

## CONTENTS

Introduction .....	viii
1. Mathematical preliminaries .....	1
1.1 Graph theory .....	1
1.2 Polyhedral theory .....	6
1.3 Complexity theory .....	10
2. The facial structure of the linear ordering polytope .....	13
2.1 Notations and basic results .....	13
2.2 Facets induced by dicycles .....	18
2.3 Facets induced by $k$ -fences .....	22
2.4 Facets induced by Möbius ladders .....	26
2.5 Further classes of facets .....	46
2.6 Adjacency and diameter .....	55
3. An algorithm for the solution of the linear ordering problem .....	60
3.1 The conception of the algorithm .....	60
3.2 Preprocessing .....	63
3.3 Detection of violated inequalities .....	65
3.4 The cutting plane part .....	72
3.5 The branch & bound part .....	75
4. Applications of the cutting plane algorithm .....	79
4.1 Description of the input data .....	79
4.2 Computational results .....	82
4.3 Comparison of cutting plane generation strategies .....	88
4.4 Aspects of the optimization process .....	90
4.5 Random problems .....	93
4.6 Heuristics .....	95

5. Triangulation of input-output tables .....	98
5.1 Economical background .....	98
5.2 Coefficients for interpreting triangulated tables .....	99
5.3 Discussion of the computational results .....	103
5.4 Conclusion .....	111
6. Review of algorithms for the linear ordering problem .....	112
6.1 Heuristic methods .....	112
6.2 Branch & bound algorithms .....	114
6.3 Linear programming methods .....	117
7. Further applications and final remarks .....	118
7.1 Aggregation of individual preferences .....	118
7.2 An application in sports .....	121
7.3 Final remarks .....	123
References .....	124
Index of definitions .....	128
Appendix A: Optimum triangulations of input-output tables .....	130
Appendix B: Optimum triangulations of Bundesliga tables .....	148