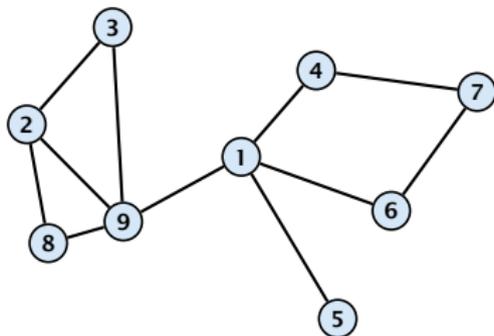


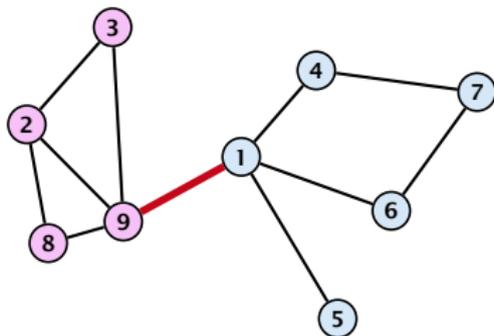
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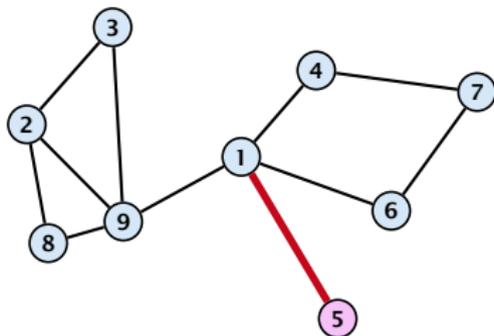
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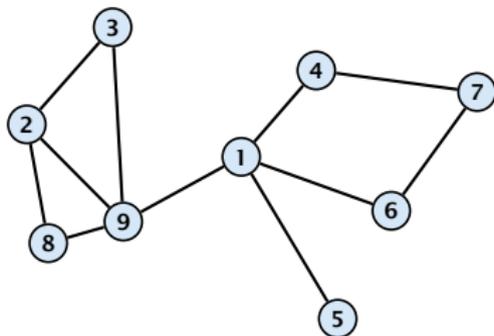
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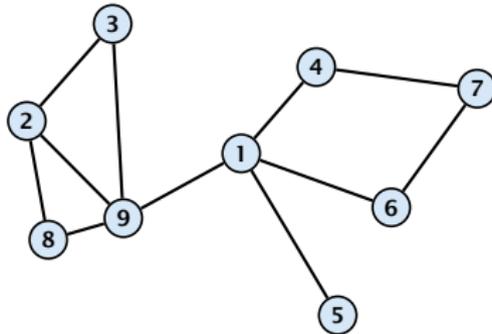
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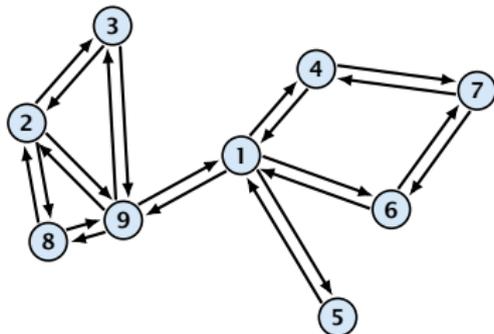
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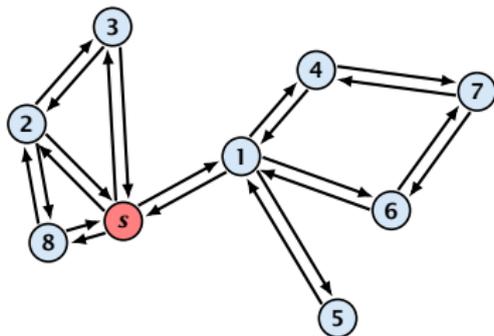
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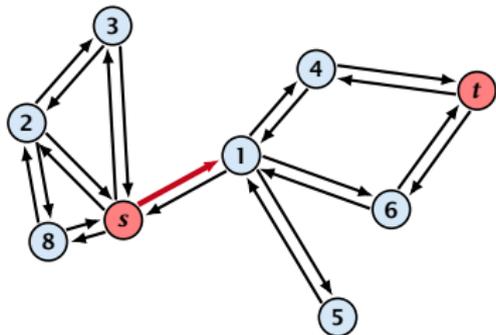
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- ▶ Let  $(S, V \setminus S)$  be a minimum global mincut. The above algorithm will output a cut of capacity  $\text{cap}(S, V \setminus S)$  whenever  $|\{s, t\} \cap S| = 1$ .



# Edge Contractions



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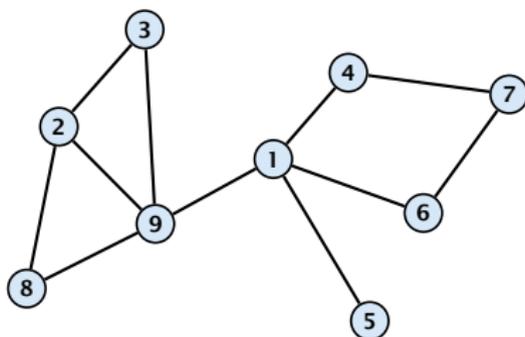
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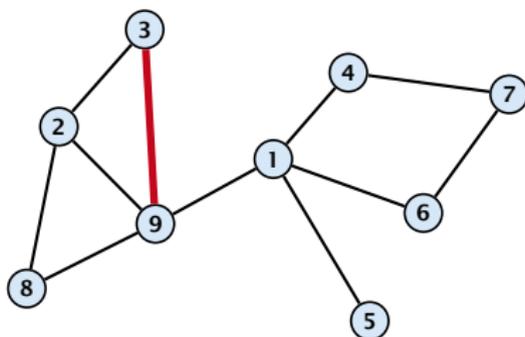
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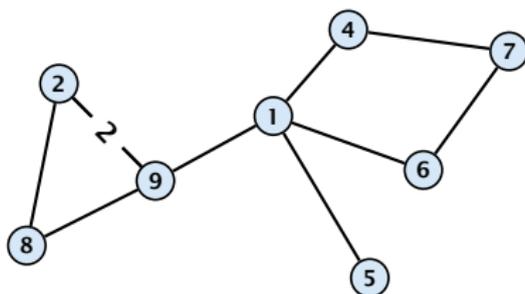
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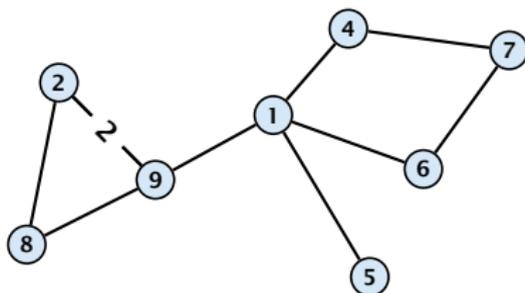
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### Example 89



- ▶ Edge-contractions do not decrease the size of the mincut.

# Edge Contractions

We can perform an edge-contraction in time  $\mathcal{O}(n)$ .

# Randomized Mincut Algorithm

**Algorithm 20** KargerMincut( $G = (V, E, c)$ )

- 1: **for**  $i = 1 \rightarrow n - 2$  **do**
- 2:     choose  $e \in E$  randomly with probability  $c(e)/c(E)$
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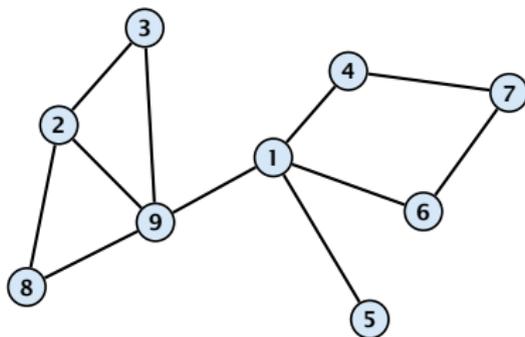
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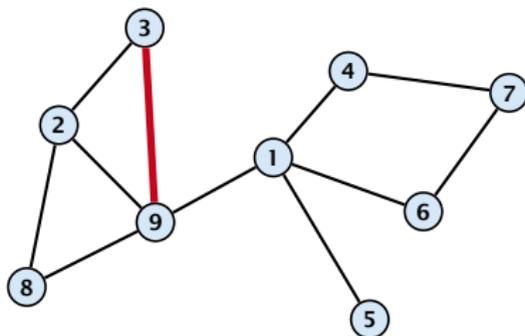
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- ▶ What is the probability that this algorithm returns a mincut?

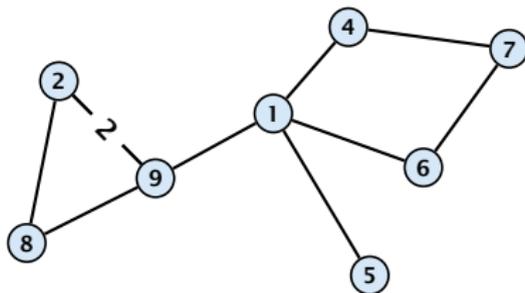
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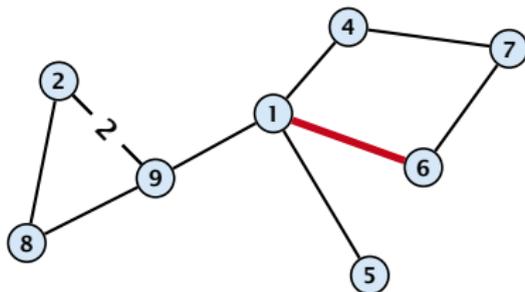
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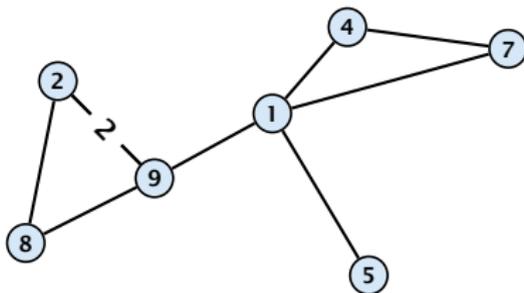
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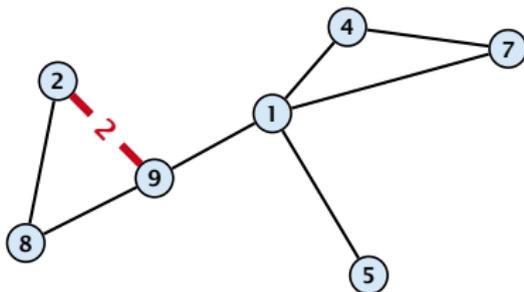
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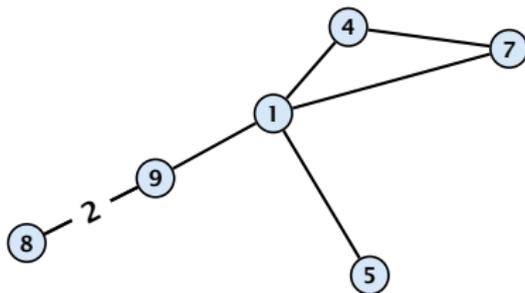
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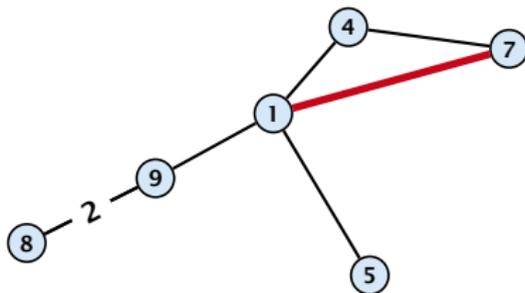
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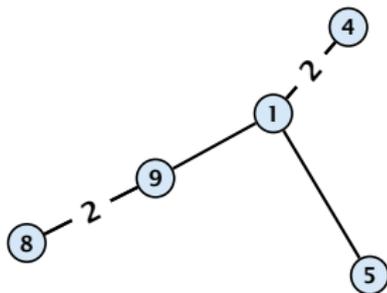
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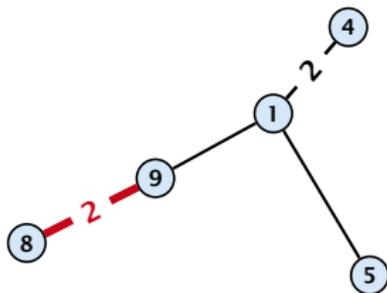
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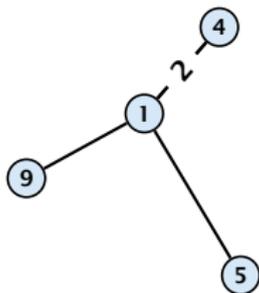
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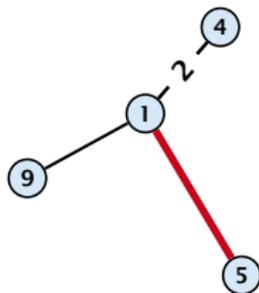
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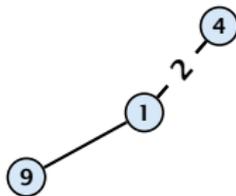
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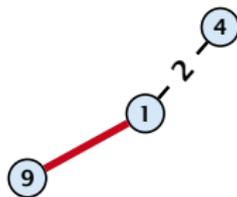
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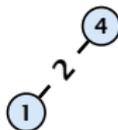
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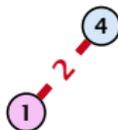
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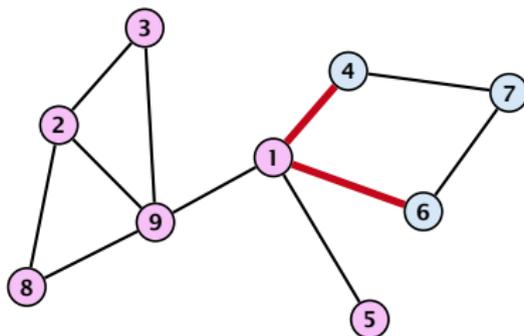
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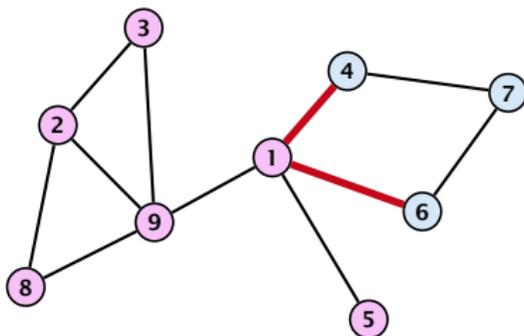
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# Example: Randomized Mincut Algorithm



**What is the probability that this algorithm returns a mincut?**

**What is the probability that a given mincut  $A$  is still possible after round  $i$ ?**

- ▶ It is still possible to obtain cut  $A$  in the end if so far **no** edge in  $(A, V \setminus A)$  has been contracted.

# Analysis

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- ▶ Hence, the probability of choosing an edge from the cut is at most  $\min / c(E) \leq 2 / (n - i + 1)$ .

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Choosing  $t = 2$  gives that with probability  $1/\binom{n}{2}$  the algorithm computes a mincut.

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## Theorem 90

*The randomized mincut algorithm computes an optimal cut with high probability. The total running time is  $\mathcal{O}(n^4 \log n)$ .*

# Improved Algorithm

**Algorithm 21** RecursiveMincut( $G = (V, E, c)$ )

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4: if  $|V| = 2$  return cut-value;  
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- ▶ This gives  $T(n) = \mathcal{O}(n^2 \log n)$ .

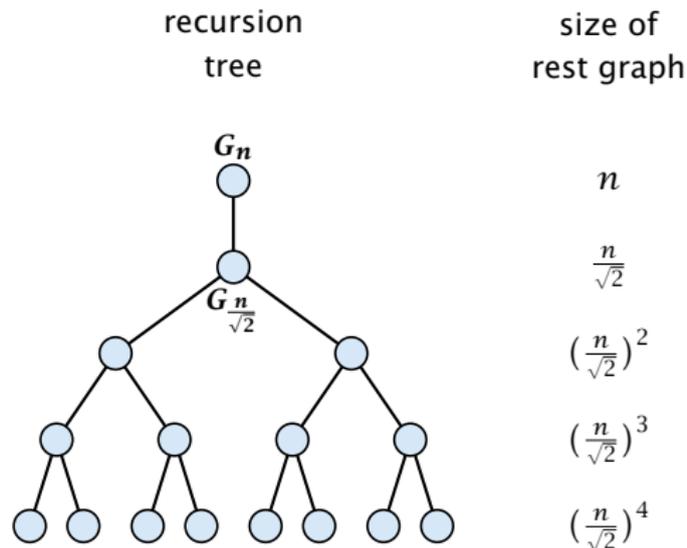
# Probability of Success

The probability of contracting an edge from the mincut during one iteration through the for-loop is only

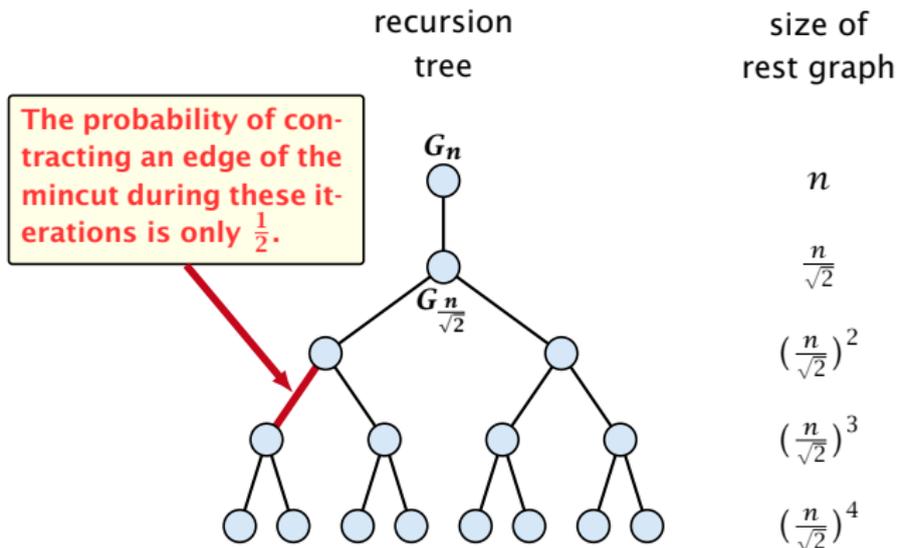
$$\frac{t(t-1)}{n(n-1)} \leq \frac{t^2}{n^2} = \frac{1}{2} ,$$

as  $t = \frac{n}{\sqrt{2}}$ .

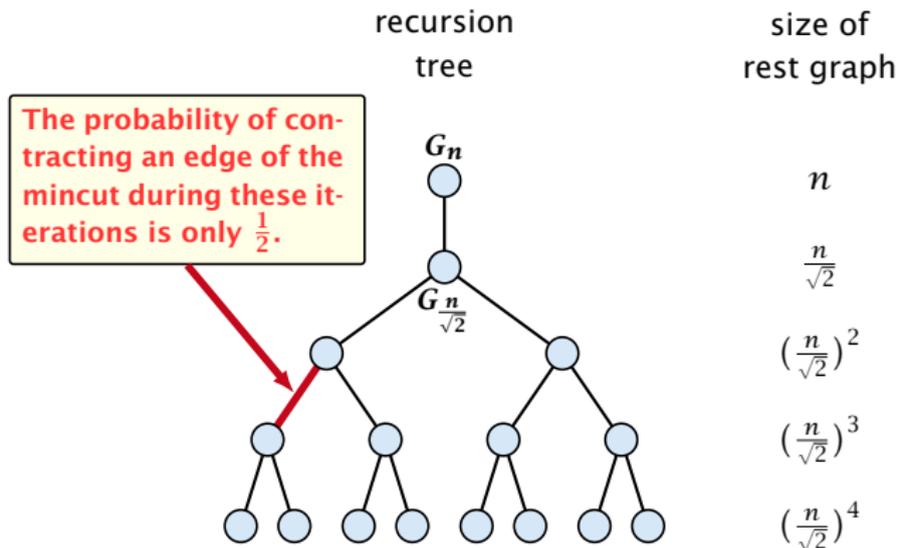
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We can estimate the success probability by using the following game on the recursion tree. Delete every edge with probability  $\frac{1}{2}$ . If in the end you have a path from the root to **at least one** leaf node you are successful.

# Probability of Success

Let for an edge  $e$  in the recursion tree,  $h(e)$  denote the height (distance to leaf level) of the parent-node of  $e$  (end-point that is higher up in the tree). Let  $h$  denote the height of the root node.

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Call an edge  $e$  **alive** if there exists a path from the parent-node of  $e$  to a descendant leaf, after we randomly deleted edges. Note that an edge can only be alive if it hasn't been deleted.

# Probability of Success

Let for an edge  $e$  in the recursion tree,  $h(e)$  denote the height (distance to leaf level) of the parent-node of  $e$  (end-point that is higher up in the tree). Let  $h$  denote the height of the root node.

Call an edge  $e$  **alive** if there exists a path from the parent-node of  $e$  to a descendant leaf, after we randomly deleted edges. Note that an edge can only be alive if it hasn't been deleted.

## Lemma 91

*The probability that an edge  $e$  is alive is at least  $\frac{1}{h(e)+1}$ .*

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# 15 Global Mincut

## Lemma 92

*One run of the algorithm can be performed in time  $\mathcal{O}(n^2 \log n)$  and has a success probability of  $\Omega(\frac{1}{\log n})$ .*

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*Doing  $\Theta(\log^2 n)$  runs gives that the algorithm succeeds with high probability. The total running time is  $\mathcal{O}(n^2 \log^3 n)$ .*