# MVE165/MMG630, Applied Optimization Lecture 7 Integer linear programming

Ann-Brith Strömberg

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#### Modelling with integer variables

#### Variables

- ▶ Linear programming (LP) uses continuous variables:  $x_{ij} \ge 0$
- Integer linear programming (ILP) use also integer, binary, and discrete variables
- ▶ If both continuous and integer variables are used in a program, it is called a *mixed integer* (*linear*) *program* (*MILP*)

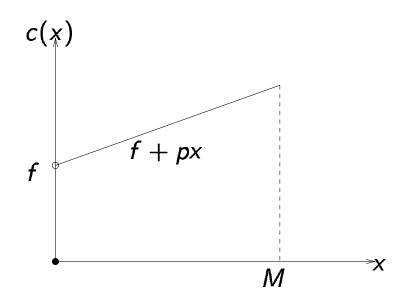
#### Constraints

- ▶ In an ILP (or MILP) it is possible to model linear constraints, but also logical relations as, e.g. if—then and either—or
- This is done by introducing additional binary variables and additional constraints



#### Mixed integer modelling—fixed charges

- ▶ Send a truck  $\Rightarrow$  Start-up cost f > 0
- ▶ Load bread loafs  $\Rightarrow$  cost p > 0 per loaf
- $\triangleright x = \#$  bread loafs to transport from bakery to store



- ► Cost function  $c(x) = \begin{cases} 0 & \text{if } x = 0 \\ f + px & \text{if } 0 < x \le M \end{cases}$
- ▶ The function  $c: \Re_+ \mapsto \Re_+$  is *nonlinear* and *discontinuos*

#### Integer linear programming modelling—fixed charges

- ▶ Let y = # trucks to send (here y equals 0 or 1)
- Replace c(x) by fy + px
- ▶ Constraints:  $0 \le x \le My$  and  $y \in \{0, 1\}$
- New model:  $\begin{bmatrix} \min fy + px \\ \text{s.t.} & x My \leq 0 \\ x \geq 0 \\ y \in \{0, 1\} \end{bmatrix}$

$$y = 0 \Rightarrow x = 0 \Rightarrow fy + px = 0$$

$$y = 1 \Rightarrow x \leq M \Rightarrow fy + px = f + px$$

$$\triangleright x > 0 \Rightarrow y = 1 \Rightarrow fy + px = f + px$$

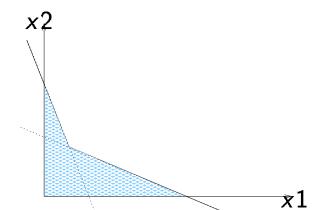
▶ 
$$x = 0$$
  $\Rightarrow$   $y = 0$  But: Minimization will push  $y$  to zero!

#### Discrete alternatives

Suppose: either  $x_1 + 2x_2 \le 4$  or  $5x_1 + 3x_2 \le 10$ , and  $x_1, x_2 \ge 0$  must hold



▶ Let  $M \gg 1$  and define  $y \in \{0,1\}$ 



 $\Rightarrow$  New constraint set:  $\begin{bmatrix} x_1 + 2x_2 & -My & \leq 4 \\ 5x_1 + 3x_2 & -M(1-y) & \leq 10 \\ y & \in \{0,1\} \\ x_1, x_2 & \geq 0 \end{bmatrix}$ 

 $y = \begin{cases} 0 \Rightarrow x_1 + 2x_2 \le 4 \text{ must hold} \\ 1 \Rightarrow 5x_1 + 3x_2 \le 10 \text{ must hold} \end{cases}$ 

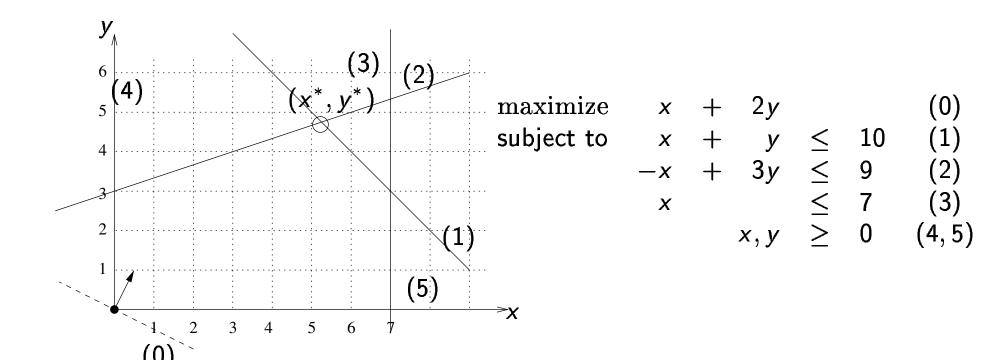


#### Exercises: Homework & friday

- 1. Suppose that you are interested in choosing from a set of investments  $\{1, \ldots, 7\}$  using 0-1 variables. Model the following constraints.
  - 1.1 You cannot invest in all of them
  - 1.2 You must choose at least one of them
  - 1.3 Investment 1 cannot be chosen if investment 3 is chosen
  - 1.4 Investment 4 can be chosen only if investment 2 is also chosen
  - 1.5 You must choose either both investment 1 and 5 or neither
  - 1.6 You must choose either at least one of the investments 1, 2 and 3 or at least two investments from 2, 4, 5 and 6
- 2. Formulate the following as mixed integer progams
  - 2.1  $u = \min\{x_1, x_2\}$ , assuming that  $0 \le x_j \le C$  for j = 1, 2
  - 2.2  $v = |x_1 x_2|$  with  $0 \le x_j \le C$  for j = 1, 2
  - 2.3 The set  $X \setminus \{x^*\}$  where  $X = \{x \in Z^n | Ax \leq b\}$  and  $x^* \in X$

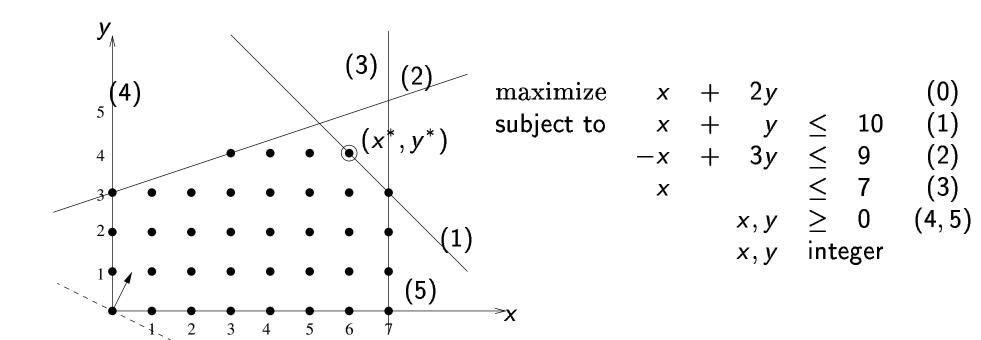


#### Linear programming: A small example



- ▶ Optimal solution:  $(x^*, y^*) = (5\frac{1}{4}, 4\frac{3}{4})$
- ▶ Optimal objective value:  $14\frac{3}{4}$

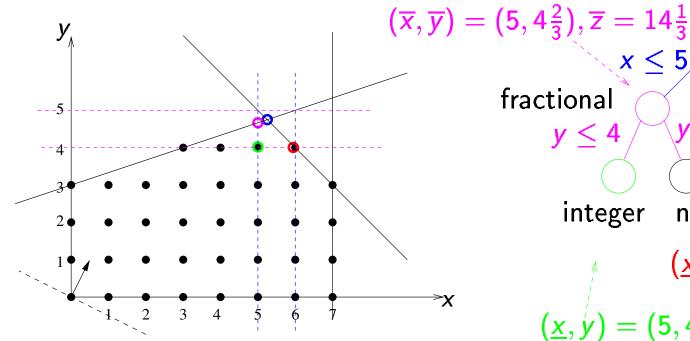
#### Integer linear programming: A small example

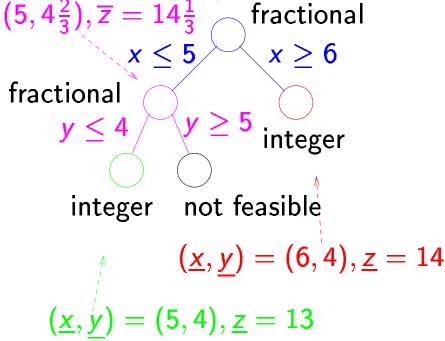


- What if the variables are forced to be integral?
- ▶ Optimal solution:  $(x^*, y^*) = (6, 4)$
- ▶ Optimal objective value:  $14 < 14\frac{3}{4}$
- The optimal value decreases (possibly constant) when the variables are restricted to have integral values

# ILP: Solution by the branch—and—bound algorithm (e.g., Cplex, XpressMP, or GLPK)

- ► Relax integrality requirements  $\Rightarrow$  linear, continuous problem  $\Rightarrow (\overline{x}, \overline{y}) = (5\frac{1}{4}, 4\frac{3}{4}), \overline{z} = 14\frac{3}{4}$
- Search tree: branch over fractional variable values





#### The knapsack problem—budget constraints

- Select an optimal collection of objects or investments or projects ...
  - $ightharpoonup c_i = ext{benefit of choosing object } j, j = 1, \dots, n$
- Limits on the budget
  - $ightharpoonup a_j = \text{cost of object } j, j = 1, \dots, n$
  - ▶ b = total budget
- Variables:  $x_j = \begin{cases} 1, & \text{if object } j \text{ is chosen}, \\ 0, & \text{otherwise}. \end{cases}$   $j = 1, \dots, n$
- ▶ Objective function:  $\max \sum_{j=1}^{n} c_j x_j$
- ▶ Budget constraint:  $\sum_{j=1}^{n} a_j x_j \leq b$
- ▶ Binary variables:  $x_j \in \{0,1\}, j = 1,...,n$

#### Computational complexity

A small knapsack instance

```
z_1^* = \max 213x_1 + 1928x_2 + 11111x_3 + 2345x_4 + 9123x_5 subject to 12223x_1 + 12224x_2 + 36674x_3 + 61119x_4 + 85569x_5 \le 89 643 482 x_1, \dots, x_5 \ge 0, integer
```

- ▶ Optimal solution  $\mathbf{x}^* = (0, 1, 2444, 0, 0), z_1^* = 27 157 212$
- Cplex finds this solution in 0.015 seconds
- The equality version

```
z_2^* = \max 213x_1 + 1928x_2 + 11111x_3 + 2345x_4 + 9123x_5

subject to 12223x_1 + 12224x_2 + 36674x_3 + 61119x_4 + 85569x_5 = 89 643 482

x_1, \dots, x_5 \ge 0, integer
```

- ▶ Optimal solution  $\mathbf{x}^* = (7334, 0, 0, 0, 0), z_2^* = 1562142$
- ▶ Cplex computations interrupted after 1700 sec. ( $\approx \frac{1}{2}$  hour)
  - No integer solution found
  - ▶ Best upper bound found: 25 821 000
  - 55 863 802 branch—and—bound nodes visited
  - Only one feasible solution exists!



#### Computational complexity

- Mathematical insight yields successful algorithms
- Example: Assignment problem: Assign *n* persons to *n* jobs.
- $\blacktriangleright$  # feasible solutions:  $n! \Rightarrow$  Combinatorial explosion
- ▶ An algorithm  $\exists$  that solves this problem in time  $\mathcal{O}(n^4) \propto n^4$
- ▶ Binary knapsack:  $\mathcal{O}(2^n)$
- Complete enumeration of all solutions is not efficient

n	2	5	8	10	100	1000
n!	2	120	40000	3600000	$9.3 \cdot 10^{157}$	$4.0 \cdot 10^{2567}$
$2^n$	4	32	256	1024	$1.3 \cdot 10^{30}$	$1.1\cdot 10^{301}$
$n^4$	16	625	4100	10000	100000000	$1.0\cdot 10^{12}$
$\frac{1}{(n \log n)}$	0.6	3.5	7.2	10	200	3000)

▶ (Continuous knapsack (sorting of  $\frac{c_j}{a_j}$ ):  $\mathcal{O}(n \log n)$ )



#### The set covering problem

- ▶ A number (n) of items and a cost for each item
- ▶ A number (*m*) of subsets of the *n* items
- ► Find a selection of the items such that each subset contains at least one selected item and such that the total cost for the selected items is minimized
- Mathematical formulation:

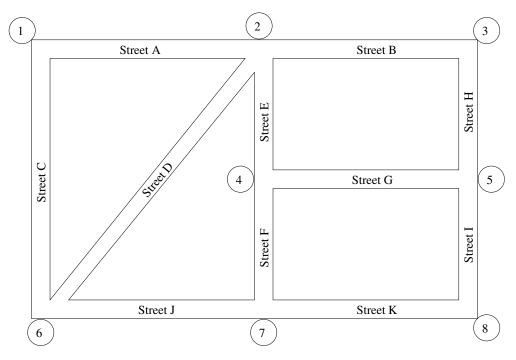
min 
$$\mathbf{c}^{\mathrm{T}}\mathbf{x}$$
 subject to  $\mathbf{A}\mathbf{x} \geq \mathbf{1}$   $\mathbf{x}$  binary

- $oldsymbol{c} \in \Re^n$  and  $oldsymbol{1} = (1,\ldots,1)^{\mathrm{T}} \in \Re^m$  are constant vectors
- ▶  $\mathbf{A} \in \Re^{m \times n}$  is a matrix with entries  $a_{ij} \in \{0,1\}$
- $\mathbf{x} \in \Re^n$  is the vector of variables
- Related models: set partitioning  $(\mathbf{A}\mathbf{x} = \mathbf{1})$ , set packing  $(\mathbf{A}\mathbf{x} \leq \mathbf{1})$



#### Example: Installing security telephones

- ► The road administration wants to install emergency telephones such that each street has access to at least one phone
- It is logical to place the phones at street crossings
- ▶ Each crossing has an installation cost:  $\mathbf{c} = (2, 2, 3, 4, 3, 2, 2, 1)$
- Find the cheapest selection of crossings to provide all streets with phones



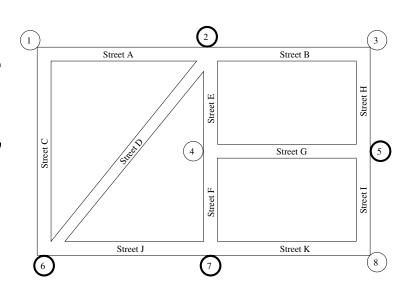
Define variables and constraints



#### Installing security telephones: Mathematical model

- ▶ Binary variables for each crossing:  $x_j = 1$  if a phone is installed at j,  $x_j = 0$  otherwise.
- ► For each street, introduce a constraint saying that a phone should be placed at—at least—one of its crossings:

A: 
$$x_1 + x_2 \ge 1$$
, B:  $x_2 + x_3 \ge 1$ ,  
C:  $x_1 + x_6 \ge 1$ , D:  $x_2 + x_6 \ge 1$ ,  
E:  $x_2 + x_4 \ge 1$ , F:  $x_4 + x_7 \ge 1$ ,  
G:  $x_4 + x_5 \ge 1$ , H:  $x_3 + x_5 \ge 1$ ,  
I:  $x_5 + x_8 \ge 1$ , J:  $x_6 + x_7 \ge 1$ ,  
K:  $x_7 + x_8 \ge 1$ 



Objective function:

min 
$$2x_1 + 2x_2 + 3x_3 + 4x_4 + 3x_5 + 2x_6 + 2x_7 + x_8$$

• An optimal solution:  $x_2 = x_5 = x_6 = x_7 = 1$ ,  $x_1 = x_3 = x_4 = x_8 = 0$ . Objective value: 9.



#### More modelling examples

- ► Given three telephone companies A, B and, C which charge a fixed start-up price of 16, 25 and, 18, respectively
- ► For each minute of call-time A, B, and, C charge 0.25, 0.21 and, 0.22
- We want to phone 200 minutes. Which company should we choose?
- $\triangleright$   $x_i$  = number of minutes called by  $i \in \{A, B, C\}$
- ▶ Binary variables  $y_i = 1$  if  $x_i > 0$ ,  $y_i = 0$  otherwise (pay start-up price only if calls are made with company i)
- Mathematical model

min 
$$0.25x_1 + 0.21x_2 + 0.22x_3 + 16y_1 + 25y_2 + 18y_3$$
  
subject to  $x_1 + x_2 + x_3 = 200$   
 $0 \le x_i \le 200y_i, i = 1, 2, 3$   
 $y_i \in \{0, 1\}, i = 1, 2, 3$ 

## More modelling examples (2)

- We wish to process three jobs on one machine
- ▶ Each job j has a processing time  $p_j$ , a due date  $d_j$ , and a penalty cost  $c_i$  if the due date is missed
- How should the jobs be scheduled to minimize the total penalty cost?

	Processing	Due date	Late penalty
Job	time (days)	(days)	\$/day
1	5	25	19
2	20	22	12
3	15	35	34

#### The linear assignment model

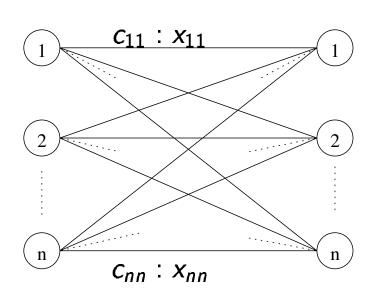
Assign each task to one resource, and each resource to one task

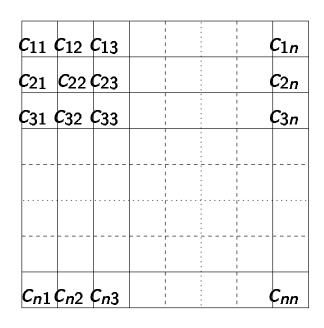
- ▶ Linear cost  $c_{ij}$  for assigning task i to resource j,  $i, j \in \{1, ..., n\}$
- Variables:  $x_{ij} = \begin{cases} 1, & \text{if task } i \text{ is assigned to resource } j \\ 0, & \text{otherwise} \end{cases}$

min 
$$\sum_{i=1}^n \sum_{j=1}^n c_{ij} x_{ij}$$
 subject to 
$$\sum_{j=1}^n x_{ij} = 1, \quad i = 1, \dots, n$$
 
$$\sum_{i=1}^n x_{ij} = 1, \quad j = 1, \dots, n$$
 
$$x_{ij} \geq 0, \quad i, j = 1, \dots, n$$

#### The linear assignment model

Choose one element from each row and each column

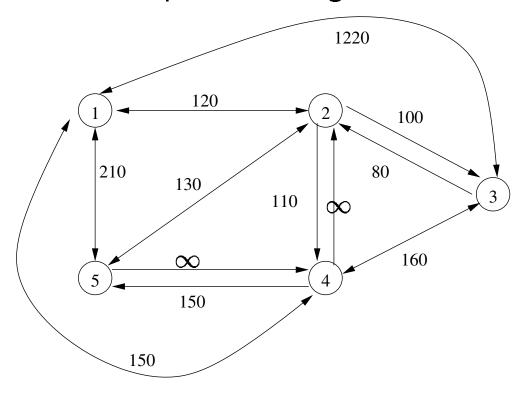




- This integer linear model has integral extreme points, since it can be formulated as a network flow problem
- Therefore, it can be efficiently solved using specialized (network) linear programming techniques
- Even more efficient special purpose (primal-dual-graph-based) algorithms exist

### The travelling salesperson problem (TSP)

- Given n cities and connections between all cities (distances on each connection)
- Find shortest tour that passes through all the cities



- ► A problem that is very easy to describe and understand but very difficult to solve (combinatorial explosion)
- ➤ ∃ different versions of TSP: Euclidean, metric, symmetric, ...

#### An ILP formulation of the TSP problem

- ▶ Let the distance from city i to city j be  $d_{ij}$
- ▶ Introduce binary variables  $x_{ij}$  for each connection
- ▶ Let  $V = \{1, ..., n\}$  denote the set of nodes (cities)

min 
$$\sum_{i \in V} \sum_{j \in V} d_{ij} x_{ij},$$
s.t. 
$$\sum_{j \in V} x_{ij} = 1, \quad i \in V,$$

$$\sum_{i \in V} x_{ij} = 1, \quad j \in V,$$

$$\sum_{i \in U, j \in V \setminus U} x_{ij} \geq 1, \quad \forall U \subset V : 2 \leq |U| \leq |V| - 2,$$

$$x_{ij} \quad \text{binary} \quad i, j \in V$$

$$(1)$$

Cf. the assignment problem

Draw Graph \* 2!

- ▶ Enter and leave each city exactly once  $\Leftrightarrow$  (1) and (2) DRAW!
- ► Constraints (3): subtour elimination

Draw!

Alternative formulation of (3):

$$\sum_{(i,i)\in U} x_{ij} \leq |U| - 1, \quad \forall U \subset V : 2 \leq |U| \leq |V| - 2 \quad \text{if } \quad \forall v \in V$$

#### Solution methods for the TSP Problem

- Branch-&-bound
- Cutting plane algorithms
- Heuristics
  - Nearest neighbor algorithm
  - Lin-Kernighan's heuristic (2-opt, 3-opt, etc.)
  - Christofides' heuristic (spanning tree + "some" arcs ...)
  - **...**
- . . .
- ► Common difficulty for all solution methods for the TSP: Combinatorial explosion: # possible tours  $\approx n!$
- ⇒ Very many subtour elimination constraints



#### The development of TSP solution

Optimal solutions to TSP's of different sizes found

year	n =
1954	49
1962	33
1977	120
1987	532
1987	666
1987	2392
1994	7397
1998	13509
2001	15112
2004	24978



#### The worlds largest TSP solved so far ...

- ► A TSP of 24 978 cities, towns, and villages in Sweden
- ▶ Optimal tour:  $\approx 72\,500$  km (855597 TSP LIB units)
- ► The tour of length 855 597 was found in March 2003 (Lin-Kernighan's TSP heuristic)
- ▶ It was proven in May 2004 that no shorter tour exists
- ▶ The final stages that improved the lower bound from 855 595 up to 855 597 required  $\approx$  8 years of computation time (running in parallel on a network of Linux workstations)
  - "Without knowledge of the 855 597 tour we would not have made the decision to carry out this final computation"
- www.tsp.gatech.edu



#### Facility location—a mixed integer linear model

- Choose a number of facilities (storage, depot) to serve a number of customers
- ightharpoonup m potential facilities, capacity  $k_i$ ,  $i=1,\ldots,m$
- ightharpoonup n customers, demand  $d_j$ ,  $j=1,\ldots,n$
- ightharpoonup Fixed cost  $f_i > 0$  of opening facility i
- ► Cost  $c_{ij} > 0$  for transporting one unit from facility i to customer j
- $ightharpoonup x_{ij} = ext{flow from } i ext{ to } j, ext{ } y_i = \left\{ egin{array}{ll} 1 & ext{if facility } i ext{ is opened} \\ 0 & ext{otherwise} \end{array} \right.$

min 
$$\sum_{i=1}^{m} \sum_{j=1}^{n} c_{ij} x_{ij} + \sum_{i=1}^{m} f_{i} y_{i}$$
  
s.t.  $\sum_{j=1}^{n} x_{ij} \le k_{i} y_{i}$   $i = 1, ..., m$   
 $\sum_{i=1}^{m} x_{ij} = d_{j}$   $j = 1, ..., n$   
 $x_{ij} \ge 0$   $i = 1, ..., m$ ,  $j = 1, ..., n$   
 $y_{i} \in \{0, 1\}$   $i = 1, ..., m$ 

