CSE 421
Algorithms
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Lecture 27
Network Flow Applications

## Airplane Scheduling

- Given an airline schedule, and starting locations

Given an airline schedule, and starting locations
for the planes, is it possible to use a fixed set of planes to satisfy the schedule.

- Schedule
- [segments] Departure, arrival pairs (cities and times)
- Approach
- Construct a circulation problem where paths of flow
give segments flown by each plane


## Today's topics

- More network flow reductions
- Airplane scheduling
- Image segmentation
- Baseball elimination
$\qquad$
- Each segment, $\mathrm{S}_{\mathrm{i}}$, is represented as a pair of vertices ( $\mathrm{d}_{\mathrm{i}}, \mathrm{a}_{\mathrm{i}}$, for departure and arrival), with an edge between them.

- Add an edge between $\mathrm{a}_{\mathrm{i}}$ and $\mathrm{d}_{\mathrm{i}}$ if $\mathrm{S}_{\mathrm{i}}$ is compatible with $\mathrm{S}_{\mathrm{j}}$.



## Graph representation

## Compatible segments

- Segments $S_{1}$ and $S_{2}$ are compatible if the same plane can be used on $S_{1}$ and $S_{2}$
- End of $\mathrm{S}_{1}$ equals start of $\mathrm{S}_{2}$, and enough time for turn around between arrival and departure times
- End of $S_{1}$ is different from $S_{2}$, but there is enough time to fly between cities

Setting up a flow problem

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( $)$
$\stackrel{1}{\odot}$


## Image Segmentation

- Separate foreground from background



## Image analysis

- $\mathrm{a}_{\mathrm{i}}$ : value of assigning pixel i to the foreground
- $b_{i}$ : value of assigning pixel $i$ to the background
- $p_{i j}$ : penalty for assigning $i$ to the foreground, $j$ to the background or vice versa
- A: foreground, B: background
- $Q(A, B)=\Sigma_{\{i \text { in } A\}} a_{i}+\Sigma_{\{j \text { in } B\}} b_{j}+\Sigma_{\{(i, j) \text { in } E, i \text { in } A, j \text { in } B\}} p_{i j}$



## Baseball elimination

- Can the Dung Beetles win the league?
- Remaining games:
- AB, AC, AD, AD, AD, $B C, B C, B C, B D, C D$

|  | W | L |
| :--- | :--- | :--- |
| Ants | 4 | 2 |
| Bees | 4 | 2 |
| Cockroaches | 3 | 3 |
| Dung Beetles | 1 | 5 |

## Baseball elimination

- Can the Fruit Flies win the league?
- Remaining games:
- AC, AD, AD, AD, AF, $B C, B C, B C, B C, B C$ BD, BE, BE, BE, BE, BF, CE, CE, CE, CF, $C F, D E, D F, E F, E F$

|  | W | L |
| :--- | :--- | :--- |
| Ants | 17 | 12 |
| Bees | 16 | 7 |
| Cockroaches | 16 | 7 |
| Dung Beetles | 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)
- Dung Beetles (5)
- Earthworms (5)
- 18 games to play

|  | W | L |
| :--- | :--- | :--- |
| Ants | 17 | 13 |
| Bees | 16 | 8 |
| Cockroaches | 16 | 9 |
| Dung Beetles | 14 | 14 |
| Earthworms | 14 | 12 |
| Fruit Flies | 19 | 15 |

## Network flow applications summary

- Bipartite Matching
- Disjoint Paths
- Airline Scheduling
- Survey Design
- Baseball Elimination
- Project Selection
- Image Segmentation


## Remaining games

$A C, A D, A D, A D, B C, B C, B C, B C, B C, B D, B E, B E, B E, B E, C E, C E, C E, D E$


