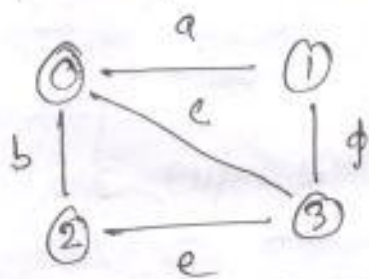


## MIN-CUT THEOR ALGORITHM

- Given undirected graph find the smallest cut (smallest no. of edges that disconnects the graph into two components).
- The input graph may have the parallel pair edges.
- For example consider the following example, the smallest cut has two edges.



→ Min-Cut for above graph is either  $\{a, d\}$  or  $\{b, e\}$ .

- A simple solution use Max-flow-based s-t cut algorithm to find minimum cut. Consider every pair of vertices as source 's' and sink 't' and call minimum s-t cut algorithm to find the s-t cut. Return minimum of all s-t cuts. Best time complexity of this algorithm is  $O(V^2)$  for a graph.

→ Karger's algorithm for this purpose. Below Karger's algorithm works in  $O(E) = O(V^2)$  time.

① Initialize connected graph  $G$  as copy of original graph.

② While there are more than 2 vertices

① Pick a random edge  $(u, v)$  in the connected graph.

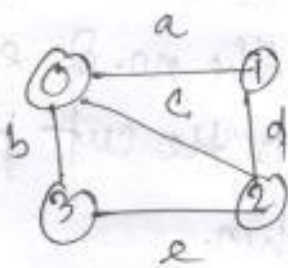
② Merge  $u, v$  into a single vertex & update the graph.

③ Remove self loops.

④

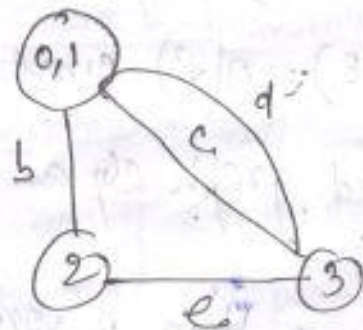
⑤ Return cut represented by two vertices.

Let's understand the above algorithm



→ Let the first randomly picked vertex be 'a' which connects vertices 0 and 1. We remove this edge and contract the graph (combine 0 and 1).

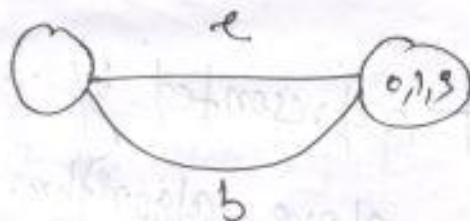




→ Let the next randomly edge be  $d$ . We remove this edge and combine vertices  $(0,1)$  and  $3$ .



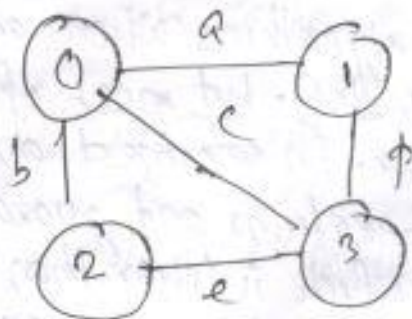
→ We need to remove self loop



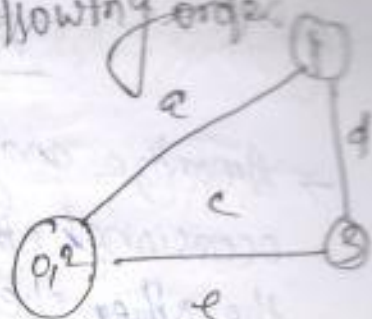
→ Now the graph has two vertices, so the algorithm stops. The no. of edges in the resultant graph is the cut produce by Kruskal's algorithm.

→ Kruskal's algorithm is a Monte Carlo algorithm and output produced by it may not be minimum.

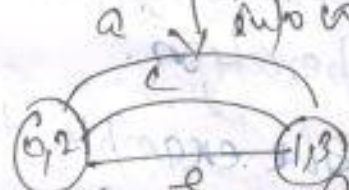
For example pick the edge in following order:



pick edge b  
remove it  
and fuse the  
two nodes  
into one



pick edge 'd'  
remove it and  
the two nodes  
into one.



The cut produced by karger's algorithm is not minimum.



## Amortized Analysis

- Amortized analysis is used for algorithms where an occasional operation is very slow, but most of the other operations are faster. In amortized analysis we analyze a sequence of operations and guarantee a worst case average time which is lower than the worst case time of a particular expensive operation.
- The example data structures whose operations are analyzed using amortized analysis are Hash Table, Disjoint set, and Splay trees.
- Let's take an example of hash table insertions. How do we decide table size? There is a trade-off between space and time, if we make hash table big, search time becomes fast, but space requirement becomes high.
- The solution to this trade-off problem is to use Dynamic Table. The idea is to increase size of table whenever it becomes full. Following are the steps to follow when table becomes full.





## Time Complexity

- The worst case time insertion time is  $O(n)$ .  
 So to insert  $n$  element its time complexity is  $n \times O(n) = O(n^2)$ .
- This analysis gives upper bound but not a tight upper bound for  $n$  insertions as all insertions don't take  $O(n)$  time.

Item No	1	2	3	4	5	6	7	8	9
Table size	1	2	4	4	8	8	8	8	9
Cost	1	2	3	1	5	1	1	1	1

Amortize cost =  $\frac{(1+2+3+5+1+1+1+1+1)}{9}$

We can simplify the above series by two terms,

$$2 \rightarrow (1+1), 3 = (1+2), 5, 1, 1, 1, 1, 1, 1$$

$n$  items  $\log_2(n+1)$

$$= \frac{[(1+1+1+1+1+1+1+1+1)] + [1+2+4+8+16+32+64+128+256]}{9}$$

$$\leq \frac{2n + 2n}{n}$$

$$\leq 3$$

$$O(1)$$

⇒ cost is other than one only if item is of form  $2^{(x-1)} + 1$  where  $x \in 1, 2, 3, \dots$

→ so if no. of items is  $n$ , then

$$n = 2^{x-1} + 1$$

$$\Rightarrow (n-1) = 2^{x-1}$$

$$\Rightarrow \log_2(n-1) = x-1$$

$$\Rightarrow \boxed{x = \log_2(n-1) + 1}$$

eg.  $1+2+4+8$  ...  $(n-1) \log_2(n-1)$

$$\frac{2^0 + 2^1 + \dots + 2^{x-1}}{2-1} = 2^x - 1$$

$$\log_{2^x} = \log_2 \cdot \log_2$$

$$\frac{2^x - 1}{2} = \frac{2^{\log_2(n-1) + 1} - 1}{2}$$

$$= (2^{\log_2(n-1)} \cdot 2) - 1$$

$$= (n-1) \cdot 2 - 1$$

$$= 2n - 3$$

$$\leq \frac{2n}{2}$$