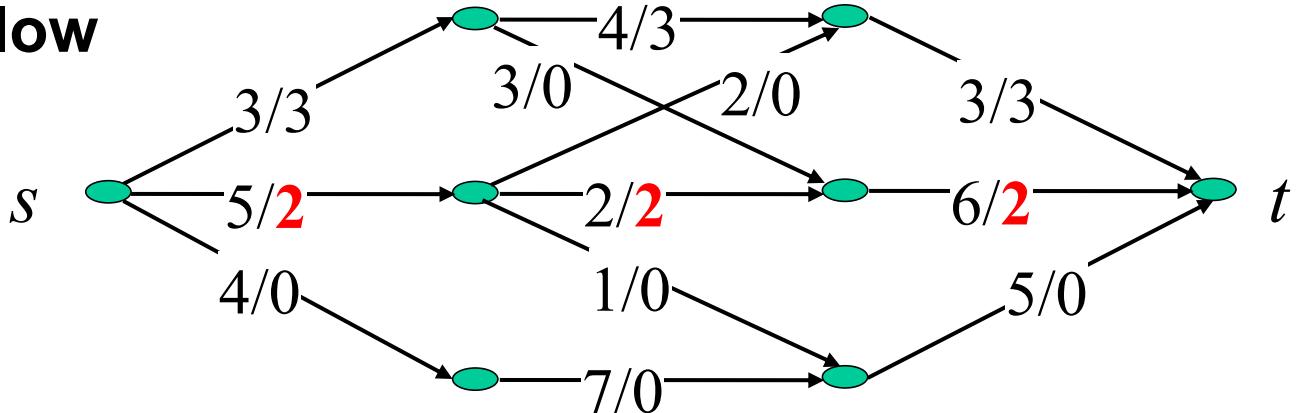


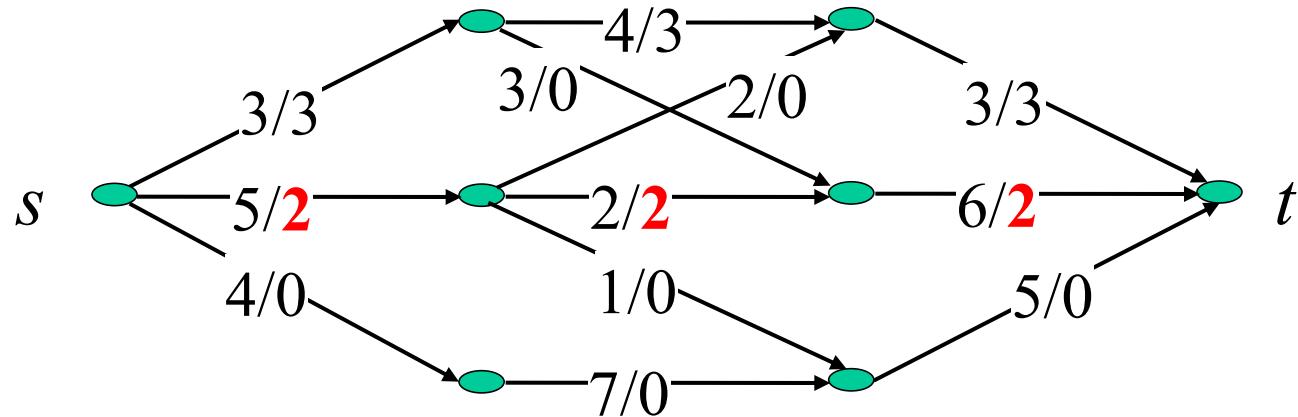
**Residual Graph**

Iteration 2  
of main loop



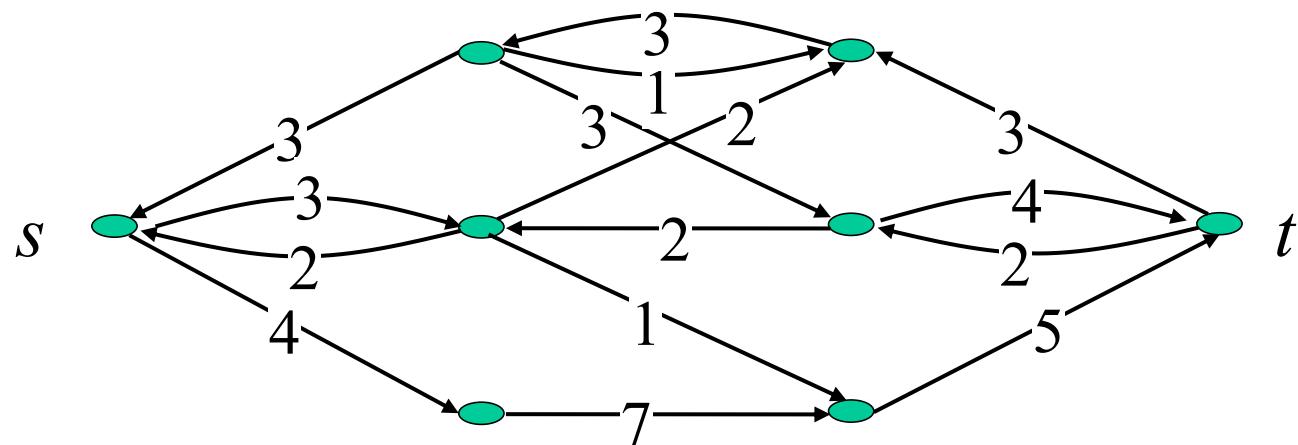
**Updated flow**

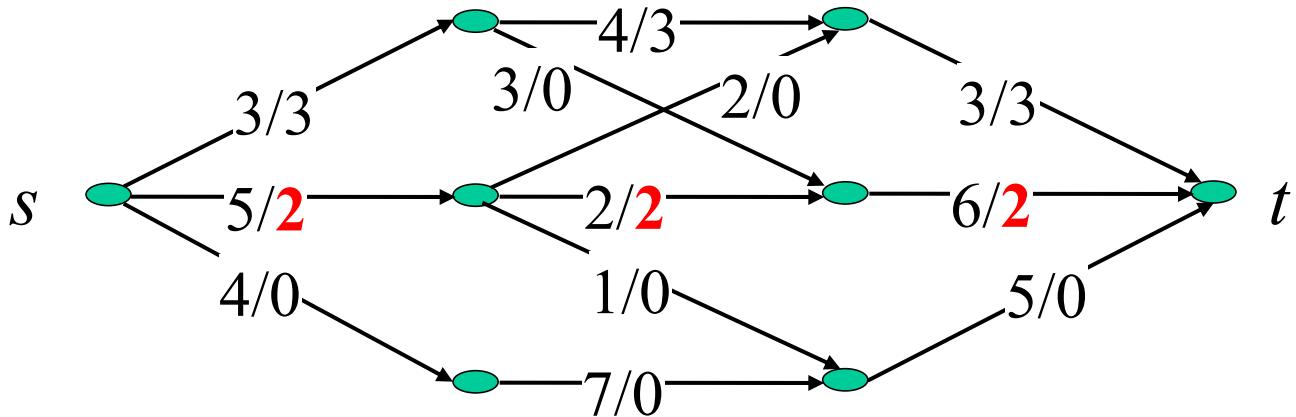




**Residual Graph**

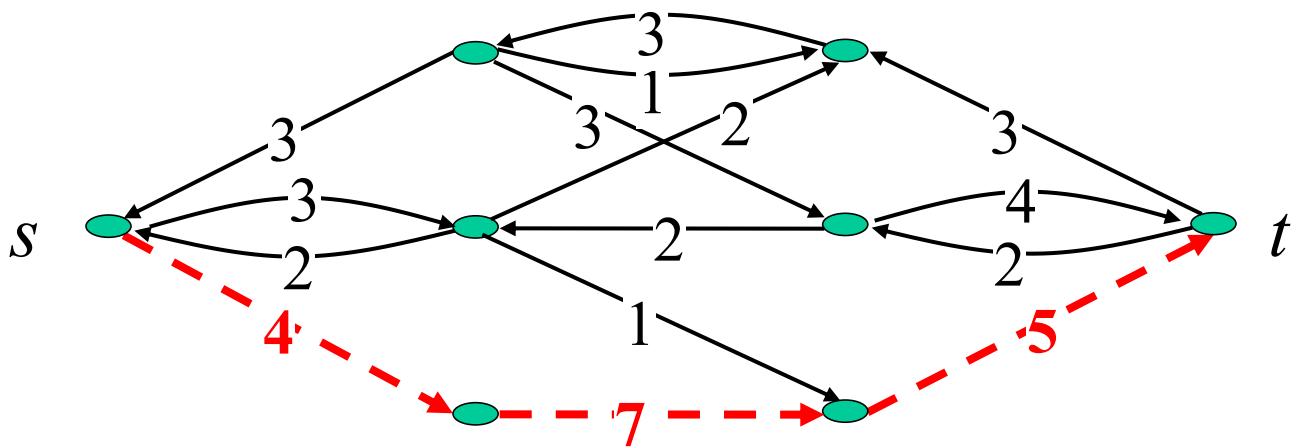
**Iteration 3  
of main loop**



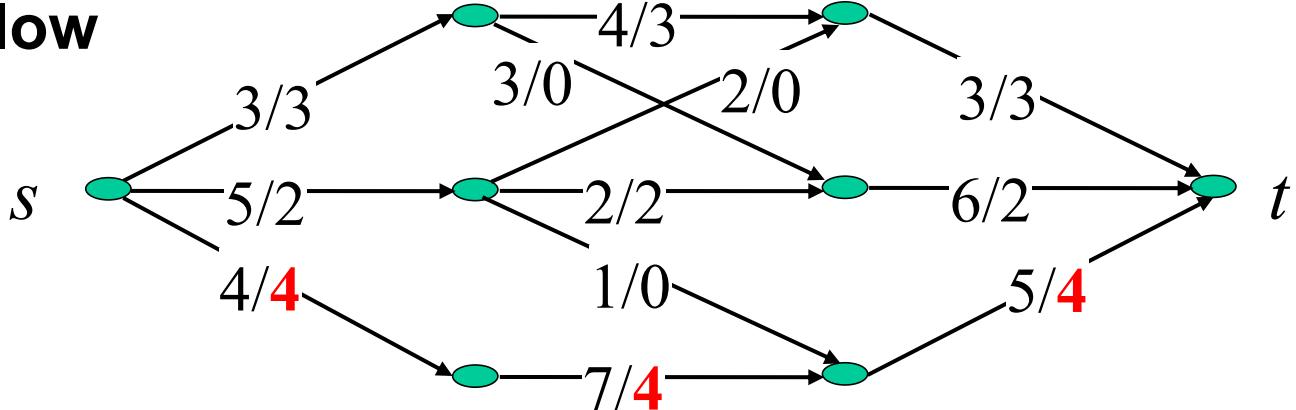


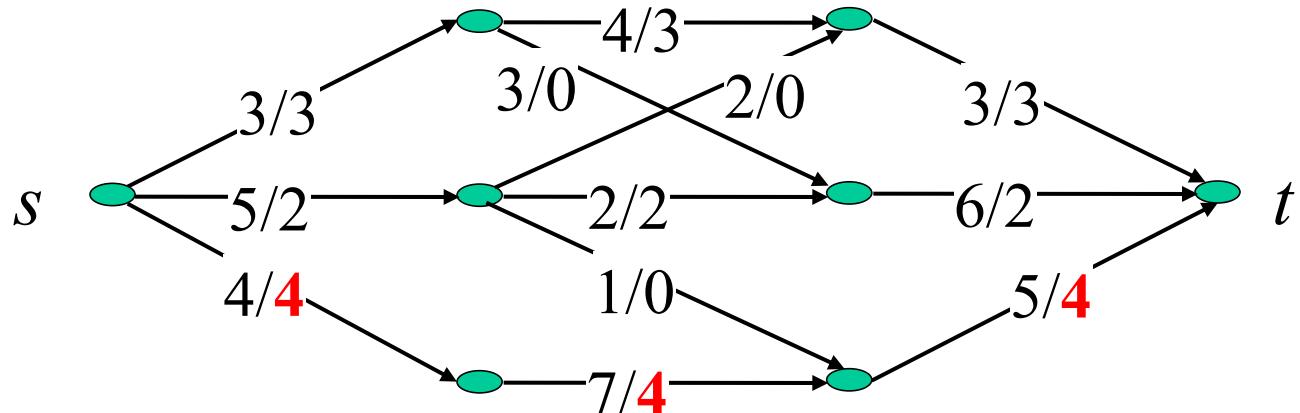
**Residual Graph**

Iteration 3  
of main loop



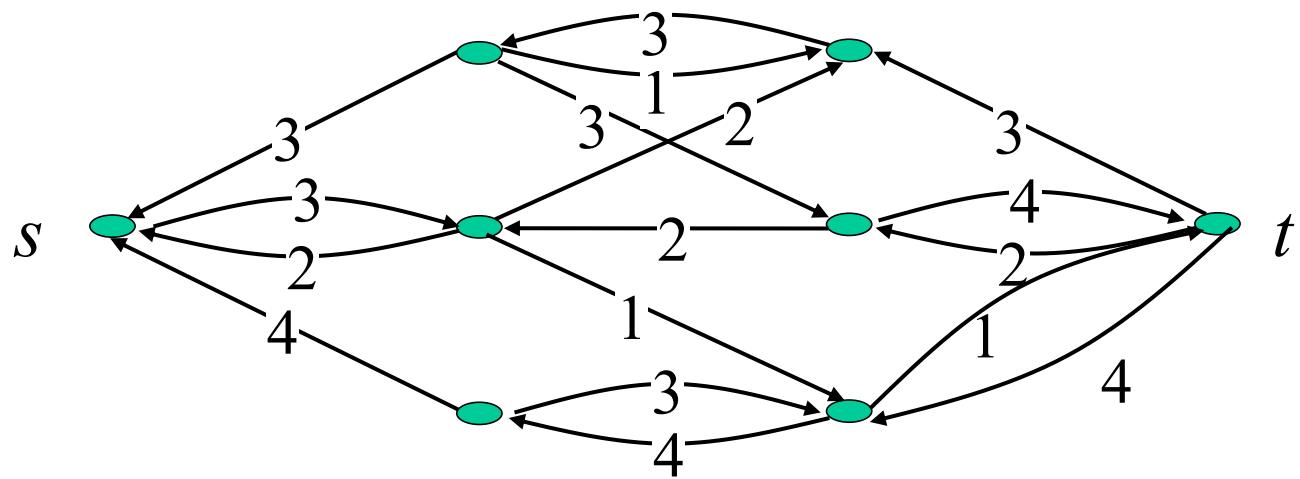
**Updated flow**

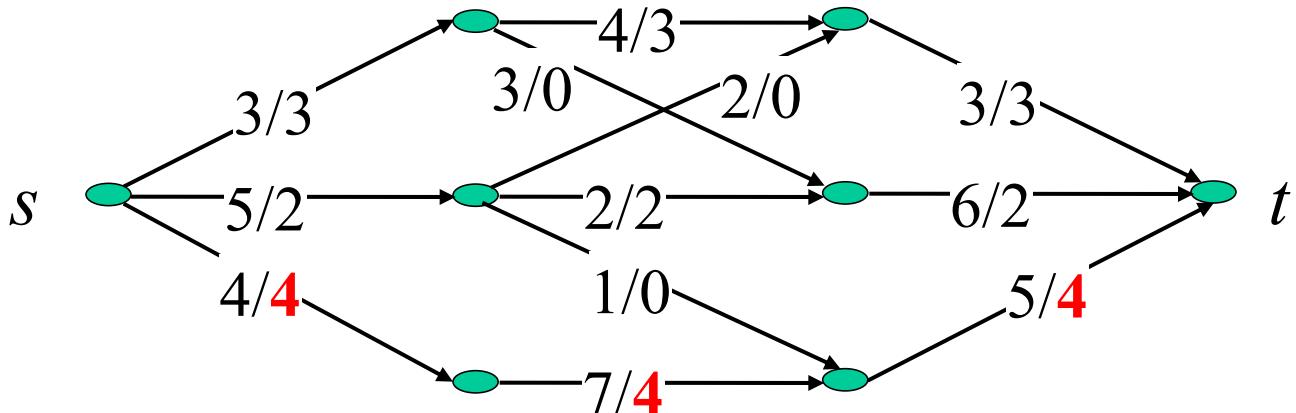




**Residual Graph**

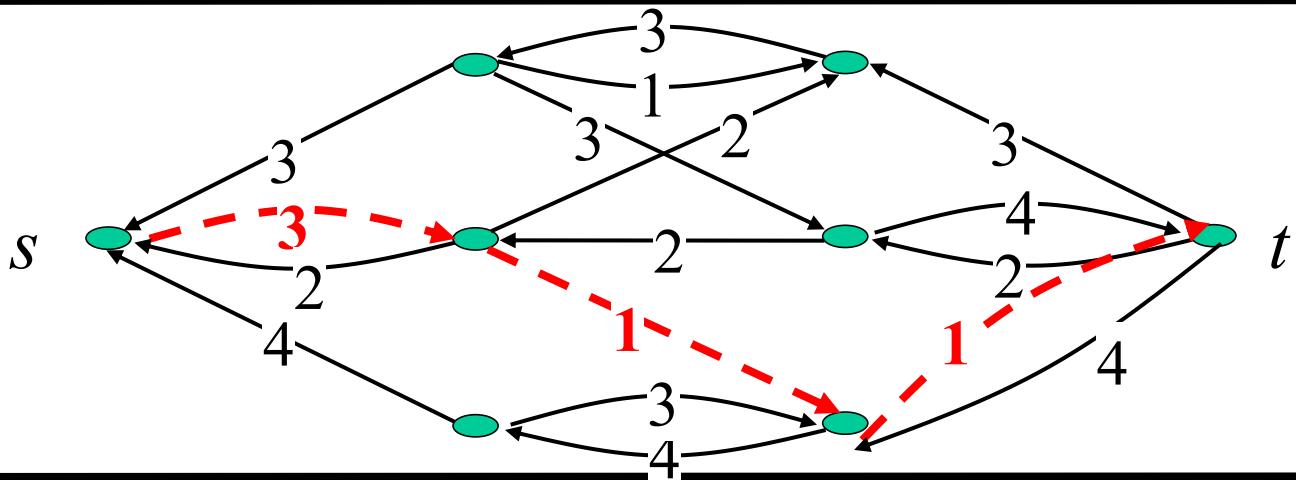
Iteration 4  
of main loop



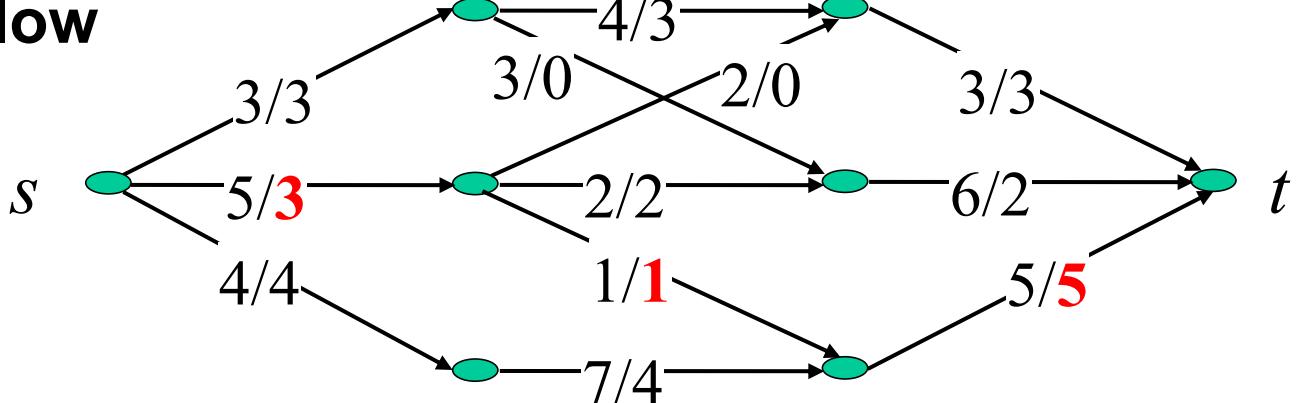


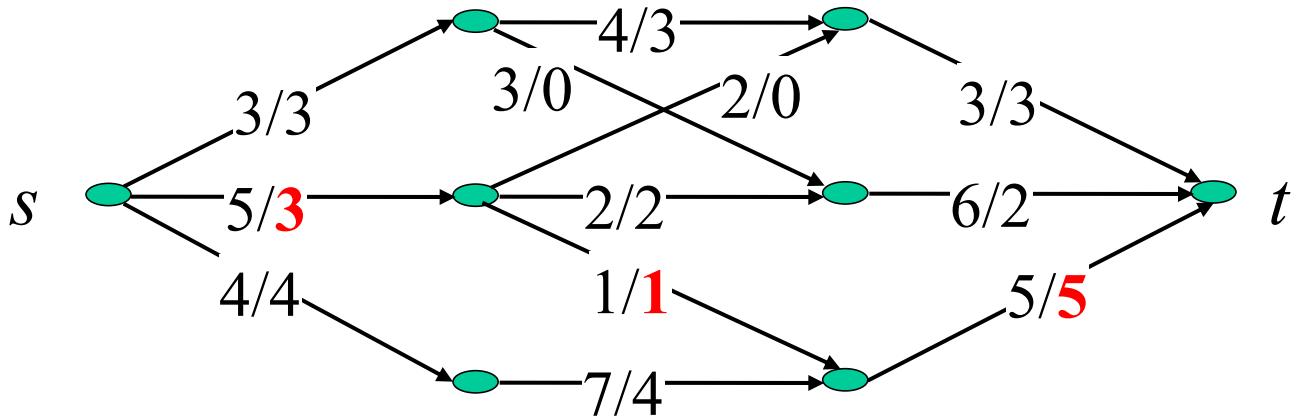
**Residual Graph**

Iteration 4  
of main loop



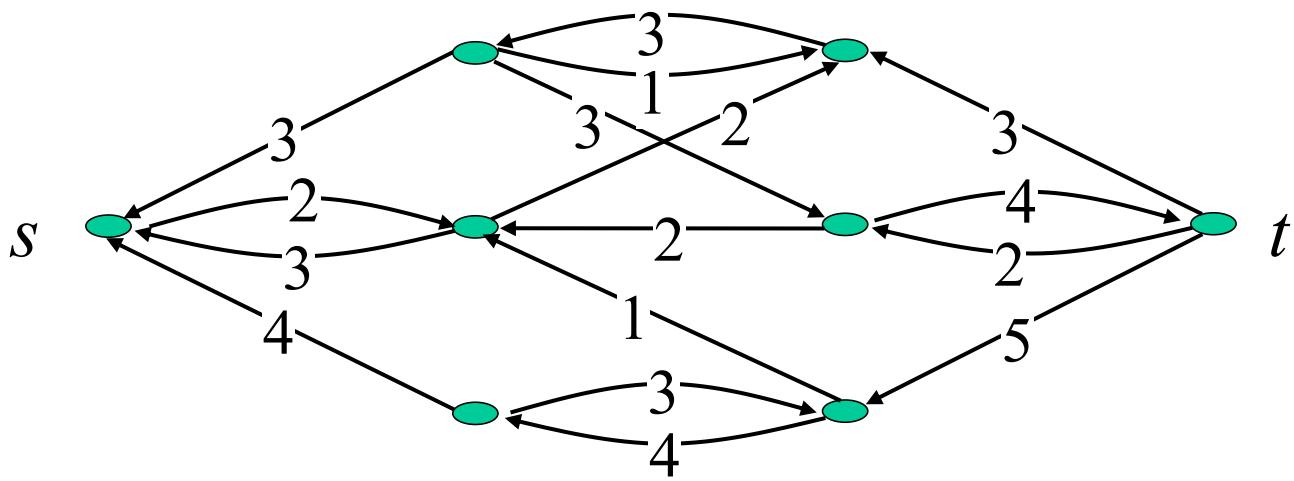
**Updated flow**

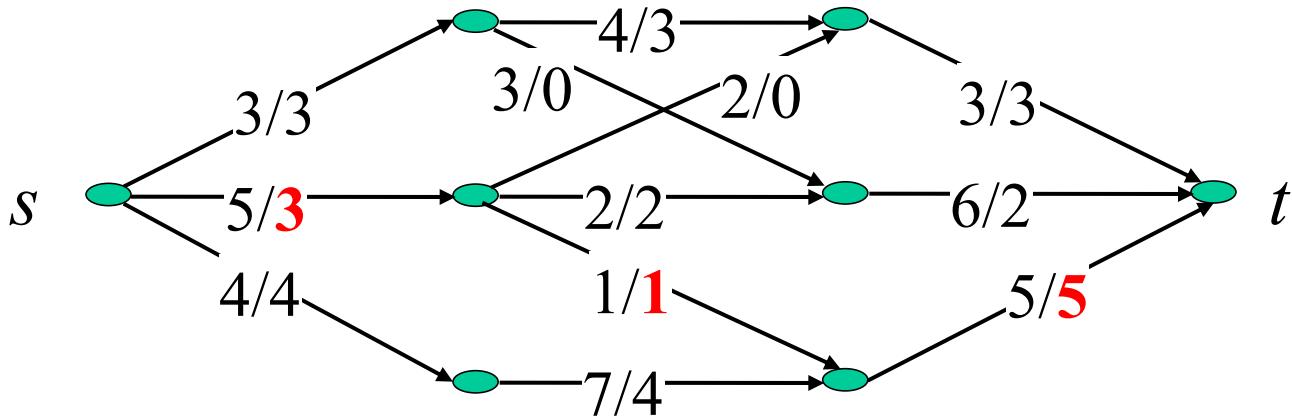




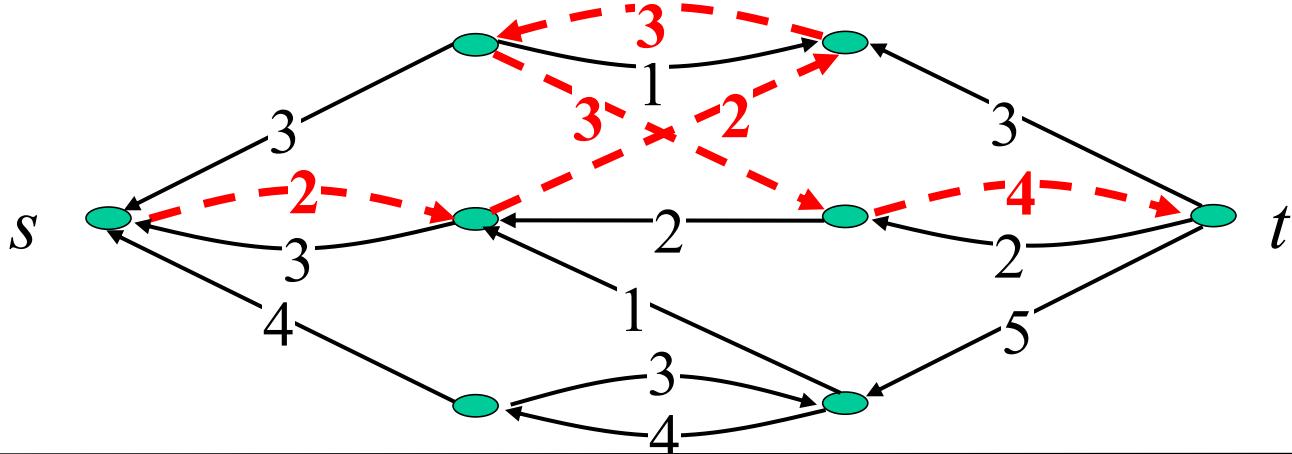
**Residual Graph**

**Iteration 5  
of main loop**



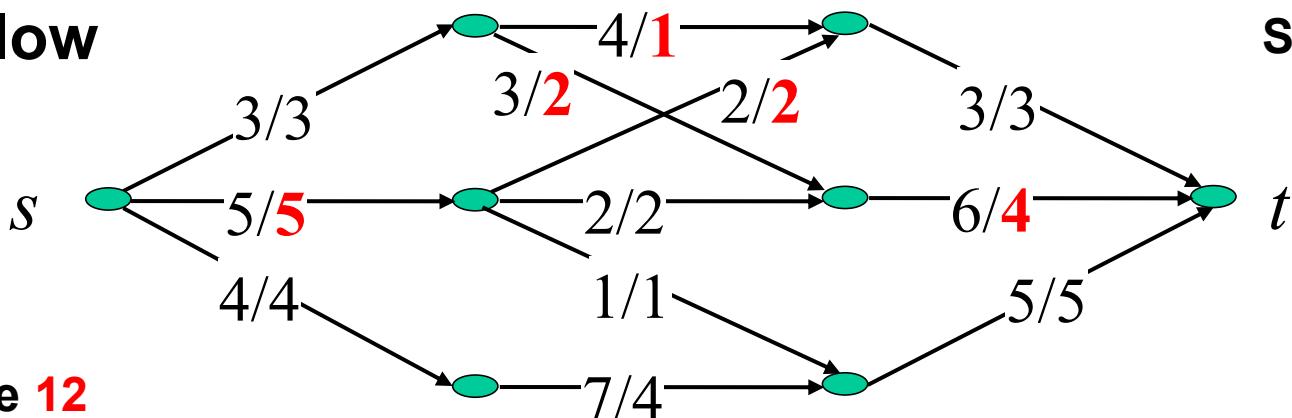


**Residual Graph**



Iteration 5  
of main loop

**Updated flow**



Saturating flow

Flow has value **12**

# A faster algorithm for maximum matching

**Maximum matching in bipartite graphs**

**Input:** Bipartite graph  $G$

**Output:** Maximum matching  $M$  in  $G$

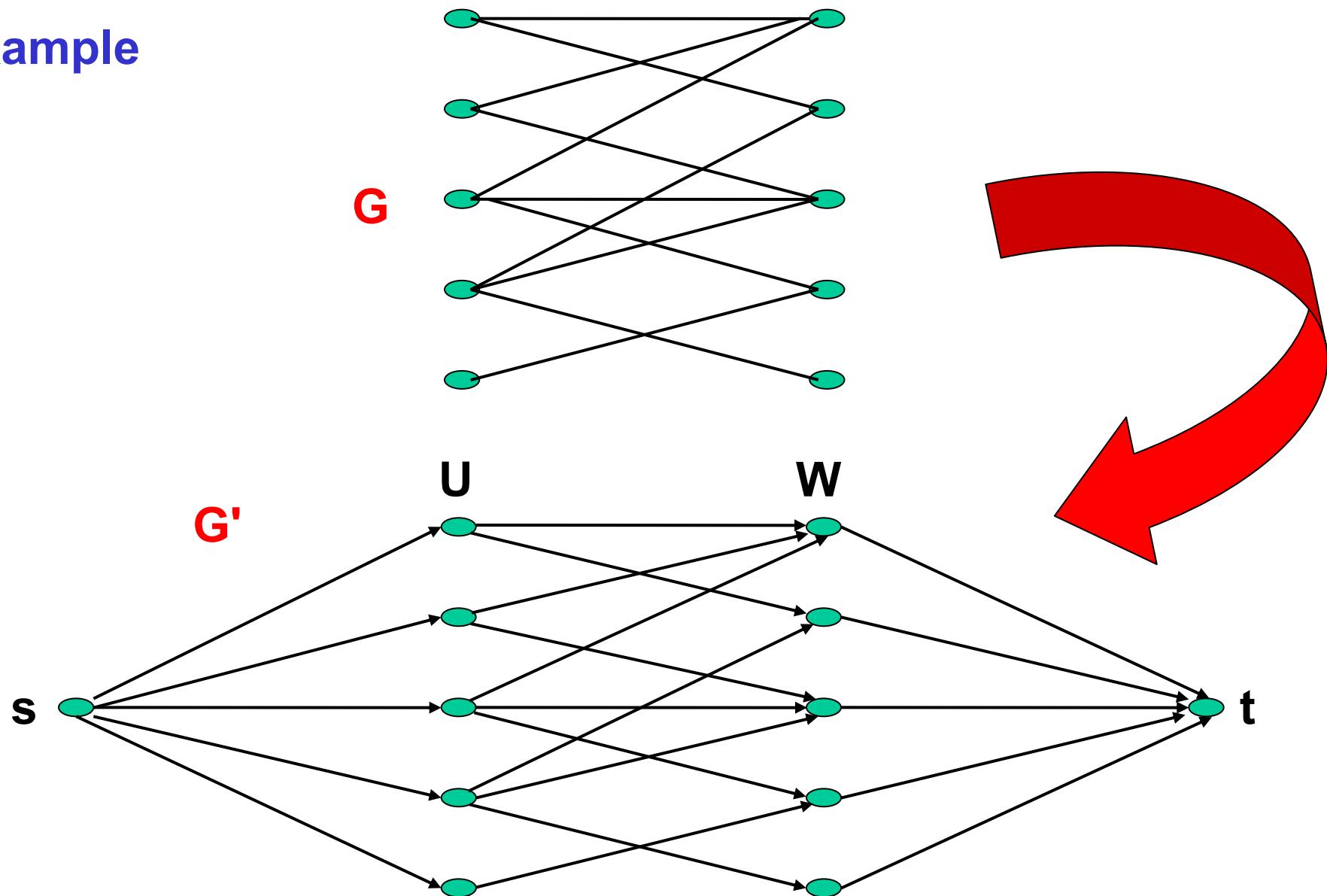
Reduce this problem to a network flow problem:

- Let  $G=(V,E)$  be a bipartite graph, where  $G$  has bipartition  $V=U \cup W$
- Form a directed graph  $G'=(V',E')$  as follows:
  - $V'=V \cup \{s,t\}$  for two new vertices  $s, t$
  - $E'=\{(s,u) : u \in U\} \cup \{(u,w) : u \in U \wedge w \in W \wedge \{u,w\} \in E\} \cup \{(w,t) : w \in W\}$
  - All edges in  $G'$  have capacity 1

**Claim:** The cardinality of a maximum matching in  $G$  is equal to the value of a maximum flow in  $G'$

**Proof:** Exercise

## Example



When the network has this special form, maximum flow can be found in  $O(\sqrt{|V|(|V|+|E|)})$  time – previous matching algorithm was  $O(|V|(|V|+|E|))$