

# Practical guidelines for solving difficult mixed integer linear programs

Klots and Newman

# Fundamentals (2)

- Branch and bound
  - Search tree, where linear relaxation problems are solved at each node for an upper bound. We pick a variable  $x_j = f$ , and branch on  $x_j \leq \lfloor f \rfloor$  and  $x_j \geq \lceil f \rceil$ .
  - Nodes can be pruned if infeasible or if node upper bound is less than the current incumbent integer solution.
  - Since the branch and bound tree grows exponentially, the ability to prune elements is important
  - Optimality gap
  - Branch and cut to iteratively add constraints (cuts) as long as integer solutions aren't removed from the set of feasible solutions.
  - Algorithm uses the difference between the upper and lower bound to determine quality relative to optimality (or will halt when every node has been processed)

# Troubles and remedies (3, 3.1, 3.2)

## Lack of node throughput

Each node of B&B-tree has a LP problem. Low node throughput is when the amount of iterations, required to solve these subproblems, are high.

Remedies:      Consider Primal vs. Dual.

                 Tune appropriate alg. Parameters.

## Lack of progress in the best integer solution

Remedies:      Provide initial feasible solution, even though it might seem trivial.

                 Obvious solution

                 Solve related auxiliary problem

                 Use solution from prev. iter. for sequence of models

                 Depth first search in B&B

# Lack of progress in best bound (3.3-3.4)

- Branch & Bound may have trouble obtaining good bounds via LP relaxations
  - Bounds can be strengthened by modifying the LP relaxation using *cuts*
    - Many types of cuts exist
  - If cuts does not prove useful, many modern optimizers have further parameter settings that can help pruning further or strengthening the formulation
    - *Best Bound node selection*: Select the node with the lowest objective value in the LP relaxation.
      - Not guaranteed to find an *integer feasible* solution faster, so buyer beware
    - *Strong branching*: Use dual problems and infeasible branches to tighten variable bounds
    - *Probing*: Fix binary variables and propagate to other variables through intersecting constraints
      - Helps the optimizer find variables that can *always* only assume the same value in any feasible solutionh
    - *More aggressive cut generation*: Well, more cuts
- The optimizer solves linear programs at each node of branch-and-bound tree, so the practitioner must be careful to avoid the numerical performance issues.
- It is important to avoid large differences in orders of magnitude in data to preclude the introduction of unnecessary round-off error
- Differences of input values create round-off error in floating point calculations which makes it difficult for the algorithm to distinguish between this error and a legitimate value.

# Types of cuts for B&B

**Table 1**

Different types of cuts and their characteristics, where  $z$  is binary unless otherwise noted, and  $x$  is continuous.

Cut name	Mathematical description of cut	Structure of original MILP that generates the cut
Clique <sup>b</sup>	$\sum_i z_i \leq 1$	Packing constraints
Cover <sup>b</sup>	$\sum_i z_i \leq b, b \text{ integer}$	Knapsack constraints
Disjunctive <sup>a</sup>	Constraint derived from an LP solution	$\sum_i a'_i x_i \geq b'$ or $\sum_i a''_i x_i \geq b'', x_i \text{ continuous or integer}$
Mixed Integer Rounding <sup>a</sup>	Use of floors and ceilings of coefficients and integrality of original variables	$a_C x_C + a_I x_I = b, x \geq 0$
Generalized Upper Bound <sup>b</sup>	$\sum_i x_i \leq b, b \text{ integer}$	Knapsack constraints with precedence or packing
Implied Bound <sup>b</sup>	$x_i \leq \frac{b}{a_i}$	$\sum_i a_i x_i \leq bz, x \geq 0$
Gomory <sup>a</sup>	Mixed integer rounding applied to a simplex tableau row $\bar{a}$ associated with optimal node LP basis	$\bar{a}_C x_C + \bar{a}_{I/k} x_{I/k} + x_k = \bar{b}, x_k \text{ integer}, x \geq 0$
Zero-half <sup>a</sup>	$\lambda^T A x \leq \lfloor \lambda^T b \rfloor, \lambda_i \in \{0, 1/2\}$	Constraints containing integer variables and coefficients
Flow Cover <sup>b</sup>	Linear combination of flow and binary variables involving a single node	Fixed charge network
Flow Path <sup>b</sup>	Linear combination of flow and binary variables involving a path of nodes	Fixed charge network
Multicommodity flow <sup>b</sup>	Linear combination of flow and binary variables involving nodes in a network cut	Fixed charge network

<sup>a</sup> Based on general polyhedral theory.

<sup>b</sup> Based on specific, commonly occurring problem structure.

# Tighter formulations (4)

Why is a problem difficult to solve? What can we do?

1. Simplify the model if necessary
  - Remove/group constraints or
2. Identify the constraints that prevents the objective function from improving
  - Locate constraints that prevent the trivial solution from being possible
3. Focus on cuts that actually tighten the problem

# Tighter formulations (4)

1. Linear or logical combinations of constraints
2. Optimize one or more related models
3. Use of the incumbent solution objective value
4. Disjunctions

Suppose  $X_1 = \{x : a^T x \geq b\}$   $X_2 = \{x : \hat{a}^T x \geq \hat{b}\}$ .

Componentwise:  $u_j = \max \{a_j, \hat{a}_j\}$  and  $\bar{u} = \min \{b, \hat{b}\}$ .

Then  $u^T x \geq \bar{u}$

*This is valid for the union of  $X_1$  and  $X_2$ , and thereby also valid for their convex hull.*

5. The exploitation of infeasibility

Infeasible:  $\bar{\bar{a}}^T x \leq \bar{\bar{b}}$

Then Valid cut:  $a^T x \geq b + 1$

**Table 2**

Under various circumstances, different formulations and algorithmic settings have a greater chance of faster solution time on an integer programming problem instance.

Characteristic	Recognition	Suggested tactic(s)
• Troublesome LPs	• Large iteration counts per node, especially regarding root node solve	• Switch algorithms between primal and dual simplex; if advanced starts do not help simplex, consider barrier method
• Lack of progress in best integer	• Little or no change in best integer solution in log after hundreds of nodes	<ul style="list-style-type: none"> <li>• Use best estimate or depth-first search</li> <li>• Apply heuristics more frequently</li> <li>• Supply an initial solution</li> <li>• Apply discount factors in the objective</li> <li>• Branch up or down to resolve integer infeasibilities</li> </ul>
• Lack of progress in best node	• Little or no change in best node in log after hundreds of nodes	<ul style="list-style-type: none"> <li>• Use breadth-first search</li> <li>• Use aggressive probing</li> <li>• Use aggressive algorithmic cut generation</li> <li>• Apply strong branching</li> <li>• Derive cuts <i>a priori</i></li> <li>• Reformulate with different variables</li> </ul>
• Data and memory problems	<ul style="list-style-type: none"> <li>• Slow progress in node solves</li> <li>• Out of memory error</li> </ul>	<ul style="list-style-type: none"> <li>• Avoid large differences in size of data</li> <li>• Reformulate “big <math>M</math>” constraints</li> <li>• Rectify LP problems, e.g., degeneracy</li> <li>• Apply memory emphasis setting</li> <li>• Buy more memory</li> </ul>



# Tighter formulations: Example 1

Mixed integer rounding cut:

$$4x_1 + 3x_2 + 5x_3 = 10 \quad (12)$$

$$x_1, x_2, x_3 \geq 0, \quad \text{integer.} \quad (13)$$

Divide by 4

$$x_1 + \frac{3}{4}x_2 + \frac{5}{4}x_3 = \frac{5}{2} \quad (14)$$

Split into integer and fractional:

$$\underbrace{x_1 + x_2 + x_3}_{\hat{x}} - \frac{1}{4}x_2 + \frac{1}{4}x_3 = 2 + \frac{1}{2} = 3 - \frac{1}{2} \quad (15)$$

Consider:  $\hat{x} \leq 2$

$$\hat{x} \leq 2 \Rightarrow \frac{-1}{4}x_2 + \frac{1}{4}x_3 \geq \frac{1}{2} \Rightarrow x_3 \geq 2 \quad (16)$$

Consider:  $\hat{x} > 3$

$$\hat{x} \geq 3 \Rightarrow \frac{-1}{4}x_2 + \frac{1}{4}x_3 \leq \frac{-1}{2} \Rightarrow x_2 \geq 2 \quad (17)$$

This gives the new constraint:

$$x_2 + x_3 \geq 2 \quad (18)$$

# Tighter formulations: Example 2

Consider the following one-constraint system:

$$13429x_1 + 26850x_2 + 26855x_3 + 40280x_4 + 40281x_5 \\ + 53711x_6 + 53714x_7 + 67141x_8 = 45094583 \\ x_j \geq 0, \text{ integer}, j = 1, \dots, 8.$$

All variables have coefficients close to multiples of 13429

$$13429 \underbrace{(x_1 + 2x_2 + 2x_3 + 3x_4 + 3x_5 + 4x_6 + 4x_7 + 5x_8)}_{\hat{x}} \quad (19)$$

$$-8x_2 - 3x_3 - 7x_4 - 6x_5 - 5x_6 - 2x_7 - 4x_8 \quad (20)$$

$$= 3358 * 13429 + 1 = 3359 * 13429 - 13428. \quad (21)$$

We see that if  $\hat{x} \leq 3358$ , the model is infeasible since:

$$\Rightarrow \underbrace{-8x_2 - 3x_3 - 7x_4 - 6x_5 - 5x_6 - 2x_7 - 4x_8}_{\leq 0} \geq 1.$$

Therefore  $\hat{x} \geq 3359$  is a valid cut and we can add it to the model as a constraint.

$$x_1 + 2x_2 + 2x_3 + 3x_4 + 3x_5 + 4x_6 + 4x_7 + 5x_8 \geq 3359 \quad (24)$$

$$8x_2 + 3x_3 + 7x_4 + 6x_5 + 5x_6 + 2x_7 + 4x_8 \geq 13428. \quad (25)$$

This allows CPLEX to identify the system as infeasible without much computation, see (Node Log #8).

# More examples

Original problem:

$$(MIQP) \max \sum_{i=1}^n \sum_{j=i+1}^n d_{ij} x_i x_j$$

$$\text{subject to } \sum_{j=1}^n x_j \leq k$$

$x_j$  binary.

Rewritten:

$$(MILP) \max \sum_{j=1}^n \sum_{\substack{i=1 \\ i < j}}^n d_{ij} z_{ij}$$

$$\text{subject to } \sum_{j=1}^n x_j \leq k$$

$$z_{ij} \leq x_i \quad \forall i, j$$

$$z_{ij} \leq x_j \quad \forall i, j$$

$$x_i + x_j \leq 1 + z_{ij} \quad \forall i, j$$

$$x_j, z_{ij} \text{ binary} \quad \forall i, j.$$

This linearized model instance with  $n = 60$  and  $k = 24$  possesses 1830 binary variables and 5311 constraints.

- Ran out of memory after 4 hours.

If  $z_{\{ij\}} = 1$  then  $x_i = 1 = x_j$

If  $0 \leq z_{\{ij\}} < 1$  then  $x_i$  or  $x_j$  must be zero in the MILP, but not in the relaxation.

- In the LP relaxation, we can set more of the  $z$  variables to positive values than in the MILP

Globally valid cut:

$$\sum_{i=1}^n \sum_{j=i+1}^n z_{ij} \leq k(k-1)/2$$

- Solved in 2.5 hours with cut