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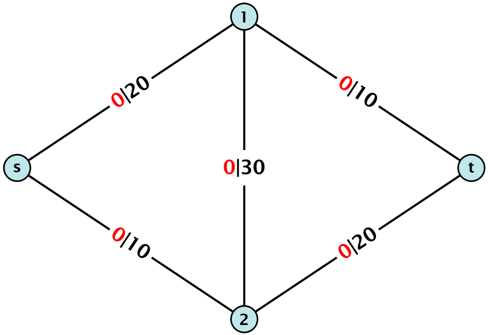
- augment flow along the path
- repeat as long as possible



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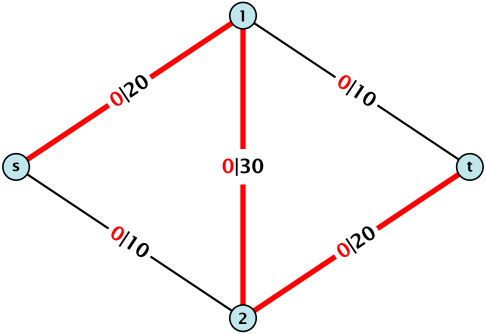

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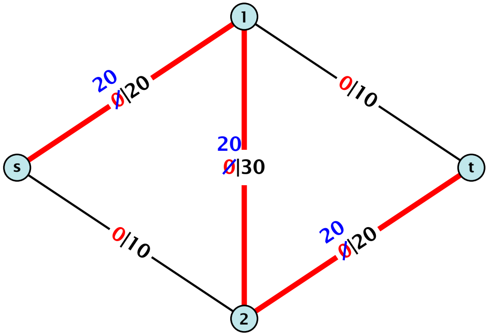

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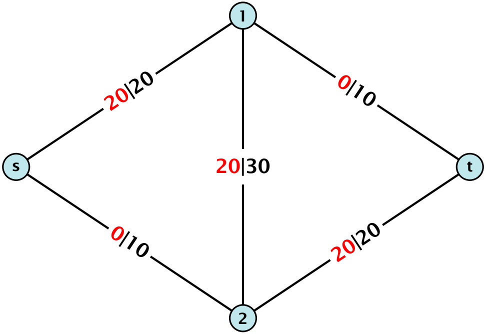

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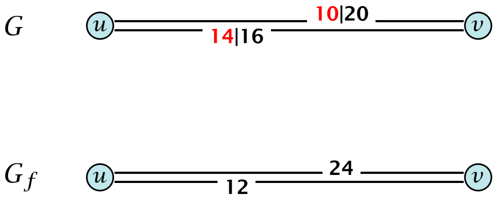

Augmenting Path Algorithm

Definition 50

An augmenting path with respect to flow f, is a path in the auxiliary graph G_f that contains only edges with non-zero capacity.

Algorithm 45 FordFulkerson($G = (V, E, c)$)

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Initialize f(e) ← 0 for all edges.
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Augmenting Path Algorithm

Theorem 51

*A flow f is a maximum flow **iff** there are no augmenting paths.*

Theorem 52

The value of a maximum flow is equal to the value of a minimum cut.

Proof.

Let f be a flow. The following are equivalent:

1. There exists a cut A, B such that $\text{val}(f) = \text{cap}(A, B)$.
2. Flow f is a maximum flow.
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If there were an augmenting path, we could improve the flow. Contradiction.

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This finishes the proof.

Here the first equality uses the flow value lemma, and the second exploits the fact that the flow along incoming edges must be 0 as the residual graph does not have edges leaving A.

Analysis

Assumption:
All capacities are integers between 1 and C.

Invariant:
Every flow value $f(e)$ and every residual capacity $c_f(e)$ remains integral troughout the algorithm.

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Lemma 53

The algorithm terminates in at most $\mathrm{val}(f^*) \le nC$ *iterations, where* f^* *denotes the maximum flow. Each iteration can be implemented in time* $\mathcal{O}(m)$*. This gives a total running time of* $\mathcal{O}(nmC)$*.*

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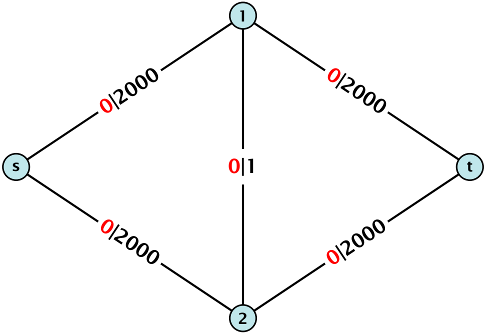
A bad input

Problem: The running time may not be polynomial.



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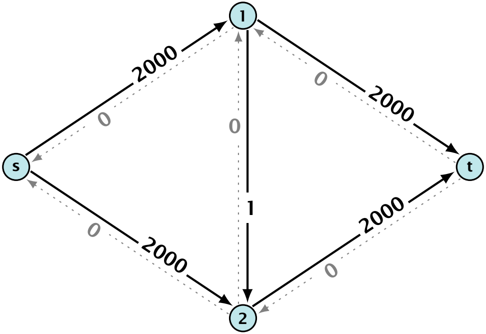

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Can we tweak the algorithm so that the running time is polynomial in the input length?

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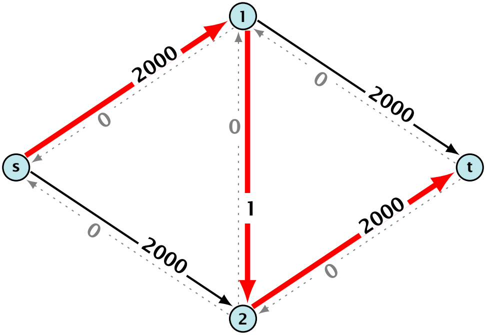

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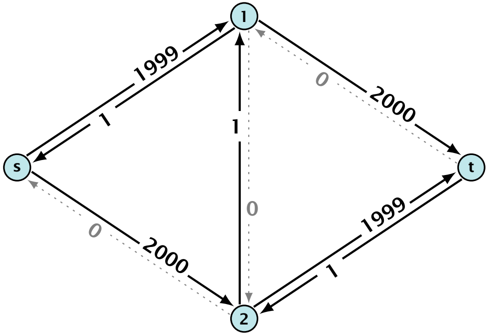

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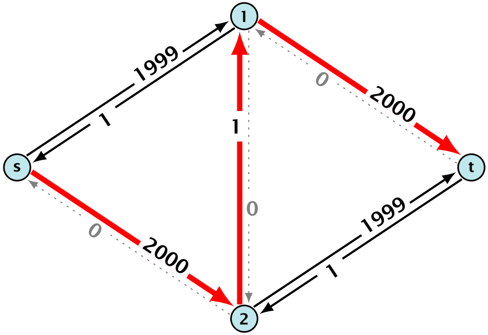

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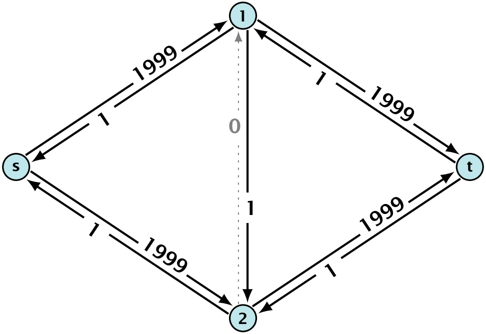

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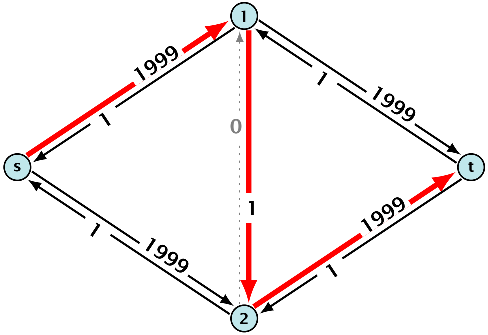

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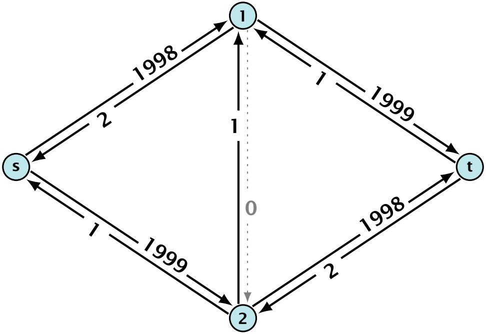

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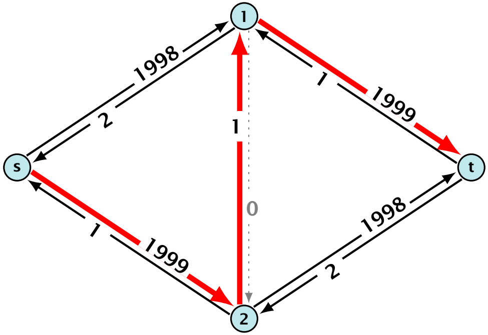

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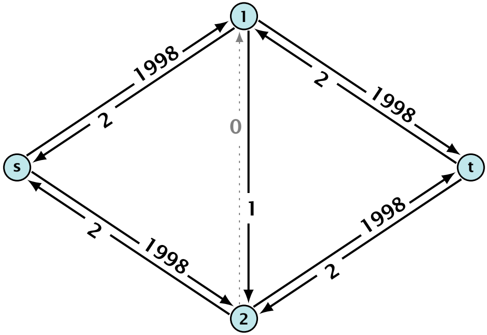

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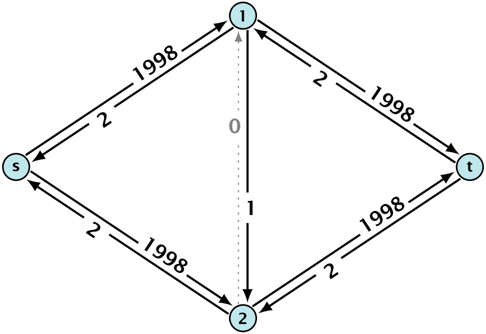

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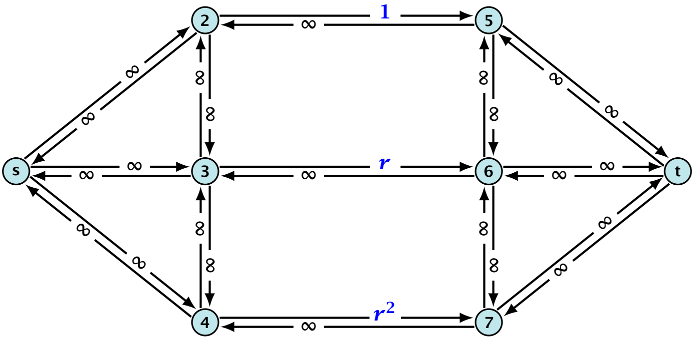

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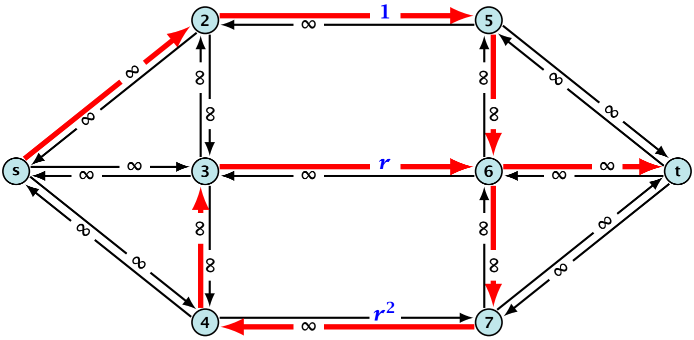

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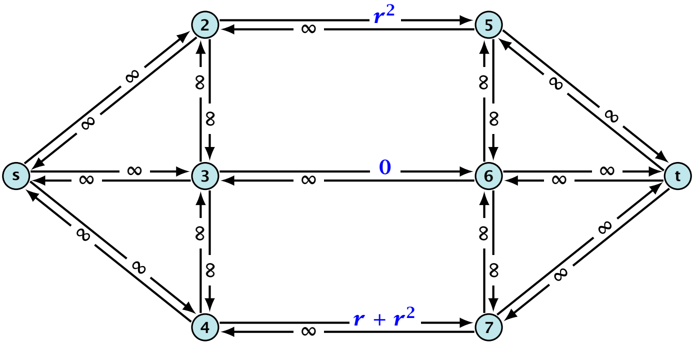

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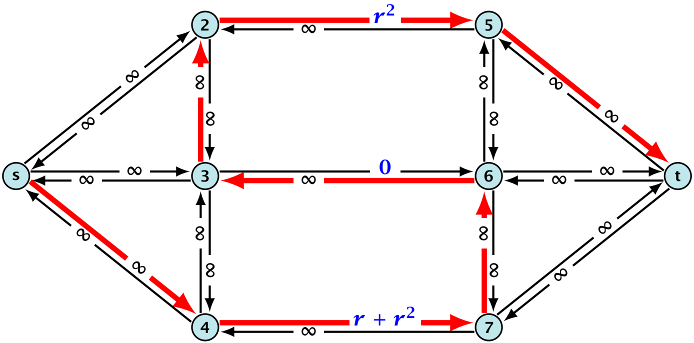

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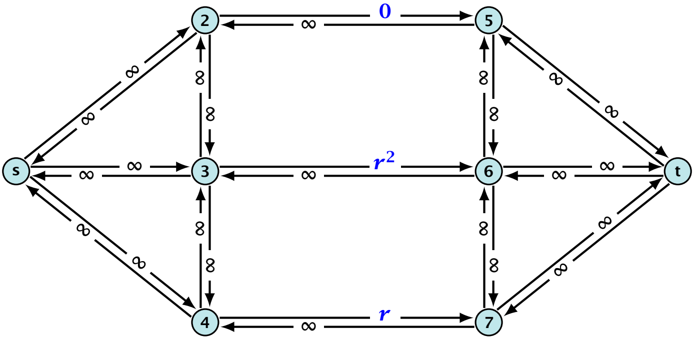

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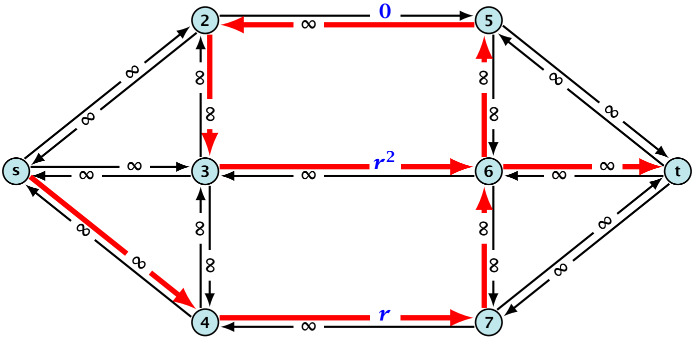

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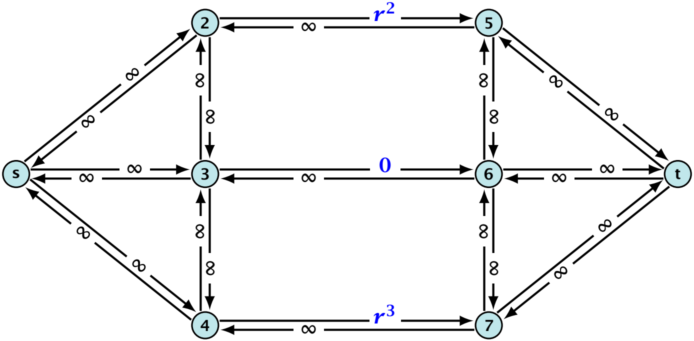

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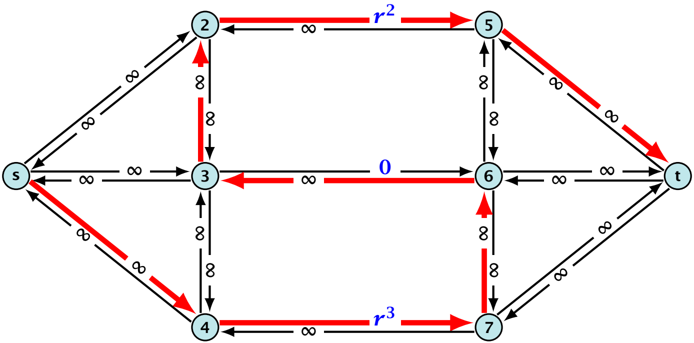

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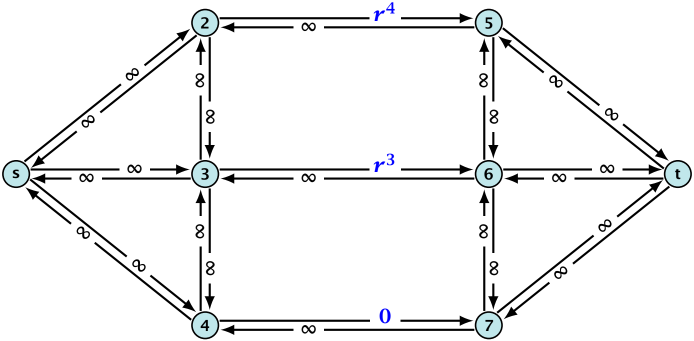

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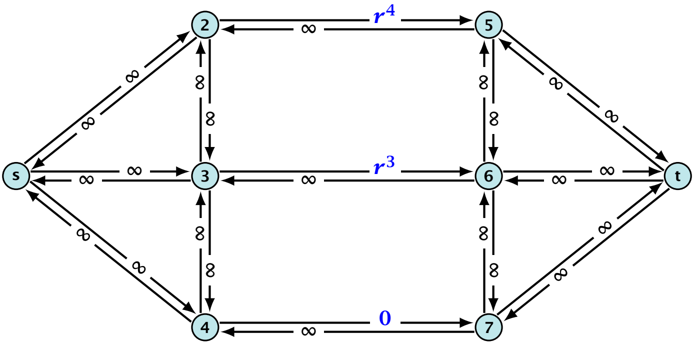

Running time may be infinite!!!

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Overview: Shortest Augmenting Paths

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The length of the shortest augmenting path never decreases.

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After at most $\mathcal{O}(m)$ augmentations, the length of the shortest augmenting path strictly increases.

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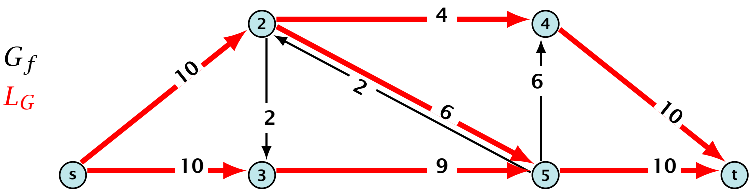

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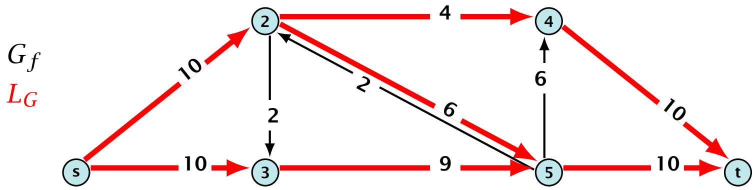

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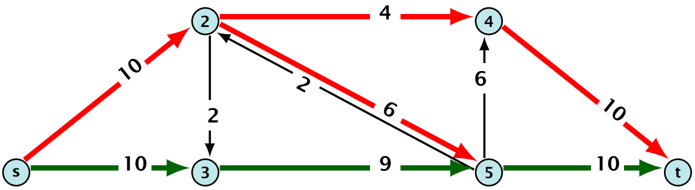

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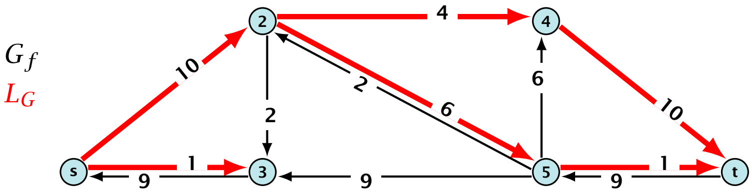

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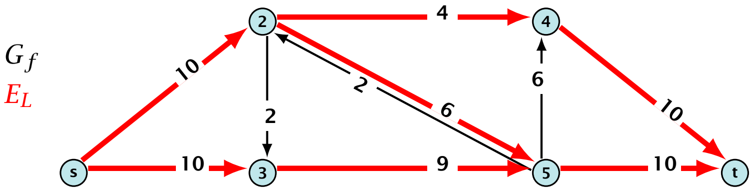

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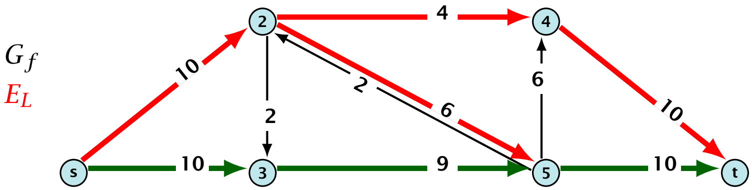

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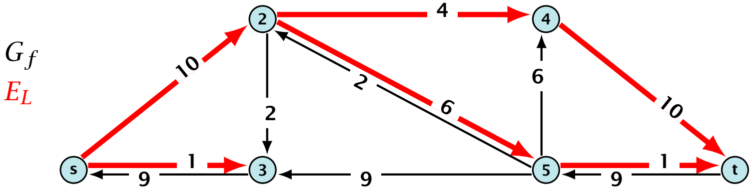

Shortest Augmenting Paths

Theorem 58

The shortest augmenting path algorithm performs at most $\mathcal{O}(mn)$ augmentations. Each augmentation can be performed in time $\mathcal{O}(m)$.

Theorem 59 (without proof)

There exist networks with $m = \Theta(n^2)$ that require $\mathcal{O}(mn)$ augmentations, when we restrict ourselves to only augment along shortest augmenting paths.

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Initializing E_L for the phase takes time $\mathcal{O}(m)$.

The total cost for searching for augmenting paths during a phase is at most $\mathcal{O}(mn)$, since every search (successful (i.e., reaching t) or unsuccessful) decreases the number of edges in E_L and takes time $\mathcal{O}(n)$.

The total cost for performing an augmentation during a phase is only $\mathcal{O}(n)$. For every edge in the augmenting path one has to update the residual graph G_f and has to check whether the edge is still in E_L for the next search.

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- Choose path with maximum bottleneck capacity.
- Choose path with sufficiently large bottleneck capacity.
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- Choosing a path with the highest bottleneck increases the flow as much as possible in a single step.

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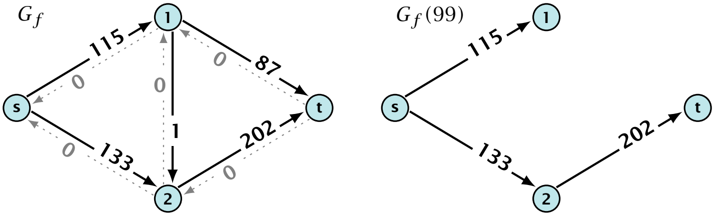

Capacity Scaling

Algorithm 46 maxflow(G, s, t, c)

```
foreach e ∈ E do f_e ← 0;
Δ ← 2^⌈log₂ C⌉
while Δ ≥ 1 do
    G_f(Δ) ← Δ-residual graph
    while there is augmenting path P in G_f(Δ) do
        f ← augment(f, c, P)
        update(G_f(Δ))
    Δ ← Δ/2
return f
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Theorem 63

We need $\mathcal{O}(m \log C)$ augmentations. The algorithm can be implemented in time $\mathcal{O}(m^2 \log C)$.