Material.
Lectures: 25-32.

Definitions.
Pure, 0–1 and mixed integer programming problems. Integral, cutting plane.
Tree, node, edge, parent, child, terminal node.

Be able to -
Setup integer programming problems such as the Knapsack, Assignment, Stock-cutting, and Traveling salesman problems.
Solve programming problems using the cutting plane and the branch-and-bound methods.
Restate various programming problems (finite variables, even variables, ...) as integer or 0–1 programming problems.
Solve transportation problems.
Solve assignment problems.
Run the Hungarian Algorithm (but don’t need to know how to state it or define its terms such as “star-possible”).

Suggested Exercises. All homework exercises plus
259: 1-6. — State the problem
275: 1-7. — Cutting plane
289: 1-7. — Branch and bound
325: 2-4 (but using the Greedy algorithm), 9, 11, 13. — Transportation
338: 1, 3, 5, 7.