Gurobi Seminar 5

Traveling Salesman Problem

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Welcome!

- Welcome to the fifth installment of our Gurobi series!
- In this workshop we will cover the traveling salesman problem
- At the end of this workshop you will know how to implement lazy cuts in Gurobi
- Materials for this workshop can be found here: github.com/Dpapazaharias1/UB-INFORMS-Gurobi-Seminar

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User Cuts vs. Lazy Cuts

- In the last session we implemented user cuts for vertex packing
- Recall that user cuts are ordinary constraints which are added to improve the LP relaxation, but do not eliminate feasible solution. A formulation is valid with or without these cuts.
- Lazy cuts, in contrast, represent one portion of the constraint set that is essential in defining the formulation. Lazy cuts are only added once an integer feasible solution is identified.
- Lazy cuts are part of a very large constraint set where most constraints are unlikely to be violated. The term "lazy" is a reference to only adding the constraint once it is needed.

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Problem Description

- Input: A list of cities and the distances between each pair of cities
- Output: Minimum cost route which visits each city and return to the origin
- We define this problem over a digraph G=(N,A) where the nodes represent the cities and the distances are represented by arc weights c_{ij}
- There are many versions of the TSP but for this workshop we will focus on the symmetric TSP $(c_{ij}=c_{ji})$

Building the model

• Define a binary variable for each arc

$$x_{ij} = \begin{cases} 1 & \text{if arc } (i,j) \text{ is in the tour} \\ 0 & \text{otherwise} \end{cases}$$

Minimize the cost of the tour

$$\min \quad \sum_{(i,j)\in A} c_{ij} x_{ij}$$

• Each city must be visited once

$$\sum_{i \in N} x_{ij} = 1 \quad i \in N$$

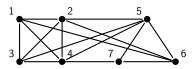
• Each city must be departed from once

$$\sum_{i \in N} x_{ij} = 1 \quad j \in N$$

Issues

Consider this instance of the TSP

• If we solve the model as is we may receive the solution:

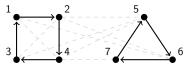


- We visit and leave each city, but we have subtours
- We introduce a set of constraints to break subtours

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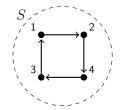
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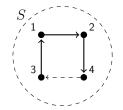
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ullet Consider a subset of vertices S which are part of a subtour



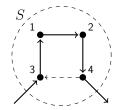
- For any subtour the number of arcs (i,j) with $i,j\in S$ is equal to |S|
- We can break these subtours by restricting the number of arcs in S to be $\vert S \vert -1$
- By breaking these subtours we will force one arc to enter S from $V\setminus S$ and one arc from S to $V\setminus S$.

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DFJ Formulation

$$x_{ij} = \begin{cases} 1 & \text{if arc } (i,j) \text{ is in the tour} \\ 0 & \text{otherwise} \end{cases}$$

$$\min \quad \sum_{(i,j)\in A} c_{ij} x_{ij} \tag{1}$$

s.t.
$$\sum_{j \in N} x_{ij} = 1 \quad i \in N$$
 (2)

$$\sum_{i \in N} x_{ij} = 1 \quad j \in N \tag{3}$$

$$\sum_{i \in S} \sum_{j \in S} x_{ij} \le |S| - 1 \quad S \subset N \tag{4}$$

$$x_{ij} \in \{0,1\} \quad (i,j) \in A$$
 (5)

The complicating constraints for the TSP are the subtour elimination constraints:

$$\sum_{i \in S} \sum_{j \in S} x_{ij} \le |S| - 1$$

- There are $O(2^n)$ subtour elimination constraints
- In practice, only a fraction of the subtour elimination constraints are necessary
- In order to solve the TSP, we will begin with none of the constraints and add them as needed

Separation Algorithm

For TSP, we will check if a current integer solution violates any of the subtour elimination constraints:

- Given a solution \bar{x}_{ij} , we construct a digraph G'=(N,A') where $A'=\{(i,j)\in A|\bar{x}_{ij}=1\}$
- Find the connected components of G'
- If there is more than one connected component, then G'
 contains subtours, add the corresponding constraint for each
 subtour S:

$$\sum_{i \in S} \sum_{j \in S} x_{ij} \le |S| - 1$$

and solve the LP relaxation.

Connected Components

```
1: procedure ConnectedComponents
 2:
         C \leftarrow \emptyset
 3:
         initialize each i \in N as undiscovered
 4:
         for i \in N do
 5:
              K, Q \leftarrow \emptyset
 6:
              if i is not discovered then
 7:
                  label i as discovered
 8.
                  K \leftarrow K \cup \{i\}, \ Q \leftarrow Q \cup \{i\}
 g.
                  while Q is not empty do
10:
                       v \leftarrow Q.\mathsf{dequeue}()
11:
                       for u \in Adj(v) do
12:
                            if u is not discovered then
13:
                                label u as discovered
14:
                                K \leftarrow K \cup \{u\}, \ Q \leftarrow Q \cup \{u\}
15:
                  C \leftarrow C \cup \{K\}
```





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{\}$$

$$Q = \{\}$$

$$D = \{0, 0, 0, 0, 0, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{1\}$$

$$Q = \{1\}$$

$$D = \{1, 0, 0, 0, 0, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{1\}$$

$$Q = \{\}$$

$$D = \{1, 0, 0, 0, 0, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{1, 2\}$$

$$Q = \{2\}$$

$$D = \{1, 1, 0, 0, 0, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{1, 2\}$$

$$Q = \{\}$$

$$D = \{1, 1, 0, 0, 0, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{1, 2, 4\}$$

$$Q = \{4\}$$

$$D = \{1, 1, 0, 1, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{1, 2, 4\}$$

$$Q = \{\}$$

$$D = \{1, 1, 0, 1, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{1, 2, 4, 3\}$$

$$Q = \{3\}$$

$$D = \{1, 1, 0, 1, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\}$$

$$K = \{1, 2, 4, 3\}$$

$$Q = \{\}$$

$$D = \{1, 1, 1, 1, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\{1, 2, 4, 3\}\}$$

$$K = \{\}$$

$$Q = \{\}$$

$$D = \{1, 1, 1, 1, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

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$$K = \{\}$$

$$Q = \{\}$$

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$$C = \{\{1, 2, 4, 3\}\}$$

$$K = \{\}$$

$$Q = \{\}$$

$$D = \{1, 1, 1, 1, 0, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\{1, 2, 4, 3\}\}$$

$$K = \{5\}$$

$$Q = \{5\}$$

$$D = \{1, 1, 1, 1, 1, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\{1, 2, 4, 3\}\}$$

$$K = \{5\}$$

$$Q = \{\}$$

$$D = \{1, 1, 1, 1, 1, 0, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\{1, 2, 4, 3\}\}$$

$$K = \{5, 6\}$$

$$Q = \{6\}$$

$$D = \{1, 1, 1, 1, 1, 1, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\{1, 2, 4, 3\}\}$$

$$K = \{5, 6\}$$

$$Q = \{\}$$

$$D = \{1, 1, 1, 1, 1, 1, 0\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\{1, 2, 4, 3\}\}$$

$$K = \{5, 6, 7\}$$

$$Q = \{7\}$$

$$D = \{1, 1, 1, 1, 1, 1, 1\}$$





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\{1, 2, 4, 3\}\}$$

$$K = \{5, 6, 7\}$$

$$Q = \{\}$$

$$D = \{1, 1, 1, 1, 1, 1, 1\}$$

• Given a solution current feasible integer solution \bar{x}_{ij} .





$$N = \{1, 2, 3, 4, 5, 6, 7\}$$

$$C = \{\{1, 2, 4, 3\}, \{5, 6, 7\}\}$$

$$K = \{\}$$

$$Q = \{\}$$

$$D = \{1, 1, 1, 1, 1, 1, 1\}$$

 This procedure allows us to identify all of the subtours at a current solution and add the cuts for each of them

Example

For the current solution





The corresponding subtour elimination cuts are

$$x_{12} + x_{21} + x_{13} + x_{31} + x_{14} + x_{41} + x_{23} + x_{32} + x_{24} + x_{42} + x_{34} + x_{43} \le 3$$
$$x_{56} + x_{65} + x_{57} + x_{75} + x_{67} + x_{76} \le 2$$

Visualization

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Lazy Cuts

- We will implement our lazy cuts in a callback function
- Lazy cuts use different attributes than user cuts and occur at different points of the branch and bound tree
- The essential Gurobi attributes for user and lazy cuts:

| Attribute | User Cuts | Lazy Cuts |
|------------------|-----------------------|------------------------------|
| parameters | Model.Params.PreCrush | Model.Params.lazyConstraints |
| where | GRB.Callback.MIPNODE | GRB.Callback.MIPSOL |
| current solution | Model.cbGetNodeRel() | Model.cbGetSolution() |
| add constraint | Model.cbCut() | Model.cbLazy() |

Future Work

- We will now go to the Jupyter notebook to solve the TSP
- In a supplemental workshop we will cover some other techniques used solve or approximate solutions of the TSP
- These techniques include:
 - 1. Lagrangian Relaxation
 - 2. Approximation Algorithms
 - 3. Heuristics