

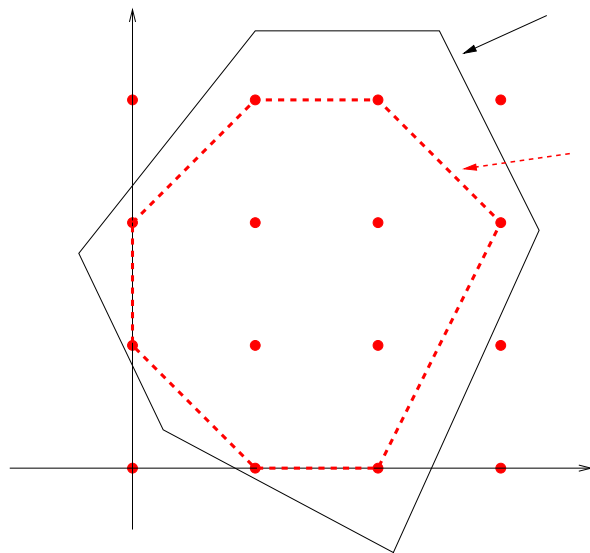
MVE165/MMG631
Linear and integer optimization with applications
Lecture 9
Discrete optimization: theory and algorithms

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- Relaxations: cutting planes and Lagrangean duals
- TSP and routing problems
- Branch-and-bound for structured problems

$$Ax \leq b$$



Ideal since all extreme points are integral

The linear program has **integer extreme points**

Cutting planes: A very small example

Consider the following ILP:

$$\min\{-x_1 - x_2 : 2x_1 + 4x_2 \leq 7, x_1, x_2 \geq 0 \text{ and integer}\}$$

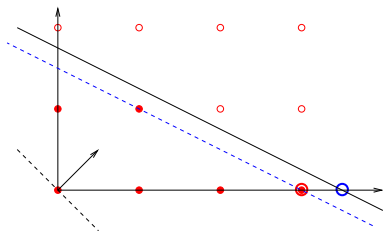
- ILP optimal solution: $z = -3, \mathbf{x} = (3, 0)$
- LP (continuous relaxation) optimum: $z = -3.5, \mathbf{x} = (3.5, 0)$

Generate a simple cut

*"Divide the constraint" by 2
and round the RHS down*

$$x_1 + 2x_2 \leq 3.5 \Rightarrow x_1 + 2x_2 \leq 3$$

Adding this cut to the
continuous relaxation yields
the optimal ILP solution



Consider the ILP

$$\begin{array}{llll} \max & 7x_1 + 10x_2 & & \\ \text{subject to} & -x_1 + 3x_2 \leq 6 & (1) & \\ & 7x_1 + x_2 \leq 35 & (2) & \\ & x_1, x_2 \geq 0, \text{ integer} & & \end{array}$$

- LP optimum: $z = 66.5$, $\mathbf{x} = (4.5, 3.5)$
- ILP optimum: $z = 58$, $\mathbf{x} = (4, 3)$

Generate a VI:

“Add” the two constraints (1) and

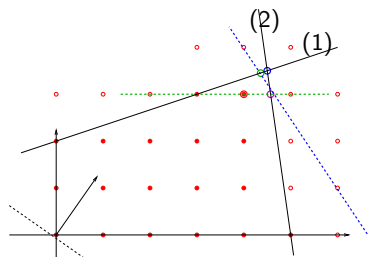
(2): $6x_1 + 4x_2 \leq 41 \Rightarrow$

$3x_1 + 2x_2 \leq 20 \Rightarrow \mathbf{x} = (4.36, 3.45)$

Generate another VI:

“ $7 \cdot (1) + (2)$ ”: $22x_2 \leq 77 \Rightarrow x_2 \leq 3$

$\Rightarrow \mathbf{x} = (4.57, 3)$



Cutting plane algorithms (iteratively better approximations of the convex hull) (Ch. 14.5)

- Choose a suitable mathematical formulation of the problem

A general cutting plane algorithm (cf. p. 378)

- 1 Solve the linear programming (LP) relaxation
- 2 If the LP solution is integer: stop; an optimal solution to ILP is found
- 3 Add one or several *valid inequalities* that *cut off the fractional* solution but *none of the integer solutions*
- 4 Resolve the new problem and go to step 2.

- *Remark:* An inequality in higher dimensions defines a *hyper-plane*; therefore the name cutting *plane*

About cutting plane algorithms

- Problem: It may be necessary to generate VERY MANY cuts
- Each cut should also pass through at least one integer point
⇒ faster convergence
- Methods for generating valid inequalities
 - Chvatal-Gomory cuts (combine constraints, make beneficial roundings of LHS and RHS)
 - Gomory's method: generate cuts from an optimal simplex basis (Ch. 14.5.1)
- Pure cutting plane algorithms are usually less efficient than branch-&-bound
- In commercial solvers (e.g. CPLEX), cuts are used to help (presolve) the branch-&-bound algorithm
- For problems with specific structures (e.g. TSP and set covering) problem specific classes of cuts are used

Gomory's cutting plane algorithm (Ch. 14.5.1)

Step 3 of the algorithm when the linear programming optimal solution is fractional

- Consider the optimal basis B :

$$\mathbf{x}_B + \mathbf{B}^{-1}\mathbf{N}\mathbf{x}_N = \mathbf{B}^{-1}\mathbf{b}$$

- For all $i \in B$, defining $\bar{a}_{ij} = (\mathbf{B}^{-1}\mathbf{N})_{ij}$ and $\bar{b}_i = (\mathbf{B}^{-1}\mathbf{b})_i$, then

$$x_i + \sum_{j \in N} \bar{a}_{ij} x_j = \bar{b}_i \quad (1)$$

- Consider an $i \in B$ such that \bar{b}_i is *non-integer* and define the fractions

- $\tilde{b}_i := \bar{b}_i - \lfloor \bar{b}_i \rfloor \in (0, 1)$;
- $\tilde{a}_{ij} := \bar{a}_{ij} - \lfloor \bar{a}_{ij} \rfloor \in [0, 1), j \in N$

- From (1) then follows that

$$x_i + \sum_{j \in N} \lfloor \bar{a}_{ij} \rfloor x_j - \lfloor \bar{b}_i \rfloor = \tilde{b}_i - \sum_{j \in N} \tilde{a}_{ij} x_j \quad (2)$$

Gomory's cutting plane algorithm (Ch. 14.5.1)

- By construction, the LHS of (2), i.e.,

$$x_i + \sum_{j \in N} \lfloor \bar{a}_{ij} \rfloor x_j - \lfloor \bar{b}_i \rfloor \quad \text{is integer} \quad (3)$$

- Then, also $\tilde{b}_i - \sum_{j \in N} \tilde{a}_{ij} x_j$ must be integer (RHS of (2))
- Since $\tilde{b}_i < 1$, $\tilde{a}_{ij} \geq 0$ and $x_j \geq 0$, $j \in N$, it follows that

$$\tilde{b}_i - \sum_{j \in N} \tilde{a}_{ij} x_j < 1 \quad \implies \quad \tilde{b}_i \leq \sum_{j \in N} \tilde{a}_{ij} x_j$$

- Add the constraint $\sum_{j \in N} \tilde{a}_{ij} x_j - x_{n+1} = \tilde{b}_i$ to the problem
- Since $\tilde{b}_i > 0$ and $x_j = 0$, $j \in N$, it is clear that the *current basic solution becomes infeasible*
- But the added constraint does *not cut any integer solutions*

Lagrangian relaxation (\Rightarrow optimistic estimates of z^*) (Ch. 17.1–17.2)

Consider a minimization integer linear program (ILP)

$$\begin{aligned} \text{[ILP]} \quad z^* = \quad & \min \quad \mathbf{c}^\top \mathbf{x} \\ & \text{subject to} \quad \mathbf{Ax} \leq \mathbf{b} & (1) \\ & \quad \quad \quad \mathbf{Dx} \leq \mathbf{d} & (2) \\ & \quad \quad \quad \mathbf{x} \geq \mathbf{0} \text{ and integer} \end{aligned}$$

Assume that the constraints (1) are complicating (subtour eliminating constraints for TSP, e.g.)

- Define the set $X = \{\mathbf{x} \in \mathbb{Z}_+^n \mid \mathbf{Dx} \leq \mathbf{d}\}$
- Remove the constraints (1) and add them—with penalty parameters \mathbf{v} —to the objective function

$$h(\mathbf{v}) = \min_{\mathbf{x} \in X} \left\{ \mathbf{c}^\top \mathbf{x} + \mathbf{v}^\top (\mathbf{Ax} - \mathbf{b}) \right\} \quad (3)$$

Weak duality of Lagrangian relaxations

Theorem

For any $\mathbf{v} \geq \mathbf{0}$ it holds that $h(\mathbf{v}) \leq z^*$.

Bevis.

Let $\bar{\mathbf{x}}$ be feasible in [ILP] $\Rightarrow \bar{\mathbf{x}} \in X$ and $\mathbf{A}\bar{\mathbf{x}} \leq \mathbf{b}$. It then holds that

$$h(\mathbf{v}) = \min_{\mathbf{x} \in X} \left\{ \mathbf{c}^\top \mathbf{x} + \mathbf{v}^\top (\mathbf{A}\mathbf{x} - \mathbf{b}) \right\} \leq \mathbf{c}^\top \bar{\mathbf{x}} + \mathbf{v}^\top (\mathbf{A}\bar{\mathbf{x}} - \mathbf{b}) \leq \mathbf{c}^\top \bar{\mathbf{x}}.$$

Since an optimal solution \mathbf{x}^* to [ILP] is also feasible, it holds that

$$h(\mathbf{v}) \leq \mathbf{c}^\top \mathbf{x}^* = z^*. \quad \square$$

$\Rightarrow h(\mathbf{v})$ is a *lower bound* on the optimal value z^* for any $\mathbf{v} \geq \mathbf{0}$

The best lower bound is given by

$$h^* = \max_{\mathbf{v} \geq \mathbf{0}} h(\mathbf{v}) = \max_{\mathbf{v} \geq \mathbf{0}} \left\{ \min_{\mathbf{x} \in X} \left\{ \mathbf{c}^\top \mathbf{x} + \mathbf{v}^\top (\mathbf{A}\mathbf{x} - \mathbf{b}) \right\} \right\} \leq z^*$$

Tractable Lagrangian relaxations

- Special algorithms for **maximizing** the Lagrangian dual function h exist (e.g., subgradient optimization, Ch. 17.3)
- h is always **concave** but typically **nondifferentiable**
- For each value of \mathbf{v} chosen, a **subproblem** (3) must be solved
- For general ILP's: typically a non-zero **duality gap** $h^* < z^*$
- The Lagrangian relaxation bound is never worse than the linear programming relaxation bound, i.e. $z^{\text{LP}} \leq h^* \leq z^*$
- If the set X has the **integrality property** (i.e., X^{LP} has integral extreme points) then $h^* = z^{\text{LP}}$
- Choose the constraints ($\mathbf{Ax} \leq \mathbf{b}$) to dualize such that the relaxed problem (3) is **computationally tractable** but still does **not** possess the integrality property

[HOMEWORK]

Find optimistic and pessimistic bounds for the following ILP example using the branch-&-bound algorithm, a cutting plane algorithm, and Lagrangean relaxation.

$$\begin{array}{ll} \max & 5x_1 + 4x_2 \\ \text{s.t.} & x_1 + x_2 \leq 5 \\ & 10x_1 + 6x_2 \leq 45 \\ & x_1, x_2 \geq 0 \text{ and integer} \end{array}$$

The linear programming optimal solution is given by the basis $\mathbf{x}_B = \{x_1, x_2\}$ with optimal values $z = 23.75$, $x_1 = 3.75$ and $x_2 = 1.25$

ILP formulation of the TSP problem

- d_{ij} : distance from city i to city j
- Binary variables x_{ij} for each connection
- $V = \{1, \dots, n\}$: set of nodes (cities)

$$\min \sum_{i \in V} \sum_{j \in V} d_{ij} x_{ij}, \quad (0)$$

$$\text{s.t.} \quad \sum_{j \in V} x_{ij} = 1, \quad i \in V, \quad (1)$$

$$\sum_{i \in V} x_{ij} = 1, \quad j \in V, \quad (2)$$

$$\sum_{i \in U, j \in V \setminus U} x_{ij} \geq 1, \quad \forall U \subset V : 2 \leq |U| \leq |V| - 2, \quad (3)$$

$$x_{ij} \in \{0, 1\}, \quad i, j \in V \quad (4)$$

- (0)–(2), (4): assignment problem
- Enter and leave each city exactly once \Leftrightarrow (1) and (2)
- Constraints (3): **subtour elimination**

Solution methods for the TSP Problem

- Tailored branch-&-bound (Ch. 15)
 - Heuristics
 - Constructive heuristics (Ch. 16.3)
 - Local search heuristics (Ch. 16.4)
 - Approximation algorithms (Ch. 16.6)
 - Metaheuristics (Ch. 16.5)
 - Lagrangean relaxation and subgradient optimization (Ch. 17).
 - Common difficulty for **all** solution methods for the TSP:
Combinatorial explosion: # possible tours $\approx n!$
- ⇒ Very many subtour elimination constraints (3)

- Relaxing just the binary constraints (4) in TSP does not yield a tractable problem, since the number of subtour elimination constraints (3) is very large
- ⇒ An LP with **very many** constraints
- Relaxing the subtour eliminating constraints (3) yields an assignment problem, which can be solved in polynomial time
 - Solutions to a relaxed problem typically contains a number of sub-tours
 - Branch on these sub-tours (rather than on fractional variables)
 - Branching \Leftrightarrow partitioning of the solution space

DRAW AN EXAMPLE