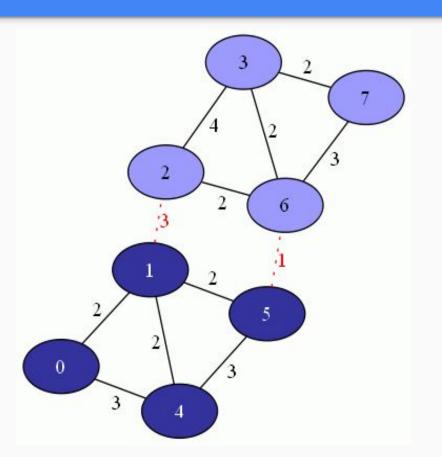
Given a Graph, Find the Minimal Cutset

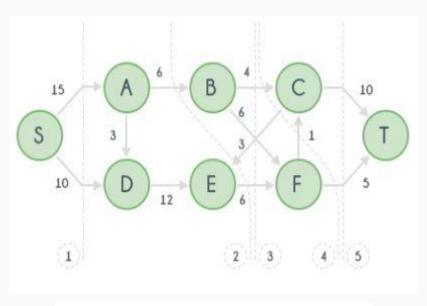
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Problem

- A graph is given. We have to find minimal cutset in that graph.
- A cut is a partition of the vertices of a graph into two disjoint subsets.
- Min-cut: Min-Cut of a weighted graph is defined as the minimum sum of weights of (at least one) edges that when removed from the graph divides the graph into two groups.
- For an unweighted graph, the minimum cut would simply be the cut with the least edges.

Example





Cut1:25,Cut2:15,Cut3:19,Cut4:10,Cut5:15

Algorithm 1 Karger's algorithm

- 1. Initialize contracted graph CG as copy of original graph.
- 2. While there are more than two vertices.
 - a) Pick a random edge (u, v) in the contracted graph.
- b) Merge (or contract) u and v into a single vertex (update the contracted graph).
 - c) Remove self-loops
- 3. Return cut represented by two vertices.

Pseudocode 1 Karger's algorithm

```
Procedure Main
      Input graph G
      Print( kargerMinCut(G) )
Function kargerMinCut (graph)
      V = graph > V, E = graph > E
      Initialize 2d array of size V: subsets
      for v=0 to V
              subsets[v].parent = v
              subsets[v].rank = 0
      vertices = V
      while vertices>2 do
             i = rand() \% E
              subset1 = find(subsets, edge[i].src)
              subset2=find(subsets, edge[i].dest)
              if (subset1 == subset2)
                     continue
              else
                 vertices--
```

cutedges = 0

Union(subsets, subset1, subset2)

```
for i=0 toE
          subset1 = find(subsets, edge[i].src)
          subset2 = find(subsets, edge[i].dest)
          if (subset1 != subset2)
               cutedges++
       return cutedges
function find(subset, i)
       if (subsets[i].parent != i)
               Subsets[i].parent=find(subsets,
               subsets[i].parent)
 return subsets[i].parent
function Union(subsets, x, y)
  x = find(subsets, x)
  y = find(subsets, y)
  if (subsets[x].rank < subsets[y].rank)</pre>
       subsets[x].parent = y
  else if (subsets[x].rank) > subsets[y].rank)
       subsets[y].parent = x
   else
        subsets[y].parent = x
        Subsets[x].rank++
```

Time complexity: Karger's algorithm can be implemented in $O(E) = O(V^2)$ time.

Algorithm 2 Stoer–Wagner algorithm

```
MinCut(G,w):
                                                            MinCutPhase(G, w):
      w(minCut) \leftarrow \infty
                                                                  a ← arbitrary vertex of G
      While |V| > 1
                                                                  A \leftarrow (a)
            s-t-phaseCut ← MinCutPhase(G,w)
                                                                  While A ≠ V
            if w(s-t-phaseCut) < w(minCut)</pre>
                                                                        v ← vertex most tightly connected to A
                  minCut ← s-t-phaseCut
                                                                        A \leftarrow A U (v)
      Return minCut
                                                                  s and t are the last two vertices (in order)
                                                                  added to A
                                                                  Merge(G,s,t)
                                                                  Return cut(A-t,t)
```

Pseudocode 2 Stoer-Wagner algorithm

```
int minCutPhase(int V){
         int i = 0, j = 0;
                                                                                         void merge(int s, int t){
         int s[2];
                                                                                                  int v = 0:
         if(V == 2)  {
                                                                                                  for(v = 0; v < n; v++)
                   for(i = 0; i < n; i++){
                                                                                                            if(Del[v] == FALSE && v != s && v!= t)
                            if(Del[i] == FALSE)
                                                                                                                     W[s][v] = W[s][v] + W[v][t];
                                     s[i] = i; j++;
                                                                                                                     W[v][s] = W[s][v];
                   return W[s[0]][s[1]];
                                                                                                  Del[t] = TRUE;
         int L[n], T[n];
         memset(L, 0, n*sizeof(int));
                                                                                         int maxStickiness(int *T, int *L){
         memset(T, FALSE, n*sizeof(int));
                                                                                                  int i = 0;
         i = 1; // the number of vertices in the tree T
                                                                                                  int v = 0:
         j = 0;
                                                                                                  int max = 0;
         int v,u;
                                                                                                  for(i = 0; i < n; i++)
         while (i \le V)
                                                                                                            if(Del[i] == FALSE \&\& T[i] == FALSE \&\& max < L[i])
                  v = maxStickiness(T,L);
                                                                                                                     v = i:
                  T[v] = TRUE;
                                                                                                                     max = L[i];
                  for(u = 0; u < n; u++)
                            if(W[v][u] != 0 \&\& Del[u] == FALSE \&\& T[u] ==
FALSE){
                                                                                                  return v;
                                     L[u] = L[u] + W[u][v];
                                                                                         int StoerWagner(){
                                                                                                  int V = n;
                  if(i >= V-1){
                                                                                                  int C = INFTY;
                            s[i] = v; i++;
                                                                                                  memset(Del, FALSE, n*sizeof(int));
                                                                                                  for(V = n; V > 1; V--)
                   i++;
                                                                                                            int cutValue = minCutPhase(V);
                                                                                                            C = (C < cutValue ? C: cutValue);
         merge(s[0], s[1]);
         return L[s[1]];
                                                                                                  return C:
```

Time complexity:

For Stoer–Wagner algorithm

• For MinCutPhase:

a single run of it needs at most O(|E|+|V|log |V|)

• MinCut:

time.

MinCut calls MinCutPhase V times

So running time will be

 $O(|V||E|+|V|^2\log |V|)$

Thank you