

U. J. Nieminen

A graphical way to solve the Boolean matrix equations $AX = B$ and $XA = B$

Kybernetika, Vol. 10 (1974), No. 1, (61)--65

Persistent URL: <http://dml.cz/dmlcz/125747>

Terms of use:

© Institute of Information Theory and Automation AS CR, 1974

Institute of Mathematics of the Academy of Sciences of the Czech Republic provides access to digitized documents strictly for personal use. Each copy of any part of this document must contain these *Terms of use*.



This paper has been digitized, optimized for electronic delivery and stamped with digital signature within the project *DML-CZ: The Czech Digital Mathematics Library*
<http://project.dml.cz>

A Graphical Way to Solve the Boolean Matrix Equations $AX=B$ and $XA=B$

U. J. NIEMINEN

A graphical way to find all the solutions of the Boolean matrix equations $AX=B$ and $XA=B$ is proposed and an example is given.

1. INTRODUCTION AND BASIC CONCEPTS

As shown by Ledley in [2, pp. 448–484] and in [3, 479–494], the determination of the solutions for the Boolean matrix equations $AX=B$ and $XA=B$ has important applications to switching theory and logical problems. A way to find all the solutions is given in the books cited above. Recently, Rudeanu [4] has derived a complete solution to the equations $AX=B$ and $XA=B$ in parametric form. In this paper we apply a well known graphtheoretic representation of a Boolean matrix to find a graphical way to determine the complete solution to the equations $AX=B$ and $XA=B$. We assume that the reader is familiar with the basic concepts in graph theory.

By a Boolean matrix $Q = [q_{ij}]$ we shall mean in this paper a $(0, 1)$ -matrix. The join of two Boolean $n \times m$ matrices A and B is the matrix $[a_{ij} \cup b_{ij}]$, and the product of the matrices C and D of orders $n \times p$ and $p \times m$, respectively, is an $n \times m$ matrix $CD = [\bigcup_i c_{is} d_{sj}]$. Further, A^T is the transpose of A and A' the complement of A , i.e. $A^T = [a_{ji}]$ and $A' = [a'_{ij}]$. $A \geq B$ if and only if $a_{ij} \geq b_{ij}$ for any index pair ij .

It is well known that with every $m \times n$ Boolean matrix Q one can naturally associate a bipartite graph $G_b(Q)$ as follows (see e.g. Hedetniemi [1]): The set of vertices $V(G_b(Q))$ of $G_b(Q)$ consists of two disjoint subsets $\{u_i \mid i = 1, \dots, m\}$ and $\{v_j \mid j = 1, \dots, n\}$ which correspond to the rows and columns of Q , respectively. An edge (u_i, v_j) joining u_i and v_j , belongs to the edge set $E(G_b(Q))$ only if $q_{ij} = 1$

62 in Q . Conversely, every bipartite graph G_b can be translated into a Boolean matrix according to the rules above.

In the following we shall concentrate on the equation $AX = B$. As known, the solution of $XA = B$ is analogous to that of $AX = B$.

2. THE BOOLEAN MATRIX EQUATION $AX = B$

Consider the product of two Boolean matrices A and B , and let the vertex sets of the bipartite graphs $G_b(A)$ and $G_b(B)$ be $V(G_b(A)) = \{u_{Ai} \mid i = 1, \dots, m\} \cup \{v_{As} \mid s = 1, \dots, k\}$ and $V(G_b(B)) = \{u_{Bs} \mid s = 1, \dots, k\} \cup \{v_{Bj} \mid j = 1, \dots, n\}$. Let us draw the bipartite graphs $G_b(A)$ and $G_b(B)$ such that the vertices in the sets $\{u_{Ai}\}$ and $\{u_{Bs}\}$ are common, and denote the graph thus obtained by $G_b(A) G_b(B)$. Then, according to the formula $AB = [\bigcup_s a_{is} b_{sj}]$, in the bipartite graph $G_b(AB)$ a vertex u_{ABi} is connected by an edge to a vertex v_{ABj} if and only if there is a path of length two from u_{Ai} to v_{Bj} in the graph $G_b(A) G_b(B)$. As an illustration, see the graphs of Fig. 1. This graphical form of the product of two Boolean matrices can be applied to the determination of a complete solution to $AX = B$.

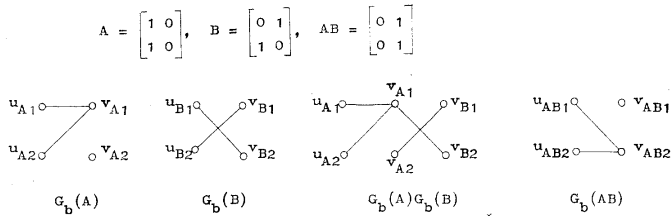


Fig. 1.

As shown in the literature, the equation $AX = B$ has a solution if and only if the matrix $(A^T B')'$ is a solution to $AX = B$, i.e. $A(A^T B')' = B$. Moreover, the solutions of $AX = B$ form a join semilattice, denoted by $L_{\cup}(X)$, where $(A^T B')'$ is the greatest element. Hence, if $AQ = B$, $Q \cup (A^T B')' = (A^T B')'$. Thus, in order to obtain the complete set of solutions, one needs to determine the greatest element and the minimum elements of the semilattice $L_{\cup}(X)$, if such exist. First we consider a direct way to determine the graph $G_b((A^T B')')$, and the matrix $(A^T B')'$ as well, and then we show an obvious way to find all the solutions of $AX = B$.

Assume that the equation $AX = B$ has a solution. Now clearly a bipartite graph $G_b(X_0)$ corresponds to the greatest solution of $AX = B$, if in the graph $G_b(A) G_b(X_0)$ every vertex u_{Ai} , corresponding to u_{Bi} in $G_b(B)$, is connected by a path of length

two to every vertex $v_{x'_0j}$, corresponding to v_{Bj} in $G_b(B)$, for which $(u_{Bi}, v_{Bj}) \notin E(G_b(B))$, i.e. $(u_{Bi}, v_{Bj}) \in E(G_b(B'))$. Thus the following simple rule can be obtained to find the graph $G_b(X'_0)$:

Rule 1. Connect in $G_b(X'_0)$ the vertices $\Gamma u_{Ai} = \{v_{Ai_1}, \dots, v_{Ai_r}\} = \{u_{x'_0'i_1}, \dots, u_{x'_0'i_r}\}$, $u_{Ai} \in V(G_b(A))$, to all the vertices $v_{x'_0'j}$ for which $(u_{Bi}, v_{Bj}) \in E(G_b(B'))$.

It should be noted that the matrix X_0 determined by the rule above does not give any indication of the non-consistency of the equation $AX = B$.

As an illuminating example, consider the following consistent Boolean matrix equation

$$(1) \quad \begin{bmatrix} 1 & 0 & 1 \\ 0 & 1 & 1 \end{bmatrix} X = \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix}.$$

The graphs $G_b(A)$ and $G_b(B)$ are given in Fig. 2, and the graph $G_b(X'_0)$ can be seen in the graph $G_b(A) G_b(X'_0)$ determined by Rule 1. Hence,

$$X_0 = \begin{bmatrix} 1 & 0 \\ 1 & 1 \\ 1 & 0 \end{bmatrix}.$$

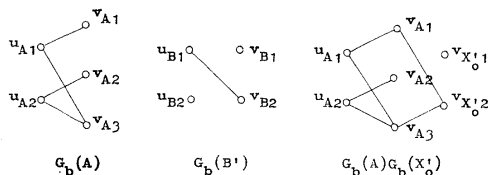


Fig. 2.

Consider now a way to find all the solutions of $AX = B$. We construct a solution matrix base, denoted by Z_1, Z_2, \dots, Z_t , where every Z_w , $w = 1, \dots, t$, is a Boolean matrix of the order of X and corresponds to an edge, say (u_{Bi}, v_{Bj}) , of $G_b(B)$ such that $G_b(Z_w)$ contains any edge which gives in $G_b(A) G_b(Z_w)$ a path of length two from u_{Ai} to $v_{z_w'j}$ ($=v_{Bj}$) and no edges such that there would be a path of length two in $G_b(A) G_b(Z_w)$ determining an edge of $G_b(B')$. Since the matrix product is distributive with respect to the join operation and $AZ_w \leq B$, $A(Z_1 \cup Z_2 \cup \dots \cup Z_t) = B$ according to the definition of the matrices Z_w , if $Z_w > 0$ for any w , $w = 1, \dots, t$. Furthermore, as every $G_b(Z_w)$ contains all the edges giving in $G_b(A) G_b(Z_w)$ the edge of $G_b(B)$ which determines $G_b(Z_w)$, $Z_1 \cup \dots \cup Z_t = (A^T B)' = X_0$, the greatest element of the solution join semilattice $L_c(X)$. According to the definition of Z_w , the matrix equation $AX = B$ is consistent if and only if $Z_w > 0$, i.e. $E(G_b(Z_w)) \neq \emptyset$, for any w , $w = 1, \dots, t$.

A matrix Q is a solution of $AX = B$, if $Q \cap Z_w > 0$ for every w , and Q_0 is a minimum element of $L_{\cup}(X)$ if and only if the equation $Q_{00} \cap Z_w > 0$ does not hold for any matrix $Q_{00} < Q_0$, $w = 1, \dots, t$.

For the determination of a matrix Z_w corresponding to an edge $(u_{B_i}, v_{B_i}) \in E(G_b(B))$ we obtain the following simple rule:

Rule 2. Connect in $G_b(Z_w)$ the vertices of $\Gamma u_{A_i} = \{v_{A_{i1}}, \dots, v_{A_{i_r}}\} = \{u_{Z_{wi1}}, \dots, u_{Z_{wir}}\}$, $u_{A_i} \in V(G_b(A))$, to $v_{Z_{wi}}$ and remove then the edges which belong to $G_b(X'_0)$.

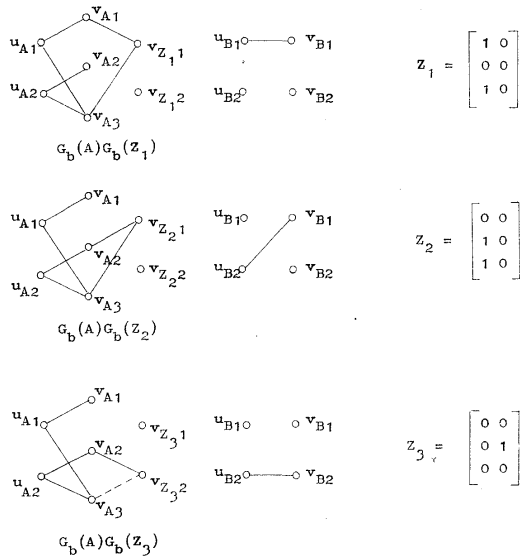


Fig. 3.

Consider as an example the matrix equation in (1). Fig. 3 shows the determinations of the basis matrices Z_1 , Z_2 , and Z_3 corresponding to the edges (u_{B_1}, v_{B_1}) , (u_{B_2}, v_{B_1}) , and (u_{B_2}, v_{B_2}) , respectively. The dotted lines in Fig. 3 mean the edges of $G_b(X'_0)$. Since $Z_1, Z_2, Z_3 > 0$, the equation in (1) is consistent.

As one can readily check, the minimum elements of $L_{\cup}(X)$ are $X_1 = \begin{bmatrix} 0 & 0 \\ 0 & 1 \\ 1 & 0 \end{bmatrix}$ and

$$X_2 = \begin{bmatrix} 1 & 0 \\ 1 & 1 \\ 0 & 0 \end{bmatrix}, Z_1 \cup Z_2 \cup Z_3 = \begin{bmatrix} 1 & 0 \\ 1 & 1 \\ 1 & 0 \end{bmatrix} = X_0 = (A^T B)'. \text{ The other solutions to } AX =$$

$$= B, \text{ which are between } X_1 \text{ and } X_0 \text{ in } L_\cup(X), \text{ are } X_3 = \begin{bmatrix} 1 & 0 \\ 0 & 1 \\ 1 & 0 \end{bmatrix} \text{ and } X_4 = \begin{bmatrix} 0 & 0 \\ 1 & 1 \\ 1 & 0 \end{bmatrix}.$$

There is an other way to construct a solution matrix base. After determining the matrices Z_1, \dots, Z_t defined above, we substitute the matrix $Z_w, w = 1, \dots, t$, by a set $\{Y_{1w}, Y_{2w}, \dots, Y_{s_w w}\}$ of matrices, where $Y_{1w} \cup \dots \cup Y_{s_w w} = Z_w, Y_{kw} > 0$ and Y_{kw} contains a single one for any $k, k = 1, \dots, s_w$. Every solution to $AX = B$ is obtained by forming all possible joins (\cup) of the matrices in the sets $\{Y_{1w}, \dots, Y_{s_w w}\}$ such that $(\cup Y) \cap Z_w > 0$ for any value of w .

In the example considered before,

$$Y_{11} = \begin{bmatrix} 1 & 0 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}, Y_{12} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \\ 1 & 0 \end{bmatrix}, Y_{21} = \begin{bmatrix} 0 & 0 \\ 1 & 0 \\ 0 & 0 \end{bmatrix}, Y_{22} = \begin{bmatrix} 0 & 0 \\ 0 & 0 \\ 1 & 0 \end{bmatrix}, \text{ and } Y_{31} = \begin{bmatrix} 0 & 0 \\ 0 & 1 \\ 0 & 0 \end{bmatrix}.$$

Thus $X_1 = Y_{12} \cup Y_{22} \cup Y_{31} = Y_{12} \cup Y_{31} = Y_{22} \cup Y_{31}, X_2 = Y_{11} \cup Y_{21} \cup Y_{31},$
 $X_3 = Y_{11} \cup Y_{22} \cup Y_{31} = Y_{11} \cup Y_{12} \cup Y_{22} \cup Y_{31}, X_4 = Y_{12} \cup Y_{21} \cup Y_{31} = Y_{12} \cup$
 $\cup Y_{21} \cup Y_{22} \cup Y_{31}, \text{ and } X_0 = Y_{11} \cup Y_{12} \cup Y_{21} \cup Y_{31} = Y_{11} \cup Y_{21} \cup Y_{22} \cup Y_{31} =$
 $= Y_{11} \cup Y_{12} \cup Y_{21} \cup Y_{22} \cup Y_{31}.$

In the case of the equation $XA = B$, Rule 1 and Rule 2 can be expressed as follows:

Rule 1'. Connect in $G_b(X'_0)$ the vertices $\Gamma v_{A_i} = \{u_{A_i}, \dots, u_{A_i r}\} = \{v_{x'_0 i}, \dots, v_{x'_0 i r}\}, v_{A_i} \in V(G_b(A)),$ to all the vertices $u_{x'_0 j}$ for which $(u_{B_j}, u_{B_i}) \in E(G_b(B')).$

Rule 2'. Connect in $G_b(Z_w)$ the vertices of $\Gamma v_{A_j} = \{u_{A_j}, \dots, u_{A_j r}\} = \{v_{z_w j}, \dots, v_{z_w j r}\}, v_{A_j} \in V(G_b(A)),$ to $u_{z_w i}$ and remove then the edges which belong to $G_b(X'_0).$

(Received August 6, 1973.)

REFERENCES

- [1] S. T. Hedetniemi: Graphs of $(0, 1)$ -matrices. In: Recent Trends in Graph Theory (ed. by M. Capobianco, J. B. Frechen, and M. Krolík). Springer-Verlag, Berlin-Heidelberg-New York 1971, 157-171.
- [2] R. S. Ledley: Digital computer and control engineering. McGraw-Hill, New York-Toronto-London 1960.
- [3] R. S. Ledley: Programming and utilizing digital computers. McGraw-Hill, New York-Toronto-London 1962.
- [4] S. Rudeanu: On Boolean matrix equations. Rev. Roum. Math. Pures et Appl. XVII (1972), 7, 1075-1090.

U. J. Nieminen, Research assistant, Finnish Academy, Department of Technical Sciences, Lautasaarentie 1, 00200 Helsinki 20, Finland.