

**CSE 421**  
**Algorithms**  
 Richard Anderson  
 Lecture 24  
 Network Flow Applications

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## Today's topics

- Image Segmentation
- Strip Mining
- Reading: 7.5, 7.6, 7.10-7.12

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## 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  $T$

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## Separate Lion from Savana



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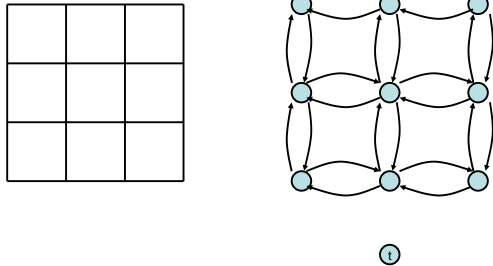
Simplified version from Wednesday

## Image analysis

- $a_i$ : penalty of assigning pixel  $i$  to the foreground
- $b_i$ : penalty 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
- $Q(A,B) = \sum_{(i \text{ in } A)} a_i + \sum_{(j \text{ in } B)} b_j + \sum_{((i,j) \text{ in } E, i \text{ in } A, j \text{ in } B)} p_{ij}$
- Minimize  $Q(A,B)$
- Assume foreground/background penalties are either infinite or zero
  - So they just require some pixels to be foreground/background

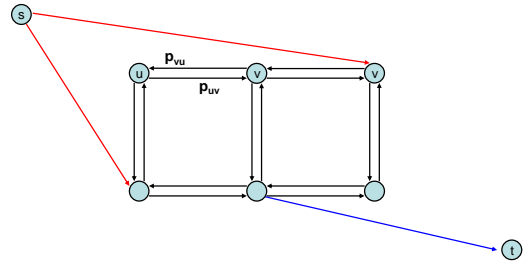
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## Pixel graph to flow graph



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## Mincut Construction



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## Open Pit Mining



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## Application of Min-cut

- Open Pit Mining Problem
- Task Selection Problem
- Reduction to Min Cut problem

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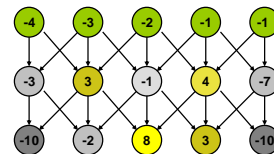
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## Open Pit Mining

- Each unit of earth has a profit (possibly negative)
- Getting to the ore below the surface requires removing the dirt above
- Test drilling gives reasonable estimates of costs
- Plan an optimal mining operation

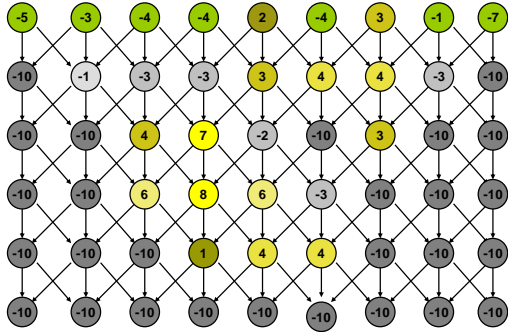
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## Mine Graph



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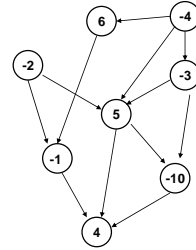
### Determine an optimal mine



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### Generalization

- Precedence graph  $G=(V,E)$
- Each  $v$  in  $V$  has a profit  $p(v)$
- A set  $F$  is *feasible* if when  $w$  in  $F$ , and  $(v,w)$  in  $E$ , then  $v$  in  $F$ .
- Find a feasible set to maximize the profit



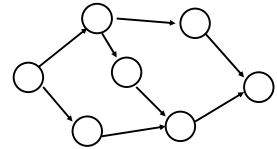
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### Min cut algorithm for profit maximization

- Construct a flow graph where the minimum cut identifies a feasible set that maximizes profit

### Precedence graph construction

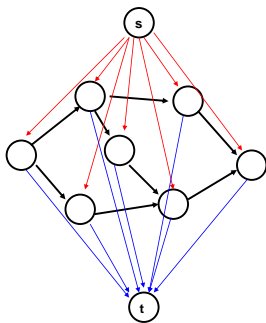
- Precedence graph  $G=(V,E)$
- Each edge in  $E$  has infinite capacity
- Add vertices  $s, t$
- Each vertex in  $V$  is attached to  $s$  and  $t$  with finite capacity edges



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Find a **finite** value cut with at least two vertices on each side of the cut

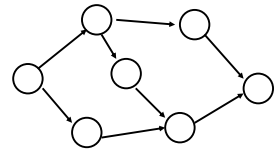


→ Infinite  
→ Finite

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The sink side of a finite cut is a feasible set

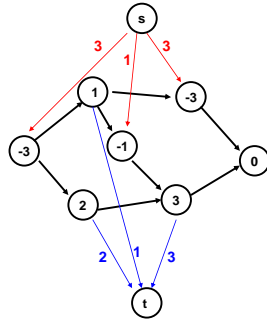
- No edges permitted from  $S$  to  $T$
- If a vertex is in  $T$ , all of its ancestors are in  $T$



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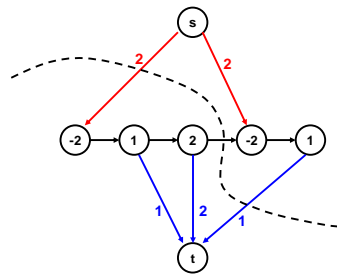
## Setting the costs

- If  $p(v) > 0$ ,
  - $cap(v,t) = p(v)$
  - $cap(s,v) = 0$
- If  $p(v) < 0$ 
  - $cap(s,v) = -p(v)$
  - $cap(v,t) = 0$
- If  $p(v) = 0$ 
  - $cap(s,v) = 0$
  - $cap(v,t) = 0$



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## Minimum cut gives optimal solution Why?



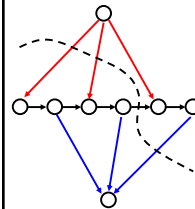
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## Computing the Profit

- $Cost(W) = \sum_{\{w \text{ in } W; p(w) < 0\}} -p(w)$
- $Benefit(W) = \sum_{\{w \text{ in } W; p(w) > 0\}} p(w)$
- $Profit(W) = Benefit(W) - Cost(W)$
- Maximum cost and benefit
  - $C = Cost(V)$
  - $B = Benefit(V)$

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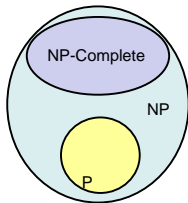
## Express $Cap(S,T)$ in terms of $B$ , $C$ , $Cost(T)$ , $Benefit(T)$ , and $Profit(T)$



$$\begin{aligned}
 Cap(S,T) &= Cost(T) + Ben(S) = Cost(T) + Ben(S) + Ben(T) - Ben(T) \\
 &= B + Cost(T) - Ben(T) = B - Profit(T)
 \end{aligned}$$

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## The Theory of NP-Completeness



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## Jack Edmonds

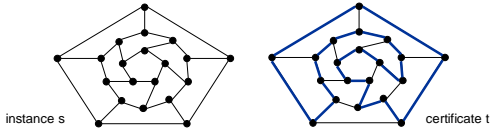
Let's figure out what we can do with Non-Determinism



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## Non-deterministic polynomial time

- Problems where “yes” instances have polynomial time checkable certificates



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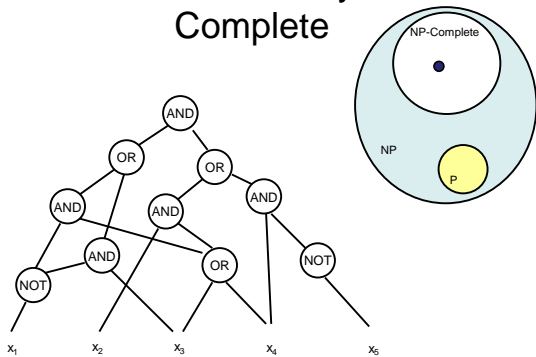
## Steve Cook

Circuit Satisfiability is NP-Complete



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## Circuit Satisfiability is NP Complete



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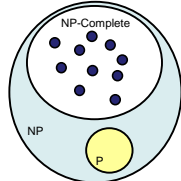
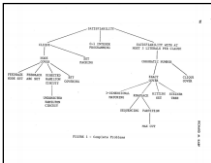
## Dick Karp

There are a whole bunch of other important problems which are NP-Complete



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## Karp's 21 NP-Complete Problems



- Circuit Sat  $\leq_p$  3-SAT
- 3-SAT  $\leq_p$  Independent Set
- 3-SAT  $\leq_p$  Vertex Cover
- Independent Set  $\leq_p$  Clique
- 3-SAT  $\leq_p$  Hamiltonian Circuit
- Hamiltonian Circuit  $\leq_p$  Traveling Salesman
- 3-SAT  $\leq_p$  Integer Linear Programming
- 3-SAT  $\leq_p$  Graph Coloring
- 3-SAT  $\leq_p$  Subset Sum
- Subset Sum  $\leq_p$  Scheduling with Release times and deadlines

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