The Max flow problem formulated as a Linear Program

- Using the Simplex Method to solve Max Flow problems
 - Fact:
- A network flow problem can be easily formulated as a Linear Optimization problem (LP)

Therefore:

- One can use the Simpelx Method to solve a maximum network flow problem
- Network Simplex Algorithm:
 - The Linear Program (LP) that is derived from a maximum network flow problem has a large number of constraints
 - There is a "Network" Simplex Method developed just for solving maximum network flow problems

We will **not** cover this algorithm

If you want to learn more: click here

Look for: "A polynomial time primal network simplex algorithm for minimum cost flows". Mathematical Programming 78: pages 109-129

- Formulating a max flow problem as an LP
 - **Recall** the general form of a **Linear Program**:

- How to formulate a max flow problem as an LP:
 - Introduce variables to represent flow over each edge of the network
 - Formulate the *capacity* constraints and *conservation* constraints
 - Add an artificial feedback link from sink → source to represent the totalflow
 - The objective function of the LP is the total flow (over the artificial feedback link)

Flow variables

• The **key** to convert a **max flow problem** into a **Linear Program** is the use of:

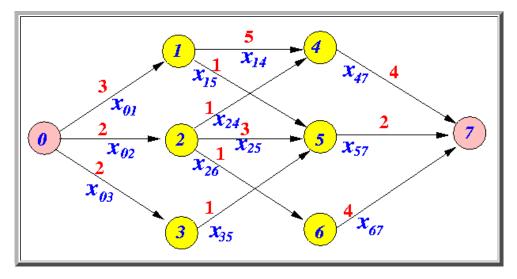


• Flow variable: how much flow over a link:

```
x_{ij} = amount of flow from i \rightarrow j
```

• Example:

Consider the following basic network:



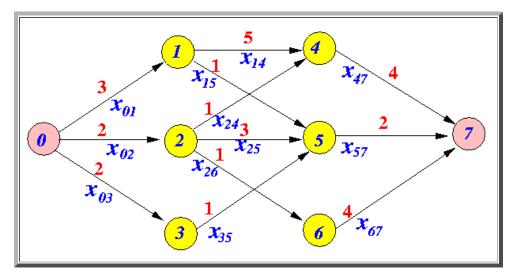
• In order to formulate the max flow problem as an LP, we will need to introduce the following flow variables:

```
X<sub>01</sub> X<sub>02</sub> X<sub>03</sub>
X<sub>14</sub> X<sub>15</sub>
X<sub>24</sub> X<sub>25</sub> X<sub>26</sub>
X<sub>35</sub>
X<sub>47</sub>
X<sub>57</sub>
X<sub>67</sub>
```

Constraints

- There are 2 types of constraints in a basic network
 - Capacity constraints
 - Flow conservation constraints
- Flow capacity constraints
 - Capacity constraints:

• Example: given basic network



• Flow capacity constraints:

```
X<sub>01</sub> ≤ 3

X<sub>02</sub> ≤ 2

X<sub>03</sub> ≤ 2

X<sub>14</sub> ≤ 5

X<sub>15</sub> ≤ 1

X<sub>24</sub> ≤ 1

X<sub>25</sub> ≤ 3

X<sub>26</sub> ≤ 1

X<sub>35</sub> ≤ 1

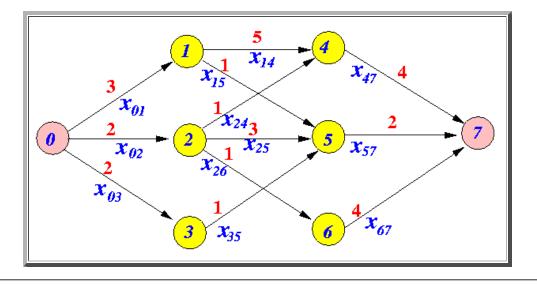
X<sub>47</sub> ≤ 4

X<sub>57</sub> ≤ 2

X<sub>67</sub> ≤ 4
```

- Flow conservation equations
 - Flow conservation constraints:
 - The flow conservation constraint is valid for nodes other than the source S and sink T!!!
 - Total flow flowing into a node = Total flow flowing out of a node
 - \forall node n ($n \neq S$ and $n \neq T$): \sum (flow into n) = \sum (flow out of n)

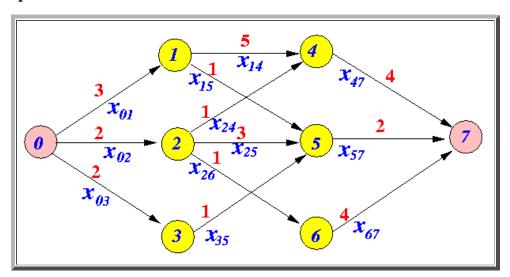
• Example:



Flow conservation constraints:

- Objective function
 - The *objective* is to maximize the flow from source node 0 to sink node 7
 - Direct Method:
 - Objective function = sum of *all* flows eminating from the source S

Example:



Objective function:

```
max: x<sub>01</sub> + x<sub>02</sub> + x<sub>03</sub>
```

Example Program: (Demo the lp_solve code)

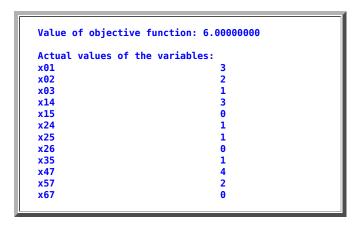


• **lp_solve** input file: click here

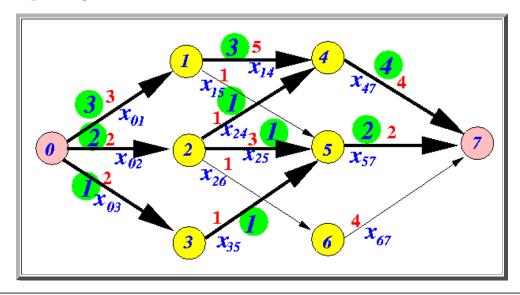
How to run the program:

- Right click on link(s) and save in a scratch directory
- To run: lp_solve lp2

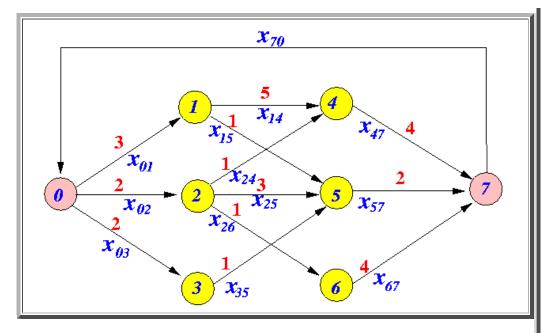
Output:



Corresponding max flow:



- An alternative way to introduce the objective function
 - The following is a **popular way** to **introduce** the **objective function**:
 - We **introduce** an **artificial flow** from **sink** *T* back to **source** *S*:



I.e.:

- We make a *closed* network
- lacktriangledown We can **now add** the following **flow conservation constraints** to the **source** S and the **sink** T:

```
flow into source = flow out of source: x_{70} = x_{01} + x_{02} + x_{03} flow into sink = flow out of sink: x_{47} + x_{57} + x_{67} = x_{70}
```

■ The **objective function** is *simply*:

```
max: x<sub>70</sub>
```

(Note: $x_{70} = x_{01} + x_{02} + x_{03}$ --- so we are not doing anything different....)

• Resulting Linear Program:

```
max: x<sub>70</sub>
s.t.:
               X<sub>0</sub>1
                                             - X<sub>14</sub> - X<sub>15</sub>
                                             - x_{24} - x_{25} - x_{26} = 0
               X<sub>02</sub>
               x<sub>03</sub>
                                             - x<sub>35</sub>
                                             - x<sub>47</sub>
               x_{14} + x_{24}
               x_{15} + x_{25} + x_{35} - x_{57}
                                                                                = 0
                                             - x<sub>67</sub>
               x<sub>26</sub>
                                             - x_{01} - x_{02} - x_{03} = 0
               x_{47} + x_{57} + x_{67} - x_{70}
               x_{02} \leq 2
               x_{03} \leq 2
               x<sub>14</sub> ≤ 5
               x<sub>15</sub> ≤ 1
```

```
x_{24} \le 1
x_{25} \le 3
x_{26} \le 1
x_{35} \le 1
x_{47} \le 4
x_{57} \le 2
x_{67} \le 4
```

• Example Program: (Demo above code)

Example

• **lp_solve** input file: click here

How to run the program:

- Right click on link(s) and save in a scratch directory
- To run: lp_solve lp1
- Solution:

```
>> lp_solve lp1

Value of objective function: 6.000000000

Actual values of the variables:

x70

x01

3

x14

3

x15

0

x02

2

x24

1

x25

1

x26

x03

x35

x47

x47

x57

x67
```