

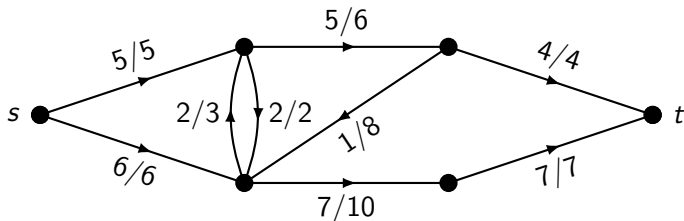
Why the Ford-Fulkerson algorithm looks so familiar

COMS20010 2020, Video 9-1

John Lapinskas, University of Bristol

Recap of last lecture

A **flow network** (G, c, s, t) is a directed graph $G = (V, E)$, a **capacity** $c: E \rightarrow \mathbb{N}$, a **source** $s \in V$, and a **sink** $t \in V$, with $N^-(s) = N^+(t) = \emptyset$.



A **flow** is a function $f: E \rightarrow \mathbb{R}$ such that for all $e \in E$ and $v \in V \setminus \{s, t\}$:

- $0 \leq f(e) \leq c(e)$;
- $f^+(v) := \sum_{u \in N^-(v)} f(u, v) = \sum_{w \in N^+(v)} f(v, w) =: f^-(v)$.

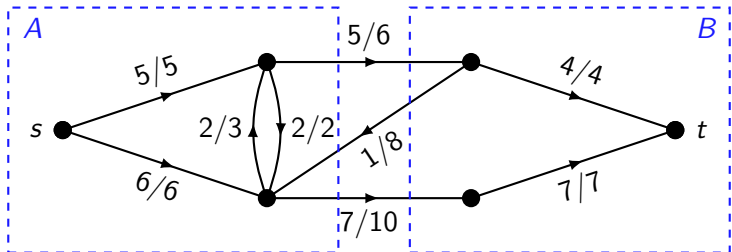
The **value** of f , denoted $v(f)$, is $f^+(s)$.

The problem: Find a **maximum flow**: a flow f maximising $v(f)$.

Theorem: The Ford-Fulkerson algorithm returns a maximum flow. It runs in time $O(v(f^*)|E|)$, where f^* is a maximum flow.

Theorem: There is always a maximum flow with integer values.

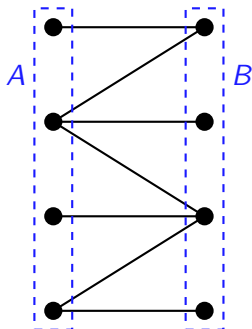
A **cut** is any pair of disjoint sets $A, B \subseteq V$ with $A \cup B = V$, $s \in A$ and $t \in B$. (So A and B partition V , the source is in A and the sink is in B .)



Max-flow min-cut theorem: The value of a maximum flow is equal to the minimum possible flow across a cut.

Matchings in bipartite graphs

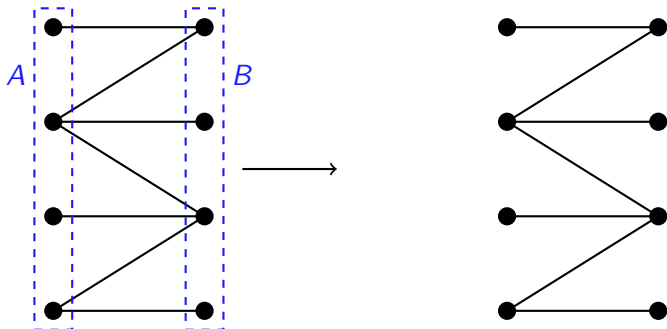
Recall that a **matching** in a graph is a collection of disjoint edges.



We can turn a graph G with bipartition (A, B) into a flow network:

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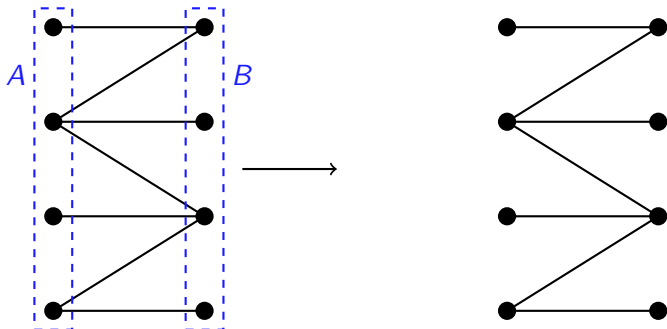
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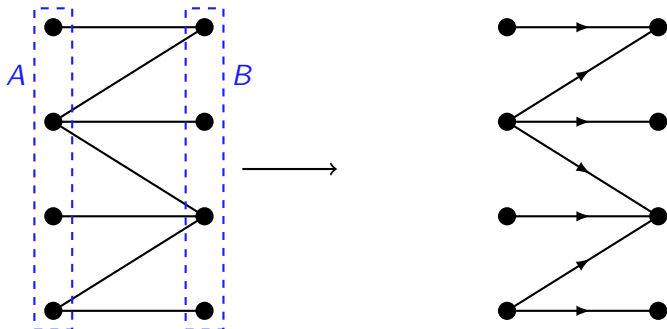


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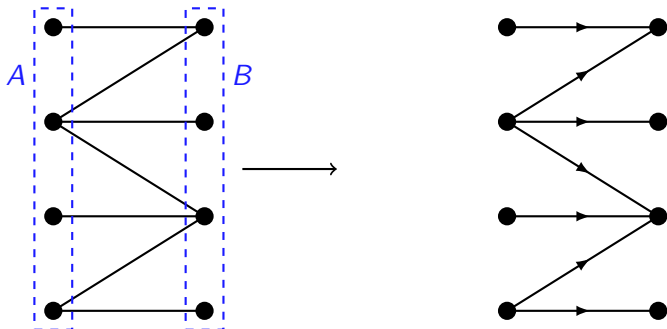


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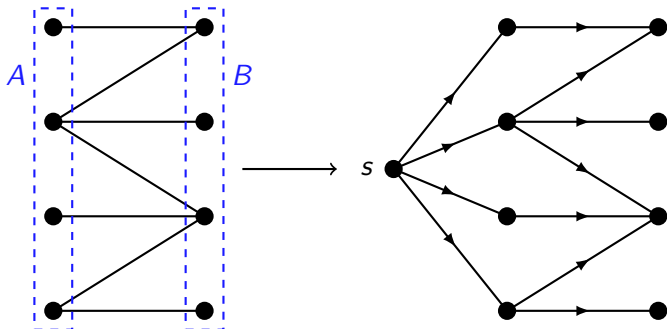


We can turn a graph G with bipartition (A, B) into a flow network:

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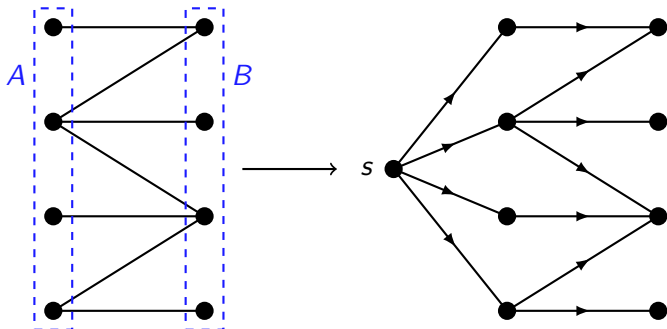


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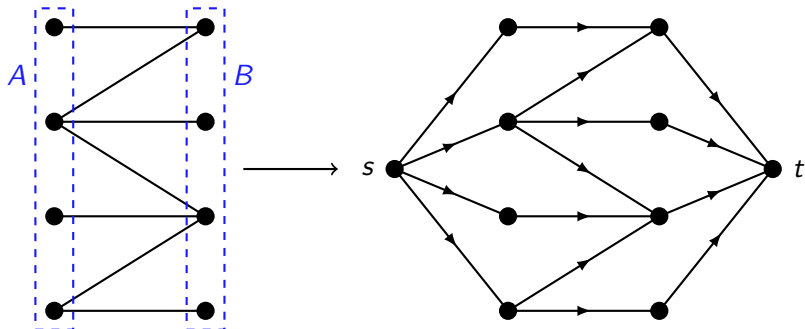


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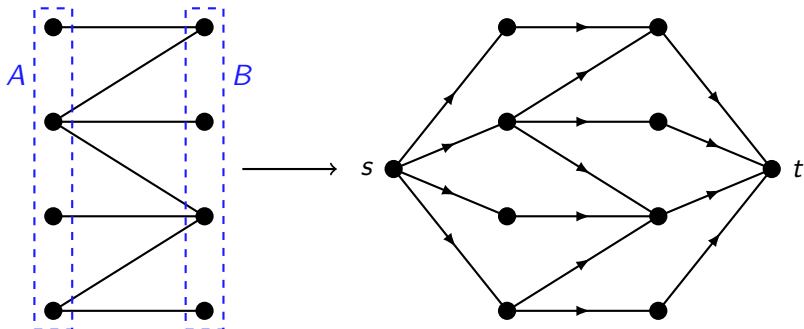


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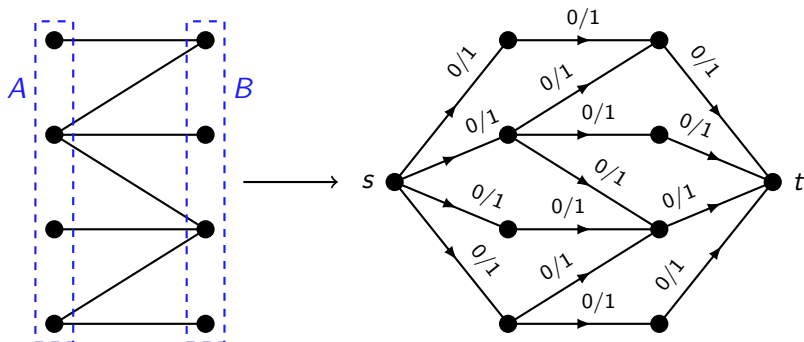


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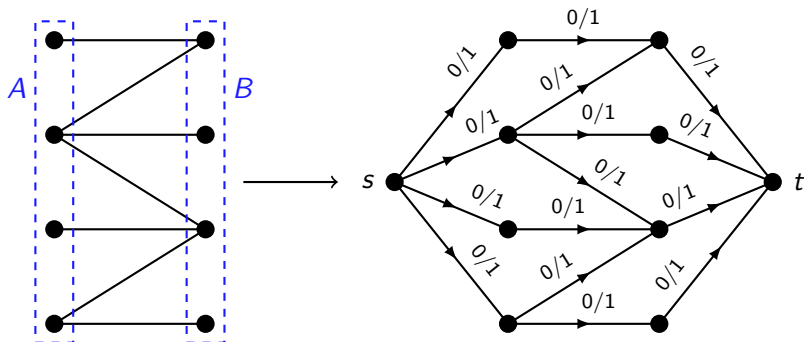


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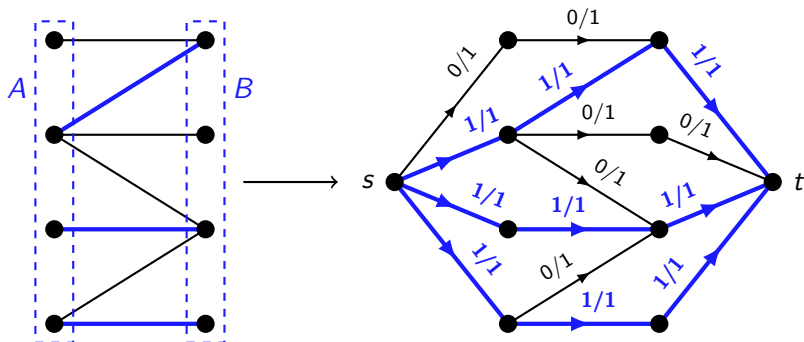
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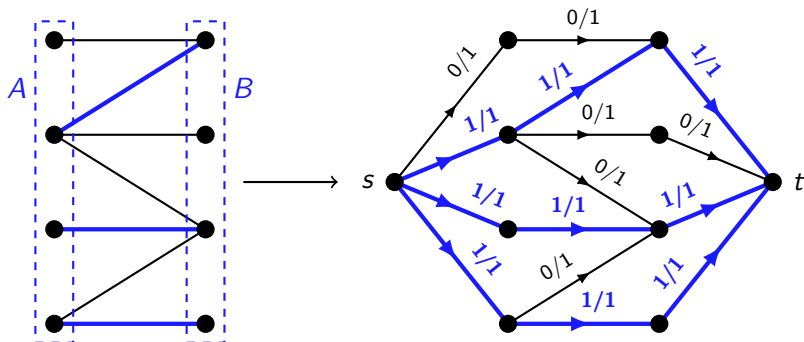
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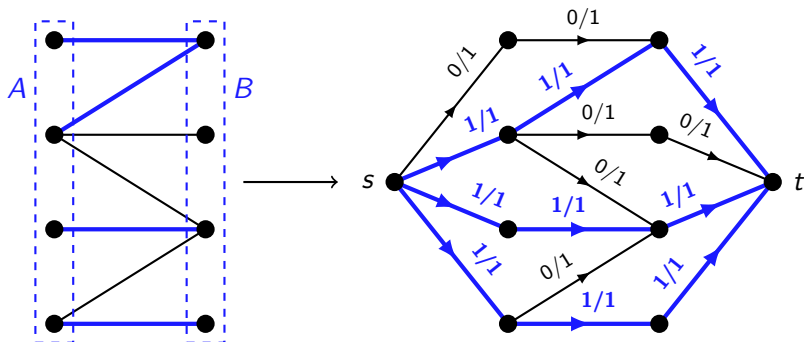


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And Ford-Fulkerson corresponds to our maximum matching algorithm!

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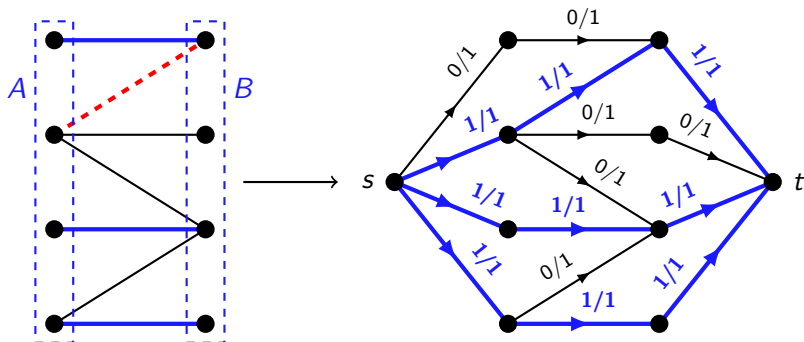
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The augmenting paths are (essentially) the same for each.

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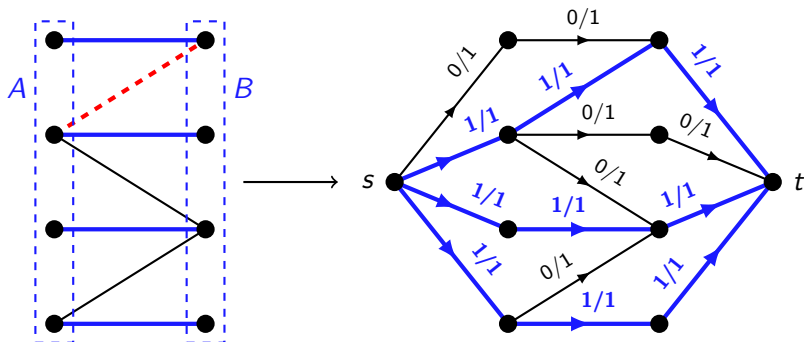
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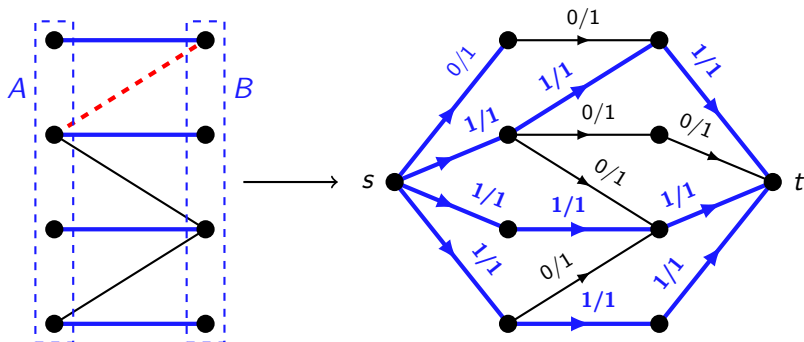
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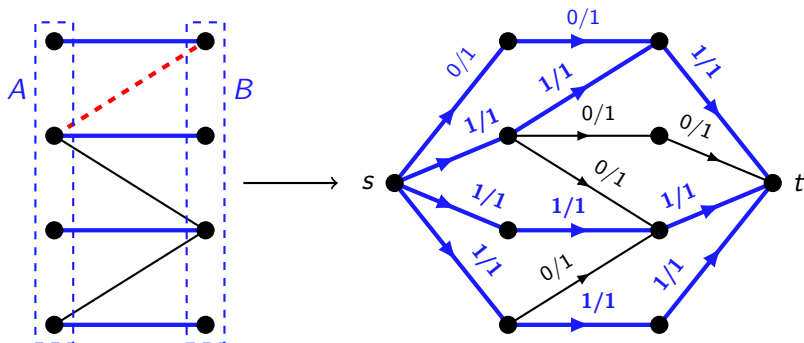
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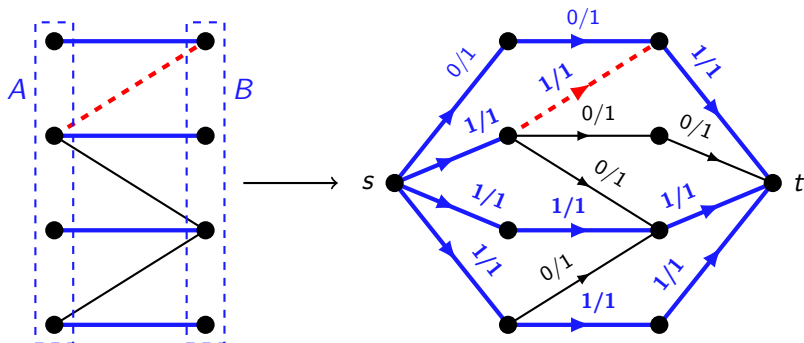
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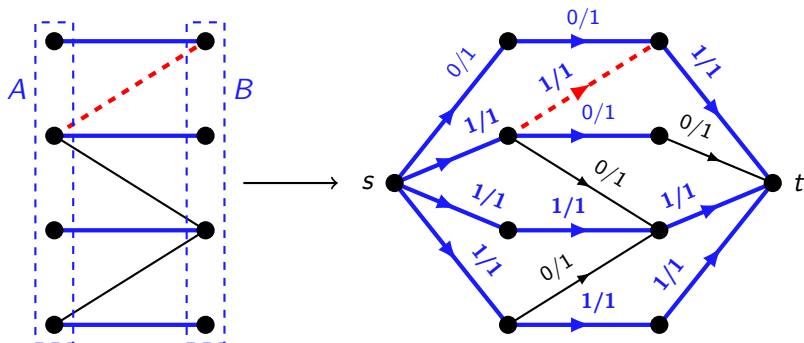
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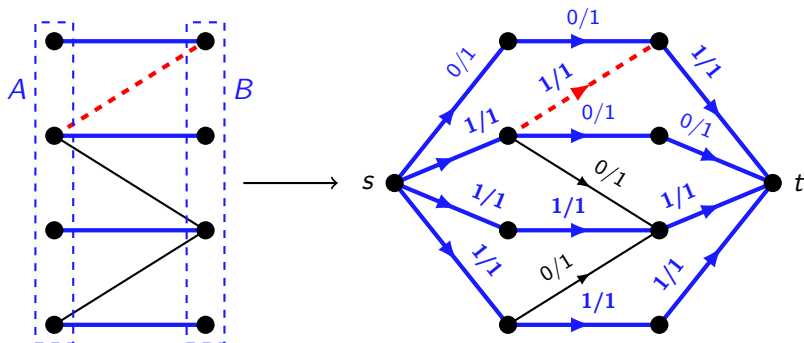
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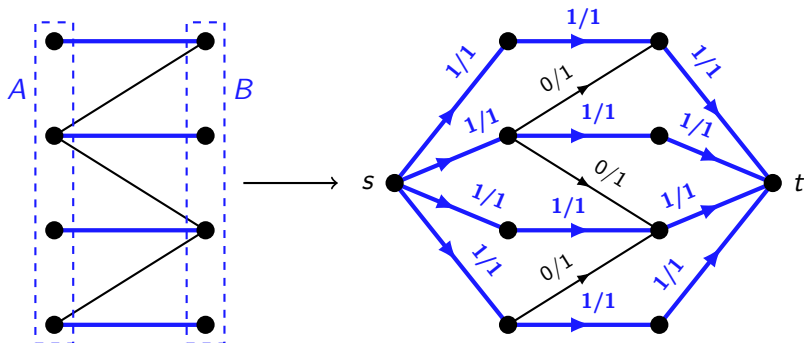
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Removing the simplifying assumptions: rational weights

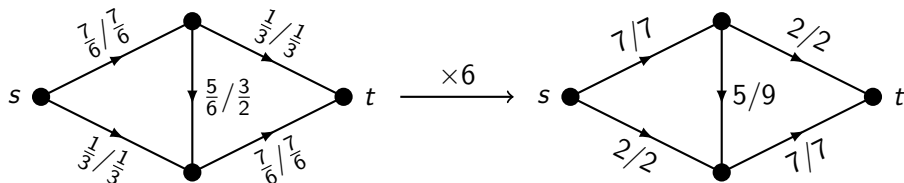
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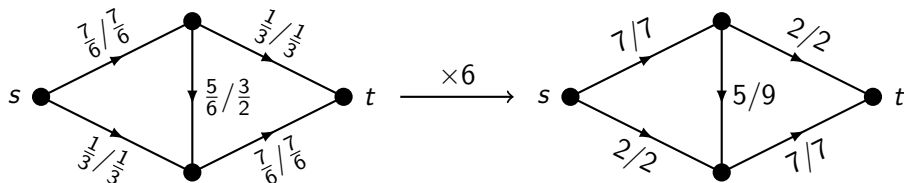


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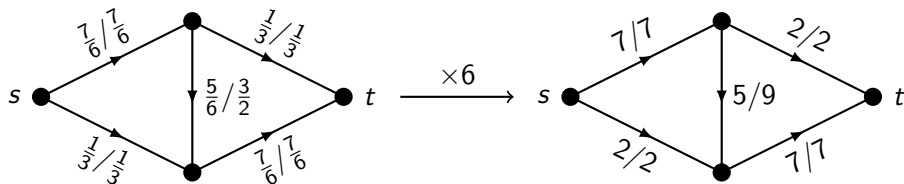
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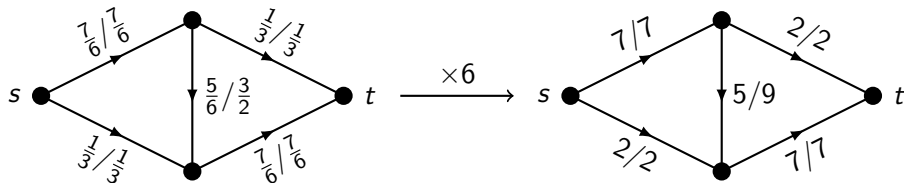
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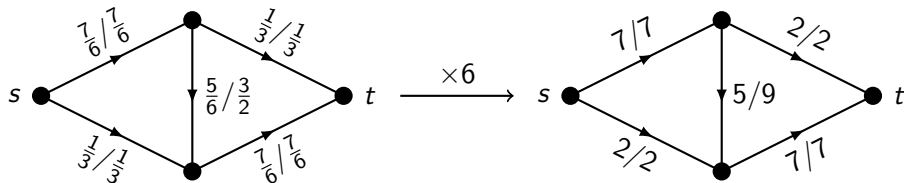
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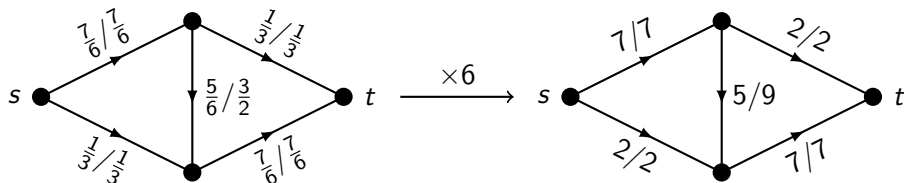
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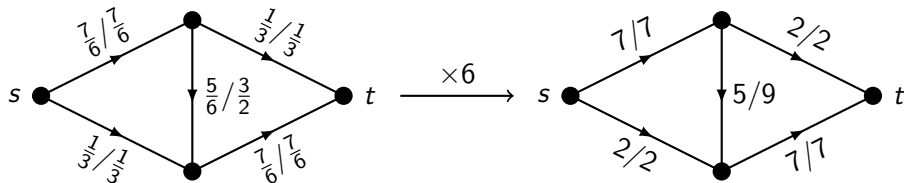
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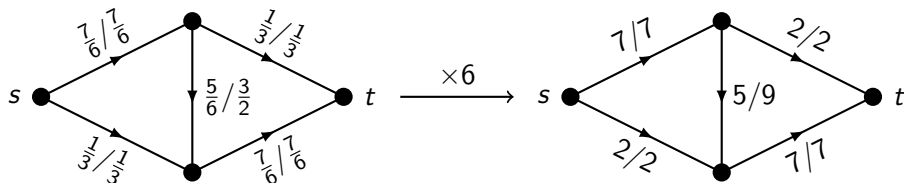
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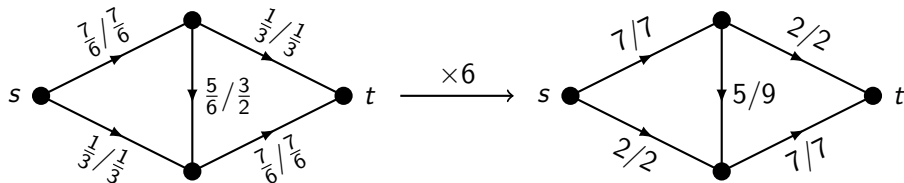
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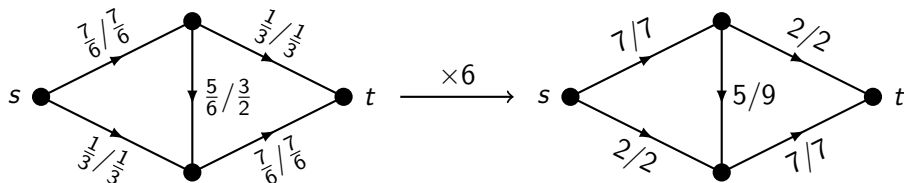
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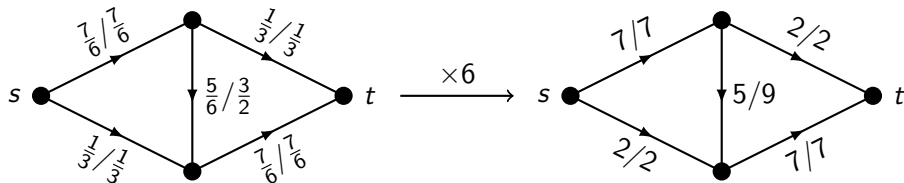
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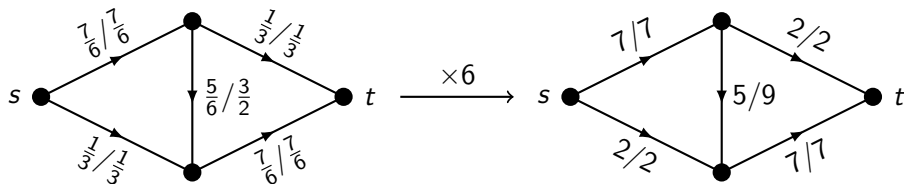
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A better algorithm: Edmonds-Karp

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We prove this on the problem sheet!

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In other words, we just have to use breadth-first search on the residual graph G_f to find augmenting paths, rather than depth-first search! This is the **Edmonds-Karp** algorithm.