

# Integer Linear Programming: Branch and Bound Method

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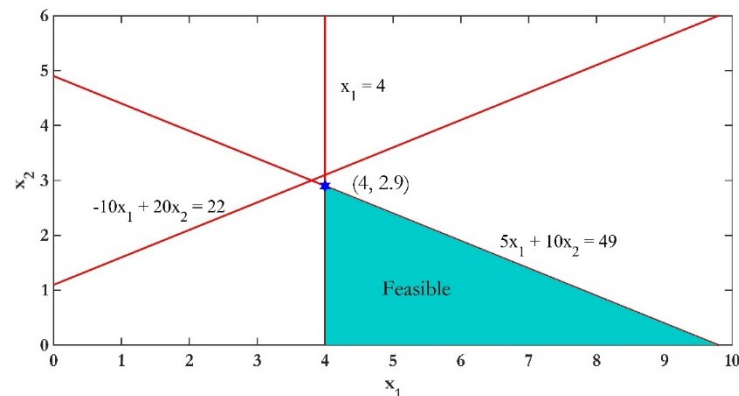
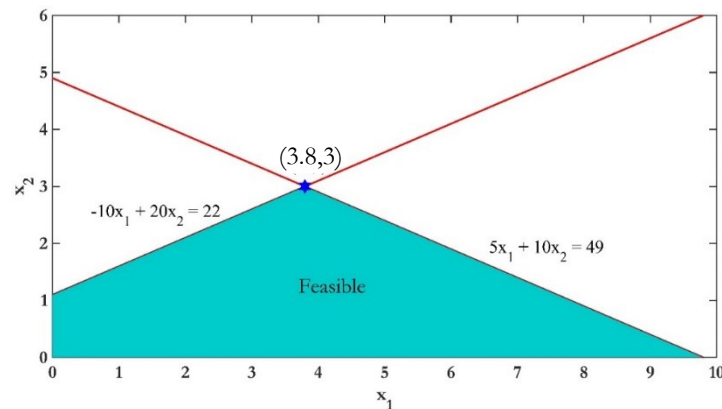
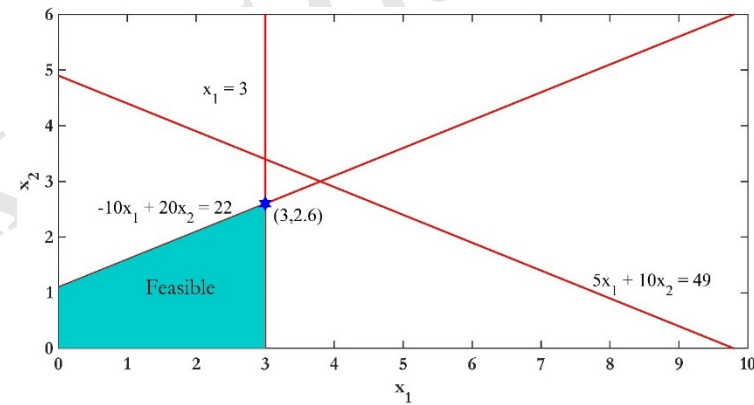
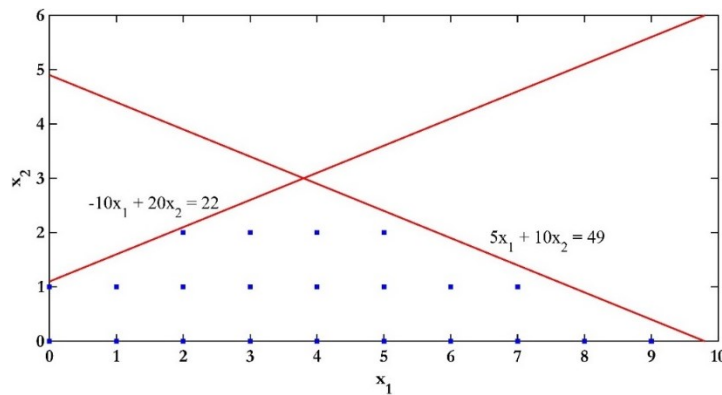
Simplex Method for LP: <https://www.youtube.com/watch?v=VsyFFhzQVZM>

Branch & Bound Method for MILP: <https://www.youtube.com/watch?v=g1Xtmd94zns>

Additional resources: [tinyurl.com/sksopti](https://tinyurl.com/sksopti), [tinyurl.com/sksoptivid](https://tinyurl.com/sksoptivid)

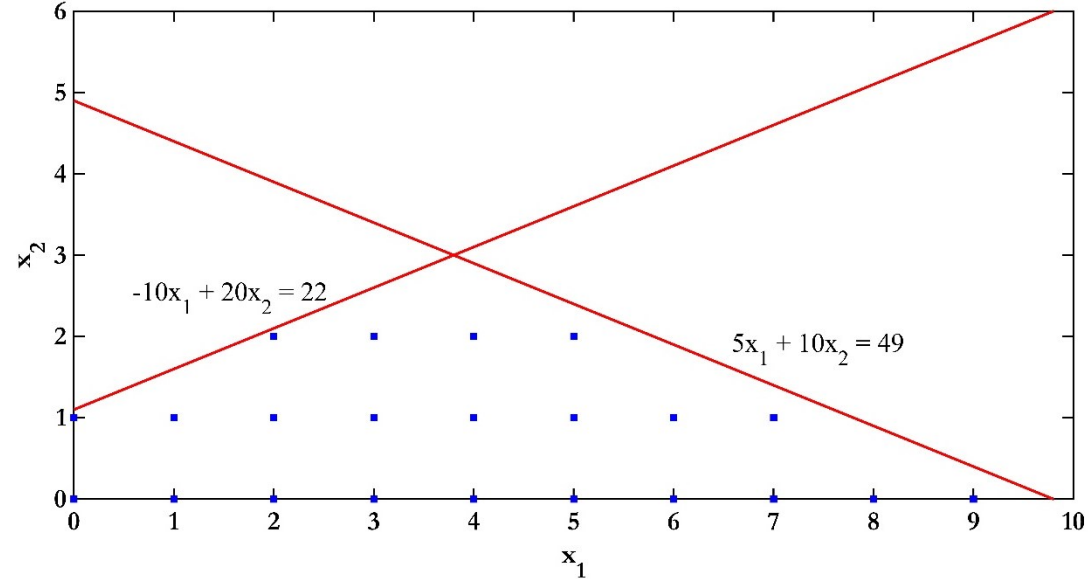
# Integer Linear Programming (ILP)

- Divide and conquer method.
- Relaxed linear programming model ILP model without integer constraints.
- LP relaxation is used to estimate the optimal solution of an ILP problem.
- Two general methods: Branch-and-Bound method and Cutting-plane method

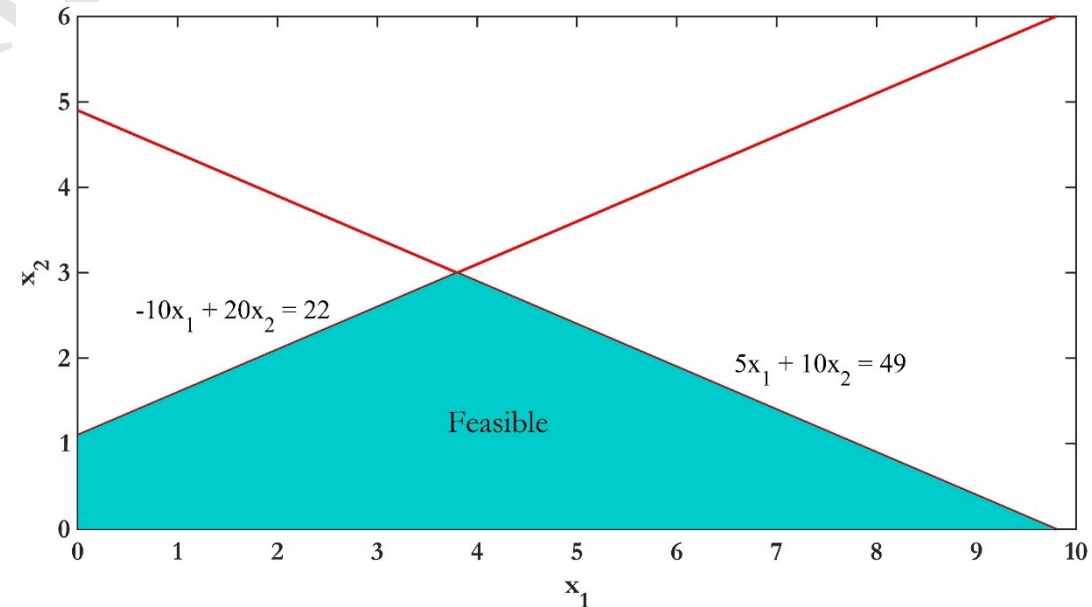


# Branch and Bound: Relaxation

$$\begin{array}{ll}\text{Max} & Z = -x_1 + 4x_2 \\ \text{st} & -10x_1 + 20x_2 \leq 22 \\ & 5x_1 + 10x_2 \leq 49 \\ & x_1, x_2 \geq 0 \\ & x_1, x_2 \text{ are integers}\end{array}$$



$$\begin{array}{ll}\text{Max} & Z = -x_1 + 4x_2 \\ \text{st} & -10x_1 + 20x_2 \leq 22 \\ & 5x_1 + 10x_2 \leq 49 \\ & x_1, x_2 \geq 0\end{array}$$



# Rules in Branch and Bound (Maximization)

Condition	Operation
$LP_j$ is infeasible	<b>Prune</b> the node $j$
$Z_{LP,j} \leq Z_I$	<b>Prune</b> the node $j$
$Z_{LP,j} > Z_I$ , optimal $LP_j$ has integer solutions	<b>Update</b> $Z_I$ , <b>Prune</b> the node $j$
$Z_{LP,j} > Z_I$ , optimal $LP_j$ does not have integer solutions	<b>Branch</b> node $j$ into two candidate problems

# Branch and Bound: Solution of Relaxed Problem

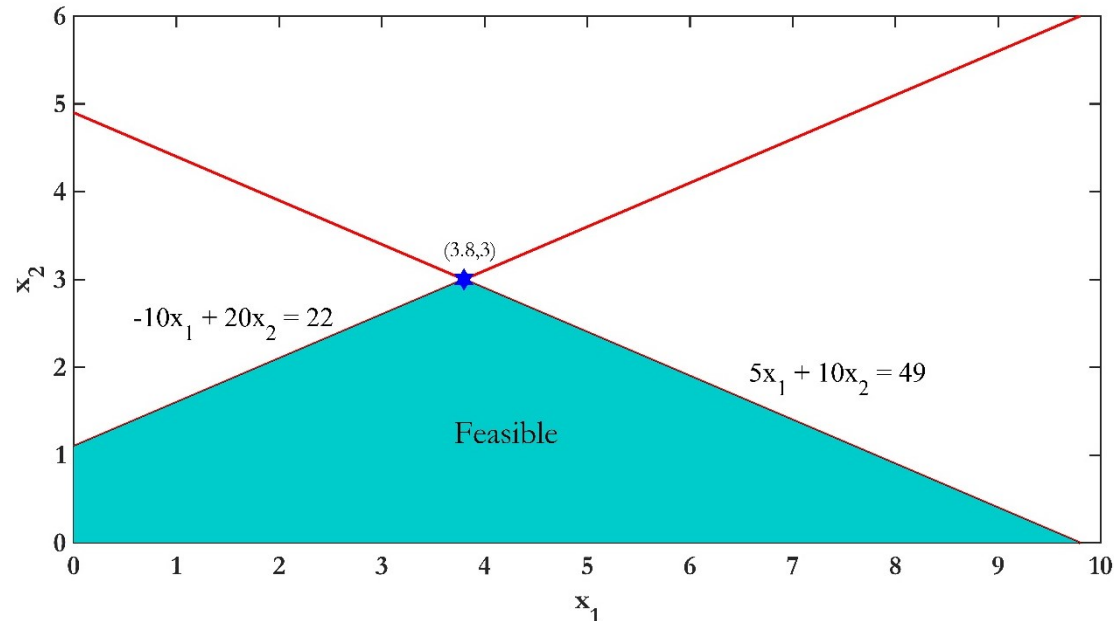
LP 1

$$\begin{array}{ll}\text{Max} & Z = -x_1 + 4x_2 \\ \text{st} & -10x_1 + 20x_2 \leq 22 \\ & 5x_1 + 10x_2 \leq 49 \\ & x_1, x_2 \geq 0\end{array}$$

LP1

$$Z = 8.2, x = (3.8, 3)$$

$$\begin{array}{ll}\text{Max} & Z = -x_1 + 4x_2 \\ \text{st} & -10x_1 + 20x_2 \leq 22 \\ & 5x_1 + 10x_2 \leq 49 \\ & x_1, x_2 \geq 0 \\ & x_1, x_2 \text{ are integers}\end{array}$$



Optimal solution of LP1 is not integer,  
branch node into two candidate problems

# Branch and Bound: Branching

LP 2

$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1 &\geq 4 \\ x_1, x_2 &\geq 0 \end{aligned}$$

LP1

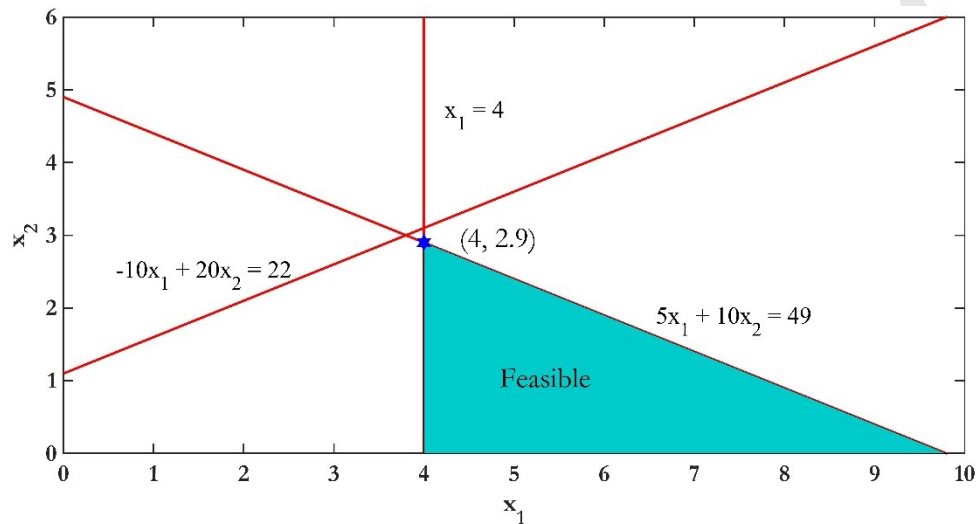
$$Z = 8.2, x = (3.8, 3)$$

$$x_1 \geq 4$$

LP2

$$Z = 7.6, x = (4, 2.9)$$

$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1, x_2 &\geq 0 \\ x_1, x_2 &\text{ are integers} \end{aligned}$$



Optimal solution of LP2 is not integer,  
branch node into two candidate problems

# Branch and Bound: Infeasible Node

LP 3

$$\begin{array}{ll}\text{Max} & Z = -x_1 + 4x_2 \\ \text{st} & -10x_1 + 20x_2 \leq 22 \\ & 5x_1 + 10x_2 \leq 49 \\ & x_1 \geq 4 \\ & x_2 \geq 3 \\ & x_1, x_2 \geq 0\end{array}$$

$$\begin{array}{l}\text{LP1} \\ Z = 8.2, x = (3.8, 3)\end{array}$$

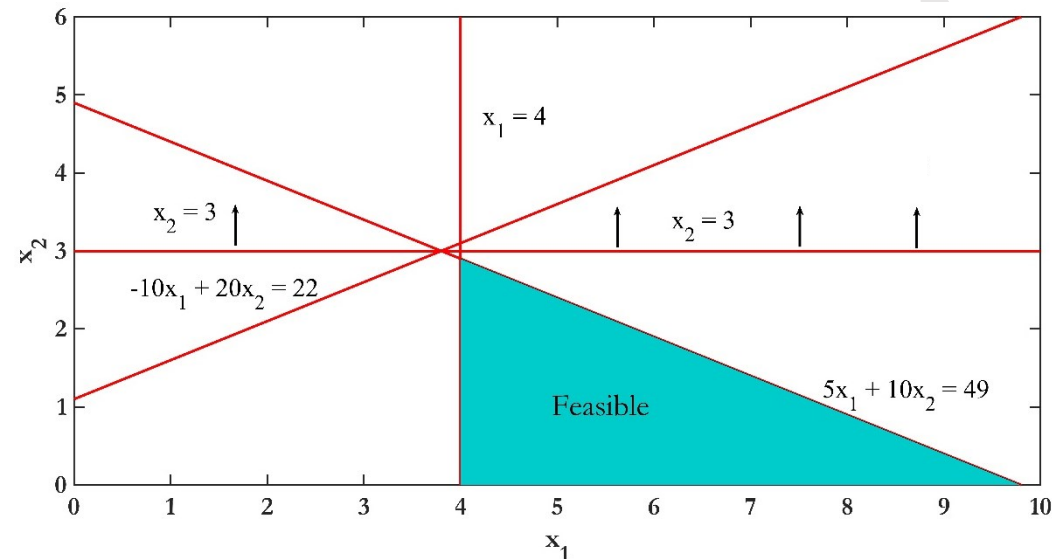
$$x_1 \geq 4$$

$$\begin{array}{l}\text{LP2} \\ Z = 7.6, x = (4, 2.9)\end{array}$$

$$x_2 \geq 3$$

LP3  
Infeasible

$$\begin{array}{ll}\text{Max} & Z = -x_1 + 4x_2 \\ \text{st} & -10x_1 + 20x_2 \leq 22 \\ & 5x_1 + 10x_2 \leq 49 \\ & x_1, x_2 \geq 0 \\ & x_1, x_2 \text{ are integers}\end{array}$$



LP3 is infeasible, prune the node

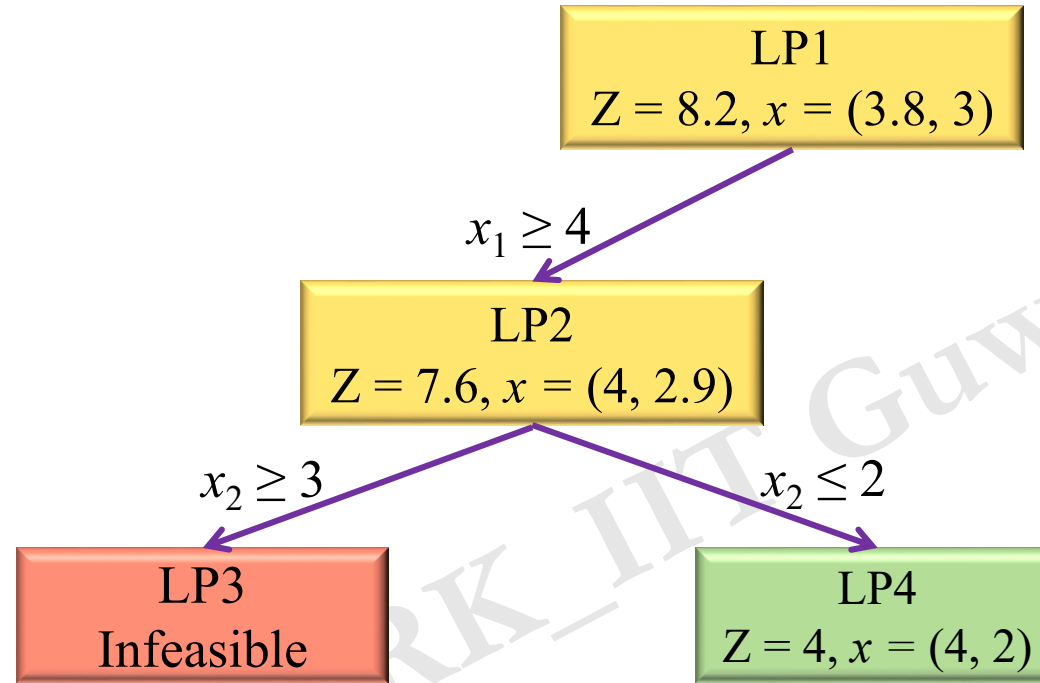
# Branch and Bound: Integer Feasible Solution

LP 4

$$\begin{array}{ll} \text{Max} & Z = -x_1 + 4x_2 \\ \text{st} & -10x_1 + 20x_2 \leq 22 \\ & 5x_1 + 10x_2 \leq 49 \\ & x_1 \geq 4 \\ & x_2 \leq 2 \\ & x_1, x_2 \geq 0 \end{array}$$

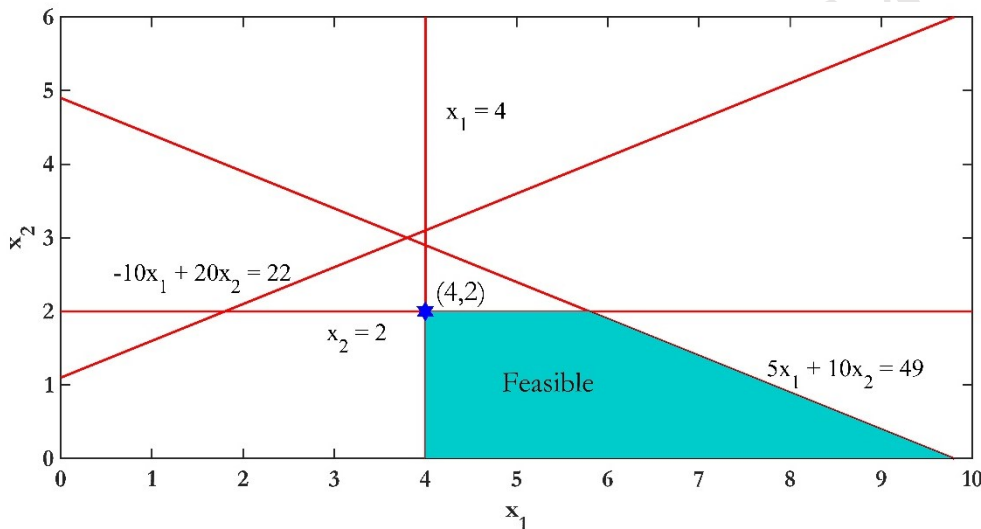
$$\begin{array}{ll} \text{Max} & Z = -x_1 + 4x_2 \\ \text{st} & -10x_1 + 20x_2 \leq 22 \\ & 5x_1 + 10x_2 \leq 49 \\ & x_1, x_2 \geq 0 \\ & x_1, x_2 \text{ are integers} \end{array}$$

$$Z_I = 4$$



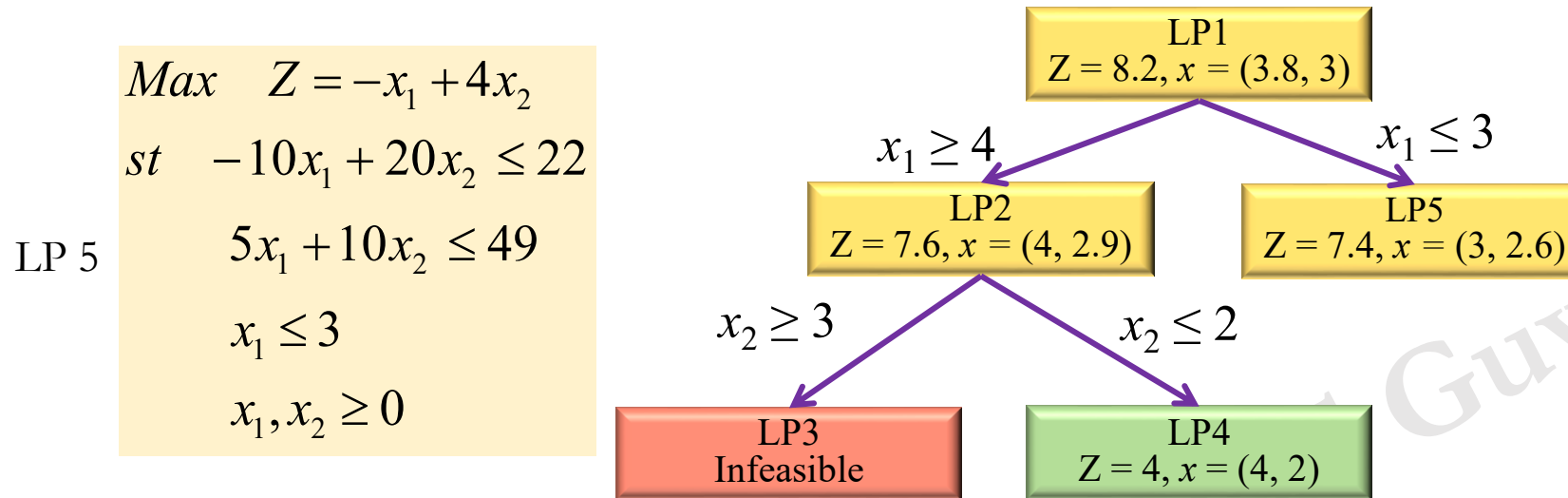
Integer feasible solution

Optimal solution of LP4 is integer, Accept solutions and prune the node.





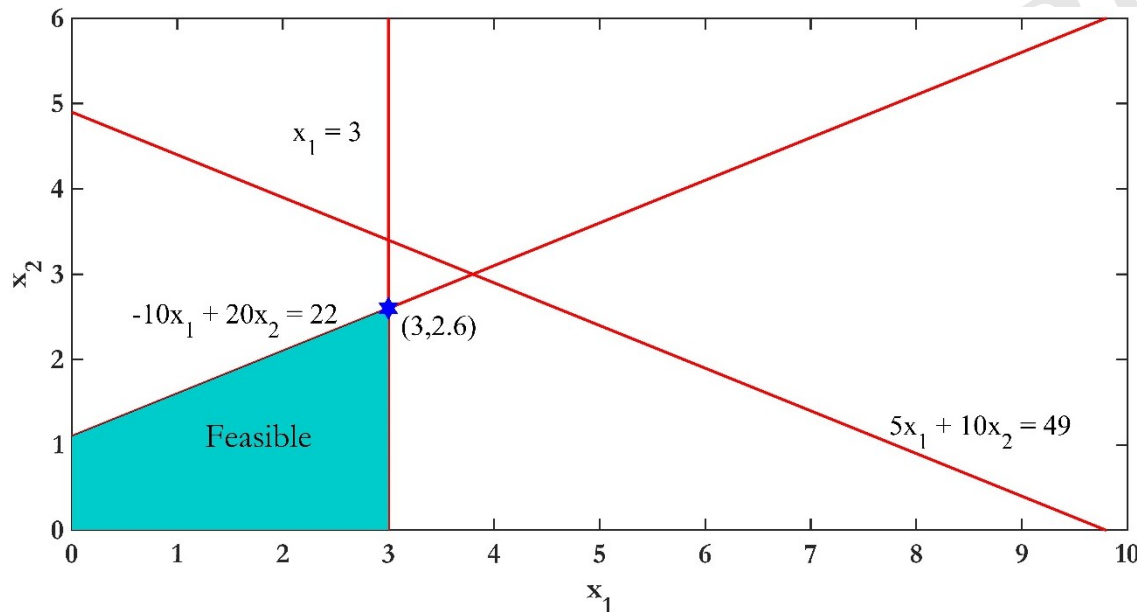
# Branch and Bound: Branching



$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1, x_2 &\geq 0 \\ x_1, x_2 &\text{ are integers} \end{aligned}$$

$$Z_I = 4$$

Integer feasible solution

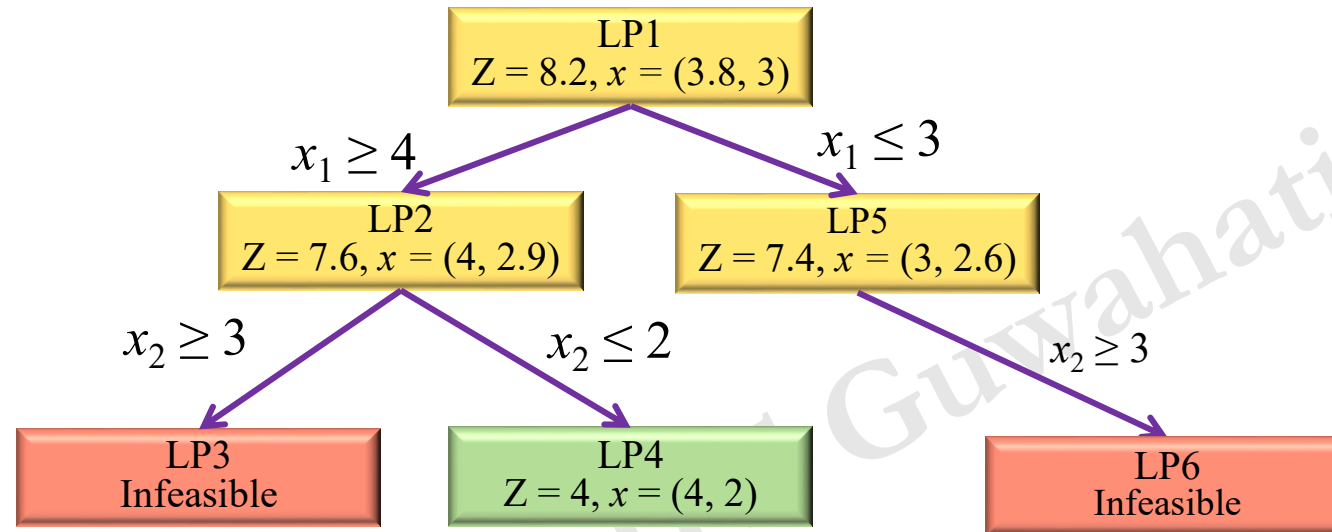


Optimal solution of LP5 is not integer and  $Z_{LP5} > Z_I$ , branch node into two candidate problems

# Branch and Bound: Infeasible Node

LP 6

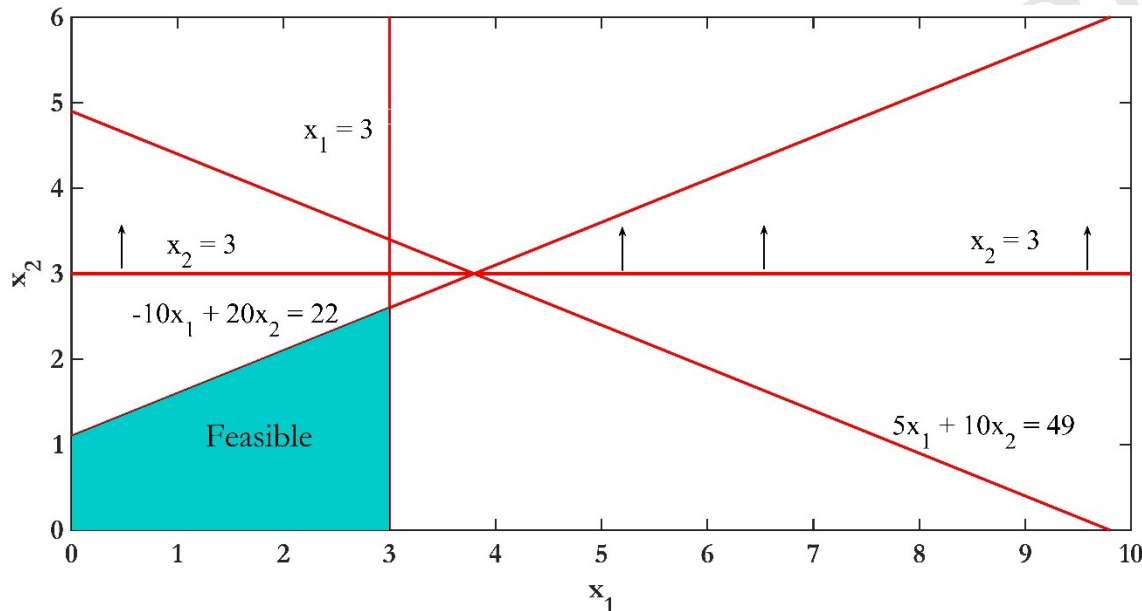
$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1 &\leq 3 \\ x_2 &\geq 3 \\ x_1, x_2 &\geq 0 \end{aligned}$$



Integer feasible solution

$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1, x_2 &\geq 0 \\ x_1, x_2 &\text{ are integers} \end{aligned}$$

$$Z_I = 4$$



LP6 is infeasible, prune the node

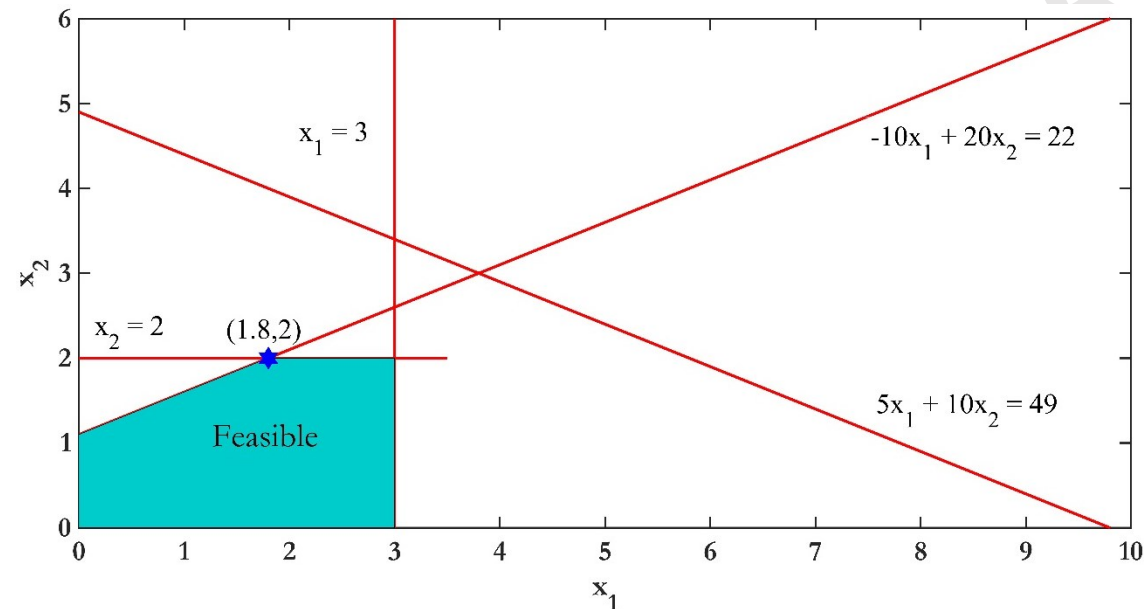
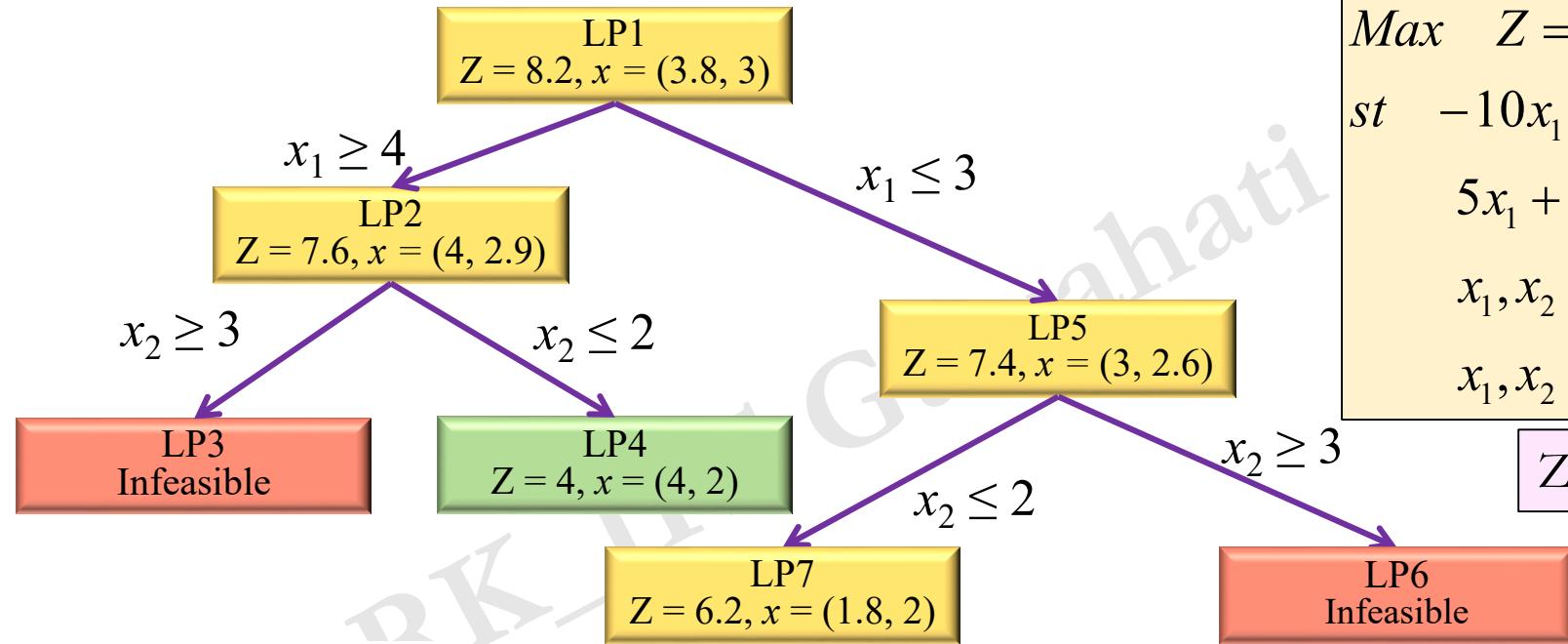
# Branch and Bound: Branching

LP 7

$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1 &\leq 3 \\ x_2 &\leq 2 \\ x_1, x_2 &\geq 0 \end{aligned}$$

$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1, x_2 &\geq 0 \\ x_1, x_2 &\text{ are integers} \end{aligned}$$

$$Z_I = 4$$

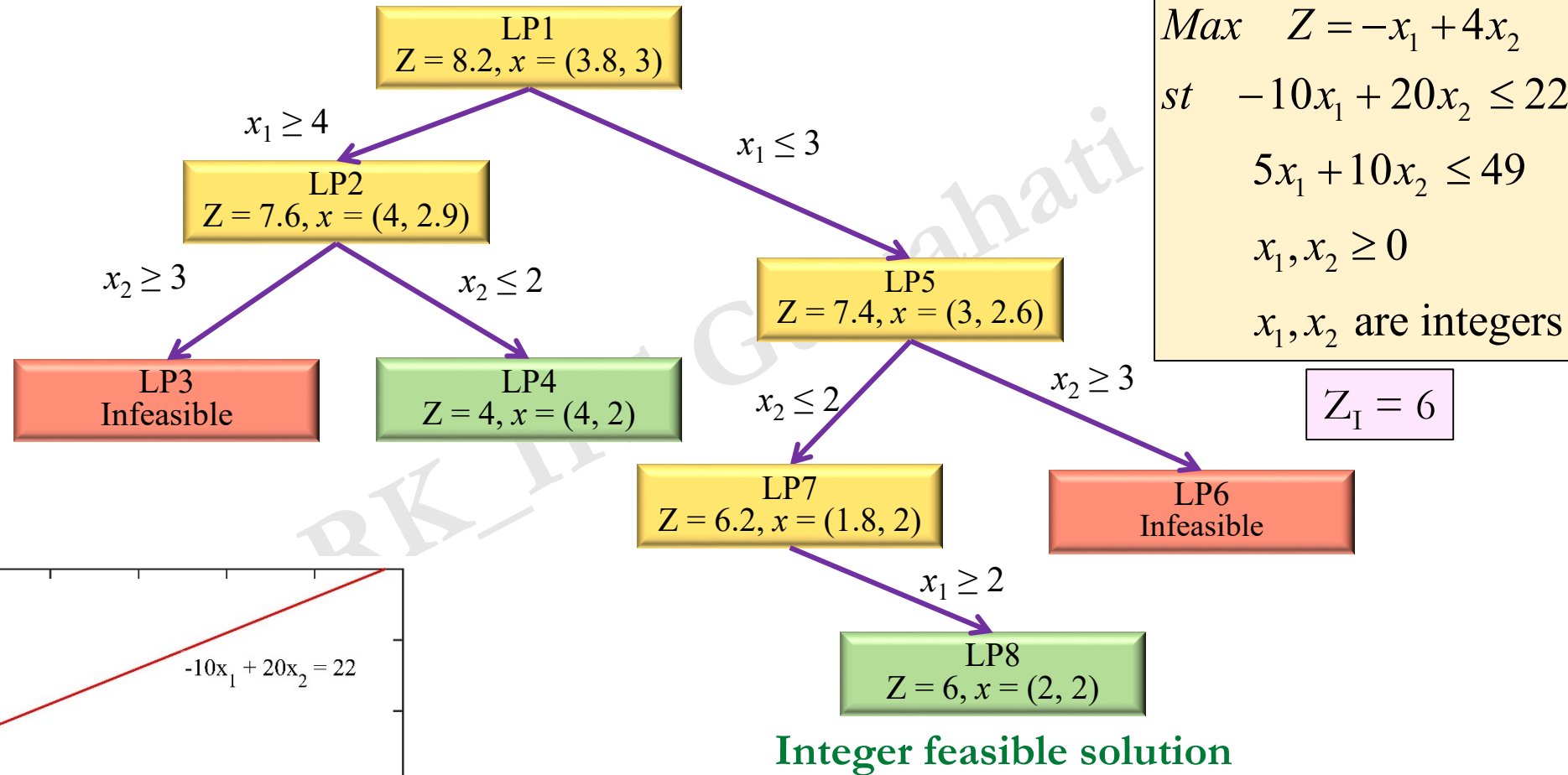
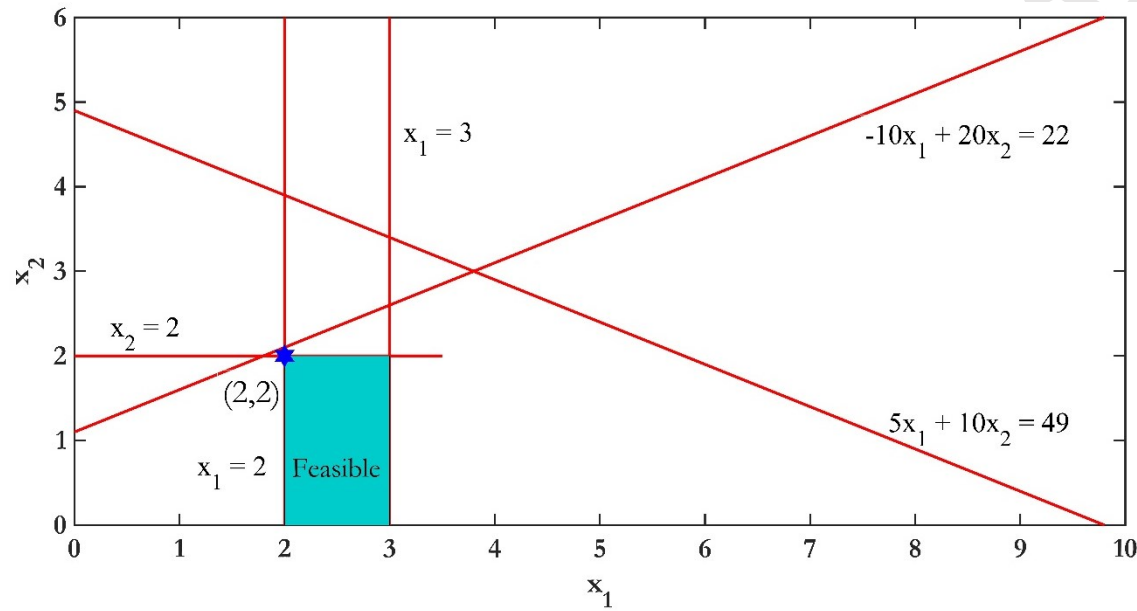


Optimal solution of LP7 is not integer and  $Z_{LP7} > Z_I$ , branch node into two candidate problems

# Branch and Bound: Integer Feasible Solution

LP 8

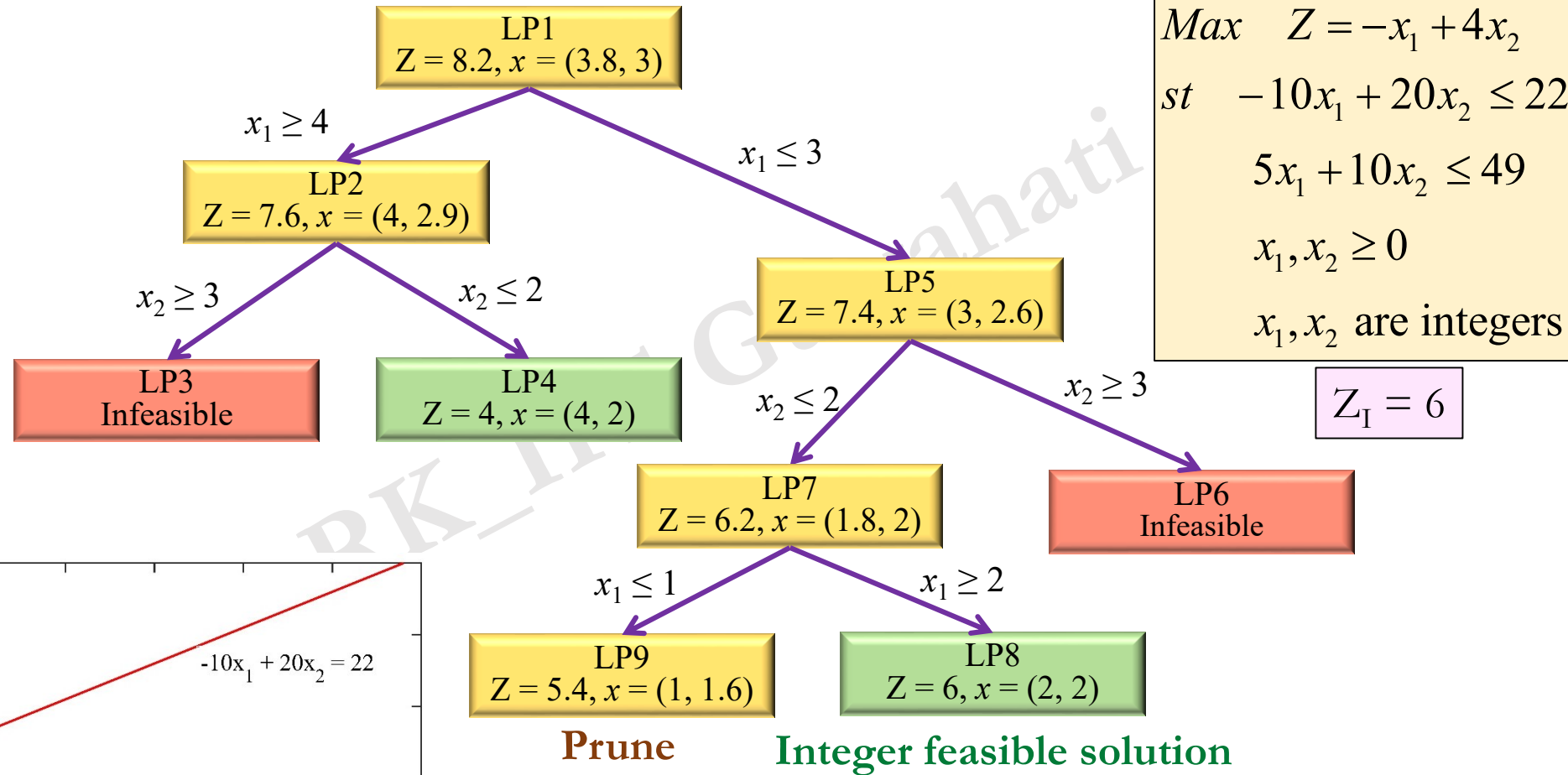
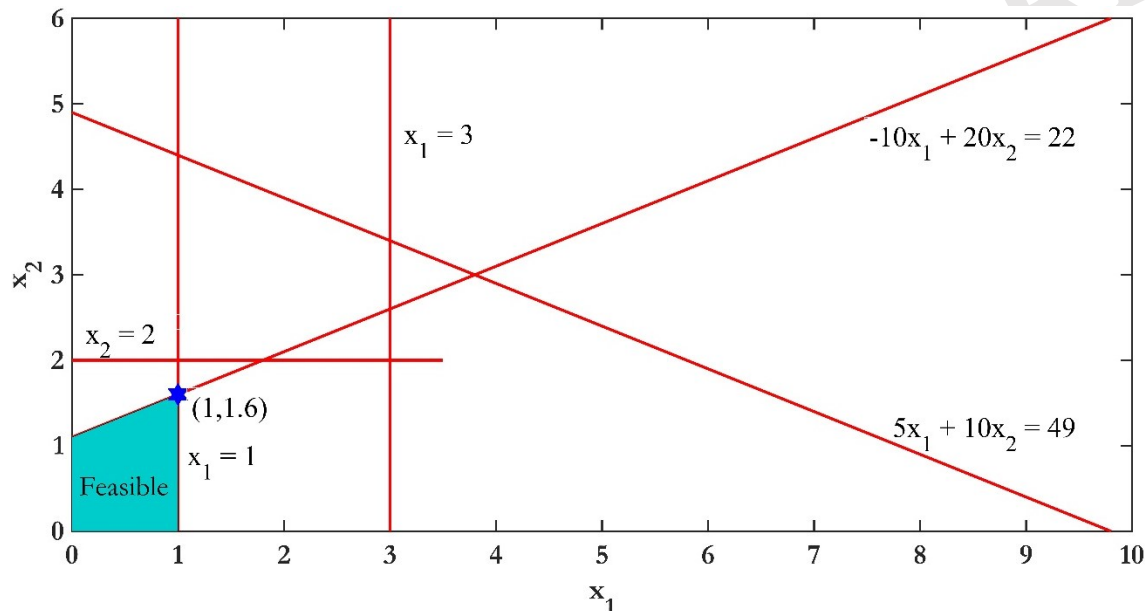
$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1 &\leq 3 \\ x_2 &\leq 2 \\ x_1 &\geq 2 \\ x_1, x_2 &\geq 0 \end{aligned}$$



# Branch and Bound: Optimal Solution

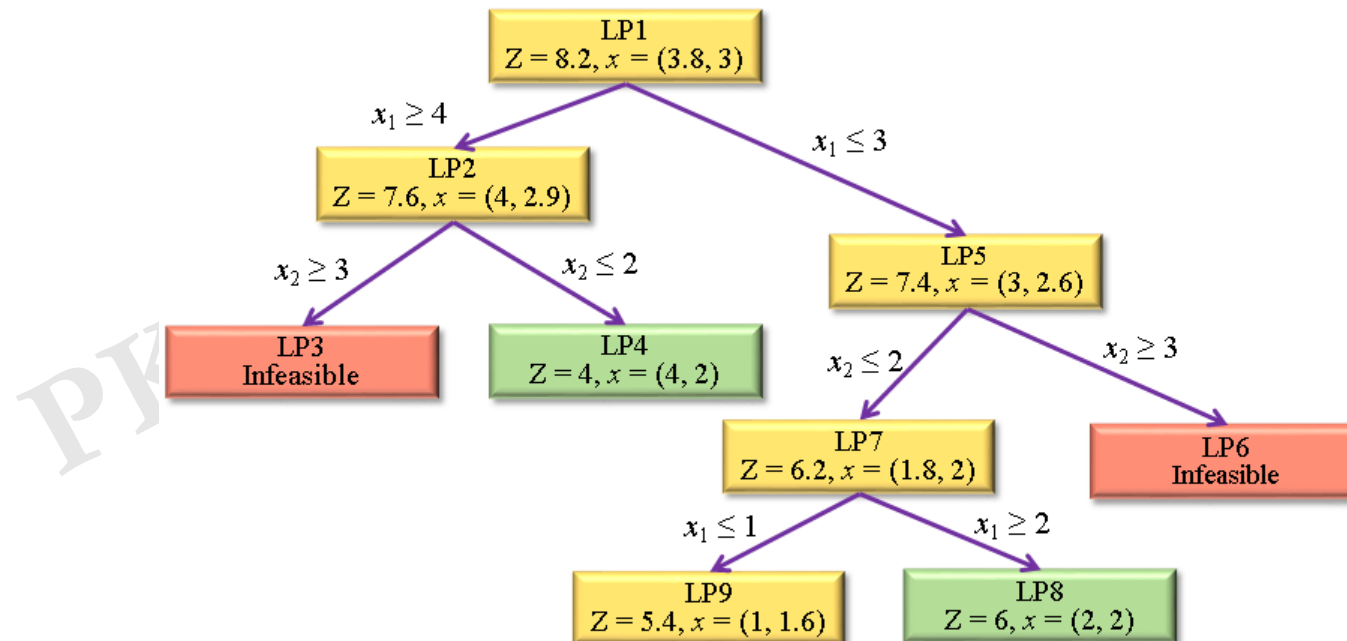
LP 9

$$\begin{aligned} \text{Max } Z &= -x_1 + 4x_2 \\ \text{st } -10x_1 + 20x_2 &\leq 22 \\ 5x_1 + 10x_2 &\leq 49 \\ x_1 &\leq 3 \\ x_2 &\leq 2 \\ x_1 &\leq 1 \\ x_1, x_2 &\geq 0 \end{aligned}$$



# Rules in Branch and Bound

Condition	Operation
$LP_j$ is infeasible	<b>Prune</b> the node $j$
$Z_{LP,j} \leq Z_I$	<b>Prune</b> the node $j$
$Z_{LP,j} > Z_I$ , optimal $LP_j$ has integer solutions	<b>Update</b> $Z_I$ , <b>Prune</b> the node $j$
$Z_{LP,j} > Z_I$ , optimal $LP_j$ does not have integer solutions	<b>Branch</b> node $j$ into two candidate problems



**Thank You !!!**