DM545 Linear and Integer Programming

#### Lecture 14 Returning to Open Threads

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# Outline

1. Preprocessing

2. Modeling with IP, BIP, MIP

# Assignments

- I corrected those from Assignment 0 and 30 from Assignment 1.
- Nice reviews, quite accurate grades although sometime a bit harsh with words like "stupid"
- Some copied from other peers. It is very easy to spot when it is wrong! Better to err with your own mind
- Often things are presented more complicated than they are. And lenghtier. (it was not meant to be a report)
- Some wrote results without explaining where they came from



- More on Branch and Bound
- More on Network Flows: Assignment and Transportation Problems
- More on Preprocessing
- More on Modeling

## To come

- Next week: 2 exercise sessions. Possible to join groups?
- Rehearsal. is there space and will?
- Question time: Thursday 18th of June?

Lecture notes will be extended

## Exam

- Tilladt Håndscanner/digital pen og ordbogsprogrammet fra ordbogen.com
- Ikke tilladt at anvende digitalt kamera eller webcam o. lign. metoder for at digitalisere sin besvarelse
- Du afleverer efter fristen og kun en gang
- Exam Monitor er et lille program, som logger, hvilke programmer du afvikler på din computer under eksamen, samtidig med at din skærm optages. https://em.sdu.dk/
- Internet

Internet er ikke tilladt ved eksamener på NAT, men undtagelsesvis til denne eksamen er det tilladt, at benytte følgende webside http://www.imada.sdu.dk/~marco/DM545/ og siderne linket derfra. Det er ikke tilladt at benytte andre sider

- Vejledning og templates snart tilgænglig fra kurset web siden ved afsnittet Assessment
- Kom vel forberedet, bring noget at drikke og spise

# Outline

### 1. Preprocessing

2. Modeling with IP, BIP, MIP

# Preprocessing rules

Consider  $S = \{x : a_0 x_0 + \sum_{j=1}^n a_j x_j \le b, l_j \le x_j \le u_j, j = 0..n\}$ 

• Bounds on variables. If *a*<sub>0</sub> > 0 then:

$$x_0 \leq \left(b - \sum_{j:a_j > 0} a_j l_j - \sum_{j:a_j < 0} a_j u_j\right) / a_0$$

and if  $a_0 < 0$  then

$$x_0 \ge \left(b - \sum_{j:a_j > 0} a_j l_j - \sum_{j:a_j < 0} a_j u_j\right) / a_0$$

• Redundancy. The constraint  $\sum_{j=0}^{n} a_j x_j \leq b$  is redundant if

$$\sum_{j:a_j>0}a_ju_j+\sum_{j:a_j<0}a_jl_j\leq b$$

• Infeasibility:  $S = \emptyset$  if (swapping lower and upper bounds from previous case)

$$\sum_{j:a_j>0}a_jl_j+\sum_{j:a_j<0}a_ju_j>b$$

• Variable fixing. For a max problem in the form

 $\max\{c^{\mathsf{T}}x : Ax \le b, l \le x \le u\}$ if  $\forall i = 1...m : a_{ii} \ge 0, c_i < 0$  then fix  $x_i = l_i$ 

if  $\forall i = 1..m : a_{ij} < 0, c_j > 0$  then fix  $x_j = u_j$ 

• Integer variables:

 $\lceil l_j \rceil \leq x_j \leq \lfloor u_j \rfloor$ 

• Binary variables. Probing: add a constraint, eg,  $x_2 = 0$  and check what happens

## Example

 $\begin{array}{l} \max 2x_1 + x_2 - x_3 \\ \text{R1}: 5x_1 - 2x_2 + 8x_3 \leq 15 \\ \text{R2}: 8x_1 + 3x_2 - x_3 \geq 9 \\ \text{R3}: x_1 + x_2 + x_3 \leq 6 \\ 0 \leq x_1 \leq 3 \\ 0 \leq x_2 \leq 1 \\ x_3 \geq 1 \end{array}$ 

 $\begin{array}{ll} \texttt{R1}: 5x_1 \leq 15 + 2x_2 - 8x_3 \leq 15 + 2 \cdot \overbrace{1}^{u_2} - 8 \cdot \overbrace{1}^{u_3} = 9 & \rightsquigarrow x_1 \leq 9/5 \\ 8x_3 \leq 15 + 2x_2 - 5x_1 \leq 15 + 2 \cdot 1 - 5 \cdot 0 = 17 & \rightsquigarrow x_3 \leq 17/8 \\ 2x_2 \geq 5x_1 + 8x_3 - 15 \geq 5 \cdot 0 + 8 \cdot 1 = -7 & \rightsquigarrow x_2 \geq -7/2, x_2 \geq 0 \end{array}$ 

 $\begin{array}{ll} \text{R2}: 8x_1 \geq 9 - 3x_2 + x_3 \geq 9 - 3 + 1 = 7 & \qquad \rightsquigarrow x_1 \geq 7/8 \\ \text{R1}: 8x_3 \geq 15 + 2x_2 - 5x_1 \leq 15 + 2 - 5 \cdot 7/8 = 101/8 & \qquad \rightsquigarrow x_3 \leq 101/64 \\ \end{array}$ 

 $R3: x_1 + x_2 + x_3 \le 9/5 + 1 + 101/64 < 6$  Hence R3 is redundant

## Example

 $\begin{array}{l} \max 2x_1 + x_2 - x_3 \\ \text{R1} : 5x_1 - 2x_2 + 8x_3 \leq 15 \\ \text{R2} : 8x_1 + 3x_2 - x_3 \geq 9 \\ 7/8 \leq x_1 \leq 9/5 \\ 0 \leq x_2 \leq 1 \\ 1 < x_3 < 101/64 \end{array}$ 

Increasing  $x_2$  makes constraints satisfied  $\rightsquigarrow x_2 = 1$ Decreasing  $x_3$  makes constraints satisfied  $\rightsquigarrow x_3 = 1$ 

We are left with:

 $\max\{2x_1: 7/8 \le x_1 \le 9/5\}$ 

# Preprocessing for Set Covering/Partition regressing with IP, BIP, MIP

1. if  $e_i^T A = 0$  then the *i*th row can never be satisfied



2. if  $e_i^T A = e_k$  then  $x_k = 1$  in every feasible solution

if e<sup>T</sup><sub>t</sub>A ≥ e<sup>T</sup><sub>p</sub>A then we can remove row t, row p dominates row t (by covering p we cover t)

$$t \begin{bmatrix} 1 & 1 & 1 \\ & 1 & 1 \\ & & & \\ p \end{bmatrix}$$
 In SPP we can remove all cols *j*:  
 $a_{tj} = 1, a_{pj} = 0$ 

4. if ∑<sub>j∈S</sub> Ae<sub>j</sub> = Ae<sub>k</sub> and ∑<sub>j∈S</sub> c<sub>j</sub> ≤ c<sub>k</sub> then we can cover the rows by Ae<sub>k</sub> more cheaply with S and set x<sub>k</sub> = 0
(Note, we cannot remove S if ∑<sub>i∈S</sub> c<sub>j</sub> ≥ c<sub>k</sub>)

# Outline

1. Preprocessing

2. Modeling with IP, BIP, MIP

# Modeling with IP, BIP, MIP

(see also lec. 10)

Iterate:

- 1. define parameters
- 2. define variables
- 3. use variables to express objective function
- 4. use variables to express constraints
- a. problems with discrete input/output (knapsack, factory planning)
- b. problems with logical conditions
- c. combinatorial problems (sequencing, allocation, transport, assignment, partitioning)
- d. network problems

#### Variables

discrete quantities $\in \mathbb{Z}^n$ decision variables $\in \mathbb{B}^n$ indicator/auxiliary variables (for logical conditions) $\in \mathbb{B}^n$ special ordered sets $\in \mathbb{B}^n$ incidence vector of S $\in \mathbb{B}^n$ 

Assignment

$$\max_{\sigma} \left\{ \sum_{i} c_{i,\sigma(i)} \mid \sigma : I \to J \right\}$$

TSP

$$\min_{\pi} \left\{ \sum_{i} c_{i,\pi(i)} \mid \pi : \{1..n\} \rightarrow \{1..n\} \text{ and } \pi \text{ is a circuit} \right\}$$

COP

$$\min_{S\subseteq N}\left\{\sum_{j\in S}c_j\mid S\in \mathcal{F}\right\}$$

#### Preprocessing Modeling with IP, BIP, MIP

# **Logical Conditions**

- x binary
- y integer
- z continuous

Linking constraints  $z \in \mathbb{R}, x \in \mathbb{B}$ 

Logical conditions and  $0-1 \mbox{ variables}$ 

$$\begin{array}{ll} X_1 \lor X_2 & \Longleftrightarrow x_1 + x_2 \geq 1 \\ X_1 \land X_2 & \Longleftrightarrow x_1 = 1, x_2 = 1 \\ \neg X_1 & \Longleftrightarrow x_1 = 0 \text{ or } (1 - x_1 = 1) \\ X_1 \rightarrow X_2 & \Longleftrightarrow x_1 - x_2 \leq 0 \\ X_1 \leftrightarrow X_2 & \Longleftrightarrow x_1 - x_2 = 0 \end{array}$$

## Examples

• 
$$(X_A \lor X_B) \rightarrow (X_C \lor X_D \lor X_E)$$
  
 $x_A + x_B \ge 1 \implies x = 1$   
 $x_A + x_B \ge 1 \implies x = 1$   
 $x_A + x_B - 2x \le 0$   
 $x_C + x_D + x_E \ge 1$   
 $x = 1 \implies x_C + x_D + x_E \ge 1$ 

- Disjunctive constraints (encountered earlier)
- Constraint:  $x_1x_2 = 0$

1) replace 
$$x_1x_2$$
 by  $x_3$   
2)  $x_3 = 1 \iff x_1 = 1, x_2 = 1$ 

$$\begin{array}{rrr} -x_1 & +x_3 \leq 0 \\ & -x_2 + x_3 \leq 0 \\ x_1 & +x_2 - x_3 \leq 1 \end{array}$$

- $z \cdot x$ ,  $z \in \mathbb{R}, x \in \mathbb{B}$ 
  - replace *zx* by *z*<sub>1</sub>
     impose:

$$\begin{array}{l} x = 0 \iff z_1 = 0 \\ x = 1 \iff z_1 = z \end{array}$$

$$\begin{array}{ll} z_1 - Mx &\leq 0 \\ -z + z_1 &\leq 0 \\ z - z_1 + Mx \leq M \end{array}$$

- Special ordered sets of type 1/2 (for continuous or integer vars): SOS1: set of vars within which exactly one must be non-zero SOS2: set of vars within which at most two can be non-zero. The two variables must be adjacent in the ordering
- separable programming and piecewise linear functions (next 5 slides)

# Separable Programming

• Separable functions: sum of functions of single variables:

$$x_1^2 + 2x_2 + e^{x^3}$$
 YES

$$x_1x_2 + \frac{x_2}{x_1 + 1} + x_3$$
 NO

(actually, some non-separable can also be made separable:

**1**.  $x_1 x_2$  by y

2. relate y to 
$$x_1$$
 and  $x_2$  by:

 $\log y = \log x_1 + \log x_2$ 

needs care if  $x_1$  and  $x_2$  close to zero.)

 non-linear separable functions can be approximated by piecewise linear functions (valid for both constraints and objective functions)

# **Convex Non-linear Functions**

• We can model convex non-linear functions by piece-wise linear functions and LP



• LP Formulation

$$\begin{aligned} x &= \lambda_0 a_0 + \lambda_1 a_1 + \lambda_2 a_2 + \lambda_3 a_3 \\ y &= \lambda_0 f(a_0) + \lambda_1 f(a_1) + \lambda_2 f(a_2) + \lambda_3 f(a_3) \\ \sum_{i=0}^3 \lambda_i &= 1 \\ \lambda_i &\geq 0 \qquad i = 0, \dots, 3 \\ \text{at most two adjacent } \lambda_i \text{ can be non zero} \end{aligned}$$

- To model (\*) which are SOS2 we would need binary indicator variables and hence BIP as in next slide.
- However since the problem is convex, an optimal solution lies on the borders of the functions and hence we can skip introducing the binary variables and relax (\*)

#### Non-convex Functions Piece-wise Linear Functions

• non-convex functions require indicator variables and IP formulation



- approximated by f(x) piecewise linear in the disjoint intervals  $[a_i, b_i]$
- convex hull formulation (convex combination of points)

$$\bigcup_{i \in I} \begin{pmatrix} x = \lambda_i a_i + \mu_i b_i \\ y = \lambda_i f(a_i) + \mu_i f(b_i) \\ \lambda_i + \mu_i = 1 \quad \lambda_i, \mu_i \ge 0 \end{pmatrix}$$

Remember how we modeled disjunctive polyhedra...

(cntd)

• using indicator variables  $\delta s$  we obtain the BIP formulation:

$$\begin{aligned} x &= \sum_{i \in I} (\lambda_i a_i + \mu_i b_i) \\ y &= \sum_{i \in I} (\lambda_i f(a_i) + \mu_i f(b_i)) \\ \lambda_i + \mu_i &= \delta_i \quad \forall i \in I \\ \sum_{i \in I} \delta_i &= 1 \\ \lambda_i, \mu_i &\ge 0 \quad \forall i \in I \\ \delta_i &\in \{0, 1\} \quad \forall i \in I \end{aligned}$$

the  $\delta$ s are SOS1.

# Good/Bad Models

• Number of variables: sometimes it may be advantageous increasing if they are used in search tree.

0-1 var have specialized algorithms for preprocessing and for branch and bound. Hence a large number solved efficiently. Good using. Binary expansion:

$$0 \le y \le u$$
  
y = x<sub>0</sub> + 2x<sub>1</sub> + 4x<sub>2</sub> + 8x<sub>3</sub> + ... + 2<sup>r</sup>x<sub>r</sub> r = log<sub>2</sub> u

• Making explicit good variables for branching:

$$\sum_{j} a_{j} y_{j} \le b$$
$$\sum_{j} a_{j} x_{j} + u = b$$

u may be a good variable to branch (u is relaxed in LP but must be integer as well)

Symmetry breaking:
 Eg machine maintenance (in FPMM) y<sub>j</sub> ∈ Z vs x<sub>j</sub> ∈ B

• Difficulty of LP models depends on number of constraints:

$$\begin{split} \min \sum_{t} |a_t z_t - b_t| & \max \sum_{t} z'_t & \max \sum_{t} z^+_t - z^-_t \\ z'_t \geq a_t z_t - b_1 & z^+_t - z^-_t = a_t z_t - b_t \\ z'_t \geq b_t - a_t z_t & \text{more variables but less} \\ & \text{constraints} \end{split}$$

- With IP it might be instead better increasing the number of constraints.
- Make big *M* as small as possible in IP (reduces feasible region possibly fitting it to convex hull).

# **Practical Tips**

- Units of measure: check them! all data should be scaled to stay in 0.1-10 some software do this automatically
- Write few line of text describing what the equations express and which are the variables, give examples on the problem modeled.
- Try the model on small simple example that can be checked by hand.
- Be diffident of infeasibility and unboundedness, double check.
- Estimate the potential size.
   If IP problem large and no structure then it might be hard.
   If TUM then solvable with very large size
   If other structure, eg, packing, covering also solvable with large size
- Check the output of the solver and understand what is happening
- If all fail resort to heuristics

#### Conclusions Optimization Taxonomy



(NEOS Server, University of Wisconsin)

# Conclusions

- I hope this course has changed your way of thinking when you hear the word "optimization"
- I hope you gained enthusiasm and fascination for this subject.
- Where from here: DM841: Constraint Programming and Heuristics DM204: Scheduling Timetabling and Routing DM208/DM209: Combinatorial Optimization I/II DM817: Network Programming: Theory and Applications
- Bsc and Msc Thesis and ISA Instructor-Course assignment train timetabling quadratic programming nonlinear programming general problem solver practicum with sulum or come with your own problem!
- and apply for TA in this course!