

# Ford-Fulkerson Algorithm

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Adapted from the CLRS book slides

# FORD-FULKERSON ALGORITHM

Keep augmenting flow along an augmenting path until there is no augmenting path.  
Represent the flow attribute using the usual dot-notation, but on an edge:  $(u, v).f$ .

FORD-FULKERSON( $G, s, t$ )

```
1  for each edge  $(u, v) \in G.E$ 
2       $(u, v).f = 0$ 
3  while there exists a path  $p$  from  $s$  to  $t$  in the residual network  $G_f$ 
4       $c_f(p) = \min \{c_f(u, v) : (u, v) \text{ is in } p\}$ 
5      for each edge  $(u, v)$  in  $p$ 
6          if  $(u, v) \in G.E$ 
7               $(u, v).f = (u, v).f + c_f(p)$ 
8          else  $(v, u).f = (v, u).f - c_f(p)$ 
9  return  $f$ 
```

# FORD-FULKERSON ALGORITHM (continued)

## *Analysis*

If capacities are all integer, then each augmenting path raises  $|f|$  by  $\geq 1$ . If max flow is  $f^*$ , then need  $\leq |f^*|$  iterations  $\Rightarrow$  time is  $O(E |f^*|)$ .

Note that this running time is *not* polynomial in input size. It depends on  $|f^*|$ , which is not a function of  $|V|$  and  $|E|$ .

If capacities are rational, can scale them to integers.

If irrational, FORD-FULKERSON might never terminate!

# EDMONDS-KARP ALGORITHM

Do FORD-FULKERSON, but compute augmenting paths by BFS of  $G_f$ . Augmenting paths are shortest paths  $s \rightsquigarrow t$  in  $G_f$ , with all edge weights = 1.

Edmonds-Karp runs in  $O(VE^2)$  time.

To prove, need to look at distances to vertices in  $G_f$ .

Let  $\delta_f(u, v)$  = shortest path distance  $u$  to  $v$  in  $G_f$ , with unit edge weights.

## *Lemma*

For all  $v \in V - \{s, t\}$ ,  $\delta_f(s, v)$  increases monotonically with each flow augmentation.

## *Theorem*

Edmonds-Karp performs  $O(VE)$  augmentations.

Use BFS to find each augmenting path in  $O(E)$  time  $\Rightarrow O(VE^2)$  time.

Can get better bounds.

# MAXIMUM BIPARTITE MATCHING

Example of a problem that can be solved by turning it into a flow problem.

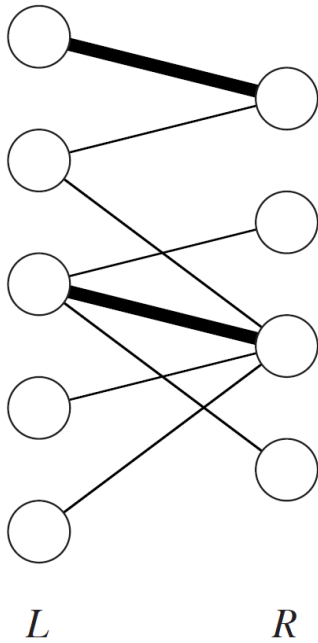
$G = (V, E)$  (undirected) is *bipartite* if there is a partition of the vertices  $V = L \cup R$  such that all edges in  $E$  go between  $L$  and  $R$ .

A *matching* is a subset of edges  $M \subseteq E$  such that for all  $v \in V$ ,  $\leq 1$  edge of  $M$  is incident on  $v$ . (Vertex  $v$  is *matched* if an edge of  $M$  is incident on it; otherwise *unmatched*).

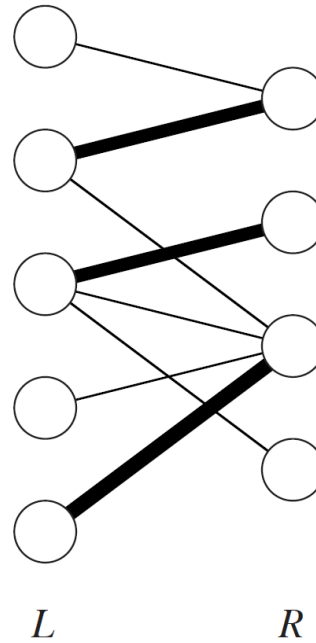
# MAXIMUM BIPARTITE MATCHING

## (continued)

**Maximum matching:** a matching of maximum cardinality. ( $M$  is a maximum matching if  $|M| \geq |M'|$  for all matchings  $M'$ .)



matching



maximum matching

# MAXIMUM BIPARTITE MATCHING (continued)

## *Problem*

Given a bipartite graph (with the partition), find a maximum matching.

## *Application*

Matching planes to routes.

- $L$  = set of planes.
- $R$  = set of routes.
- $(u, v) \in E$  if plane  $u$  can fly route  $v$ .
- Want maximum # of routes to be served by planes.

# MAXIMUM BIPARTITE MATCHING (continued)

Given  $G$ , define flow network  $G' = (V', E')$ .

- $V' = V \cup \{s, t\}$ .
- $E' = \{(s, u) : u \in L\} \cup \{(u, v) : (u, v) \in E\} \cup \{(v, t) : v \in R\}$ .
- $c(u, v) = 1$  for all  $(u, v) \in E'$ .

