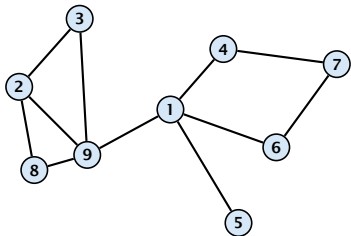


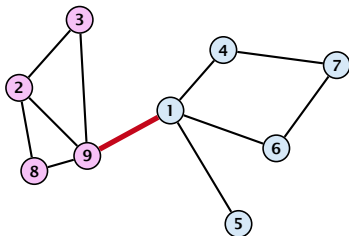
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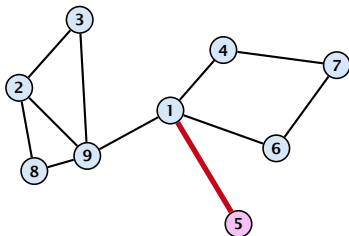
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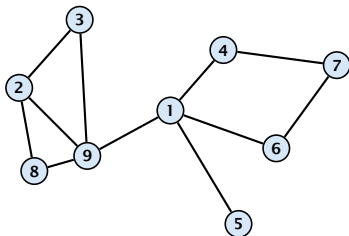
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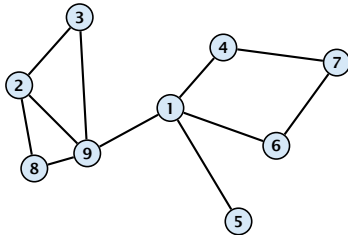
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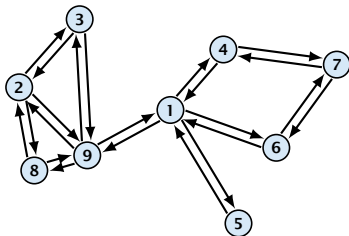
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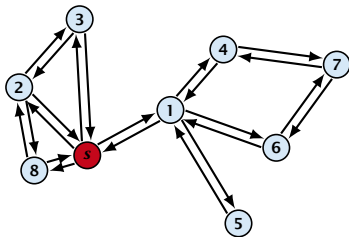
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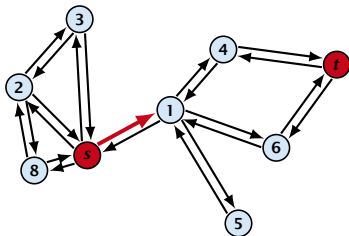
- ▶ Construct a directed graph $G' = (V, E')$ that has edges (u, v) and (v, u) for every edge $\{u, v\} \in E$.
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- ▶ Let $(S, V \setminus S)$ be a minimum global mincut. The above algorithm will output a cut of capacity $\text{cap}(S, V \setminus S)$ whenever $|\{s, t\} \cap S| = 1$.



Edge Contractions

- ▶ Given a graph $G = (V, E)$ and an edge $e = \{u, v\}$.
- ▶ The graph G/e is obtained by “identifying” u and v to form a new node.
- ▶ Resulting parallel edges are replaced by a single edge, whose capacity equals the sum of capacities of the parallel edges.

Example 1



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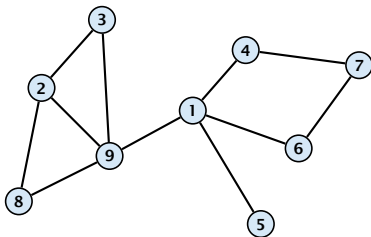


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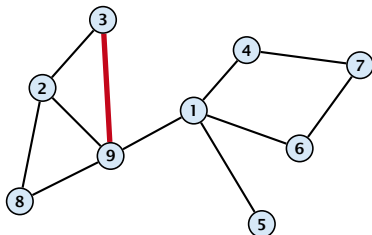


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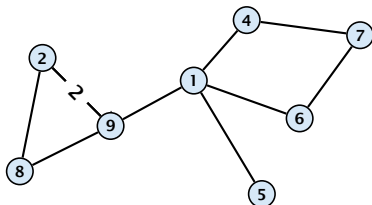


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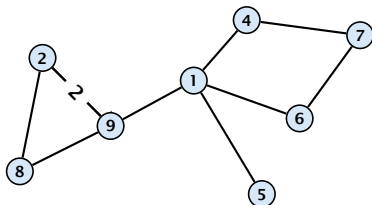


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Edge Contractions

We can perform an edge-contraction in time $\mathcal{O}(n)$.

Randomized Mincut Algorithm

Algorithm 7 KargerMincut($G = (V, E, c)$)

- 1: **for** $i = 1 \rightarrow n - 2$ **do**
- 2: choose $e \in E$ randomly with probability $c(e)/c(E)$
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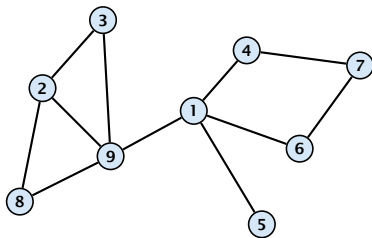
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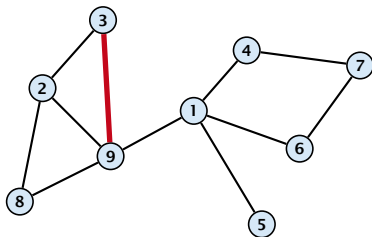
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- ▶ What is the probability that this algorithm returns a mincut?

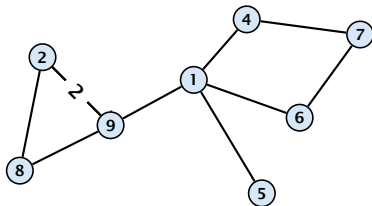
Example: Randomized Mincut Algorithm



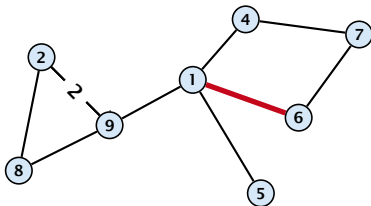
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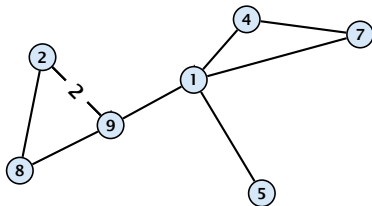
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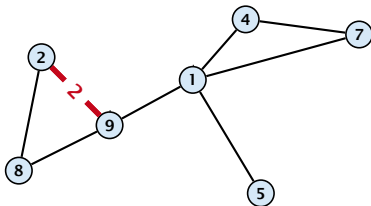
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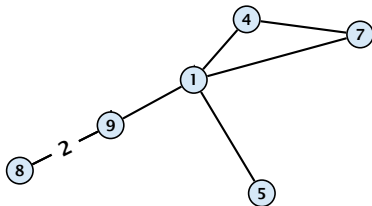
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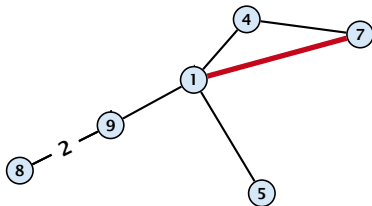
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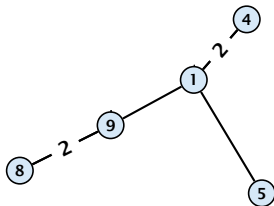
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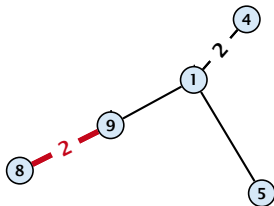
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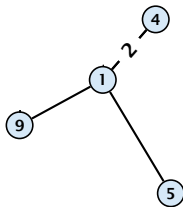
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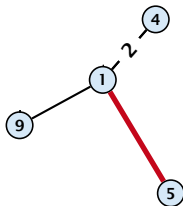
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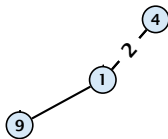
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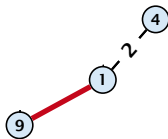
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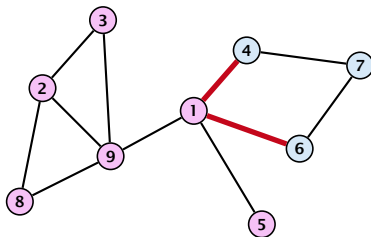
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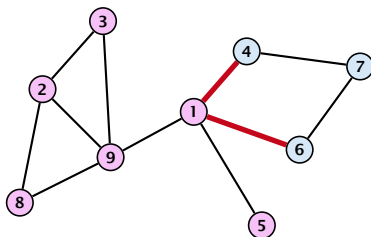
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Example: Randomized Mincut Algorithm



What is the probability that this algorithm returns a mincut?

What is the probability that a given mincut A is still possible after round i ?

- ▶ It is still possible to obtain cut A in the end if so far **no** edge in $(A, V \setminus A)$ has been contracted.

Analysis

What is the probability that we select an edge from A in iteration i ?

- ▶ Let $\min = \text{cap}(A, V \setminus A)$ denote the capacity of a mincut.
- ▶ Let $\text{cap}(v)$ be capacity of edges incident to vertex $v \in V_{n-i+1}$.
- ▶ Clearly, $\text{cap}(v) \geq \min$.
- ▶ Summing $\text{cap}(v)$ over all edges gives

$$2c(E) = 2 \sum_{e \in E} c(e) = \sum_{v \in V} \text{cap}(v) \geq (n - i + 1) \cdot \min$$

- ▶ Hence, the probability of choosing an edge from the cut is at

$n - i + 1$ is the number of nodes in graph $G_{n-i+1} = (V_{n-i+1}, E_{n-i+1})$, the graph at the start of iteration i .

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The probability that the cut is alive after iteration $n-t$ (after which t nodes are left) is

$$\prod_{i=1}^{n-t} \frac{n-i-1}{n-i+1} = \frac{t(t-1)}{n(n-1)} .$$

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Repeating the algorithm $c \ln n \binom{n}{2}$ times gives that the probability that we are never successful is

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where we used $1 - x \leq e^{-x}$.

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The randomized mincut algorithm computes an optimal cut with high probability. The total running time is $\mathcal{O}(n^4 \log n)$.

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Improved Algorithm

Algorithm 8 RecursiveMincut($G = (V, E, c)$)

```
1: for  $i = 1 \rightarrow n - n/\sqrt{2}$  do
2:   choose  $e \in E$  randomly with probability  $c(e)/c(E)$ 
3:    $G \leftarrow G/e$ 
4: if  $|V| = 2$  return cut-value;
5:  $cuta \leftarrow$  RecursiveMincut( $G$ );
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Running time:

Note that the above implementation only works for very special values of n .

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Running time:

- ▶ $T(n) = 2T\left(\frac{n}{\sqrt{2}}\right) + \mathcal{O}(n^2)$
- ▶ This gives $T(n) = \mathcal{O}(n^2 \log n)$.

Note that the above implementation only works for very special values of n .

Improved Algorithm

Algorithm 8 RecursiveMincut($G = (V, E, c)$)

```
1: for  $i = 1 \rightarrow n - n/\sqrt{2}$  do
2:   choose  $e \in E$  randomly with probability  $c(e)/c(E)$ 
3:    $G \leftarrow G/e$ 
4: if  $|V| = 2$  return cut-value;
5:  $cuta \leftarrow$  RecursiveMincut( $G$ );
6:  $cutb \leftarrow$  RecursiveMincut( $G$ );
7: return  $\min\{cuta, cutb\}$ 
```

Running time:

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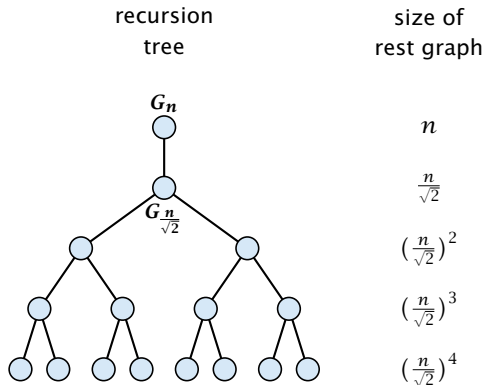
Probability of Success

The probability of contracting an edge from the mincut during one iteration through the for-loop is only

$$\frac{t(t-1)}{n(n-1)} \leq \frac{t^2}{n^2} = \frac{1}{2} ,$$

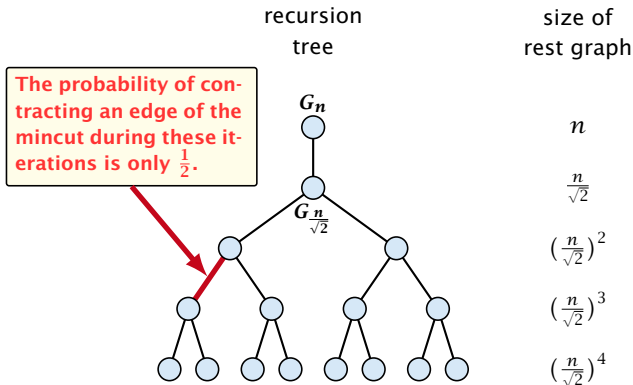
as $t = \frac{n}{\sqrt{2}}$.

Probability of Success



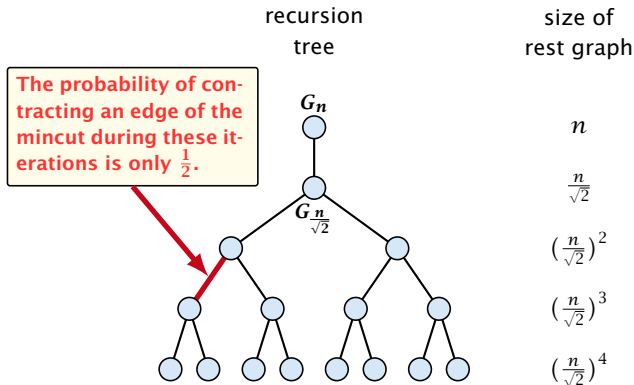
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Let for an edge e in the recursion tree, $h(e)$ denote the height (distance to leaf level) of the parent-node of e (end-point that is higher up in the tree). Let h denote the height of the root node.

Call an edge e *alive* if there exists a path from the parent-node of e to a descendant leaf, after we randomly deleted edges. Note that an edge can only be alive if it hasn't been deleted.

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The probability that an edge e is alive is at least $\frac{1}{h(e)+1}$.

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15 Global Mincut

Lemma 4

One run of the algorithm can be performed in time $\mathcal{O}(n^2 \log n)$ and has a success probability of $\Omega(\frac{1}{\log n})$.

Doing $\Theta(\log^2 n)$ runs gives that the algorithm succeeds with high probability. The total running time is $\mathcal{O}(n^2 \log^3 n)$.

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