

## 5.3 Total unimodularity

One way to prove that  $P = \{x \in \mathbb{R}_{\geq 0}^n : Ax \leq b\}$  is integral, is by proving properties about constraint matrix  $A$ .

One strong and influential property: total unimodularity.

### 5.3.1 Definition and basic properties

#### Definition 5.3

A matrix is *totally unimodular* (TU) if the determinant of any square submatrix of it is either 0, 1, or  $-1$ .

example :

$$\begin{pmatrix} 1 & 0 & 1 & -1 & 0 & 0 \\ 0 & 0 & 0 & 1 & -1 & -1 \\ 1 & 1 & 1 & -1 & 1 & 0 \\ 1 & 0 & 1 & 0 & 0 & 0 \end{pmatrix}$$

#### Remark 5.4

$A \in \mathbb{R}^{m \times n}$  is TU  $\Rightarrow A \in \{-1, 0, 1\}^{m \times n}$ .

**Remark 5.5**

$A$  is TU  $\Leftrightarrow A^\top$  is TU.

**Remark 5.6**

If  $A \in \mathbb{R}^{m \times n}$  is TU, then so is  $[A \ -A]$ , i.e., the  $\mathbb{R}^{m \times 2n}$  matrix obtained by appending the columns of  $-A$  to the columns of  $A$ .

**Remark 5.7**

If  $A \in \mathbb{R}^{m \times n}$  is TU, then so is  $[A \ I]$ , i.e., the  $\mathbb{R}^{m \times 2n}$  matrix obtained by appending the columns of an  $m \times m$  identity matrix  $I$  to the columns of  $A$ .

### 5.3.2 Integrality of polyhedra with TU constraint matrices

#### **Theorem 5.8**

Let  $A \in \mathbb{Z}^{m \times n}$ . Then,

$$A \text{ is TU} \quad \Leftrightarrow \quad P = \{x \in \mathbb{R}^n : Ax \leq b, x \geq 0\} \text{ is integral } \forall b \in \mathbb{Z}^m.$$

Proof





### 5.3.3 Characterization of Ghouila-Houri

#### **Theorem 5.9: Characterization of Ghouila-Houri**

A matrix  $A \in \mathbb{R}^{m \times n}$  is TU if and only if for every subset of the rows  $R \subseteq [m]$ , there is a partition  $R = R_1 \dot{\cup} R_2$  such that

$$\sum_{i \in R_1} A_{ij} - \sum_{i \in R_2} A_{ij} \in \{-1, 0, 1\} \quad \forall j \in [n] . \quad (5.6)$$

Proof











**Remark 5.10**

Because  $A$  is TU if and only if  $A^\top$  is TU, one can exchange the roles of rows and columns in Theorem 5.9.

Example 5.11

Consecutive-ones matrices are TU.

$$\begin{pmatrix} 0 & 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 0 & 1 & 0 \\ 1 & 1 & 0 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 & 1 \\ 0 & 1 & 0 & 1 & 0 & 0 \end{pmatrix} \quad \begin{pmatrix} 0 & 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 0 & 0 & 0 \\ 1 & 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 1 \\ 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 1 & 0 \end{pmatrix}$$