

Problem 1

1. There will be no hospital for town3.
2. The solution is feasible. There must be two hospital so that that the constraint can be satisfied.

Problem 2

Let $x_i = 1$ if a hospital is built in town i or 0 otherwise. We denote the connectivity among towns by an $n \times n$ matrix A . Let $A_{ij} = A_{ji} = 1$ if a road between towns i and j exists or 0 otherwise. Moreover, let $A_i = 1$ for all i .

$$\begin{aligned} \min \quad & \sum_{i=1}^n x_i \\ \text{s.t.} \quad & \sum_{j=1}^n A_{ij} x_j \geq 1 \quad \forall i = 1 \dots n \\ & x_i \in \{0, 1\} \quad \forall i = 1 \dots n \end{aligned}$$

Problem 3

Let $x_j = 1$ if a park is built at location j or 0 otherwise, and $y_{ij} = 1$ if the park at location j is the closest one for town i .

$$\begin{aligned} \min \quad & \sum_{i=1}^m \sum_{j=1}^n h_i d_{ij} y_{ij} \\ \text{s.t.} \quad & \sum_{j \in J} y_{ij} = 1 \quad \forall i = 1 \dots m \\ & y_{ij} \leq x_j \quad \forall i = 1 \dots m, j = 1 \dots n \\ & \sum_{j \in J} x_j \leq p \\ & x_j \in \{0, 1\} \quad \forall j = 1 \dots n \\ & y_{ij} \in \{0, 1\} \quad \forall i = 1 \dots m, j = 1 \dots n \end{aligned}$$

Problem 6

Let $J = 1, \dots, n$ be the set of jobs, $I = 1, \dots, m$ be the set of machines. Let $x_{ij} = 1$ if $job_j \in J$ is assigned to machine $i \in I$ or 0 otherwise; let w be the benefit earned by the machine learning the least benefit.

$$\begin{aligned} \max \quad & w \\ \text{s.t.} \quad & w \leq \sum_{j \in J} b_j x_{ij} \quad \forall i \in I \\ & \sum_{i \in I} x_{ij} \leq 1 \quad \forall j \in J \\ & \sum_{j \in J} p_j x_{ij} \leq K \quad \forall i \in I \\ & x_{ij} \in \{0, 1\} \quad \forall j \in J, \quad \forall i \in I \end{aligned}$$

Problem 7

1. The Hamiltonian cycle problem can be reduced to the traveling salesperson problem. To see this, consider a Hamiltonian cycle instance $G = (V, E)$, where G is an incomplete graph. We will construct a traveling salesperson instance $H = (U, A)$, where H is a complete graph and d_{ij} is the distance of edge $[i, j] \in A$, in the following three steps:

- (a) For each node in V , add a node into U .
- (b) For each edge $[i, j] \in E$, add an edge into A and set $d_{ij} = 1$.
- (c) For each pair of nodes $i \in V$ and $j \in V$ such that the edge $[i, j] \notin E$, add an edge into A and set $d_{ij} = 2$.

We may then solve the instance H to see whether an optimal solution exists and its objective value is equal to the number of nodes in V . If this is the case, we know in G there is a Hamiltonian cycle; otherwise, we know a Hamiltonian cycle does not exist.

2. We will formulate the traveling salesperson problem based on the above reduction. Let $x_{ij} = 1$ if arc $[i, j] \in A$ is selected in an optimal tour or 0 otherwise.

$$\begin{aligned}
 \min \quad & \sum_{j \in J} y_{ij} + 2 \sum_{[i,j] \notin E} x_{ij} \\
 \text{s.t.} \quad & \sum_{i \in V, i \neq k} x_{ik} = 1 \quad \forall k \in V \\
 & \sum_{k \in V, k \neq j} x_{kj} = 1 \quad \forall j \in V \\
 & \sum_{i \in S, j \in S, i \neq j} x_{ij} \leq |S| - 1 \quad \forall S \subseteq V, |S| \geq 2 \\
 & x_{ij} \in \{0, 1\} \quad \forall [i, j] \in A
 \end{aligned}$$

3. Problem 8

We will formulate this problem based on the traveling salesperson problem formulation. Let the post office be at node 0. The

only difference is that now for node 0 there can be multiple entering and leaving edges. The only requirement is that the number of entering and leaving edges must be identical. Therefore, Let $x_{ij} = 1$ if arc $[i, j] \in A$ is selected in an optimal tour or 0 otherwise.

$$\begin{aligned}
\min \quad & \sum_{[i,j] \in E} d_{ij} x_{ij} \\
\text{s.t.} \quad & \sum_{i \in V \setminus \{k\}} x_{ik} = 1 \quad \forall k \in V \setminus \{0\} \\
& \sum_{j \in V \setminus \{k\}} x_{kj} = 1 \quad \forall k \in V \setminus \{0\} \\
& \sum_{j \in V \setminus \{0\}} x_{i,0} = \sum_{j \in V \setminus \{0\}} x_{0,j} \\
& \sum_{i \in S, j \in S, i \neq j} x_{ij} \leq |S| - 1 \quad \forall S \subset V, |S| \geq 2, 0 \notin S \\
& x_{ij} \in \{0, 1\} \quad \forall [i, j] \in A
\end{aligned}$$