

Applications of Flows + Cuts

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Bipartite
Matching

Vertex
Disjoint
Paths

Path
Covers

Project
Selection

Assignment
Problems

Edge
Orientation

Densest
Subgraph

Playoff
Elimination

scheduling

Bipartite
Vertex
Cover

(high-level comment)

"only two algorithms"*

① identify subproblems

② change the input

Applications of Flows + Cuts

Gameplan

1. Survey a bunch of problems
2. Start solving them one by one

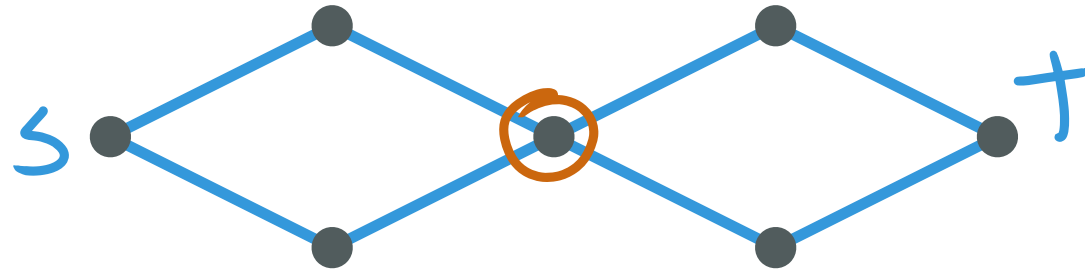


"only two algorithms"

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Vertex Disjoint Paths



2 edge disjoint paths

1 vertex disjoint path

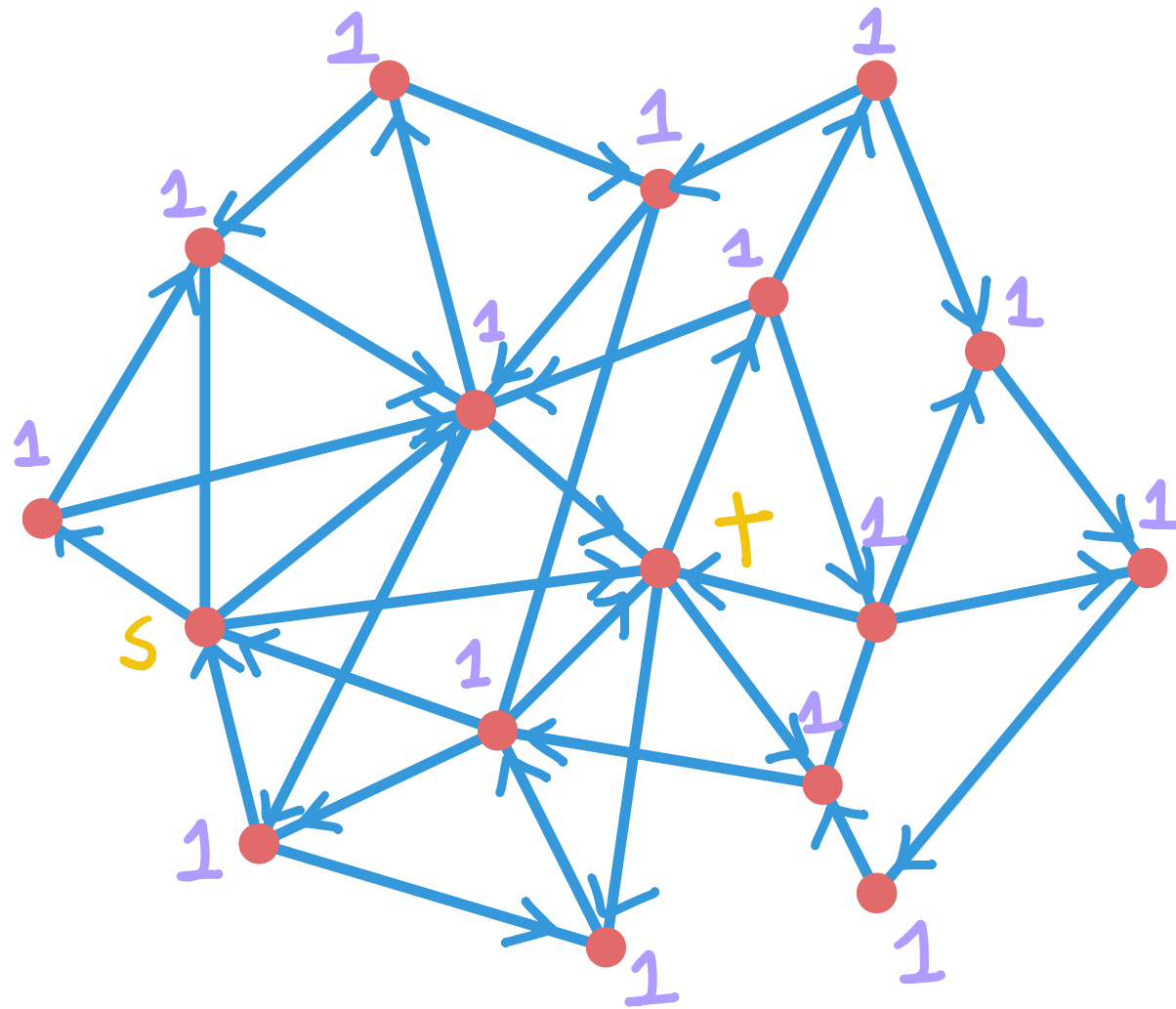
vertex cut = 1

"vertex capacities" $c: V \rightarrow \mathbb{R}_{>0}$

$c(v)$ = limit of flow through v

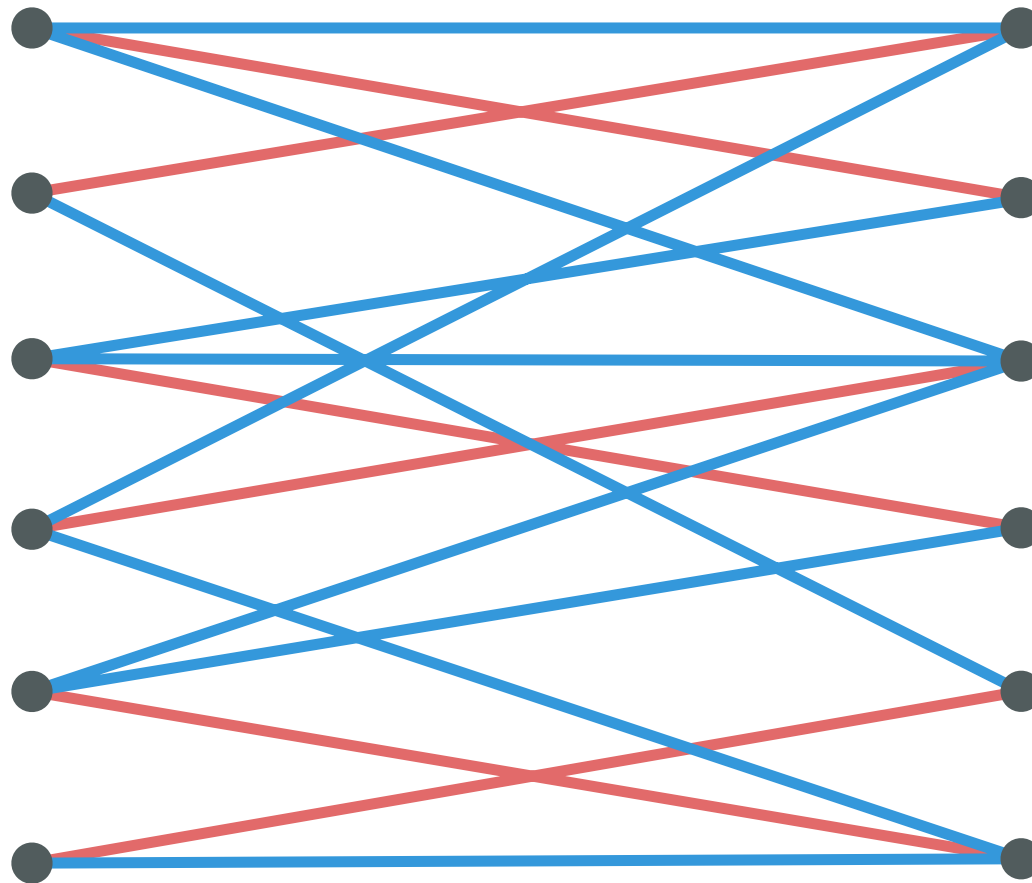
e.g. $c(v) = 1$
 $\forall v \notin \{s, t\}$

$\Rightarrow$ vertex
disjoint paths



Bipartite Matching

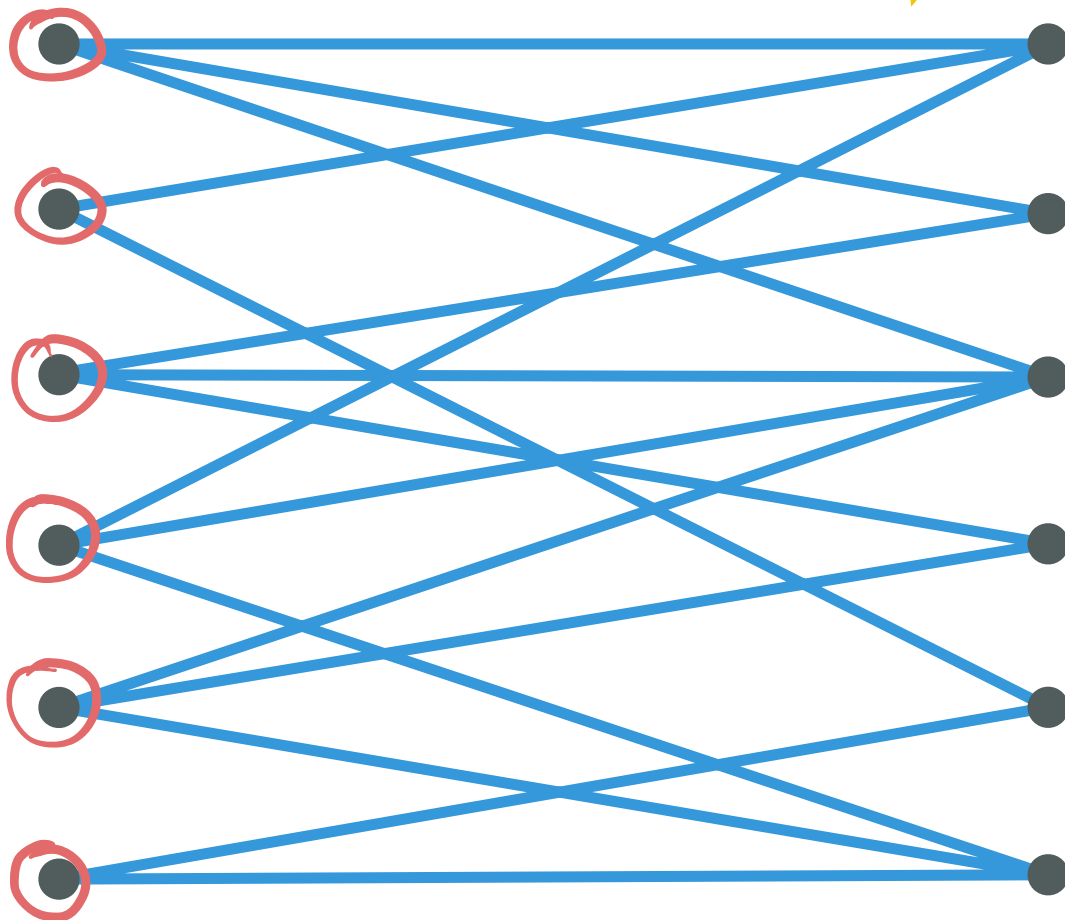
"Bipartite graph"



Goal: max set of edges w/ distinct endpoints
"matching"

Bipartite
Vertex
Cover

"Bipartite graph"

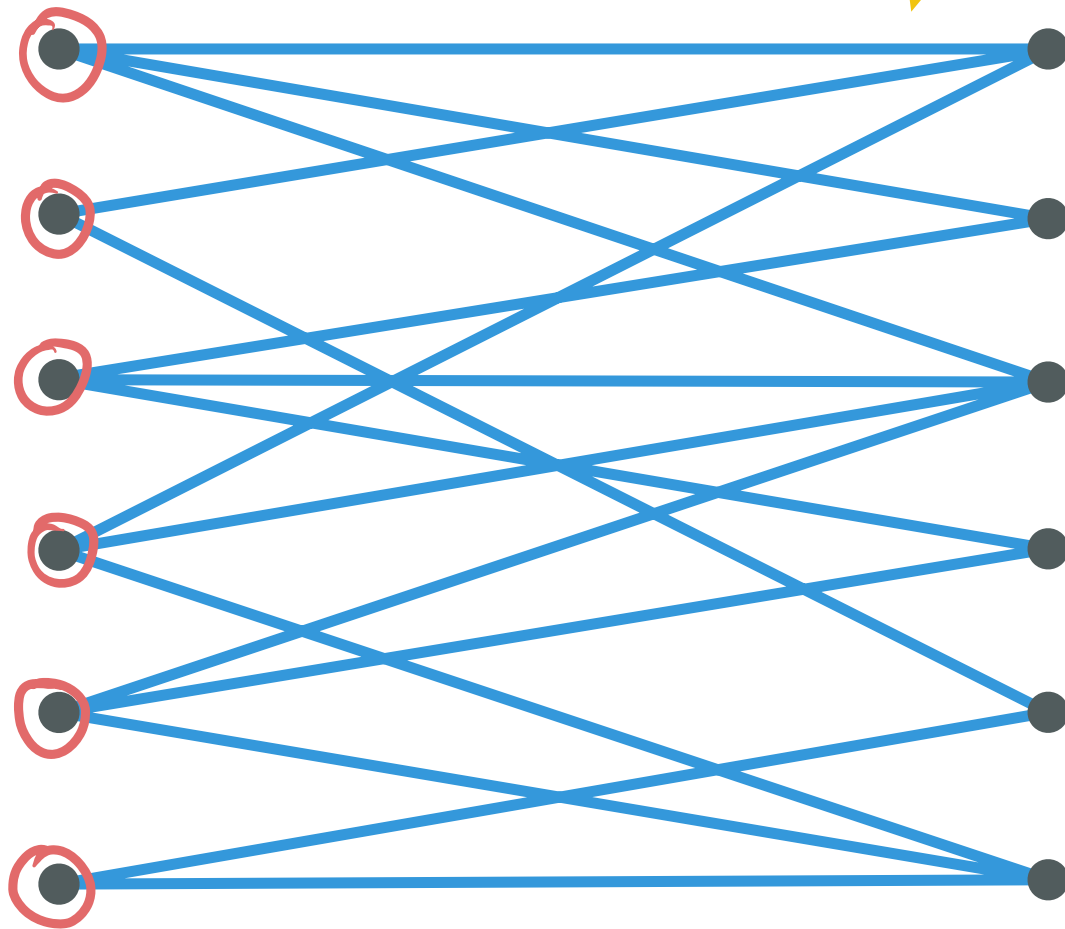


Goal: min set of vertices incident to all edges

"vertex cover"

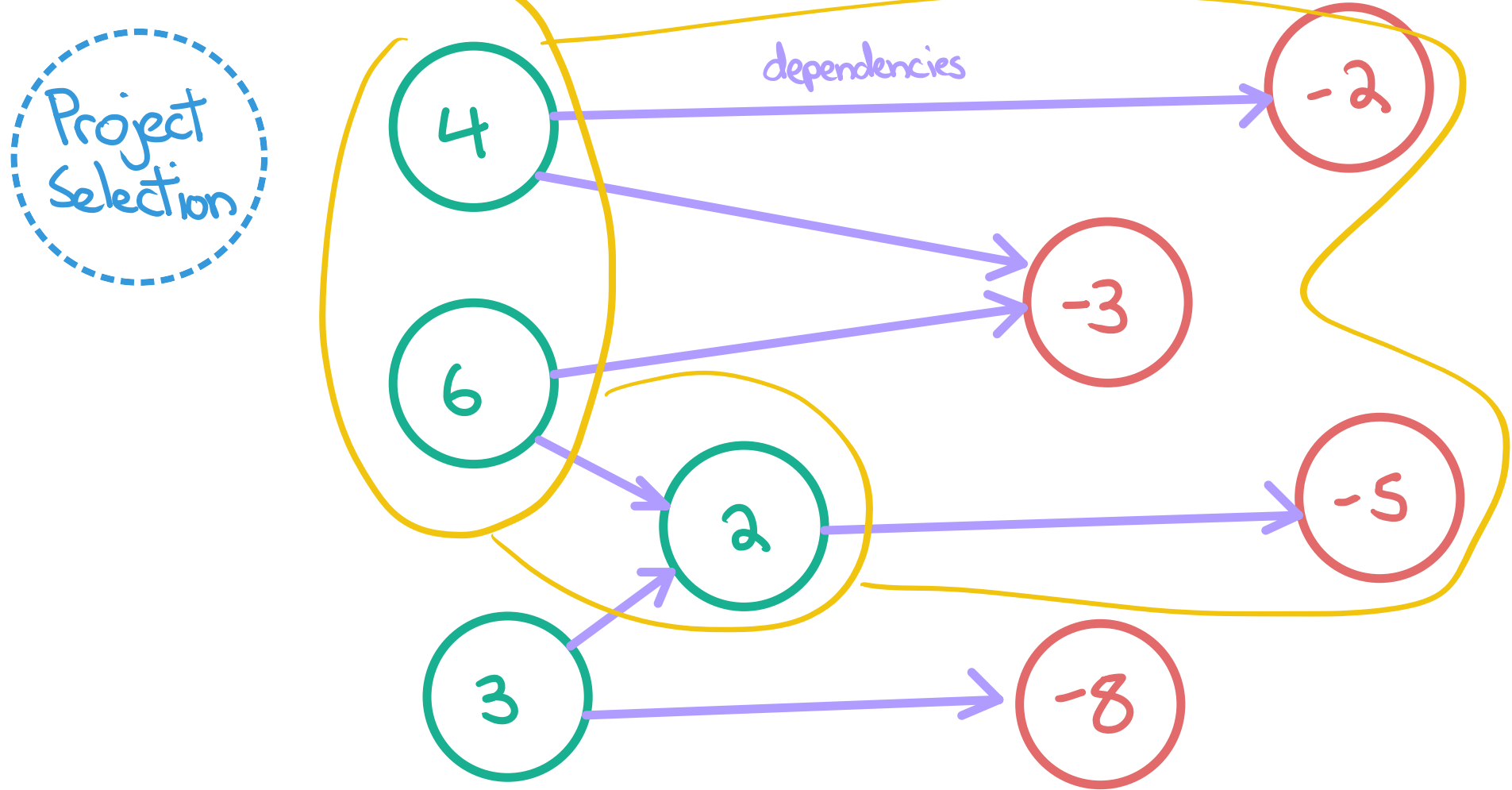
Bipartite
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Projects have net profits (can be < 0 for costs) and dependencies

Goal: select projects (including dependencies) w/ max total profit

Playoffs
Elimination



Playoff Elimination



can Boston catch the Yankees?

Team	Wins	Games left
New York	92	2
Baltimore	91	3
Toronto	91	3
Boston	90	2

Remaining schedule

(wins)	(92)	(91)	(91)	(90)
	New York	Baltimore	Toronto	Boston
New York	X	1	1	0
Baltimore	<u>1</u>	X	1	1
Toronto	<u>1</u>	1	X	1
Boston	0	<u>1</u>	<u>1</u>	X

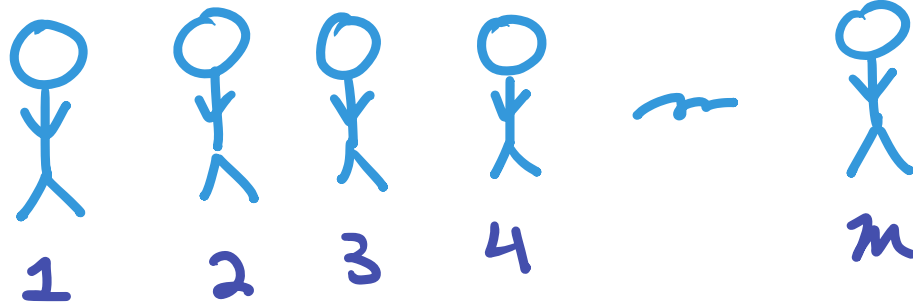
Diagram illustrating the remaining schedule for four teams: New York, Baltimore, Toronto, and Boston. The table shows wins and losses, with green arrows indicating a sequence of wins.

Green arrows indicate a sequence of wins:

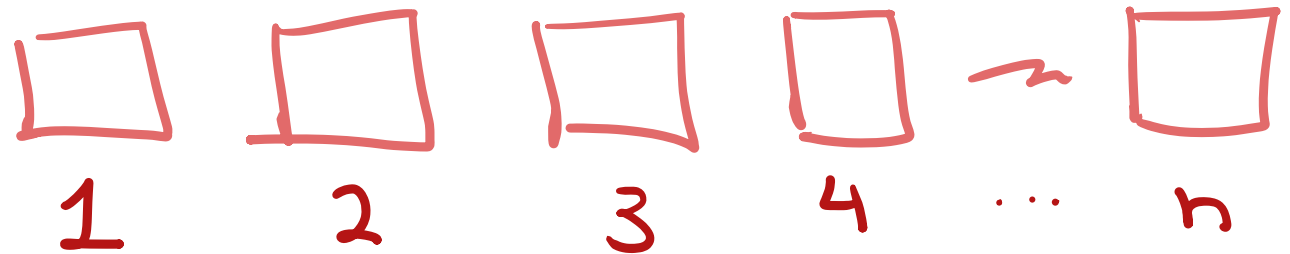
- Baltimore → Toronto
- Toronto → Boston
- Boston → Baltimore

Assignment Problems

m individuals



n jobs



goal: fill as many jobs as possible w/ individuals

the catch: not everyone is qualified for all jobs

Assignment Problems

"Qualification matrix"

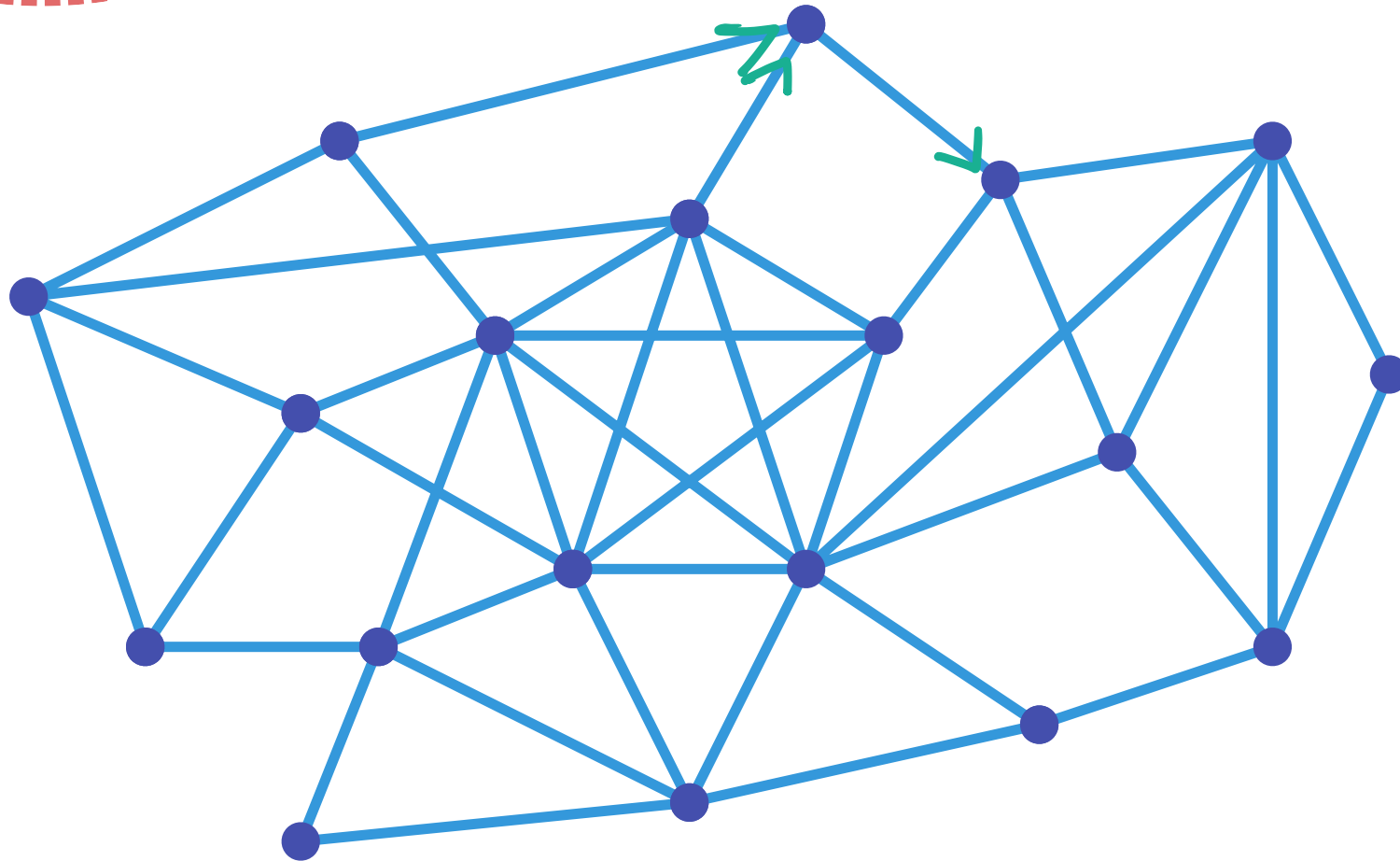
	☐	☐	☐	☐
	1	1	1	0
	0	0	1	0
	0	0	0	1
	0	0	0	1

"1" = qualified

"0" = not qualified

Edge Orientation

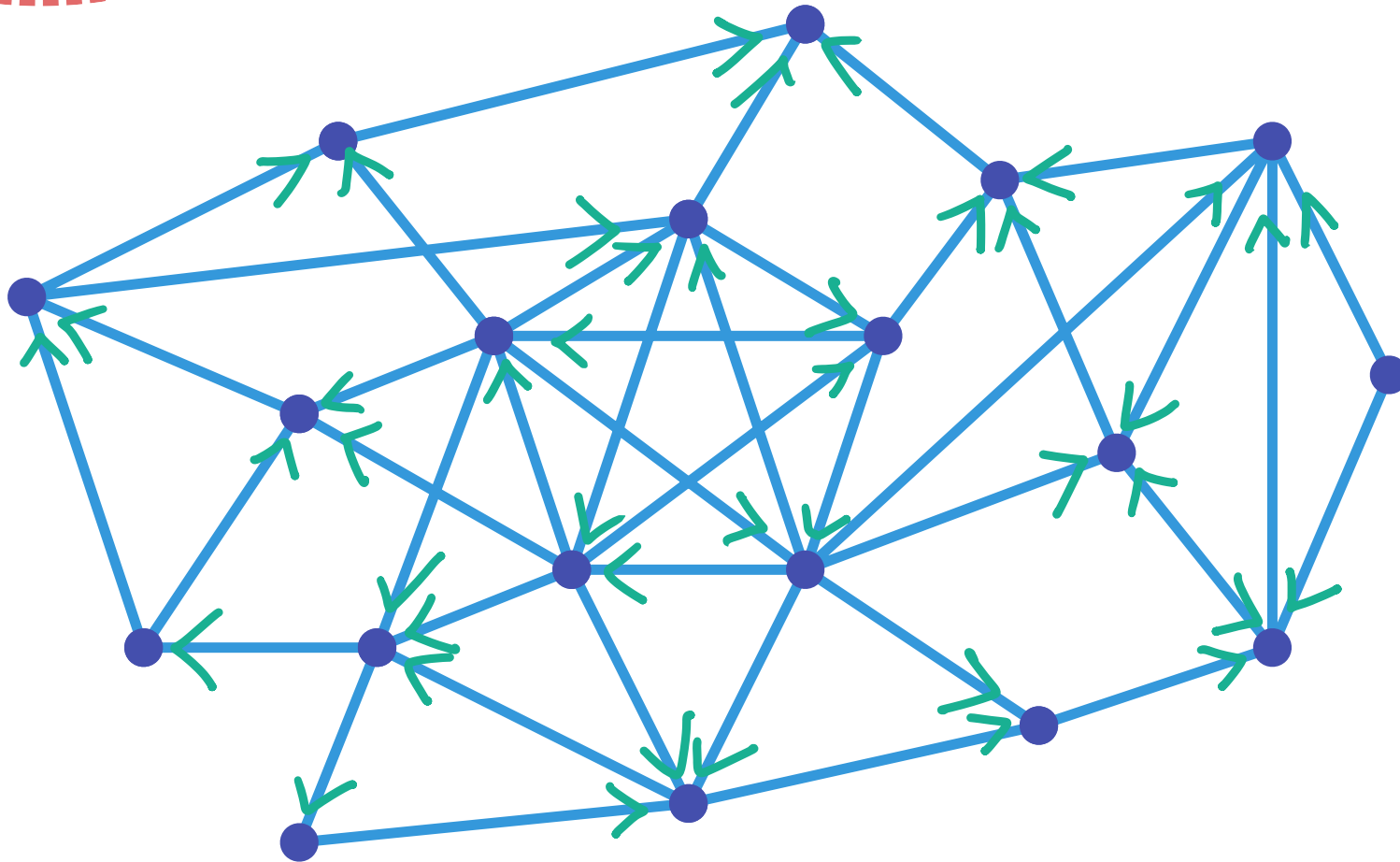
input: undirected graph



Goal: direct the edges to minimize the max in-degree

Edge
Orientation

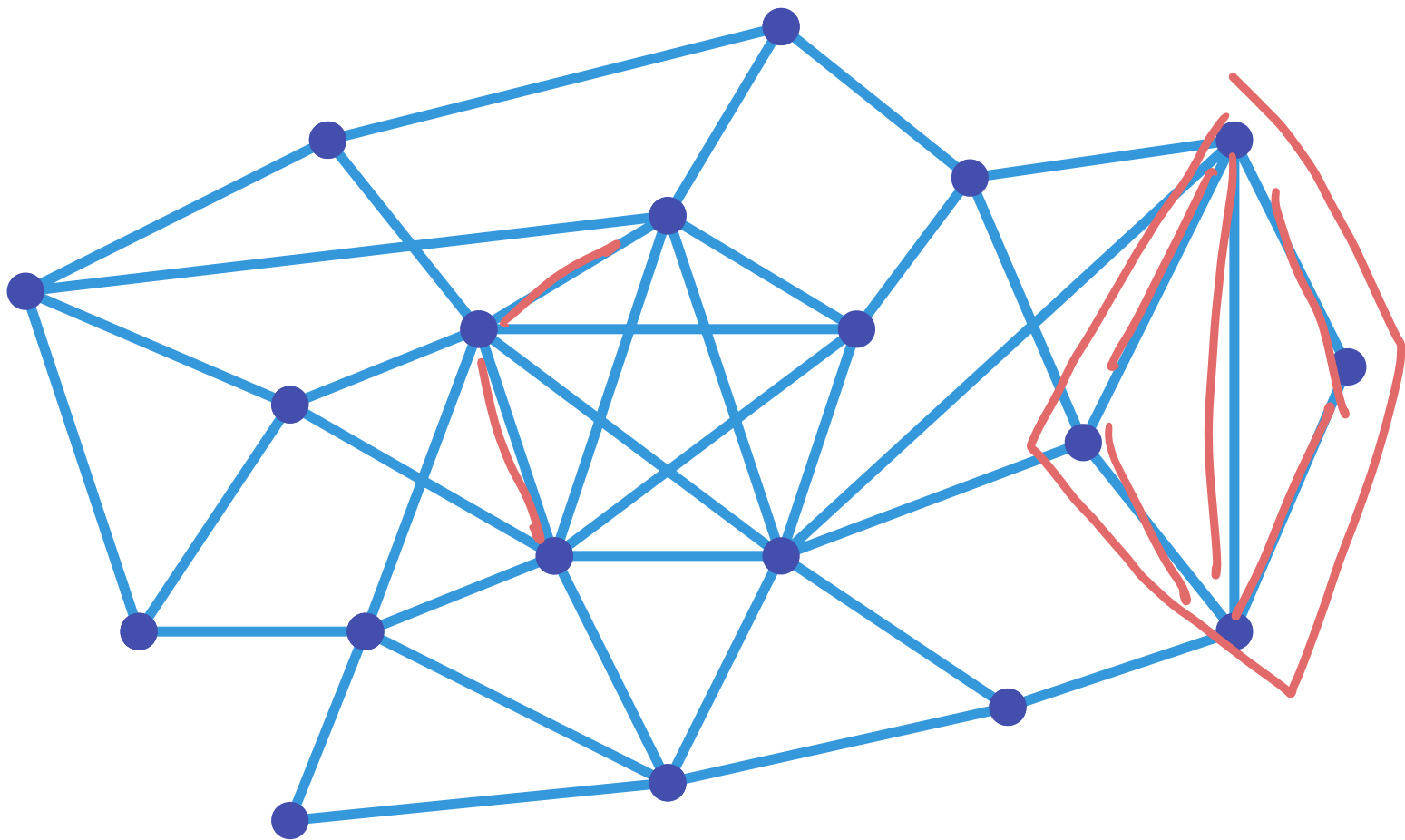
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Densest
Subgraph

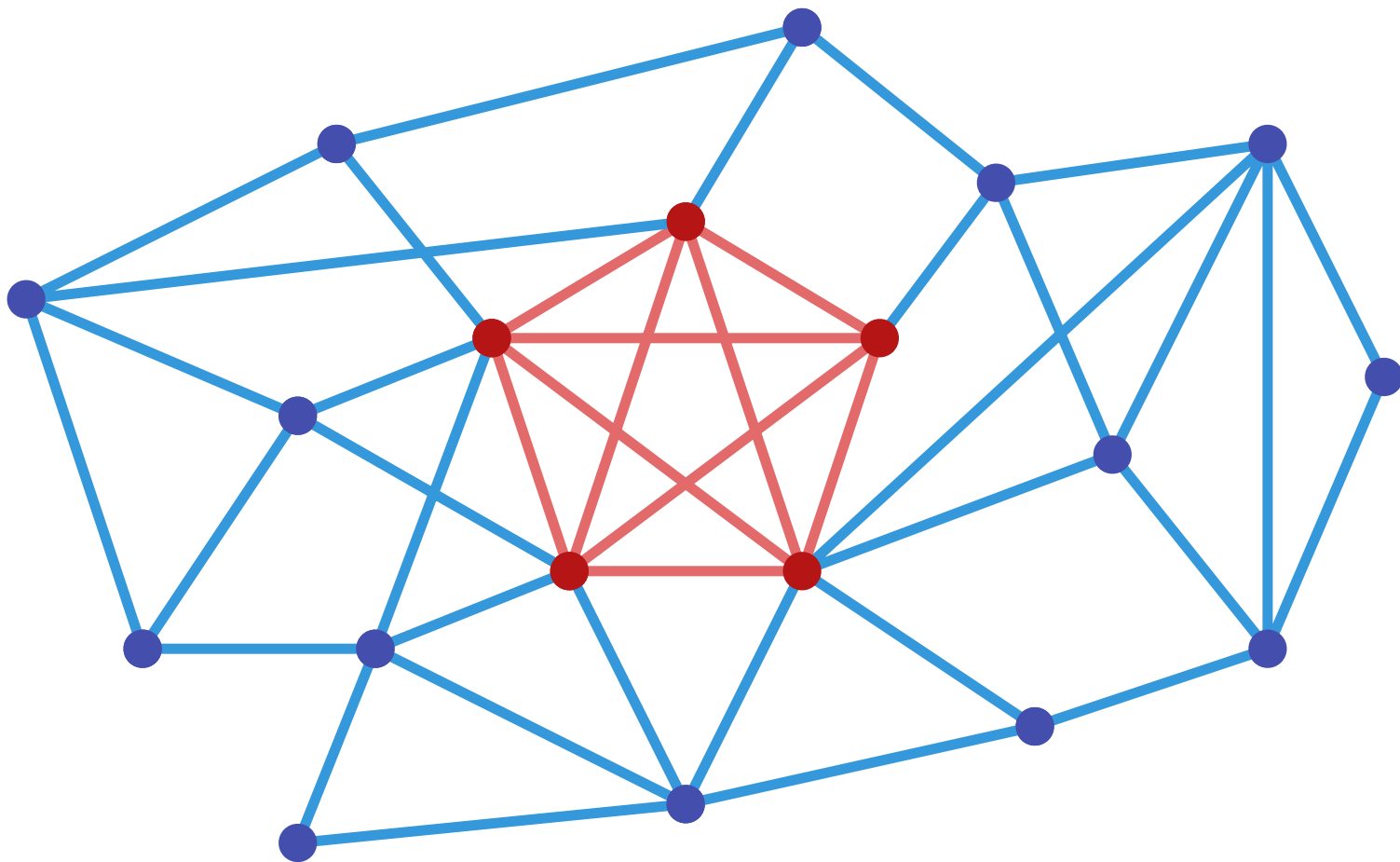
$$\text{"density"} = \frac{\# \text{ edges}}{\# \text{ vertices}}$$



Goal: compute densest subgraph

Densest
Subgraph

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Goal: compute densest subgraph

Applications of Flows + Cuts

Gameplan

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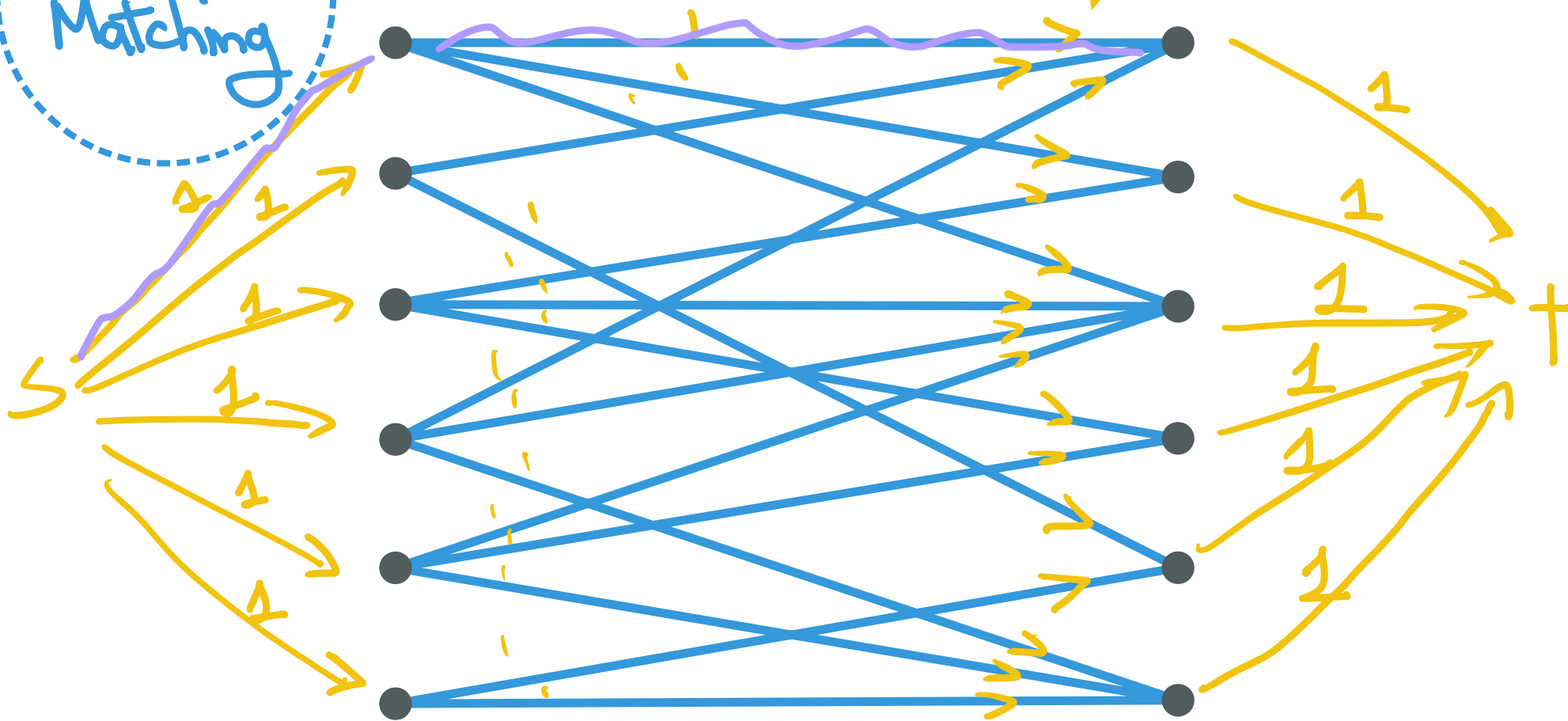
"only two algorithms"

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Bipartite Matching

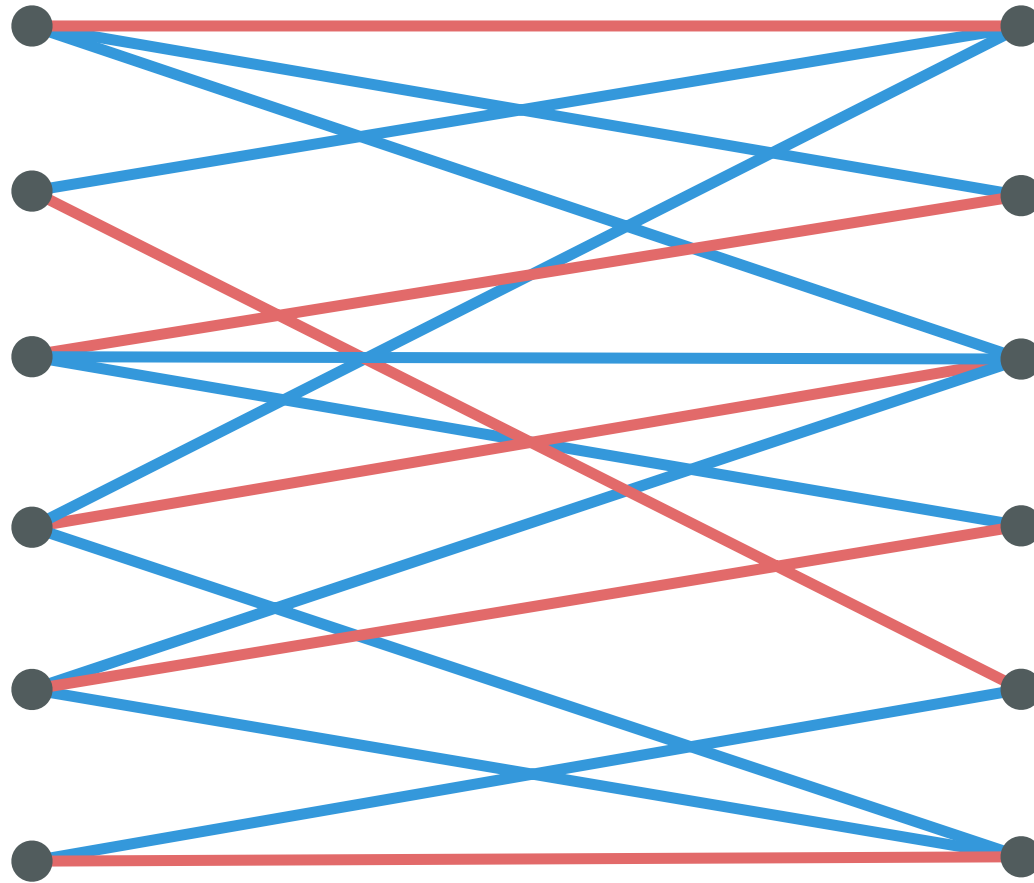
"Bipartite graph"



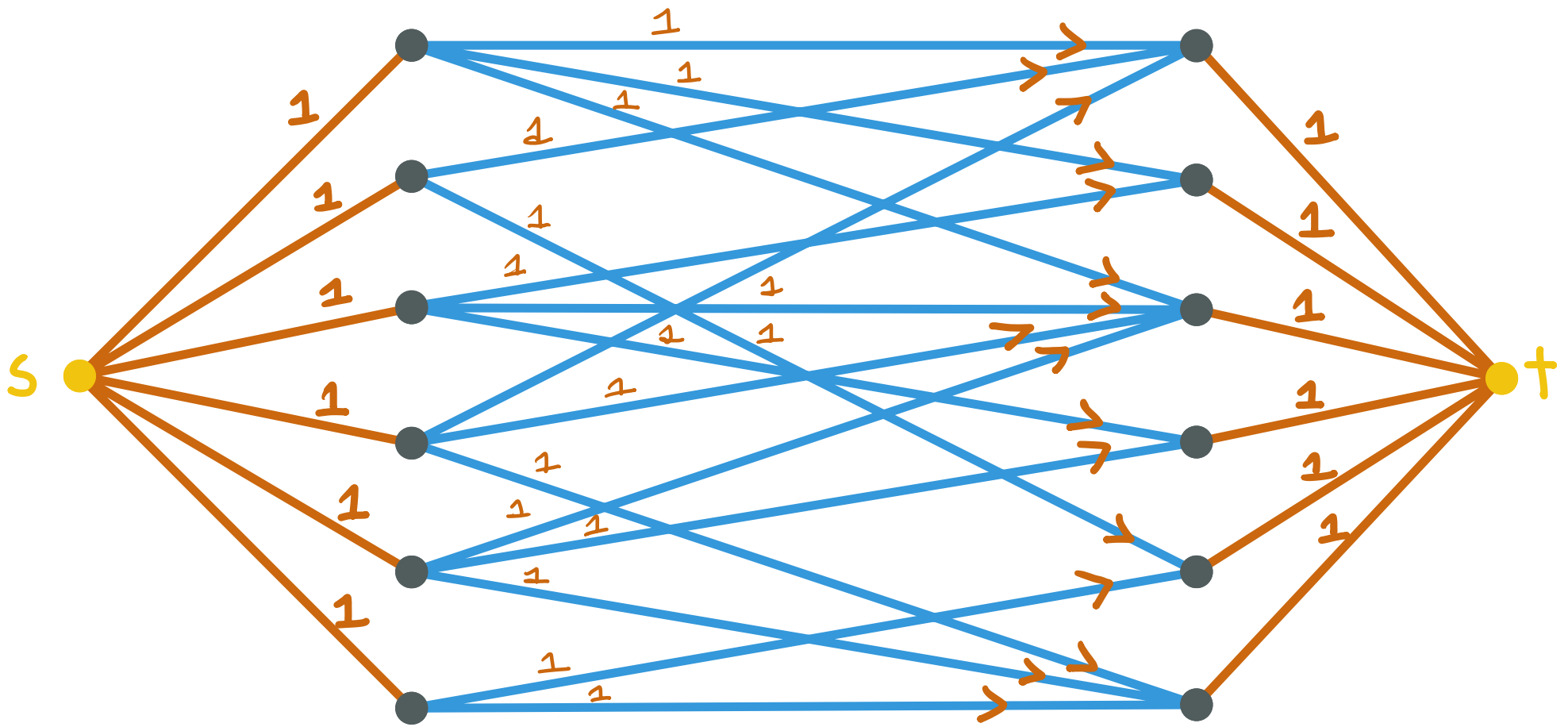
Goal: max set of edges w/ distinct endpoints
"matching"

Bipartite Matching

(bipartite graph)



Goal: max set of edges w/ distinct endpoints
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Matching
w/ k edges

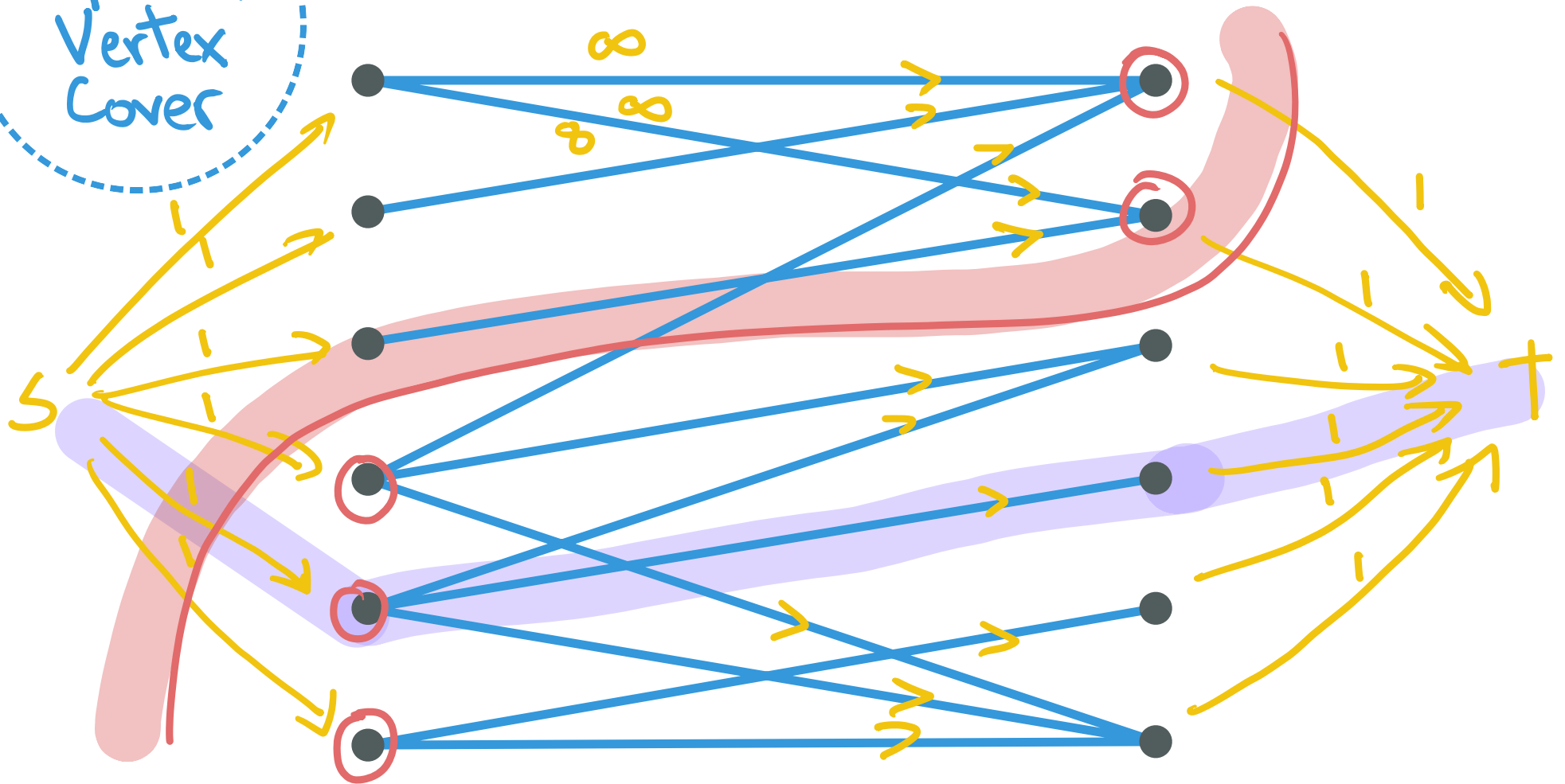


k edge-disjoint
 (s, t) -paths

(see lecture notes for detailed proof)

Bipartite Vertex Cover

(bipartite graph)

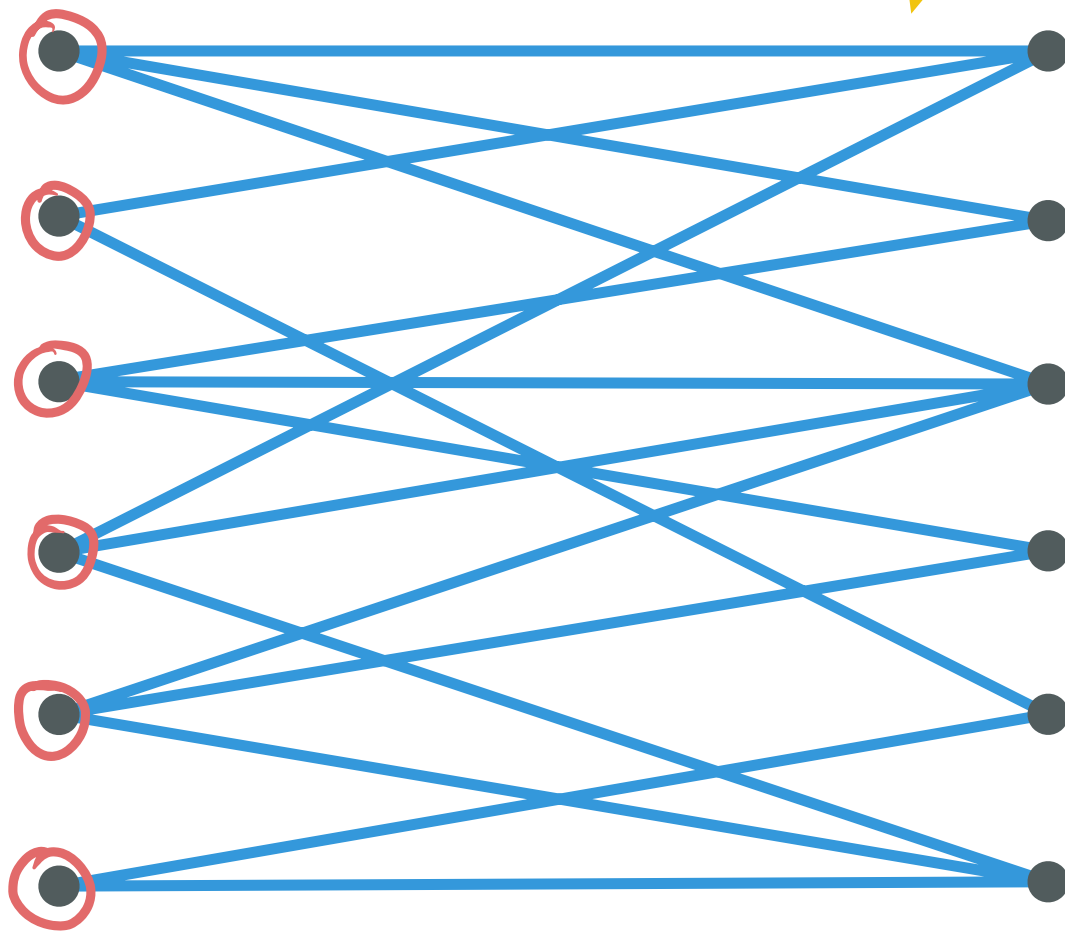


Goal: min set of vertices incident to all edges

"vertex cover"

Bipartite
Vertex
Cover

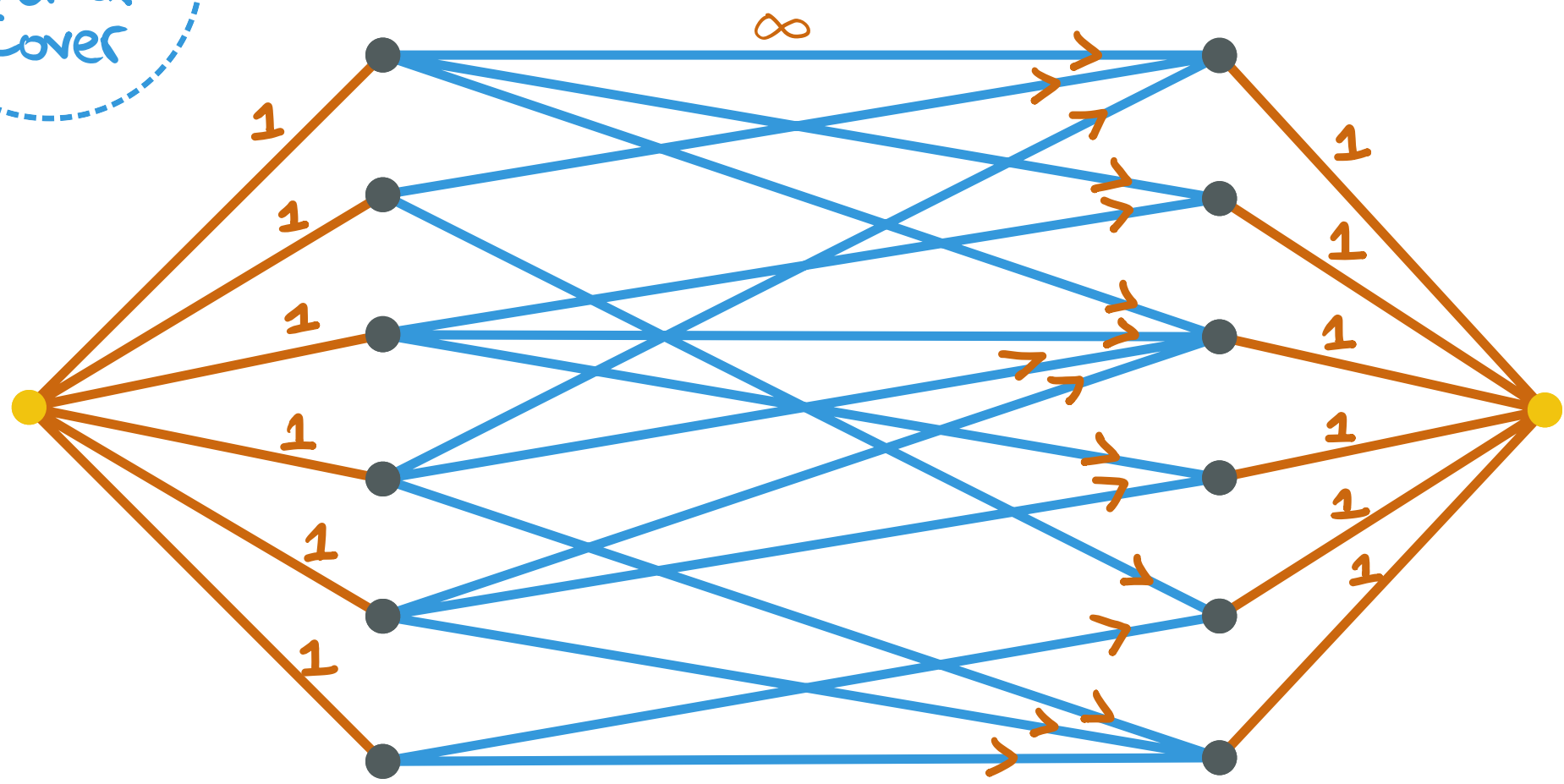
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Bipartite
Vertex
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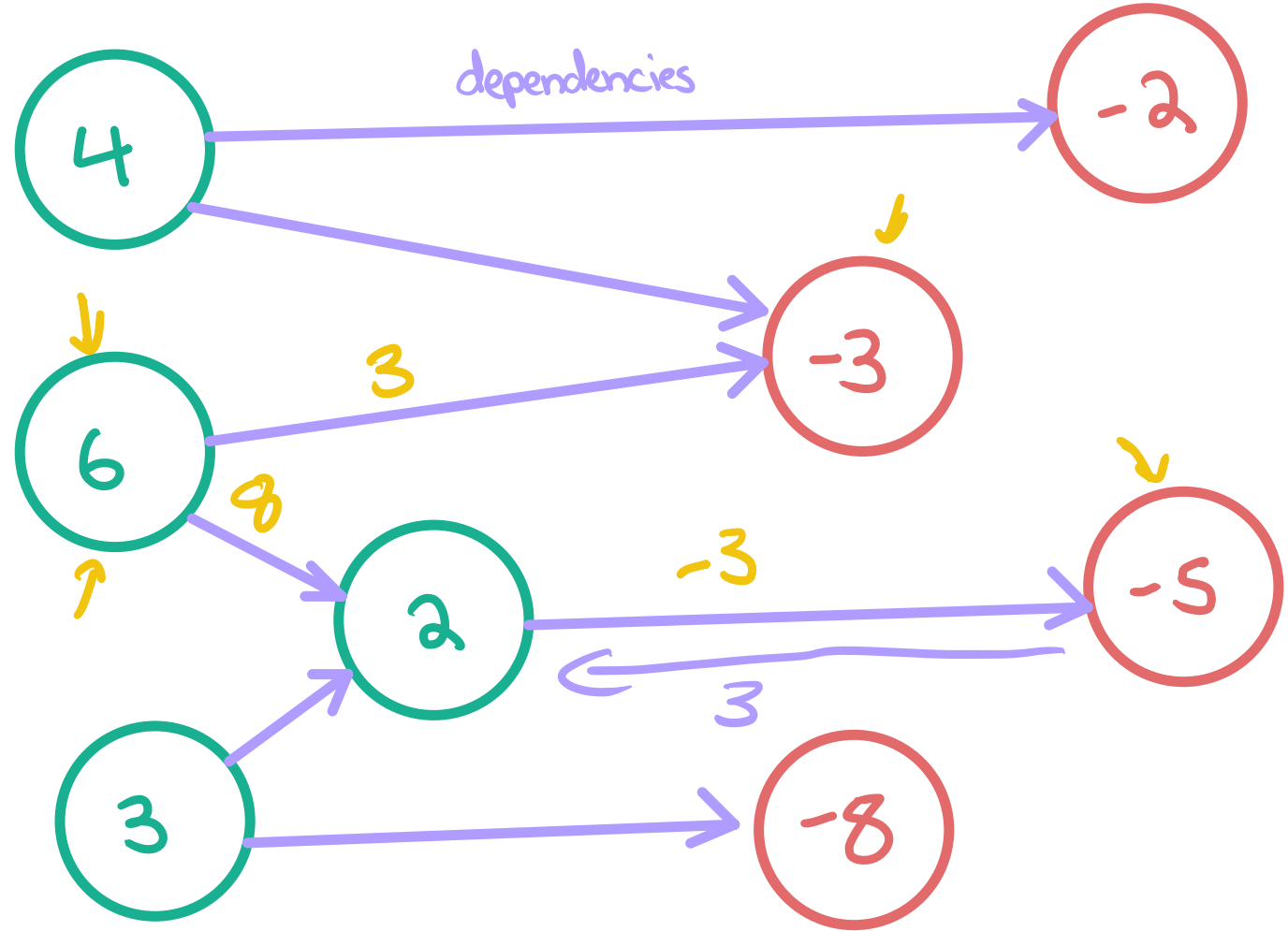


(s,t)-cut of
size k



vertex cover
of size k

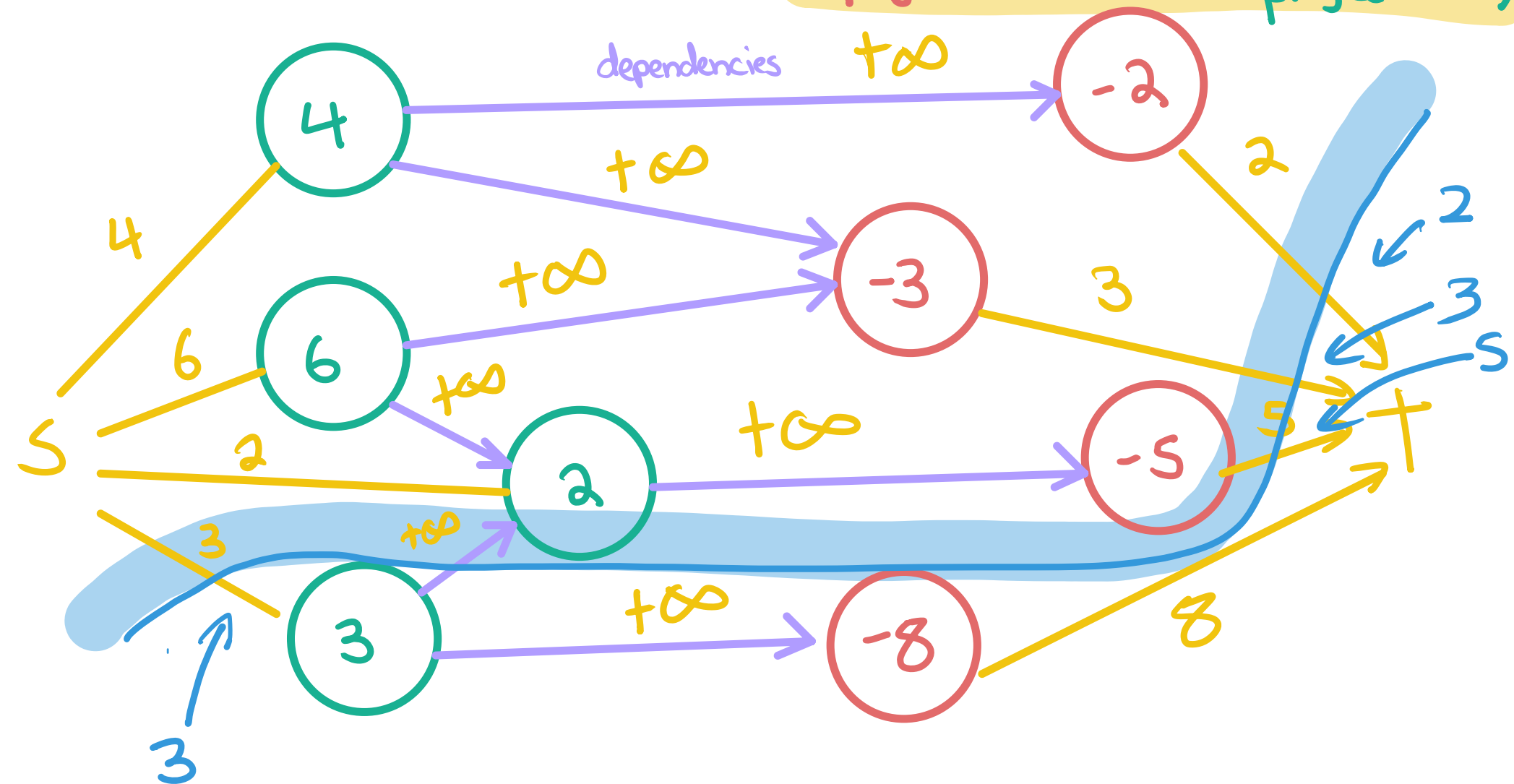
Project Selection



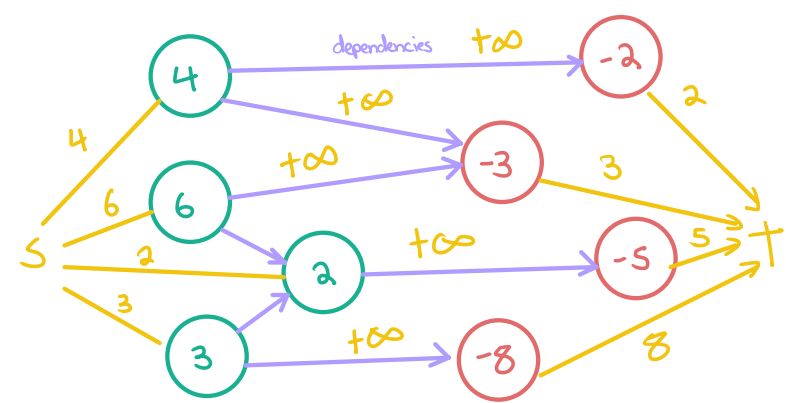
Projects have net profits (can be < 0 for costs) and dependencies

Goal: select projects (including dependencies) w/ max total profit

$$(\text{cost cut}) = (\text{cost of bad projects taken}) + (\text{profit of good projects omitted}) = (\text{total profit of all}) - (\text{cost of bad projects taken}) + - (\text{profit of good projects taken})$$



claim: min-cut $\Rightarrow$ best project selection



Playoffs
Elimination



Playoff Elimination



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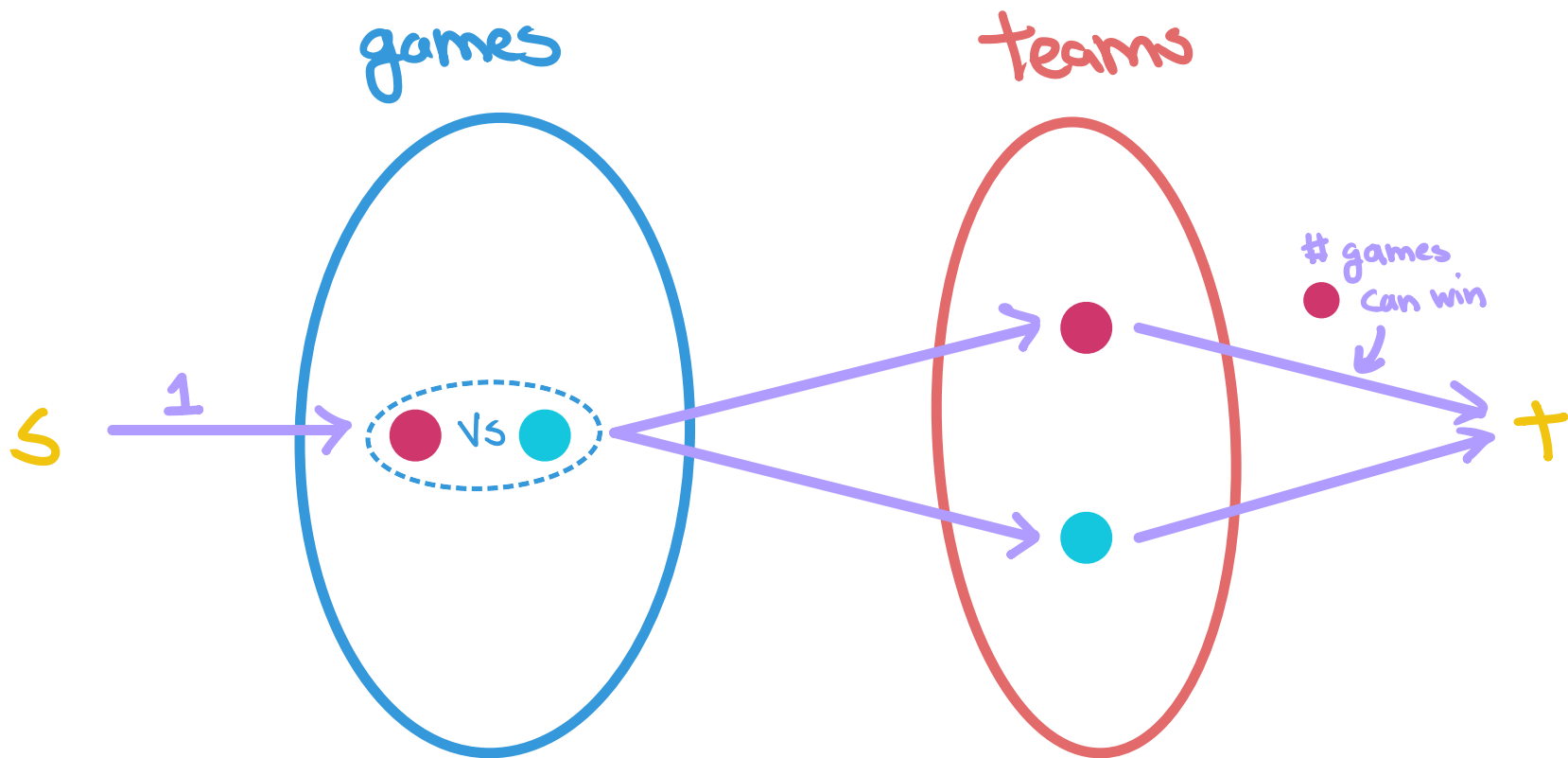
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New York	X	1	1	0
Baltimore	1	X	1	1
Toronto	1	1	X	1
Boston	0	1	1	X

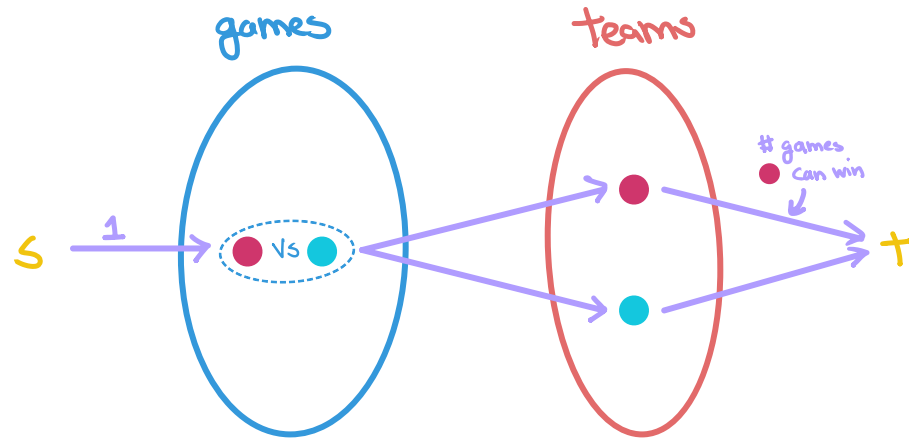
(wins)	(92) New York	(91) Baltimore	(91) Toronto	(90) Boston
New York	×	1	1	0
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Toronto	1	1	×	1
Boston	0	1	1	×



(wins)	(92) New York	(91) Baltimore	(91) Toronto	(90) Boston
New York	×	1	1	0
Baltimore	1	×	1	1
Toronto	1	1	×	1
Boston	0	1	1	×

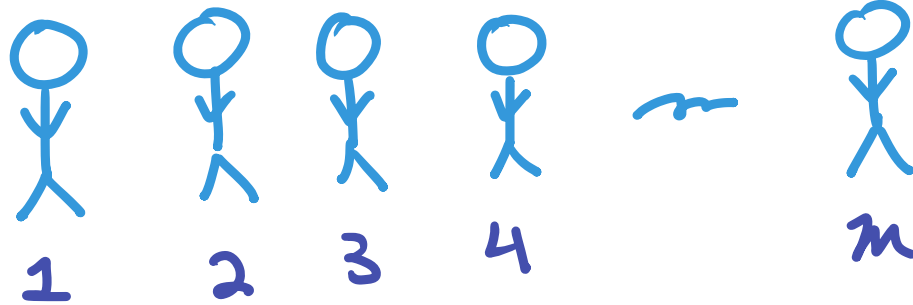




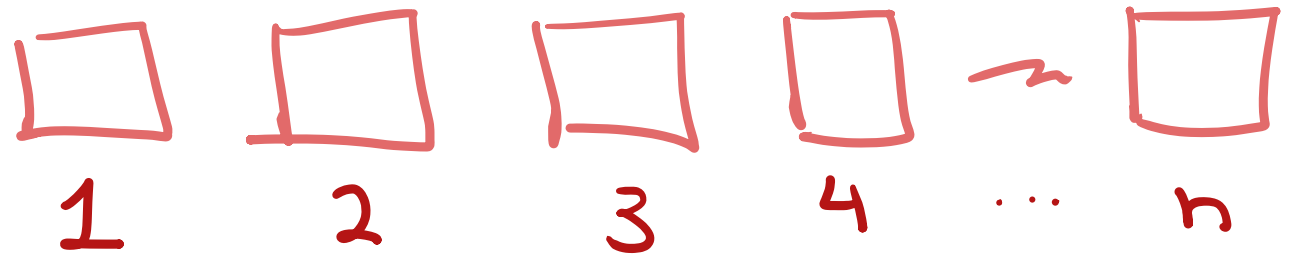


Assignment Problems

m individuals



n jobs



goal: fill as many jobs as possible w/ individuals

the catch: not everyone is qualified for all jobs

Assignment Problems

"Qualification matrix"

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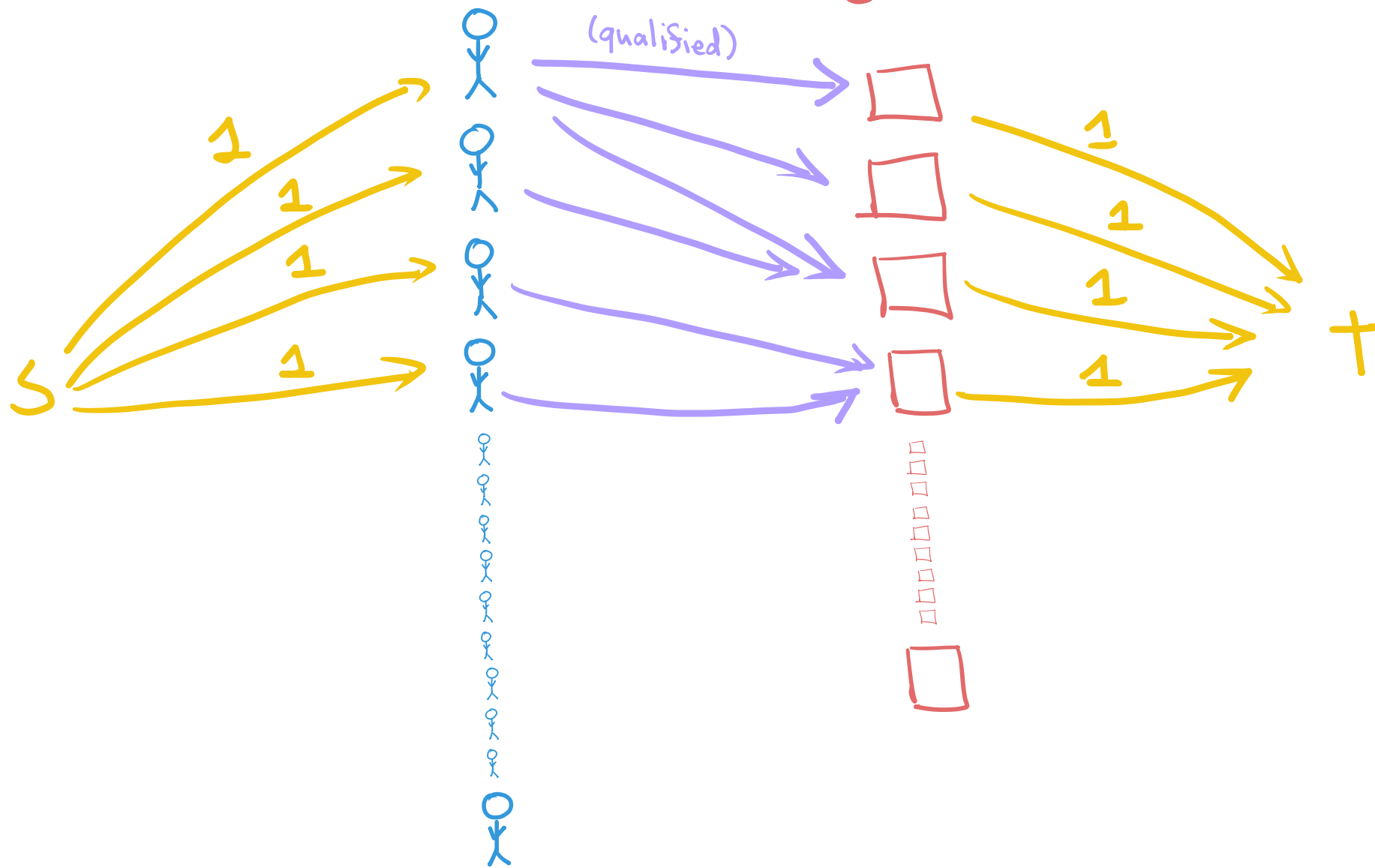
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Assignment Problems

	☐	☐	☐	☐
☐	1	1	1	0
☐	0	0	1	0
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☐	0	0	0	1

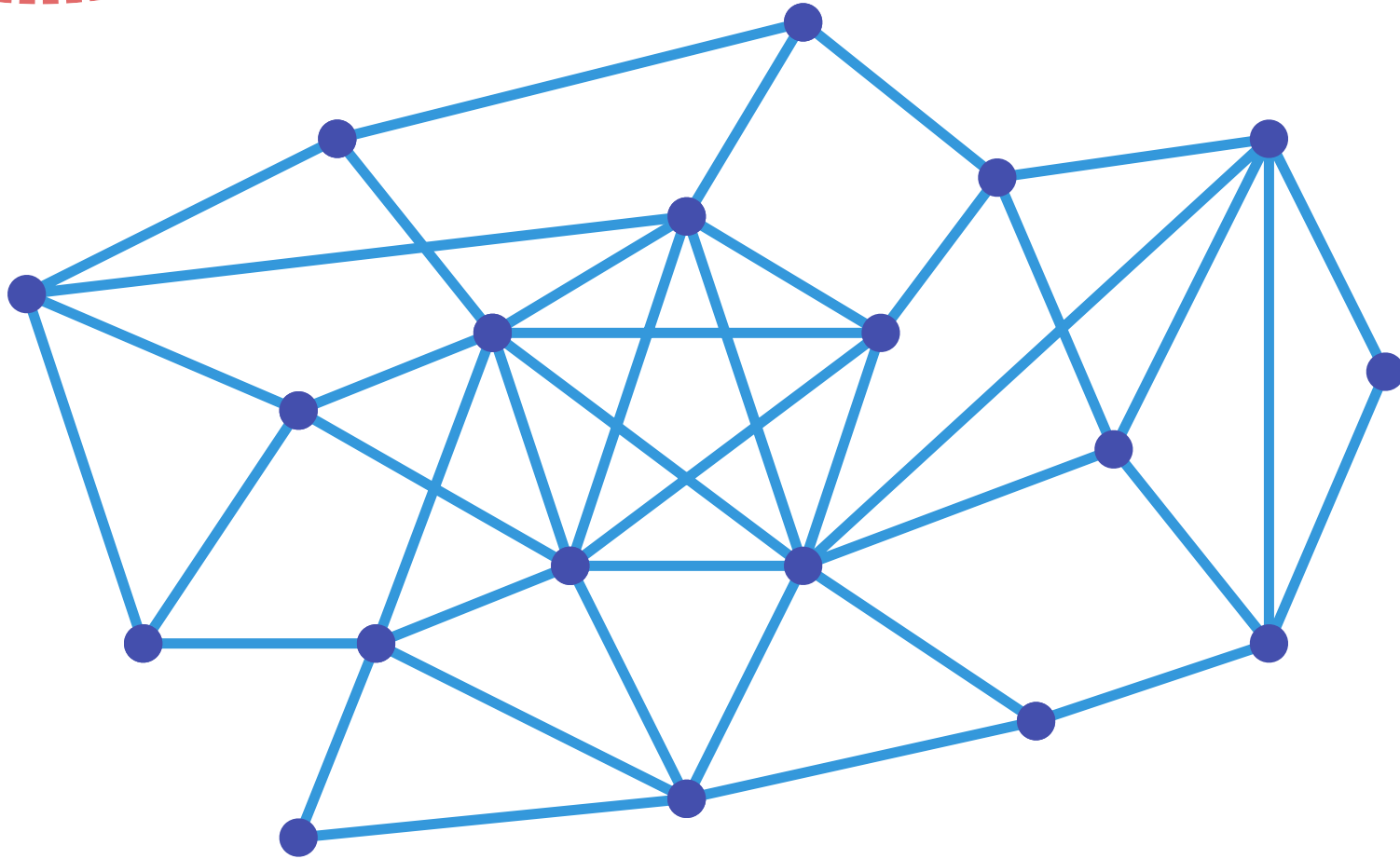
individuals

jobs



Edge Orientation

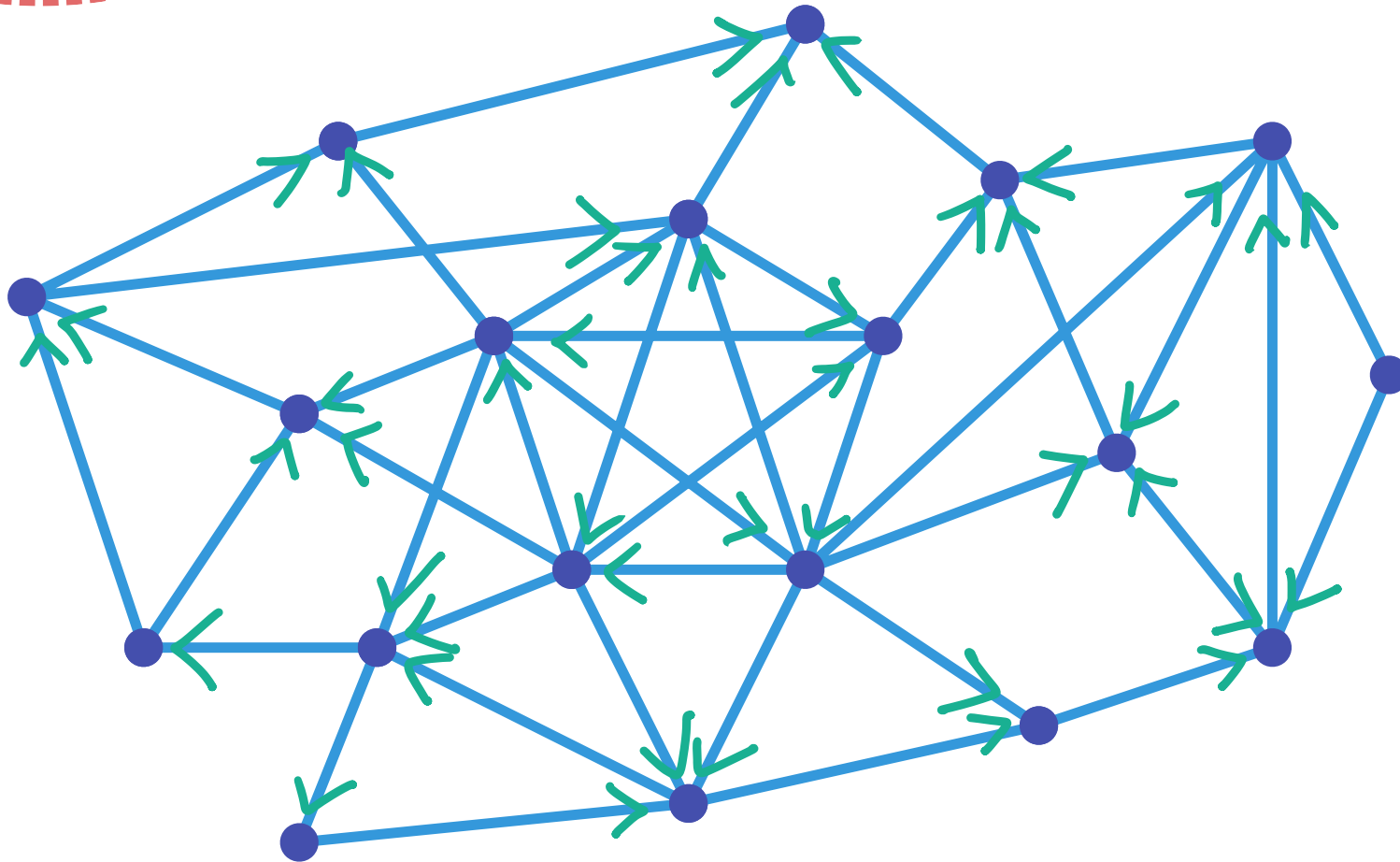
input: undirected graph



Goal: direct the edges to minimize the max density

Edge
Orientation

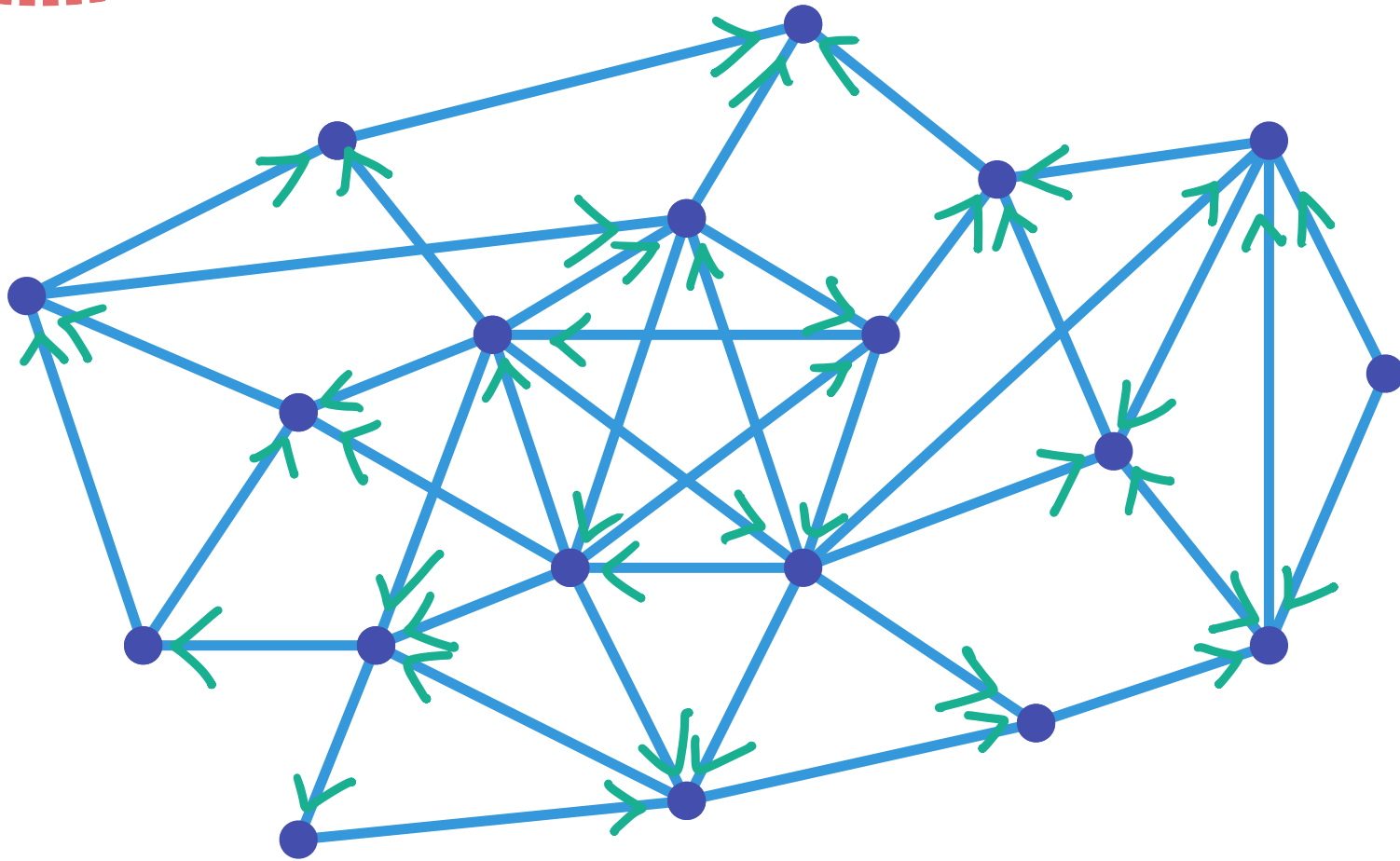
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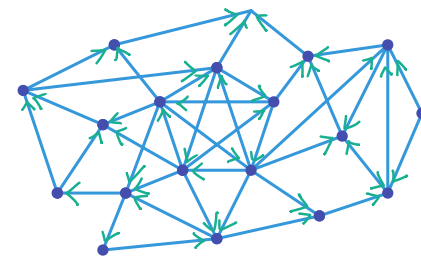
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Orientation

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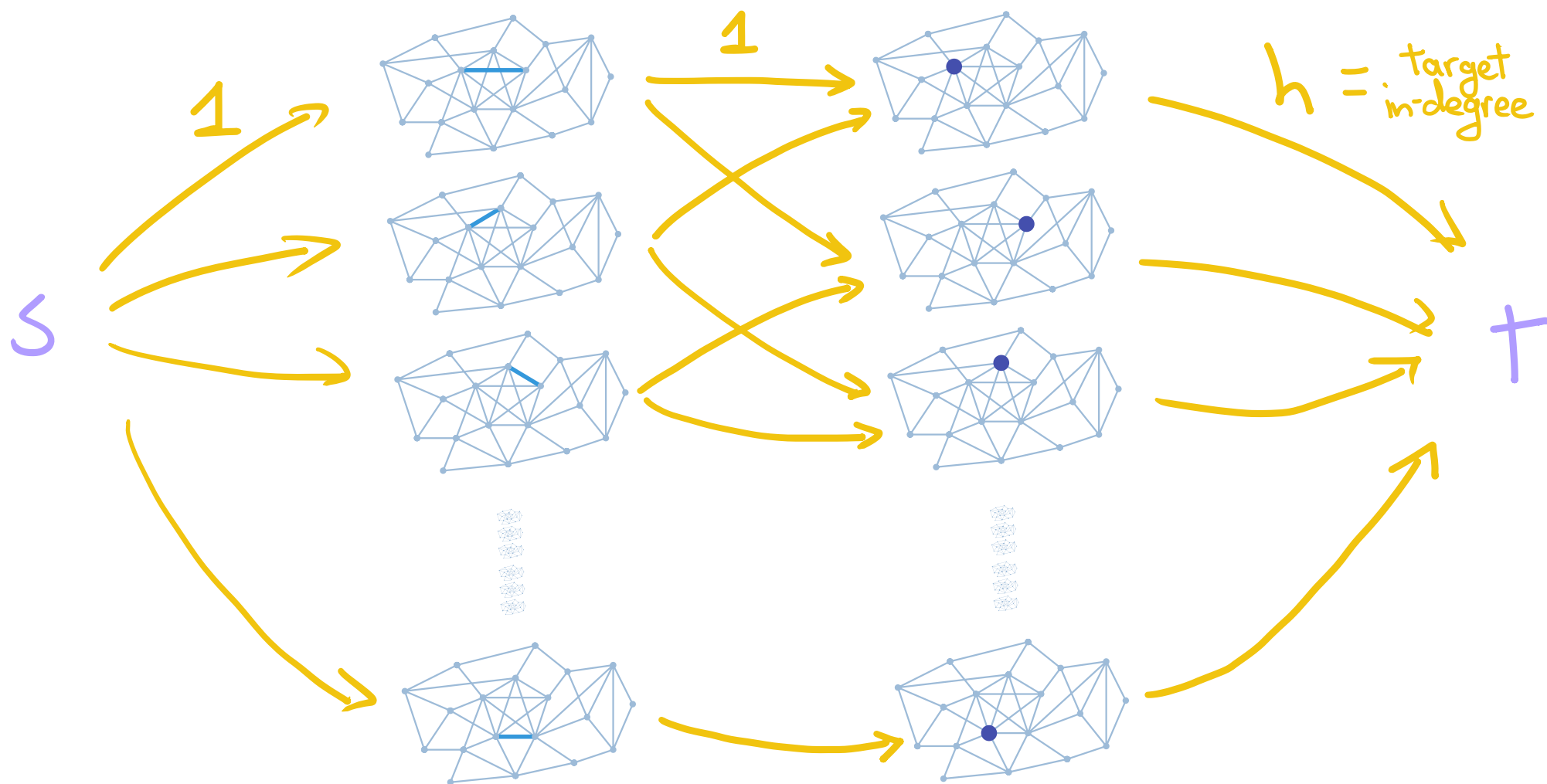
Decision version: given $h > 0$, is there an orientation w/
 $\max \text{ in-degree} \leq h$?

Edge Orientation



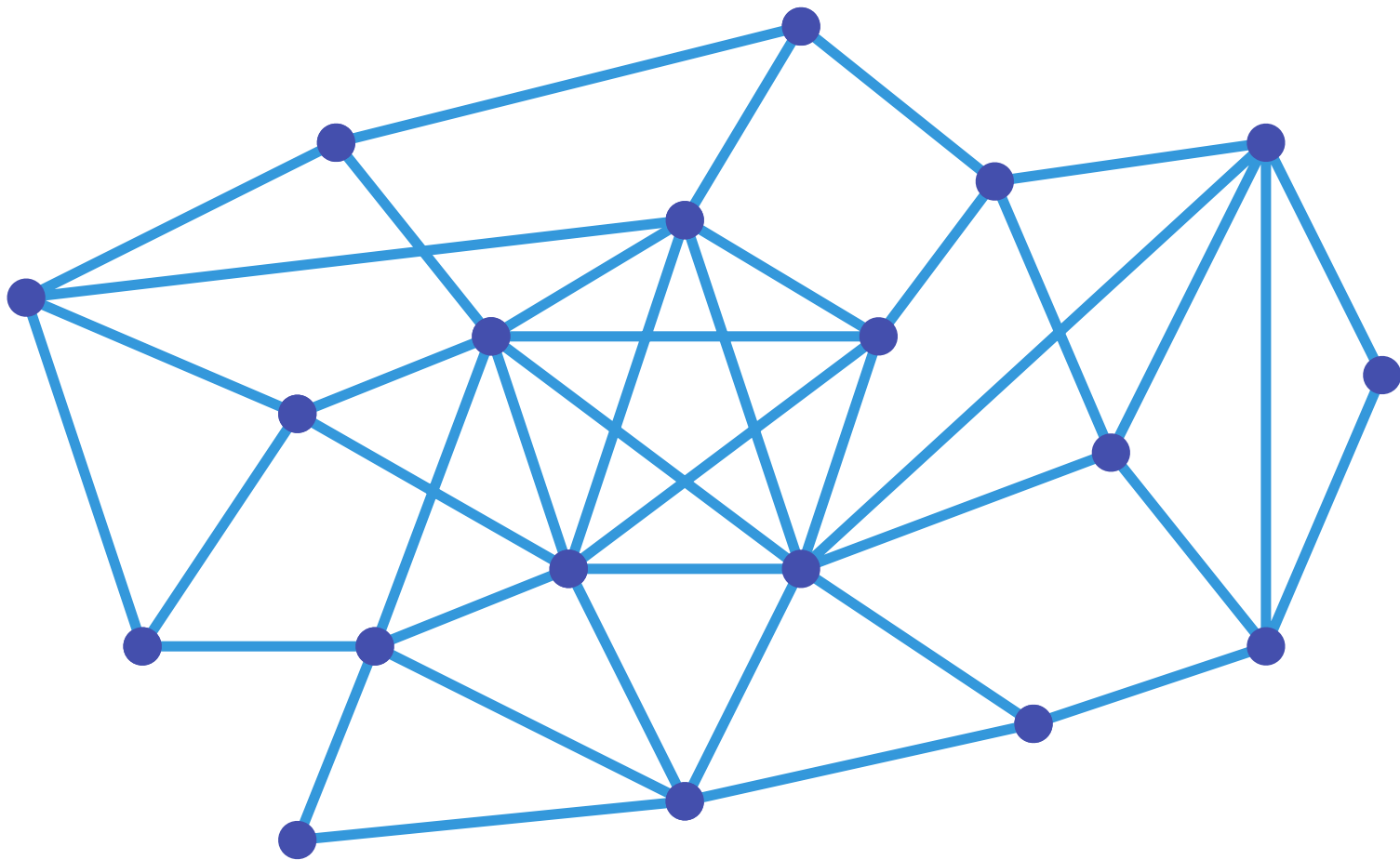
edges

vertices



Densest
Subgraph

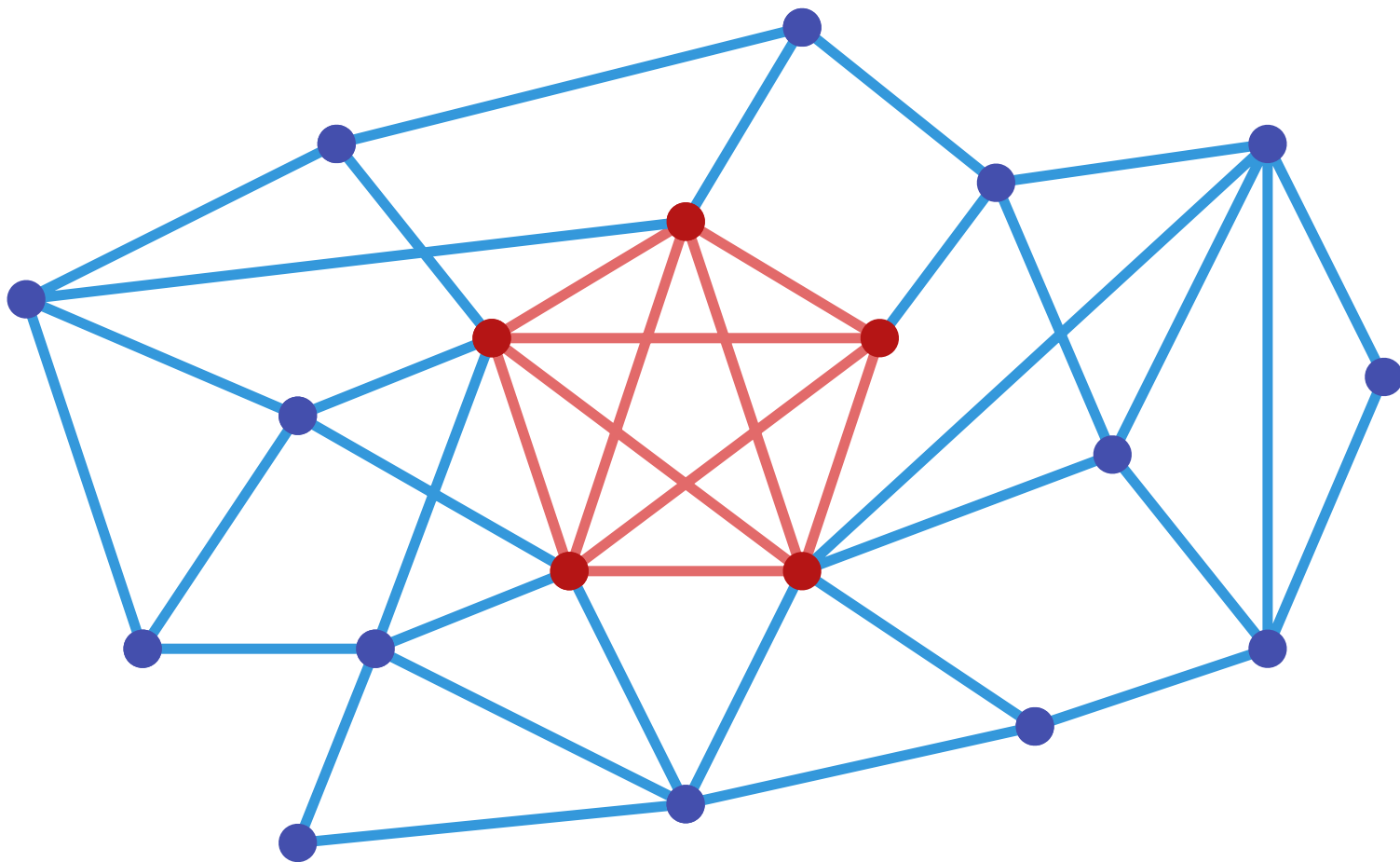
$$\text{"density"} = \frac{\# \text{ edges}}{\# \text{ vertices}}$$



Goal: compute densest subgraph

Densest
Subgraph

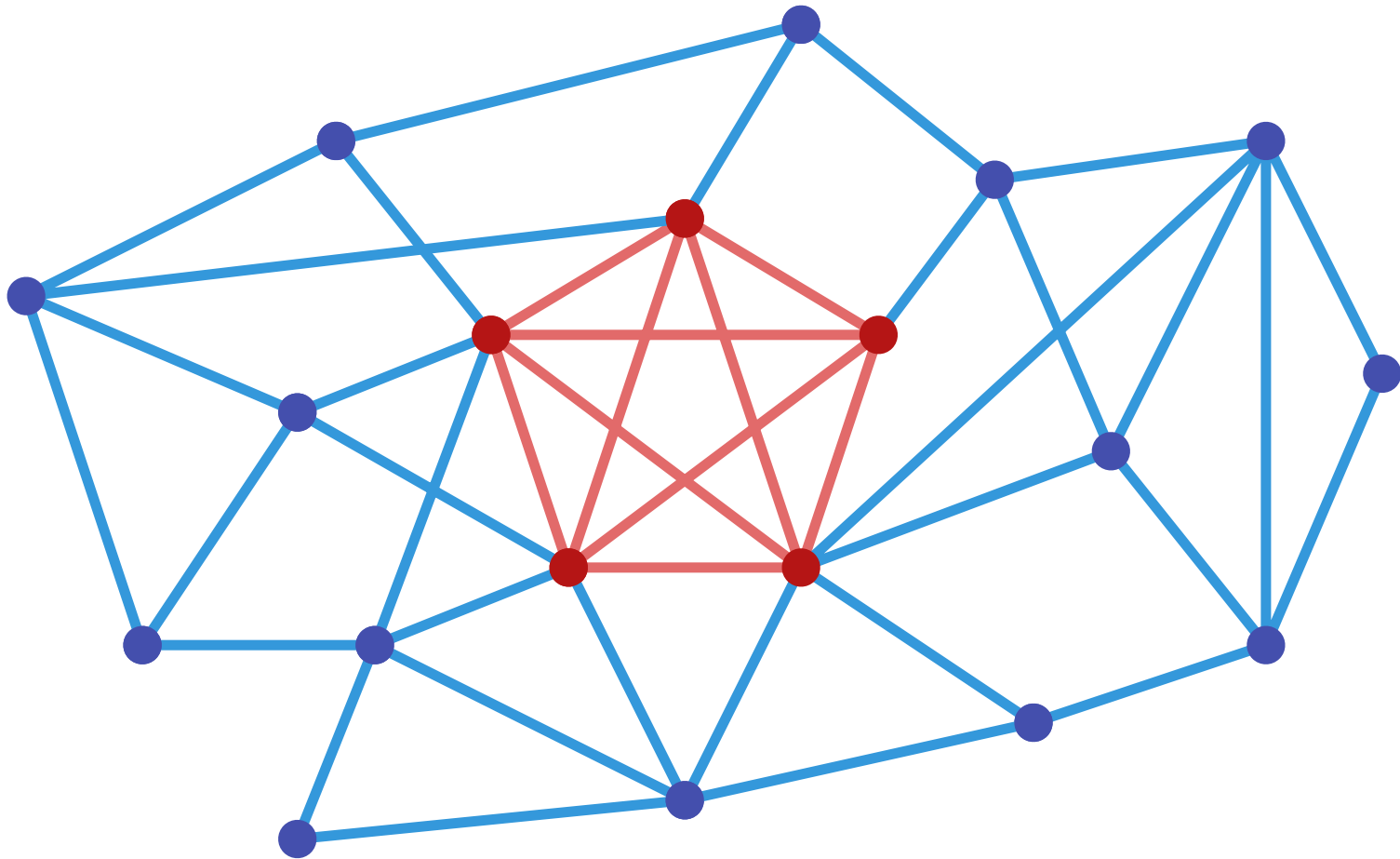
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Goal: compute densest subgraph

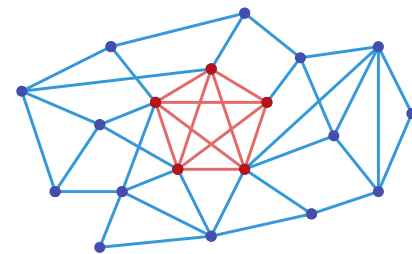
Densest
Subgraph

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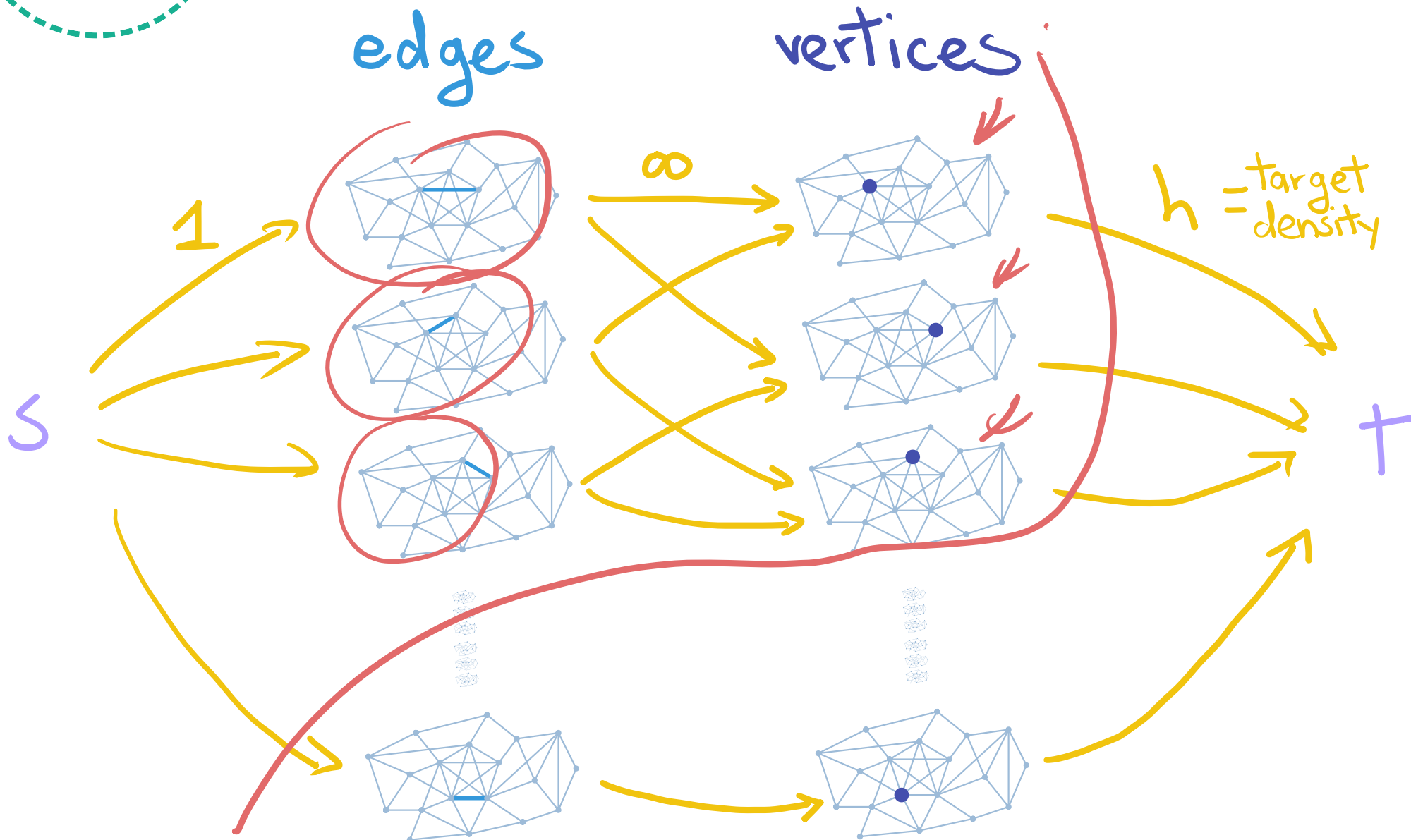
Decision version: Given $h > 0$, is there a subgraph w/
density $> h$?

Densest Subgraph

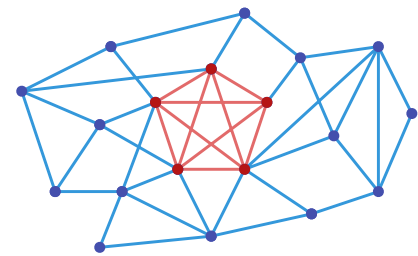
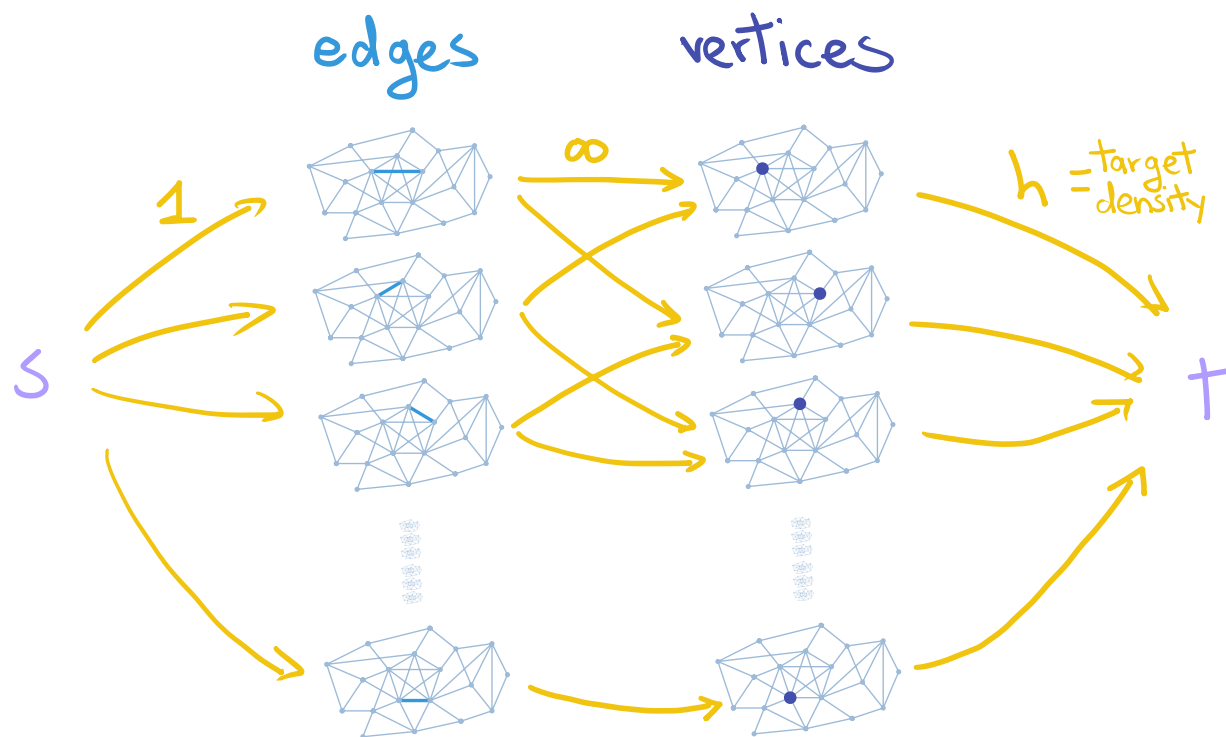


edges

vertices



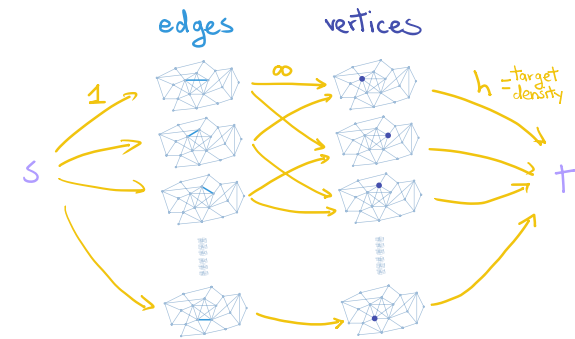
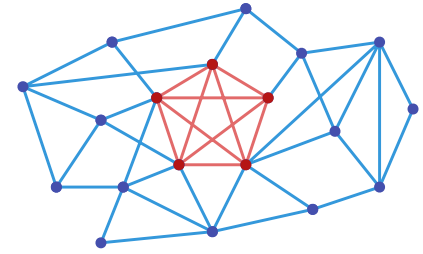
Densest Subgraph



claim: if $\text{max-flow} = m$, then all subgraphs have density $\leq h$

A subgraph of density $> \lambda$ induces (s, t) -cut of size $< m$

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A subgraph of density $> \lambda$ induces (s,t) -cut of size $< m$

