

Algorithms and Data Structures

Max Flow in Polynomial Time: The Edmonds-Karp Algorithm

Ford-Fulkerson analysis

Feasibility

Does the algorithm produce a flow if it terminates?

Termination

Does the algorithm always terminate?

Running Time

What is the running time of the algorithm?

Optimality / Correctness

Does the algorithm produce a maximum flow?

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Running Time

The running time of FF is $O(mF)$, where F is the value of the maximum flow.

Since $F \leq c$, this is in fact $O(mc)$.

Is this an efficient algorithm?

The running time is *pseudopolynomial*, as it runs in time polynomial in n and the *unary representation* of the total capacity c .

It is fairly efficient, if in the numbers involved in the input are reasonably small.

The Ford-Fulkerson Algorithm

Max-Flow

Initially set $f(e) = 0$ for all e in E .

While there exists an s - t path in the residual graph G_f

 Choose such a path P

$f' = \text{augment}(f, P)$

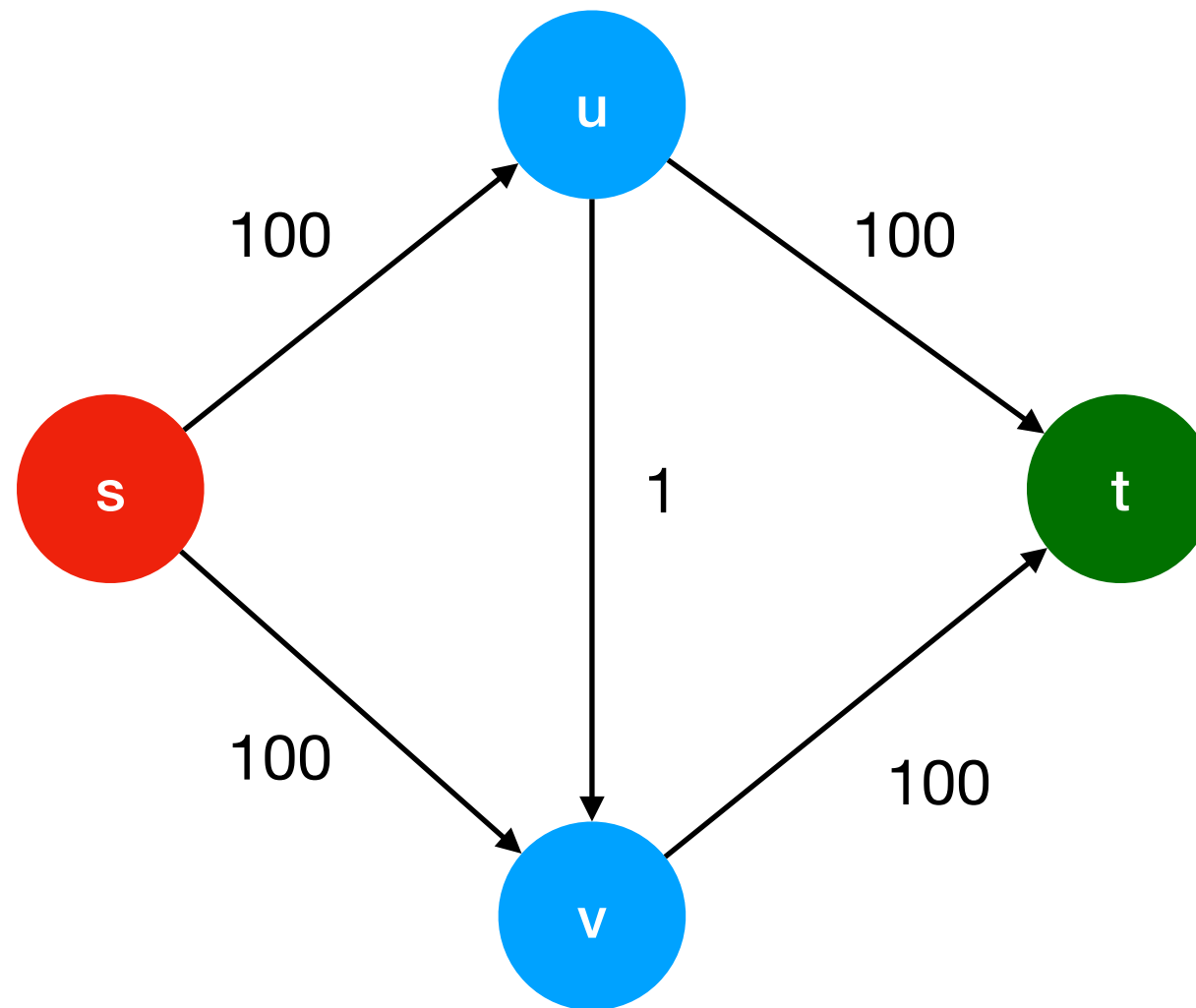
 Update f to be f'

 Update the residual graph to be $G_{f'}$

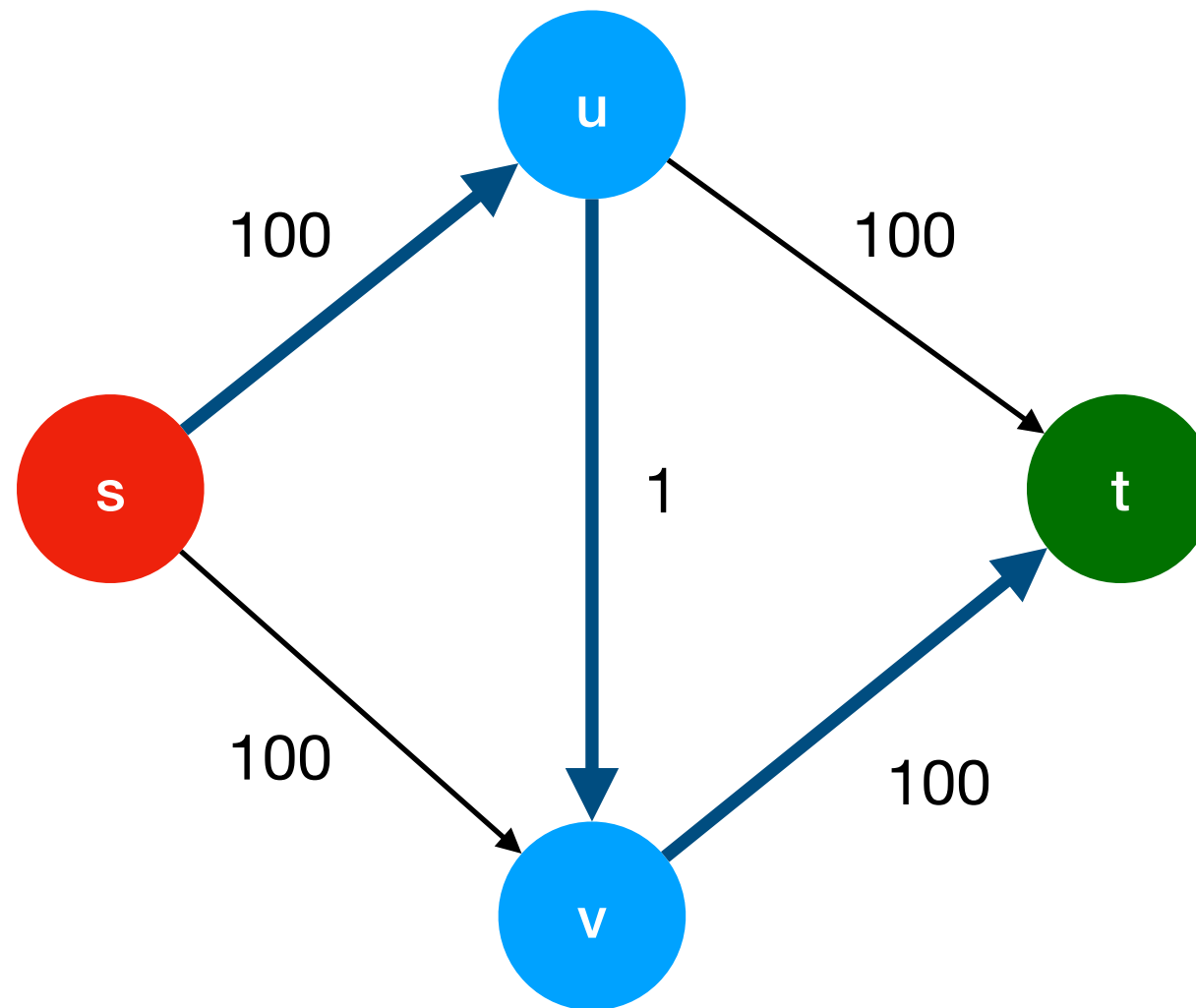
Endwhile

Return (f)

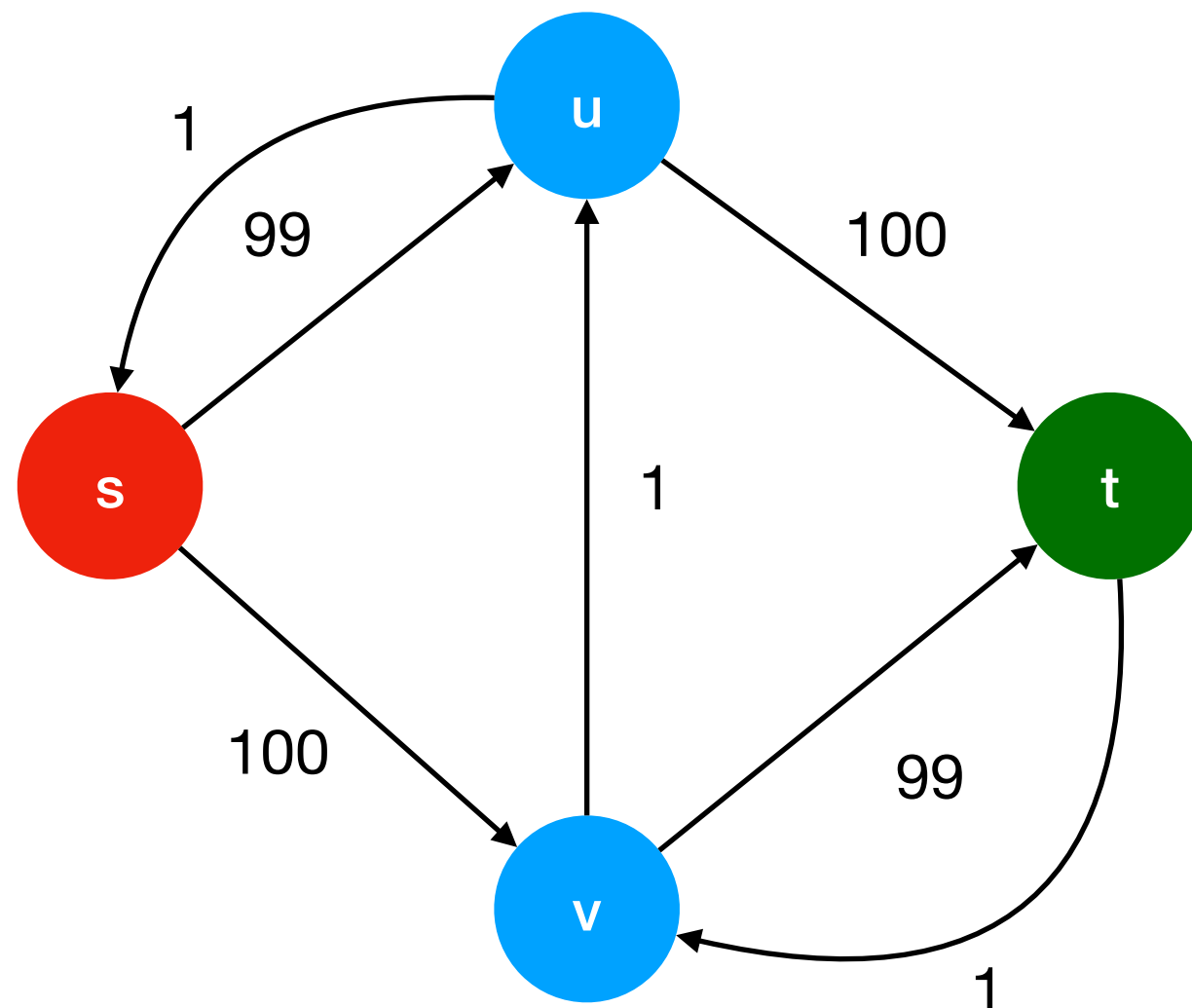
Example



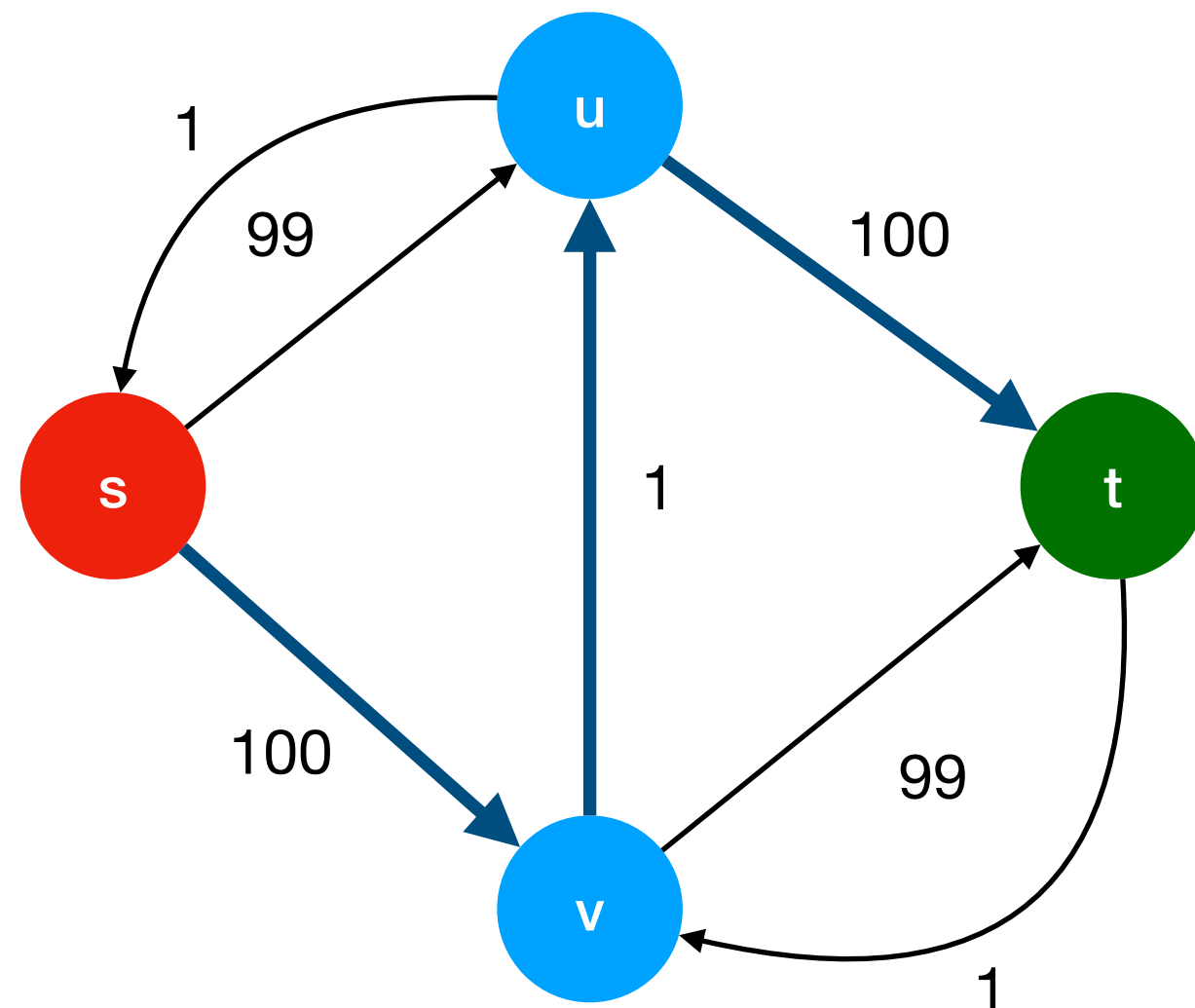
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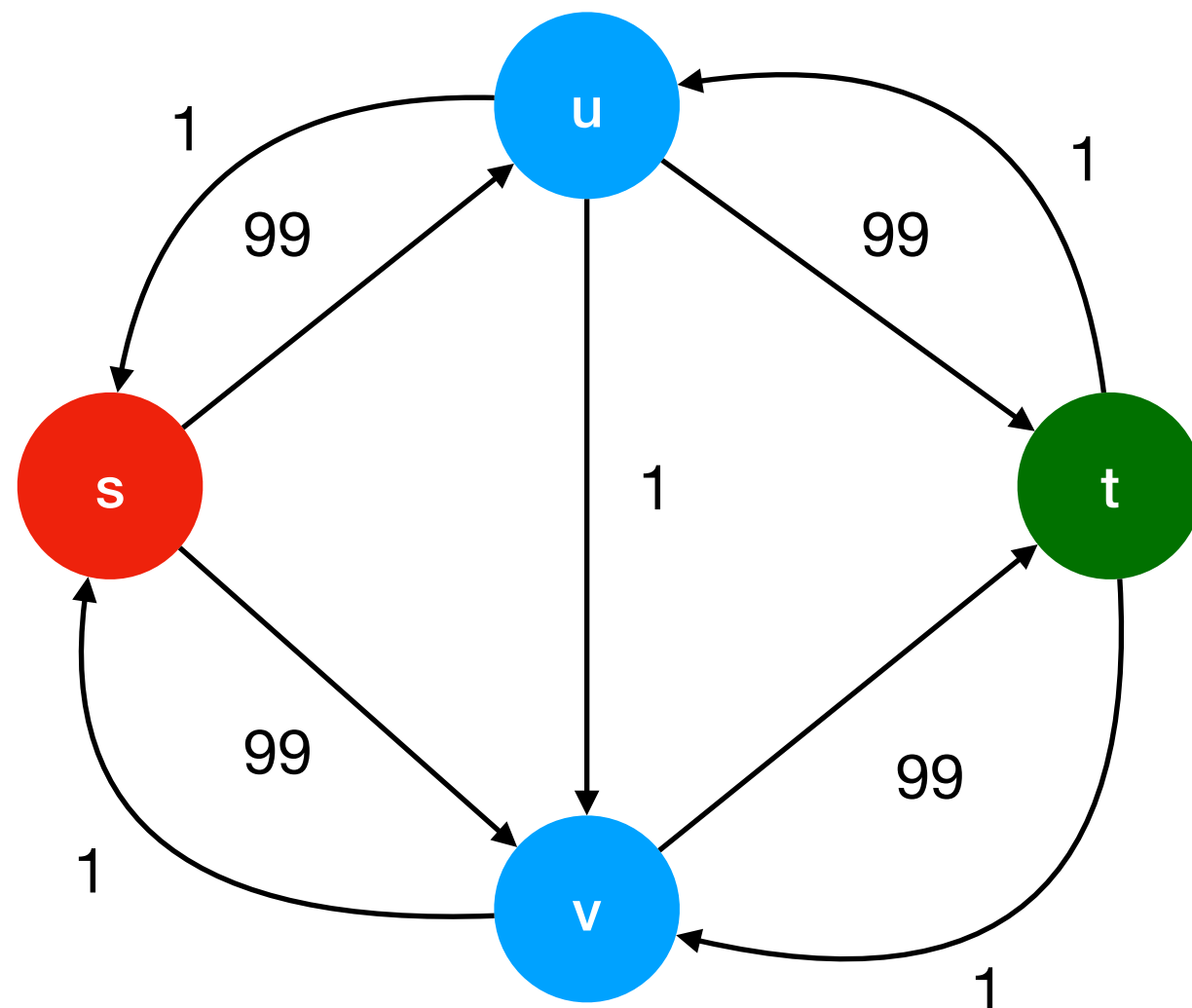
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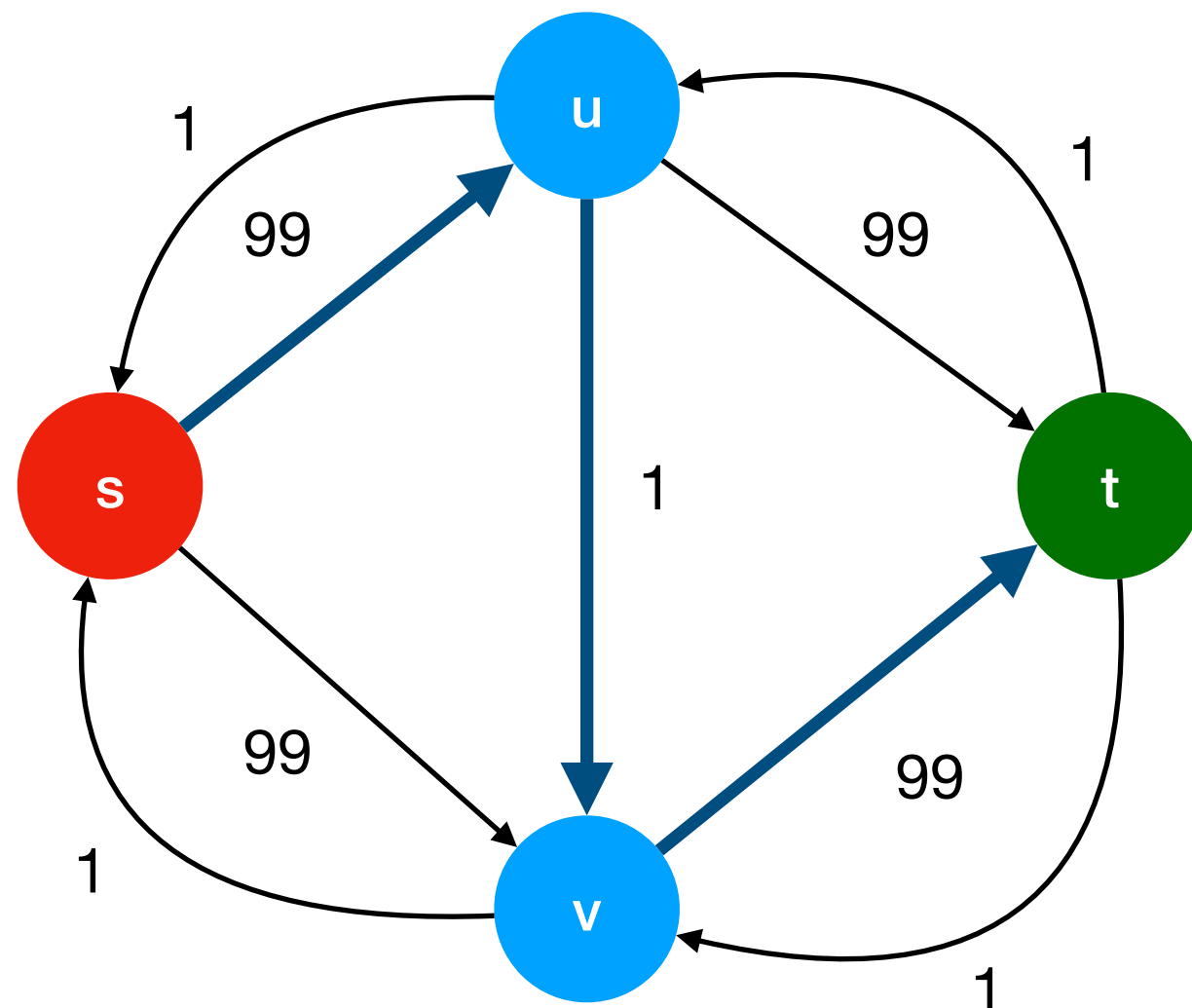
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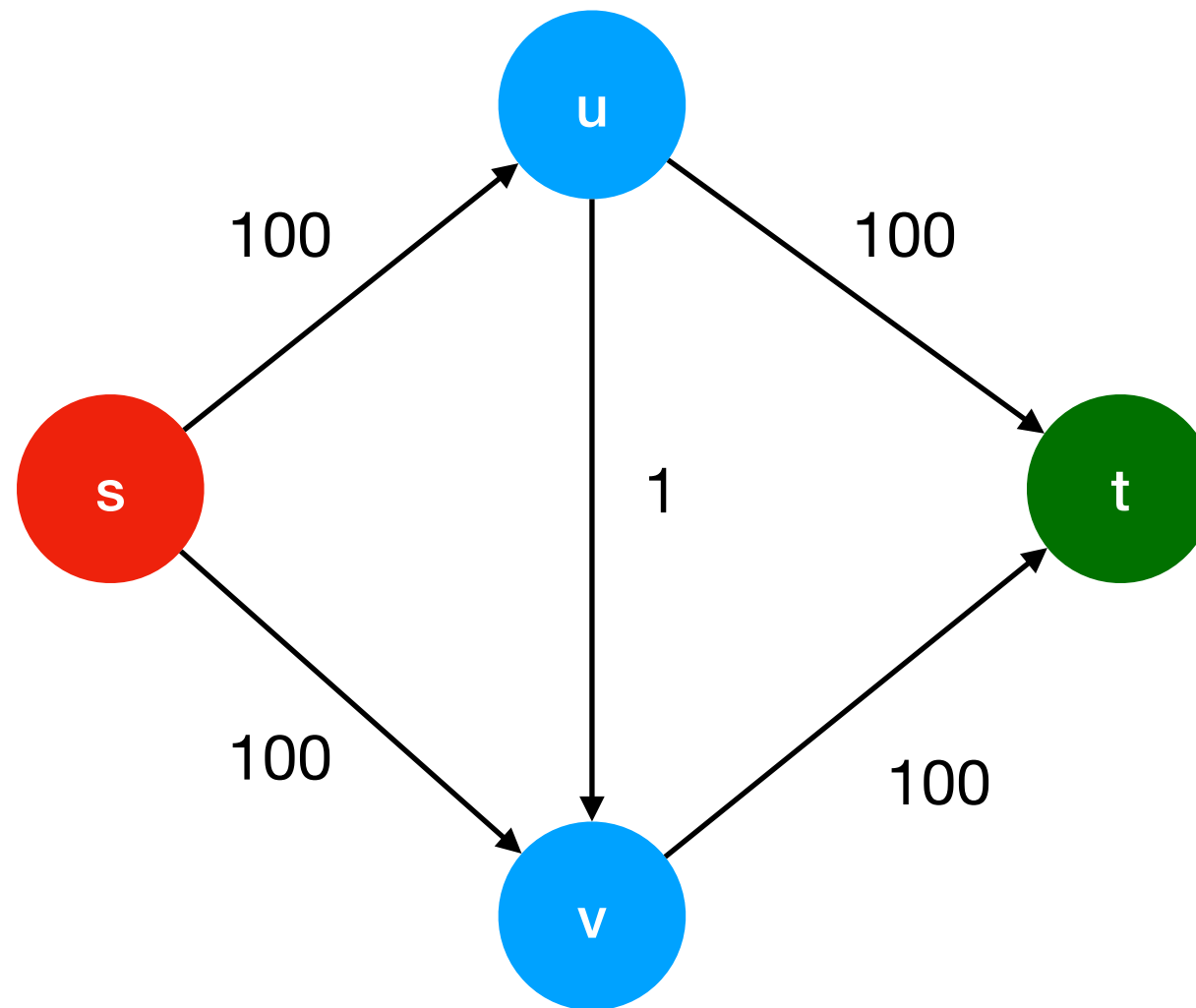
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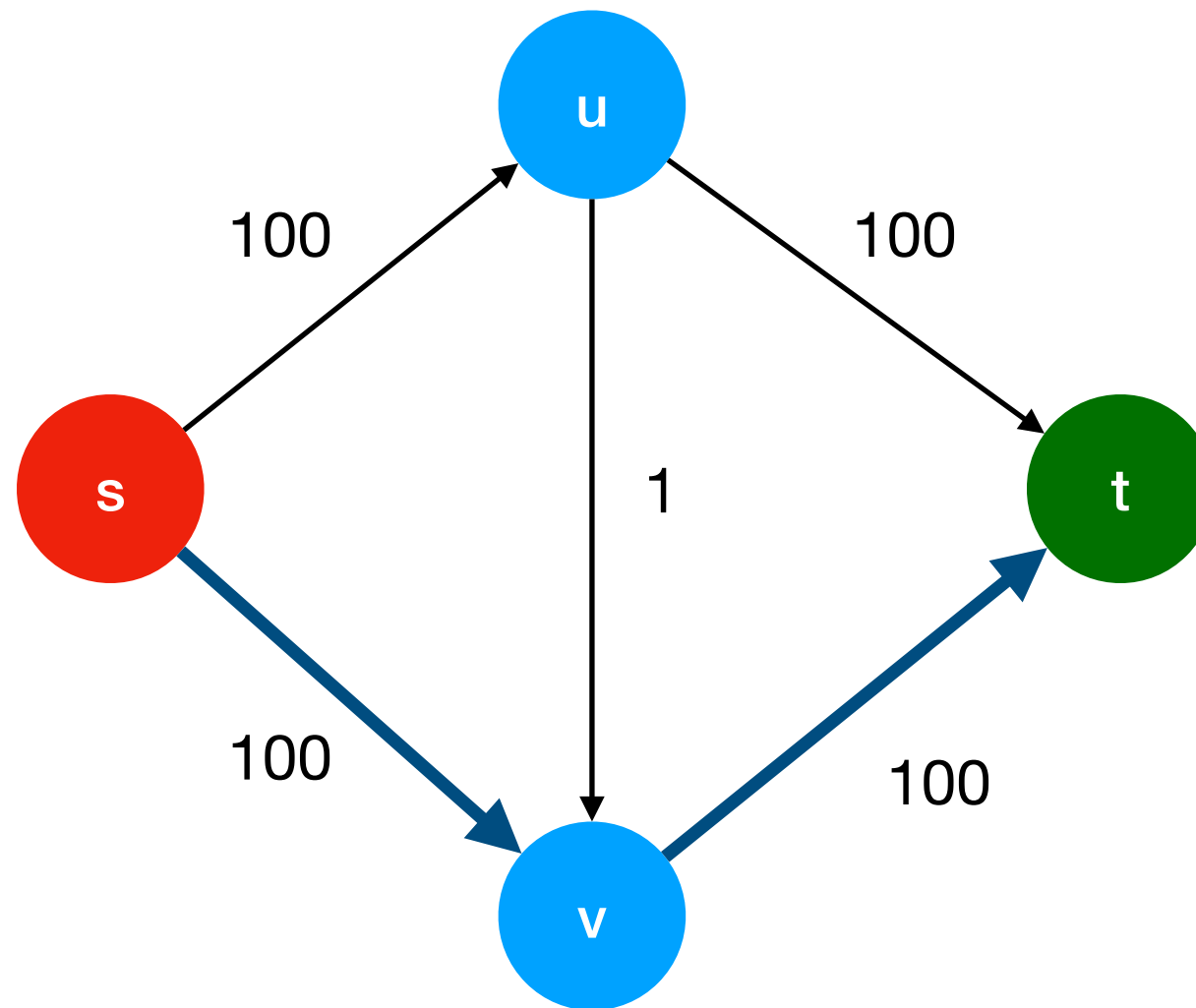
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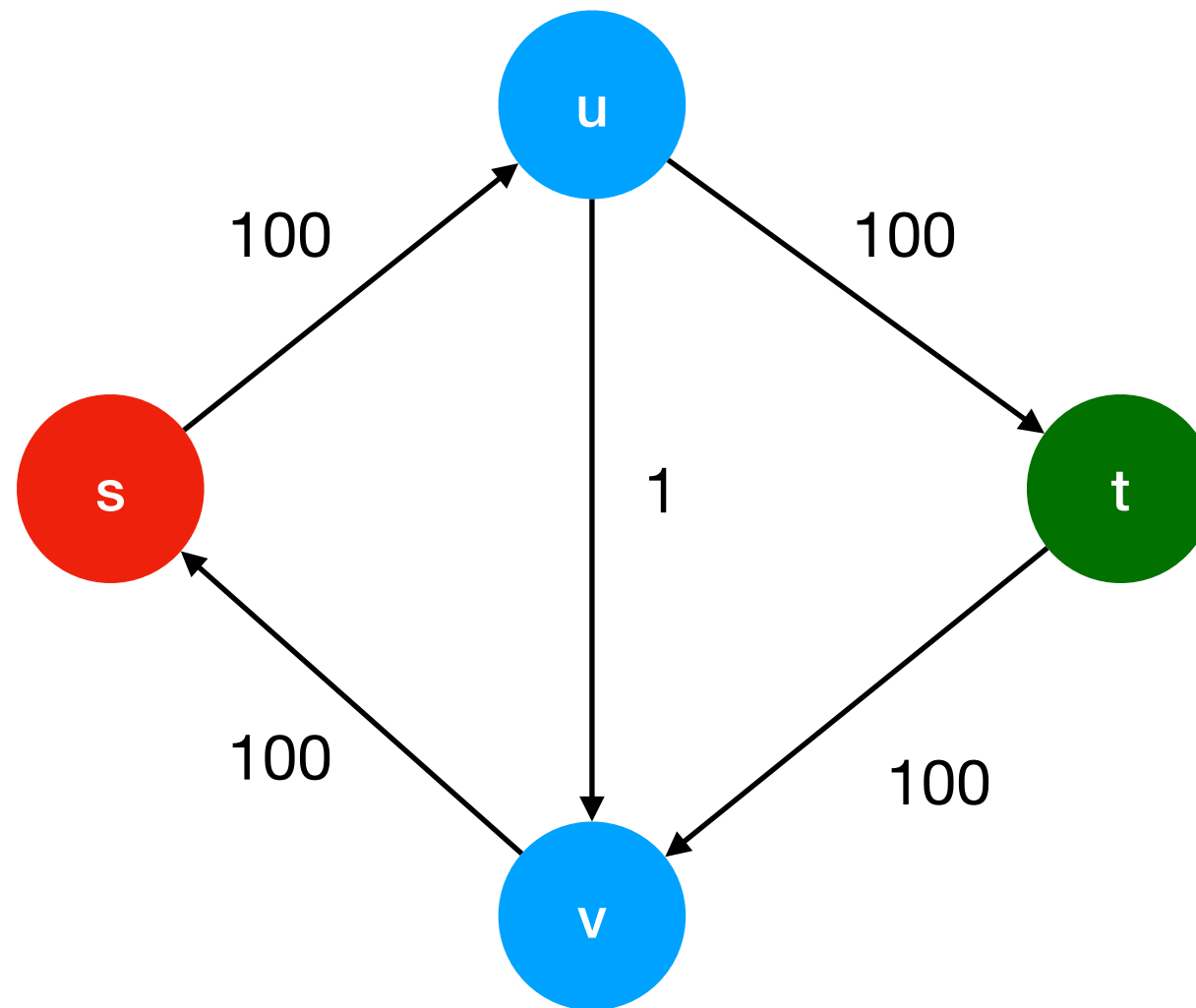
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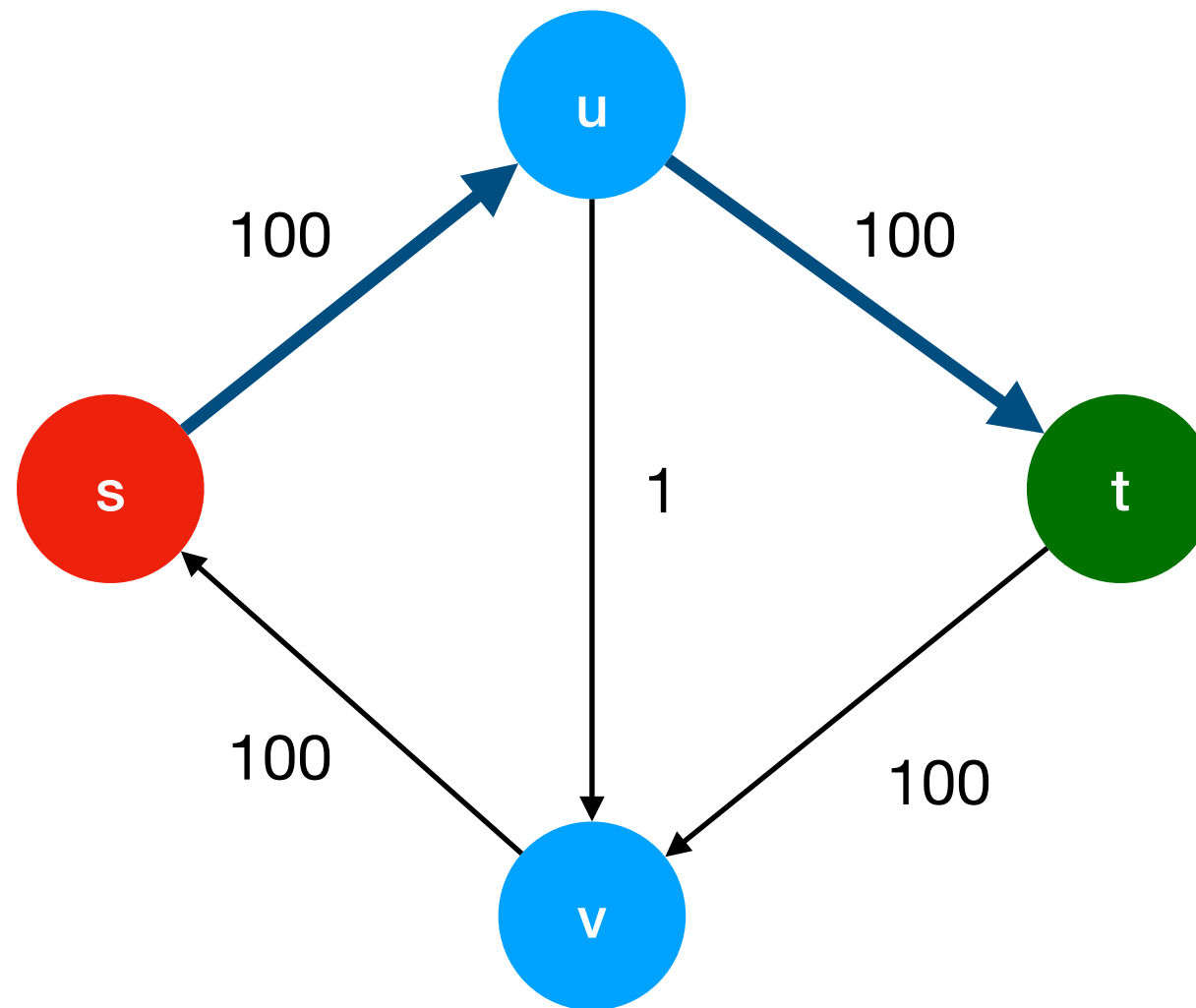
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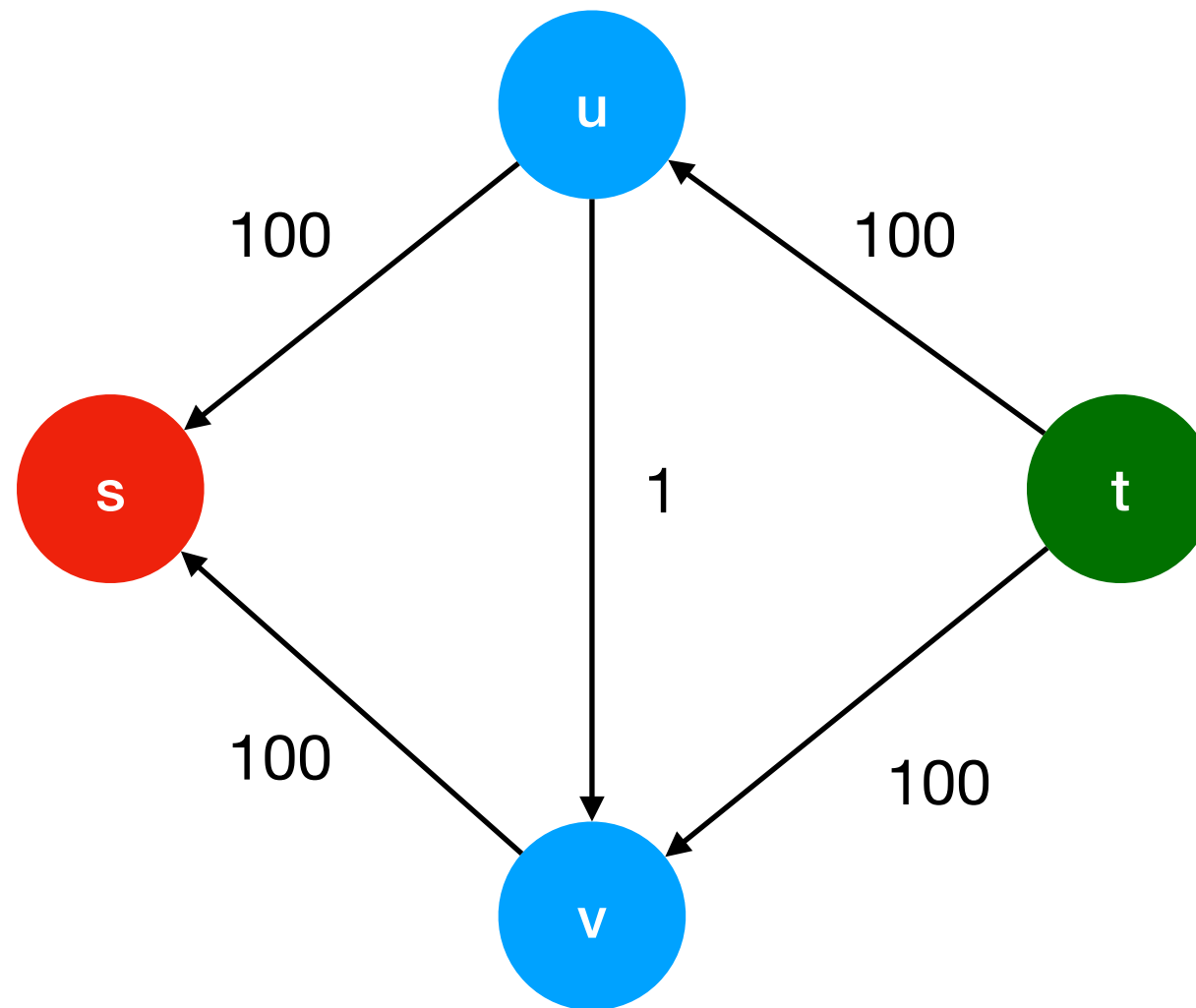
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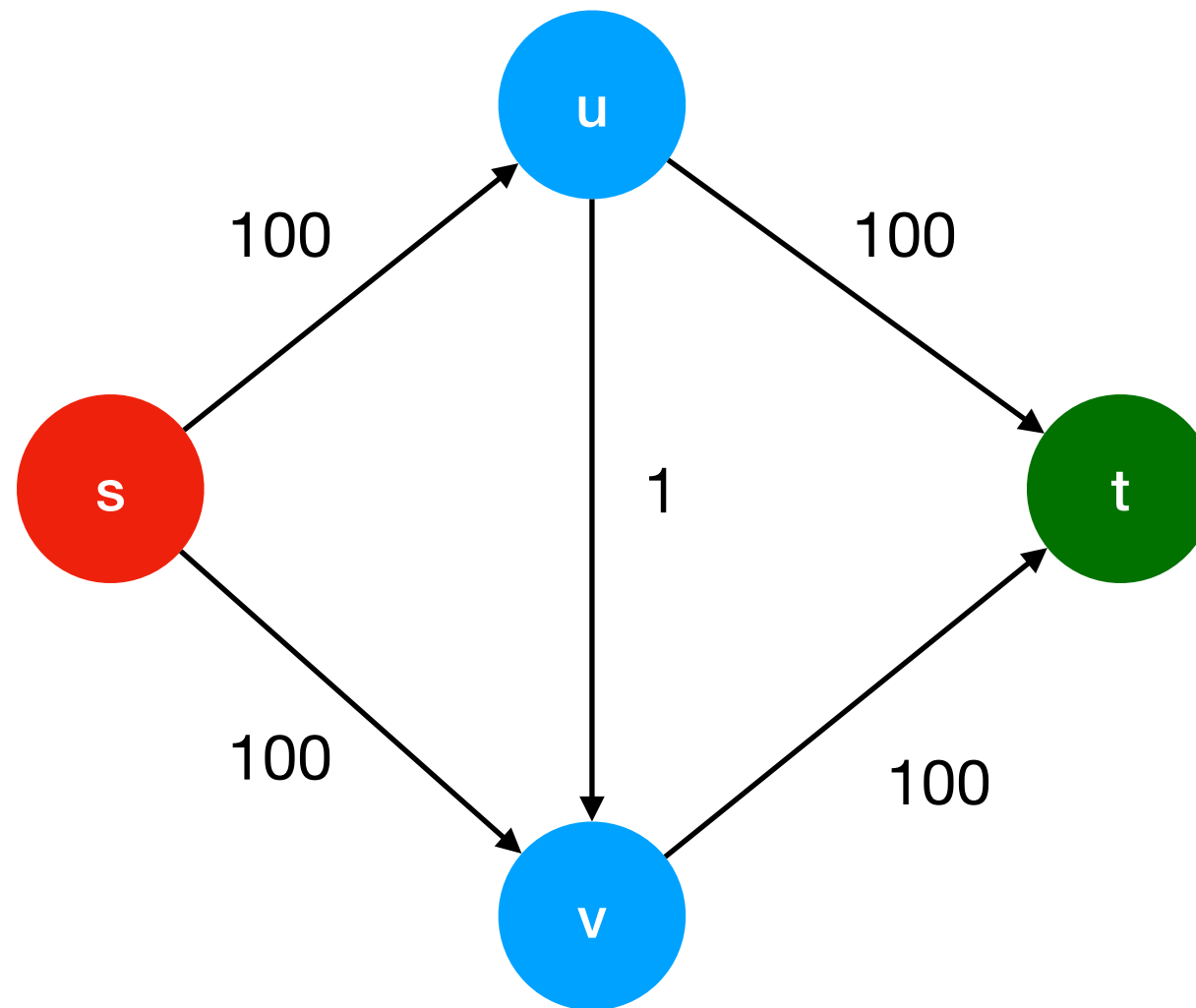
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Max-Flow in polynomial time

We made the algorithm much faster by simply selecting the shortest path with available capacity.

Can we always hope to do that?

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Useful Lemma

Lemma: Suppose that we run the Edmonds-Karp algorithm on a flow network $G = (V, E)$ and consider any flow augmentation. For every node $u \in V \setminus \{s, t\}$, the length of the shortest path $d_f(s, u)$ from s to u in the residual graph G_f given by f does not decrease.

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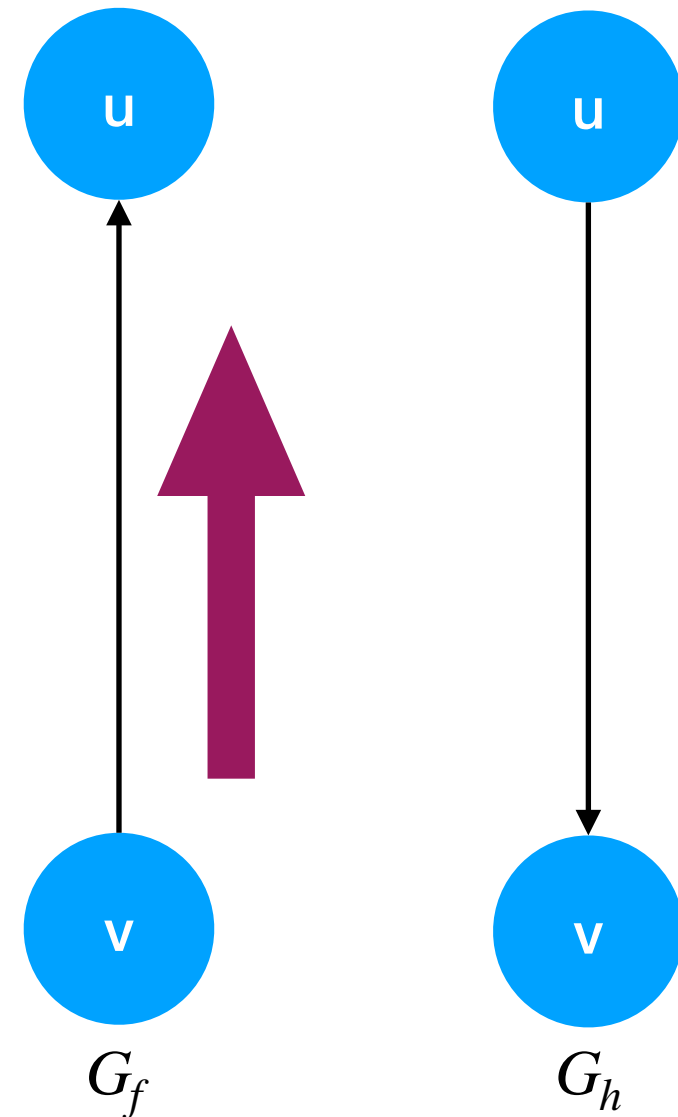
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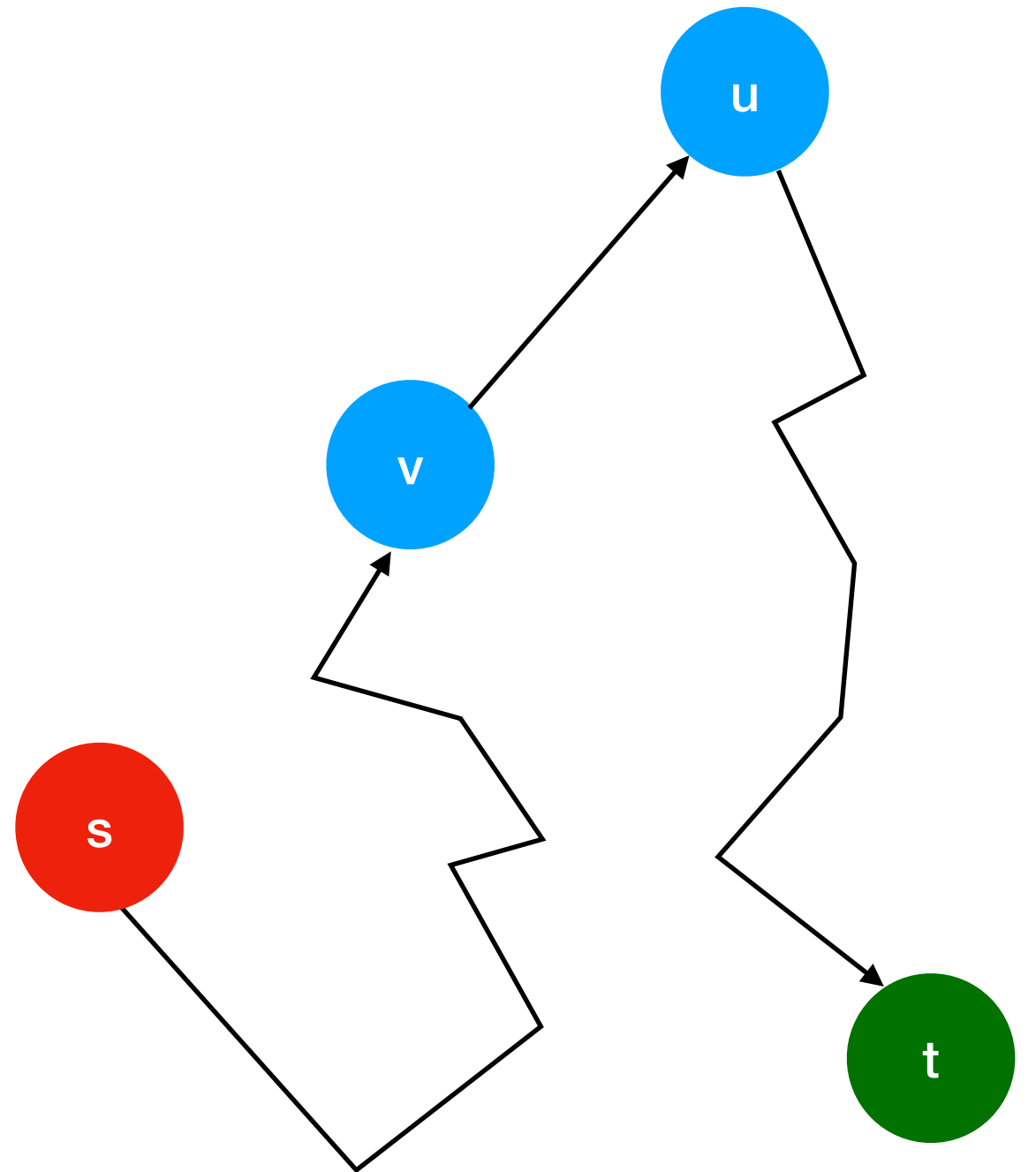
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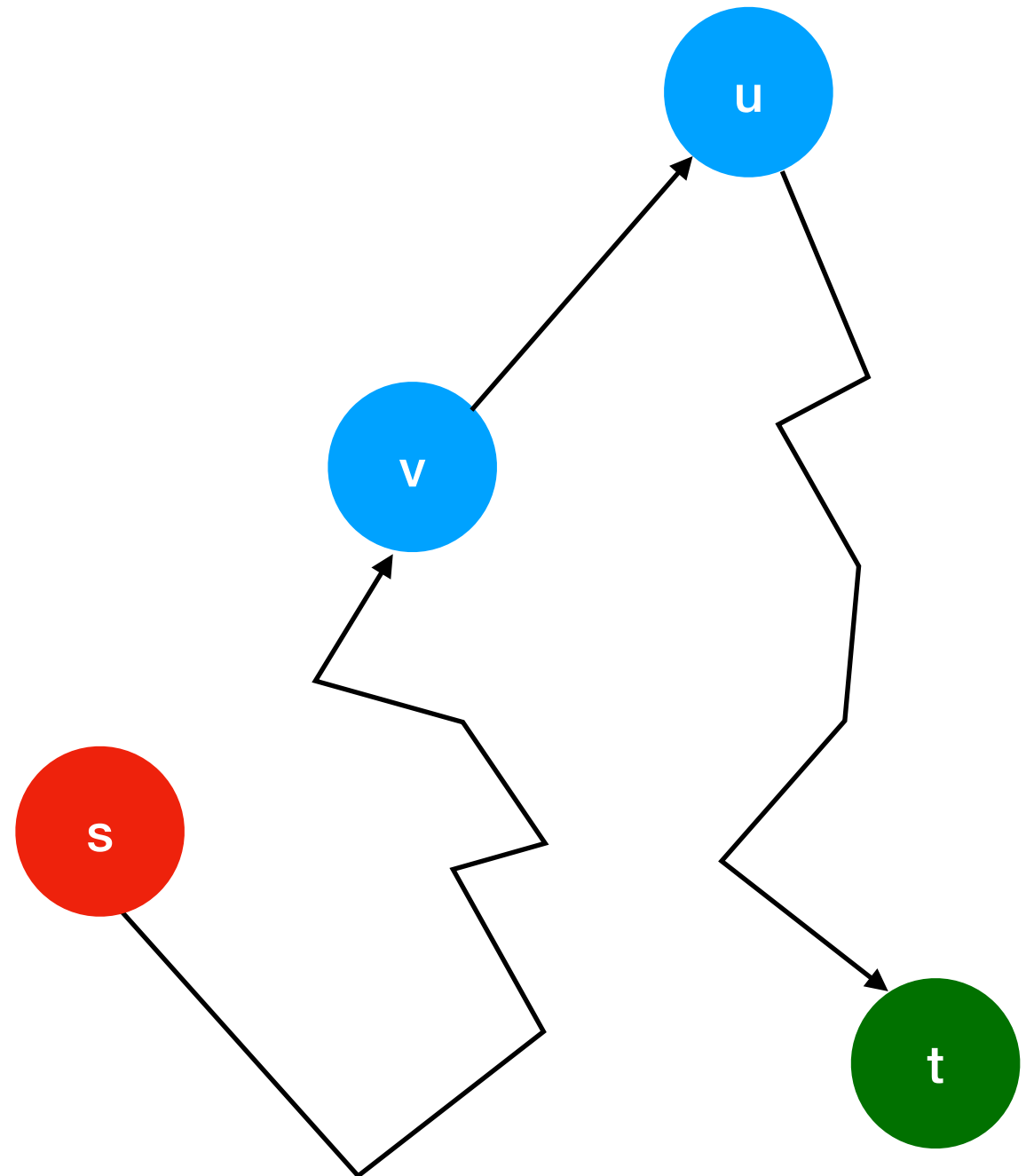


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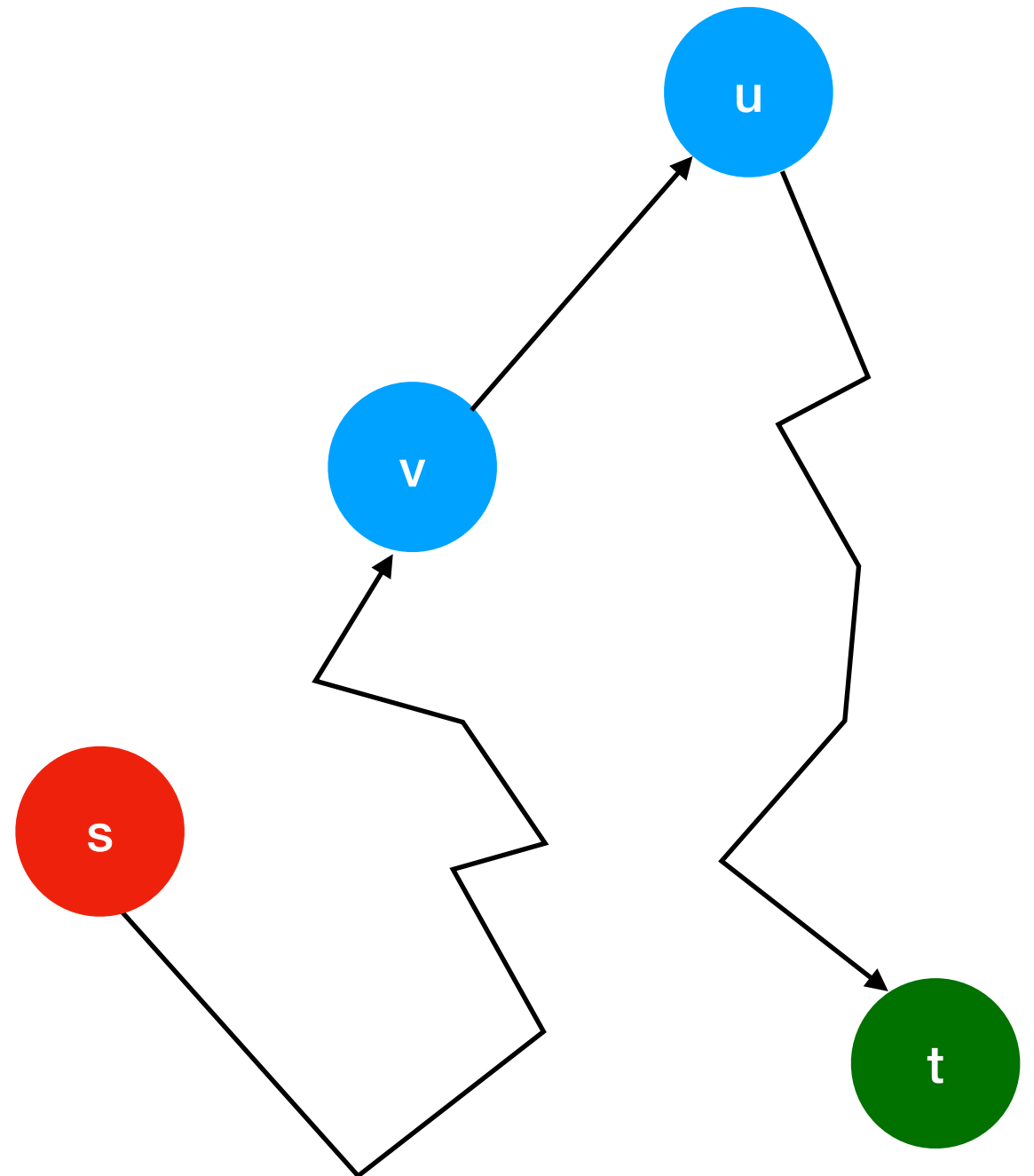
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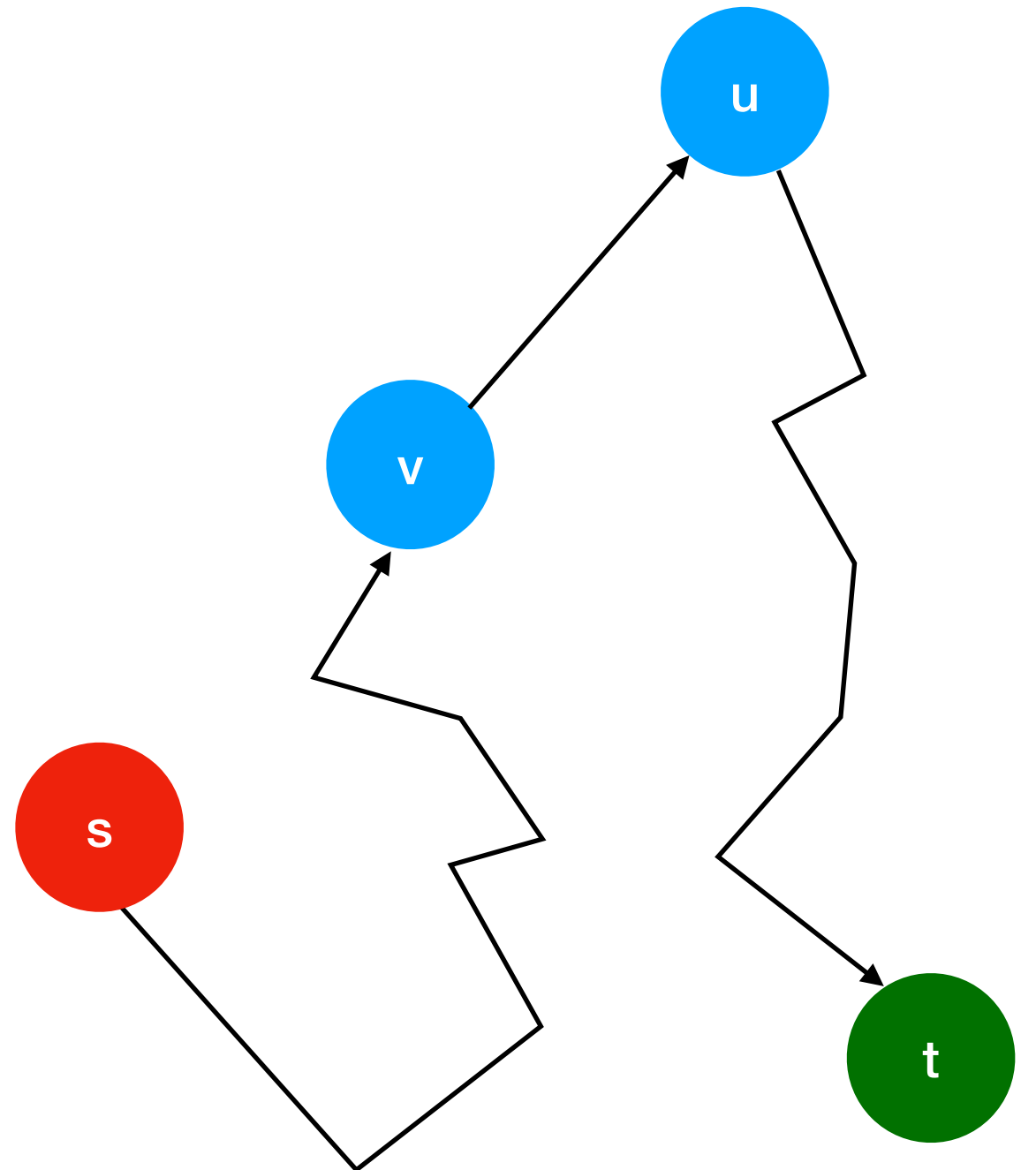
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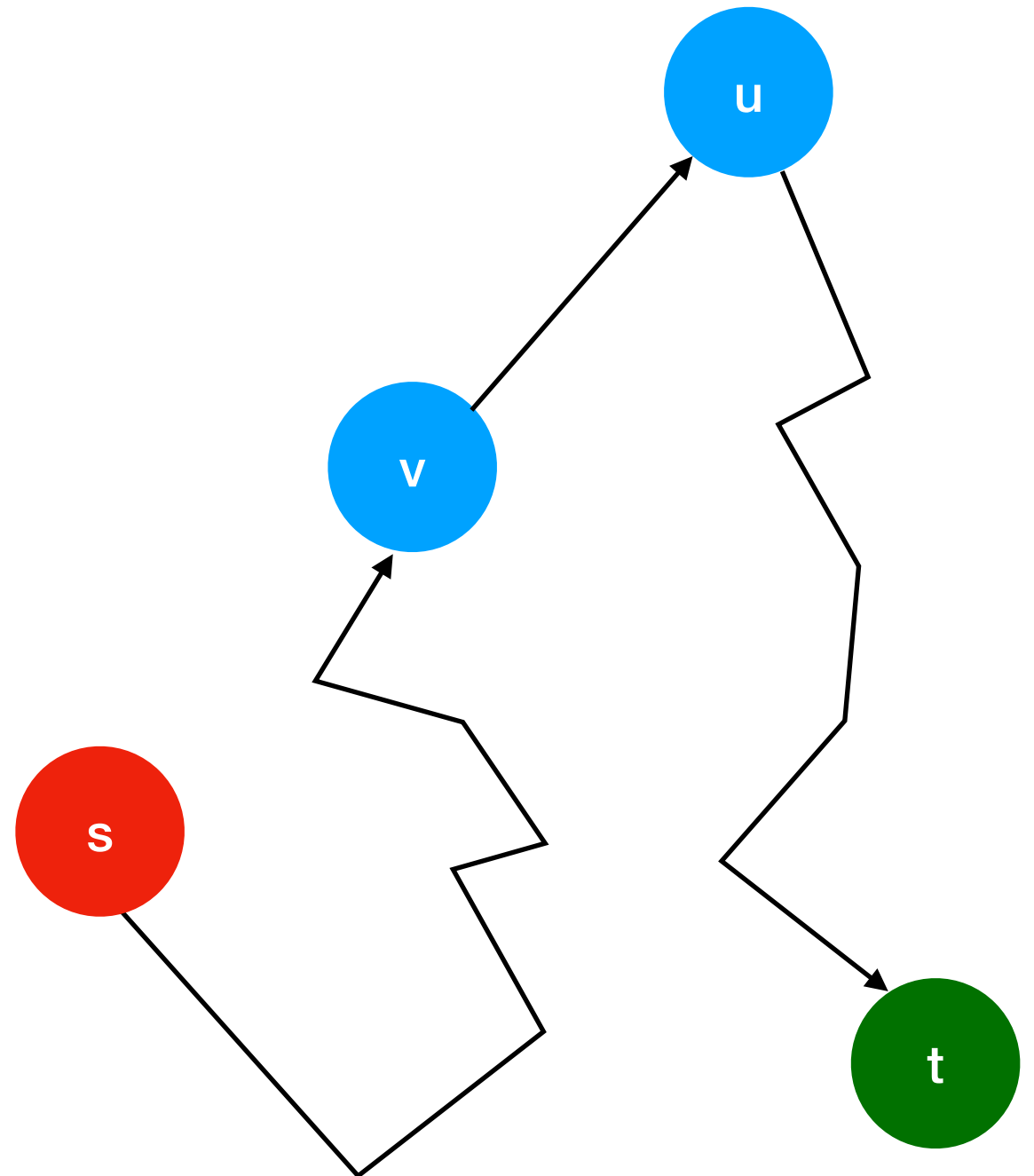
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$$d_f(s, v) = d_f(s, u) - 1 \text{ obvious}$$



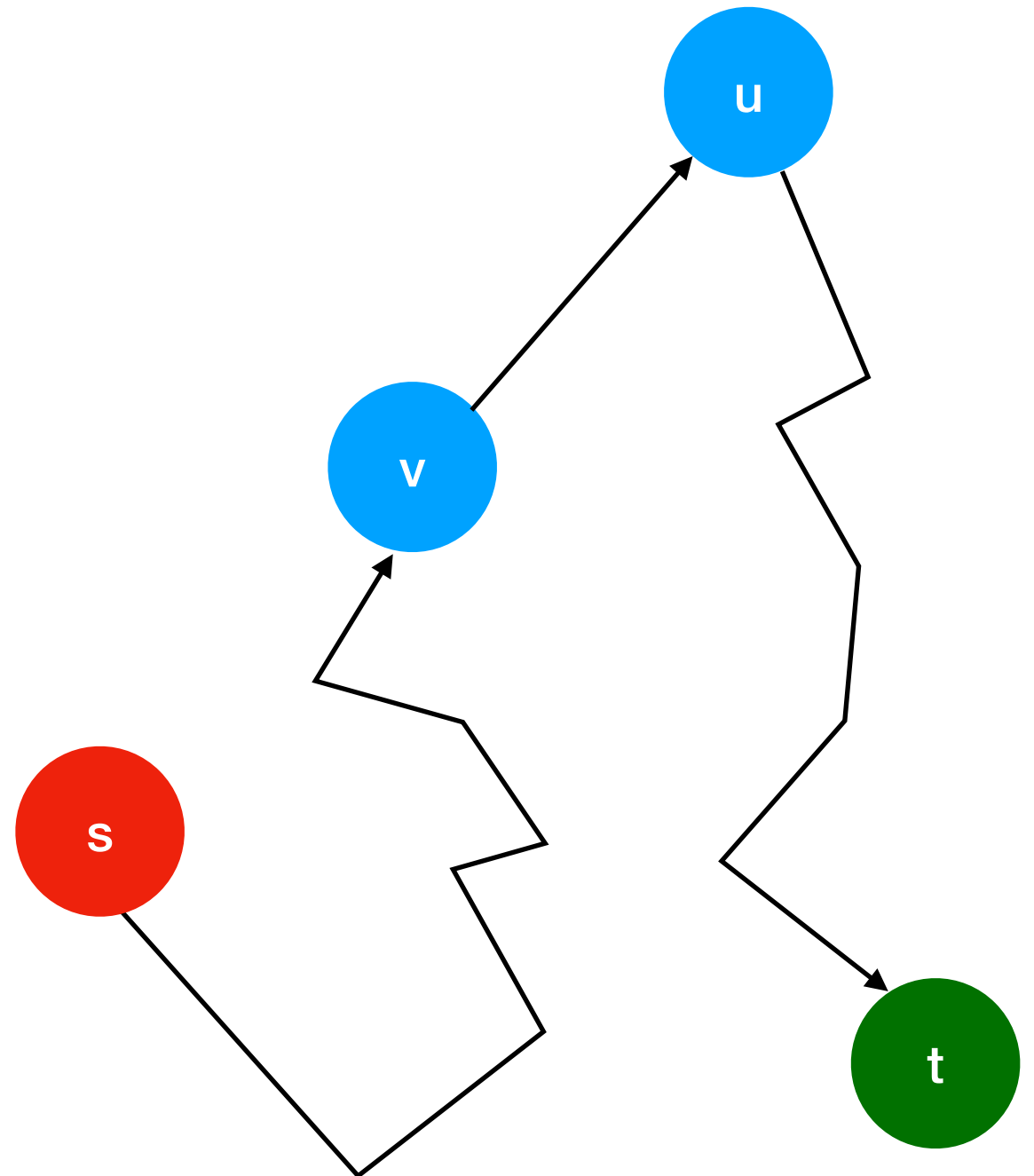
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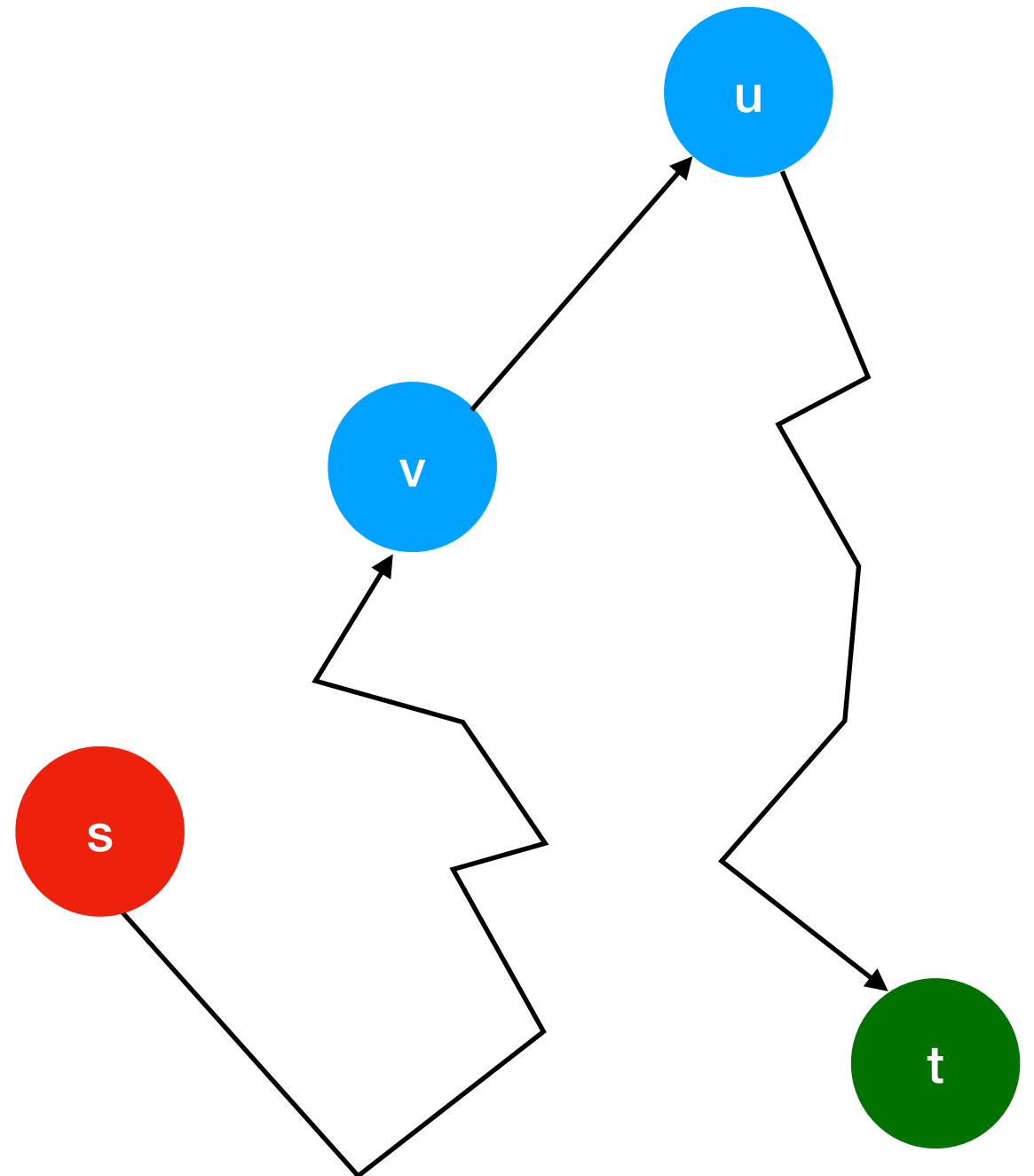
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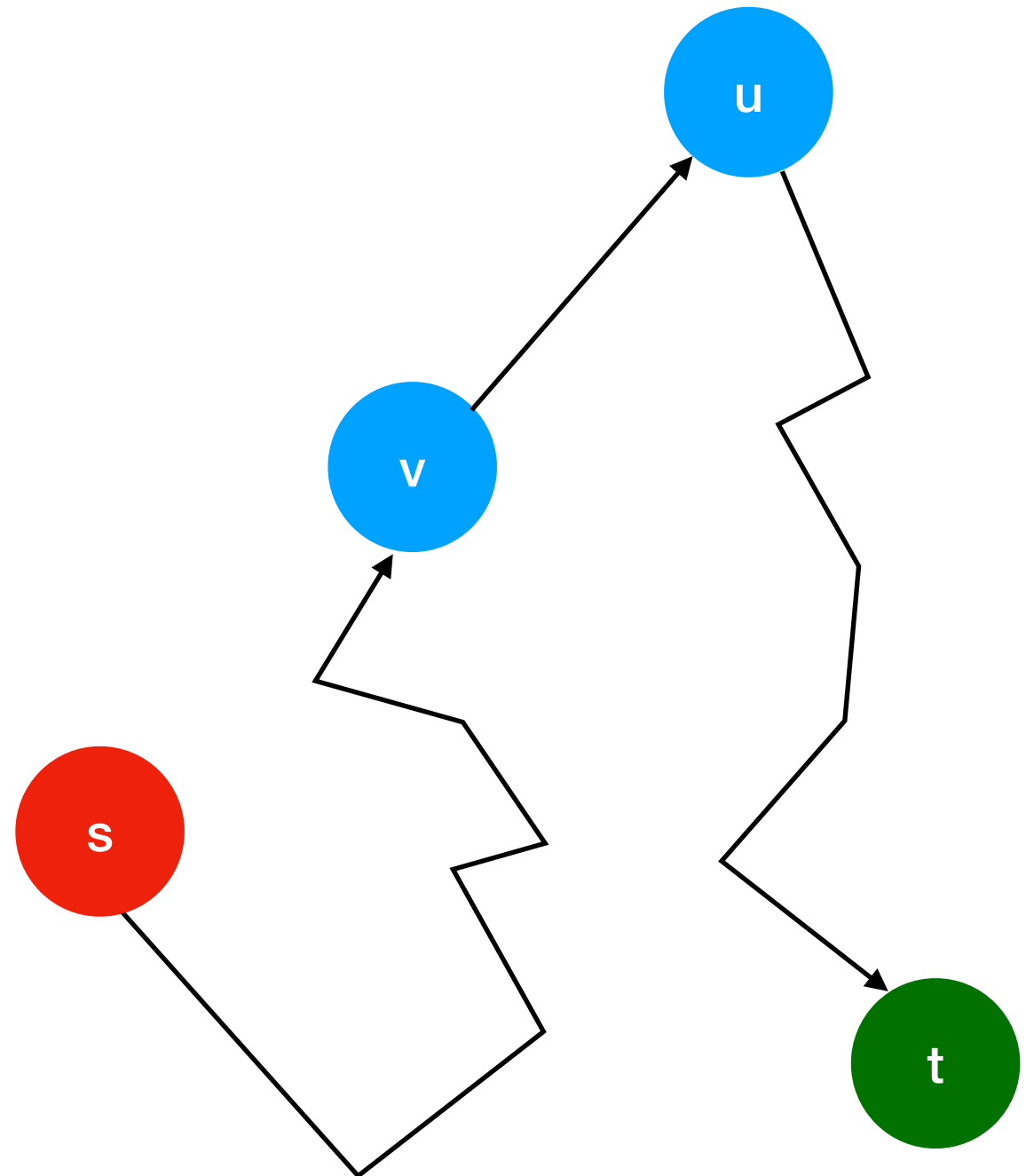
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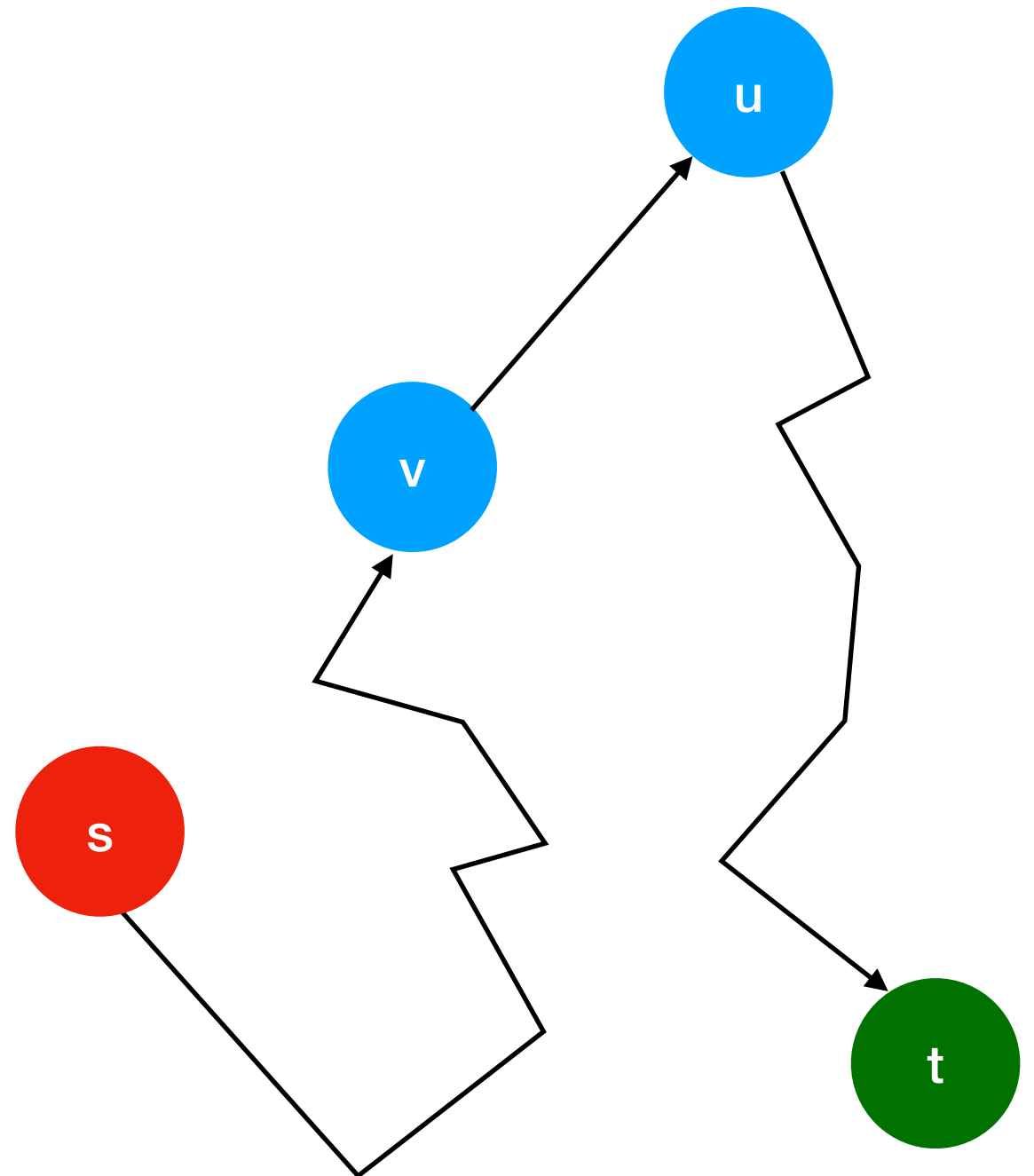
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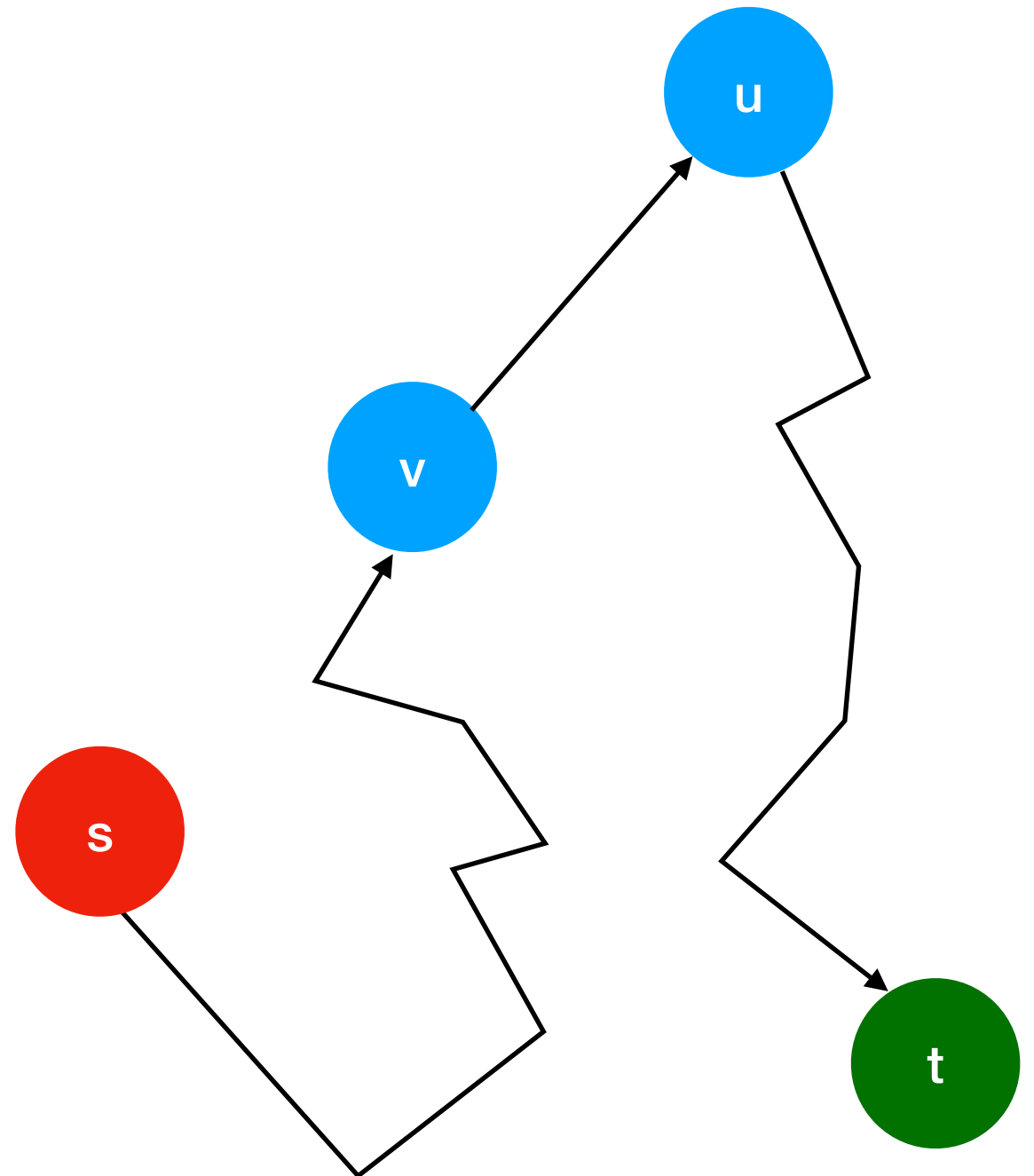
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Proof: Suppose that there exists some node for which it decreases with some flow augmentation; let f to h be this augmentation.

Let v be the node with the minimum $d_h(s, v)$ for which $d_f(s, v) > d_h(s, v)$.

Let $p = s \sim u \rightarrow v$ be a shortest path from s to v “via” u in G_h such that $d_h(s, u) = d_h(s, v) - 1$ (i.e., u is the “previous” node on the path before v).

By the choice of v , we know that $d_h(s, u) \geq d_f(s, u)$

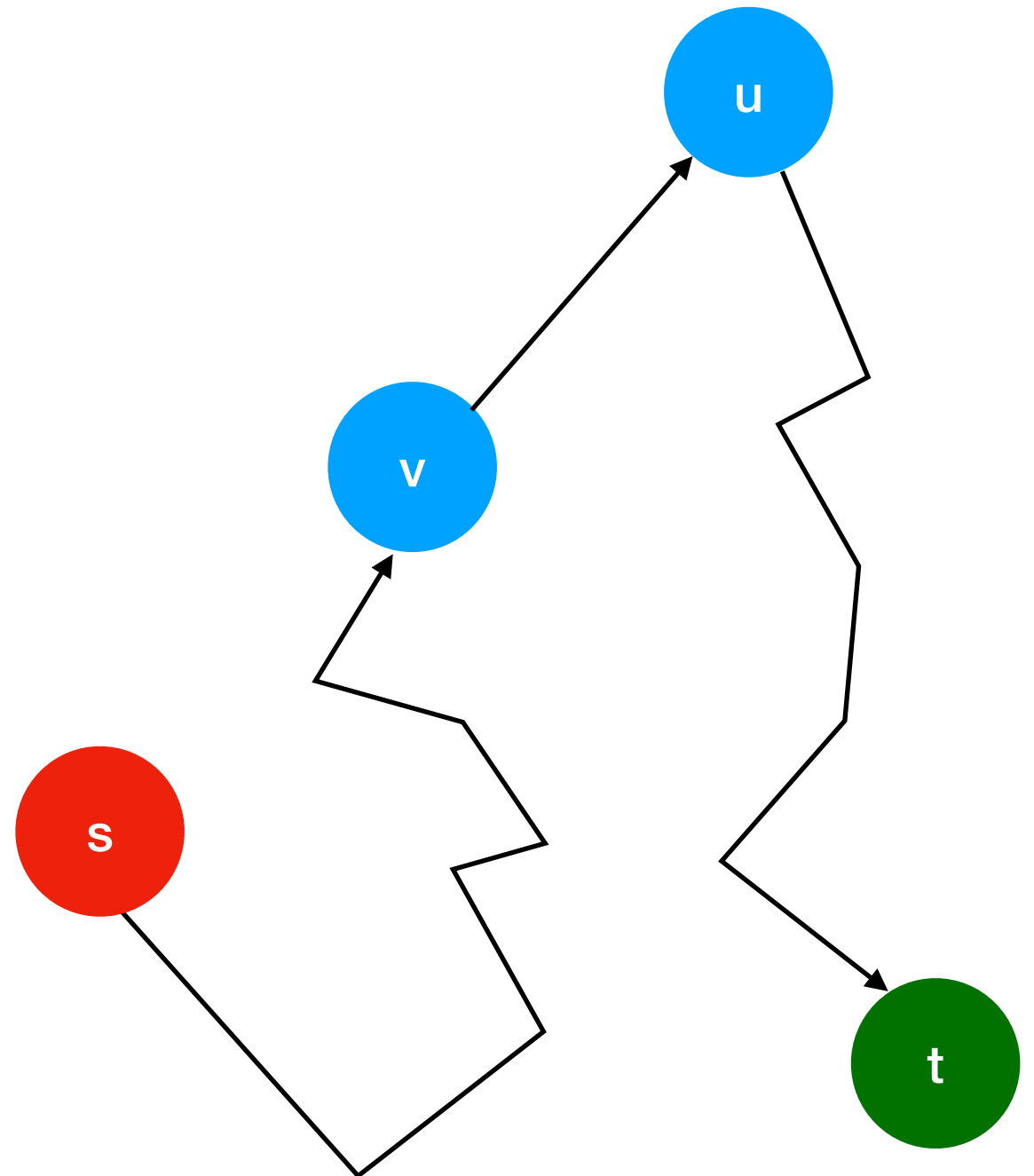
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That means that (v, u) was part of the chosen augmenting path, which was a shortest (s, t) path in G_f .

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We have

$$\begin{aligned} d_f(s, v) &= d_f(s, u) - 1 && \text{obvious} \\ &\leq d_h(s, u) - 1 && \text{why?} \\ &= d_h(s, v) - 2 && \text{why?} \end{aligned}$$



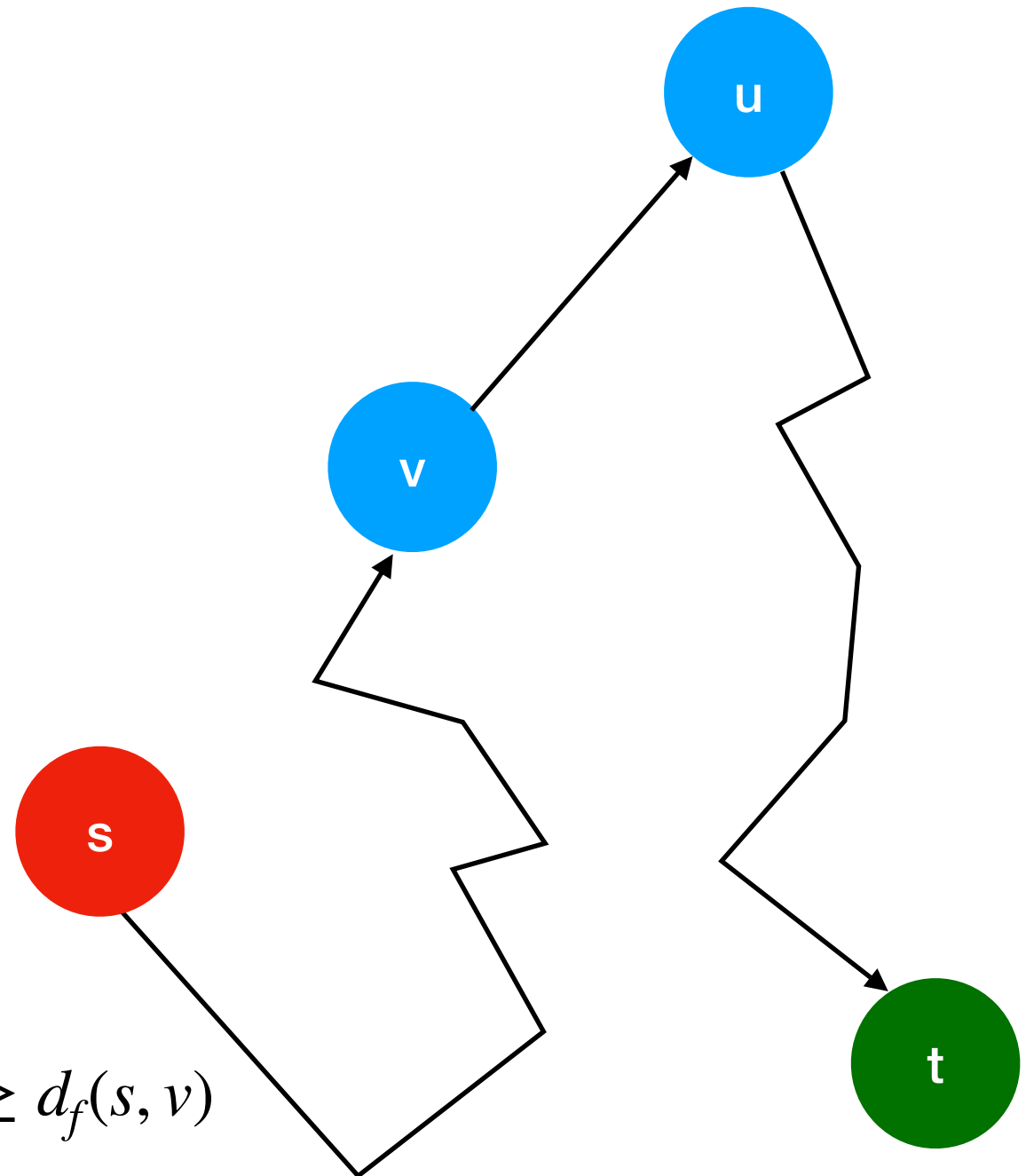
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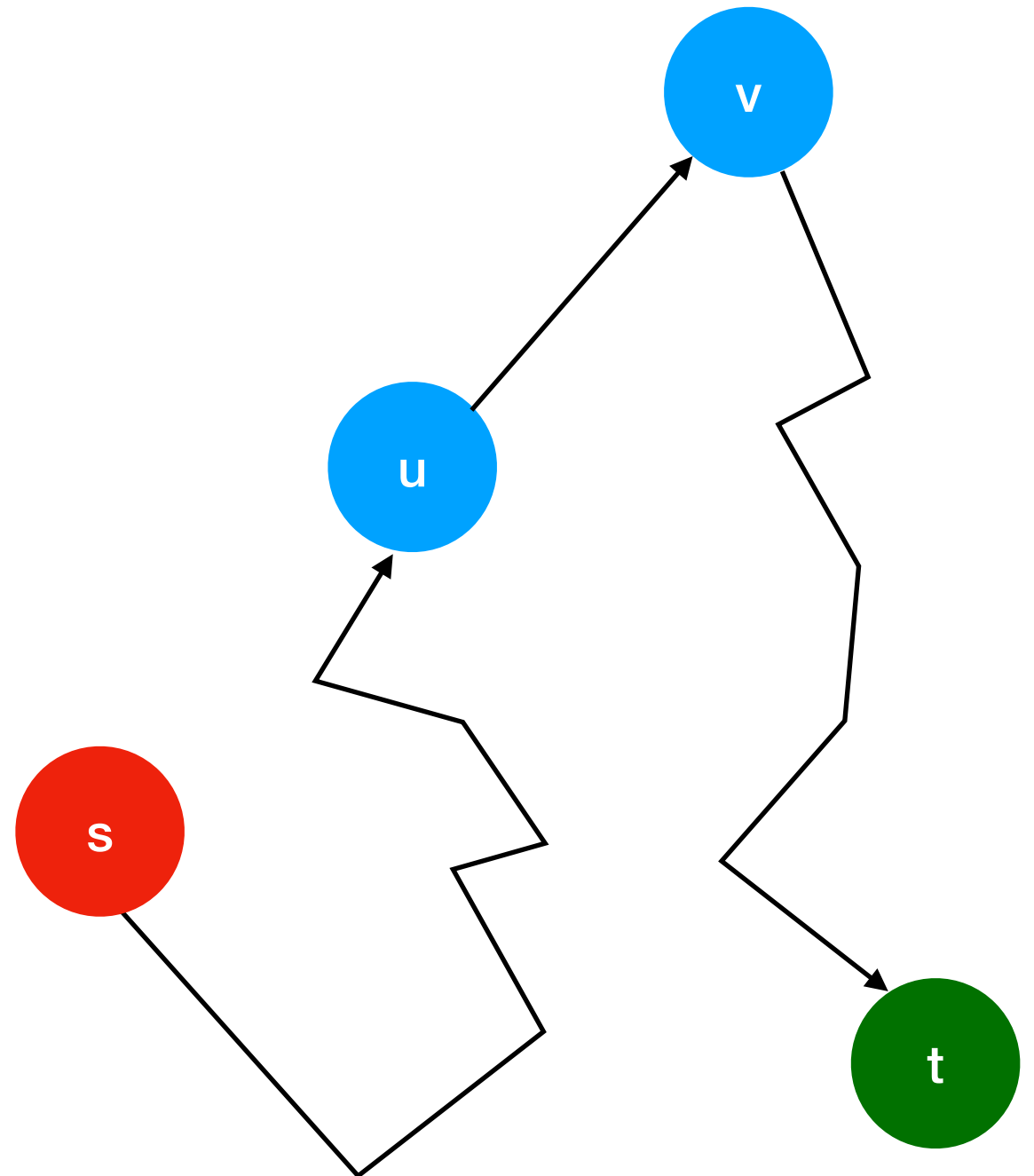
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How many times can an edge e become *critical* during the execution of the algorithm?

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Let (u, v) be an edge.
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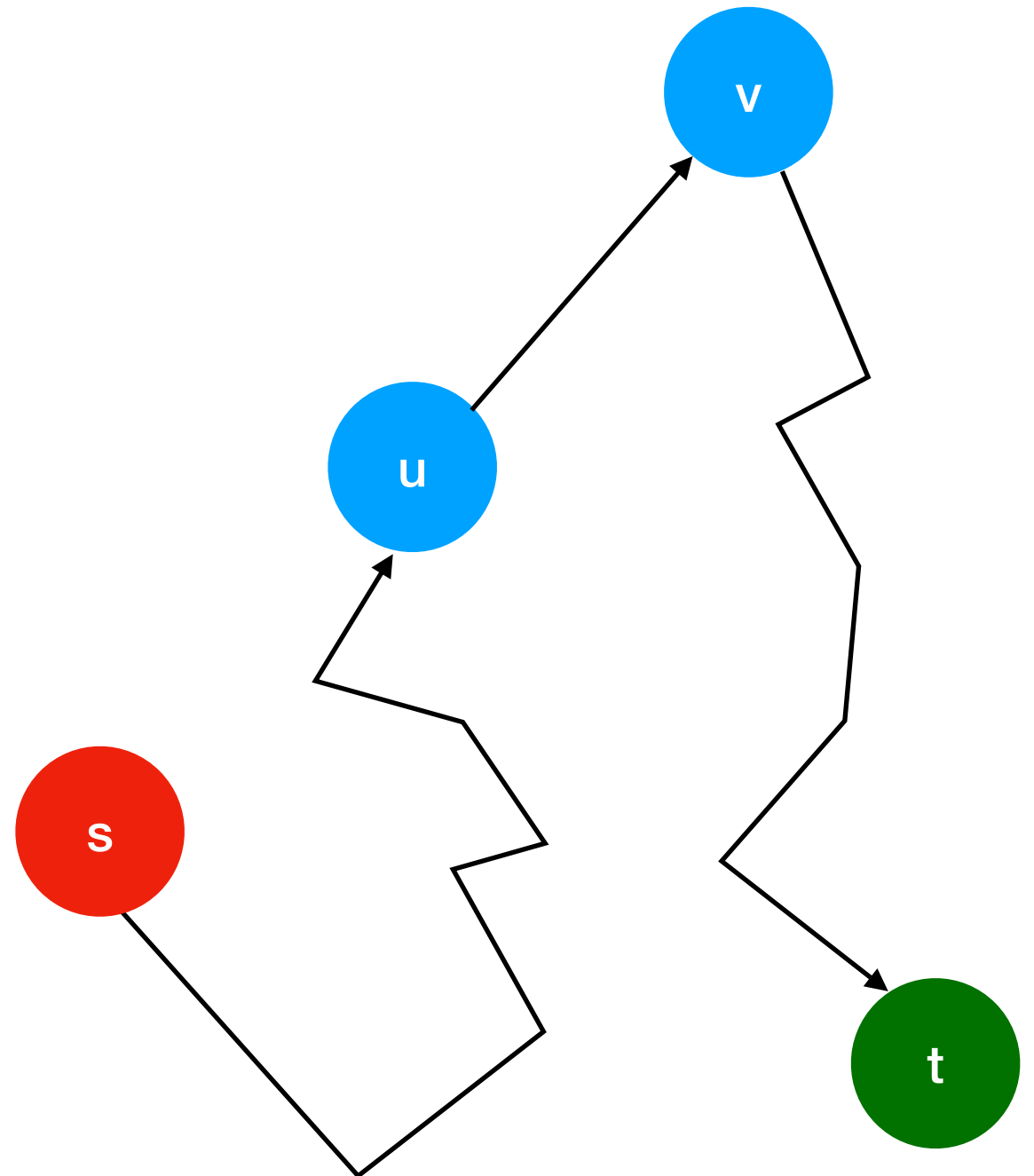


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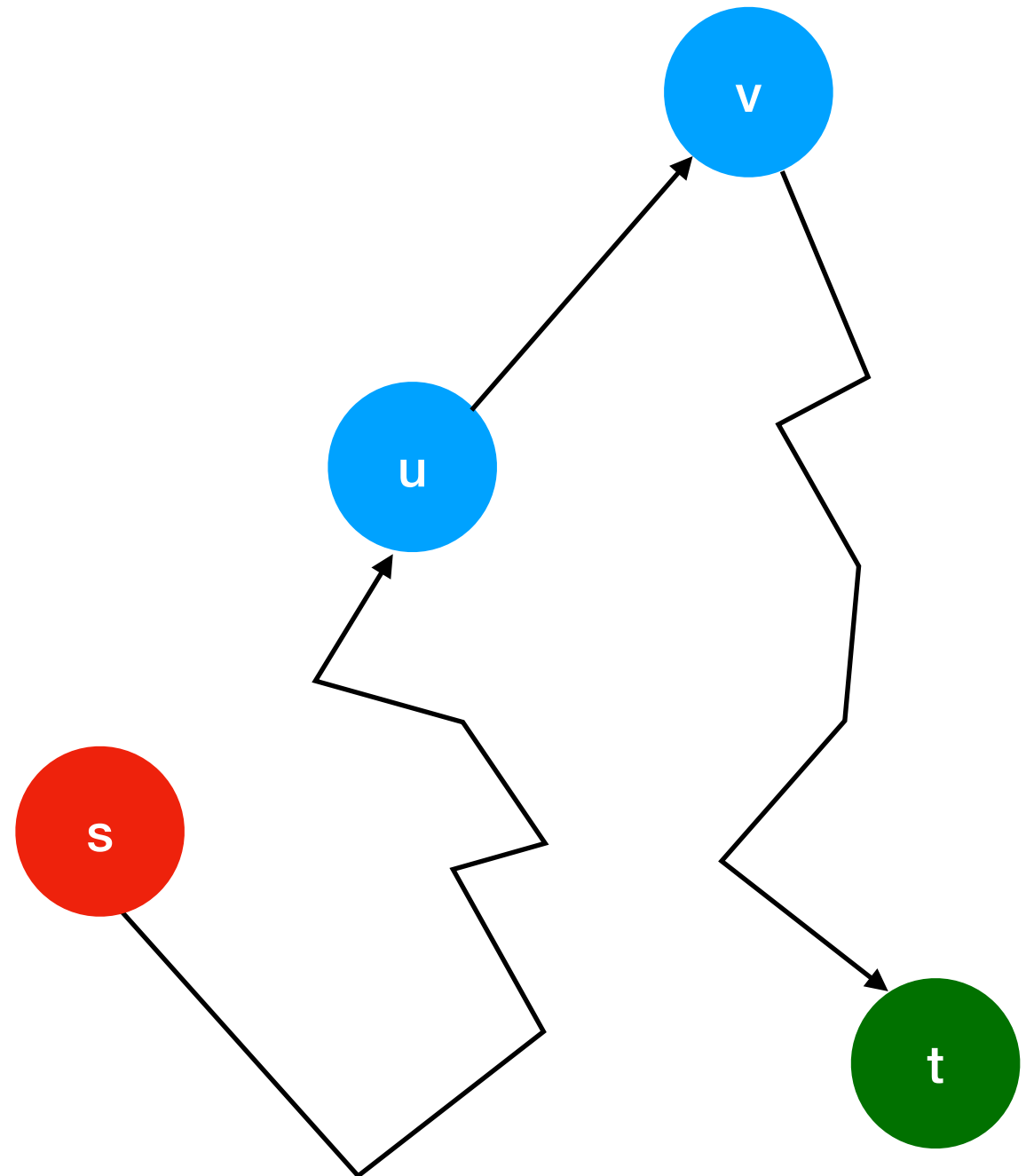
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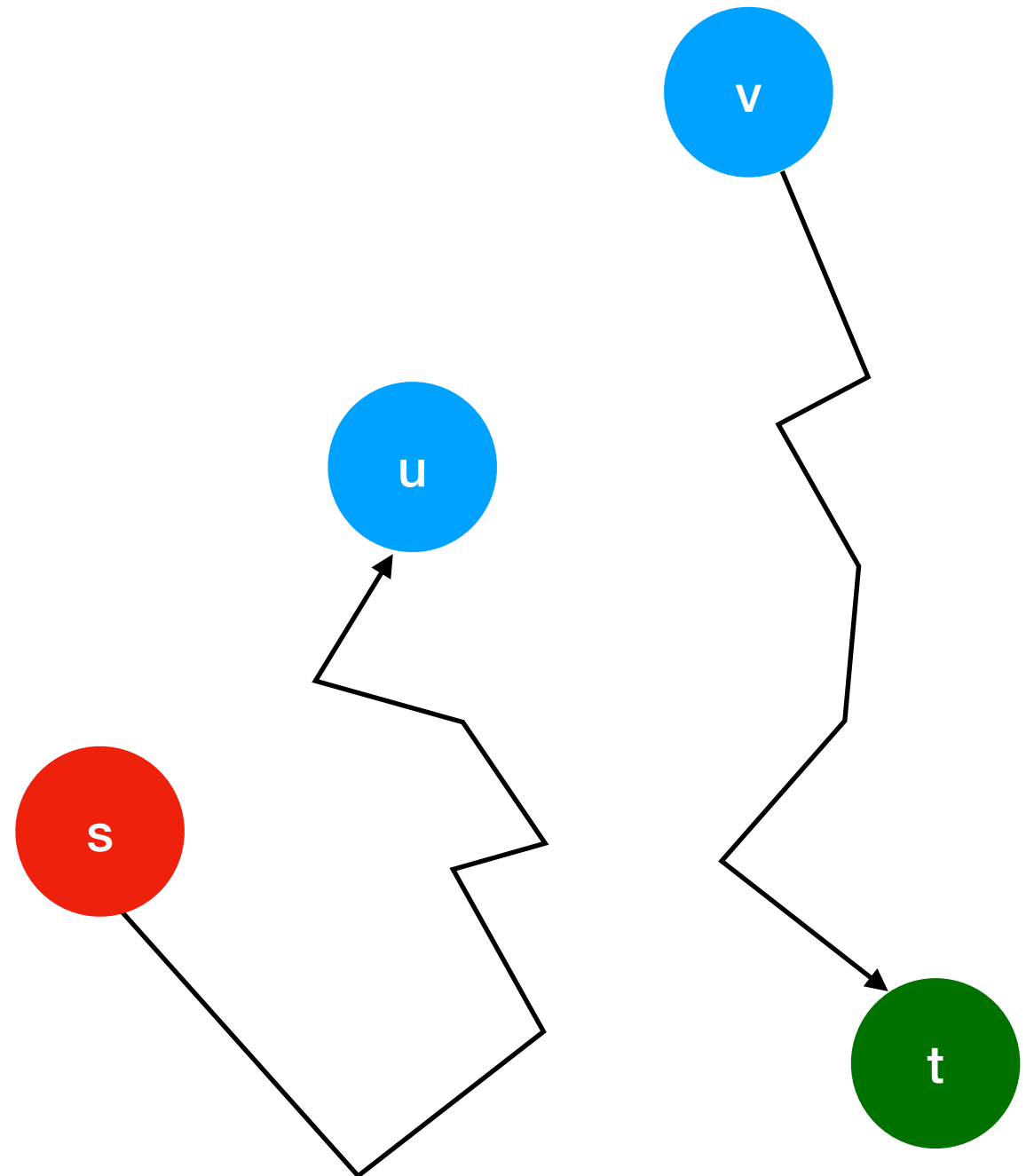
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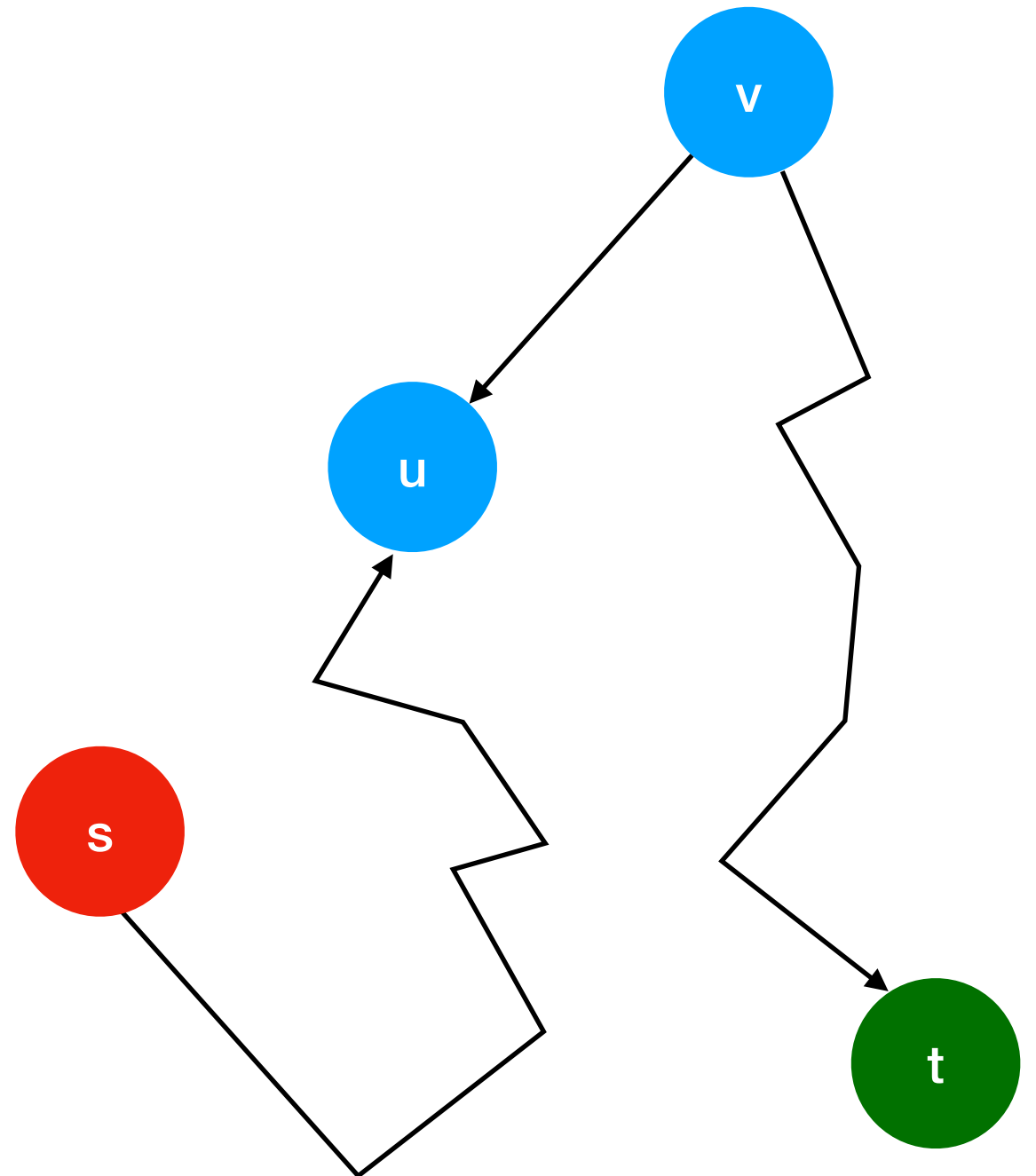
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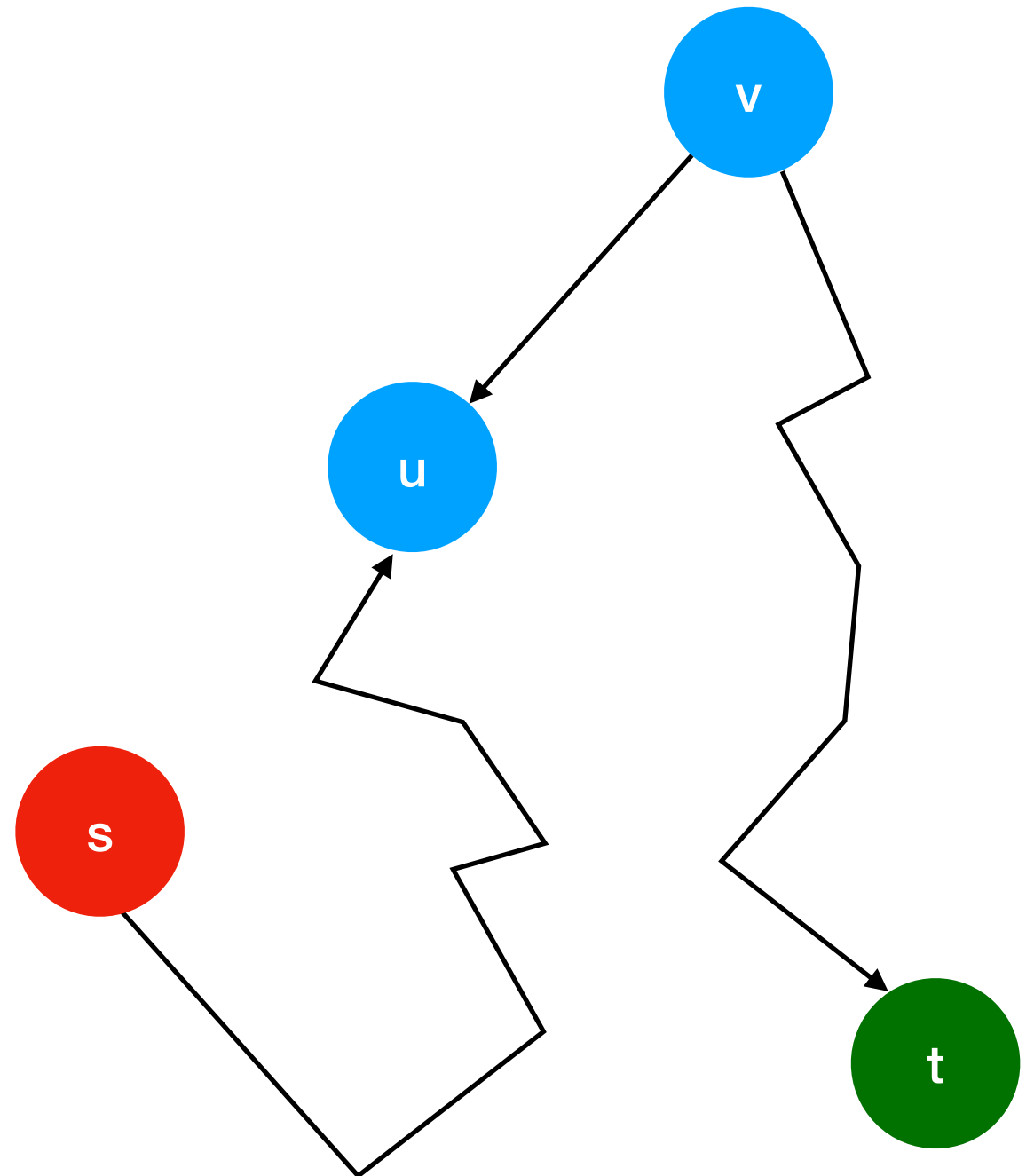
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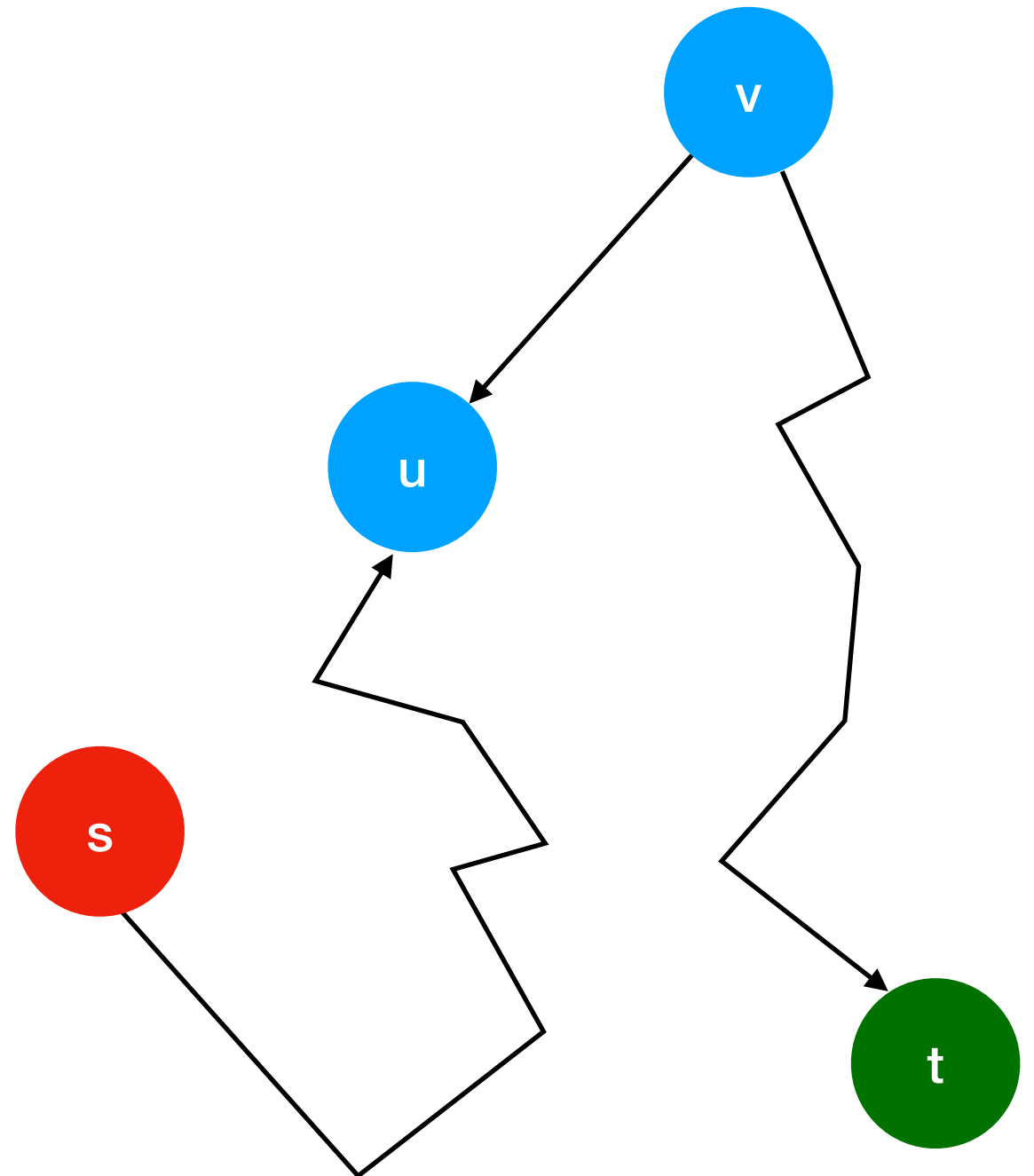
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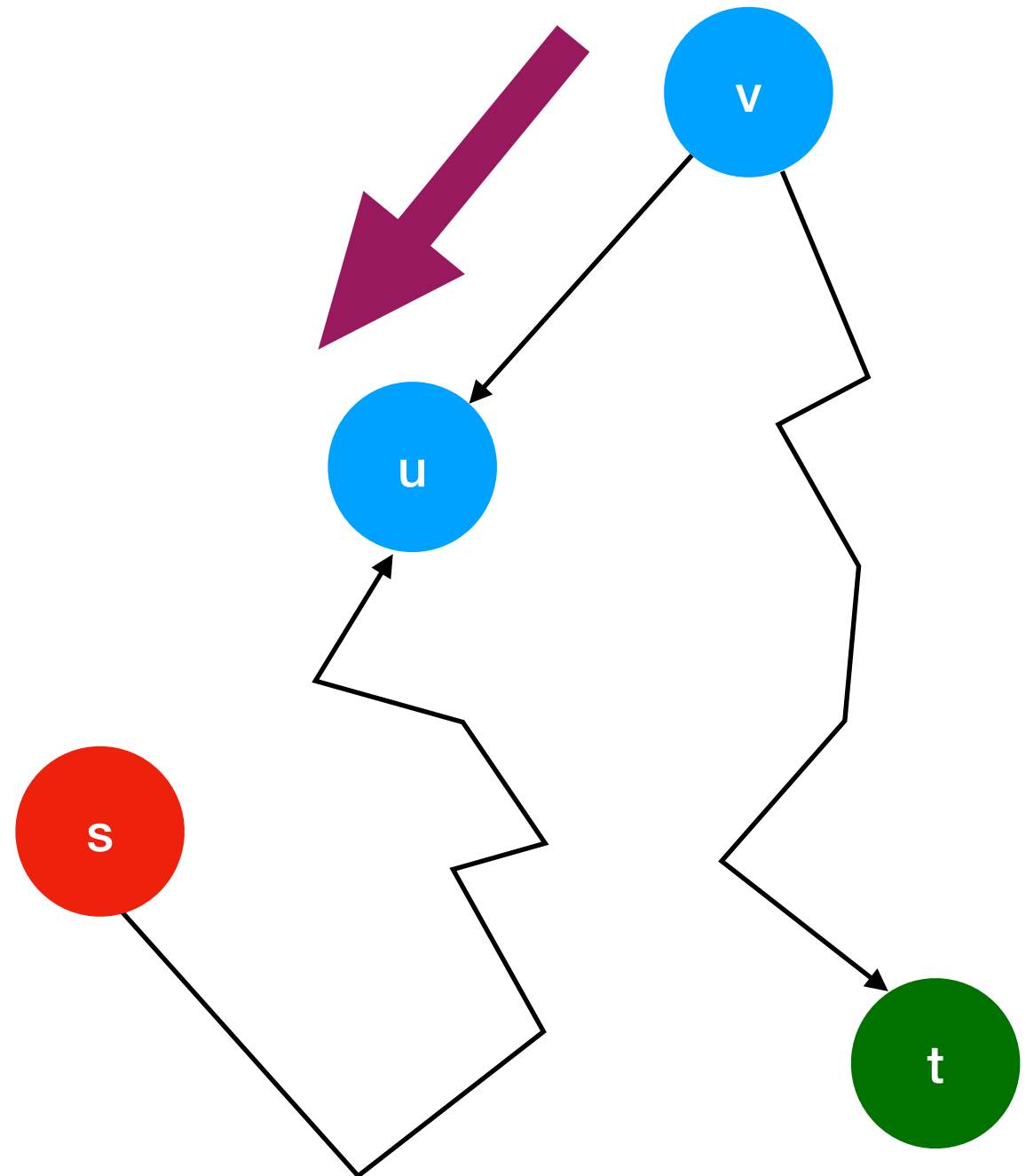


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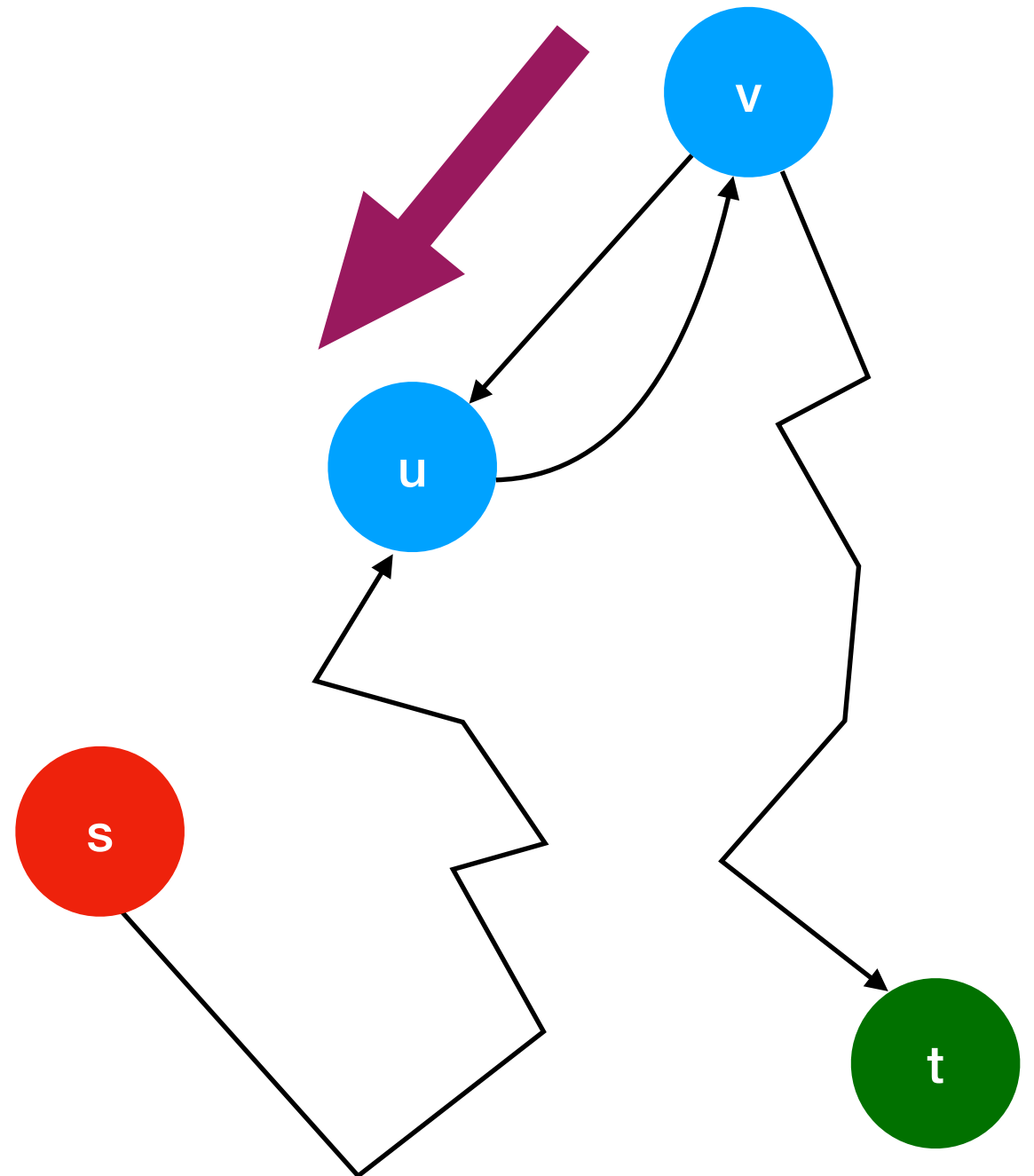


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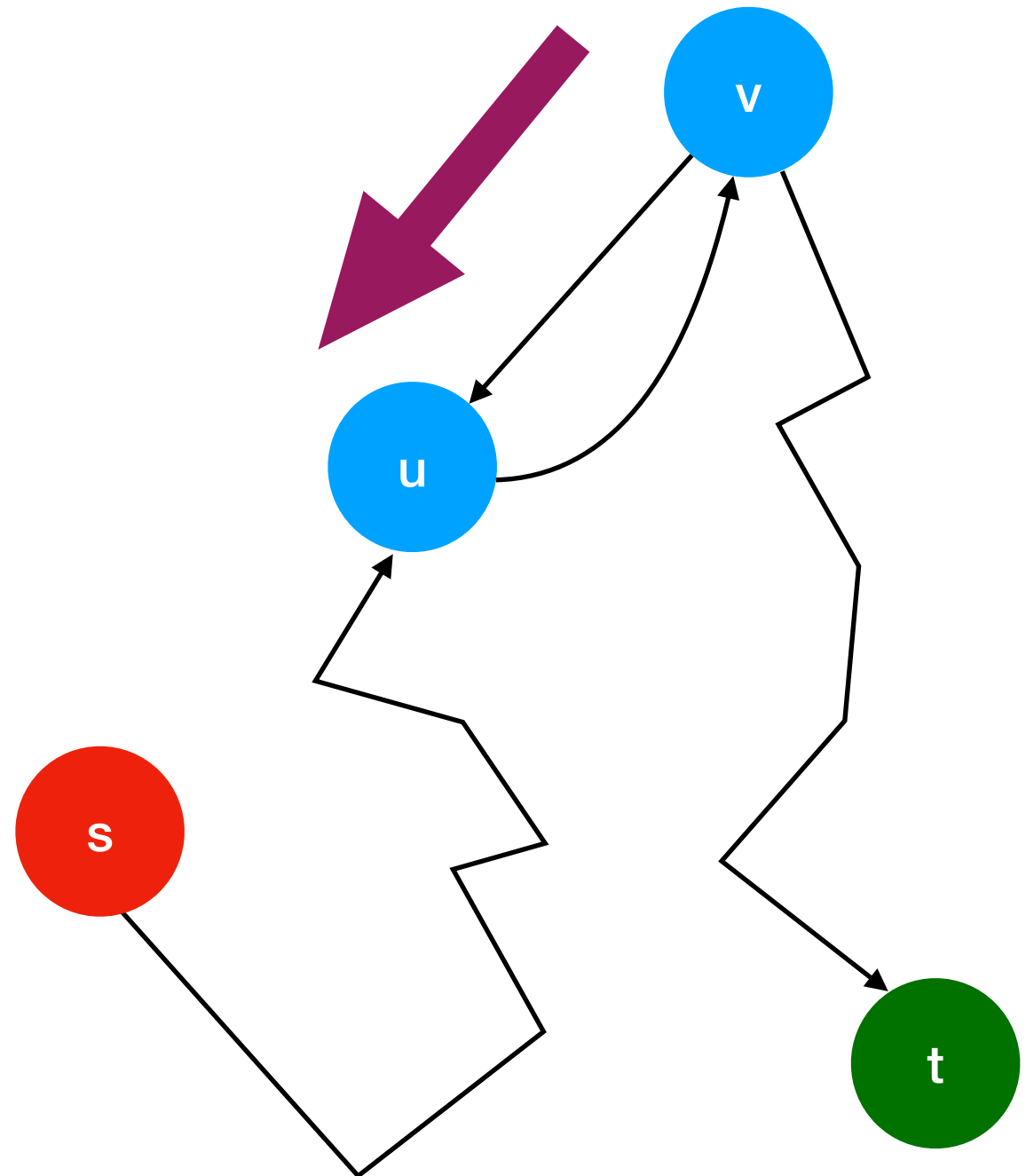
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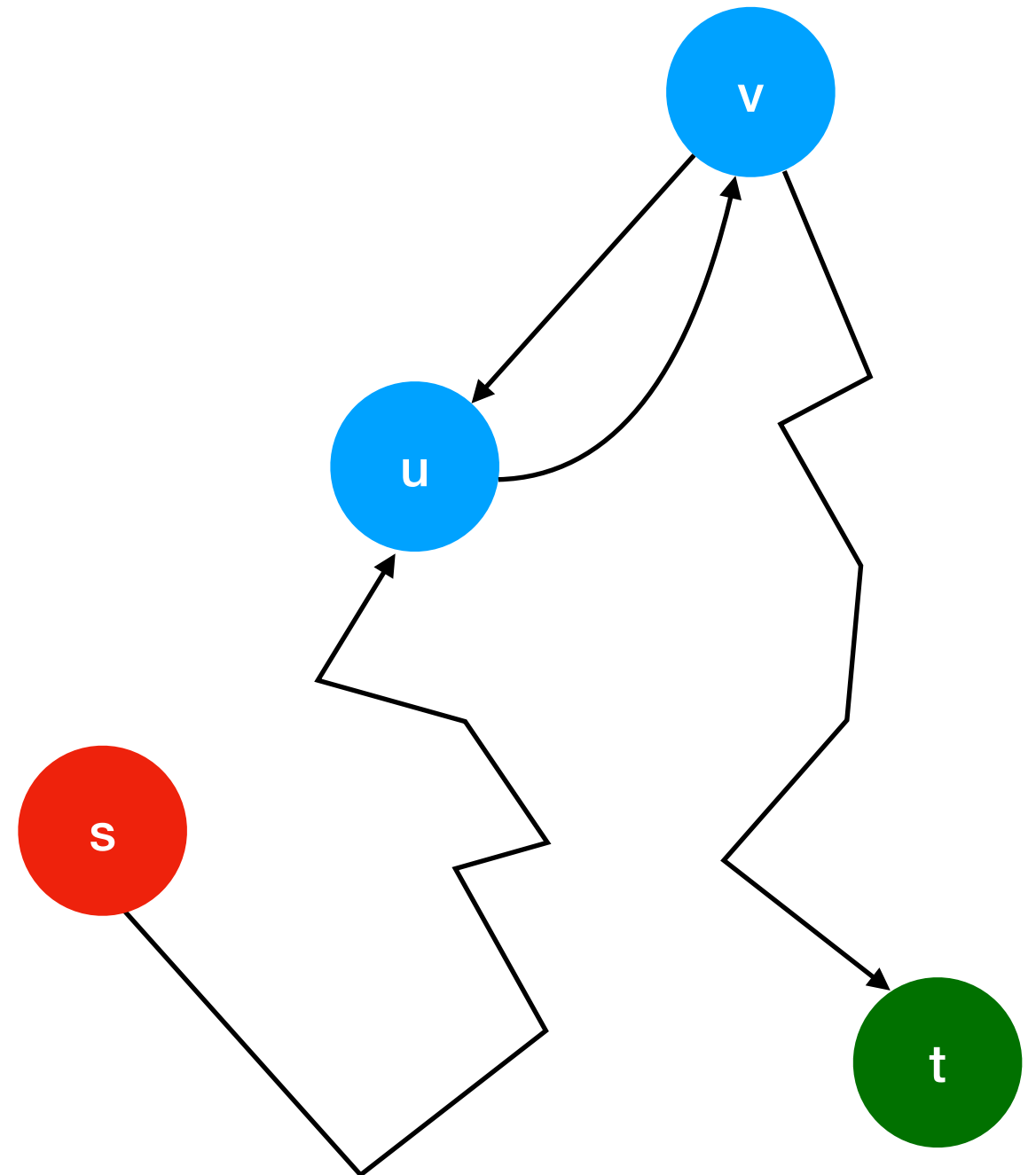
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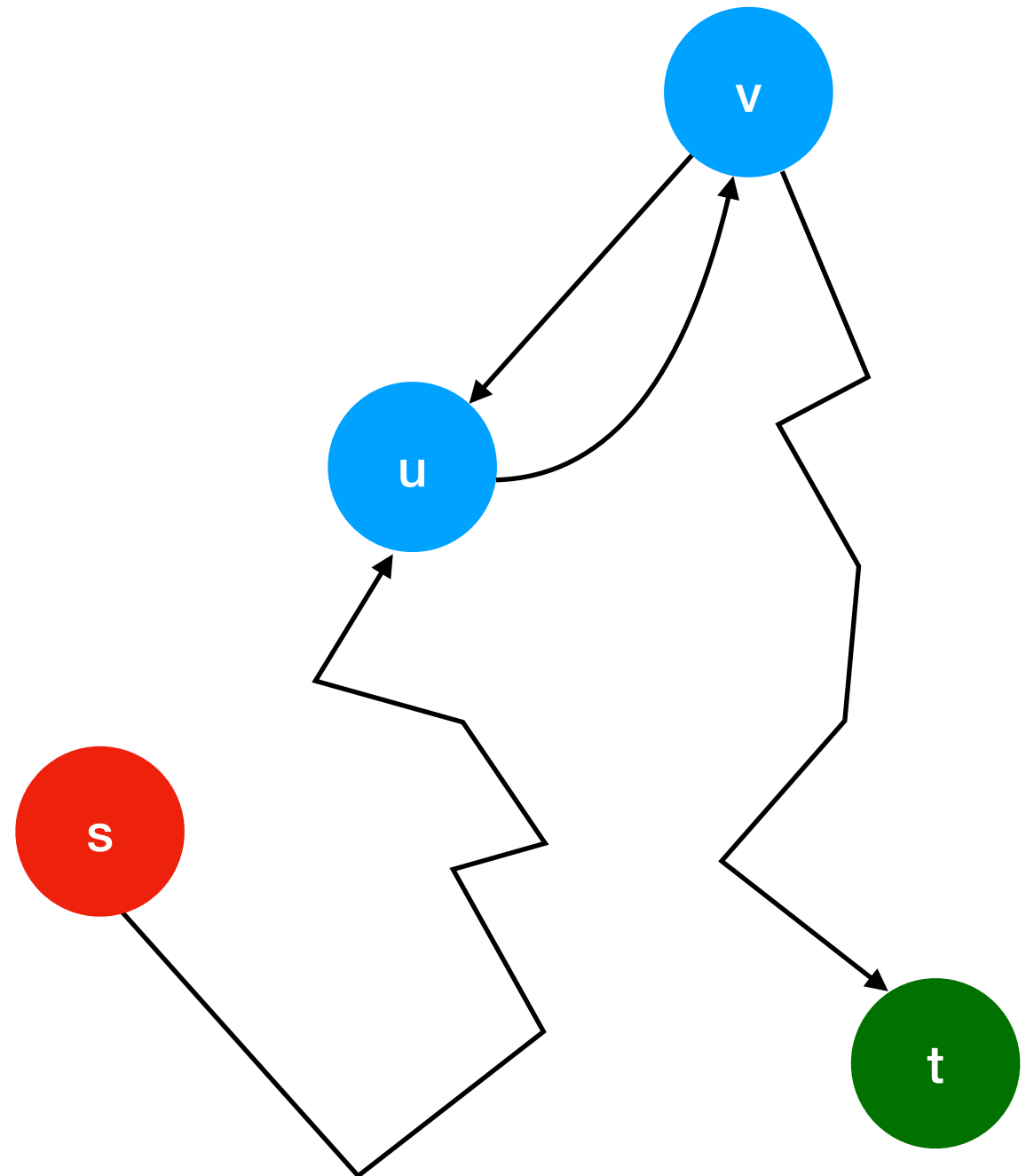
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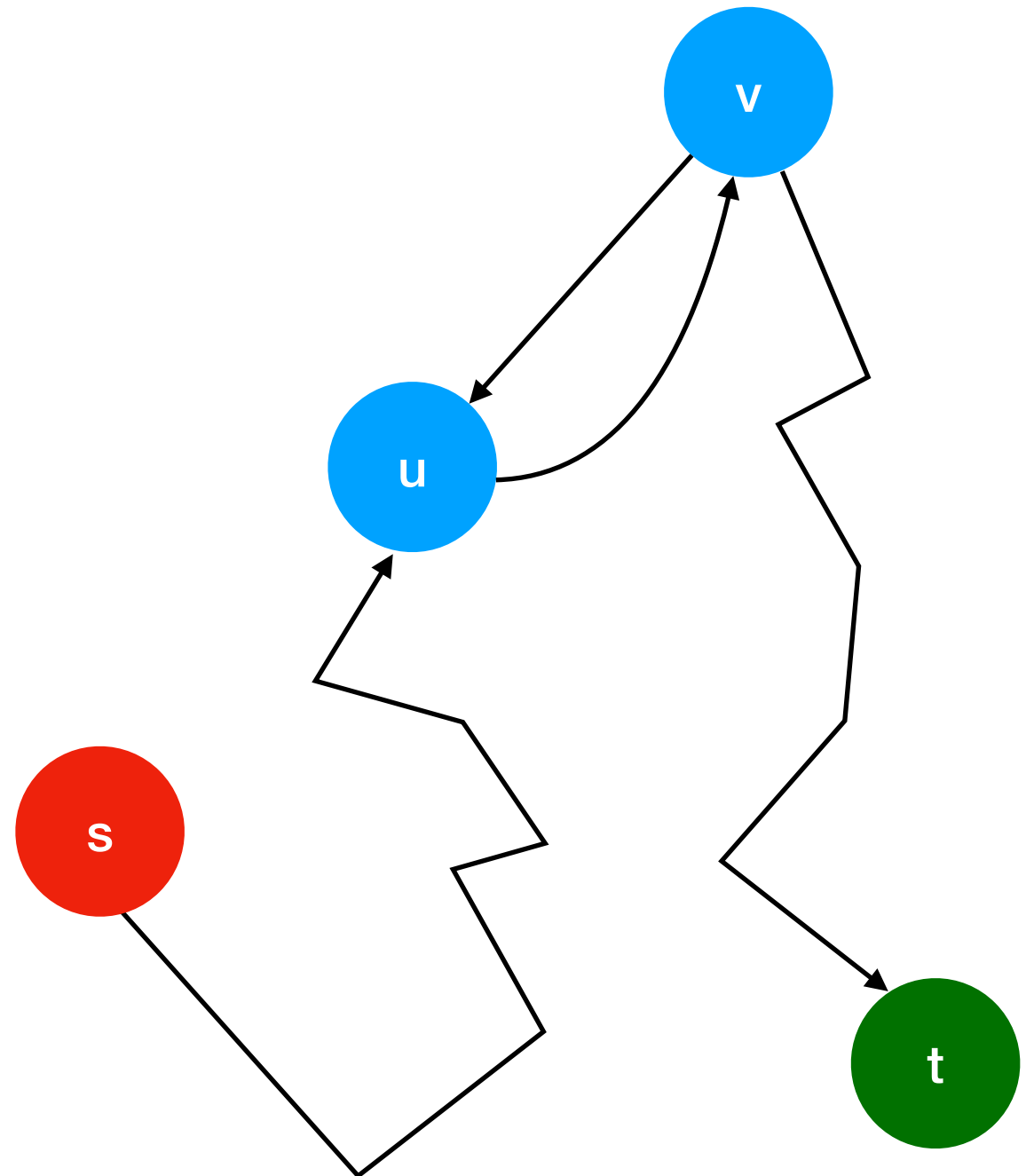
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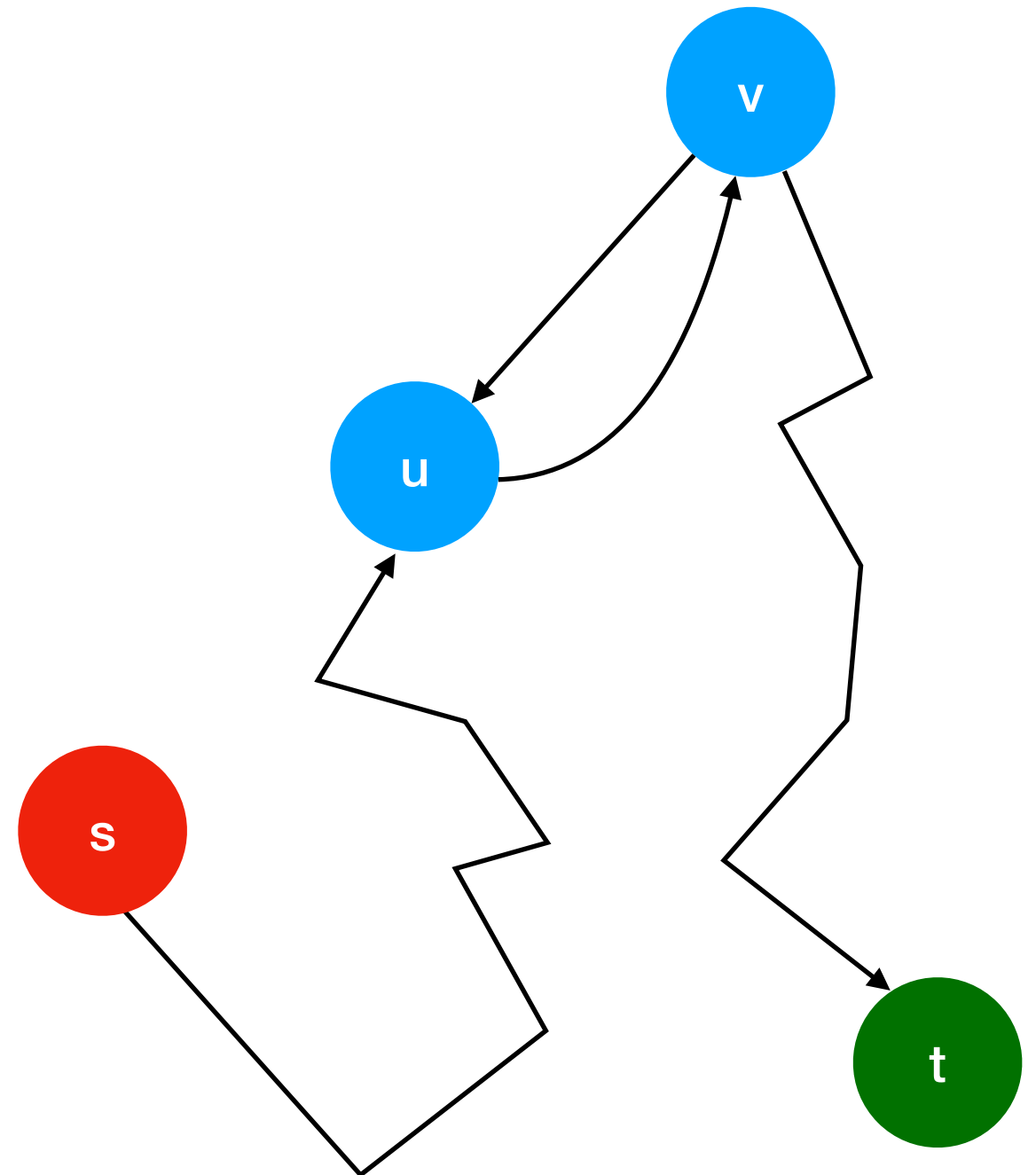
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Edmonds-Karp Running Time

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