

**15.082J and 6.855J and ESD.78J**

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**The Successive Shortest Path Algorithm  
and the Capacity Scaling Algorithm  
for the Minimum Cost Flow Problem**

# Overview of lecture

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- **Quick review of min cost flow and optimality conditions**
- **Pseudoflows**
- **The successive shortest path algorithm**
- **A polynomial time scaling algorithm**

# The Minimum Cost Flow Problem

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$u_{ij}$  = capacity of arc  $(i,j)$ .

$c_{ij}$  = unit cost of shipping flow from node  $i$  to node  $j$  on  $(i,j)$ .

$x_{ij}$  = amount shipped on arc  $(i,j)$

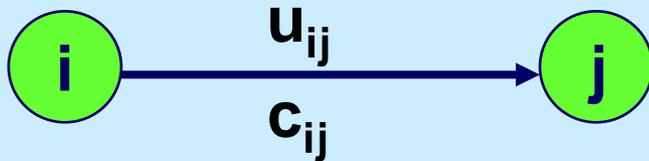
**Minimize**  $\sum_{(i,j) \in A} c_{ij} x_{ij}$

$$\sum_j x_{ij} - \sum_j x_{ji} = b_i \quad \text{for all } i \in N.$$

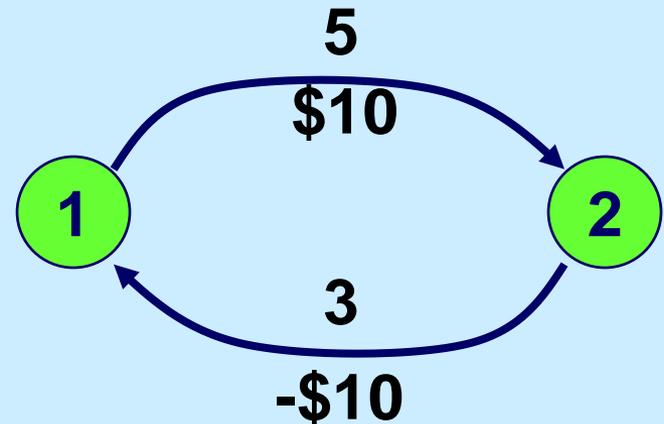
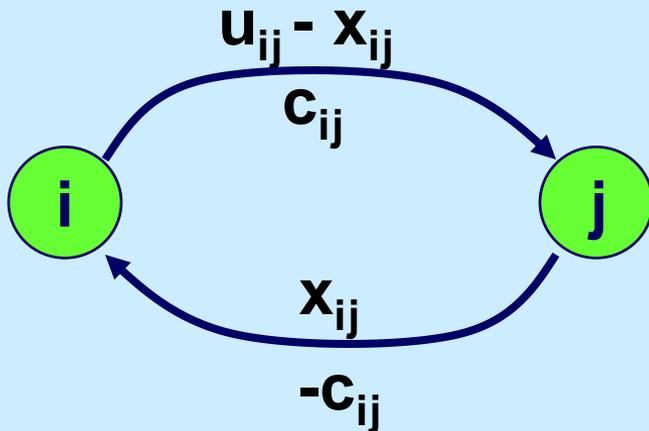
and  $0 \leq x_{ij} \leq u_{ij}$  for all  $(i,j) \in A$ .

# The Residual Network $G(x)$

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Suppose  $x_{12} = 3$

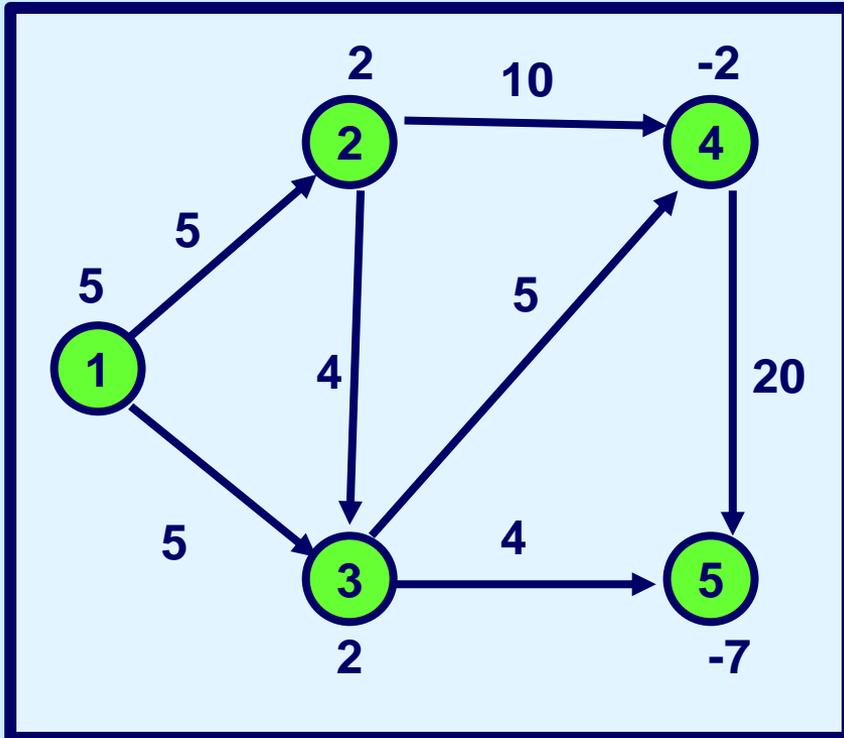


Reducing the flow in  $(i, j)$  by 1 is equivalent to sending one unit of flow from  $j$  to  $i$ . It reduces the cost by  $c_{ij}$ .

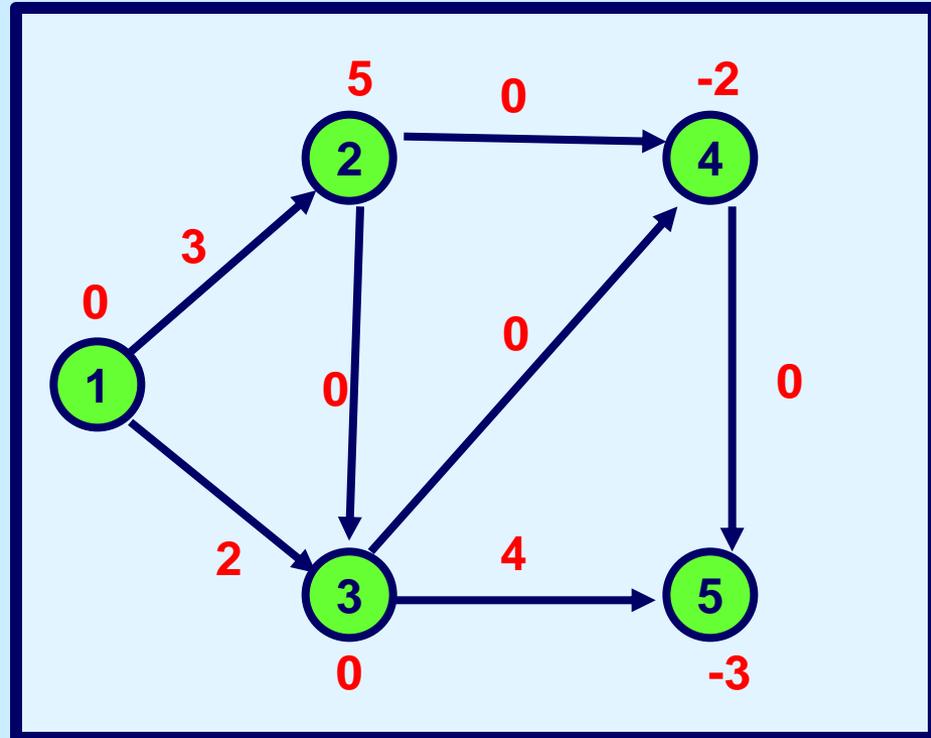
# Pseudo-flows

A pseudo-flow is a "flow" vector  $x$  such that  $0 \leq x \leq u$ .

Let  $e(i)$  denote the excess (deficit) at node  $i$ .

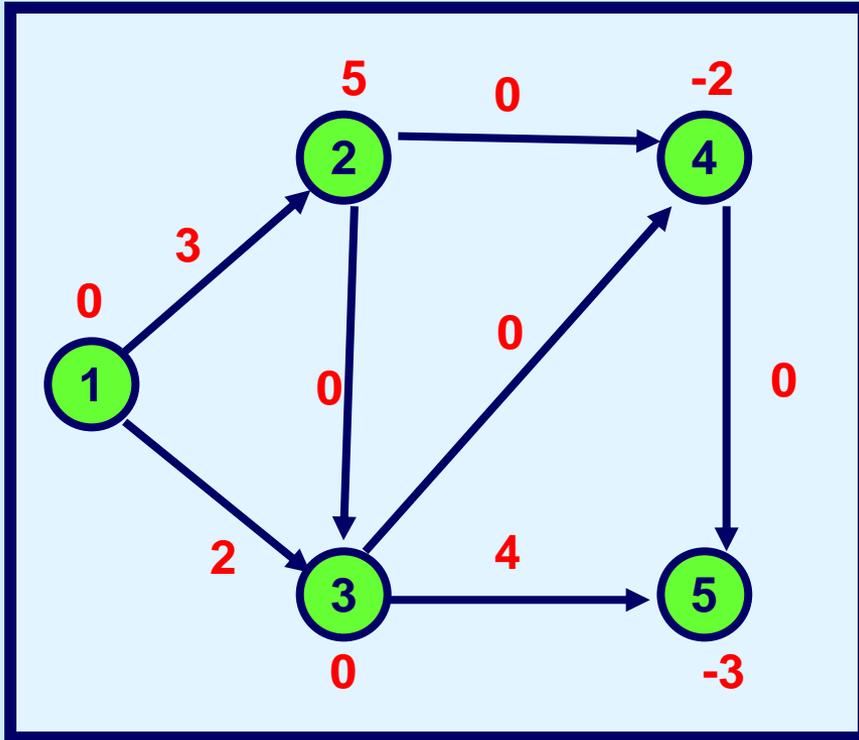


Supplies/demands and capacities

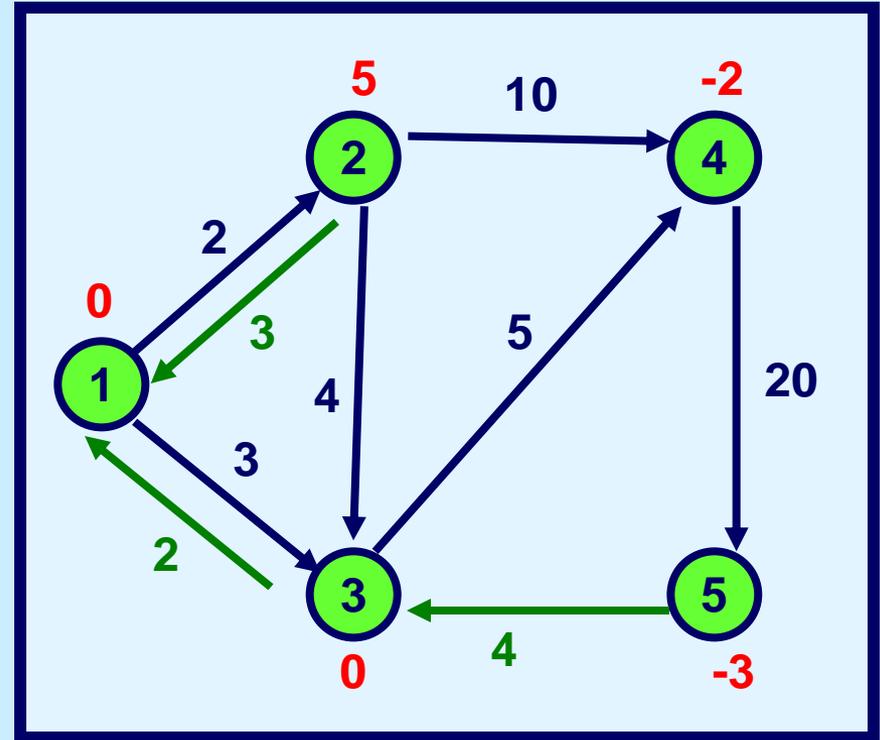


A pseudo-flow and excesses

# Pseudo-flows and the residual network



A pseudo-flow and excesses



The residual network

The ***infeasibility*** of the pseudo-flow is  $\sum_{e(i)>0} e(i)$ . e.g., 5.

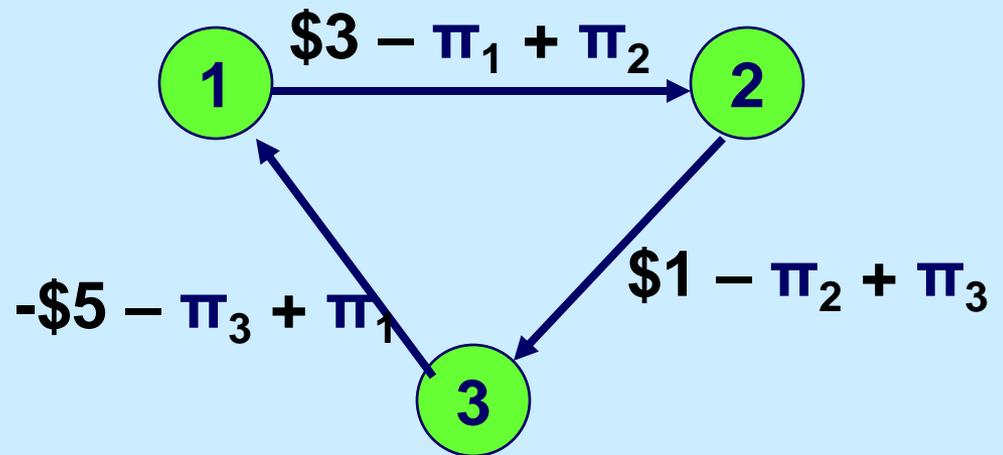
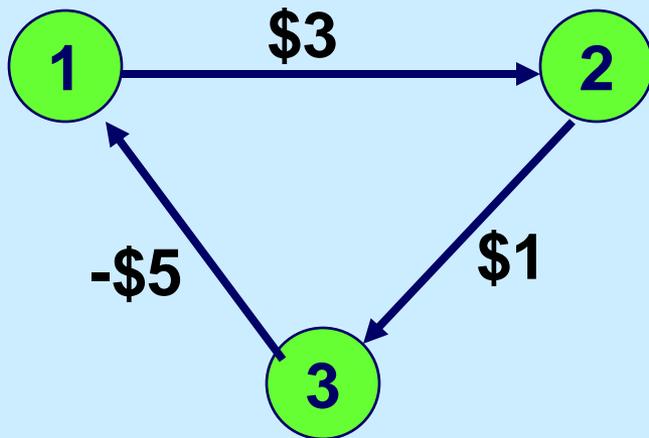
# Reduced Costs in $G(x)$

Let  $\pi_i$  denote the **node potential** for node  $i$ .

$$c_{ij}^{\pi} = c_{ij} - \pi_i + \pi_j$$

For unit of flow out of node  $i$ , subtract  $\pi_i$  from the cost.

For unit of flow into node  $j$ , add  $\pi_j$  to the cost.



# Optimality Conditions

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**Theorem.** Suppose that  $x^*$  is flow and  $\pi^*$  is a vector of node potential. Then  $x^*$  and  $\pi^*$  are optimal if

1. the flow  $x^*$  is feasible and
2.  $c^{\pi^*}_{ij} \geq 0$  for all  $(i, j) \in G(x^*)$ .

The second property is often called **dual feasibility**.

# Optimality Conditions

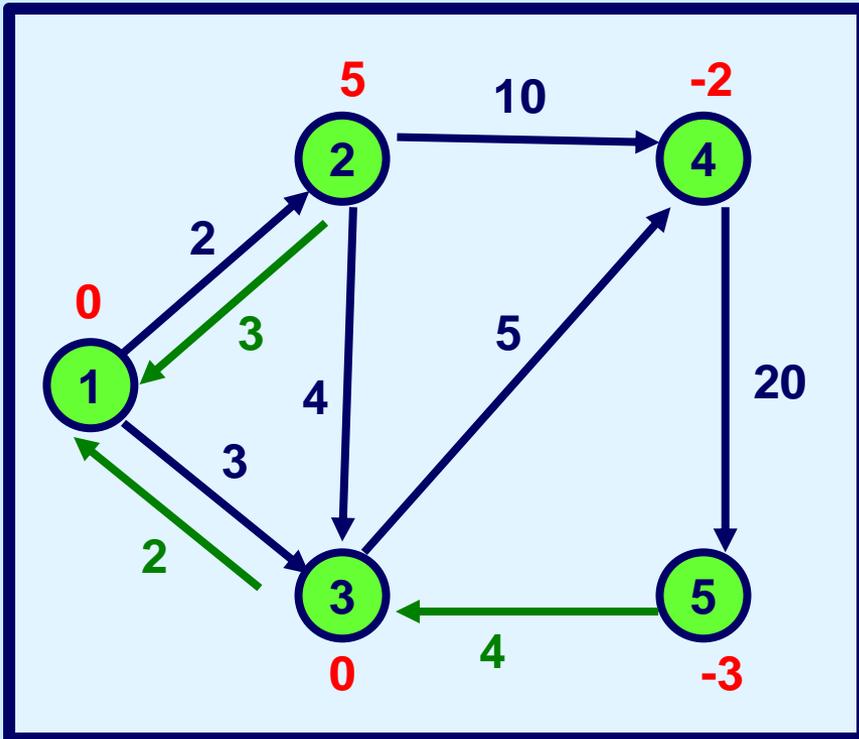
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The **cycle canceling algorithm** starts with a feasible flow and maintains a feasible flow at each iteration. It terminates with dual feasibility.

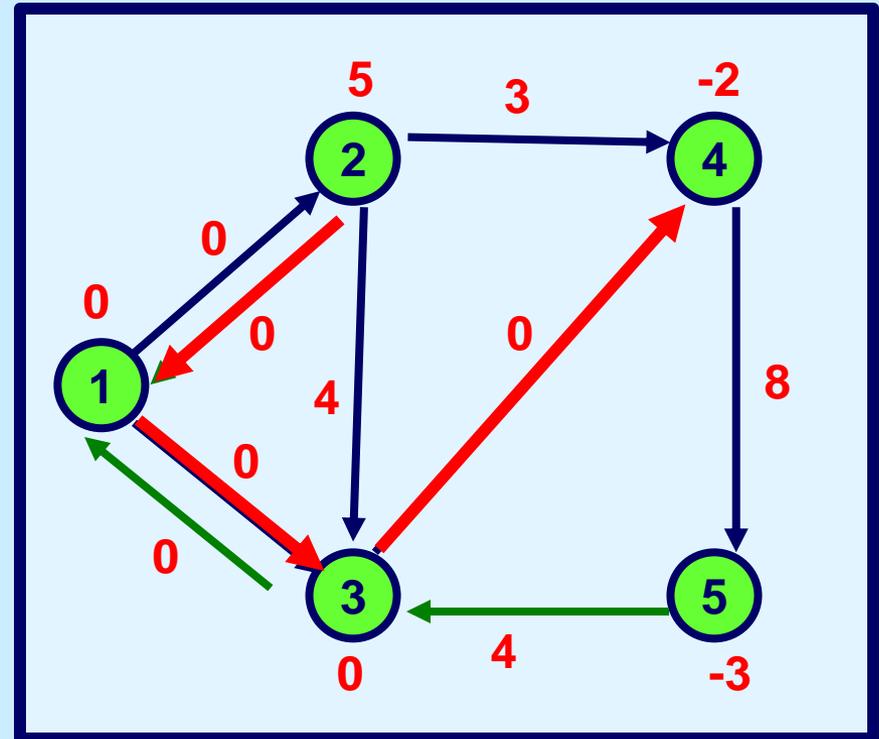
The **successive shortest path algorithm** starts with (and maintains) an infeasible flow  $x$  and node potentials  $\pi$  that are dual feasible. It stops when it obtains a flow that is feasible.

It's main subroutine involves sending flow along a path from a node with excess to a node with deficit.

# Augmenting paths



Capacities and excesses in  $G(x)$

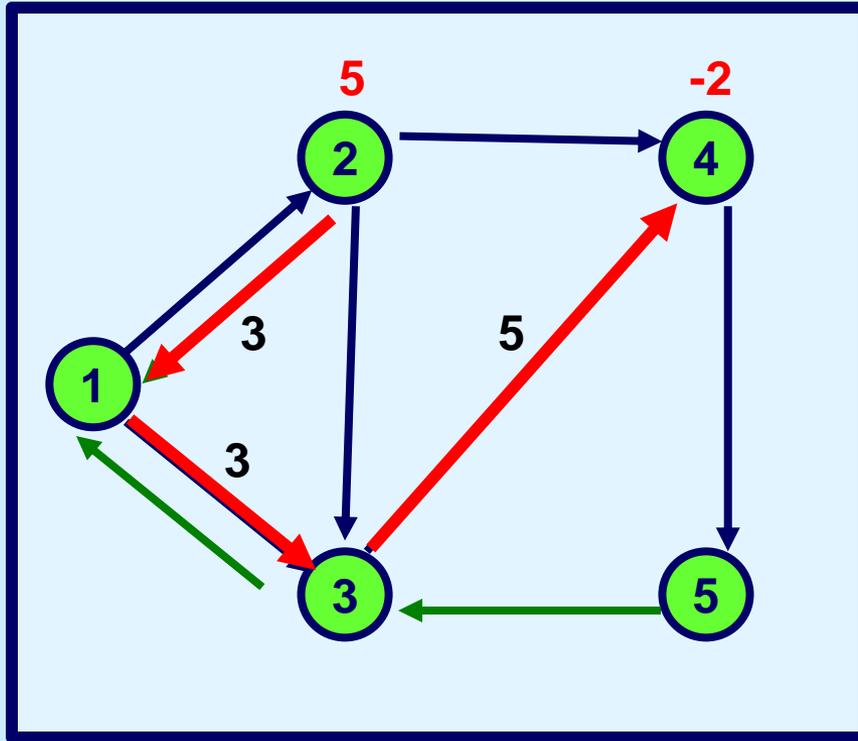


Excesses and reduced costs in  $G(x)$

A path  $P$  from  $i$  to  $j$  in  $G(x)$  is **augmenting** if

$$e(i) > 0, \quad e(j) < 0, \quad \text{and} \quad \forall (v, w) \in P, \quad c^\pi_{vw} = 0.$$

# Augmenting along a path



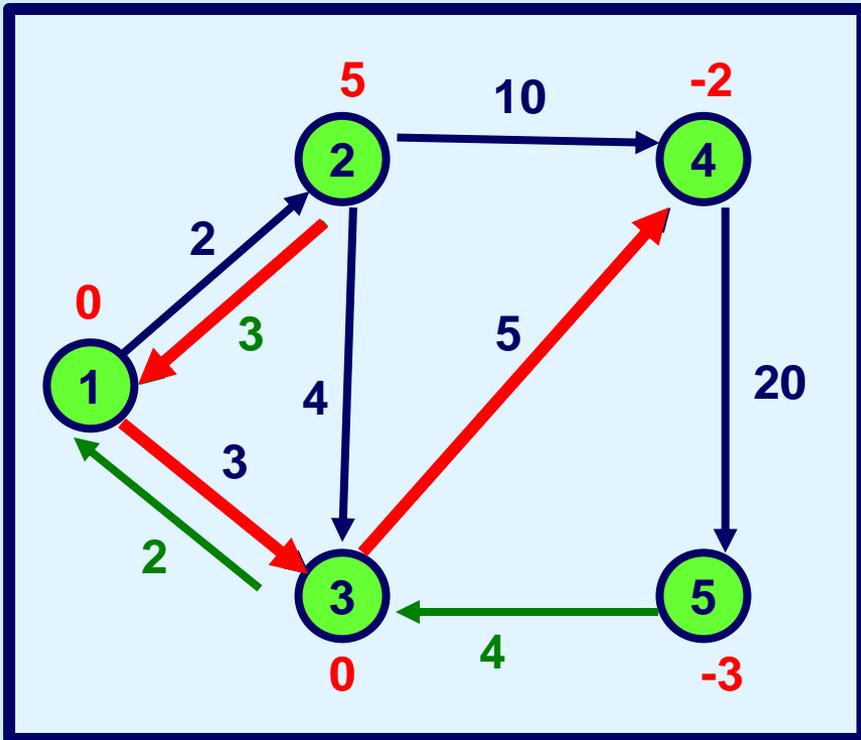
The augmenting path with residual capacities.

The **capacity** of an augmenting path  $P$  from node  $i$  to node  $j$  is  $\min \{ e(i), -e(j), \min_{(v,w) \in P} r_{vw} \}$ .

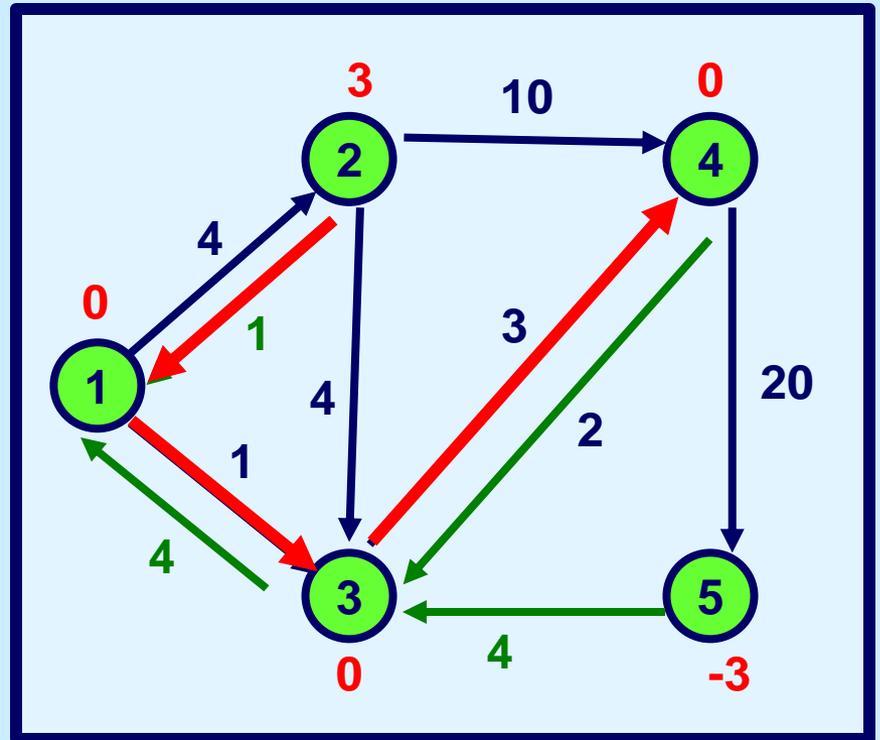
In this case, the capacity is  $\min \{ 5, 2, 3 \} = 2$

To **augment along a path**  $P$  is to send  $\delta$  units of flow from  $i$  to  $j$  in  $P$ , where  $\delta = \text{capacity}(P)$ .

# Before and after the augmentation

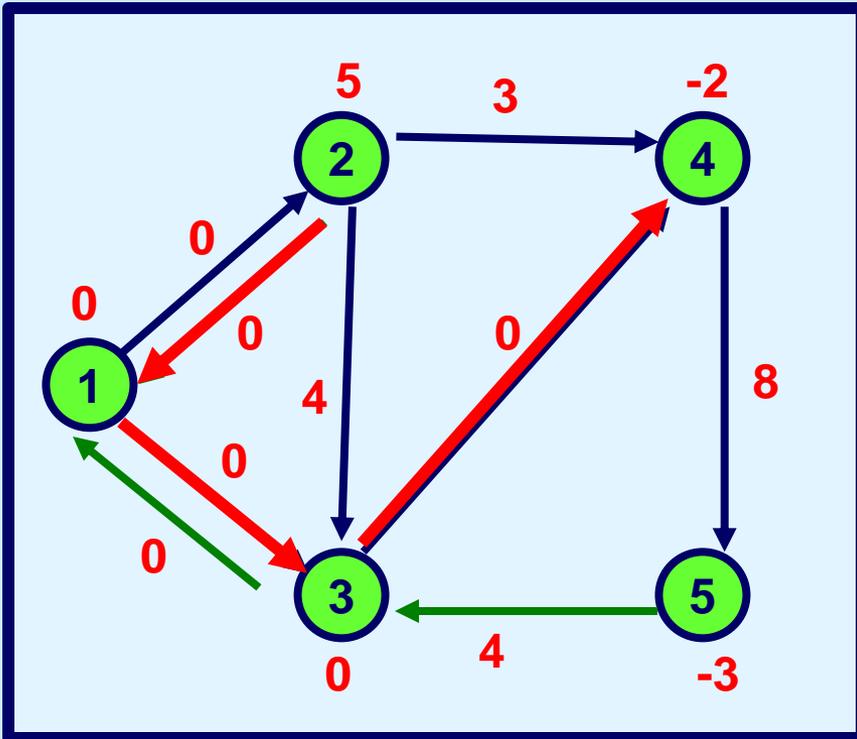


Capacities and excesses in  $G(x)$   
before augmenting on  $P$

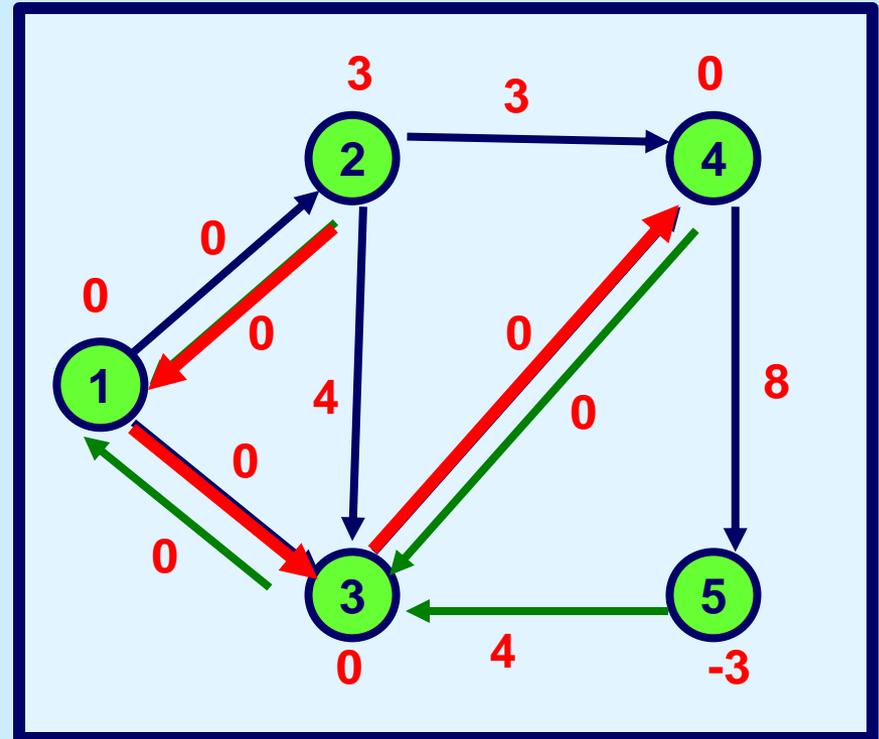


Capacities and excesses in  $G(x)$   
after augmenting on  $P$

# The effect of augmentations



Excesses and reduced costs before the augmentation



Excesses and reduced costs after the augmentation

Augmentations **reduce the infeasibility** by at least 1.

Augmentations **maintain dual feasibility**. Any arc added to  $G(x)$  is the reversal of an arc with a reduced cost of 0.

# The Successive Shortest Path Algorithm

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Initialize with a dual feasible pseudo-flow  $(x, \pi)$

**while**  $x$  is infeasible **do**

    select a node  $i$  with  $e(i) > 0$

    adjust the node potentials so that it remains dual feasible and there is an augmenting path  $P$  from node  $i$  to a node  $j$  with  $e(j) < 0$ ;

    (if the adjustment is not possible, then there is no feasible flow for the problem)

    augment along path  $P$

    update the residual network and excesses;

The SSP Algorithm

# The next steps

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- **Show how to find an initial dual feasible pseudoflow.**
- **Show how to adjust the node potentials**
- **Show that the problem is infeasible if there is no possible adjustment of the node potentials**
- **Proof of finiteness**
- **Proof of correctness of the algorithm**

# Finding an initial dual feasible pseudoflow

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Let  $A' = \{(i, j) : u_{ij} = \infty\}$ .

We first choose  $\pi$  so that  $c^{\pi}_{ij} \geq 0$  for  $(i, j) \in A'$ .

**Step 1.** Let  $C = 1 + \max \{ |c_{ij}| : (i, j) \in A' \}$ .

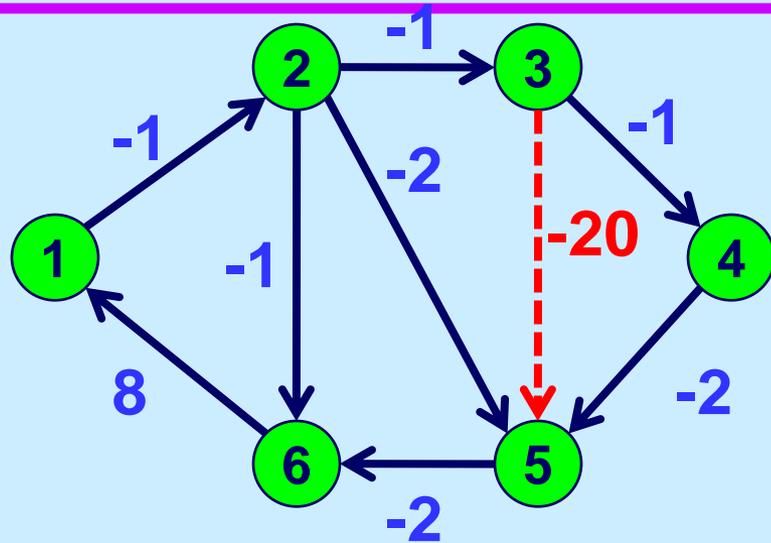
If there is no directed path from 1 to  $j$  in  $A'$ , then add arc  $(1, j)$  to  $A'$  with cost  $nC$ .

**Step 2.** Use a shortest path algorithm to find the shortest path length from 1 to node  $j$  in  $A'$ . If there is a negative cost cycle, quit. One can send an infinite amount of flow around a negative cost cycle.

**Step 3.** Let  $\pi(j) = -d(j)$  for all  $j$ .

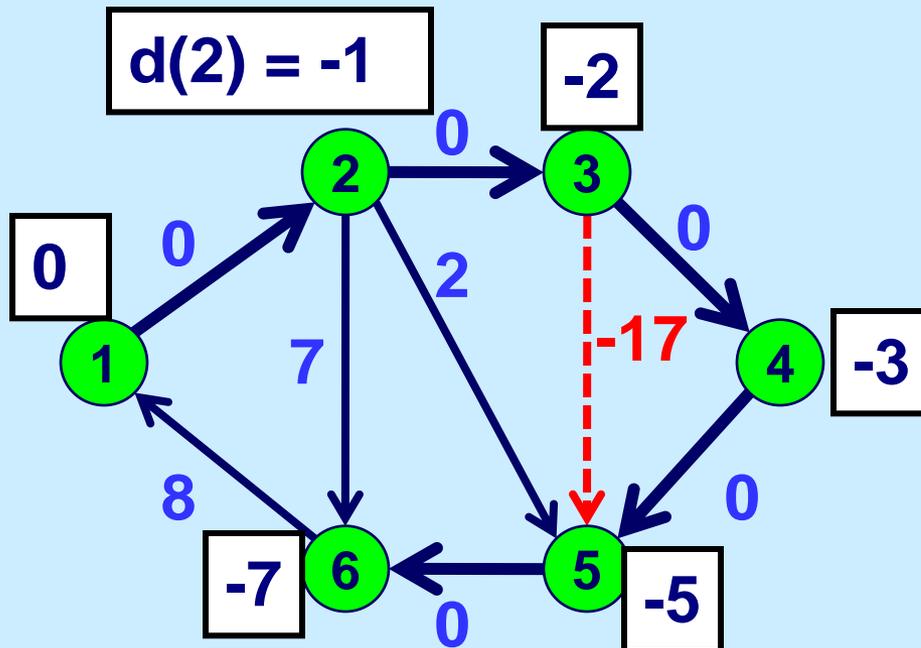
**Step 4.** For each arc  $(i, j) \in A \setminus A'$  with  $c^{\pi}_{ij} < 0$ , let  $x_{ij} = u_{ij}$ .

# Finding an initial dual feasible pseudoflow



$A'$  = solid lines.  
They have infinite capacity. The costs are on the arcs.

The dotted red line has a capacity of 10.



The numbers next to nodes are the shortest path distances from node 1.

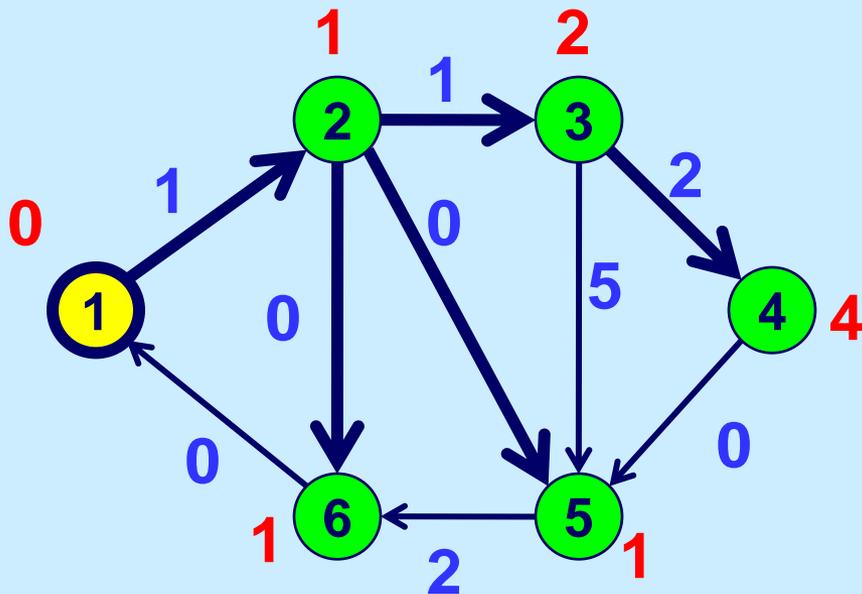
$$c^{\pi}_{ij} = c_{ij} + d(i) - d(j)$$

# Adjusting node potentials

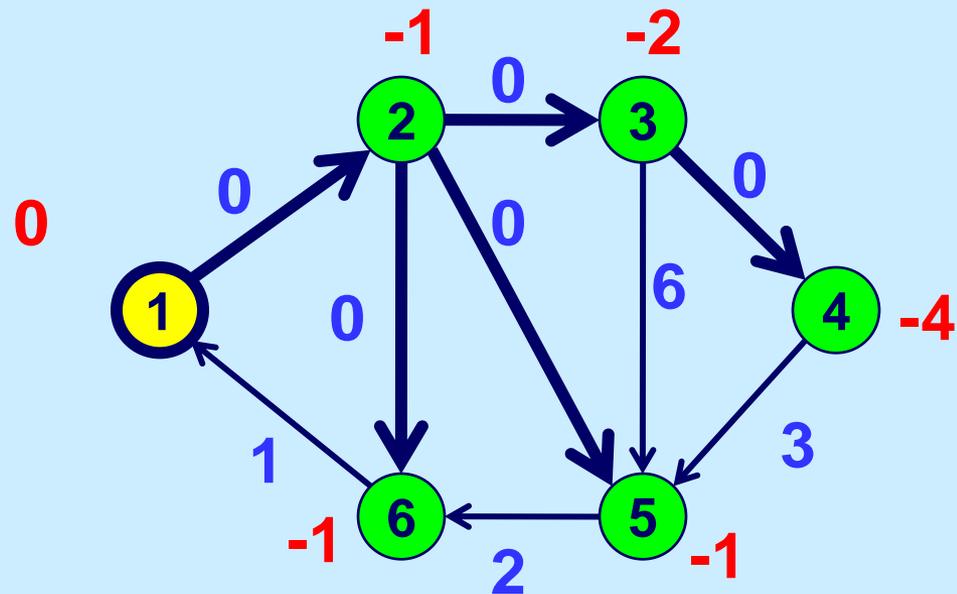
Select node  $i$  with  $e(i) > 0$ .

Let  $d(j)$  = shortest path from node  $i$  to node  $j$  in  $G(x)$ .

Replace  $\pi_j$  by  $\pi_j - d(j)$  for all  $j \in N$ .



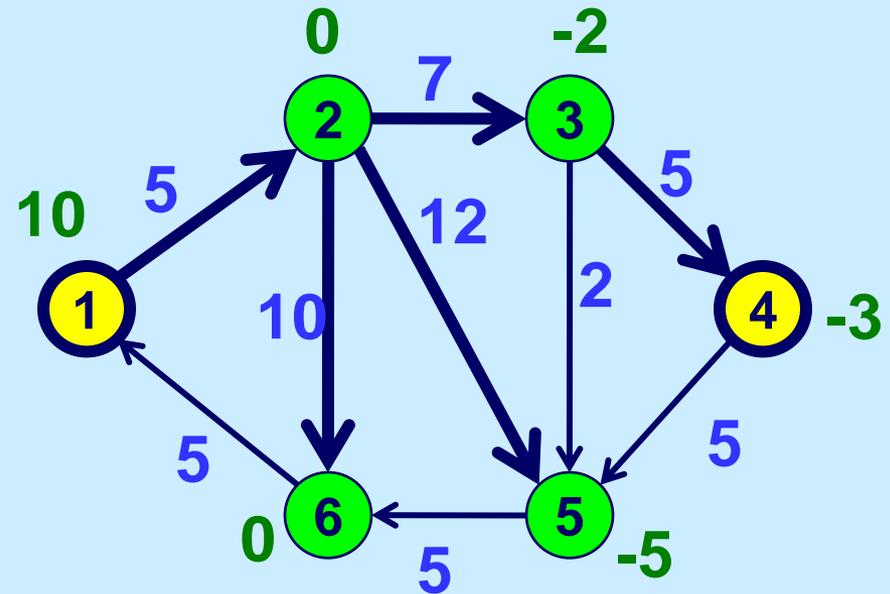
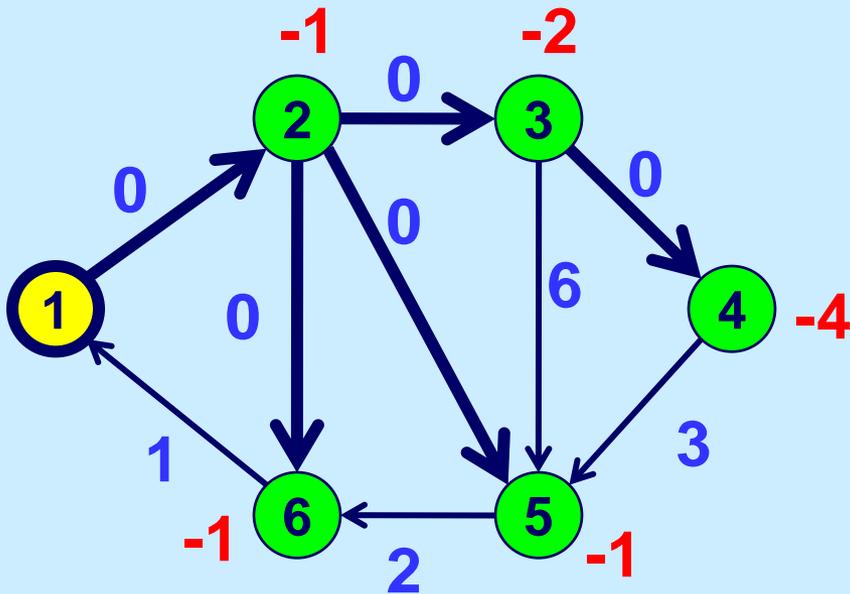
$G(x)$  with reduced costs on arcs and shortest path distances.  $e(1) > 0$ .



Node potentials  $\pi_j - d(j)$  and reduced costs

# On Node Potentials

After adjusting node potentials, there is an path with 0-reduced cost arcs in  $G(x)$  from node  $i$  to each other node (assuming that there is a path from node 1).



Node potentials  $\pi_j$  -  
 $d(j)$  and reduced costs

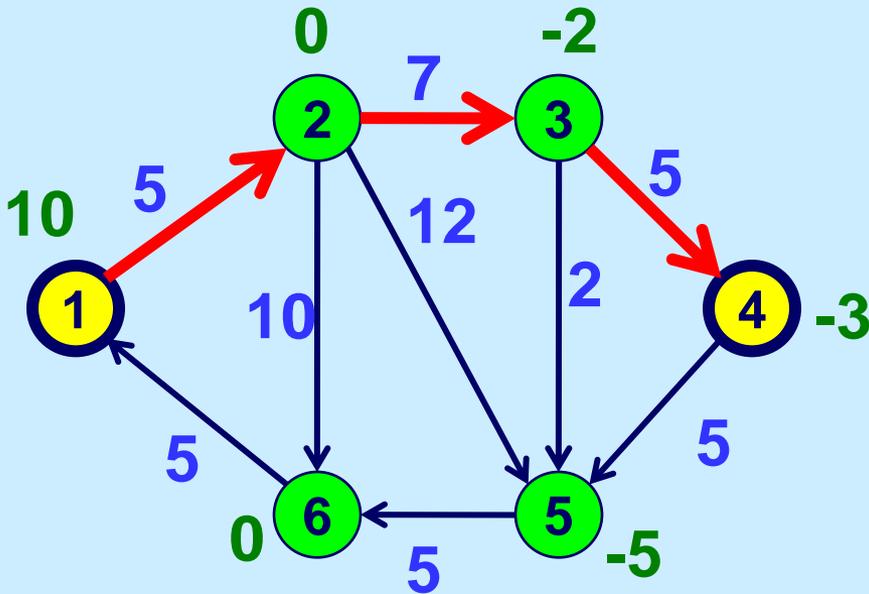
Excesses and  
 capacities.

# Augment along a path from node i

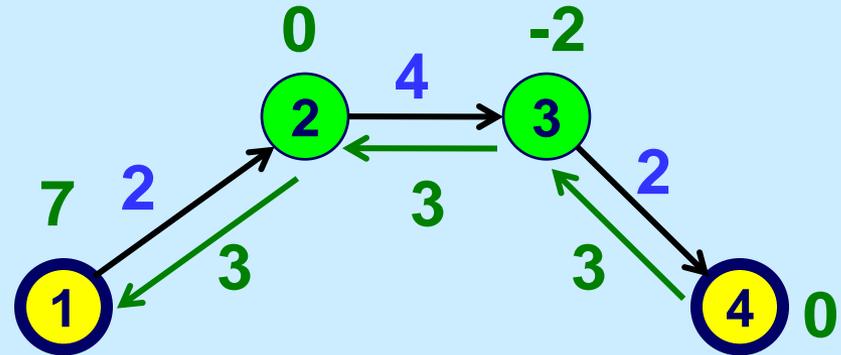
Select a node  $j$  with  $e(j) < 0$  that is reachable from node  $i$ .

Let  $P$  be the path from node  $i$  to node  $j$ .

Send  $\min \{e(i), -e(j), \min \{r_{vw} : (v, w) \in P\}\}$  units in  $P$ .



Excesses and capacities.



Send  $\min \{10, 3, 5\}$  units of flow from 1 to 4. Update residual capacities and excesses.

# Proof of finiteness and correctness

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**Finiteness comes from the fact that the infeasibility is always integer and nonnegative, and it decreases by at least one at each iteration.**

**The algorithm usually terminates a feasible flow (and also with dual feasibility) and is thus optimal.**

**It can also terminate if there is no path from a node  $i$  with  $e(i) > 0$  to any node with negative excess. In the latter case, the problem is infeasible.**

# Analysis of the Successive Shortest Path Algorithm

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Each augmentation reduces the infeasibility by at least 1.

Initial infeasibility is at most  $mU_{\max} + nb_{\max}$

The time per augmentation is the time to run Dijkstra's algorithm (or any shortest path algorithm with non-negative distances.)

Running time:  $O((mU_{\max} + nb_{\max}) m \log nC)$

# Mental Break

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Thomas Edison invented the light bulb. The invention helped him deal with a personal (non-professional) issue. What was it?

**He was afraid of the dark**

Apollo 11 did not have much fuel when it landed back on earth. How much fuel remained?

**About 20 seconds worth.**

How long does it take all of the stars of the Milky Way galaxy to revolve around the center of the galaxy?

**Around 200 million years.**

# Mental Break

---

A neutron star is so dense that it can quickly spin on its axis an entire revolution without tearing itself apart. How fast?

**It can spin in  $1/30^{\text{th}}$  of a second.**

A full moon is brighter than a half moon. How much brighter?

**9 times as bright.**

In 1961-2, MIT students developed the first interactive computer game. What was it called?

**Spacewar.**

# The Capacity Scaling Algorithm

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- ◆ A polynomial time variant of the successive shortest path algorithm.
- ◆ Relies on the generic scaling approach.
- ◆ Send flow from a node  $i$  with  $e(i) \geq \Delta/2$ .
- ◆ Send flow along paths with capacity  $\geq \Delta/2$ .

# $\Delta$ -optimality

A pseudoflow  $x$  and node potentials  $\pi$  are called  **$\Delta$ -optimal** if

1.  $e(j) < \Delta$  for all  $j$
2.  $\forall (i, j)$ , if  $c^{\pi}_{ij} < 0$ , then  $r_{ij} < \Delta$

Suppose  $\Delta = 64$ . Which of the following are permitted if the pseudoflow is  $\Delta$ -optimal?

$$e(i) = 64$$



not  
permitted

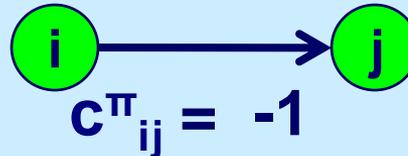
$$e(j) = -128$$



permitted

not  
permitted

$$r_{ij} = 64$$



$$c^{\pi}_{ij} = -1$$

$$r_{ij} = 63$$



$$c^{\pi}_{ij} = -6300$$

permitted

# The Capacity Scaling Algorithm

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## Capacity Scaling Algorithm

let  $x, \pi$  be an initial dual feasible pseudo-flow and node potentials

let  $e^* = 1 + \max \{e(i) : i \in N\}$ ;

$\Delta := 2^K$ , where  $K = \lceil \log e^* \rceil$

**while**  $\Delta > 1$  **do**

$y := \text{ImproveApprox}(x, \Delta)$

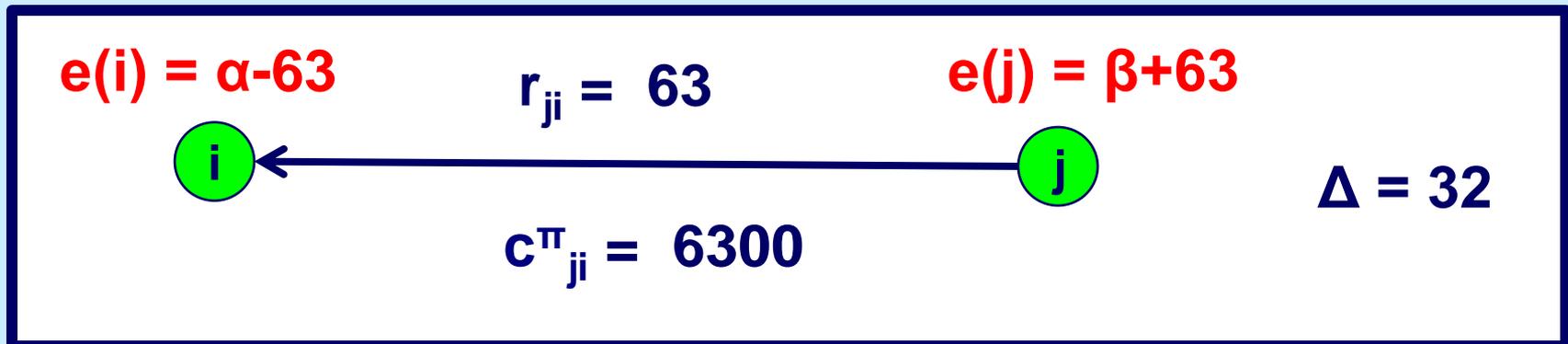
$x := y$

$\Delta := \Delta/2$

$\text{ImproveApprox}(x, \Delta)$  converts a  $\Delta$ -optimal pseudo-flow into a  $\Delta/2$  optimal pseudo-flow.

# Initializing ImproveApprox

For any arc  $(i, j)$  with  $c^\pi_{ij} < 0$  and  $r_{ij} \geq \Delta/2$ , send  $r_{ij}$  units of flow in  $(i, j)$ .



After this operation, if  $c^\pi_{vw} < 0$ , then  $r_{vw} < \Delta/2$  for all  $(v, w) \in G(x)$ .

# ImproveApprox(x, $\Delta$ )

for any arc (i, j) with  $c^{\pi}_{ij} < 0$  and  $r_{ij} \geq \Delta/2$ , send  $r_{ij}$  units of flow in (i, j);

update r and e( );

**while** there is a node i with  $e(i) \geq \Delta/2$  **do**

let  $G(x, \Delta/2) = \{ (i, j) \text{ with } r_{ij} \geq \Delta/2 \}$ ;

select a node i with  $e(i) \geq \Delta/2$ ;

let  $d(j) = \text{min cost of a path from i to j in } G(x, \Delta/2)$ ;

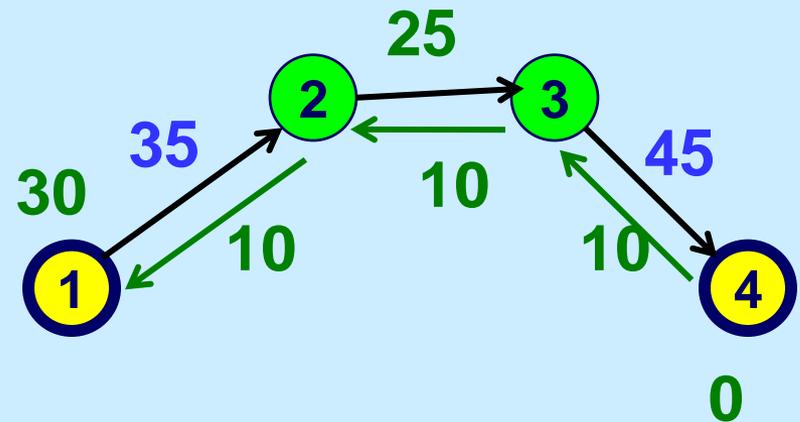
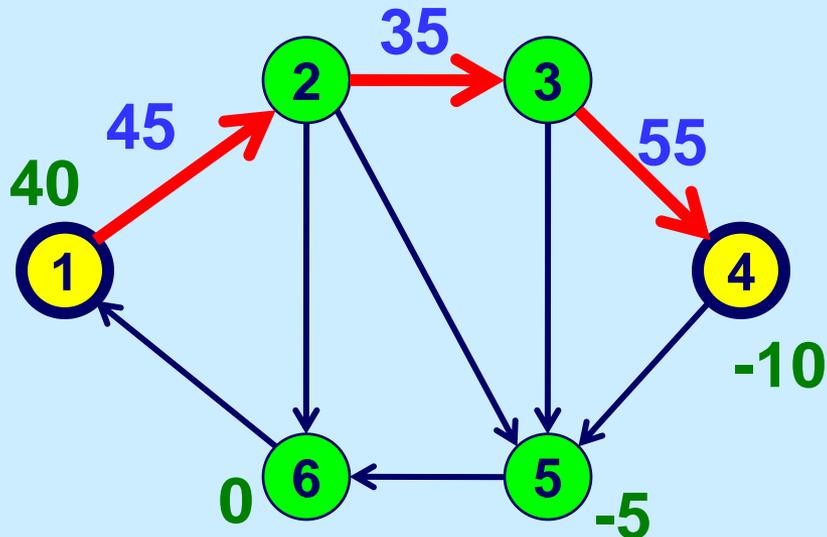
replace  $\pi$  by  $\pi - d( )$

augment along an augmenting path from i to some node j with  $e(j) < 0$  (assume that the path exists).

update the residual network and excesses;

# An augmentation when $\Delta = 64$

- $e(1) \geq 32$
- $e(4) < 0$
- $r_{12} \geq 32$
- $r_{23} \geq 32$
- $r_{34} \geq 32$
- $c^\pi_{12} = 0$
- $c^\pi_{23} = 0$
- $c^\pi_{34} = 0$



After an augmentation from  $i$  to  $j$ , either the infeasibility decreases by at least  $\Delta/2$ , or  $e(j) \geq 0$ .

# Number of Augmentations

---

- $\sum e(i) < n\Delta$  at the beginning of the  $\Delta$ -scaling phase

$e(j) = \beta + 63$     Recall that we send  $r_{ij}$  units of flow in arcs  
        with negative reduce costs. Each saturating  
    push increases  $e(j)$  by at most  $\Delta - 1$ .  
 $\Delta = 64$

- $\sum e(i) < n\Delta + m\Delta$  after the saturating pushes at the beginning of the  $\Delta$ -scaling phase.
- Each augmentation
  - (i) eliminates a node with deficit or
  - (ii) reduces  $\sum e(i)$  by at least  $\Delta/2$
- (i) occurs fewer than  $n$  times
- (ii) occurs fewer than  $2m + 2n$  times.

# Running time analysis

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The number of augmentations per scaling phase is  $O(m)$ .

The number of scaling phases is  $O(\log M)$ , where

$$M < m u_{\max} + n b_{\max}.$$

The running time per augmentation is the time to solve a single shortest path problem using Dijkstra's algorithm.

The total running time is  $O((m \log M)(m + n \log nC))$ .

# Summary

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**The successive shortest path algorithm. Maintains dual feasibility and moves towards a feasible flow.**

**Capacity scaling algorithm: a scaling variant of the successive shortest path problem.**

**The capacity scaling algorithm was the first polynomial time algorithm for the min cost flow problem.**

**Edmonds-Karp 1972.**

# Some Final Remarks

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The number of augmentations can be reduced from  $O(m \log M)$  to  $O(m \log n)$      Orlin 1988.

The algorithm is slightly different, and the analysis is more complex.

Next lectures: **Network flow applications and LP, and Network simplex algorithm.**

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15.082J / 6.855J / ESD.78J Network Optimization  
Fall 2010

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