



# CSE 417 Algorithms and Complexity

Winter 2020  
Lecture 24  
Network Flow Applications

## Announcements

- Homework 9: Due Friday, March 13
- Exam practice problems: Available next week
- Final Exam: Wednesday, March 18

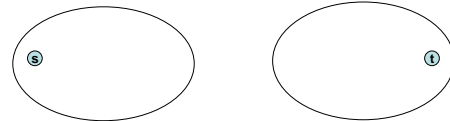
Fri, March 6	Net Flow Applications
Mon, March 9	Net Flow Applications
Wed, March 11	NP-Completeness
Fri, March 13	Holiday
	NP-Completeness
Wed, March 18	Final Exam

## Outline

- Network flow definitions
- Flow examples
- Augmenting Paths
- Residual Graph
- Ford Fulkerson Algorithm
- Cuts
- Maxflow-MinCut Theorem
- Maxflow Algorithms
- Simple applications of Max Flow
- Non-simple applications of Max Flow

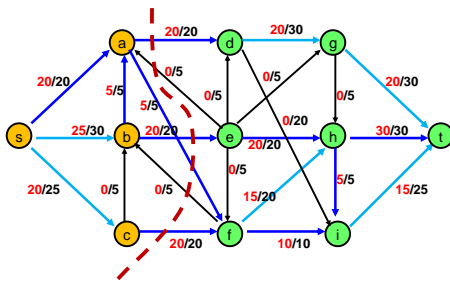
## Cuts in a graph

- Cut: Partition of  $V$  into disjoint sets  $S, T$  with  $s$  in  $S$  and  $t$  in  $T$ .
- $Cap(S,T)$ : sum of the capacities of edges from  $S$  to  $T$
- Problem: Find the  $s$ - $t$  Cut with minimum capacity



Review

## Max Flow / Min Cut

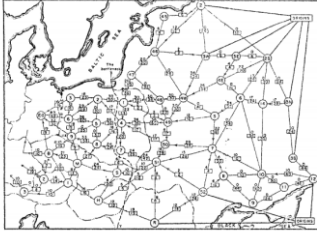


## Max Flow - Min Cut Theorem

- There exists a cut  $S, T$  such that  $Flow(S,T) = Cap(S,T)$
- Proof also shows that Ford Fulkerson algorithm finds a maximum flow

## History

- Ford / Fulkerson studied network flow in the context of the Soviet Rail Network

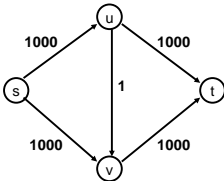


## Ford Fulkerson Runtime

- Cost per phase  $\times$  number of phases
- Phases
  - Capacity leaving source:  $C$
  - Add at least one unit per phase
- Cost per phase
  - Build residual graph:  $O(m)$
  - Find s-t path in residual:  $O(m)$

## Performance

- The worst case performance of the Ford-Fulkerson algorithm is horrible



## Better methods of finding augmenting paths

- Find the maximum capacity augmenting path
  - $O(m^2 \log(C))$  time algorithm for network flow
- Find the shortest augmenting path
  - $O(m^2 n)$  time algorithm for network flow
- Find a blocking flow in the residual graph
  - $O(mn \log n)$  time algorithm for network flow

## Problem Reduction

- Reduce Problem A to Problem B
  - Convert an instance of Problem A to an instance of Problem B
  - Use a solution of Problem B to get a solution to Problem A
- Practical
  - Use a program for Problem B to solve Problem A
- Theoretical
  - Show that Problem B is at least as hard as Problem A

## Problem Reduction Examples

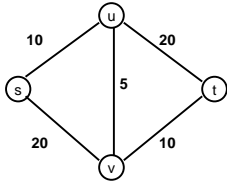
- Reduce the problem of finding the Maximum of a set of integers to finding the Minimum of a set of integers

Find the maximum of: 8, -3, 2, 12, 1, -6

Construct an equivalent minimization problem

## Undirected Network Flow

- Undirected graph with edge capacities
- Flow may go either direction along the edges (subject to the capacity constraints)



Construct an equivalent flow problem

## Bipartite Matching

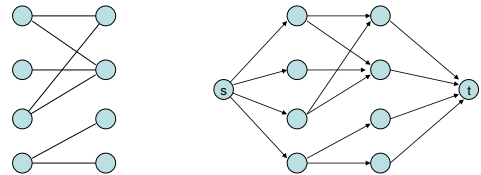
- A graph  $G=(V,E)$  is bipartite if the vertices can be partitioned into disjoint sets  $X,Y$
- A matching  $M$  is a subset of the edges that does not share any vertices
- Find a matching as large as possible

## Application

- A collection of teachers
- A collection of courses
- And a graph showing which teachers can teach which courses

RA	●	●	311
PB	●	●	331
ME	●	●	332
DG	●	●	401
AK	●	●	421

## Converting Matching to Network Flow



## Multi-source network flow

- Multi-source network flow
  - Sources  $s_1, s_2, \dots, s_k$
  - Sinks  $t_1, t_2, \dots, t_j$
- Solve with Single source network flow

## Resource Allocation: Assignment of reviewers

- A set of papers  $P_1, \dots, P_n$
- A set of reviewers  $R_1, \dots, R_m$
- Paper  $P_i$  requires  $A_i$  reviewers
- Reviewer  $R_j$  can review  $B_j$  papers
- For each reviewer  $R_j$ , there is a list of paper  $L_{j1}, \dots, L_{jk}$  that  $R_j$  is qualified to review

## Baseball elimination

- Can the Dinosaurs win the league?
- Remaining games:
  - AB, AC, AD, AD, AD, BC, BC, BC, BD, CD

	W	L
Ants	4	2
Bees	4	2
Cockroaches	3	3
Dinosaurs	1	5

A team **wins** the league if it has strictly more wins than any other team at the end of the season  
 A team **ties** for first place if no team has more wins, and there is some other team with the same number of wins

## Baseball elimination

- Can the Fruit Flies win or tie the league?
- Remaining games:
  - AC, AD, AD, AD, AD, AF, BC, BC, BC, BC, BC, BD, BE, BE, BE, BE, BF, CE, CE, CE, CF, CF, DE, DF, EF, EF

	W	L
Ants	17	12
Bees	16	7
Cockroaches	16	7
Dinosaurs	14	13
Earthworms	14	10
Fruit Flies	12	15

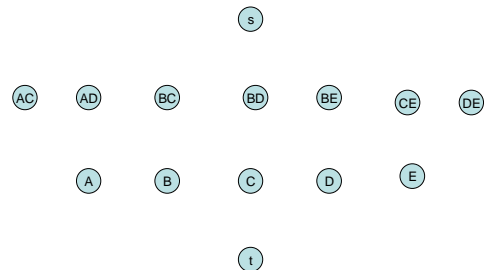
## Assume Fruit Flies win remaining games

- Fruit Flies are tied for first place if no team wins more than 19 games
- Allowable wins
  - Ants (2)
  - Bees (3)
  - Cockroaches (3)
  - Dinosaurs (5)
  - Earthworms (5)
- 18 games to play
  - AC, AD, AD, AD, BC, BC, BC, BC, BC, BD, BE, BE, BE, BE, BE, BE, CE, CE, CE, DE

	W	L
Ants	17	13
Bees	16	8
Cockroaches	16	9
Dinosaurs	14	14
Earthworms	14	12
Fruit Flies	19	15

## Remaining games

AC, AD, AD, AD, BC, BC, BC, BC, BC, BD, BE, BE, BE, BE, CE, CE, CE, DE



## Minimum Cut Applications

- Image Segmentation
- Open Pit Mining / Task Selection Problem
- Reduction to Min Cut problem

$S, T$  is a cut if  $S, T$  is a partition of the vertices with  $s$  in  $S$  and  $t$  in  $T$   
 The capacity of an  $S, T$  cut is the sum of the capacities of all edges going from  $S$  to  $T$

## Image Segmentation

- Separate foreground from background

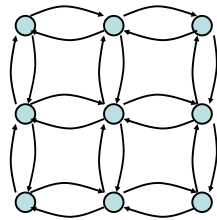
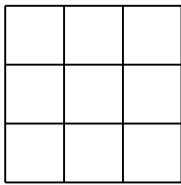




## Image analysis

- $a_i$ : value of assigning pixel  $i$  to the foreground
- $b_i$ : value of assigning pixel  $i$  to the background
- $p_{ij}$ : penalty for assigning  $i$  to the foreground,  $j$  to the background or vice versa
- A: foreground, B: background
- $Q(A,B) = \sum_{(i \text{ in } A)} a_i + \sum_{(j \text{ in } B)} b_j - \sum_{\{(i,j) \text{ in } E, i \text{ in } A, j \text{ in } B\}} p_{ij}$

## Pixel graph to flow graph



## Mincut Construction

