CSL 356: Analysis and Design of Algorithms
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1. **Another algorithm for max-flow**
   Consider the following slightly changed version of the Ford-Fulkerson max-flow algorithm. This algorithm is also due to Jack Edmonds and Richard Karp.

Max-Flow
- Start with a flow f such that $\forall e \in E, f(e) = 0$.
- While there is an $s - t$ path in G_f
  - Find an $s - t$ path P in G_f with **largest bottleneck value**.
    - Augment along P to obtain f'.
    - Update f to f' and G_f to $G_{f'}$

return(f).

(a) Think of an algorithm to find the *largest bottleneck path* from s to t in a given graph. A bottleneck path is a path such that the bottleneck edge has maximum weight. Discuss its running time.
(*Hint: Try ideas from Dijkstra's Algorithm.*)

(b) Let f be any $s - t$ flow and t be the value of maximum flow in the residual graph G_f. Let f' be the new flow after one augmentation and t' be the value of the new maximum flow in the residual graph $G_{f'}$. Argue that $t' \leq (1 - 1/m) \cdot t$.

(c) Use the properties you showed above to argue that for a graph with integer capacities, the algorithm runs in time $O(m^2 \cdot \log m \cdot \log f^*)$, where f^* is the value of the max-flow in the original graph G.