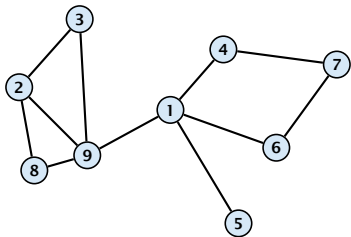


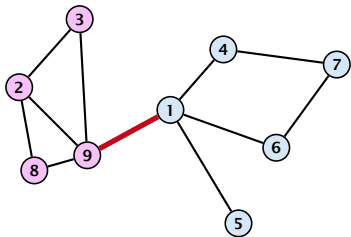
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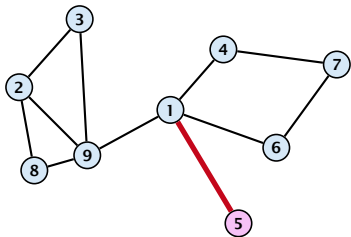
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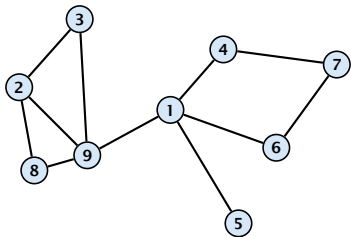
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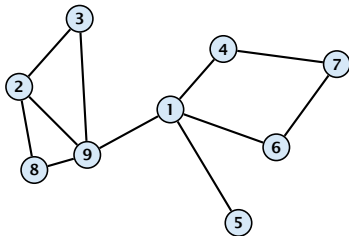
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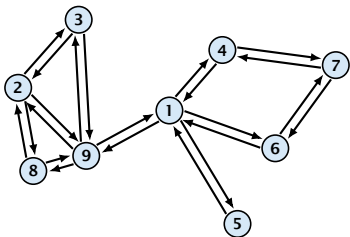
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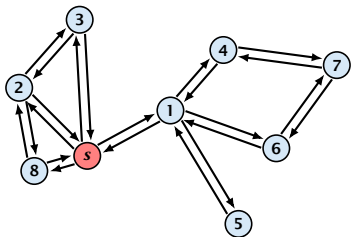
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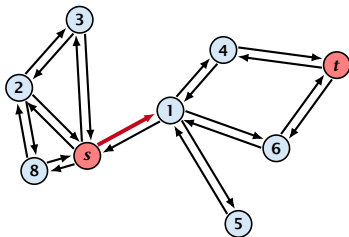
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- ▶ Let $(S, V \setminus S)$ be a minimum global mincut. The above algorithm will output a cut of capacity $\text{cap}(S, V \setminus S)$ whenever $|\{s, t\} \cap S| = 1$.



Edge Contractions

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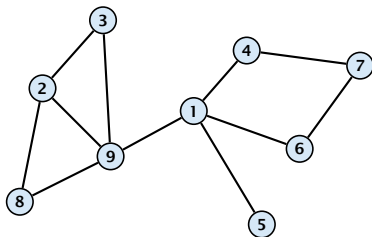
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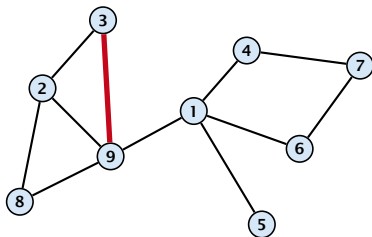
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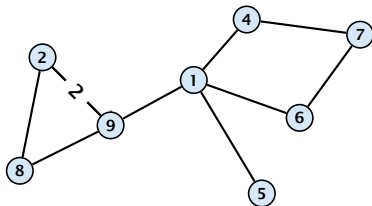
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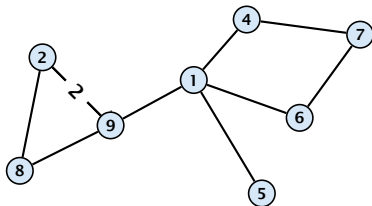
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Example 6



- ▶ 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 1 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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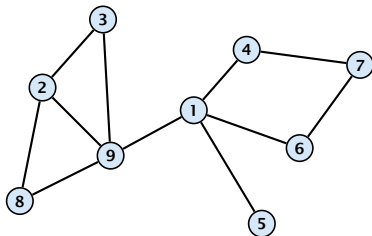
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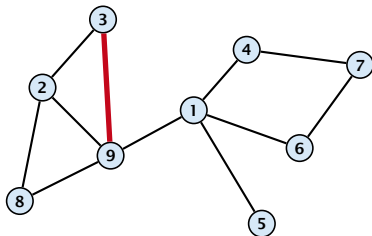
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- ▶ What is the probability that this algorithm returns a mincut?

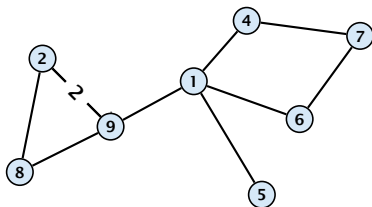
Example: Randomized Mincut Algorithm



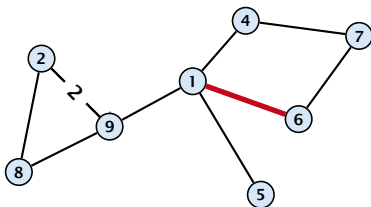
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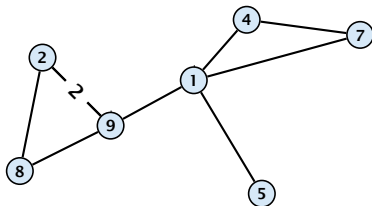
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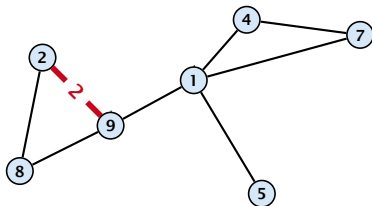
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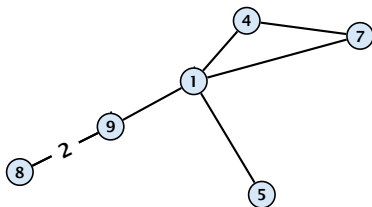
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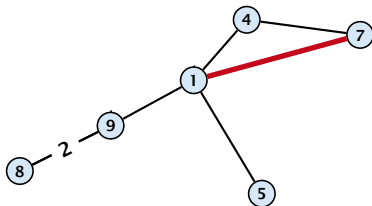
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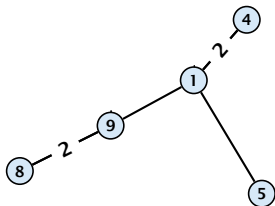
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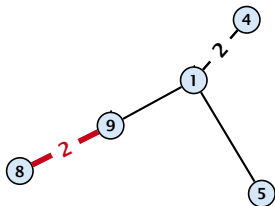
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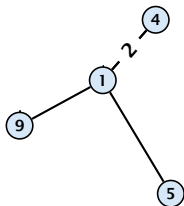
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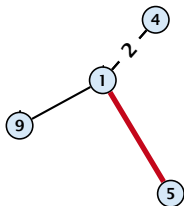
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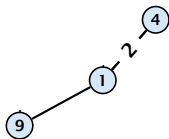
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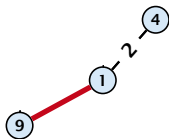
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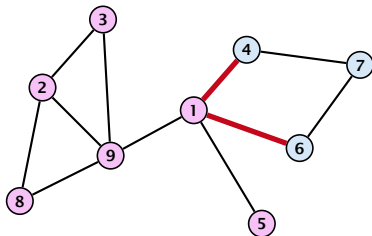
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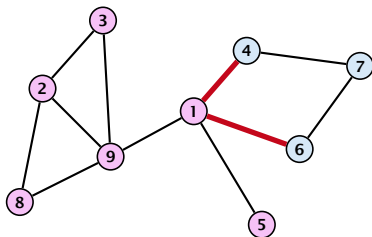
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Example: Randomized Mincut Algorithm



What is the probability that this algorithm returns a mincut?

Analysis

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

What is the probability that we select an edge from A in iteration i ?

$n - i + 1$ is the number of nodes in graph
 $G_{n-i+1} = (V_{n-i+1}, E_{n-i+1})$, the graph at the start of iteration i .

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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 7

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 2 RecursiveMincut($G = (V, E, c)$)

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1: for  $i = 1 \rightarrow n - n/\sqrt{2}$  do  
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4:   if  $|V| = 2$  return cut-value;  
5:    $cuta \leftarrow$  RecursiveMincut( $G$ );  
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Note that the above implementation only works for very special values of n .

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- ▶ $T(n) = 2T\left(\frac{n}{\sqrt{2}}\right) + \mathcal{O}(n^2)$
- ▶ This gives $T(n) = \mathcal{O}(n^2 \log n)$.

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Probability of Success

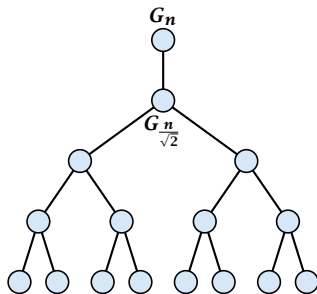
The probability of not contracting an edge from the mincut during one iteration through the for-loop is at least

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

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

Probability of Success

recursion
tree



size of
rest graph

$$n$$

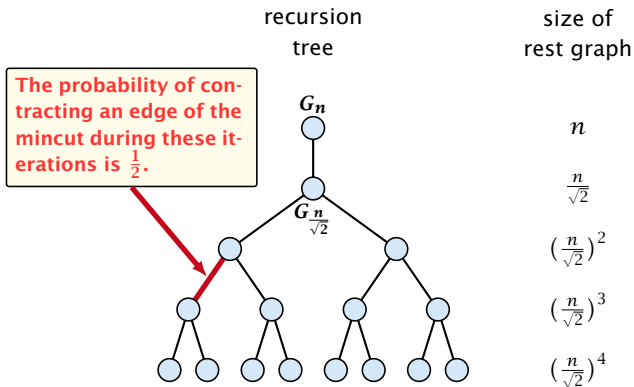
$$\frac{n}{\sqrt{2}}$$

$$\left(\frac{n}{\sqrt{2}}\right)^2$$

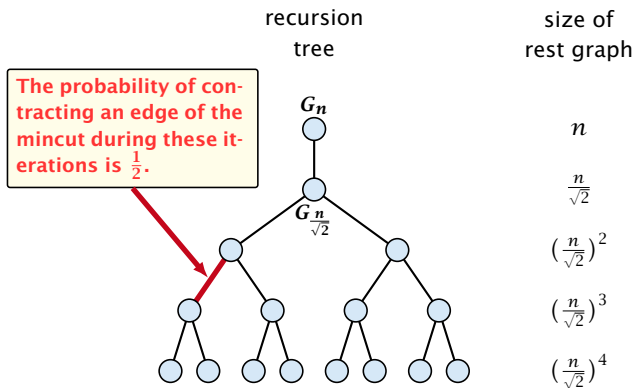
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$$\left(\frac{n}{\sqrt{2}}\right)^4$$

Probability of Success



Probability of Success



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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Lemma 8

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

Probability of Success

Proof.

- ▶ An edge e with $h(e) = 1$ is alive if and only if it is not deleted.
Hence, it is alive with probability at least $\frac{1}{2}$.

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- ▶ This happens with probability

Probability of Success

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$$= p_{d-1} - \frac{p_{d-1}^2}{2}$$

$$\geq \frac{1}{d} - \frac{1}{2d^2} \geq \frac{1}{d} - \frac{1}{d(d+1)}$$

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15 Global Mincut

Lemma 9

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 $\mathcal{O}(n^2 \log^3 n)$.