

# Preflows

## Definition 1

An  $(s, t)$ -preflow is a function  $f : E \mapsto \mathbb{R}^+$  that satisfies

For each edge  $e \in E$

$$0 \leq f(e) \leq c(e)$$

For each vertex  $v \in V$

$$\sum_{e \in E^+} f(e) - \sum_{e \in E^-} f(e) \leq b(v)$$

For each vertex  $v \in V$

$$\sum_{e \in E^+} f(e) - \sum_{e \in E^-} f(e) = 0$$

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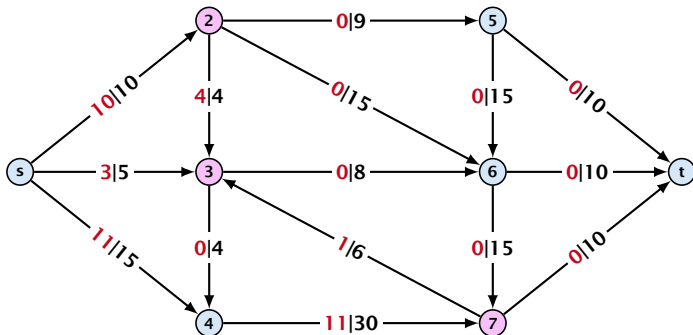
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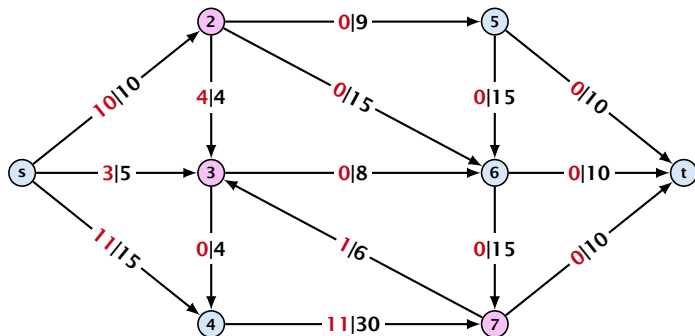
# Preflows

## Example 2



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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

- ▶  $\ell(u) \leq \ell(v) + 1$  for all edges  $(u, v)$  in the residual graph  $G_f$  (only non-zero capacity edges!!!)

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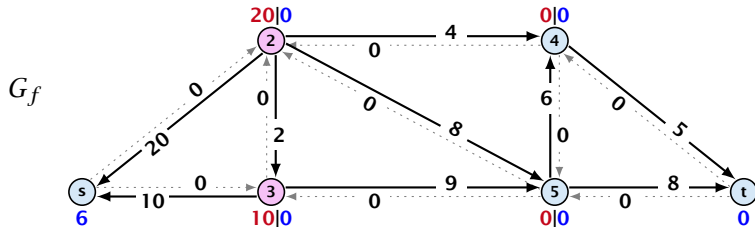
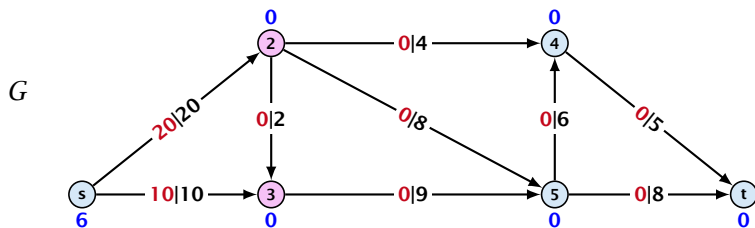
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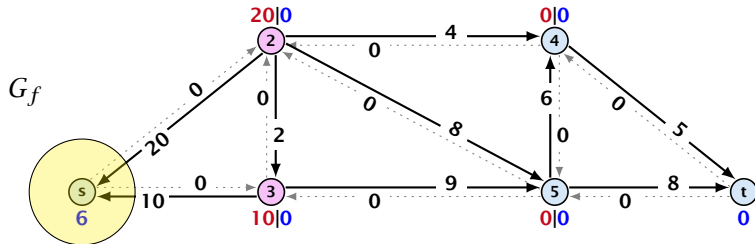
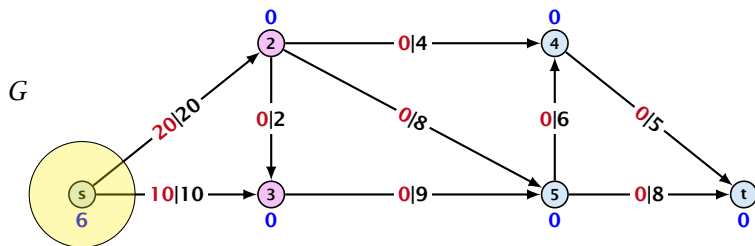
## Intuition:

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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- ▶ Let  $A = \{v \in V \mid \ell(v) > d\}$  and  $B = \{v \in V \mid \ell(v) < d\}$ .
- ▶ We have  $s \in A$  and  $t \in B$  and there is no edge from  $A$  to  $B$  in the residual graph  $G_f$ ; this means that  $(A, B)$  is a saturated cut.



# Push Relabel Algorithms

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

## Changing a Preflow

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  $\ell$ ).

### 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  $c_f(e)$ .

We can send flow  $\min\{c_f(e), f(u)\}$  along  $e$  and obtain a new preflow. The old labelling is still valid (!!!).

• The arc  $e$  is deleted from the residual graph

• The node  $u$  becomes inactive



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- ▶  **saturating push** :  $\min\{f(u), c_f(e)\} = c_f(e)$   
the arc  $e$  is deleted from the residual graph
- ▶  **non-saturating push** :  $\min\{f(u), c_f(e)\} = f(u)$   
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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 than 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 **non-saturating 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 3 $\text{maxflow}(G, s, t, c)$

```
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  $f$ 
```

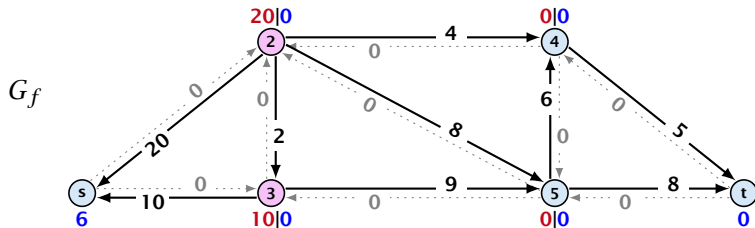
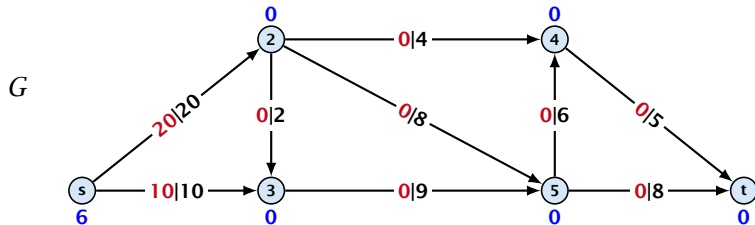
# Push Relabel Algorithms

## Algorithm 3 maxflow( $G, s, t, c$ )

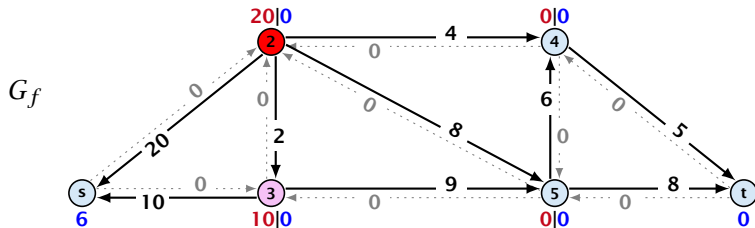
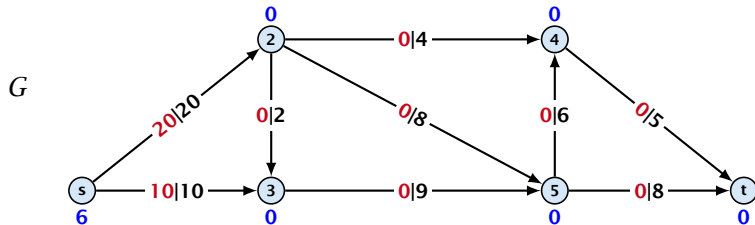
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6:         relabel( $u$ )
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In the following example we always stick to the same active node  $u$  until it becomes inactive but this is not required.

# Preflow Push Algorithm



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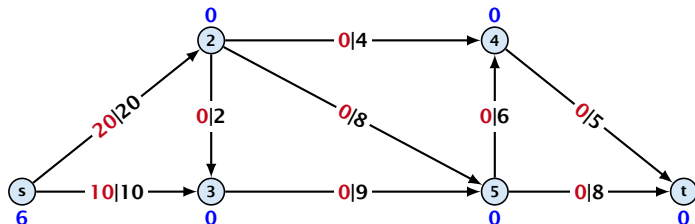




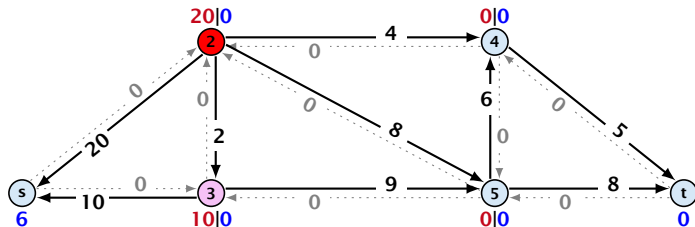
# Preflow Push Algorithm

relabel

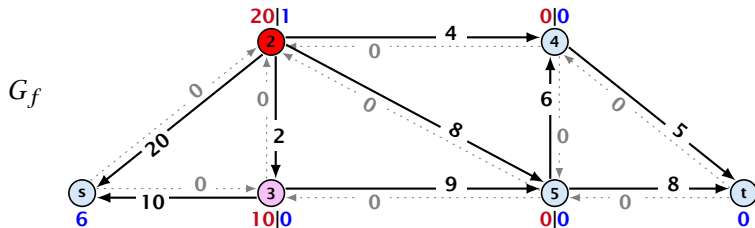
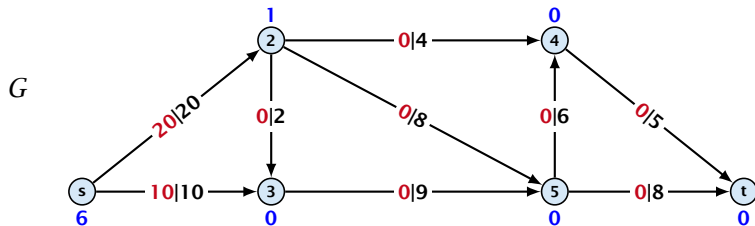
$G$



$G_f$

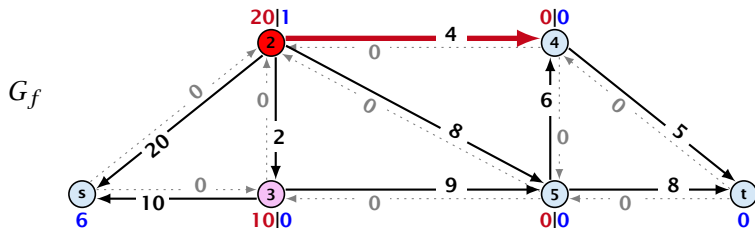
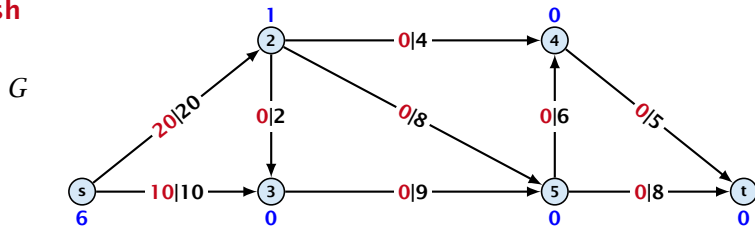


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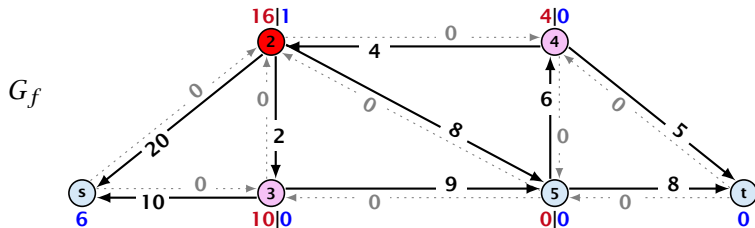
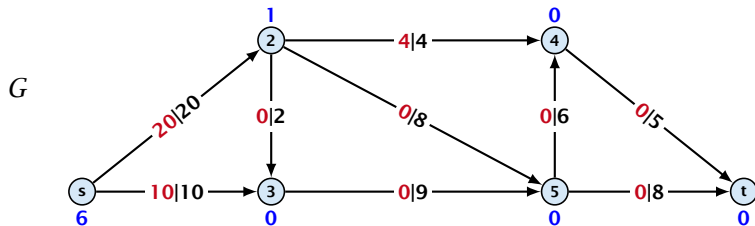


# Preflow Push Algorithm

push



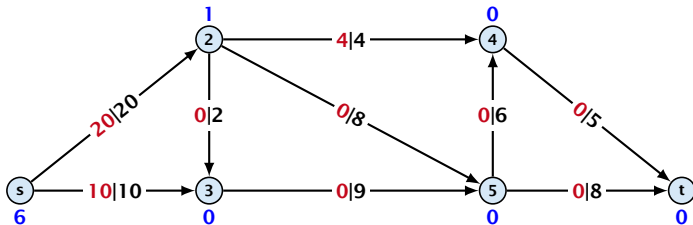
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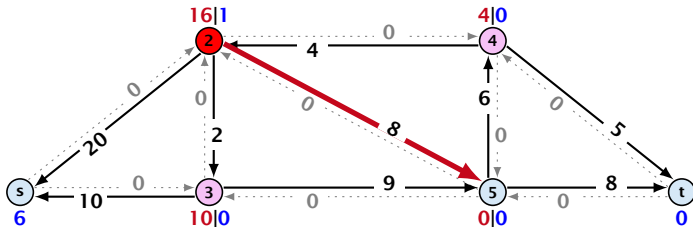
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push

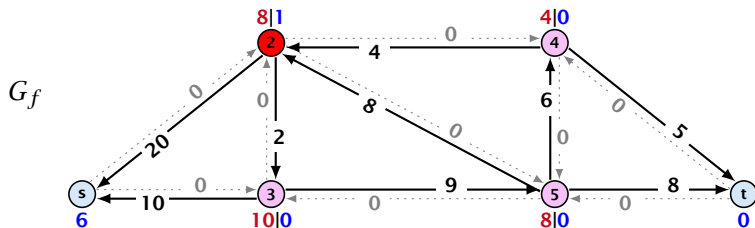
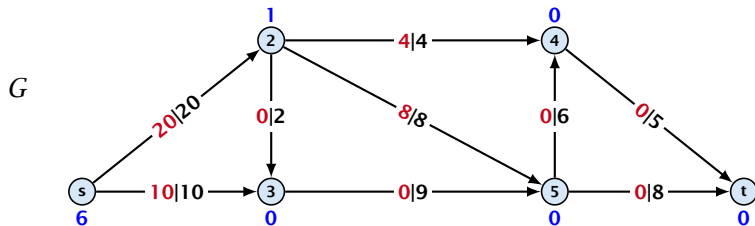
$G$



$G_f$



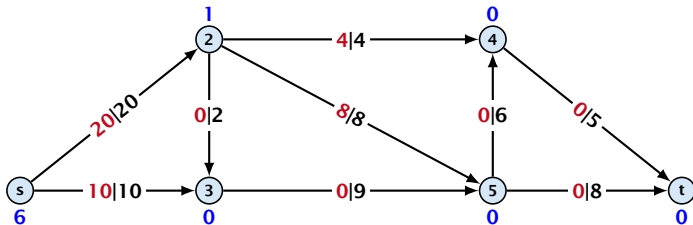
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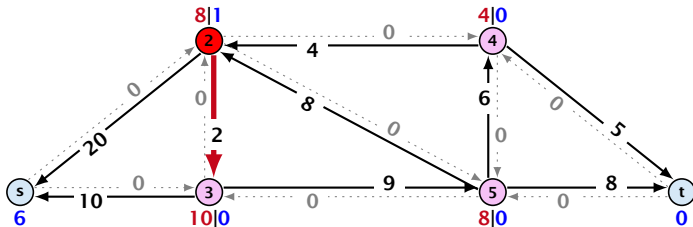
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push

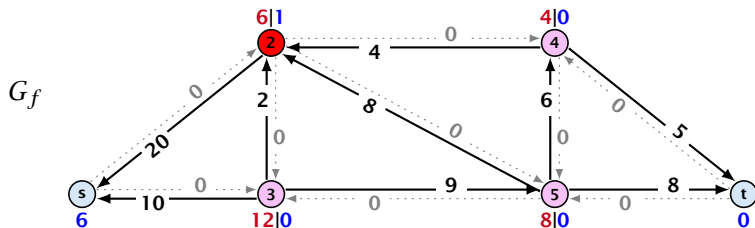
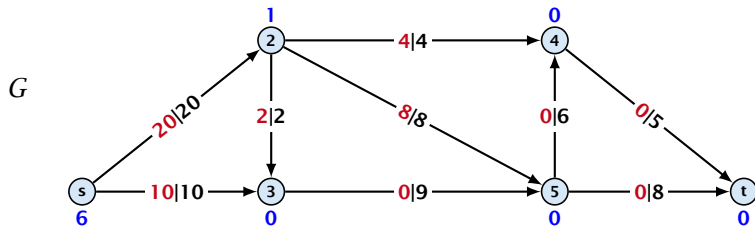
$G$



$G_f$



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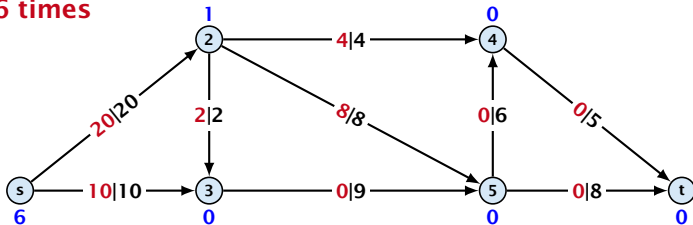




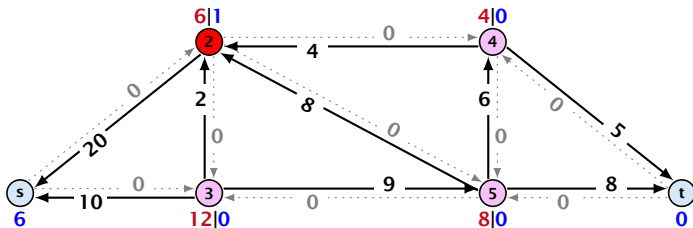
# Preflow Push Algorithm

relabel 6 times

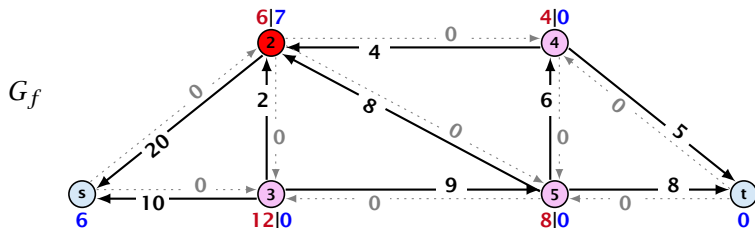
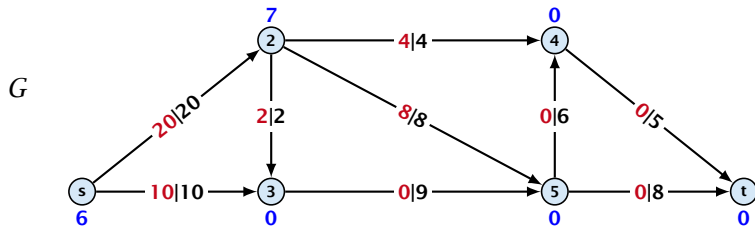
$G$



$G_f$

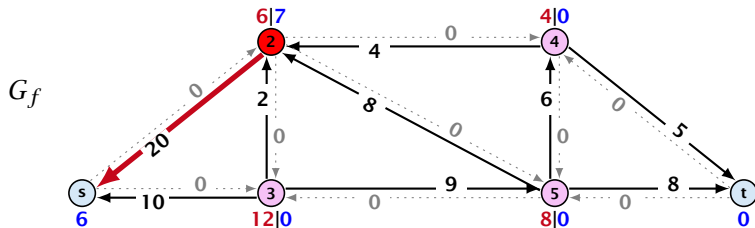
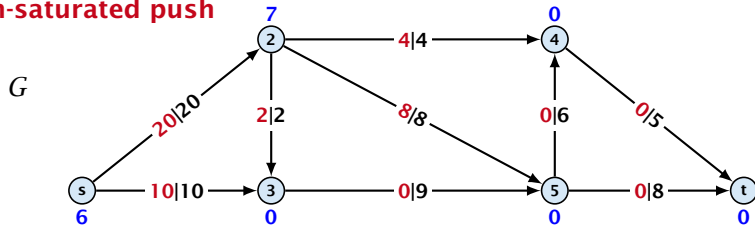


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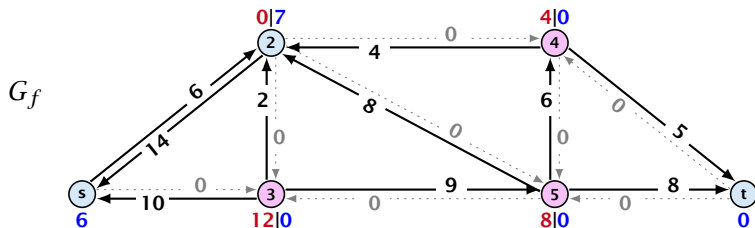
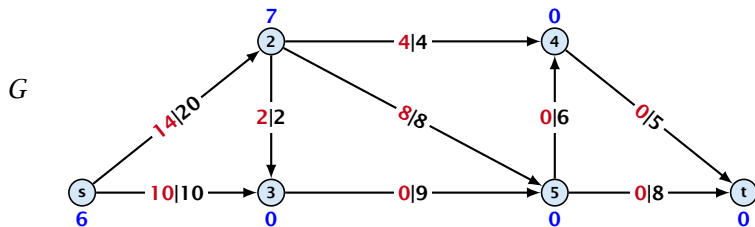


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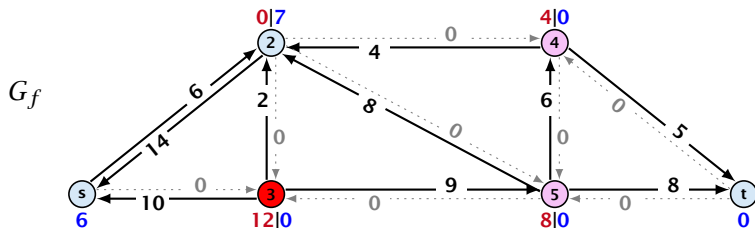
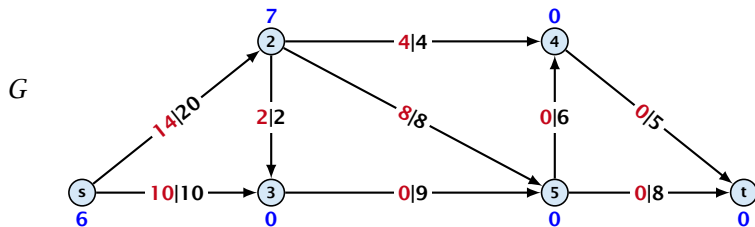
non-saturated push



# Preflow Push Algorithm



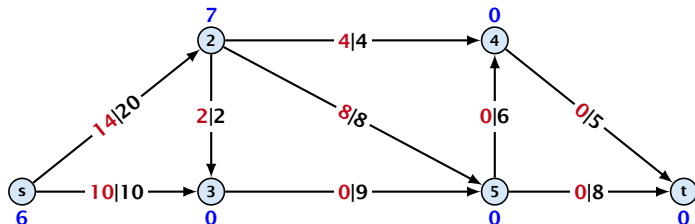
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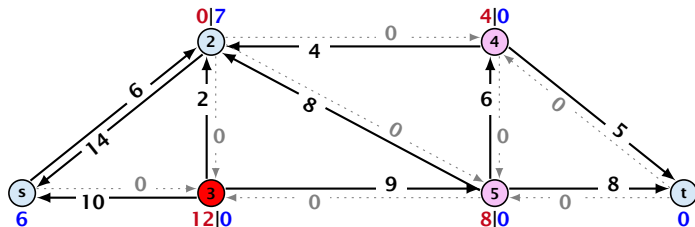
# Preflow Push Algorithm

relabel

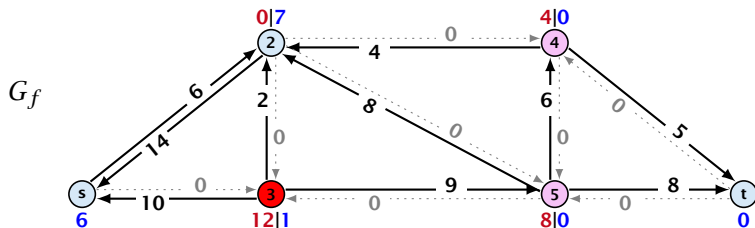
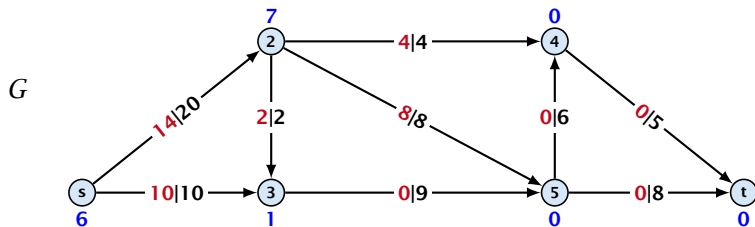
$G$



$G_f$



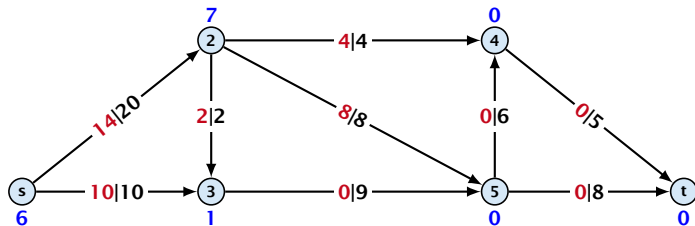
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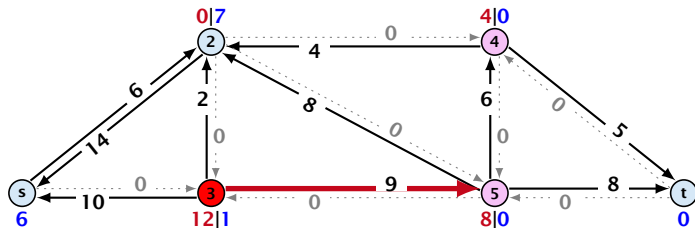
# Preflow Push Algorithm

push

$G$

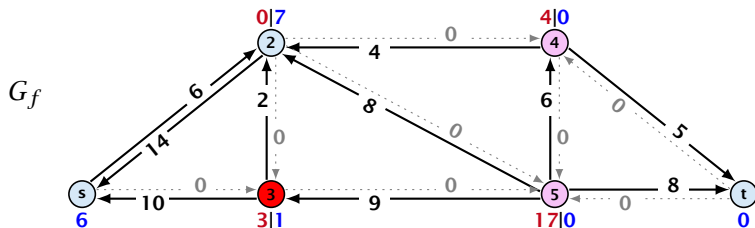
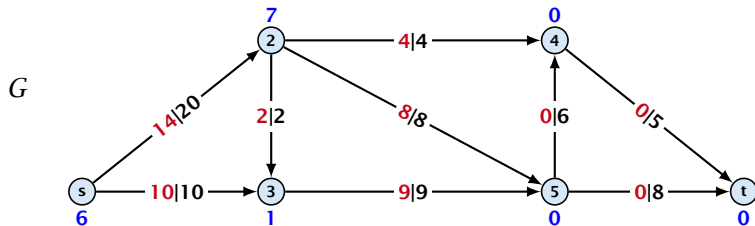


$G_f$





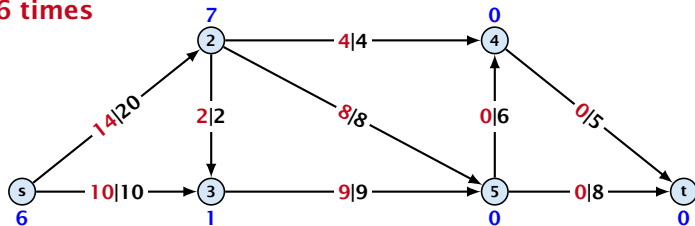
# Preflow Push Algorithm



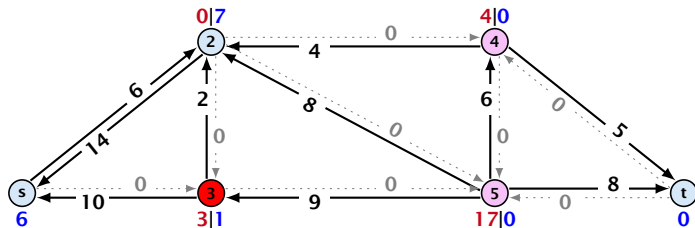
# Preflow Push Algorithm

relabel 6 times

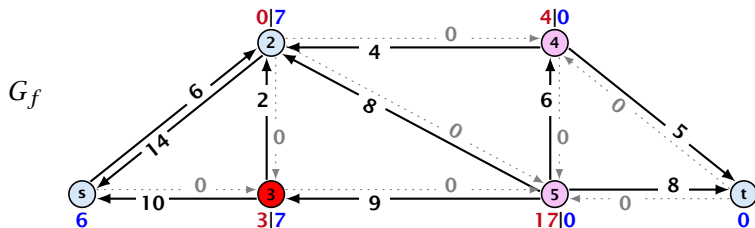
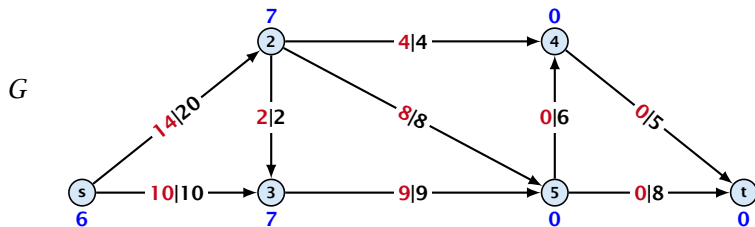
$G$



$G_f$



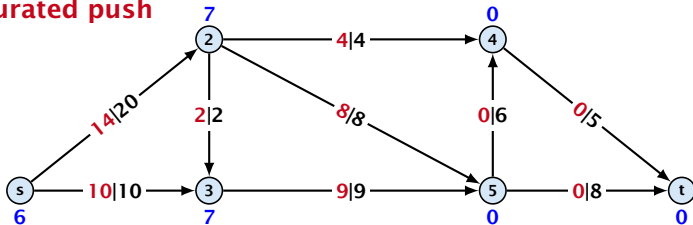
# Preflow Push Algorithm



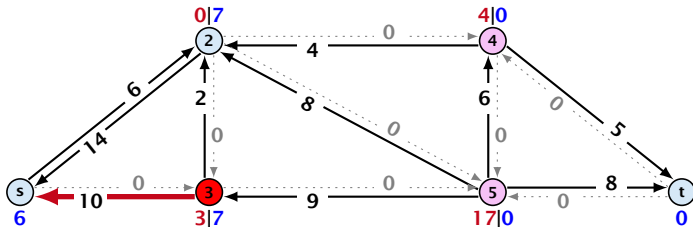
# Preflow Push Algorithm

non-saturated push

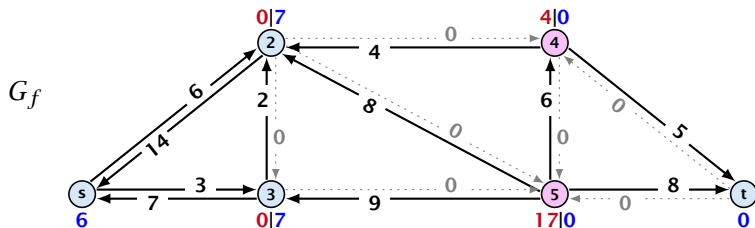
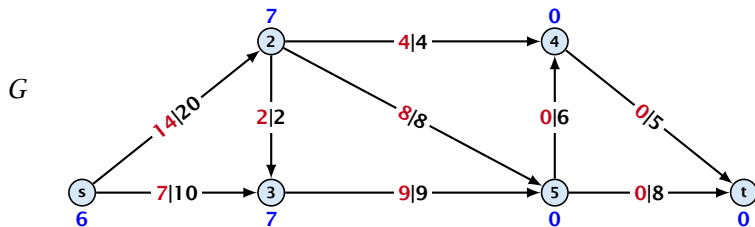
$G$



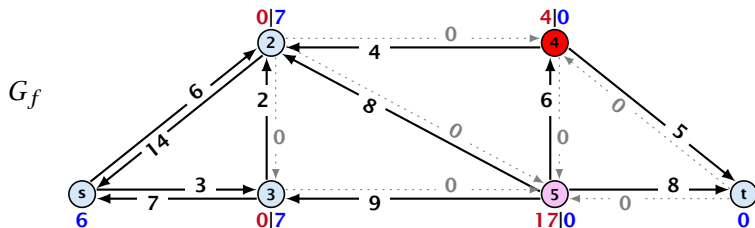
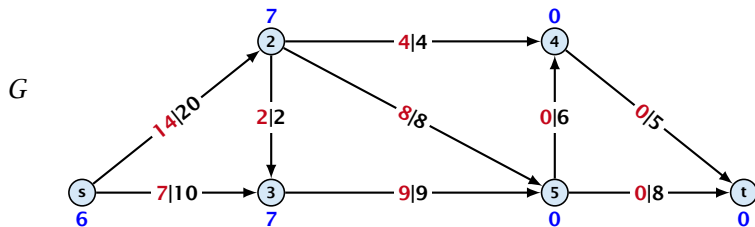
$G_f$



# Preflow Push Algorithm



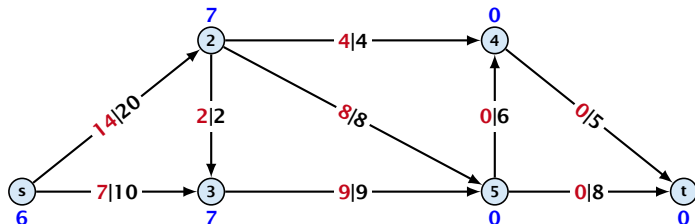
# Preflow Push Algorithm



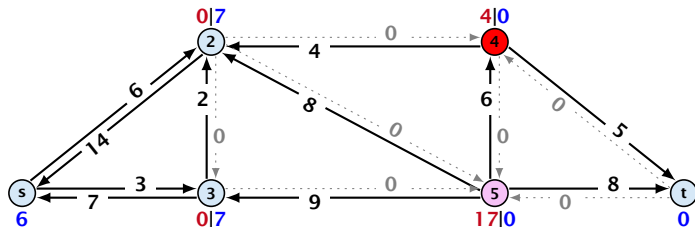
# Preflow Push Algorithm

relabel

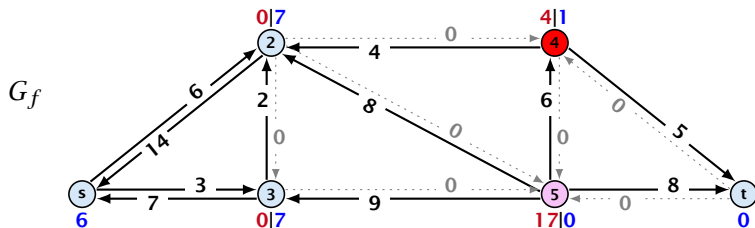
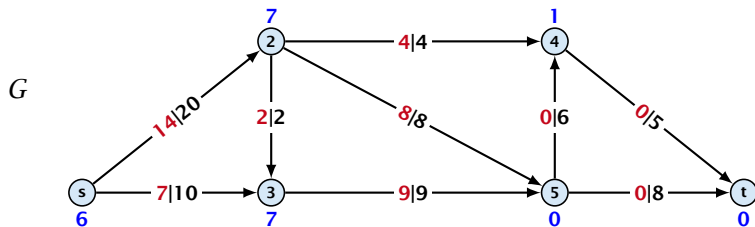
$G$



$G_f$



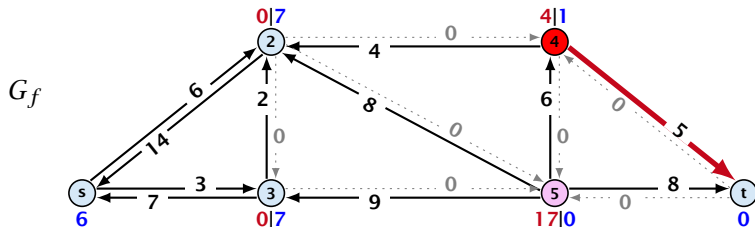
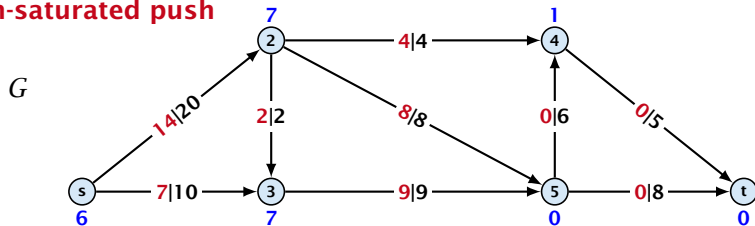
# Preflow Push Algorithm



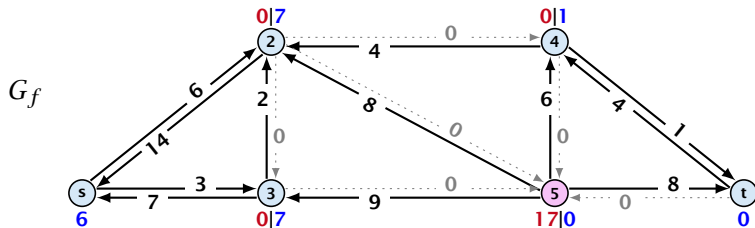
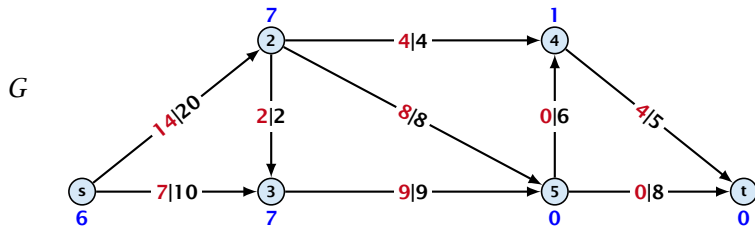


# Preflow Push Algorithm

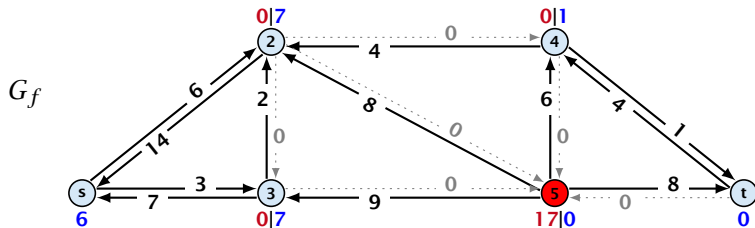
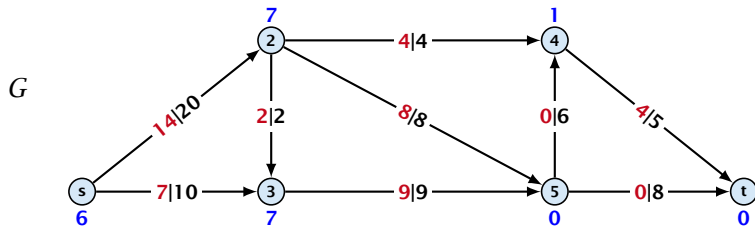
non-saturated push



# Preflow Push Algorithm



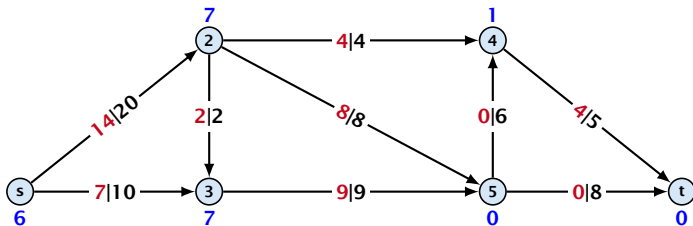
# Preflow Push Algorithm



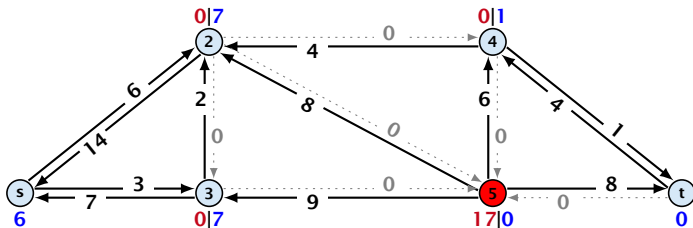
# Preflow Push Algorithm

relabel

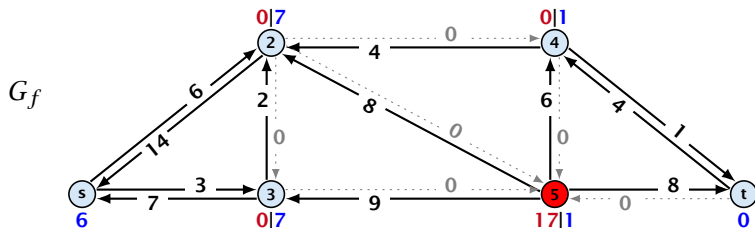
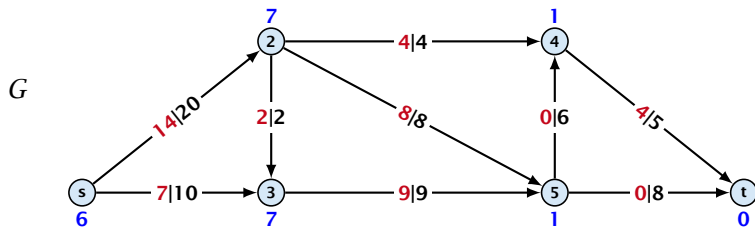
$G$



$G_f$



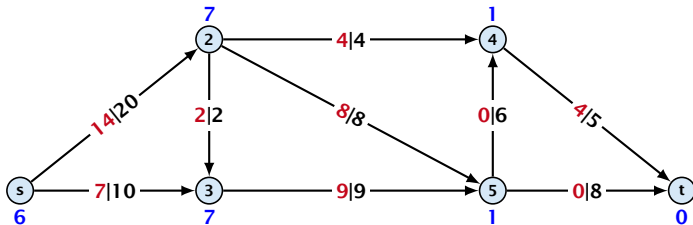
# Preflow Push Algorithm



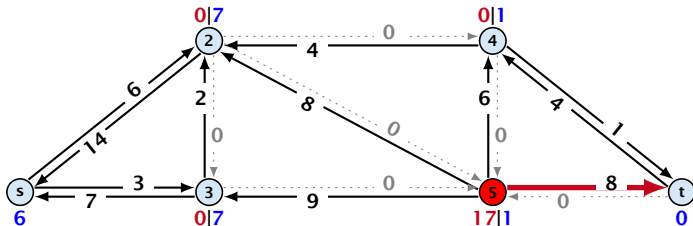
# Preflow Push Algorithm

push

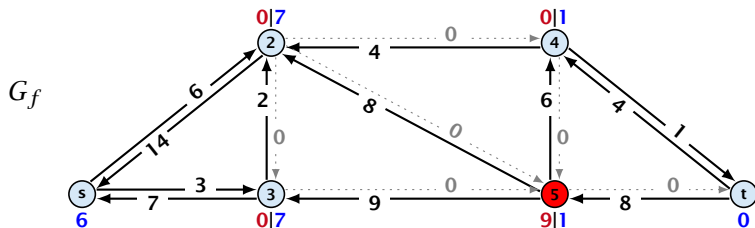
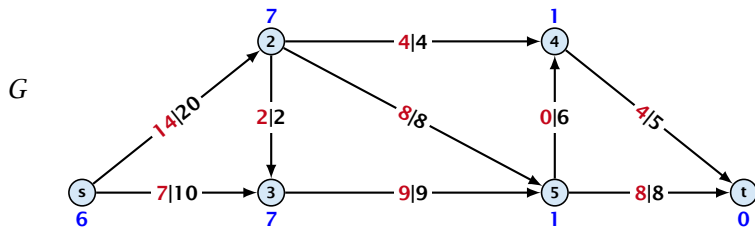
$G$



$G_f$



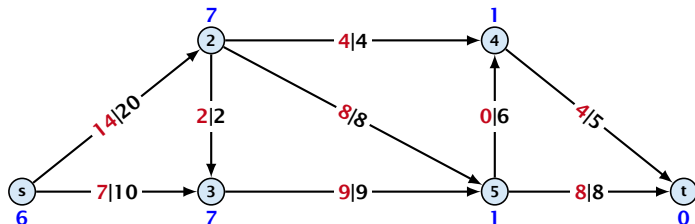
# Preflow Push Algorithm



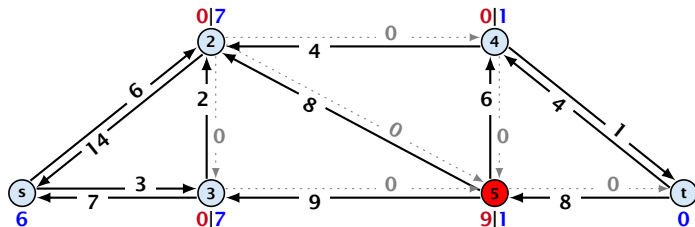
# Preflow Push Algorithm

relabel

$G$

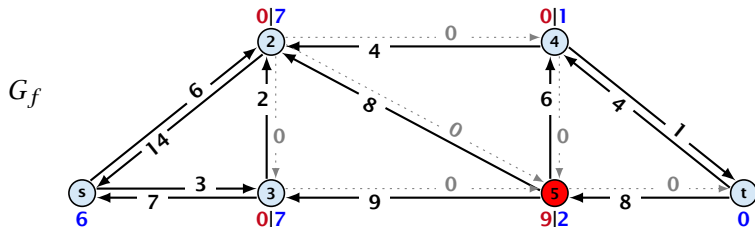
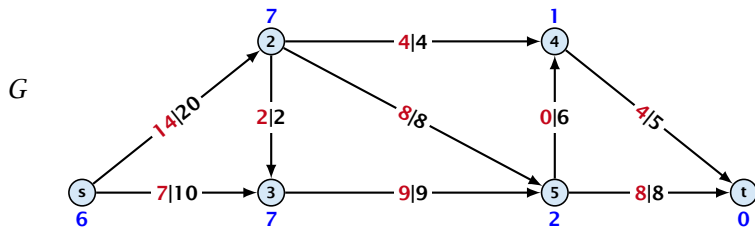


$G_f$





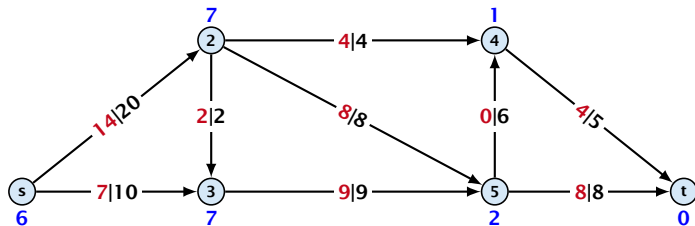
# Preflow Push Algorithm



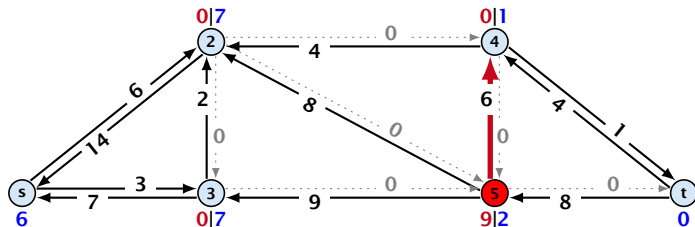
# Preflow Push Algorithm

push

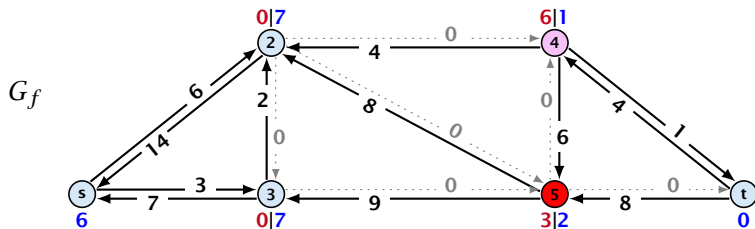
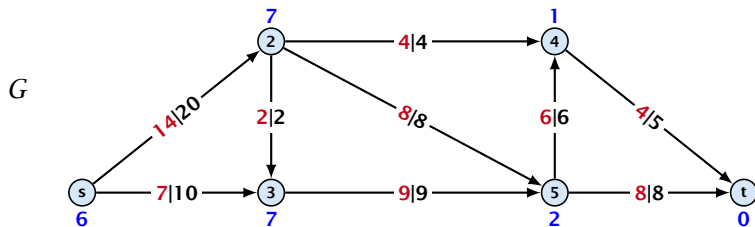
$G$



$G_f$



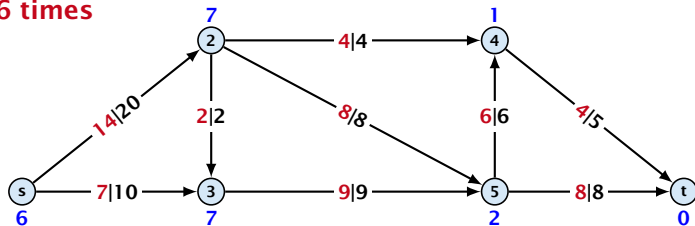
# Preflow Push Algorithm



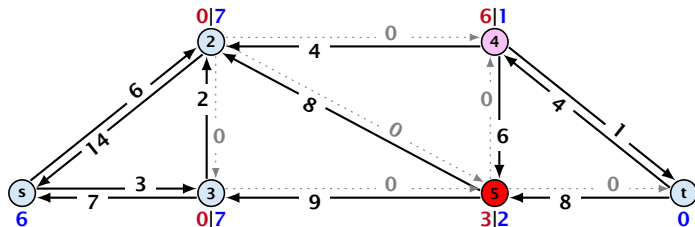
# Preflow Push Algorithm

relabel 6 times

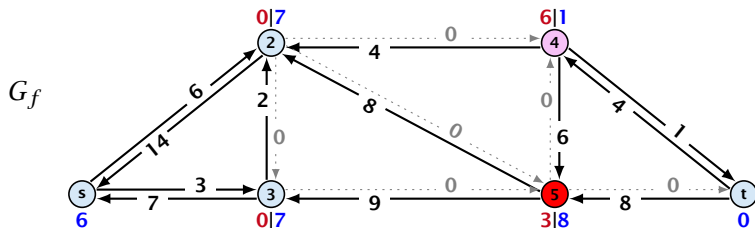
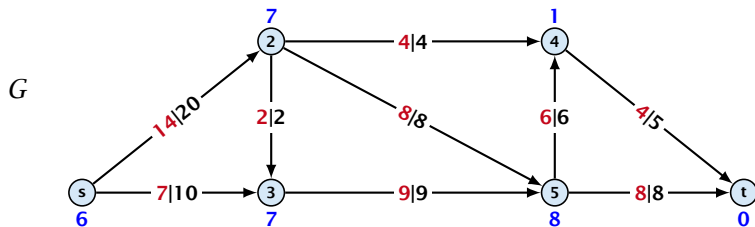
$G$



$G_f$



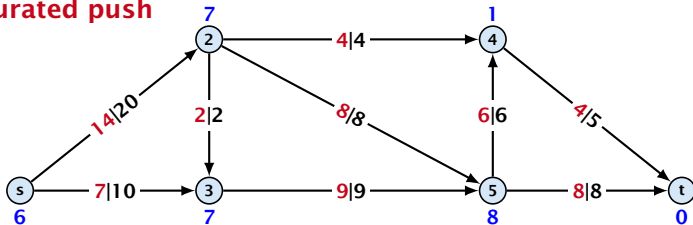
# Preflow Push Algorithm



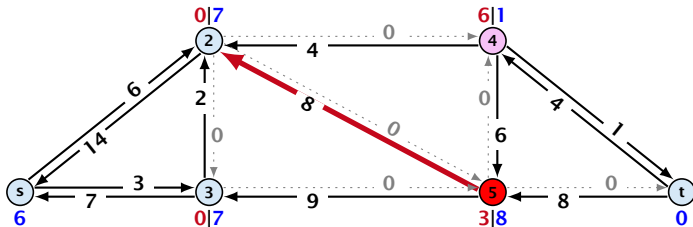
# Preflow Push Algorithm

non-saturated push

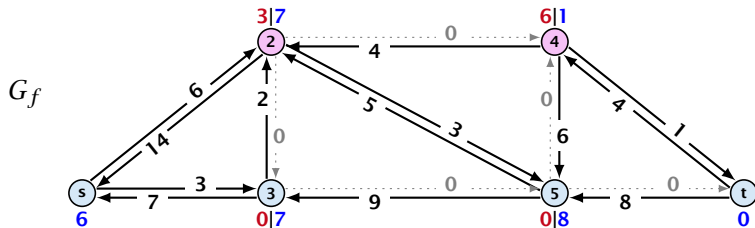
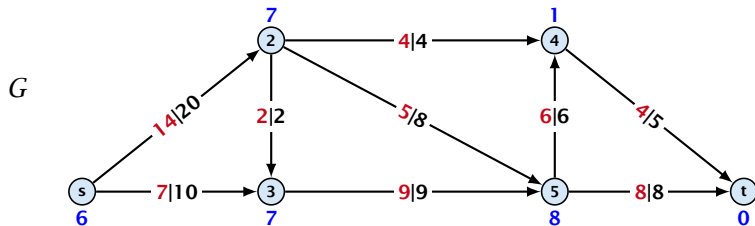
$G$



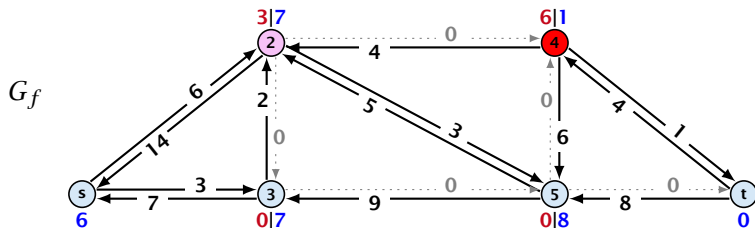
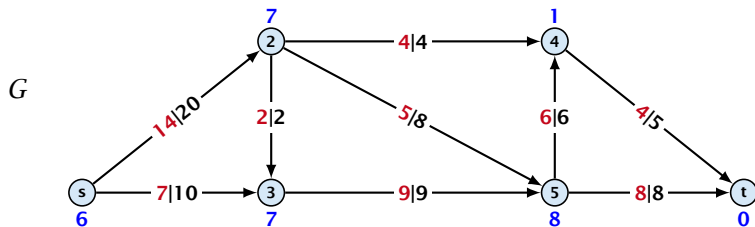
$G_f$



# Preflow Push Algorithm



# Preflow Push Algorithm

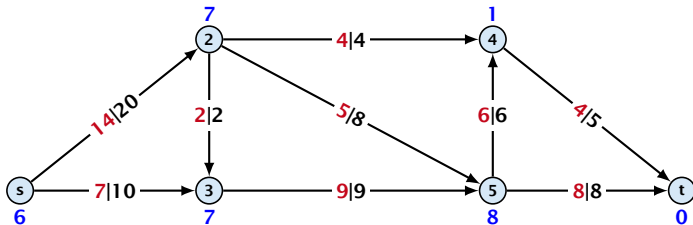




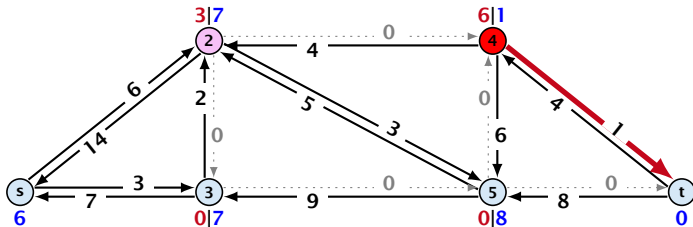
# Preflow Push Algorithm

push

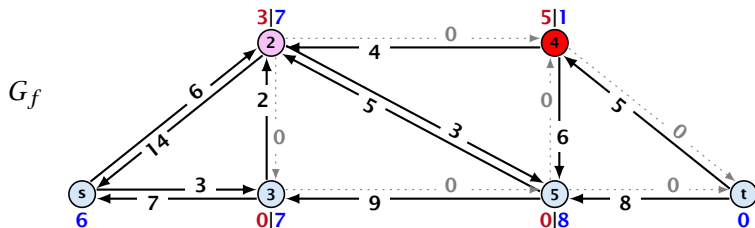
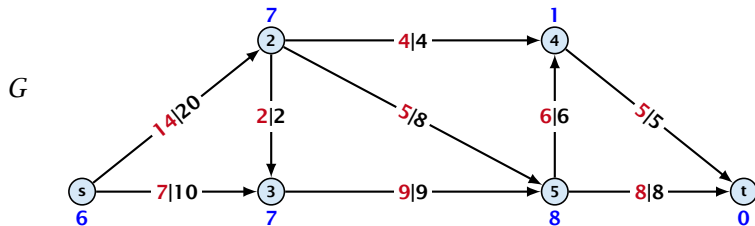
$G$



$G_f$



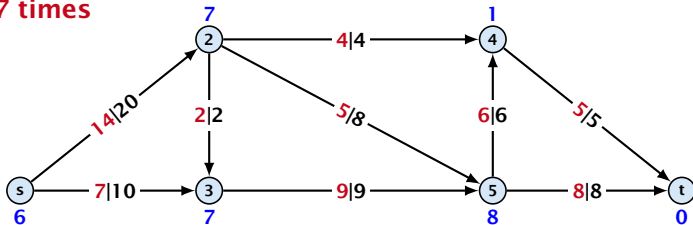
# Preflow Push Algorithm



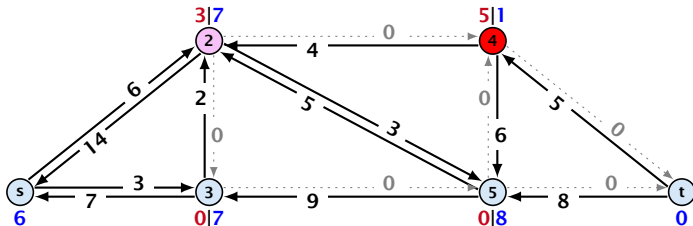
# Preflow Push Algorithm

relabel 7 times

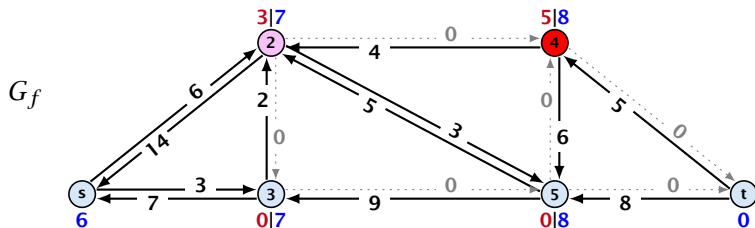
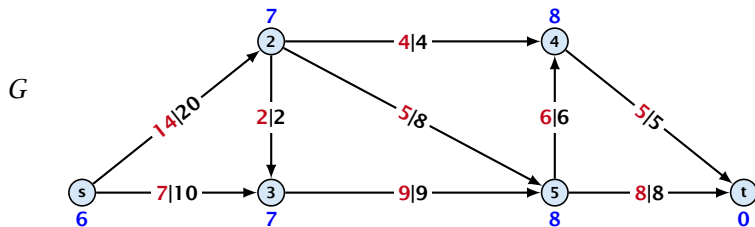
$G$



$G_f$

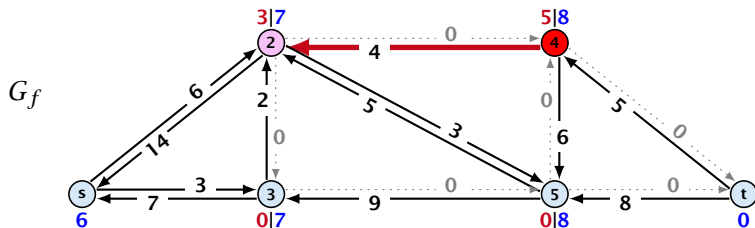
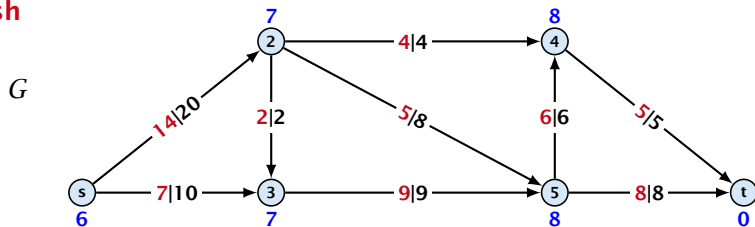


# Preflow Push Algorithm

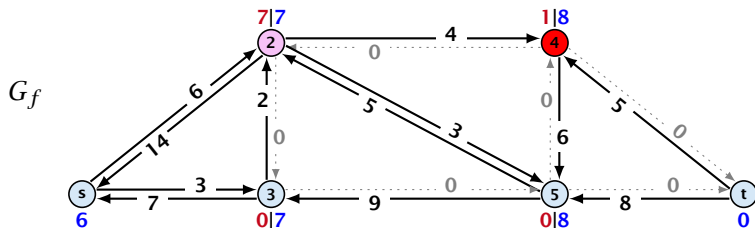
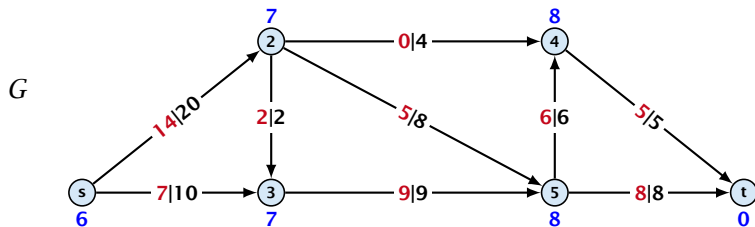


# Preflow Push Algorithm

push



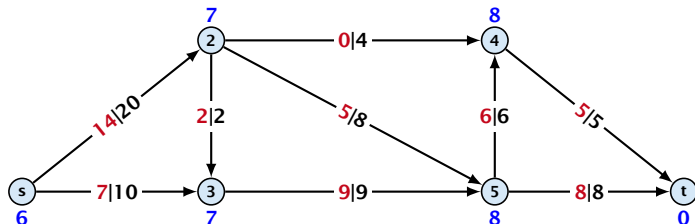
# Preflow Push Algorithm



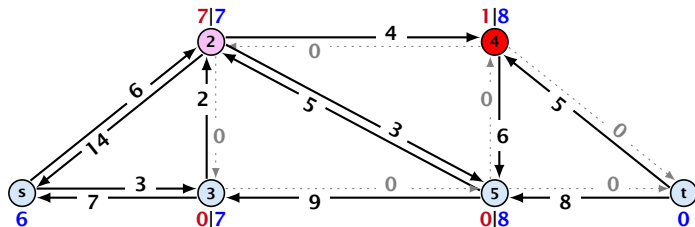
# Preflow Push Algorithm

relabel

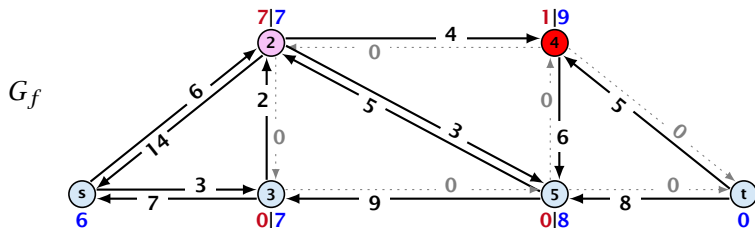
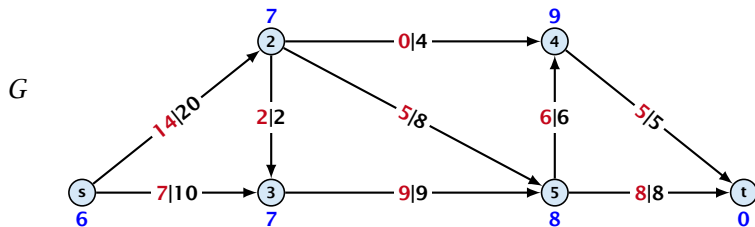
$G$



$G_f$



# Preflow Push Algorithm

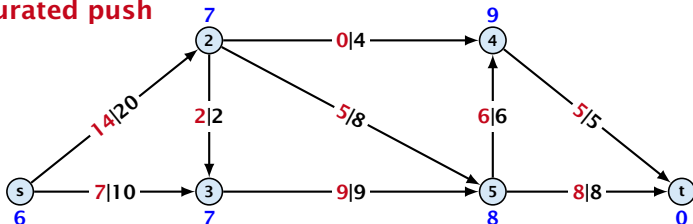




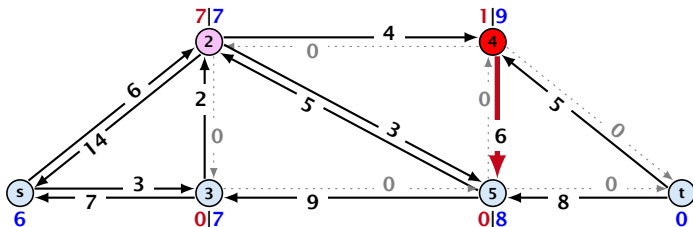
# Preflow Push Algorithm

## non-saturated push

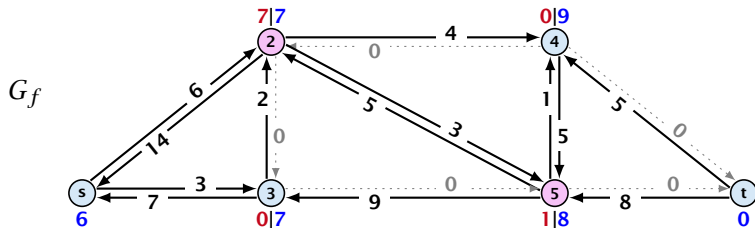
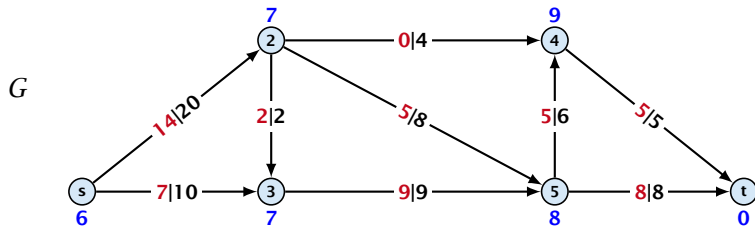
$G$



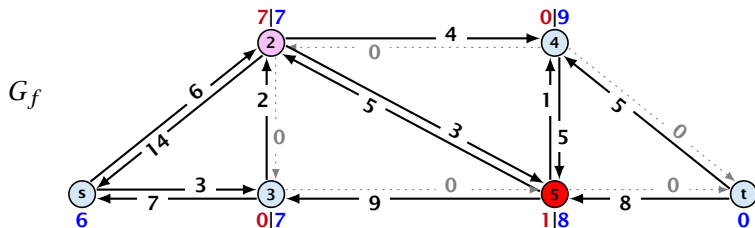
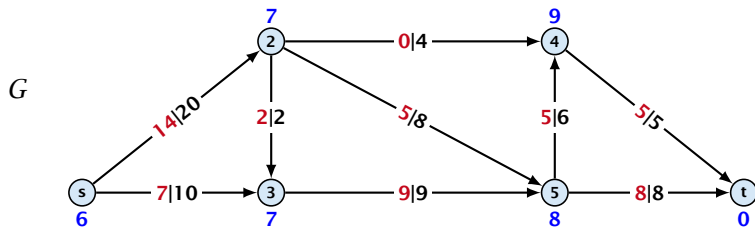
$G_f$



# Preflow Push Algorithm



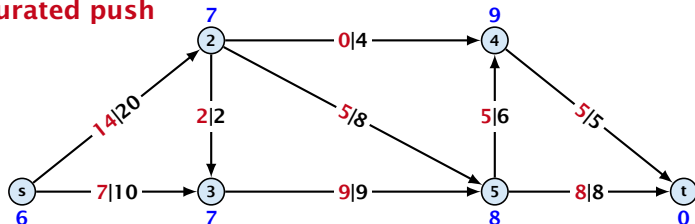
# Preflow Push Algorithm



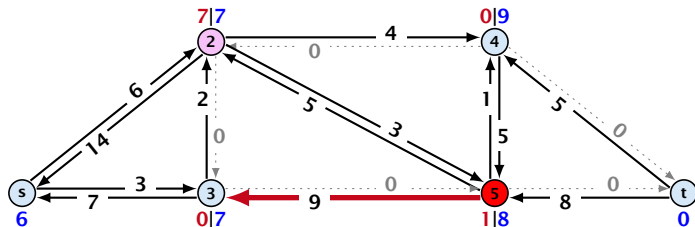
# Preflow Push Algorithm

non-saturated push

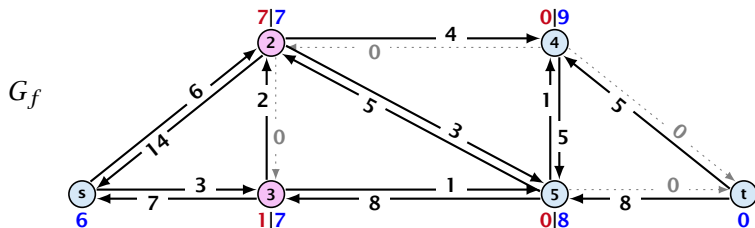
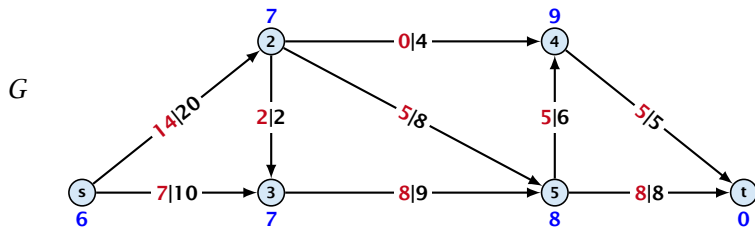
$G$



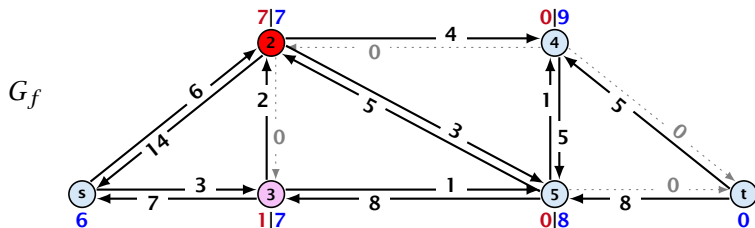
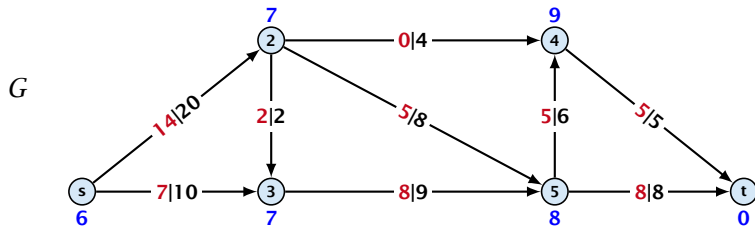
$G_f$



# Preflow Push Algorithm

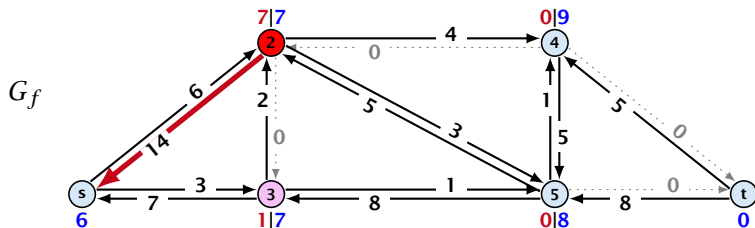
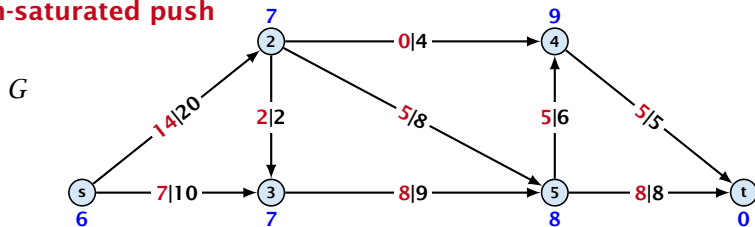


# Preflow Push Algorithm

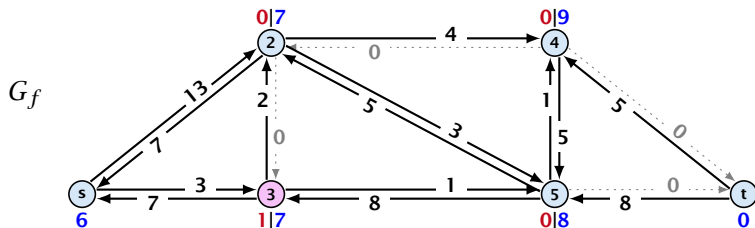
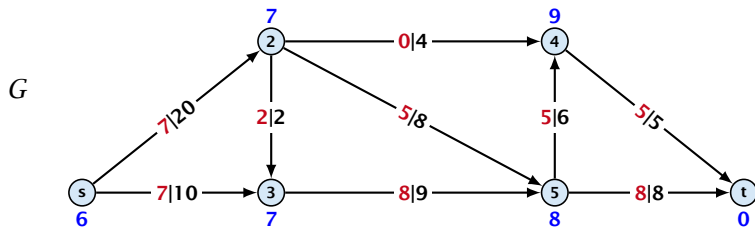


# Preflow Push Algorithm

non-saturated push

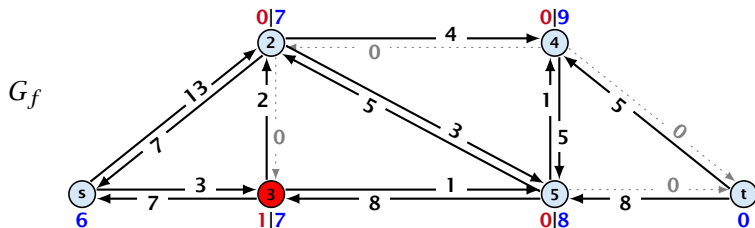
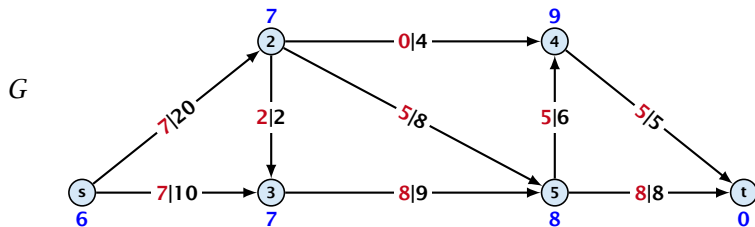


# Preflow Push Algorithm



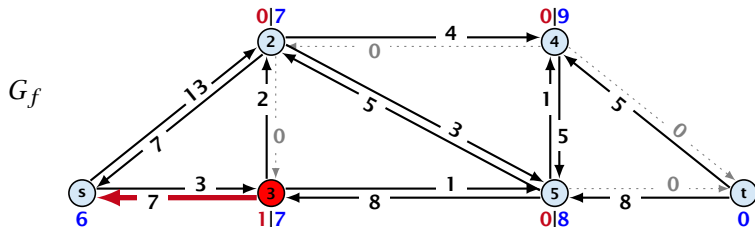
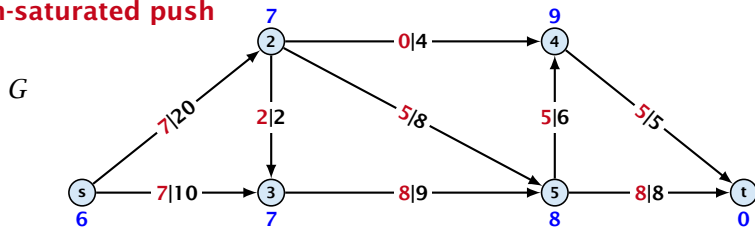


# Preflow Push Algorithm

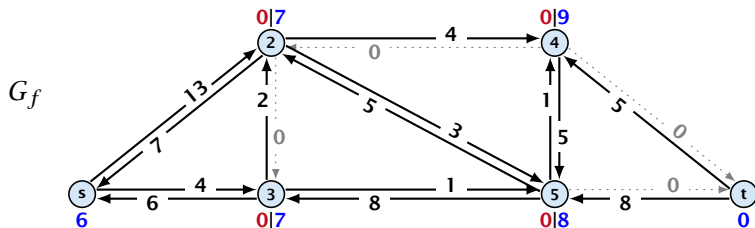
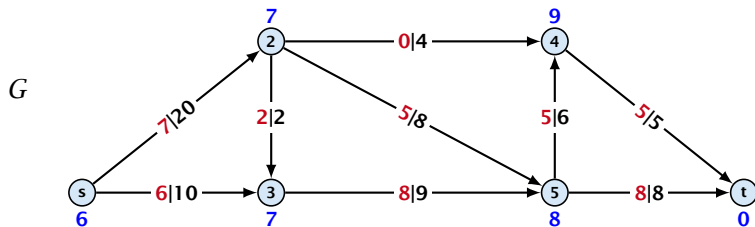


# Preflow Push Algorithm

non-saturated push



# Preflow Push Algorithm



# Analysis

## Lemma 5

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

# Analysis

## Lemma 5

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

### Proof.

- ▶ Let  $A$  denote the set of nodes that can reach  $s$ , and let  $B$  denote the remaining nodes. Note that  $s \in A$ .

# Analysis

## Lemma 5

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

### Proof.

- ▶ Let  $A$  denote the set of nodes that can reach  $s$ , and let  $B$  denote the remaining nodes. Note that  $s \in A$ .
- ▶ In the following we show that a node  $b \in B$  has excess flow  $f(b) = 0$  which gives the lemma.

# Analysis

## Lemma 5

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

### Proof.

- ▶ Let  $A$  denote the set of nodes that can reach  $s$ , and let  $B$  denote the remaining nodes. Note that  $s \in A$ .
- ▶ In the following we show that a node  $b \in B$  has excess flow  $f(b) = 0$  which gives the lemma.
- ▶ In the residual graph there are no edges into  $A$ , and, hence, no edges leaving  $A$ /entering  $B$  can carry any flow.

# Analysis

## Lemma 5

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

### Proof.

- ▶ Let  $A$  denote the set of nodes that can reach  $s$ , and let  $B$  denote the remaining nodes. Note that  $s \in A$ .
- ▶ In the following we show that a node  $b \in B$  has excess flow  $f(b) = 0$  which gives the lemma.
- ▶ 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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We have

$$f(B)$$

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We have

$$\begin{aligned} f(B) &= \sum_{b \in B} f(b) \\ &= \sum_{b \in B} \left( \sum_{v \in V} f(v, b) - \sum_{v \in V} f(b, v) \right) \end{aligned}$$

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

# Analysis

## Lemma 6

*The label of a node cannot become larger than  $2n - 1$ .*

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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 7

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

# Analysis

## Lemma 8

The number of *saturating pushes* performed is at most  $\mathcal{O}(mn)$ .

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- ▶ Since the label of  $v$  is at most  $2n - 1$ , there are at most  $n$  pushes along  $(u, v)$ .



## Lemma 9

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- ▶ A non-saturating 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,

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

## Theorem 10

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

# Analysis

## Proof:

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

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

- check whether edge  $(u, v)$  needs to be added to  $E(u)$
- check whether  $(u, v)$  needs to be deleted (aftering push)
- check whether  $v$  becomes inactive and has to be deleted from the set of active nodes

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

- check for all outgoing edges if they become inadmissible
- check for all incoming edges if they become inadmissible



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## Proof:

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

A push along an edge  $(u, v)$  can be performed in constant time  
check whether  $v$  is active (if not, add  $v$  to the set of active nodes)  
check whether  $u$  needs to be relabel (returning push)  
check whether  $u$  becomes inactive and has to be deleted  
from the set of active nodes

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 inadmissible

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## Proof:

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

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

- ▶ check whether edge  $(v, u)$  needs to be added to  $G_f$
- ▶ check whether  $(u, v)$  needs to be deleted (saturating push)
- ▶ check whether  $u$  becomes inactive and has to be deleted from the set of active nodes

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

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

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

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

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- ▶ check whether  $u$  becomes inactive and has to be deleted from the set of active nodes

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## 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 4 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  $(u, v)$  admissable 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 11

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 21 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 12 (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 arcs 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 13

*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 14

*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

### Lemma 16

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

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

### Theorem 17

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



## 13.3 Highest Label

### Algorithm 6 $\text{highest-label}(G, s, t)$

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

## 13.3 Highest Label

### Lemma 18

*When using highest label the number of non-saturating 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 non-saturating push from  $u$  a relabel is required to make  $u$  active again.

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

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

## 13.3 Highest Label

Since a discharge-operation is terminated by a non-saturating 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 (non-saturating) 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

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

### Lemma 19

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

With this lemma we get

### Theorem 20

*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 non-saturating 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  $\mathcal{O}(n^2)$ .