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Valentin**

# Declarative Problem Solving with Mixed-Integer Linear Programming

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# Outline

## Introduction

- ▶ What is Declarative Problem Solving
- ▶ What is Mixed Integer Linear Programming (MILP)
- ▶ Demo: Gaming Bar Setup

## Foundations of Linear Programming

- ▶ Origins and History of Linear Programming
- ▶ Real World Applications of Linear Programming

## Boolean Business Rules

- ▶ Big-M Method
- ▶ Boolean Operators
- ▶ Demo: Sudoku Solver using Java API

## Software, Techniques and Methods

- ▶ Solver Software
- ▶ Simplex Method
- ▶ Branch and Cut Method

## Practice

- ▶ Demo: Steel Blending Problem

# Declarative Problem Solving: A New Perspective

- ▶ Shift the focus to **what the problem is** and how we can **describe it clearly**.
- ▶ *Forget about the process*—the magic happens in defining the problem, not how the solution is obtained!
  - ▶ No need to dive into complex algorithms.
  - ▶ No need for heavy, intricate math.
  - ▶ Simply focus on capturing the essence of the problem with precision.
- ▶ Let the tools handle the "how"—your job is to **describe the "what"**.

# Mixed-Integer Linear Programming: A Powerful Approach

- ▶ Define **what we aim to optimize**: a clear, linear objective function that captures our goals.
- ▶ Set the stage by framing the **constraints** as linear inequalities—this is the space where solutions live.
- ▶ Merging integer decisions and linear constraints offers flexibility to model real-world scenarios with precision and efficiency.

## Demo: Gaming Bar Setup

Optimize the setup of Arcade Machines and VR Stations to maximize the entertainment value while staying within budget and space constraints.



## Gaming Bar Setup: Facts

Attribute	Arcade Machine	VR Station
Cost [\$]	200	500
Space [m <sup>2</sup> ]	5	3
Entertainment Value	80	90

Resource	Value
Total Budget [\$]	4000
Total Space [m <sup>2</sup> ]	50

**Table:** Summary of Costs, Space Requirements, Entertainment Values, and Available Resources

# The Origins of Linear Programming

- ▶ LP originated in the 1940s during World War II.
- ▶ It was developed as a tool to improve military logistics, optimize production, and allocate resources.
- ▶ The U.S. Air Force played a crucial role in pushing for mathematical solutions to complex logistical problems.



# Early Applications of Linear Programming

- ▶ During WWII, LP was used to solve transportation and supply chain problems.
- ▶ Military planning: determining optimal ways to allocate resources and personnel.
- ▶ Post-War: LP found applications in various industries, including agriculture, energy, and manufacturing.

# George Dantzig and the Simplex Method

- ▶ George Dantzig, a prominent American mathematician, is considered the "father" of Linear Programming.
- ▶ In 1947, Dantzig developed the Simplex Method, a groundbreaking algorithm to solve LP problems.
- ▶ The Simplex Method efficiently navigates the feasible region of solutions to find the optimal point.



## Fun Fact (?)

Dantzig is said to have solved two unsolved problems in statistics by mistake, thinking they were homework!

# The Role of Computers in LP

- ▶ Early LP problems were solved manually, which was time-consuming and error-prone.
- ▶ The advent of computers in the 1950s revolutionized LP, allowing large-scale problems to be solved quickly.
- ▶ LP became a cornerstone of operations research and optimization algorithms.

# Real-World Applications of MILP, ILP, and LP

## Applications in Operations Research, Business, and Economics:

- ▶ **Supply Chain Optimization:**
  - ▶ Optimize inventory levels, production schedules, and distribution routes.
- ▶ **Financial Portfolio Optimization:**
  - ▶ Maximize returns and minimize risk by selecting the optimal mix of investments.
- ▶ **Manufacturing Scheduling:**
  - ▶ Schedule production processes to optimize resource use and meet deadlines.
- ▶ **Transportation Planning:**
  - ▶ Design optimal routes for logistics and transportation, minimizing costs and time.
- ▶ **Workforce Scheduling:**
  - ▶ Create efficient work schedules for employees, adhering to regulations and minimizing costs.

# Boolean Business Rules

- ▶ Business decisions often involve logical rules (e.g., if conditions are met, then actions are taken).
- ▶ These rules can often be represented using boolean (true/false) variables.
- ▶ Mixed Integer Linear Programming (MILP) allows us to model such rules using binary variables.
- ▶ Common examples:
  - ▶ Constraints involving "if-then" logic.
  - ▶ If chemical A is used, then chemical B must not be used.
  - ▶ Combinations of conditions using logical operators like AND, OR, and IMPLIES.

# Big-M Method: Real to Boolean Translation

**Problem:** We want to define a binary variable  $y$  such that:

$$y = \begin{cases} 0 & \text{if } x = 0 \\ 1 & \text{if } x > 0 \end{cases}$$

**Solution:** Use the **Big-M method** with the following constraints:

$$\epsilon y \leq x \leq My$$

where  $M$  is a large constant, and  $\epsilon$  is a small positive constant.

# Modeling Logical Operators with MILP

Logical operators like AND, OR, IMPLIES, and NOT can be formulated using binary variables and constraints in MILP.

- ▶ NOT:  $\neg x$

$$1 - x$$

- ▶ AND:  $x_1 \wedge x_2$

$$x_1 + x_2 \geq 2$$

- ▶ OR:  $x_1 \vee x_2$

$$x_1 + x_2 \geq 1$$

- ▶ IMPLIES:  $x_1 \implies x_2$

$$x_1 \leq x_2$$

## Demo: Sudoku

Sudoku is a popular logic-based puzzle where the objective is to fill a 9x9 grid with digits from 1 to 9. The grid is divided into 9 smaller 3x3 subgrids, and each row, column, and subgrid must contain every digit exactly once.

### Initial Setup:

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9



# Tools and Solvers

## Open Source Solvers

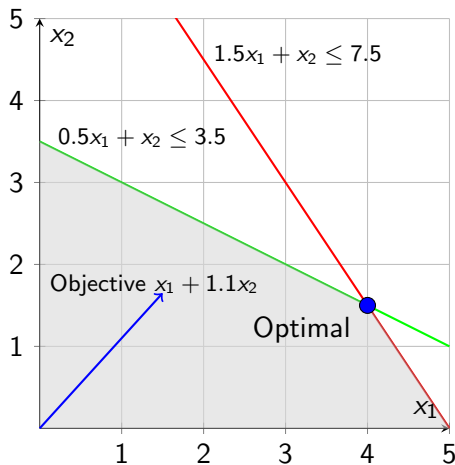
- ▶ **GLPK:** Free, basic solver.
- ▶ **CBC:** Free, suitable for large problems.
- ▶ **Google OR-Tools:** Free, comprehensive optimization tools.

## Commercial Solvers

- ▶ **CPLEX:** Expensive, industry-standard solver.
- ▶ **Gurobi:** Expensive, known for high performance.
- ▶ **MOSEK:** Cost varies, solves a wide range of problem types.

# What is the Simplex Method?

- ▶ Solves **linear programming problems**.
- ▶ Moves along edges of a shape (polytope) to find the **best solution**.

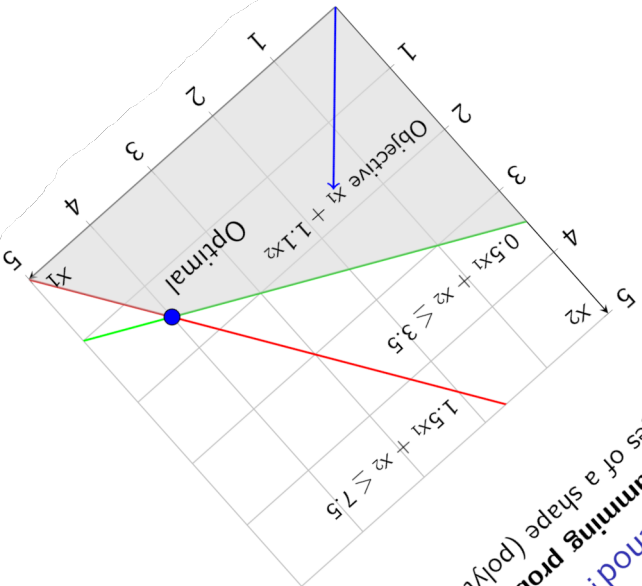


# Simplex Method?

solution.

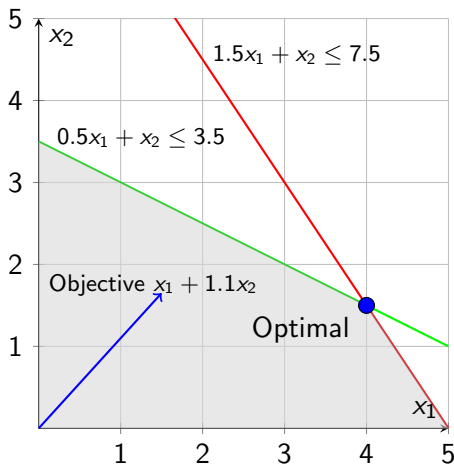
moves along edges of a shape (polytope) to find the

linear programming problems.



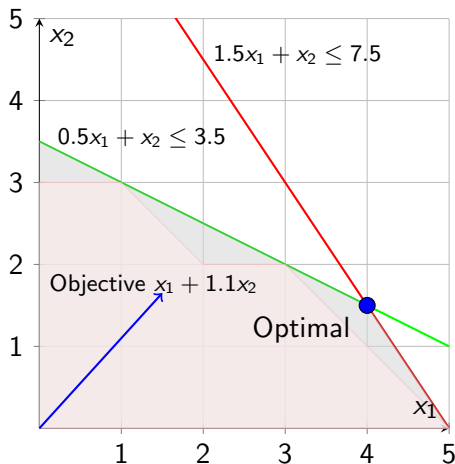
# Why it Works

- ▶ The **best solution** is always at a vertex.
- ▶ Simplex moves only to better solutions until the optimal one is found.



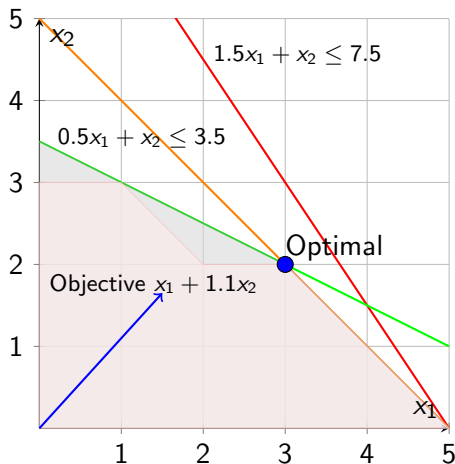
# Cutting Planes Method

- ▶ Start with Relaxed Problem: Solve without integer constraints.
- ▶ Identify Fractional Solutions: Solutions where integer constraints aren't met.

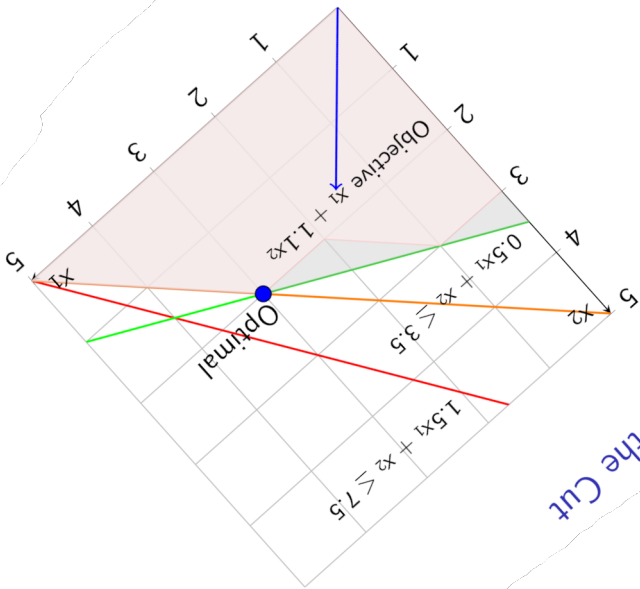


# Cutting Planes Method

- ▶ Generate Cuts: Add constraints to exclude these fractional solutions.
- ▶ Refine Solution: Solve the modified problem.
- ▶ Iterate: Repeat until finding an integer solution or no further cuts help.

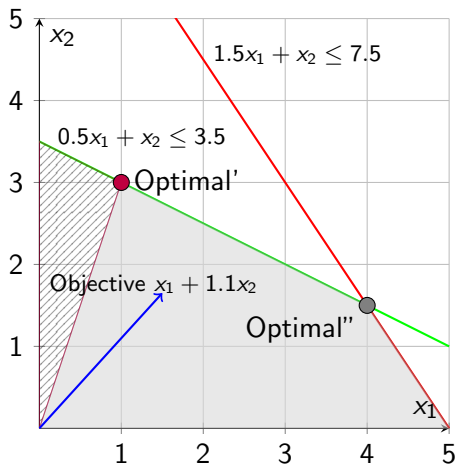


Problem after the Cut



# Branch and Bound Method

- ▶ Branch: Split the problem into smaller subproblems.
- ▶ Bound: Update the bounds for each subproblem.
- ▶ Prune: Eliminate subproblems that won't improve the best solution.





# Branch and Cut Method

- ▶ Combine Branch and Bound with Cutting Planes:
  - ▶ Start with a relaxed MILP problem.
  - ▶ Apply Cutting Planes to refine each subproblem.
  - ▶ Use Branch and Bound for splitting.
- ▶ Process:
  - ▶ Branch: Divide into subproblems.
  - ▶ Cut: Add constraints to tighten the solution space.
  - ▶ Bound: Update and prune based on bounds.

# Demo: Steel blending problem

- ▶ Objective: Blend different types of steel to produce 25 tons of steel with a specific chemical composition.
- ▶ The resulting steel should contain:
  - ▶ 5% carbon
  - ▶ 5% molybdenum
- ▶ The goal is to minimize the total cost of blending.

# Reference

**Reference:** Carl-Henrik Westerberg, Bengt Bjorklund, and Eskil Hultman, “An Application of Mixed Integer Programming in a Swedish Steel Mill.”

**Source:** *Interfaces*, February 1977 Vol. 7, No. 2 pp. 39–43.

**DOI:** <https://doi.org/10.1287/inte.7.2.39>

# Available Steel Ingots for Purchase

- ▶ Four steel ingots are available for purchase.
- ▶ Only one of each ingot can be used.

<b>Ingot</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Weight (Tons)	5	3	4	6
% Carbon	5	4	5	3
% Molybdenum	3	3	4	4
Cost (per Ton)	\$350	\$330	\$310	\$280

**Table:** Available Steel Ingots

# Alloy and Scrap Steels for Purchase

- ▶ Three grades of alloy steel and one grade of scrap steel are available for purchase.
- ▶ These steels can be purchased in fractional amounts.

Type	Alloy 1	Alloy 2	Alloy 3	Scrap
% Carbon	8	7	6	3
% Molybdenum	6	7	8	9
Cost (per Ton)	\$500	\$450	\$400	\$100

Table: Alloy and Scrap Steels

## Available Steel Ingots, Alloys, and Scrap

Type	Weight [Tons]	Carbon [%]	Molybdenum [%]	Cost [ $\frac{1}{\text{Ton}}$ ]
Ingot 1	5	5	3	\$350
Ingot 2	3	4	3	\$330
Ingot 3	4	5	4	\$310
Ingot 4	6	3	4	\$280
Alloy 1		8	6	\$500
Alloy 2		7	7	\$450
Alloy 3		6	8	\$400
Scrap		3	9	\$100

Table: Available Steel Ingots, Alloys, and Scrap Steels

# Q&A and Wrap-Up

- ▶ Open Floor for Questions
- ▶ Your Takeaways
- ▶ Summary