Outline: Week 10 Lecture Notes

- Finish uncapacitated simplex method
- Negative cost cycle algorithm
- The max-flow problem
- Max-flow min-cut theorem

Uncapacitated Networks: Basic primal and dual solutions

- Flow conservation constraints $\mathbf{Af} = \mathbf{b}$ (rows \leftrightarrow nodes; columns \leftrightarrow arcs)
- delete last row: $\tilde{\mathbf{A}}\mathbf{f} = \tilde{\mathbf{b}}$
- basic (feasible) solution \leftrightarrow (feasible) tree solution n-1 basic variables: flows that lie on the tree (easy to calculate given the tree)
- Calculation of dual basic solution **p** (one variable per node)

$$[p_1 \cdots p_{n-1}] \begin{bmatrix} | & | \\ \tilde{\mathbf{A}}_{B(1)} & \cdots & \tilde{\mathbf{A}}_{B(n-1)} \\ | & | \end{bmatrix} = [c_{B(1)} \cdots c_{B(n-1)}]$$

$$[p_1 \cdots p_{n-1} \ 0] \begin{bmatrix} | & | \\ \mathbf{A}_{B(1)} & \cdots & \mathbf{A}_{B(n-1)} \\ | & | \end{bmatrix} = [c_{B(1)} \cdots c_{B(n-1)}]$$

i.e., use original columns (dimension n), but set $p_n = 0$

- if (i, j) etree, i.e., f_{ij} is basic, $p_i p_j = c_{ij}$ solve by starting at "root" node n, move down the tree
- $p_i p_j = \cos t$ of path from i to j along the tree
- for (i, j) outside the tree: $\overline{c}_{ij} = c_{ij} - (p_i - p_j) = \text{cost of cycle created by arc } (i, j).$

Uncapacitated Network Simplex Algorithm

• Algorithm:

Start with a tree T, and flows f_{ij} , $(i,j) \in T$

- $-p_n = 0$; solve $p_i p_j = c_{ij}, (i, j) \in T$
- For $(i,j) \notin T$, let $\overline{c}_{ij} = c_{ij} (p_i p_j)$
- If all $\overline{c}_{ij} \geq 0$, then optimal, and the p_i are a dual optimal solution
- Else pick (i, j) with $\overline{c}_{ij} < 0$
- Consider cycle created by arc (i, j)
- "Push" flow around that cycle, until some arc flow is zeroed
- Zeroed arc exits the tree/basis
- If all b_i are integer, basic (or optimal) \mathbf{f} is integer
- If all c_{ij} are integer, basic (or optimal) \mathbf{p} is integer
- How to start the algorithm?
 - Assume single source, single sink
 - Auxiliary arc from source to sink, with high cost.
 - Let that arc be in the tree, all flow goes through it.

The capacitated case

- Tree solution: Pick a tree. For $(i, j) \in T$, set f_{ij} either to 0 or to u_{ij}
- Calculate p_i and \overline{c}_{ij} as before.
- If $\overline{c}_{ij} < 0$ and $f_{ij} = 0$, push flow around the cycle, in the direction of (i, j).
- If $\overline{c}_{ij} > 0$ and $f_{ij} = u_{ij}$, push flow in the opposite direction.

Optimality conditions

• **Def: Pushing** flow around a cycle:

$$f_{ij} \rightarrow f_{ij} + \delta$$
 for forward arcs $f_{ij} \rightarrow f_{ij} - \delta$ for backward arcs (flow conservation equation is respected)

• **Def:** A cycle is **unsaturated** if we can push some flow around it.

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f_{ij} < u_{ij} for forward arcs f_{ij} > 0 for backward arcs
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- **Def: Cost** of a cycle: Sum of the c_{ij} , with minus sign for backward arcs.
- **Theorem:** Optimal flow iff there is no unsaturated cycle with negative cost.
- Easy direction:
 If ∃ negative cost unsaturated cycle,
 can push some flow along that cycle
 cost reduction
 flow is not optimal
- Converse direction: proof is more involved

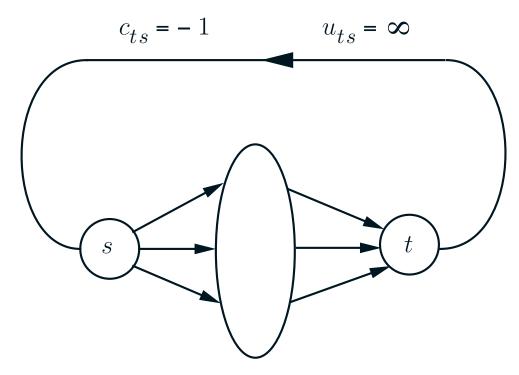
Negative Cost Cycle Algorithm

• Algorithm:

- 1. Start with a feasible flow **f**.
- **2.** Search for an unsaturated cycle C with negative cost.
- **3.** If none, stop (optimal)
- **4.** Else, push as much flow as possible along C (if can push an infinite amount, optimal cost is $-\infty$)
- Assume b_i integer, and u_{ij} integer or infinite Assume integer initial flow
- Integrality maintained throughout
- If the optimal cost is finite, terminates with integer optimal solution
- In noninteger case, not guaranteed to terminate!
 - Number of iterations can be large
- Algorithm can be made efficient under special rules for choosing among negative cost cycles
- Searching for negative cost cycles can be done in $O(n^3)$ time

The Maximum Flow problem

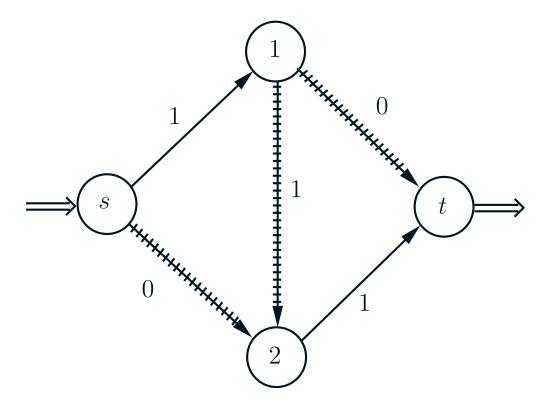
- Given capacities u_{ij} ; no costs maximize flow from source s to destination t
- Equivalent min-cost flow problem:



Negative cost cycle:
 artificial arc and "unsaturated" path from s to t
 ("augmenting path")
 along which flow can be pushed

Augmenting paths

- Arcs that can be used:
 - can use arc (i, j) in forward direction if $f_{ij} < u_{ij}$
 - can use arc (i, j) in backward direction if $f_{ij} > 0$



(all capacities are 1)

flow pushed: $\min \left\{ \min_{(i,j) \in F} (u_{ij} - f_{ij}), \min_{(i,j) \in B} f_{ij} \right\}$

• Ford-Fulkerson algorithm: search for augmenting path and push flow

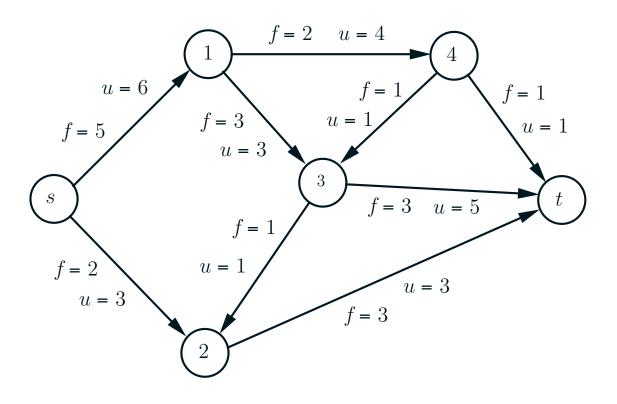
Searching for an augmenting path

• **Labeled** node i: have determined that \exists path from s to i, with

 $f_{ij} < u_{ij}$ on forward arcs $f_{ij} > 0$ on backard arcs

- ullet Scanned node i: have looked at all neighbors of i and attempted to label them
- Labeling algorithm:
 - Initialize: label s
 - select labeled but unscanned node
 - scan it, and label its neighbors, if possible
 - repeat
- If t labeled, have found augmenting path
- If stuck, with t unlabeled, no augmenting path exists.
- Work: O(m)

Labeling algorithm example



Comments on overall algorithm

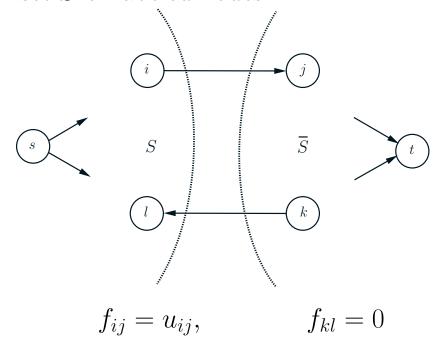
- Not guaranteed to terminate!
- Works with primal feasible solutions
- Max-flow is infinite iff \exists path from s to t with infinite capacities (check ahead of time)
- Guaranteed to terminate if: max-flow is finite and u_{ij} are all integer (or rational)
- Complexity (in integer case): [let $U = \max u_{ij}$]

$$nU \cdot O(m)$$

Max-flow min-cut theorem

• Cut $S: s \in S, t \notin S$. cut capacity = $C(S) = \sum_{\{(i,j) \in \mathcal{A} \mid i \in S, j \notin S\}} u_{ij}$

- max-flow $\leq \min_S C(S)$
- Start algorithm with optimal flow.
- Fails to find augmenting path, algorithm terminates
- \bullet Consider set S of labeled nodes



current flow= capacity C(S) of this cut

- Therefore:
 current flow is optimal
 this cut is minimal
 max-flow value = min-cut capacity
- Smacks of duality

Comments

- Size of problem: $O(m \log U)$
- Ford-Fulkerson algorithm: O(mnU): "exponential"
- Can be modified to polunomial $(m, n, \log U)$ (Exercise 7.25)
- Better algorithms: look for "shortest" augmenting path augment flow on many paths simultaneously etc. etc. can get complexity $O(mn \log n)$