# Advanced Algorithmic Techniques (COMP523) 

Network Flows 3

## Recap and plan

- Last 2 lectures:
- Maximum Flow.
- The Ford-Fulkerson Algorithm.
- The Max-Flow - Min - Cut theorem.
- The Edmonds-Karp algorithm.
- This lecture:
- Modelling with flows.
- Maximum Bipartite Matching.
- Baseball Elimination.
- Open-pit mining.


## Bipartite Matching

- Maximum Bipartite Matching or Maximum matching on a bipartite graph G.


## Bipartite graphs

- A graph $\mathrm{G}=(\mathrm{V}, \mathrm{E})$ is bipartite if any only if it can be partitioned into sets $A$ and $B$ such that each edge has one endpoint in $A$ and one endpoint in $B$.
- Often, we write $G=(A \cup B, E)$.



## Bipartite Matching

- Maximum Bipartite Matching or Maximum matching on a bipartite graph G.
- Matching: A subset $M$ of the edges $E$ such that each node $v$ of $V$ appears in at most one edge e in $E$.
- Maximum matching: A matching with maximum cardinality.(i.e., $|\mathrm{M}|$ is maximised).


## Example



A maximal matching


## From matchings to flows

## From matchings to flows

## From matchings to flows


(1)

## From matchings to flows


t

## From matchings to flows


t

## From matchings to flows



## From matchings to flows

All capacities are set to 1 .


## From matchings to flows

- Claim: Assume that there is a matching M of size k on G . Then there is a flow $f$ of value $k$ in $G^{f}$.


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- Consider the flow such that

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f\left(s, u_{i}\right)=f\left(u_{i}, v_{i}\right)=f\left(v_{i}, t\right)=1 \text { for all } i=1, \ldots, k
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f(e)=0 \text {, otherwise }
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$f\left(s, u_{i}\right)=f\left(u_{i}, v_{i}\right)=f\left(v_{i}, t\right)=1$ for all $i=1, \ldots, k$ $f(e)=0$, otherwise
- This is a feasible flow and obviously has value $k$.


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- For an edge e, $f(e)$ is either 0 or 1. (why?)
- Consider the set M' of edges with $f(e)=1$.


## From flows to matchings

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## Maximum Flow and Maximum matching

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- The size of the maximum matching $M$ in $G$ is equal to the value of the maximum flow $f$ in $\mathrm{G}^{f}$.
- The edges of $M$ are the edges that carry flow from $A$ to $B$ in G .
- What was the crucial part, that allows us to establish this?
- The integrality theorem.


## Running time

- What is the running time of the algorithm?
- By Edmonds - Karp, we get $\mathbf{O}\left(\mathrm{nm}^{2}\right)$.


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- Running time $\mathbf{O}(\mathrm{nm})$.


## Baseball Elimination

- In the baseball league, there are 4 teams with the following number of wins:'

New York 92
Baltimore 91
Toronto 91
Boston 90

- There are five games left in the season.
- NY vs BLT, NY vs TOR, BLT vs TOR, BLT vs BOS, TOR vs BOS
- Question: Can Boston finish (possibly tied for) first?


## Baseball Elimination

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Assume Boston wins all
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Toronto 91 remaining games. win one game each.
New York must lose all remaining games.

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Assume Boston wins all Baltimore and Toronto must remaining games. win one game each.

New York must lose all Baltimore or Toronto must remaining games. win one more game (BLT vs TOR).

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The answer is no.

## Baseball Elimination

- In the baseball league, there are 4 teams with the following number of wins:"

| New York | 90 |
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- There are five games left in the season.
- NY vs BLT
- NY vs TOR 6 games
- BLT vs TOR
- BOS vs ANY 4 games (12 games total)
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## Baseball elimination

- Generally:
- We have a set S of teams.
- For each team $x$ in $S$, the current number of wins is $w_{x}$.
- For teams $x$ and $y$ in S, they still have to play $g_{x y}$ games against each other.
- We are given a designated team z.
- Can z win the tournament (possibly in a tie?)


## From baseball to flows

## From baseball to flows

- Observation: If there is a way for $z$ to be first, there is a way for $z$ to be first when winning all remaining games.
- Suppose that in the end, team $z$ has $m$ wins.
-What are we looking for?
- Is there an allocation of all the remaining $g^{*}$ games (between the other teams) such that no team ends up with more than $m$ wins?


## From baseball to flows



## From baseball to flows

A pair of teams


## From baseball to flows



## From baseball to flows



## From baseball to flows



## From baseball to flows

Two edges if teams in $p_{j}$ still have games to play between them.


## From baseball to flows

Let $\mathrm{p}_{\mathrm{j}}=(\mathrm{x}, \mathrm{y})$


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## From baseball to flows



## From baseball to flows

Infinite capacity, no constraint.


## From baseball to flows



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- Assume that the algorithm says yes.


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## Why does this work?

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- The maximum flow has value $\leq \mathrm{g}^{*}$.
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## Example

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## Example



$$
m=91
$$

## Open pit mining

- We extract blocks of earth from the surface, trying to find gold.
- Each block z that we mine has
- a value $\mathrm{p}_{z}$
- a mining cost $\mathrm{C}_{z}$
- Constraint: We can not mine a block z unless we mine the two blocks $x$ and $y$ on top of it.
- We want to earn as much money as possible.


## Open pit mining



## From pits to flows

 -

## From pits to flows

## t <br> Is $\mathrm{p}_{\mathrm{z}}-\mathrm{c}_{\mathrm{z}}>0$ ?



## From pits to flows



Yes


## From pits to flows



## From pits to flows



## From pits to flows



## From pits to cuts



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- We will mine S - $\{s\}$.


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- Feasibility guaranteed by the above fact.


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- Optimality?


## Optimality of our mining set.

$$
c(S, T)=\sum_{z \in T: p_{z}-c_{z}>0}\left(p_{z}-c_{z}\right)+\sum_{z \in S: p_{z}-c_{z}<0}\left(c_{z}-p_{z}\right)
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Sum of capacities of red edges crossing the cut.


## From pits to cuts <br> Sum of capacities

of green edges crossing the cut

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Add and subtract this: $\quad c(S, T)=\sum_{z \in S: p_{z}-c_{z}>0}\left(p_{z}-c_{z}\right)$

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## Open-pit mining Summarising

- Construct the flow network.
- Run Ford-Fulkerson to find a maximum flow.
- Find a minimum cut using the final residual graph.
- Mine the blocks in the S part of the cut.

