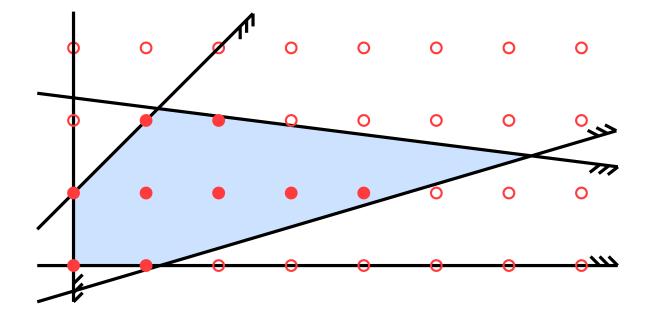
# Linear Programming

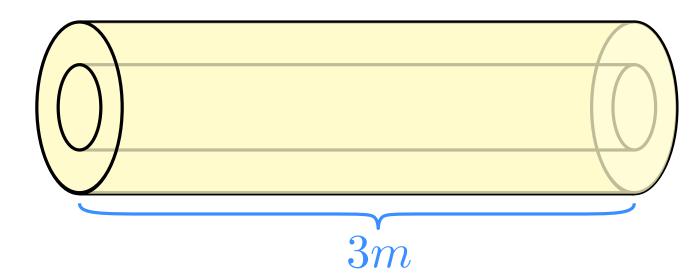
Integer Linear Programming



# Recall Example: Cutting Paper Rolls

What's the fewest number of rolls need to satisfy an order of:

- 97 rolls width 135cm
- 610 rolls width 108cm
- 395 rolls width 93cm
- 211 rolls width 42cm



Possible ways to cut roll with <42cm wasted:

P7: 
$$108 + 93 + 2 \cdot 42$$

P2: 
$$135 + 108 + 42$$

P8: 
$$108 + 4 \cdot 42$$

P3: 
$$135 + 93 + 42$$

P4: 
$$135 + 3 \cdot 42$$

P10: 
$$2 \cdot 93 + 2 \cdot 42$$

P5: 
$$2 \cdot 108 + 2 \cdot 42$$

P11: 
$$93 + 4 \cdot 42$$

P6: 
$$108 + 2 \cdot 93$$

P12: 
$$7 \cdot 42$$

For each possibility  $P_j$ , add a variable  $x_j \geq 0$  representing # rolls cut that way.

minimize 
$$\sum_{j=1}^{12} x_j$$
 (total # of rolls cut) subject to  $2x_1+x_2+x_3+x_4\geq 97$  
$$x_2+2x_5+x_6+x_7+x_8\geq 610$$
 
$$x_3+2x_6+x_7+3x_9+2x_{10}+x_{11}\geq 395$$
 
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Optimal solution:  $x_1 = 48.5$ ,  $x_5 = 206.25$ ,  $x_6 = 197.5$ , all others zero.

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We can round up to 49,207,198, i.e. a total of 454.

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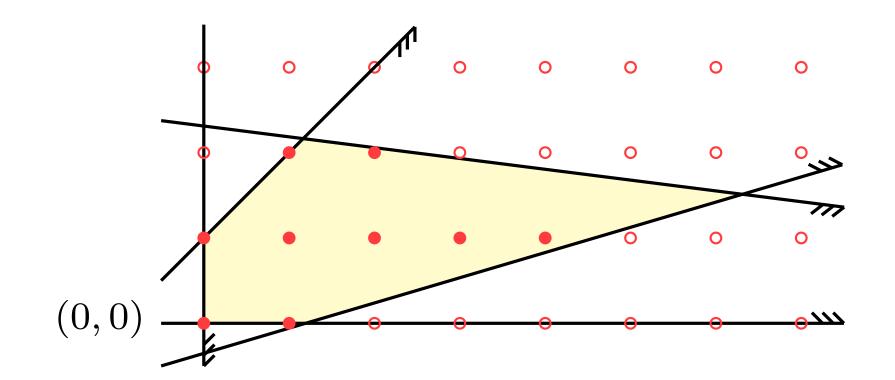
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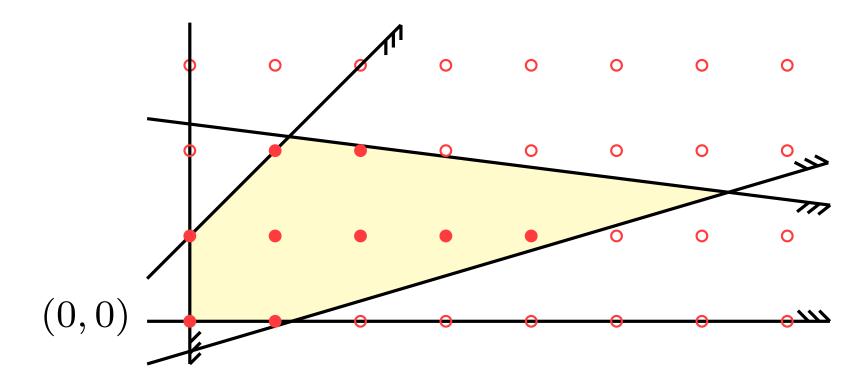
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Here, 48, 206, 197, 1 (for  $x_9$ ) is an optimal integral solution.

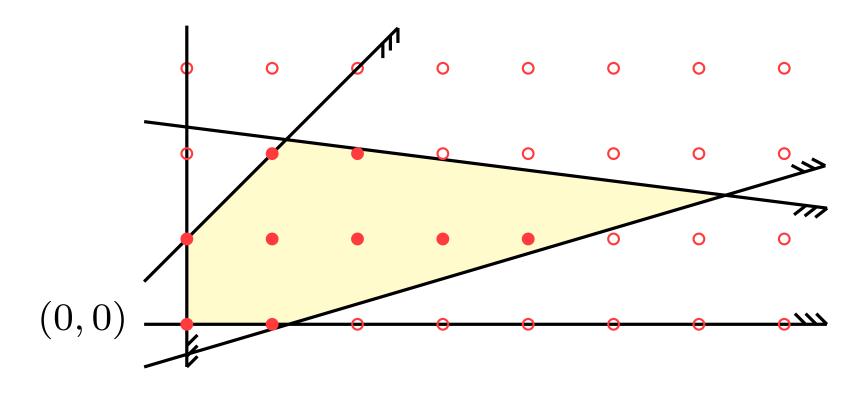


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Integer Linear Programming (ILP) is NP-hard.



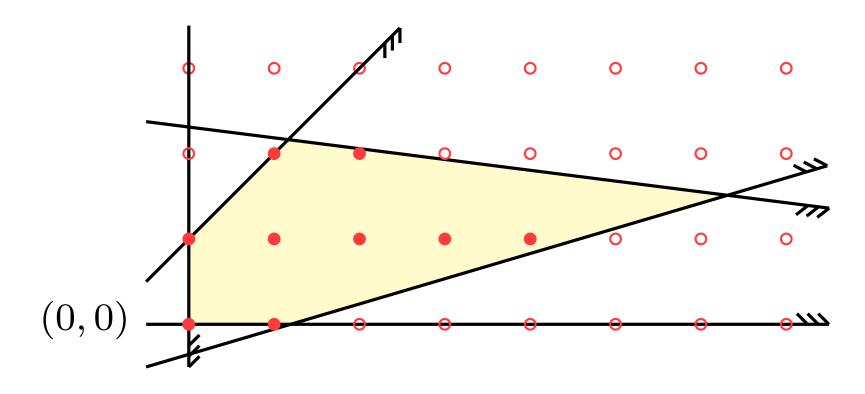
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#### Variants:

0/1-Linear Programming:  $x \in \{0,1\}^n$ ,

Mixed Integer Linear Programming: some variables in  $\mathbb{Z}$ , some in  $\mathbb{R}$ .



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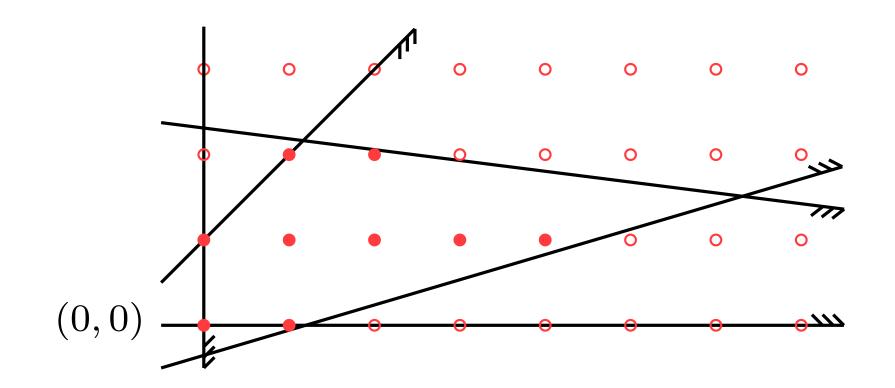
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ILP and variants most wide-spread use of LPs.

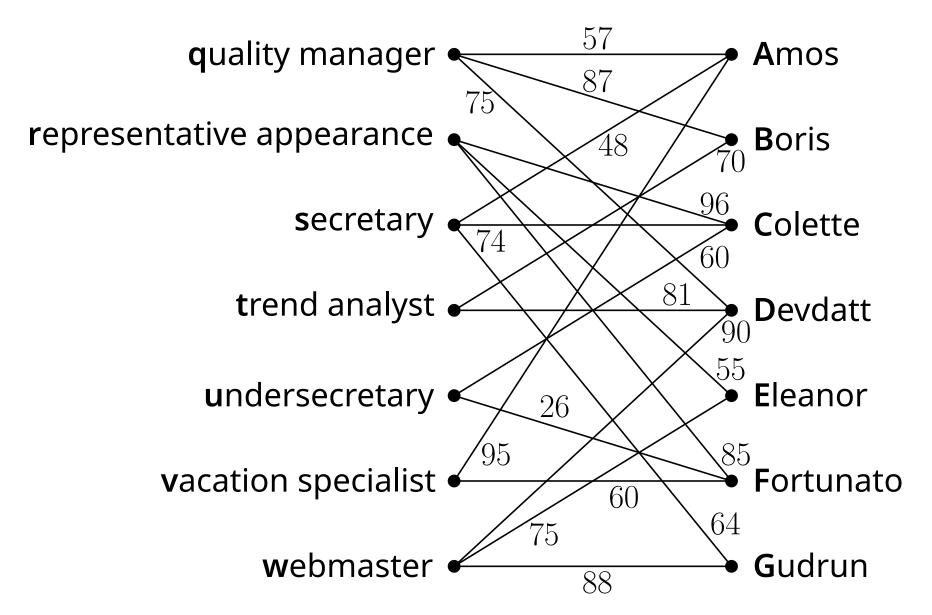


maximize  $c^Tx$  subject to  $Ax \leq b$   $x \in \mathbb{Z}^n$ 

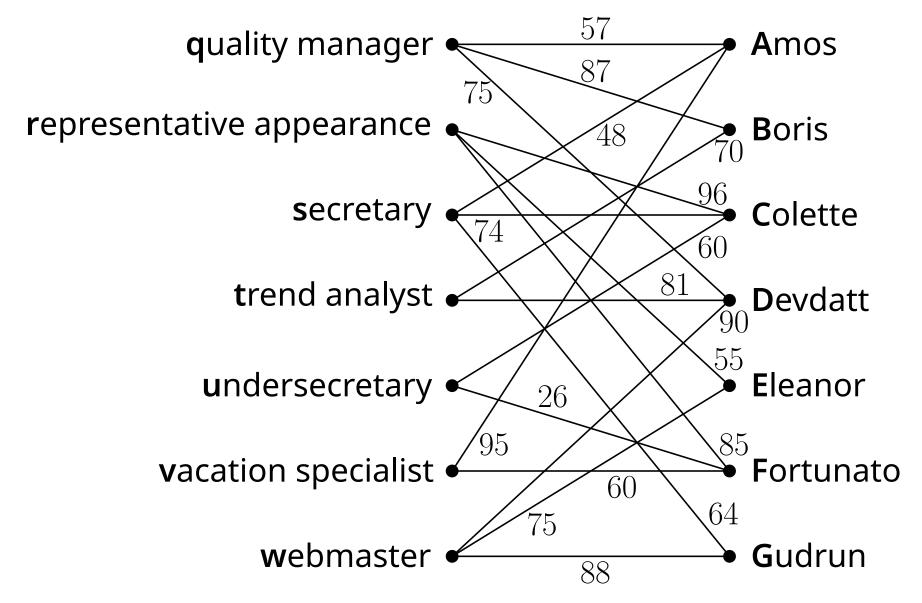
Next: Example "easy, medium, hard" integer programs.

- Maximum weight matching
- Minimum vertex cover
- Maximum independent set

A company is assigning workers to jobs. In the bipartite graph an edge connects a worker to a job they are willing to take, weighted by their suitability for the job.

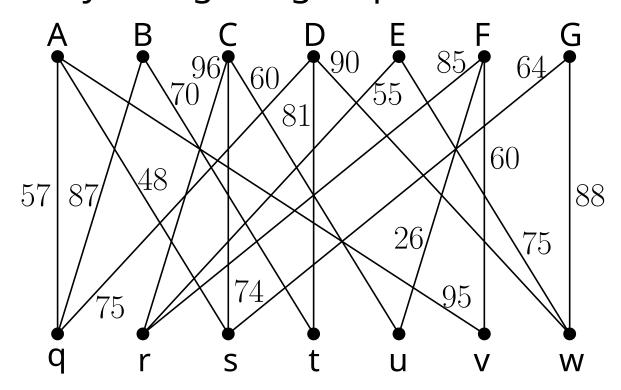


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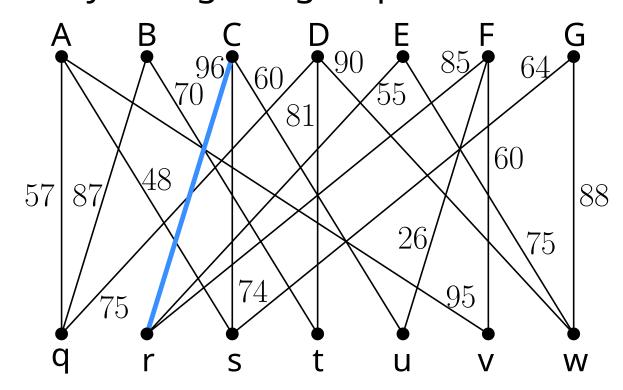


How to find an optimal assigment?

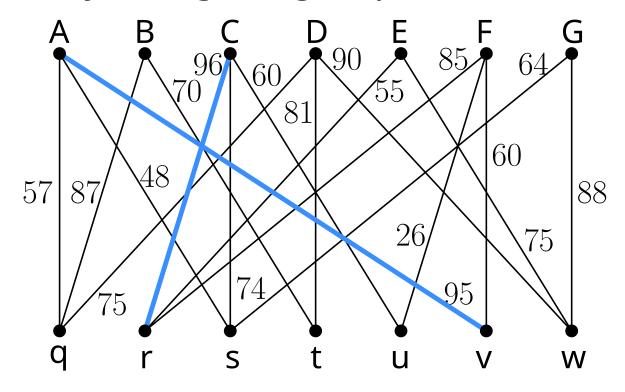
### Greedy approach



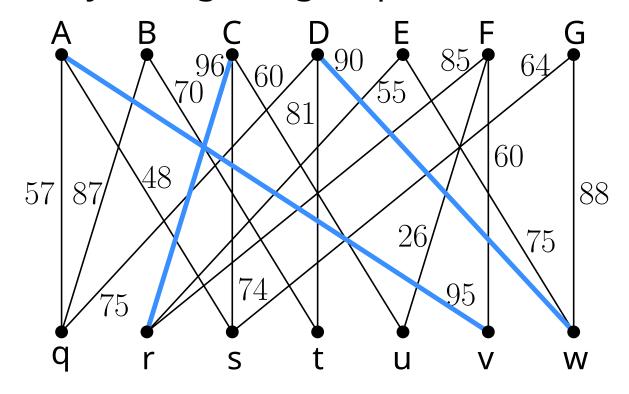
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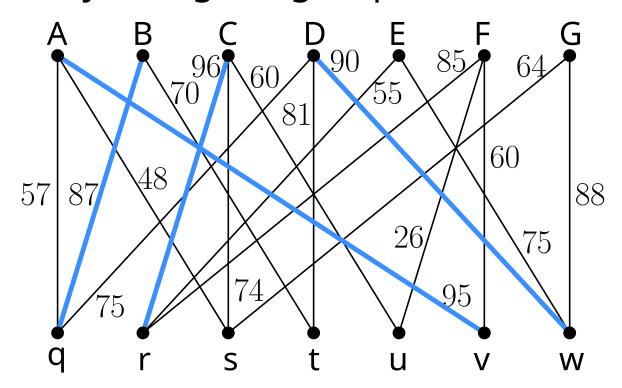
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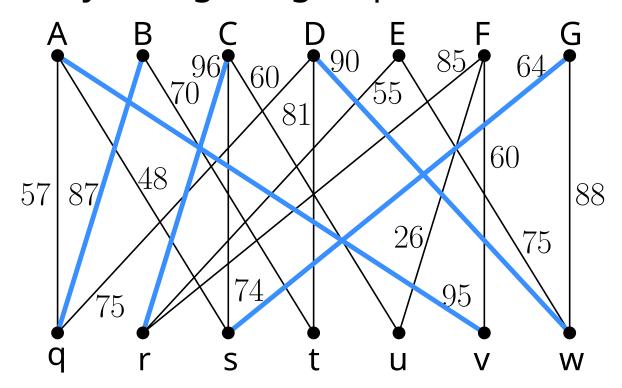
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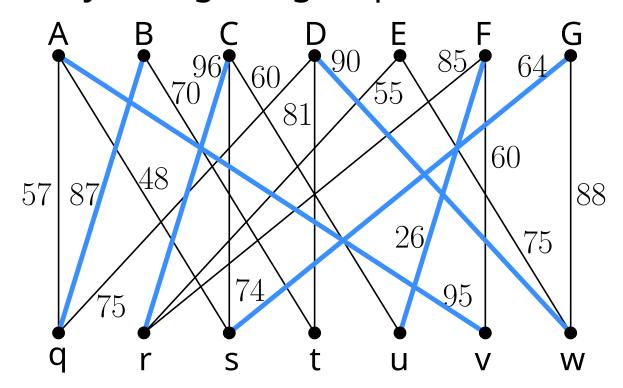
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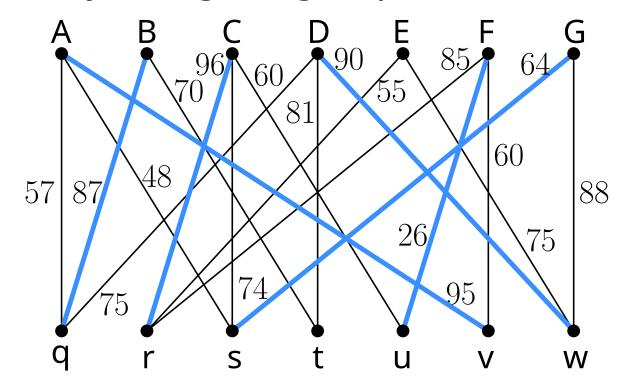


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### Greedy approach

always assign largest possible score



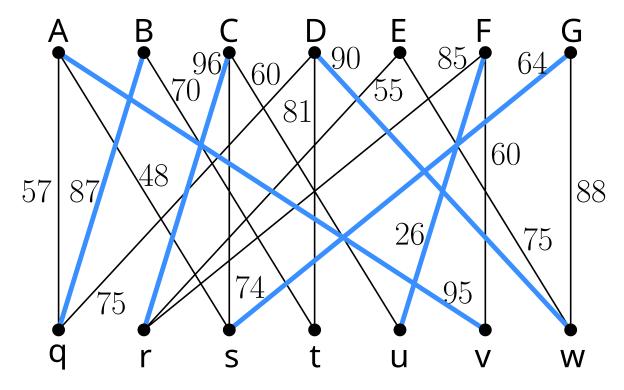
total score:

$$95 + 87 + 96 + 90 + 0 + 26 + 64 = 458$$

Eleanor is not assigned to any job!

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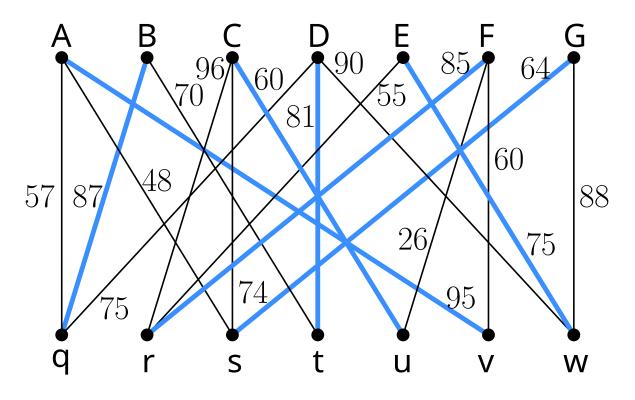


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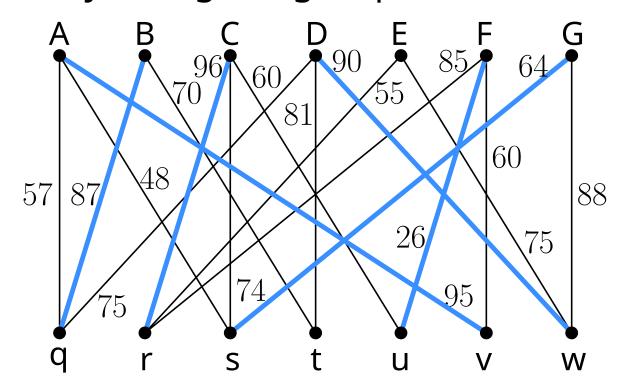


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$$95 + 87 + 60 + 81 + 75 + 85 + 64 = 547$$

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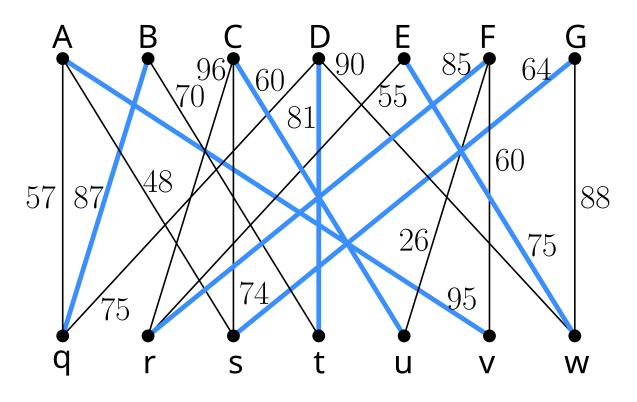


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How to model this as an ILP?

### Integer program

maximize 
$$\sum_{e\in E}w_ex_e$$
 subject to  $\sum_{e\in E:v\in e}x_e=1$  for each vertex  $v\in V$  , and  $x_e\in\{0,1\}$  for each edge  $e\in E$ .

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if we "relax" the requirement that the  $x_e$  are integral we get  $\dots$ 

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If the LP is infeasible so is the IP.

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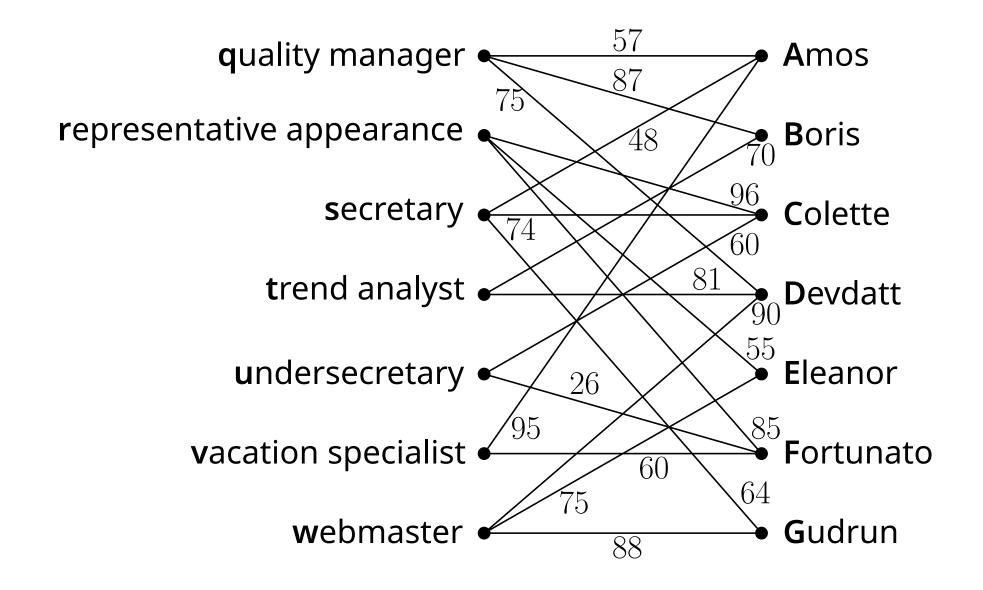
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Here this works out nicely.

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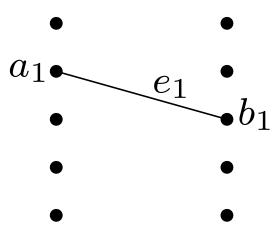
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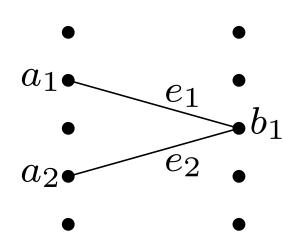
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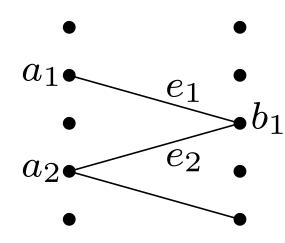
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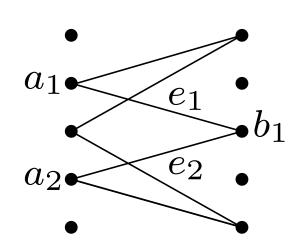
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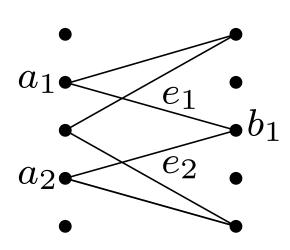
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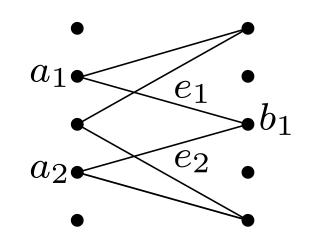
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For small 
$$\varepsilon>0$$
 we define 
$$\tilde{x}_e=\begin{cases} x_e^*-\varepsilon & \text{for }e\in\{e_1,\ldots,e_{t-1}\}\\ x_e^*+\varepsilon & \text{for }e\in\{e_2,\ldots,e_t\}\\ x_e^* & \text{else} \end{cases}$$



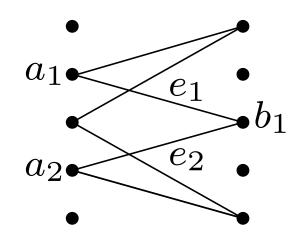
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### **Proof:**

It is easy to see that  $\tilde{x}$  still satisfies  $\sum_{e:v\in e} \tilde{x}_e = 1$  for all  $v\in V$ .

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$$\tilde{x}_e=\begin{cases}x_e^*-\varepsilon&\text{for }e\in\{e_1,\ldots,e_{t-1}\}\\x_e^*+\varepsilon&\text{for }e\in\{e_2,\ldots,e_t\}\\x_e^*&\text{else}\end{cases}$$



#### Theorem 3.2.1

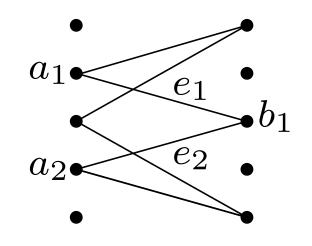
Let G be an arbitrary weighted bipartite graph. The LP relaxation from before has an integer optimal solution (which also solves the integer program).

#### **Proof:**

It is easy to see that  $\tilde{x}$  still satisfies  $\sum_{e:v\in e} \tilde{x}_e = 1$  for all  $v\in V$ .

For sufficiently small  $\varepsilon$  also  $0 \le \tilde{x}_e \le 1$  for all  $e \in E$ , hence  $\tilde{x}$  is feasible.

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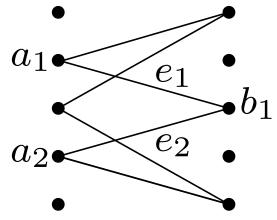
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What about  $w(\tilde{x})$ ?

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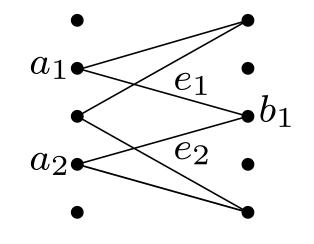
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We have 
$$w(\tilde{x}) = \sum_{e \in E} w_e \tilde{x}_e = w(x^*) + \varepsilon \underbrace{\sum_{i=1}^t (-1)^i w_{e_i}}_{=: \Delta} = w(x^*) + \varepsilon \Delta$$

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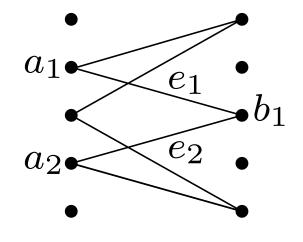
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 $=: \Delta = 0$ , else optimality of  $x^*$  violated

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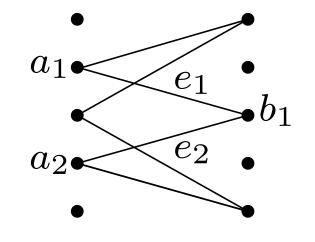
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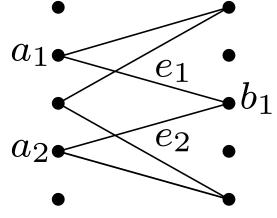
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How do we choose  $\varepsilon$ ?

For small 
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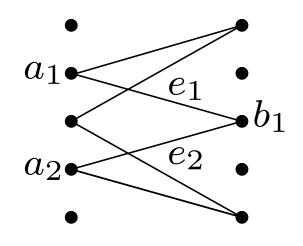
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We choose  $\varepsilon$  largest s.t.  $\tilde{x}$  is still feasible. Then  $k(\tilde{x}) < k(x^*)$ .

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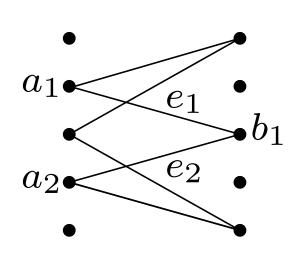
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We choose  $\varepsilon$  largest s.t.  $\tilde{x}$  is still feasible. Then  $k(\tilde{x}) < k(x^*)$ .

We continue this procedure until all components are integral.

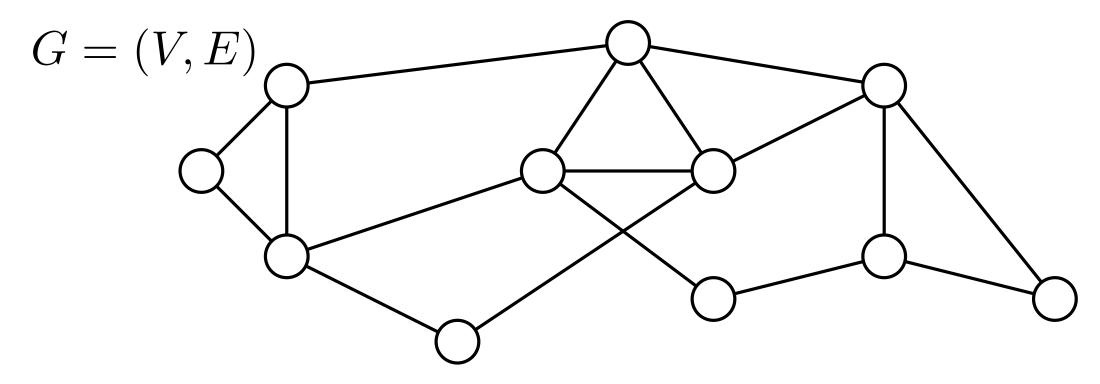
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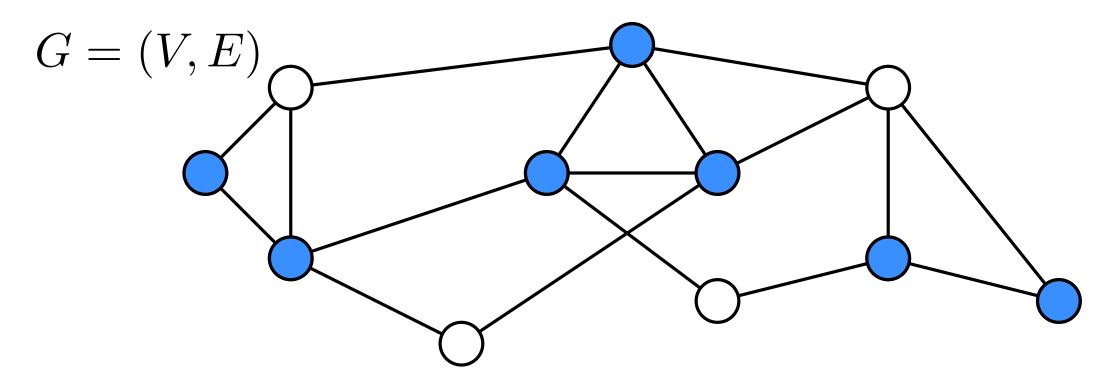
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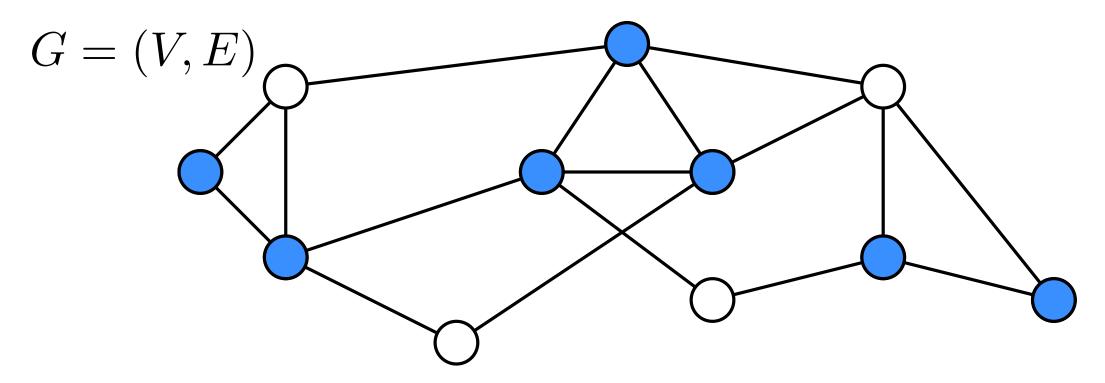
Moral: Sometimes solving an integer program is no harder than solving a linear program.



**Recall:** a minimum vertex cover, is a smallest possible subset  $V' \subseteq V$  such that for every edge  $uv \in E$ , it holds that  $u \in V'$  or  $v \in V'$ .

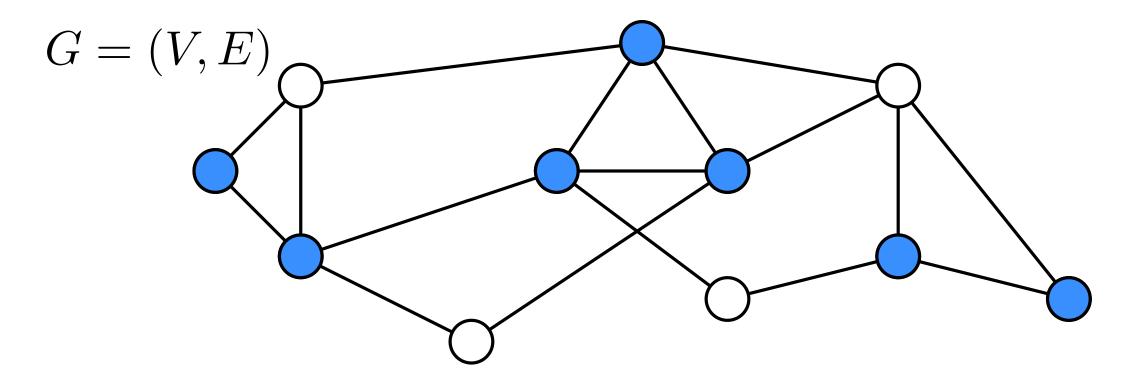


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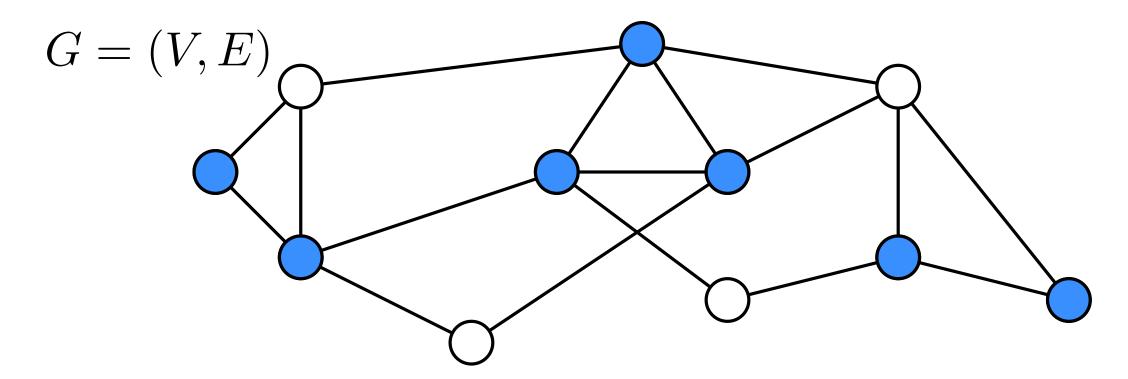
How can we formulate this as an ILP?



minimize 
$$\sum_{v \in V} x_v$$

subject to  $x_u+x_v\geq 1$  for every edge  $\{u,v\}\in E$   $x_v\in\{0,1\}$  for all  $v\in V$ .

variable  $x_v$  encodes whether vertex v is contained in the cover

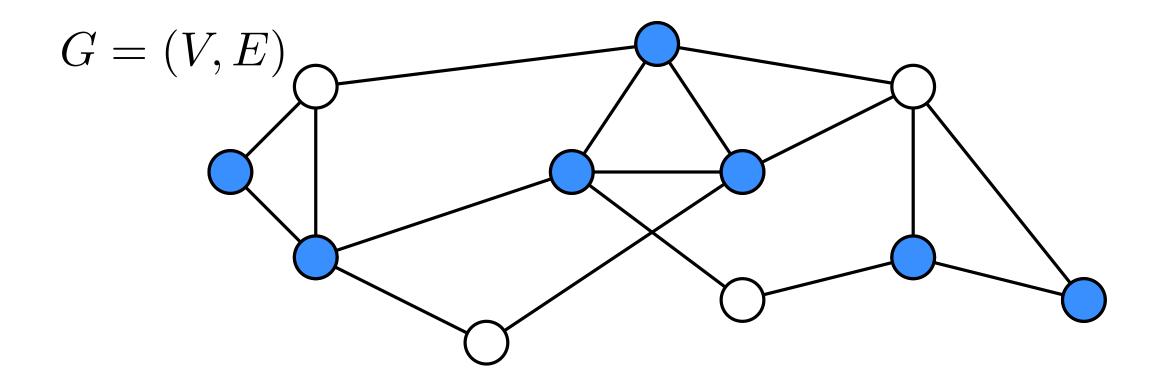


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LP relaxation:  $0 \le x_v \le 1$ 



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LP relaxation:  $0 \le x_v \le 1$  How does this help?

### Rounding:

Let  $S_{\text{IP}} \subseteq V$  be a vertex cover solving IP. Let  $S_{\text{LP}} \subseteq V$  be a vertex cover solving LP, obtained by  $S_{\text{LP}} = \{v \in V \mid x_v \geq \frac{1}{2}\}$ .

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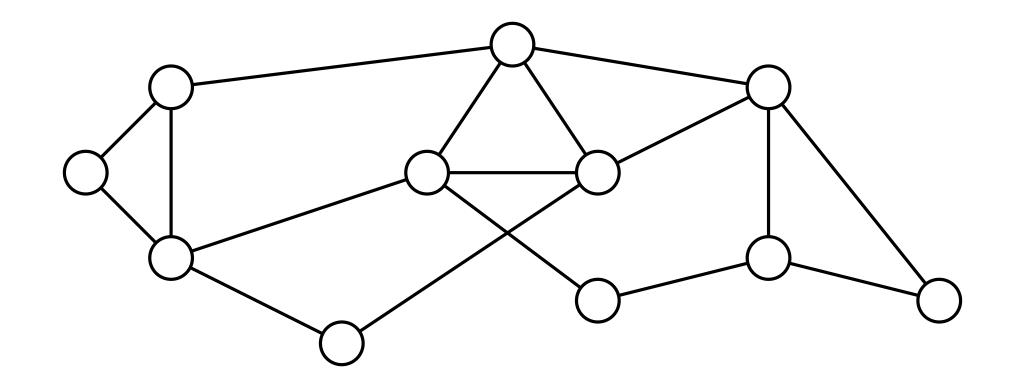
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What solution do we get here?

minimize 
$$\sum_{v \in V} x_v$$
 subject to  $x + x > 1$  for all  $\int u \, dx$ 

subject to 
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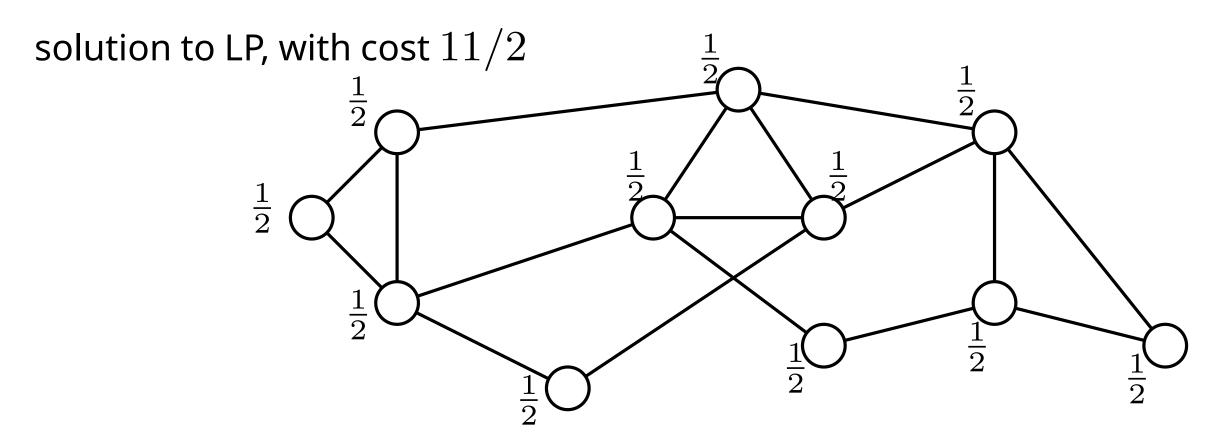
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$$\underset{v \in V}{\mathsf{minimize}} \ \sum_{v \in V} x_v$$

subject to  $x_u + x_v \ge 1$  for all  $\{u,v\} \in E$   $x_v \in [0,1]$  for all  $v \in V$ .

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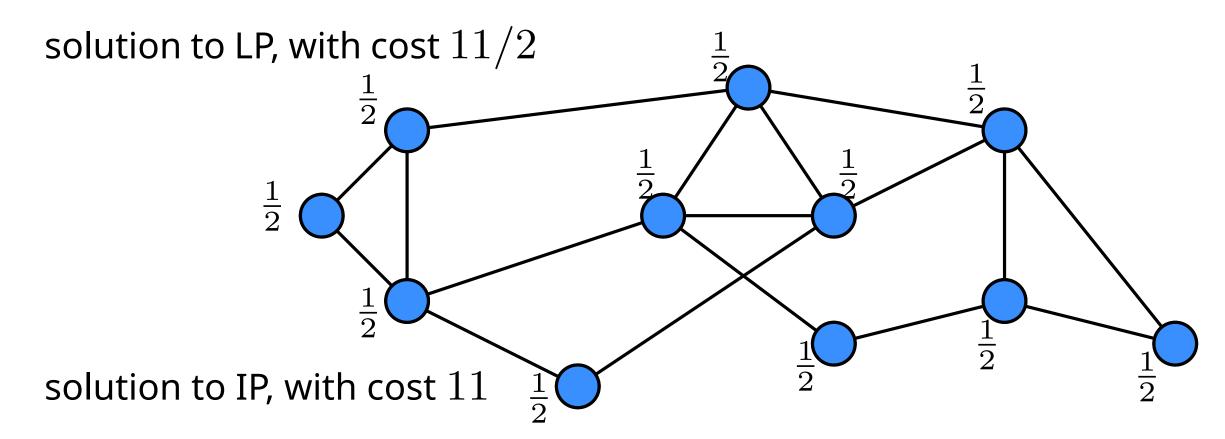


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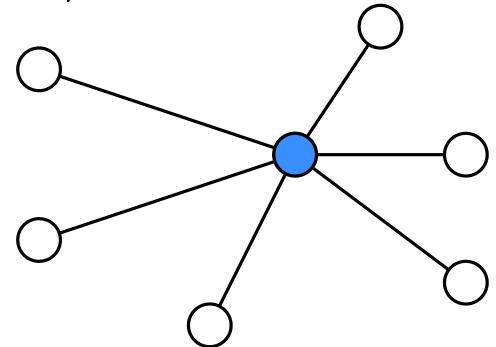
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### What solution do we get here?

solution to LP also to IP, with cost 1



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Fact: 
$$|S_{\text{IP}}| \leq |S_{\text{LP}}| \leq 2|S_{\text{IP}}|$$

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Let  $S_{\text{IP}} \subseteq V$  be a vertex cover solving IP. Let  $S_{\mathsf{LP}} \subseteq V$  be a vertex cover solving LP, obtained by  $S_{LP} = \{v \in V \mid x_v \geq \frac{1}{2}\}.$ 

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### Proof of second inequality

$$|S_{LP}| \le 2 \sum_{v \in V} x_v^* \le 2 \sum_{v \in V} \tilde{x}_v = 2 \cdot |S_{IP}|$$

by definition of  $S_{LP}$  since any solution to IP is also a feasible solution for the LP relaxation.

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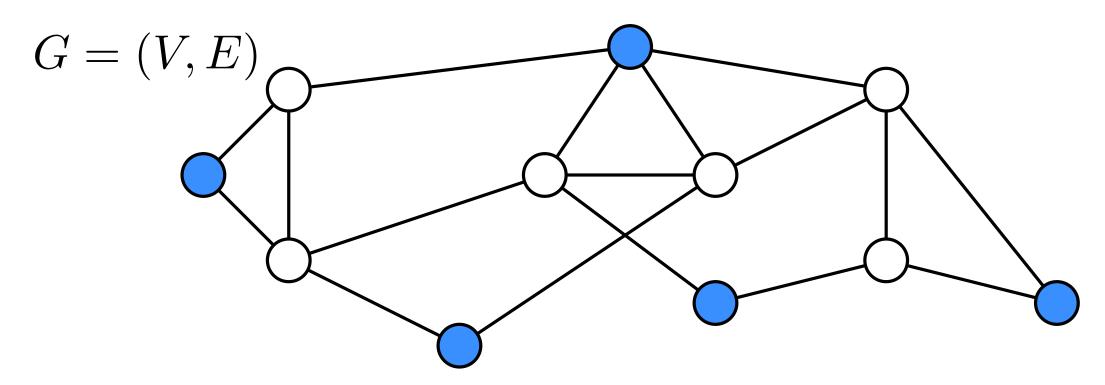
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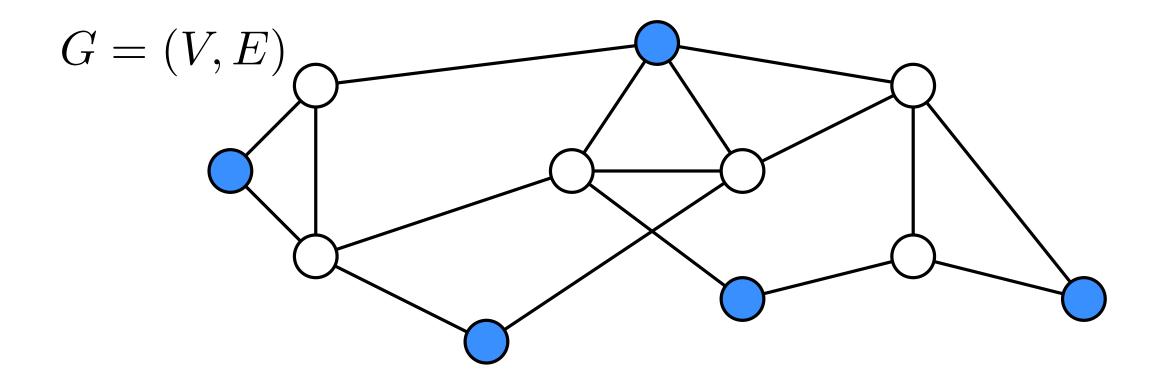
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Moral: Sometimes solving an LP relaxation gives an approximate solution to an **NP**-hard integer program.



**Recall:** a maximum independent, is a largest possible subset  $V' \subseteq V$  such that for any  $u, v \in V'$ , it holds that  $(u, v) \notin E$ .

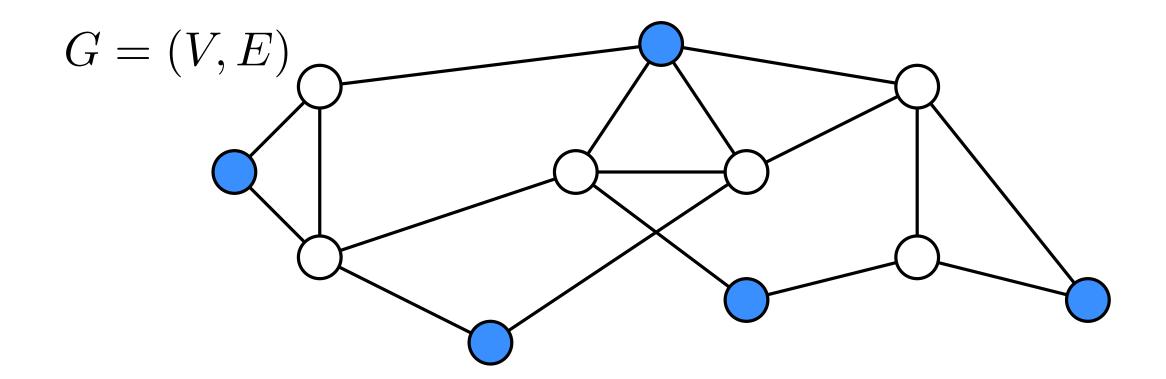
How can we formulate this as an ILP?



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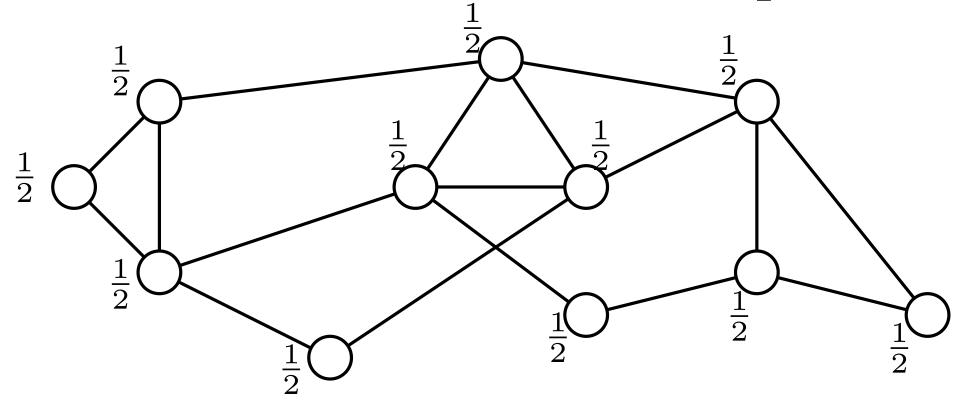
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LP relaxation:  $0 \le x_v \le 1$ 

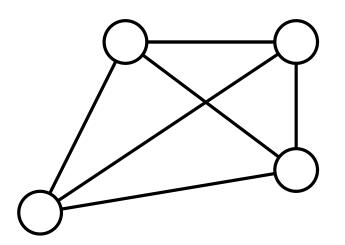
In the LP relaxation ( $0 \le x_v \le 1$ ) we always have the feasible solution  $x_v = \frac{1}{2}$  for all v, meaning the optimum is at least  $\frac{1}{2}|V|$ .

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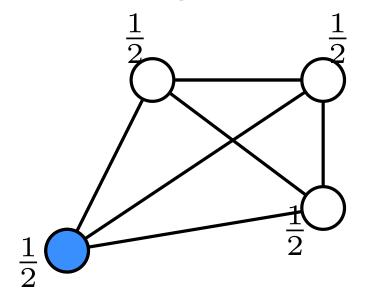
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In a complete graph, what are the optimum LP and IP solution?



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In a complete graph, the LP has optimum n/2, and the IP optimum 1.



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Moral: Sometimes an LP relaxation tells us next to nothing about the integer program.

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Moral: Sometimes an LP relaxation tells us next to nothing about the integer program.

Approximation for this problem is known to be hard:

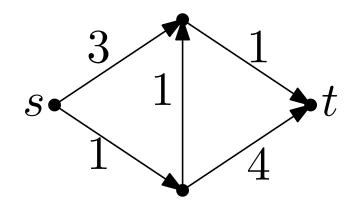
J. Håstad: Clique is hard to approximate within  $n^{1-\epsilon}$ , Acta Math. 182(1999): 105-142

# Bonus Examples

**Shortest Path and TSP** 

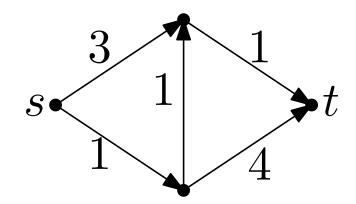
Given a directed graph G=(V,E) with edge weights w, we are looking for a shortest path from s to t.

Can we also model this as ILP?



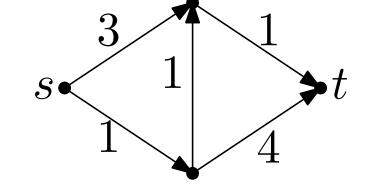
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Can we also model this as ILP? Yes! How?



Given a directed graph G=(V,E) with edge weights w, we are looking for a shortest path from s to t.

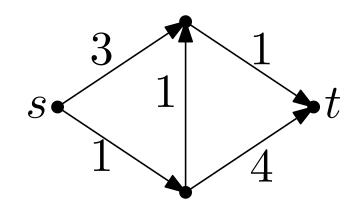
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Idea 1: use variable  $x_{uv}$  for whether edge (u, v) is used.

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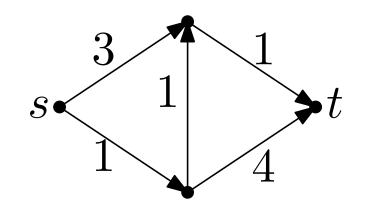


Idea 1: use variable  $x_{uv}$  for whether edge (u, v) is used.

minimize 
$$\sum_{(u,v)\in E} w(u,v)x_{uv}$$
 subject to  $\sum_{(u,v)\in E} x_{uv} = \sum_{(v,w)\in E} x_{vw}$  for each vertex  $v\in V\setminus\{s,t\}$ , and  $\sum_{(u,t)\in E} x_{ut} = 1.$   $x_{uv}\in\{0,1\}$  for each edge  $(u,v)\in E$ .

Given a directed graph G=(V,E) with edge weights w, we are looking for a shortest path from s to t.

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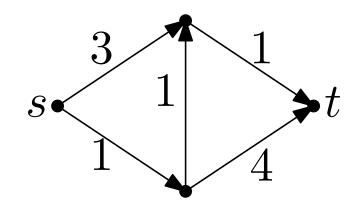


Idea 1: use variable  $x_{uv}$  for whether edge (u, v) is used.

minimize 
$$\sum_{(u,v)\in E} w(u,v)x_{uv}$$
 subject to  $\sum_{(u,v)\in E} x_{uv} = \sum_{(v,w)\in E} x_{vw}$  for each vertex  $v\in V\setminus\{s,t\}$ , and  $\sum_{(u,t)\in E} x_{ut} = 1.$  LP-relaxation has  $\{0,1\}$ -solution, like MinWeight Perfect Matching  $x_{uv}\in\{0,1\}$  for each edge  $(u,v)\in E$ .

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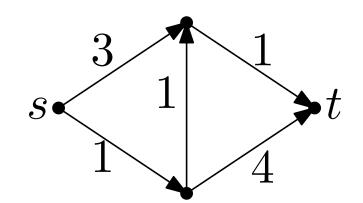
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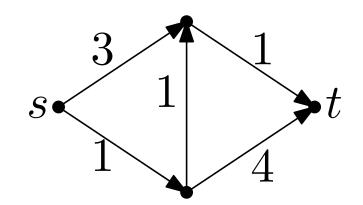
subject to

$$d_v - d_u \le w(u, v) \ \forall (u, v) \in E$$

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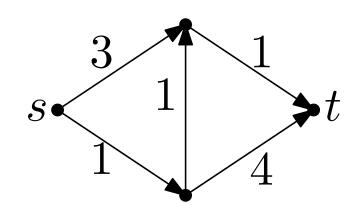
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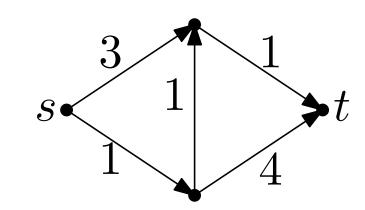
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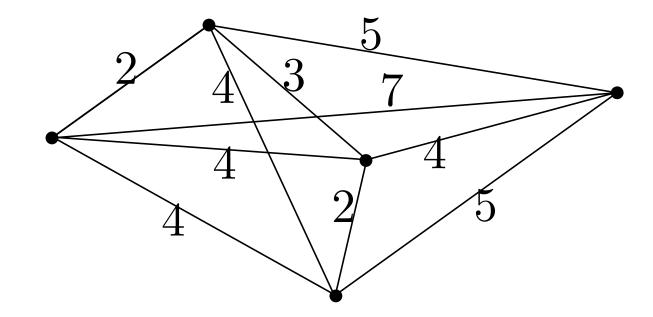
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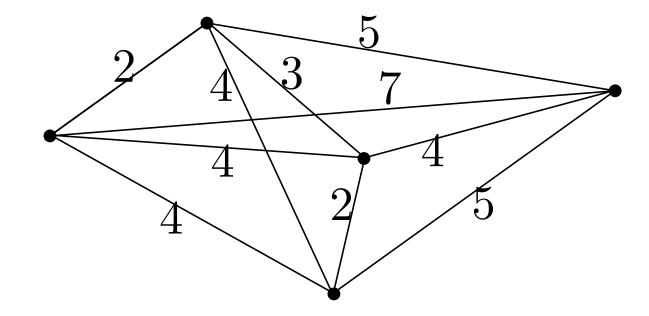
simulating a  $min(\cdot)$  by  $\leq$  and maximize

Given an undirected complete graph G=(V,E) with edge weights  $c\colon E\to \mathbb{R}$ , find a shortest Hamilton circuit in G.



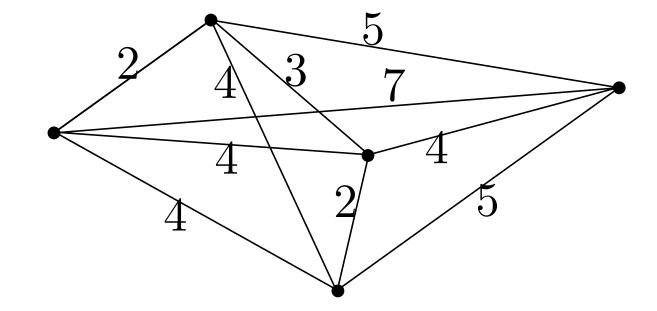
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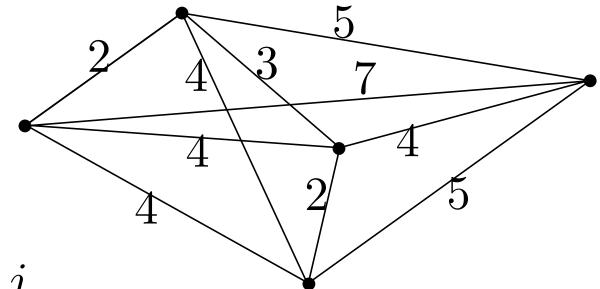
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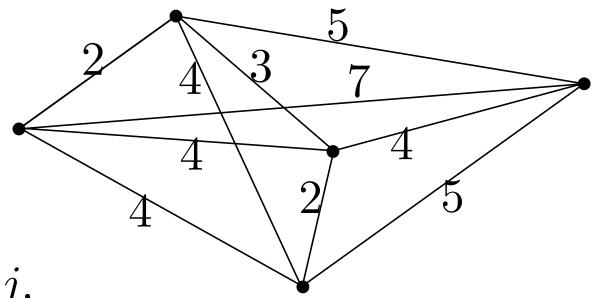


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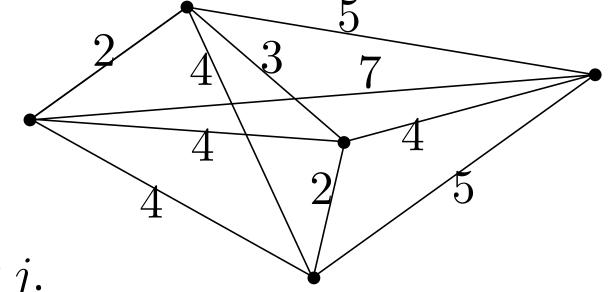


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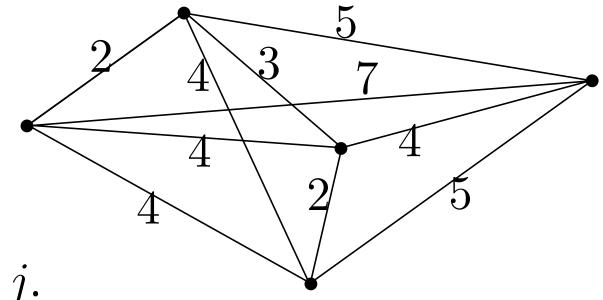
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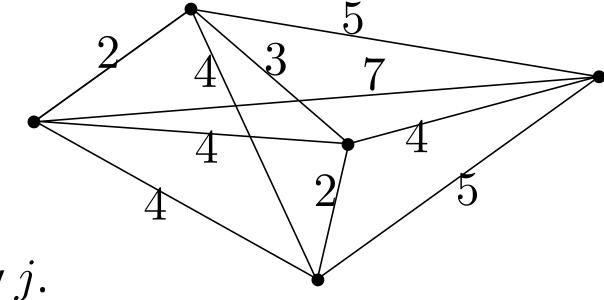
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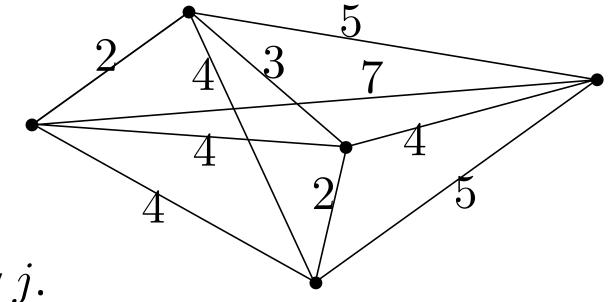
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Use variables  $u_j \widehat{=}$  position of city j on tour

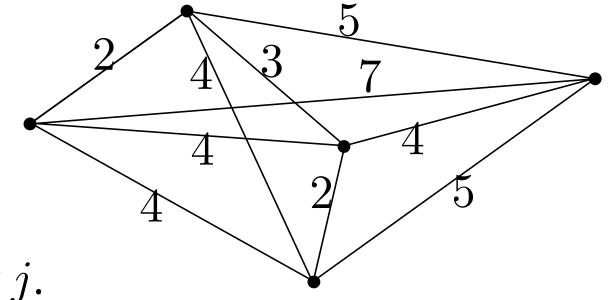
Require:  $u_j \ge u_i + 1$  if  $x_{ij} = 1$ 

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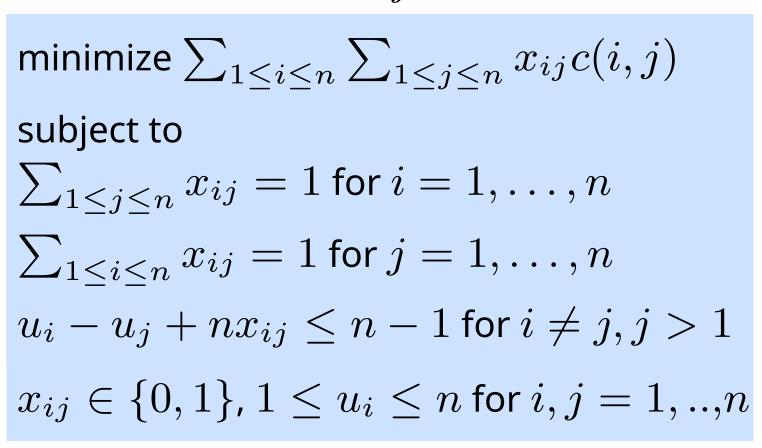
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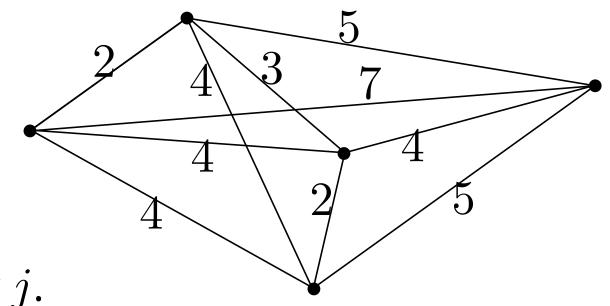
by 
$$u_j + (n-1) \ge u_i + nx_{ij}$$
 for all  $i \ne j, j > 1$ 

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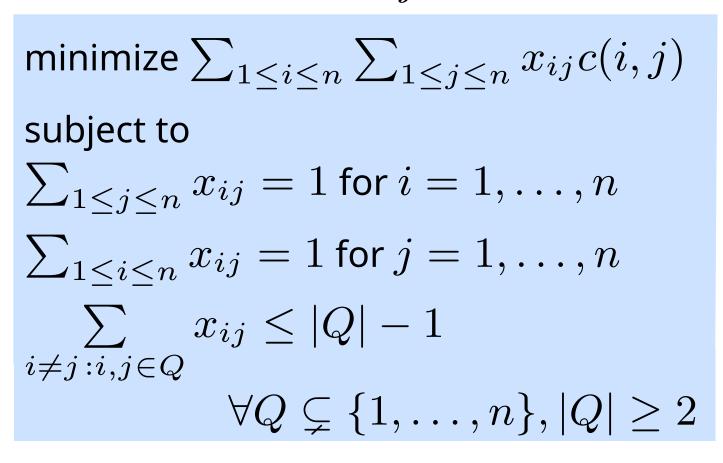


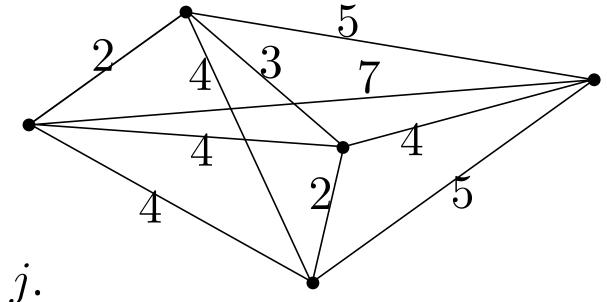
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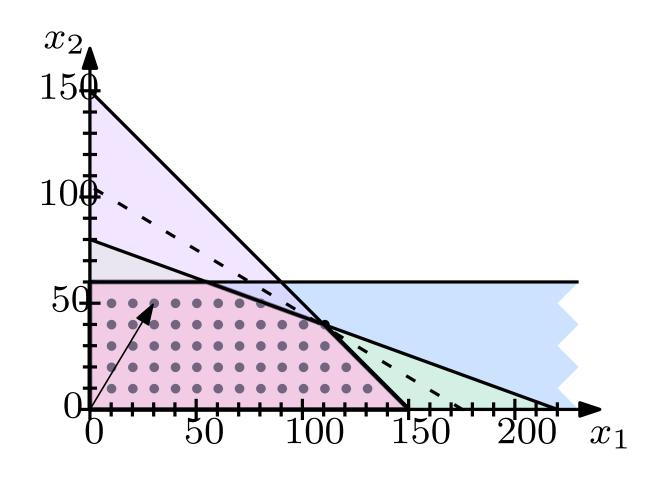
Miller-Tucker-Zemlin formulation

#### alternative:

Dantzig–Fulkerson–Johnson formulation with subtour-elimination constraint

## Solving Integer Linear Programs

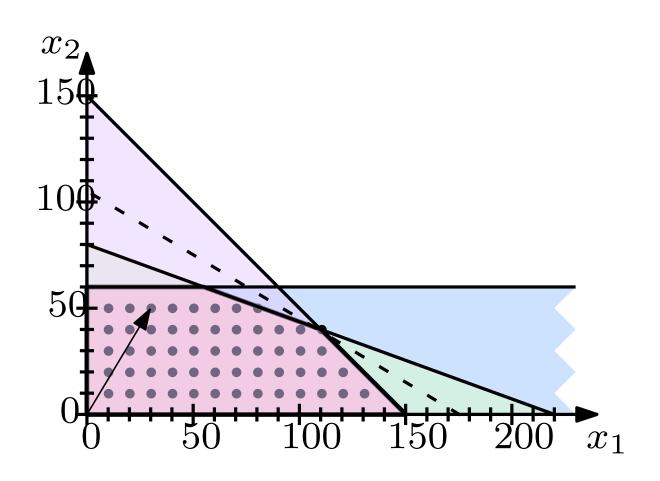
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### Solving Integer Linear Programs

#### How can we solve an ILP?

Optimal integer solutions may be arbitrary far from relaxed LP solutions



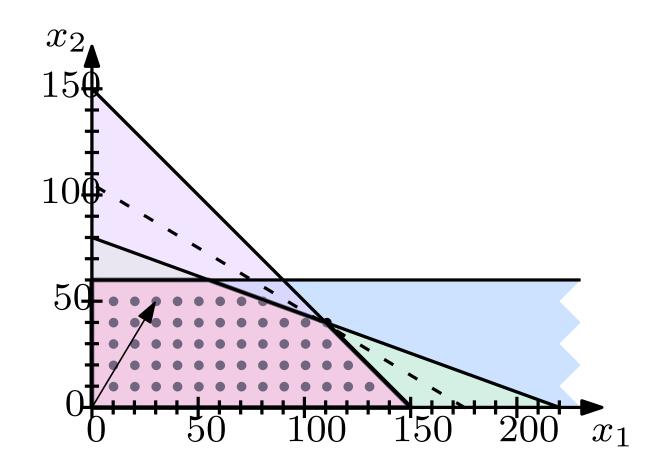
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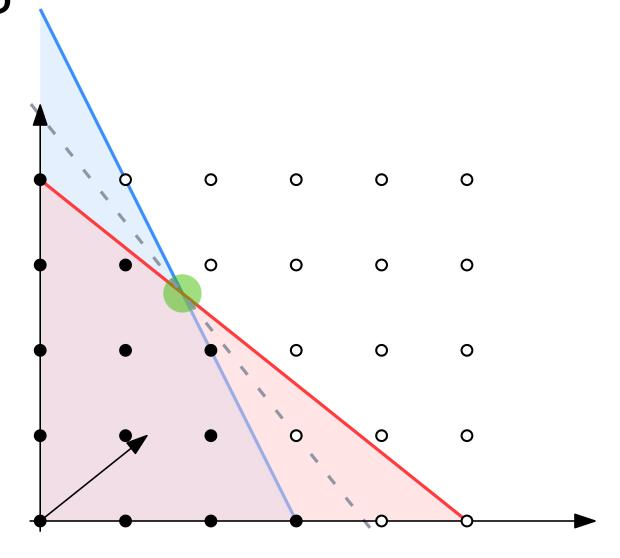
#### Techniques

- Branch-and-Bound
- Cutting Planes
- Branch-and-Cut



Idea: branch: decompose in two subproblems

bound: discard if possible subproblems



Idea: branch: decompose in two subproblems bound: discard if possible subproblems

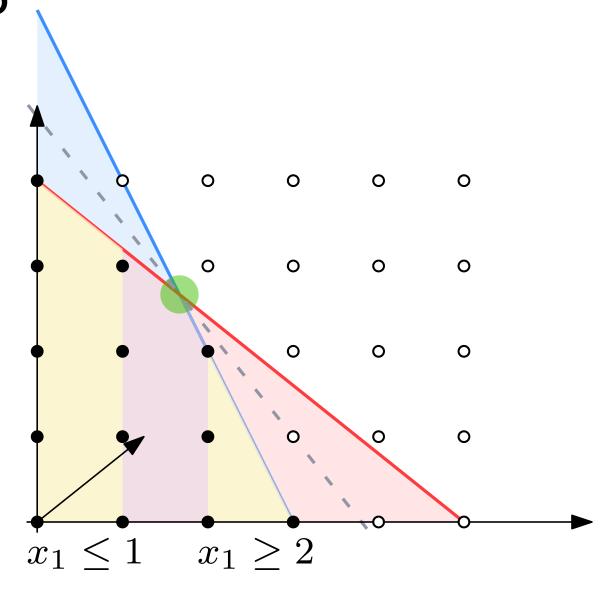
#### Sketch

- solve relaxed problem
- if solution non integer, choose variable  $x_i$  with non-integer value  $\alpha_i$  and split into problem  $P_1$ :

P with  $x_i \leq \lfloor \alpha_i \rfloor$ 

problem  $P_2$ :

P with  $x_i \geq \lceil \alpha_i \rceil$ 



Idea: branch: decompose in two subproblems bound: discard if possible subproblems

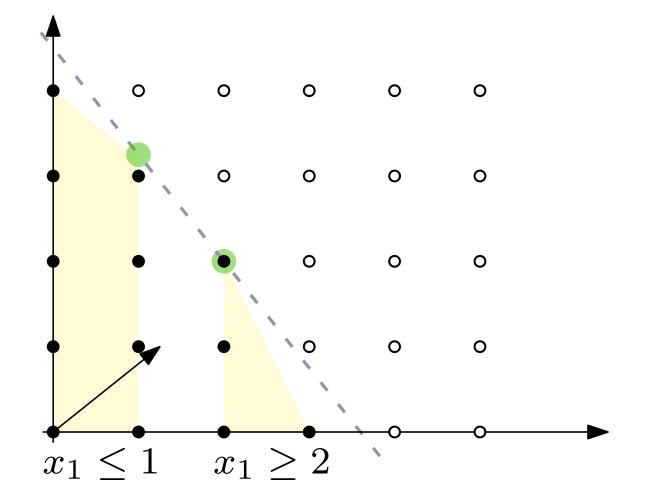
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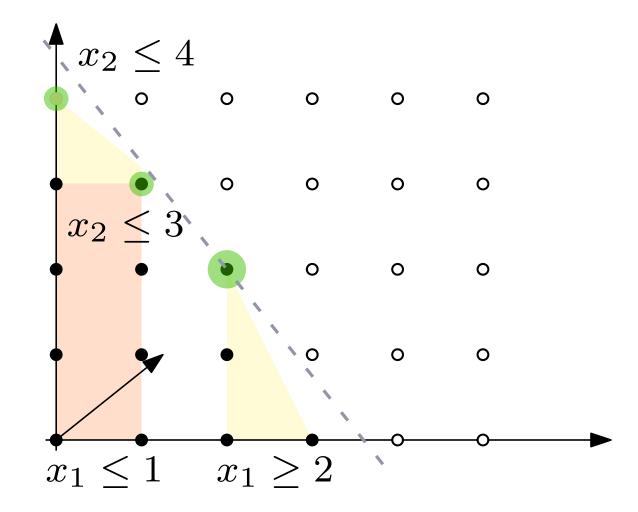
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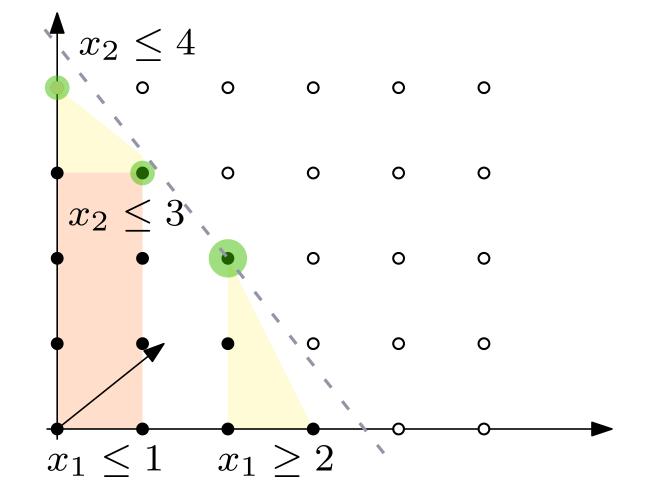
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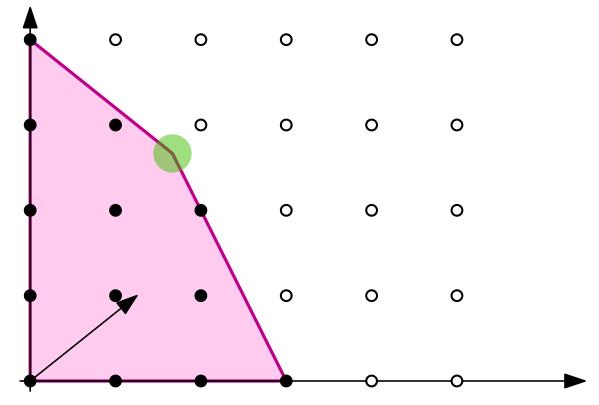
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three possibilities for subproblems:

- LP infeasible  $\rightarrow$  discard branch
- solution integer  $\rightarrow$  update OPT and discard branch
- solution non integer  $\rightarrow$  stop if solution worse than OPT, else continue branching

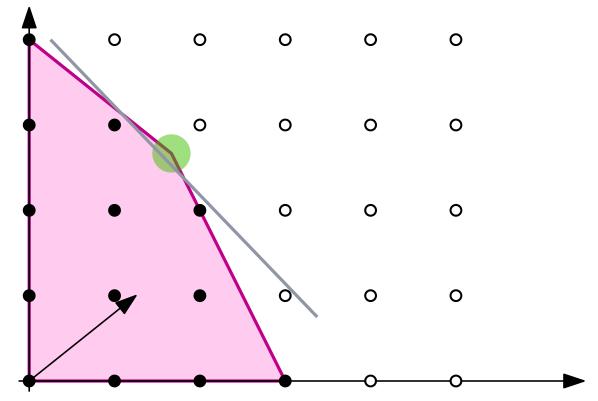
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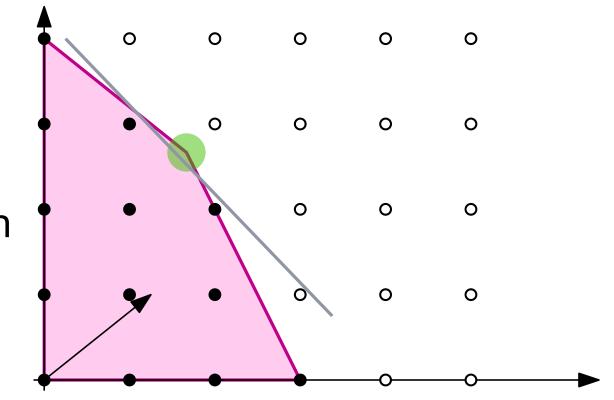
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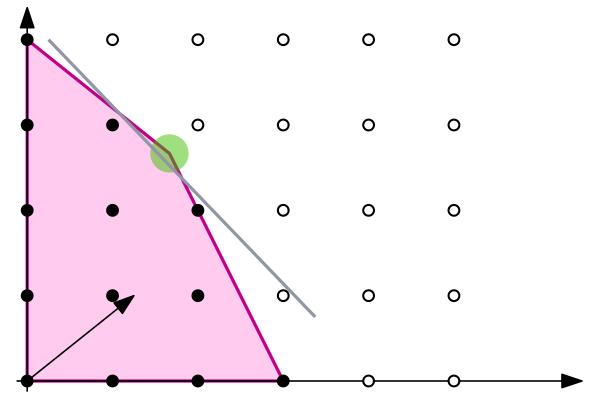
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general-purpose cuts, e.g. Gomory Cuts problem-specific cuts



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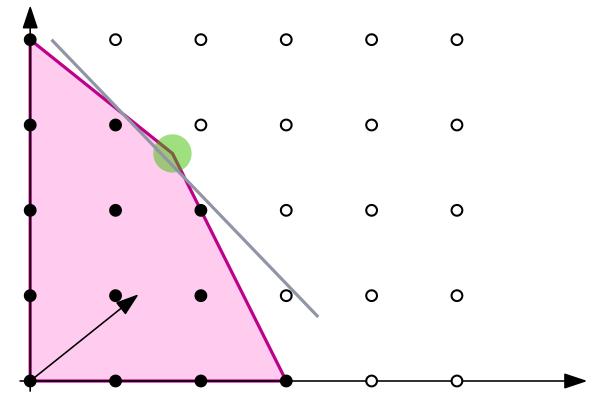
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Even better is to combine both techniques:

**Branch & Cut** 



### Summary

An integer linear programm (IP) is of the form Solving IPs in general is NP-hard

We formulated as IP

- Maximum weight matching
- Minimum vertex cover
- Maximum independent set
- Shortest path
- Traveling Salesperson Tour

Techniques: branch&bound, cutting planes, branch&cut

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#### Next steps:

- basics for solving LPs
- simplex algorithm

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