

# CSEP 521 Applied Algorithms

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Lecture 9  
Network Flow Applications

## Announcements

- Reading for this week
  - 7.5-7.12. Network flow applications
  - Next week: Chapter 8. NP-Completeness
- Final exam, March 18, 6:30 pm. At UW.
  - 2 hours
  - In class (CSE 303 / CSE 305)
  - Comprehensive
    - 67% post midterm, 33% pre midterm

## Network Flow



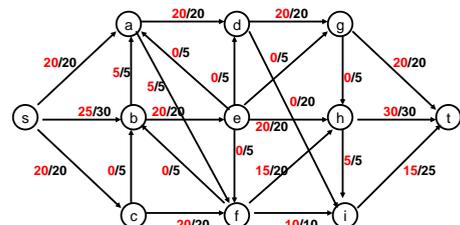
## Review

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

## Network Flow Definitions

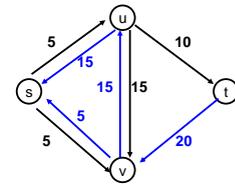
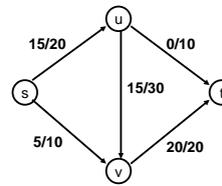
- Flowgraph: Directed graph with distinguished vertices  $s$  (source) and  $t$  (sink)
- Capacities on the edges,  $c(e) \geq 0$
- Problem, assign flows  $f(e)$  to the edges such that:
  - $0 \leq f(e) \leq c(e)$
  - Flow is conserved at vertices other than  $s$  and  $t$ 
    - Flow conservation: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

## Find a maximum flow



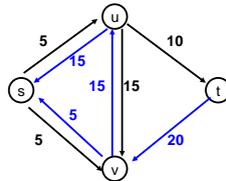
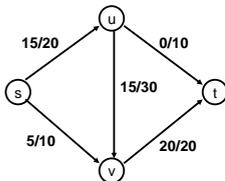
## Residual Graph

- 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  $f$



## Augmenting Path Lemma

- Let  $P = v_1, v_2, \dots, v_k$  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.



## 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

## Cuts in a graph

- Cut: Partition of  $V$  into disjoint sets  $S, T$  with  $s$  in  $S$  and  $t$  in  $T$ .
- $\text{Cap}(S, T)$ : sum of the capacities of edges from  $S$  to  $T$
- $\text{Flow}(S, T)$ : net flow out of  $S$ 
  - Sum of flows out of  $S$  minus sum of flows into  $S$
- $\text{Flow}(S, T) \leq \text{Cap}(S, T)$

## Ford Fulkerson MaxFlow – MinCut Theorem

- There exists a flow which has the same value of the minimum cut
  - Shows that a cut is the dual of the flow
  - Proves that the augmenting paths algorithm finds a maximum flow
  - Gives an algorithms for finding the minimum cut

## Better methods of for constructing a network flow

- Improved methods for finding augmenting paths or blocking flows
- Goldberg's Preflow-Push algorithm
  - Text, section 7.4

## Applications of Network Flow

## Problem Reduction

- Reduce Problem A to Problem B
  - Convert an instance of Problem A to an instance of 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

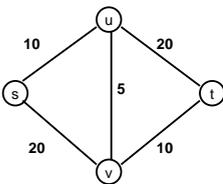
## Problem Reduction Examples

- Reduce the problem of finding the path in a directed graph to the problem of finding a shortest path in a directed graph

Construct an equivalent minimization problem

## Undirected Network Flow

- Undirected graph with edge capacities
- Flow may go either direction along the edges (subject to the capacity constraints)



Construct an equivalent flow problem

## 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

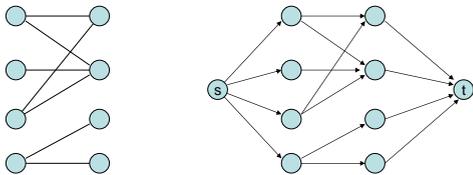
- A graph  $G=(V,E)$  is bipartite if the vertices can be partitioned into disjoint sets  $X,Y$
- A matching  $M$  is a subset of the edges that does not share any vertices
- Find a matching as large as possible

## Application

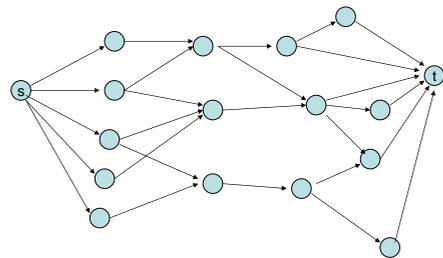
- A collection of teachers
- A collection of courses
- And a graph showing which teachers can teach which courses

RA	●	●	303
PB	●	●	321
CC	●	●	326
DG	●	●	401
AK	●	●	421

## Converting Matching to Network Flow



## Finding edge disjoint paths

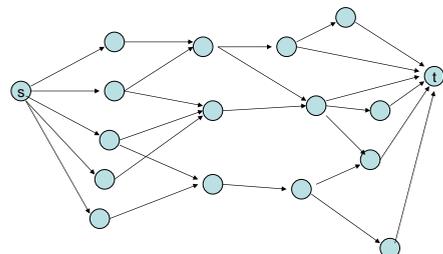


Construct a maximum cardinality set of edge disjoint paths

## Theorem

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

## Finding vertex disjoint paths



Construct a maximum cardinality set of vertex disjoint paths

## Network flow with vertex capacities

## Balanced allocation Problem 9, Page 419

- To make a long story short:
  - N injured people
  - K hospitals
  - Assign each person to a hospital with 30 minutes drive
  - Assign N/K patients to each hospital

## 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

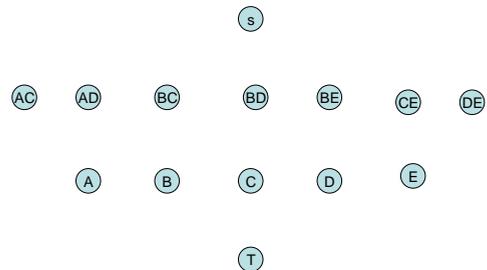
## Assume Fruit Flies win remaining games

- 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, 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



## Solving problems with a minimum cut

- Image Segmentation
- Open Pit Mining / Task Selection 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
- 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  $T$

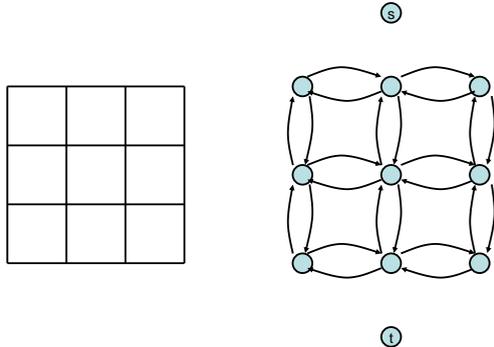
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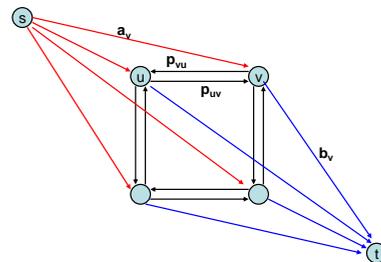
## Image analysis

- $a_i$ : value of assigning pixel  $i$  to the foreground
- $b_j$ : 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



## Mincut Construction



## Open Pit Mining



## Application of Min-cut

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

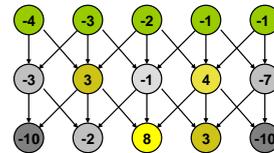
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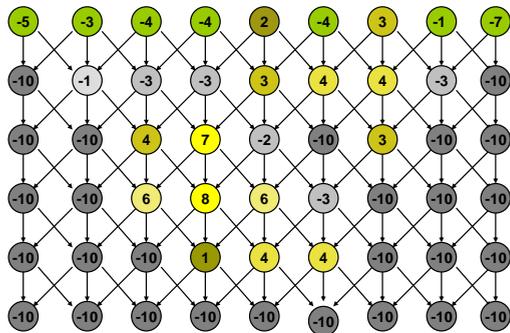
## Open Pit Mining

- 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

## Mine Graph

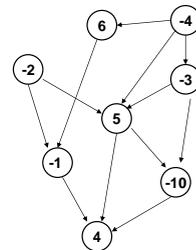


## Determine an optimal mine



## Generalization

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

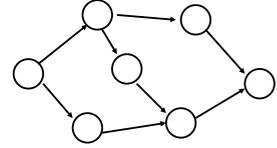


### Min cut algorithm for profit maximization

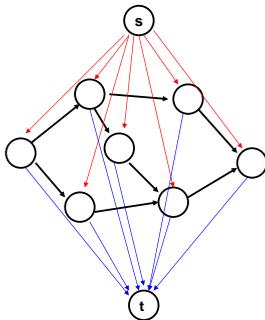
- Construct a flow graph where the minimum cut identifies a feasible set that maximizes profit

### 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



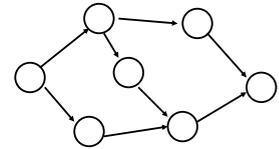
Show a **finite** value cut with at least two vertices on each side of the cut



→ Infinite  
→ Finite

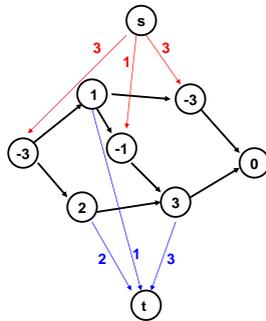
The sink side of a finite cut is a feasible set

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

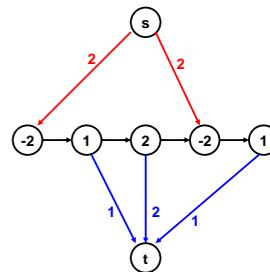


### Setting the costs

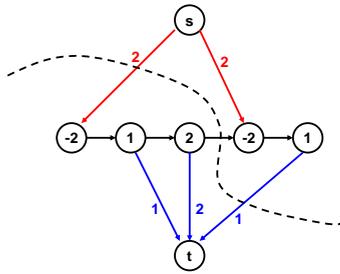
- If  $p(v) > 0$ ,
  - $cap(v,t) = p(v)$
  - $cap(s,v) = 0$
- If  $p(v) < 0$ 
  - $cap(s,v) = -p(v)$
  - $cap(v,t) = 0$
- If  $p(v) = 0$ 
  - $cap(s,v) = 0$
  - $cap(v,t) = 0$



Enumerate all finite  $s,t$  cuts and show their capacities



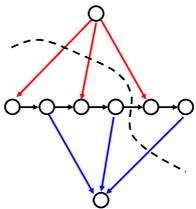
### Minimum cut gives optimal solution Why?



### 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
  - $C = Cost(V)$
  - $B = Benefit(V)$

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



### Summary

- Construct flow graph
  - Infinite capacity for precedence edges
  - Capacities to source/sink based on cost/benefit
- Finite cut gives a feasible set of tasks
- Minimizing the cut corresponds to maximizing the profit
- Find minimum cut with a network flow algorithm