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Proof.

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Proof.

- We can find the shortest augmenting paths in time $\mathcal{O}(m)$ via BFS.
- $\mathcal{O}(m)$ augmentations for paths of exactly k < n edges.

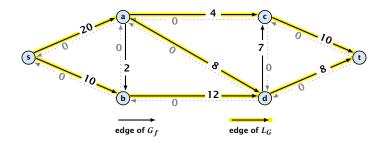
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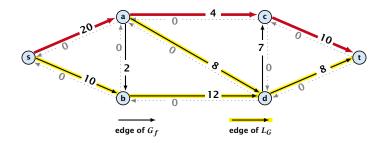
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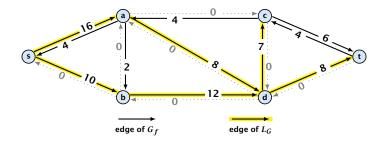
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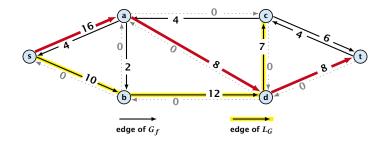
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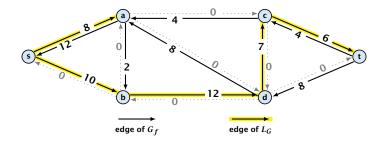
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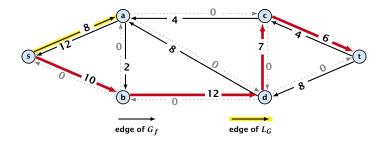
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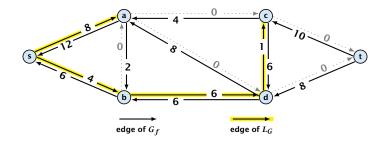
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In the following we assume that the residual graph G_f does not contain zero capacity edges.

This means, we construct it in the usual sense and then delete edges of zero capacity.

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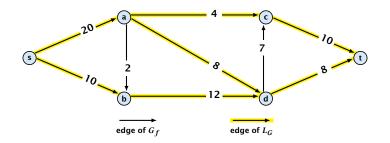
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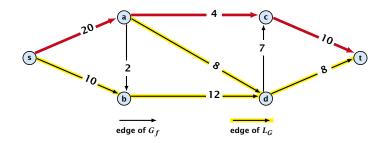


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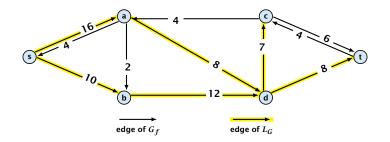


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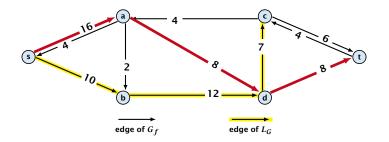


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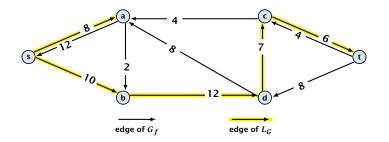


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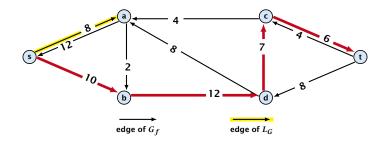


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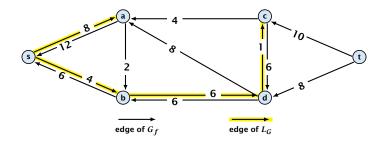


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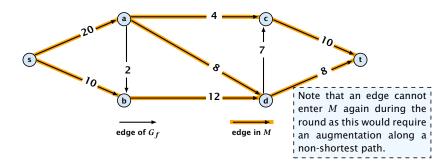
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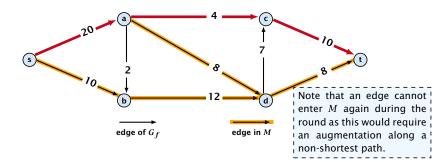
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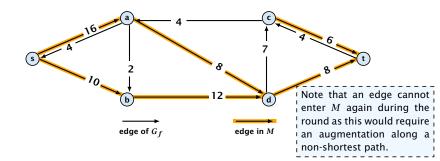
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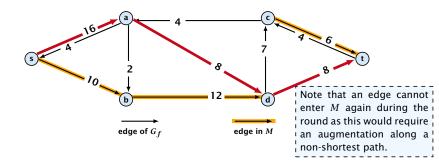
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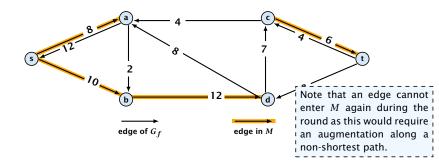
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Theorem 8

The shortest augmenting path algorithm performs at most O(mn) augmentations. Each augmentation can be performed in time O(m).

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Theorem 9 (without proof)

There exist networks with $m = \Theta(n^2)$ that require $\mathcal{O}(mn)$ augmentations, when we restrict ourselves to only augment along shortest augmenting paths.

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Note:

There always exists a set of m augmentations that gives a maximum flow (why?).

When sticking to shortest augmenting paths we cannot improve (asymptotically) on the number of augmentations.

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However, we can improve the running time to $\mathcal{O}(mn^2)$ by improving the running time for finding an augmenting path (currently we assume $\mathcal{O}(m)$ per augmentation for this).

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Note that M is not the set of edges of the level graph but a subset of level-graph edges.

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There are at most *n* phases. Hence, total cost is $O(mn^2)$.