# Algoritem potisni-povišaj za iskanje maksimalnih pretokov

Zagovor dela diplomskega seminarja

Marcel Čampa

Fakulteta za matematiko Univerze v Ljubljani

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# Pregled vsebine

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- Algoritem potisni-povišaj
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# Graf in omrežje

#### Definicija

**Graf** G je par množic G = (V, E), kjer je V množica vozlišč grafa,  $E \subseteq V \times V$  pa je množica usmerjenih povezav grafa G.

#### Definicija

Naj bo G = (V, E) graf. **Omrežje** na grafu G je par (G, c), kjer je  $c \colon V \times V \to \mathbb{R}_0^+ \cup \{\infty\}$  **funkcija prepustnosti**, ki vsakemu paru vozlišč (u, v) priredi prepustnost c(u, v) povezave od u do v. Prepustnost  $c(u, v) = \infty$  natanko tedaj, ko prepustnost povezave ni omejena. Velja še, da c(u, v) = 0 natanko tedaj, ko povezava ne obstaja v G. **Pretočno omrežje** na omrežju (G, c) je četverica (G, c, s, t), kjer je  $s \in V$  začetno vozlišče pretočnega omrežja, rečemo mu **izvir**,  $t \in V$  pa končno vozlišče pretočnega omrežja, ki mu pravimo **ponor**.

# (Maksimalni) pretok

#### Definicija

**Pretok** f je tak psevdopretok, v katerem za vsak  $v \in V \setminus \{s,t\}$  velja, da je neto tok, ki priteče v vozlišče v, enak nič, torej da velja  $e_f(v) = 0$ .

#### Definicija

Maksimalni pretok je pretok f, za katerega velja

$$|f| = \max_{f_i} |f_i|,$$

kjer f<sub>i</sub> teče po vseh možnih pretokih skozi omrežje.

# Pregled algoritmov

| algoritem              | časovna zahtevnost                            | leto |
|------------------------|---|------|
| linearno programiranje |   |      |
| Ford-Fulkerson         | $\mathcal{O}(E \max  f )$                     | 1956 |
| Edmonds-Karp           | $\mathcal{O}(V^2E)$                           | 1972 |
| Dinic                  | $\mathcal{O}(VE \log V)$                      | 1970 |
| potisni-povišaj (gen.) | $\mathcal{O}(V^2E)$                           | 1986 |
| potisni-povišaj        | $\mathcal{O}(V^3)$                            | 1988 |
| KRT                    | $\mathcal{O}(VE \log_{\frac{E}{V \log V}} V)$ | 1994 |
| Orlin + KRT            | $\mathcal{O}(VE)$                             | 2013 |

# Osnovni algoritem

```
POTISNI-POVIŠAJ(G,s)

1 INICIALIZIRAJ_PREDPRETOK(G,s)

2 DOKLER obstaja mogoča operacija POTISNI ali POVIŠAJ

3 izvedi mogočo operacijo
```

# Operacija POTISNI

# Operacija POVIŠAJ

```
POVIŠAJ (u)
1    // Vozlišče u povišamo, če je e(u) > 0 in
2    // za vsak v iz V, (u,v) v E_f, velja h(u) <= h(v).
3    h(u) = min{ h(v) : (u,v) v E_f } + 1</pre>
```

# Operacija INICIALIZIRAJ\_PREDPRETOK

```
INICIALIZIRAJ PREDPRETOK(G,s)
    // V grafu G z izbranim izvirom s
2 // inicializiramo predpretok.
3 7A vsak v v V(G)
        h(v) = 0
5
        e(v) = 0
6
   ZA vsak (u,v) v E(G)
         f(u,v) = 0
   h(s) = |V|
8
    ZA vsak v, za katerega obstaja (s,v) v E(G)
10
         f(s,v) = c(s,v)
11
         f(v,s) = -f(s,v)
12
        e(v) = f(s,v)
```

# Časovna zahtevnost

#### Število operacij

- POTISNI je kvečjemu  $2|V||E| + 4|V|^2(|V| + |E|)$ ;
- POVIŠAJ je kvečjemu  $2|V|^2$ .

# Časovna zahtevnost

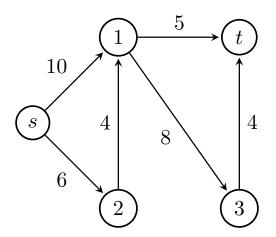
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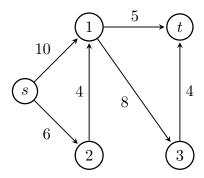
#### Izrek

Časovna zahtevnost algoritma POTISNI-POVIŠAJ je  $\mathcal{O}(V^2E)$ .

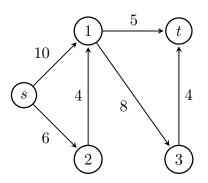
# Začetno omrežje

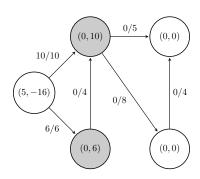


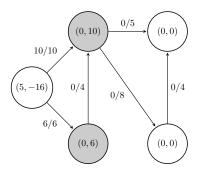
# Inicializacija predpretoka

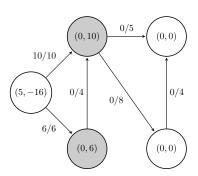


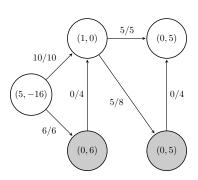
# Inicializacija predpretoka

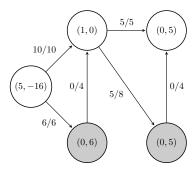


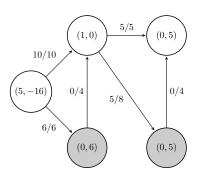


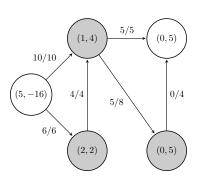


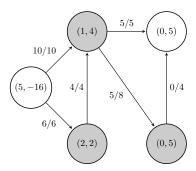


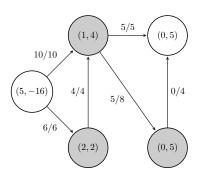


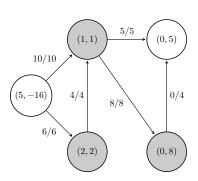


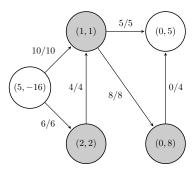


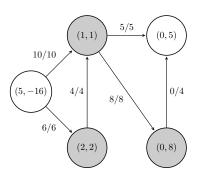


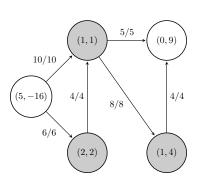


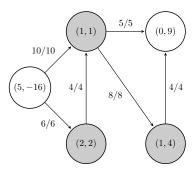


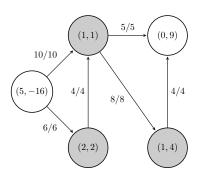


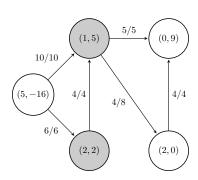


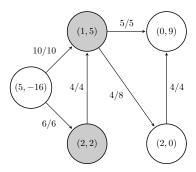


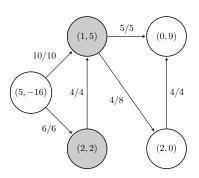


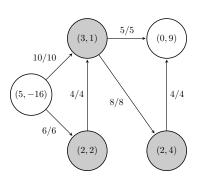


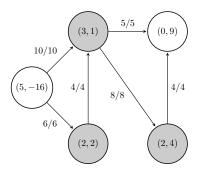


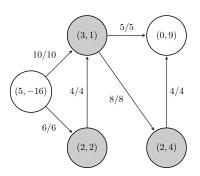


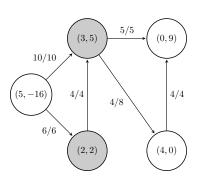


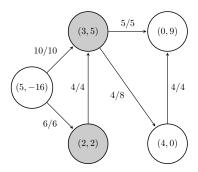


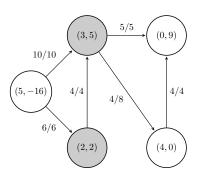


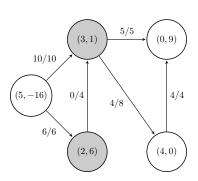


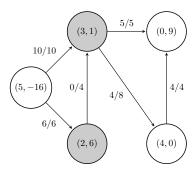


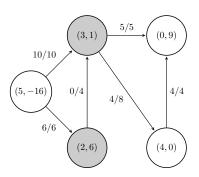


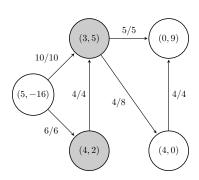


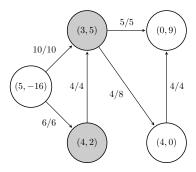


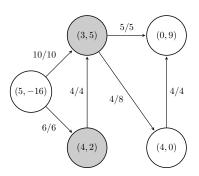


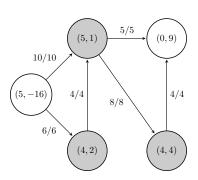


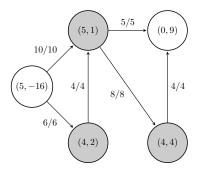


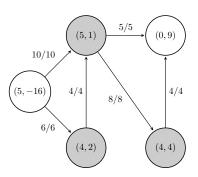


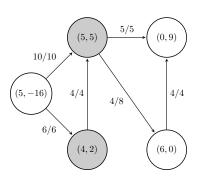


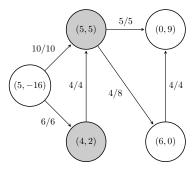


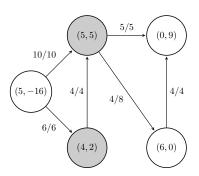


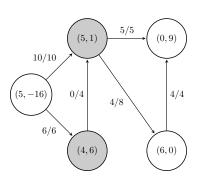


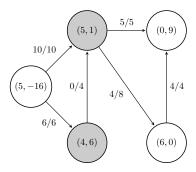


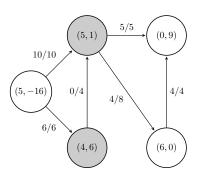


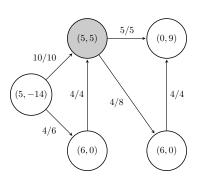


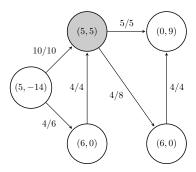


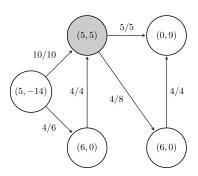


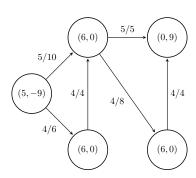




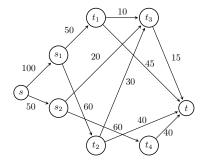




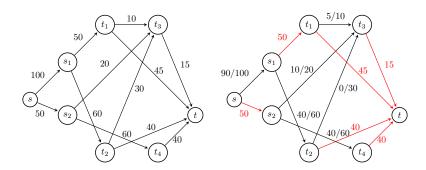




# Problem ponudbe in povpraševanja



# Problem ponudbe in povpraševanja



## Baseball elimination

