



CSE 421 Algorithms

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Lecture 23

Network Flow Applications

Announcements

- Homework 9, Due Friday, December 2
- Tentative lecture schedule:

| | |
|-------------|------------------------|
| Wed, Nov 23 | Net Flow Applications |
| Mon, Nov 28 | Net Flow Applications |
| Wed, Nov 30 | NP-Completeness |
| Fri, Dec 2 | NP-Completeness |
| Mon, Dec 5 | NP-Completeness |
| Wed, Dec 7 | Net Flow Algorithms |
| Fri, Dec 9 | Beyond NP-Completeness |

Today's topics

- Network flow reductions
 - Multi source flow
 - Reviewer Assignment
- Baseball Scheduling
- Image Segmentation
- Reading: 7.5, 7.6, 7.10-7.12

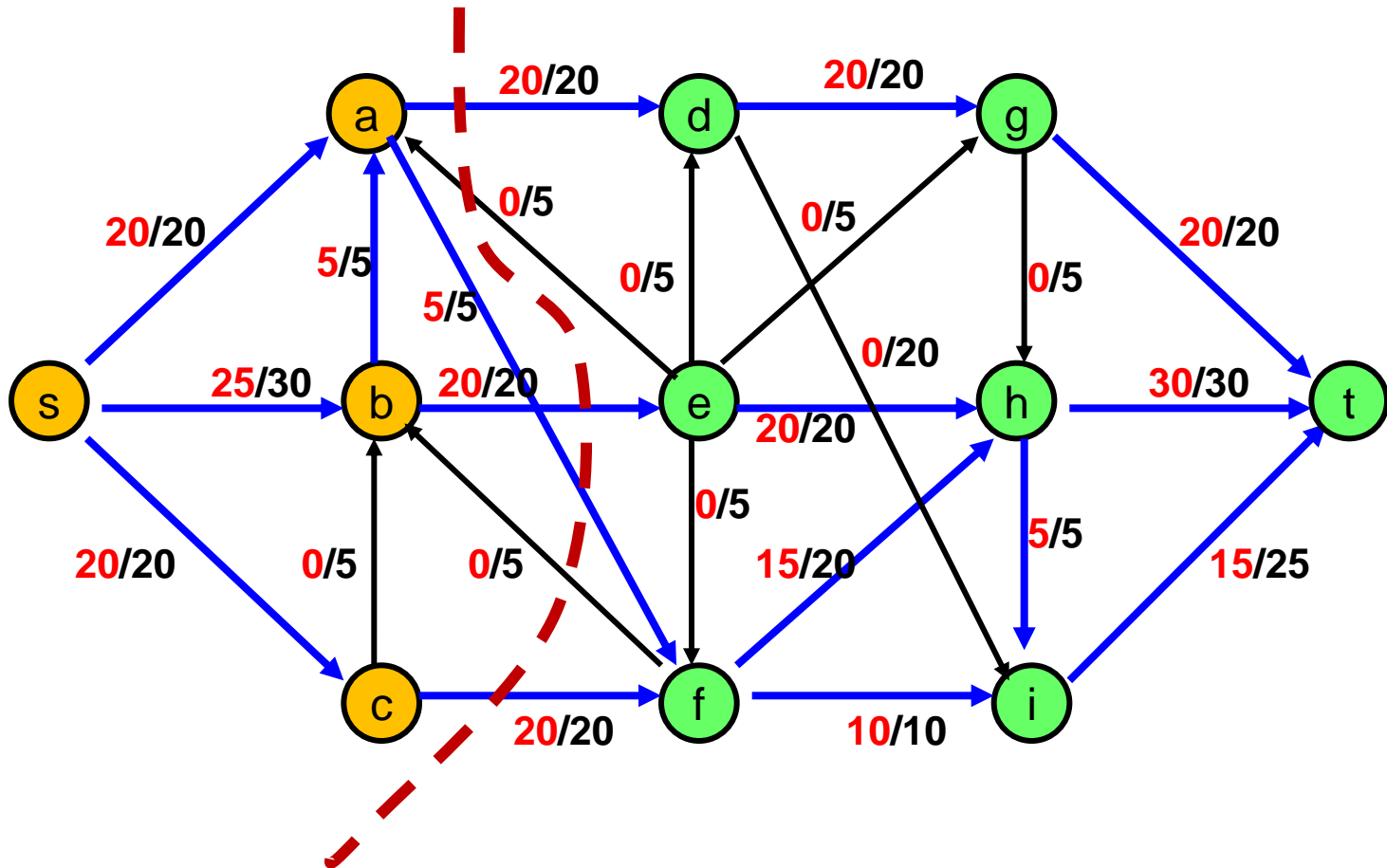
Network Flow Definitions

- Flowgraph: Directed graph with distinguished vertices s (source) and t (sink)
- Capacities on the edges, $c(e) \geq 0$
- Problem, assign flows $f(e)$ to the edges such that:
 - $0 \leq f(e) \leq c(e)$
 - Flow is conserved at vertices other than s and t
 - Flow conservation: flow going into a vertex equals the flow going out
 - The flow leaving the source is as large as possible

Key Ideas for Network Flow

- Residual Graph for a Flow
- Augmenting a flow
- Ford Fulkerson Algorithm
- Max Flow / Min Cut Theorem
- Practical Flow Algorithms
- Modelling problems as Network Flow or Minimum Cut

Max Flow / Min Cut



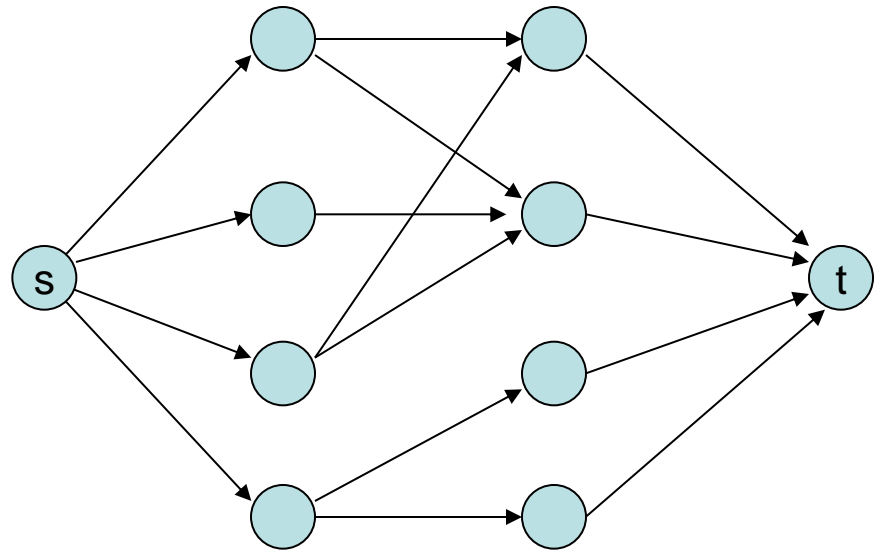
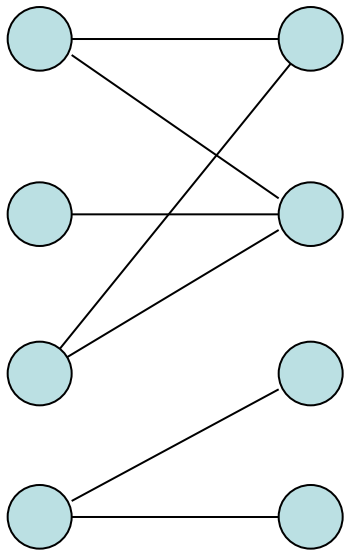
Multi-source network flow

- 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

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

Converting Matching to 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

Resource Allocation: Illegal Campaign Donations

- Candidates C_1, \dots, C_n
 - Donate b_i to C_i
 - Limit of L_i dollars per candidate C_i
- With a little help from your friends
 - Friends F_1, \dots, F_m
 - F_i can give a_{ij} to candidate C_j
 - Give at most M_i to F_i

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, 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 |

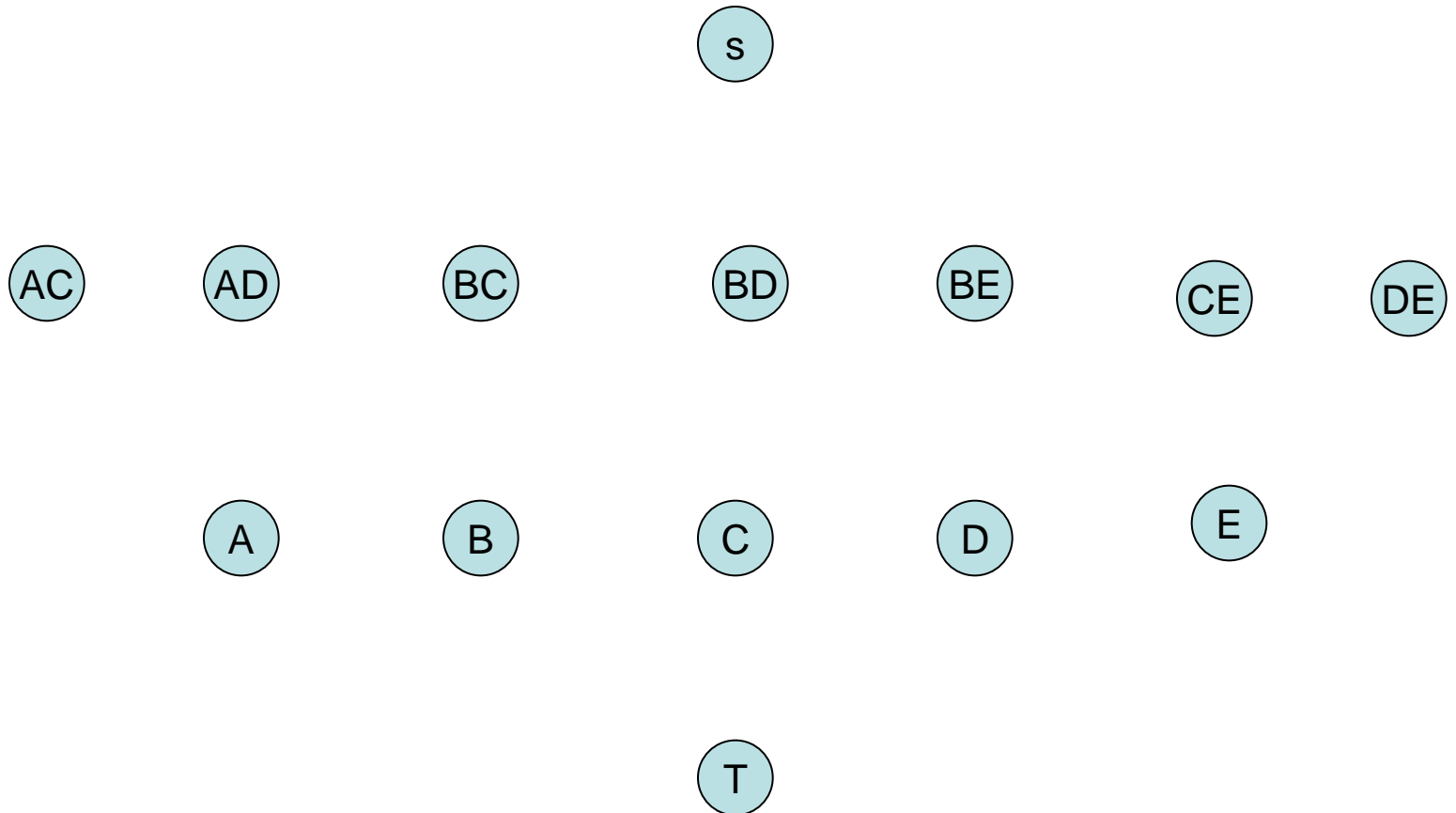
Assume Fruit Flies win remaining games

- 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, 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



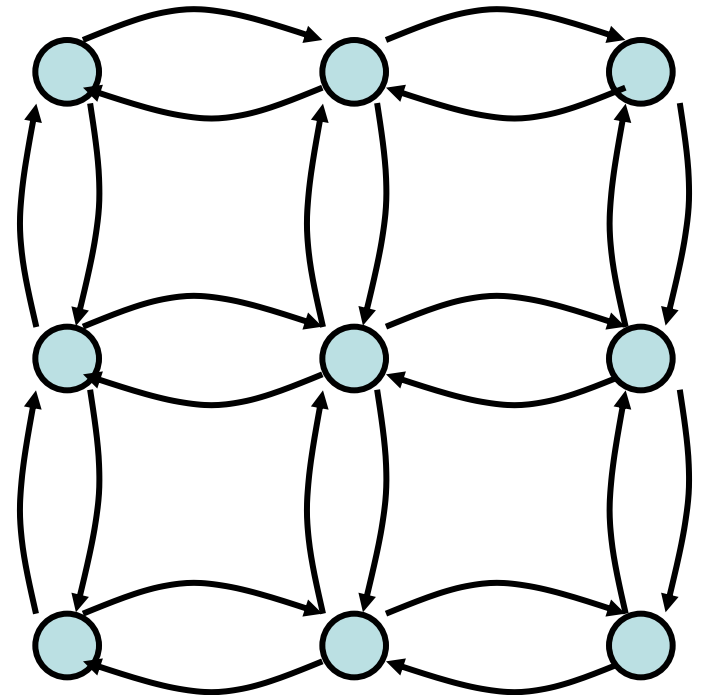
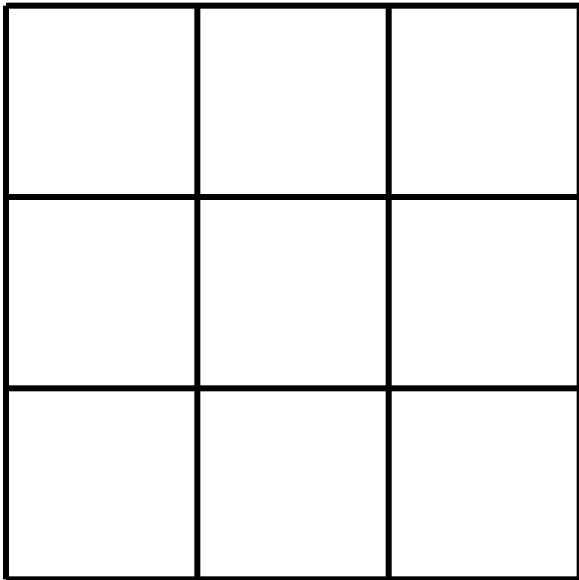


Image analysis

- 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

s



t

Mincut Construction

