

Applied optimization

Lecture 7

Linear integer optimization

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Screening of smear tests (granska cellprover)

- Prevent cancer in the womb (livmoderhalscancer)
- Regular examinations of all women above the age of 18
- Manual screening of each smear test using a microscope
- Prescreening using graphics processing $\Rightarrow \leq 50000$ points that must be manually screened
- ≈ 300 pictures/smear test (as few as possible \Rightarrow more time for each picture)
- Screen the pictures in the right order (automatically by the microscope)
- Optimization?

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The smear test and all square-candidates

- Totally 1610 square candidates
- Find the least number of squares to cover all the points

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A smear test and an initial grid

- Totally 36 246 points and 392 squares (pictures)
- Can we decrease the *number* of pictures that have to be screened?

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Mathematical model

The coefficient $\alpha_{kj} = \begin{cases} 1 & \text{if square } j \text{ covers point } k \\ 0 & \text{otherwise} \end{cases}$

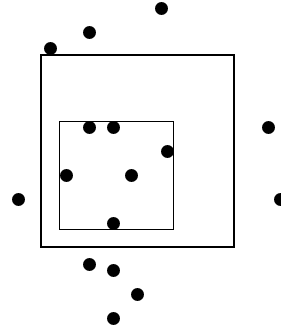
The variable $x_j = \begin{cases} 1 & \text{if square } j \text{ is chosen} \\ 0 & \text{otherwise} \end{cases}$

Cover each point with at least one square: (SET COVERING)

$$\begin{aligned} \min & \sum_j x_j \\ \text{s.t.} & \sum_j \alpha_{kj} x_j \geq 1 \quad \text{for all } k \\ & x_j \in \{0, 1\} \quad \text{for all } j \end{aligned}$$

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The smallest rectangle that covers all points in a square



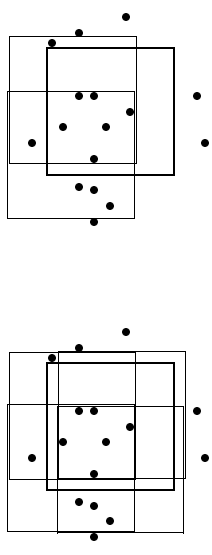
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Smear test with “minimum” number of squares

- 36 246 points are covered by 339 squares
- $\approx 13\%$ fewer than the original 392

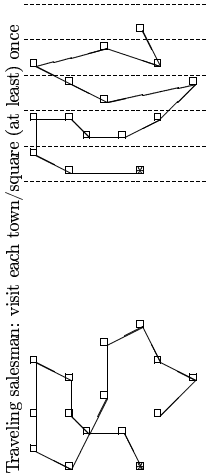
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Generation of alternative squares



In what order should the squares be screened?

- Minimize the sum of distances between successive squares
- Visit each square once
- Traveling salesman: visit each town/square (at least) once



Nearest neighbour-heuristic

No guarantee to find an optimal solution

Strip-heuristic

No guarantee to find an optimal solution

Screening order from the strip-heuristic

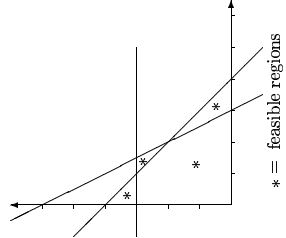
At least 2 of 3 constraints must be fulfilled

$$\begin{aligned}
 x_1 + x_2 &\leq 4 & (1) \\
 2x_1 + x_2 &\leq 6 & (2) \\
 x_2 &\leq 3 & (3)
 \end{aligned}$$

and $x_1, x_2 \geq 0$

$$\begin{aligned}
 x_1 + x_2 &\leq 4 + M(1 - y_1) & (1) \\
 2x_1 + x_2 &\leq 6 + M(1 - y_2) & (2) \\
 x_2 &\leq 3 + M(1 - y_3) & (3)
 \end{aligned}$$

$$\begin{aligned}
 y_1 + y_2 + y_3 &\geq 2 \\
 y_1, y_2, y_3 &\in \{0, 1\} \\
 \text{and } x_1, x_2 &\geq 0
 \end{aligned}$$

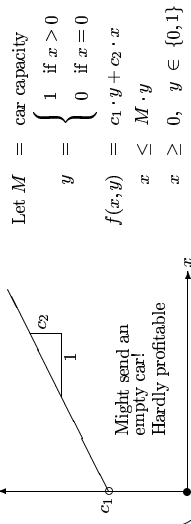


* = feasible regions
 $M \geq 2$

Fixed costs

x = the amount of a certain product to be sent
 If $x > 0$ then the initial cost c_1 (e.g. car hire) is generated
 Variable cost c_2 per unit sent

$$\text{Total cost: } f(x) = \begin{cases} 0 & \text{if } x = 0 \\ c_1 + c_2 \cdot x & \text{if } x > 0 \end{cases}$$



Let M = car capacity

$$y = \begin{cases} 1 & \text{if } x > 0 \\ 0 & \text{if } x = 0 \end{cases}$$

$$f(x, y) = c_1 \cdot y + c_2 \cdot x$$

$$\begin{aligned}
 x &\leq M \cdot y \\
 x &\geq 0, \quad y \in \{0, 1\}
 \end{aligned}$$

When are integer models needed?

- Products or raw materials are indivisible
- Logical constraints: "if A then B "; " A or B "
- Fixed costs
- Combinatorics (sequencing, allocation)
- On/off-decision to buy, invest, hire, generate electricity, ...

Other applications of integer optimization

- Facility location (new hospitals, shopping centres, etc.)
- Scheduling (on machines, personnel, projects, for schools)
- Logistics (material- and warehouse control)
- Distribution (transportation of goods, buses for disabled persons (färdtjänst))
- Production planning
- Telecommunication (network design, frequency allocation)
- VLSI-design

Either $0 \leq x \leq 1$ or $x \geq 7$

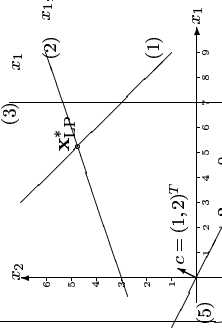
$$\begin{aligned}
 \text{Let } M \gg 1 \quad x &\leq 1 + My \\
 x &\geq 7y \\
 y &\in \{0, 1\}
 \end{aligned}$$

Variable x may only take the values 2, 45, 78 & 107

$$\begin{aligned}
 x &= 2y_1 + 45y_2 + 78y_3 + 107y_4 \\
 y_1 + y_2 + y_3 + y_4 &= 1 \\
 y_1, y_2, y_3, y_4 &\in \{0, 1\}
 \end{aligned}$$

Linear continuous optimization model

$$\begin{aligned}
 \max z_{LP} &= x_1 + 2x_2 & (1) \\
 \text{s.t.} \quad x_1 + x_2 &\leq 10 & (2) \\
 -x_1 + 3x_2 &\leq 9 & (3) \\
 x_1 &\leq 7 & (4) \\
 x_1, x_2 &\geq 0 & (5)
 \end{aligned}$$



$$x_{LP}^* = \begin{pmatrix} 21/4 \\ 19/4 \end{pmatrix}$$

$$z_{LP}^* = 14 + \frac{3}{4}$$

Linear integer optimization model

$$\begin{aligned} \max \quad & z_{IP} = x_1 + 2x_2 \\ \text{s.t.} \quad & x_1 + x_2 \leq 10 \quad (1) \\ & -x_1 + 3x_2 \leq 9 \quad (2) \\ & x_1 \leq 7 \quad (3) \\ & x_1, x_2 \geq 0 \quad (4,5) \\ & x_1, x_2 \text{ integer} \end{aligned}$$

$$x_{IP}^* = \begin{pmatrix} 6 \\ 4 \end{pmatrix}$$

$$z_{IP}^* = 14 < z_{LP}^*$$

Bounds on the optimal value

Optimistic estimate from relaxation: (Solve a simpler problem)

$$\begin{cases} \max & c^T x \\ \text{s.t.} & Ax = b \\ & x \geq 0, \text{ integer} \end{cases}$$

Pessimistic estimate from feasible solution: (Use a heuristic)

$$z_{IP} \geq c^T \bar{x} \text{ for all integral } \bar{x} \geq 0 \text{ such that } A\bar{x} = b$$

Try to find tight bounds, upper and lower:

$$c^T \bar{x} \leq z_{IP} \leq z_{LP}$$

Combinatorial explosion

Assign n persons to carry out n jobs. # feasible solutions: $n!$

Assume that a feasible solution is evaluated in 10^{-9} seconds

n	2	5	8	10	100	1000
$n!$	2	120	$4.0 \cdot 10^4$	$3.6 \cdot 10^6$	$9.3 \cdot 10^{157}$	$4.0 \cdot 10^{2567}$
[time]	10^{-8} s	10^{-6} s	10^{-4} s	10^{-2} s	10^{142} yrs	...

Complete enumeration of all solutions is **not** an efficient algorithm!

An algorithm exists that solves this problem in time $\mathcal{O}(n^4) \propto n^4$

n	2	5	8	10	100	1000
n^4	16	625	$4.1 \cdot 10^3$	10^4	10^8	10^{12}
[time]	10^{-7} s	10^{-6} s	10^{-5} s	10^{-5} s	10^{-1} s	17 min

Heuristics

• **Building heuristic**, example:

- TSP: Nearest neighbour/strip/...
- SET COVERING: $\max_j (\min_i \alpha_{ij})$ for $j = k \Rightarrow$ choose column k , remove covered rows, repeat

• **Local search**: start from a feasible solution \bar{x}

- NEIGHBOURHOOD OF \bar{x} : all feasible solutions within a certain "distance" from \bar{x} : $N_d(\bar{x}) = \{y \mid \|\bar{x} - y\| \leq d, Ay = b, y \geq 0\}$
- HAMMING-DISTANCE = the number of elements that differ between two 0/1-vectors

$$N_d(\bar{x}) = \{y \in \{0, 1\}^n \mid \sum_{j=1}^n |\bar{x}_j - y_j| \leq d, y \text{ feasible}\}$$

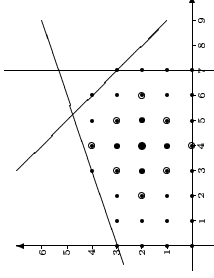
Relaxation and restriction

- **Relaxation**: remove constraints (e.g. integrality requirements) so that the remaining problem is (considerably) easier to solve \Rightarrow not necessarily a feasible solution \Rightarrow optimistic estimate of z_{IP}

- **Restriction**: restrict the search area to a subset of the feasible set: solve heuristically \Rightarrow feasible but not necessarily optimal solution \Rightarrow pessimistic estimate of z_{IP}

Neighbourhood in a linear integer model

$$\begin{aligned} x_1 + x_2 &\leq 10 \\ -x_1 + 3x_2 &\leq 9 \\ x_1 &\leq 7 \\ x_1, x_2 &\geq 0 \end{aligned}$$



- = feasible integer points
- = the point \bar{x}
- = distance 1 from \bar{x}
- = distance 2 from \bar{x}

Example: knapsack problem

$$\begin{aligned} z^* = \max \quad & z = 11x_1 + 7x_2 + 8x_3 + 5x_4 \\ \text{s.t.} \quad & 3x_1 + 2x_2 + 2x_3 + 3x_4 \leq 6 \\ & x_1, x_2, x_3, x_4 \in \{0, 1\} \end{aligned}$$

Relaxation

Relax the constraints $x_j \in \{0, 1\}$ to $0 \leq x_j \leq 1$ for all j

Sort the quotients: $(\frac{11}{3}, \frac{7}{2}, \frac{8}{2}, \frac{5}{3}) \approx (3.67, 3.5, 4, 1.67)$

Priority order: (x_3, x_1, x_2, x_4)

Solution (not feasible): $x_3 = 1, x_2 = 1, x_1 = 1, x_4 = 0 \Rightarrow z = 22.5 \geq z^*$

Restriction

Heuristic solution (feasible): $x_3 = x_1 = 1, x_2 = x_4 = 0 \Rightarrow z = 19 \leq z^*$

$19 \leq z^* \leq 22$

Local search

- Find the best solution \bar{y} : $c^T \bar{y} = \max_{y \in N_d(\bar{x})} c^T y$
- If $c^T \bar{y} > c^T \bar{x} \Rightarrow$ move to the point \bar{y} , repeat from \bar{y} : $N_d(\bar{y})$
- If $c^T \bar{y} \leq c^T \bar{x} \Rightarrow \bar{x}$ is a local maximum w.r.t. the neighbourhood, $N_d(\cdot)$, chosen

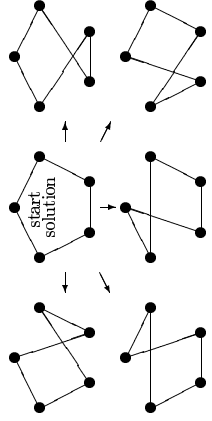
Optimizing algorithm

- Specialized algorithms exist for many structured problems (spanning trees, transportation models, matchings, ...)
- General (raw) algorithm: Branch-and-bound
 - Relax: remove (complicating) constr. \Rightarrow optimistic estimate
 - Branch: Partition the feasible set ($x_2 = 0$ or 1)
 - Tree search: deep/breadth/best-first
 - Cut nodes: feasible solution/no solution \exists (cannot be optimal)

Local search heuristics

“Given a feasible solution, find a better one in the neighbourhood”
cf. Steepest descent

Ex: Travelling salesman



Choose the best solution in the neighbourhood and repeat

Improving the screening order using local search