

Integer Programming

$\{x_1, x_2, \dots, x_n\}$ x_i is integer

- m Linear inequality Constraints

e.g. $\sum a_{ji} x_i \leq b_j$

$$\begin{matrix} \uparrow \\ m \\ \downarrow \end{matrix} \begin{matrix} a_{11} x_1 + a_{12} x_2 + \dots + a_{1n} x_n \leq b_1 \\ \vdots \\ a_{m1} x_1 + a_{m2} x_2 + \dots + a_{mn} x_n \leq b_m \end{matrix}$$

$$A_{(m \times n)} x \leq b$$

- Opt function (min/max)

↳ linear

$$f(x)$$

Linear Prog.

$\{x_1, x_2, \dots, x_n\}$ x_i is a real number

- m linear inequality Constraints

$$Ax \leq b$$

- Opt function (min/max)

↳ linear

$$f(x)$$

Q₁: Is IP ∈ NP-Complete? Yes

$$V-C \leq_p IP$$

Q₂: Is LP ∈ NP-Complete?

e.g. $\{x_1, x_2\}$

$$\max x_1 + x_2$$

s.t.

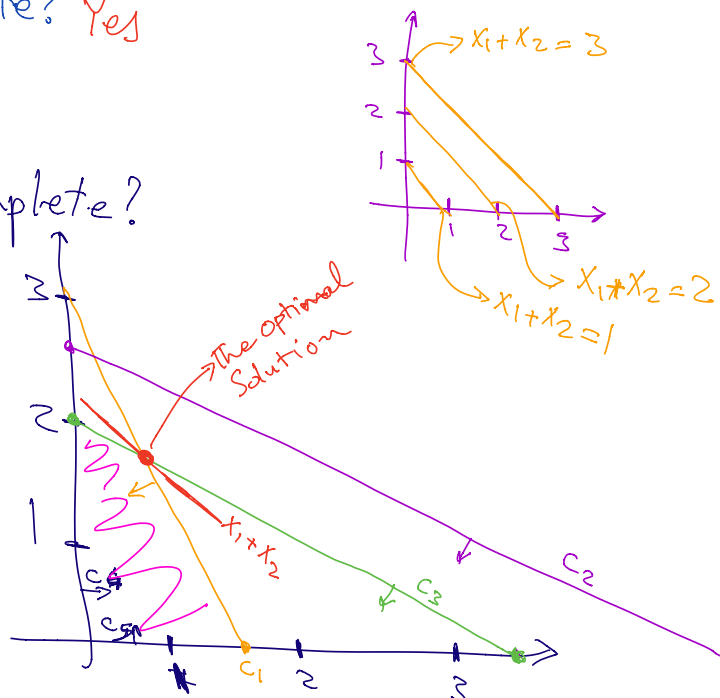
$$C_3: x_1 \geq 0$$

$$C_4: x_2 \geq 0$$

$$C_1: 2x_1 + x_2 \leq 3$$

$$C_2: x_1 + 2x_2 \leq 5$$

$$C_3: 3x_1 + 5x_2 \leq 10$$



Observation: - Solution Space is Convex

-(max) opt function is a line we move towards origin & The first point it hits in the Sol. Space. is the optimal solution

- The optimal solution is a Corner point in Sol. Space

if $n = 2$

there are $O(m^2)$ intersections

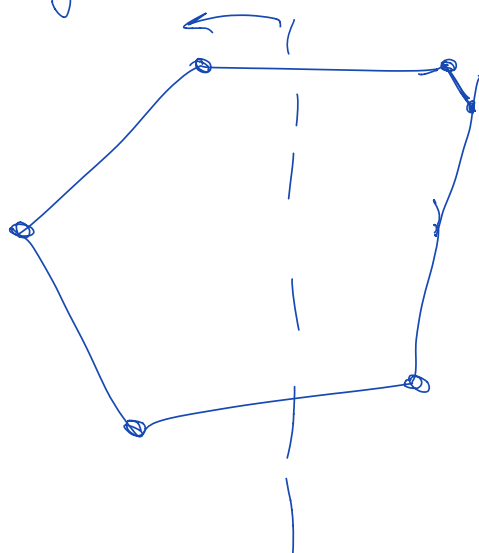
* For each intersection check if it is in the Sol. Space
 $O(m)$

* get the best

$O(m^3)$

In general? $O(m^n) \leftarrow$ exponential to n

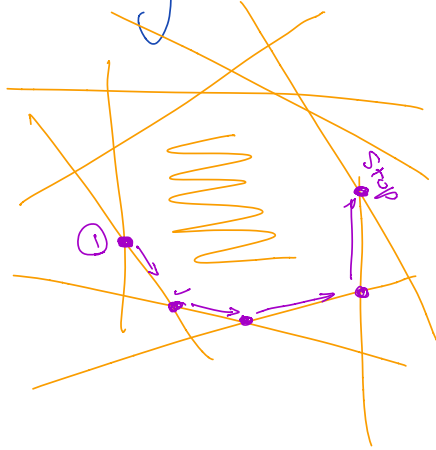
Ellipsoidal Alg.



$O(n^c \log m)$
 $O(\log(m^{O(n^2)}))$
 $\in P$

Simplex Alg. (Exp. in worst case, Polynomial in Average)

↳ Hill Climbing



$$\text{Max } x_1 + x_2$$

* find a Corner point

* Find a neighboring corner
↳ Drop one of the Equations (lines) and replace it with another one

* move to the new corner if it improves the objective value

* Stopping Condition:
if none of the neighbors improve the function value