

COMP 761: Lecture 32 – Miscellaneous

David Rolnick

November 18, 2020

Problem

Find a situation where Ford-Fulkerson can take either 2 steps or 2 million steps depending on how you pick the augmenting paths.

(Please don't post your ideas in the chat just yet, we'll discuss the problem soon in class.)

Course Announcements

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- Additional context for Problem 3 (see later in class).

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- Office hours: Vincent at **11 am** Thurs (different time this week), David at 10 am Fri.



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- Alternatively, they can be computed as they are needed, but then stored in case they must be reused. This is called *memoization* (not a typo – we are making *memos* of useful solutions).

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- Alternatively, they can be computed as they are needed, but then stored in case they must be reused. This is called *memoization* (not a typo – we are making *memos* of useful solutions).
- Why is this called “dynamic”? Richard Bellman chose this word because:
It also has a very interesting property as an adjective, and that is it's impossible to use the word dynamic in a pejorative sense. ... Thus, I thought dynamic programming was a good name. It was something not even a Congressman could object to.

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- If we multiply $(AB)C$, then we have $(10)(100)(5) = 5000$ for the 10×5 matrix AB and $(10)(5)(50) = 2500$ operations for the 10×50 matrix $(AB)C$, for a total of

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- If we multiply $A(BC)$, then we have $(100)(5)(50) = 25000$ for the 100×50 matrix BC and $(10)(100)(50) = 50000$ for the 10×50 matrix $A(BC)$, for a total of

$$25000 + 50000 = 75000.$$

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- We could just try all possible ways to do it, e.g.

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- Roughly how big is P_n ?

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- Grow exponentially, so trying all of these possibilities is a bad idea.

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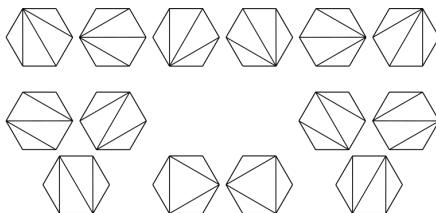
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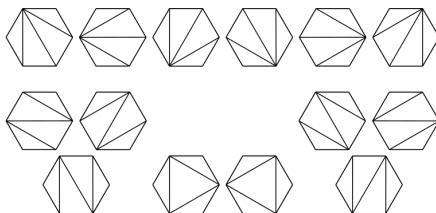


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- Closed form expression:

$$C_n = \frac{1}{n+1} \binom{2n}{n}.$$

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- So we can precompute the solutions to these subproblems.

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- What is a good base case?

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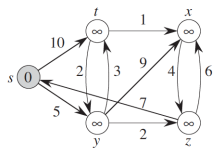
$$\sum_{i=1}^n \sum_{j=i}^n \Theta(j - i) = \sum_{i=1}^n \sum_{j=0}^{n-i} \Theta(j) = \sum_{i=1}^n \Theta((n - i)^2) = \Theta(n^3).$$

where we use $1^2 + 2^2 + \dots + n^2 = \frac{n(n+1)(2n+1)}{6}$ from the start of the course.

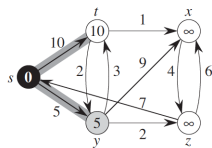
Shortest paths

Shortest paths

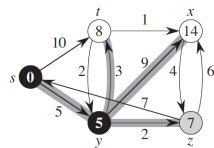
- We were essentially using dynamic programming in Dijkstra's algorithm.



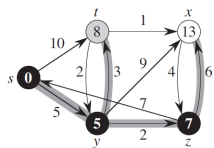
(a)



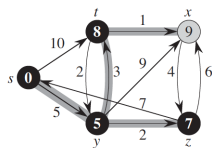
(b)



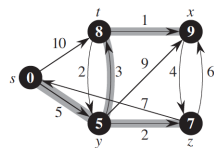
(c)



(d)



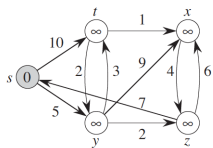
(e)



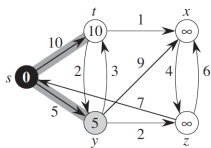
(f)

Shortest paths

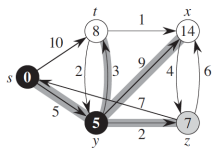
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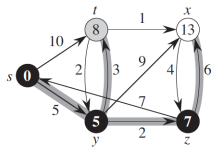
(a)



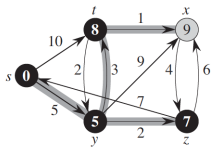
(b)



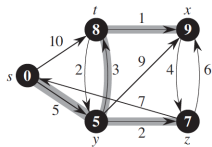
(c)



(d)



(e)



(f)

- Key property: If P is a shortest path between u and v and w is an intermediate vertex on that path, we can break P at w into path P_1 and P_2 where P_1 is a shortest path from u to w and P_2 is a shortest path from w to v .

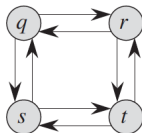
Longest paths

Longest paths

- Can we do a similar dynamic programming approach to find the *longest path* between u and v without any repeated vertices?

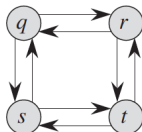
Longest paths

- Can we do a similar dynamic programming approach to find the *longest path* between u and v without any repeated vertices?
- No!



Longest paths

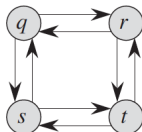
- Can we do a similar dynamic programming approach to find the *longest path* between u and v without any repeated vertices?
- No!



- In the graph above, (q, r, t) is a longest path from q to t , but if we break it into (q, r) and (r, t) , neither of these is a longest path ((q, s, t, r) and (r, q, s, t) are longer, respectively).

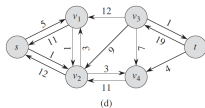
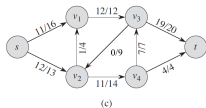
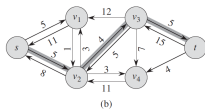
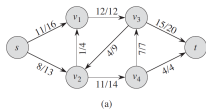
Longest paths

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- No!

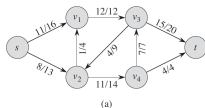


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- Dynamic programming only works if we can dissect a solution into the solutions of smaller problems.

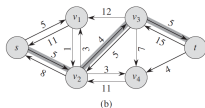
Context for Problem 3 – augmenting paths in max flow



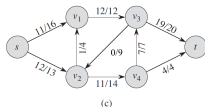
Context for Problem 3 – augmenting paths in max flow



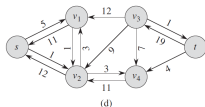
(a)



(b)



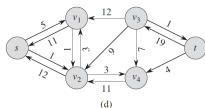
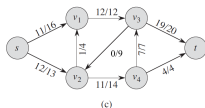
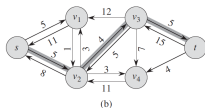
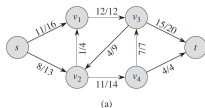
(c)



(d)

- Given a flow network G and a flow f in it, we can define the *residual network* G_f as follows:

Context for Problem 3 – augmenting paths in max flow

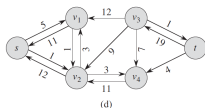
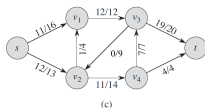
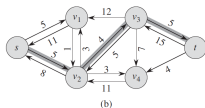
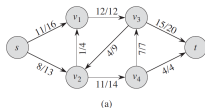


- Given a flow network G and a flow f in it, we can define the *residual network* G_f as follows:
- If (u, v) is an edge in G , then both (u, v) and (v, u) are edges in G_f , with *residual capacities*

$$c_f(u, v) = c(u, v) - f(u, v)$$

$$c_f(v, u) = f(u, v).$$

Context for Problem 3 – augmenting paths in max flow



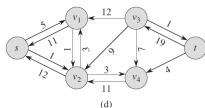
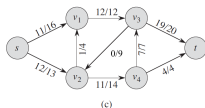
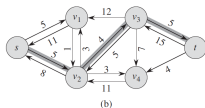
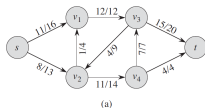
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$$c_f(u, v) = c(u, v) - f(u, v)$$

$$c_f(v, u) = f(u, v).$$

- Given a flow network G and a flow f from s to t , an *augmenting path* is a path from s to t in the residual network with pos. capacity along all edges.

Context for Problem 3 – augmenting paths in max flow



- Given a flow network G and a flow f in it, we can define the *residual network* G_f as follows:
- If (u, v) is an edge in G , then both (u, v) and (v, u) are edges in G_f , with *residual capacities*

$$c_f(u, v) = c(u, v) - f(u, v)$$

$$c_f(v, u) = f(u, v).$$

- Given a flow network G and a flow f from s to t , an *augmenting path* is a path from s to t in the residual network with pos. capacity along all edges.
- Each augmenting path gives a flow with the min capacity of all edges in the path. This flow can be added to the flow f to increase $|f|$.

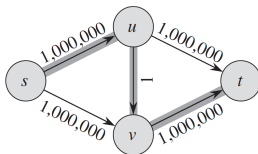
Context for Problem 3 – augmenting paths in max flow

Context for Problem 3 – augmenting paths in max flow

- Ford-Fulkerson works by iteratively finding an augmenting path in the residual network, adding it to the flow, recomputing the residual network, etc.

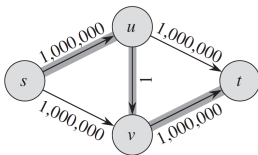
Context for Problem 3 – augmenting paths in max flow

- Ford-Fulkerson works by iteratively finding an augmenting path in the residual network, adding it to the flow, recomputing the residual network, etc.
- In this flow network, we could pick an augmenting path of capacity 1,000,000 along the top, and another along the bottom. That would finish the algorithm in two steps.

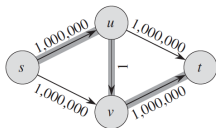


Context for Problem 3 – augmenting paths in max flow

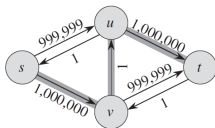
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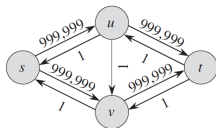
- We could also pick this bad sequence of augmenting paths, and take 2 million steps:



(a)



(b)



(c)