

## MIP is a Flexible Tool

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- A vertical toolbar containing 15 icons for document editing and navigation. From top to bottom, the icons are: a circular arrow (refresh), a magnifying glass (search), a circular arrow (undo), a bar chart (analytics), a bar chart (analytics), a triangle (expand), a bar chart (analytics), a triangle (collapse), a bar chart (analytics), a triangle (collapse), a bar chart (analytics), a triangle (collapse), a stack of three documents (layers), a triangle (collapse), a rectangle (select), and a triangle (collapse).

## Some "Slightly Dated" Applications of Integer Programming

## Papers from Interfaces.

## A Natural Way to Solve MIPs

1. Enumerate all possible integer solution vectors.
2. For each potential solution vectors, check if it is feasible.
3. If feasible, then compute objective function value.
4. Pick the best solution.

## Some Calculations

Suppose we can evaluate  $10^6$  potential solution vectors in a second.

Number of binary variables	Number of vectors $2^n$	Time
10	1024	0.001 seconds
20	1048576	1 second
30	$\sim 10^9$	16 minutes
40	$\sim 10^{12}$	11 days
50	$\sim 10^{15}$	31 years
60	$\sim 10^{18}$	31,709 years
70	$\sim 10^{21}$	31,709,791 years

This has got “nothing” to do with speed of computers. Every time the speed is doubled  $\Rightarrow$  It allows me to solve a problem with **1** extra variable.

However, we routinely solve problems with thousands of integer variables.