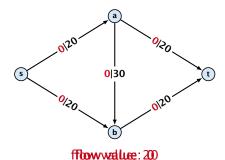
#### 7

### Greedy-algorithm:

- ightharpoonup start with f(e) = 0 everywhere
- find an s-t path with f(e) < c(e) on every edge
- augment flow along the path
- repeat as long as possible



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# **Augmenting Path Algorithm**

#### **Definition 37**

An augmenting path with respect to flow f, is a path from s to t in the auxiliary graph  $G_f$  that contains only edges with non-zero capacity.

**Algorithm 1** FordFulkerson(G = (V, E, c))

- 1: Initialize  $f(e) \leftarrow 0$  for all edges.
- 2: while  $\exists$  augmenting path p in  $G_f$  do
- 3: augment as much flow along p as possible.

# The Residual Graph

From the graph G = (V, E, c) and the current flow f we construct an auxiliary graph  $G_f = (V, E_f, c_f)$  (the residual graph):

- Suppose the original graph has edges  $e_1 = (u, v)$ , and  $e_2 = (v, u)$  between u and v.
- ▶  $G_f$  has edge  $e_1'$  with capacity  $\max\{0, c(e_1) f(e_1) + f(e_2)\}$  and  $e_2'$  with with capacity  $\max\{0, c(e_2) f(e_2) + f(e_1)\}$ .

G  $\stackrel{\text{U}}{\longleftarrow} 6|10$   $\stackrel{5|20}{\longrightarrow} \text{V}$ 

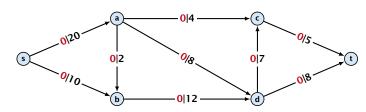
 $G_f \stackrel{\text{u}}{\longleftarrow} g \stackrel{\text{21}}{\longrightarrow} v$ 

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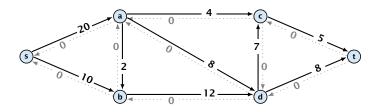
7.1 The Generic Augmenting Path Algorithm

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# **Augmenting Paths**



flow value: 0



# **Augmenting Path Algorithm**

#### **Theorem 38**

A flow f is a maximum flow **iff** there are no augmenting paths.

#### **Theorem 39**

The value of a maximum flow is equal to the value of a minimum cut.

#### Proof.

Let f be a flow. The following are equivalent:

- **1.** There exists a cut A such that  $val(f) = cap(A, V \setminus A)$ .
- **2.** Flow f is a maximum flow.
- **3.** There is no augmenting path w.r.t. f.





7.1 The Generic Augmenting Path Algorithm

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# **Augmenting Path Algorithm**

$$val(f) = \sum_{e \in out(A)} f(e) - \sum_{e \in into(A)} f(e)$$
$$= \sum_{e \in out(A)} c(e)$$
$$= cap(A, V \setminus A)$$

This finishes the proof.

| igcup | | igcap | | igcap | | igcap | Harald Räcke

Here the first equality uses the flow value lemma, and the second exploits the fact that the flow along incoming edges must be 0 as the residual graph does not have edges leaving A.

## **Augmenting Path Algorithm**

 $1. \Rightarrow 2.$ 

This we already showed.

 $2. \Rightarrow 3.$ 

If there were an augmenting path, we could improve the flow. Contradiction.

- $3. \Rightarrow 1.$ 
  - ightharpoonup Let f be a flow with no augmenting paths.
  - Let A be the set of vertices reachable from s in the residual graph along non-zero capacity edges.
  - ▶ Since there is no augmenting path we have  $s \in A$  and  $t \notin A$ .



7.1 The Generic Augmenting Path Algorithm

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# gorithm Analysis

# Allalysis

## **Assumption:**

All capacities are integers between 1 and  $\mathcal{C}$ .

#### Invariant:

Every flow value f(e) and every residual capacity  $c_f(e)$  remains integral troughout the algorithm.

#### Lemma 40

The algorithm terminates in at most  $val(f^*) \leq nC$  iterations, where  $f^*$  denotes the maximum flow. Each iteration can be implemented in time O(m). This gives a total running time of O(nmC).

#### Theorem 41

If all capacities are integers, then there exists a maximum flow for which every flow value f(e) is integral.

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7.1 The Generic Augmenting Path Algorithm

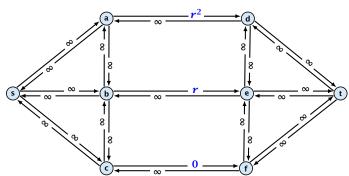
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# **A Pathological Input**

Let  $r = \frac{1}{2}(\sqrt{5} - 1)$ . Then  $r^{n+2} = r^n - r^{n+1}$ .

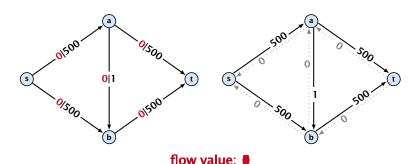


floftofthendwathue?  $10^{2}$   $14^{3}$   $14^{4}$ 

Running time may be infinite!!!

## **A Bad Input**

**Problem:** The running time may not be polynomial



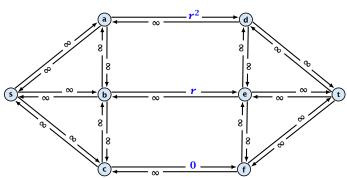
#### Question:

Can we tweak the algorithm so that the running time is polynomial in the input length?



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## How to choose augmenting paths?

- ▶ We need to find paths efficiently.
- We want to guarantee a small number of iterations.

## Several possibilities:

- Choose path with maximum bottleneck capacity.
- Choose path with sufficiently large bottleneck capacity.
- Choose the shortest augmenting path.