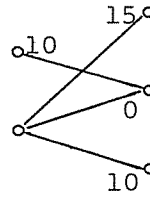


- Selecting  $x_{22}$  to enter the basis gives:

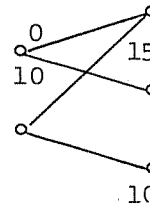
$u_i \setminus v_j$	2	5	4
-3	(2)	10	(2)
0	15	0	10



Optimal

- Or selecting  $x_{11}$  (instead of  $x_{22}$ ) to enter the basis gives:

$u_i \setminus v_j$	2	5	4
-1	0	10	(0)
0	15	(2)	10



Optimal

(Note: We get the same  $x_{ij}^*$  but different optimal spanning tree representations for alternative optimal solutions.)

### Assignment Problem (AP)

Consider assigning  $n$  jobs to  $n$  machines such that one job is assigned to one machine and one machine gets only one job. (Total number of possible assignment is  $n!$ ) A cost  $c_{ij}$  is associated with assigning job  $i$  to machine  $j$ ,  $i = 1, 2, \dots, n$ ;  $j = 1, 2, \dots, n$ . The least total cost assignment is then a (zero-one) linear program as follows:

$$\left\{ \begin{array}{l} \text{Min } x_0 = \sum_{i=1}^n \sum_{j=1}^n c_{ij} x_{ij} \\ \text{subject to } \sum_{j=1}^n x_{ij} = 1 \quad (i = 1, 2, \dots, m) \quad [\text{one job sets one machines}] \\ \sum_{i=1}^n x_{ij} = 1 \quad (j = 1, 2, \dots, n) \quad [\text{one machine gets one job}] \\ x_{ij} = 0, 1 \quad (i = 1, 2, \dots, m; j = 1, 2, \dots, n) \end{array} \right.$$

REMARK: Both TP and AP have their coefficient matrices as node-edge incidence matrices, which are *totally unimodular*, i.e. the determinants of all their square submatrices are equal to  $0, \pm 1$ . This implies that the BFS solutions (hence the optimal solutions) are integer-valued even if the integral constraints are discarded, provided all  $s_i$  and  $d_j$  are integers in the case of TP.

Standard LP methods are applicable for AP (with  $x_{ij} = 0, 1$  replaced by  $0 \leq x_{ij} \leq 1$ ); however, there is a much more efficient direct method (generally known as the assignment algorithm). Take as an example a  $3 \times 3$  cost matrix of AP:

$$C \equiv \begin{array}{|c|c|c|} \hline c_{11} & c_{12} & c_{13} \\ \hline c_{21} & c_{22} & c_{23} \\ \hline c_{31} & c_{32} & c_{33} \\ \hline \end{array}$$

The key observation of the assignment algorithm is that without loss of generality, we may assume  $c_{ij} \geq 0 \forall i, j$ . This is justified by the following claim.

CLAIM. *If a constant is added to or subtracted from any row or column of  $C$ , giving  $C'$ ; the minimization of the modified objective function  $x_0' = \sum_{i,j} c'_{ij} x_{ij}$  yields the same solution  $x_{ij}$  as the original objective function  $x_0 = \sum_{i,j} c_{ij} x_{ij}$ .*

PROOF: Suppose  $-p_i$  is added to row  $i$  and  $q_j$  is subtracted from column  $j$ . Then

$$\begin{aligned} x_0' &= \sum_{i,j} c'_{ij} x_{ij} = \sum_{i,j} (c_{ij} - p_i - q_j) x_{ij} = \sum_{i,j} c_{ij} x_{ij} - \sum_i p_i \sum_j x_{ij} - \sum_j q_j \sum_i x_{ij} \\ &= \sum_{i,j} c_{ij} x_{ij} - \left( \sum_i p_i + \sum_j q_j \right) = x_0 - \text{constant} \quad \blacksquare \end{aligned}$$

We use this idea to create a new coefficient matrix  $C'$  with at least one zero element in each row and in each column, and if using *zero elements only* (or a subset of which) yields a feasible assignment (with total cost = 0, of course), then this assignment is optimal because the total cost of any feasible assignment  $\geq 0$ , since  $c'_{ij} \geq 0 \forall i, j$ .

Basically this approach is a dual method because at any time,  $p_i$  and  $q_j$  together yield a feasible solution to the dual of AP. [Exercise. Construct this dual.] This is because  $c'_{ij} \geq 0 \Rightarrow c_{ij} - p_i - q_j \geq 0$  or  $p_i + q_j \leq c_{ij}$ .

EXAMPLE

5	7	9
14	10	12
15	13	16

$$\begin{aligned}
 p_1 &= 5 \\
 p_2 &= 10 \\
 p_3 &= 13 \\
 \hline
 \sum_i p_i &= 28
 \end{aligned}$$

 $\Rightarrow$ 

0	2	4
4	0	2
2	0	3

$$q_1 = 0 \quad q_2 = 0 \quad q_3 = 2; \quad \sum_j q_j = 2$$

$$\begin{array}{c}
 L \\
 \Rightarrow L
 \end{array}
 \begin{array}{c}
 L \\
 \\
 \\
 \end{array}
 \begin{array}{|c|c|c|}
 \hline
 0^* & 2 & 2 \\
 \hline
 4 & 0 & 0^* \\
 \hline
 2 & 0^* & 1 \\
 \hline
 \end{array}$$

Now the number of zero cells ( $= 4$ )  $\geq n (= 3)$   
 and  $\sum_i p_i + \sum_j q_j = 30$  [which is the cost of any  
 optimal assignment. Why?]

Define a "cover" by a *minimum* number of lines to cover all zero elements. Then "cover"  $\leq n$ . If the "cover" is  $n$  then we have an assignment on only the zero elements. The actual assignment (of jobs to machines) is obtained by a *trace-back* as follows:

Let  $z_{ij} \equiv$  number of zeros in row  $i$  + column  $j$ , where the  $i$ - $j$ <sup>th</sup> entry is zero. Make successive assignments in *increasing*  $z_{ij}$  order. Delete row  $i$  and column  $j$  upon assignment  $i$ - $j$  is made.

For our example, we have the optimal assignment of  $x_{11}^* = x_{23}^* = x_{32}^* = 1, x_{ij}^* = 0 \forall$  other  $i, j$  with  $x_0^* = 30$ .

**Improvement algorithm when "cover"  $< n$**

Let  $h \equiv \text{Min}_{(i,j) | c_{ij} - (p_i + q_j) > 0} [c_{ij} - (p_i + q_j)] > 0$

Set  $\begin{cases} p_i \leftarrow p_i - h & \text{if } i \text{ is a covered row} \\ p_i \text{ unchanged} & \text{if not} \end{cases}$

Set  $\begin{cases} q_j \leftarrow q_j + h & \text{if } j \text{ is not a covered column} \\ q_j \text{ unchanged} & \text{if covered} \end{cases}$

Graphically,

	covered	uncovered
covered	$+h$	0
uncovered	0	$-h$

Observe that since all zeros are previously covered, all entries after this change remain  $\geq 0$ . This algorithm creates (at least) one more zero entry, which is previously uncovered and positive; while possibly increasing some previously zero entries that are covered by 2 lines. To apply this algorithm, select the smallest uncovered element, subtract that from every *uncovered* element and add that to every element covered by two lines.

**EXAMPLE ON ASSIGNMENT PROBLEM ( $n = 4$ )**

Subtracting constants from rows and columns of the assignment tableau gives:

$$\begin{array}{ccc}
 & & (3 \text{ lines} < 4 = n) \\
 & & L \\
 \begin{array}{|c|c|c|c|} \hline 1 & 4 & 6 & 3 \\ \hline 8 & 7 & 10 & 9 \\ \hline 4 & 5 & 11 & 7 \\ \hline 6 & 7 & 8 & 5 \\ \hline \end{array} & \begin{array}{c} 1 \\ 7 \\ 4 \\ 5 \\ \hline \end{array} & \begin{array}{|c|c|c|c|} \hline 0 & 3 & 5 & 2 \\ \hline 1 & 0 & 3 & 2 \\ \hline 0 & 1 & 7 & 3 \\ \hline 1 & 2 & 3 & 0 \\ \hline \end{array} & \begin{array}{c} L \\ L \\ L \\ L \\ \hline \end{array} & \begin{array}{|c|c|c|c|} \hline 0 & 3 & 2 & 2 \\ \hline 1 & 0 & 0 & 2 \\ \hline 0 & 1 & 4 & 3 \\ \hline 1 & 2 & 0 & 0 \\ \hline \end{array} \\
 & \sum = 17 & 0 & 0 & 3 & 0 & | & \sum = 3 & (\sum p_i + \sum q_j = 20)
 \end{array}$$

Selecting the smallest uncovered element ( $h = 1$  in this case), subtracting that from every *uncovered* element and adding that to every element covered by 2 lines gives:

$$\begin{array}{ccc}
 & & (h = 1) \\
 & & L \\
 L & \begin{array}{|c|c|c|c|} \hline 0 & 3 & 2 & 2 \\ \hline 1 & 0 & 0 & 2 \\ \hline 0 & 1 & 4 & 3 \\ \hline 1 & 2 & 0 & 0 \\ \hline \end{array} & \begin{array}{c} -h \\ -h \\ -h \\ -h \\ \hline \end{array} & \begin{array}{|c|c|c|c|} \hline \boxed{0} & 2 & 1 & 1 \\ \hline 2 & 0 & \boxed{0} & 2 \\ \hline 0 & \boxed{0} & 3 & 2 \\ \hline 2 & 2 & 0 & \boxed{0} \\ \hline \end{array} \\
 & +h & +h & +h
 \end{array}$$

Assignment (in increasing order of number of zeros in row and column) gives:

$$x_{11}^* = x_{23}^* = x_{32}^* = x_{44}^* = 1 \text{ and all other } x_{ij}^* = 0. \quad x_0^* = 20 + [3(1) - 2(1)] = 21.$$

(Alternatively,  $x_0^* = c_{11} + c_{23} + c_{32} + c_{44} = 1 + 10 + 5 + 5 = 21$ .)

**Network Flows Problems**

Consider a *directed* graph  $G = (N, A)$ , where  $N$  is the set of nodes and  $A$  is the set of arcs, i.e.  $A$  is a set of *ordered* pairs  $(i, j)$  such that  $i, j \in N$ . A (simple) path in  $G$  is a