



The 8th International Scientific Conference
**“DEFENSE RESOURCES MANAGEMENT
IN THE 21st CENTURY”**
Brasov, November 14th 2013



**ACHIEVING OPTIMAL ROUTE TRANSIT
BETWEEN TWO POINTS**

Danut MOSTEANU associated professor

Land Forces Academy”Nicolae Balcescu”/Technical Sciences Department/Faculty of
Military Management/ Sibiu/ Romania

Abstract:

In this scientific and theoretical paper I imagine a possible scenario of finding the optimal path transit between two distinct points. To successfully solve this problem we used graph theory and algorithm of Ford

Key words: optimal route, graph theory. Algorithm of Ford, Bellman-Kabala algorithm, tactical plan, algorithm.

1.Introduction

The essence of planning in each domains is to anticipate unanticipated events. Anticipating optimal route means synchronizing support actions so that combat power is sustained or reconstituted in concert with the tactical plan. Calculating the optimal path using specialized software is easy to apply. To solve this problem we used graph theory and algorithm of Ford. Optimal path problem is not simplistic reduced, just to find a minimum or maximum number of arcs but must take into account the difficulty of the road, financial resources and human resources.

2.Tactical context of the specific problem.

Security Council of U.N.O. adopted a resolution allowing World Security Force in Arcadia, to be held in Ba town at 9.00 o'clock 22/04/2013.

First of all, the mission of the World Security Force Arcadia will be achieved through a detachment of 400 troops land forces, the Provincial Reconstruction Team. Subsequently, the medium term, it is taken to consideration the creation of the "oasis of security". Thus it is necessary to add staff with effective force between 3,500 and 10,000 troops, and to ensure control in the 38 regions of the country, the government authorities, supported by the freemen, behave like local dictators.

Strenovia will be represented in the mission by company 3 Au of the Bg. 1 Stren, at this time the company is acting on Ba town. The Command of The Security World Force mission studies optimal travel for Campaign 3 Au to the town of Bain the area Do, in Avery short time to help establish the region, the forces witch execute the stability and over watch mission overcoming the unpredictable situations and the heat between the locals and the troops.

Commander of the 3 Au Company must determine the optimal route of travel from Ba to Do. To determine the shortest path between the two locations we will use Ford's

ACHIEVING OPTIMAL ROUTE TRANSIT BETWEEN TWO POINTS

algorithm. To determine the map distances between these locations we used the program called "autoroute". The Commander can use the following map of Arcadia, figure 1:

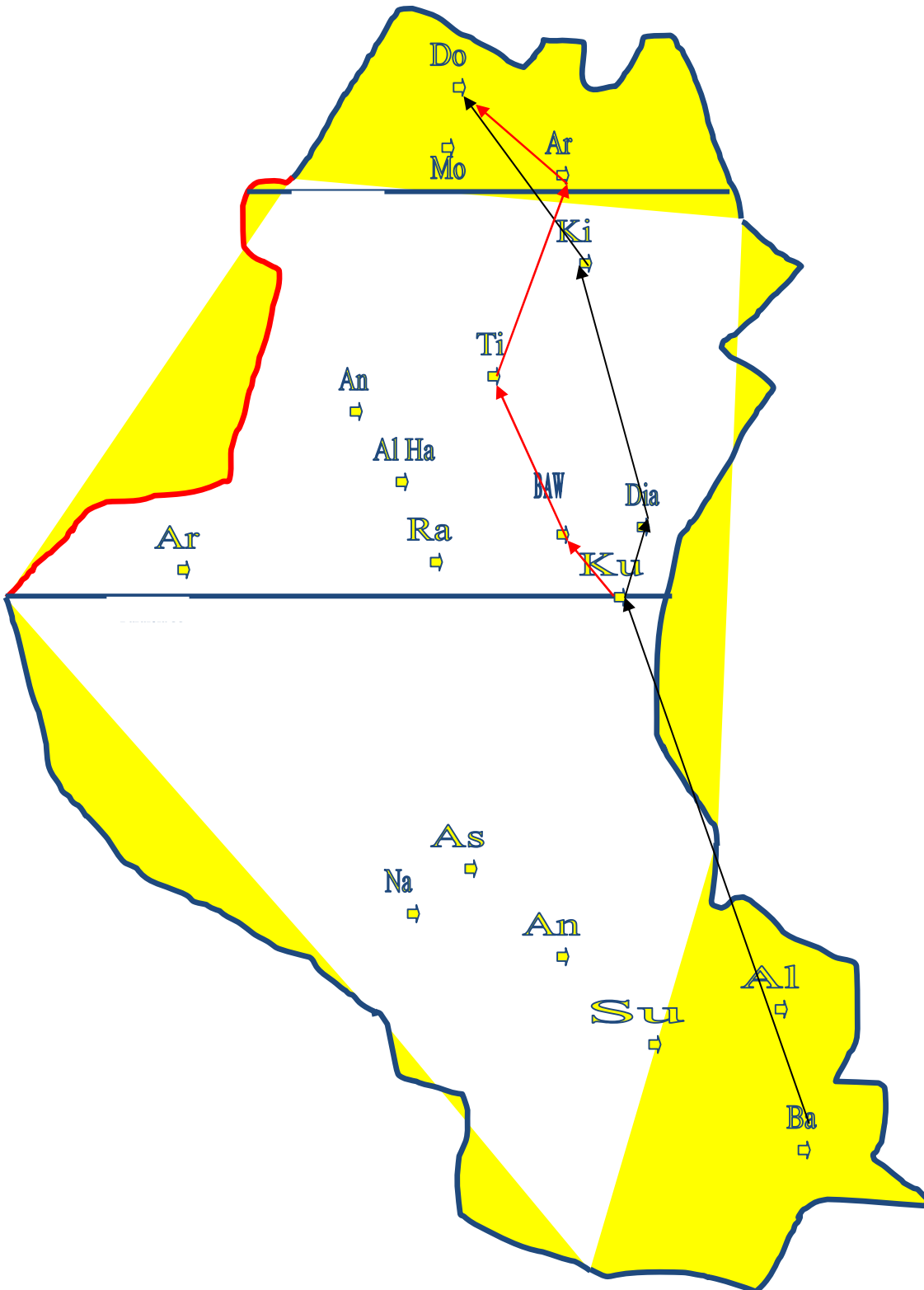


Fig. 1. Arcadia map

ACHIEVING OPTIMAL ROUTE TRANSIT BETWEEN TWO POINTS

3. Formulation of the mathematical model.

In order to achieve optimal travel route we will attach the paper that we have available in Fig. 1 the following graph of region Arcadia:

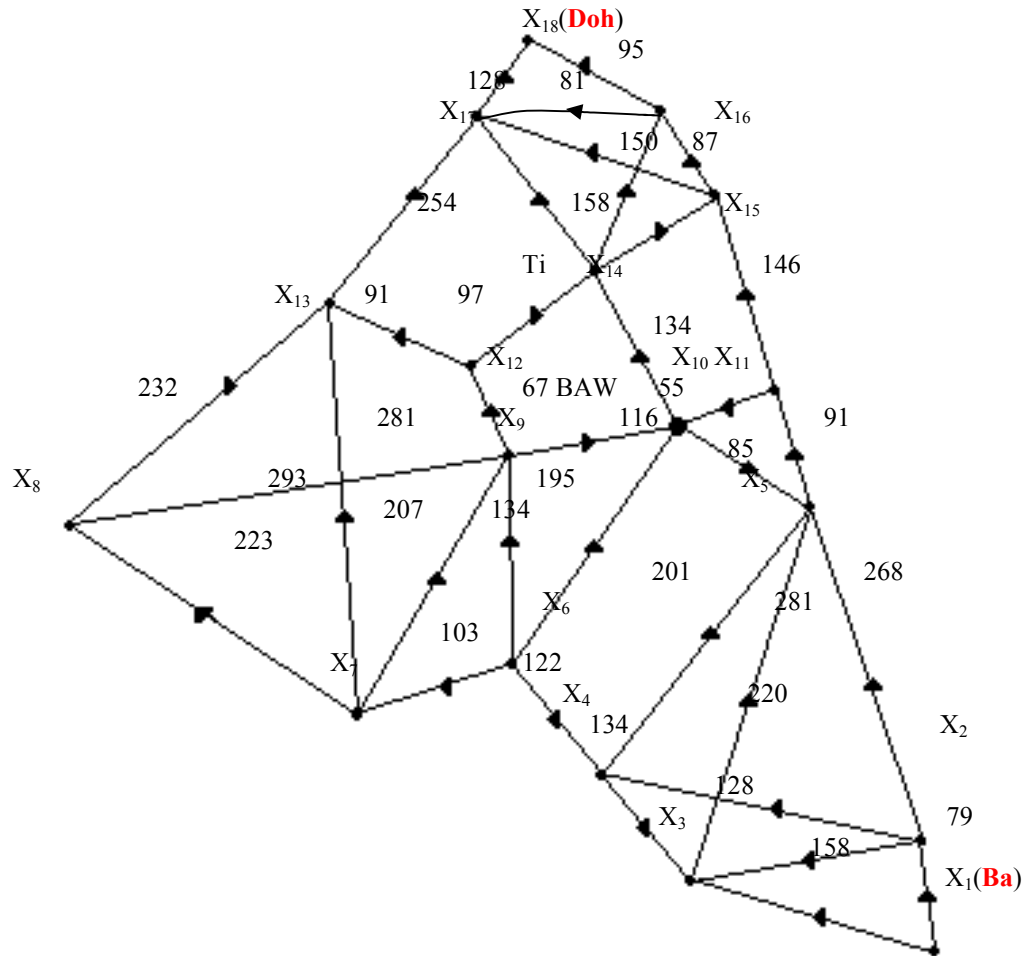


Fig. 2. Region graph paper

We will introduce the data and we will use the program developed for Ford's algorithm:

**ACHIEVING OPTIMAL ROUTE TRANSIT
BETWEEN TWO POINTS**

3 Optimum solution

(x_i, x_j)	$l(x_i, x_j)$	$\lambda_j^{(0)} - \lambda_i^{(0)}$	$\lambda_j^{(1)} - \lambda_i^{(1)}$	$\lambda_j^{(2)} - \lambda_i^{(2)}$	$\lambda_j^{(3)} - \lambda_i^{(3)}$	$\lambda_j^{(4)} - \lambda_i^{(4)}$	$\lambda_j^{(5)} - \lambda_i^{(5)}$	$\lambda_j^{(6)} - \lambda_i^{(6)}$
(x_{17}, x_{18})	59	0	0	0	0	0	∞^*	32
(x_{16}, x_{18})	95	0	0	0	0	0	∞^*	95
(x_{16}, x_{17})	81	0	0	0	0	0	63	63
(x_{15}, x_{17})	150	0	0	0	0	∞^*	150	150
(x_{14}, x_{17})	199	0	0	0	0	∞^*	168	168
(x_{13}, x_{17})	254	0	0	0	0	0	-76	28
(x_{15}, x_{16})	87	0	0	0	0	∞^*	87	87
(x_{14}, x_{16})	158	0	0	0	0	∞^*	105	105
(x_{14}, x_{15})	110	0	0	0	0	18	18	18
(x_{11}, x_{15})	146	0	0	0	∞^*	146	146	146
(x_{12}, x_{14})	97	0	0	0	0	$-\infty$	-49	-49
(x_{10}, x_{14})	134	0	0	0	∞^*	134	134	134
(x_{12}, x_{13})	91	0	0	0	0	0	195*	91
(x_8, x_{13})	232	0	0	0	0	0	60	-44
(x_7, x_{13})	293	0	0	0	0	∞^*	293	189
(x_9, x_{12})	67	0	0	0	0	∞^*	67	67
(x_{10}, x_{11})	55	0	0	0	6	6	6	6
(x_5, x_{11})	91	0	0	∞^*	91	91	91	91
(x_9, x_{10})	116	0	0	0	$-\infty$	-116	-116	-116
(x_6, x_{10})	195	0	0	0	18	18	18	18
(x_5, x_{10})	85	0	0	∞^*	85	85	85	85
(x_8, x_9)	281	0	0	0	0	$-\infty$	-202	-202
(x_7, x_9)	207	0	0	0	0	31	31	31
(x_6, x_9)	134	0	0	0	∞^*	134	134	134
(x_7, x_8)	233	0	0	0	0	∞^*	233	233
(x_6, x_7)	103	0	0	0	∞^*	103	103	103
(x_4, x_6)	122	0	0	∞^*	122	122	122	122
(x_4, x_5)	201	0	0	55	55	55	55	55
(x_3, x_5)	281	0	∞^*	189	189	189	189	189
(x_2, x_5)	268	0	∞^*	268	268	268	268	268
(x_3, x_4)	134	0	∞^*	134	134	134	134	134
(x_2, x_4)	220	0	∞^*	213	213	213	213	213
(x_2, x_3)	128	0	79	79	79	79	79	79
(x_1, x_3)	158	∞^*	158	158	158	158	158	158
(x_1, x_2)	79	∞^*	79	79	79	79	79	79

Table 1

**ACHIEVING OPTIMAL ROUTE TRANSIT
BETWEEN TWO POINTS**

No Iter.	λ_1	λ_2	λ_3	λ_4	λ_5	λ_6	λ_7	λ_8	λ_9
1	0	∞	∞	∞	∞	∞	∞	∞	∞
2	0	79	158	∞	∞	∞	∞	∞	∞
3	0	79	158	292	347	∞	∞	∞	∞
4	0	79	158	292	347	414	∞	∞	∞
5	0	79	158	292	347	414	517	∞	548
6	0	79	158	292	347	414	517	750	548
7	0	79	158	292	347	414	517	750	548

No Iter.	λ_{10}	λ_{11}	λ_{12}	λ_{13}	λ_{14}	λ_{15}	λ_{16}	λ_{17}	λ_{18}
1	∞	∞	∞	∞	∞	∞	∞	∞	∞
2	∞	∞	∞	∞	∞	∞	∞	∞	∞
3	∞	∞	∞	∞	∞	∞	∞	∞	∞
4	432	438	∞	∞	∞	∞	∞	∞	∞
5	432	438	∞	∞	566	584	∞	∞	∞
6	432	438	615	810	566	584	671	734	∞
7	432	438	615	706	566	584	671	734	766

Table 2

ACHIEVING OPTIMAL ROUTE TRANSIT BETWEEN TWO POINTS

It is clear that the optimus route is:

Ba → Al-Am → Kut → Dia → Ki → Ar → Doh, whose length is 766 km.

While driving to the town of Al-I, the commander receives information that in the Dia area a conflict situations has emerged and it would be best to avoided it. Since this village is part of the travel itinerary established, the commander of company 3 Au. must apply a new route to travel to town Do, having as starting point the town Al-Am.

The new itinerary will be lead with the help of Bellman-Kalaba algorithm, given the new input. We will remove all arcs arriving or departing from x11 tip (tip belonging to Dia village) as well as tips x1 and x3 and all arcs arriving or departing from these peaks because corresponding locasions (Ba and Su) do not appropriate to solve the problem. We introduce the data and we use the program developed for Bellman-Kalaba algorithm and we obtain this results in following table no 3.

	X ₂	X ₄	X ₅	X ₆	X ₇	X ₈	X ₉	X ₁₀	X ₁₂	X ₁₃	X ₁₄	X ₁₅	X ₁₆	X ₁₇	X ₁₈
X ₂	0	220	268	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
X ₄	∞	0	201	122	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞
X ₅	∞	∞	0	∞	∞	∞	∞	85	∞	∞	∞	∞	∞	∞	∞
X ₆	∞	∞	∞	0	103	∞	134	195	∞	∞	∞	∞	∞	∞	∞
X ₇	∞	∞	∞	∞	0	233	207	∞	∞	293	∞	∞	∞	∞	∞
X ₈	∞	∞	∞	∞	∞	0	281	∞	∞	232	∞	∞	∞	∞	∞
X ₉	∞	∞	∞	∞	∞	∞	0	116	67	∞	∞	∞	∞	∞	∞
X ₁₀	∞	∞	∞	∞	∞	∞	∞	0	∞	∞	134	∞	∞	∞	∞
X ₁₂	∞	∞	∞	∞	∞	∞	∞	∞	0	91	97	∞	∞	∞	∞
X ₁₃	∞	∞	∞	∞	∞	∞	∞	∞	∞	0	∞	∞	∞	254	∞
X ₁₄	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	0	110	158	199	∞
X ₁₅	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	0	87	150	∞
X ₁₆	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	0	81	95
X ₁₇	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	0	59
X ₁₈	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	0
V _i ⁽⁰⁾	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	∞	95	59	0
V _i ⁽¹⁾	∞	∞	∞	∞	∞	∞	∞	∞	∞	313	253	182	95	59	0

ACHIEVING OPTIMAL ROUTE TRANSIT BETWEEN TWO POINTS

$V_i^{(2)}$	∞	∞	∞	∞	606	545	∞	387	350	313	253	182	95	59	0
$V_i^{(3)}$	∞	∞	472	582	606	545	417	387	350	313	253	182	95	59	0
$V_i^{(4)}$	740	673	472	551	606	545	417	387	350	313	253	182	95	59	0
$V_i^{(5)}$	740	673	472	551	606	545	417	387	350	313	253	182	95	59	0

Table 3

In this case the optimal route is:

Ba Al → Am → Ku → Baw → Ti → Ar → Do , whose length is 740 km.

3. Conclusion

- Graph theory has many applications in military, industrial planning and economic analysis.
- It provides mathematical models for various applications for a complete description of the phenomenon analysed in activities such as: organizing transport networks (road, rail and water) where nodes are localities or stations, network information (the way the information flow within the system)
 - The flow of business operating in the industrial, economic or military field
 - In our case, in a short period of time, we were able to produce an optimal solution.

References:

- [1] Vasile Căruțașu, Ghiță Bârsan, *Aplicatii ale modelarii si simularii actiunilor militare*, , Editura Academiei Fortelor Terestre, Sibiu, 2006, 110 pagini, ISBN 973-7809-65-3, 978-973-7809-65-0
- [2] Vasile Căruțașu, *Considerații asupra algoritmului lui Chen*, Buletinul Științific al Academiei Fortelor Terestre, Sibiu, No. 1(15), 2003, pp. 177-188, ISSN 1224-5178
- [3] Vasile Căruțașu, *Optimizing data transmission flow in networking*, The 6th International Conference on Crisis Management, 16-17 Iunie 2010, University of Defence, Brno, Czech Republic