

FIRST WEEK OF CLASSES IN 2024:

Friday 16: 20 - 17:50

# INTEGER LINEAR PROGRAMMING

CONCEPT: ILP  $\rightarrow$  NP-complete.

Algorithms are a form of smart backtracking.

ANALYSIS PROBLEM

$$\begin{cases} \max (p_1 x_1 + p_2 x_2 + \dots + p_n x_n) \\ w_1 x_1 + w_2 x_2 + \dots + w_n x_n \leq b \\ x_i \in \{0, 1\} \end{cases}$$

$n$  objects    object  $i$     profit  $p_i$     weight  $w_i$     capacity  $b$

NP-complete!

$$x_i = \begin{cases} 1 & \text{if we take object } i \\ 0 & \text{otherwise} \end{cases}$$

Exp  $\begin{cases} \max (45x_1 + 48x_2 + 35x_3) \\ 5x_1 + 8x_2 + 3x_3 \leq 10 \\ x_1, x_2, x_3 \in \{0, 1\} \end{cases}$

OPT  $x_1=1, x_2=0, x_3=1$   
OPT(VAL) = 80

5 45 ✓  
8 48  
3 35 ✓

LP Relaxation

$$\begin{cases} \max (45x_1 + 48x_2 + 35x_3) \\ 5x_1 + 8x_2 + 3x_3 \leq 10 \\ x_1, x_2, x_3 \in [0, 1] \end{cases}$$

45/5 = 9  
48/8 = 6  
35/3 = 11.66

$$92 = \text{OPT(LP)} \geq \text{OPT(IP)} = 80$$

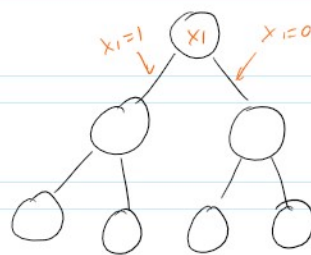
Fractional Knapsack

greedy - Sort objects by profit/weight  
- take objects in decreasing order of profit/weight until knapsack full  
- You may have to cut the last object

$$\begin{cases} x_3=1 \\ x_2=0.25 \\ x_1=1 \end{cases}$$

not integral!

# BRANCH AND BOUND ALGORITHM



We would like to prune the backtracking tree

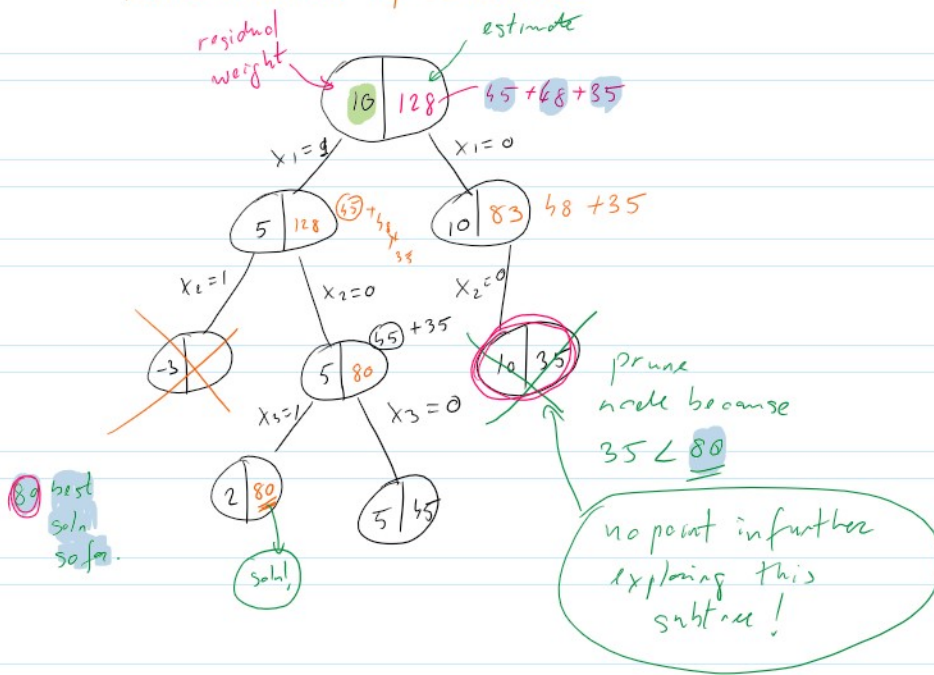
IDEA Use at each node of the tree an estimate for the optimum.

$$\max \{ \text{OPT} \leq \text{estimate} \}$$

# How to prune tree using estimate

NAIVE EXAMPLE OF ESTIMATE  
actual estimate

## NAIVE EXAMPLE OF ESTIMATE



potential of node

Sum of profits of objects already taken  
+  
Sum of profits of all objects still not taken.

## BRANCH & BOUND

- we explore the backtrack tree
- every node  $\rightarrow$  estimate of the best soln consistent with that node

$$\begin{array}{l} \text{MAX} \quad (OPT \leq \text{estimate}) \\ \text{min} \quad (\text{estimate} \leq OPT) \end{array}$$

- prune the backtrack tree as follows;

keep track of the best integral soln found so far.

if estimate is worse than this best

$\Downarrow$   
(prune the node)

prune the node

The better the estimate  $\Rightarrow$  smaller tree

estimate  $\rightarrow$  easy to compute.

How can we get a better estimate?

IP  $\rightarrow$  LP relaxation

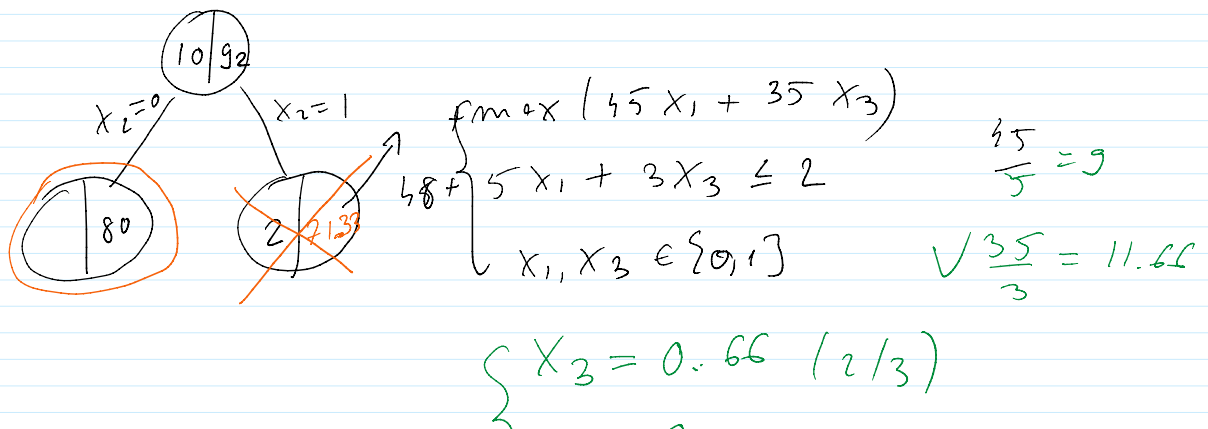
$$OPT_{IP} \leq OPT_{LP\text{-relaxation}}$$

can take the relax estimate!

How this works for Knapsack

$$IP \begin{cases} \max (45x_1 + 48x_2 + 35x_3) \\ 5x_1 + 8x_2 + 3x_3 \leq 10 \\ x_1, x_2, x_3 \in \{0, 1\} \end{cases}$$

$$LP_{rel.} \begin{cases} x_1 = 1 \\ x_2 = 0.25 \\ x_3 = 1 \end{cases} \quad \begin{array}{l} \text{estimate} \\ 45 + 48 \cdot 0.25 \\ + 35 = 92 \end{array}$$

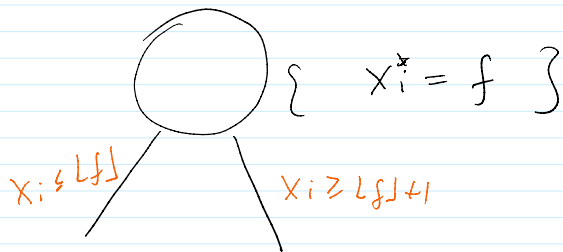


$$\begin{cases} x_3 = 0.66 \quad (2/3) \\ x_1 = 0 \end{cases}$$

$$48 + 35 \times \frac{2}{3}$$

$$\begin{aligned} & \parallel \\ 48 + \frac{70}{3} &= 48 + 23.33 \\ &= 71.33 \end{aligned}$$

**HEURISTIC** Branch upon  
the "most fractional variable" in the  
opt. LP relaxation



When is B&B  
effective

When LP relaxation is strong.

$$\rho = \frac{OPT_{LP}}{OPT_{IP}} \quad \begin{aligned} & \swarrow \text{as close} \\ & \text{to } 1 \\ & \swarrow \text{as possible} \end{aligned}$$

Limit case  $\rho = 1$

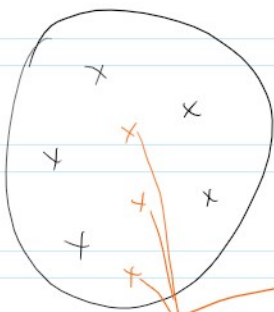
no branching!



$$OPT_{LP} = OPT_{IP}$$

Comparing two formulations  
for the same problem

**FACILITY LOCATION**



options for a deposit

$C_w$  = cost of opening deposit  $w$   
 $t_{wc}$  = cost of supplying gas station  $w$  from deposit  $c$

### QUESTION

What deposits to open  
 and which deposits should  
 serve a gas station  
 so that total cost is  
 minimized.?

$$X_w \in \{0, 1\} \quad X_w = \begin{cases} 1 & \text{open } w \\ 0 & \text{otherwise} \end{cases}$$

$$y_{w,c} \in \{0, 1\} \quad y_{w,c} = \begin{cases} 1 & c \text{ is supplied from } w \\ 0 & \text{otherwise.} \end{cases}$$

IP

$$\left\{ \begin{array}{l} \min \left( \underbrace{\sum_w C_w X_w}_{\text{cost of opening}} + \underbrace{\sum_w \sum_c t_{wc} y_{wc}}_{\text{total cost of supplying.}} \right) \\ (*) \\ \sum_w y_{w,c} = 1 \quad \{c \in C\} \\ X_w, y_{w,c} \in \{0, 1\} \end{array} \right.$$

can only supply a gas station from an open deposit  
 every gas station supplied from exactly one deposit

Two ways of writing constraint (\*)

Two ways of writing constraint (\*)

(1)  $y_{w,c} \leq x_w$  for every  $(w,c)$

$\Downarrow$

(2)  $\sum_c y_{w,c} \leq |C| x_w$  for every  $w$

IP<sub>1</sub> : (\*) = (1)

IP<sub>2</sub> : (\*) = (2)

Which one of IP<sub>1</sub>, IP<sub>2</sub> is better?

IP<sub>1</sub> is better than IP<sub>2</sub>

Every soln 1 is a soln 2.

LP<sub>1</sub>, LP<sub>2</sub>

$$S_{IP_1} = \frac{OPT_{IP_1}}{OPT_{LP_1}} \quad OPT_{IP_1} = OPT_{IP_2}$$

$\forall$

$$OPT_{LP_1} \geq OPT_{LP_2}$$

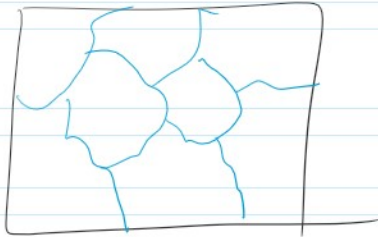
$$1 \leq S_{IP_1} \leq S_{IP_2}$$

better

Tighter  $\Rightarrow$  better

Example

Map Coloring



color map  
with smallest  
# of colors

$$\begin{cases} \min (\max_{c \text{ country}} \text{color}\{c\}) \\ \text{color}\{c_1\} \neq \text{color}\{c_2\} \text{ whenever } c_1 \sim c_2 \end{cases}$$

not a linear  
constraint

Big-M transformation

$$X \neq Y \Leftrightarrow X \leq Y-1 \text{ or } X \geq Y+1$$

disjunction

How to simulate  
a disjunction

- use extra 0/1 variable  $b$
- use "large integer"  $M$

$$\begin{cases} X \leq Y-1 + bM \\ X \geq Y+1 - (1-b)M \end{cases}$$

Suppose  $X \leq Y-1 \Rightarrow$  choose  $b=0$

$$x \geq y+1 \Rightarrow \text{choose } b=1$$

$$\left\{ \begin{array}{l} \min (obj) \\ obj \geq color\{c\} \\ color\{c_1\} \leq color\{c_2\} - 1 + b_{c_1, c_2} M \\ color\{c_1\} \geq color\{c_2\} + 1 - (1 - b_{c_1, c_2}) M \\ obj, color\{c\} \geq 0 \text{ integral} \\ b_{c_1, c_2} \in \{0, 1\} \end{array} \right.$$

PROBLEM LP  $\rightarrow b_{c_1, c_2} = 0.5$

Better Binarization

$$b_{x,i} = \begin{cases} 1 & color\{x\} = i \\ 0 & \text{otherwise} \end{cases}$$

$$\begin{array}{l} b_{x,0}, b_{x,1}, b_{x,2}, b_{x,3} \\ \left\{ \begin{array}{l} \min (obj) \\ 1 \cdot b_{x,i} \leq obj \\ b_{x,0} + b_{x,1} + b_{x,2} + b_{x,3} = 1 \quad \{\forall x \in V\} \\ b_{x,i} + b_{y,i} \leq 1 \quad \forall i = \overline{0,3} \\ \quad \quad \quad x \sim y \end{array} \right. \end{array}$$