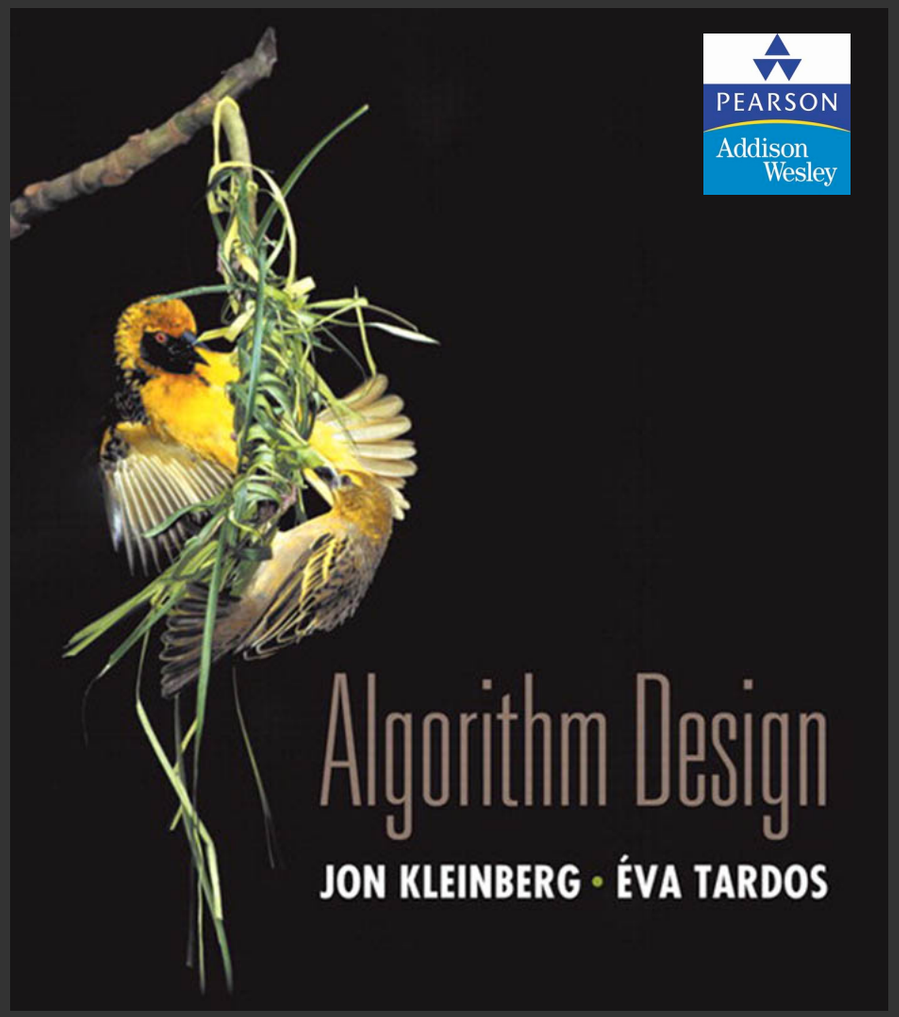


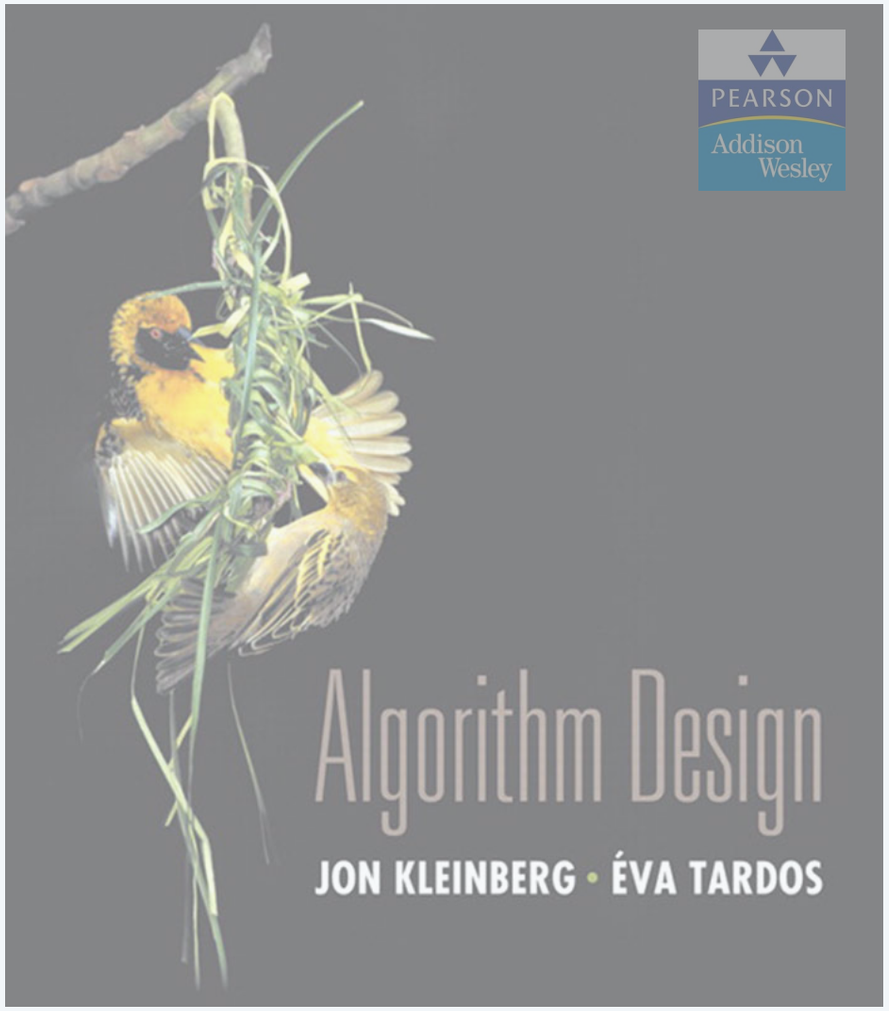
7. Network Flow I

- *max-flow and min-cut problems*
- *Ford–Fulkerson algorithm*
- *max-flow min-cut theorem*
- *capacity-scaling algorithm*
- *shortest augmenting paths*
- *Dinitz' algorithm*
- *simple unit-capacity networks*

Lecture slides by Kevin Wayne

http://www.cs.princeton.edu/~wayne/kleinberg-tardos

Last updated on 11/1/21 4:31 PM



SECTION 7.1

7. NETWORK FLOW I

- *max-flow and min-cut problems*
- *Ford–Fulkerson algorithm*
- *max-flow min-cut theorem*
- *capacity-scaling algorithm*
- *shortest augmenting paths*
- *Dinitz' algorithm*
- *simple unit-capacity networks*

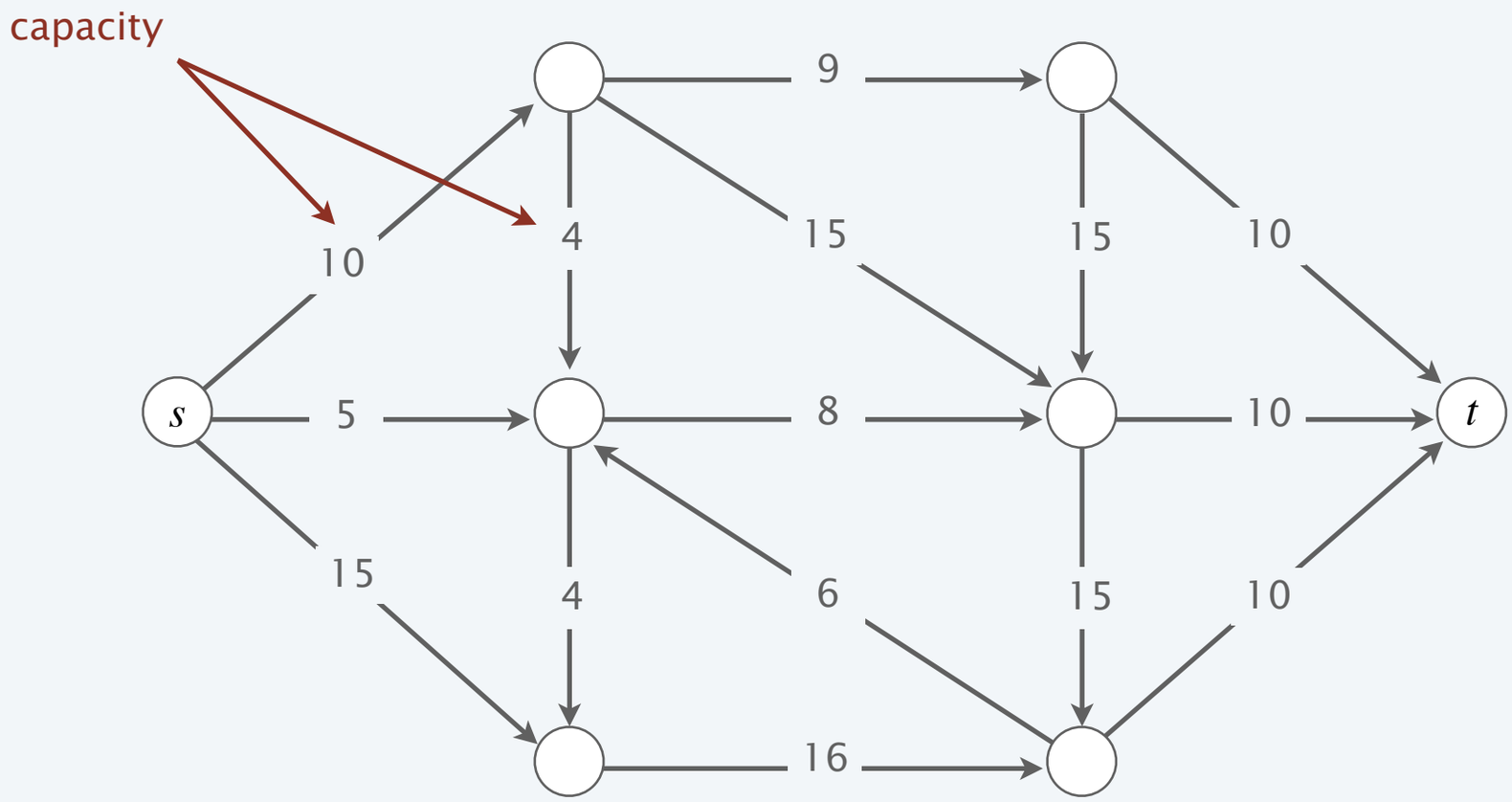
Flow network

A flow network is a tuple $G = (V, E, s, t, c)$.

- Digraph (V, E) with source $s \in V$ and sink $t \in V$.
- Capacity $c(e) \geq 0$ for each $e \in E$.

assume all nodes are reachable from s

Intuition. Material flowing through a transportation network; material originates at source and is sent to sink.

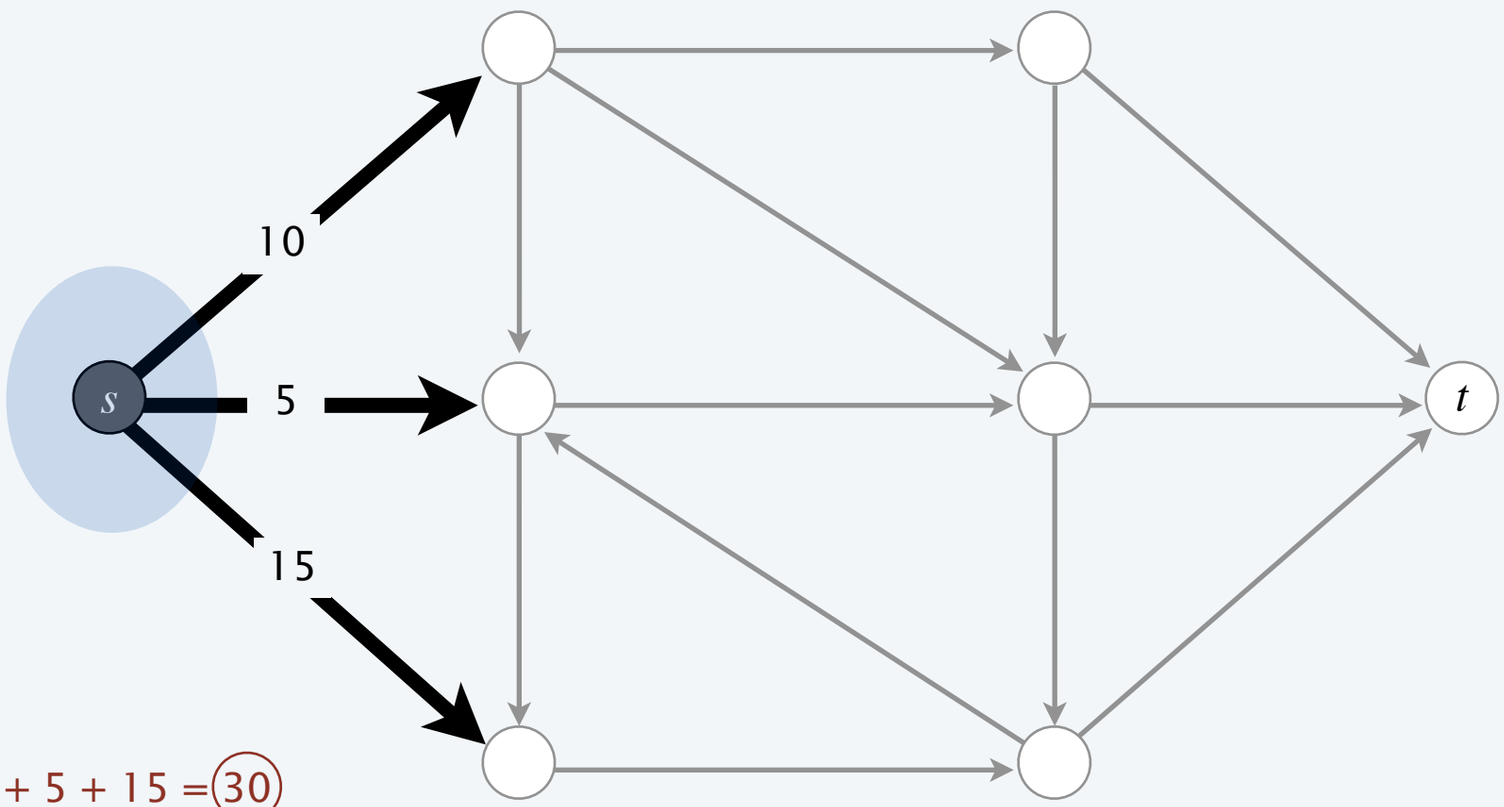


Minimum-cut problem

Def. An *st*-cut (cut) is a partition (A, B) of the nodes with $s \in A$ and $t \in B$.

Def. Its capacity is the sum of the capacities of the edges from A to B.

$$cap(A, B) = \sum_{e \text{ out of } A} c(e)$$



capacity = 10 + 5 + 15 = 30

Minimum-cut problem

Def. An *st*-cut (cut) is a partition (A, B) of the nodes with $s \in A$ and $t \in B$.

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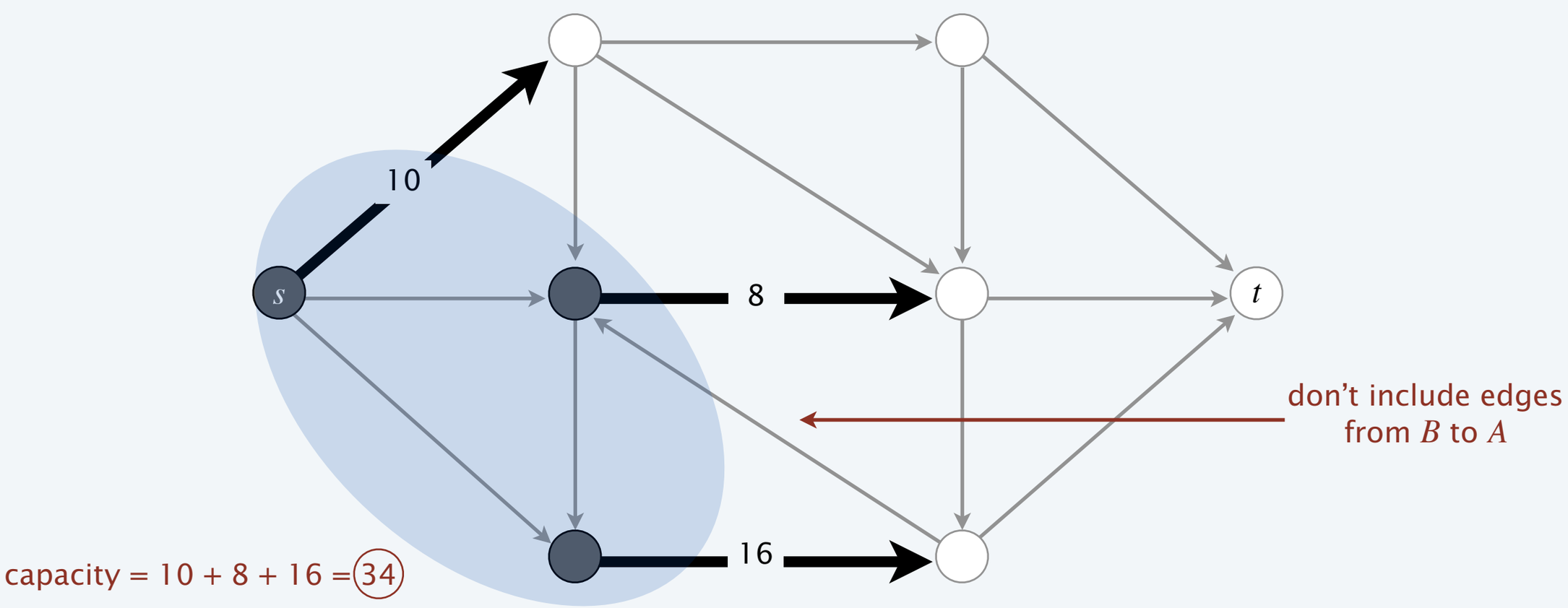

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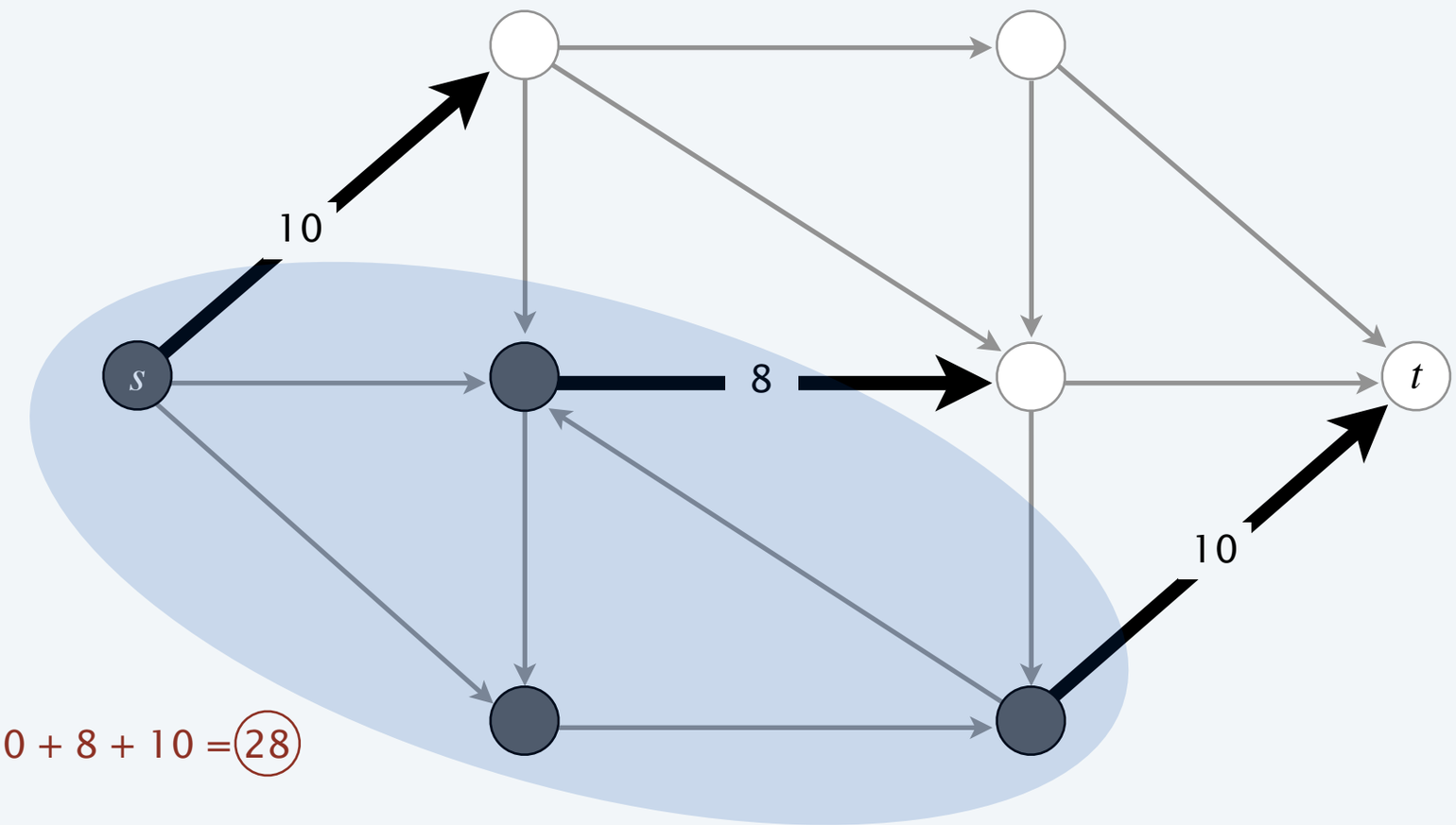
Min-cut problem. Find a cut of minimum capacity.



capacity = 10 + 8 + 10 = 28

Network flow: quiz 1

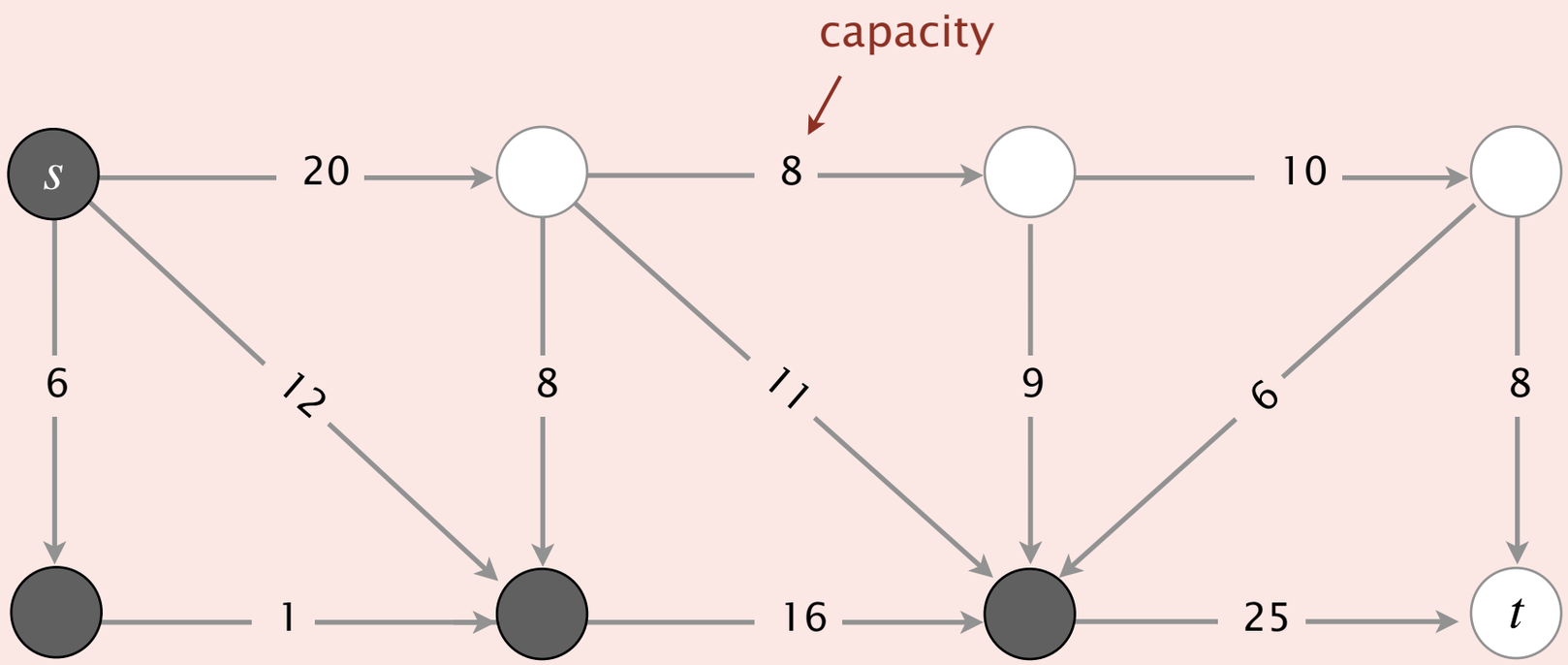
Which is the capacity of the given st-cut?

A. 11 $(20 + 25 - 8 - 11 - 9 - 6)$

B. 34 $(8 + 11 + 9 + 6)$

C. 45 $(20 + 25)$

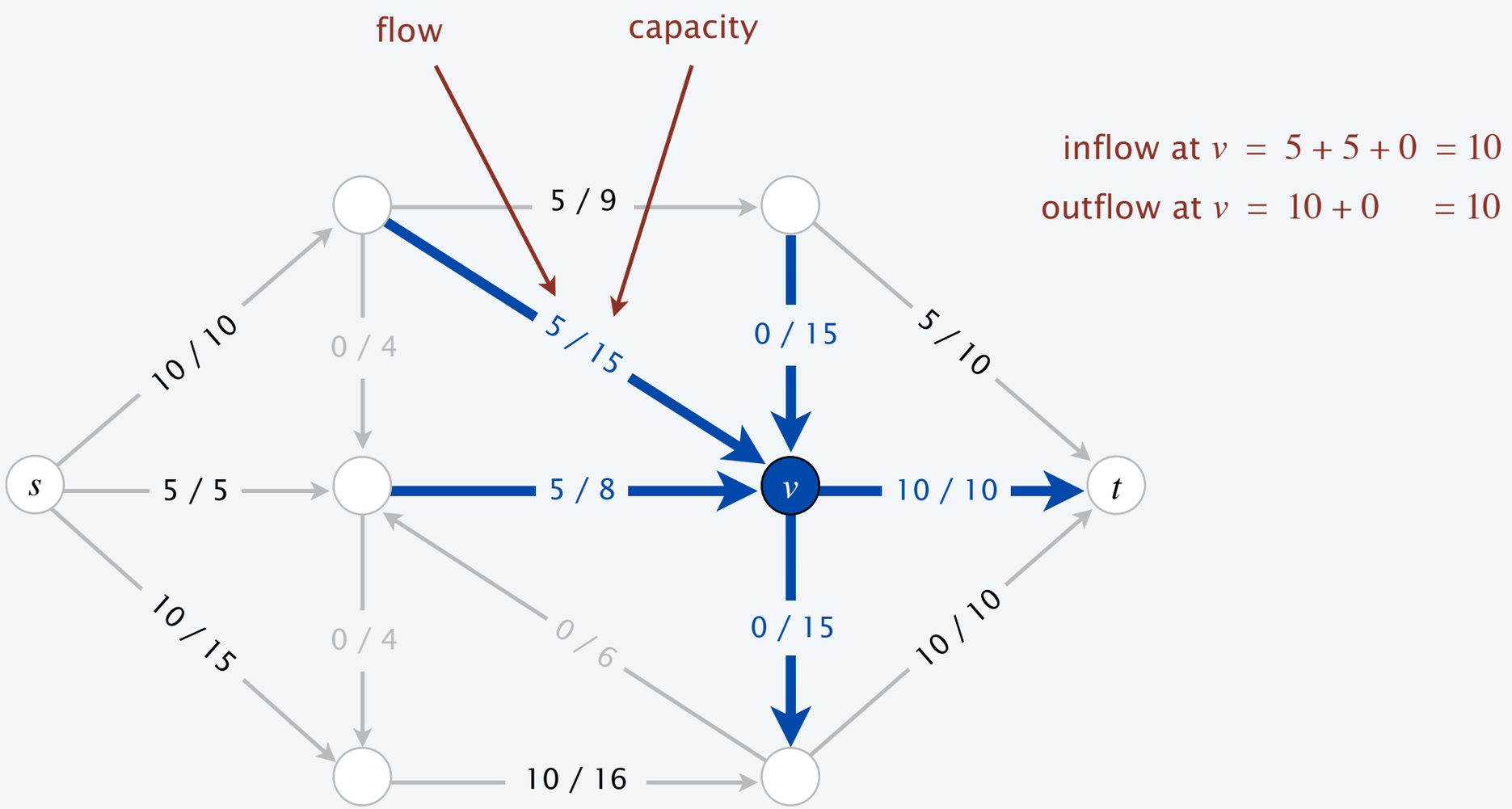
D. 79 $(20 + 25 + 8 + 11 + 9 + 6)$



Maximum-flow problem

Def. An *st*-flow (flow) f is a function that satisfies:

- For each $e \in E$: $0 \le f(e) \le c(e)$ [capacity]
- For each $v \in V - \{s, t\}$: $\sum_{e \text{ in to } v} f(e) = \sum_{e \text{ out of } v} f(e)$ [flow conservation]



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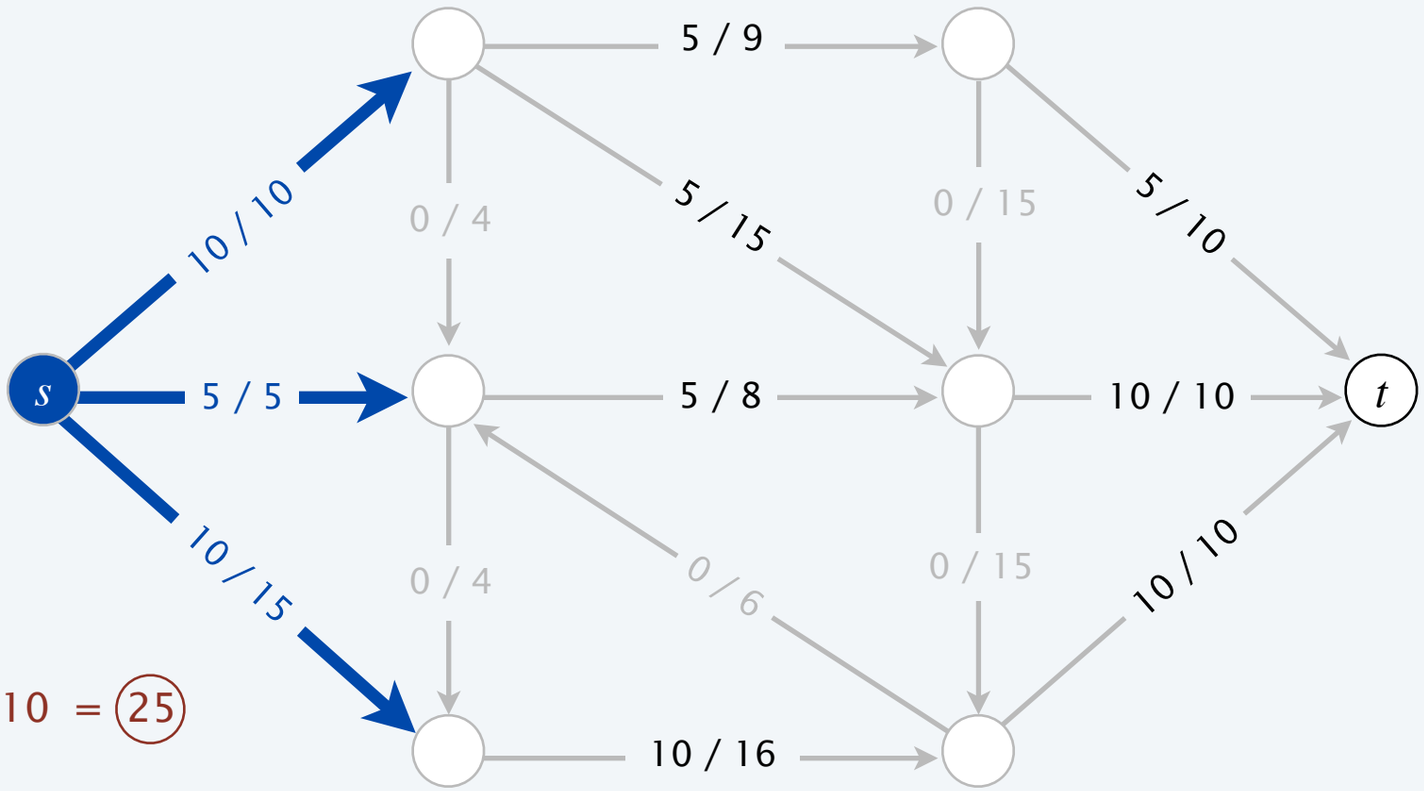
Def. The value of a flow f is: $val(f) = \sum_{e \text{ out of } s} f(e) - \sum_{e \text{ in to } s} f(e)$



value = 5 + 10 + 10 = 25

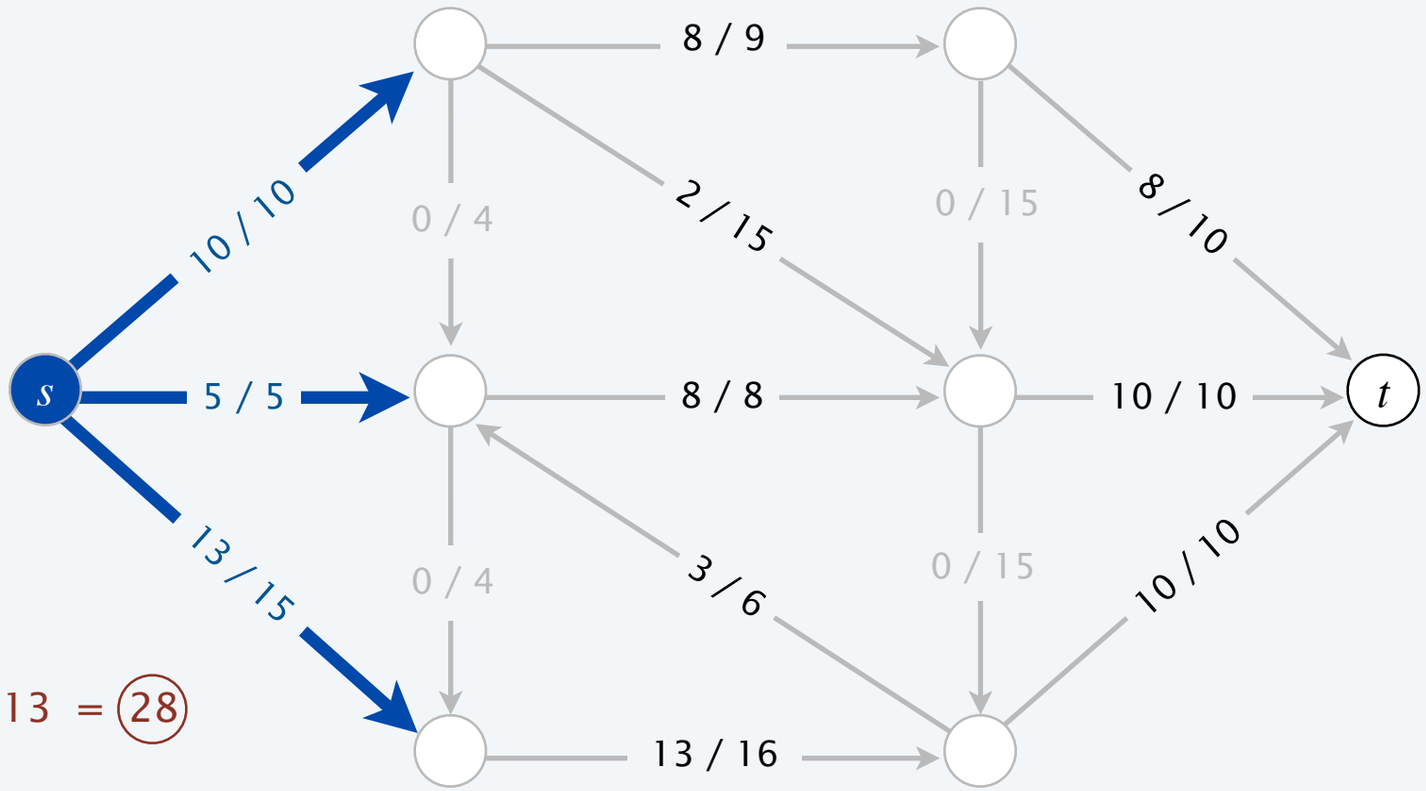
Maximum-flow problem

Def. An *st*-flow (flow) f is a function that satisfies:

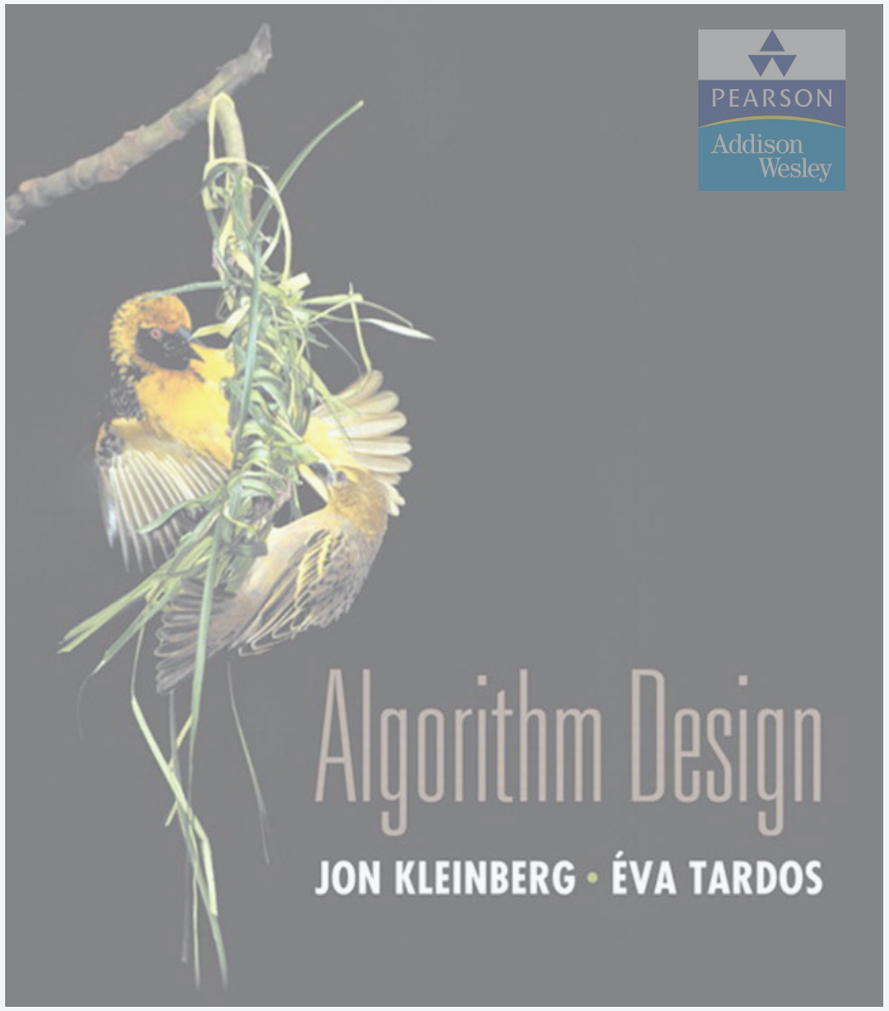
- For each $e \in E$: $0 \le f(e) \le c(e)$ [capacity]
- For each $v \in V - \{s, t\}$: $\sum_{e \text{ in to } v} f(e) = \sum_{e \text{ out of } v} f(e)$ [flow conservation]

Def. The value of a flow f is: $val(f) = \sum_{e \text{ out of } s} f(e) - \sum_{e \text{ in to } s} f(e)$

Max-flow problem. Find a flow of maximum value.



value = 10 + 5 + 13 = 28



SECTION 7.1

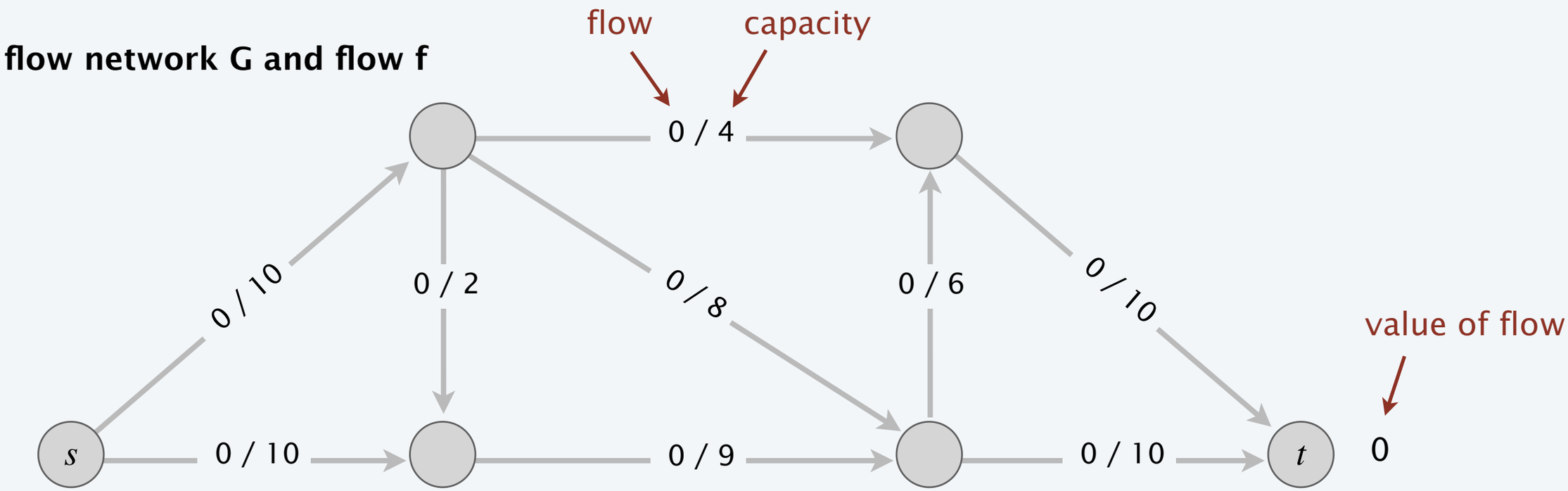
7. NETWORK FLOW I

- *max-flow and min-cut problems*
- *Ford–Fulkerson algorithm*
- *max-flow min-cut theorem*
- *capacity-scaling algorithm*
- *shortest augmenting paths*
- *Dinitz' algorithm*
- *simple unit-capacity networks*

Toward a max-flow algorithm

Greedy algorithm.

- Start with $f(e) = 0$ for each edge $e \in E$.
- Find an $s \rightsquigarrow t$ path P where each edge has $f(e) < c(e)$.
- Augment flow along path P.
- Repeat until you get stuck.



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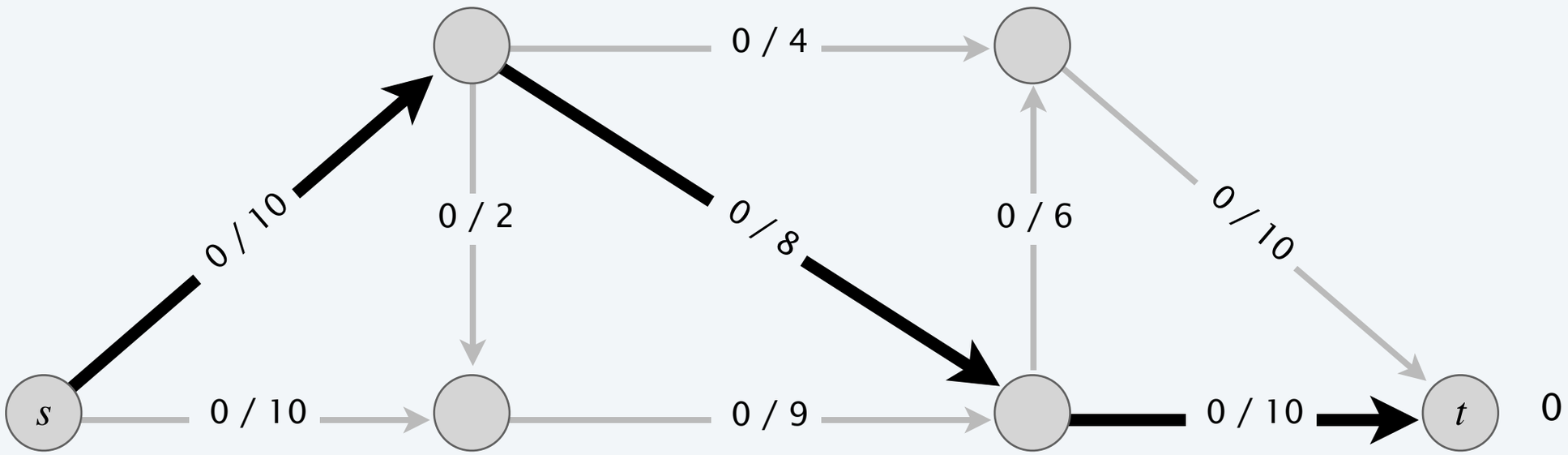
- Repeat until you get stuck.

flow network G and flow f



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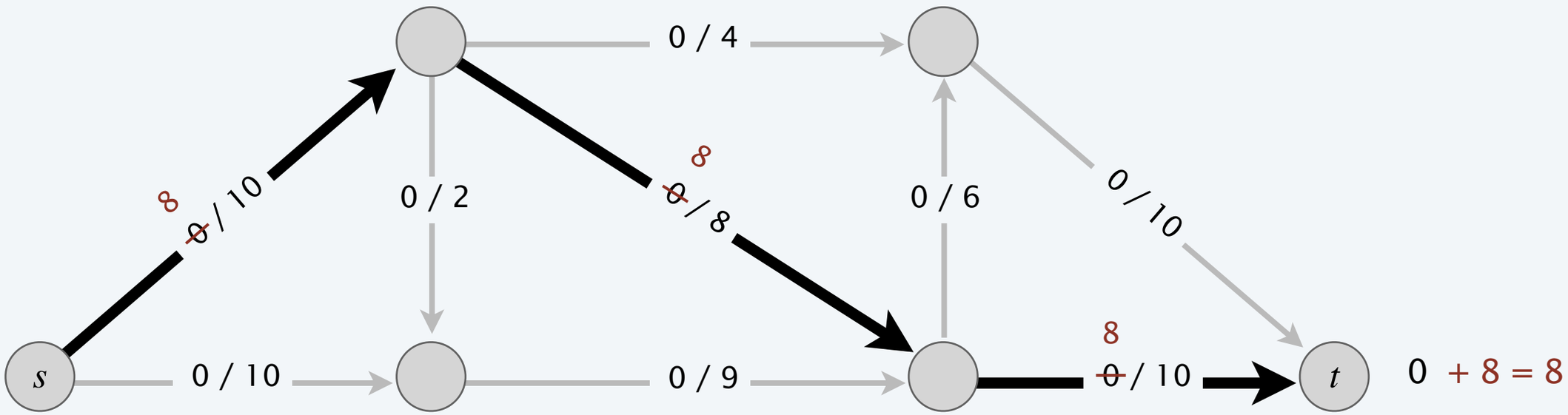
flow network G and flow f



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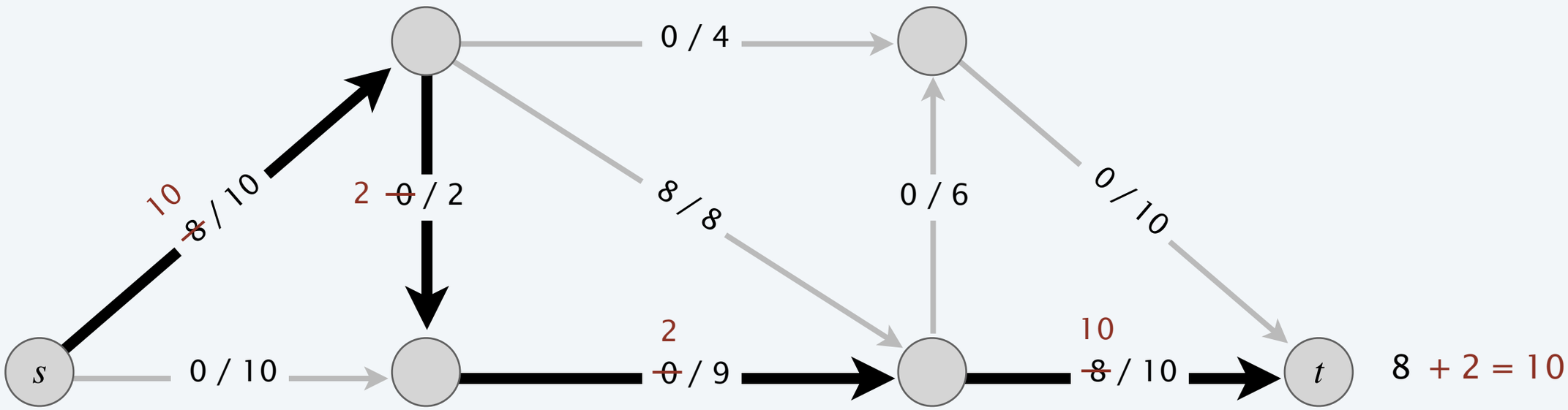

Toward a max-flow algorithm

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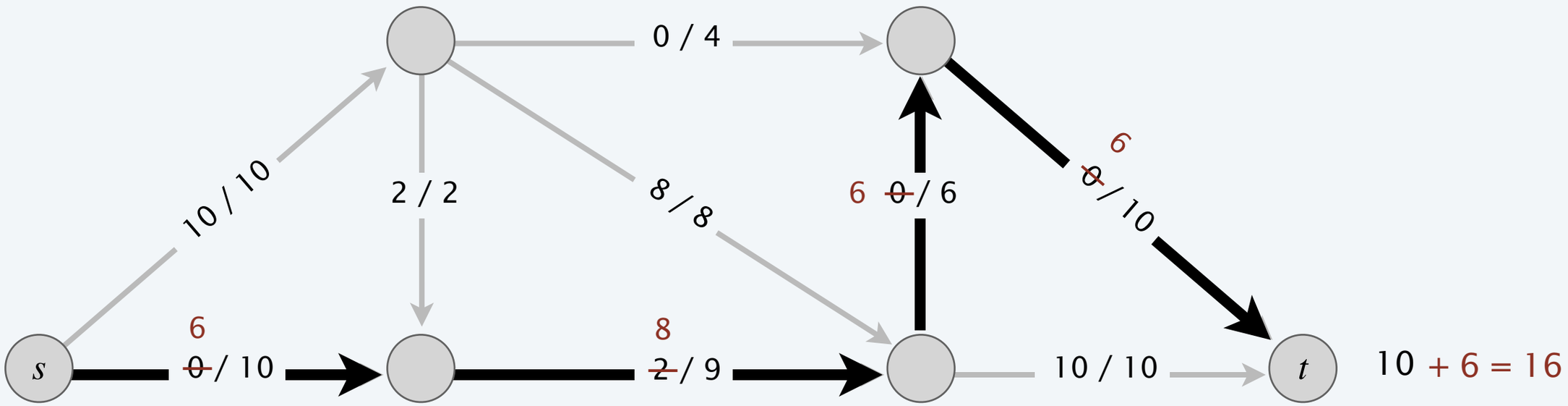
flow network G and flow f



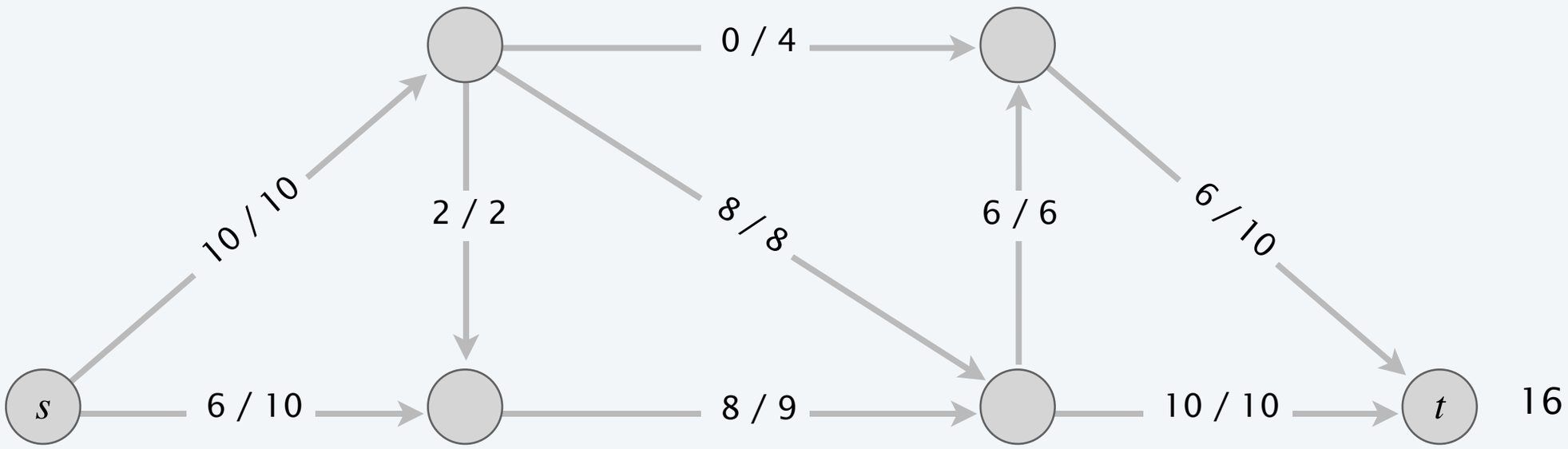
Toward a max-flow algorithm

Greedy algorithm.

- Start with $f(e) = 0$ for each edge $e \in E$.
- Find an $s \rightsquigarrow t$ path P where each edge has $f(e) < c(e)$.
- Augment flow along path P.
- Repeat until you get stuck.

ending flow value = 16

flow network G and flow f



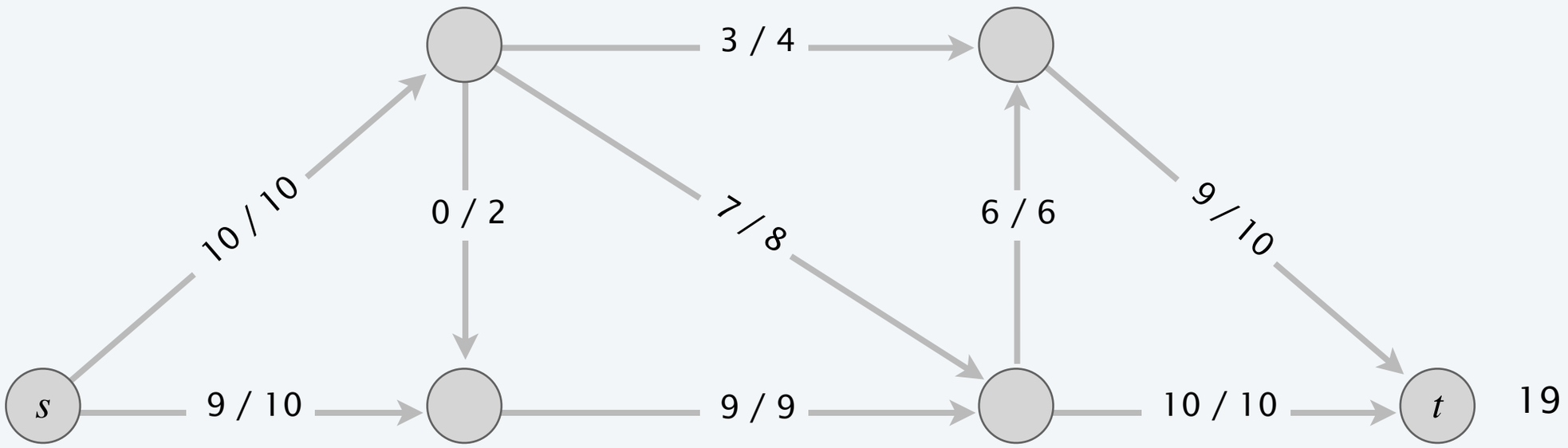
Toward a max-flow algorithm

Greedy algorithm.

- Start with $f(e) = 0$ for each edge $e \in E$.
- Find an $s \rightsquigarrow t$ path P where each edge has $f(e) < c(e)$.
- Augment flow along path P.
- Repeat until you get stuck.

but max-flow value = 19

flow network G and flow f



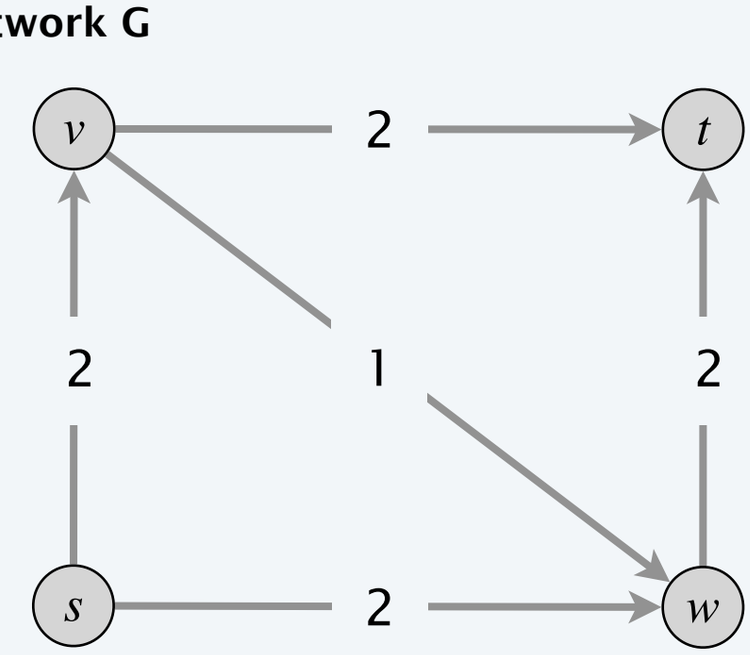
Why the greedy algorithm fails

Q. Why does the greedy algorithm fail?

A. Once greedy algorithm increases flow on an edge, it never decreases it.

Ex. Consider flow network G.

- The unique max flow f^* has $f^*(v, w) = 0$.
- Greedy algorithm could choose $s \rightarrow v \rightarrow w \rightarrow t$ as first path.



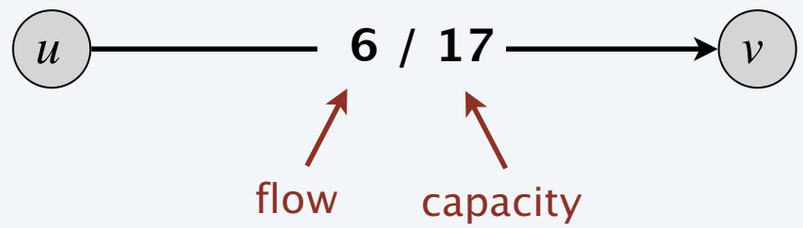
Bottom line. Need some mechanism to "undo" a bad decision.

Residual network

Original edge. $e = (u, v) \in E$.

- Flow $f(e)$.
- Capacity $c(e)$.

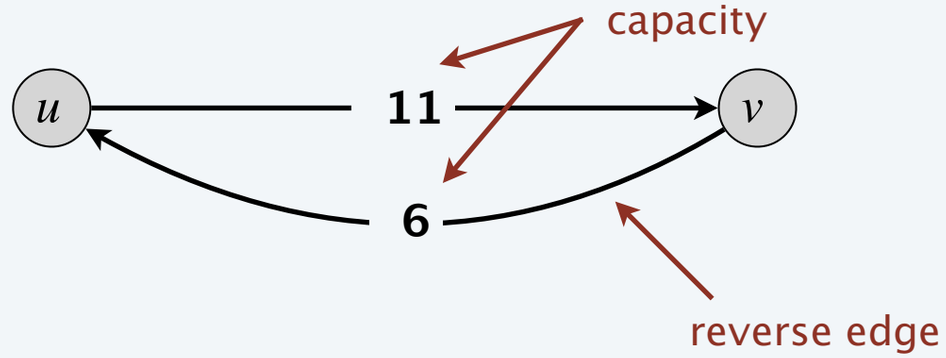
original flow network G



Reverse edge. $e^{\text{reverse}} = (v, u)$.

- "Undo" flow sent.

residual network G_f



Residual capacity.

$$c_f(e) = \begin{cases} c(e) - f(e) & \text{if } e \in E \\ f(e^{\text{reverse}}) & \text{if } e^{\text{reverse}} \in E \end{cases}$$

edges with positive residual capacity

where flow on a reverse edge negates flow on corresponding forward edge

Residual network. $G_f = (V, E_f, s, t, c_f)$.

- $E_f = \{e : f(e) < c(e)\} \cup \{e : f(e^{\text{reverse}}) > 0\}$.
- Key property: f' is a flow in G_f iff $f + f'$ is a flow in G.

Augmenting path

Def. An augmenting path is a simple $s \rightsquigarrow t$ path in the residual network G_f.

Def. The bottleneck capacity of an augmenting path P is the minimum residual capacity of any edge in P.

Key property. Let f be a flow and let P be an augmenting path in G_f. Then, after calling $f' \leftarrow \text{AUGMENT}(f, c, P)$, the resulting f' is a flow and $val(f') = val(f) + bottleneck(G_f, P)$.

AUGMENT(f, c, P)

$\delta \leftarrow$ bottleneck capacity of augmenting path P.

FOREACH edge $e \in P$:

  IF $(e \in E)$ $f(e) \leftarrow f(e) + \delta$.

  ELSE $f(e^{\text{reverse}}) \leftarrow f(e^{\text{reverse}}) - \delta$.

RETURN f.

Network flow: quiz 2

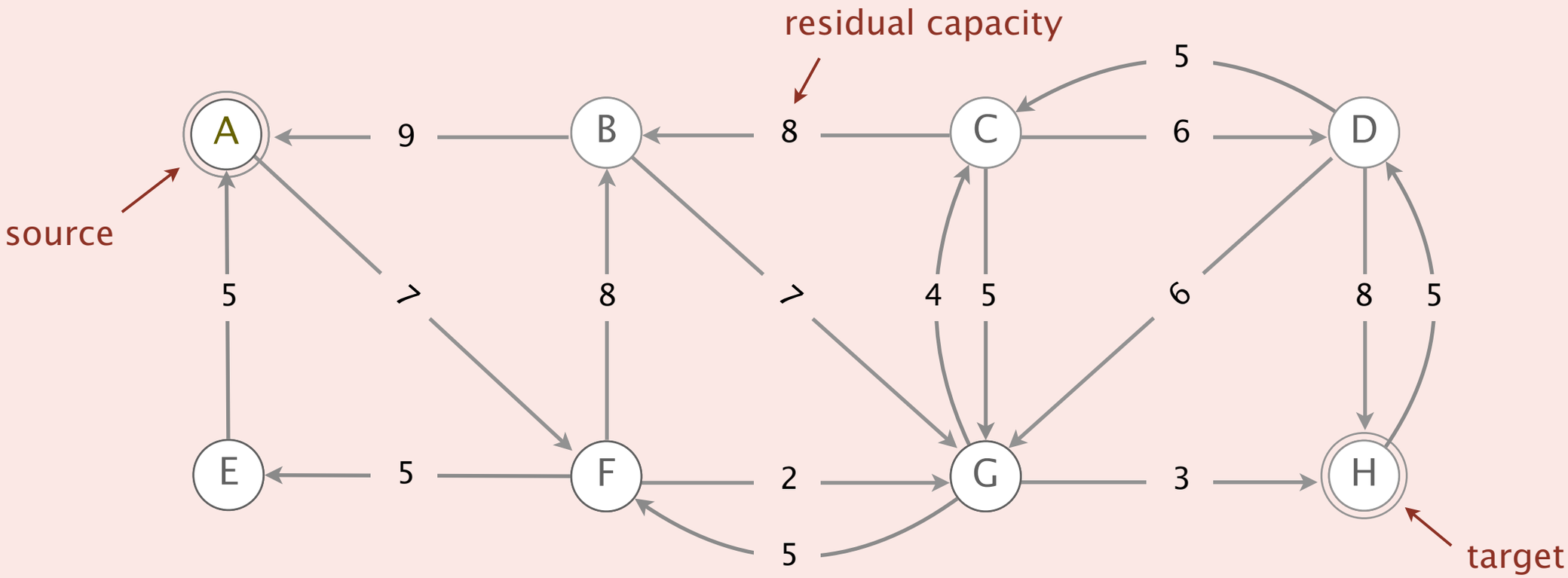
Which is the augmenting path of highest bottleneck capacity?

A. $A \to F \to G \to H$

B. $A \to B \to C \to D \to H$

C. $A \to F \to B \to G \to H$

D. $A \to F \to B \to G \to C \to D \to H$



Ford–Fulkerson algorithm

Ford–Fulkerson augmenting path algorithm.

- Start with $f(e) = 0$ for each edge $e \in E$.
- Find an $s \rightsquigarrow t$ path P in the residual network G_f.
- Augment flow along path P.
- Repeat until you get stuck.

FORD–FULKERSON(G)

FOREACH edge $e \in E$: $f(e) \leftarrow 0$.

$G_f \leftarrow$ residual network of G with respect to flow f.

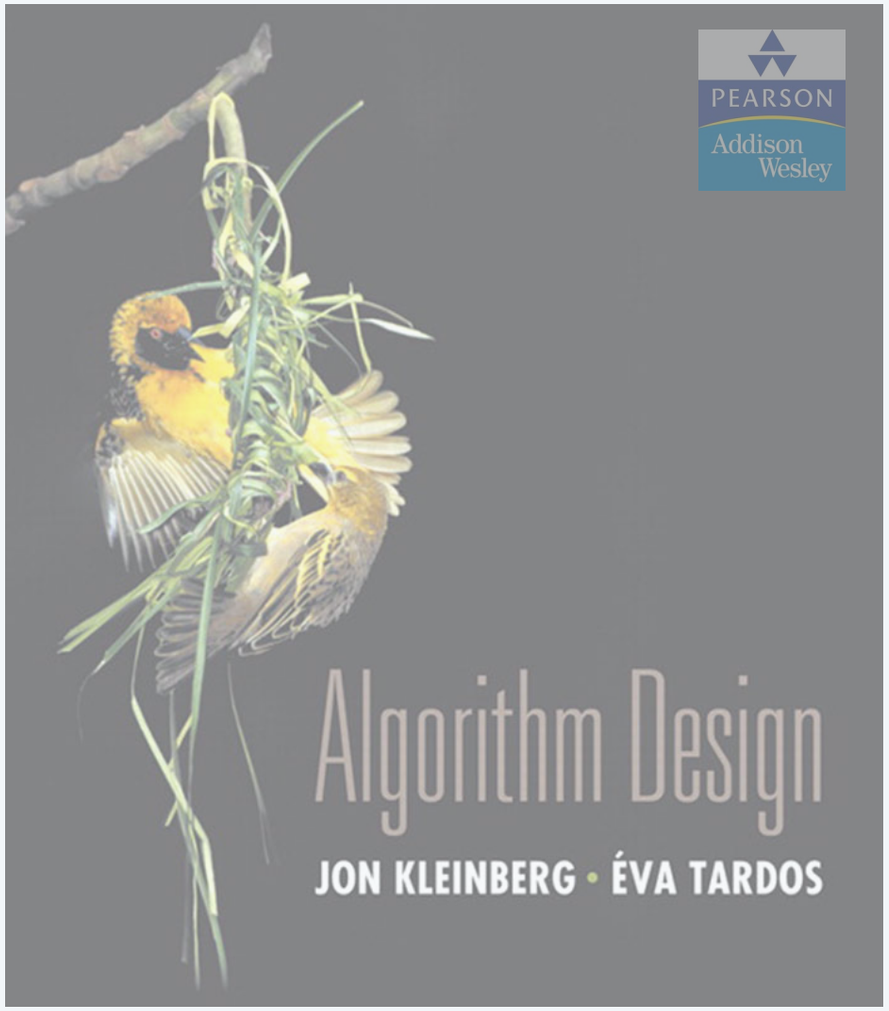
WHILE (there exists an s$\rightsquigarrow$t path P in G_f)

  $f \leftarrow$ AUGMENT(f, c, P).

  Update G_f.

RETURN f.

augmenting path



SECTION 7.2

7. NETWORK FLOW I

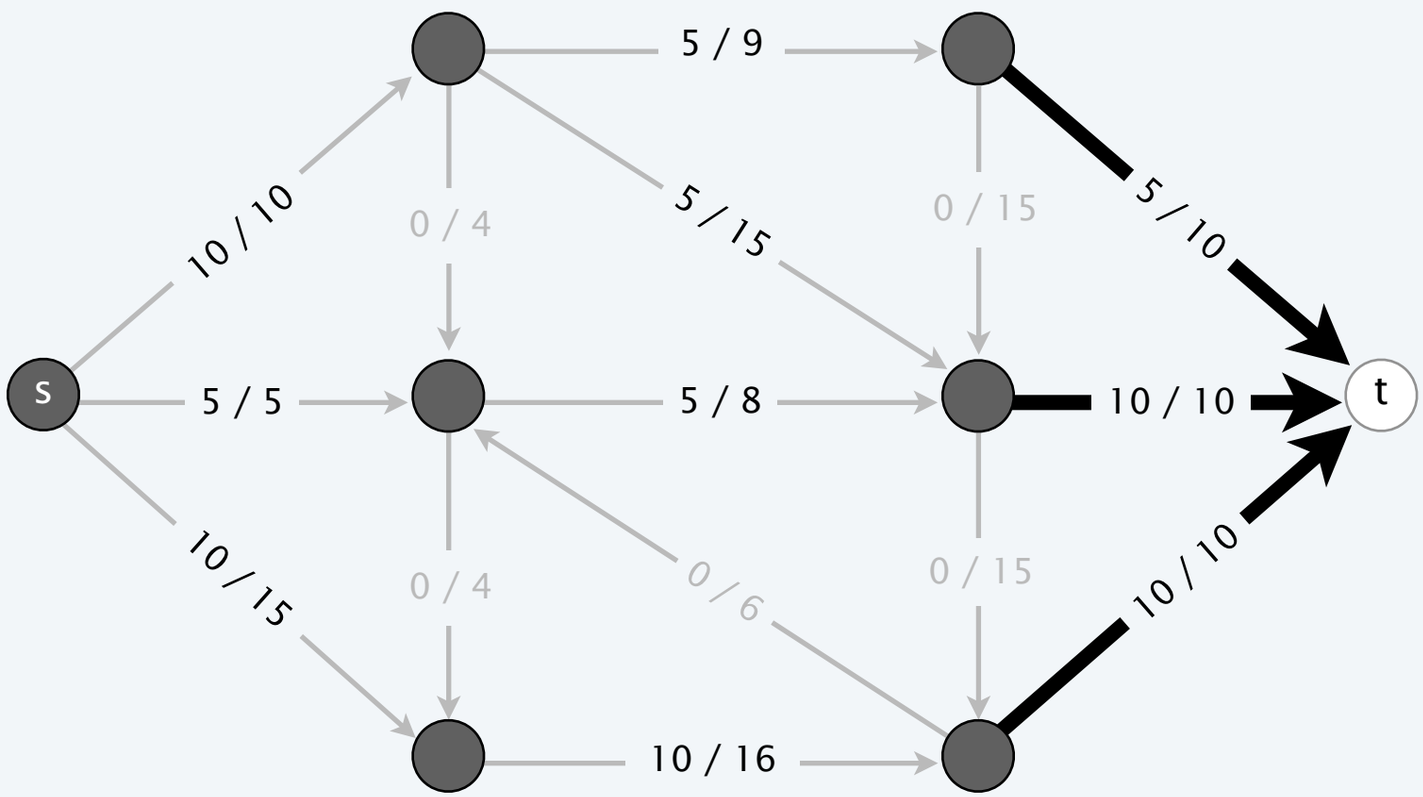
- *max-flow and min-cut problems*
- *Ford–Fulkerson algorithm*
- *max-flow min-cut theorem*
- *capacity-scaling algorithm*
- *shortest augmenting paths*
- *Dinitz' algorithm*
- *simple unit-capacity networks*

Relationship between flows and cuts

Flow value lemma. Let f be any flow and let (A, B) be any cut. Then, the value of the flow f equals the net flow across the cut (A, B).

$$val(f) = \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to } A} f(e)$$

net flow across cut = 5 + 10 + 10 = 25



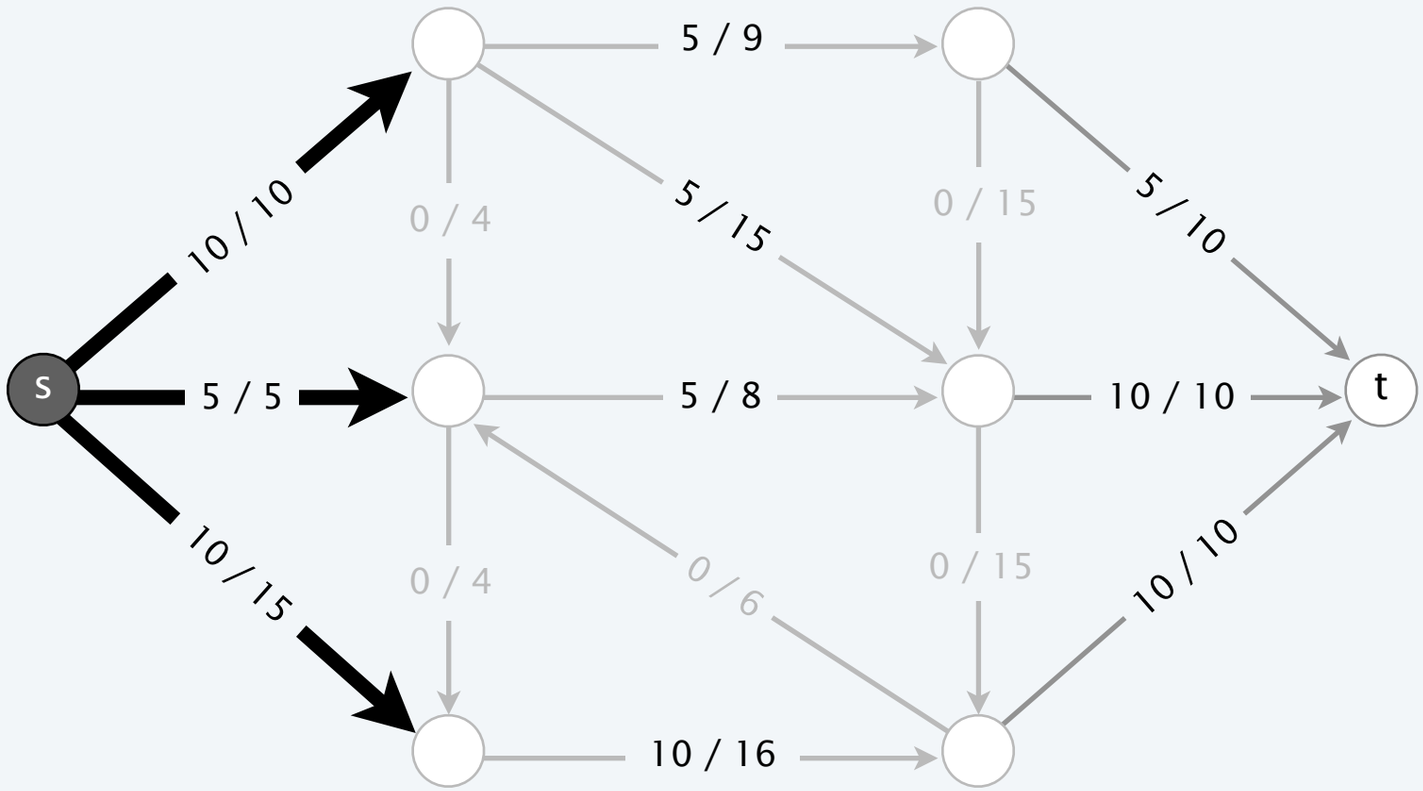
value of flow = 25

Relationship between flows and cuts

Flow value lemma. Let f be any flow and let (A, B) be any cut. Then, the value of the flow f equals the net flow across the cut (A, B).

$$val(f) = \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to } A} f(e)$$

net flow across cut = 10 + 5 + 10 = 25



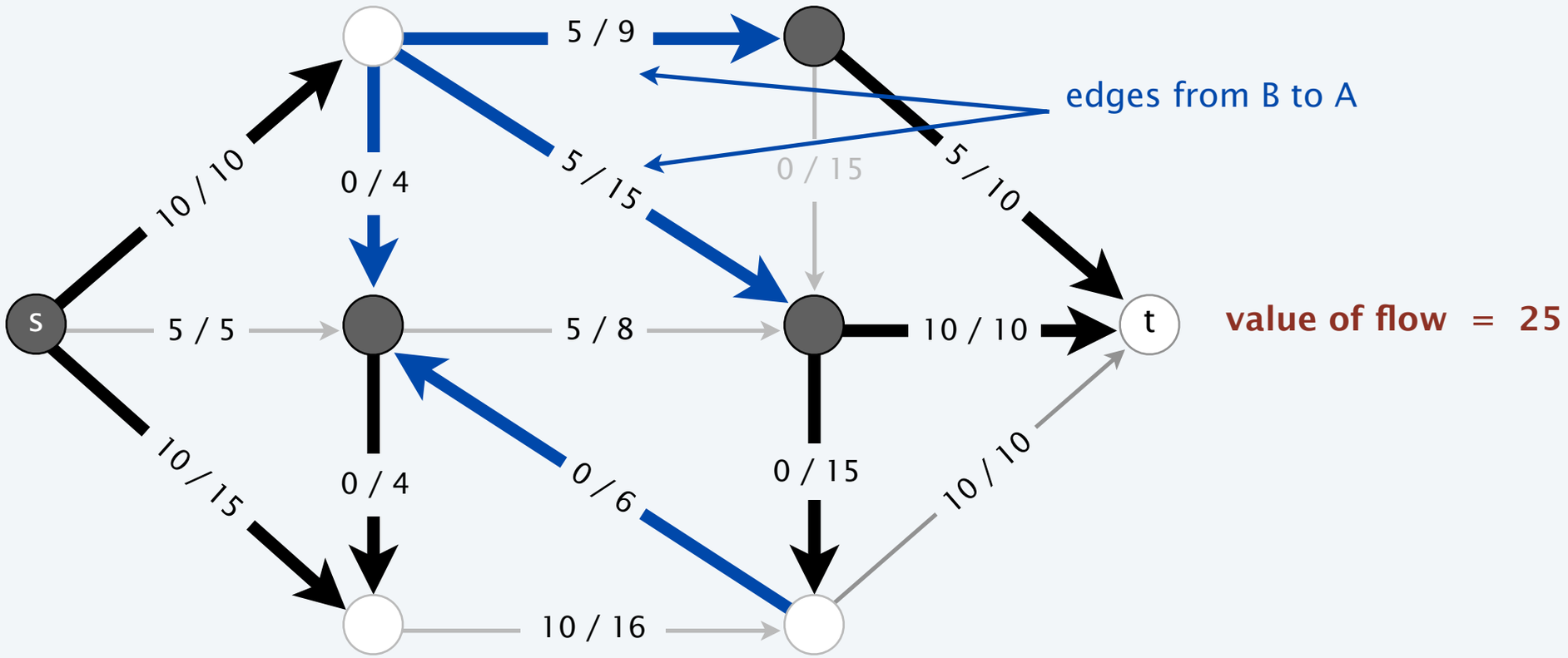
value of flow = 25

Relationship between flows and cuts

Flow value lemma. Let f be any flow and let (A, B) be any cut. Then, the value of the flow f equals the net flow across the cut (A, B).

$$val(f) = \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to } A} f(e)$$

net flow across cut = (10 + 10 + 5 + 10 + 0 + 0) – (5 + 5 + 0 + 0) = 25



Network flow: quiz 3

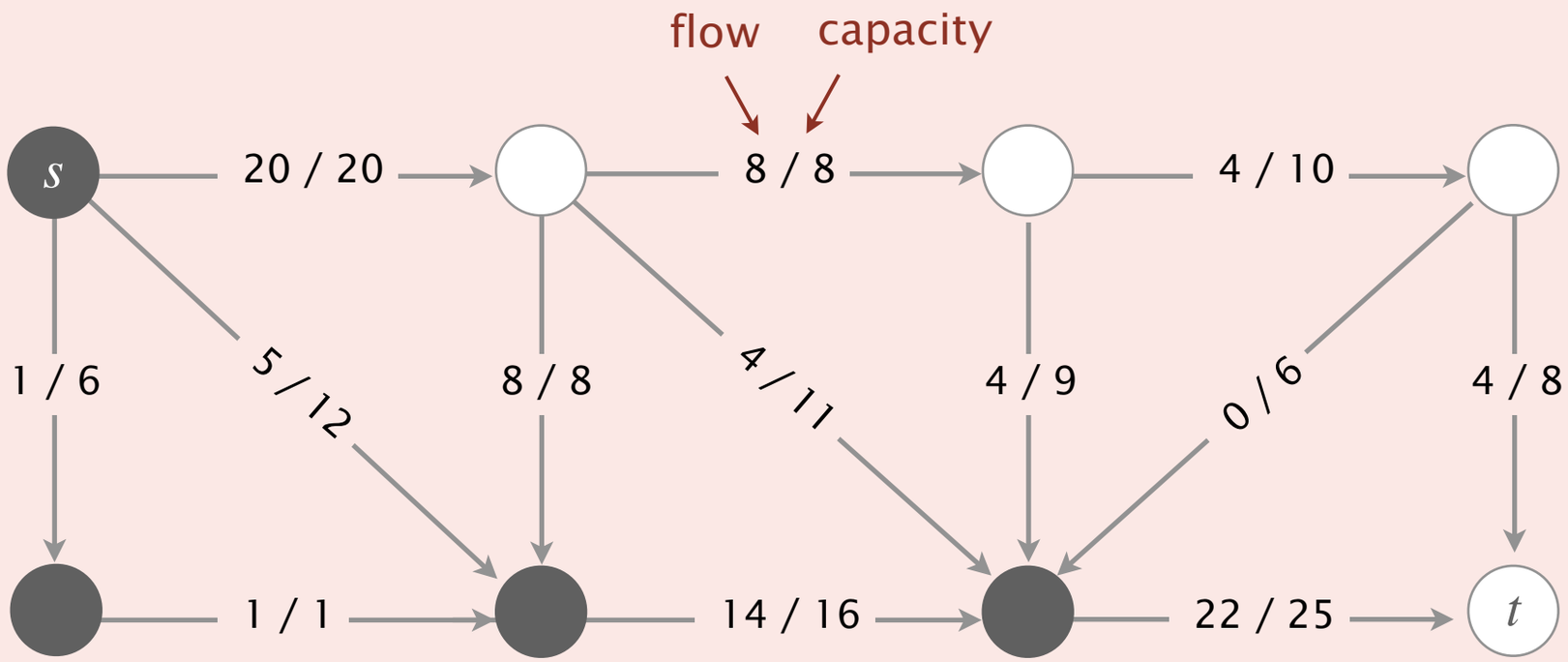
Which is the net flow across the given cut?

A. 11 (20 + 25 – 8 – 11 – 9 – 6)

B. 26 (20 + 22 – 8 – 4 – 4)

C. 42 (20 + 22)

D. 45 (20 + 25)



Relationship between flows and cuts

Flow value lemma. Let f be any flow and let (A, B) be any cut. Then, the value of the flow f equals the net flow across the cut (A, B).

$$val(f) = \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to } A} f(e)$$

Pf.

$$val(f) = \sum_{e \text{ out of } s} f(e) - \sum_{e \text{ in to } s} f(e)$$

by flow conservation, all terms except for $v = s$ are 0 →

$$= \sum_{v \in A} \left(\sum_{e \text{ out of } v} f(e) - \sum_{e \text{ in to } v} f(e) \right)$$

$$= \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to } A} f(e) \quad \blacksquare$$

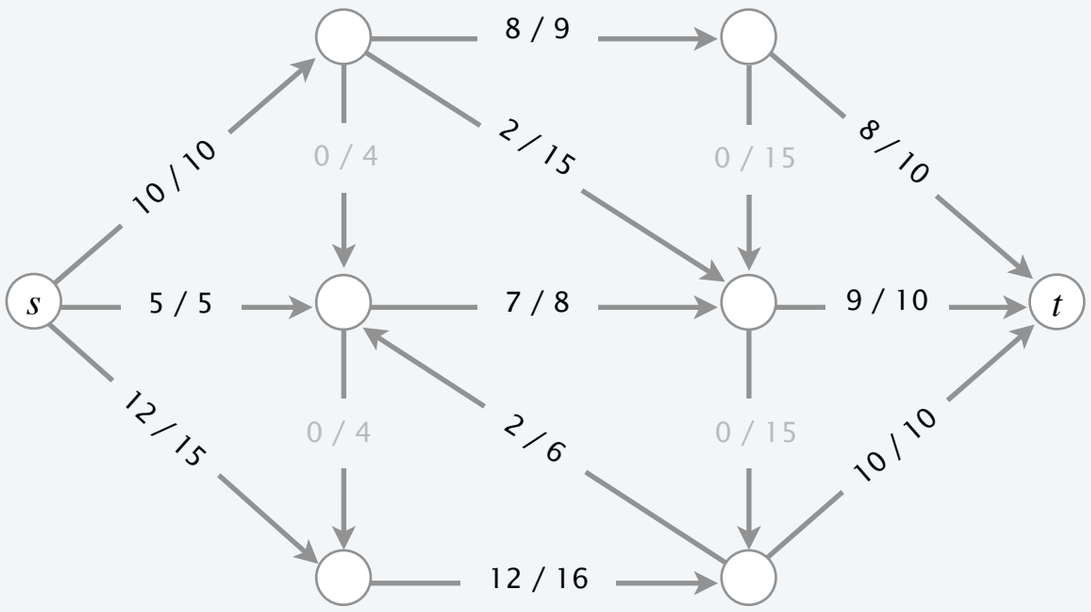
Relationship between flows and cuts

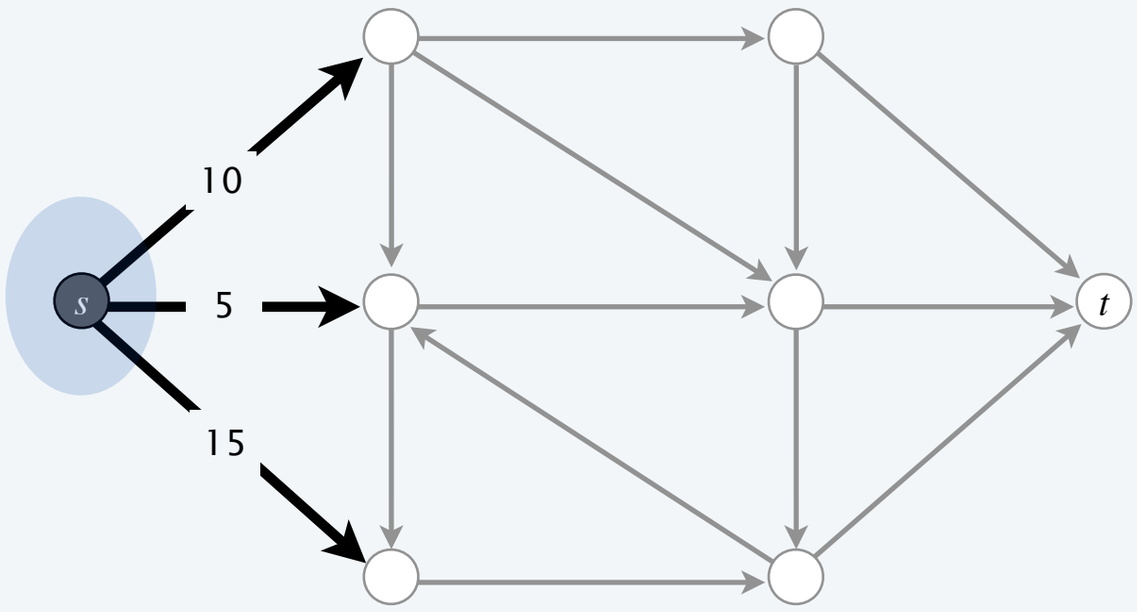
Weak duality. Let f be any flow and (A, B) be any cut. Then, $val(f) \leq cap(A, B)$.

Pf.

$$\begin{aligned} val(f) &= \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to } A} f(e) \\ &\leq \sum_{e \text{ out of } A} f(e) \\ &\leq \sum_{e \text{ out of } A} c(e) \\ &= cap(A, B) \quad \blacksquare \end{aligned}$$

flow value lemma





value of flow = 27 ≤ **capacity of cut = 30**

Certificate of optimality

Corollary. Let f be a flow and let (A, B) be any cut.

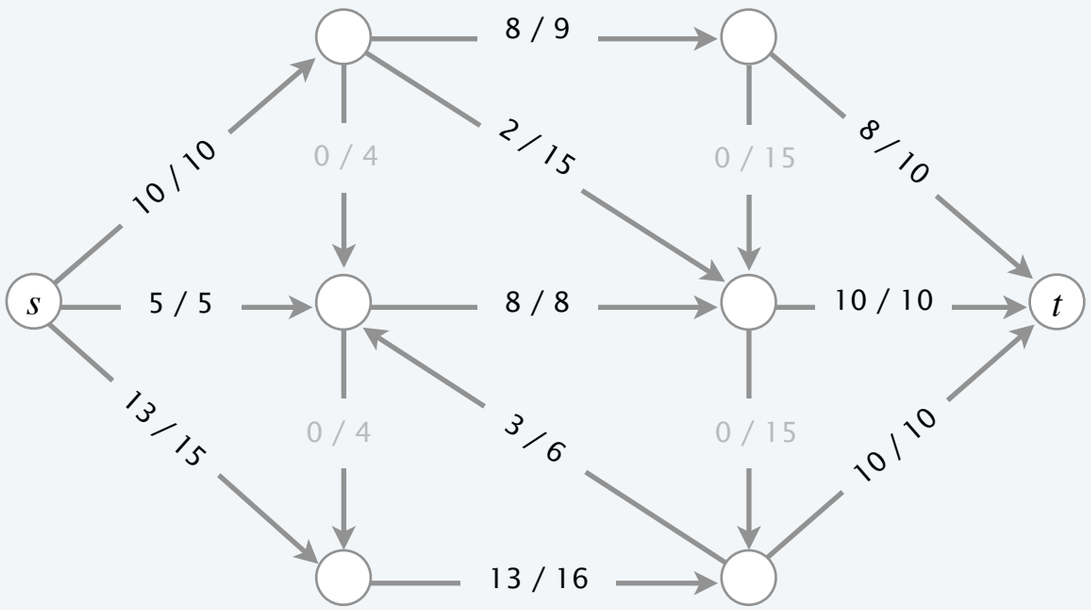
If $val(f) = cap(A, B)$, then f is a max flow and (A, B) is a min cut.

Pf.

weak duality

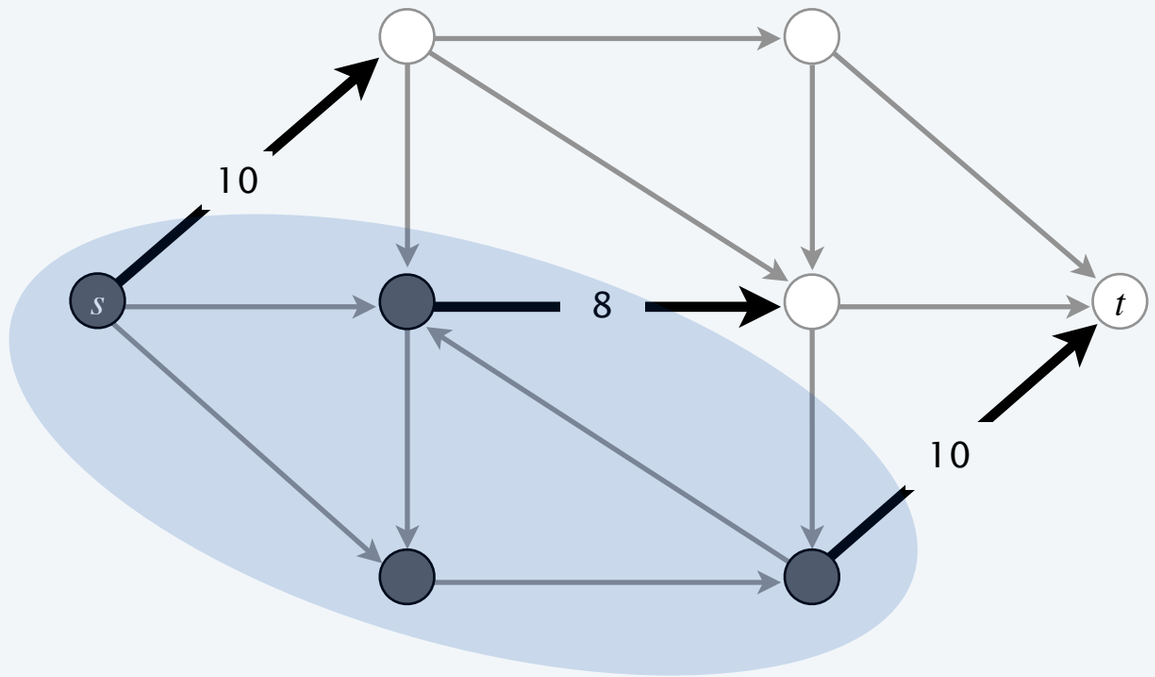
- For any flow f': $val(f') \leq cap(A, B) = val(f)$.
- For any cut (A', B'): $cap(A', B') \geq val(f) = cap(A, B)$. ▪

weak duality



value of flow = 28

=



capacity of cut = 28

Max-flow min-cut theorem

Max-flow min-cut theorem. Value of a max flow = capacity of a min cut.

strong duality

MAXIMAL FLOW THROUGH A NETWORK

L. R. FORD, JR. AND D. R. FULKERSON

Introduction. The problem discussed in this paper was formulated by T. Harris as follows:

"Consider a rail network connecting two cities by way of a number of intermediate cities, where each link of the network has a number assigned to it representing its capacity. Assuming a steady state condition, find a maximal flow from one given city to the other."

ON THE MAX FLOW MIN CUT THEOREM OF NETWORKS

G. B. Dantzig
D. R. Fulkerson

P-826

April 15, 1955

A Note on the Maximum Flow Through a Network*

P. ELIAS†, A. FEINSTEIN‡, AND C. E. SHANNON§

Summary—This note discusses the problem of maximizing the rate of flow from one terminal to another, through a network which consists of a number of branches, each of which has a limited capacity. The main result is a theorem: The maximum possible flow from left to right through a network is equal to the minimum value among all simple cut-sets. This theorem is applied to solve a more general problem, in which a number of input nodes and a number of output nodes are used.

from one terminal to the other in the original network passes through at least one branch in the cut-set. In the network above, some examples of cut-sets are (d, e, f), and (b, c, e, g, h), (d, g, h, i). By a *simple cut-set* we will mean a cut-set such that if any branch is omitted it is no longer a cut-set. Thus (d, e, f) and (b, c, e, g, h) are simple cut-sets while (d, g, h, i) is not. When a simple cut-set is

Max-flow min-cut theorem

Max-flow min-cut theorem. Value of a max flow = capacity of a min cut.

Augmenting path theorem. A flow f is a max flow iff no augmenting paths.

Pf. The following three conditions are equivalent for any flow f:

i. There exists a cut (A, B) such that $cap(A, B) = val(f)$.

ii. f is a max flow.

iii. There is no augmenting path with respect to f. ← if Ford–Fulkerson terminates, then f is max flow

[i ⇒ ii]

- This is the weak duality corollary. ▪

Max-flow min-cut theorem

Max-flow min-cut theorem. Value of a max flow = capacity of a min cut.

Augmenting path theorem. A flow f is a max flow iff no augmenting paths.

Pf. The following three conditions are equivalent for any flow f:

i. There exists a cut (A, B) such that $cap(A, B) = val(f)$.

ii. f is a max flow.

iii. There is no augmenting path with respect to f.

[ii $\Rightarrow$ iii] We prove contrapositive: $\neg$ iii $\Rightarrow \neg$ ii.

- Suppose that there is an augmenting path with respect to f.
- Can improve flow f by sending flow along this path.
- Thus, f is not a max flow. ▪

Max-flow min-cut theorem

[iii ⇒ i]

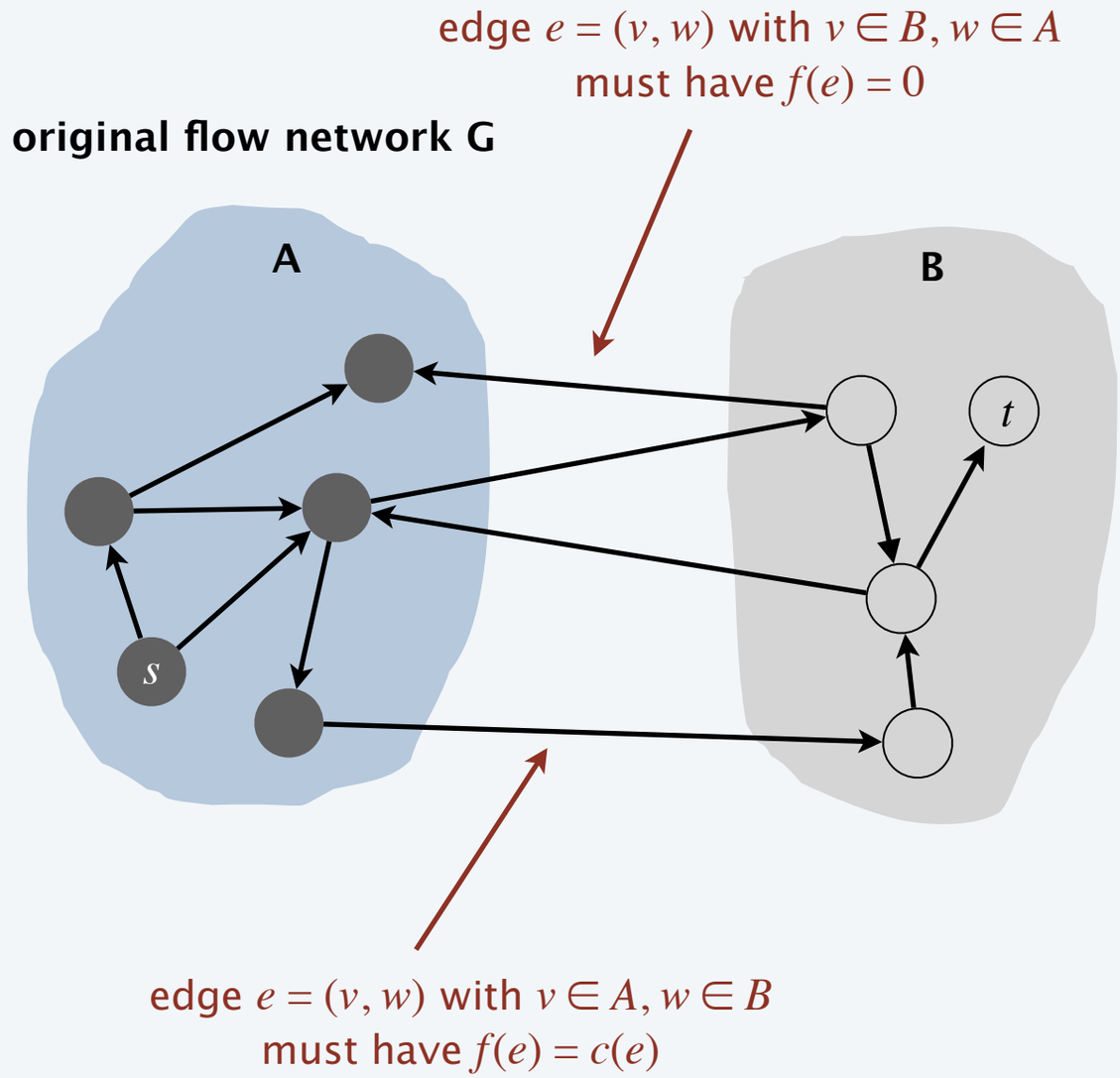
- Let f be a flow with no augmenting paths.
- Let A = set of nodes reachable from s in residual network G_f.
- By definition of A: $s \in A$.
- By definition of flow f: $t \notin A$.

$$val(f) = \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to } A} f(e)$$

flow value lemma

$$= \sum_{e \text{ out of } A} c(e) - 0$$

$$= cap(A, B) \quad \blacksquare$$

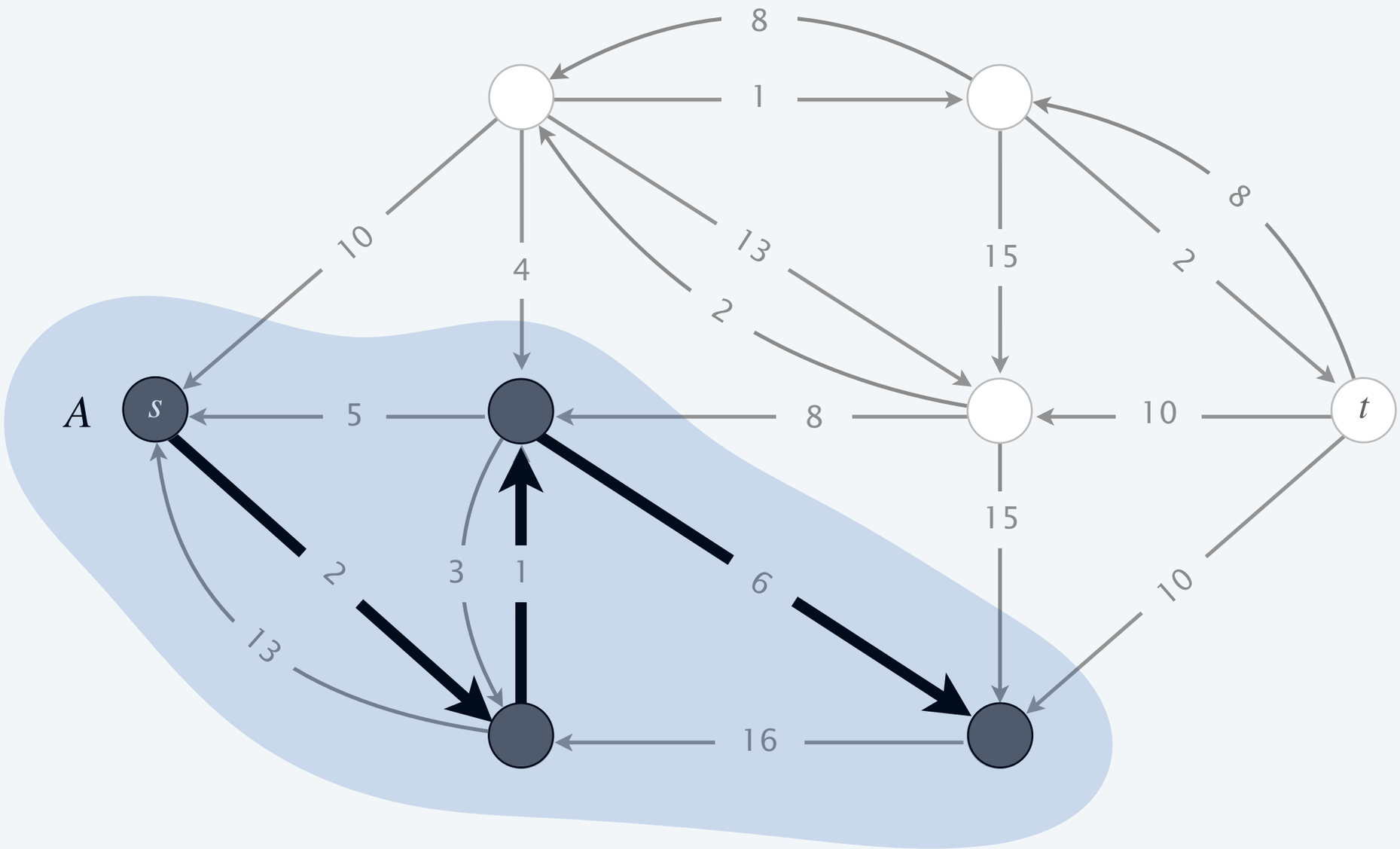


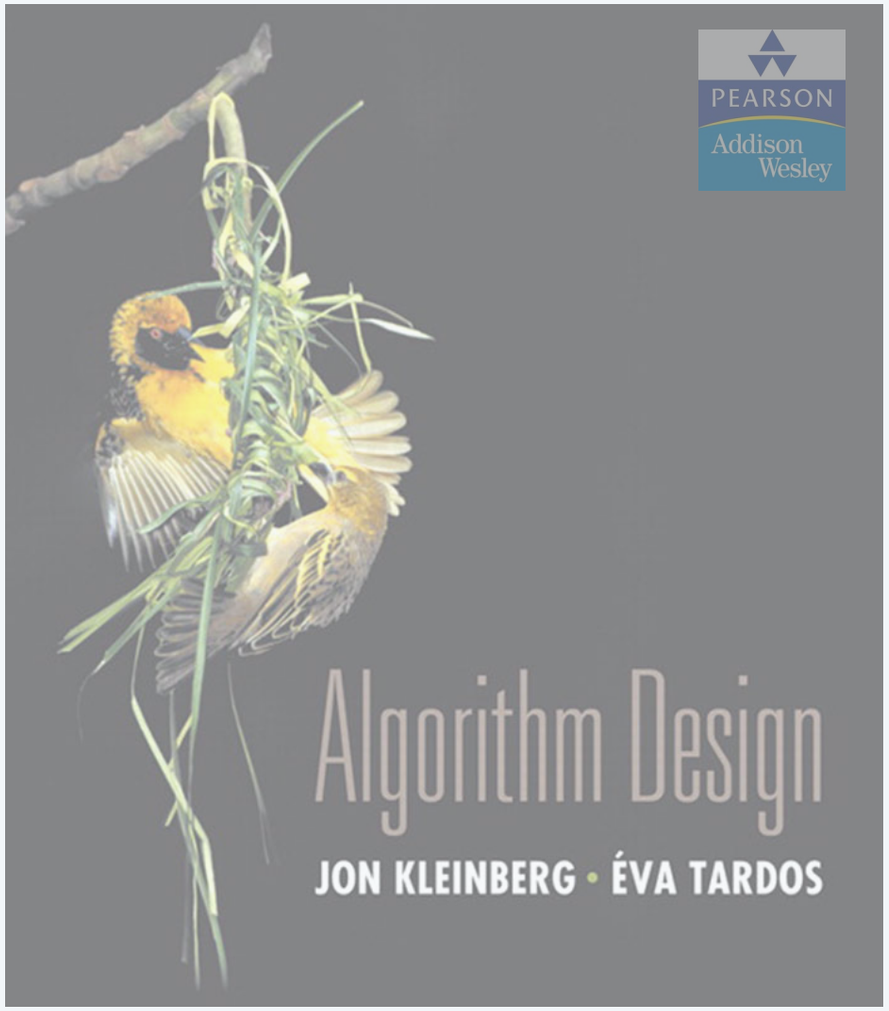
Computing a minimum cut from a maximum flow

Theorem. Given any max flow f, can compute a min cut (A, B) in $O(m)$ time.

Pf. Let A = set of nodes reachable from s in residual network G_f. ▪

argument from previous slide implies that capacity of (A, B) = value of flow f





SECTION 7.3

7. NETWORK FLOW I

- *max-flow and min-cut problems*
- *Ford–Fulkerson algorithm*
- *max-flow min-cut theorem*
- *capacity-scaling algorithm*
- *shortest augmenting paths*
- *Dinitz' algorithm*
- *simple unit-capacity networks*

Analysis of Ford–Fulkerson algorithm (when capacities are integral)

Assumption. Every edge capacity $c(e)$ is an integer between 1 and C.

Integrality invariant. Throughout Ford–Fulkerson, every edge flow $f(e)$ and residual capacity $c_f(e)$ is an integer.

Pf. By induction on the number of augmenting paths. ▪

consider cut $A = \{ s \}$ (assumes no parallel edges)

Theorem. Ford–Fulkerson terminates after at most $val(f^*) \leq n C$ augmenting paths, where f^* is a max flow.

Pf. Each augmentation increases the value of the flow by at least 1. ▪

Corollary. The running time of Ford–Fulkerson is $O(m n C)$.

Pf. Can use either BFS or DFS to find an augmenting path in $O(m)$ time. ▪

$f(e)$ is an integer for every e

Integrality theorem. There exists an integral max flow f^*.

Pf. Since Ford–Fulkerson terminates, theorem follows from integrality invariant (and augmenting path theorem). ▪

Ford–Fulkerson: exponential example

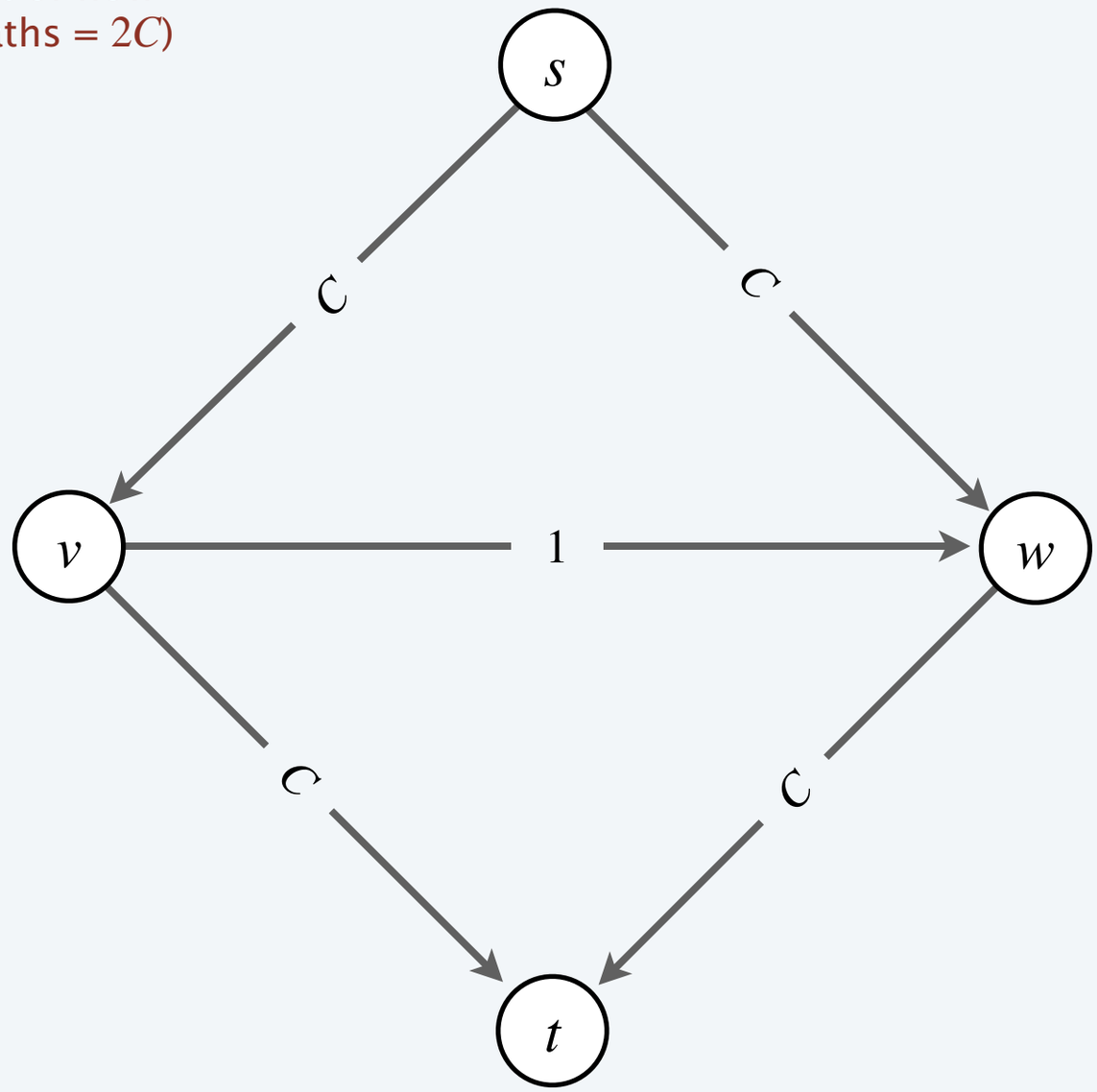
Q. Is generic Ford–Fulkerson algorithm poly-time in input size?

m, n, and $\log C$

A. No. If max capacity is C, then algorithm can take $\geq C$ iterations.

- $s \rightarrow v \rightarrow w \rightarrow t$
- $s \rightarrow w \rightarrow v \rightarrow t$
- $s \rightarrow v \rightarrow w \rightarrow t$
- $s \rightarrow w \rightarrow v \rightarrow t$
- …
- $s \rightarrow v \rightarrow w \rightarrow t$
- $s \rightarrow w \rightarrow v \rightarrow t$

each augmenting path sends only 1 unit of flow (# augmenting paths = $2C$)



Network flow: quiz 4

The Ford–Fulkerson algorithm is guaranteed to terminate if the edge capacities are …

A. Rational numbers.

B. Real numbers.

C. Both A and B.

D. Neither A nor B.

Choosing good augmenting paths

Use care when selecting augmenting paths.

- Some choices lead to exponential algorithms.
- Clever choices lead to polynomial algorithms.

Pathology. When edge capacities can be irrational, no guarantee that Ford–Fulkerson terminates (or converges to a maximum flow)!

Goal. Choose augmenting paths so that:

- Can find augmenting paths efficiently.
- Few iterations.

Choosing good augmenting paths

Choose augmenting paths with:

- Max bottleneck capacity ("fattest"). ← how to find?
- Sufficiently large bottleneck capacity. ← next
- Fewest edges. ← ahead

Theoretical Improvements in Algorithmic Efficiency for Network Flow Problems

JACK EDMONDS

University of Waterloo, Waterloo, Ontario, Canada

AND

RICHARD M. KARP

University of California, Berkeley, California

ABSTRACT. This paper presents new algorithms for the maximum flow problem, the Hitchcock transportation problem, and the general minimum-cost flow problem. Upper bounds on the numbers of steps in these algorithms are derived, and are shown to compare favorably with upper bounds on the numbers of steps required by earlier algorithms.

Edmonds-Karp 1972 (USA)

Dokl. Akad. Nauk SSSR
Tom 194 (1970), No. 4

Soviet Math. Dokl.
Vol. 11 (1970), No. 5

ALGORITHM FOR SOLUTION OF A PROBLEM OF MAXIMUM FLOW IN A NETWORK WITH POWER ESTIMATION

UDC 518.5

E. A. DINIC

Different variants of the formulation of the problem of maximal stationary flow in a network and its many applications are given in [1]. There also is given an algorithm solving the problem in the case where the initial data are integers (or, what is equivalent, commensurable). In the general case this algorithm requires preliminary rounding off of the initial data, i.e. only an approximate solution of the problem is possible. In this connection the rapidity of convergence of the algorithm is inversely proportional to the relative precision.

Dinitz 1970 (Soviet Union)

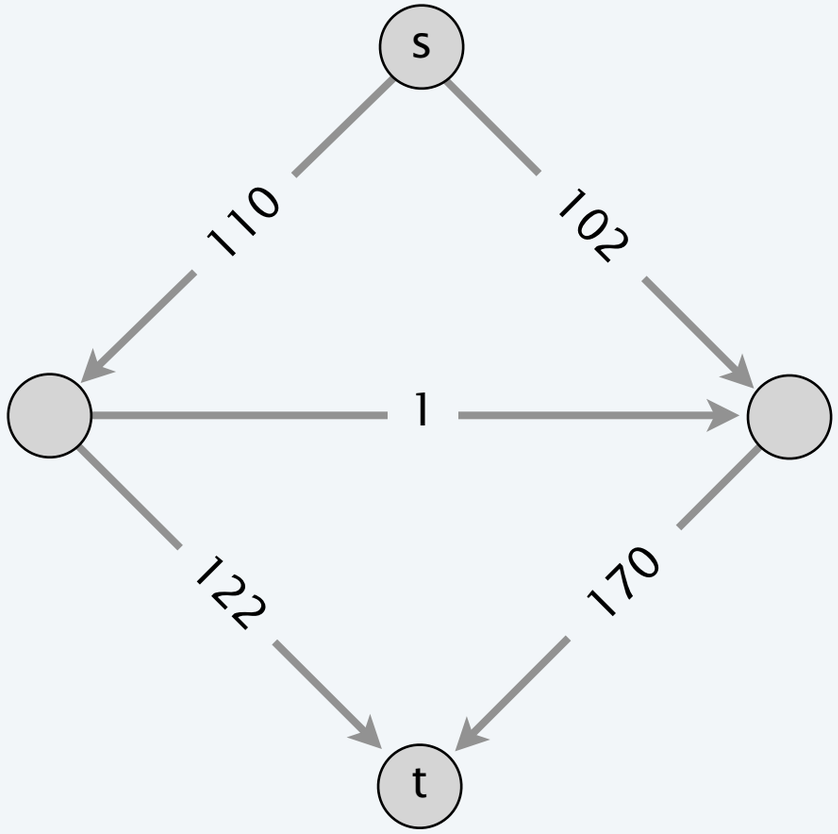
invented in response to a class exercises by Adel'son-Vel'skiĭ

Capacity-scaling algorithm

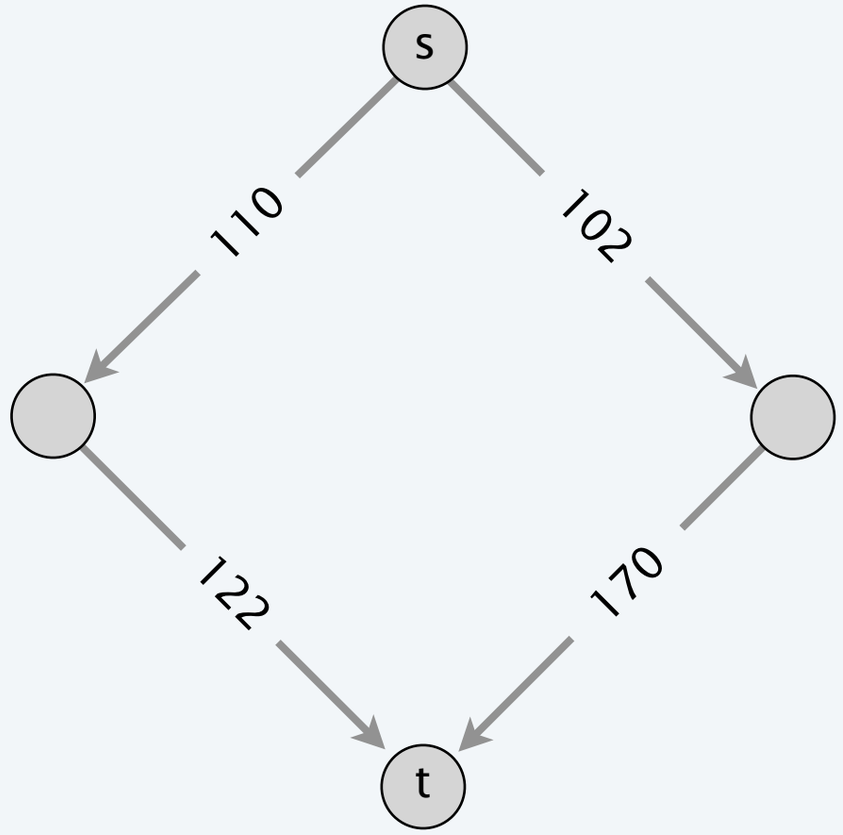
Overview. Choosing augmenting paths with "large" bottleneck capacity.

- Maintain scaling parameter Δ.
- Let $G_f(\Delta)$ be the part of the residual network containing only those edges with capacity $\geq \Delta$.
- Any augmenting path in $G_f(\Delta)$ has bottleneck capacity $\geq \Delta$.

though not necessarily largest



G_f



$G_f(\Delta)$, $\Delta = 100$

Capacity-scaling algorithm

CAPACITY-SCALING(G)

FOREACH edge $e \in E$: $f(e) \leftarrow 0$.

$\Delta \leftarrow$ largest power of 2 $\leq C$.

WHILE ($\Delta \geq 1$)

  $G_f(\Delta) \leftarrow \Delta$-residual network of G with respect to flow f .

  WHILE (there exists an $s \rightsquigarrow t$ path P in $G_f(\Delta)$)

    $f \leftarrow$ AUGMENT(f, c, P).

    Update $G_f(\Delta)$.

  $\Delta \leftarrow \Delta / 2$.

Δ-scaling phase

RETURN f.

Capacity-scaling algorithm: proof of correctness

Assumption. All edge capacities are integers between 1 and C.

Invariant. The scaling parameter Δ is a power of 2.

Pf. Initially a power of 2; each phase divides Δ by exactly 2. ▪

Integrality invariant. Throughout the algorithm, every edge flow $f(e)$ and residual capacity $c_f(e)$ is an integer.

Pf. Same as for generic Ford–Fulkerson. ▪

Theorem. If capacity-scaling algorithm terminates, then f is a max flow.

Pf.

- By integrality invariant, when $\Delta = 1 \Rightarrow G_f(\Delta) = G_f$.
- Upon termination of $\Delta = 1$ phase, there are no augmenting paths.
- Result follows augmenting path theorem ▪

Capacity-scaling algorithm: analysis of running time

Lemma 1. There are $1 + \lfloor \log_2 C \rfloor$ scaling phases.

Pf. Initially $C/2 < \Delta \leq C$; Δ decreases by a factor of 2 in each iteration. ▪

Lemma 2. Let f be the flow at the end of a Δ-scaling phase.

Then, the max-flow value $\leq val(f) + m\,\Delta$.

Pf. Next slide.

Lemma 3. There are $\leq 2m$ augmentations per scaling phase.

Pf.

- Let f be the flow at the beginning of a Δ-scaling phase.
- Lemma 2 $\Rightarrow$ max-flow value $\leq val(f) + m\,(2\,\Delta)$.
- Each augmentation in a Δ-phase increases $val(f)$ by at least Δ. ▪

or equivalently, at the end of a 2Δ-scaling phase

Theorem. The capacity-scaling algorithm takes $O(m^2 \log C)$ time.

Pf.

- Lemma 1 + Lemma 3 $\Rightarrow$ $O(m \log C)$ augmentations.
- Finding an augmenting path takes $O(m)$ time. ▪

Capacity-scaling algorithm: analysis of running time

Lemma 2. Let f be the flow at the end of a Δ-scaling phase.

Then, the max-flow value $\leq val(f) + m\,\Delta$.

Pf.

- We show there exists a cut (A, B) such that $cap(A, B) \leq val(f) + m\,\Delta$.
- Choose A to be the set of nodes reachable from s in $G_f(\Delta)$.
- By definition of A: $s \in A$.
- By definition of flow f: $t \notin A$.

$$val(f) = \sum_{e \text{ out of } A} f(e) - \sum_{e \text{ in to } A} f(e)$$

flow value lemma

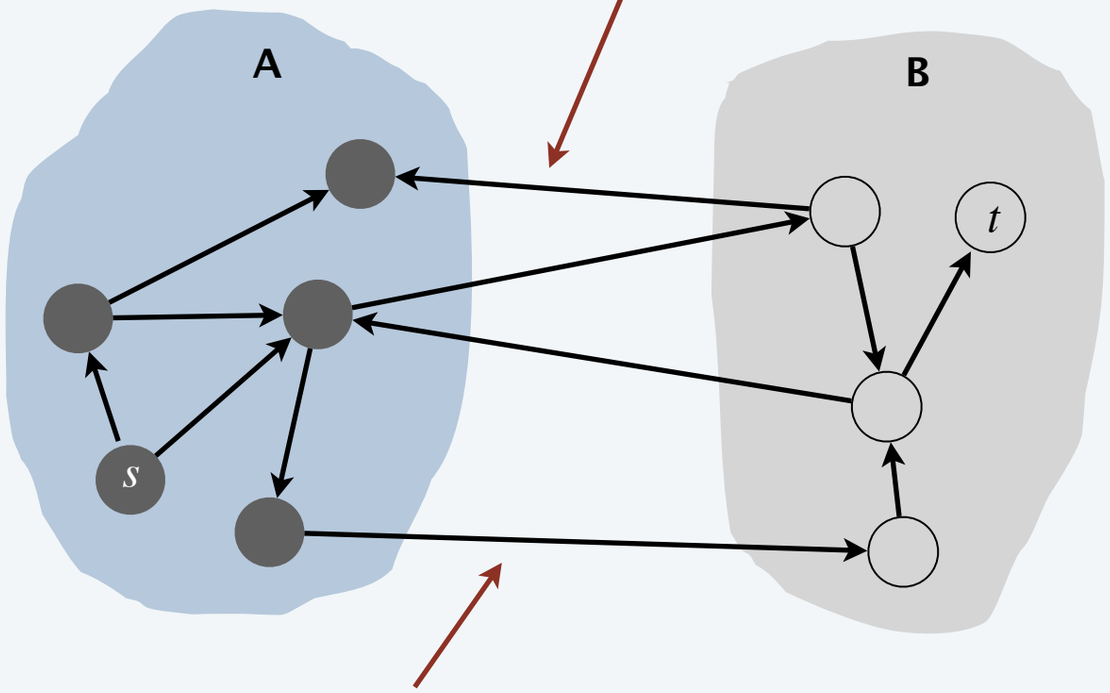
$$\geq \sum_{e \text{ out of } A} (c(e) - \Delta) - \sum_{e \text{ in to } A} \Delta$$

$$\geq \sum_{e \text{ out of } A} c(e) - \sum_{e \text{ out of } A} \Delta - \sum_{e \text{ in to } A} \Delta$$

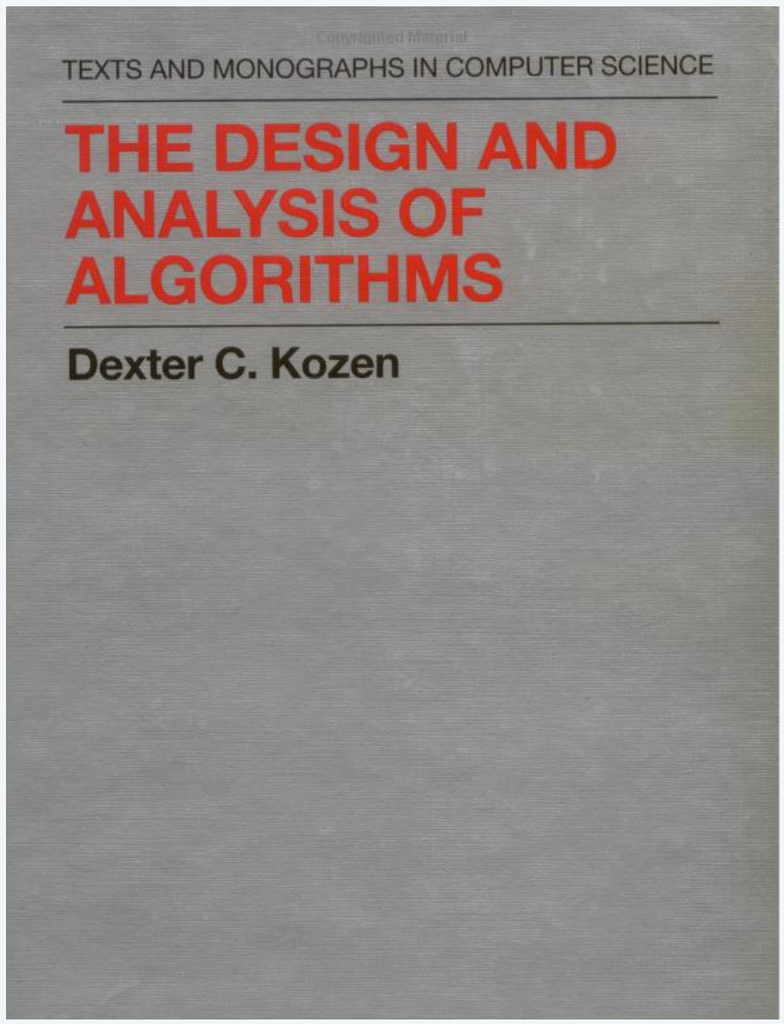
$$\geq cap(A, B) - m\Delta \quad \blacksquare$$

edge $e = (v, w)$ with $v \in B, w \in A$ must have $f(e) < \Delta$

original flow network



edge $e = (v, w)$ with $v \in A, w \in B$ must have $f(e) > c(e) - \Delta$



SECTION 17.2

7. NETWORK FLOW I

- *max-flow and min-cut problems*
- *Ford–Fulkerson algorithm*
- *max-flow min-cut theorem*
- *capacity-scaling algorithm*
- *shortest augmenting paths*
- *Dinitz' algorithm*
- *simple unit-capacity networks*

Shortest augmenting path

Q. How to choose next augmenting path in Ford–Fulkerson?

A. Pick one that uses the fewest edges.

can find via BFS

SHORTEST-AUGMENTING-PATH(G)

FOREACH $e \in E$: $f(e) \leftarrow 0$.

$G_f \leftarrow$ residual network of G with respect to flow f.

WHILE (there exists an $s \rightsquigarrow t$ path in G_f)

$P \leftarrow$ BREADTH-FIRST-SEARCH(G_f).

$f \leftarrow$ AUGMENT(f, c, P).

Update G_f.

RETURN f.

Shortest augmenting path: overview of analysis

Lemma 1. The length of a shortest augmenting path never decreases.

Pf. Ahead.

number of edges

Lemma 2. After at most m shortest-path augmentations, the length of a shortest augmenting path strictly increases.

Pf. Ahead.

Theorem. The shortest-augmenting-path algorithm takes $O(m^2 n)$ time.

Pf.

- $O(m)$ time to find a shortest augmenting path via BFS.
- There are $\leq m n$ augmentations.
  - at most m augmenting paths of length k ← Lemma 1 + Lemma 2
  - at most $n-1$ different lengths ∎

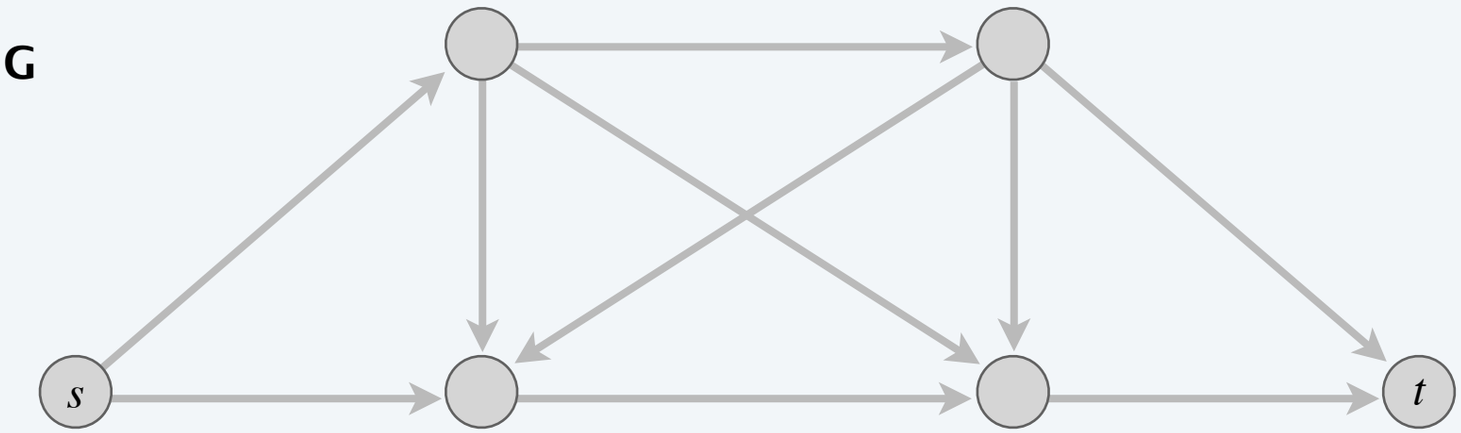
augmenting paths are simple paths

Shortest augmenting path: analysis

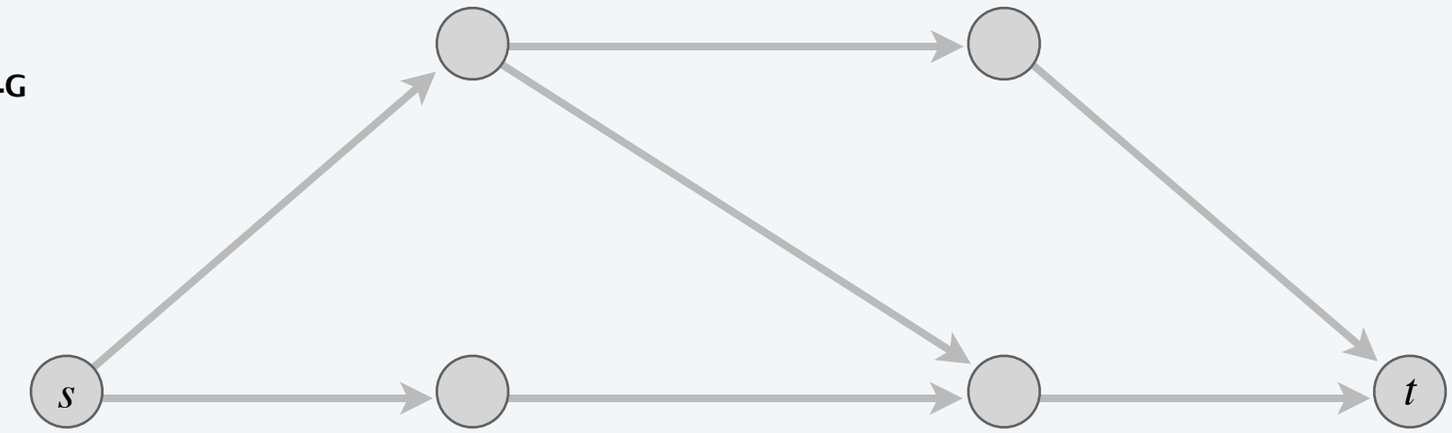
Def. Given a digraph $G = (V, E)$ with source s, its level graph is defined by:

- $\ell(v)$ = number of edges in shortest $s \rightsquigarrow v$ path.
- $L_G = (V, E_G)$ is the subgraph of G that contains only those edges $(v, w) \in E$ with $\ell(w) = \ell(v) + 1$.

graph G



level graph L_G



Network flow: quiz 5

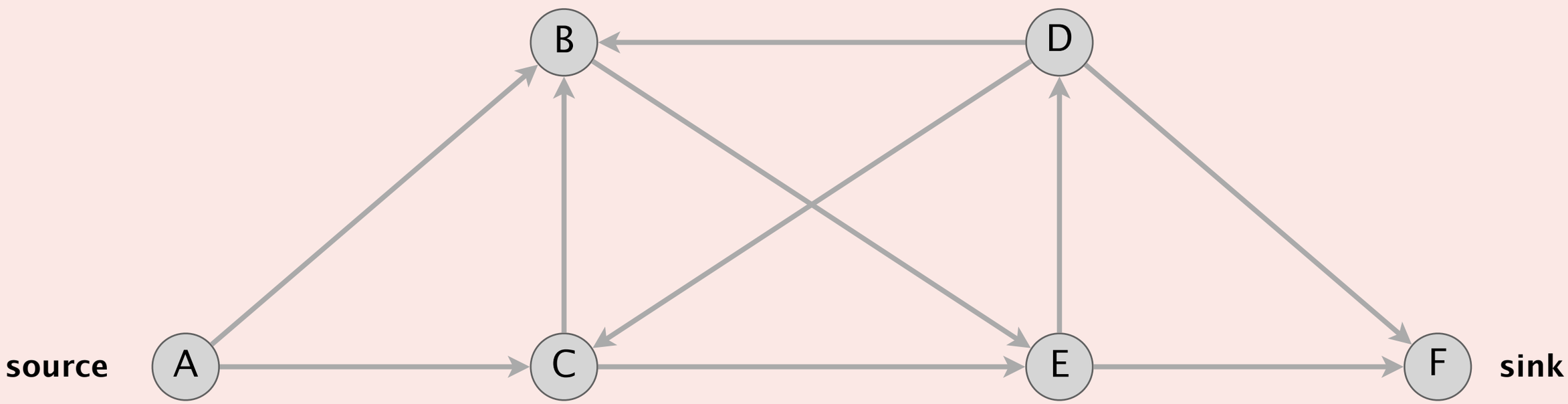
Which edges are in the level graph of the following digraph?

A. D→F.

B. E→F.

C. Both A and B.

D. Neither A nor B.



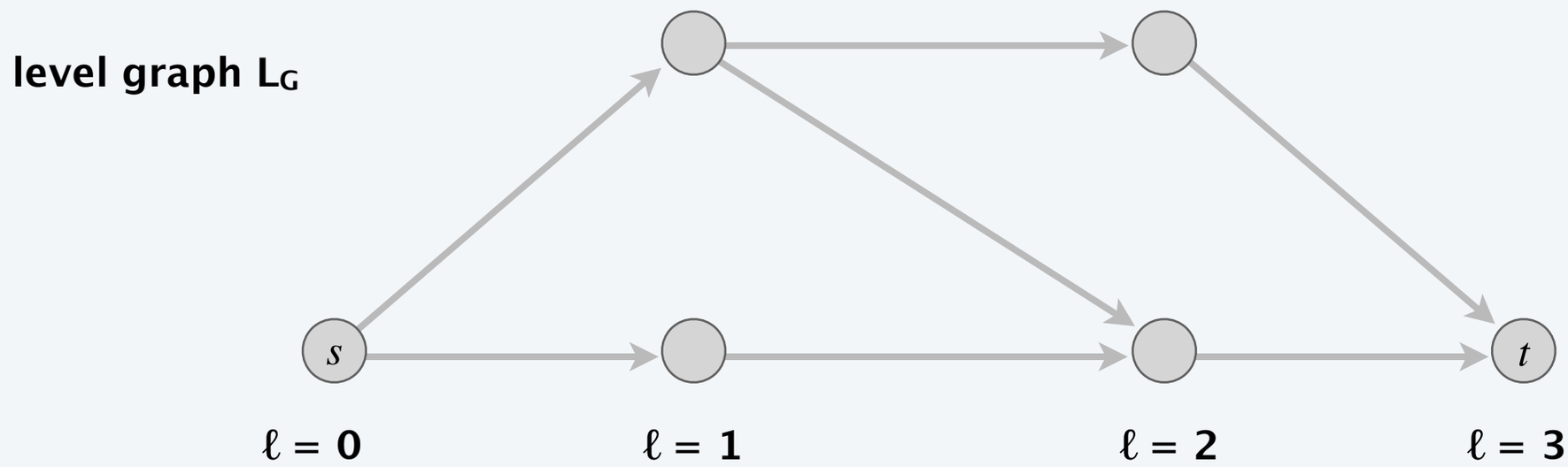
Shortest augmenting path: analysis

Def. Given a digraph $G = (V, E)$ with source s, its level graph is defined by:

- $\ell(v)$ = number of edges in shortest $s \rightsquigarrow v$ path.
- $L_G = (V, E_G)$ is the subgraph of G that contains only those edges $(v, w) \in E$ with $\ell(w) = \ell(v) + 1$.

Key property. P is a shortest $s \rightsquigarrow v$ path in G iff P is an $s \rightsquigarrow v$ path in L_G.

level graph L_G

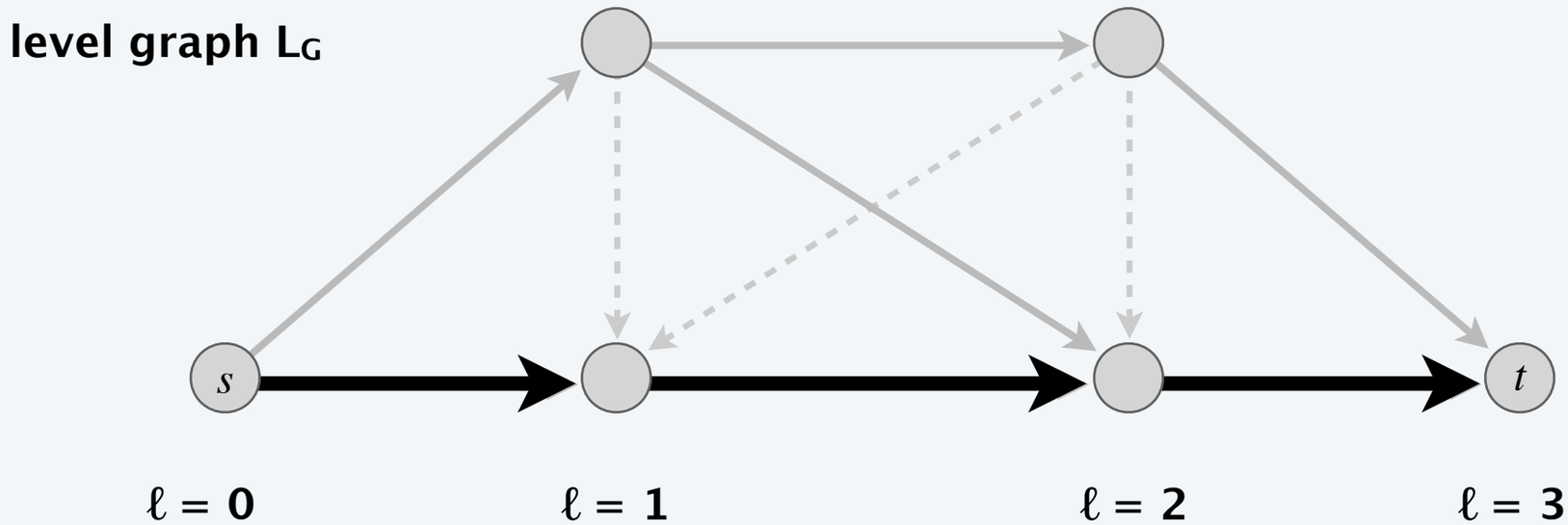


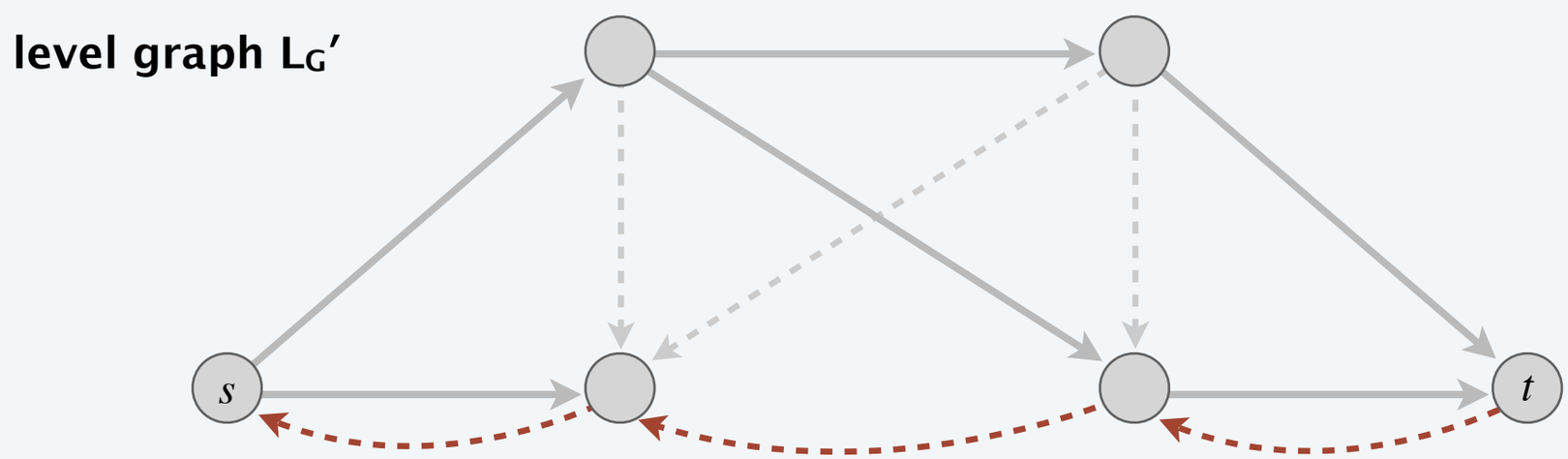
Shortest augmenting path: analysis

Lemma 1. The length of a shortest augmenting path never decreases.

- Let f and f' be flow before and after a shortest-path augmentation.
- Let L_G and $L_{G'}$ be level graphs of G_f and $G_{f'}$.
- Only back edges added to $G_{f'}$

  (any $s \rightsquigarrow t$ path that uses a back edge is longer than previous length) ▪

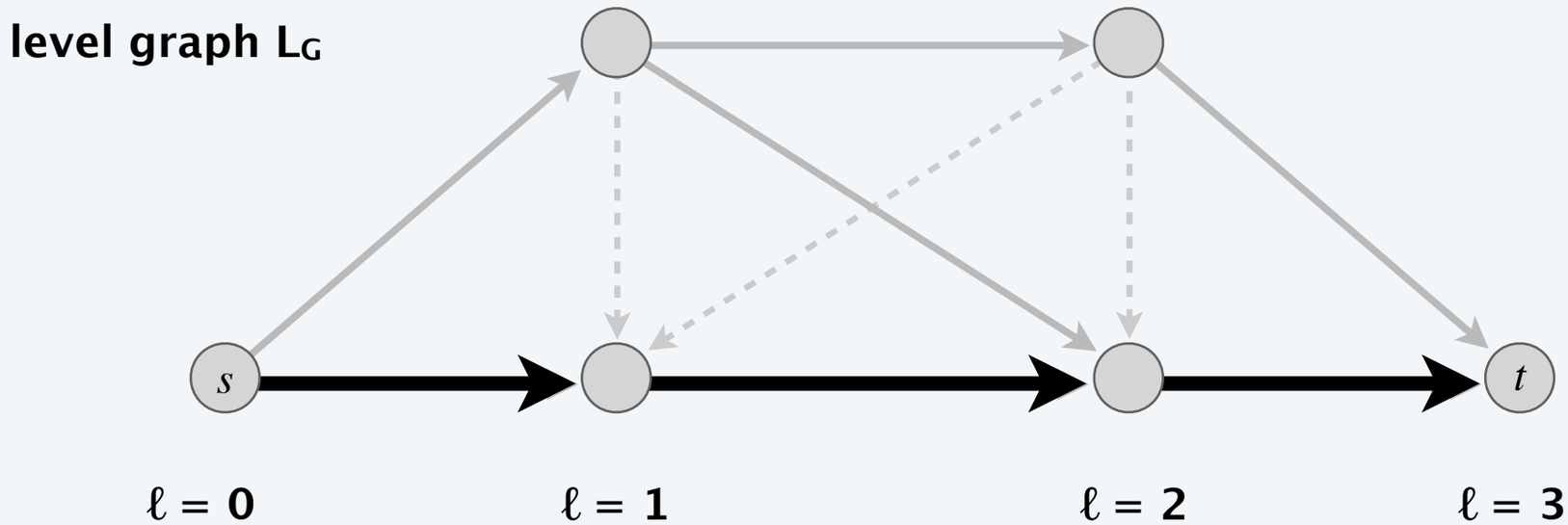


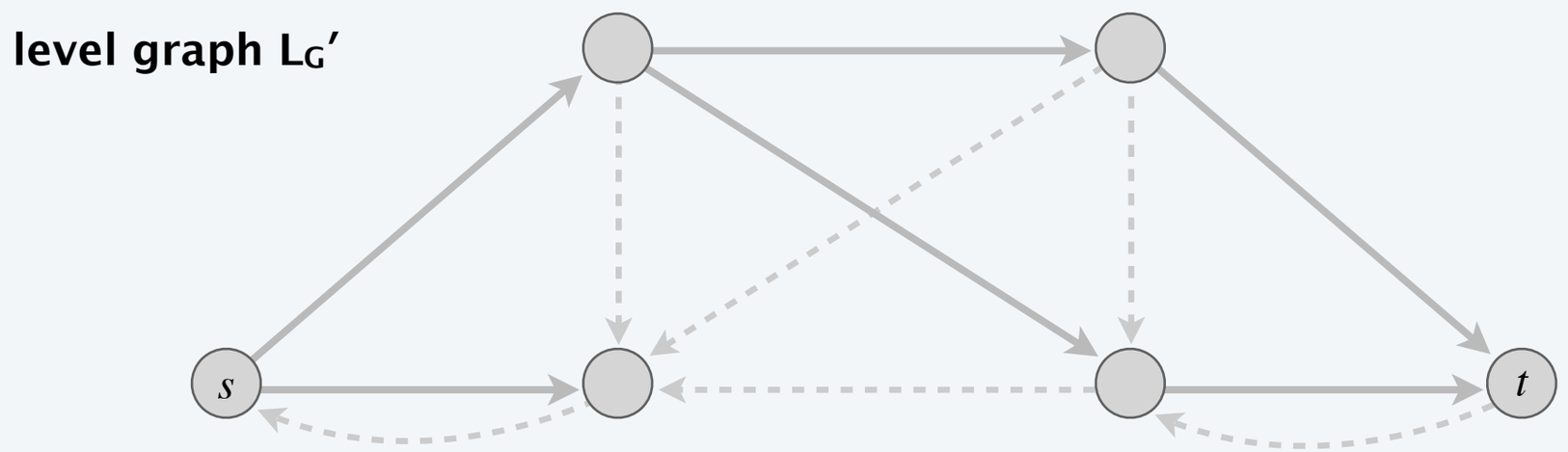


Shortest augmenting path: analysis

Lemma 2. After at most m shortest-path augmentations, the length of a shortest augmenting path strictly increases.

- At least one (bottleneck) edge is deleted from L_G per augmentation.
- No new edge added to L_G until shortest path length strictly increases. ▪





Shortest augmenting path: review of analysis

Lemma 1. Throughout the algorithm, the length of a shortest augmenting path never decreases.

Lemma 2. After at most m shortest-path augmentations, the length of a shortest augmenting path strictly increases.

Theorem. The shortest-augmenting-path algorithm takes $O(m^2 n)$ time.

Shortest augmenting path: improving the running time

Note. $\Theta(m\,n)$ augmentations necessary for some flow networks.

- Try to decrease time per augmentation instead.
- Simple idea $\Rightarrow$ $O(mn^2)$ [Dinitz 1970] ← ahead
- Dynamic trees $\Rightarrow$ $O(m\,n \log n)$ [Sleator–Tarjan 1983]

A Data Structure for Dynamic Trees

DANIEL D. SLEATOR AND ROBERT ENDRE TARJAN

Bell Laboratories, Murray Hill, New Jersey 07974

Received May 8, 1982; revised October 18, 1982

A data structure is proposed to maintain a collection of vertex-disjoint trees under a sequence of two kinds of operations: a *link* operation that combines two trees into one by adding an edge, and a *cut* operation that divides one tree into two by deleting an edge. Each operation requires $O(\log n)$ time. Using this data structure, new fast algorithms are obtained for the following problems:

(1) Computing nearest common ancestors.

(2) Solving various network flow problems including finding maximum flows, blocking flows, and acyclic flows.

(3) Computing certain kinds of constrained minimum spanning trees.

(4) Implementing the network simplex algorithm for minimum-cost flows.

The most significant application is (2); an $O(mn \log n)$-time algorithm is obtained to find a maximum flow in a network of n vertices and m edges, beating by a factor of $\log n$ the fastest algorithm previously known for sparse graphs.