Lesson 37. The Shortest Path Interdiction Problem

1 Warm up

Example 1. Write a linear program that finds the shortest path from vertex 1 to vertex 5 in the network below.



Example 2. Write the dual of the LP you wrote in Example 1.

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2 Optimality conditions for the shortest path problem

- Input parameters:
 - Network (V, A)
 - Arc lengths c_{ij} for $(i, j) \in A$
 - Source vertex *s*, sink vertex t
- LP for shortest path problem:

minimize
subject to
$$\sum_{\substack{(i,j)\in A}} c_{ij}x_{ij}$$

$$\sum_{\substack{(k,i)\in A}} x_{ki} - \sum_{\substack{(s,j)\in A}} x_{ij} = 0 \quad \text{for } i \in V \setminus \{s,t\}$$

$$\sum_{\substack{(i,t)\in A}} x_{it} = 1$$

$$x_{ij} \ge 0 \quad \text{for } (i,j) \in A$$

• The dual of this LP is:

• These dual constraints are used to design very fast algorithms for the shortest path problem

3 Shortest path interdiction

- Suppose that you are defending the network given in Example 1
- Your enemy wants to move from vertex 1 to vertex 5 in the shortest way possible
- You can obstruct the enemy by increasing the arc lengths
- You have a budget: the total increase in arc lengths must be at most 10
- You want to determine how to increase the arc lengths so that the length of the shortest path in the resulting network is maximized
- We can write an optimization model using the LP from Example 1 as a starting point
- Additional decision variables:
- Optimization model:

- How can we deal with the hierarchical structure (i.e. max min) of this model?
- Take the dual of the "inner" optimization model:

• LP duality can help us model complex problems as linear programs

3.1 A general description of the shortest path interdiction problem

- Input parameters:
 - Network (V, A)
 - Arc lengths c_{ij} for $(i, j) \in A$
 - Source vertex *s*, sink vertex *t*
 - Per-unit interdiction cost d_{ij} for $(i, j) \in A$
 - \circ Interdiction budget *B*
- Hierarchical optimization model:

• Equivalent linear program using LP duality: