

Relaxations for solving integer programs.

Consider an IP with arbitrary objective function c and arbitrary feasible region X :

$$z = \max\{c(x) \mid x \in X \subseteq \mathbb{Z}_+^n\}. \quad (1)$$

We typically solve it by finding lower bounds \underline{z} and upper bounds \bar{z} on z , i.e., $\underline{z} \leq z \leq \bar{z}$.

How do we find (good) bounds?

1. primal bounds. Any feasible solution $x^* \in X$ gives a lower bound $\underline{z} = c(x^*)$.
2. dual bounds. Upper bounds \bar{z} often obtained by solving relaxations.

Matching bounds, i.e., $\underline{z} = \bar{z}$, imply that you have solved the problem.

Definition 1. A problem (RP)

$$z^R = \max\{f(x) \mid x \in T \subseteq \mathbb{R}_+^n\} \quad (2)$$

is a relaxation of problem IP (1) if:

1. $X \subseteq T$, and
2. $c(x) \leq f(x)$ for all $x \in X$.

Proposition 1. If RP (2) is a relaxation of IP (1), then $z \leq z^R$.

There are many types of *relaxations*, e.g.,

1. Linear programming relaxation;
2. Combinatorial relaxation;
3. Lagrangian relaxation.

Definition 2. A polyhedron is a set of the form $\{x \in \mathbb{R}^n \mid Ax \leq b\}$, where $A \in \mathbb{R}^{m \times n}$ and $b \in \mathbb{R}^m$.

Definition 3. A set $P \subseteq \mathbb{R}^n$ is bounded if there exists $d \in \mathbb{R}_{++}$ such that $P \subseteq [-d, d]^n$.

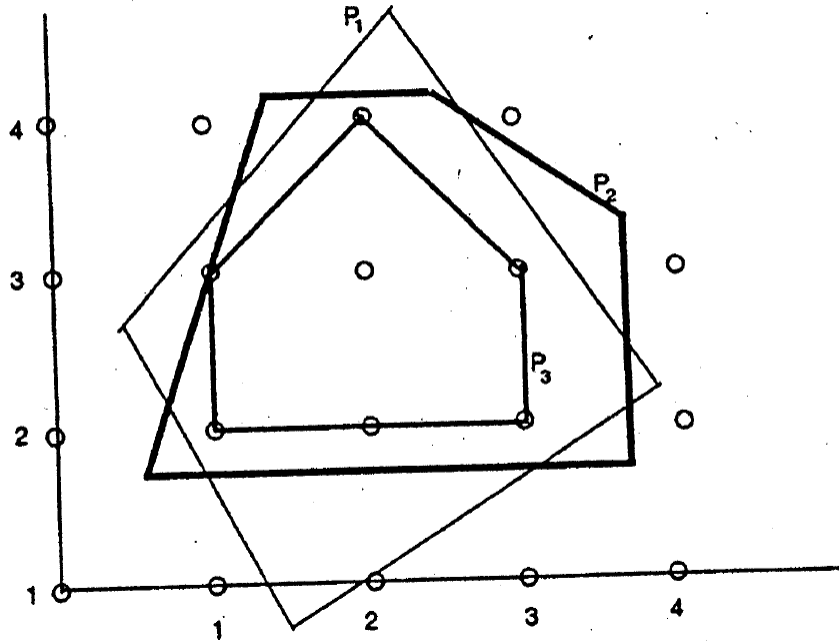
Definition 4. A polyhedron that is bounded is called a polytope.

Definition 5. A polyhedron $P \subseteq \mathbb{R}^{n+d}$ is a formulation for a set $X \subseteq \mathbb{Z}^n \times \mathbb{R}^d$ if and only if $X = P \cap (\mathbb{Z}^n \times \mathbb{R}^d)$.

Linear programming relaxation. For the integer program $\max\{c^T x \mid x \in P \cap \mathbb{Z}^n\}$ with formulation $P = \{x \in \mathbb{R}_+^n \mid Ax \leq b\}$, its linear programming relaxation is $z^{LP} = \max\{c^T x \mid x \in P\}$.

Definition 6. Given a set $X \subseteq \mathbb{Z}^n \times \mathbb{R}^d$ and two formulations P_1 and P_2 for X ,

- P_1 is a stronger formulation than P_2 if $P_1 \subsetneq P_2$;
- P_1 is at least as strong as P_2 if $P_1 \subseteq P_2$;
- P_1 and P_2 are incomparable if $P_1 \not\subseteq P_2$ and $P_2 \not\subseteq P_1$;
- P_1 is ideal or perfect if $P_1 = \text{conv}(X)$.



Branch and bound

Variants of branch and bound are the most common way to solve IPs. They are based on the following simple result for the general problem:

$$z = \max\{c(x) \mid x \in S\}.$$

Proposition 2. *Let $S = S_1 \cup \dots \cup S_k$ be a decomposition of S into smaller sets, and let $z_i = \max\{c(x) \mid x \in S_i\}$ for $i = 1, \dots, k$. Then, $z = \max\{z_i \mid i \in [k]\}$.*

Proposition 3. *Suppose we have lower and upper bounds for the subproblems: $\underline{z}_i \leq z_i \leq \bar{z}_i$. Then, we can get lower and upper bounds for the original problem:*

- $\underline{z} = \max\{\underline{z}_i \mid i \in [k]\};$
- $\bar{z} = \max\{\bar{z}_i \mid i \in [k]\}.$

What is the typical decomposition $S = S_1 \cup \dots \cup S_k$ in LP-based branch-and-bound algorithms?

Solving MIPs via a branch-and-bound approach

In what follows, N_i represents a node in the branch-and-bound tree with corresponding LP relaxation LP_i , and N_0 is the root node.

1. Initialize.

- $\mathcal{L} := \{N_0\}$;
- $\underline{z} := -\infty$;
- $(x^*, y^*) := \emptyset$;

2. Terminate?

- if $\mathcal{L} = \emptyset$, the solution (x^*, y^*) is optimal.

3. Select node.

- choose a node N_i in \mathcal{L} and delete it from \mathcal{L} ;

4. Bound.

- solve LP_i ;
- if LP_i is infeasible, go to step 2;
- if LP_i is feasible, let (x^i, y^i) be an optimal solution of LP_i and let z_i its objective value;

5. Prune.

- if $z_i \leq \underline{z}$ go to step 2;
- if (x^i, y^i) is feasible to the MIP, update:
 - $\underline{z} := z_i$;
 - $(x^*, y^*) := (x^i, y^i)$;
 - go to step 2;

6. Branch.

- from LP_i construct $k \geq 2$ linear programs $LP_{i_1}, \dots, LP_{i_k}$ with smaller feasible regions whose union does not contain (x^i, y^i) , but contains the solutions of LP_i with $x \in \mathbb{Z}^n$.
- add the new nodes N_{i_1}, \dots, N_{i_k} to \mathcal{L} and go to step 2;

Some may say this is not an “algorithm” since some steps are not clearly specified. Like what?