

# Network Models

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v0.23.10.01

# Network Models

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# Network Models

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2 Graph Terminology

# Graph

## Definition

### Graph

Given a list of locations, a **graph** is a structured representation of the locations and the relationships between them.

# Network Flow

## Definition

### Network flow

**Network flow** is the sending of a certain amount of assets from one location to another on the graph.

# Mathematical Programming

## Definition

### Mathematical programming

**Mathematical programming** is the optimization of problems formulated as minimization (or maximization) of an objective function subject to a set of constraints.

# Combinatorial Optimization

## Definition

### Combinatorial optimization

**Combinatorial optimization** is a class of mathematical programming, where optimization is performed over a discrete set of feasible solutions.



# Network Flow Problem

## Definition

### Network flow problem

**Network flow problems** are mathematical programming problems that can be converted into combinatorial optimization problems dealing with network flows.

# Mathematical Optimization

## Mathematical Optimization

- Linear programming
  - ▶ Simplex algorithm
  - ▶ Duality
- Decomposition methods
  - ▶ Dantzig-Wolfe (complicating constraints, column(extreme point) generation, duality gap between upper and lower bounds)
  - ▶ Benders (complicating variables, cut generation, duality gap between upper and lower bounds)
- Mixed-integer programming
  - ▶ Branch-and-bound (BaB)
  - ▶ BaB + Cutting planes = Branch-and-cut
  - ▶ BaB + Column(variable for pricing, extreme point for decomposition) generation = Branch-and-price
  - ▶ BaB + Cutting planes + Column generation = Branch-price-and-cut

# Mathematical Optimization

## Mathematical Optimization

- Constraint programming
  - ▶ Constraint propagation
  - ▶ Domain reduction
- Combinatorial optimization
  - ▶ Some problems are easy to solve
    - ★ Special fast algorithms
  - ▶ Some problems are hard to solve
    - ★ Mixed-integer programming
    - ★ Heuristics

# Motivations

## Network Flow Problems

- Network flow problems
  - ▶ Combinatorial optimization
  - ▶ Wide application area in Operations Research
  - ▶ Special fast algorithms suitable for large problem instances
  - ▶ Network flow problem as an embedded subproblem

# Graph

## Definition

### Graph [1]

A **graph**  $G(V, E)$  consists of a set of vertices  $V$  and edges  $E$ . Edges are used to model the relationship between vertices.

# Graph

## Definition

### Graph [2]

A **graph**  $G(N, A)$  consists of a set of nodes  $N$  and arcs  $A$ . Arcs are used to model the relationship between nodes.

# Graph

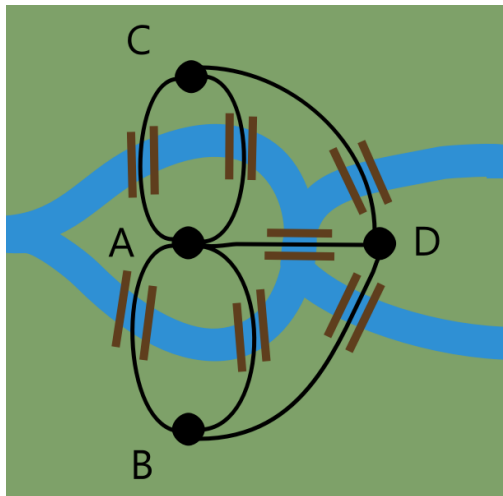
## Definition

### Subgraph

A graph  $G'(V', E')$  is a **subgraph** of  $G(V, E)$  if  $V' \subset V$  and  $E' \subset E$ .

# Graph

## Example





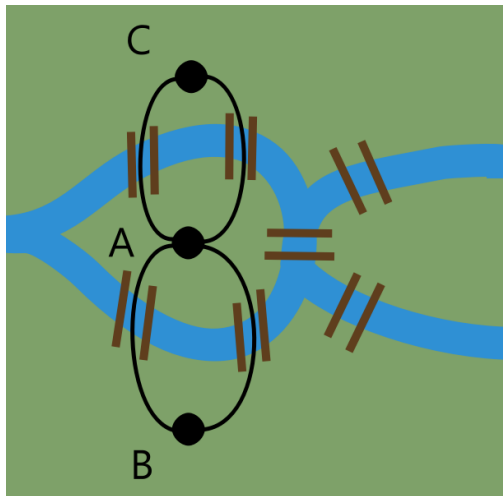
# Graph

## The Euler's problem

- Is it possible to start from a vertex, move along all edges, traversing every edge only once, and finally return to the starting vertex?

# Graph

## Example



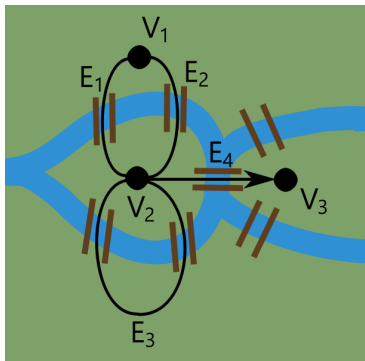
# Graph

## The Hamilton's problem

- Is it possible to start from a vertex, visit each of all vertices exactly once, and finally return to the starting vertex?

# Graph

Directed edges, multiple edges and loops



- $E_1$  and  $E_2$  are multiple edges
- $E_3$  is a loop
- $E_4$  is a directed edge
- $V_2$ (tail) and  $V_3$ (head) are the endpoints of the edge(arc)  $E_4$ .

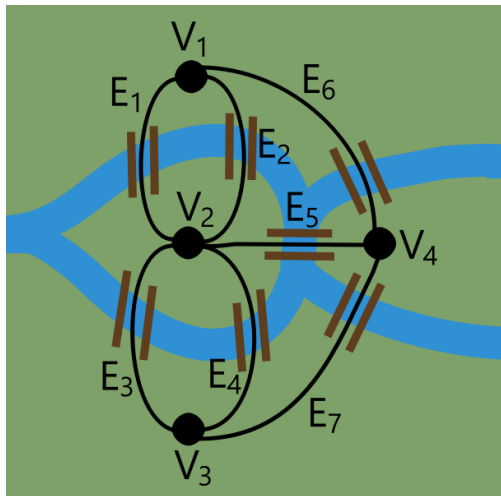
# Graph

## Graph types [1]

Type	Edges	Multiple edges	Loops
Simple graph	Undirected	✗	✗
Multigraph	Undirected	✓	✗
Pseudograph	Undirected	✓	✓
Simple directed graph	Directed	✗	✗
Directed multigraph	Directed	✓	✓
Mixed graph	Directed and undirected	✓	✓

# Graph

A multigraph



# Graph

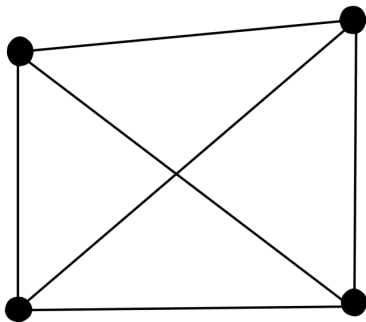
## Definitions

### Complete graph [1]

Complete graph is a simple graph where each pairs of distinct vertices are connected.

# Graph

A complete graph





# Graph

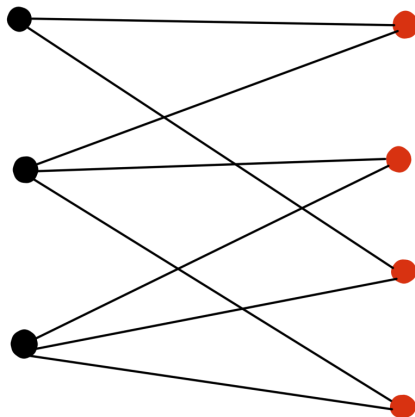
## Definitions

### Bipartite simple graph [1]

A simple graph  $G(V, E)$  is bipartite if  $\exists V_1, V_2 : V_1 \cap V_2 = \emptyset$  and  $V_1 \cup V_2 = V$  such that every edge in  $E$  connects a vertex in  $V_1$  to a vertex in  $V_2$ .

# Graph

A bipartite simple graph



# Graph

## Definitions

### Matching [1]

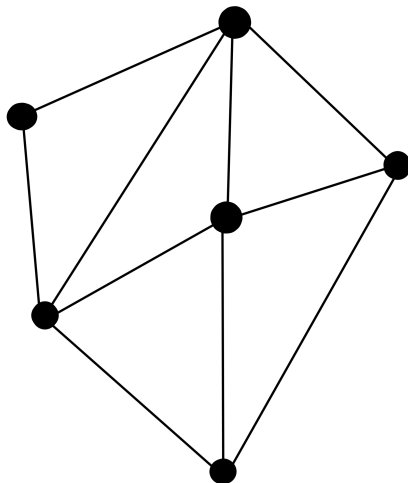
A matching  $M$  in a simple graph  $G(V, E)$  is a subset of  $E$ , i.e.  $M \subseteq E$  such that  $\forall m, m' \in M$ , all the endpoints of  $m$  and  $m'$  are distinct vertices.

### Maximal matching

The maximal matching of  $G$  is the matching with the largest  $|M|$ .

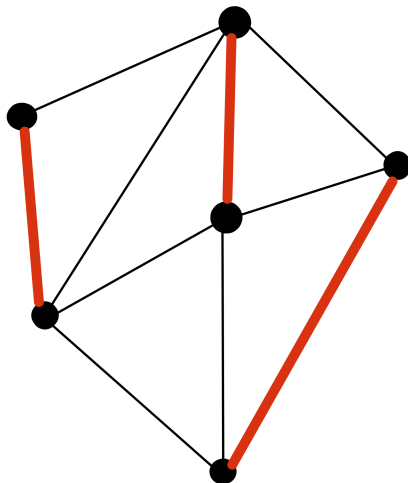
# Graph

A simple graph



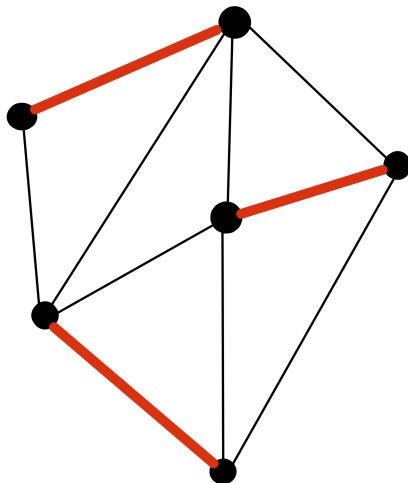
# Graph

A maximal matching



# Graph

## Another maximal matching



# Graph

## Definitions

### Adjacent vertices in an undirected graph

Two vertices are adjacent in an undirected graph  $G$  if they are endpoints of an edge in  $G$ .

# Graph

## Definitions

### Adjacent vertices in a directed graph

In a directed graph  $G$ , the vertex  $v_1$  is adjacent to the vertex  $v_2$  if they are endpoints of a directed edge  $E(v_1, v_2)$  in  $G$ .



# Graph

## Definitions

An edge of an undirected graph  $G$  is incident with the vertices that are endpoints of this edge.

# Graph

## Definitions

### Degree of a vertex in an undirected graph [1]

The degree of a vertex  $v$  in an undirected graph  $G$ ,  $\deg(v)$  is equal to the number of edges incident with the vertex  $v$ , where a loop is equivalent to two edges.

# Graph

## Definitions

Given an undirected graph  $G(V, E)$

$$\sum_{v \in V} \deg(v) = 2|E|$$

# Graph

## Definitions

### Degree of a vertex in a directed graph [1]

The indegree(**outdegree**) of a vertex  $v$  in a directed graph  $G$ ,  $\deg^-(v)$ ( $\deg^+(v)$ ) is equal to the number of edges with  $v$  as their terminal(**initial**) vertex.

# Graph

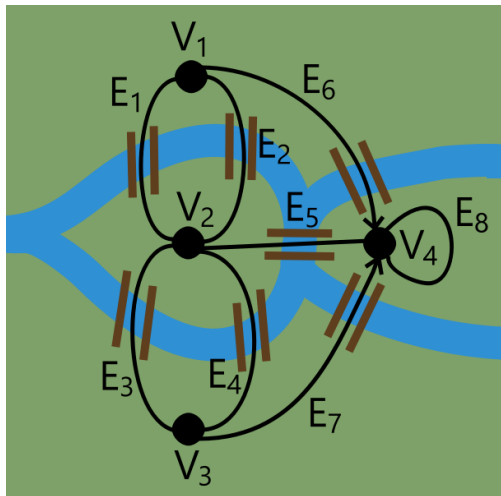
## Definitions

Given a directed graph  $G(V, E)$

$$\sum_{v \in V} \deg^-(v) = \sum_{v \in V} \deg^+(v) = |E|$$

# Graph

A mixed graph



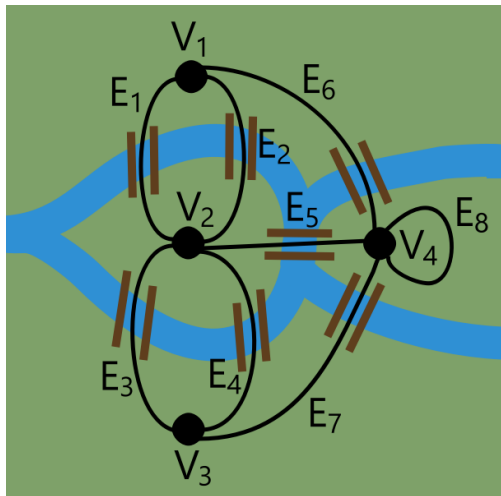
# Graph

## Adjacency matrix

	$V_1$	$V_2$	$V_3$	$V_4$
$V_1$	0	2	0	1
$V_2$	2	0	2	1
$V_3$	0	2	0	1
$V_4$	0	1	0	1

# Graph

A pseudograph





# Graph

## Incidence matrix

	$E_1$	$E_2$	$E_3$	$E_4$	$E_5$	$E_6$	$E_7$	$E_8$
$V_1$	1	1	0	0	0	1	0	0
$V_2$	1	1	1	1	1	0	0	0
$V_3$	0	0	1	1	0	0	1	0
$V_4$	0	0	0	0	1	1	1	1

# Graph

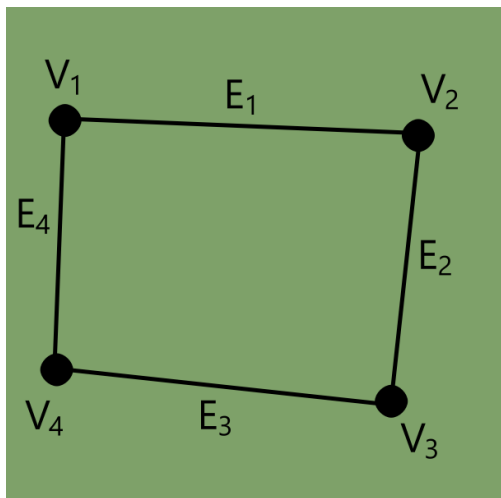
## Definitions

### Isomorphism of graphs [1]

Two simple graphs  $G(V, E)$  and  $G'(V', E')$  are isomorphic if and only if there exists a permutation of  $V'$ , denoted as  $V'^P$ , leading to  $G'^P(V'^P, E')$ , where  $G$  and  $G'^P$  have the same adjacency matrix.

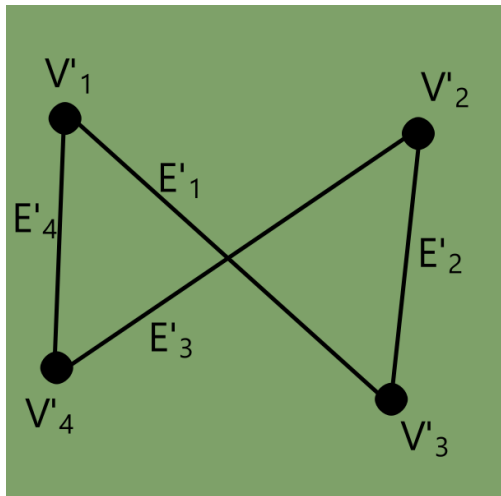
# Graph

$G(V, E)$



# Graph

$G'(V', E')$



# Graph

## Definitions

### Walk [2]

A **walk** is a series of vertices that are connected to each other by means of edges.

# Graph

## Definitions

### Simple walk (trail) [1]

A **simple walk (trail)** is a walk that does not contain the same edge more than once.

# Graph

## Definitions

### Directed walk [2]

A **directed walk** is a series of vertices that are connected to each other by means of edges in a way that respects the edge directions.

# Graph

## Definitions

### Path [2], [1]

A **path** is a walk that visits each vertex in the walk only once. A **path** is also a trail.



# Graph

## Definitions

### Directed path [2]

A **directed path** is a directed walk that visits each vertex in the directed walk only once.

# Graph

## Definitions

### Circuit [2], [1]

A **circuit** (closed walk) is a walk of length strictly positive that starts and ends at the same vertex. A simple circuit does not contain the same edge more than once.

# Graph

## Definitions

### Cycle [2]

A **cycle** is a closed path.

### Directed circuit

A **directed circuit** (closed directed walk) is a directed walk of length strictly positive that starts and ends at the same vertex. A simple directed circuit does not contain the same edge more than once.

# Graph

## Definitions

### Directed cycle [2]

A **directed cycle** is a directed closed path.

# Graph

## Definitions

### Connected [1]

An undirected graph  $G(V, E)$  is **connected** when a walk exists between each pair of vertices  $v, v' \in V^2$  and  $v \neq v'$ .

# Graph

## Definitions

### Connected [1]

An directed graph  $G(V, E)$  is **strongly connected** when a directed walk exists between each pair of vertices  $v, v' \in V^2$  and  $v \neq v'$ . Let  $G'(V', E')$  be the underlying undirected graph.  $G$  is **weakly connected** if  $G'$  is connected.

# Graph

## Definitions

### Network [2]

A **network** is a graph where vertices and edges have associated properties in the form of numerical values.



# Graph

## Definitions

The length of a walk [1]

The **length of a walk** is equal to the sum of the weights of its edges.

# Graph

## Definitions

### The number of walks [1]

Let  $A$  be the adjacency matrix of a graph  $G(V, E)$ , then the cell with index  $(i, j)$  of the matrix  $A^d$  is equal to **the number of walks** of length  $d \in \mathbb{Z}^+$  from  $v_i$  to  $v_j$ , where  $v_i, v_j \in V^2$ .

# Graph

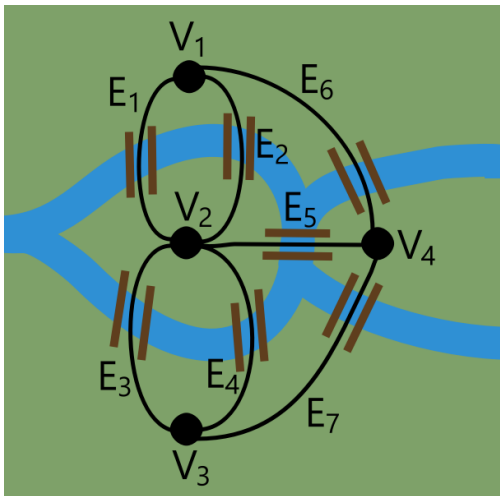
## Definitions

### Euler walk and circuit [1]

A simple circuit traversing all edges of a graph  $G$  is an **Euler circuit**.  
Similarly, a simple walk traversing all edges of a graph  $G$  is an **Euler walk**.

# Graph

Can you find an Euler circuit in this multigraph?



# Graph

## Definitions

An Euler circuit exists..[1]

An Euler circuit exists in a connected multigraph  $G(V, E)$  with  $|V| \geq 2$  if and only if  $\forall v \in V, \deg(v) \equiv 0 \pmod{2}$ .

# Graph

## Definitions

### An Euler walk exists..[1]

An Euler walk but not an Euler circuit exists in a connected multigraph  $G(V, E)$  if and only if  $\exists v', v'' \in V^2$ ,  $v' \neq v''$ ,  $\deg(v') \equiv 1 \pmod{2}$ ,  $\deg(v'') \equiv 1 \pmod{2}$ , and  $\forall v \in V \setminus \{v', v''\}$ ,  $\deg(v) \equiv 0 \pmod{2}$ .

# Graph

## Definitions

### Chinese postman (route inspection) problem

Chinese postman problem looks for the shortest circuit traversing every edge of a connected multigraph at least once.

# Graph

## Definitions

### Chinese postman problem

What if an Euler circuit exists in a connected multigraph?



# Graph

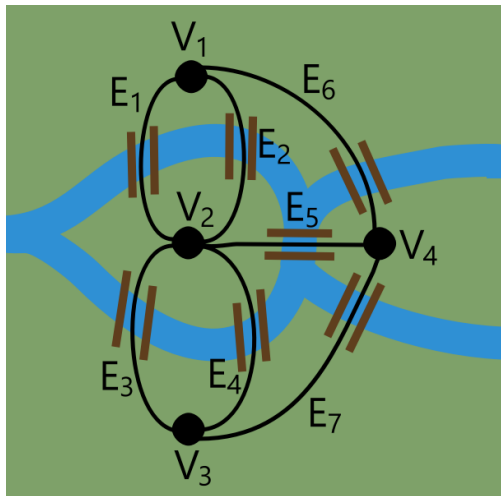
## Definitions

### Hamilton path and cycle [1]

A simple circuit visiting every vertex of a graph  $G$  exactly once is an **Hamilton cycle**. Similarly, a simple walk visiting every vertex of a graph  $G$  exactly once is an **Hamilton path**.

# Graph

Can you find an Hamilton cycle in this multigraph?



# Graph

## Definitions (Dirac's theorem)

An Hamilton cycle exists..[1]

An Hamilton cycle exists in a graph  $G(V, E)$  if  $G$  is a simple graph with  $|V| \geq 3$  and  $\forall v \in V, \deg(v) \geq \frac{|V|}{2}$ .

# Graph

## Definitions

### Traveling salesman problem

Traveling salesman problem looks for the shortest circuit visiting every vertex of a connected graph exactly once.

# Graph

## Definitions

### Traveling salesman problem

What about the feasible solutions of a traveling salesman problem if it is defined on a connected simple graph with more than 3 vertices? Is this problem feasible?

# Graph

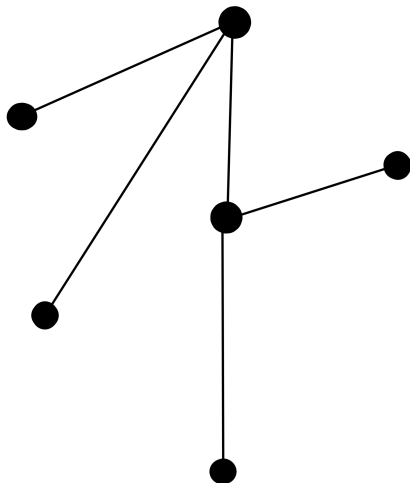
## Definitions

### Tree [2]

A connected graph that contains no cycle is called **tree**.

# Graph

A tree



# Graph

## Definitions

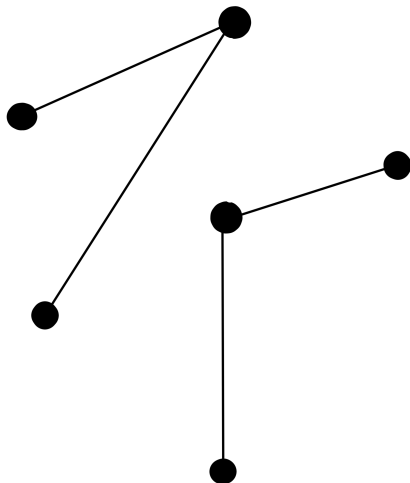
### Forest [2]

A collection of trees is called **forest**.



# Graph

A forest



# Graph

## Definitions

The number of edges in a tree

If the graph  $G(V, E)$  is a tree than  $|E| = |V| - 1$

# Graph

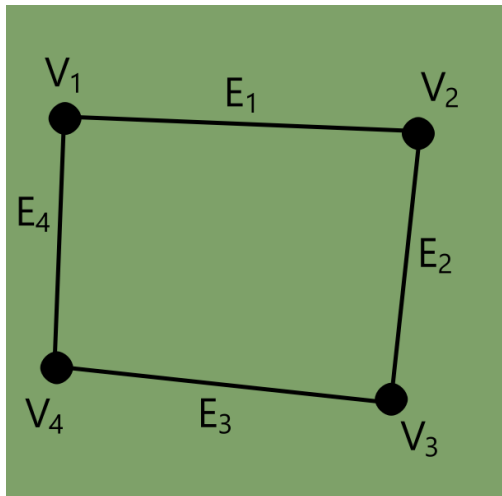
## Definitions

### Planar graph [1]

A **planar graph** can be drawn in two dimensions without any edges intersecting each other.

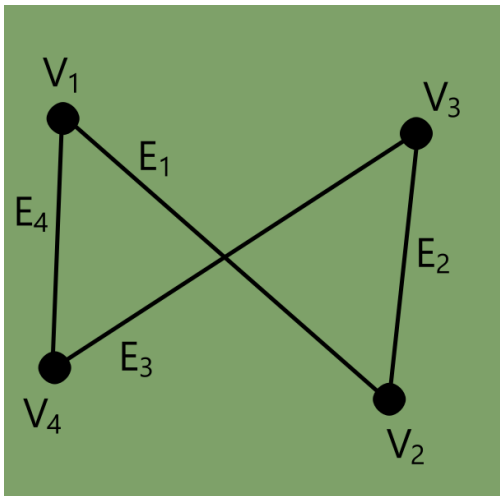
# Graph

## Planar representation of a planar graph



# Graph

Non-planar representation of a planar graph



# Graph

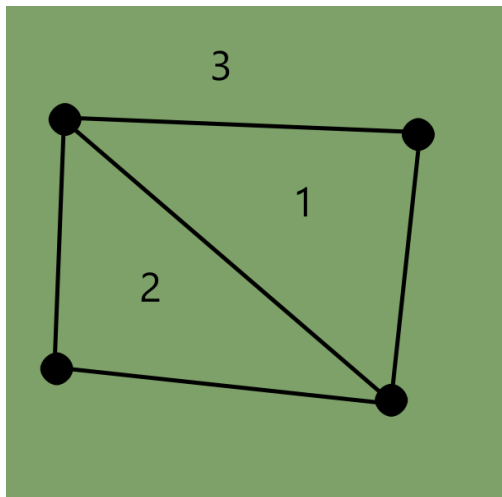
## Definitions

### Euler's formula [1]

A connected planar simple graph  $G(V, E)$  has  $|E| - |V| + 2$  regions.

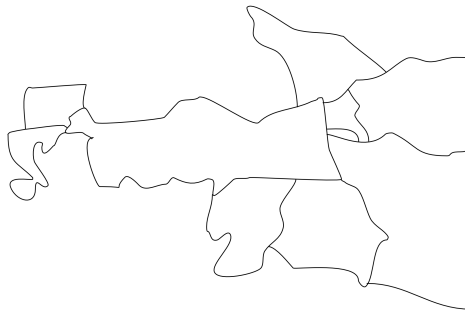
# Graph

$3(= 5 - 4 + 2)$  regions of a planar graph



# Graph

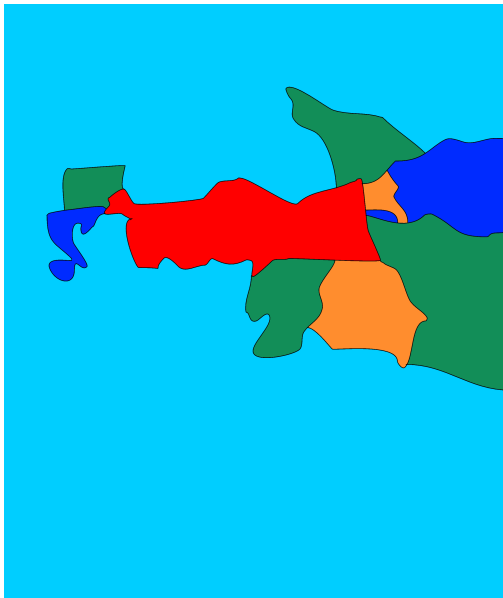
## Map coloring example





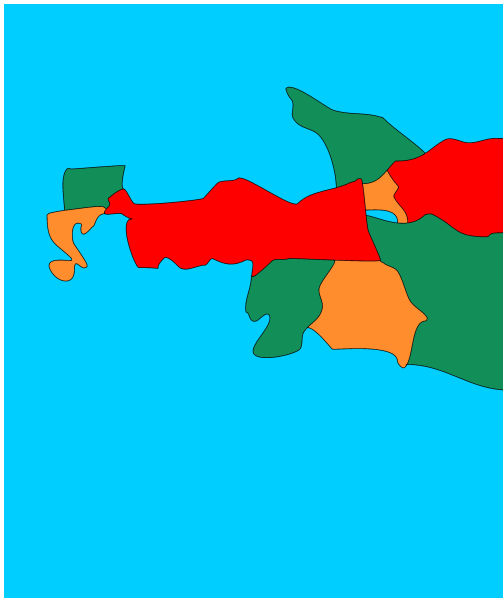
# Graph

Map coloring example I (5 colors)



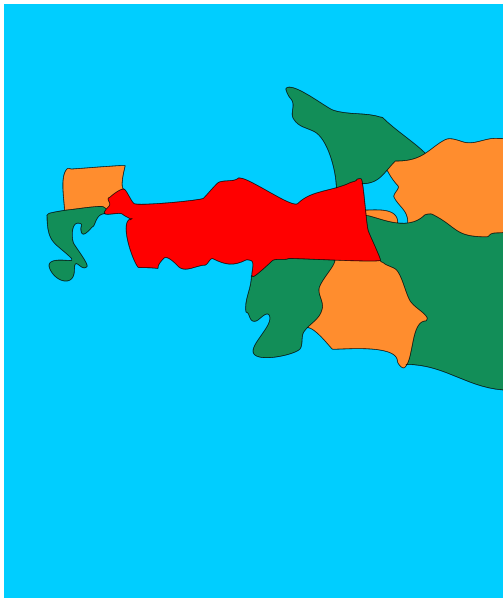
# Graph

## Map coloring example II (4 colors)



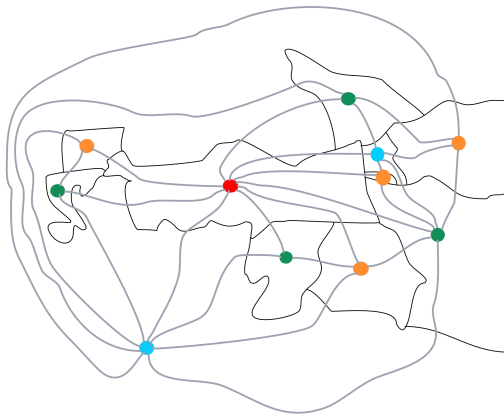
# Graph

## Map coloring example III (4 colors)



# Graph

Dual graph (III) (4 colors)



# Graph

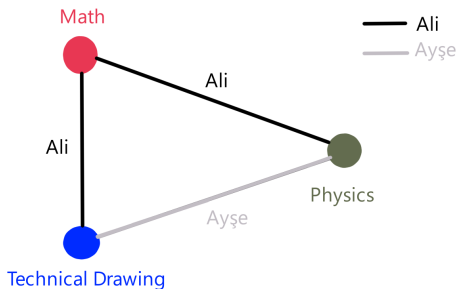
## Definitions

### The four color theorem [1]

The chromatic number (minimum number of colors) of a planar simple graph  $\leq 4$ .

# Graph

## Graph coloring example



# References I

- [1] K. Rosen, *Discrete Mathematics and Its Applications*. McGraw-Hill, 2007.
- [2] R. Ahuja, T. Magnanti, and J. Orlin, *Network Flows: Theory, Algorithms, and Applications*. Prentice Hall, 1993.