

Ford-Fulkerson Algorithm

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 ≥ 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

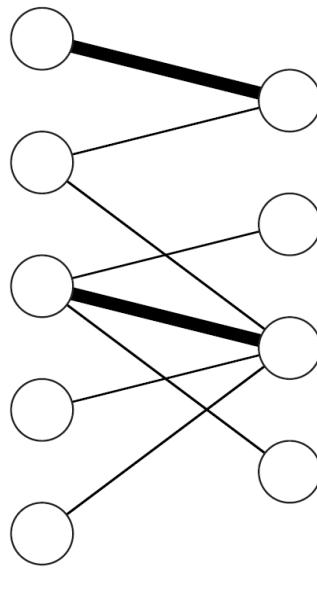
Example of a problem that can be solved by turning it into a flow problem.

$G = (V, E)$ (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 .

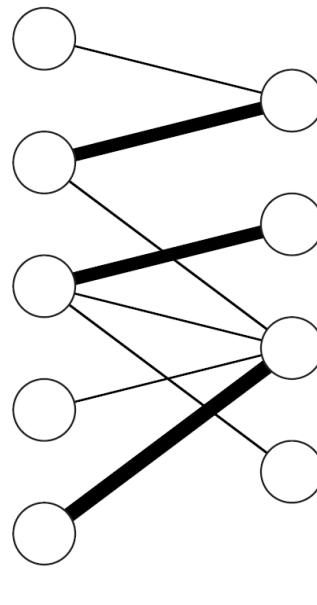
A *matching* is a subset of edges $M \subseteq E$ such that for all $v \in V$, ≤ 1 edge of M is incident on v . (Vertex v is *matched* if an edge of M is incident on it; otherwise *unmatched*).

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 $(u, v) \in E'$.

