





# CSE 421 Algorithms

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Lecture 23
Network Flow Applications

#### Announcements

- Final Exam, March 18, 2:30-4:20 pm
- Practice Exams available

## 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**

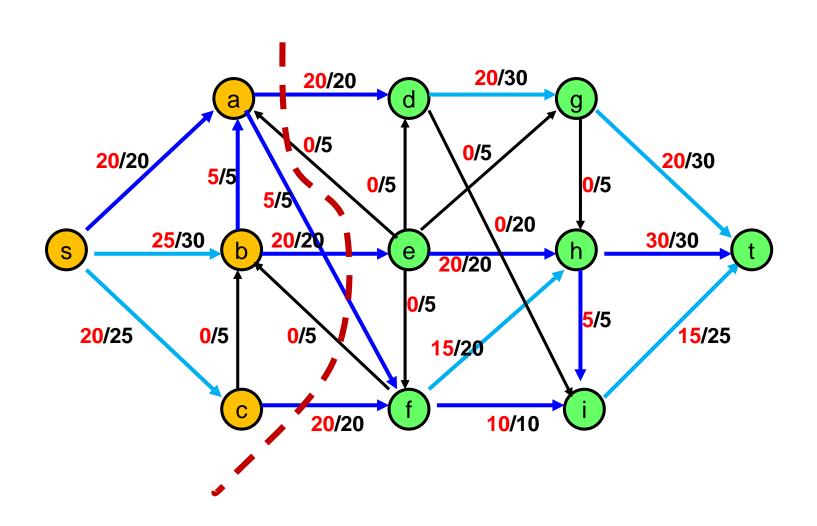
- Flowgraph: Directed graph with distinguished vertices s (source) and t (sink)
- Capacities on the edges, c(e) >= 0
- Problem, assign flows f(e) to the edges such that:
  - $0 \le f(e) \le c(e)$
  - Flow is conserved at vertices other than s and t
    - Flow conservation: flow going into a vertex equals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



### 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  $s_1, s_2, \ldots, s_k$
  - Sinks  $t_1, t_2, \ldots, t_j$
- Solve with Single source network flow



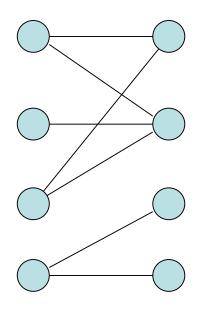
### Bipartite Matching

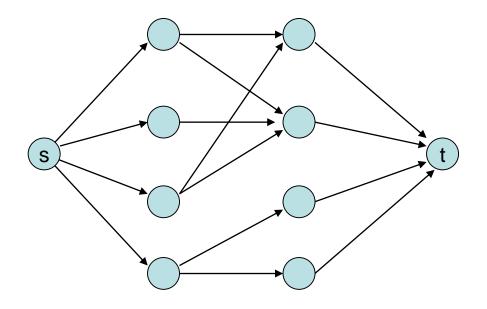
 A graph G=(V,E) is bipartite if the vertices can be partitioned into disjoints sets X,Y

 A matching M is a subset of the edges that does not share any vertices

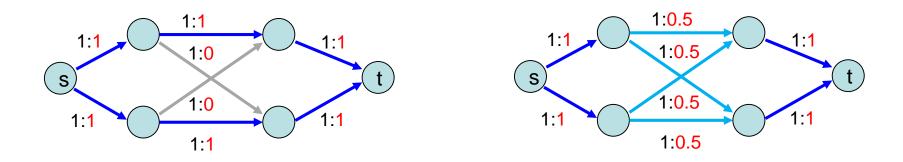
Find a matching as large as possible

# Converting Matching to Network Flow





### Integrality Theorem



Theorem: If all capacities are integers, then there exists a maximum flow where all edges are assigned integer valued flows

# Resource Allocation: Assignment of reviewers

- A set of papers P<sub>1</sub>, . . ., P<sub>n</sub>
- A set of reviewers R<sub>1</sub>, . . . , R<sub>m</sub>
- Paper P<sub>i</sub> requires A<sub>i</sub> reviewers
- Reviewer R<sub>i</sub> can review B<sub>i</sub> papers
- For each reviewer  $R_j$ , there is a list of paper  $L_{j1},\ldots,L_{jk}$  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, 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, BC, BD, 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, CE, CE, CE, DE

















 $(\mathsf{A})$ 

 $(\mathsf{B})$ 







### 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





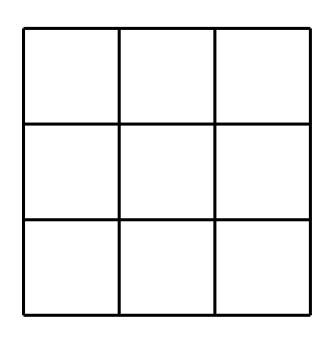


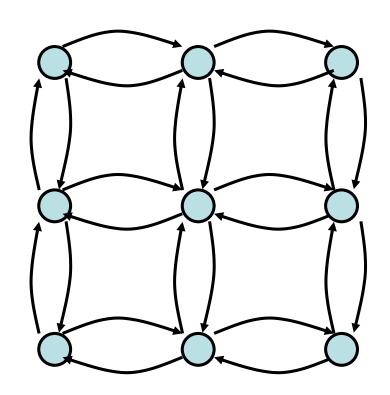


### Image analysis

- a<sub>i</sub>: value of assigning pixel i to the foreground
- b<sub>i</sub>: value of assigning pixel i to the background
- p<sub>ij</sub>: 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

