

various

Lecture Notes of Spring 2013

Algorithms I

University of Mannheim
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1

TODO: Elementary Notions about Graphs

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Definition 1.1

An undirected graph is a pair $G=(V, E)$ where V is a set of nodes and E is a set of edges, together with a function $i: E \rightarrow \gamma(v)$ such that $0 < |i(e)| \leq 2$.

If $u, v \in i(e)$ we call u, v endpoints of e . If V and E are a finite set we call G a finite graph. If $i(e_1) = i(e_2)$ we call e_1, e_2 parallel edges.

If $|i(e)| = 1$ we call e a loop. The degree of a node v is the number of edges for which v is an endpoint where loops are counted twice. If the degree of $v = 0$ then we call v isolated.

Example

TODO: Graphic missing!

Lemma 1.1

In a finite graph the number of nodes with odd degree is even.

Proof: $\sum_{i=1}^n \text{degree}(v_i) = 2 * |E|$

This is because we start with a graph, where each node is isolated. Then we insert one edge after another.

Case 1: $i(e) = x$ then the degree of x is increased by 2

Case 2: $i(e) = x, y$ then the degree of x and y are increased by 1

We assume that $v_1 \dots v_i$ have an even degree and $v_{i+1} \dots v_n$ have odd degree.

$$\sum_{k=1}^i \text{degree}(v_k) + \sum_{k=i+1}^n \text{degree}(v_k) = 2 |E|$$

$\sum_{k=1}^i \text{degree}(v_k)$ is an even number

$\sum_{k=i+1}^n \text{degree}(v_k)$ must be an even number and hence the number of nodes with odd degree must be even

$2 |E|$ is an even number

Definition 1.2

If $G=(V,E)$ is a graph and $v_1, v_2 \in V$ with $i(e) = \{v_1, v_2\}$ then we say that v_1, v_2 are neighbours. A path in G is a sequence of edges e_1, e_2, \dots such that:

- i) e_i, e_{i+1} share an endpoint
- ii) if e_i is not a loop and neither the first nor the last edge. Then e_i shares one endpoint with e_{i-1} and the other with e_{i+1} [MS: does this make sense? sounds strange!]

Definition 1.3

TODO

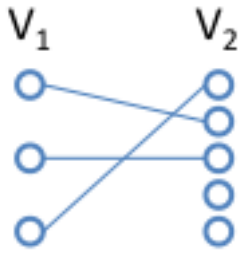
Lemma 1.2

TODO

Definition 1.4

Let $G = (V, E)$ be a graph without loops. If there exists $V_1, V_2 \subseteq V$ and $V_1 \cup V_2 = V$ such that $V_1 \cap V_2 = \emptyset$ and every edge e has one endpoint in V_1 and the other in V_2 , then we call G a **bipartite**.

Example



Definition 1.5

A directed graph is a pair $G = (V, E)$ where V is a set of nodes (vertices) and E is a set of edges together with a function $i : E \rightarrow V \times V$. If $i(e) = (v_1, v_2)$ then v_1 is called start point, v_2 is called end point.

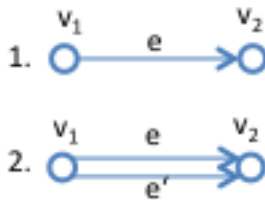
Graphically:

If $i(e) = (v_1, v_2)$ we draw 1.

If $i(e') = (v_1, v_2)$ then this indicates a second edge (2.).

If $i(e_1) = i(e_2)$ we call e_1, e_2 parallel.

If $i(e) = (v, v)$ then e is called a directed loop.



$g_{out}(v)$ is the number of edges that have starting point v .

$g_{in}(v)$ is the number of edges with endpoint v .

Lemma 1.3

$$\sum_{v \in V} g_{in}(v) = \sum_{v \in V} g_{out}(v)$$

Proof: We start with a graph without edges. Then we insert one after the other edges in E . Each edge contributes 1 to both sides of the equation.

Definition 1.6

A directed path is a sequence of edges e_1, e_2, \dots such that the end point of e_i is the start point of e_{i+1} , $i \geq 1$ ($[NW] + 1$ seems strange to me, correct?).

A directed path $e_1 \dots e_k$ is called a (directed) cycle, if the start point of e_1 and the end point of e_k coincide.

A simple (directed) path is a path where every node occurs at most once.

A directed cycle is called simple if every node except for the start and end node occurs at most once.

Definition 1.7

A graph directed or undirected is called simple, if it does not contain parallel edges.

Definition 1.8

A directed graph is called strongly connected if for any pair of nodes (u, v) there is a directed path from u to v .

Let G be a directed graph $G = (V, E)$. $x, y \in V$ $x \sim y$ ([NW] does \sim mean are "connected"?) if there is a directed path from x to y and vice versa.

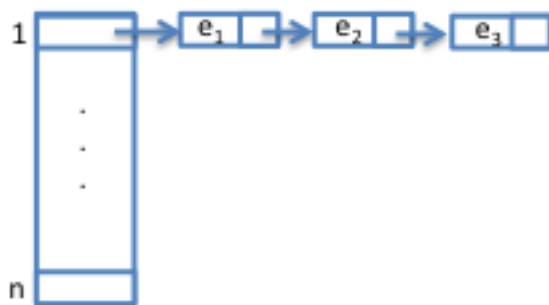
The equivalence classes of this relation $cVxV$ are called strongly connected components. (Analogously: Define connected components for undirected graphs)



We should know how the following terms are defined: reflexivity, symmetry, transitivity.

Implementation:

1. Adjacency Lists $V = 1 \dots n, E = e_1 \dots e_t$



2. Dynamically changing graphs:

e.g. multi user databases: Nodes \equiv transactions of user; Edges \equiv waiting situations

1	1	2
2	1	3
3	1	2

Graph is used to detect dead locks. Waiting arises when data are locked by a user that modifies these data.

$U_1 \text{ write}(d), \text{ read}(d')$

$U_2 \text{ read}(d), \text{ write}(d')$

Definition 1.9

An undirected graph is called a tree if it is connected and does not have simple cycles.

Let G be a directed graph, $G = (V, E)$. A node r is called root if every other node can be reached from r via a directed path.

A directed graph is called a tree if it has a root and the underlying undirected graph is a tree.

Let G be a directed graph. A node is called source if $g_{in}(v) = 0$. v is called sink if $g_{out}(v) = 0$

Lemma 1.4

NW: what was lemma 1.3? the next one was 1.4 in my notes

Lemma 1.5

If $G = (V, E)$ is a directed graph without directed cycles, then there is always a source and sink.

We use this theorem to detect cycles

Proof: Source (sink analogously): Select an arbitrary node v_1 . If v_1 is a source we are done. If it is not, then there must be an edge e_1 leading to it $v_2 \xrightarrow{e_1} v_1$.

If v_2 is a source we are done. If not, there must be an edge e_2 leading to it $v_3 \xrightarrow{e_2} v_2 \xrightarrow{e_1} v_1$. We continue this process. It must stop because there are only finitely many nodes and if a node would appear once more on such a path, there would be a directed cycle.

2

Euler Graphs and Hamilton Graphs

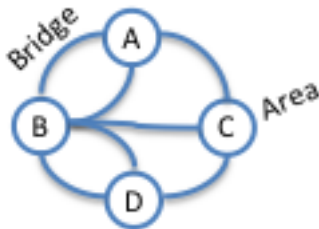
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2.1 Euler Graphs

2.1.1 Euler 1736: Königsberger Brückenproblem

Is it possible to do a round walk crossing every bridge exactly once?



Example 2.1



Definition 2.1

Let G be a finite undirected graph. A path $e_1..e_t$ is called a **euler path** if every edge in E occurs exactly once in the list.

A graph is a **euler graph** if it has a euler path.

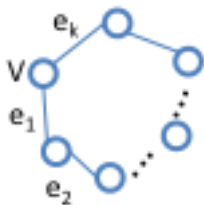
Theorem 2.1

A finite connected graph is a euler graph if and only if:

- i) It has either exactly two nodes of odd degree. or
- ii) All nodes have even degree.

In the last case the path is a cycle. In the first case no euler path is a cycle. Check is possible in linear time.

Proof: " $>$ " Let $G = (V, E)$ be a graph that has a euler path that is not a cycle. Let $|E| = k$
 $\circ \xrightarrow{e_1} \circ \xrightarrow{e_2} \dots \circ \xrightarrow{e_k}$ In this path v_1 and v_{k+1} have odd degree and all other nodes have even degree.
 Now consider the case that G has a euler cycle.



Hence every node has even degree.

" $<$ " Let G be a graph with exactly two nodes with odd degree, let this be a and b . We contradict a euler path as follows:

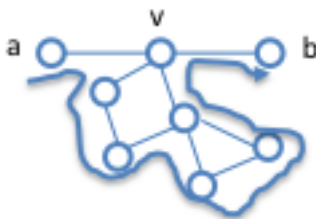
Start at node a and follow an edge on a. $a \rightarrow \circ \rightarrow \dots \rightarrow \circ \rightarrow b$

Case 1: All edges have been used \rightarrow done

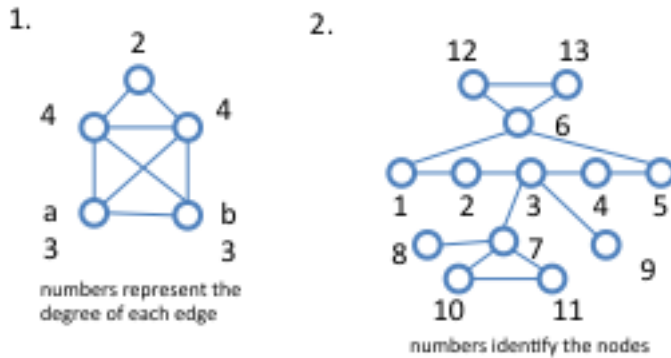
Case 2: Still edges unused. Then because G is connected there must be some node v on the path from which there is an unused edge. We construct a path starting from v as before. This path must end in v .

\Rightarrow Repeat until there are no more unused edges.

Analogously we proceed when the degree of all nodes is even.



Example



In the directed case a **directed Euler path** is a directed path on which every edge appears exactly once. Directed **Euler cycle** analogously.

Theorem 2.2

A finite directed graph is a **directed Euler graph** if and only if its underlying undirected graph is connected.

- i) There is one node a with $g_{out}(a) = g_{in}(a) + 1$ and another node b with $g_{out}(b) = g_{in}(b) - 1$ and for all other nodes v $g_{in}(v) = g_{out}(v)$. Or
- ii) For all nodes $g_{in}(v) = g_{out}(v)$ (**directed Euler cycle**)

2.2 Hamiltonian Graphs

Definition 2.2

Let $G = (V, E)$ be a graph. A **Hamiltonian cycle** C is a cycle on which every node $v \in V$ occurs exactly once. If G has a Hamiltonian cycle it is called **Hamiltonian**.

Example

1.



is hamiltonian!

2.



is hamiltonian!

3.



not hamiltonian!

The problem, given an arbitrary undirected graph: Is it **Hamiltonian**? \Rightarrow NP complete \Rightarrow no polynomial time algorithm is known and it is assumed there is no such.

One way out of the complexity issue is to derive conditions that can be tested explicitly and if they are satisfied the desired property is ensured.

Theorem 2.3

Let $G = (V, E)$ be an undirected finite graph without loops and without parallel edges. Let $|V| = n$. If for all $x, y \in V$ with $x \neq y$ and no edge with end points x, y the following holds:

$$\deg(x) + \deg(y) \geq |V| = n$$

Then G has a **Hamiltonian Cycle**.

Example



K_3



K_4

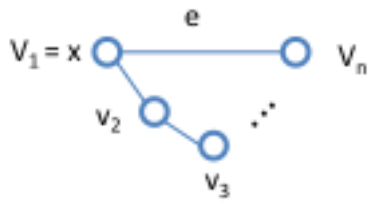


K_5

Proof: Assume there is a graph $G = (V, E)$ with $\deg(x) + \deg(y) \geq |V|$ for all x and y with $x \neq y$ and no edges between them, but is not **Hamiltonian**. Among all graphs with nodes in V , we choose one that has this property and has the maximal number of edges, we call graph $G_0 = (V, E_0)$. As the complete graph (every node is connected with every other node) is **Hamiltonian**, we know there must be an edge e connecting some x and y and $e \in E_0$.

We add edge e to the graph and obtain a new graph $G_1 = (V, E_1)$ that still satisfies the degree conditions and must be **Hamiltonian** because G_0 was the one with the largest number of edges.

We know that the **Hamiltonian cycle** must contain the edge e .



$v_i \neq v_j$ for $i \neq j$

$S = \{v_i : 1 \leq i \leq n \text{ x,y are connected with an edge in } E_0\}$

$T = \{v_i : 1 \leq i \leq n \text{ there is an edge between y and } v_i \text{ in } E_0\}$

Observation:

i) $y = v_n \in S \cup T$

ii) $|S \cup T| < |V| = n$

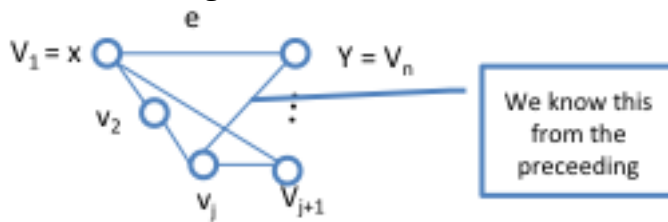
iii) $\deg(x) = |S|$

$\deg(y) = |T|$

Hence $S \cap T \neq \emptyset$, let $v_j \in S \cap T$ hence there is an edge between x, v_{j+1} and an edge between y, v_j .

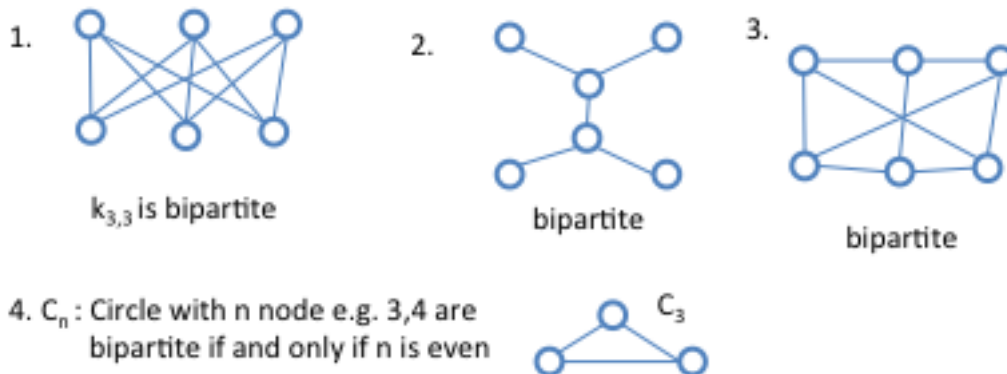
Now remove edge e and there is a Hamiltonian left.

Cost of checking the condition $O(M^2)|E| \leq |V|^2$



2.3 Bipartite Graphs

Example



Theorem 2.4

Let $G = (V, E)$ be a connected undirected graph without loops and parallel edges. G is bipartite if and only if it does not contain any cycle of odd length.

Corollary: All trees are bipartite

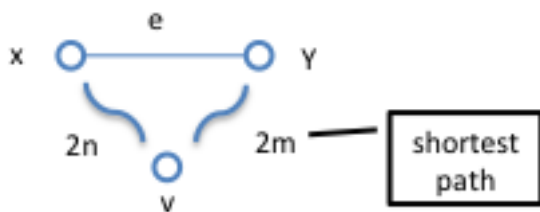
Proof: \Rightarrow IF G contains a cycle of odd length then it is not bipartite. \Leftarrow Let G not have any cycle of odd length we choose node v .

$V_1 = \{u \in V \text{ a shortest path between } u \text{ and } v \text{ is of odd length}\}$

$V_2 = \{u \in V \text{ a shortest path between } u \text{ and } v \text{ is of even length}\}$

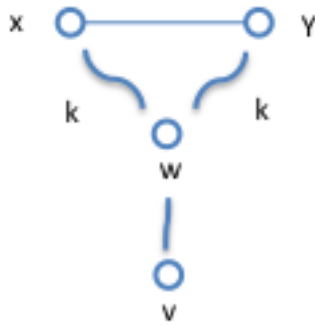
$V = V_1 \cup V_2$ (disjoint union)

Claim: There is no edge e with both endpoints in V_1 respectively V_2 . Assume there is an edge e with both endpoints in V_1 . Let the end points be x, y



$$2m \leq 2n + 1 \text{ and } 2n \leq 2m + 1 \Rightarrow m = n$$

Let $P(x)$ a shortest path from v to x , analogously $P(y)$ let w be the last node on the paths starting at v that lies on both paths.

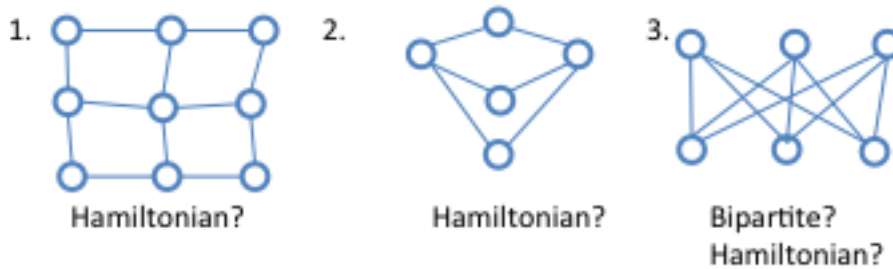


The length of the path from w to x coincides with the length of path from w to y .
 The circle $w - x - y - w$ is of odd length i.e. $2k + 1 \Rightarrow$ contradiction!

Corollary 2.5: A bipartite graph with an odd number of nodes cannot be [Hamiltonian](#)

Proof: Assume if were Hamiltonian then there is a cycle where node appears exactly once.
 This cycle is of odd length \Rightarrow contradicts Theorem 2.4

Example 2.2



\Rightarrow We have two theorems to check:

- i) Count degrees
- ii) Corollary 2.5

3

(Network) Flow Problems

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3.1 Network Flow Problems

Example 3.1

Example: Oil field + transportation

Definition 3.1

A network N consists of

- i) A finite directed graph $G = (V, E)$ without loops and parallel edges
- ii) a function $c : E \rightarrow \mathbb{R}^+$, which assigns a capacity to each edge
- iii) two designated nodes s and t , called **source** and **sink**

Short: $N = (G, c, \{s, t\})$

Definition 3.2

Let $N = (G, c, \{s, t\})$ be a network. A flow function on N is a function $f : E \rightarrow \mathbb{R}$ such that

- $0 \leq f(e) \leq c(e), \forall e \in E$
- $\alpha(v) := \{e : \text{endpoint of } e \text{ is } v\}, v \in V$
 $\beta(v) := \{e : \text{startpoint of } e \text{ is } v\}, v \in V$

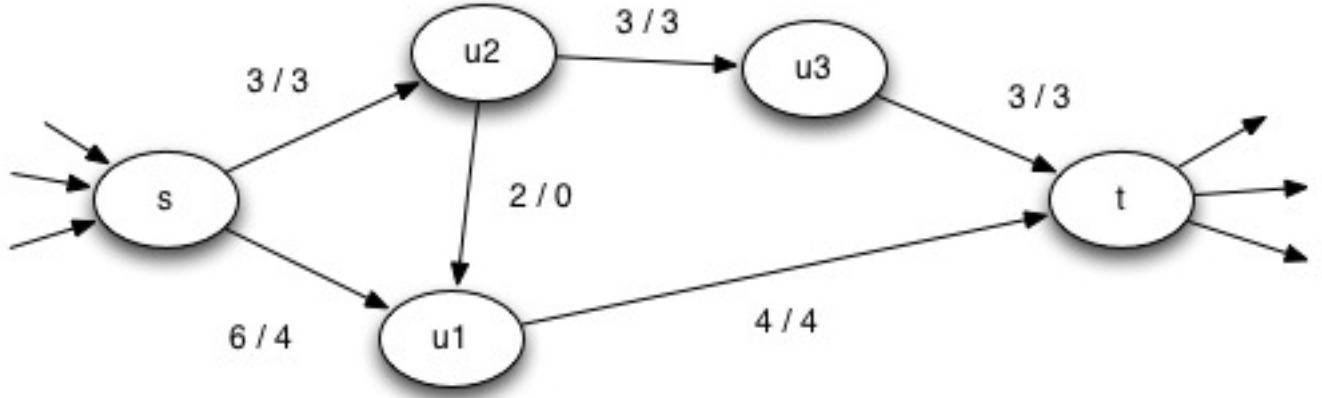
For every $v \in V \setminus \{s, t\}$

$$\sum_{e \in \alpha(v)} f(e) = \sum_{e \in \beta(v)} f(e)$$

This is called "**conservation function**".

The **total flow** of the flow function is given by $F = \sum_{e \in \alpha(t)} f(e) - \sum_{e \in \beta(t)} f(e)$

Example 3.2



Notion: 6/4 describes the capacity and the flow of an edge. In this example the capacity of the edge is 6 and the flow is 4.

Problem:

Given an arbitrary network N , find a flow function f , where the total flow F is maximal.

Definition 3.3

Let $N = (G, c, \{s, t\})$ be a network. Let $S \subseteq V$ with $s \in S, t \notin S$

$\bar{S} = V \setminus S$ (i.e. $t \in \bar{S}$)

$E_{S\bar{S}} = \{e : \text{all edges with starting point in } S \text{ and endpoint in } \bar{S}\}$

$E_{\bar{S}S} = \{e : \text{all edges with start point in } \bar{S} \text{ and end point in } S\}$

$E_{S\bar{S}} \cup E_{\bar{S}S}$ is the **cut** defined by S .

The capacity of a cut defined by S : $c(S) = \sum_{e \in E_{S\bar{S}}} c(e)$

Lemma 3.1

Let $N = (G, c, \{s, t\})$ be a network, $f : E \rightarrow \mathbb{R}$ be a flow function then for any $S \subseteq V$ with $s \in S, t \notin S$:

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

Proof.

$$F = \sum_{e \in \alpha(t)} f(e) - \sum_{e \in \beta(t)} f(e)$$

$$0 = \sum_{e \in \alpha(v)} f(e) - \sum_{e \in \beta(v)} f(e); \forall v \in \bar{S} \setminus \{t\}$$

We add all these equations up. Left hand side: F remains. Right hand side: Let $x \xrightarrow{e} y$ be an edge. We need to consider 4 cases:

- i) $x, y \in S$, then the value $f(e)$ does not occur in the summation
- ii) $x, y \in \bar{S}$, then $f(e)$ occurs one time positive in the summation, namely for y
 $f(e)$ occurs one time negative in the summation, namely for x
- iii) $x \in S; y \in \bar{S}$, $f(e)$ occurs positive for y and nowhere else and $e \in E_{S\bar{S}}$
- iv) $x \in \bar{S}; y \in S$, then $f(e)$ occurs negative for x and nowhere else and $e \in E_{\bar{S}S}$

This leads to the following equation:

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

Only case ?? and ?? contribute. □

Lemma 3.2

For every flow function f with total flow F and any set $S \subseteq V$, $s \in S$, $t \notin S$

$$F \leq c(S)$$

Proof. From lemma 3.1 we know

$$F = \sum_{e \in E_{S\bar{S}}} f(e) - \sum_{e \in E_{\bar{S}S}} f(e) \leq \sum_{e \in E_{S\bar{S}}} f(e) \leq \sum_{e \in E_{S\bar{S}}} c(e) = c(S)$$

□

Korollar 3.1 Max Flow - Min Cut Statement

If $F = c(S)$ then the total flow F is maximal and the capacity of the cut defined by S is minimal.

Proof. Let $F = c(S)$, consider another flow function f' with total flow F' .

- i) $F' \leq c(S)$ (Lemma 3.2) // $F' \leq c(S) = F$
Hence, f is a flow function with maximal total flow.
- ii) Let S' with $s \in S'$, $t \notin S'$ be given. $c(S) = F \leq c(S')$. Hence the capacity $c(S)$ is minimal among all other capacities.

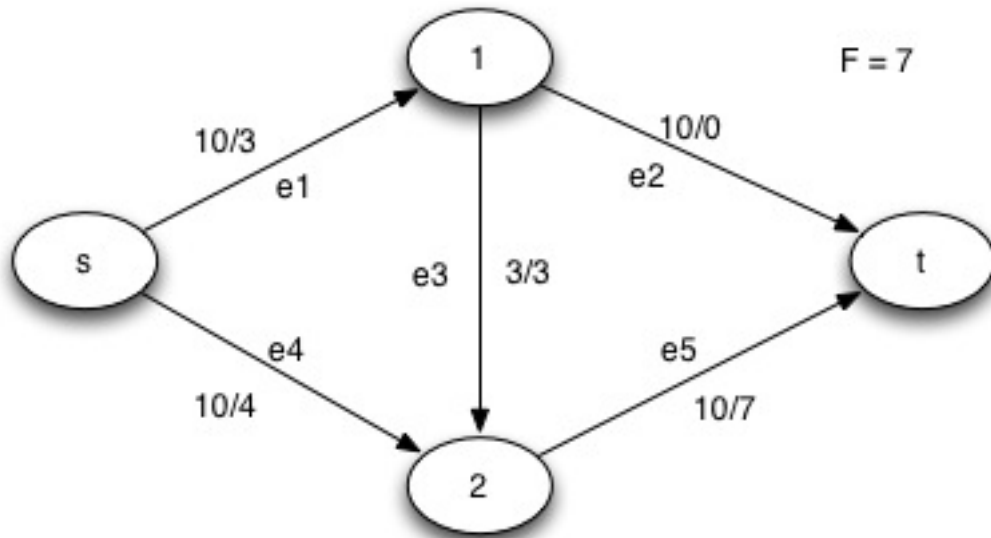
□

An **augmenting path** is a simple path from s to t , that is not necessarily directed. And for which the following two cases hold: Let e be an edge on this path:

i) $s \rightarrow \circ \rightarrow \circ \rightarrow \dots \rightarrow \underset{s_i}{\circ} \xrightarrow{e} \underset{s_{i+1}}{\circ} \dots \circ \xrightarrow{\quad} t$ then we request that $f(e) < c(e)$

ii) $s \rightarrow \dots \circ \xleftarrow{e} \underset{s_{i+1}}{\circ} \dots \circ \xrightarrow{\quad} t$ then we request that $f(e) > 0$

Example 3.3



Which of the following is an augmenting path?

- $e_1 e_2$
- $e_1 e_3 e_5$
- $e_4 e_3 e_2$
- $e_4 e_5$

Solution:

The first, third and fourth example are augmenting paths. The second path violates case 1.

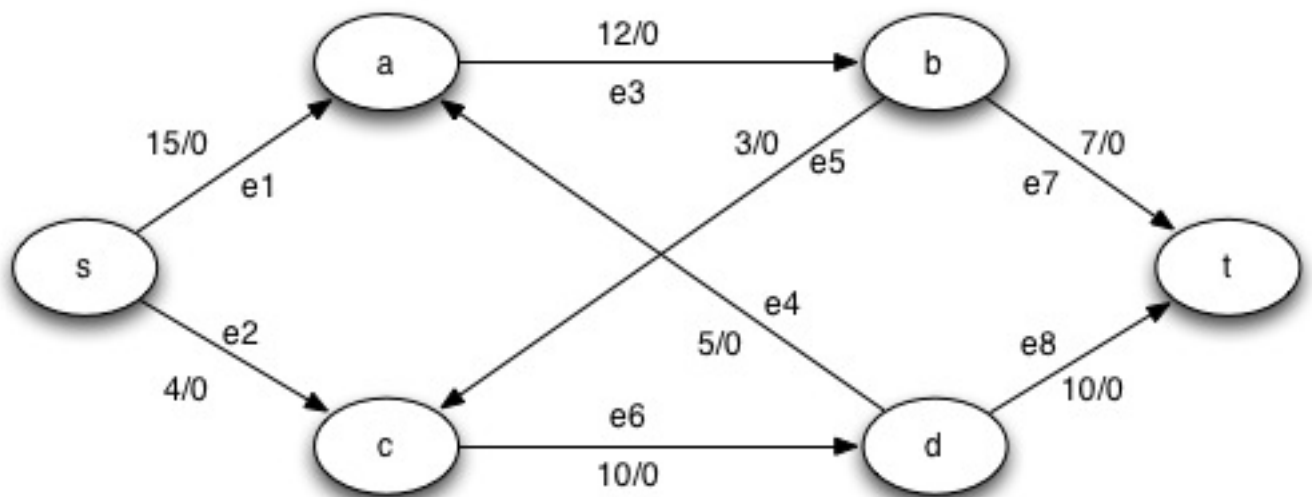
We use $e_4 e_3 e_2$ to improve the flow function as follows:

- For forward edges $e : c(e) - f(e)$:
 - $e_4 : 6$
 - $e_2 : 10$
- For backward edges $e : f(e)$
 - $e_3 : 3$

We chose the minimum from the values and add the value to the flow of forward edges and subtract it from backward edges. The flows of the edges change as follows:

- $e_4 = 10/7$
- $e_2 = 10/3$
- $e_3 = 3/0$

Example 3.4



Augmenting path:

$$s^* \xrightarrow{e_2} c^* \xrightarrow{e_6} d^* \xrightarrow{e_4} a^* \xrightarrow{e_3} b^* \xrightarrow{e_7} t^*$$

Compute deltas:

- $\Delta_{(e_2)} = 4$
- $\Delta_{(e_6)} = 10$
- $\Delta_{(e_4)} = 5$
- $\Delta_{(e_3)} = 12$
- $\Delta_{(e_7)} = 7$

The minimum Δ is 4, so the flow of the edges will be increased by 4.

- $e_2 = 4/4$
- $e_6 = 10/4$
- $e_4 = 5/4$
- $e_3 = 12/4$
- $e_7 = 7/4$

The next steps or paths would be:

- $s \rightarrow a \rightarrow b \rightarrow c \rightarrow d \rightarrow t$
- $s \rightarrow a \rightarrow b \rightarrow t$
- $s \rightarrow a \rightarrow d \rightarrow t$

The application of this paths leads to a new flow: $F = 14$.

Lemma 3.3

When executing a step in the algorithm, the actual function f is a flow function.

Proof. The assumption is obviously true for step 1 because $f \equiv 0$ is a flow function. It is obviously true for steps 2, 3 and 5, too, because f is not modified.

Step 4:

Let f be a flow function when we enter step 4. We have to show that after performing step 4, the newly calculated function f is still a flow function.

Let f_{old} be the function with which we enter step 4 and f_{new} the newly calculated one. f_{old} is a flow function. Hence,

$$\sum_{e \in \alpha(v)} f_{old}(e) = \sum_{e \in \beta(v)} f_{old}(e); \forall v : v \neq s, v \neq t$$

Let $s \rightarrow v_0 \rightarrow v_1 \dots v_{f_{e-1}} \rightarrow v_{f_e} \rightarrow t$ be an augmenting path used in step 4. By definition of $\Delta f_{new}(e) < c(e)$ and $f_{new}(e) > 0$.

For step 4: Let $s = v_0 \rightarrow \dots \rightarrow v_2 = t$ be the path along which we achieved the marking. Only the flow value of the edges along this path is modified, so we have to check only the edges respectively nodes along this path. We have to check:

- i) $0 \leq f_{new}(e) \leq c(e) \forall e: e \text{ edge on the path}$
- ii) $\sum_{e \in \alpha(v)} f_{new}(e) = \sum_{e \in \beta(v)} f_{new}(e), \forall v, v \text{ on the path}, v \neq s, v \neq t$

The check:

- i) 1 holds by the definition of Δ
- ii) Let $v_i, v_i \neq s, v_i \neq t$ be a node on the path:
 - a) $\xrightarrow{e_i} v_i \xleftarrow{e_{i+1}}, e_i \in \alpha(v_i), e_{i+1} \in \beta(v_i)$ for both edges f_{new} is obtained from f_{old} by adding Δ , so 2 holds in this case
 - b) $\xrightarrow{e_i} v_i \xleftarrow{e_{i+1}}, e_i, e_{i+1} \in \alpha(v_i)$. One contributes Δ , the other contributes $-\Delta$, so 2 holds for v_i
 - c) $\leftarrow v_i \leftarrow$ analogously
 - d) $\leftarrow v_i \rightarrow$ analogously, too

□

Lemma 3.4

If the algorithm by Ford-Fulkerson terminates then the determined flow function has maximal total flow.

Proof. If the algorithm terminates, then it does so in step 3. That means we started labeling but did not reach t . Let S be the set of nodes that were marked in the last round. Then $s \in S$ and $t \notin S$. $\bar{S} = V \setminus S$. Let $x \xrightarrow{e} y$ be an edge in $E_{S\bar{S}}$, this means x is labelled, y is not labelled. So, we know that $f(e) = c(e)$ because otherwise we could have marked y . If $x \xrightarrow{e} y$ is an edge in $E_{\bar{S}S}$ ($x \in \bar{S}, y \in S$). So, y is labelled and x is not. Then we can conclude that $f(e) = 0$, otherwise we could have marked x .

$$F \stackrel{(3.1)}{=} \sum_{e \in E_{S\bar{S}}} f(e) - \underbrace{\sum_{e \in E_{\bar{S}S}} f(e)}_{=0} = \sum_{e \in E_{S\bar{S}}} c(e) = c(e)$$

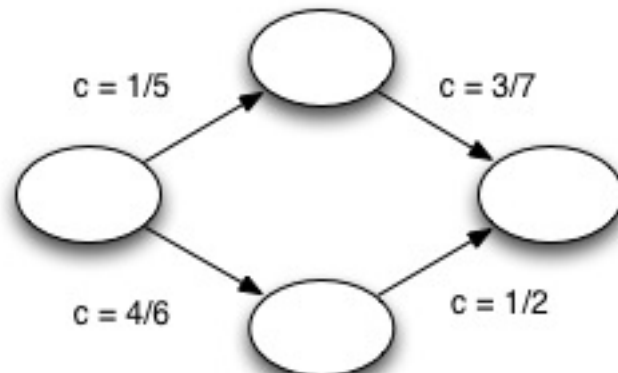
f is a flow function with maximal total flow.

□

Termination
Lemma 3.5

If $c : E \rightarrow \mathbf{N}$ then the algorithm terminates.

Proof. This holds because the algorithm starts with $f \equiv 0$ and the total flow F is increased by Δ and Δ is a natural number as $c(e) \in \mathbf{N} \forall e$ and because $F \leq c(s)$ for all S with $s \in S, t \notin S$ i.e. F is bordered.



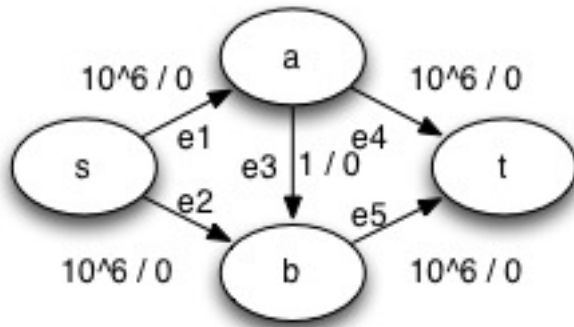
What about $c : E \rightarrow \mathbf{R}$?

Turn the capacities into natural numbers, calculate the results and divide them later.

□

Proposition 3.1

The example with $c : E \rightarrow \mathbf{R} \setminus \mathbf{Q}$ is an example, for which we can apply the algorithm in a way that it does not terminate.

Example 3.5


Maximal total flow: $2 * 10^6$

Selecting the augmenting paths:

- $e_1 e_4$
- $e_2 e_5$

This would solve the problem within two steps, but...

Choosing the following augmenting paths:

- $e_1 e_3 e_5$ with $\Delta = 1$ and
- $e_2 e_3 e_4$ with $\Delta = 1$

would lead to $2 * 10^6$ rounds to solve the problem.

Theorem 3.1

If we use breadth-first-search when labelling and always select the shortest augmenting path, then the algorithm terminates and uses $O(|V|^3 * |E|)$ steps for any $c : E \rightarrow \mathbf{R}$ (where it is assumed that any real number can be manipulated in one step).

Definition 3.4

Let e be an edge between u and v with flow value $f(e)$. e is called **useful** from u to v if

- $u \xrightarrow{e} v$ and $f(e) < c(e)$

ii) $u \leftarrow v$ and $f(e) > 0$

Let $G = (V, E)$ be the directed graph for the network and f a flow function for the network. A **layering** for the network is defined as follows:

i) $V_0 = \{s\}, i \leftarrow 0$

ii) $T := \{v \in V, v \notin V_j, j \leq i \text{ and there is an useful edge from a node in } V \text{ to } v\}$

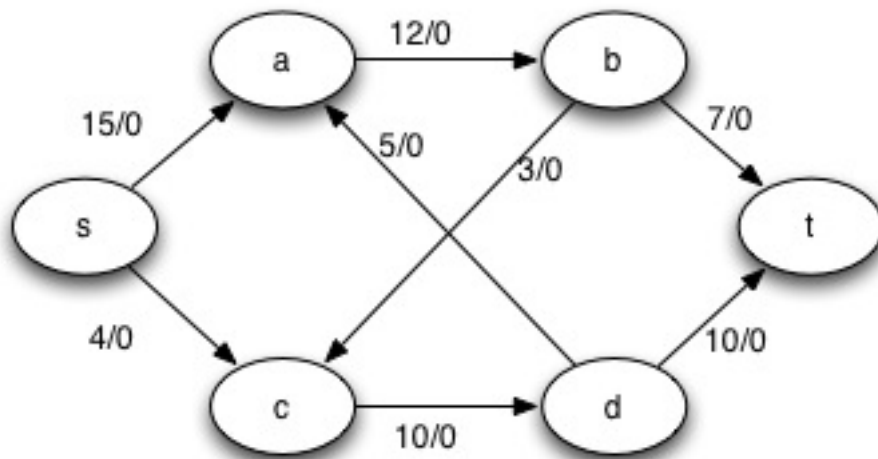
iii) If $T = \emptyset$ then the actual flow function has maximal total flow and the algorithm stops.

iv) If $t \in T$ then put $l := i + 1, V_l = \{t\}$ and stop the algorithm.

v) $V_{i+1} := T, i \leftarrow i + 1$ and go to step 2

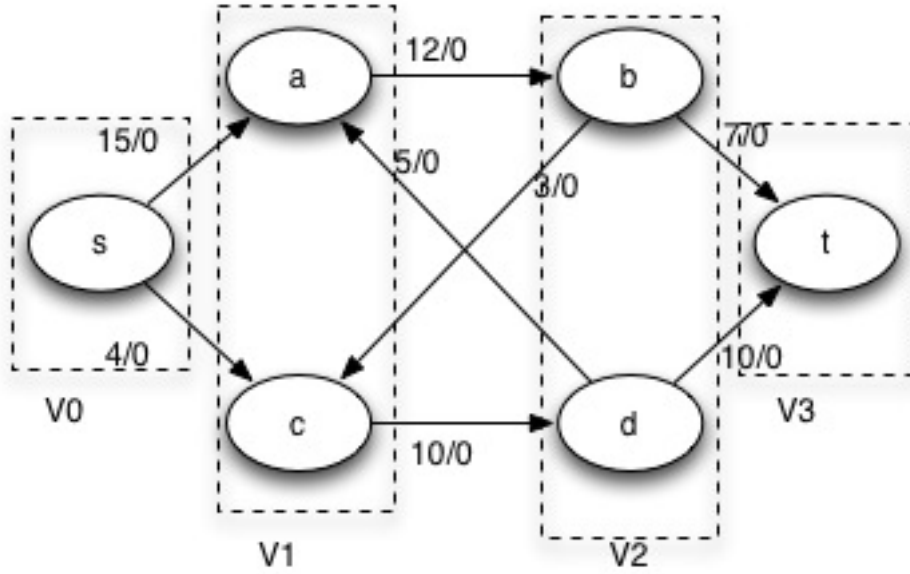
$E(i) = \{e: e \text{ is an useful edge between some node in } V_{i-1} \text{ and } V_i\}$

Example 3.6



Layers:

- $V_0 = \{s\}$
- $V_1 = \{a, c\}$
- $V_2 = \{b, d\}$
- $V_3 = \{t\}$


Theorem 3.2

When the algorithm for layering stops in step 3, then the actual flow function has maximal total flow.

Proof. Determine a set S with $F = c(S)$. What S ?

$$S = \bigcup_{i=0}^i V_j, \bar{S} = V \setminus S, s \in S, t \notin S$$

For any edge $u \xrightarrow{e} v$, $e \in E_{S\bar{S}}$, we know $f(e) = c(e)$ because otherwise T would not be \emptyset . And for any edge $u \xleftarrow{e} v \in E_{\bar{S}S}$ we know $f(e) = 0$ and continue as for lemma 3.5. \square

Definition 3.5

Associate capacities \bar{c} to the edges in $E(i)$. Let c be an edge in $E(i)$, $u \xrightarrow{e} v$

- i) if $u \in V_{i-1}, v \in V_i$, then $\bar{c}(e) := c(e) - f(e)$
- ii) $u \in V_{i-1}, v \in V_i, u \xleftarrow{e} v$, then $\bar{c}(e) = f(e)$

Remark:

$c(e) > 0$ in both cases as only useful edges are considered in $E(i)$

In the new network we look for a flow function \bar{f} such that on any path from s to t

$$s - v_1 - v_2 - \dots - t, v_j \in V_j, e_j \in E_j$$

there is at least one edge e with $\tilde{f}(e) = c(e)$.

Given such a function \tilde{f} (see handout: Denic's algorithm) we modify the original flow function f_{old} as follows:

- i) if $u \xrightarrow{e} v$ with $u \in V_{i-1}, v \in V_i$ then $f_{new}(e) := f_{old}(e) + \tilde{f}(e)$
- ii) if $u \xleftarrow{e} v$ with $u \in V_{i-1}, v \in V_i$ then $f_{new}(e) := f_{old}(e) - \tilde{f}(e)$

Algorithm of Denic:

- i) Initialize with a flow function f , e.g. $f(e) \equiv 0 \forall e \in E$
- ii) Construct a layering with respect of f (remember: halt twice)
- iii) Determine \tilde{f}
- iv) From f and \tilde{f} determine the new flow function
- v) Go to step 2

Example 3.7