

# Preflows

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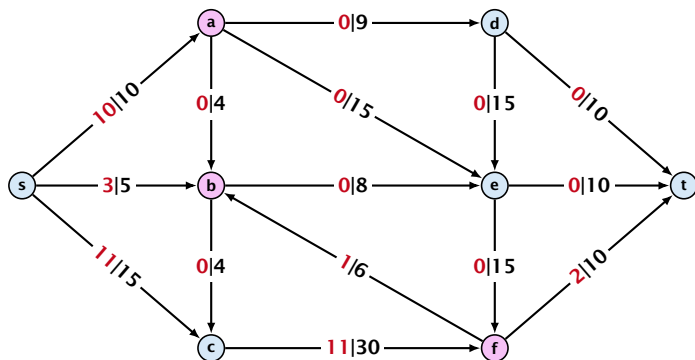
(capacity constraints)

2. For each  $v \in V \setminus \{s, t\}$

$$\sum_{e \in \text{out}(v)} f(e) \leq \sum_{e \in \text{into}(v)} f(e) .$$

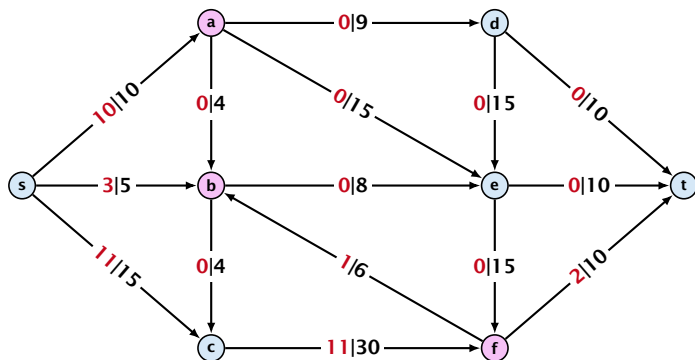
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## Example 6



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A node that has  $\sum_{e \in \text{out}(v)} f(e) < \sum_{e \in \text{into}(v)} f(e)$  is called an **active node**.



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A **labelling** is a function  $\ell : V \rightarrow \mathbb{N}$ . It is **valid** for preflow  $f$  if

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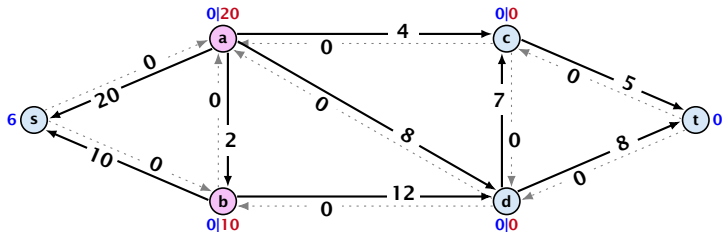
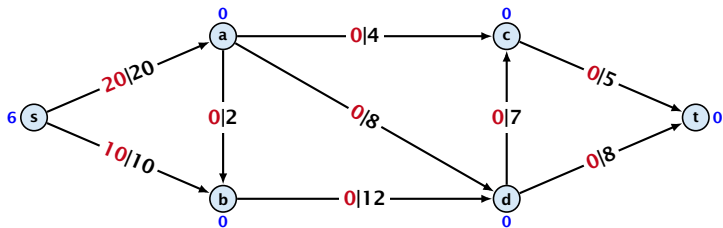
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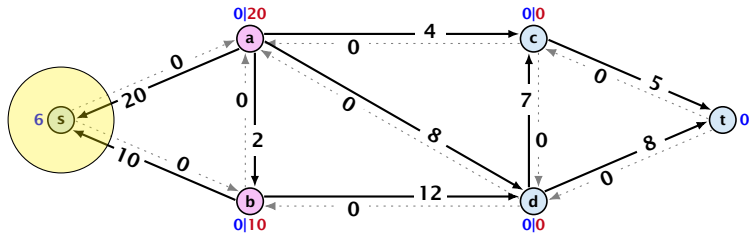
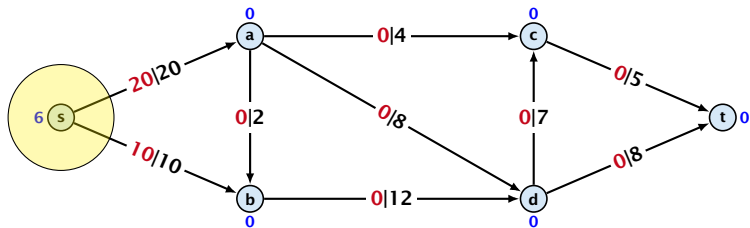
## Intuition:

The labelling can be viewed as a height function. Whenever the height from node  $u$  to node  $v$  decreases by more than 1 (i.e., it goes very steep downhill from  $u$  to  $v$ ), the corresponding edge must be saturated.

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## Lemma 8

A *flow* that has a valid labelling is a maximum flow.

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- ▶ start with some preflow and some valid labelling
- ▶ successively change the preflow while maintaining a valid labelling
- ▶ stop when you have a flow (i.e., no more active nodes)

## Changing a Preflow



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An arc  $(u, v)$  with  $c_f(u, v) > 0$  in the residual graph is **admissible** if  $\ell(u) = \ell(v) + 1$  (i.e., it goes downwards w.r.t. labelling  $\ell$ ).

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### The push operation

Consider an active node  $u$  with **excess flow**

$f(u) = \sum_{e \in \text{into}(u)} f(e) - \sum_{e \in \text{out}(u)} f(e)$  and suppose  $e = (u, v)$  is an admissible arc with residual capacity  $c_f(e)$ .

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- ▶ **saturating push**:  $\min\{f(u), c_f(e)\} = c_f(e)$   
the arc  $e$  is deleted from the residual graph
- ▶ **deactivating push**:  $\min\{f(u), c_f(e)\} = f(u)$   
the node  $u$  becomes inactive

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Increasing the label of  $u$  by 1 results in a valid labelling.

- ▶ Edges  $(w, u)$  incoming to  $u$  still fulfill their constraint  $\ell(w) \leq \ell(u) + 1$ .
- ▶ An outgoing edge  $(u, w)$  had  $\ell(u) < \ell(w) + 1$  before since it was not admissible. Now:  $\ell(u) \leq \ell(w) + 1$ .

# Push Relabel Algorithms

## Intuition:

We want to send flow downwards, since the source has a height/label of  $n$  and the target a height/label of  $0$ . If we see an active node  $u$  with an admissible arc we push the flow at  $u$  towards the other end-point that has a lower height/label. If we do not have an admissible arc but excess flow into  $u$  it should roughly mean that the level/height/label of  $u$  should rise. (If we consider the flow to be water then this would be natural.)

Note that the above intuition is very incorrect as the labels are integral, i.e., they cannot really be seen as the height of a node.

# Reminder

- ▶ In a **preflow** nodes may not fulfill conservation constraints; a node may have more incoming flow than outgoing flow.
- ▶ Such a node is called **active**.
- ▶ A labelling is **valid** if for every edge  $(u, v)$  in the residual graph  $\ell(u) \leq \ell(v) + 1$ .
- ▶ An arc  $(u, v)$  in residual graph is **admissible** if  $\ell(u) = \ell(v) + 1$ .
- ▶ A **saturating push** along  $e$  pushes an amount of  $c(e)$  flow along the edge, thereby saturating the edge (and making it disappear from the residual graph).
- ▶ A **deactivating push** along  $e = (u, v)$  pushes a flow of  $f(u)$ , where  $f(u)$  is the **excess flow** of  $u$ . This makes  $u$  inactive.

# Push Relabel Algorithms

## Algorithm 1 $\text{maxflow}(G, s, t, c)$

```
1: find initial preflow  $f$ 
2: while there is active node  $u$  do
3:     if there is admiss. arc  $e$  out of  $u$  then
4:          $\text{push}(G, e, f, c)$ 
5:     else
6:          $\text{relabel}(u)$ 
7: return  $f$ 
```

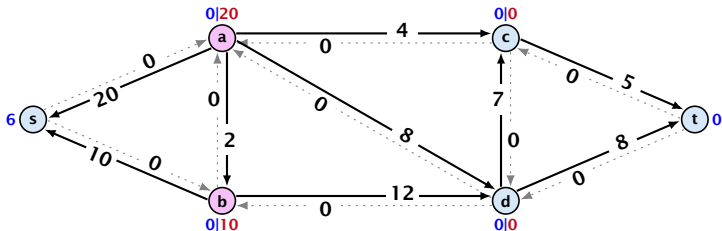
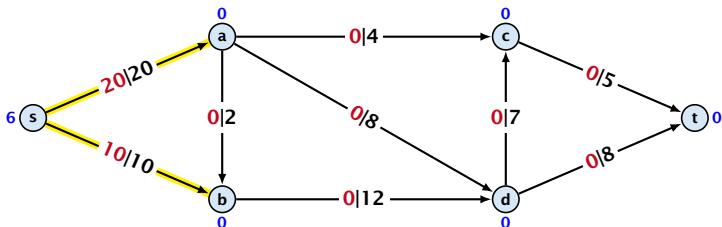
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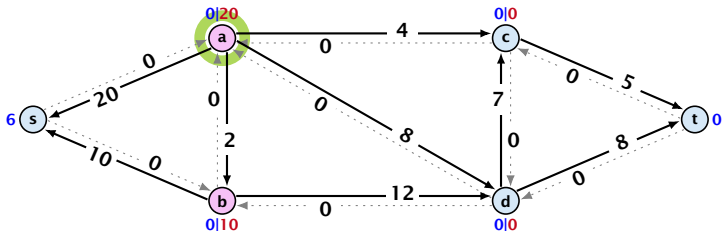
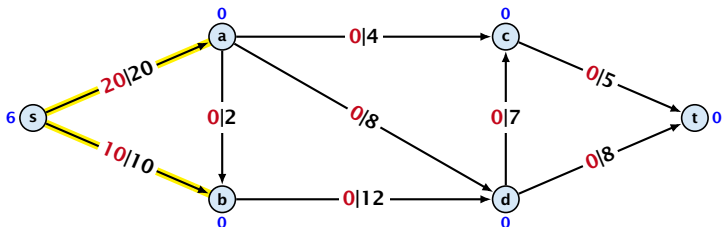
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In the following example we always stick to the same active node  $u$  until it becomes inactive but this is not required.

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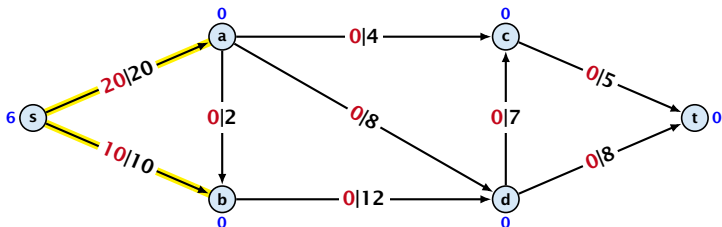


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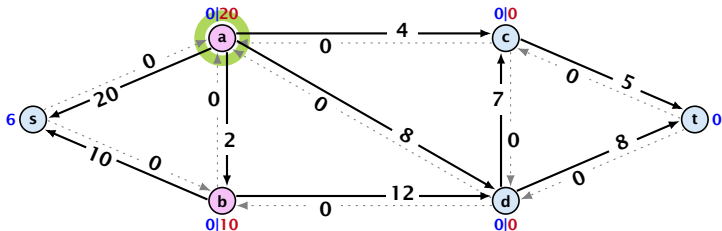




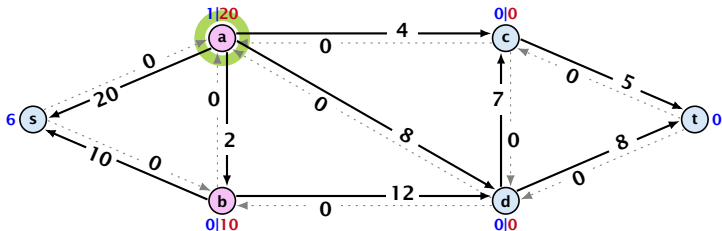
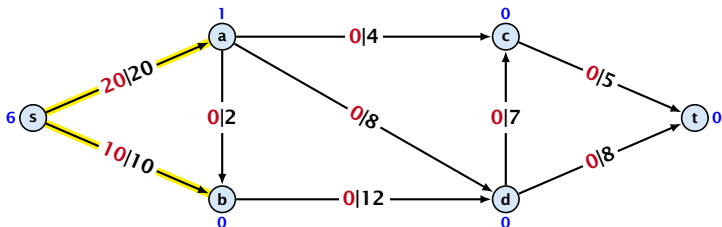
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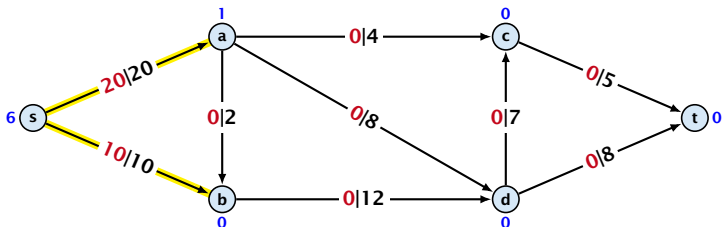
relabel to 1



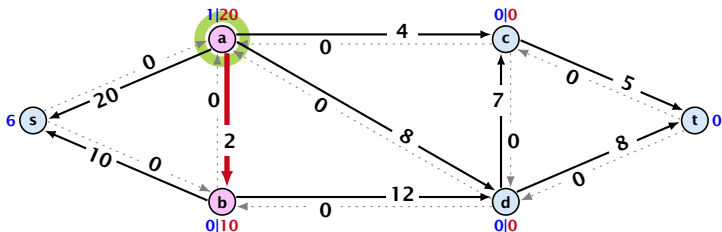
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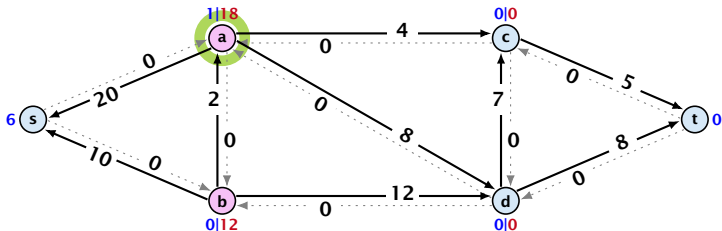
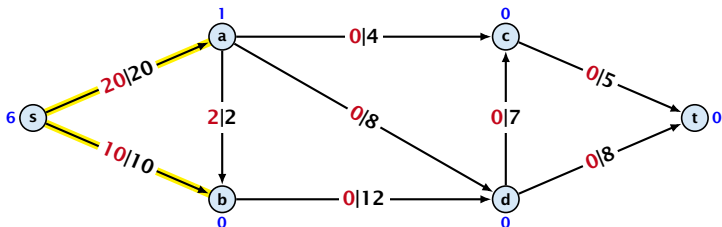
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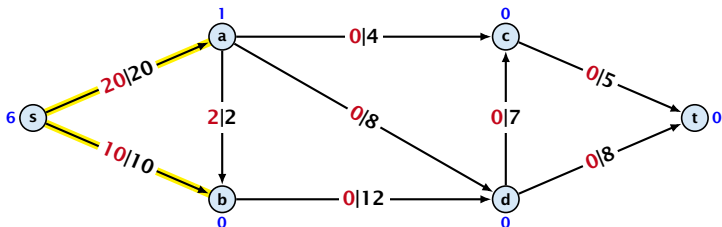
saturating push



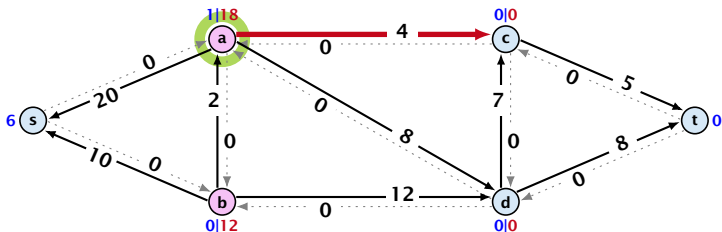
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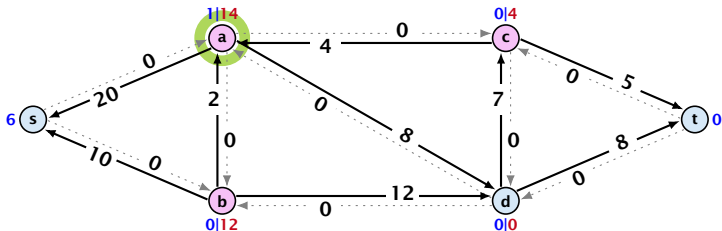
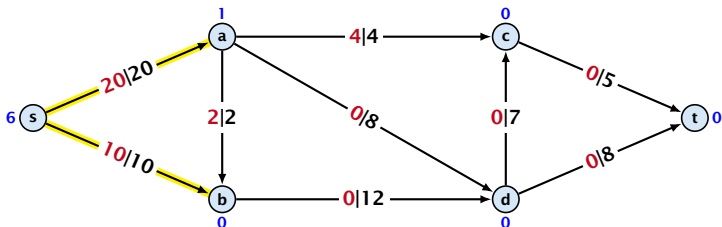
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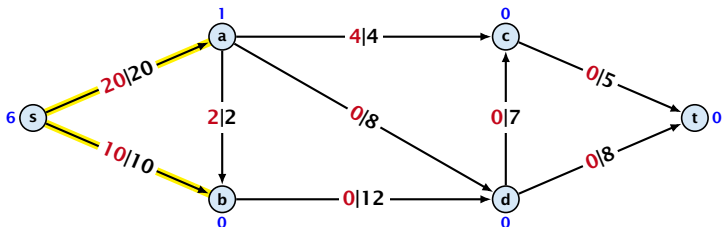
saturation push



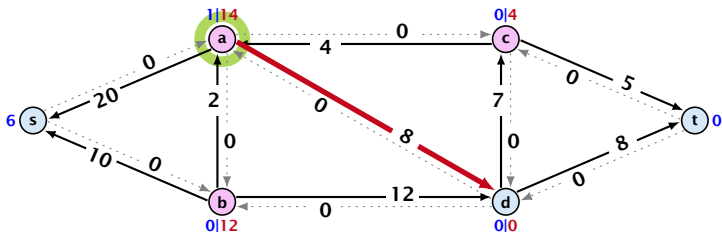
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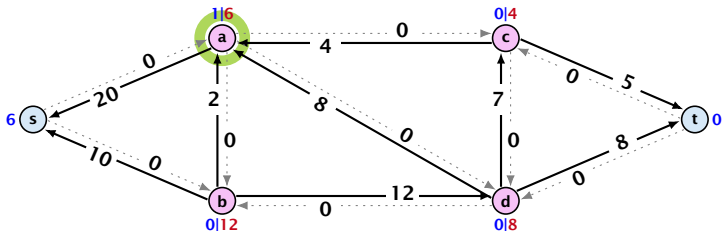
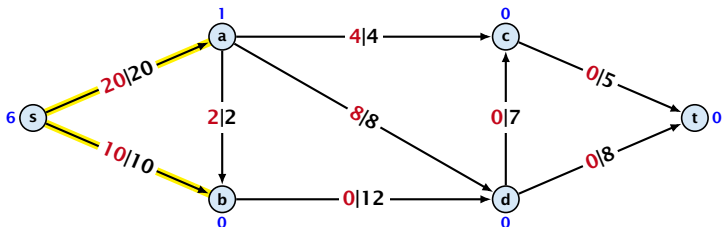
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saturation push

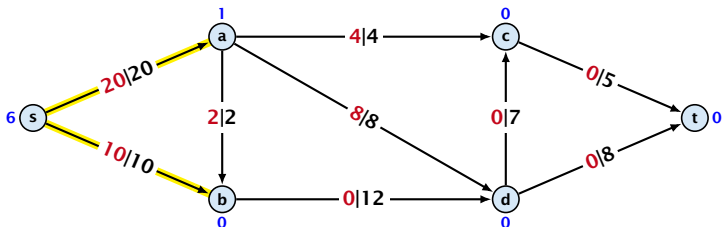


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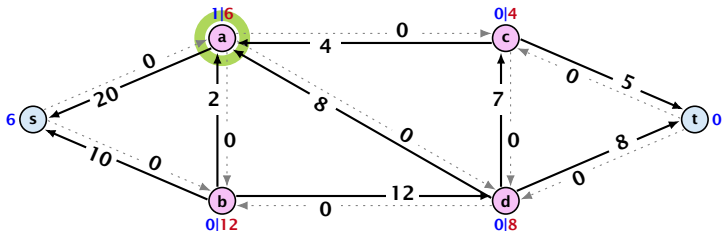




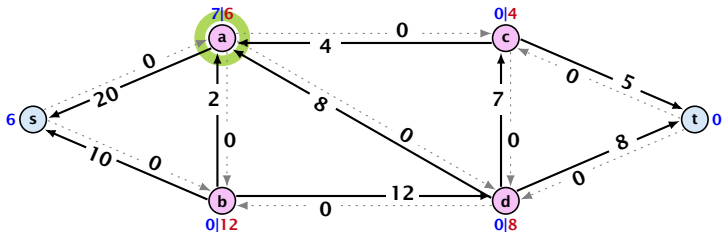
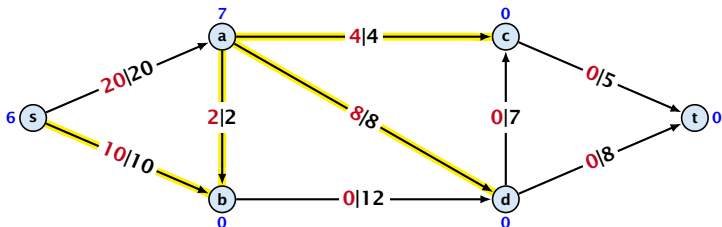
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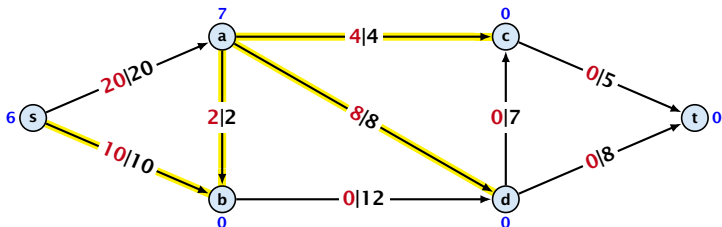
relabel to 7



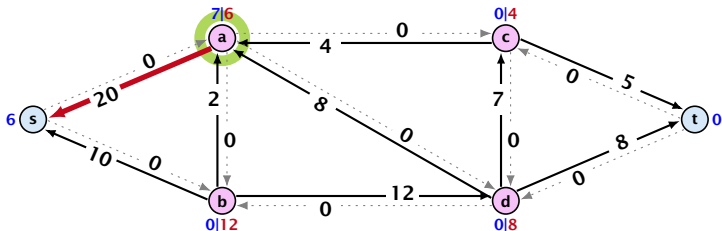
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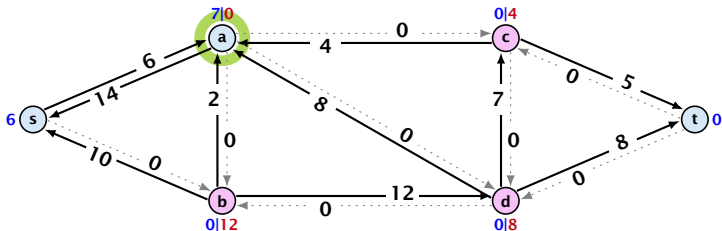
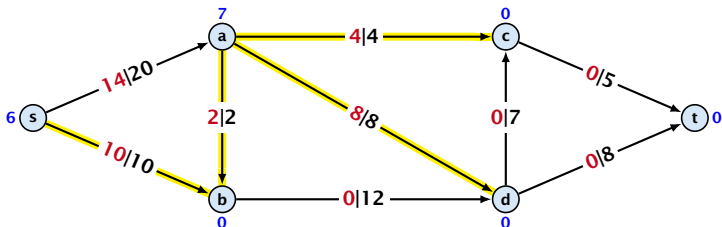
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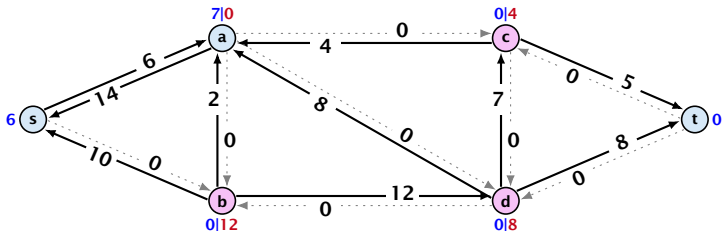
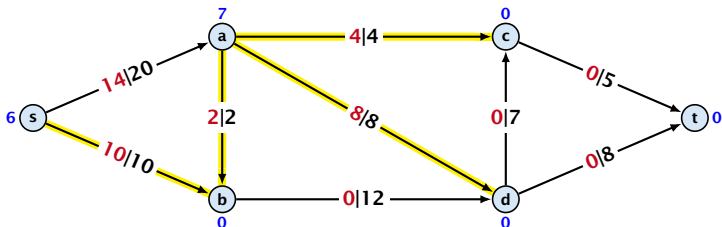
deactivating push



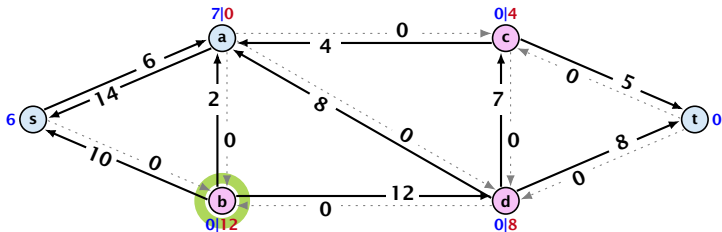
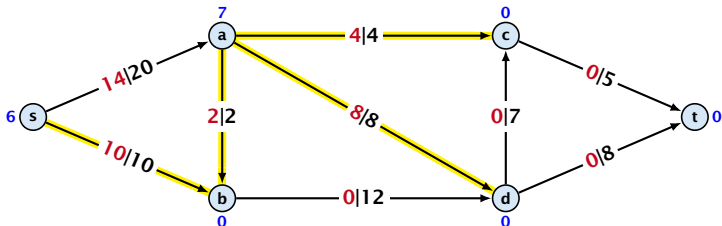
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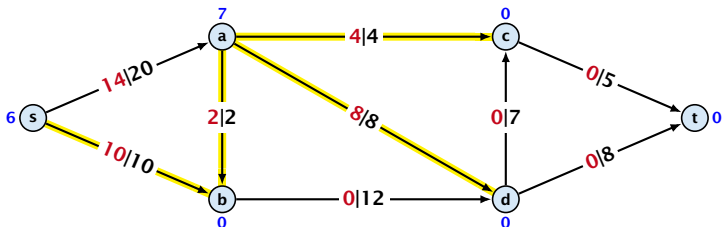
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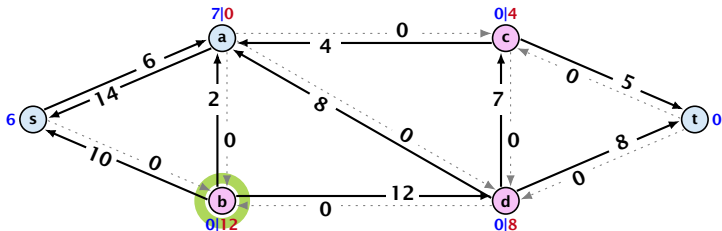
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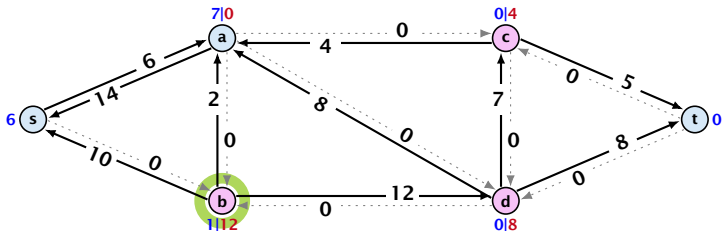
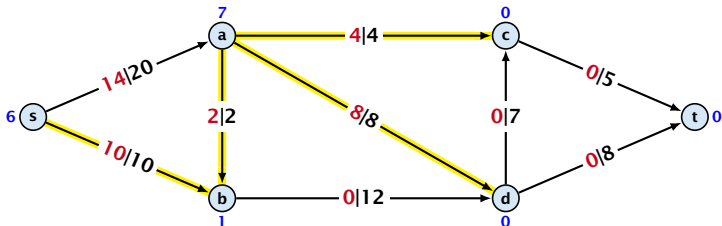
# Preflow Push



relabel to 1

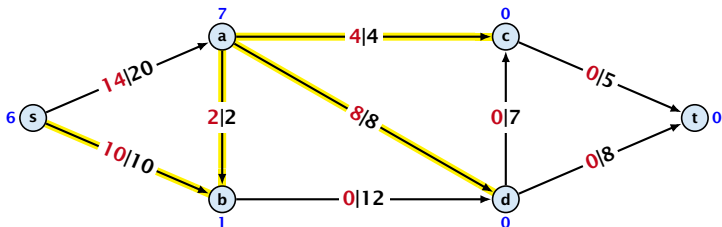


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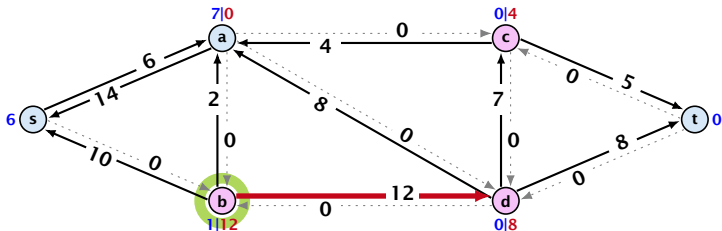




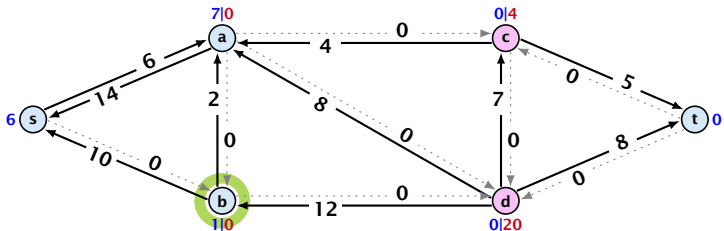
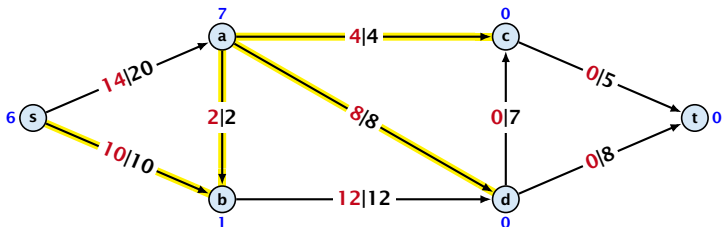
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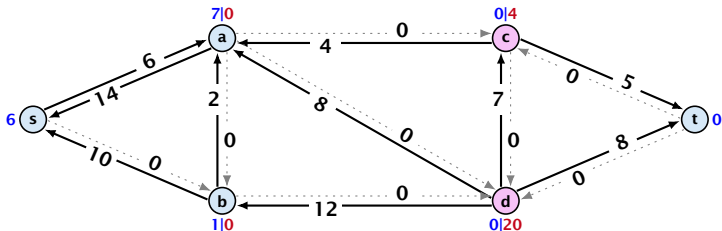
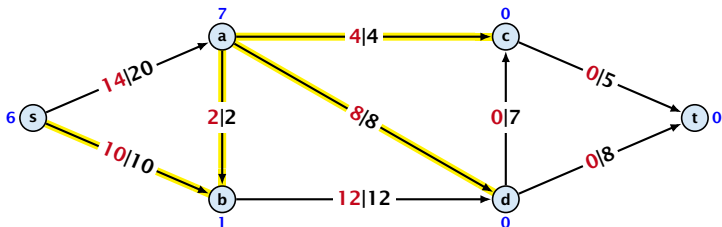
satürating and deactivating push



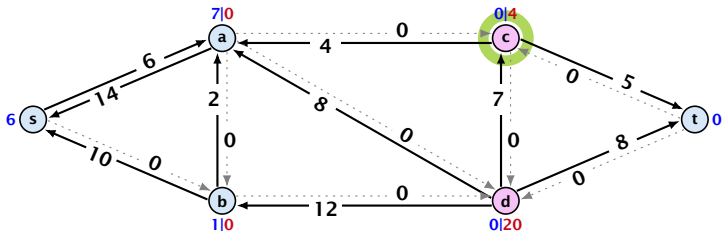
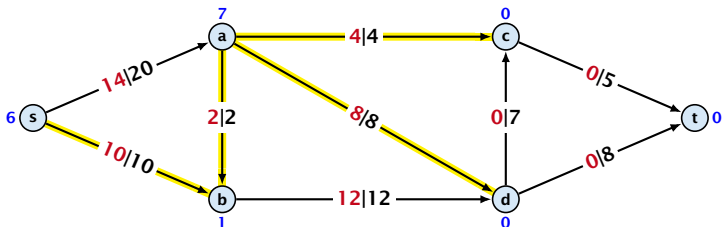
# Preflow Push



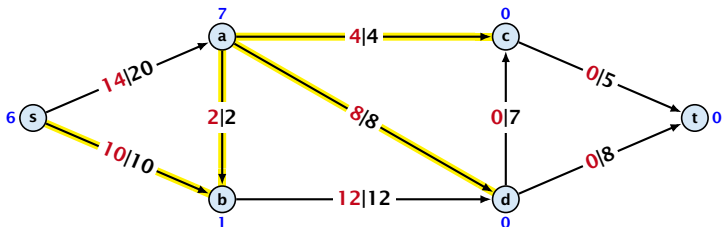
# Preflow Push



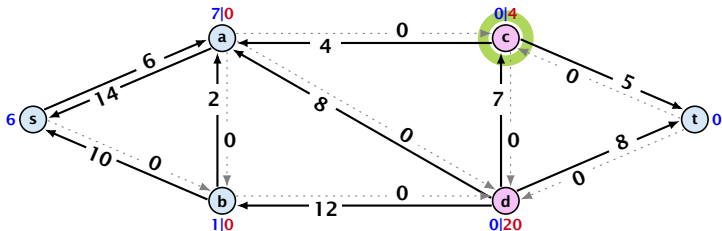
# Preflow Push



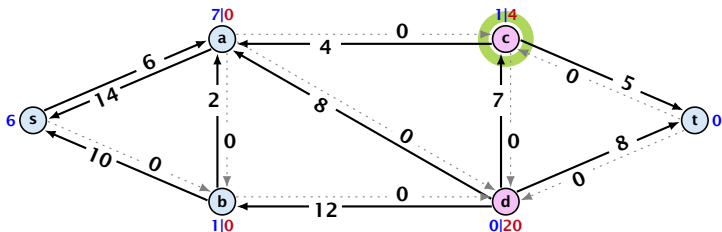
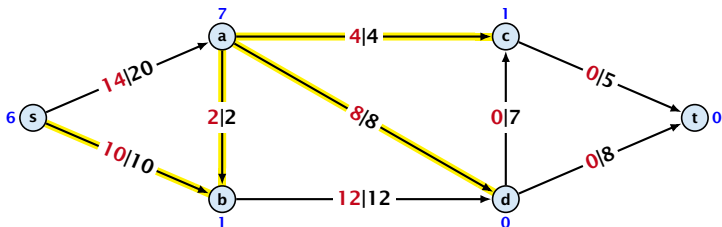
# Preflow Push



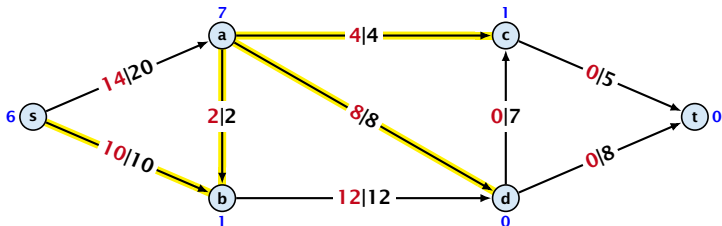
relabel to 1



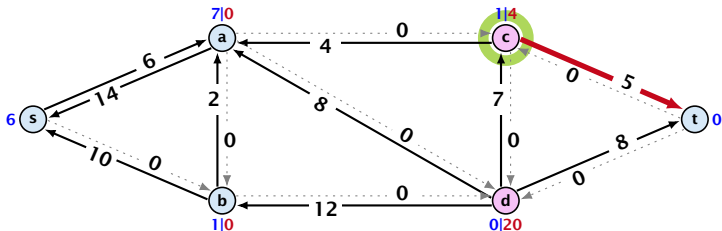
# Preflow Push



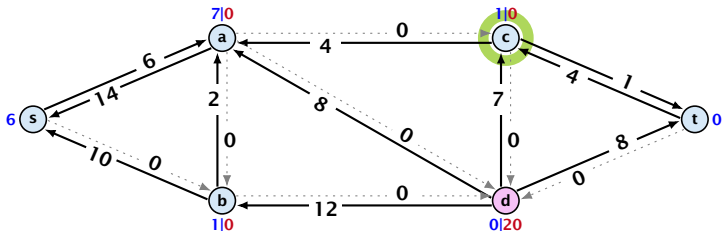
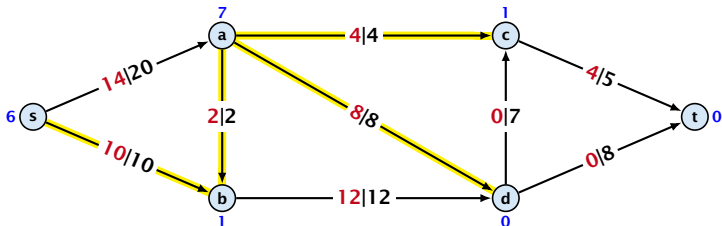
# Preflow Push



deactivating push

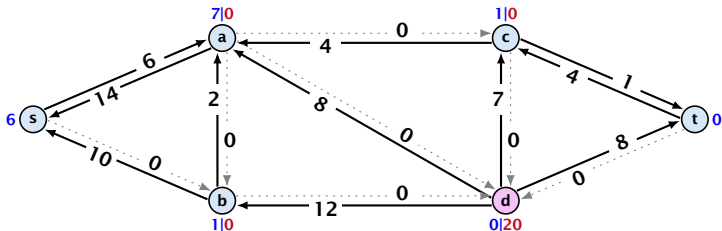
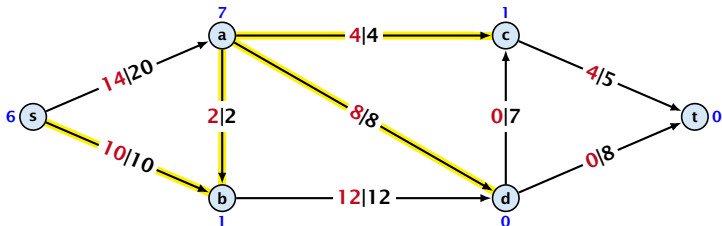


# Preflow Push

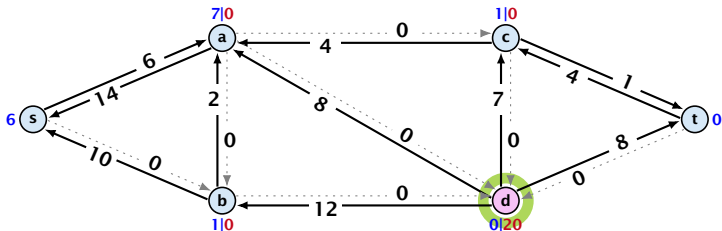
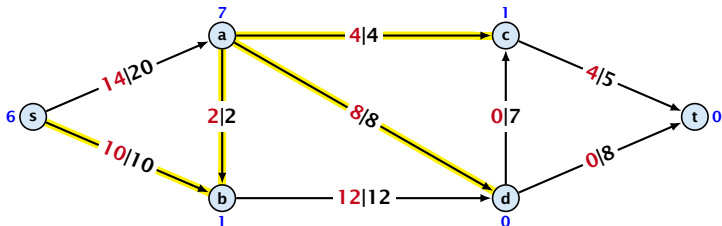




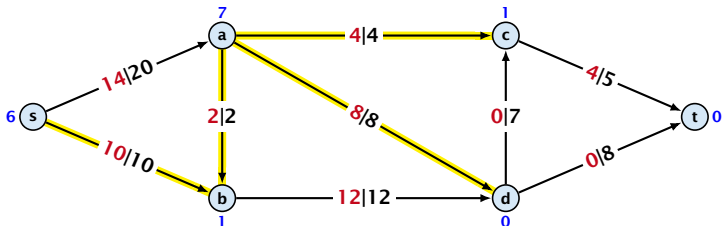
# Preflow Push



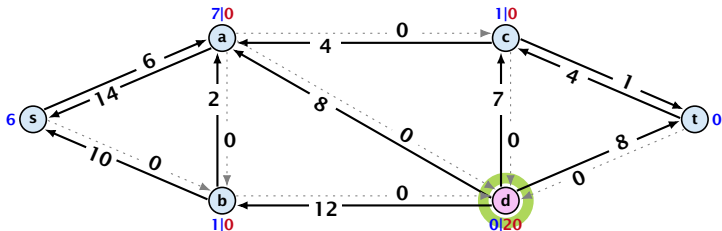
# Preflow Push



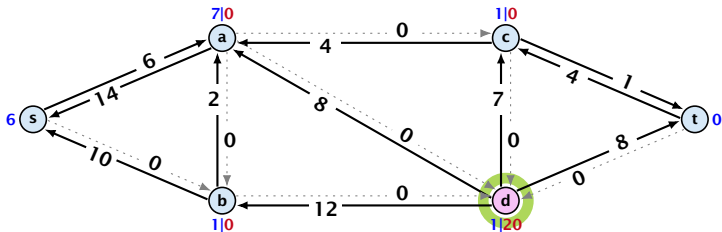
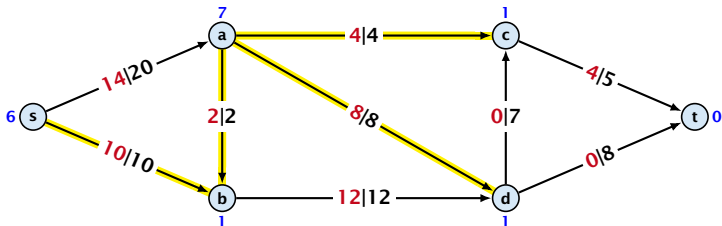
# Preflow Push



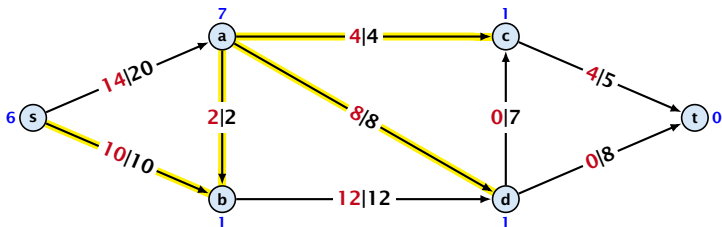
relabel to 1



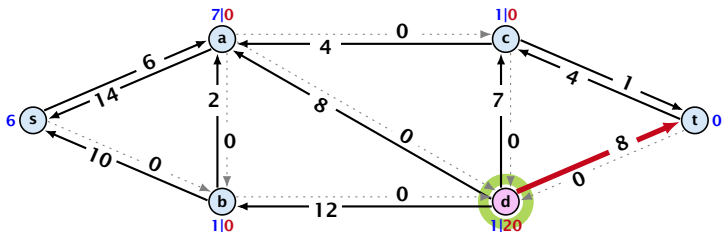
# Preflow Push



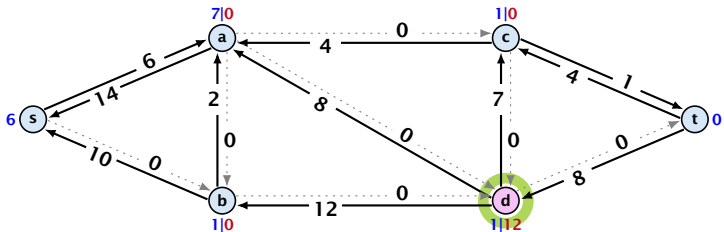
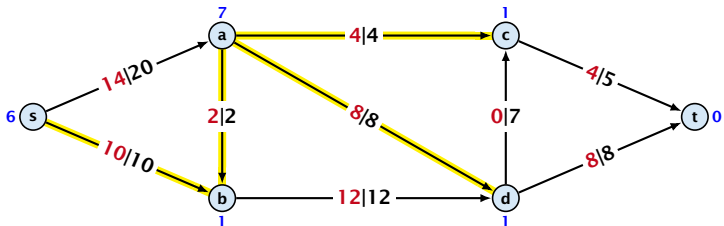
# Preflow Push



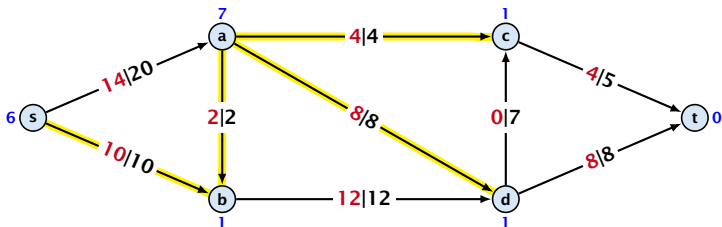
saturating push



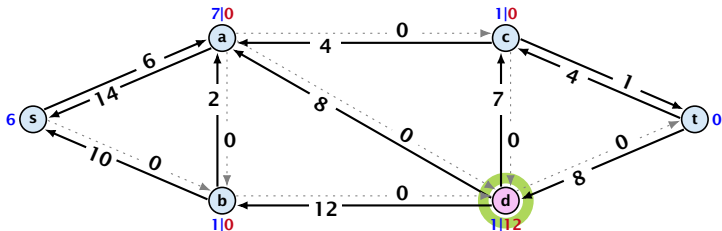
# Preflow Push



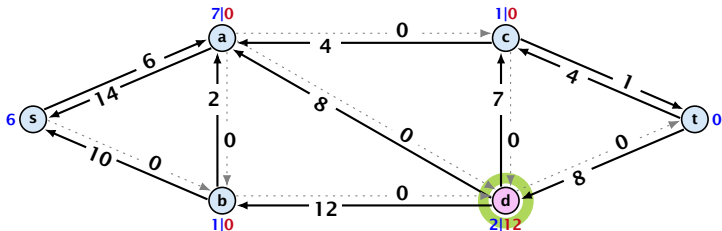
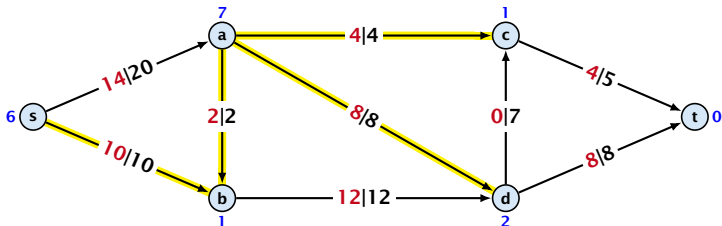
# Preflow Push



relabel to 2

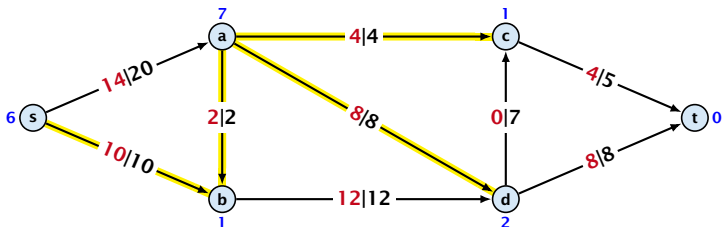


# Preflow Push

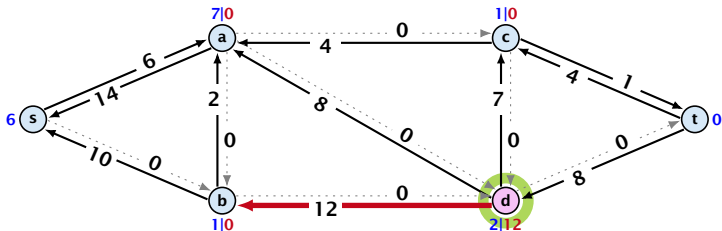




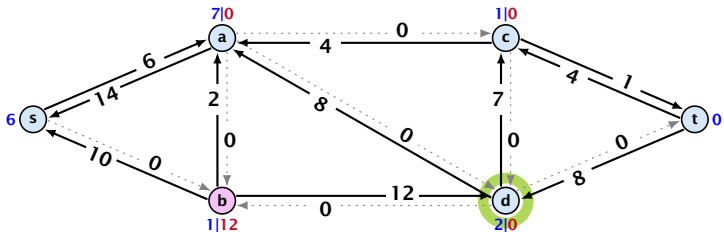
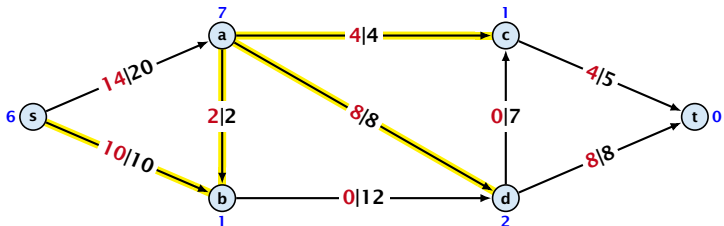
# Preflow Push



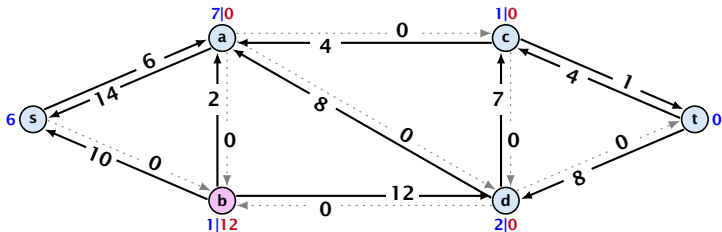
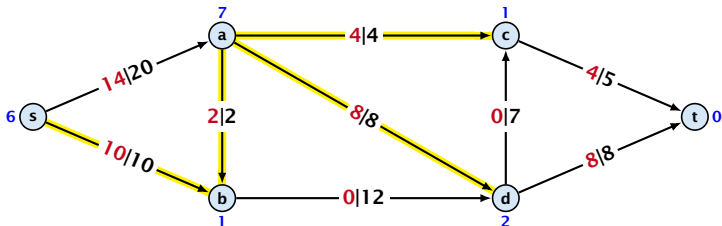
saturation and deactivating push



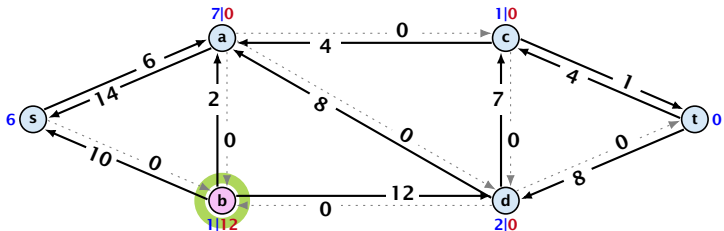
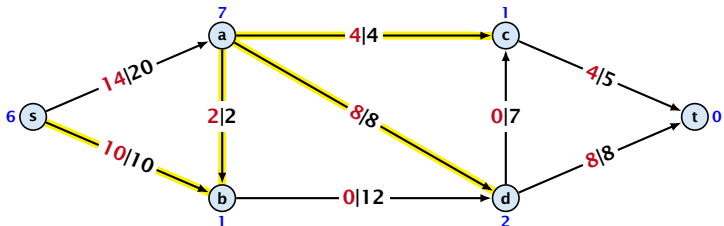
# Preflow Push



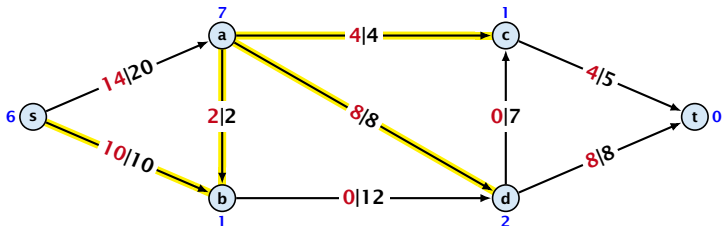
# Preflow Push



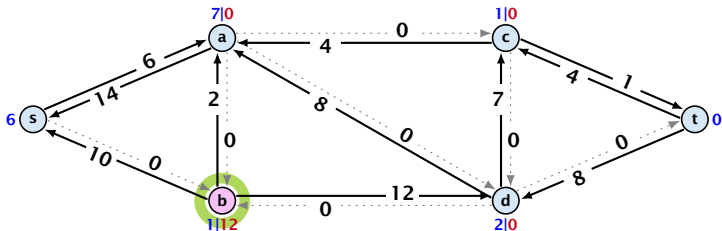
# Preflow Push



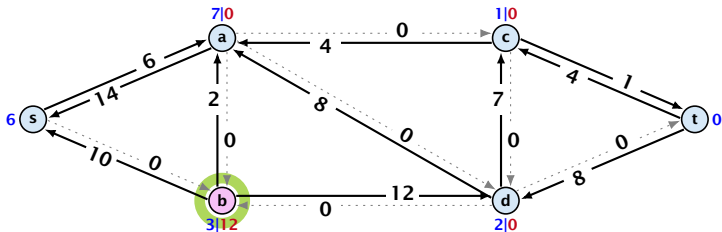
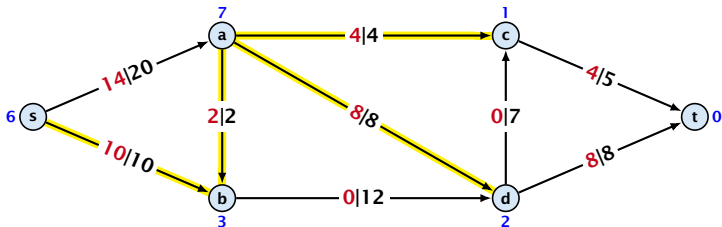
# Preflow Push



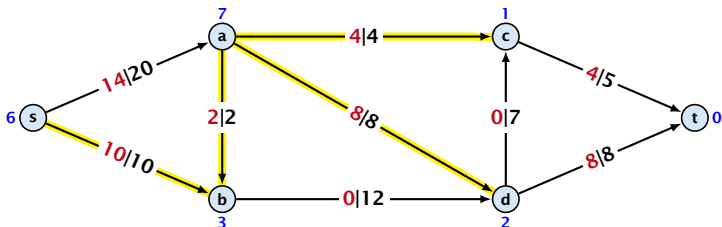
relabel to 3



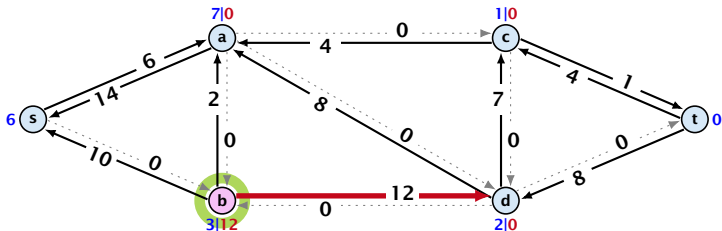
# Preflow Push



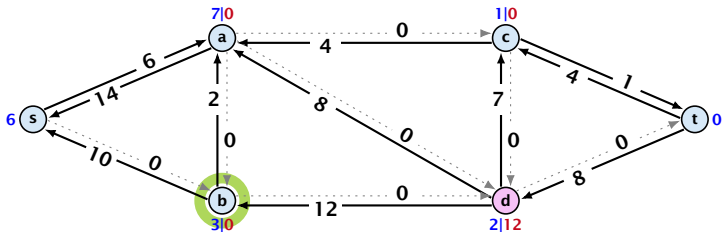
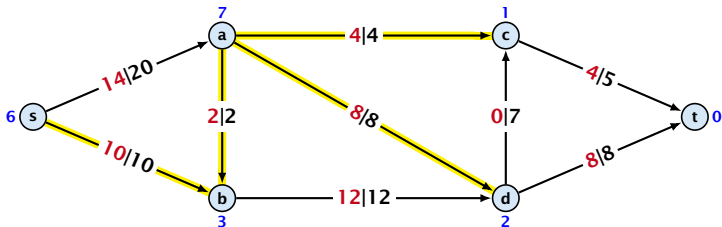
# Preflow Push



satürating and deactivating push

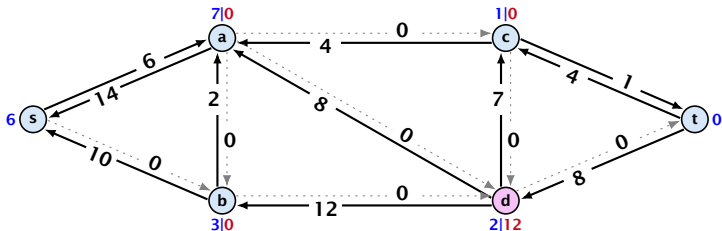
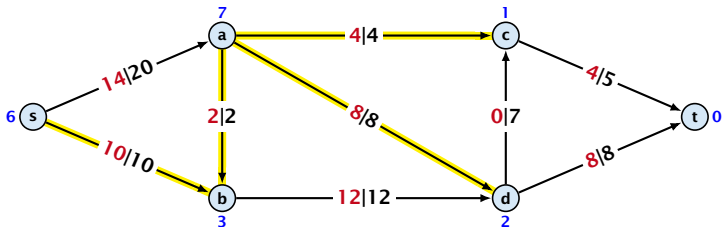


# Preflow Push

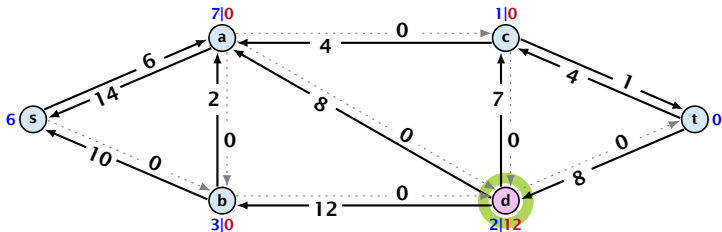
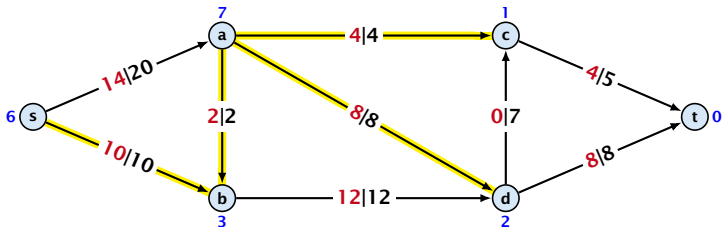




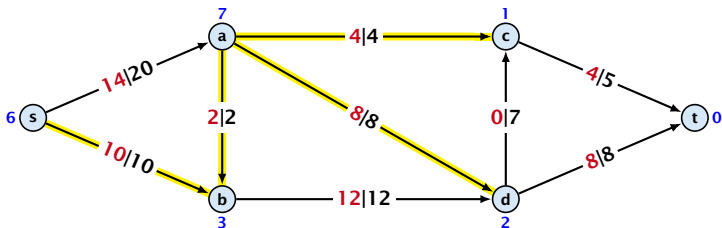
# Preflow Push



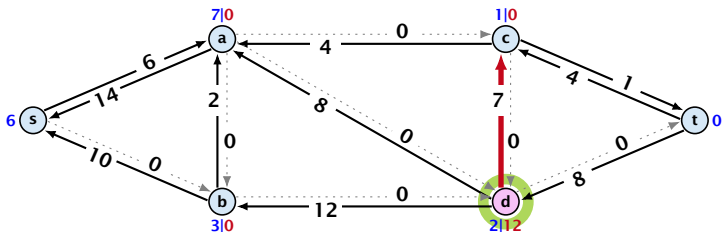
# Preflow Push



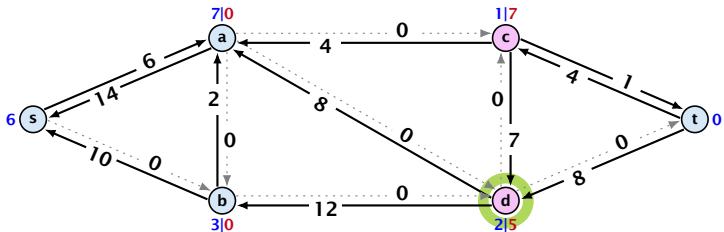
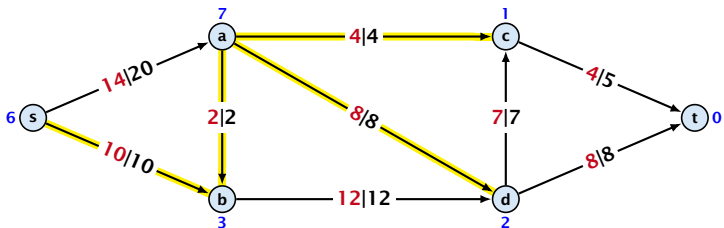
# Preflow Push



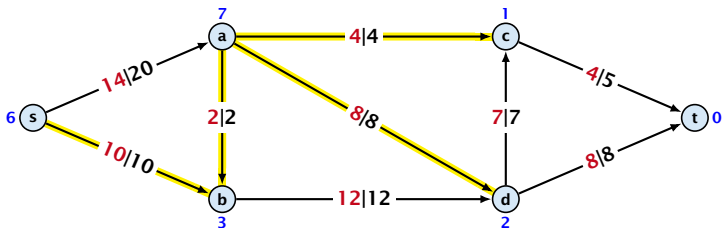
saturating push



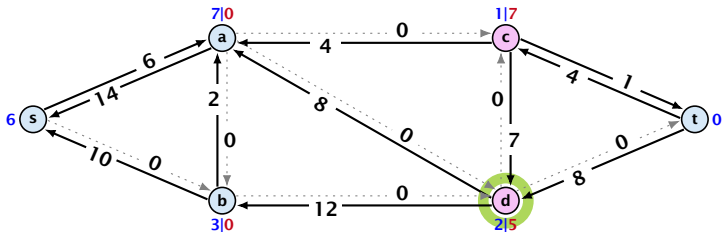
# Preflow Push



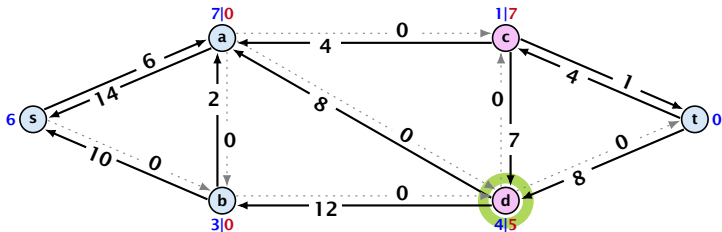
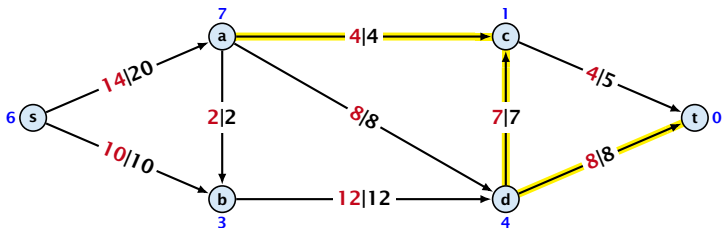
# Preflow Push



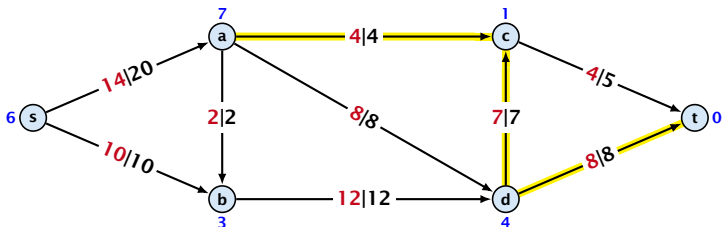
relabel to 4



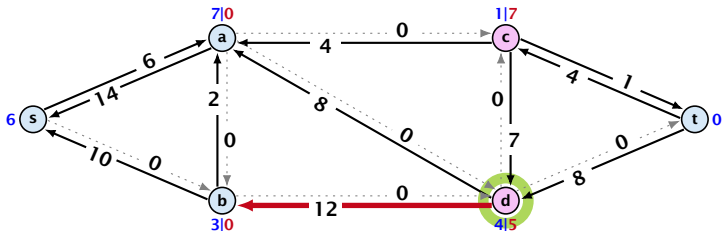
# Preflow Push



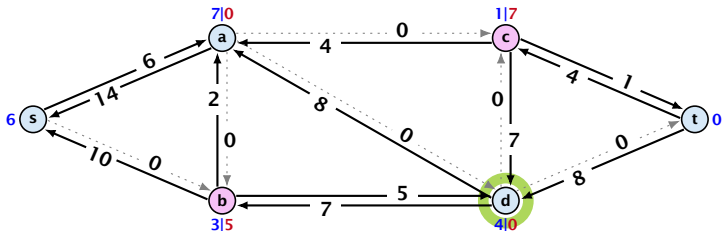
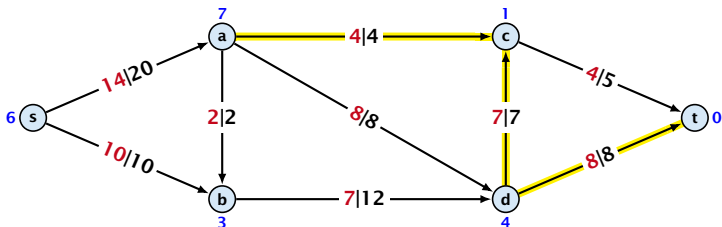
# Preflow Push



deactivating push

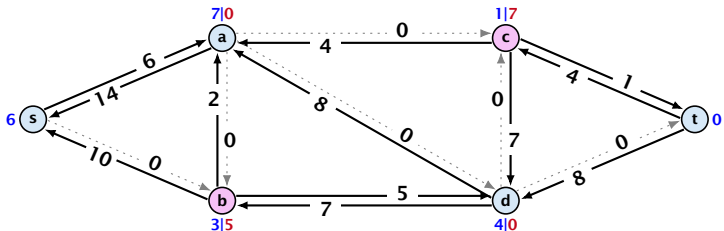
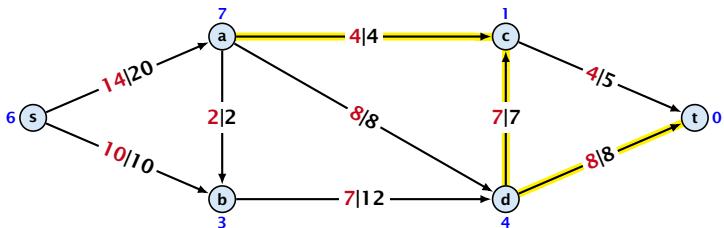


# Preflow Push

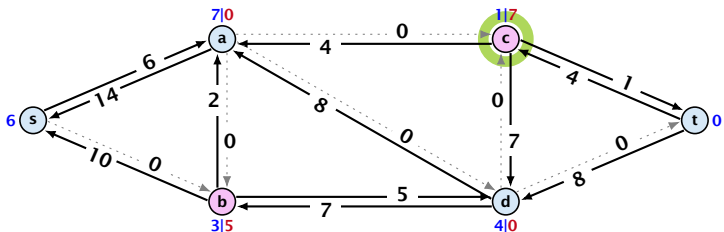
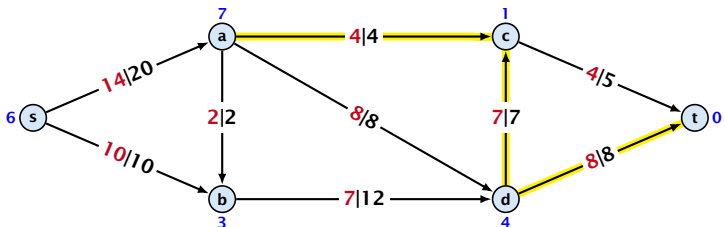




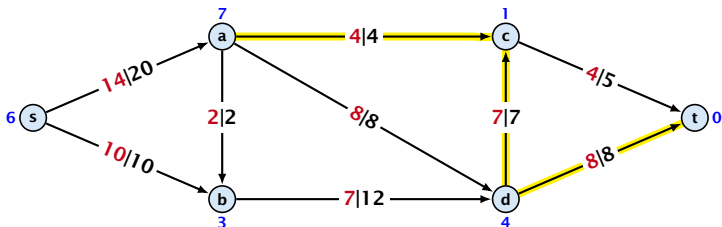
# Preflow Push



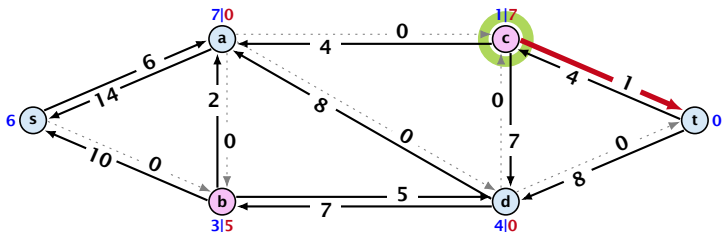
# Preflow Push



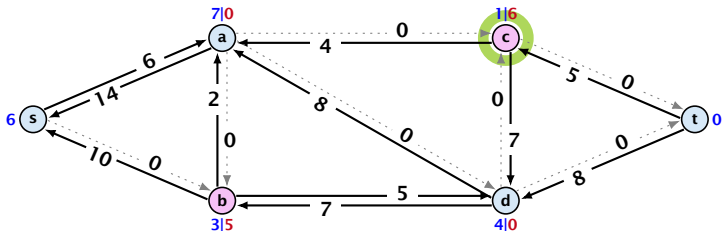
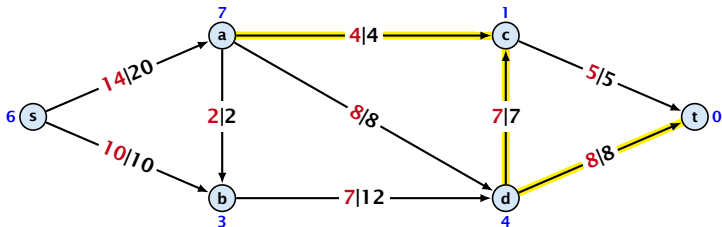
# Preflow Push



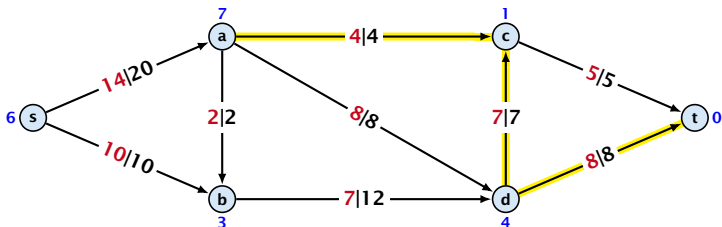
saturation push



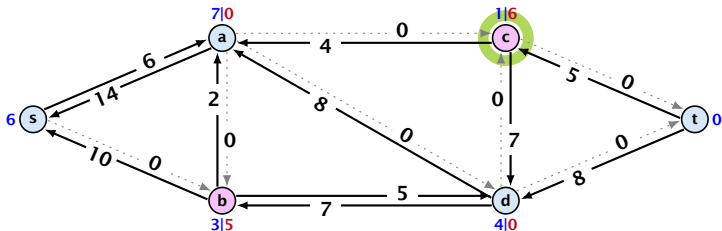
# Preflow Push



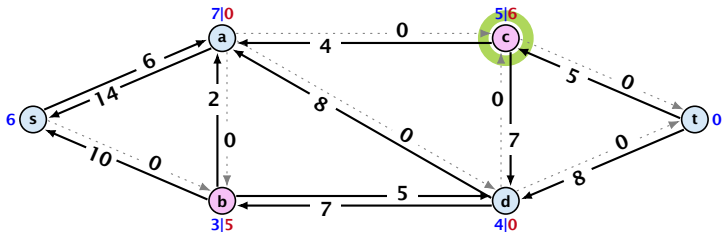
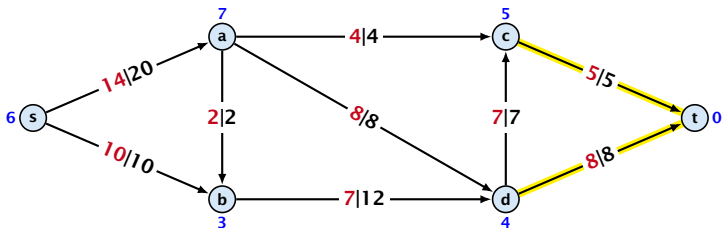
# Preflow Push



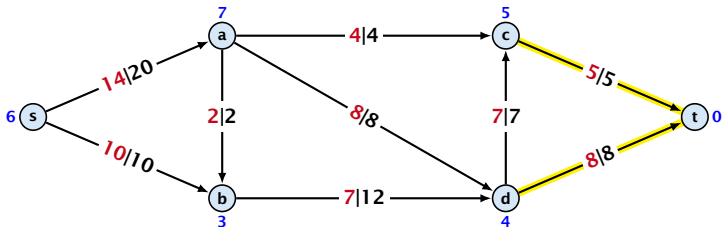
relabel to 5



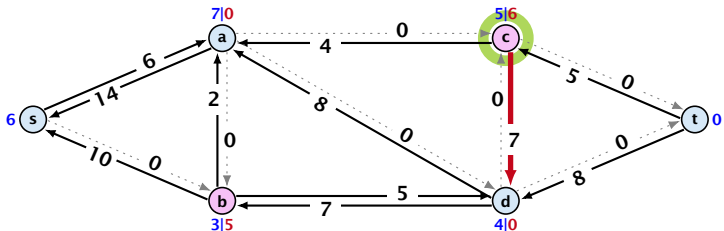
# Preflow Push



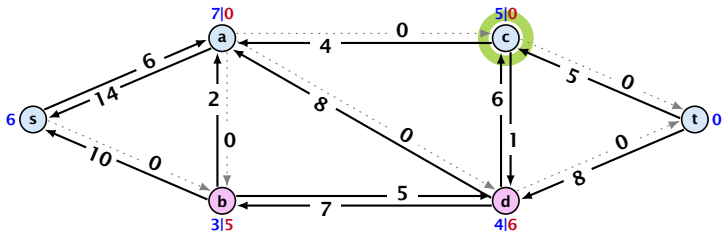
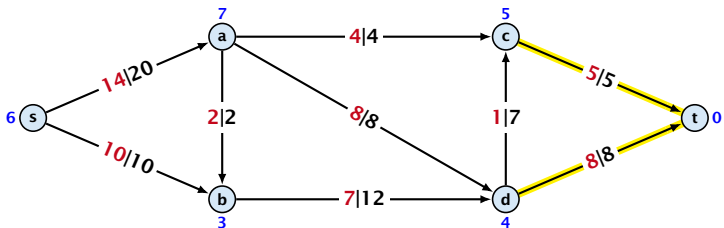
# Preflow Push



deactivating push

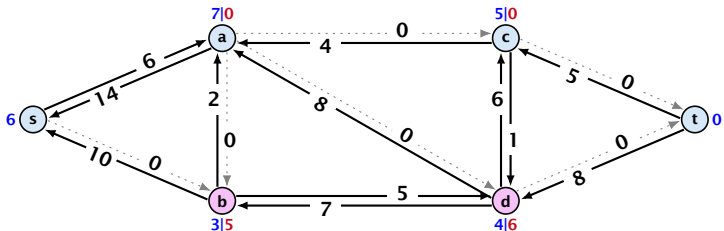
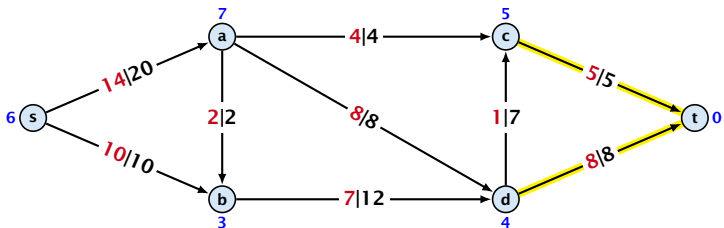


# Preflow Push

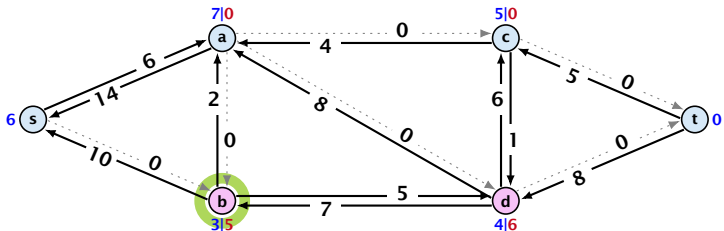
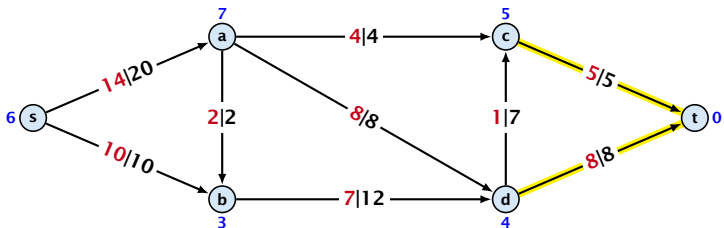




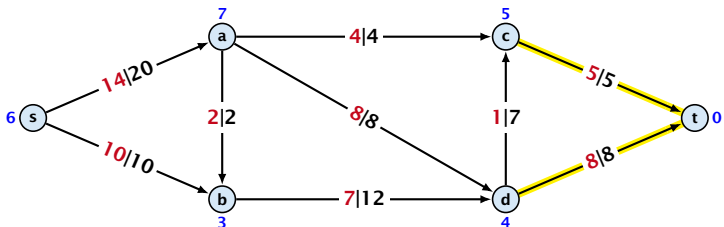
# Preflow Push



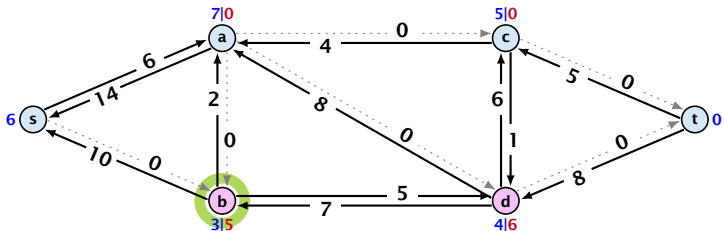
# Preflow Push



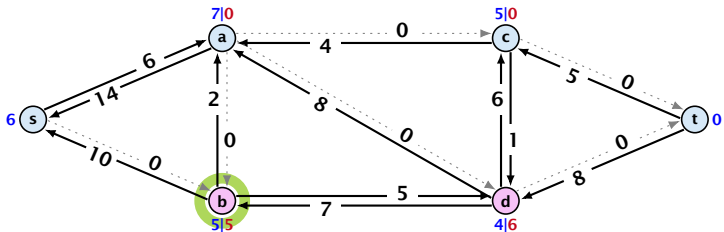
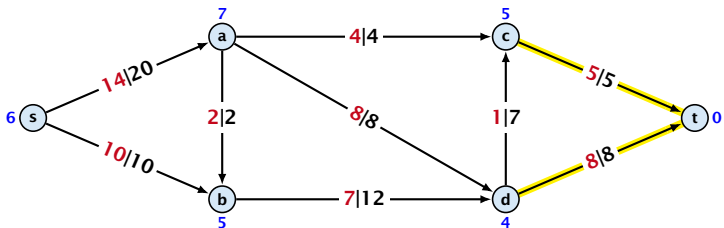
# Preflow Push



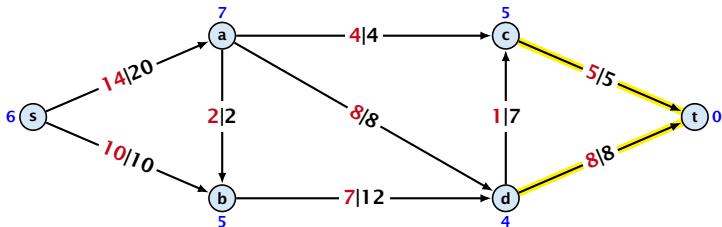
relabel to 5



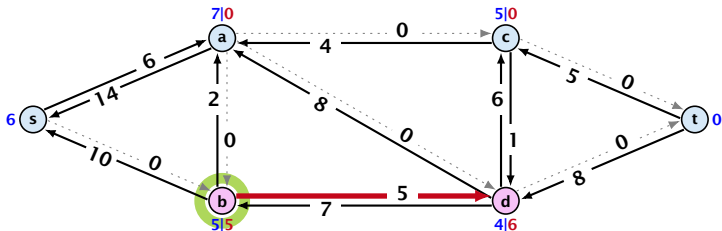
# Preflow Push



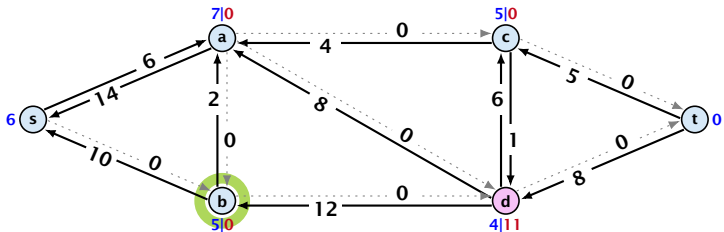
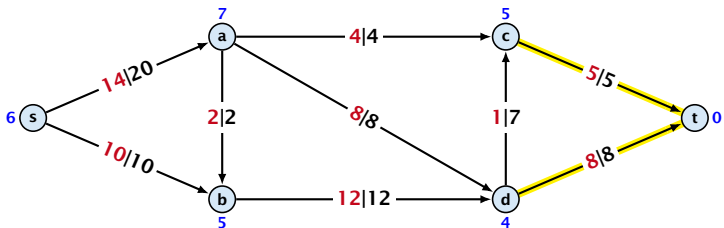
# Preflow Push



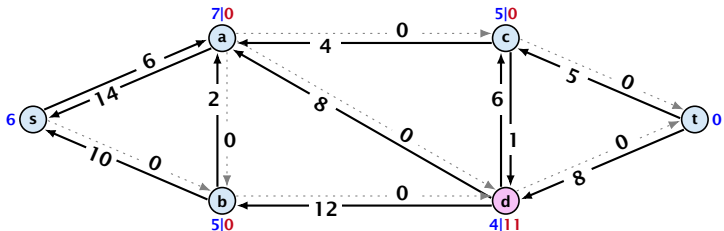
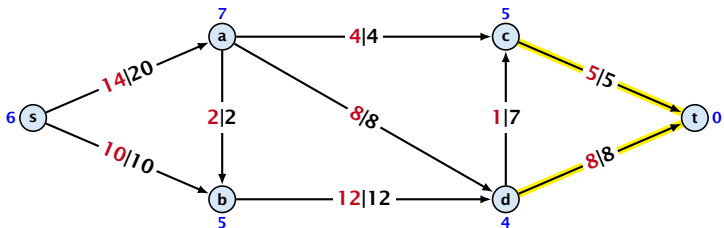
saturation and deactivating push



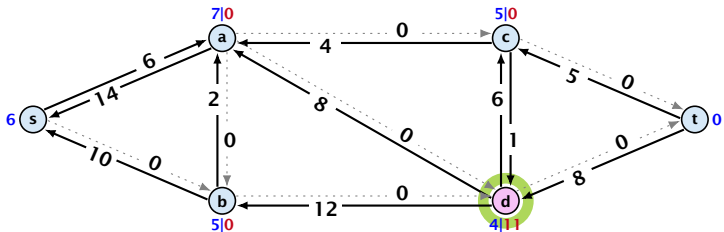
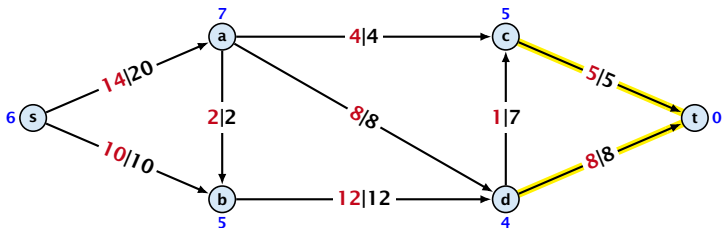
# Preflow Push



# Preflow Push

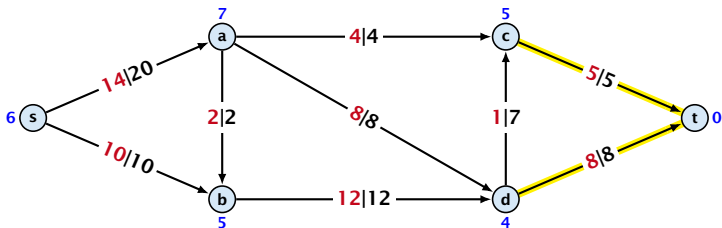


# Preflow Push

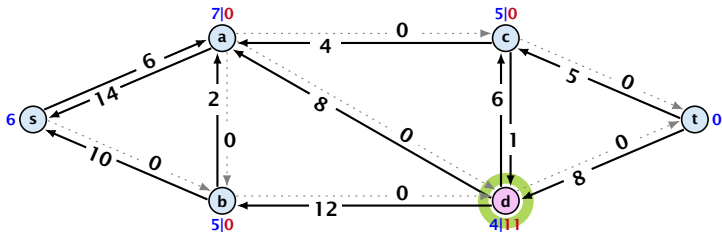




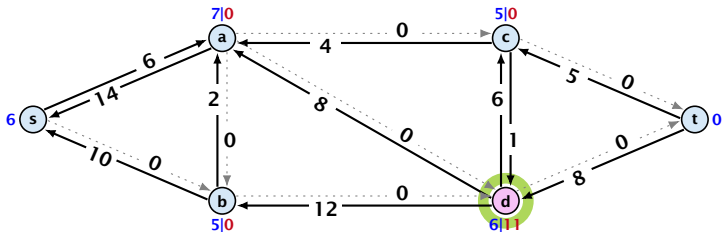
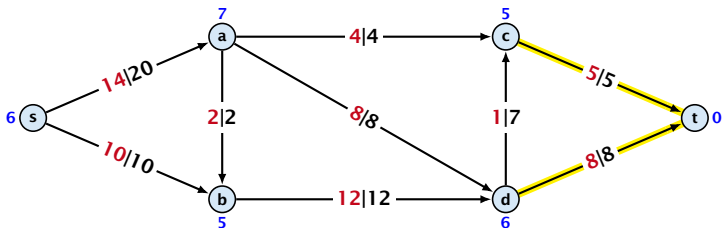
# Preflow Push



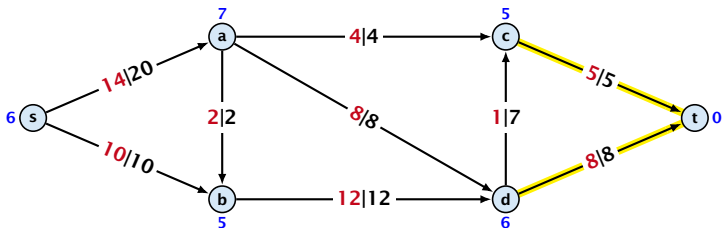
relabel to 6



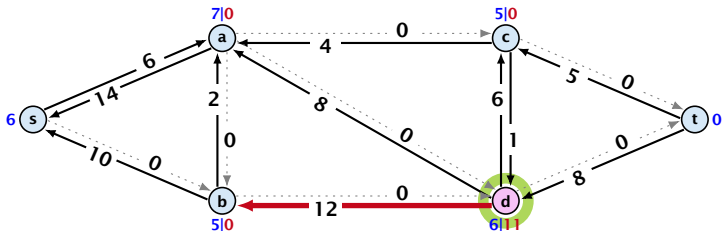
# Preflow Push



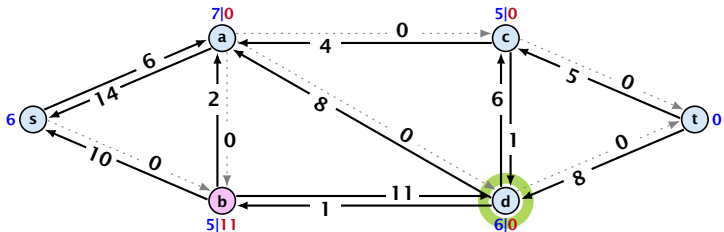
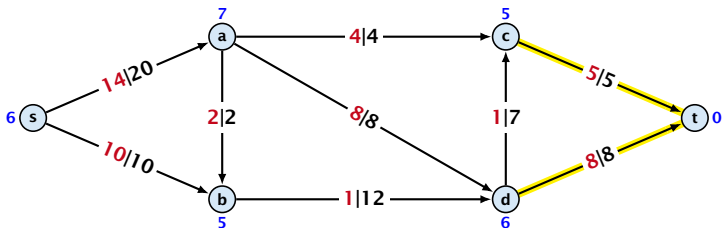
# Preflow Push



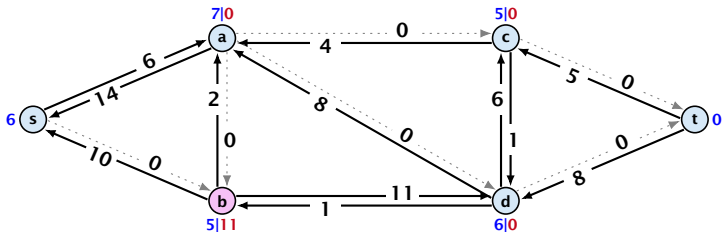
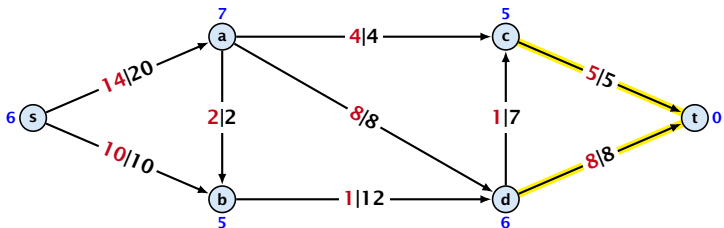
deactivating push



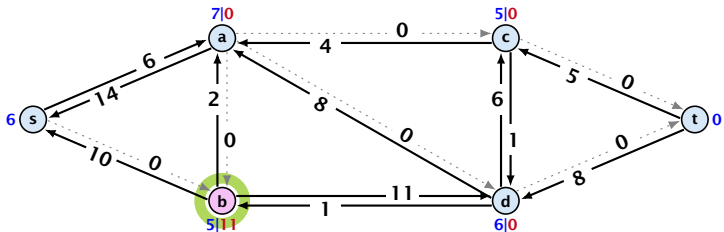
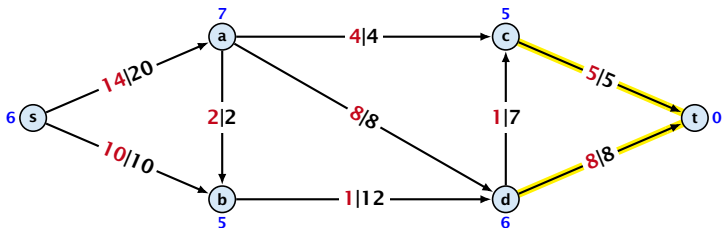
# Preflow Push



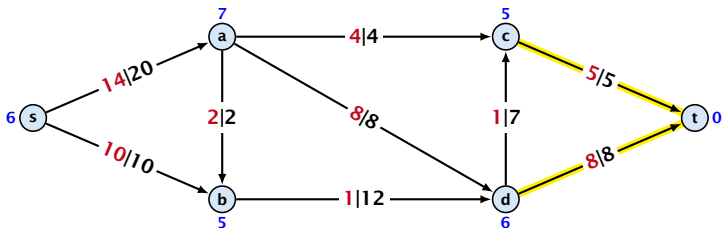
# Preflow Push



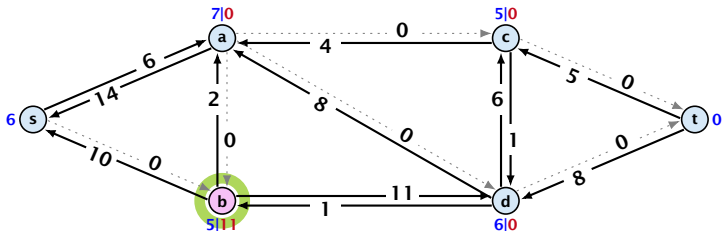
# Preflow Push



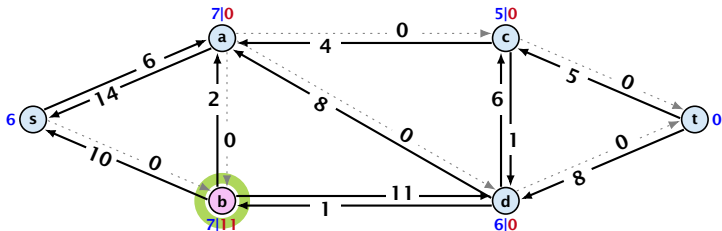
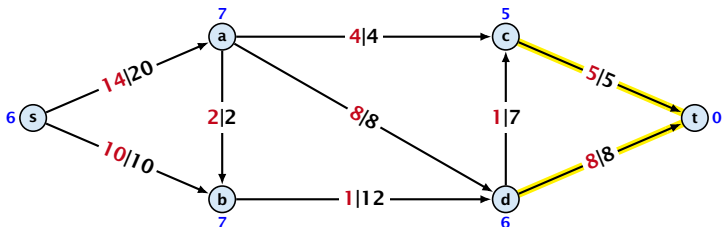
# Preflow Push



relabel to 7

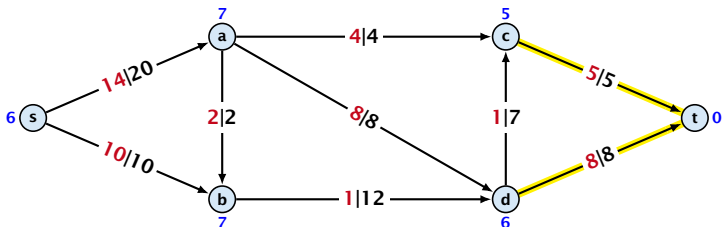


# Preflow Push

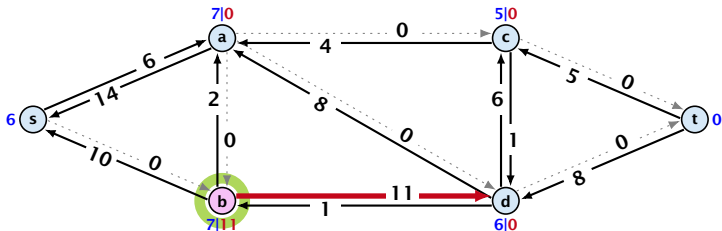




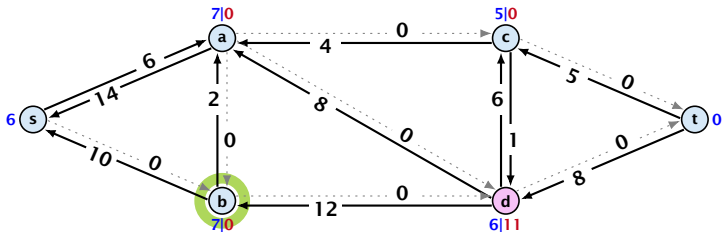
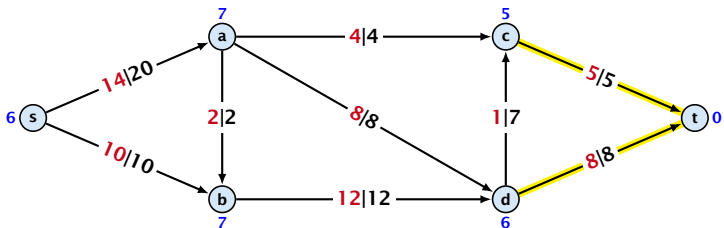
# Preflow Push



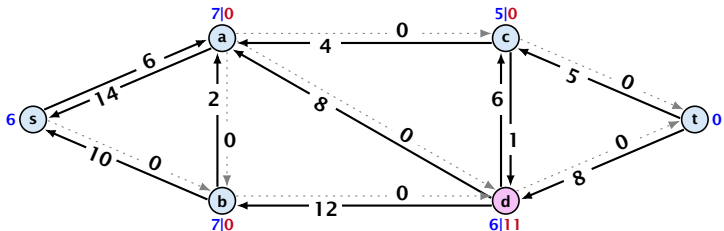
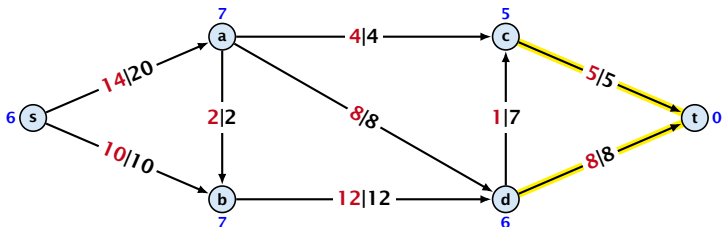
satürating and deactivating push



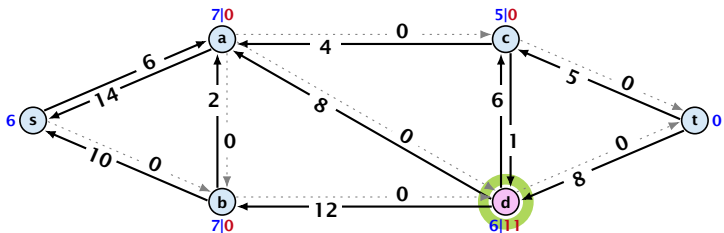
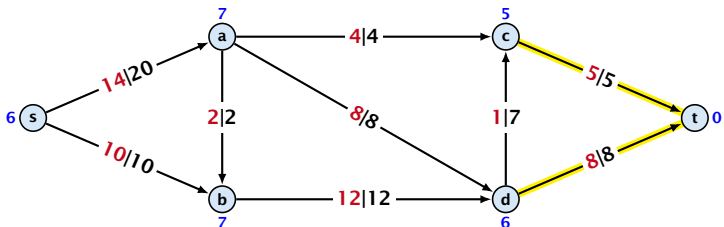
# Preflow Push



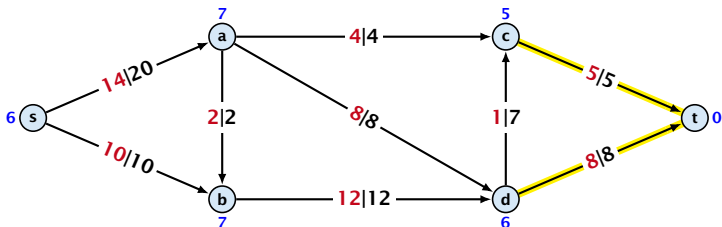
# Preflow Push



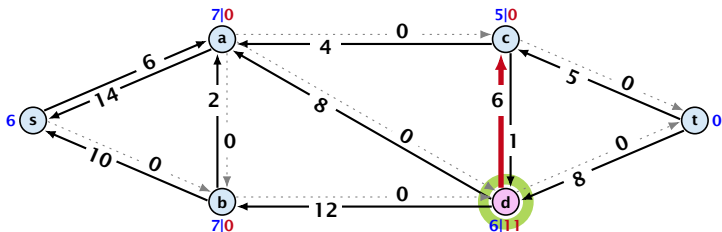
# Preflow Push



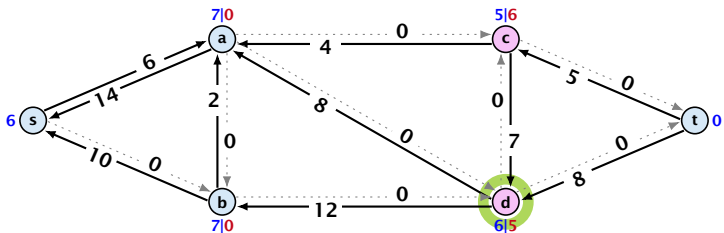
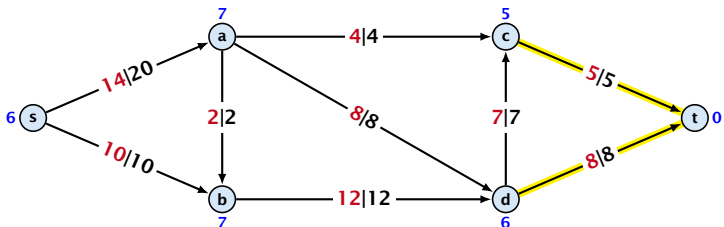
# Preflow Push



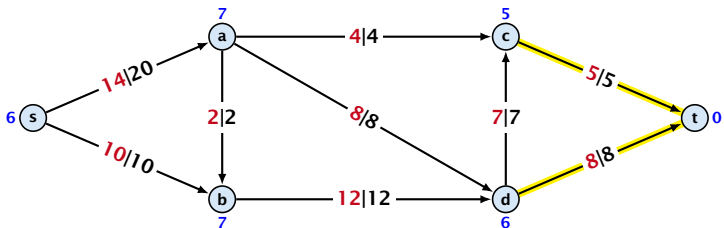
saturating push



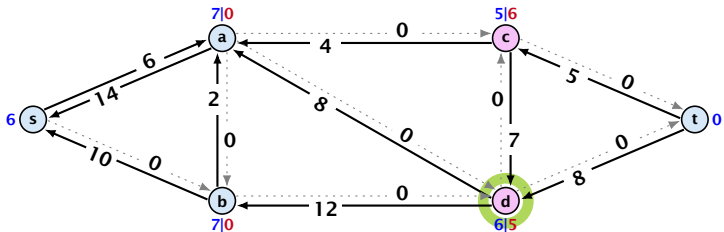
# Preflow Push



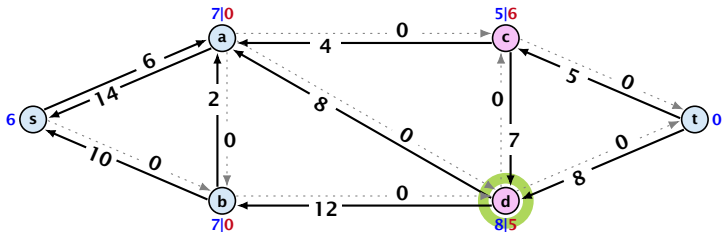
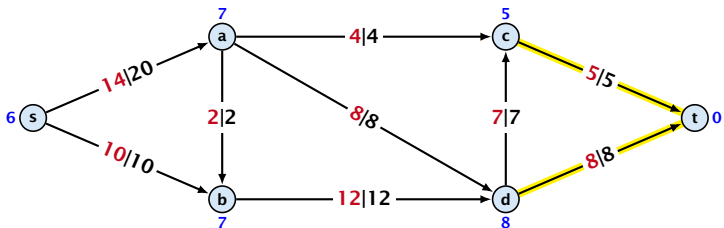
# Preflow Push



relabel to 8

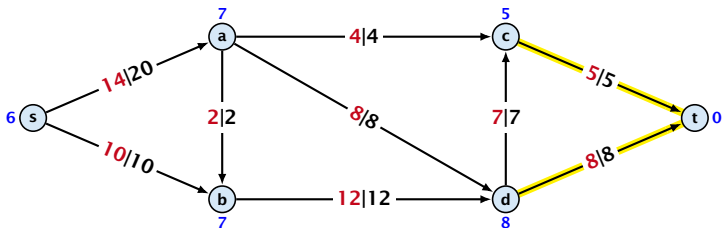


# Preflow Push

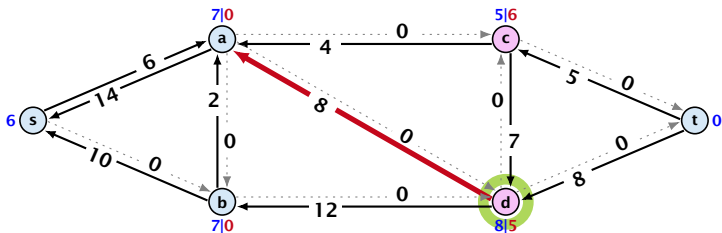




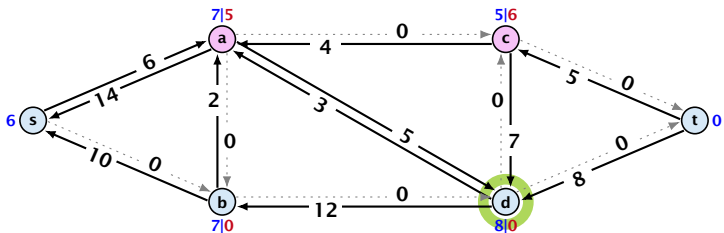
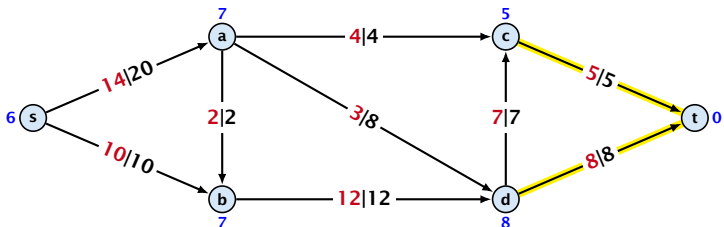
# Preflow Push



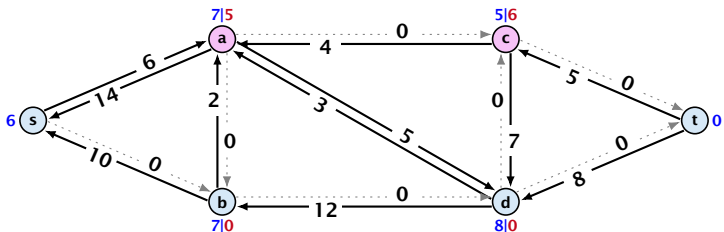
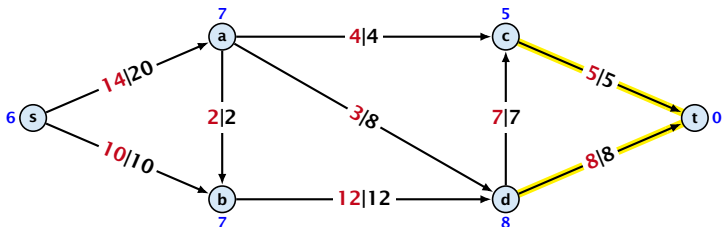
deactivating push



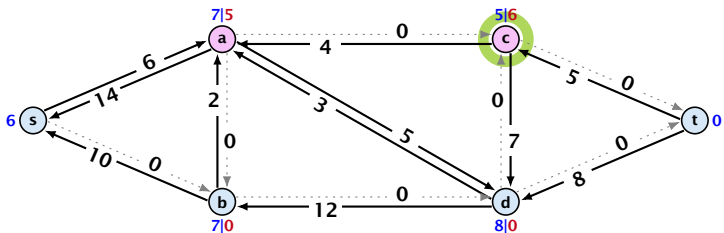
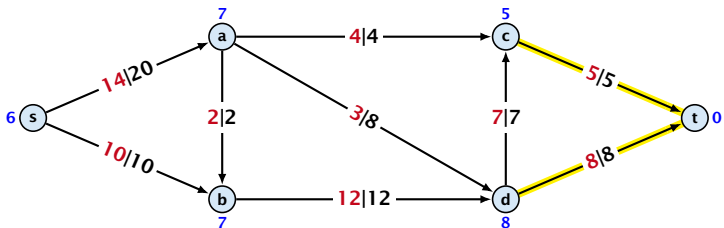
# Preflow Push



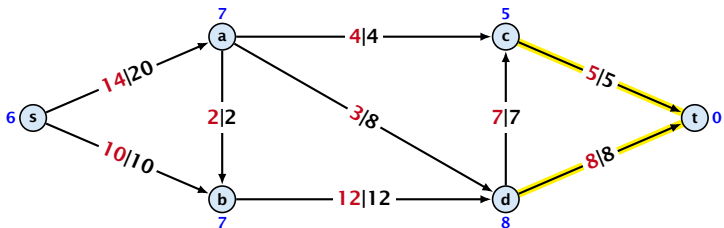
# Preflow Push



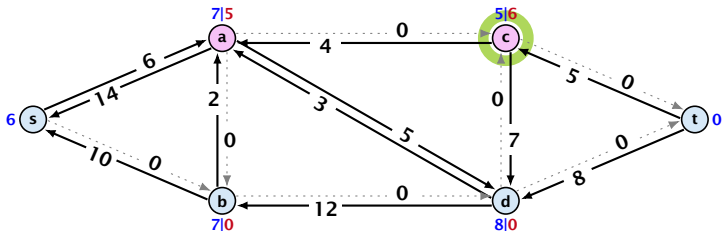
# Preflow Push



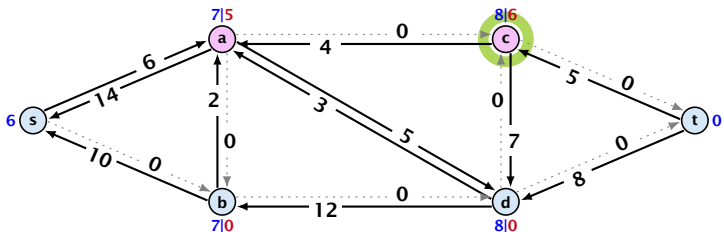
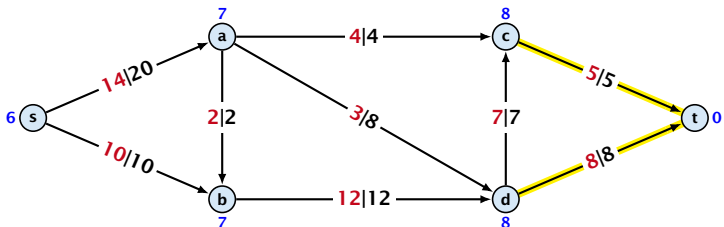
# Preflow Push



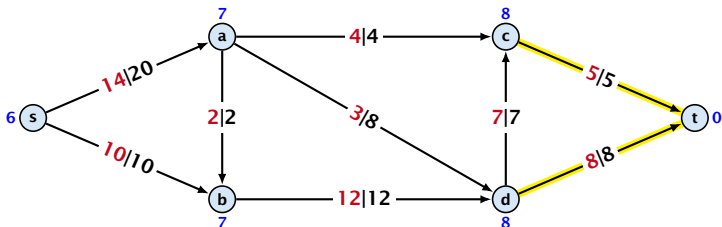
relabel to 8



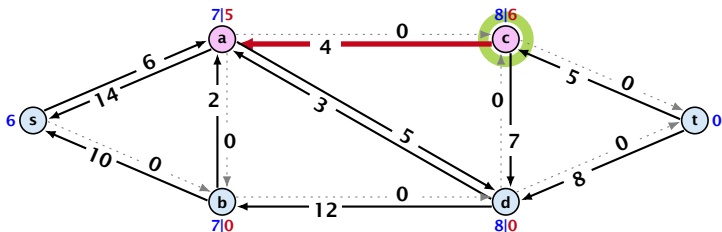
# Preflow Push



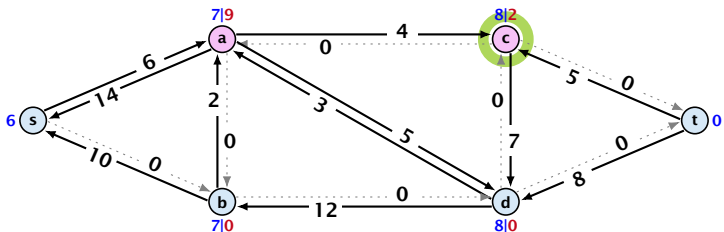
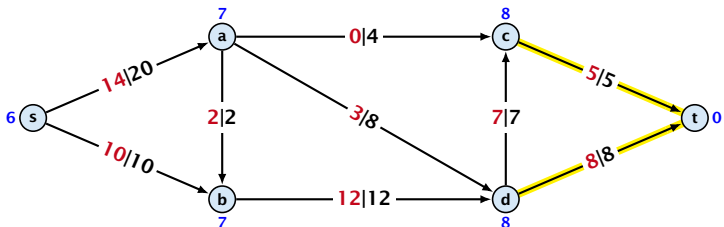
# Preflow Push



saturating push

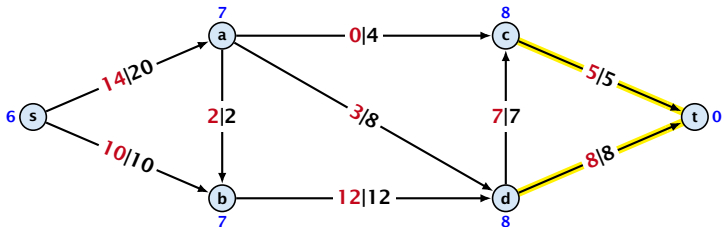


# Preflow Push

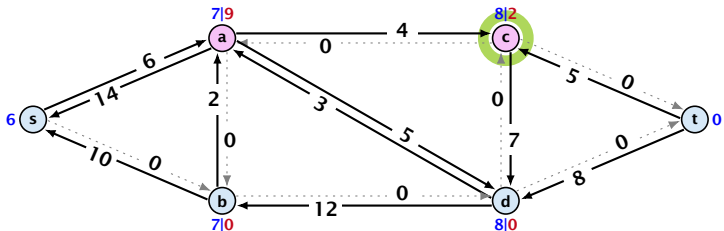




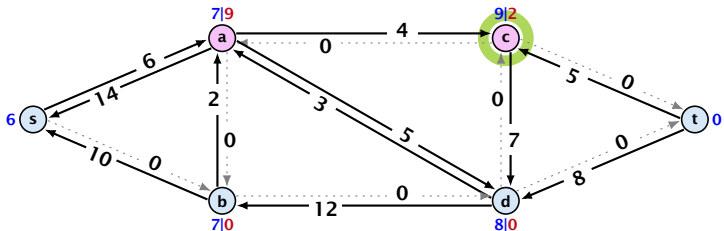
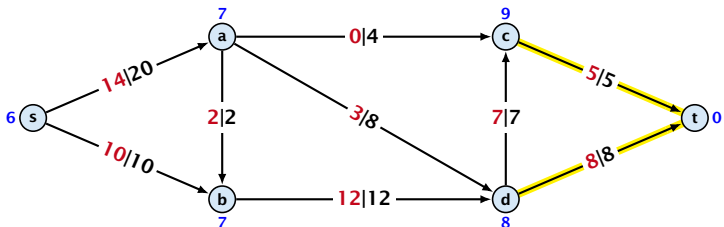
# Preflow Push



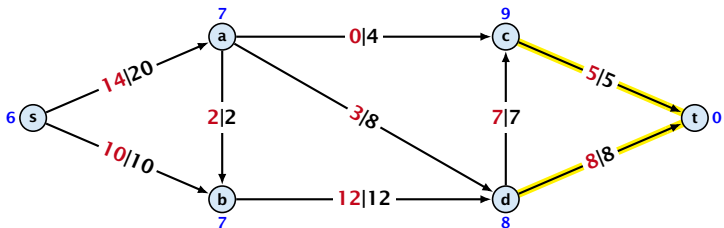
relabel to 9



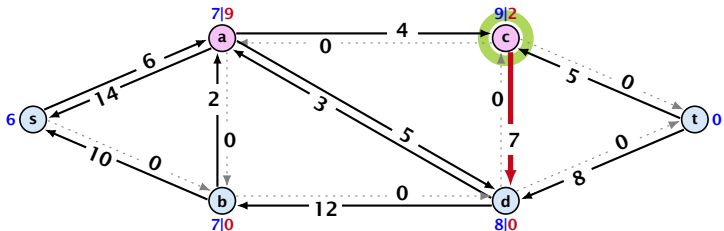
# Preflow Push



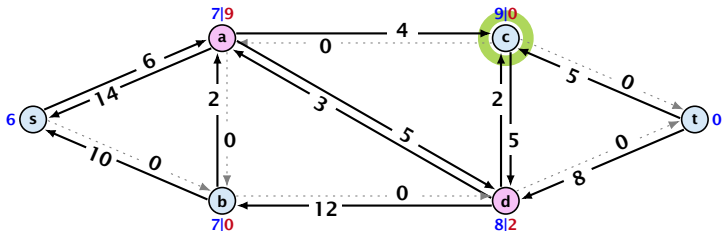
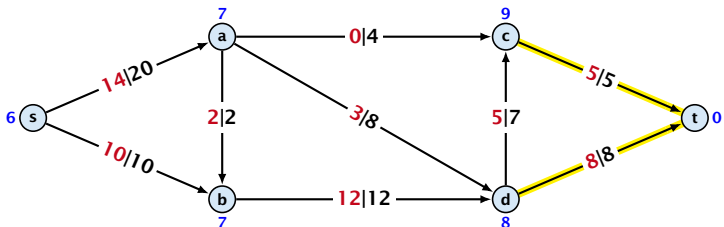
# Preflow Push



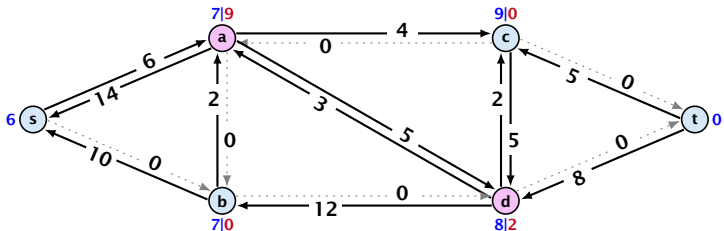
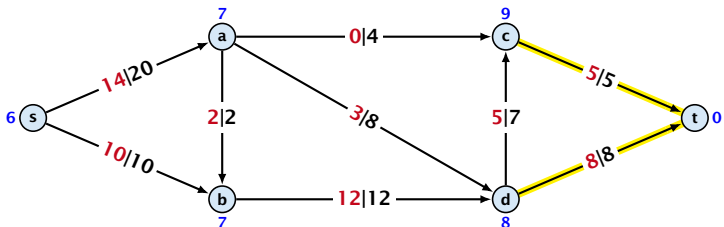
deactivating push



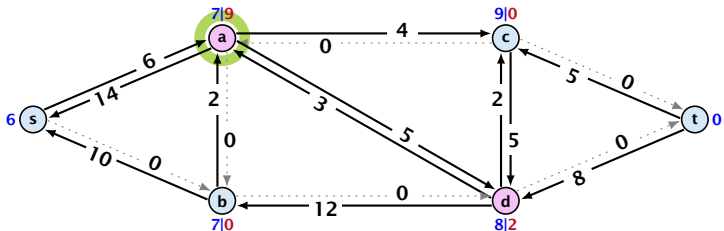
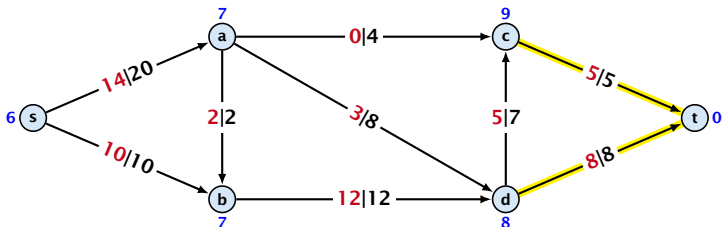
# Preflow Push



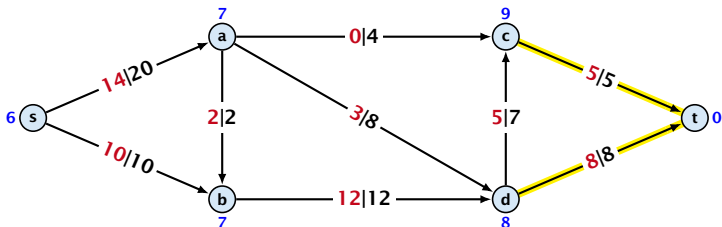
# Preflow Push



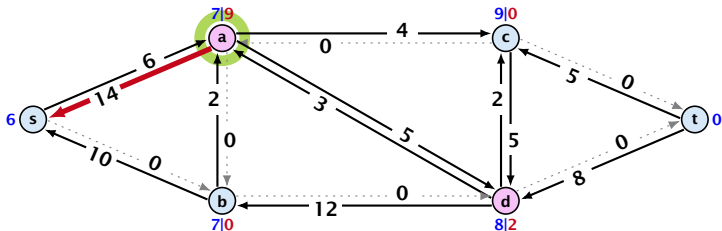
# Preflow Push



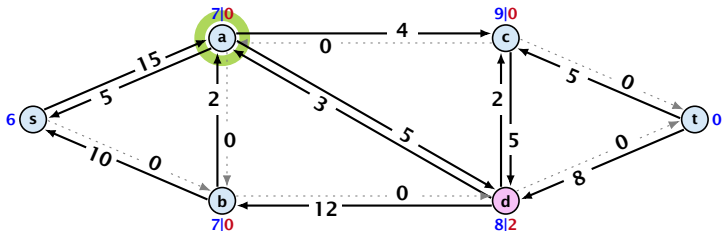
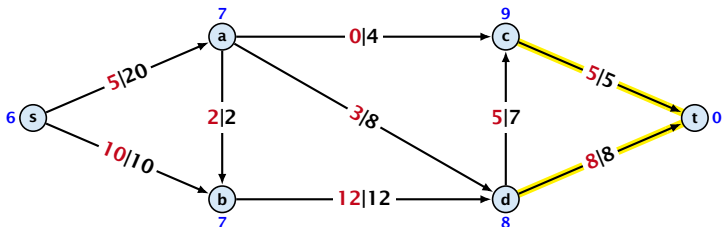
# Preflow Push



deactivating push

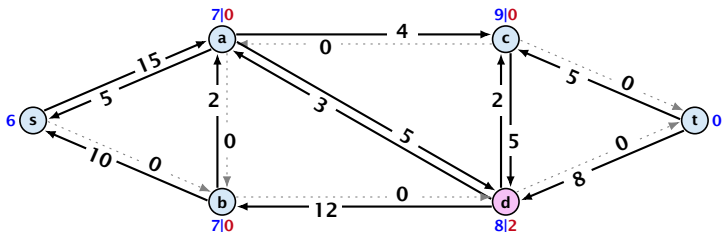
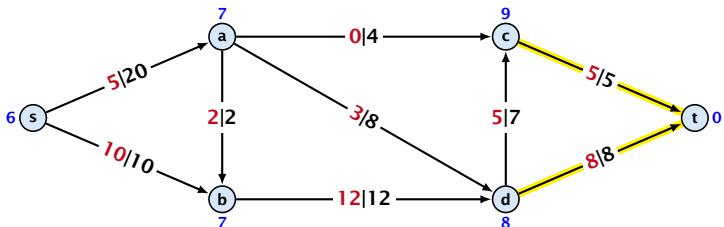


# Preflow Push

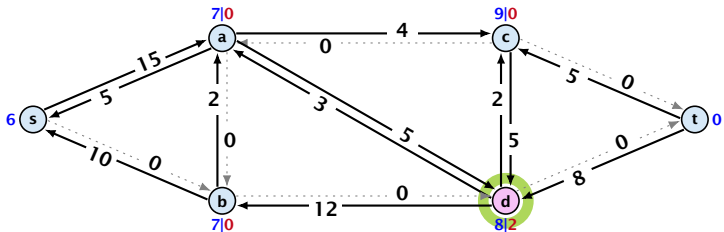
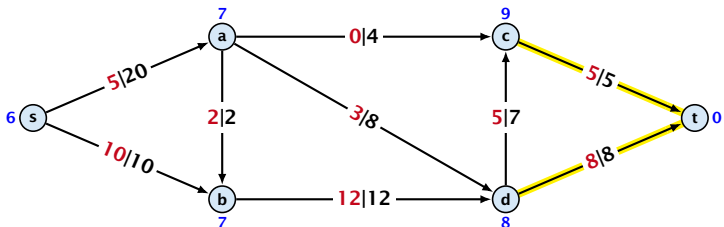




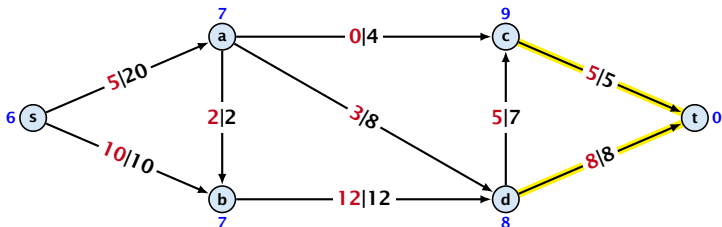
# Preflow Push



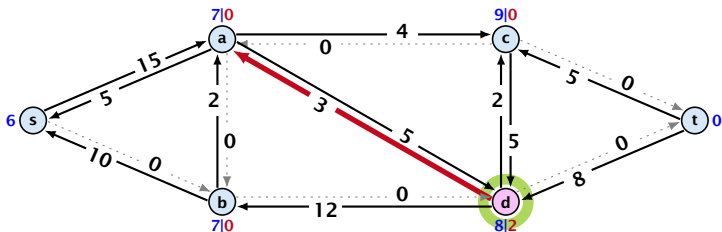
# Preflow Push



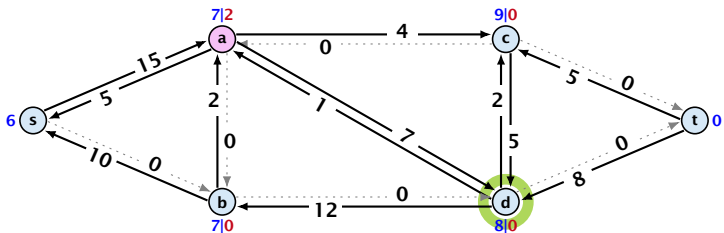
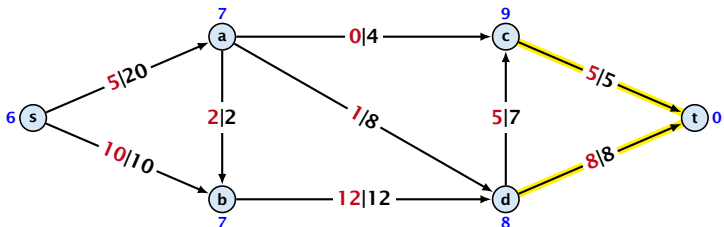
# Preflow Push



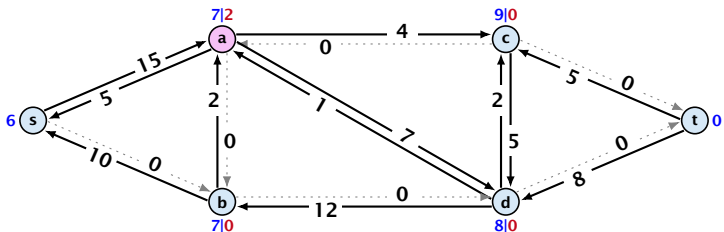
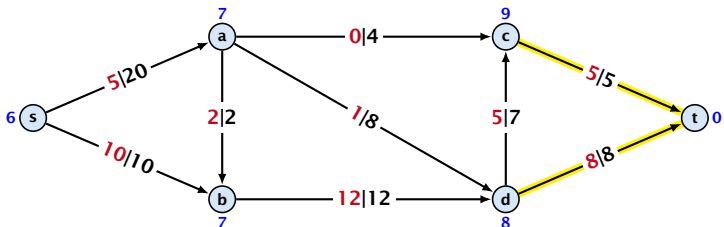
deactivating push



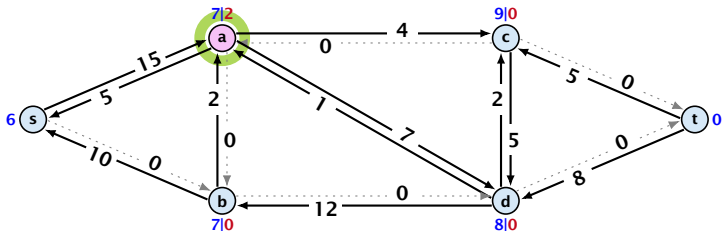
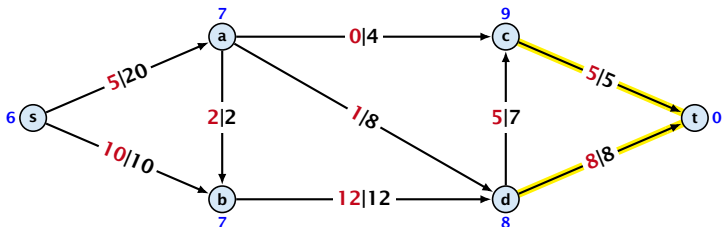
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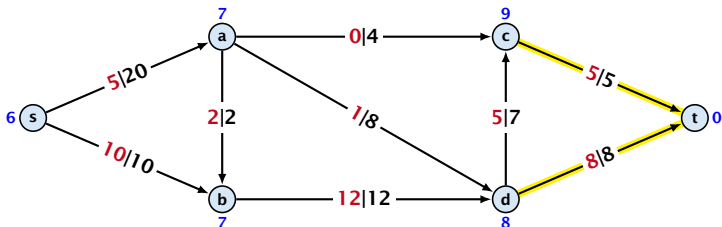
# Preflow Push



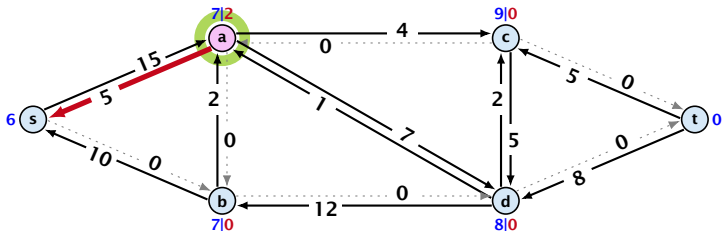
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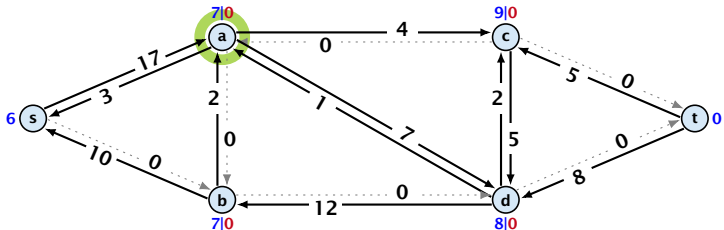
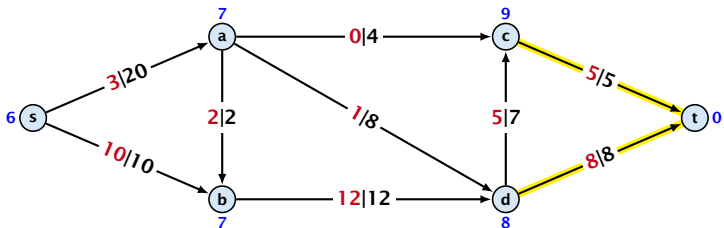
# Preflow Push



deactivating push

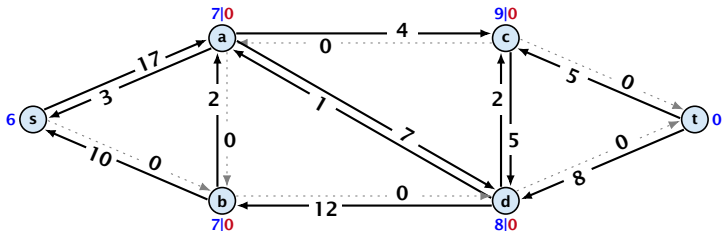
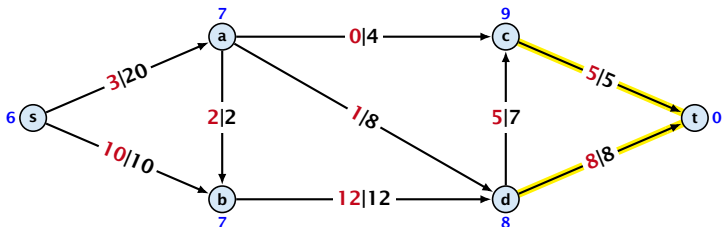


# Preflow Push





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# Analysis

## Lemma 9

*An active node has a path to  $s$  in the residual graph.*

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- ▶ In the residual graph there are no edges into  $A$ , and, hence, no edges leaving  $A$ /entering  $B$  can carry any flow.
- ▶ Let  $f(B) = \sum_{v \in B} f(v)$  be the excess flow of all nodes in  $B$ .

Let  $f : E \rightarrow \mathbb{R}_0^+$  be a preflow. We introduce the notation

$$f(x, y) = \begin{cases} 0 & (x, y) \notin E \\ f((x, y)) & (x, y) \in E \end{cases}$$

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Hence, the excess flow  $f(b)$  must be 0 for every node  $b \in B$ .

# Analysis

## Lemma 10

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- ▶ When increasing the label at a node  $u$  there exists a path from  $u$  to  $s$  of length at most  $n - 1$ . Along each edge of the path the height/label can at most drop by  $1$ , and the label of the source is  $n$ .

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## Lemma 11

*There are only  $\mathcal{O}(n^2)$  relabel operations.*

# Analysis

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- ▶ For a push from  $v$  to  $u$  the edge  $(v, u)$  must become admissible. The label of  $v$  must increase by at least 2.
- ▶ Since the label of  $v$  is at most  $2n - 1$ , there are at most  $n$  pushes along  $(u, v)$ .

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- ▶ A deactivating push decreases  $\Phi$  by at least  $1$  as the node that is pushed from becomes inactive and has a label that is strictly larger than the target.
- ▶ Hence,

$$\begin{aligned} \# \text{deactivating\_pushes} &\leq \# \text{relabels} + 2n \cdot \# \text{saturating\_pushes} \\ &\leq \mathcal{O}(n^2m) . \end{aligned}$$

## Theorem 14

*There is an implementation of the generic push relabel algorithm with running time  $\mathcal{O}(n^2m)$ .*

# Analysis

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For every node maintain a list of admissible edges starting at that node. Further maintain a list of active nodes.

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A push along an edge  $(u, v)$  can be performed in constant time

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A relabel at a node  $u$  can be performed in time  $\mathcal{O}(n)$

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A relabel at a node  $u$  can be performed in time  $\mathcal{O}(n)$

- ▶ check for all outgoing edges if they become admissible
- ▶ check for all incoming edges if they become non-admissible

## Analysis

For special variants of push relabel algorithms we organize the neighbours of a node into a linked list (possible neighbours in the residual graph  $G_f$ ). Then we use the discharge-operation:

### Algorithm 2 discharge( $u$ )

```
1: while  $u$  is active do  
2:    $v \leftarrow u.current\text{-neighbour}$   
3:   if  $v = \text{null}$  then  
4:     relabel( $u$ )  
5:      $u.current\text{-neighbour} \leftarrow u.neighbour\text{-list-head}$   
6:   else  
7:     if  $(u, v)$  admissible then push( $u, v$ )  
8:     else  $u.current\text{-neighbour} \leftarrow v.next\text{-in-list}$ 
```

Note that  $u.current\text{-neighbour}$  is a global variable. It is only changed within the discharge routine, but keeps its value between consecutive calls to discharge.

## Lemma 15

If  $v = \text{null}$  in Line 3, then there is no outgoing admissible edge from  $u$ .

### Proof.

- ▶ While pushing from  $u$  the current-neighbour pointer is only advanced if the current edge is not admissible.
- ▶ The only thing that could make the edge admissible again would be a relabel at  $u$ .
- ▶ If we reach the end of the list ( $v = \text{null}$ ) all edges are not admissible. □

This shows that  $\text{discharge}(u)$  is correct, and that we can perform a relabel in Line 4.

## 13.2 Relabel to Front

### Algorithm 1 relabel-to-front( $G, s, t$ )

```
1: initialize preflow
2: initialize node list  $L$  containing  $V \setminus \{s, t\}$  in any order
3: foreach  $u \in V \setminus \{s, t\}$  do
4:    $u.current\text{-neighbour} \leftarrow u.neighbour\text{-list}\text{-head}$ 
5:  $u \leftarrow L.head$ 
6: while  $u \neq \text{null}$  do
7:    $old\text{-height} \leftarrow \ell(u)$ 
8:   discharge( $u$ )
9:   if  $\ell(u) > old\text{-height}$  then // relabel happened
10:    move  $u$  to the front of  $L$ 
11:     $u \leftarrow u.next$ 
```

## 13.2 Relabel to Front

### Lemma 16 (Invariant)

*In Line 6 of the relabel-to-front algorithm the following invariant holds.*

- 1. The sequence  $L$  is topologically sorted w.r.t. the set of admissible edges; this means for an admissible edge  $(x, y)$  the node  $x$  appears before  $y$  in sequence  $L$ .*
- 2. No node before  $u$  in the list  $L$  is active.*



## Proof:

### ▶ Initialization:

1. In the beginning  $s$  has label  $n \geq 2$ , and all other nodes have label 0. Hence, no edge is admissible, which means that any ordering  $L$  is permitted.
2. We start with  $u$  being the head of the list; hence no node before  $u$  can be active

### ▶ Maintenance:

1.
  - ▶ Pushes do not create any new admissible edges. Therefore, if `discharge()` does not relabel  $u$ ,  $L$  is still topologically sorted.
  - ▶ After relabeling,  $u$  cannot have admissible incoming edges as such an edge  $(x, u)$  would have had a difference  $\ell(x) - \ell(u) \geq 2$  before the re-labeling (such edges do not exist in the residual graph).  
Hence, moving  $u$  to the front does not violate the sorting property for any edge; however it fixes this property for all admissible edges leaving  $u$  that were generated by the relabeling.

## 13.2 Relabel to Front

### Proof:

► Maintenance:

2. If we do a relabel there is nothing to prove because the only node before  $u'$  ( $u$  in the next iteration) will be the current  $u$ ; the discharge( $u$ ) operation only terminates when  $u$  is not active anymore.

For the case that we do not relabel, observe that the only way a predecessor could be active is that we push flow to it via an admissible arc. However, all admissible arc point to successors of  $u$ .

Note that the invariant means that for  $u = \text{null}$  we have a preflow with a valid labelling that does not have active nodes. This means we have a maximum flow.

## 13.2 Relabel to Front

### Lemma 17

*There are at most  $\mathcal{O}(n^3)$  calls to  $\text{discharge}(u)$ .*

Every discharge operation without a relabel advances  $u$  (the current node within list  $L$ ). Hence, if we have  $n$  discharge operations without a relabel we have  $u = \text{null}$  and the algorithm terminates.

Therefore, the number of calls to discharge is at most  $n(\#\text{relabels} + 1) = \mathcal{O}(n^3)$ .

## 13.2 Relabel to Front

### Lemma 18

*The cost for all relabel-operations is only  $\mathcal{O}(n^2)$ .*

A relabel-operation at a node is constant time (increasing the label and resetting  *$u$ .current-neighbour*). In total we have  $\mathcal{O}(n^2)$  relabel-operations.

## 13.2 Relabel to Front

Recall that a saturating push operation ( $\min\{c_f(e), f(u)\} = c_f(e)$ ) can also be a deactivating push operation ( $\min\{c_f(e), f(u)\} = f(u)$ ).

### Lemma 19

*The cost for all saturating push-operations that are **not** deactivating is only  $\mathcal{O}(mn)$ .*

Note that such a push-operation leaves the node  $u$  active but makes the edge  $e$  disappear from the residual graph. Therefore the push-operation is immediately followed by an increase of the pointer  $u.current-neighbour$ .

This pointer can traverse the neighbour-list at most  $\mathcal{O}(n)$  times (upper bound on number of relabels) and the neighbour-list has only  $degree(u) + 1$  many entries (+1 for null-entry).

## 13.2 Relabel to Front

### Lemma 20

*The cost for all deactivating push-operations is only  $\mathcal{O}(n^3)$ .*

A deactivating push-operation takes constant time and ends the current call to `discharge()`. Hence, there are only  $\mathcal{O}(n^3)$  such operations.

### Theorem 21

*The push-relabel algorithm with the rule relabel-to-front takes time  $\mathcal{O}(n^3)$ .*

## 13.3 Highest Label

### Algorithm 1 highest-label( $G, s, t$ )

- 1: initialize preflow
- 2: **foreach**  $u \in V \setminus \{s, t\}$  **do**
- 3:      $u.current-neighbour \leftarrow u.neighbour-list-head$
- 4: **while**  $\exists$  active node  $u$  **do**
- 5:     select active node  $u$  with highest label
- 6:     discharge( $u$ )

## 13.3 Highest Label

### Lemma 22

*When using highest label the number of deactivating pushes is only  $\mathcal{O}(n^3)$ .*

A push from a node on level  $\ell$  can only “activate” nodes on levels strictly less than  $\ell$ .

This means, after a deactivating push from  $u$  a relabel is required to make  $u$  active again.

Hence, after  $n$  deactivating pushes without an intermediate relabel there are no active nodes left.

Therefore, the number of deactivating pushes is at most  $n(\#relabels + 1) = \mathcal{O}(n^3)$ .



## 13.3 Highest Label

Since a discharge-operation is terminated by a deactivating push this gives an upper bound of  $\mathcal{O}(n^3)$  on the number of discharge-operations.

The cost for relabels and saturating pushes can be estimated in exactly the same way as in the case of the generic push-relabel algorithm.

### Question:

How do we find the next node for a discharge operation?

## 13.3 Highest Label

Maintain lists  $L_i$ ,  $i \in \{0, \dots, 2n\}$ , where list  $L_i$  contains active nodes with label  $i$  (maintaining these lists induces only constant additional cost for every push-operation and for every relabel-operation).

After a discharge operation terminated for a node  $u$  with label  $k$ , traverse the lists  $L_k, L_{k-1}, \dots, L_0$ , (in that order) until you find a non-empty list.

Unless the last (deactivating) push was to  $s$  or  $t$  the list  $k-1$  must be non-empty (i.e., the search takes constant time).

## 13.3 Highest Label

Hence, the total time required for searching for active nodes is at most

$$\mathcal{O}(n^3) + n(\#deactivating-pushes-to-s-or-t)$$

### Lemma 23

*The number of deactivating pushes to  $s$  or  $t$  is at most  $\mathcal{O}(n^2)$ .*

With this lemma we get

### Theorem 24

*The push-relabel algorithm with the rule highest-label takes time  $\mathcal{O}(n^3)$ .*

## 13.3 Highest Label

### Proof of the Lemma.

- ▶ We only show that the number of pushes to the source is at most  $\mathcal{O}(n^2)$ . A similar argument holds for the target.
- ▶ After a node  $v$  (which must have  $\ell(v) = n + 1$ ) made a deactivating push to the source there needs to be another node whose label is increased from  $\leq n + 1$  to  $n + 2$  before  $v$  can become active again.
- ▶ This happens for every push that  $v$  makes to the source. Since, every node can pass the threshold  $n + 2$  at most once,  $v$  can make at most  $n$  pushes to the source.
- ▶ As this holds for every node the total number of pushes to the source is at most  $\mathcal{O}(n^2)$ .