

Social-economic advantages of c-centres and m-centres with weight in Kosovo

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Abstract

This Graph theory has an enormous number of applications because through them, we may model different complex problems such as road and crossroad placement, electricity network and computer network placement, objects with public preeminence, etc. Deriving from the chaos that appears in the capital city, particularly in front of Clinic University or preeminent public objects, we decided to give a mathematical solution to these problems. Oftentimes we encounter on the problem for finding the most suitable place for building an object that may serve for different social reasons in peripheral areas. This paper gives a special significance to object placement for social-economic reasons in Kosovo and aims to give a solution for this problem.

Additional to the theoretical elaboration on the graph concepts theory, Floyd's algorithm for minimum distances, and concepts for c and m centers with weight we will model the graph of the most important roads in Kosovo, whereas vertices we have used cities and crossroads of Kosovo. Therefore, we will find c and m centers with and without weight in Kosovo, and we will give some reasons for their social-economic advantages

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1. Introduction

The object placement problem is a classic problem, which has been studied since 1909 by the Weber Location Problem. Resembling problems require a solitary attention, hence for a group of objects the best locations should be positioned in those places that encounter most of the service requirements for a group of customers. In a broader meaning we will use "facility". This signifies the intention for factories, hospitals, electronic communications centres and energy warning sirens, customs inclusion. Inclusiveness of placement determination has led to a special interest for model analysis, designing different algorithms for optimal solutions, in order to make decision for facilities placement, along with the determination on how to assign the requirements for the placed facilities, so that resources will be used more efficiently (Hamdy A. Taha, 2017).

2. GRAPH THEORY FUNDAMENTAL CONCEPTS

2.1 Graph definition. Example

Let V be a nonempty finite set: $V = \{v_1, v_2, v_3, \dots, v_n\}$. A particular set can be described along with diagrams, where its elements are marked as nodes. Every corresponding node is called a vertex. If two of its elements v_i and v_j not necessarily different, are considered then the connection between their points in a diagram with straight or arc segments, where one end point is v_i and the other v_j is called edge, and is denoted like $v_i v_j$. Two particular points can be connected by more than one edge. For ends with the same point the edge is represented as loop. Let E be a set of edges with edges at the vertices of the set V .

Definition 2.1.1 Considering the above conditions the pair $G=(V,E)$, where V is a nonempty finite set of vertices, while E is a finite set of edges is called graph.

Example 2.1.1. Given the diagram for the graph $G=(V,E)$ (figure 2.1.1) find V and E .

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$d(v_i, v_j) = \min\{W(P) | P \text{ is path starting at } v_i \text{ and ending at } v_j\}$

It is clear that shortest paths are required between elementary paths. Since the number of graph vertices is finite, the number of different elementary paths between two vertices is also finite. This makes it possible to find the shortest paths, but aim for the best way, which is given by certain algorithms.

Note: When the graph is undirected, as for example in the graph of the mathematical model of building a freeway at minimum cost between two cities (see [4], example on page 270), taking cost as a weight, and considering that the freeway works in both directions, such graph is considered as a directed graph with bidirectional edges [8].

2.3 Floyd's algorithm

This algorithm solves the problem of minimum distances and shortest paths between any two vertices of the 1-graph with discrete distance matrix $A=(l_{ij})_{n \times n}$. Initial step: We take matrices $A_0=(l_{ij}^{(0)})_{n \times n}$ and $S_0=(s_{ij}^{(0)})_{n \times n}$ such that $l_{ij}^{(0)}=l_{ij}$ and $s_{ij}^{(0)}=j$ for each $i, j=1, 2, \dots, n$. We take $k=1$ and go to the general step.

General step (k): We find the matrices $A_k=(l_{ij}^{(k)})_{n \times n}$ and $S_k=(s_{ij}^{(k)})_{n \times n}$ where:

$$l_{ij}^{(k)} = \begin{cases} \min(l_{ij}^{(k-1)}, l_{ik}^{(k-1)} + l_{kj}^{(k-1)}) & \text{for } i \neq k, j \neq k \\ l_{ij}^{(k-1)} & \text{for } i = k \text{ and/or } j = k \end{cases}$$

$$s_{ij}^{(k)} = \begin{cases} k & \text{for } i, j = k \text{ such that } l_{ik}^{(k-1)} + l_{kj}^{(k-1)} < l_{ij}^{(k-1)} \\ s_{ij}^{(k-1)} & \text{on contrary} \end{cases}$$

We make k equal to $(k+1)$ and repeat the general step until k takes the value n . The matrix A_n found at the end of the n -steps is the matrix of the minimum distances between the vertices of the graph, so $A_n=A^*$ [2],[3]

2.4 Centres concept in Graph

In practice, it is often required to find the "most suitable" place to build a facility that serves several peripheral points which may be residential centers or different points that require service. Example, in a given region where it is better to place a health, social-cultural facility, or a shopping center, serving the residential centers, for a telegraphic network where it is better to place the information processing center (central). Depending on the optimality criterion for positioning in this object, we consider two types of problems:

- The first includes those problems where the most suitable place for the facility is considered to be the one from which the minimum distance from the facility to the peripheral points is the smallest possible. This type includes the problem of placing the social-cultural or health facility.
- In problems of the second type, the most suitable place for the object is the one from which the sum of the lengths of all the shortest paths connecting the object with peripheral points is the smallest possible. It is more economical that the total length of the conductors connecting the points of the telegraph network to the switchboard to be minimal, therefore this problem belongs to the problems of the second type. [2]

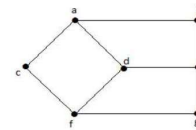
2.4.1 Graph Centres

If we take a graph which is connected $G=(V,E)$ with n vertices, we put a non-negative number in correspondence with each edge $u \in E$ $l(u)$. We denote by $l^*(x_i, x_j)$ the minimum distance from x_i to x_j .

- The vertex $x_c \in V$ such that for each $i=1, 2, \dots, n$ satisfies the inequality: $\max_{1 \leq j \leq n} l^*(x_c, x_j) \leq \max_{1 \leq j \in \bar{n}} l^*(x_i, x_j)$ it is called the c-center of graphite.

In other words, c-center is the peak where it is reached

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Solution. $V=\{a, b, c, d, e, f, g\}$, $E=\{ab, ac, ad, be, ed, eg, df, fg, fc\}$.

Definition 2.1.2

- Vertices of an edge are called its ends
- Two vertices are called neighbours, if there is an edge connecting them
- Two edges are called incidents, if they have common vertex
- Graph is called simple, if there are no loops
- An empty graph is the one that has vertices, but no edges

Definition 2.1.3 Graph $H=(V_H, E_H)$ is called subgraph of graph $G=(V_G, E_G)$, if $V_H \subseteq V_G$ and $E_H \subseteq E_G$. Denoted as $H \leq G$.

Definition 2.1.4 A directed graph is called an ordered pair $G=(V,E)$, where V is a nonempty finite set, while E is the subset of cartesian production $V \times V$. If the element (x_i, x_j) appears p -times in E , then the graph is called p -graph. Consequently, if each pair (x_i, x_j) appears only once in E , the graph is called 1-graph [4].

Definition 2.1.5 An ordered system of vertices $(x_0, x_1, x_2, \dots, x_r)$, $r \geq 1$ of graph $G=(V, E)$ such that each of the edges $x_{i-1} x_i$, for $i=0, 1, \dots, r-1$, belong to graph G , is called path in G . The vertex x_0 is called the beginning of the path while x_r is called the end of the path.

Definition 2.1.6 Let the graphs $G_1=(V_1, E_1)$ and $G_2=(V_2, E_2)$, where $V_1 \cap V_2 = \emptyset$ (disjoint) be given. Graph $G=(V, E)=G_1 \cup G_2$, where $V=V_1 \cup V_2$ and $E=E_1 \cup E_2$ is called the union of graphs G_1 and G_2 .

Definition 2.1.7 A graph is called connected, if it is a union of two graphs. On the contrary, we say that the graph is disconnected.

2.2 Weighted graphs. The minimum distance- shortest path problem

Let $G=(V, E)$ be a directed graph, with respect to which a function (reflection) $W: E \rightarrow R_+^*$ is given, with each edge of $e \in E$ associated with only one non-negative real number $W(e)$, which is called weight of edge e or length with weight (abbreviated length) of edge e or distance with weight (abbreviated distance) between the edges of edge e . If the edge is $e=(v_i, v_j)$, then we note the length with its weight

$$W_{ij}: W(v_i, v_j) = W_{ij}.$$

Definition 2.2.1. A graph G equipped with a function W of weights of its edges is called a weighted graph and is denoted by G^W .

For the subgraph H of the G^W graph, the number $W(H) = \sum_{e \in E(H)} W(e)$ is called the total weight of the subgraph H .

In particular, if H is a path $P=(v_1, v_2, \dots, v_n)$ from G^W , then the sum $W(P) = \sum_{i=1}^{n-1} W_{i, i+1}$ is called the weighted length (abbreviated length) of the path P . We consider each distinct vertex of the graph G^W as a path of length 0.

In a directed graph there may be several paths starting at v_i and ending at v_j . Of interest is knowing those paths that have the smallest length, otherwise we say the search for the shortest path starting at a vertex v_i and ending at a vertex v_j . The length of the shortest path starting at v_i and ending at v_j is called the minimum distance between vertices v_i and v_j and is denoted by $d(v_i, v_j)$, denoted.

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The vertex $x_m \in V$ such that for each $i=1, 2, \dots, n$ satisfies the inequality:

$$\sum_{j=1}^n l^*(x_m, x_j) \leq \sum_{j=1}^n l^*(x_i, x_j),$$

is called the m-center of the graph.

In other words, the m-center is the vertex where it is reached

We assume that for each vertex $x_i \in V$ we have given a positive number w_j that we call its weight. In different problems, w_j it has different meanings, for example, in the placement of a service center in an area, w_j it can also indicate the number of residents of the i -th settlement.

- c-center with weighted graph G is any vertex $x_c \in V$ such that:

$$\max_{1 \leq j \in \bar{n}} \{w_j l^*(x_c, x_j)\} \leq \max_{1 \leq j \in \bar{n}} \{w_j l^*(x_i, x_j)\}$$

for each $i=1, 2, \dots, n$

- m-center with weighted graph G is any vertex $x_m \in V$ such that:

$$\sum_{j=1}^n w_j l^*(x_m, x_j) \leq \sum_{j=1}^n w_j l^*(x_i, x_j)$$

for each $i=1, 2, \dots, n$

In the above definitions, the center exists only when the left sides of the inequalities are finite numbers. On the contrary, it is said that the graph has no center, namely c-center or m-center. Clearly, G will be centered if and only if there is at least one vertex from which every other vertex can be traversed by paths in G .

In the above definitions, vertices are considered the same "rights". In practice this consideration is not always appropriate. For example, in the establishment of a health or social-cultural facility that serves several residential centers, the number of residents of each residential center should also be taken into account, which means: that the service facility should be as close as possible to centers with more inhabitants. [2],[3]

2.4.2 An approach for finding centres

All four types of centers defined above are very easily found through the matrix A^* which we find with the help of Floyd's Algorithm.

- For simple centers, we add to the matrix A^* a column where we put the largest element of each row and a column where we put the sum of each row. The vertex, which belongs to the smallest element of the first added column represents the c-center, while the vertex belonging to the smallest element in the second added column represents the m-center of the graph.
- To get the weighted c-center and m-weighted center, first the columns of the matrix A^* are multiplied by the weights w_j of the vertices, respectively, and then it is done in the same way as in point i).

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