CSE 421 Algorithms

Richard Anderson Lecture 23 Network Flow Applications

Today's topics

- Ford Fulkerson Performance
- Problem Reductions
 - Undirected Flow to Flow
 - Bipartite Matching
 - Disjoint Path Problem
- Baseball Scheduling
- Reading: 7.5, 7.6, 7.12

Ford-Fulkerson Algorithm

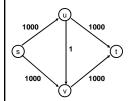
while not done

Construct residual graph G_R Find an s-t path P in G_R with capacity b > 0 Add b units along in G

If the sum of the capacities of edges leaving S is at most C, then the algorithm takes at most C iterations

Performance

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



Better methods of finding augmenting paths

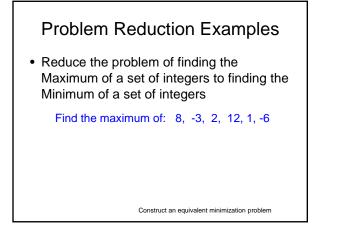
- Find the maximum capacity augmenting path
 - $-O(m^{2}log(C))$ time algorithm for network flow
- Find the shortest augmenting path

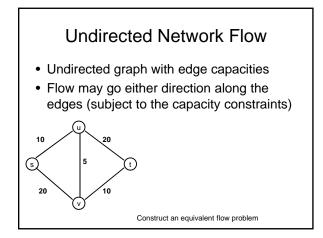
 O(m²n) time algorithm for network flow
- Find a blocking flow in the residual graph

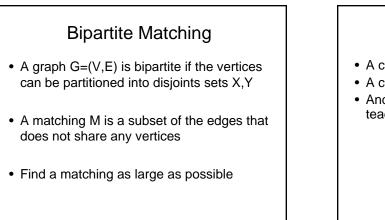
 O(mnlog n) time algorithm for network flow

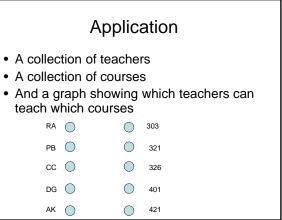
Problem Reduction

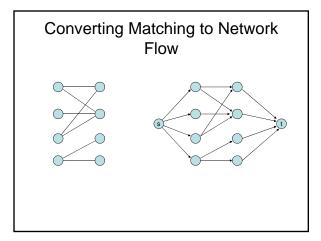
- Reduce Problem A to Problem B
 - Convert an instance of Problem A to an instance Problem B
 - Use a solution of Problem B to get a solution to Problem A
- Practical
 - Use a program for Problem B to solve Problem A
 - Theoretical
 - Show that Problem B is at least as hard as Problem A

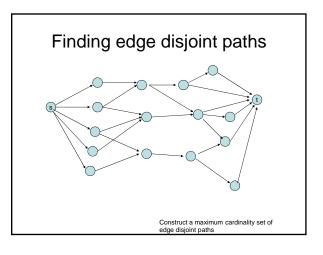






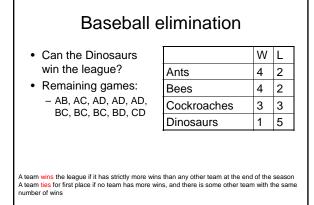


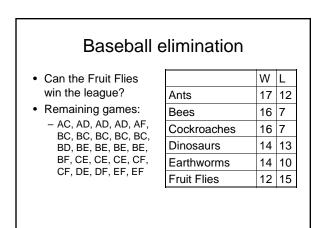




Theorem

• The maximum number of edge disjoint paths equals the minimum number of edges whose removal separates s from t





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, BC, BC, BD, BE, BE, 		W	L
	Ants	17	13
	Bees	16	8
	Cockroaches	16	9
	Dinosaurs	14	14
	Earthworms	14	12
	Fruit Flies	19	15
BE, BE, CE, CE, CE, DE			

