

# A Hybrid Polytope Exploration-Based Approach to Solve Mixed-Integer Bilevel Linear Programming Problems

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**Abstract—To do**

**Keywords:** Bilevel Programming, n-Dimensional Polytope, Stackelberg Games.

## I. INTRODUCTION

Very similar to all the other papers we've worked on and still not complete

### A. What is MIBLP

Stackelberg Games are Game Theoretical scenarios where we find a leader (the principal) that makes decisions pursuing a certain objective and then, sequentially, a follower (the agent) counterpart makes decisions reacting to those of the leader [6]. Bilevel optimization allows to model such situations by incorporating constraints in the follower problem that depend on the leader's decision variables, as well as to model the influence of the follower decisions in the leader's objective function. Bilevel optimization is then a suitable framework for modeling hierarchical two-decision-maker scenarios since it allows to have both 'players' responding to a shared set of rules, but recognizing that each can act in pursuit of their own objectives.

### B. Difficulties within MIBLPs

Due to the intrinsic nature of Bilevel Linear Programs (BLPs) where convexity does not hold for the problem's feasible region, these types of problems are classified as NP-Complete [5]. There has been a lot of work devoted to solve BLPs to optimality using single level reformulations that exploit the KKT optimality conditions of the follower sub-problem when all variables are continuous in their domain [9]. However, when integer constraints are enforced to some (if not all) variables in the BLPs, Mixed-Integer Linear Bilevel Programming problems (MIBLPs)

arise, significantly increasing the difficulty to optimally solve them.

MIBLPs have drawn the attention of many researchers and academics for their usefulness to model game theoretical combinatorial decision-making processes that consider multiple decision-makers with (possibly) conflicting or diverging objective functions. A wide variety of solution strategies have been proposed to solve MIBLPs to optimality or to retrieve a good quality solution. Some of these approaches include single level reductions applying Branch & Bound methods [1]; descent methods, [4]; Branch & Cut techniques incorporating the ideas of the Corner Polyhedron and Intersection Cuts (ICs) [[3], [2]], among others.

### C. Why our approach contributes to the OR community

There is not a standardized method to solve bilevel problems [8]

### D. Paper's proposal

In this research project we propose a general approach that can address all the possible cases of a mixed integer linear bilevel program: only the leader variables take integer values (DCLB), both the leader and the follower variables are forced to be integers (DLB), only the follower variables can take integer values (CDLB), and both the leader and the follower variables are purely continuous (CCLB) [10]. Our methodology retrieves the optimal solution for a set of instances from the literature, provides a list of feasible and possibly optimal solutions for a set of self-generated instances. Additionally, we apply our methodology to a Public Private Partnership case of study addressed in **CITEMYSELF**, where the interactions of a public contractor and a private party are modeled as a MIBLP in the context of an infrastructure operation project. Performance of the learning processes of our implementations are presented as well as the hyper parameters values of choice. Moreover, our methodology is able to provide local bilevel optimality gaps in order

to provide a measure for the quality of the incumbent for a local domain.

### E. Structure

This document is organized as follows. Section II presents the literature review related to the problem's context; We review Bilevel Linear Programming problems (BLPs), MIBLPs, and the use of heuristic and hybrid approaches intended to solve them. Section III presents the polytope exploration based approach, which we named learn and cut (placeholder name). Section IV presents the results for a variety of testbed instances from the literature that we considered in our computational study as well as the set of self-generated instances. Section V reviews the PPP problem from the literature and presents its results under the proposed methodology. Section VI synthesizes the main contents of our research project; discusses the challenges of our solution approach, while it presents a brief analysis for the overall results of our instances testbed. Moreover, limitations, assumptions, and future work regarding our implementation is encouraged. Finally, the appendix presents the mathematical formulation for every testbed instances.

## II. LITERATURE REVIEW

Same as all the other papers we've worked on

### A. Mixed-Integer Bilevel Linear Programming

### B. MIBLPs review

MIBLPs are nested optimization problems where the outer problem is often called the *upper level* or leader problem while the inner problem is called the *lower level* or follower problem. An example of a MIBLP structure, as shown in [3], is presented as follows:

$$\min_{x,y} c_x^T x + c_y^T y \quad (1)$$

$$G_x x + G_y y \leq q \quad (2)$$

$$x_j \text{ integer}, \forall j \in J_x \quad (3)$$

$$x^- \leq x \leq x^+ \quad (4)$$

$$y^- \leq y \leq y^+ \quad (5)$$

$$y \in \arg \min_{y \in \mathbb{R}^{n_2}} \{d^T y : Ax + By \leq b, l \leq y \leq u, \quad (6)$$

$$y_j \text{ integer}, \forall j \in J_y\}$$

$$J_x \subseteq N_x := \{1, \dots, n_1\}, J_y \subseteq N_y := \{1, \dots, n_2\} \quad (7)$$

Where  $x \in \mathbb{R}^{n_1}$ ,  $y \in \mathbb{R}^{n_2}$ , while  $c_x$ ,  $c_y$ ,  $G_x$ ,  $G_y$ ,  $q$ ,  $d$ ,  $A$ ,  $B$ ,  $b$ ,  $l$ ,  $u$ ,  $x^-$ ,  $x^+$ ,  $y^-$  and  $y^+$  are given matrices/vectors of appropriate size. Also, sets  $J_x$  and  $J_y$  represent the indexes for the integer-constrained  $x$  (leader) and  $y$  (follower)

variables, respectively [3]. Expressions (1)-(5) correspond to the leader problem while expression (6) corresponds to the follower problem.

### C. Importance of MIBLPs and disclaimer for optimistic position

MIBLPs have been granted special attention in recent years due to their challenging nature, depending on which level of the MIBLP (leader or follower) presents the discrete conditions for the corresponding decision variables. Our research assumes an optimistic position for MIBLPs, meaning that given multiple follower optimal solutions, the leader expects the follower to choose the solution that leads to the best objective function value for the leader. The reader can refer to [8] for a detailed review on BLPs history, solution approaches and the pessimistic position.

## III. METHODOLOGY

Draft and has almost the same contents as previous papers

### A. Methodology proposal

We describe an alternative way to formulate the MIBLP and some necessary concepts.

First the MIBLP has to be restated to its *value function formulation* ([7], [3]) as follows:

$$\min_{x,y} c_x^T x + c_y^T y \quad (8)$$

$$G_x x + G_y y \leq q \quad (9)$$

$$A_x x + B_y y \leq b \quad (10)$$

$$x_j \text{ integer}, \forall j \in J_x \quad (11)$$

$$y_j \text{ integer}, \forall j \in J_y \quad (12)$$

$$d^T y \leq \Phi(x) \quad (13)$$

Where  $\Phi(x)$  in expression (13) denotes the *follower value function* for a given  $x^* \in \mathbb{R}^{n_1}$  by computing the follower MILP:

$$\Phi(x^*) := \min_{y \in \mathbb{R}^{n_2}} \{d^T y : By \leq b - Ax^*, l \leq y \leq u, \quad (14)$$

By dropping expression (13) from the model (8)-(13), the above formulation results in a MILP called the *high-point-relaxation* (HPR), whose Linear Programming (LP) relaxation is denoted by  $\overline{\text{HPR}}$ .

Bilevel feasibility is violated for a point  $(x, y)$  if it violates expression (13), whereas it is satisfied if it met conditions (8)-(13).

Two assumptions need to be considered to successfully retrieve bilevel (possibly optimal) solutions under our Q-learning approach:

- 1) The  $\overline{\text{HPR}}$  feasible set is bounded; the follower MILP (14) has a finite optimal solution  $\hat{y}$  for every feasible HPR  $(x^*, \cdot)$  [3].
- 2) The  $\overline{\text{HPR}}$  is feasible for at least one HPR  $(x^*, \cdot)$  and its corresponding best-follower response  $\hat{y}$ .

order to possibly update the incumbent. However, if this procedure is performed, for the current exploration step, the retrieved vertex is not stored as a new vertex.

### B. Methodology description

The proposed approach consists of finding vertices of the n-dimensional polytope of the HPR's feasible region, that is, the convex hull of the HPR and not the one of  $\overline{\text{HPR}}$ . We find this vertices by generating random objective functions for the HPR, solving them and saving the resulting solution vertex. Additionally, we add a cut to the problem that guarantees that any found vertex must lie within an updated version of the feasible space of the polytope, which consists of satisfying that the original objective function has to be less than or equal to the incumbent objective function value. Since these polytopes are convex spaces in n-dimensions, we can derive points that belong to them as a convex combination of their vertices. Under the case of a DCLB or DDLB, With a certain probability, we round the leader variable values to the nearest integer for the generated points in the polytopes. The latter step retrieves a valid local dual bound for the underlying MIBLP since the follower variables values for such points are going to be the result of solving the follower problem for the respective leader variable values.

### C. Implementation details

The implementation details of our polytope exploration-based approach **Algorithm 1** are presented as follows:

### D. Hardware and software

We used **Gurobi Optimizer 9.0.1 in Sublime-Python IDE** to compute the initial positions, check HPR and bilevel feasibility, and retrieve the corresponding objectives for both the leader and the follower. Experiments were run in an **HP DESKTOP-OJKJ4ND** with processor **AMD Ryzen 3 2300U with Radeon Vega Mobile Gfx 2.00 GHz** and **12.00 GB RAM**.

Additionally, a possible extra step in 1 can be performed in the presence of DCLB or DDLB. Right before solving the HPR for a randomized objective function to find a vertex of the polytope, if LP exist and at least one of the leader variable values has a fractional solution, we randomly create a temporary bound constraint for one of these integer constraint fractional leader variables so we can temporary narrow the polytope's feasible space in

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**Algorithm 1** Learn & Cut

**Input:**  $t$ : A parameter that indicates how long will the exploration continue after updating the incumbent,  $\varepsilon$ : Probability of performing certain tasks in the exploration.

**Output:** A feasible bilevel solution.

```

1: Initialize a set of vertices  $V = \emptyset$ .
2: Initialize the incumbent objective value for  $\overline{\text{HPR}}$ ,  $z_{LP} = \infty$ .
3: Initialize the incumbent objective value found for HPR,  $z_{MILP} = \infty$ .
4: while not done do
5:   add vertex = True.
6:   add constraint  $c_x^T x + c_y^T y \leq z_{MILP}$ 
7:   if a random number  $\leq \varepsilon$  then
8:     Solve the HPR for a randomly generated objective function.
9:   else
10:    Solve the  $\overline{\text{HPR}}$  for a randomly generated objective function.
11:    add vertex  $\leftarrow$  False
12:   end if
13:   let  $\vec{\xi}$  be the solution found.
14:   if  $\vec{\xi}$  not in  $V$  and add vertex is True then
15:     add  $\vec{\xi}$  to  $V$ .
16:     Solve the follower problem to compute  $\Phi(\vec{\xi}')$  and the best follower's response  $\hat{y}$ .
17:     update the incumbent,  $z_{LP}$ , and/or  $z_{MILP}$  if needed.
18:     if incumbent update then
19:       set  $V \leftarrow \emptyset$ .
20:     end if
21:   end if
22:   if  $V \neq \emptyset$  then
23:     Randomly select a subset  $V'$ , where  $V' \subseteq V$ .
24:   end if
25:   let  $\vec{\xi}'$  be a convex combination of all the elements in  $V'$ .
26:   if a random number  $\leq \varepsilon$  then
27:     round to the nearest integer every leader variable element in  $\vec{\xi}'$  and update it.
28:   end if
29:   Solve the follower problem to compute  $\Phi(\vec{\xi}')$  and the best follower's response  $\hat{y}$ .
30:   update the incumbent,  $z_{LP}$ , and/or  $z_{MILP}$  if needed.
31:   if incumbent update then
32:     set  $V \leftarrow \emptyset$ .
33:   end if
34:   if incumbent exists and  $t$  exceeded then
35:     done  $\leftarrow$  True
36:   end if
37: end while

```

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#### IV. TESTBED & RESULTS

Not ready

#### V. PPP INSTANCE

Not ready

#### VI. CONCLUSIONS

Not ready

## VII. BILEVEL VS. MULTI-BJECTIVE

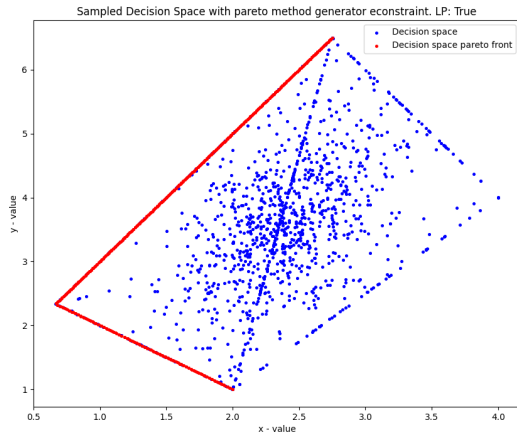


Fig. 1. Multi-objective pareto frontier instance 1

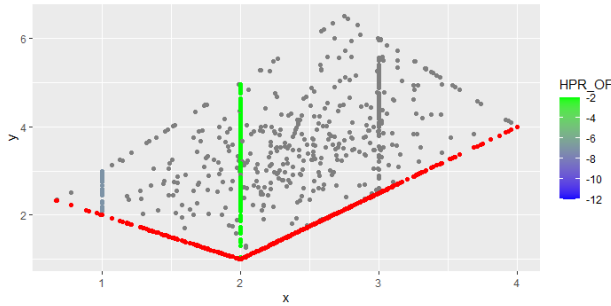


Fig. 2. Bilevel follower inducible region instance 1

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Instance problems:

1)

$$\min x - 4y$$

s.t.,

$$\min y$$

s.t.,

$$-x - y \leq -3$$

$$-2x + y \leq 1$$

$$2x + y \leq 12$$

$$3x - 2y \leq 4$$

$$10x + y \geq 20$$

$$x, y \in \mathbb{Z}^+ \cup \{0\}$$

2)

$$\min x + 3y$$

s.t.,

$$x \geq 0$$

$$x \leq 6$$

$$\min -y$$

- s.t.,  
 $x + y \leq 8$   
 $x + 4y \leq 8$   
 $x + 2y \geq 13$   
 $x, y \in \mathbb{Z}^+ \cup \{0\}$
- 3)  $\min -x - 10y$   
s.t.,  
 $\min y$   
s.t.,  
 $-25x + 20y \leq 30$   
 $x + 2y \leq 10$   
 $2x - y \leq 15$   
 $2x + 10y \geq 15$   
 $x, y \in \mathbb{Z}^+ \cup \{0\}$
- 4)  $\min x + 2y$   
s.t.,  
 $\min -y$   
s.t.,  
 $-x + 2.5y \leq 3.75$   
 $x + 2.5y \geq 3.75$   
 $2.5x + y \leq 8.75$   
 $x, y \in \mathbb{Z}^+ \cup \{0\}$
- 5)  $\min -2x_1 + x_2 + 0.5y_1$   
s.t.,  
 $x_1 + x_2 \leq 2$   
 $\min -4y_1 + y_2$   
s.t.,  
 $2x_1 - y_1 + y_2 \geq 2.5$   
 $-x_1 + 3x_2 - y_2 \geq -2$   
 $x_1, x_2, y_1, y_2 \in \mathbb{Z}^+ \cup \{0\}$
- 6)  $\min -x - 2y_1 - 3y_2$   
s.t.,  
 $0 \leq x \leq 8$   
 $\min -y_1 + y_2$
- s.t.,  
 $x + y_1 + y_2 \leq 10$   
 $0 \leq y_1 \leq 9$   
 $0 \leq y_2 \leq 7$   
 $x, y_1, y_2 \in \mathbb{Z}^+ \cup \{0\}$
- 7)  $\min -20x_1 - 60x_2 - 30x_3 - 50x_4 - 15y_1 - 10y_2 - 7y_3$   
s.t.,  
 $\min -20y_1 - 60y_2 - 8y_3$   
s.t.,  
 $5x_1 + 10x_2 + 30x_3 + 5x_4 + 8y_1 + 2y_2 + 3y_3 \leq 230$   
 $20x_1 + 5x_2 + 10x_3 + 10x_4 + 4y_1 + 3y_2 \leq 240$   
 $5x_1 + 5x_2 + 10x_3 + 5x_4 + 2y_1 + y_3 \leq 90$   
 $x_1, x_2, x_3, x_4 \in \{0, 1\}$   
 $y_1, y_2, y_3 \geq 0$
- 8)  $\min 2x - 11y$   
s.t.,  
 $\min x + 3y$   
s.t.,  
 $x - 2y \leq 4$   
 $2x - y \leq 24$   
 $3x + 4y \leq 96$   
 $x + 7y \leq 126$   
 $-4x + 5y \leq 65$   
 $-x - 4y \leq -8$   
 $x, y \in \mathbb{Z}^+ \cup \{0\}$
- 9)  $\min x - 4y$   
s.t.,  
 $\min y$   
s.t.,  
 $-2x + y \leq 0$   
 $2x + 5y \leq 108$   
 $2x - 3y \leq -4$   
 $x, y \in \mathbb{Z}^+ \cup \{0\}$
- 10)  $\min -4x_1 + 8x_2 + x_3 - x_4 + 9y_1 - 9y_2$

$$\begin{aligned}
&\text{s.t.,} \\
&\quad -9x_1 + 3x_2 - 8x_3 + 3x_4 + 3y_1 \leq 1 \\
&\quad 4x_1 - 10x_2 + 3x_3 + 5x_4 + 8y_1 + 8y_2 \leq 25 \\
&\quad 4x_1 - 2x_2 - 2x_3 + 10x_4 - 5y_1 + 8y_2 \leq 21 \\
&\quad 9x_1 - 9x_2 + 4x_3 - 3x_4 - y_1 - 9y_2 \leq -1 \\
&\quad -2x_1 - 2x_2 + 8x_3 - 5x_4 + 5y_1 + 8y_2 \leq 20 \\
&\quad 7x_1 + 2x_2 - 5x_3 + 4x_4 - 5y_1 \leq 11 \\
&\quad \min -9y_1 + 9y_2
\end{aligned}$$

$$\begin{aligned}
&\text{s.t.,} \\
&\quad -6x_1 + x_2 + x_3 - 3x_4 - 9y_1 - 7y_2 \leq -15 \\
&\quad 4x_2 + 5x_3 + 10x_4 \leq 26 \\
&\quad -9x_1 + 9x_2 - 9x_3 + 5x_4 - 5y_1 - 4y_2 \leq -5 \\
&\quad 5x_1 + 3x_2 + x_3 + 9x_4 + y_1 + 5y_2 \leq 32 \\
&\quad x_1, x_2, x_3, x_4, y_1, y_2 \in \mathbb{Z}^+ \cup \{0\}
\end{aligned}$$

11)

$$\min \sum_{i=0}^6 x_i$$

$$\begin{aligned}
&\text{s.t.,} \\
&\quad y_6 + x_6 \leq 1 \\
&\quad 3y_0 + 3y_1 + 3y_2 + 4y_3 + 4y_4 + 5y_5 + 6y_6 \leq 13 \\
&\quad \min -3y_0 - 3y_1 - 3y_2 - 4y_3 - 4y_4 - 5y_5 - 6y_6 \\
&\text{s.t.,} \\
&\quad y_0 + 2y_1 + 2y_2 + 3y_3 + 3y_4 + 4y_5 + 5y_6 \leq 10 \\
&\quad y_i + x_i \leq 1 \quad \forall i \in \{0, \dots, 5\} \\
&\quad x_i, y_i \in \mathbb{Z}^+ \cup \{0\} \quad \forall i \in \{0, \dots, 6\}
\end{aligned}$$

12)

$$\min 8x_1 + 7x_2 + 10x_3 + 4x_4$$

$$\begin{aligned}
&\text{s.t.,} \\
&\quad \sum_{i=1}^4 w_i \leq 2 \\
&\quad \min -8x_1 - 7x_2 - 10x_3 - 4x_4 \\
&\text{s.t.,} \\
&\quad 3x_1 + 4x_2 + 6x_3 + 3x_4 \leq 9 \\
&\quad x_i \leq 1 - w_i \quad \forall i \in \{1, 2, 3, 4\} \\
&\quad x_i, w_i \in \{0, 1\} \quad \forall i \in \{1, 2, 3, 4\}
\end{aligned}$$

13)

$$\begin{aligned}
&\min -2x_1 + x_2 + x_3 - 2x_4 - x_5 + 3.5x_6 \\
&\quad + y_1 + 1.5y_2 - 3y_3
\end{aligned}$$

$$\begin{aligned}
&\text{s.t.,} \\
&\quad \min -2x_2 + x_5 - 3y_1 + y_2 + 4y_3
\end{aligned}$$

s.t.,

$$\begin{aligned}
&\quad -x_1 + 0.2x_2 + x_5 + 2x_6 - 4y_1 + 2y_2 + y_3 \leq 12 \\
&\quad x_1 + x_3 - 2x_4 - 4y_2 + y_3 \leq 10 \\
&\quad 5x_1 + x_4 + 3.2x_6 + 2y_1 + 2y_2 \leq 15 \\
&\quad -3 * x_2 - x_4 + x_5 - 2y_1 \leq 12 \\
&\quad -2x_1 - x_2 - y_2 + y_3 \leq -2 \\
&\quad -y_1 - 2y_2 - y_3 \leq -2 \\
&\quad -2x_2 - 3x_3 - x_5 \leq -3 \\
&\quad x_i \in \mathbb{Z}^+ \cup \{0\} \quad \forall i \in \{1, \dots, 6\} \\
&\quad y_i \in \mathbb{Z}^+ \cup \{0\} \quad \forall i \in \{1, \dots, 3\}
\end{aligned}$$

14)

$$\min x - 4y$$

s.t.,

$$\min y$$

s.t.,

$$\begin{aligned}
&\quad -\frac{12}{17}x + \frac{5}{6}y \leq 26 \\
&\quad -\frac{5}{18}x + y \leq 37 \\
&\quad -\frac{4}{19}x + \frac{4}{3}y \leq 55 \\
&\quad -\frac{2}{6}x - y \leq -17.5 \\
&\quad -x \leq -3.5 \\
&\quad -\frac{8}{9}x - \frac{7}{30}y \leq -9.8 \\
&\quad -\frac{12}{17}x - y \leq -22 \\
&\quad -2x - 10y \leq -147 \\
&\quad -y \leq -8.8 \\
&\quad 2x - y \leq 110 \\
&\quad x + 5y \leq 303 \\
&\quad \frac{17}{31}x + \frac{1}{10}y \leq 41.7 \\
&\quad 2x + 2y \leq 225 \\
&\quad x - 4y \leq 6 \\
&\quad x \leq 69 \\
&\quad x - 2y \leq 30 \\
&\quad y \leq 48.8 \\
&\quad -\frac{7}{13}x + y \leq 33.2 \\
&\quad -x - \frac{1}{2}y \leq -16 \\
&\quad \frac{1}{4}x - \frac{1}{4}y \leq 11.2 \\
&\quad x, y \in \mathbb{Z}^+ \cup \{0\}
\end{aligned}$$

15)

$$\min 5x_1 + 7x_2 - 10y_1 + 3y_3 - 1y_3$$

s.t.,

$$\min 10y_1 - 3y_3 + 1y_3$$

s.t.,

$$-x_1 + 3x_2 - 5y_1 - y_2 + 4y_3 \leq -2$$

$$-2x_1 + 6x_2 - 3y_1 - 2y_2 + 2y_3 \leq -5$$

$$x_2 - 2y_1 + y_2 - y_3 \leq -2$$

$$x_i, \in \{0, 1\} \forall i \in \{1, 2\}$$

$$y_i, \in \{0, 1\} \forall i \in \{1, 2, 3\}$$

16)

$$\min -3x_1 - 2x_2 + 5x_3 + 2y_1 - 3y_2$$

s.t.,

$$\min -2y_1 + 3y_2$$

s.t.,

$$x_1 + x_2 + x_3 + 2y_1 + y_2 \leq 4$$

$$7x_1 + 3x_3 - 4y_1 + 3y_2 \leq 7$$

$$-11x_1 + 6x_2 + y_1 - 3y_2 \leq -10$$

$$x_i, \in \{0, 1\} \forall i \in \{1, 2, 3\}$$

$$y_i, \geq 0 \forall i \in \{1, 2\}$$

17)

$$\min 25x_1 - 1.5x_2 - 10x_3 - 0.5x_4 - 3x_5 - 2.5x_6$$

$$+87y_1 + 101y_2 + 93y_3 + 55y_4$$

s.t.,

$$\min -3y_1 - 5y_2 - 7y_3 - 11y_4$$

s.t.,

$$2x_1 + 3x_2 + 7x_3 + 6x_4 + x_5 + 3x_6 + 5y_1 + 5y_2 - 9y_3 + 4y_4 \leq 193$$

$$x_1 + 4x_2 + 7x_3 + 5x_4 + 7x_6 - 4y_1 + y_3 - 2y_4 \leq 173$$

$$-x_1 - 2x_2 - x_3 - x_4 - 3x_5 - 5x_6 - 7y_1 - 3y_2 - 4y_3 - 7y_4 \leq -31$$

$$4x_1 + 3x_2 + 7x_3 + 7x_5 + 7x_6 + 5y_1 - 3y_2 + 2y_3 - 3y_4 \leq 310$$

$$-4x_1 - x_2 - 3x_3 - 5x_4 - 3x_5 - 7x_6 - 3y_1 - 2y_2 - 5y_3 - 6y_4 \leq -214$$

$$2x_1 + 7x_2 + 3x_3 + 4x_4 + 8x_5 + 8x_6 - 6y_1 + y_2 - 4y_3 + y_4 \leq 157$$

$$y_1 \leq 23$$

$$y_2 \leq 4$$

$$y_3 \leq 10$$

$$y_4 \leq 7$$

$$x_i \in \mathbb{Z}^+ \cup \{0\} \forall i \in \{1, \dots, 6\}$$

$$y_i \in \mathbb{Z}^+ \cup \{0\} \forall i \in \{1, \dots, 4\}$$