

Contents

<i>Preface</i>	<i>ix</i>
<i>Chapter One Basic Concepts</i>	<i>1</i>
1.1 Historical	1
1.2 Graphs	4
1.3 Vertices	5
1.4 Edges, Edge Sequences, and Connectedness	7
1.5 Planar and Nonplanar Graphs	10
1.6 Separable and Nonseparable Graphs	15
1.7 Directed Graphs	16
1.8 Trees	18
1.9 Cutsets	21
1.10 Introduction to Matrices—A Review	21
1.11 Vectors and Vector Spaces—A Review	24
1.12 Mod 2 and Boolean Arithmetic—A Review	25
1.13 Matrices Associated with Graphs	26
1.14 A Mnemonic Scheme for Algorithm Description	36
1.15 Summary of Definitions	37
Exercises	42
<i>Chapter Two Algorithms for Paths and Trees</i>	<i>49</i>
2.1 Introduction	49
2.2 (P/S/D): Algorithm to Determine a Path—from an Adjacency Matrix	50

2.3 (P/B/D): Algorithm Identifying a Path—from an Incidence Matrix	52
2.4 (PS–1/L/D): Dijkstra’s Algorithm to Locate the Shortest Path—Given a Distance Matrix of a Directed Graph	54
2.5 (PS–2/L/D): Algorithm to Identify a Shortest Path—from the Distance Matrix	57
2.6 (PL/L/D): Algorithm to Identify a Longest Path—from the Distance Matrix	59
2.7 (T–1/B/U): Algorithm for Identifying a Spanning Tree—from an Incidence Matrix	62
2.8 (T–2/S/U): Algorithm to Identify a Spanning Tree—from an Adjacency Matrix	63
2.9 (T–3/S/D): Algorithm to Find a Spanning Tree—Given the Adjacency Matrix of a Directed Graph	65
2.10 (TSS–1/L/U): Kruskal’s Algorithm for a Shortest Spanning Tree—Given a Distance Matrix for an Undirected Graph	67
2.11 (TSS–2/L/U): Solin’s Algorithm for the Shortest Spanning Tree	71
2.12 (PS–3/L/D): The Revised Cascade Algorithm	73

Chapter Three Network Flows and Graph Traversing 79

3.1 Flows and Potentials	80
3.2 Flows and Capacity Constraints	86
3.3 The Transportation Problem	92
3.4 Feasible and Maximal Flows	96
3.5 Traversing a Graph	97
3.6 Unicursal Graphs and Euler Graphs	98
3.7 The Chinese Postman Problem	101
3.8 Coverings and Matchings	104
3.9 Hamiltonian Paths and Cycles	106
Exercises	108

Chapter Four Algorithms for Circuits and Flow 111

4.1 (C/B/U): Algorithm to Obtain a Circuit Basis Matrix from the Incidence Matrix	111
4.2 (CE/B/U): Algorithm Locating an Euler Circuit from the Incidence Matrix	113
4.3 (CE/S/U): Algorithm Locating an Euler Circuit from an Adjacency Matrix for an Undirected Graph	114
4.4 (CE–CPP/L/U): Algorithm Identifying the Minimum Distance Euler Circuit	117

4.5	(CE/S/D): Algorithm Identifying an Euler Cycle from an Adjacency Matrix	119
4.6	(FM-1/S/D): Algorithm Determining Maximal Flow in a Capacitated Network	122
4.7	(FM-2/S/D): Algorithm Determining Maximal Flow in a Capacitated Planar Network	124
4.8	(FM-3/S/D): Ford and Fulkerson Algorithm for Maximal Flow Given an Adjacency Matrix	127
4.9	(FO-S/D): Algorithm Identifying Least Cost Flow (or Optimal) in a Capacitated Network	129
4.10	(K/B/U): Algorithm to Obtain a Cutset Basis Matrix from an Incidence Matrix	133
4.11	(PH/S/D): Kaufmann's Algorithm to Identify a Hamiltonian Path—from an Adjacency Matrix	134
4.12	Algorithm for the Assignment Problem	137
<i>Chapter Five Activity Schedules</i>		<i>143</i>
5.1	Performance Evaluation and Review Technique	143
5.2	PERT in Plant Modernization: A Case History	154
5.3	Critical Path Method (CPM)	166
	Exercises	169
<i>Chapter Six Construction</i>		<i>187</i>
6.1	Highway Route Planning	187
6.2	Earthwork Planning	193
6.3	Pier Construction Planning	197
6.4	Sewer Main Planning	210
	Exercises	217
<i>Chapter Seven Sequencing and Line Balancing</i>		<i>232</i>
7.1	Sequencing	232
7.2	Assembly Line Balancing	236
7.3	Disassembly Line Balancing	238
	Exercises	240
<i>Chapter Eight Facilities Design</i>		<i>246</i>
8.1	Block Plan Layout as a Planar Graph	247
8.2	Feasibility of a Facility Plan	250
8.3	Upper Bounds to Facilities Design Problem	262
8.4	Golf Course Design	266
8.5	Relocation of Machinery	266
8.6	Materials Handling System Installation	269
	Exercises	273

Contents

<i>Chapter Nine Electrical Energy</i>	283
9.1 Circuit Analysis and Design	283
9.2 Printed Circuits	288
9.3 Computer Utilities	291
9.4 Television Relay Networks	296
9.5 Electrical Power Grids	298
Exercises	301
<i>Chapter Ten Pipeline Flows, Transportation and Traffic</i>	309
10.1 Maximum Flow Through a Pipeline	310
10.2 Natural Gas Pipeline Systems	316
10.3 Commuter Traffic	324
10.4 Airline Scheduling	328
10.5 Fisherman's Problem	334
10.6 Railroad Schedules on a Crowded Line	336
Exercises	338
<i>Chapter Eleven Production Planning and Control</i>	349
11.1 Parts Breakdown	349
11.2 Machining Process Optimization	354
11.3 Worker Assignment	358
11.4 Machine Maintenance	364
11.5 Decision Trees	371
Exercises	372
<i>Chapter Twelve Organization</i>	379
12.1 Classification Structure for Air Force Officers	379
12.2 Manufacturing Organization Structures	385
12.3 An Example in Communications	389
12.4 (r/S/U, d/S/U, c/S/U): Algorithm Identifying the Radius, Diameter, and Center of an Undirected Graph	392
Exercises	396
<i>Appendix</i>	403
<i>Bibliography</i>	415
<i>Index</i>	417