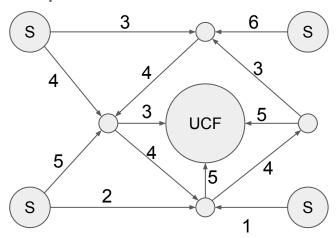
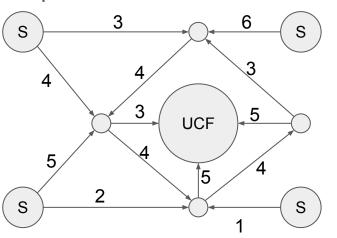
Network Flow Algorithms

Suppose we have a large group of people that will leave certain locations (houses) in the morning by vehicle and all travel to the same location (UCF). We know the rate at which cars can travel along all roads (in cars per minute). We want to know the number of cars that can reach the location in cars per minute to determine how long it takes the location to fill up.

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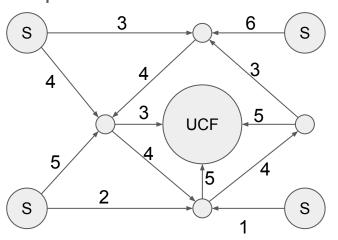


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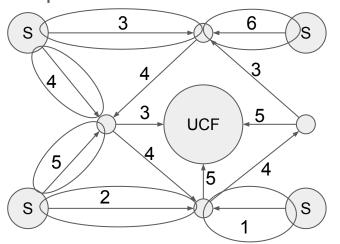
Ideally we could use the sum of the edges leaving S.

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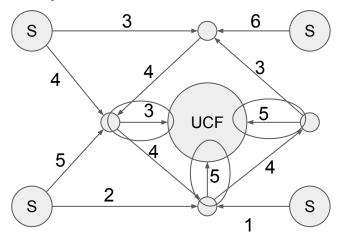
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Leaving S = 21



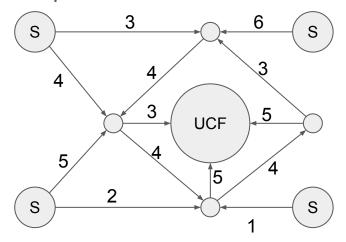
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Leaving S = 21 Entering UCF = 13



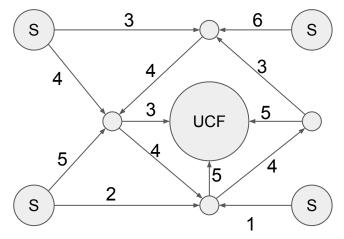
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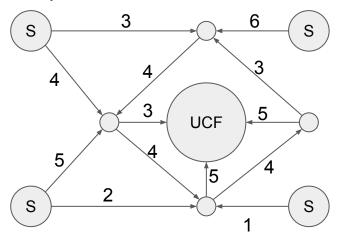
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Leaving S = 21 Entering UCF = 13 13 is the bounding value. Is it correct?

The actual answer is 10.



We could try sending one car at a time.

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How do we find if a car can reach UCF?

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We can DFS the car from S to UCF.

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Force as many cars along the found path as possible.

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Adjust the graph by "removing edges".

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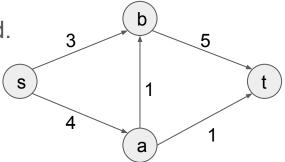
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In action

source

4

a

1

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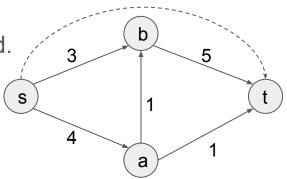
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In action
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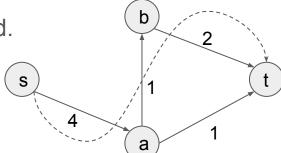
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good.

b

2

t

a

1

In action

Send 3 cars Send 1 car

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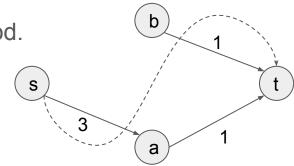
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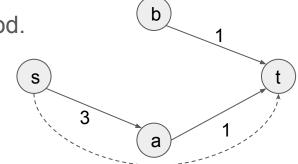
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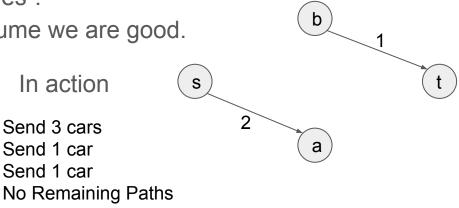
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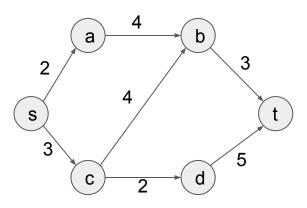
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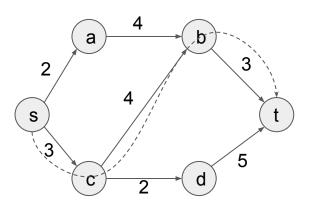
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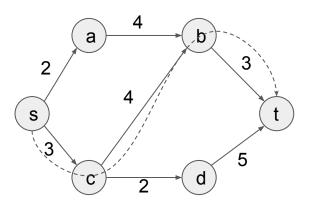
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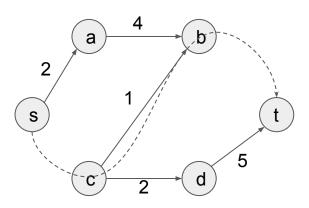




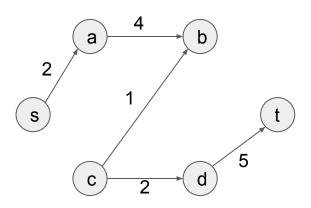




Send 3 cars

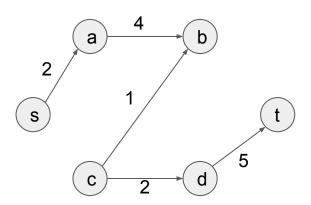


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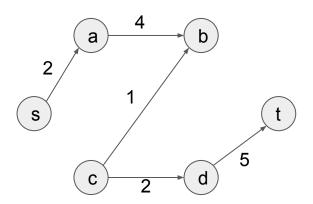
Send 3 cars

That idea has some issues.



Send 3 cars No path.

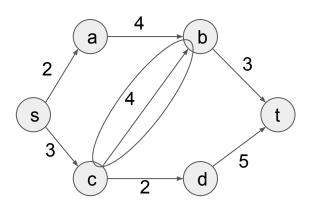
That idea has some issues.



Send 3 cars
No path.
But what was the answer?

That idea has some issues.

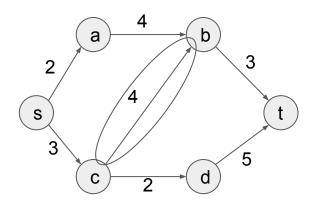
We made a mistake early by taking the center edge.



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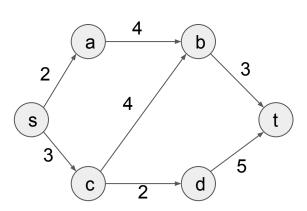
We need to allow ourselves to undo mistakes.



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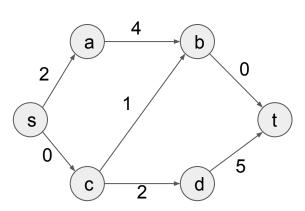
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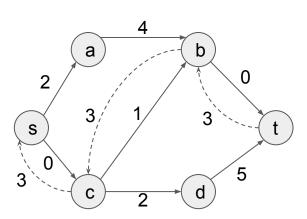
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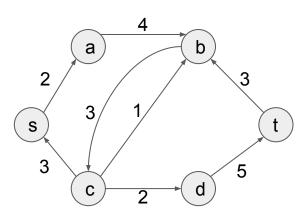
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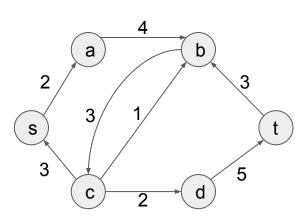
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We made a mistake early by taking the center edge.

We need to allow ourselves to undo mistakes.

Create residual edges.

Continue the algorithm.



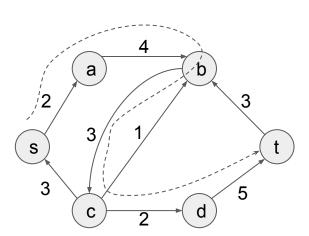
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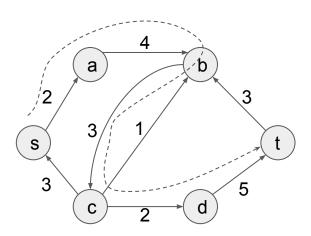
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Continue the algorithm.

Send 2 cars (in addition to the 3 other cars)



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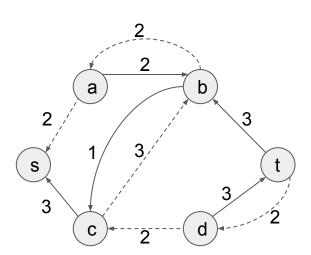
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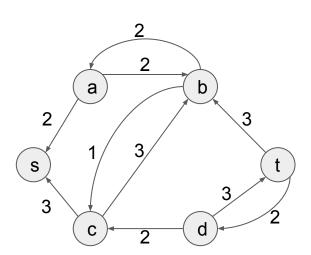
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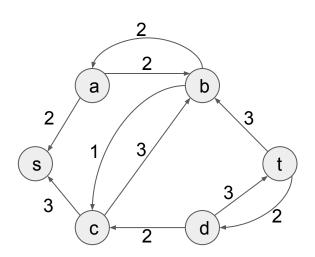
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Continue the algorithm.

Send 2 cars (in addition to the 3 other cars) What happens if we DFS now?



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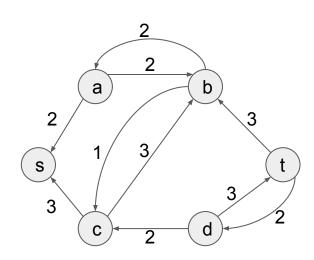
We made a mistake early by taking the center edge.

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Create residual edges.

Continue the algorithm.

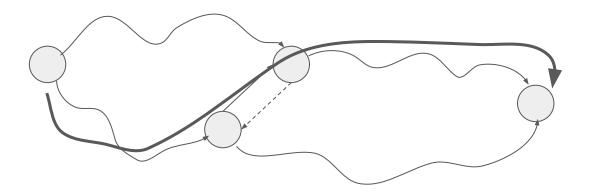
Send 2 cars (in addition to the 3 other cars) What happens if we DFS now? No path from s to t!



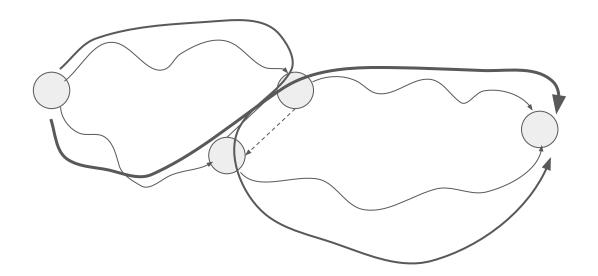
By adding the reverse edges,

By adding the reverse edges,

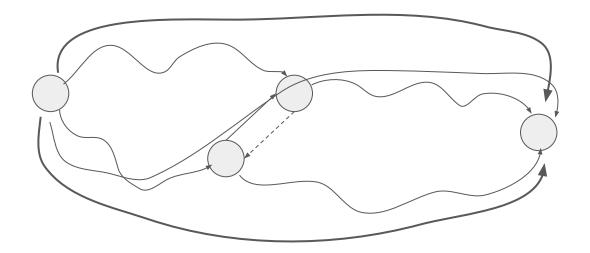
By adding the reverse edges,



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Ford-Fulkerson Algorithm (FFA)

```
Let the answer be 0
While a path exists
Find the path using a DFS
Increment answer by the minimum capacity along the path
Adjust capacities along the path
Add residual edges along the path
```

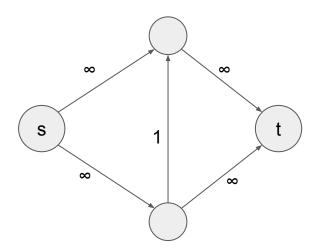
Runtime?

Runtime?

(Runtime of DFS) TIMES (Number of paths)

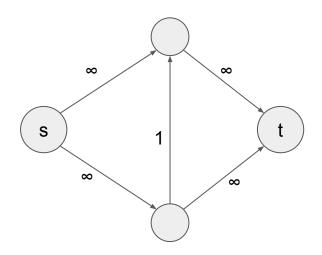
Runtime?

Runtime?



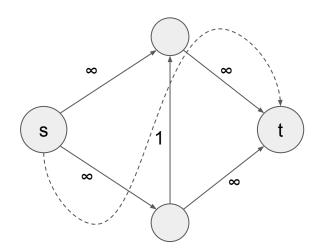
Runtime?

(Runtime of DFS) TIMES (The Answer in worst case)

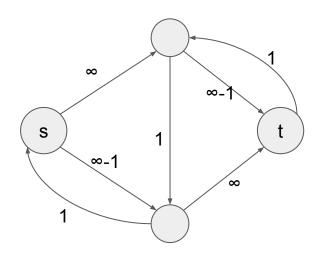


Not really ∞, but a very large value.

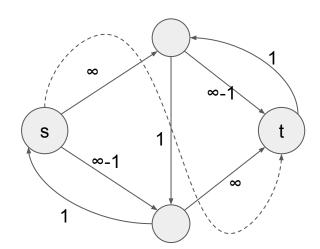
Runtime?



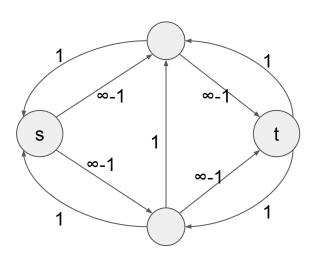
Runtime?



Runtime?

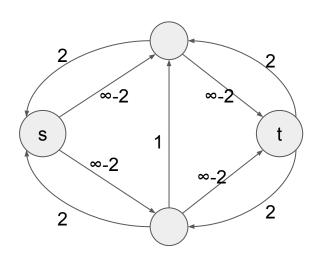


Runtime?



Runtime?

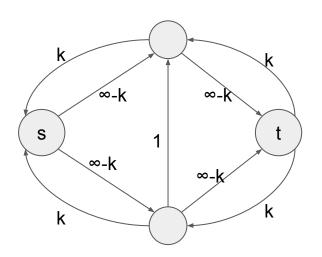
(Runtime of DFS) TIMES (The Answer in worst case)



After 2 more DFS's

Runtime?

(Runtime of DFS) TIMES (The Answer in worst case)



After 2k total DFS's

Runtime?

(Runtime of DFS) TIMES (The Answer in worst case)

There are non-terminating cases with irrational edge weights.

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(Runtime of DFS) TIMES (The Answer in worst case)

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We typically talk about Flow algorithms in terms of their worst case performance.

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We typically talk about Flow algorithms in terms of their worst case performance.

FFA can be thought of as O((|E|+|V|)(F)), where F is the maximum flow.

Fixing FFA

To fix FFA we change our DFS to a BFS.

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Using the BFS makes the algorithm something called Edmonds-Karp Algorithm.

Push flow once takes O(|V| + |E|).

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For every push of flow, at least one edge has their capacity filled (saturated).

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But each edge can go through this saturation.

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O((|V|+|E|)(|E|)(|V|)) or $O(|E|^2|V|)$

Dinitz (Dinic's) Algorithm

Instead of only pushing 1 path of flow...

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Push a blocking flow.

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Instead of only pushing 1 path of flow...

Push a blocking flow.

The blocking flow provably has a worst case of $O(|E||V|^2)$

Push-Relabel

A last method that is non-trivial to explain.

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An optimized version has $O(|V|^2|E|^{0.5})$

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https://ioinformatics.org/journal/v12_2018_25_41.pdf