CSE 421 Algorithms

Lecture 22 Network Flow, Part 1

Network Flow









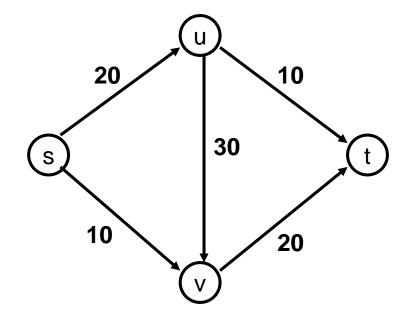
Outline

- Network flow definitions
- Flow examples
- Augmenting Paths
- Residual Graph
- Ford Fulkerson Algorithm
- Cuts
- Maxflow-MinCut Theorem

Network Flow Definitions

- Capacity
- Source, Sink
- Capacity Condition
- Conservation Condition
- Value of a flow

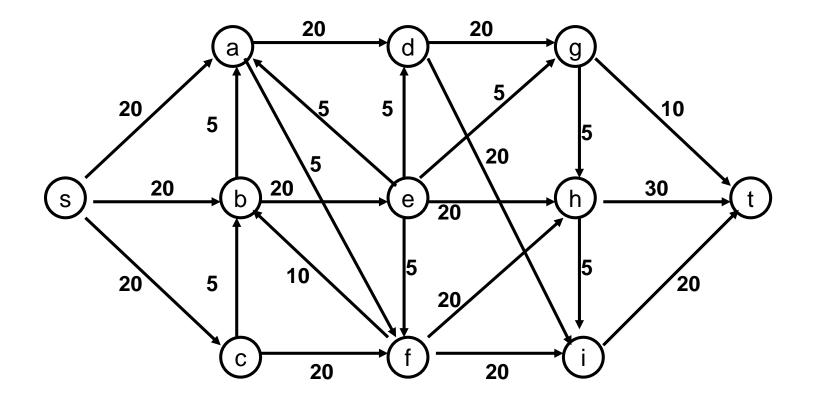
Flow Example



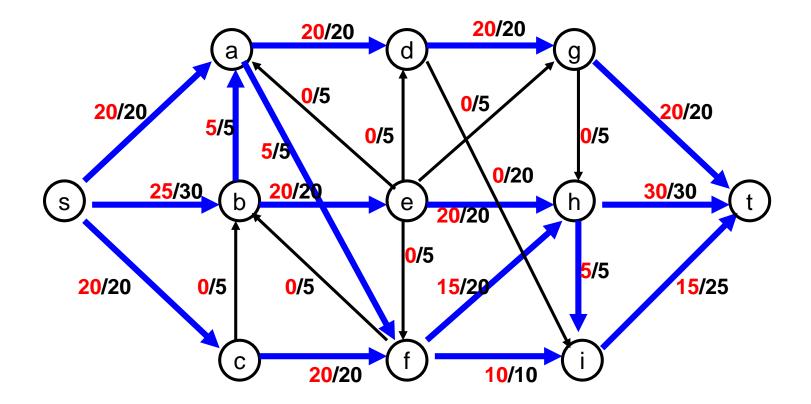
Network Flow Definitions

- Flowgraph: Directed graph with distinguished vertices s (source) and t (sink)
- Capacities on the edges, $c(e) \ge 0$
- Problem, assign flows f(e) to the edges such that:
 - $0 \le f(e) \le c(e)$
 - 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 a large as possible

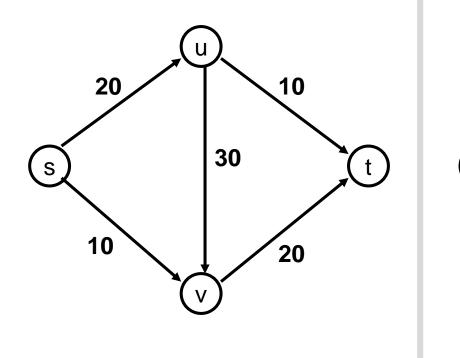
Flow Example

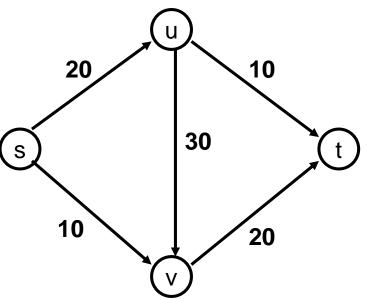


Find a maximum flow



Flow Example

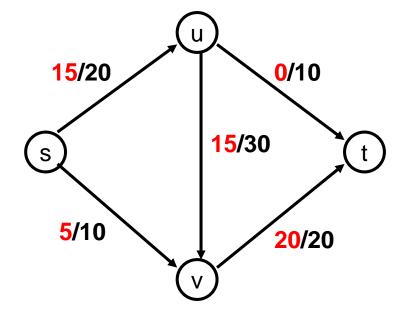


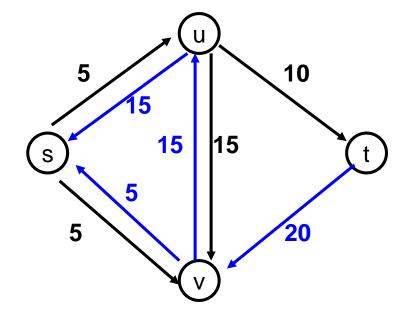


Residual Graph

- Flow graph showing the remaining capacity
- Flow graph G, Residual Graph G_R
 - G: edge e from u to v with capacity c and flow f
 - $-G_R$: edge e' from u to v with capacity c -f
 - $-G_R$: edge e'' from v to u with capacity f

Flow assignment and the residual graph



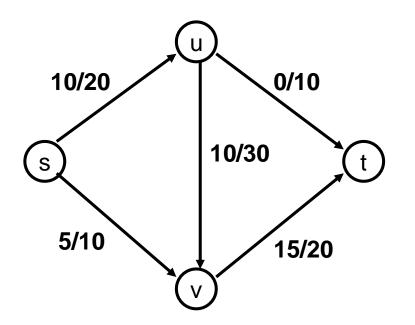


Augmenting Path Algorithm

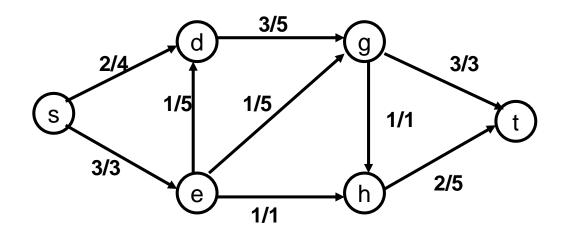
- Augmenting path
 - Vertices v_1, v_2, \dots, v_k

•
$$v_1 = s$$
, $v_k = t$

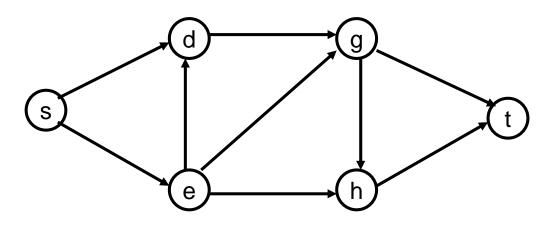
Possible to add b units of flow between v_j and v_{j+1} for j = 1 ... k-1



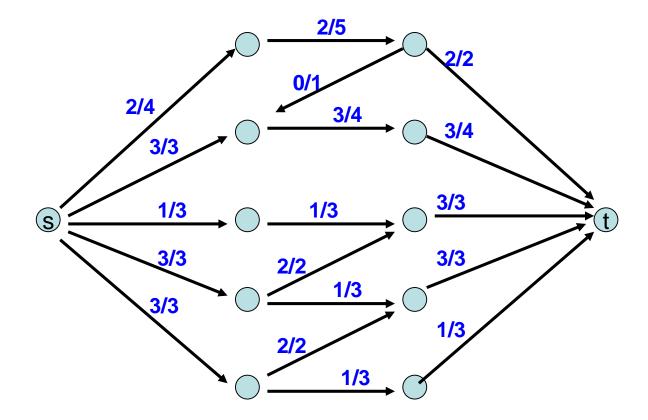
Build the residual graph



Residual graph:

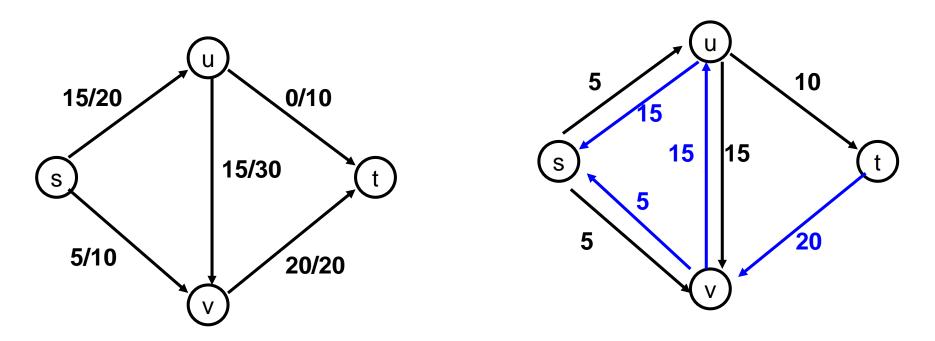


Find two augmenting paths



Augmenting Path Lemma

- Let $P = v_1, v_2, ..., v_k$ be a path from s to t with minimum capacity b in the residual graph.
- b units of flow can be added along the path P in the flow graph.



Proof

- Add b units of flow along the path P
- What do we need to verify to show we have a valid flow after we do this?

Ford-Fulkerson Algorithm (1956)

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