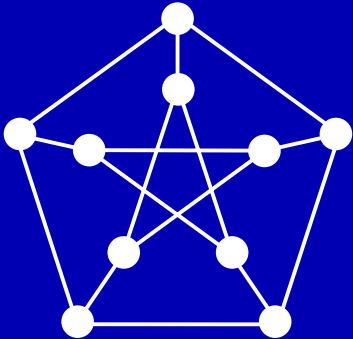


# Gianluca Della Vedova

- Large-Scale Graph Algorithms
- Ufficio U14-2041
- <https://www.unimib.it/gianluca-della-vedova>
- [gianluca.dellavedova@unimib.it](mailto:gianluca.dellavedova@unimib.it)
- <https://github.com/gdv/large-scale-graph-algorithms>
- Everything at <https://elearning.unimib.it/>

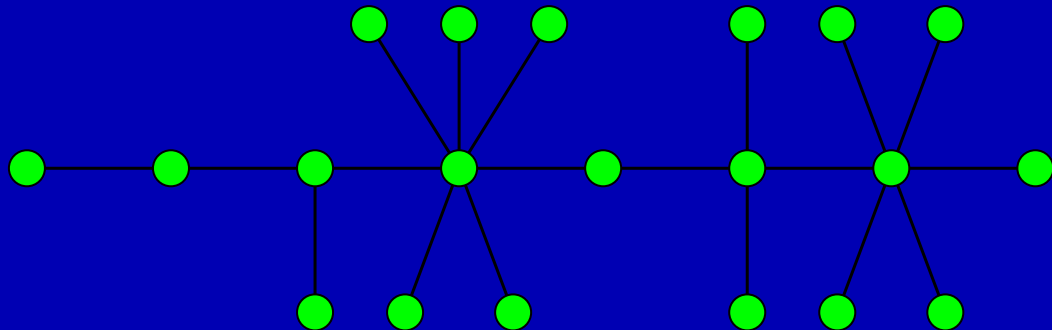
# Example



## Notation

- number of vertices:  $n$
- number of edges/arcs:  $m$

# Better representation



## Almost a path

- Compact representation

# Breadth-first visit

**Data:** graph  $G$ , vertex  $\text{root}$

$Q \leftarrow$  a queue;

label  $\text{root}$  as explored;

$Q.\text{enqueue}(\text{root});$

**while**  $Q \neq \emptyset$  **do**

$v \leftarrow Q.\text{dequeue}();$

**foreach** *edge*  $(v, w)$  **do**

**if**  $w$  is not labeled as explored **then**

            label  $w$  as explored;

$Q.\text{enqueue}(w)$

# Depth-first visit

```
Data: graph  $G$ , vertex root  
 $S \leftarrow$  a stack;  
 $S.\text{push}(\text{root});$   
while  $S \neq \emptyset$  do  
     $v \leftarrow S.\text{pop}();$   
    if  $v$  is not labeled as explored then  
        label  $v$  as explored;  
        foreach edge  $(v, w)$  do  
             $S.\text{push}(w)$ 
```

# Dijkstra's algorithm

**Data:** graph  $G$ , vertex source

$Q \leftarrow$  a queue;

**foreach** *vertex*  $v$  **do**

$\text{dist}[v] \leftarrow \infty$ ;

$Q.\text{enqueue}(v)$

$\text{dist}[\text{source}] \leftarrow 0$ ;

**while**  $Q \neq \emptyset$  **do**

$u \leftarrow$  vertex in  $Q$  minimizing  $\text{dist}[u]$ ;

$Q.\text{dequeue}(u)$ ;

**foreach** *neighbor*  $v$  of  $u$  *still in*  $Q$  **do**

$\text{alt} \leftarrow \text{dist}[u] + \text{Graph.Edges}(u, v)$ ;

**if**  $\text{alt} < \text{dist}[v]$  **then**

$\text{dist}[v] \leftarrow \text{alt}$ ;

$\text{prev}[v] \leftarrow u$ ;

**return**  $\text{dist}[], \text{prev}[]$ ;

# Dijkstra's algorithm — priority queue

**Data:** graph  $G$ , vertex source

$Q \leftarrow$  a priority queue;

**foreach** *vertex*  $v$  **do**

$\text{dist}[v] \leftarrow \infty$ ;

$Q.\text{add\_with\_priority}(v, \text{dist}[v])$

$\text{dist}[\text{source}] \leftarrow 0$ ;

**while**  $Q \neq \emptyset$  **do**

$u \leftarrow Q.\text{extract\_min}$ ;

**foreach** *neighbor*  $v$  of  $u$  still in  $Q$  **do**

$\text{alt} \leftarrow \text{dist}[u] + \text{Graph.Edges}(u, v)$ ;

**if**  $\text{alt} < \text{dist}[v]$  **then**

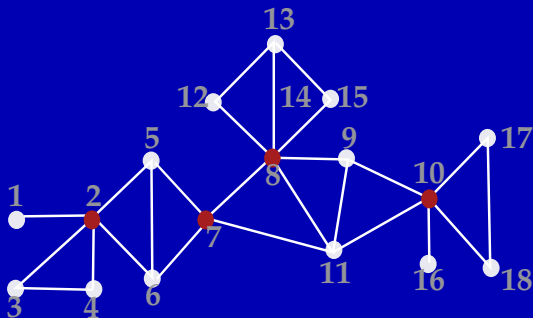
$\text{dist}[v] \leftarrow \text{alt}$ ;

$\text{prev}[v] \leftarrow u$ ;

$Q.\text{decrease\_priority}(v, \text{alt})$

**return**  $\text{dist}[], \text{prev}[]$ ;

# Biconnected components





# Find articulation points

**Data:** connected graph  $G$ , vertex root

$S \leftarrow$  a stack;

$S.push((root, nil));$

$d \leftarrow -1;$

**while**  $S \neq \emptyset$  **do**

$d \leftarrow d + 1;$

$(v, p) \leftarrow S.peek();$

**if**  $v$  is not explored **then**

        label  $v$  as explored;  $parent(v) \leftarrow p$ ;  $depth[v] \leftarrow d$ ;

$lowpoint[v] = depth[v]$ ;

**foreach** *edge*  $(v, w)$  **do**

$S.push((w, v));$

**else**

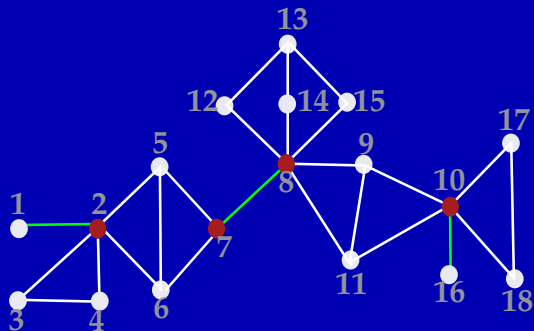
$lowpoint[v] =$

$\min \{ depth[v], \min_{w \in N(v), w \neq p} \{ depth[w] \}, \min_{w \in N(v), parent(w)=v} \{ lowpoint[w] \} \}$

$d \leftarrow d - 1;$

$v \leftarrow S.pop();$

# 2-edge connected components



# Find bridges

**Data:** connected graph  $G$ , vertex root

$S \leftarrow$  a stack,  $S.push(\text{root}, \text{nil})$ ;

$x \leftarrow -1$ ;

**while**  $S \neq \emptyset$  **do**

$(v, p) \leftarrow S.peek()$ ;

**if**  $v$  is not explored **then**

$x \leftarrow x + 1$ ;

        label  $v$  as explored;  $P(v) \leftarrow p$ ;  $\text{num}[v] \leftarrow x$ ;

**foreach** edge  $(v, w)$  **do**

$S.push((w, v))$ ;

**else**

$\text{nd}[v] = 1 + \sum_{w \in N(v), P(w)=v} \text{nd}[w]$ ;

$l[v] =$

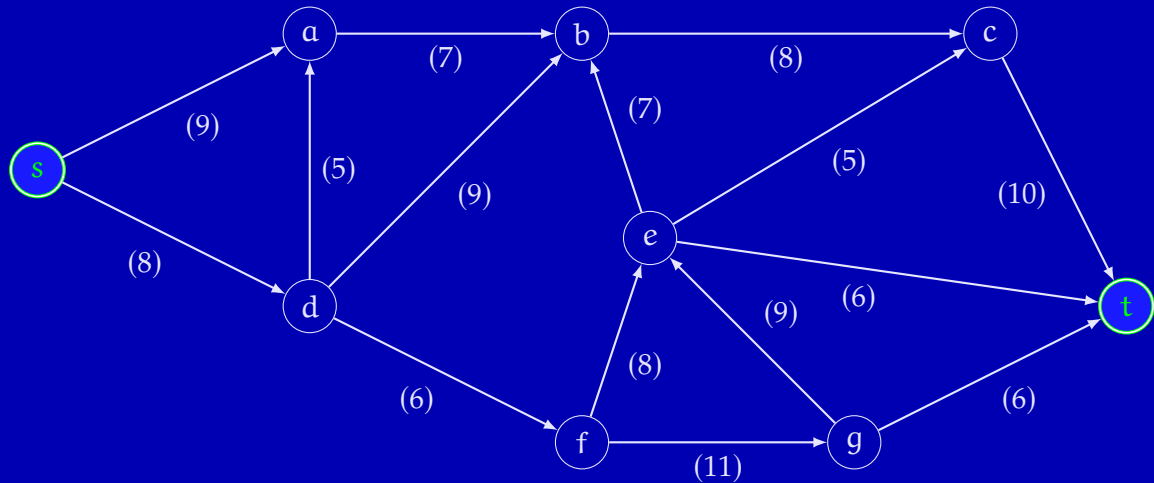
$\min \{ \text{num}[v], \min_{w \in N(v), w \neq p, P(w) \neq v} \{ \text{num}[w] \}, \min_{w \in \text{children}(v)} \{ l[w] \} \}$ ;

$h[v] =$

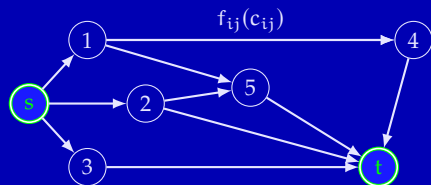
$\max \{ \text{num}[v], \max_{w \in N(v), w \neq p, P(w) \neq v} \{ \text{num}[w] \}, \max_{w \in \text{children}(v)} \{ h[w] \} \}$ ;

$v \leftarrow S.pop()$ ;

# Max flow



# Max flow

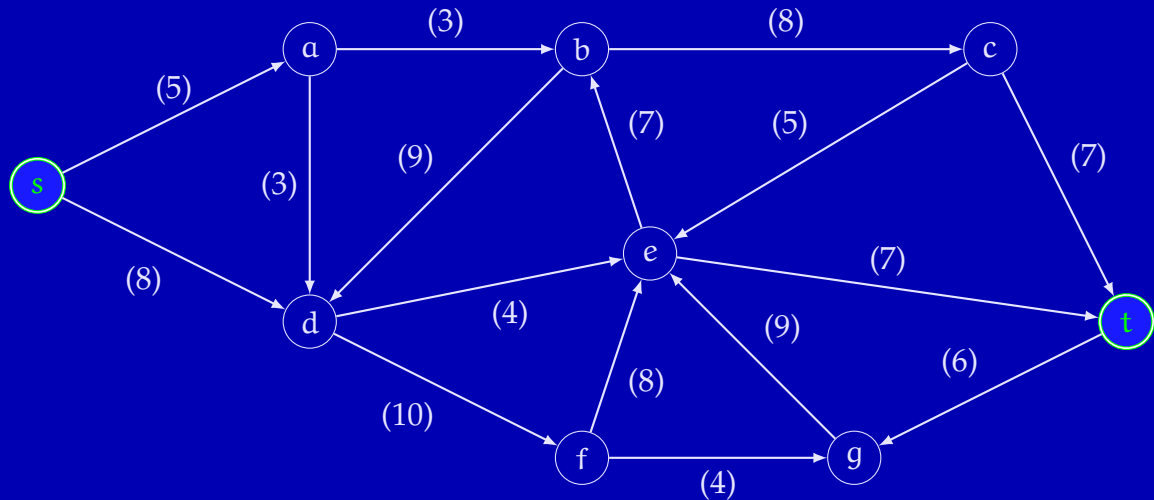


- $c_{ij}$  : capacity of the arc  $(i, j)$
- $f_{ij}$  : flow through the arc  $(i, j)$
- $v_i$  : flow imbalance of the vertex  $i$  ( $< 0$  incoming,  $> 0$  outgoing)

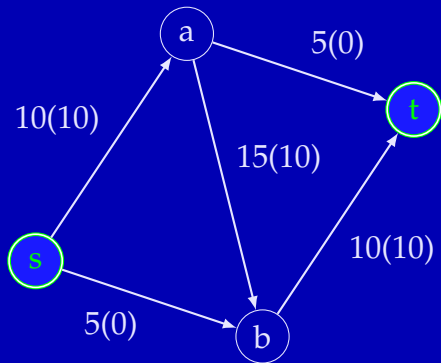
max  $F$

$$\text{s.t. } \sum_{j:(i,j) \in E} f_{ij} - \sum_{k:(i,k) \in E} f_{ki} = \begin{cases} F & \text{if } i = s \\ -F & \text{if } i = t \\ 0 & \text{if } i \text{ otherwise} \end{cases} \quad \forall i \in V$$
$$0 \leq f_{ij} \leq c_{ij} \quad \forall (i, j) \in E$$

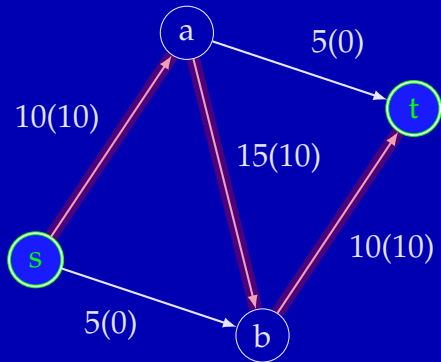
# Example



# Residual network

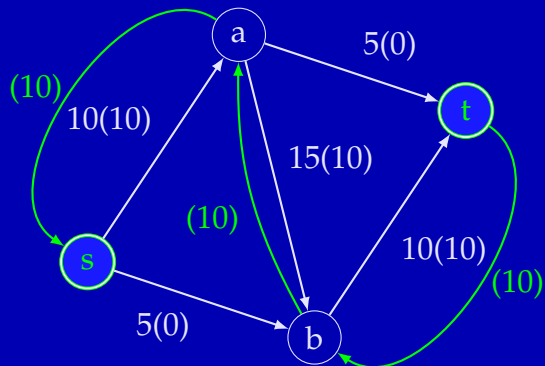


# Residual network

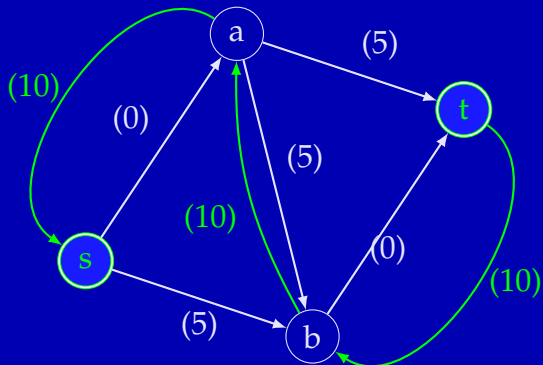




# Residual network



# Residual network



# Cut

Let  $G = \langle V, E \rangle$  be a directed graph and let  $S \subseteq V$ . Then:

- $(S, \bar{S}) = E \cap (S \times \bar{S})$  is a forward cut,
- $(\bar{S}, S) = E \cap (\bar{S} \times S)$  is a backward cut,
- $E \cap ((S \times \bar{S}) \cup (\bar{S} \times S))$  is a cut.

# Flow — Cut

## Lemma 1

Let  $G = \langle V, E \rangle$  be a directed graph and let  $(S, \bar{S})$  be a bipartition of  $V$ , with  $s \in S$ ,  $t \notin S$ . Let  $f$  be an  $(s, t)$ -flow with total flow  $F$ . Then

$$F = \sum_{e \in (S, \bar{S})} f(e) - \sum_{e \in (\bar{S}, S)} f(e)$$

## Lemma 2

Let  $G = \langle V, E \rangle$  be a directed graph and let  $(S, \bar{S})$  be a bipartition of  $V$ , with  $s \in S$ ,  $t \notin S$ . Let  $f$  be an  $(s, t)$ -flow with total flow  $F$ . Then

$$F \leq \sum_{e \in (S, \bar{S})} c(e)$$

# Max flow – Min cut theorem

Let  $f$  be a flow of a graph  $G = (V, E)$ . Then the following three conditions are equivalent:

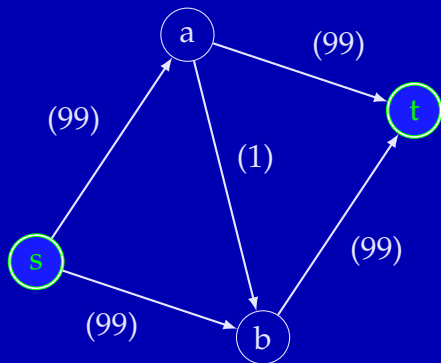
- 1  $f$  is a maximum flow
- 2 the residual graph has no **augmenting** path
- 3 there is a cut  $(S, T)$  of  $G$  such that  $c(S, T) = |f|$

# Ford–Fulkerson

- 1 Find an augmenting path
- 2 Use it!

# Ford–Fulkerson

- 1 Find an augmenting path
- 2 Use it!

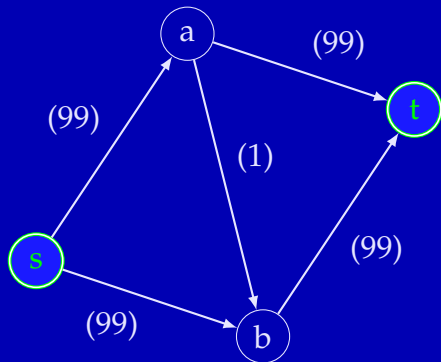


# Ford–Fulkerson

- 1 Find an augmenting path
- 2 Use it!

## Edmonds–Karp

BFS to find the augmenting path





# Figures

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