Network Flow Models

Chapter Topics

■ The Shortest Route Problem

■ The Minimal Spanning Tree Problem

■ The Maximal Flow Problem

Network Components

A network is an arrangement of paths (branches) connected at various points (nodes) through which one or more items move from one point to another

■ The network is drawn as a diagram providing a picture of the system — this visual representation can enhance understanding

A large number of real-life systems can be modeled as networks, which are easy to construct and manipulate

Network Components

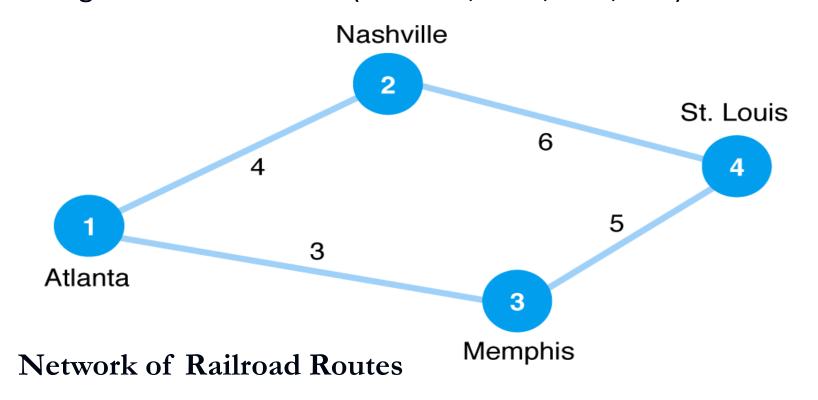
Network diagrams consist of nodes and branches

■ *Nodes* (circles), *represent junction points*, or locations

Branches (lines), connect nodes and represent flow

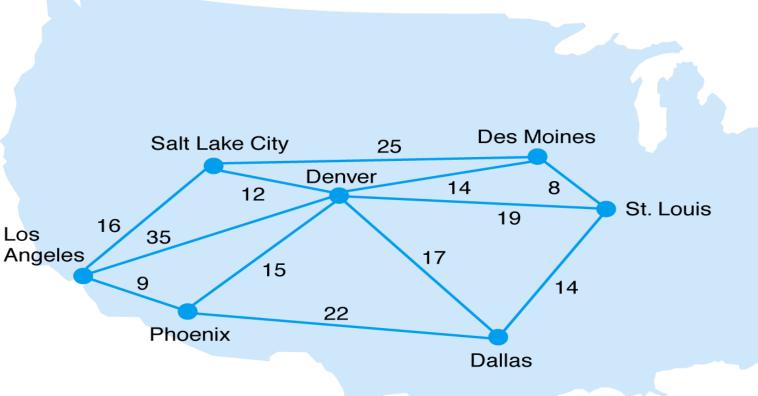
Network Components

- Four nodes, four branches in figure.
- "Atlanta", node 1, termed origin, any of others destination.
- Branches identified by beginning and ending node numbers.
- Value assigned to each branch (distance, time, cost, etc.).

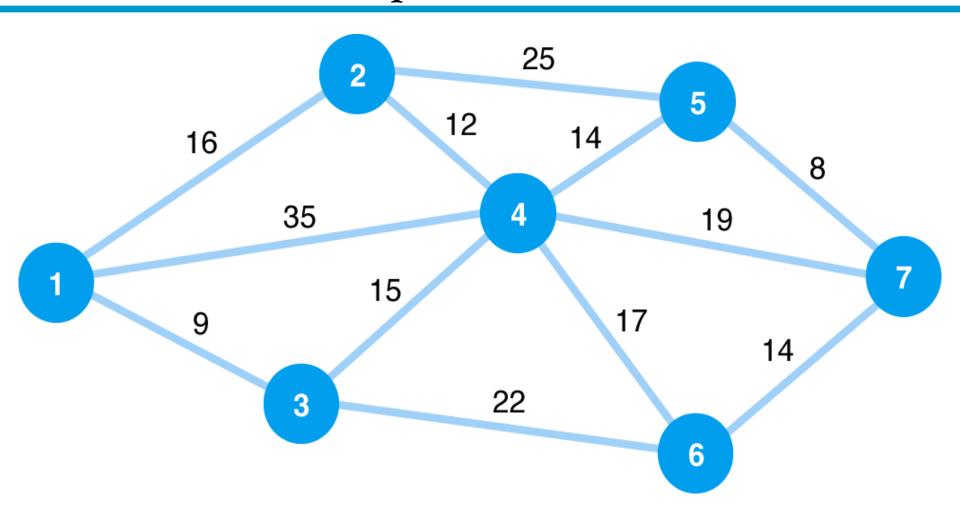


The Shortest Route Problem Definition and Example Problem Data

Problem: Determine the shortest routes from the origin to all destinations

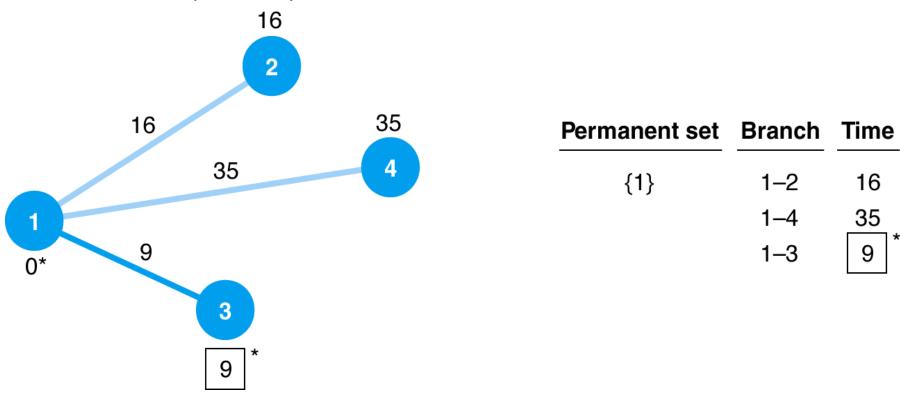


The Shortest Route Problem Definition and Example Problem Data



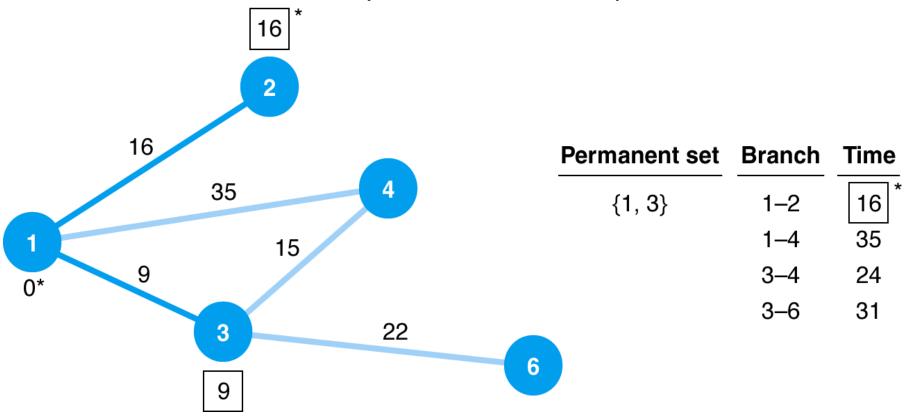
Network Representation

Determine the initial shortest route from the origin (node 1) to the closest node (node 3)



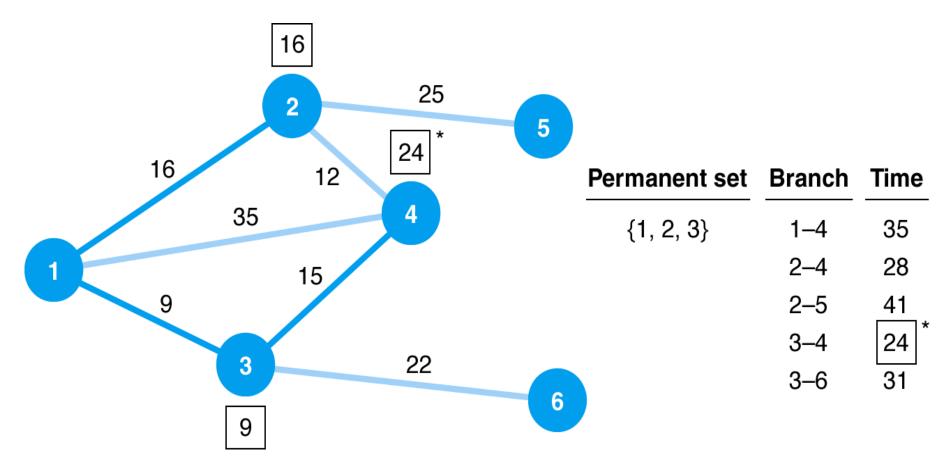
Network with Node 1 in the Permanent Set

Determine all nodes directly connected to the permanent set

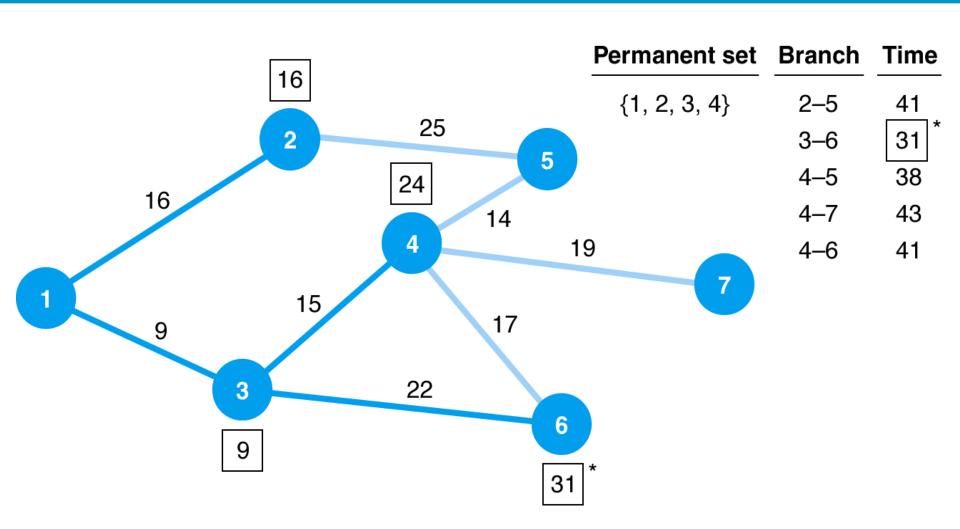


Network with Nodes 1 and 3 in the Permanent Set

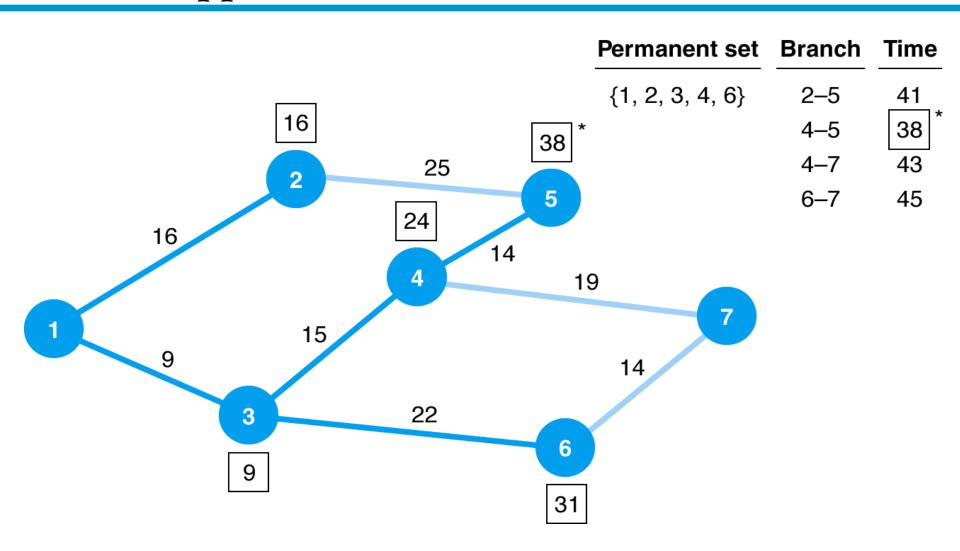
Redefine the permanent set



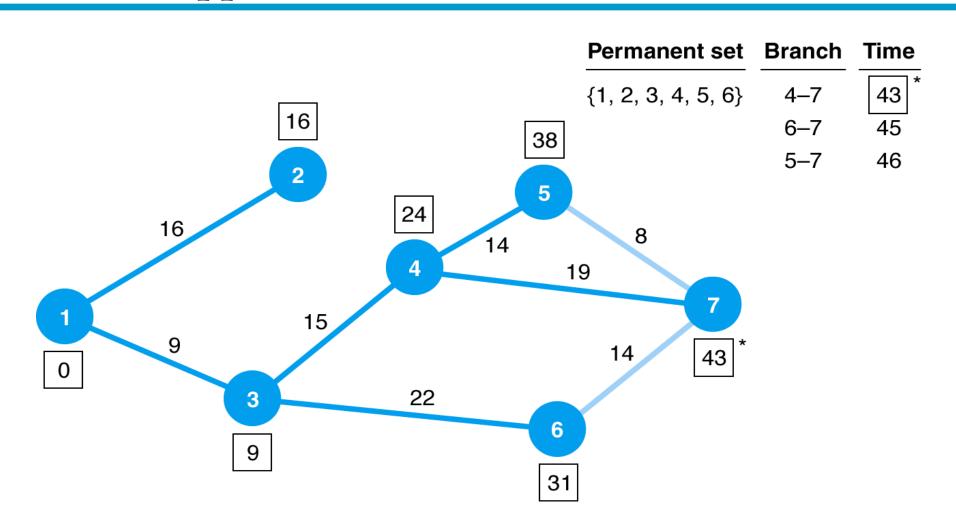
Network with Nodes 1, 2, and 3 in the Permanent Set



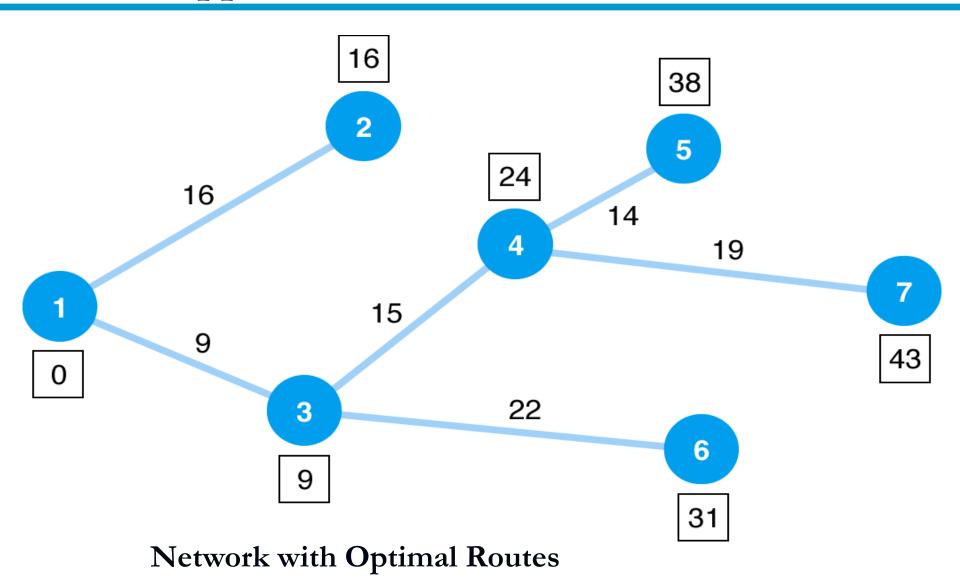
Network with Nodes 1, 2, 3, and 4 in the Permanent Set



Network with Nodes 1, 2, 3, 4, & 6 in the Permanent Set



Network with Nodes 1, 2, 3, 4, 5 & 6 in the Permanent Set



From Los Angeles to:	Route	Total Hours	
Salt Lake City (node 2)	1 - 2	16	
Phoenix (node 3)	1 - 3	9	
Denver (node 4)	1 - 3 - 4	24	
Des Moines (node 5)	1 - 3 - 4 - 5	38	
Dallas (node 6)	1 - 3 - 6	31	
St. Louis (node 7)	1 - 3 - 4 - 7	43	

Shortest Travel Time from Origin to Each Destination

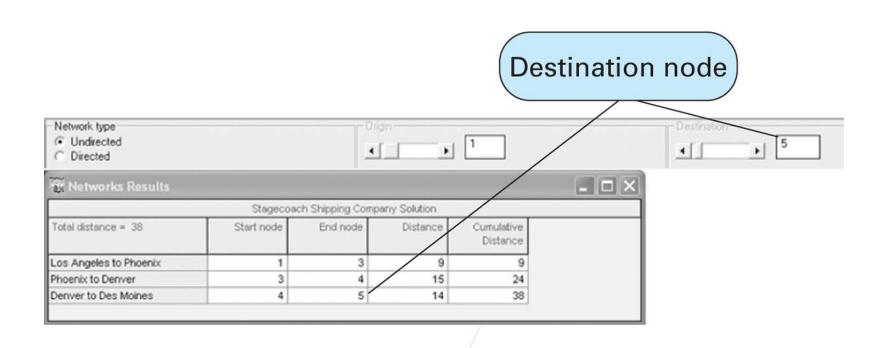
The Shortest Route Problem Solution Method Summary

- 1. Select the node with the shortest direct route from the origin
- 2. Establish a permanent set with the origin node and the node that was selected in step 1
- 3. Determine all nodes directly connected to the permanent set of nodes
- 4. Select the node with the shortest route from the group of nodes directly connected to the permanent set of nodes
- 5. Repeat steps 3 & 4 until all nodes have joined the permanent set

The Shortest Route Problem Computer Solution with QM for Windows

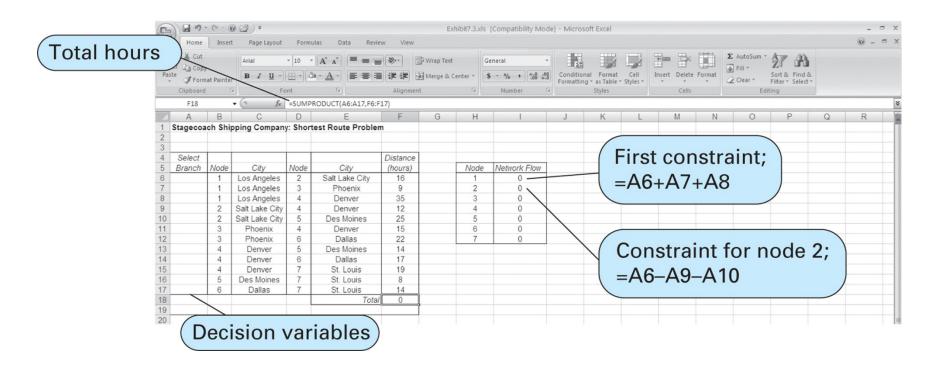
Metworks Results				
	Stagecoach Shipp	ing Company Sol	ution	
Total distance = 43	Start node	End node	Distance	Cumulative Distance
Los Angeles to Phoenix	1	3	9	9
Phoenix to Denver	3	4	15	24
Denver to St. Louis	4	7	19	43

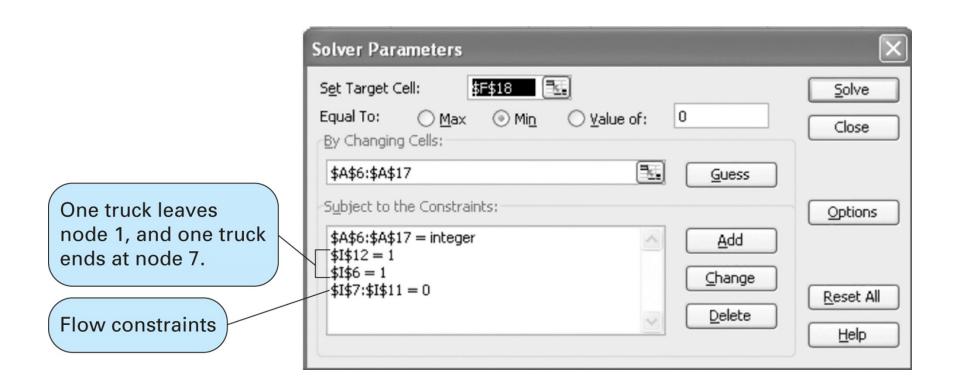
The Shortest Route Problem Computer Solution with QM for Windows

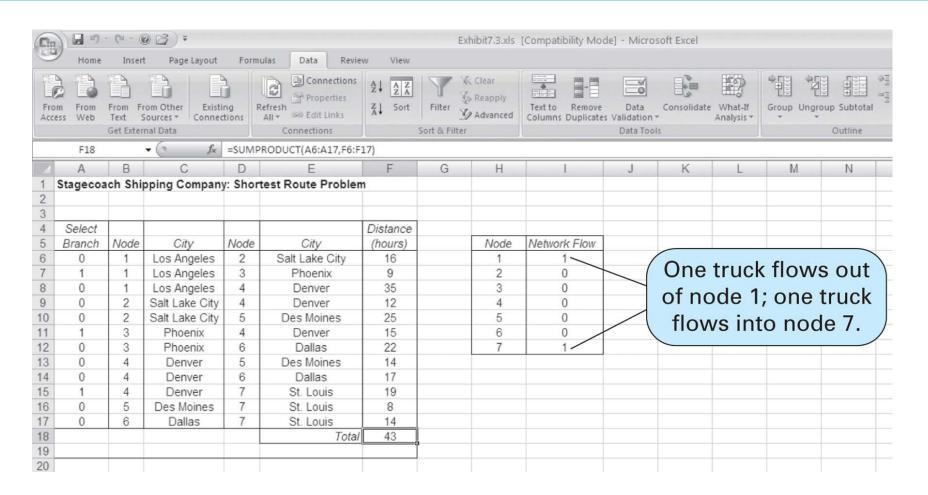


Formulation as a 0 - 1 integer linear programming problem

 $x_{ij} = 0$ if branch i-j is not selected as part of the shortest route and 1 if it is selected

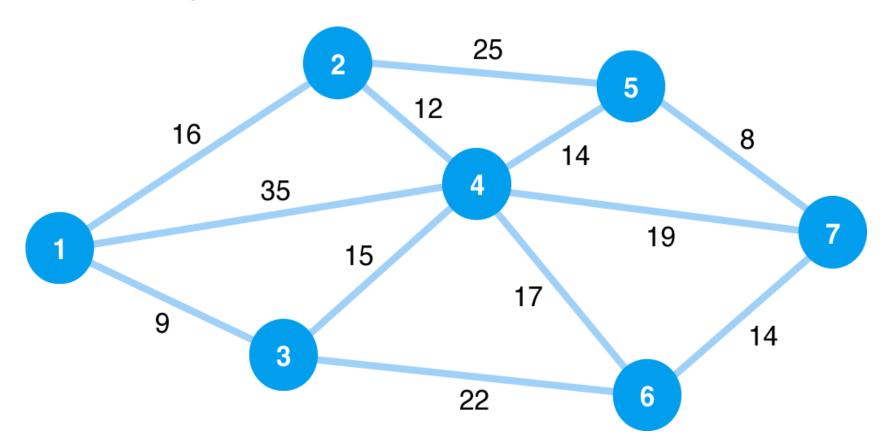






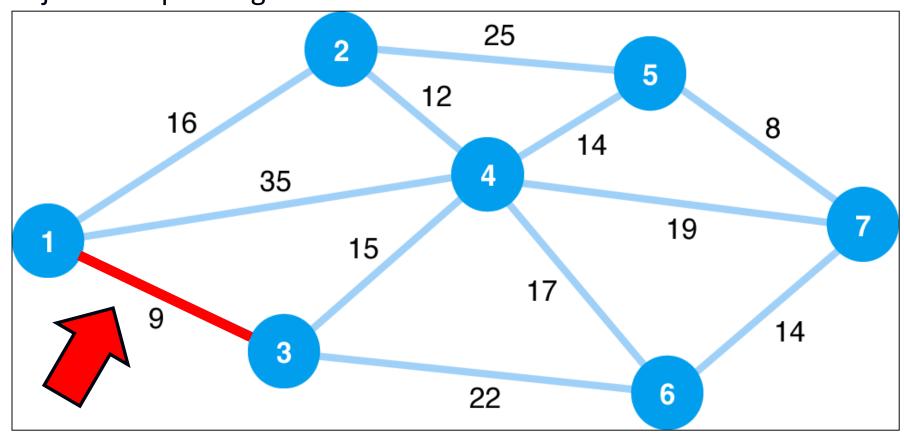
The Minimal Spanning Tree Problem Definition and Example Problem Data

Problem: Connect all nodes in a network so that the total of the branch lengths are minimized



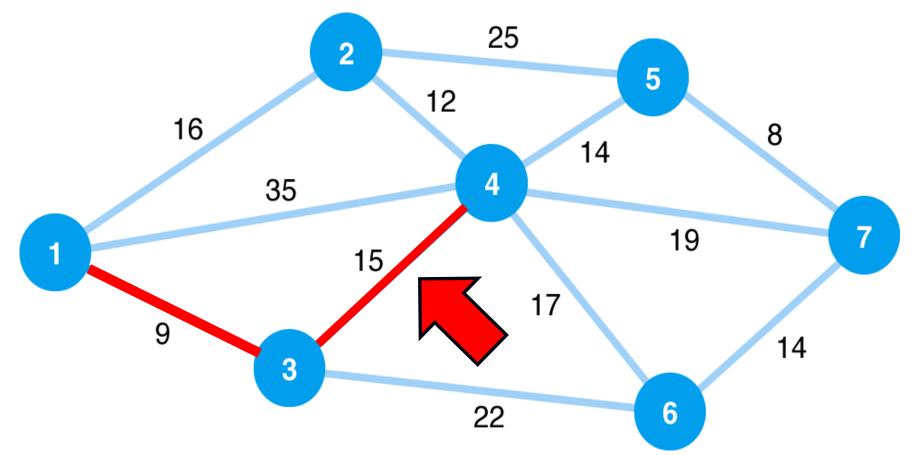
Network of Possible Cable TV Paths

Start with any node in the network and select the closest node to join the spanning tree



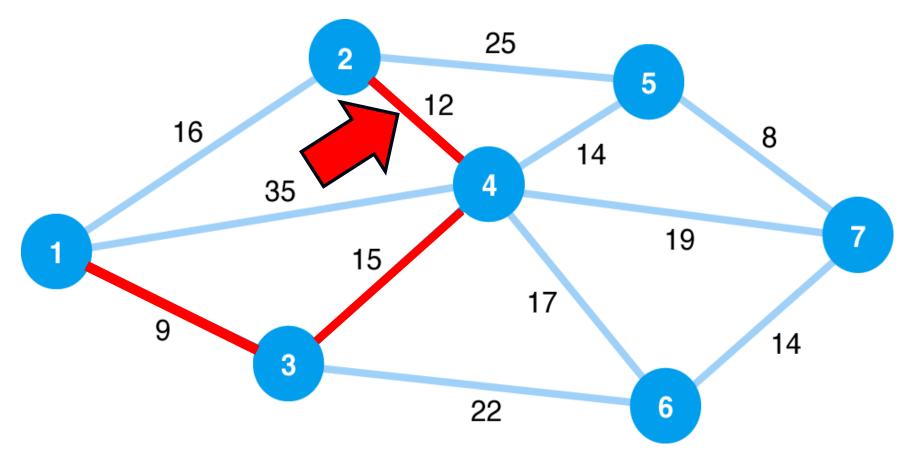
Spanning Tree with Nodes 1 and 3

Select the closest node not presently in the spanning area



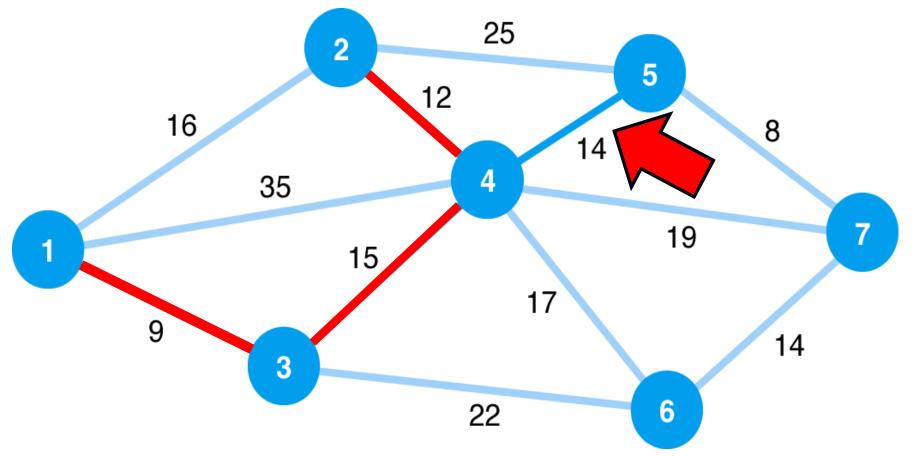
Spanning Tree with Nodes 1, 3, and 4

Continue to select the closest node not presently in the spanning area



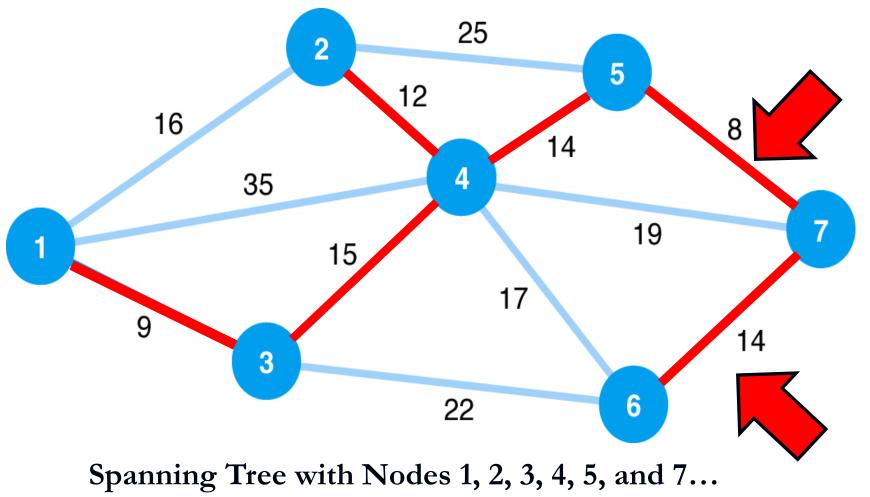
Spanning Tree with Nodes 1, 2, 3, and 4

Continue to select the closest node not presently in the spanning area

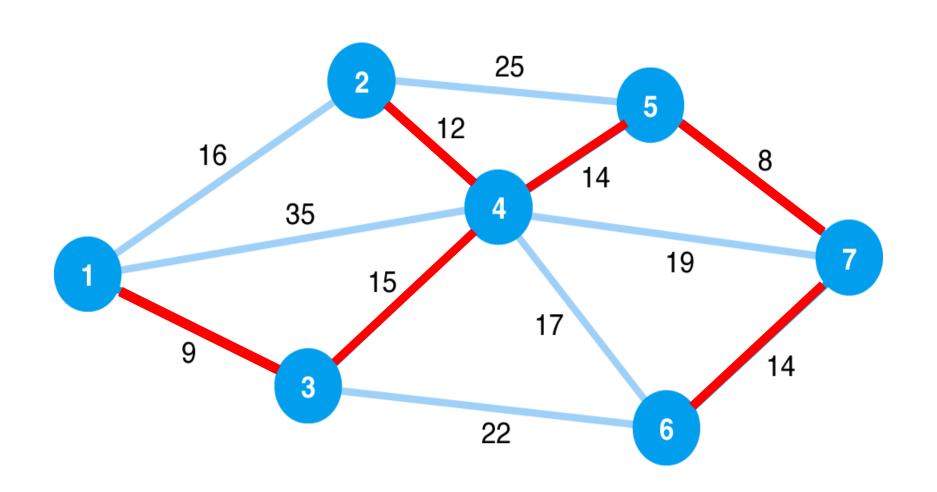


Spanning Tree with Nodes 1, 2, 3, 4, and 5

Continue to select the closest node not presently in the spanning area

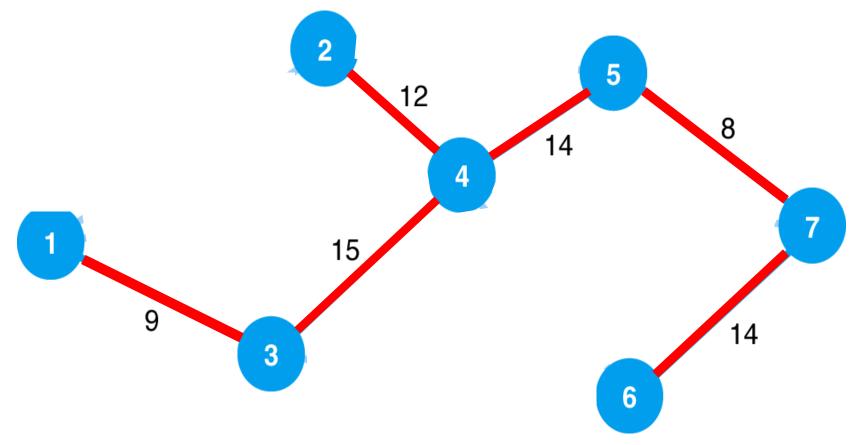


and then Node 6



Minimal Spanning Tree for Cable TV Network

Optimal Solution = 72 with the following configuration:



Minimal Spanning Tree for Cable TV Network

The Minimal Spanning Tree Problem Solution Method Summary

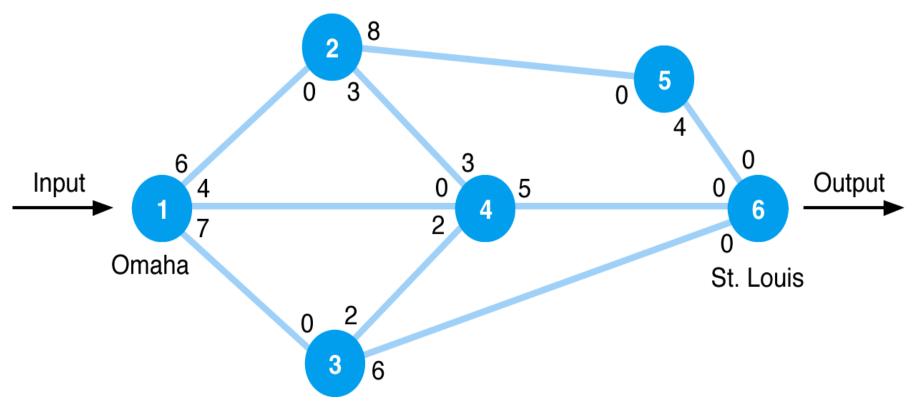
- 1. Select any starting node (conventionally, node 1)
- 2. Select the node closest to the starting node to join the spanning tree
- 3. Select the closest node not presently in the spanning tree
- 4. Repeat step 3 until all nodes have joined the spanning tree

The Minimal Spanning Tree Problem Computer Solution with QM for Windows

Metro Cable Television Company Solution							
Branch name	Start node	End node	Cost	Include	Cost		
1	0	2	16				
2	1	3	9	Y	9		
3	1	4	35				
4	2	4	12	Y	12		
5	2	5	25				
6	3	4	15	Y	15		
7	3	6	22				
8	4	5	14	Y	14		
9	4	6	17				
10	4	7	19				
11	5	7	8	Y	8		
12	6	7	14	Y	14		
Total					72		

The Maximal Flow Problem Definition and Example Problem Data

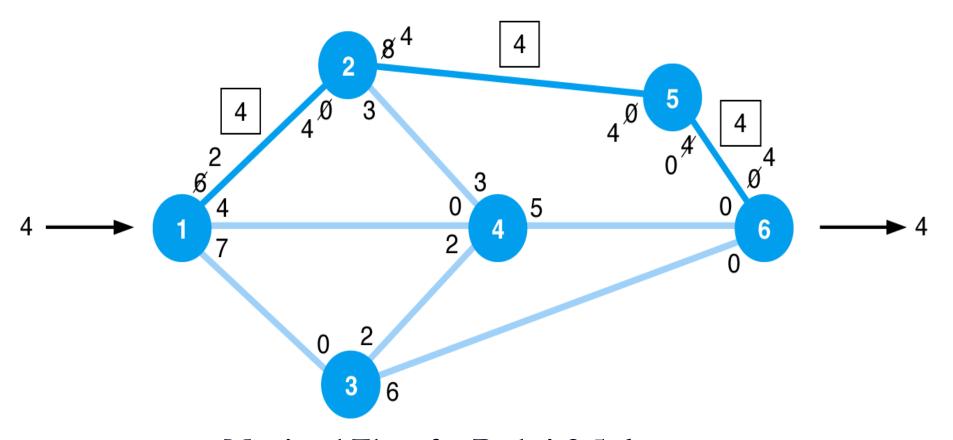
Problem: Maximize the amount of flow of items from an origin to a destination



Network of Railway System

The Maximal Flow Problem Solution Approach

Step 1: Arbitrarily choose any path through the network from origin to destination and ship as much as possible

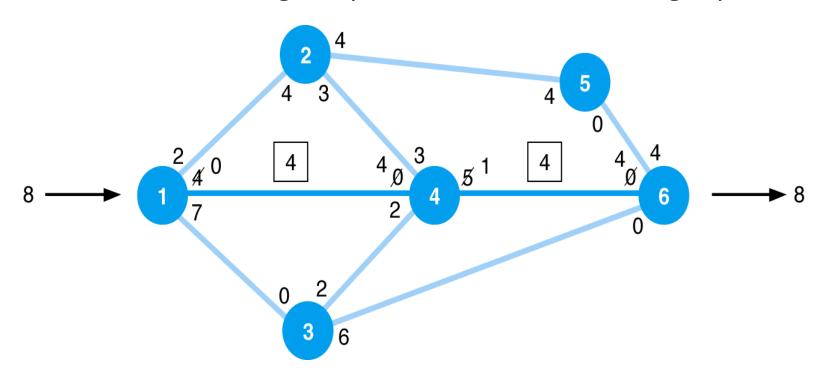


Maximal Flow for Path 1-2-5-6

The Maximal Flow Problem Solution Approach

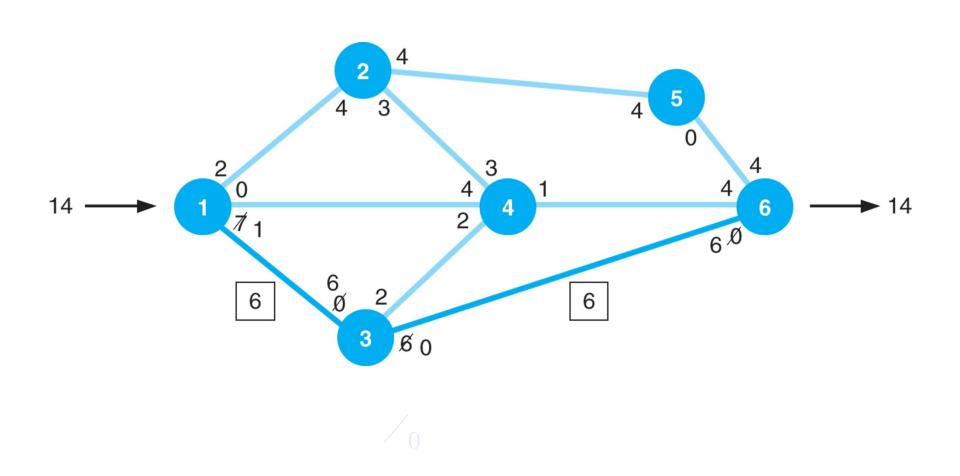
Step 2: Re-compute branch flow in both directions

Step 3: Select other feasible paths arbitrarily and determine maximum flow along the paths until flow is no longer possible



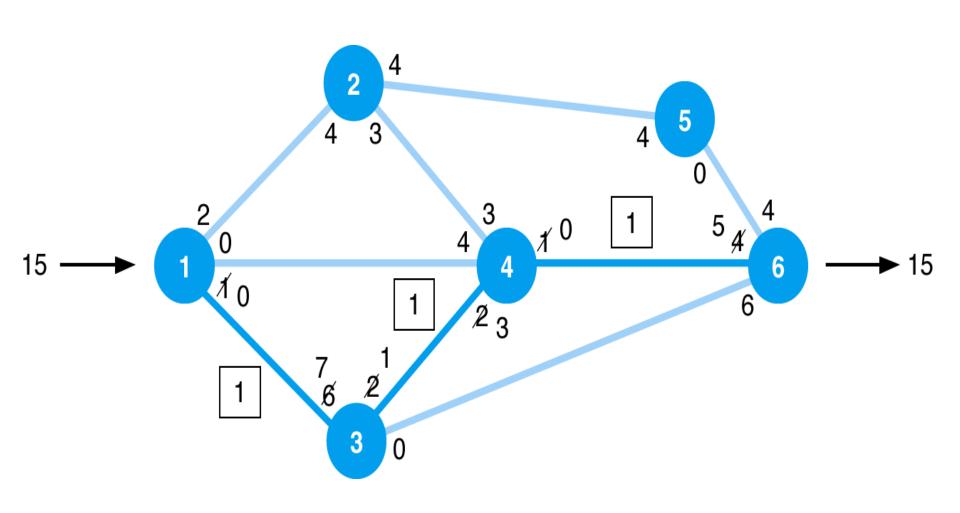
Maximal Flow for Path 1-4-6

The Maximal Flow Problem Solution Approach - Continued



Maximal Flow for Path 1-3-6

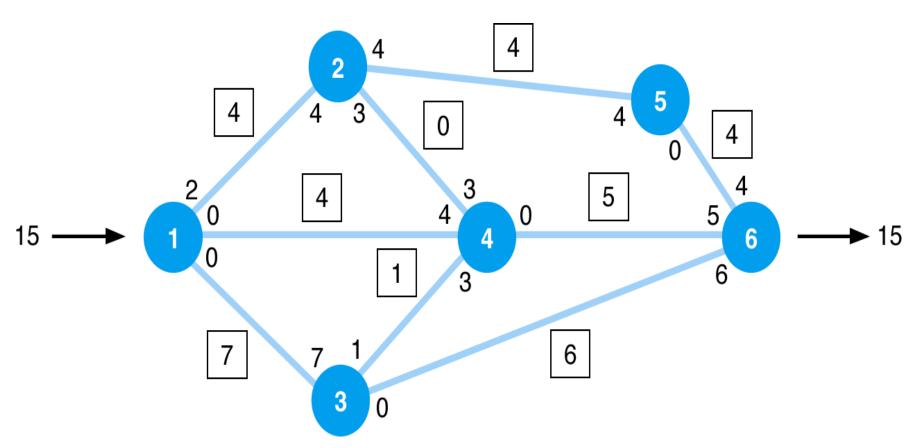
The Maximal Flow Problem Solution Approach - Continued



Maximal Flow for Path 1-3-4-6

The Maximal Flow Problem Solution Approach

Optimal Solution



Maximal Flow for Railway Network

The Maximal Flow Problem Solution Method Summary

- 1. Arbitrarily select any path in the network from origin to destination
- 2. Adjust the capacities at each node by subtracting the maximal flow for the path selected in step 1
- 3. Add the maximal flow along the path to the flow in the opposite direction at each node
- 4. Repeat steps 1, 2, and 3 until there are no more paths with available flow capacity

The Maximal Flow Problem Computer Solution with QM for Windows

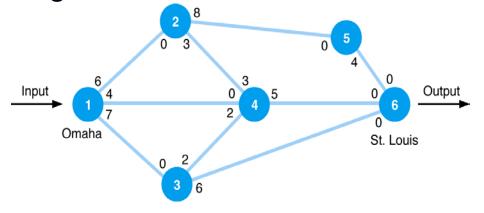
	Scott 1	Tractor Company	Solution		
Branch name	Start node	End node	Capacity	Reverse capacity	Flow
Maximal Network Flow	15				
1	1	2	6	0	5
2	1	3	7	0	6
3	1	4	4	0	4
4	2	4	3	3	1
5	2	5	8	0	4
6	3	4	2	2	0
7	3	6	6	0	6
8	4	6	5	0	5
9	5	6	4	0	4

 x_{ij} = flow along branch i-j and integer

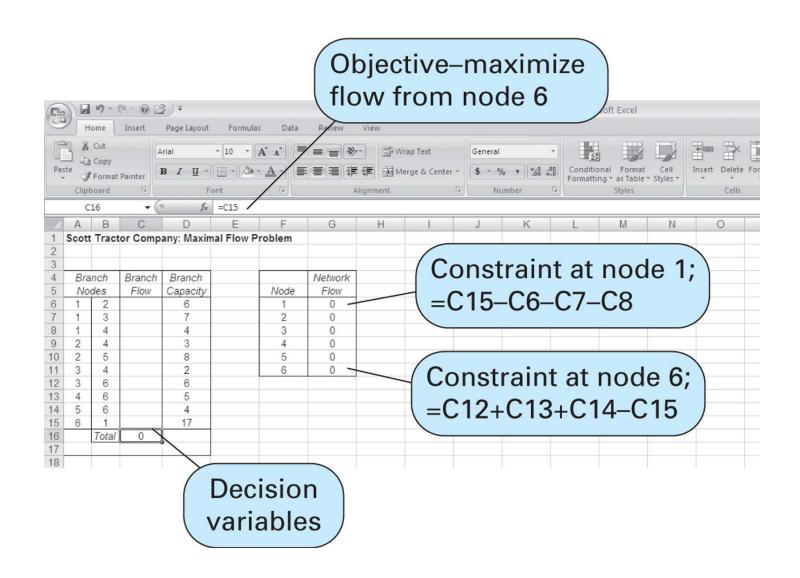
Maximize $Z = x_{61}$

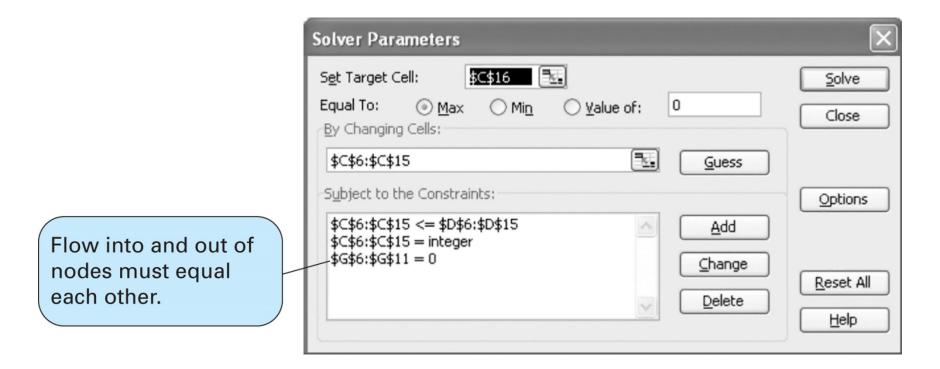
subject to:

$$\begin{array}{l} x_{61} - x_{12} - x_{13} - x_{14} = 0 \\ x_{12} - x_{24} - x_{25} = 0 \\ x_{13} - x_{34} - x_{36} = 0 \\ x_{14} + x_{24} + x_{34} - x_{46} = 0 \\ x_{25} - x_{56} = 0 \\ x_{36} + x_{46} + x_{56} - x_{61} = 0 \\ x_{12} \leq 6 \qquad \qquad x_{24} \leq 3 \\ x_{25} \leq 8 \qquad \qquad x_{36} \leq 6 \\ x_{56} \leq 4 \qquad \qquad x_{61} \leq 17 \\ x_{ii} \geq 0 \quad \text{and integer} \end{array}$$



$$x_{34} \le 2$$
 $x_{13} \le 7$ $x_{14} \le 4$ $x_{46} \le 5$

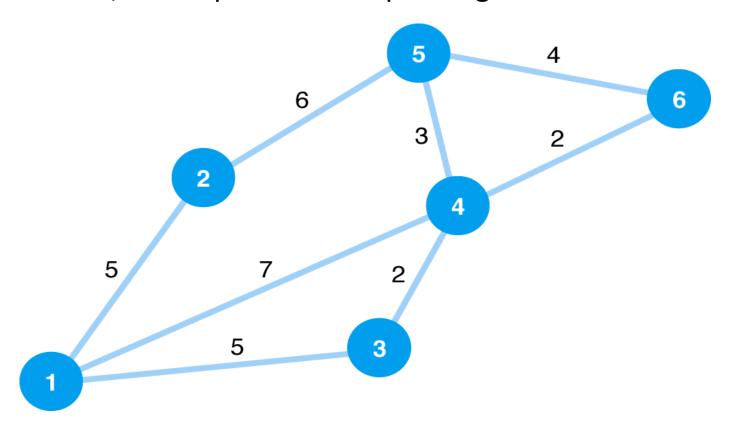




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7	1	3	7	7			2	0		
8	1	4	4	4			3	0		
9	2	4	0	3			4	0		
10	2	5	4	8			5	0		
11	3	4	1	2			6	0		
12	3	6	6	6						
13	4	6	5	5						
14	5	6	4	4						
15	- 6	1	15	17						
16		Total	15							
17										
18										

Example Problem Statement and Data Same Network, Two Different Questions

- 1. Determine the shortest route from Atlanta (node 1) to each of the other five nodes (branches show travel time between nodes)
- 2. Assume branches show distance (instead of travel time) between nodes, develop a minimal spanning tree

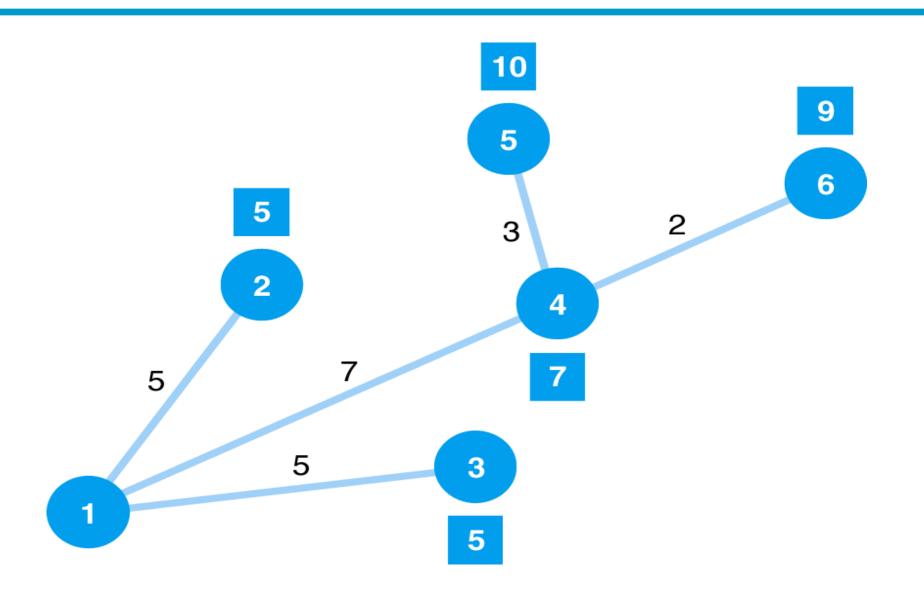


Example Problem Shortest Route Solution

Step 1 (part A): Determine the Shortest Route Solution

1.	Permanent Set	Branch	Time	
	{1}	1-2	[5]	
		1-3	5	
		1-4	7	
2.	{1,2}	1-3	[5]	
		1-4	7	
		2-5	11	
3.	{1,2,3}	1-4	[7]	
		2-5	11	
		3-4	7	
4.	{1,2,3,4}	4-5	10	
		4-6	[9]	
5.	{1,2,3,4,6}	4-5	[10]	
		6-5	13	
6.	{1,2,3,4,5,6}			

Example Problem Shortest Route Solution



Example Problem Minimal Spanning Tree

- 1. The closest unconnected node to node 1 is node 2.
- 2. The closest to 1 and 2 is node 3.
- 3. The closest to 1, 2, and 3 is node 4.
- 4. The closest to 1, 2, 3, and 4 is node 6.
- 5. The closest to 1, 2, 3, 4 and 6 is 5.
- 6. The shortest total distance is 17 miles.

Example Problem Minimal Spanning Tree

