

Node Selection Strategies

- ▶ We want to divide the current problem into two or more subproblems that are easier than the original. A commonly used branching method:

$$x_i \leq \lfloor x_i^* \rfloor, \quad x_i \geq \lceil x_i^* \rceil,$$

where x_i^* is a fractional variable.

- ▶ Which variable to branch? A commonly used branching rule: Branch the most fractional variable.

Node Selection Strategies

Floor and Ceiling Functions, and Fractional Components

- ▶ The floor and ceiling functions map a real number to the largest previous or the smallest following integer, respectively.
- ▶ More precisely, $\text{floor}(x) = \lfloor x \rfloor$ is the largest integer not greater than x and $\text{ceiling}(x) = \lceil x \rceil$ is the smallest integer not less than x .
- ▶ The **fractional part**, is denoted by $\{x\}$ for real x and is defined by the formula

$$\{x\} = x - \lfloor x \rfloor.$$

- ▶ For all x , $0 \leq \{x\} < 1$.

x	Floor $\lfloor x \rfloor$	Ceiling $\lceil x \rceil$	Fractional part $\{x\}$
2	2	2	0
2.4	2	3	0.4
2.9	2	3	0.9

The *most fractional variable* is indicated by the number with the highest fractional part.

Node Selection Strategies

- ▶ We would like to choose the branching that minimizes the sum of the solution times of all the created subproblems.
- ▶ How do we know how long it will take to solve each subproblem?

Answer: We don't.

Idea: Try to predict the difficulty of a subproblem.

- ▶ A good branching rule: The value of the linear programming relaxation changes a lot!

Which Node to Select?

- ▶ An important choice in branch and bound is the strategy for selecting the next subproblem to be processed.
- ▶ Goals: (1) Minimizing overall solution time. (2) Finding a good feasible solution quickly.
- ▶ Some commonly used search strategies:
 - ▶ Best First
 - ▶ Depth-First
 - ▶ Hybrid Strategies
 - ▶ Best Estimate

The Best First Approach

- ▶ One way to minimize overall solution time is to try to minimize the size of the search tree. We can achieve this by choosing the subproblem with the **best bound** (lowest lower bound if we are minimizing).
- ▶ **Drawbacks** of Best First
 - ▶ Doesn't necessarily find feasible solutions quickly since feasible solutions are "more likely" to be found deep in the tree
 - ▶ Node setup costs are high. The linear program being solved may change quite a bit from one node evaluation to the next
 - ▶ Memory usage is high. It can require a lot of memory to store the candidate list, since the tree can grow "broad"

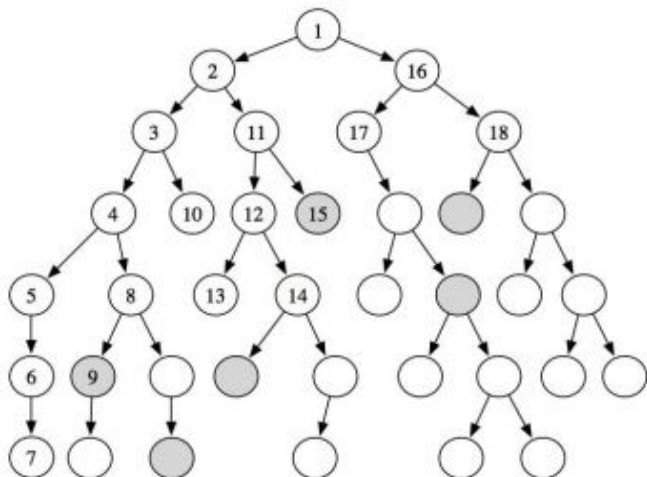
Node Selection Strategies

The Depth First Approach

- ▶ The depth first approach is to always choose the deepest node to process next. Just dive until you prune, then back up and go the other way
- ▶ This avoids most of the problems with best first: The number of candidate nodes is minimized (saving memory). The node set-up costs are minimized
- ▶ LPs change very little from one iteration to the next. Feasible solutions are usually found quickly
- ▶ **Drawback:** If the initial lower bound is not very good, then we may end up processing lots of non-critical nodes.
- ▶ Hybrid Strategies: Go depth-first until you find a feasible solution, then do best-first search

Node Selection Strategies

The nodes expanded in depth-first branch-and-bound search:



Binary Integer Programming

Review

- ▶ Be able to compare and contrast node selection strategies.