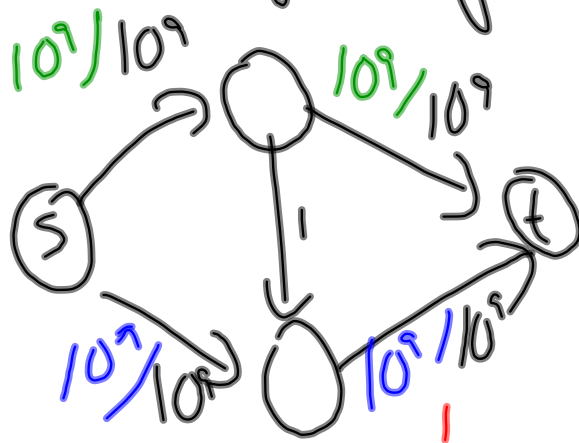
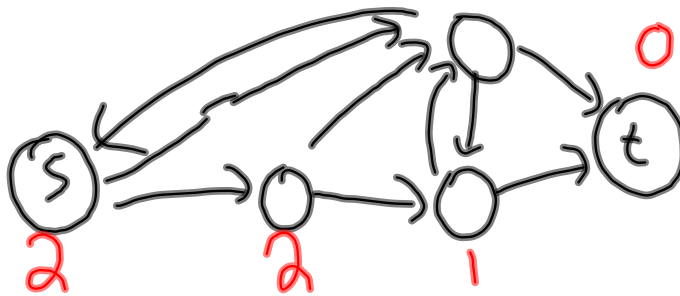


Shortest Augmenting Path Algorithm



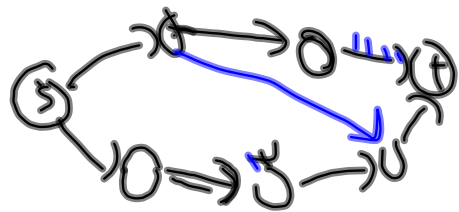
res. graph



$d(v)$ distance from v to t



$d(s) = 1$
 $d(u) = 2$
 $d(v) = 2$
 $d(w) = 4$
 $d(x) = n-1$
 $d(y) = \infty$

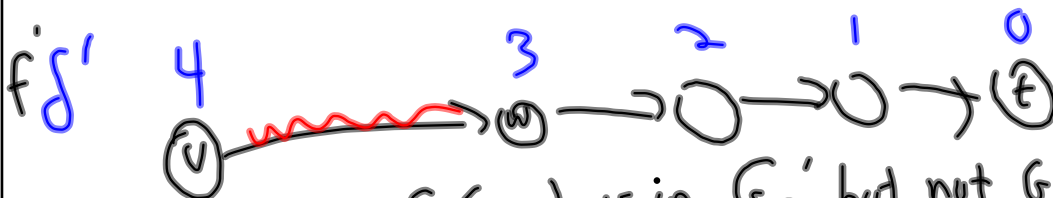
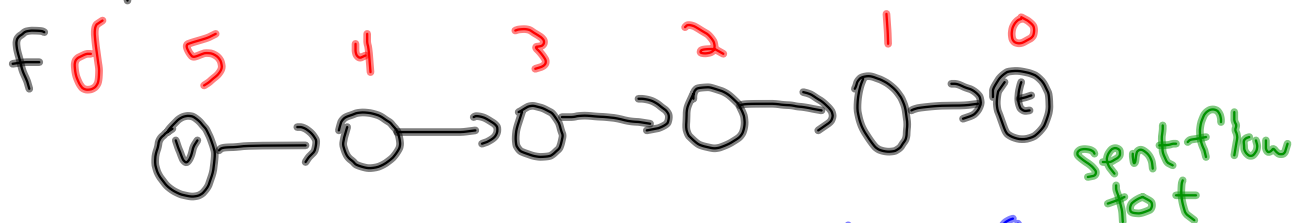


Lemma For every v , $d(v)$ never decreases

Pf

d dist. before an aug. path
 d' dist. after

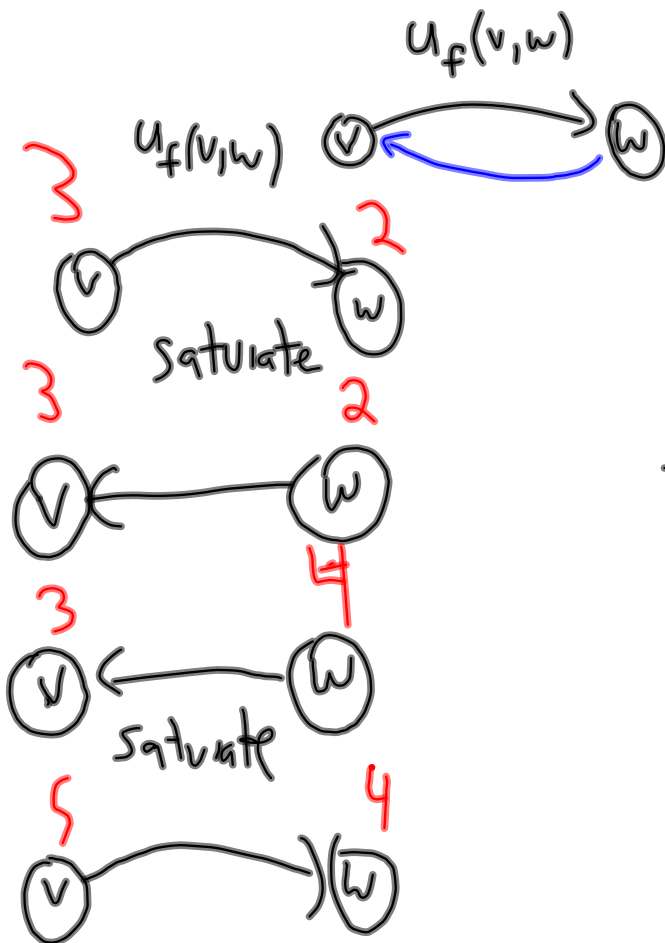
Suppose some $d(v)$ decreases, let v be the one w/ min $d(v)$ to decrease



If (v, w) is in $G_{f'}$ but not G_f
 then we sent flow on (w, v) in the
 augmentation

$\Rightarrow d(w) = 6$, contradicts
 $d'(w) = 3$. contradiction

- $\delta(v)$ never decreases
- For each v $\delta(v)$ increases $\leq n$ times.
- Total # of times that any $\delta(v)$ increases $\leq n^2$.



If a push sends $u_f(v,w)$ flow from v to w , we call it saturating.

Facts

1) Between any 2 saturations of (v, w) or (w, v) , either $d(v)$ or $d(w)$ must increase by 2.

$\# \text{ saturations of } (v, w) \text{ or } (w, v) \leq n$

2) Every aug. path saturates at least $\uparrow$ residual edge.

$$\begin{aligned} \# \text{ aug paths} &\leq \# \text{ saturations} \\ &\leq n \cdot m \\ &= O(nm) \end{aligned}$$

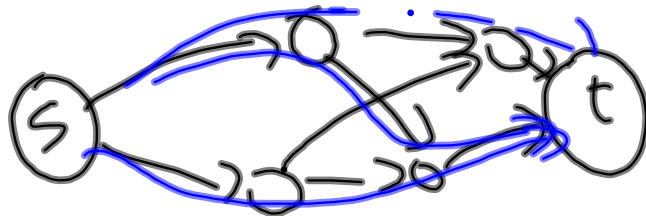
R.T is

$O(nm^2)$
Edmonds, Karp
72

$O(n^2 m)$ a little careful

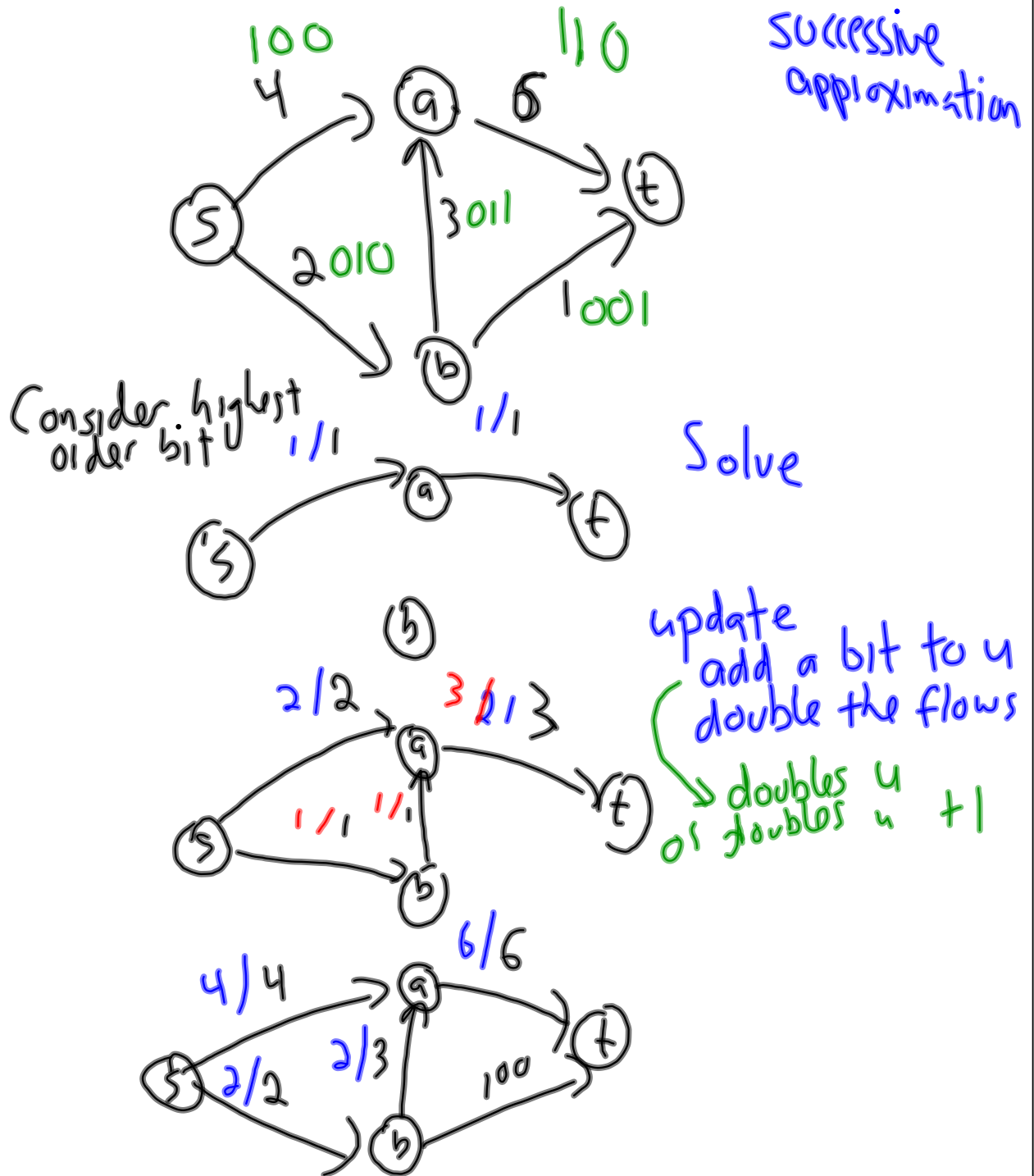
Blocking Flows - send along "all" ~~many~~ shortest paths simultaneously

Repeat n times



Data Structures

Scaling of capacities

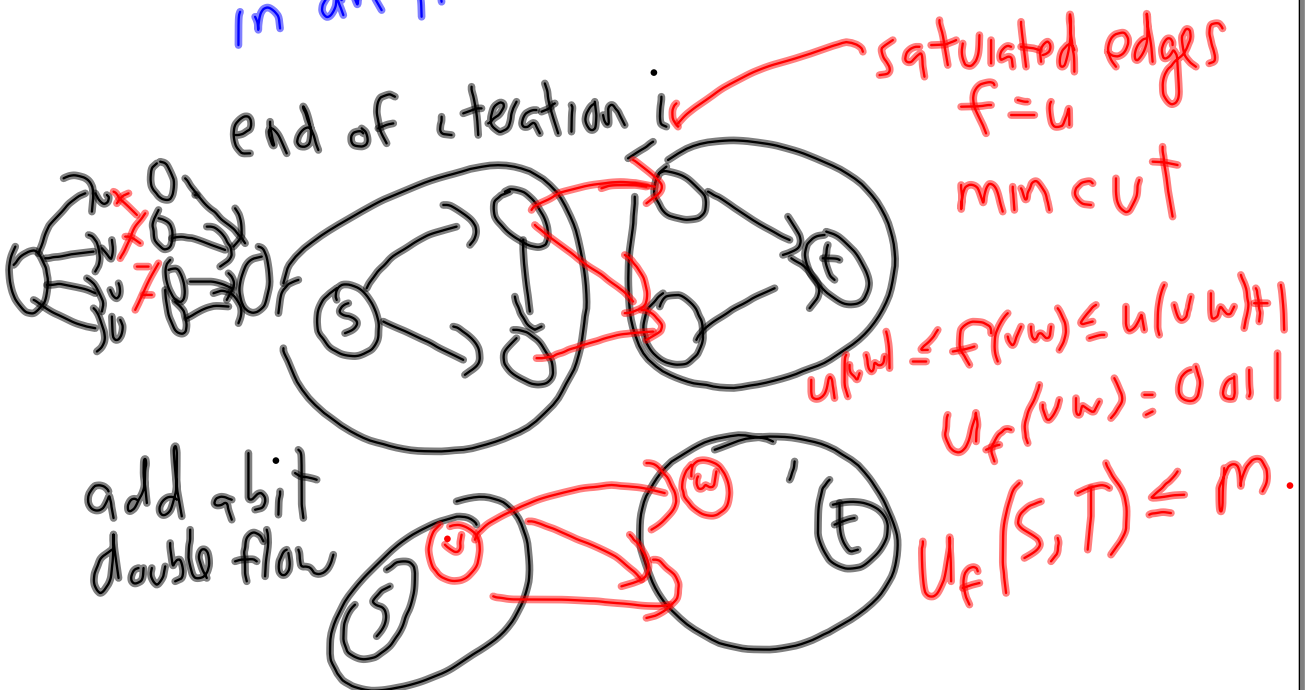


1. Correctly compute a max flow
 - always feasible
 - always sending flow on a residual path in G_f

2. Running time $\lg U$ iterations of scaling

Each iteration is a sequence of $\times$ aug. paths

Bound how much flow gets sent in an iteration



$\exists$ a cut in G_f w/ $u_f(S,T) \leq m$

$\therefore$ total flow we can send in G_f
 $\leq m$

$\therefore$ at most m iterations of
aug. paths.

$O(m^2 \lg U)$ time