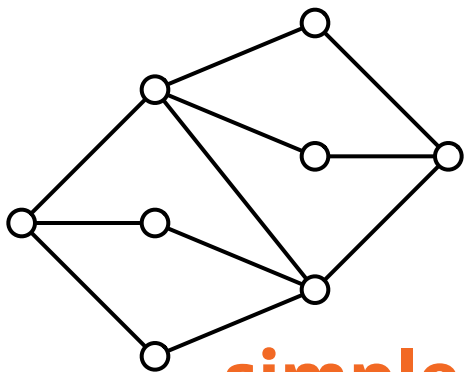


Competitive Programming 2020

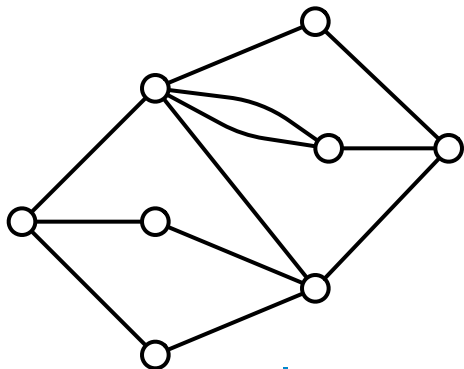
2 Graphs, matchings, flows, cuts

Today's program

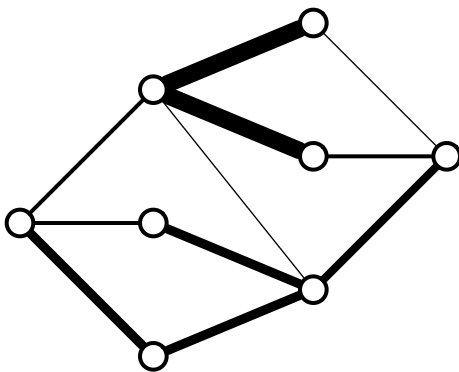
- **12:15:** Lecture (Zoom)
- **13:00:** Practice contest (CSES)
 - multiple problems to choose from
 - *try to solve at least 2 problems*
 - try to solve first on your own
 - if no progress: help available starting at **14:00**
- **16:00:** Post-contest wrap-up (Zoom)



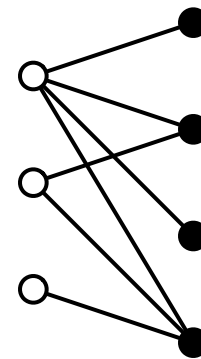
**simple
undirected
graph**



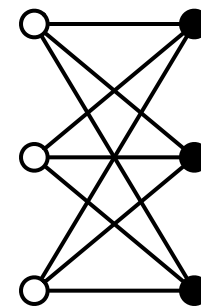
multigraph



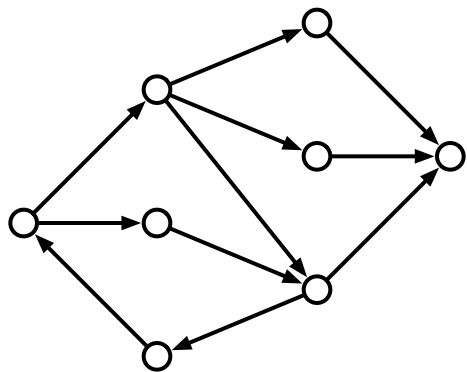
weighted
graph



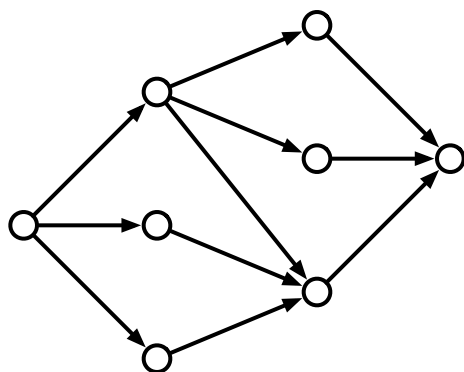
bipartite
graph



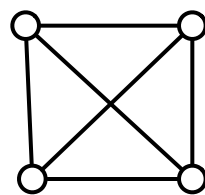
complete
bipartite
graph



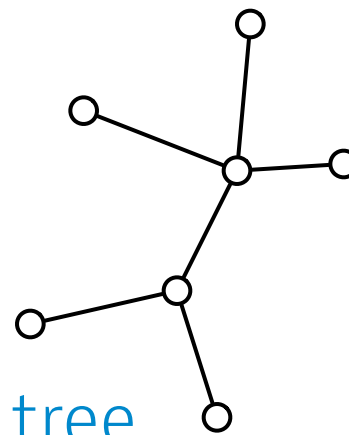
directed
graph



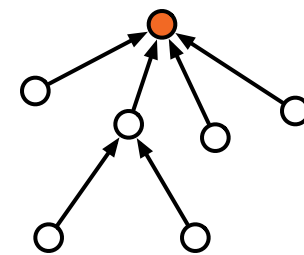
directed
acyclic graph



complete
graph



tree

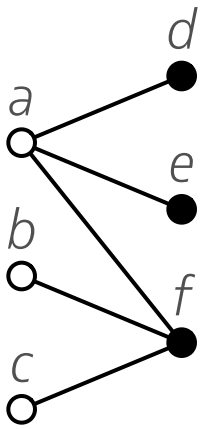


rooted
tree

- $x[i]$ = list of neighbors of node i
- $x[i]$ = list of successors of node i , $y[i]$ = list of predecessors of node i
- $x[i]$ = list of edges incident to node i , with their weights

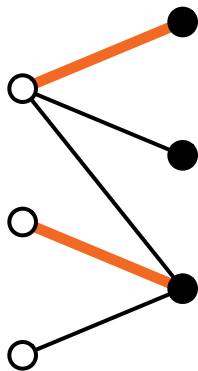
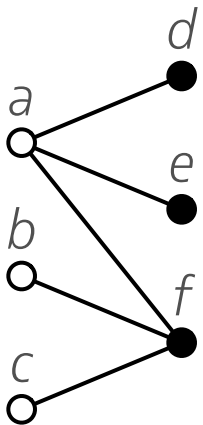
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- $x[i]$ = list of edges incident to node i , with their weights
- $x[i][j]$ = does there exist edge $\{i, j\}$?
- $x[i][j]$ = does there exist directed edge (i, j) ?
- $x[i][j]$ = weight of the edge (i, j) , 0 = no edge

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- $x[i][j]$ = weight of the edge (i, j) , 0 = no edge
- list of (i, j) pairs
- list of (i, j, w) triples
- set of (i, j) pairs
- map $(i, j) \rightarrow w$



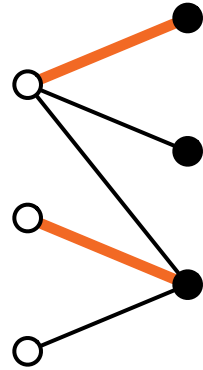
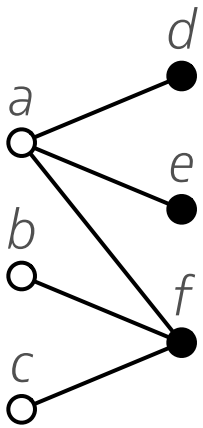
What is the largest **matching**?

How many white–black **pairs** can you form?



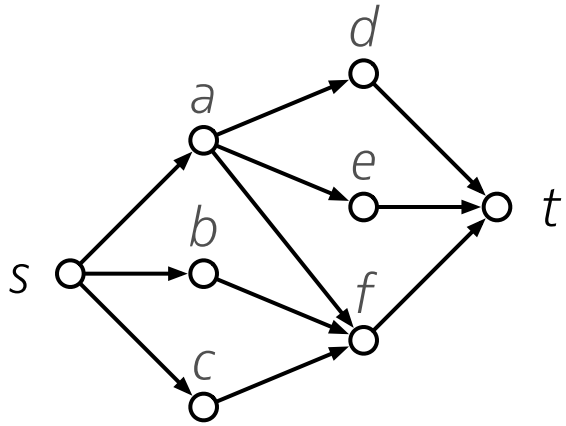
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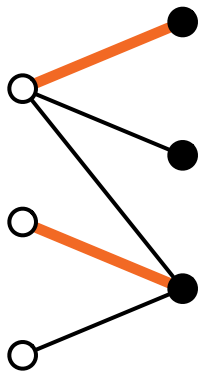
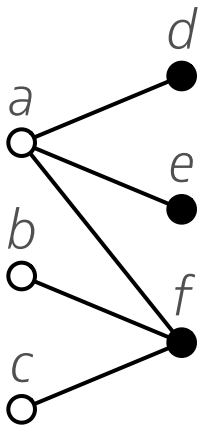
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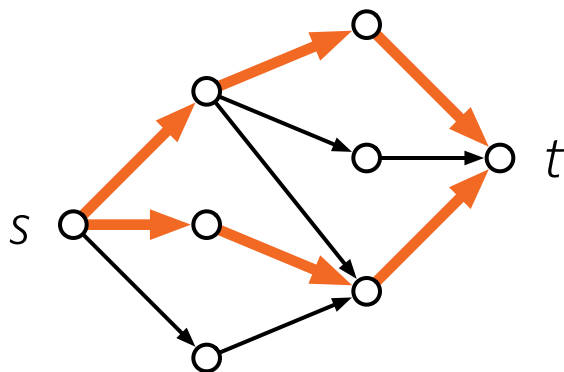
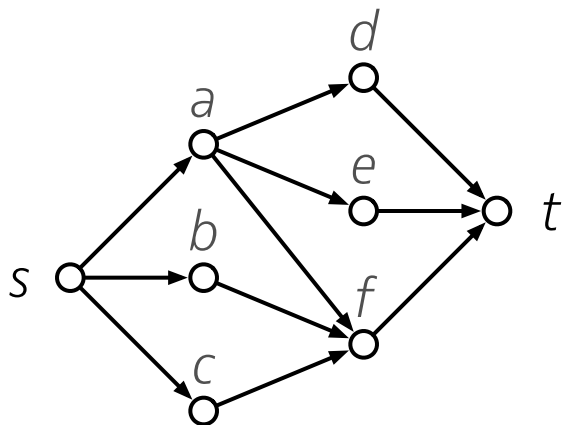
How many **edge-disjoint paths** from s to t can you find?

What is the largest **flow** from s to t ?



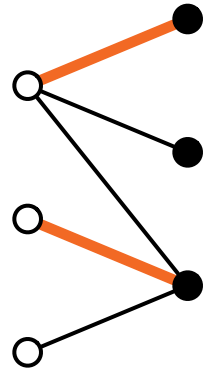
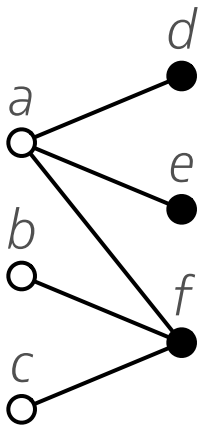
What is the largest **matching**?

How many white-black **pairs** can you form?



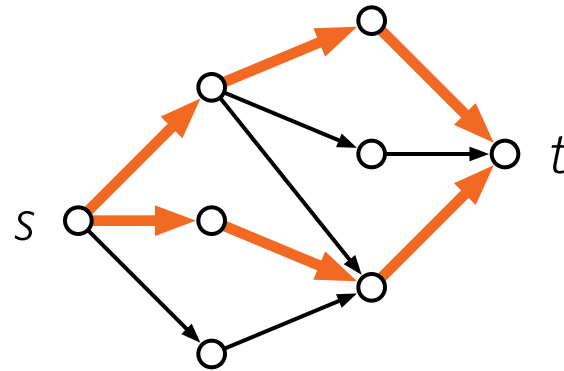
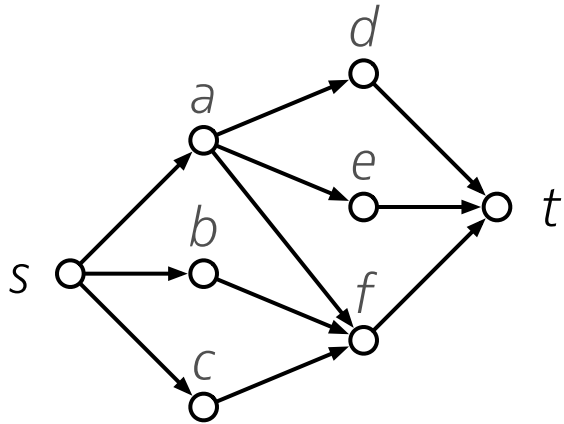
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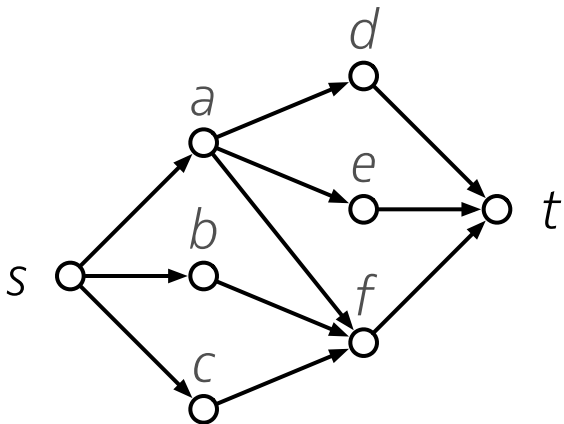
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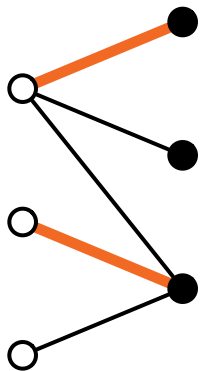
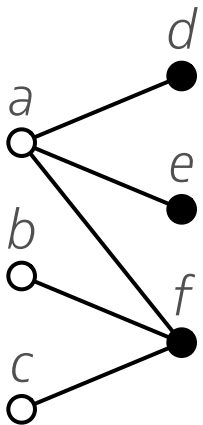
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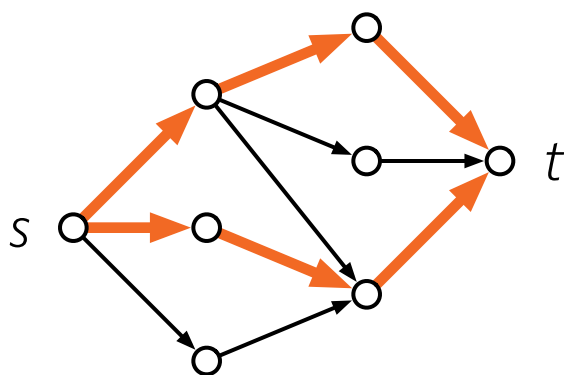
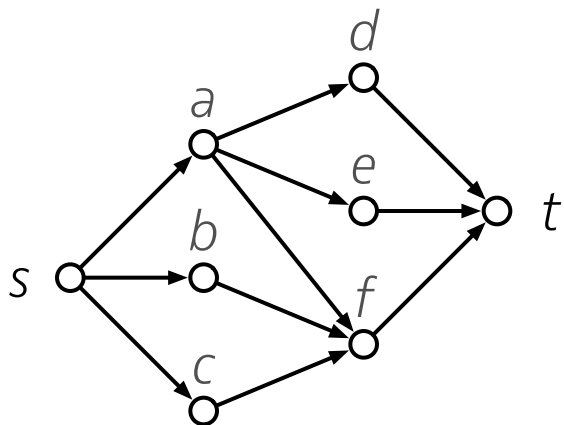
What is the smallest number of edges you need to **delete** so that there is no route from s to t ?

Where is the smallest **cut**?



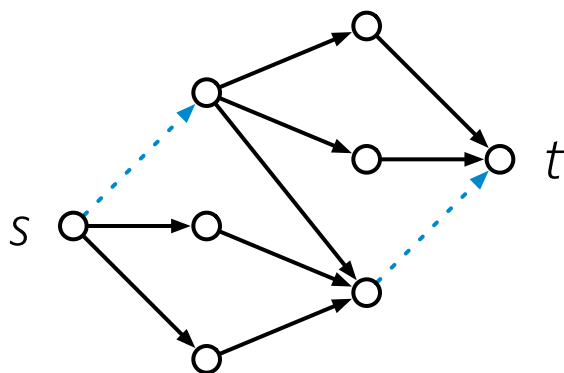
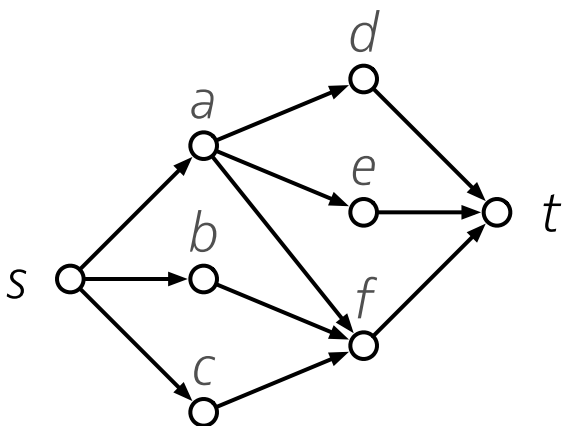
What is the largest **matching**?

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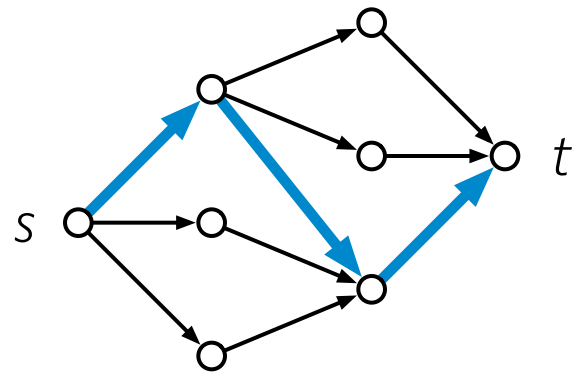
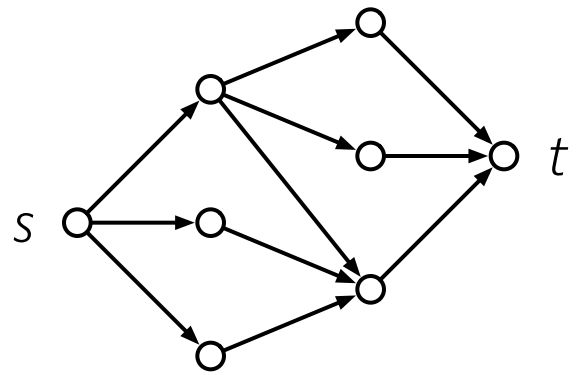
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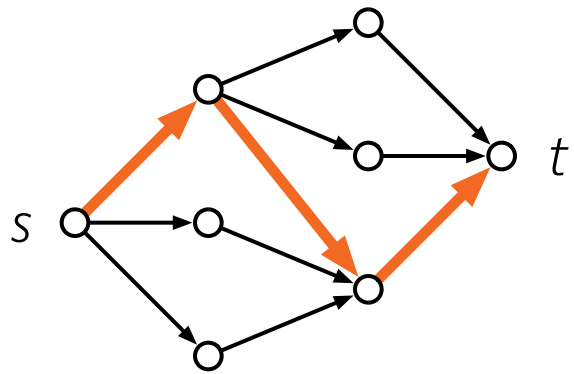
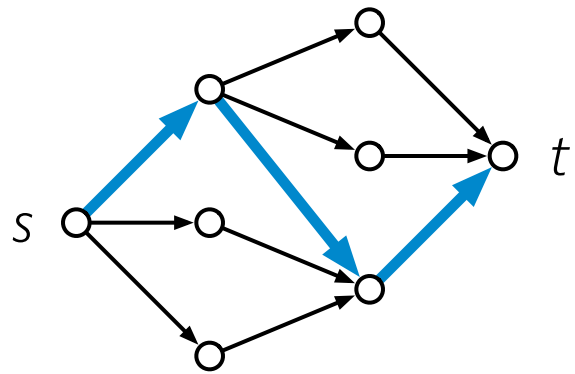
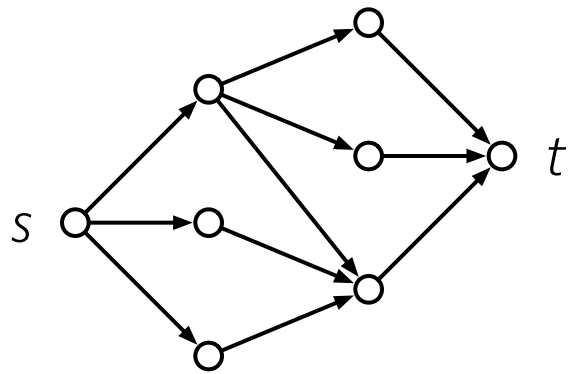
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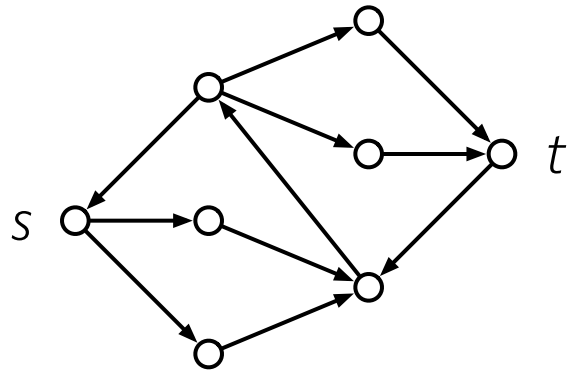
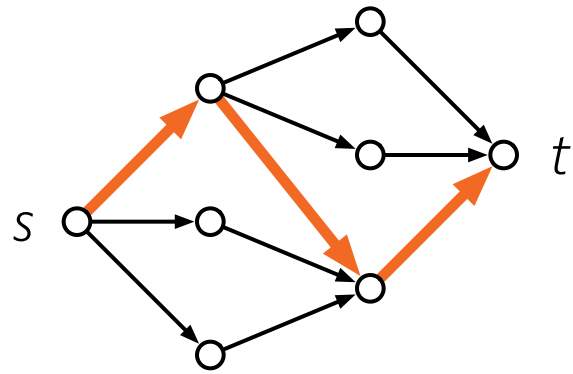
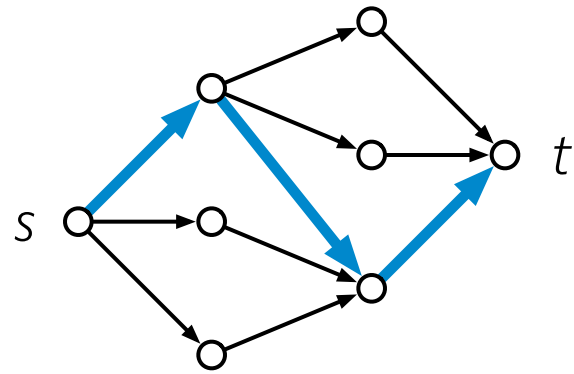
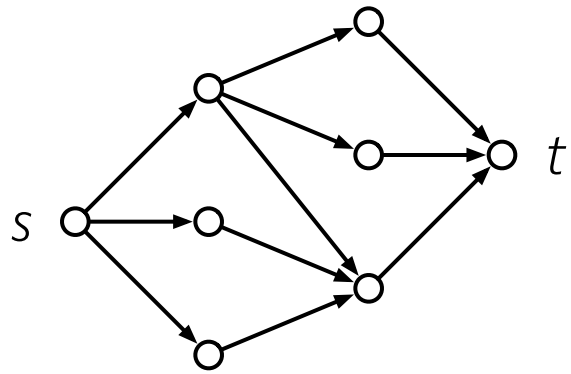


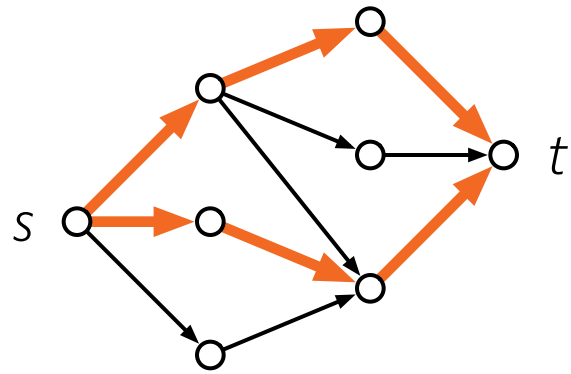
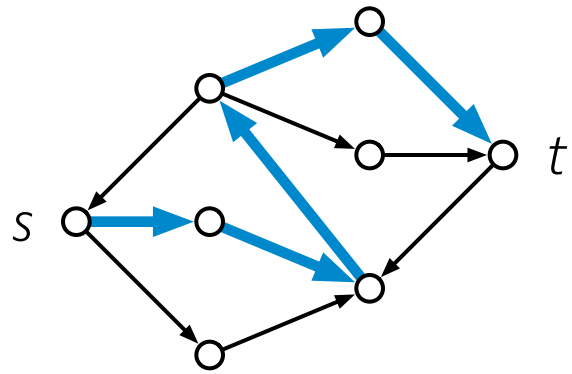
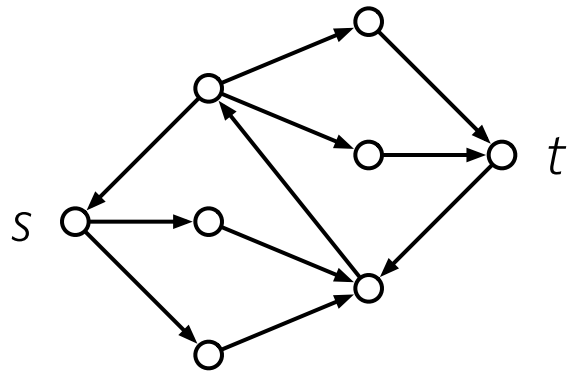
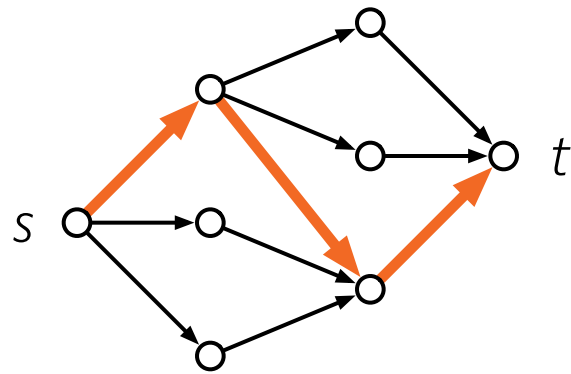
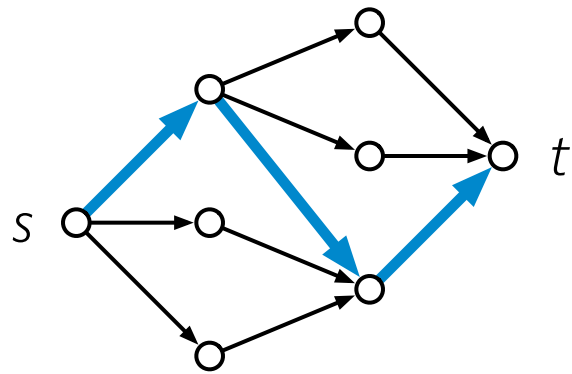
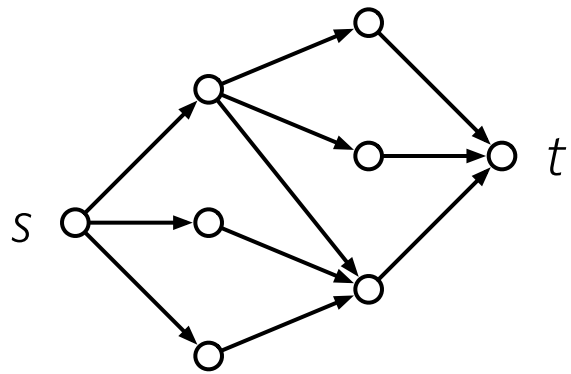
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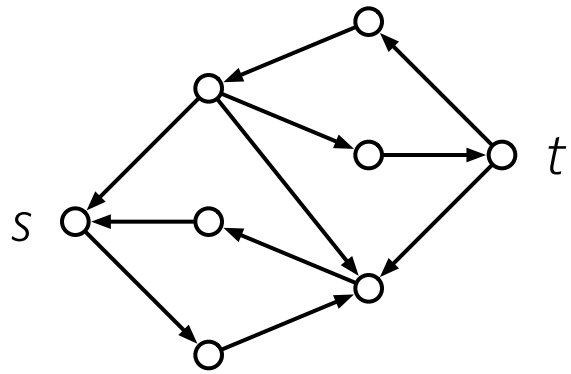
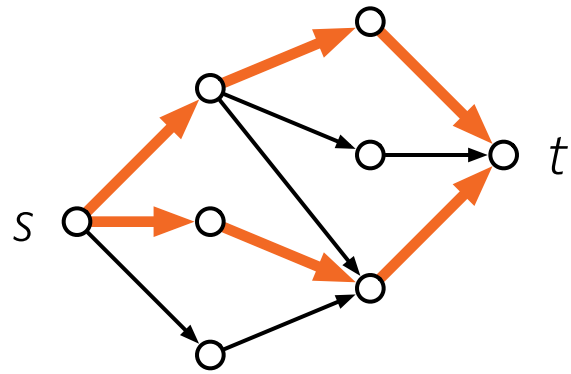
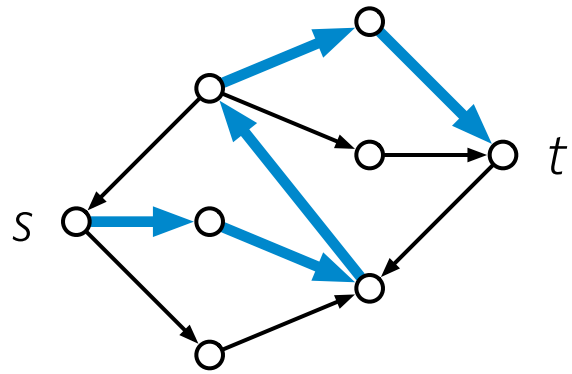
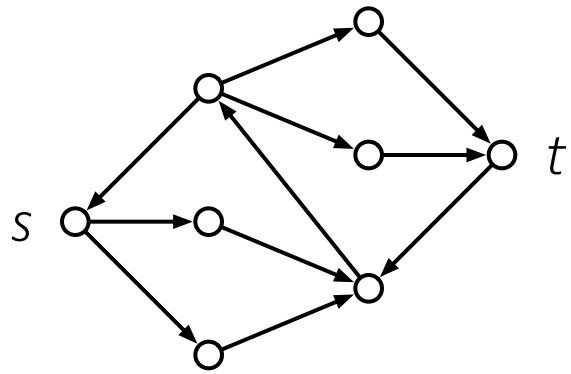
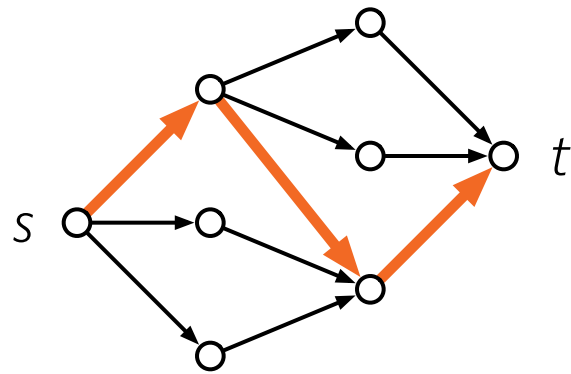
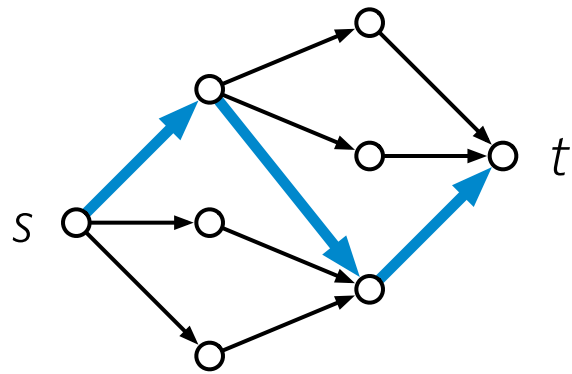
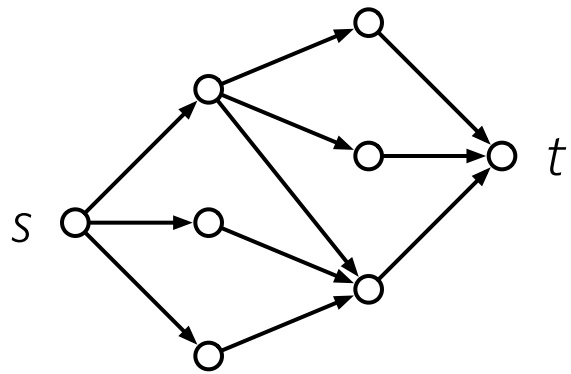
Where is the smallest **cut**?

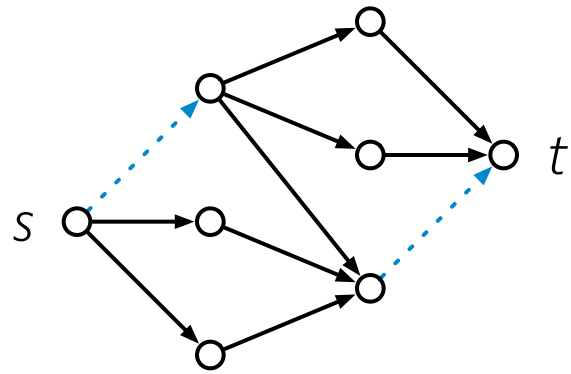
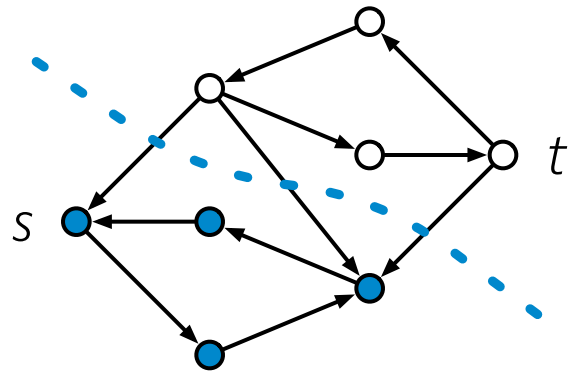
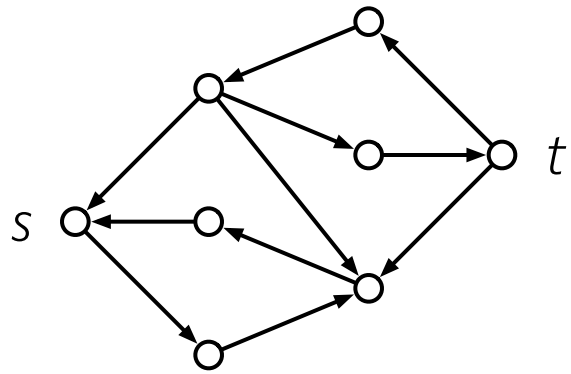
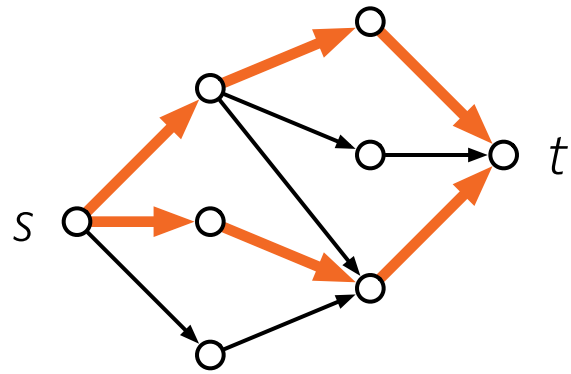
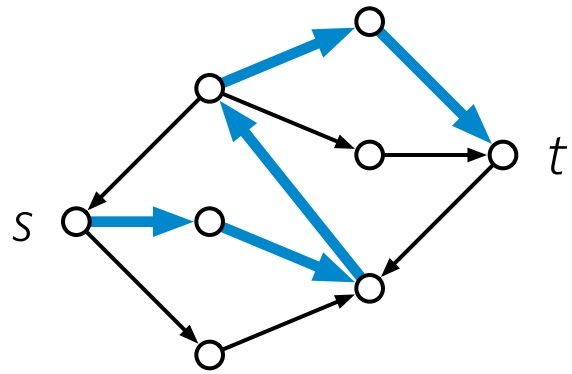
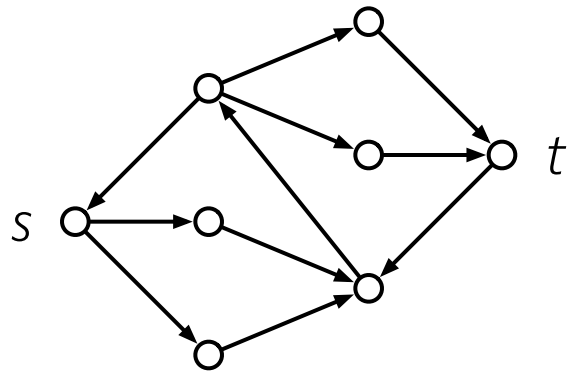
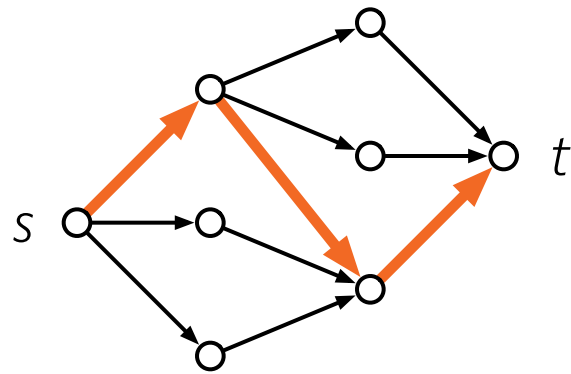
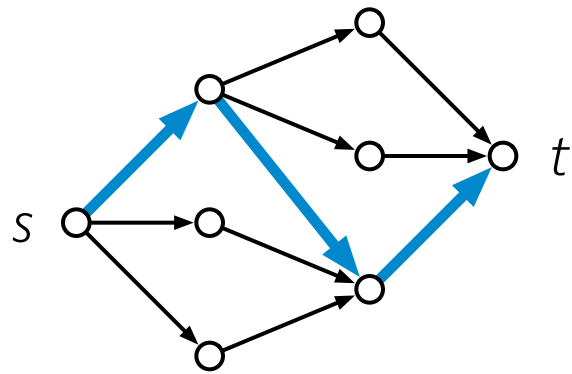
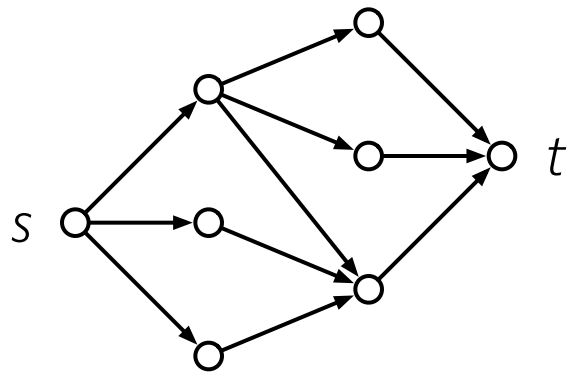


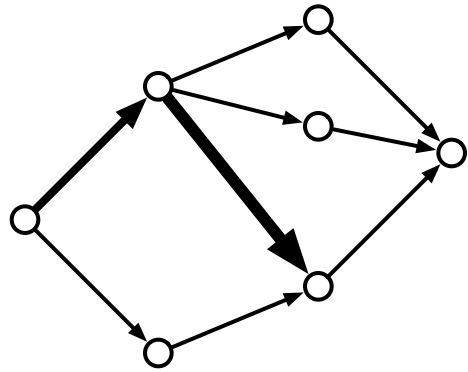






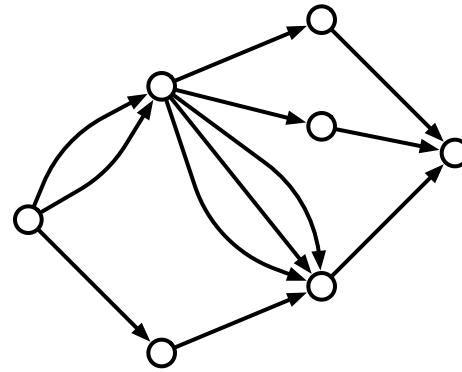






edge weights

\approx



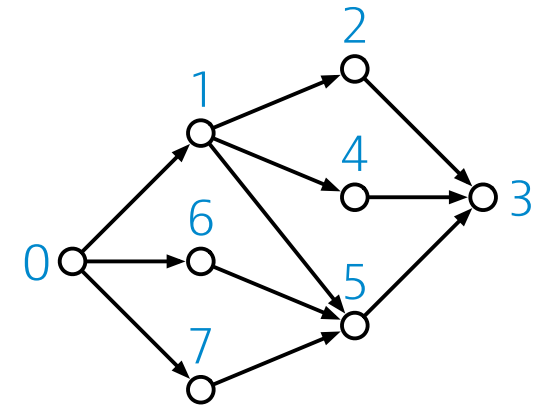
multiple parallel edges

Pick augmenting paths more carefully:

- Find **any** path (DFS) — “*Ford–Fulkerson*”
- Find **heavy** path (DFS) — “*scaling*”
- Find **short** path (BFS) — “*Edmonds–Karp*”

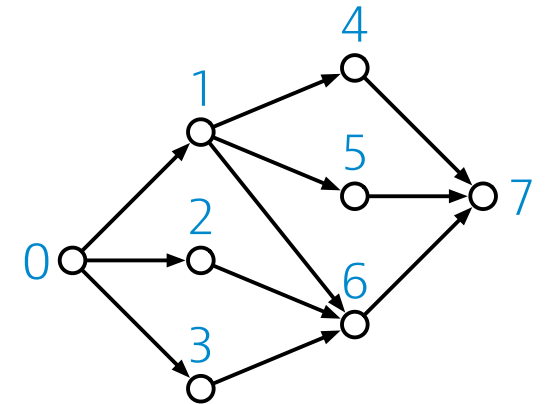
DFS = depth-first search

- when visiting a node, *recursively* visit its neighbors



BFS = breadth-first search

- when visiting a node, add its neighbors to a *queue*



In both cases: **remember** what you have already visited — don't visit them many times