



Constraint Solving

René Thiemann and Fabian Mitterwallner based on a previous course by Aart Middeldorp

Outline

- 1. Summary of Previous Lecture
- 2. Application, Motivating LIA
- 3. Branch and Bound
- 4. Proof of Small Model Property of LIA
- 5. Further Reading

• termination ensured via Bland's rule: choose x_i and x_j for pivoting in a way that $(x_i, x_j) \in B \times N$ is lexicographically smallest

- termination ensured via Bland's rule: choose x_i and x_j for pivoting in a way that $(x_i, x_j) \in B \times N$ is lexicographically smallest
- worst-case complexity is exponential, but often it runs in polynomial time

- termination ensured via Bland's rule: choose x_i and x_j for pivoting in a way that $(x_i, x_j) \in B \times N$ is lexicographically smallest
- worst-case complexity is exponential, but often it runs in polynomial time
- provides incremental interface (activation flags for bounds) and unsatisfiable cores (Haskell: initSimplex, assert i, check, solution, checkpoint, backtrack cp)

- termination ensured via Bland's rule: choose x_i and x_j for pivoting in a way that $(x_i, x_j) \in B \times N$ is lexicographically smallest
- worst-case complexity is exponential, but often it runs in polynomial time
- provides incremental interface (activation flags for bounds) and unsatisfiable cores (Haskell: initSimplex, assert i, check, solution, checkpoint, backtrack cp)
- Farkas' lemma: constraints $\bigwedge_i \ell_i \leq r_i$ are unsatisfiable iff a non-negative linear combination yields an obvious contradiction $\mathbb{Q} \ni \sum_i c_i \ell_i > \sum_i c_i r_i \in \mathbb{Q}$

- termination ensured via Bland's rule: choose x_i and x_j for pivoting in a way that $(x_i, x_j) \in B \times N$ is lexicographically smallest
- worst-case complexity is exponential, but often it runs in polynomial time
- provides incremental interface (activation flags for bounds) and unsatisfiable cores (Haskell: initSimplex, assert i, check, solution, checkpoint, backtrack cp)
- Farkas' lemma: constraints $\bigwedge_i \ell_i \leq r_i$ are unsatisfiable iff a non-negative linear combination yields an obvious contradiction $\mathbb{Q} \ni \sum_i c_i \ell_i > \sum_i c_i r_i \in \mathbb{Q}$
- ranking functions for proving termination can be synthesized

- termination ensured via Bland's rule: choose x_i and x_j for pivoting in a way that $(x_i, x_j) \in B \times N$ is lexicographically smallest
- worst-case complexity is exponential, but often it runs in polynomial time
- provides incremental interface (activation flags for bounds) and unsatisfiable cores (Haskell: initSimplex, assert i, check, solution, checkpoint, backtrack cp)
- Farkas' lemma: constraints $\bigwedge_i \ell_i \le r_i$ are unsatisfiable iff a non-negative linear combination yields an obvious contradiction $\mathbb{Q} \ni \sum_i c_i \ell_i > \sum_i c_i r_i \in \mathbb{Q}$
- ranking functions for proving termination can be synthesized
- DPLL(T) simplex not well suited for linear programming, i.e., optimization problems

Outline

- 1. Summary of Previous Lecture
- 2. Application, Motivating LIA
- 3. Branch and Bound
- 4. Proof of Small Model Property of LIA
- 5. Further Reading

last lecture

```
int factorial(int n) {
  int i = 1;
  int r = 1;
  while (i <= n) {
    r = r * i;
    i = i + 1; }
  return r;
}</pre>
```

last lecture

```
int factorial(int n) {
  int i = 1;
  int r = 1;
  while (i <= n) {
    r = r * i;
    i = i + 1;
  }
  return r;
}</pre>
```

ullet remark: ranking function formula consists purely of \leq inequalities

```
• \varphi := i \le n \land n' = n \land i' = i + 1
```

•
$$\varphi \rightarrow e(i,n) \ge e(i',n') + d$$

•
$$\varphi \rightarrow e(i,n) \geq f$$

consider another program

```
int log2(int x) {
   int n := 0;
   while (x > 0) {
      x := x div 2;
      n := n + 1; }
   return n - 1; }
```

consider another program

```
int log2(int x) {
  int n := 0;
  while (x > 0) {
    x := x div 2;
    n := n + 1; }
  return n - 1; }
```

• $\varphi := x > 0 \land 2x' \le x \land x \le 2x' + 1 \land n' = n + 1$

contains strict inequality

consider another program

```
int log2(int x) {
   int n := 0;
   while (x > 0) {
     x := x div 2;
     n := n + 1; }
   return n - 1; }
```

• $\varphi := x > 0 \land 2x' < x \land x < 2x' + 1 \land n' = n + 1$

- contains strict inequality
- choose e(x, n) = x, d = 1 and f = -1; get two LIA problems that must be unsat
 - $\varphi \wedge x < x' + 1$

(¬ decrease)

• $\varphi \wedge x < -1$

 $(\neg bounded)$

consider another program

```
int log2(int x) {
  int n := 0;
  while (x > 0) {
    x := x div 2;
    n := n + 1; }
  return n - 1; }
```

• $\varphi := x > 0 \land 2x' < x \land x < 2x' + 1 \land n' = n + 1$

- contains strict inequality
- choose e(x, n) = x, d = 1 and f = -1; get two LIA problems that must be unsat
 - $\varphi \wedge x < x' + 1$

$$(\neg decrease)$$

• $\varphi \wedge x < -1$

(¬ bounded)

• (\neg bounded) is unsatisfiable over $\mathbb R$

consider another program

```
int log2(int x) {
    int n := 0:
    while (x > 0) {
     x := x \text{ div } 2;
     n := n + 1: 
    return n - 1;
```

• $\varphi := x > 0 \land 2x' < x \land x < 2x' + 1 \land n' = n + 1$

- contains strict inequality
- choose e(x, n) = x, d = 1 and f = -1; get two LIA problems that must be unsat
 - $\varphi \wedge x < x' + 1$

$$(\neg decrease)$$

•
$$\varphi \wedge x < -1$$

(¬ bounded)

- (\neg bounded) is unsatisfiable over $\mathbb R$
- (\neg decrease) is unsatisfiable over \mathbb{Z} , but not over $\mathbb{R} \Longrightarrow \mathsf{require}$ LIA solver

consider another program

```
int log2(int x) {
    int n := 0:
    while (x > 0) {
      x := x \text{ div } 2;
     n := n + 1: 
    return n - 1;
```

- $\varphi := x > 0 \land 2x' < x \land x < 2x' + 1 \land n' = n + 1$
- contains strict inequality • choose e(x, n) = x, d = 1 and f = -1; get two LIA problems that must be unsat
 - $\varphi \wedge x < x' + 1$
 - $\varphi \wedge x < -1$

(¬ decrease) (¬ bounded)

- (\neg bounded) is unsatisfiable over $\mathbb R$
- ullet (eg decrease) is unsatisfiable over \mathbb{Z} , but not over $\mathbb{R} \Longrightarrow$ require LIA solver
- remark: LIA reasoning is crucial, the problem is not wrong choice of expression e; program does not terminate when executed with real number arithmetic

Outline

- 1. Summary of Previous Lecture
- 2. Application, Motivating LIA
- 3. Branch and Bound
- 4. Proof of Small Model Property of LIA
- 5. Further Reading

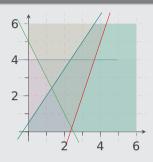


$$3x - 2y \ge -1$$
$$y \le 4$$

$$2x + y \ge 5$$

$$3x - y \le 7$$

 \bullet looking for solution in \mathbb{Z}^2

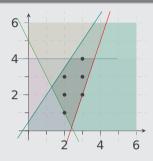


$$3x - 2y \ge -1$$

$$2x + y \ge 5$$

$$3x - y \le 7$$

- looking for solution in \mathbb{Z}^2
- infinite \mathbb{R}^2 solution space, six solutions in \mathbb{Z}^2



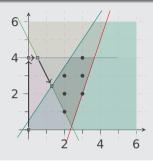
lecture 8

$$3x-2y\geq -1$$

$$2x + y \ge 5$$

$$3x - y \le 7$$

- looking for solution in \mathbb{Z}^2
- infinite \mathbb{R}^2 solution space, six solutions in \mathbb{Z}^2
- simplex returns $(\frac{9}{7}, \frac{17}{7})$

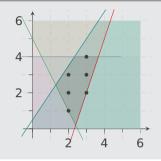


$$3x-2y\geq -1$$

$$2x + y \ge 5$$

$$3x - y \le 7$$

- looking for solution in \mathbb{Z}^2
- infinite \mathbb{R}^2 solution space, six solutions in \mathbb{Z}^2
- simplex returns $(\frac{9}{7}, \frac{17}{7})$



Branch and Bound, a Solver for LIA Formulas - Idea

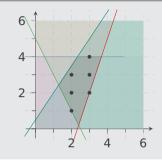
• add constraints that exclude current solution in $\mathbb{R}^2 \setminus \mathbb{Z}^2$ but do not change solutions in \mathbb{Z}^2

$$3x-2y\geq -1$$

$$2x + y \ge 5$$

$$3x - y \le 7$$

- looking for solution in \mathbb{Z}^2
- infinite \mathbb{R}^2 solution space, six solutions in \mathbb{Z}^2
- simplex returns $(\frac{9}{7}, \frac{17}{7})$



Branch and Bound, a Solver for LIA Formulas - Idea

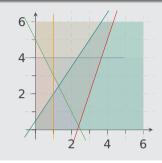
- add constraints that exclude current solution in $\mathbb{R}^2 \setminus \mathbb{Z}^2$ but do not change solutions in \mathbb{Z}^2
- in current solution 1 < x < 2, so use simplex on two augmented problems:
 - $C \wedge x \leq 1$
 - $C \wedge x \geqslant 2$

$$3x - 2y \ge -1$$

$$2x + y \ge 5$$

$$3x - y \le 7$$

- looking for solution in \mathbb{Z}^2
- infinite \mathbb{R}^2 solution space, six solutions in \mathbb{Z}^2
- simplex returns $(\frac{9}{7}, \frac{17}{7})$



Branch and Bound, a Solver for LIA Formulas - Idea

- add constraints that exclude current solution in $\mathbb{R}^2 \setminus \mathbb{Z}^2$ but do not change solutions in \mathbb{Z}^2
- in current solution 1 < x < 2, so use simplex on two augmented problems:
 - $C \wedge x \leq 1$

unsatisfiable

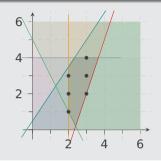
- $C \wedge x \ge 2$
- universität innsbruck

$$3x-2y\geq -1$$

$$2x + y \ge 5$$

$$3x - y \le 7$$

- looking for solution in \mathbb{Z}^2
- infinite \mathbb{R}^2 solution space, six solutions in \mathbb{Z}^2
- simplex returns $(\frac{9}{7}, \frac{17}{7})$



Branch and Bound, a Solver for LIA Formulas - Idea

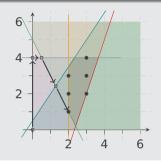
- add constraints that exclude current solution in $\mathbb{R}^2 \setminus \mathbb{Z}^2$ but do not change solutions in \mathbb{Z}^2
- in current solution 1 < x < 2, so use simplex on two augmented problems:
 - $C \land x \le 1$ unsatisfiable
 - $C \land x \geqslant 2$ satisfiable,

$$3x-2y \geq -1$$

$$2x + y \ge 5$$

$$3x - y \le 7$$

- looking for solution in \mathbb{Z}^2
- infinite \mathbb{R}^2 solution space, six solutions in \mathbb{Z}^2
- simplex returns $(\frac{9}{7}, \frac{17}{7})$



Branch and Bound, a Solver for LIA Formulas - Idea

- add constraints that exclude current solution in $\mathbb{R}^2 \setminus \mathbb{Z}^2$ but do not change solutions in \mathbb{Z}^2
- in current solution 1 < x < 2, so use simplex on two augmented problems:
 - $C \land x \leqslant 1$ unsatisfiable
 - $C \land x \geqslant 2$ satisfiable, simplex can return (2,1)

Algorithm BranchAndBound (φ)

Input: LIA formula φ , a conjunction of linear inequalities

Output: unsatisfiable, or satisfying assignment

let *res* be result of deciding φ over $\mathbb R$

⊳ e.g. by simplex

if res is unsatisfiable then return unsatisfiable

else if res is solution over \mathbb{Z} then

return res

else

let x be variable assigned non-integer value q in res

 $\mathit{res} = \mathsf{BranchAndBound}(\varphi \land x \leq \lfloor q \rfloor)$

if $res \neq unsatisfiable then$

return *res*

else

return BranchAndBound $(\varphi \land x \geq \lceil q \rceil)$

problematic formula (satisfiable over \mathbb{R})

$$\psi := x > 0 \land 2x' \le x \land x \le 2x' + 1 \land x < x' + 1$$
 (¬ decrease)

• execution of BranchAndBound on ψ (short notation: $BB(\psi)$)



• problematic formula (satisfiable over \mathbb{R})

$$\psi := x > 0 \land 2x' \le x \land x \le 2x' + 1 \land x < x' + 1$$

- execution of BranchAndBound on ψ (short notation: $BB(\psi)$)
 - simplex: v(x) = 1, $v(x') = \frac{1}{2}$



• problematic formula (satisfiable over \mathbb{R})

$$\psi := x > 0 \land 2x' \le x \land x \le 2x' + 1 \land x < x' + 1$$

- execution of BranchAndBound on ψ (short notation: $\mathit{BB}(\psi)$)
 - simplex: v(x) = 1, $v(x') = \frac{1}{2}$
 - invoke $BB(\psi \land x' \ge 1)$, simplex: unsatisfiable

• problematic formula (satisfiable over \mathbb{R})

$$\psi := x > 0 \land 2x' \le x \land x \le 2x' + 1 \land x < x' + 1$$

- execution of BranchAndBound on ψ (short notation: $\mathit{BB}(\psi)$)
 - simplex: v(x) = 1, $v(x') = \frac{1}{2}$
 - invoke $BB(\psi \wedge x' \geq 1)$, simplex: unsatisfiable
 - invoke $BB(\psi \wedge x' \leq 0)$, simplex: $v(x) = \frac{1}{2}, v(x') = -\frac{1}{4}$



• problematic formula (satisfiable over \mathbb{R})

$$\psi := x > 0 \land 2x' \le x \land x \le 2x' + 1 \land x < x' + 1$$
 (¬ decrease)

- execution of BranchAndBound on ψ (short notation: $BB(\psi)$)
 - simplex: v(x) = 1, $v(x') = \frac{1}{2}$
 - invoke $BB(\psi \land x' \ge 1)$, simplex: unsatisfiable
 - invoke $BB(\psi \wedge x' \leq 0)$, simplex: $v(x) = \frac{1}{2}, v(x') = -\frac{1}{4}$
 - invoke $BB(\psi \wedge x' \leq 0 \wedge x \geq 1)$, simplex: unsatisfiable

• problematic formula (satisfiable over \mathbb{R})

$$\psi := x > 0 \land 2x' \le x \land x \le 2x' + 1 \land x < x' + 1 \tag{\neg decrease}$$

- execution of BranchAndBound on ψ (short notation: $BB(\psi)$)
 - simplex: v(x) = 1, $v(x') = \frac{1}{2}$
 - invoke $BB(\psi \wedge x' \geq 1)$, simplex: unsatisfiable
 - invoke $BB(\psi \wedge x' \leq 0)$, simplex: $v(x) = \frac{1}{2}, v(x') = -\frac{1}{4}$
 - invoke $BB(\psi \wedge x' \leq 0 \wedge x \geq 1)$, simplex: unsatisfiable
 - invoke $BB(\psi \wedge x' \leq 0 \wedge x \leq 0)$, simplex: unsatisfiable

• problematic formula (satisfiable over \mathbb{R})

$$\psi := x > 0 \land 2x' \le x \land x \le 2x' + 1 \land x < x' + 1$$

- execution of BranchAndBound on ψ (short notation: $\mathit{BB}(\psi)$)
 - simplex: v(x) = 1, $v(x') = \frac{1}{2}$
 - invoke $BB(\psi \wedge x' \geq 1)$, simplex: unsatisfiable
 - invoke $BB(\psi \wedge x' \leq 0)$, simplex: $v(x) = \frac{1}{2}, v(x') = -\frac{1}{4}$
 - invoke $BB(\psi \wedge x' \leq 0 \wedge x \geq 1)$, simplex: unsatisfiable
 - invoke $BB(\psi \wedge x' \leq 0 \wedge x \leq 0)$, simplex: unsatisfiable
 - return unsatisfiable

Example (Branch and Bound - Problem)

consider ψ := 1 ≤ 3x − 3y ∧ 3x − 3y ≤ 2



Example (Branch and Bound - Problem)

consider $\psi := 1 < 3x - 3y \land 3x - 3y < 2$



•
$$v(x) = \frac{1}{3}, v(y) = 0$$

consider $\psi := 1 \le 3x - 3y \land 3x - 3y \le 2$



• $v(x) = \frac{1}{3}$, v(y) = 0, add $x \le 0$ or $x \ge 1$

consider $\psi := 1 \le 3x - 3y \land 3x - 3y \le 2$



- $v(x) = \frac{1}{3}$, v(y) = 0, add $x \le 0$ or $x \ge 1$
- for $\psi \land x \ge 1$: v(x) = 1, $v(y) = \frac{1}{3}$

consider $\psi := 1 \le 3x - 3y \land 3x - 3y \le 2$



- $v(x) = \frac{1}{3}$, v(y) = 0, add $x \le 0$ or $x \ge 1$
- for $\psi \wedge x \geq 1$: v(x) = 1, $v(y) = \frac{1}{3}$, add $y \leq 0$ or $y \geq 1$

consider $\psi := 1 \le 3x - 3y \land 3x - 3y \le 2$



- $v(x) = \frac{1}{3}$, v(y) = 0, add $x \le 0$ or $x \ge 1$
- for $\psi \land x \ge 1$: v(x) = 1, $v(y) = \frac{1}{2}$, add $y \le 0$ or $y \ge 1$
- ... BranchAndBound is not terminating, since search space is unbounded

if LIA formula ψ has solution over $\mathbb Z$ then it has a solution $\mathsf v$ with

$$|v(x)| \leq bound(\psi) := (n+1) \cdot \sqrt{n^n} \cdot c^n$$

for all x where

- ullet n: number of variables in ψ
- ullet c: maximal absolute value of numbers occurring in ψ

if LIA formula ψ has solution over $\mathbb Z$ then it has a solution $\mathsf v$ with

$$|v(x)| \leq bound(\psi) := (n+1) \cdot \sqrt{n^n} \cdot c^n$$

for all x where

- ullet n: number of variables in ψ
- ullet c: maximal absolute value of numbers occurring in ψ

Consequences and Remarks

 \bullet satisfiability of ψ for LIA formula is in NP

if LIA formula ψ has solution over $\mathbb Z$ then it has a solution $\mathsf v$ with

$$|v(x)| \leq bound(\psi) := (n+1) \cdot \sqrt{n^n} \cdot c^n$$

for all x where

- n: number of variables in ψ
- ullet c: maximal absolute value of numbers occurring in ψ

Consequences and Remarks

- ullet satisfiability of ψ for LIA formula is in NP
- invoke

$$BranchAndBound \left(\psi \land \bigwedge_{\mathsf{x} \in \mathsf{vars}(\psi)} -bound(\psi) \le \mathsf{x} \le bound(\psi)\right)$$

to decide solvability of ψ over $\mathbb Z$

if LIA formula ψ has solution over $\mathbb Z$ then it has a solution $\mathsf v$ with

$$|v(x)| \leq bound(\psi) := (n+1) \cdot \sqrt{n^n} \cdot c^n$$

for all x where

- n: number of variables in ψ
- ullet c: maximal absolute value of numbers occurring in ψ

Consequences and Remarks

- ullet satisfiability of ψ for LIA formula is in NP
- invoke

$$BranchAndBound \left(\psi \land \bigwedge_{x \in \mathit{vars}(\psi)} -bound(\psi) \le x \le bound(\psi)\right)$$

to decide solvability of ψ over $\mathbb Z$

• bound is quite tight: $c \le x_1 \land c \cdot x_1 \le x_2 \land \dots \land c \cdot x_{n-1} \le x_n$ implies $x_n \ge c^n$

Outline

- 1. Summary of Previous Lecture
- 2. Application, Motivating LIA
- 3. Branch and Bound
- 4. Proof of Small Model Property of LIA
- 5. Further Reading

Geometric Objects

polytope: convex hull of finite set of points X

$$\textit{hull}(\textit{X}) = \{\lambda_1 \vec{v}_1 + \ldots + \lambda_m \vec{v}_m \mid \{\vec{v}_1, \ldots, \vec{v}_m\} \subseteq \textit{X} \land \lambda_1, \ldots, \lambda_m \geq 0 \land \sum \lambda_i = 1\}$$



Geometric Objects

polytope: convex hull of finite set of points X

$$\textit{hull}(\textit{X}) = \{\lambda_1 \vec{v}_1 + \ldots + \lambda_m \vec{v}_m \mid \{\vec{v}_1, \ldots, \vec{v}_m\} \subseteq \textit{X} \land \lambda_1, \ldots, \lambda_m \geq 0 \land \sum \lambda_i = 1\}$$

• finitely generated cone: non-negative linear combinations of finite set of vectors V

$$\textit{cone}(\textit{V}) = \{\lambda_1 \vec{v}_1 + \ldots + \lambda_m \vec{v}_m \mid \{\vec{v}_1, \ldots, \vec{v}_m\} \subseteq \textit{V} \land \lambda_1, \ldots, \lambda_m \geq 0\}$$



Geometric Objects

• polytope: convex hull of finite set of points X

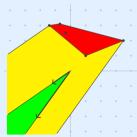
$$\textit{hull}(\textit{X}) = \{\lambda_1 \vec{v}_1 + \ldots + \lambda_m \vec{v}_m \mid \{\vec{v}_1, \ldots, \vec{v}_m\} \subseteq \textit{X} \land \lambda_1, \ldots, \lambda_m \geq 0 \land \sum \lambda_i = 1\}$$

• finitely generated cone: non-negative linear combinations of finite set of vectors V

$$\textit{cone}(\textit{V}) = \{\lambda_1 \vec{v}_1 + \ldots + \lambda_m \vec{v}_m \mid \{\vec{v}_1, \ldots, \vec{v}_m\} \subseteq \textit{V} \land \lambda_1, \ldots, \lambda_m \geq 0\}$$

polyhedron: polytope + finitely generated cone

$$hull(X) + cone(V) = \{\vec{x} + \vec{v} \mid \vec{x} \in hull(X) \land \vec{v} \in cone(V)\}$$



• *C* is polyhedral cone iff $C = \{\vec{x} \mid A\vec{x} \leq \vec{0}\}$ for some matrix *A* iff *C* is intersection of finitely many half-spaces

Example



• *C* is polyhedral cone iff $C = \{\vec{x} \mid A\vec{x} \leq \vec{0}\}$ for some matrix *A* iff C is intersection of finitely many half-spaces

Example



• *C* is polyhedral cone iff $C = \{\vec{x} \mid A\vec{x} \leq \vec{0}\}$ for some matrix *A* iff *C* is intersection of finitely many half-spaces

Example



• *C* is polyhedral cone iff $C = \{\vec{x} \mid A\vec{x} \leq \vec{0}\}$ for some matrix *A* iff *C* is intersection of finitely many half-spaces

Example



Theorem (Farkas, Minkowski, Weyl)

A cone is polyhedral iff it is finitely generated.

Theorem (Farkas, Minkowski, Weyl)

A cone is polyhedral iff it is finitely generated.



Theorem (Farkas, Minkowski, Weyl)

A cone is polyhedral iff it is finitely generated.

Theorem (Decomposition Theorem for Polyhedra)

Moreover, given X and V one can compute A and \vec{b} , and vice versa.

A set $P \subseteq \mathbb{R}^n$ can be described as a polyhedron P = hull(X) + cone(V) for finite X and V iff $P = \{\vec{x} \mid A\vec{x} \leq \vec{b}\}$ for some matrix A and vector \vec{b} .

universität

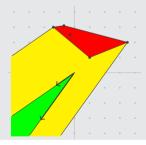
Theorem (Farkas, Minkowski, Weyl)

A cone is polyhedral iff it is finitely generated.

Theorem (Decomposition Theorem for Polyhedra)

A set $P \subseteq \mathbb{R}^n$ can be described as a polyhedron P = hull(X) + cone(V) for finite X and V iff $P = \{\vec{x} \mid A\vec{x} \leq \vec{b}\}$ for some matrix A and vector \vec{b} . Moreover, given X and V one can compute A and \vec{b} , and vice versa.

Example



 $oldsymbol{0}$ convert conjunctive LIA formula ψ into form $A ec{x} \leq ec{b}$



- **1** convert conjunctive LIA formula ψ into form $A\vec{x} \leq \vec{b}$
- 2 represent polyhedron $\{\vec{x} \mid A\vec{x} \leq \vec{b}\}$ as polyhedron P = hull(X) + cone(V)

- **1** convert conjunctive LIA formula ψ into form $A\vec{x} \leq \vec{b}$
- 2 represent polyhedron $\{\vec{x} \mid A\vec{x} \leq \vec{b}\}$ as polyhedron P = hull(X) + cone(V)
- 3 show that P has small integral solutions, depending on X and V

- **1** convert conjunctive LIA formula ψ into form $A\vec{x} \leq \vec{b}$
- 2 represent polyhedron $\{\vec{x} \mid A\vec{x} \leq \vec{b}\}$ as polyhedron P = hull(X) + cone(V)
- $oldsymbol{ol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{ol{oldsymbol{ol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{oldsymbol{ol{ol}}}}}}}}}}}}}$
- \odot approximate size of entries of vectors in X and V to obtain small model property

- **1** convert conjunctive LIA formula ψ into form $A\vec{x} \leq \vec{b}$
- 2 represent polyhedron $\{\vec{x} \mid A\vec{x} \leq \vec{b}\}$ as polyhedron P = hull(X) + cone(V)
- 3 show that P has small integral solutions, depending on X and V
- $oldsymbol{4}$ approximate size of entries of vectors in X and V to obtain small model property

Remark

- given ψ , one can compute X and V instead of using approximations
- however, this would be expensive: decomposition theorem requires exponentially many steps (in n, m) for input $A \in \mathbb{Z}^{m \times n}$ and $\vec{b} \in \mathbb{Z}^m$

Step 1: Conjunctive LIA Formula into Matrix Form $A\vec{x} \leq \vec{b}$

(variable renamed) formula

$$x_1 > 0$$

$$2x_2 \leq x_1$$

$$x_1 > 0$$
 $2x_2 \le x_1$ $x_1 \le 2x_2 + 1$ $x_1 < x_2 + 1$

$$x_1 < x_2 + 1$$

Step 1: Conjunctive LIA Formula into Matrix Form $A\vec{x} < \vec{b}$

(variable renamed) formula

$$x_1 > 0$$

$$2x_2 \le x_1$$

$$x_1 > 0$$
 $2x_2 \le x_1$ $x_1 \le 2x_2 + 1$ $x_1 < x_2 + 1$

$$x_1 < x_2 + 1$$

eliminate strict inequalities (only valid in LIA)

$$x_1 \ge 0 + 1$$

$$2x_2 \leq x_1$$

$$x_1 \ge 0 + 1$$
 $2x_2 \le x_1$ $x_1 \le 2x_2 + 1$ $x_1 + 1 \le x_2 + 1$

$$x_1+1\leq x_2+1$$

Step 1: Conjunctive LIA Formula into Matrix Form $A\vec{x} < \vec{b}$

(variable renamed) formula

$$x_1 > 0$$

$$2x_2 \leq x_1$$

$$x_1 > 0$$
 $2x_2 \le x_1$ $x_1 \le 2x_2 + 1$ $x_1 < x_2 + 1$

$$x_1 < x_2 + 1$$

eliminate strict inequalities (only valid in LIA)

$$x_1 > 0 + 1$$

$$2x_2 \le x_1$$

$$x_1 \leq 2x_2 + 1$$

$$x_1 \ge 0 + 1$$
 $2x_2 \le x_1$ $x_1 \le 2x_2 + 1$ $x_1 + 1 \le x_2 + 1$

normalize (only <, constant to the right-hand-side)

$$-x_1 \le -1$$

$$-x_1+2x_2\leq 0$$

$$-x_1 \le -1$$
 $-x_1 + 2x_2 \le 0$ $x_1 - 2x_2 \le 1$ $x_1 - x_2 \le 0$

$$x_1-x_2\leq 0$$

Step 1: Conjunctive LIA Formula into Matrix Form $A\vec{x} < \vec{b}$

(variable renamed) formula

$$x_1 > 0$$

$$2x_2 \le x_1$$

$$x_1 > 0$$
 $2x_2 \le x_1$ $x_1 \le 2x_2 + 1$

$$x_1 < x_2 + 1$$

eliminate strict inequalities (only valid in LIA)

$$x_1 > 0 + 1$$

$$2x_2 \le x_1$$

$$x_1 \leq 2x_2 + 1$$

$$x_1 \ge 0 + 1$$
 $2x_2 \le x_1$ $x_1 \le 2x_2 + 1$ $x_1 + 1 \le x_2 + 1$

normalize (only <, constant to the right-hand-side)

$$-x_1 \le -1$$

$$-x_1 \le -1$$
 $-x_1 + 2x_2 \le 0$ $x_1 - 2x_2 \le 1$ $x_1 - x_2 \le 0$

$$x_1-2x_2\leq 1$$

$$x_1-x_2\leq 0$$

matrix form

$$\begin{pmatrix} -1 & 0 \\ -1 & 2 \\ 1 & -2 \\ 1 & -1 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \le \begin{pmatrix} -1 \\ 0 \\ 1 \\ 0 \end{pmatrix}$$

Step 3: Small Integral Solutions of Polyhedrons

- consider finite sets $X \subseteq \mathbb{R}^n$ and $V \subseteq \mathbb{Z}^n$
- define

$$\textit{B} = \{\lambda_1 \vec{v_1} + \ldots + \lambda_n \vec{v_n} \mid \{\vec{v}_1, \ldots, \vec{v_n}\} \subseteq \textit{V} \land \textbf{1} \geq \lambda_1, \ldots, \lambda_n \geq 0\} \subseteq \textit{cone}(\textit{V})$$

Step 3: Small Integral Solutions of Polyhedrons

- consider finite sets $X \subseteq \mathbb{R}^n$ and $V \subseteq \mathbb{Z}^n$
- define

$$\textit{B} = \{\lambda_1 \vec{v_1} + \ldots + \lambda_{\textcolor{red}{n}} \vec{v_{\textcolor{red}{n}}} \mid \{\vec{v}_1, \ldots, \vec{v_{\textcolor{red}{n}}}\} \subseteq \textit{V} \land \textcolor{red}{1} \geq \lambda_1, \ldots, \lambda_{\textcolor{red}{n}} \geq 0\} \subseteq \textit{cone}(\textit{V})$$

Theorem

$$(hull(X) + cone(V)) \cap \mathbb{Z}^n = \emptyset \longleftrightarrow (hull(X) + B) \cap \mathbb{Z}^n = \emptyset$$

Step 3: Small Integral Solutions of Polyhedrons

- consider finite sets $X \subseteq \mathbb{R}^n$ and $V \subseteq \mathbb{Z}^n$
- define

$$\textit{B} = \{\lambda_1 \vec{v_1} + \ldots + \lambda_{\textcolor{red}{n}} \vec{v_{\textcolor{red}{n}}} \mid \{\vec{v}_1, \ldots, \vec{v_{\textcolor{red}{n}}}\} \subseteq \textit{V} \land \textcolor{red}{1} \geq \lambda_1, \ldots, \lambda_{\textcolor{red}{n}} \geq 0\} \subseteq \textit{cone}(\textit{V})$$

Theorem

$$(hull(X) + cone(V)) \cap \mathbb{Z}^n = \emptyset \longleftrightarrow (hull(X) + B) \cap \mathbb{Z}^n = \emptyset$$

Corollary

Assume $|c| \le b \in \mathbb{Z}$ for all entries c of all vectors in $X \cup V$.

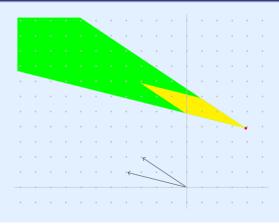
Define Bnd := $(n + 1) \cdot b$. Then

$$(hull(X) + cone(V)) \cap \mathbb{Z}^n = \emptyset$$

 $\longleftrightarrow (hull(X) + cone(V)) \cap \{-Bnd, \dots, Bnd\}^n = \emptyset$

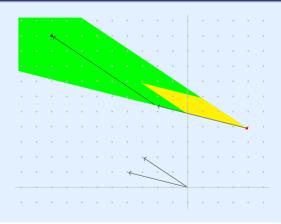
$$(hull(X) + cone(V)) \cap \mathbb{Z}^n = \emptyset \longleftrightarrow (hull(X) + B) \cap \mathbb{Z}^n = \emptyset$$

Proof



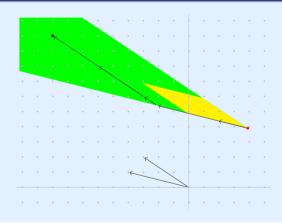
$$(hull(X) + cone(V)) \cap \mathbb{Z}^n = \emptyset \longleftrightarrow (hull(X) + B) \cap \mathbb{Z}^n = \emptyset$$

Proof



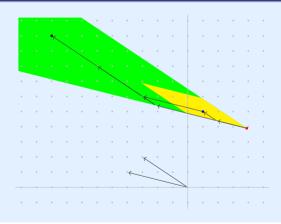
$$(hull(X) + cone(V)) \cap \mathbb{Z}^n = \emptyset \longleftrightarrow (hull(X) + B) \cap \mathbb{Z}^n = \emptyset$$

Proof



$$(hull(X) + cone(V)) \cap \mathbb{Z}^n = \emptyset \longleftrightarrow (hull(X) + B) \cap \mathbb{Z}^n = \emptyset$$

Proof



Step 2a: Decomposing Polyhedron $P = \{\vec{u} \mid A\vec{u} \leq \vec{b}\}$ **into** hull(X) + cone(V)

① use FMW to convert polyhedral cone of $\left\{ \vec{v} \mid \begin{pmatrix} A & -\vec{b} \\ \vec{0} & -1 \end{pmatrix} \vec{v} \leq \vec{0} \right\}$ into cone(C) for integral

vectors
$$C = \left\{ \begin{pmatrix} \vec{y}_1 \\ \tau_1 \end{pmatrix}, \dots, \begin{pmatrix} \vec{y}_\ell \\ \tau_\ell \end{pmatrix}, \begin{pmatrix} \vec{z}_1 \\ 0 \end{pmatrix}, \dots, \begin{pmatrix} \vec{z}_k \\ 0 \end{pmatrix} \right\}$$
 with $\tau_i > 0$ for all $1 \le i \le \ell$

① use FMW to convert polyhedral cone of $\left\{ \vec{v} \mid \begin{pmatrix} A & -b \\ \vec{0} & -1 \end{pmatrix} \vec{v} \leq \vec{0} \right\}$ into cone(C) for integral

vectors
$$C = \left\{ \begin{pmatrix} \vec{y}_1 \\ \tau_1 \end{pmatrix}, \dots, \begin{pmatrix} \vec{y}_\ell \\ \tau_\ell \end{pmatrix}, \begin{pmatrix} \vec{z}_1 \\ 0 \end{pmatrix}, \dots, \begin{pmatrix} \vec{z}_k \\ 0 \end{pmatrix} \right\}$$
 with $\tau_i > 0$ for all $1 \le i \le \ell$

2 define $\vec{x}_i := \frac{1}{\tau_i} \vec{y}_i$

① use FMW to convert polyhedral cone of $\left\{ \vec{v} \mid \begin{pmatrix} A & -\vec{b} \\ \vec{0} & -1 \end{pmatrix} \vec{v} \leq \vec{0} \right\}$ into cone(C) for integral

vectors
$$C = \left\{ \begin{pmatrix} \vec{y}_1 \\ \tau_1 \end{pmatrix}, \dots, \begin{pmatrix} \vec{y}_\ell \\ \tau_\ell \end{pmatrix}, \begin{pmatrix} \vec{z}_1 \\ 0 \end{pmatrix}, \dots, \begin{pmatrix} \vec{z}_k \\ 0 \end{pmatrix} \right\}$$
 with $\tau_i > 0$ for all $1 \le i \le \ell$

- 2 define $\vec{x}_i := \frac{1}{\tau_i} \vec{y}_i$
- 3 return $X:=\{\vec{x}_1,\ldots,\vec{x}_\ell\}$ and $V:=\{\vec{z}_1,\ldots,\vec{z}_k\}$

1 use FMW to convert polyhedral cone of $\left\{ \vec{v} \mid \begin{pmatrix} A & -\vec{b} \\ \vec{0} & -1 \end{pmatrix} \vec{v} \leq \vec{0} \right\}$ into cone(C) for integral

vectors
$$C = \left\{ \begin{pmatrix} \vec{y}_1 \\ \tau_1 \end{pmatrix}, \dots, \begin{pmatrix} \vec{y}_\ell \\ \tau_\ell \end{pmatrix}, \begin{pmatrix} \vec{z}_1 \\ 0 \end{pmatrix}, \dots, \begin{pmatrix} \vec{z}_k \\ 0 \end{pmatrix} \right\}$$
 with $\tau_i > 0$ for all $1 \le i \le \ell$

- 2 define $\vec{x}_i := \frac{1}{\tau_i} \vec{y}_i$
- f 3 return $X:=\{ec x_1,\ldots,ec x_\ell\}$ and $V:=\{ec z_1,\ldots,ec z_k\}$

Theorem

$$P = hull(X) + cone(V)$$

1 use FMW to convert polyhedral cone of $\left\{ \vec{v} \mid \begin{pmatrix} A & -\vec{b} \\ \vec{0} & -1 \end{pmatrix} \vec{v} \leq \vec{0} \right\}$ into cone(C) for integral

vectors
$$C = \left\{ \begin{pmatrix} \vec{y}_1 \\ \tau_1 \end{pmatrix}, \dots, \begin{pmatrix} \vec{y}_\ell \\ \tau_\ell \end{pmatrix}, \begin{pmatrix} \vec{z}_1 \\ 0 \end{pmatrix}, \dots, \begin{pmatrix} \vec{z}_k \\ 0 \end{pmatrix} \right\}$$
 with $\tau_i > 0$ for all $1 \le i \le \ell$

- **2** define $\vec{x}_i := \frac{1}{\tau_i} \vec{y}_i$
- **3** return $X := \{\vec{x}_1, \dots, \vec{x}_\ell\}$ and $V := \{\vec{z}_1, \dots, \vec{z}_k\}$

Theorem

$$P = hull(X) + cone(V)$$

Bounds

- the absolute values of the numbers in $X \cup V$ are all bounded by the absolute values of the numbers in C
- hence, bounds on C can be reused to bound vectors in X ∪ V

A cone is polyhedral iff it is finitely generated.

First direction: finitely generated implies polyhedral

• consider *cone* (V) for $V = \{\vec{v}_1, \dots, \vec{v}_m\} \subseteq \mathbb{Z}^n$

A cone is polyhedral iff it is finitely generated.

- consider *cone* (V) for $V = {\vec{v}_1, \dots, \vec{v}_m} \subseteq \mathbb{Z}^n$
- consider every set $W \subseteq V$ of linearly independent vectors with |W| = n 1

A cone is polyhedral iff it is finitely generated.

- consider *cone* (V) for $V = {\vec{v}_1, \dots, \vec{v}_m} \subseteq \mathbb{Z}^n$
- consider every set $W \subseteq V$ of linearly independent vectors with |W| = n 1
- ullet obtain integral normal vector $ec{c}$ of hyper-space spanned by W

A cone is polyhedral iff it is finitely generated.

- consider *cone* (V) for $V = {\vec{v}_1, \dots, \vec{v}_m} \subseteq \mathbb{Z}^n$
- consider every set $W \subseteq V$ of linearly independent vectors with |W| = n 1
- obtain integral normal vector \vec{c} of hyper-space spanned by W
- next check whether V is contained in hyper-space $\{\vec{v} \mid \vec{v} \cdot \vec{c} \leq 0\}$ or $\{\vec{v} \mid \vec{v} \cdot (-\vec{c}) \leq 0\}$
 - if $\vec{v}_i \cdot \vec{c} \leq 0$ for all i, then add \vec{c} as row to A
 - if $\vec{v}_i \cdot \vec{c} > 0$ for all *i*, then add $-\vec{c}$ as row to *A*

A cone is polyhedral iff it is finitely generated.

- consider *cone* (V) for $V = {\vec{v}_1, \dots, \vec{v}_m} \subseteq \mathbb{Z}^n$
- consider every set $W \subseteq V$ of linearly independent vectors with |W| = n 1
- obtain integral normal vector \vec{c} of hyper-space spanned by W
- next check whether V is contained in hyper-space $\{\vec{v} \mid \vec{v} \cdot \vec{c} \leq 0\}$ or $\{\vec{v} \mid \vec{v} \cdot (-\vec{c}) \leq 0\}$
 - if $\vec{v}_i \cdot \vec{c} \leq 0$ for all i, then add \vec{c} as row to A
 - if $\vec{v}_i \cdot \vec{c} \ge 0$ for all i, then add $-\vec{c}$ as row to A
- $cone(V) = {\vec{x} | A\vec{x} \leq \vec{0}}$

A cone is polyhedral iff it is finitely generated.

- consider *cone* (V) for $V = {\vec{v}_1, ..., \vec{v}_m} \subseteq \mathbb{Z}^n$
- consider every set $W \subseteq V$ of linearly independent vectors with |W| = n 1
- obtain integral normal vector \vec{c} of hyper-space spanned by W
- next check whether V is contained in hyper-space $\{\vec{v} \mid \vec{v} \cdot \vec{c} \leq 0\}$ or $\{\vec{v} \mid \vec{v} \cdot (-\vec{c}) \leq 0\}$
 - if $\vec{v}_i \cdot \vec{c} \leq 0$ for all i, then add \vec{c} as row to A
 - if $\vec{v}_i \cdot \vec{c} \ge 0$ for all i, then add $-\vec{c}$ as row to A
- cone $(V) = {\vec{x} \mid A\vec{x} < \vec{0}}$
- bounds
 - each normal vector \vec{c} can be computed via determinants
- \implies obtain bound on numbers in \vec{c} by using bounds on determinants

$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} & & \\ & & \end{pmatrix}$$



$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} \begin{pmatrix} 1 \\ -2 \end{pmatrix} \end{pmatrix}$$

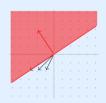


• pick
$$W = \{\vec{w}\}, \vec{w} = \begin{pmatrix} -3 \\ -2 \end{pmatrix}$$
 and consider span W



$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} & & \\ & & \end{pmatrix}$$

- pick $W = \{\vec{w}\}, \ \vec{w} = \begin{pmatrix} -3 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 3 \end{pmatrix}$



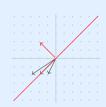
$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} & & \\ & & \end{pmatrix}$$

- pick $W = \{\vec{w}\}$, $\vec{w} = \begin{pmatrix} -3 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 3 \end{pmatrix}$
- if *V* is in same half-space, add $\pm \vec{c}$ to *A*



$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} -2 & 3 \\ \end{pmatrix}$$

- pick $W = \{\vec{w}\}, \ \vec{w} = \begin{pmatrix} -3 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 3 \end{pmatrix}$
- if *V* is in same half-space, add $\pm \vec{c}$ to *A*



$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} -2 & 3 \\ \end{pmatrix}$$

- pick $W = \{\vec{w}\}, \ \vec{w} = \begin{pmatrix} -2 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 2 \end{pmatrix}$
- if *V* is in same half-space, add $\pm \vec{c}$ to *A*



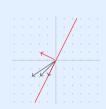
$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} -2 & 3 \\ \end{pmatrix}$$

- pick $W = \{\vec{w}\}$, $\vec{w} = \begin{pmatrix} -2 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 2 \end{pmatrix}$
- if *V* is in same half-space, add $\pm \vec{c}$ to *A*



$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} -2 & 3 \\ \end{pmatrix}$$

- pick $W = \{\vec{w}\}, \ \vec{w} = \begin{pmatrix} -2 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 2 \end{pmatrix}$
- if *V* is in same half-space, add $\pm \vec{c}$ to *A*



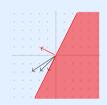
$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} -2 & 3 \\ \end{pmatrix}$$

- pick $W = \{\vec{w}\}$, $\vec{w} = \begin{pmatrix} -1 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 1 \end{pmatrix}$
- if *V* is in same half-space, add $\pm \vec{c}$ to *A*



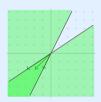
$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} -2 & 3 \\ 2 & -1 \end{pmatrix}$$

- pick $W = \{\vec{w}\}$, $\vec{w} = \begin{pmatrix} -1 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 1 \end{pmatrix}$
- if *V* is in same half-space, add $\pm \vec{c}$ to *A*



$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} -2 & 3 \\ 2 & -1 \end{pmatrix}$$

- pick $W = \{\vec{w}\}$, $\vec{w} = \begin{pmatrix} -1 \\ -2 \end{pmatrix}$ and consider span W
- compute normal vector $\vec{c} = \begin{pmatrix} -2 & 1 \end{pmatrix}$
- if *V* is in same half-space, add $\pm \vec{c}$ to *A*



$$V = \left\{ \begin{pmatrix} -3 \\ -2 \end{pmatrix}, \begin{pmatrix} -2 \\ -2 \end{pmatrix}, \begin{pmatrix} -1 \\ -2 \end{pmatrix} \right\}$$
$$A = \begin{pmatrix} -2 & 3 \\ 2 & -1 \end{pmatrix}$$

lecture 8

A cone is polyhedral iff it is finitely generated.

Second direction: polyhedral implies finitely generated

• consider $\{\vec{x} \mid A\vec{x} \leq \vec{0}\}$

A cone is polyhedral iff it is finitely generated.

Second direction: polyhedral implies finitely generated

- consider $\{\vec{x} \mid A\vec{x} \leq \vec{0}\}$
- define W as the set of row vectors of A

A cone is polyhedral iff it is finitely generated.

Second direction: polyhedral implies finitely generated

- consider $\{\vec{x} \mid A\vec{x} \leq \vec{0}\}$
- define W as the set of row vectors of A
- by first direction obtain integral matrix B such that $cone(W) = \{\vec{x} \mid B\vec{x} \leq \vec{0}\}$

A cone is polyhedral iff it is finitely generated.

Second direction: polyhedral implies finitely generated

- consider $\{\vec{x} \mid A\vec{x} \leq \vec{0}\}$
- define W as the set of row vectors of A
- by first direction obtain integral matrix B such that $cone(W) = \{\vec{x} \mid B\vec{x} \leq \vec{0}\}$
- define V as the set of row vectors of B

lecture 8

A cone is polyhedral iff it is finitely generated.

Second direction: polyhedral implies finitely generated

- consider $\{\vec{x} \mid A\vec{x} \leq \vec{0}\}$
- define W as the set of row vectors of A
- by first direction obtain integral matrix B such that $cone(W) = \{\vec{x} \mid B\vec{x} \leq \vec{0}\}$
- define V as the set of row vectors of B
- $\{\vec{x} \mid A\vec{x} \leq \vec{0}\} = cone(V)$

A cone is polyhedral iff it is finitely generated.

Second direction: polyhedral implies finitely generated

- consider $\{\vec{x} \mid A\vec{x} \leq \vec{0}\}$
- define W as the set of row vectors of A
- by first direction obtain integral matrix B such that $cone(W) = \{\vec{x} \mid B\vec{x} \leq \vec{0}\}$
- define V as the set of row vectors of B
- $\{\vec{x} \mid A\vec{x} \leq \vec{0}\} = cone(V)$
- bounds carry over from first direction

A cone is polyhedral iff it is finitely generated.

Second direction: polyhedral implies finitely generated

- consider $\{\vec{x} \mid A\vec{x} \leq \vec{0}\}$
- define W as the set of row vectors of A
- by first direction obtain integral matrix B such that $cone(W) = \{\vec{x} \mid B\vec{x} \leq \vec{0}\}$
- define V as the set of row vectors of B
- $\{\vec{x} \mid A\vec{x} \leq \vec{0}\} = cone(V)$
- bounds carry over from first direction

Step 4: Theorem of Farkas, Minkowski, Weyl (bounded version)

Let $C \subseteq \mathbb{R}^n$ be a polyhedral cone, given via an integral matrix A. Let b be a bound for all matrix entries, $b \ge |A_{ij}|$. Then C is generated by a finite set of integral vectors V whose entries are at most $\pm \sqrt{(n-1)^{n-1}} \cdot b^{n-1}$.

• Let A be a square matrix of dimension n such that $|A_{i,j}| \le b$ for all i, j. Then $|det(A)| \le \sqrt{n^n} \cdot b^n$.

- Let A be a square matrix of dimension n such that $|A_{i,j}| \le b$ for all i, j. Then $|\det(A)| < \sqrt{n^n} \cdot b^n$.
- Whenever $n=2^k$, then the bound is tight, i.e., there exists a matrix A of dimension n such that $det(A) = \sqrt{n^n} \cdot b^n = n^{n/2} \cdot b^n$.

- Let A be a square matrix of dimension n such that $|A_{i,j}| \le b$ for all i, j. Then $|\det(A)| < \sqrt{n^n} \cdot b^n$.
- Whenever $n=2^k$, then the bound is tight, i.e., there exists a matrix A of dimension n such that $det(A) = \sqrt{n^n} \cdot b^n = n^{n/2} \cdot b^n$.

Proof

uses results about Gram matrices

- Let A be a square matrix of dimension n such that $|A_{i,j}| \le b$ for all i, j. Then $|\det(A)| \le \sqrt{n^n} \cdot b^n$.
- Whenever $n=2^k$, then the bound is tight, i.e., there exists a matrix A of dimension n such that $det(A) = \sqrt{n^n} \cdot b^n = n^{n/2} \cdot b^n$.

Proof

- uses results about Gram matrices
- construct matrices $A_0, A_1, A_2, \dots, A_k$ of dimensions $2^0, 2^1, 2^2, \dots, 2^k$ as follows:

$$A_0 = \begin{pmatrix} b \end{pmatrix}$$
, $A_1 = \begin{pmatrix} b & b \\ -b & b \end{pmatrix} = \begin{pmatrix} A_0 & A_0 \\ -A_0 & A_0 \end{pmatrix}$, $A_2 = \begin{pmatrix} A_1 & A_1 \\ -A_1 & A_1 \end{pmatrix}$, ...

- Let A be a square matrix of dimension n such that $|A_{i,j}| \le b$ for all i, j. Then $|\det(A)| \le \sqrt{n^n} \cdot b^n$.
- Whenever $n=2^k$, then the bound is tight, i.e., there exists a matrix A of dimension n such that $det(A) = \sqrt{n^n} \cdot b^n = n^{n/2} \cdot b^n$.

Proof

- uses results about Gram matrices
- construct matrices $A_0, A_1, A_2, \dots, A_k$ of dimensions $2^0, 2^1, 2^2, \dots, 2^k$ as follows:

$$A_0 = \begin{pmatrix} b \end{pmatrix}$$
, $A_1 = \begin{pmatrix} b & b \\ -b & b \end{pmatrix} = \begin{pmatrix} A_0 & A_0 \\ -A_0 & A_0 \end{pmatrix}$, $A_2 = \begin{pmatrix} A_1 & A_1 \\ -A_1 & A_1 \end{pmatrix}$, ...

obtain desired equality $det(A_k) = (2^k)^{2^k/2} \cdot b^{2^k}$ by induction on k:

$$det(A_{k+1}) = det(2 \cdot A_k \cdot A_k) = 2^{2^k} \cdot det(A_k)^2 = 2^{2^k} \cdot ((2^k)^{2^k/2} \cdot b^{2^k})^2 = (2^{k+1})^{2^{k+1}/2} \cdot b^{2^{k+1}}$$

Example Hadamard Matrix

lecture 8

Outline

- 1. Summary of Previous Lecture
- 2. Application, Motivating LIA
- 3. Branch and Bound
- 4. Proof of Small Model Property of LIA
- 5. Further Reading



Kröning and Strichmann

Section 5.3

Further Reading



Alexander Schrijver Theory of linear and integer programming, Chapters 7, 16, 17, and 24 Wiley, 1998.

Important Concepts

- branch-and-bound
- cone (finitely generated or polyhedral)
- decomposition theorem for polyhedra
- Farkas–Minkowski–Weyl theorem

- Hadamard's inequality
- polyhedron
- small model property of LIA