

# Integer programming

## Math 482, Lecture 32

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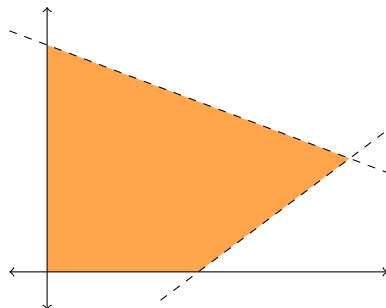
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- Total unimodularity is important in integer programming, but doesn't often happen: usually, the integrality matters.

# Some examples

Here is a completely ordinary linear program:

$$\begin{array}{ll} \text{maximize} & x + y \\ & x, y \in \mathbb{R} \\ \text{subject to} & 3x + 8y \leq 24 \\ & 3x - 4y \leq 6 \\ & x, y \geq 0 \end{array}$$

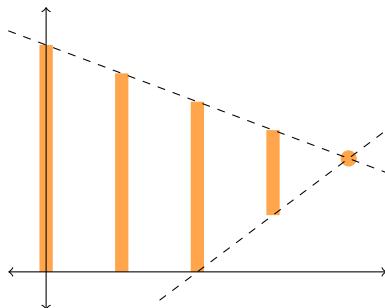


The optimal solution is  $(x, y) = (4, \frac{3}{2})$ .

# Some examples

Now, change  $x$  to an integer variable:

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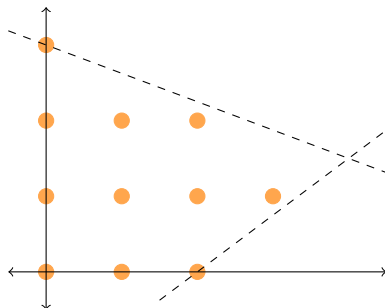


The optimal solution is still  $(x, y) = (4, \frac{3}{2})$ . Coincidentally, the integrality didn't matter.

# Some examples

Now, make  $x$  and  $y$  both integers:

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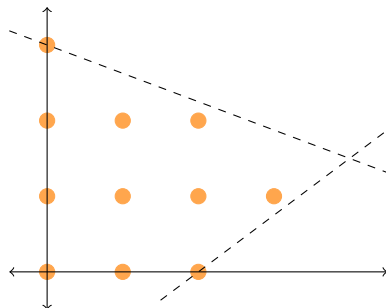
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Note that rounding  $(4, \frac{3}{2})$  to the nearest integer won't give us an optimal or even feasible solution!

# Difficulty of approximation

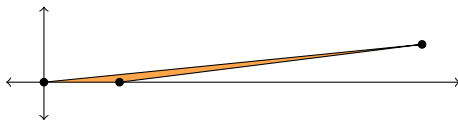
Optimal integer solutions can be arbitrarily far from optimal real solutions. Example: take the region

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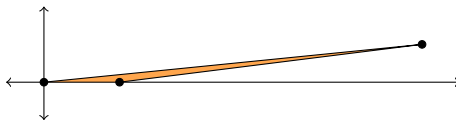
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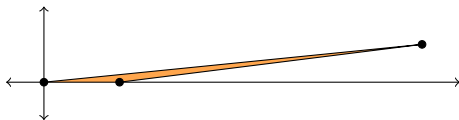


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Even determining if a region contains *any* integer points can be difficult.

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We can use these to express logic puzzles such as Sudoku, but also combinatorial problems such as bipartite matching, graph coloring, and more.

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- very hard: we can solve the problem by checking all  $2^n$  assignments of  $(X_1, \dots, X_n)$ , but we don't even know if there's an algorithm that takes  $O(1.999^n)$  steps.



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- very important: if we have good heuristics for it, lots of real-life problems become easier to attack.

# Boolean satisfiability and integer programming

Encode each Boolean variable  $X_i$  by an integer variable  $x_i$  with  $0 \leq x_i \leq 1$ :  $X_i = \mathbf{TRUE}$  corresponds to  $x_i = 1$  and  $X_i = \mathbf{FALSE}$  corresponds to  $x_i = 0$ .

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Then  $X_1 \mathbf{OR} X_2 \mathbf{OR} \dots \mathbf{OR} X_k$  is equivalent to an inequality:

$$x_1 + x_2 + \dots + x_k \geq 1.$$

We can write  $\mathbf{NOT}(X_i)$  as  $(1 - x_i)$ .

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Fact: all logical expressions can be put in this form. So integer programming can model all Boolean satisfiability problems!

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## Example 1: Fixed costs

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- Cost in the objective function  $1000w$ .
- We can write other constraints in terms of  $w$  when they depend on the existence of a warehouse.

# Combining constraints with Boolean variables

## Example 2: Conditional constraints

The warehouse can store up to 100 red, yellow, or green bananas—but only if it is rented. Otherwise, it can't store any bananas.

Assume  $r, y, g \geq 0$  are the number of bananas stored.

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- The conditional constraint:  $r + y + g \leq 100w$ .
- This simplifies to the unconditional constraint if  $w = 1$ , but forces  $r = y = g = 0$  if  $w = 0$ .

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- This simplifies to the unconditional constraint if  $w = 1$  (if there is a warehouse), and is effectively not present if  $w = 0$  (if there is no warehouse).
- This method does not always work (only if there are practical limits on  $b$ ) and very large values of the big number make the linear program worse to solve.