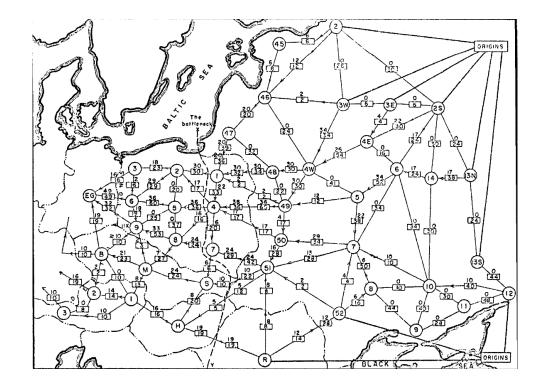
# Lecture 29: Network Flow II



COSC 311 Algorithms, Fall 2022

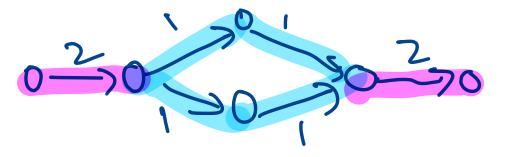
# Last Time

#### **Network Flow**

A new interpretation of directed graphs:

- network of (directional) pipes
- weights are *capacities* 
  - how much fluid can flow through piper per time
- designated source node s
  - all edges directed away from s
- designated sink or destination node t
  - all edges directed towards t

**Question**. How much fluid be routed from *s* to *t* per unit time?



Flows, Formally

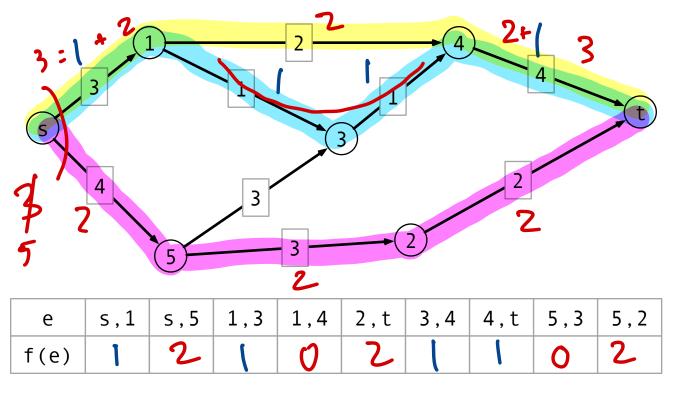
Setup.

- G = (V, E) a directed graph, *s*, *t* source and sink
- c(u, v) is capacity of edge (u, v) f(e) = Now muchFlows. An s-t flow f is a function  $f : E \to \mathbb{R}^+$  satisfying:
- 1. *capacity constraints:* for each edge  $e, f(e) \leq c(e)$
- 2. *conservation:* for every vertex  $v \neq s$ , *t*, flow into v = flow out of v. flow into
  - $\sum_{x \to v} f(x, v) = \sum_{v \to y} f(v, y)$  flow out of V

The value of the flow f is val $(f) = \sum_{s \to v} f(s, v)$ 

amount of flow reaving source

## Flow Example



# Max Flow Problem

Input.

- weighted directed graph G = (V, E)
  - weights = edge capacities > 0
- source *s*, sink *t* 
  - all edges oriented out of s
  - all edges oriented into t

Output.

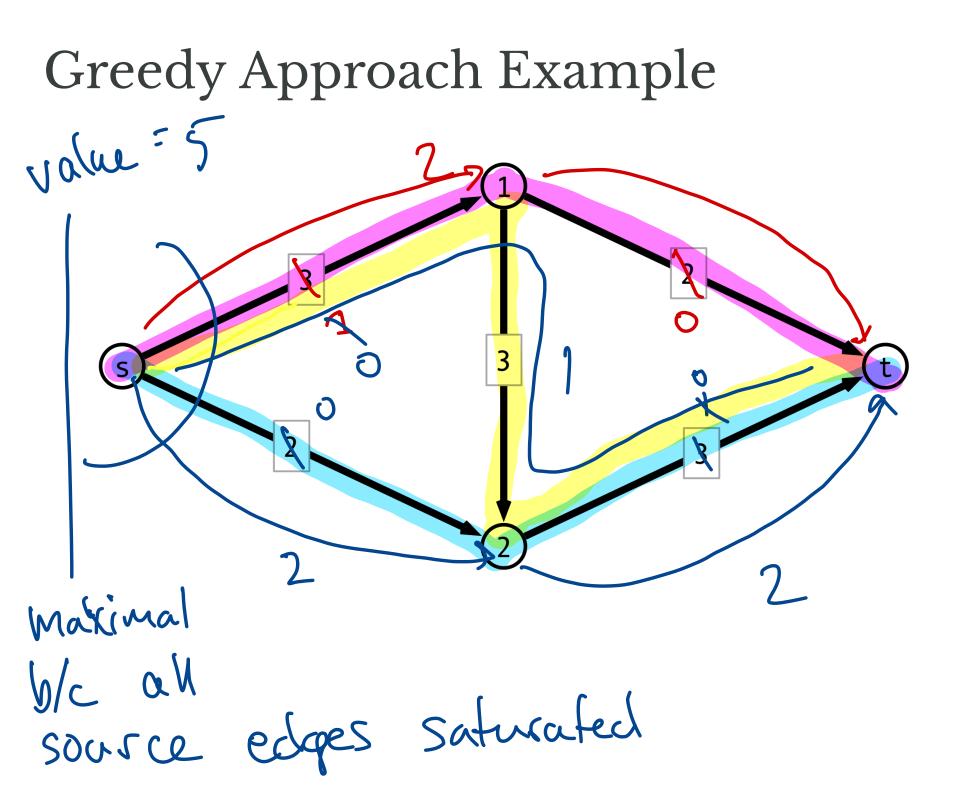
• flow *f* of maximum value

• val(
$$f$$
) =  $\sum_{s \to v} f(s, v)$ 

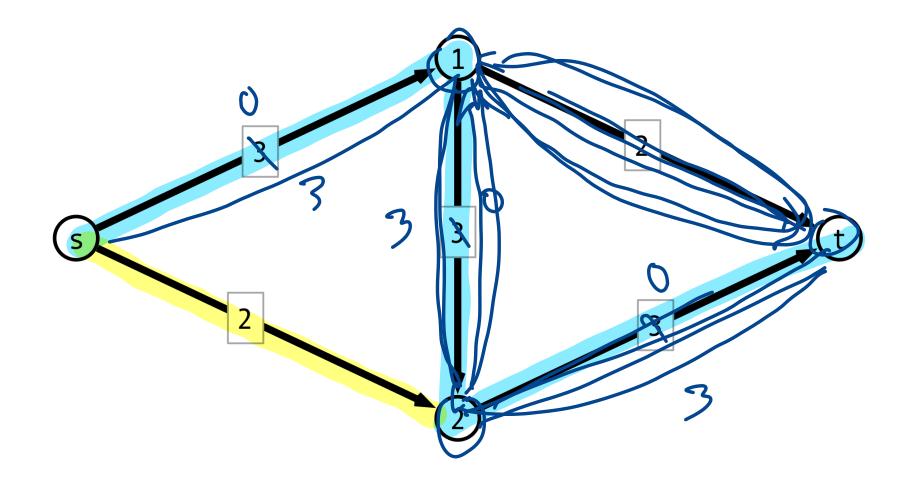
# A Simple Greedy Strategy

Repeat until done:

- 1. find an "unsaturated" path *P* from *s* to *t*
- 2. find minimum (remaining) capacity b along P
- 3. route b units of flow along P

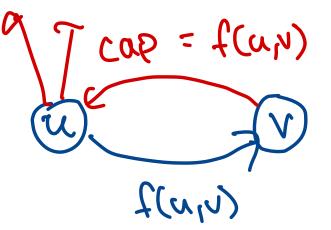


## Choosing Different First Path



# Greedy Issue

# Flow along *P* may block other viable paths **Question**. How to fix this?

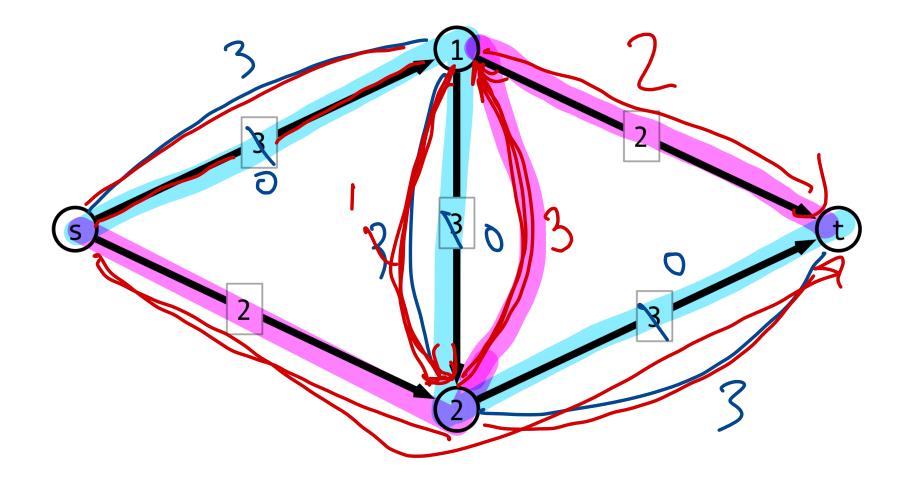


# Augmenting Paths

Idea. Add "undo" feature for each edge

- if *f* routes  $f(u, v) \le c(u, v)$  flow from *u* to *v*, add reverse edge (v, u) with capacity c(v, u) = f(u, v)
- using (*v*, *u*) corresponds to "pushing back" flow from (*u*, *v*)
- if an alternate route for this flow can be found, then more flow can be routed through *u*

## Pushing Back Example



# The Residual Graph

- G = (V, E) original graph
- f a flow on G

**Residual graph**  $G_f = (V_f, E_f)$ 

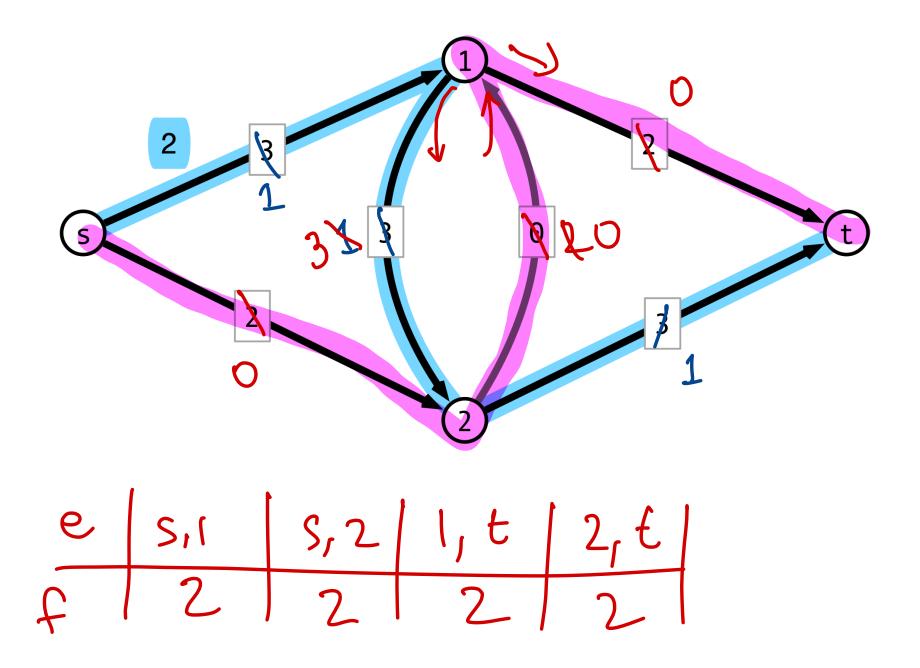
- vertex set  $V_f = V$
- for each  $(u, v) \in E$ , add (v, u) to  $E_f$ 
  - (u, v) is forward edge
  - (*v*, *u*) is backward edge
- in  $G_f$  capacity of (u, v) is:

c(u, v) - f(u, v) if  $(u, v) \in E$  (forward edge)

Capacity if f (u,v) walts of

• f(v, u) if  $(v, u) \in E$  (backward edge)

## Residual Graph Example



Ford-Fulkerson Algorithm Very high level

- 1. Initialize residual graph, flow f
- 2. While there is a path from *s* to *t* in residual graph do:
  - find path *P* from *s* to *t* 
    - ignore edges with capacity 0
  - $b \leftarrow \text{minimum capacity along } P$
  - augment flow *f* by *b* along *P*
  - update residual graph
- 3. return f

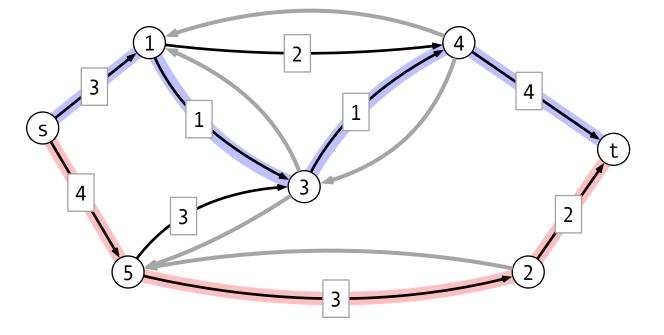
Questions

How do we...

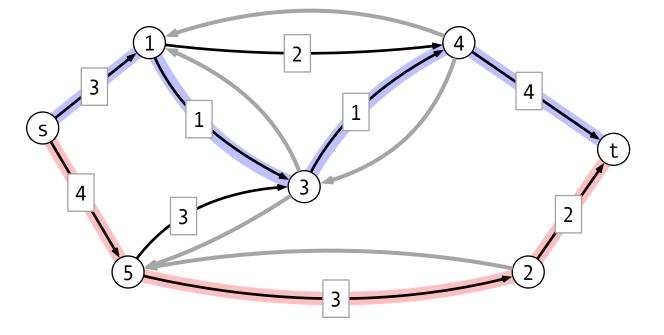
- 1. find a path *P* from *s* to *t*?
- 2. update flow *f*?

3. update residual graph  $G_f$ ?

## Example



e	s,1	s,5	1,3	1,4	2,t	3,4	4,t	5,3	5,2
f(e)	1	2	1		2	1	1		2



e	s,1	s,5	1,3	1,4	2,t	3,4	4,t	5,3	5,2
f(e)	1	2	1		2	1	1		2

#### Formalizing Ford-Fulkerson

```
MaxFlow(G, s, t):
Gf <- G
f <- zero flow
P <- FindPath(Gf, s, t)
while P is not null do:
    b <- min capacity of any edge in P
    Augment(Gf, f, P, b)
    P <- FindPath(Gf, s, t)
endwhile
return f
```

#### Augment Procedure

```
Augment(Gf, f, P, b):
for each edge (u, v) in P
if (u, v) is forward edge then
f(u, v) <- f(u, v) + b
c(u, v) <- c(u, v) - b
c(v, u) <- c(v, u) + b
else
f(v, u) <- f(v, u) - b
c(v, u) <- c(v, u) + b
c(u, v) <- c(v, u) + b</pre>
```

# Running Time

#### Assume:

- 1. all capacities are integers
- 2. C = sum of capacites of edges out of s

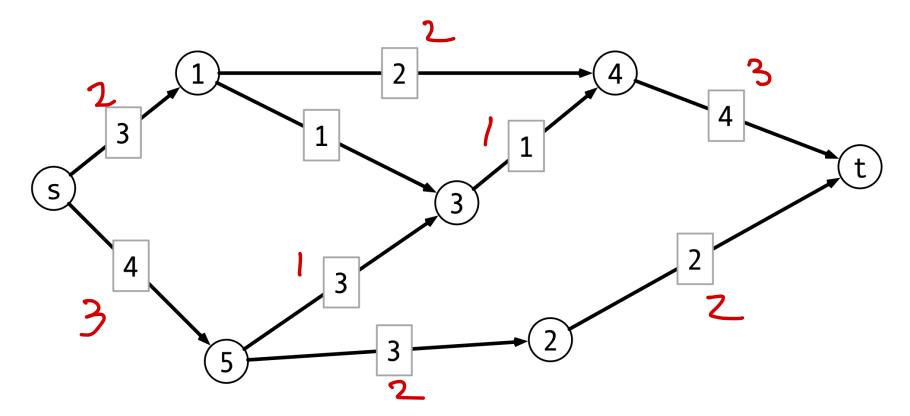
#### **Observe**:

- 1. How long to find augmenting path *P*?
- 2. How long to run Augment?
- 3. How many iteraions of find/augment?

**Conclude:** Overall running time?

# Optimality of Flow?

Question. How do we know this flow is optimal?



e								
f(e)	2	3	2	2	1	<b>\$3</b>	1	2

# Next Time

Ford-Fulkerson Correctness:

• Maximum Flow = Minimum Cut