

eεs(v) χε ε {0,1}

| | Note: This is valid to | for any graph. |
|----------|--------------------------|---|
| | | for any graph. Useful when considering |
| | And we can rewrite the | the bipartite arouph |
| | max 5 Xe | U Relaxation |
| | s.t Ax < 1. | (1) |
| | re e fo,13 | we have $A \rightarrow TU$ |
| | | we have $A \rightarrow TU$ we still need to show: |
| | A is an incidence matrix | of bipartite graph $\begin{bmatrix} A \end{bmatrix} \rightarrow TU$ |
| | linear relaxation is | tight! (1) & (2) share equal |
| | max Z Xe | ope. val. |
| | s.t Ax \$1. | (2) |
| | 0 = xe = e = E | |
| | | |
| To condu | ide this, rewrite (1) a | s follows: |
| | max 5 Ne eff | |
| | S-t A X E | - 1 7 |
| | LI J' I | 1) |
| | $\chi \geqslant 0$ | |
| | Side note: | |
| | Q:What will happen is | ohj. is non-linear? |
| | A: Things break down. | |
| | | such problems do not |
| | need to lie on AN | EXTREME POINT |
| | | |

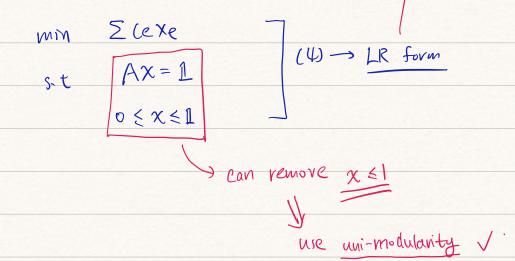
And our condusion now is related to EXTREME POINT

| EXIREME POINT |
|--|
| Ex: Minimize weight Perfect Matching. |
| G=(V,E) ~> Graph. |
| |
| We say that a matching is PERFECT if all vertices are |
| selected. |
| |
| |
| |
| |
| perfect not perfect |
| |
| This prob. can be formulated as follows: |
| min \(\sum_{e \in E} \) \(\text{ce} \) \(\text{weight of vertex e} \) |
| ee E Vo C 1 VG V |
| s.t \(\Sigma \times \) \(\tim |
| xe ∈ {0,13 perfect (matching) |
| |
| If a graph is bi-partite, then $A \longrightarrow TV \Rightarrow \begin{bmatrix} A \\ I \end{bmatrix} \longrightarrow TV$ |
| ⇒ Linear relaxation is tight |
| |
| Carritanilly (2) |
| Specifically, (3) can be written as? |
| min $\geq \text{(e} \times \text{e}$ $\leq \text{(3)}$ $\leq \text{(4)} \times \text{(4)} \times \text{(5)}$ |
| s.e $Ax=1$ what if $x>1?$ |

xe {on}

the relaxation is light

The Linear Relaxation is:



Directed Graph

Given a directed graph G=(V, E)

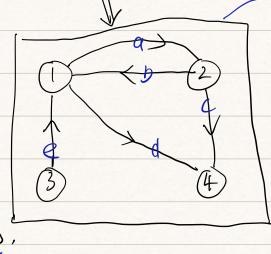
E is the set of arcs

(directed edges), the

node-arc incidence

matrix is the matrix

Whose rows are vertices,



| a b c d e 1 +1 -1 +1 -1 2 -1 +1 +1 3 + -1 -1

and columns are the arcs, and whose entries are.

A vertex i, edge $j = \begin{cases} +1, \text{ start from } i \\ -1, \text{ end at } i \end{cases}$

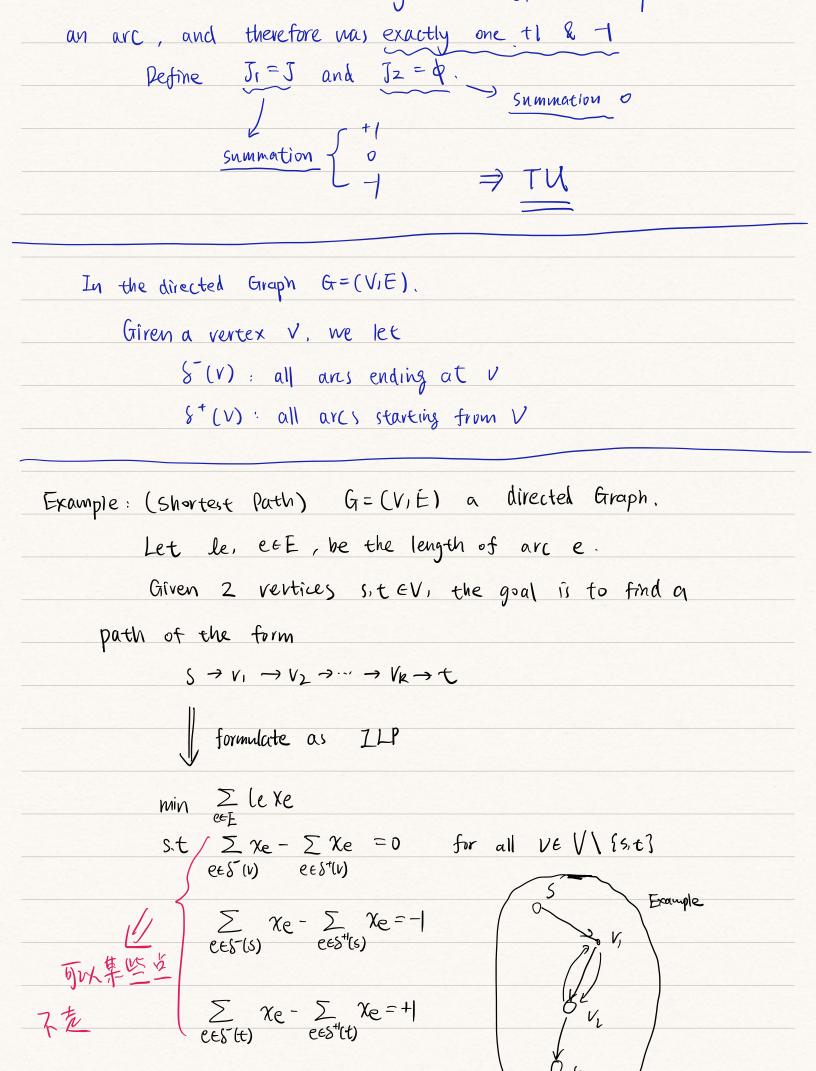
[Props]. Directed Graph incidence matrix is TU

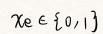
Arbitrary

Pf: (use equitable bicolouring)

Let I be any subsets of rows of A.

Now, note that every aloum of A corresponds to







min
$$\sum_{e} le \times e$$

s.t $A \times = b$
 $\times \in \{0,1\}^{E}$

Travelling Salesman Problem > subtour estimation (TSP)

Let D=(VIE) ~> directed Graph Ce ~> cost of each edge The third constraint.

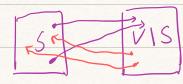
A tour => V1 -> V2 -> ·· -> Vk -> V1

$$Cost = Cv_1, v_2 + \cdots + Cv_{k-1}, v_k + Cv_k, v_1$$

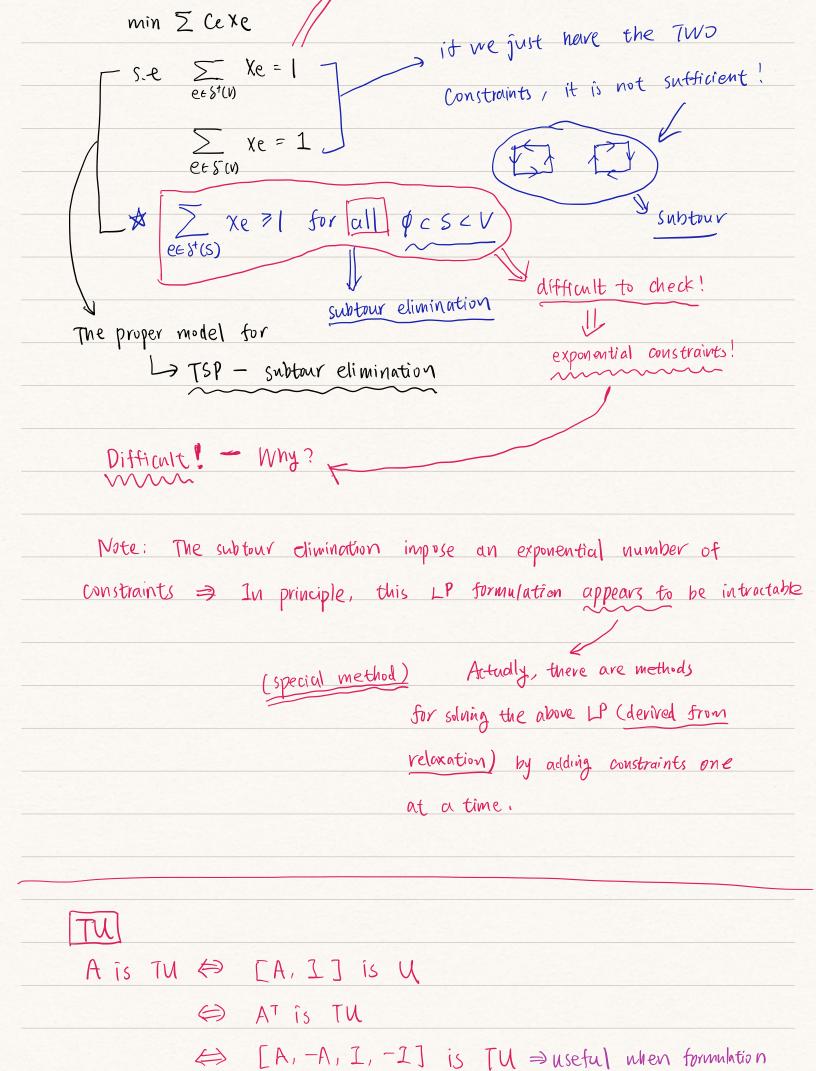
Goal: Find the sequence of vertices to minimize the cost.

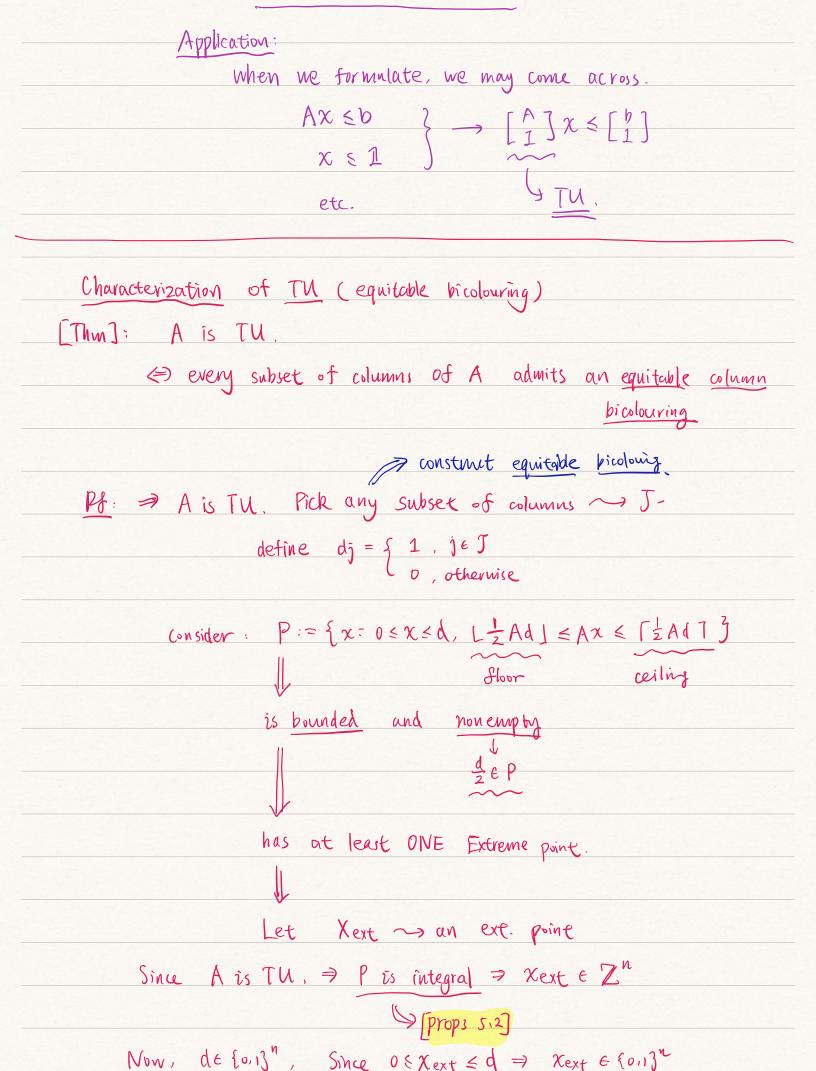
Notation: Let SCV, define:

TSP Formulation



及墨龙经过每下兰





Define y=d-2 Xext ↓ check $y_{\bar{j}} = \begin{cases} \pm 1, & j \in J \\ 0, & \text{otherwise} \end{cases}$ > use $y = d - 2 \times ext$. This implies that: Ay e {0,+1,-13m > use this to construct the equitable bicolouning partition J_= {j \in J : y_j = +1}

J_= {j \in J : y_j = -1}. equitable bicolouring Exams: 1 Unimodularity -> IP -> LR {x= Ax=b, x>0} A is $U \Rightarrow \{Ax = b, x \neq 0, x \in Z\} \xrightarrow{LR} \{Ax = b, x \neq 0\}$ 2 TU => {AXEB, XZO, XEZ} -> {AXEB, XZO} 3 Connection between TU \(\iftrace \) equitable colum bicolouring

| when this thun coen he used! |
|------------------------------|
| |
| 中 Ax ≤b, x70, x€以 → 不常易直接得到 |
| |
| 要从 A~> TU)if XE for13n |
| |
| [A,I] ··· 等形式也是TU |
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