

## Project Part II: MIP Callbacks and TSP as a Service

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January 30, 2014

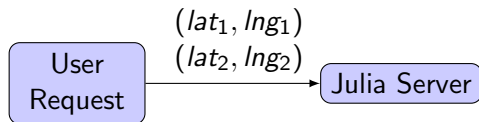
# Outline

## Project: TSP as a Service

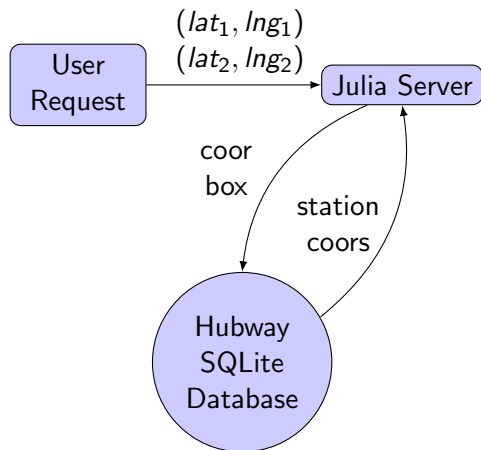


User  
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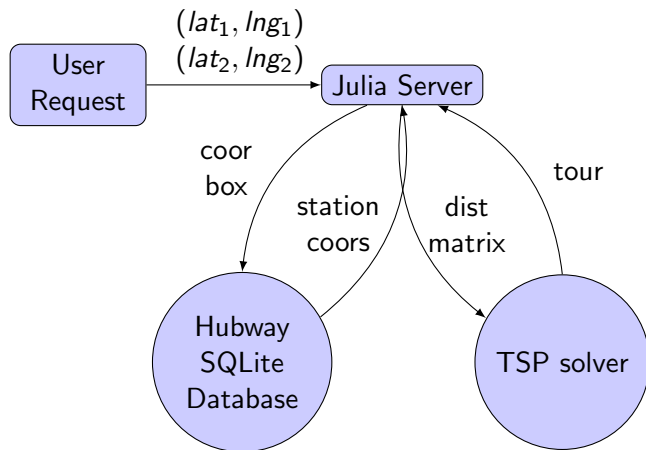
## Project: TSP as a Service



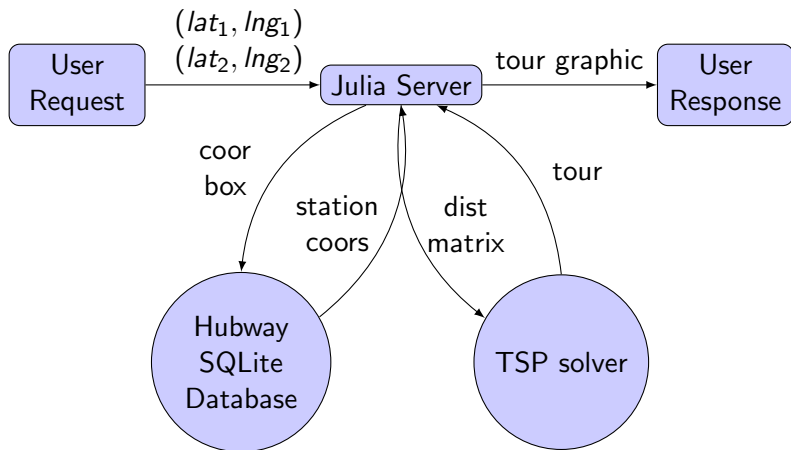
## Project: TSP as a Service



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## Last Time

- ▶ The internet



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- ▶ Databases

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- ▶ **Stations Service:** (*lat, lng*) for all hubway stations in a box

# Today

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- ▶ TSP
- ▶ **Convert Stations Service to TSP Service**
- ▶ Deploying MIP solvers in the real world

# What is a MIP Callback?

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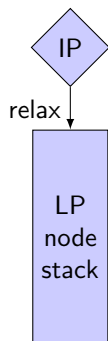
Things you can do with MIP callbacks:

- ▶ Add constraints to the problem
- ▶ Suggest new integer solutions
- ▶ Control branching & node selection
- ▶ Log **anything** about solver progress for offline analysis

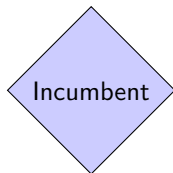
## How does a MIP solver work anyway?



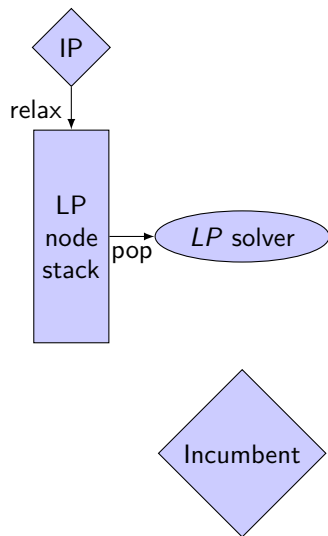
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Add LP relaxation to node stack;  
Incumbent = null;

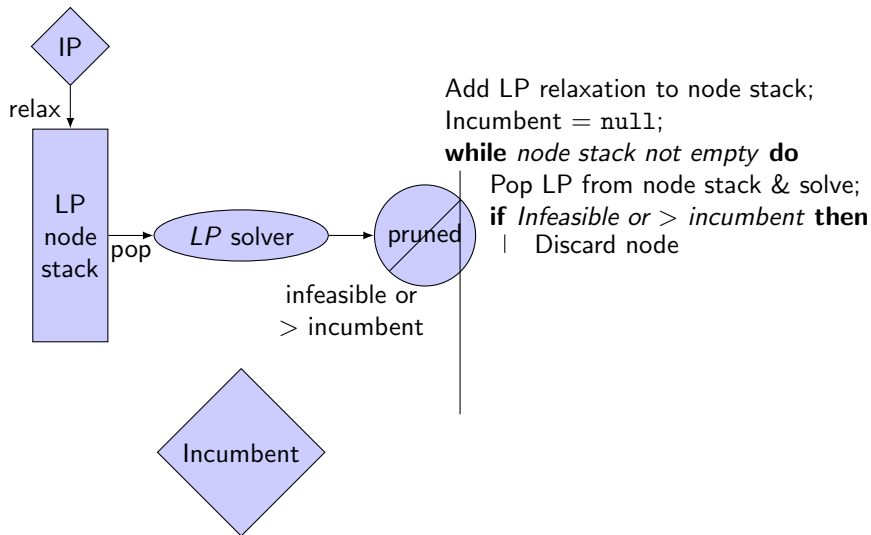


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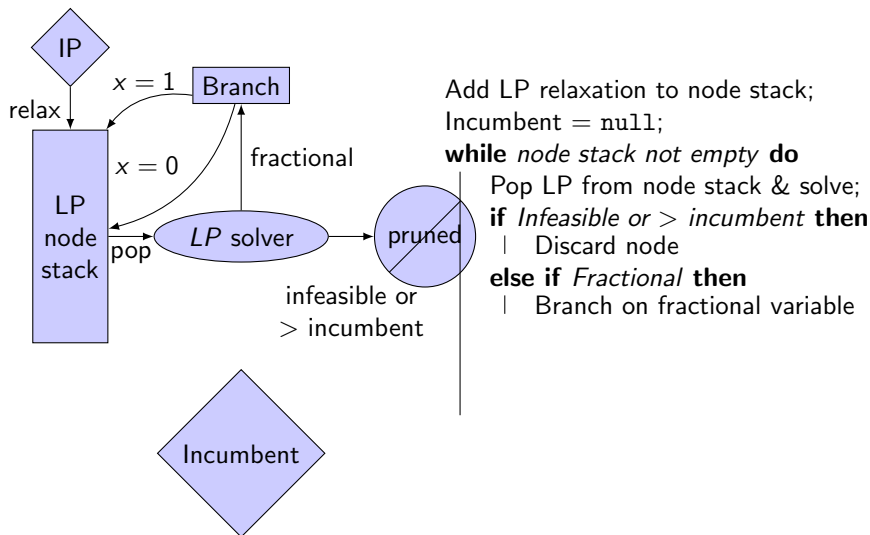
Add LP relaxation to node stack;  
Incumbent = null;  
**while** *node stack not empty* **do**  
    Pop LP from node stack & solve;

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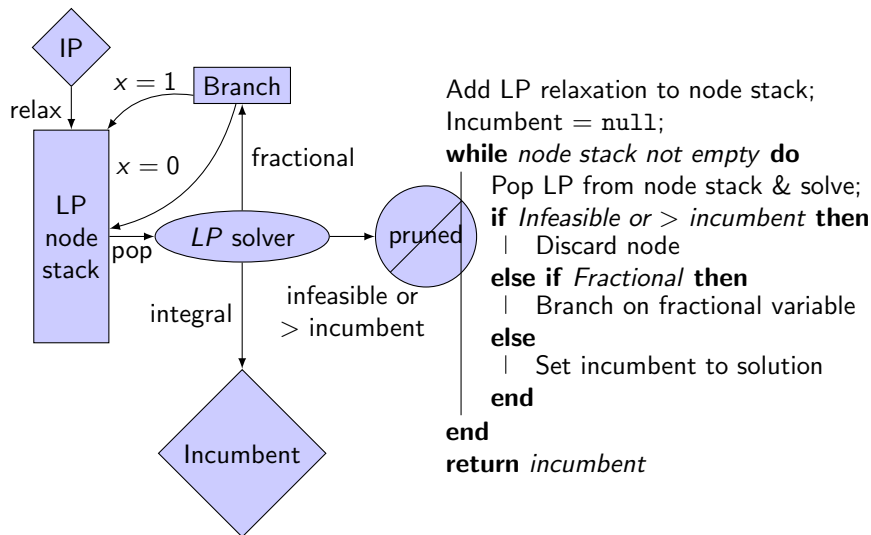




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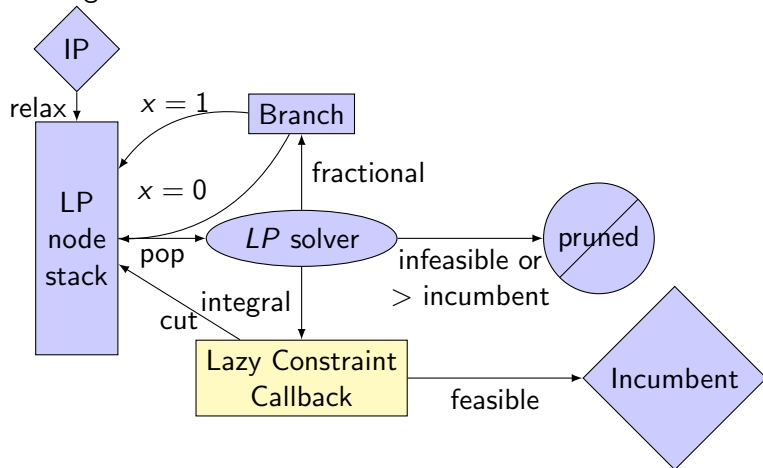


# How does a MIP solver work anyway?



# The Lazy Constraint Callback

Add the “lazy” constraints only once they have been violated by an integer solution.



# When to make a family of constraints lazy

## Good idea when:

- ▶ Family of constraints is large  
(e.g.  $n^3$ ,  $2^n$ ,  $|\mathbb{R}|$ )
- ▶ Integer solutions quickly  
*separated*
- ▶ Most constraints not  
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## Problems:

- ▶ Hard to find an integer solution
- ▶ Best bound improves slowly if many lazy constraints needed

# Lazy Constraints in Julia

**Simple Lazy IP:**

$$\max \quad x_1 + 2x_2$$

$$\text{lazy:} \quad x_1 + x_2 \leq 1$$

$$x_1, x_2 \in \{0, 1\}$$

**Julia Solution:**

# Lazy Constraints in Julia

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## Julia Solution:

```
m = Model(solver=GurobiSolver(LazyConstraints=1))
@defVar(m,x[1:2],Bin)
@setObjective(m,Max, x[1] + 2*x[2])
function lazy(cb)
    xVal = getValue(x)
    if xVal[1] + xVal[2] > 1 + 1e-4
        @addLazyConstraint(cb, x[1] + x[2] <= 1)
    end
end
setlazycallback(m,lazy)
solve(m)
```

## Exercise: the feasible circle

**Input:** radius  $r$ , direction  $\mathbf{c} = (c_1, c_2)$

**Goal:** maximize  $\mathbf{c} \cdot \mathbf{x}$  on integer inside radius  $r$  circle.



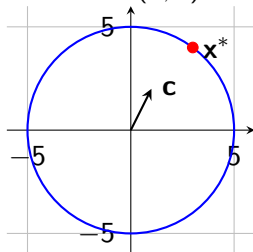
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$$r = 5, \mathbf{c} = (2, 1)$$

$$\begin{array}{ll}\max & \mathbf{c}\mathbf{x} \\ \text{subject to:} & \|\mathbf{x}\|_2 \leq r \\ & \mathbf{x} \in \mathbb{Z}_2\end{array}$$



$$\mathbf{x}^* = (3, 4)$$

# Solving the feasible circle with Lazy Constraint Callbacks

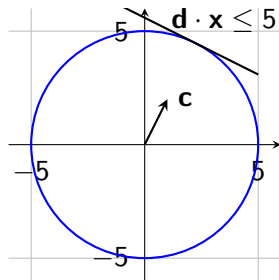
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$$\begin{array}{ll}\max & \mathbf{c} \cdot \mathbf{x} \\ \text{s.t.} & -r \leq x_i \leq r \quad i = 1, 2 \\ \text{lazy:} & \mathbf{d} \cdot \mathbf{x} \leq r \quad \forall \|\mathbf{d}\|_2 = 1 \\ & \mathbf{x} \in \mathbb{Z}_2\end{array}$$

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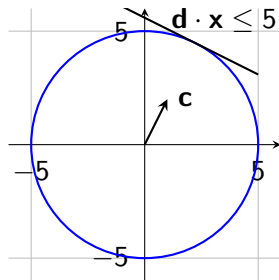
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## Implementing Lazy Constraints:

- Uncountably many!



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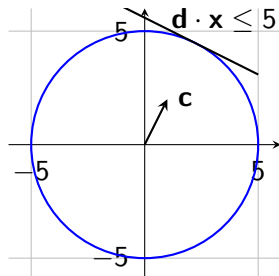
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## Implementing Lazy Constraints:

- ▶ Uncountably many!
- ▶ If  $\|\mathbf{x}\|_2 > r$ , take  $\mathbf{d} = \frac{1}{\|\mathbf{x}\|_2} \mathbf{x}$ , as

$$\mathbf{d} \cdot \mathbf{x} = \frac{1}{\|\mathbf{x}\|_2} \mathbf{x} \cdot \mathbf{x} = \|\mathbf{x}\|_2 > r$$



# Solving the feasible circle with Lazy Constraint Callbacks

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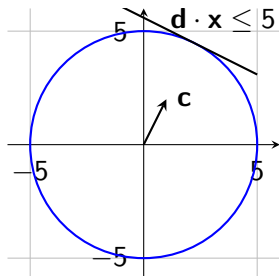
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- ▶ Psuedo code:  
**if**  $\|\mathbf{x}\|_2 > r$  **then**  
     $\mathbf{d} = \frac{1}{\|\mathbf{x}\|_2} \mathbf{x}$ ;  
    add lazy constraint  $\mathbf{d} \cdot \mathbf{x} \leq r$ ;  
**end**



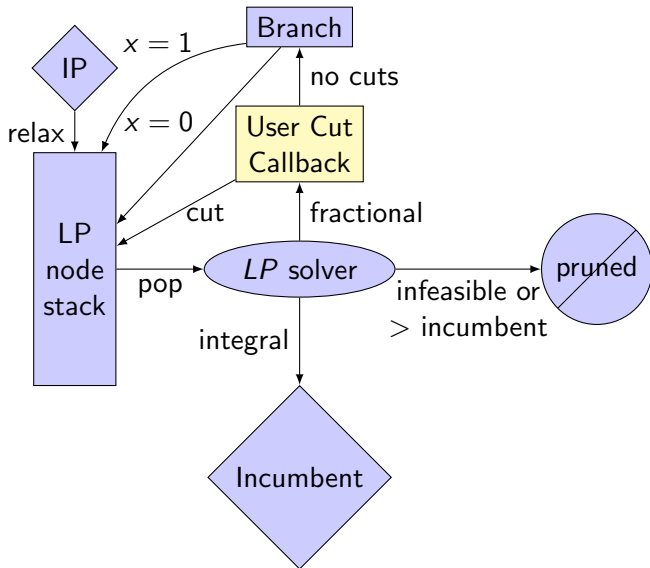
# Lazy constraints vs. Lazy constraint callbacks

Some solvers support lazy constraints without callbacks. However, they have the following limitations:

- ▶ All constraints must be generated at start
- ▶ Each constraint is checked manually against integer solutions.

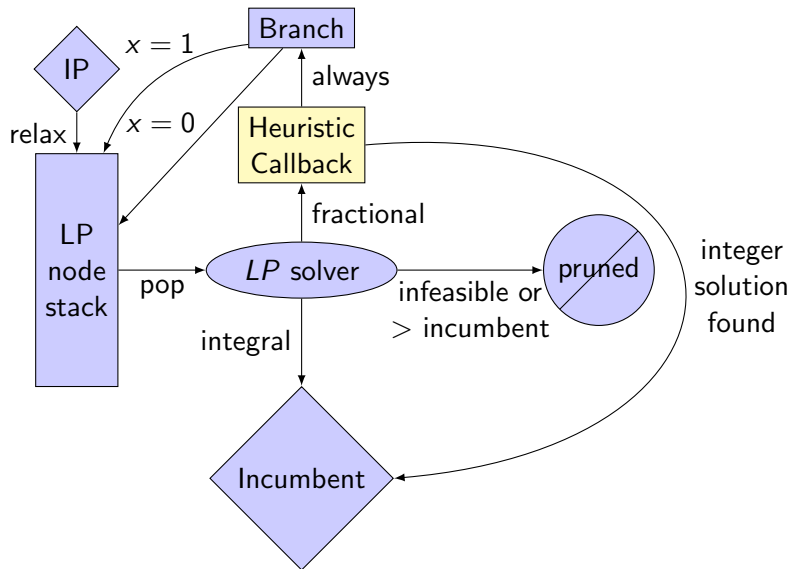
Wouldn't work for the “feasible circle.”

# User Cut Callback





# Heuristic Callback



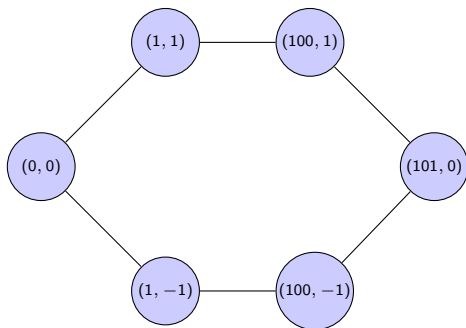
## Other callbacks

- ▶ **Incumbent Callback:** optionally reject solutions, improvement heuristics
- ▶ **Branching Callback:** select variable/constraint to branch on
- ▶ **Node Selection Callback:** select node from node stack

# The Traveling Salesman Problem

## The TSP:

- ▶  $n$  cities
- ▶  $c_{ij}$  cost between cities
  - ▶ (Euclidean distance)
- ▶ Visit each city once
- ▶ Minimize total cost



Optimal tour, geometric  $c_{ij}$ .

# IP for TSP

- ▶ Graph  $G = (V, E)$
- ▶  $\delta(v) =$  edges incident to  $v$
- ▶ For  $S \subset V$ ,  $\delta(S) =$  edges with **one** endpoint in  $S$

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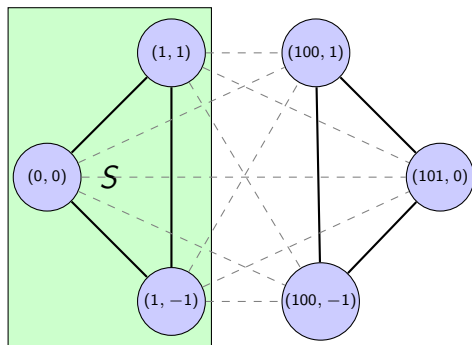
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$$\begin{array}{ll}\min & \sum_{e \in E} c_e x_e \\ \text{s.t.} & \sum_{e \in \delta(v)} x_e = 2 \quad \forall v \in V \\ & \sum_{e \in \delta(S)} x_e \geq 2 \quad \forall S \subset V, \\ & \quad \quad \quad S \neq \emptyset, V \\ & x_e \in \{0, 1\}\end{array}$$

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A violated cutset constraint

## Exercise: Solving TSP in Julia w/o cutset constraints

**Input:** a symmetric 2d matrix  $c_{ij}$  with  $c_{ii} = 0$

**Output:** the optimal cost, and an array with the city indices in order

**Step 1:** Ignore the cutset constraints, make sure it works.

- ▶ Create variables  $x_{ij}$  for  $i = 1, \dots, n, j = 1, \dots, n$
- ▶ Add constraints

$$x_{ii} = 0$$

$$x_{ij} = x_{ji}$$

- ▶ Add degree = 2 constraints & objective
- ▶ Use `extractCycle` to get the optimal tour when you are done

## Exercise: Check your work

- ▶ 3 cities (in `testTspSolver.jl`)
- ▶ 6 cities with subtours (in `testTspSolver.jl`)
- ▶ Try `plotTour`



## Exercise: Add cutset constraints with lazy constraints

Don't check each of  $2^V - 2$  cutsets! Use *separation*!

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- ▶ If  $k > 1$  cycles, add cutset constraint for first  $k - 1$  cycles

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- ▶ Use `connectedComponents` to get a list of cycles
- ▶ If  $k > 1$  cycles, add cutset constraint for first  $k - 1$  cycles
- ▶ Check your work on 6 cities
- ▶ Try a larger instance from TSPLIB (in `tsplib.jl`)

## Aside: the TSP and separation

The *separation problem* for a polyhedron  $P$ :

- ▶ Given  $\mathbf{x}$  show  $\mathbf{x} \in P$ , or find a violated constraint



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The *separation problem* for a polyhedron  $P$ :

- ▶ Given  $\mathbf{x}$  show  $\mathbf{x} \in P$ , or find a violated constraint

For lazy constraints, we assumed in addition that  $\mathbf{x}$  was integer, a *much easier* problem!

Use the separation problem for *user cut callbacks*.

For TSP, the separation by  $n$  Max-Flow Min-Cut computations.

Challenge: use Julia (make  $n$  LPs in each callback)!

## Aside: more callbacks for TSP

Easy **heuristic callback**:

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**Incumbent callback + heuristic callback + two-opt**:

- ▶ Use incumbent callback to grab integer solutions
- ▶ Run two-opt
- ▶ If solution improves, add with heuristic callback

# Software-as-a-Service (SaaS)

Sending a solver is hard

- ▶ Licenses
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- ▶ One time revenue

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Bring problem to the solver!

# TSP-as-a-Service

Code is ready. Lets try it!

- ▶ `cd winstonWorks`
- ▶ `Run julia tsp_service_winston.jl`
- ▶ Wait for terminal output `Listening on 8000...`
- ▶ Go to  
`http://localhost:8000/stationservice/42.3/42.4/-71.2/-71.0`

# TSP-as-a-Service

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- ▶ Go to

`http://localhost:8000/stationservice/42.3/42.4/-71.2/-71.0`

It worked! Now lets look at `tsp_service_winston.jl`



# Considerations for deploying MIPs

- ▶ Real time or offline MIP solving
- ▶ Number of simultaneous users
- ▶ Solver licenses
- ▶ Reliability/maximum solve time

# Deployment Options

Option		Pros	Cons
Personal computer	Easy		Spilled coffee Two concurrent users Blackouts International lag Data Safety
Rent a box	Pretty Easy		Two concurrent users International lag Data safety
Cloud (Amazon/Google)	Scale up for many users Data safety Low latency Monitoring/uptime		Set up time Learn a system Can be \$\$
Gurobi a la cart (Amazon) ( <i>Solver only</i> )	Pay for what you use Scale up for many users		Can be \$\$ No callbacks