

## Ford-Fulkson's Algorithm

At the end of Lecture 18 we gave an example (network) for which there exists a flow  $f$  and an  $s-t$  cut such that  $|f| = c(S, T)$ . Therefore, both  $f$  and  $(S, T)$  are optimal. Is this the case for *any* network? That is, for an arbitrary network, does there *always* exist  $f$  and  $(S, T)$  such that  $|f| = c(S, T)$ ? The answer is yes! (This elegant, surprising result is referred to the max-flow min-cut theorem.) The proof is constructive: we will design an algorithm (i.e., the Ford-Fulkson algorithm) that actually always finds an  $s-t$  flow  $f$  and an  $s-t$  cut  $(S, T)$  that satisfies  $|f| = c(S, T)$ .

The Ford-Fulkson algorithm aims to find a maximum-flow of the given network. It employs the idea of *iterative improving*. The algorithm starts from a trivial flow  $f$  with  $f(e) = 0$  for every  $e \in E$ . It then iteratively improves  $f$ . In each iteration, it finds a path  $p$  from  $s$  to  $t$  in the so-called *residual graph* w.r.t. *the current flow*  $f$ , and then improve  $f$  by *augmenting* path  $p$ . The value of  $f$  will be increased after each iteration, and the algorithm will terminate when such path cannot be found. Below see the pseudo-code of the Ford-Fulkson's algorithm.

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Algorithm Ford-Fulkson ( $G = (V, E), s, t, c$ )
    init an  $s-t$  flow  $f$  with  $f(e) = 0$  for any  $e \in E$ ;
    while (true)
        build the residual graph  $G_f$  w.r.t. the current flow  $f$ ;
        find an  $s-t$  path  $p$  in  $G_f$ ;
        if such path cannot be found: return  $f$ ;
         $f \leftarrow \text{augment}(f, p)$ ;
    end;
end;
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**Residual Graph.** The residual graph plays a central role in the Ford-Fulkson algorithm and in proving the max-flow min-cut theorem. Let  $f$  be an  $s-t$  flow of a network  $(G = (V, E), s, t, c)$ . We denote by  $G_f = (V, E_f)$  the residual graph w.r.t.  $f$ . We emphasize that a residual graph is always associated with (i.e., w.r.t.) a flow of a network. Each edge  $e \in E_f$  in the residual graph is also associated with a capacity, denoted as  $c_f(e)$ . The construction of the residual graph is given below. See Figure 1.

1. The residual graph has the same set of vertices with the network.
2. For each edge  $(u, v) \in E$ , there are two corresponding edges in  $E_f$ : the *forward-edge*  $(u, v)$  with capacity  $c_f(u, v) = c(u, v) - f(u, v)$ , and the *backward-edge*  $(v, u)$  with capacity  $c_f(v, u) = f(u, v)$ .

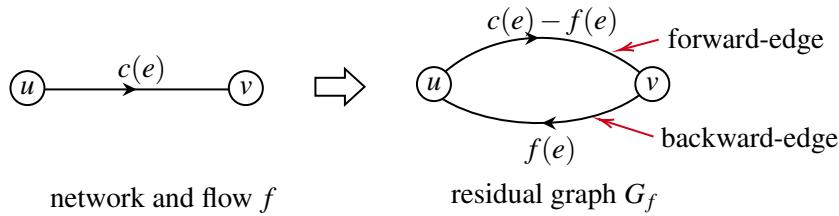


Figure 1: Definition of edges and capacities of the residual graph.

Edges in the residual graph with capacity of 0 will be removed. In other words, we always assume that edges in the residual graph have positive capacities. Therefore, if an edge  $e = (u, v) \in E$  in the network carries a

flow of 0, i.e.,  $f(e) = 0$ , then the residual graph only includes the corresponding forward-edge  $(u, v)$  with capacity  $c_f(u, v) = c(e)$ ; if an edge  $e = (u, v) \in E$  is *saturated*, i.e.,  $f(e) = c(e)$ , then the residual graph only includes the corresponding backward-edge  $(v, u)$  with capacity  $c_f(v, u) = f(e) = c(e)$ . See Figure 2.

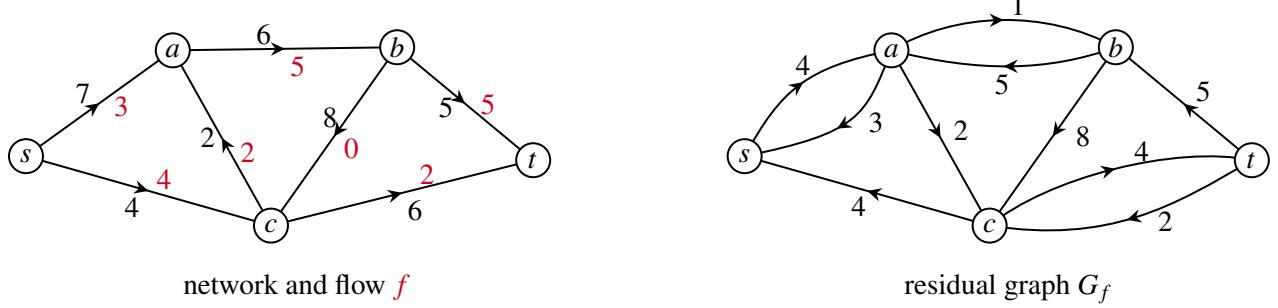


Figure 2: An example of residual graph.

**Finding an  $s$ - $t$  path in  $G_f$ .** In each iteration of the Ford-Fulkson algorithm, after building  $G_f$  wrt the current flow  $f$ , it seeks a path  $p$  from  $s$  to  $t$ , called an  $s$ - $t$  path, in residual graph  $G_f$ . The searching of such  $s$ - $t$  path can be done by either BFS or DFS, starting from  $s$ . If such path cannot be found, the algorithm terminates and returns the current flow  $f$ . Otherwise, it *augments*  $p$  to obtain a flow with increased value.

**Augmenting an  $s$ - $t$  path  $p$  in  $G_f$ .** To augment an  $s$ - $t$  path  $p$  in  $G_f$ , we first calculate the bottleneck capacity of  $p$ , which is defined as the smallest capacity (in the residual graph  $G_f$ ) of all edges in  $p$ , formally written as  $x(p) := \min_{e \in p} c_f(e)$ . We then examine each edge  $e \in p$ , and update the flow of the corresponding edge in the network with the following rule.

1. If  $e = (u, v) \in p$  is a forward edge, i.e.,  $(u, v)$  is in the network, we update  $f(u, v) \leftarrow f(u, v) + x(p)$ ;
2. If  $e = (u, v) \in p$  is a backward edge, i.e.,  $(v, u)$  is in the network, we update  $f(v, u) \leftarrow f(v, u) - x(p)$ ;

The flow of other edges in the network (i.e., none of their corresponding forward edges or backward edges is in  $p$ ) will not get affected. See an example in Figure 3.

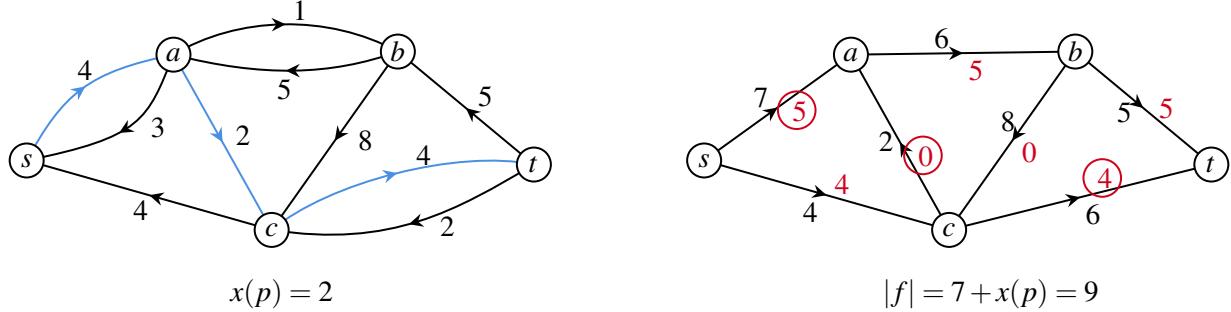


Figure 3: Illustrating the procedure of augmenting continuing Figure 2. Suppose in the residual graph  $G_f$  given in Figure 2 the algorithm identifies  $s$ - $t$  path  $p = (s, a, c, t)$ . Note that in this path  $(s, a)$  and  $(c, t)$  are forward edges and  $(a, c)$  is backward edge. After augmenting  $p$  the flow  $f$  is given in the right figure, where affected flow are circled.

We emphasize that, after augmenting,  $f$  remains a valid flow, i.e.,  $f$  satisfies both the capacity condition and the conservation condition. The capacity condition remains satisfied owes to how the residual graph

is constructed. Consider the two cases in augmenting: in either case, after augmenting, the flow remains non-negative and bounded by the capacity. Specifically,

1. if  $e = (u, v) \in p$  is a forward edge, we know that  $c_f(e) = c(u, v) - f(u, v)$  based on the construction of the residual graph. Since  $x(p) \leq c_f(e)$ , after augmenting the flow of edge  $(u, v)$  becomes  $f(u, v) + x(p) \leq f(u, v) + c_f(e) = f(u, v) + c(u, v) - f(u, v) = c(u, v)$ . And it's obvious that  $f(u, v) + x(p) \geq 0$ .
2. if  $e = (u, v) \in p$  is a backward edge, we know that  $c_f(e) = f(v, u)$  based on the construction of the residual graph. Since  $x(p) \leq c_f(e)$ , after augmenting the flow of edge  $(v, u)$  becomes  $f(v, u) - x(p) \geq f(v, u) - c_f(e) = f(v, u) - f(v, u) = 0$ . And it's obvious that  $f(v, u) - x(p) \leq f(v, u) \leq c(v, u)$ .

The reason why the conservation condition remains satisfied is that we augment an entire  $s$ - $t$  path. Hence, for any vertex  $v$  in path  $p$  except  $s$  and  $t$ , the augmenting procedure adjusts the flow of two adjacent edges of  $v$  in the network, and such adjustments always cancel out. For example, suppose that in path  $p$  the two edges

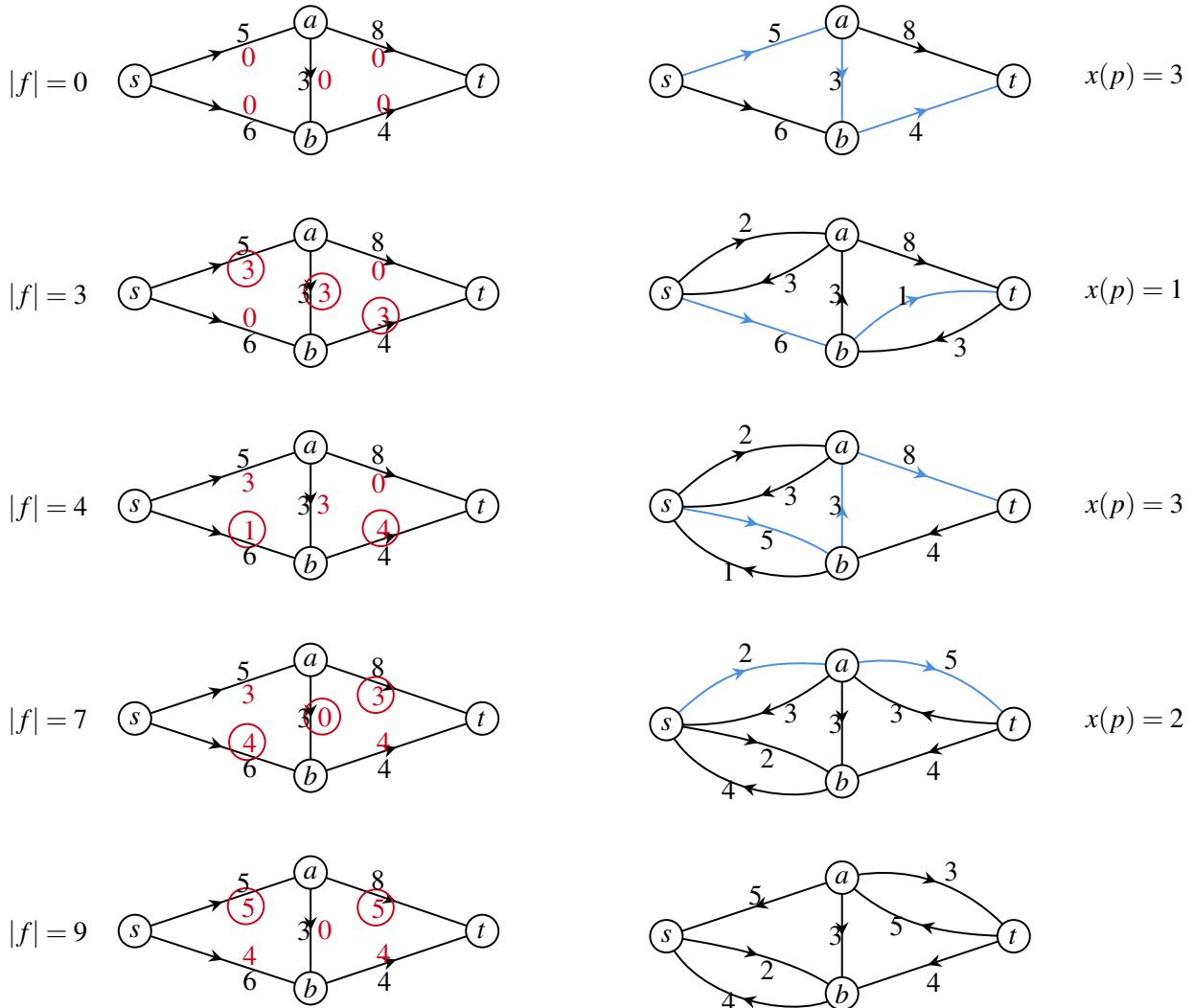


Figure 4: Running the FF algorithm on an instance. Each row shows an iteration. The left column shows the current flow  $f$ . The right column shows the residual graph w.r.t.  $f$  and the  $s$ - $t$  path found (in blue).

are  $(u, v)$  and  $(v, w)$ . If both edges are forward edges, then both  $f(u, v)$  and  $f(v, w)$  are increased by  $x(p)$ ; so  $v$  remains balanced; If  $(u, v)$  is a forward edge and  $(v, w)$  is a backward edge, then  $f(u, v)$  is increased by  $x(p)$  and  $f(w, v)$  is decreased by  $x(p)$ ; again,  $v$  remains balanced; other two cases can be verified similarly.

After augmenting path  $p$ , the value of the new flow becomes  $|f| + x(p)$ . Since we assume that all edges in the residual graph has positive capacity, we have that  $x(p) > 0$ , which means the value of the new flow always gets improved. See an example of running Ford-Fulkson on a small network, given in Figure 4.