

CS 345: Algorithms II

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Assignment 5

1 Solution of 1

1.1 Inference:

The edge (v, u) must be present in the shortest path that has been considered in the i^{th} iteration.

If (v, u) be a forward edge then for a non zero flow along this path, if (u, v) is not present in the graph then this is introduced with capacity $f(v, u)$ in the residual graph. If (v, u) is present as a backward edge the (u, v) is introduced with residual capacity $c(u, v) - f(u, v)$. If (v, u) is not in the path then (u, v) can't be introduced by Ford-Fulkerson algorithm.

1.2 Proof:

Considering the most general case, before the i^{th} there is a path $s \rightarrow a \rightarrow b \rightarrow t$ such that this is the shortest path, edge (b, a) is not present in the graph and there is a path $a \rightarrow v$. Then in the i^{th} iteration edge (b, a) is introduced as result of which there is path $p_i(v) = s \rightarrow b \rightarrow a \rightarrow v$ then the claim is, $d_i(v) < d_{i-1}(v)$. We also have $d_{i-1}(a) < d_{i-1}(b)$ since the shortest path has been selected. Therefore

$$d_{i-1}(v) > d_i(v) > d_{i-1}(b) > d_{i-1}(a)$$

Since $d_{i-1}(v) > d_{i-1}(a)$ therefore $d_i(a) \geq d_{i-1}(a)$ must satisfy.

But in this case $d_{i-1}(v) > d_{i-1}(v) \Rightarrow$ path length of the path $s \rightarrow b \rightarrow a$ is less than the path length of the path $s \rightarrow a$ (at the beginning of the i^{th} iteration). Therefore, $d_i(a) < d_{i-1}(a)$. Therefore contradiction.

1.3 Proof:

Using (2) our claim is, when (u, v) is reappears in the graph, there must be an edge (v, u) in the graph at the beginning of the j^{th} iteration. Therefore, $d_{j-1}(u) = d_{j-1}(v) + 1$. Therefore, after the j^{th} iteration, using (3) our claim is $d_j(u) > d_{j-1}(v) \geq d_i(v) = d_i(u) + 1$. Therefore, $d_j(u) > d_i(u)$.

1.4 Proof:

During each iteration of FF algorithm, at least one edge disappears from the residual graph. Let (u, v) be an edge that is removed in the i^{th} iteration then, (u, v) can appear atmost n times. If this is not the case then using (4) there would be a shorted path $d_k(u) > n$ ie $d_k(u) = \infty$ since the total number of vertices is n . Therefore, edge (u, v) can't be reached. We have a total of m edges in the graph and each edge reappears atmost n times. Therefore, after mn iterations there is no path between s and t . Therefore the algorithm terminates at this point and hence the running complexity is $O(m^2n)$.

2 Solution of 2

2.1 Pseudo Code:

```
function FINDREACHABLE( $G, s, t, k$ )
  while there is an  $s$ - $t$  path in the graph  $G$  do
    Find a simple  $s$ - $t$  path in the graph  $G$  (no vertex repeated).
    Ping vertices on the path in order of a binary search to find the
    nearest node on this path which is unreachable from  $s$ . Let this
node
    be  $v$  and the node immediately preceding it be  $u$ .
    Remove  $(u, v)$  from the graph  $G$ .
  end while
  Do a DFS of the remaining graph  $G$  from  $s$  to find all the vertices
  reachable from  $s$ .
end function
```

2.2 Proof:

The length of s - t path can be atmost n (no vertex is repeated). So if we do a binary search on this sequence of vertices we require atmost $\log(n)$ ping operations. When we remove an edge (u, v) from the graph, it is the one removed by the hacker too, because if there is an edge (u, v) , there is no way to make v unreachable and keep u reachable without removing (u, v) . Also since hacker has removed edges from min-size cut, (u, v) belongs to min-size cut.

The algorithm terminates when there is no s - t path remaining. Since we remove the edges from the min-size cut, after k iterations of while loop no edge from the min-size cut remains and consequently no s - t path remains in the graph. So the while loop runs k times and in each iteration we execute

a maximum of $\log(n)$ ping operations. So the algorithm executes $O(k \log n)$ ping operations.

Finally we do a DFS on the remaining graph to find all the reachable vertices.

2.3 Time Complexity

The time complexity of $\text{ping}(v)$ operation has not been given so we represent it by P . The overall time complexity of the algorithm can be represented as:

$$O(k(P \log(n) + n) + |S|)$$

This includes the time required to find an s - t path in the graph using BFS i.e. $O(n)$. Second term is due to DFS done of the graph to report the set of reachable vertices. $|S|$ is the size of the set returned by the algorithm. No node except those in $|S|$ are reachable from s , so DFS takes $O(|S|)$ time.