

# Efficiently Maintaining the Edge List

**Discharge**( $v$ )

```
1  while  $e(v) > 0$  and ( $v$  has not been relabeled)
2       $w = \text{current-edge}(v)$ 
3      if  $(v, w)$  is admissible
4           $\text{push}(v, w)$ 
5      elseif  $(v, w)$  is not the last edge in  $v$ 's list
6          Advance  $\text{current-edge}(v)$ 
7      else  $\text{relabel}(v)$ 
8           $\text{current-edge}(v) = \text{first-edge}(v)$ 
```

## Observations

- In one call to discharge, all pushes except possibly the last one are saturating.
- Nonsaturating pushes cause discharge to terminate
- Each time the current edge point advances through the entire list  $v$  is relabeled.

## Conclusions

- Time spent advancing pointer is proportional to time spent relabeling.
- Data structure overhead =  $O(nm)$  .

# FIFO Algorithm

**Algorithm:** Keep active vertices in a queue. Call discharge from the vertex at the head of the queue, and add newly activated vertices to the rear of the queue.

## Phases

- Phase 0: vertices added during initialization
- Phase  $i$ : vertices added during Phase  $i - 1$ .

**Claim:** The number of phases is  $O(n^2)$

**Proof:** Via potential function:

$$\Phi = \max\{d(v) : e(v) > 0\}$$

FILL IN PROOF

# Bounding the number of non-saturating pushes

- At most 1 non-saturating push per Discharge
- At most  $n$  Discharges per phase
- At most  $O(n^2)$  phases

**Conclusion:** At most  $O(n^3)$  non-saturating pushes.

Total run time =

$$O(nm + n^3) = O(n^3)$$

# Excess Scaling

## Ideas:

- $e_{\max} = \max_v \{e(v)\}$  .
- Only push flow from vertices with  $e(v) \approx e_{\max}$  .
- Gradually decrease  $e_{\max}$  .

## Details:

- $\Delta$  is an upper bound on  $e_{\max}$  .
- A node with  $e(v) \geq \Delta/2$  has **large** excess.
- A node with  $e(v) < \Delta/2$  has **small** excess.

## Invariants to maintain

- Only push flow from nodes with large excess.
- Never let  $e(v) > \Delta$  for any vertex.

**Node selection rule:** Choose, among vertices with large excess, the one with minimum distance label.

**Implication:** Any push goes from a vertex of large excess to one of small excess.

# Excess Scaling Algorithm

## Excess Scaling Algorithm

```
1  Preprocess
2   $\Delta = 2^{\lceil \lg U \rceil}$ 
3  while ( $\Delta \geq 1$ )
4      while some node has large excess
5          Let  $v$  be the min-dist label node of large excess
6           $w = \text{current-edge}(v)$ 
7          if  $\text{push}(v, w)$  is applicable
8              push  $\delta = \min\{e(v), c_f(v, w), \Delta - e(w)\}$  units of flow on  $(v, w)$ 
9          elseif  $(v, w)$  is not the last edge in  $v$ 's list
10             advance( $w$ )
11         else relabel( $v$ )
12
13      $\Delta = \Delta/2$ 
```

# Analysis

**Lemma:**

- Each non-saturating push send at least  $\Delta/2$  units of flow
- No excess ever exceeds  $\Delta$

**Lemma:** There are  $O(n^2)$  non-saturating pushes per scaling phase.

**Proof:** Use potential function

$$\Phi = \sum_v e(v)d(v)/\Delta$$

.



## Summary

- $O(n^2)$  relabels
- $O(nm)$  time relabeling
- $O(nm)$  saturating pushes
- $\lceil \lg U \rceil$  scaling phases, each does  $O(n^2)$  non-saturating pushes.

**Total Time:**  $O(nm + n^2 \lg U)$