Advanced algorithms and data structures
Assignment 1: Minimum-cost Flow

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Contents

1 Exercise 1: b-flow

1.1 Figure 1(a)

The following is a b-flow for the graph in Figure 1(a):

$$
\begin{aligned}
f(v_1, v_3) &= 4 \\
f(v_2, v_1) &= 5 \\
f(v_2, v_5) &= 1 \\
f(v_3, v_2) &= 4 \\
f(v_3, v_4) &= 3 \\
f(v_4, v_5) &= 1 \\
f(v_5, v_1) &= 2 \\
f(v_5, v_3) &= 7
\end{aligned}
$$

This holds because; for each vertex, the sum of the incoming flow minus the sum of the outgoing flow is exactly the demand of that vertex.

1.2 Figure 1(b)

There exists no b-flow for the graph in Figure 1(b). This is best seen by inspecting vertex v_4 that has a negative demand of -2, meaning it needs to send 2 units away from the vertex, as negative capacities are not defined. However, v_4 only has ingoing edges and is therefore not able to meet its demands, meaning that a b-flow does not exist.

2 Exercise 2: Minimum-cost flow problem

We assign variable names to all the edges in Figure 1(a):

$$
\begin{aligned}
x_1 &:= v_1 v_3 \\
x_2 &:= v_1 v_4 \\
x_3 &:= v_2 v_1 \\
x_4 &:= v_2 v_4 \\
x_5 &:= v_2 v_5 \\
x_6 &:= v_3 v_2 \\
x_7 &:= v_3 v_4 \\
x_8 &:= v_4 v_5 \\
x_9 &:= v_5 v_1 \\
x_{10} &:= v_5 v_3
\end{aligned}
$$

We then want to minimize $x_1 + 2x_2 + 3x_3 + 4x_4 + 5x_5 + 6x_6 + 7x_7 + 8x_8 + 9x_9 + 10x_{10}$ with the following constraints:

$$\begin{array}{ccccccccccccc}
x_1 & & & & & & & & & & \leq & 4 \\
 & x_2 & & & & & & & & & \leq & 1 \\
 & & x_3 & & & & & & & & \leq & 5 \\
 & & & x_4 & & & & & & & \leq & 2 \\
 & & & & x_5 & & & & & & \leq & 3 \\
 & & & & & x_6 & & & & & \leq & 4 \\
 & & & & & & x_7 & & & & \leq & 3 \\
 & & & & & & & x_8 & & & \leq & 2 \\
 & & & & & & & & x_9 & & \leq & 6 \\
 & & & & & & & & & x_{10} & \leq & 7 \\
-x_1 & -x_2 & +x_3 & & & & & & +x_9 & & = & 3 \\
 & & -x_3 & -x_4 & -x_5 & +x_6 & & & & & = & -2 \\
x_1 & & & & & +x_6 & -x_7 & & & +x_{10} & = & 4 \\
 & x_2 & & +x_4 & & & +x_7 & -x_8 & & & = & 2 \\
 & & & & x_5 & & & +x_8 & -x_9 & -x_{10} & = & -7 \\
x_1, & x_2, & x_3, & x_4, & x_5, & x_6, & x_7, & x_8, & x_9, & x_{10} & \geq & 0
\end{array}$$

We notice the linear programming formulation is not on standard form, so to fix this we convert the objective function into a maximisation problem by multiplying -1 on each side, meaning we have to maximize: $-x_1 - 2x_2 - 3x_3 - 4x_4 - 5x_5 - 6x_6 - 7x_7 - 8x_8 - 9x_9 - 10x_{10}$.

We then convert all the equality constraints into inequality constraints, using the fact that $A \geq B, A \leq B \Leftrightarrow A = B$. However then we obtain $\geq$-inequalities which are not allowed in the standard form, so we convert these to $\leq$-inequalities by multiplying each side of the inequality with -1. The standard form of the linear programming formulation then looks as follows.

$$
\begin{array}{rrrrrrrrrrcr}
x_1 & & & & & & & & & & \leq & 4 \\
& x_2 & & & & & & & & & \leq & 1 \\
& & x_3 & & & & & & & & \leq & 5 \\
& & & x_4 & & & & & & & \leq & 2 \\
& & & & x_5 & & & & & & \leq & 3 \\
& & & & & x_6 & & & & & \leq & 4 \\
& & & & & & x_7 & & & & \leq & 3 \\
& & & & & & & x_8 & & & \leq & 2 \\
& & & & & & & & x_9 & & \leq & 6 \\
& & & & & & & & & x_{10} & \leq & 7 \\
-x_1 & -x_2 & +x_3 & & & & & & +x_9 & & \leq & 3 \\
x_1 & +x_2 & -x_3 & & & & & & -x_9 & & \leq & -3 \\
& & -x_3 & -x_4 & -x_5 & +x_6 & & & & & \leq & -2 \\
& & +x_3 & +x_4 & +x_5 & -x_6 & & & & & \leq & 2 \\
x_1 & & & & & +x_6 & -x_7 & & & +x_{10} & \leq & 4 \\
-x_1 & & & & & -x_6 & +x_7 & & & -x_{10} & \leq & -4 \\
& x_2 & & +x_4 & & & +x_7 & -x_8 & & & \leq & 2 \\
& -x_2 & & -x_4 & & & -x_7 & +x_8 & & & \leq & -2 \\
& & & & x_5 & & & +x_8 & -x_9 & -x_{10} & \leq & -7 \\
& & & & -x_5 & & & -x_8 & +x_9 & +x_{10} & \leq & 7 \\
x_1, & x_2, & x_3, & x_4, & x_5, & x_6, & x_7, & x_8, & x_9, & x_{10} & \geq & 0
\end{array}
$$

3 Exercise 3: An application of MCFP: rectilinear planar embedding

3.1

Number of breakpoints total: 13

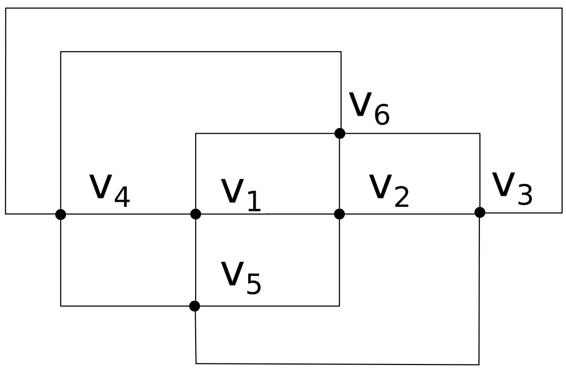

Figure 1: Rectilinear layout of graph

f	g	z_{fg}
a	b	0
a	c	0
a	d	0
a	e	0
b	a	2
b	c	1
b	d	1
b	e	0
c	a	1
c	b	1
c	d	0
c	e	0
d	a	0
d	b	1
d	c	0
d	e	2
e	a	4
e	b	0
e	c	0
e	d	0

(a) All variables z_{fg}

v	f	x_{vf}
v_1	a	0
v_1	b	1
v_1	c	1
v_2	b	0
v_2	c	1
v_2	d	1
v_3	a	1
v_3	c	1
v_3	d	1
v_3	e	1
v_4	d	-1
v_4	e	1
v_5	a	1
v_5	e	-1
v_6	a	1
v_6	b	1
v_6	d	1
v_6	e	1
v_7	a	0
v_7	e	0

(b) All variables $x_v f$

3.2

$$b_f = \sum_{v \in V} x_{vf} + \sum_{g \in F} z_{fg} - z_{gf} = \begin{cases} -4 & f \text{ is external} \\ 0 & \text{otherwise} \end{cases} \tag{1}$$

$$\begin{aligned} b_a &= \sum_{v \in V} x_{va} + \sum_{g \in F} z_{ag} - z_{ga}, \quad F = \{b, c, d, e\},\ V = \{v_1, v_3, v_5, v_6, v_7\} \\ &= 3 + (0 - 7) = -4 \\ b_e &= \sum_{v \in V} x_{ve} + \sum_{g \in F} z_{eg} - z_{ge}, \quad F = \{a, d\},\ V = \{v_3, v_4, v_5, v_6, v_7\} \\ &= 2 + (4 - 2) = 4 \end{aligned}$$

3.3

As stated in the question we have assumed that no vertex in G has degree greater than 4. This assumption is necessary since we wouldn't be able to make a rectilinear layout for vertices with degree greater than 4 since naturally there are only 4 directions of horizontal/vertical edges (north, south, east and west).

Furthermore we assume that no vertices in G has degree lower than 2. If we had vertices lower than 2 they wouldn't form a true corner on a face boundary. Furthermore the vertex wouldn't be a true face boundary point since it would be placed inside a face.

If a vertex v has degree 2, it will only be a part of two faces f_1 and f_2. When $x_{vf} = 0$ for one of the faces, the same will be the case for the other face since this implies the two edges to lie on a straight line and hence $\sum_f x_{vf} = 0$. If the two edges make a "corner", then $x_{vf} = -1$ for one of the faces f_1 or f_2 and $x_{vf} = 1$ for the other and hence we have $\sum_f x_{vf} = 0$ again.

If a vertex v has degree 3, there will always have two of it's edges in a straight line and hence contribution nothing to the sum. The third edge will be perpendicular to both of the edges on the straight line and hence make a inner turn on both of the faces that share the perpendicular edge. This will contribute with 1 for each of the two faces and hence $\sum_f x_{vf} = 2$.

Given a vertex v of degree 4, the vertex will always be part of 4 faces in each of which the vertex will be creating an inner turn. This gives us $\sum_f x_{vf} = 4$ and we have the following property of each vertex v:

$$\sum_f x_{vf} = \begin{cases} 0 & \text{if } v \text{ has degree 2} \\ 2 & \text{if } v \text{ has degree 3} \\ 4 & \text{if } v \text{ has degree 4} \end{cases} \tag{2}$$

3.4

3.5