

# Contents

<b>Preface</b>	<b>ix</b>
<b>1 Problems and Algorithms</b>	<b>1</b>
1.1 Two Problems	1
1.2 Measuring Running Times	5
<b>2 Optimal Trees and Paths</b>	<b>9</b>
2.1 Minimum Spanning Trees	9
2.2 Shortest Paths	19
<b>3 Maximum Flow Problems</b>	<b>37</b>
3.1 Network Flow Problems	37
3.2 Maximum Flow Problems	38
3.3 Applications of Maximum Flow and Minimum Cut	47
3.4 Push-Relabel Maximum Flow Algorithms	62
3.5 Minimum Cuts in Undirected Graphs	71
3.5.1 Global Minimum Cuts	71
3.5.2 Cut-Trees	78
3.6 Multicommodity Flows	85
<b>4 Minimum-Cost Flow Problems</b>	<b>91</b>
4.1 Minimum-Cost Flow Problems	91
4.2 Primal Minimum-Cost Flow Algorithms	101
4.3 Dual Minimum-Cost Flow Algorithms	112
4.4 Dual Scaling Algorithms	119

<b>5</b>	<b>Optimal Matchings</b>	<b>127</b>
5.1	Matchings and Alternating Paths	127
5.2	Maximum Matching	134
5.3	Minimum-Weight Perfect Matchings	144
5.4	<i>T</i> -Joins and Postman Problems	166
5.5	General Matching Problems	182
5.6	Geometric Duality and the Goemans-Williamson Algorithm	191
<b>6</b>	<b>Integrality of Polyhedra</b>	<b>199</b>
6.1	Convex hulls	199
6.2	Polytopes	203
6.3	Facets	211
6.4	Integral Polytopes	218
6.5	Total Unimodularity	220
6.6	Total Dual Integrality	225
6.7	Cutting Planes	228
6.8	Separation and Optimization	237
<b>7</b>	<b>The Traveling Salesman Problem</b>	<b>241</b>
7.1	Introduction	241
7.2	Heuristics for the TSP	242
7.3	Lower Bounds	252
7.4	Cutting Planes	261
7.5	Branch and Bound	268
<b>8</b>	<b>Matroids</b>	<b>273</b>
8.1	Matroids and the Greedy Algorithm	273
8.2	Matroids: Properties, Axioms, Constructions	282
8.3	Matroid Intersection	287
8.4	Applications of Matroid Intersection	295
8.5	Weighted Matroid Intersection	297
<b>9</b>	<b><math>\mathcal{NP}</math> and <math>\mathcal{NP}</math>-Completeness</b>	<b>309</b>
9.1	Introduction	309
9.2	Words	311
9.3	Problems	312
9.4	Algorithms and Running Time	312
9.5	The Class $\mathcal{NP}$	314

9.6	$\mathcal{NP}$ -Completeness	315
9.7	$\mathcal{NP}$ -Completeness of the Satisfiability Problem	316
9.8	$\mathcal{NP}$ -Completeness of Some Other Problems	318
9.9	Turing Machines	321
<b>APPENDIX A Linear Programming</b>		325
<b>Bibliography</b>		337
<b>Index</b>		347