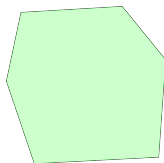


# Solving Mixed Integer Linear Programs with Cutting Planes

Tobias Kohler

May 16, 2024

# Mixed Integer Linear Program and Linear Program Relaxation



## MILP (standard form)

$$\begin{aligned} \min_x \quad & c^T x \\ \text{s.t.} \quad & x \in F \\ & := \{x \mid Ax \leq b, x \in \mathbb{Z}_{\geq 0}^{n_1} \times \mathbb{R}_{\geq 0}^{n-n_1}\} \end{aligned}$$

$$c, x \in \mathbb{R}^n, A \in \mathbb{R}^{m \times n}, b \in \mathbb{R}^m$$

Solving Mixed Integer Linear Programs with Cutting Planes

## LP Relaxation

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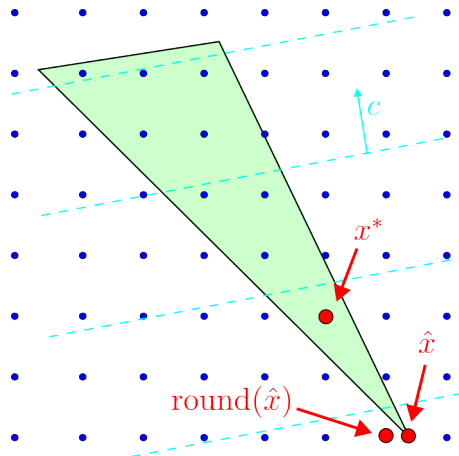
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# Notation

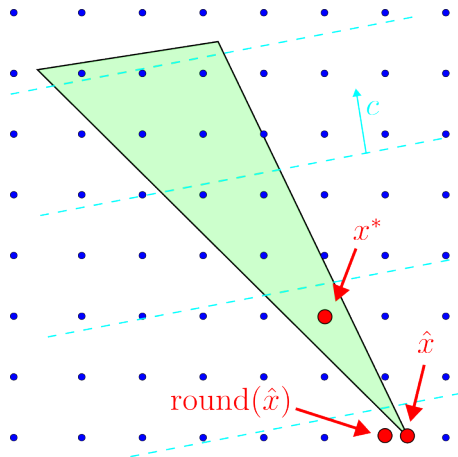
- $x_1, \dots, x_{n_1}$  : Integer variables
- $x_{n_1}, \dots, x_n$  : Real variables
- $F, x^*$  : Feasible region and optimal solution of the MILP
- $P, \hat{x}$  : Feasible region and optimal solution of the LP-relaxation  
( $F = P \cap \mathbb{Z}_{\geq 0}^{n_1} \times \mathbb{R}_{\geq 0}^{n-n_1}$ )
- $n_1 = 0 \Rightarrow$  Linear Program (LP)
- $n_1 = n \Rightarrow$  Integer Linear Program (ILP)
- $x_i \in \{0, 1\} \Rightarrow$  (Mixed) Binary Program ((M)BP)

# Observations



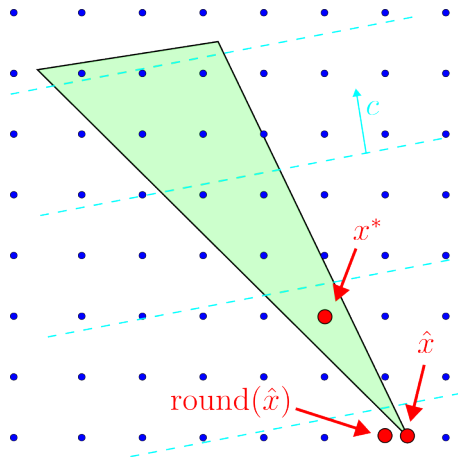
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- In general,  $\text{round}(\hat{x}) \neq x^*$

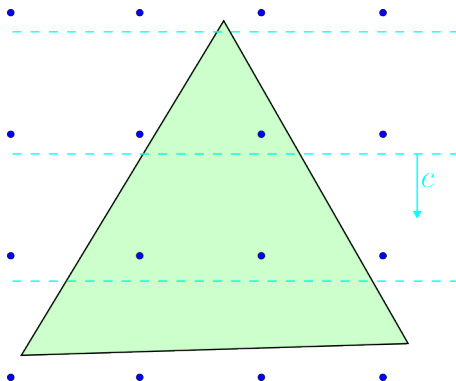
# Observations



- $\hat{x}$  can be found at a vertex of  $P$  (Simplex Algorithm).
- In general,  $\text{round}(\hat{x}) \neq x^*$
- If  $\hat{x}$  is already feasible, then  $c^\top \hat{x} = c^\top x^*$ .

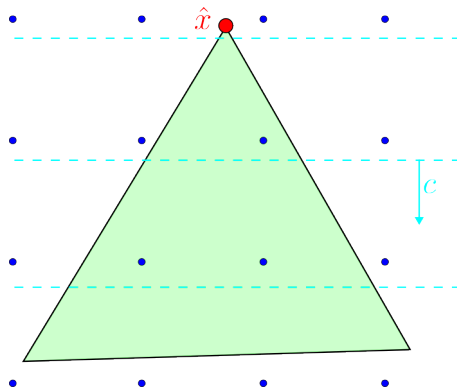
# Cutting Planes

Solve the problem relaxation. If integer constraints are violated, add additional inequalities to the problem that cut off the relaxed solution.



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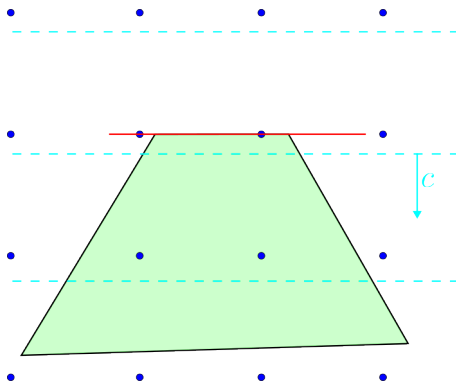
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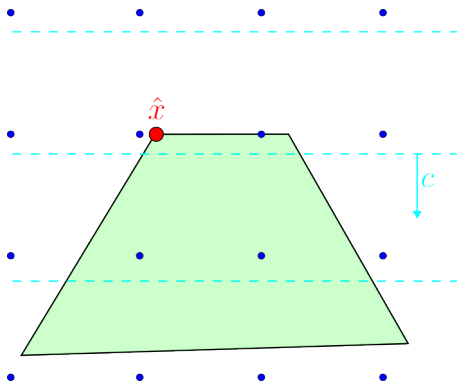
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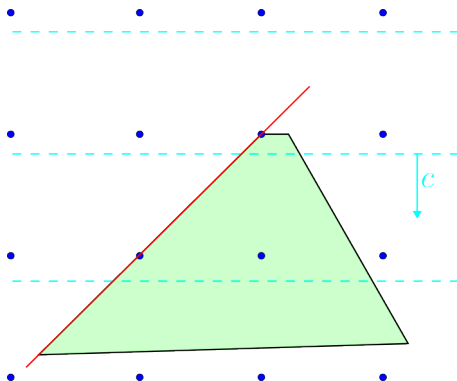
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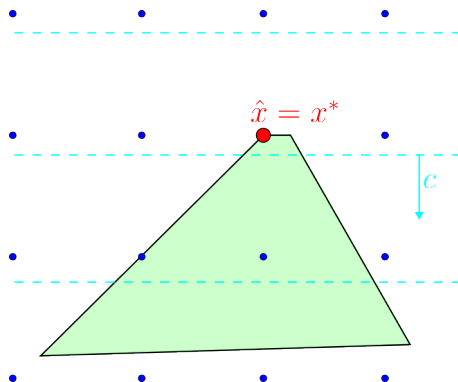
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# Valid Inequalities and Cuts

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  - For example:  $x \leq 2$  is a valid inequality for  $\{x \in \mathbb{Z}_{\geq 0} \mid x \leq 2.718\}$
- A cutting plane (or cut) w.r.t.  $\hat{x} \in P \setminus F$  is any valid inequality  $a^\top x \leq r$  for  $F$  such that:

$$a^\top \hat{x} > r$$

# Cutting Planes Algorithm

```
1: LP  $\leftarrow$  Relaxation of the MILP
2: repeat
3:    $\hat{x} \leftarrow$  Optimal solution of the LP
4:   if  $(\hat{x}_1, \dots, \hat{x}_{n_1}) \notin \mathbb{Z}^{n_1}$  then
5:     Add a cut w.r.t.  $\hat{x}$  to the LP
6: until  $(\hat{x}_1, \dots, \hat{x}_{n_1}) \in \mathbb{Z}^{n_1}$ 
7: return  $\hat{x}$ 
```



# Cutting Strategy

Question: How to generate “good” and useful cuts?

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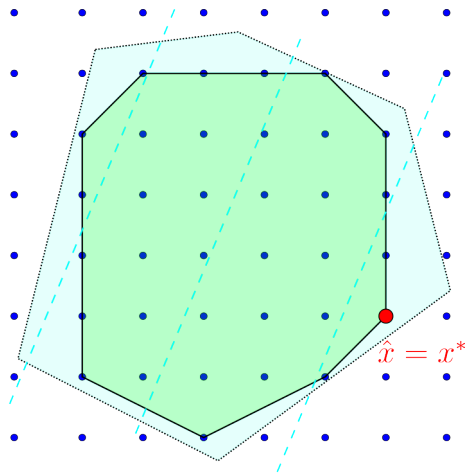
# Cutting Strategy

Question: How to generate “good” and useful cuts?

- Good: Cut away as much as possible (while staying feasible)
- Useful: Cut away the optimal solution of the relaxation

# Convex Hull

- The relaxed solution  $\hat{x}$  in  $\text{conv}(F)$  also solves the MILP.
- But computing the convex hull is infeasible.
- Our goal is instead to approximate the convex hull in a neighborhood of  $x^*$ .



# Integer Part and Fractional Part

Any real number  $a \in \mathbb{R}$  can be expressed as

$$a = \lfloor a \rfloor + f_a$$

for some unique  $\lfloor a \rfloor \in \mathbb{Z}$  and  $f_a \in [0, 1)$ .

- $\lfloor a \rfloor = \max\{z \in \mathbb{Z} \mid z \leq a\}$  is the integer part of  $a$ .
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- $a \in \mathbb{Z}$  and  $a \leq b \Rightarrow a \leq \lfloor b \rfloor$



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- $a \in \mathbb{Z}$  and  $a \leq b \Rightarrow a \leq \lfloor b \rfloor$
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# Chvátal–Gomory Inequality for Integer Linear Programs

Let  $\sum_{j=1}^n a_{ij}x_j \leq b_i$  for an Integer Linear Program ( $x \in \mathbb{Z}_{\geq 0}^n$ ). Then the following inequalities are valid for any  $\alpha \geq 0$ :

$$\boxed{1} \quad \sum_{j=1}^n \alpha a_{ij}x_j \leq \alpha b_i \qquad \alpha \geq 0$$

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$$1 \quad \sum_{j=1}^n \alpha a_{ij}x_j \leq \alpha b_i \quad \alpha \geq 0$$

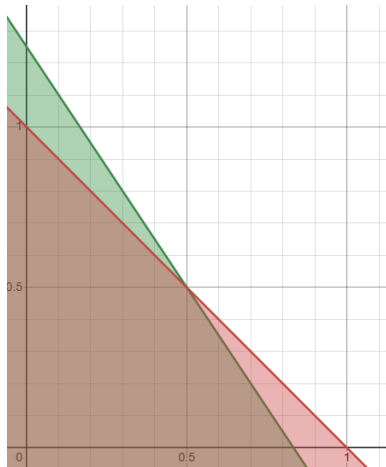
$$2 \quad \sum_{j=1}^n \lfloor \alpha a_{ij} \rfloor x_j \leq \alpha b_i \quad x_j \geq 0$$

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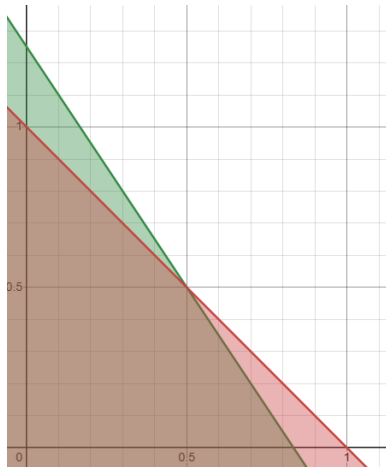
- |   |  |                      |
|---|--|----------------------|
| 1 | $\sum_{j=1}^n \alpha a_{ij}x_j \leq \alpha b_i$                                  | $\alpha \geq 0$      |
| 2 | $\sum_{j=1}^n \lfloor \alpha a_{ij} \rfloor x_j \leq \alpha b_i$                 | $x_j \geq 0$         |
| 3 | $\sum_{j=1}^n \lfloor \alpha a_{ij} \rfloor x_j \leq \lfloor \alpha b_i \rfloor$ | $x_j \in \mathbb{Z}$ |

# ILP vs. MILP



- $\min_{x,y} -y$   
s.t.  $\frac{3}{2}x + y \leq \frac{5}{4}, (x, y) \in \mathbb{Z}_{\geq 0}^2$
- $(x^*, y^*) = (0, 1)$
- $\lfloor \frac{3}{2} \rfloor \cdot 0 + \lfloor 1 \rfloor \cdot 1 = 1 \leq \lfloor \frac{5}{4} \rfloor \checkmark$

# ILP vs. MILP



- $\min_{x,y} -y$   
s.t.  $\frac{3}{2}x + y \leq \frac{5}{4}, (x, y) \in \mathbb{Z}_{\geq 0} \times \mathbb{R}_{\geq 0}$
- $(x^*, y^*) = (0, \frac{5}{4})$
- $\lfloor \frac{3}{2} \rfloor \cdot 0 + \lfloor 1 \rfloor \cdot \frac{5}{4} = \frac{5}{4} > \lfloor \frac{5}{4} \rfloor$  ✗

# Basic Mixed Integer Rounding Inequalities I

Let  $x \in \mathbb{Z}_{\geq 0}$ ,  $y \in \mathbb{R}_{\geq 0}$ ,  $b \in \mathbb{R}_{>0} \setminus \mathbb{Z}$ . Then

$$x \leq \lfloor b \rfloor \text{ is a valid inequality for } \{x + y \leq b\} \quad (1)$$

and

$$x \geq \lceil b \rceil \text{ is a valid inequality for } \{-x + y \leq -b\} \quad (2)$$

# Basic Mixed Integer Rounding Inequalities I



## Basic Mixed Integer Rounding Inequalities II

Let  $x \in \mathbb{Z}_{\geq 0}$ ,  $y \in \mathbb{R}_{\geq 0}$ ,  $b \in \mathbb{R}_{>0} \setminus \mathbb{Z}$ . Then

$$x - \frac{1}{f_b - 1} \leq \lfloor b \rfloor \text{ is a valid inequality for } \{x - y \leq b\} \quad (1)$$

and

$$x + \frac{1}{f_b} \geq \lceil b \rceil \text{ is a valid inequality for } \{-x - y \leq -b\} \quad (2)$$

# Basic Mixed Integer Rounding Inequalities II

# General Mixed Integer Rounding Inequality

Let  $F_{MIR} = \{(x, y) \in \mathbb{Z}_{\geq 0}^2 \times \mathbb{R}_{\geq 0} \mid a_1x_1 + a_2x_2 - y \leq b\}$  where  $a \in \mathbb{R}^2$ ,  $b \in \mathbb{R} \setminus \mathbb{Z}$  and assume that  $f_1 \leq f_b \leq f_2$ . Then the inequality

$$\lfloor a_1 \rfloor x_1 + \left( \lfloor a_2 \rfloor + \frac{f_2 - f_b}{1 - f_b} \right) x_2 - \frac{1}{1 - f_b} y \leq \lfloor b \rfloor$$

is valid for  $F_{MIR}$ .

# General Mixed Integer Rounding Inequality

# Simplex Algorithm

Simplex finds  $\hat{x} \in P \times \mathbb{R}_{\geq 0}^{N-n}$  and creates the optimal simplex tableau:

$i$ -th row in the simplex tableau

$$x_{B_i} + \sum_{j \in NB} \bar{a}_{ij} x_j = \bar{b}_i$$

- $x_1, \dots, x_{n_1}$ : Integer problem variables
- $x_{n_1+1}, \dots, x_n$ : Real problem variables
- $x_{n+1}, \dots, x_N$ : (Real) slack variables
- $B = \{B_1, \dots, B_m\}$ : Basic variables
- $NB = \{1, \dots, N\} \setminus B$ : Nonbasic variables ( $\hat{x}_j = 0$  for  $j \in NB$ )

## Gomory Mixed Integer Cut

Let  $N_1 = NB \cap \{1, \dots, n_1\}$ ,  $N_2 = NB \cap \{n_1 + 1, \dots, x_N\}$ . Consider the  $i$ -th row in the optimal simplex tableau

$$x_{B_i} + \sum_{j \in N_1} \bar{a}_{ij} x_j + \sum_{j \in N_2} \bar{a}_{ij} x_j = \bar{b}_i$$

and assume  $B_i \leq n_1$  but  $\hat{x}_{B_i} = \bar{b}_i \notin \mathbb{Z}$ . Then the Gomory Mixed Integer Cut

$$x_{B_i} + \sum_{\substack{j \in N_1 \\ f_{ij} \leq f_i}} \lfloor \bar{a}_{ij} \rfloor x_j + \sum_{\substack{j \in N_1 \\ f_{ij} > f_i}} \left( \lfloor \bar{a}_{ij} \rfloor + \frac{f_{ij} - f_i}{1 - f_i} \right) x_j + \sum_{\substack{j \in N_2 \\ \bar{a}_{ij} < 0}} \left( \frac{\bar{a}_{ij}}{1 - f_i} \right) x_j \leq \lfloor \bar{b}_i \rfloor$$

is a valid inequality for  $F$  that is not satisfied by  $\hat{x}$ .

# Gomory Mixed Integer Cut

# Cutting Planes Algorithm

- Let a MILP be given with feasible region  $F = \{x \in \mathbb{Z}_{\geq 0}^{n_1} \times \mathbb{R}_{\geq 0}^{n-n_1} \mid Ax \leq b\}$  for some  $A \in \mathbb{R}^{m \times n}$ ,  $b \in \mathbb{R}^m$ .
- The relaxation is the LP obtained by removing the integer constraints, so its feasible region is the polyhedron  $P = \{x \in \mathbb{R}_{\geq 0}^n \mid Ax \leq b\}$ .
- Repeat the following two steps until  $\hat{x} \in F$ :
  - 1 Solve the LP using the Simplex Algorithm and obtain  $\hat{x} \in P$
  - 2 If  $\hat{x} \notin F$ , pick  $i \in \{1, \dots, n_1\}$  s.t.  $\hat{x}_i \notin \mathbb{Z}$  and add the corresponding CMI-Cut to the LP.



# Project Demonstration

C++ simplex solver and mixed integer Gomory cut. Python visualiser for 2D problems.

# Selecting Cutting Planes

- Only adding an arbitrary, single cutting plane is very inefficient if the problem dimension is large.

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- Only adding an arbitrary, single cutting plane is very inefficient if the problem dimension is large.
  - Heuristic to evaluate the efficiency of a cutting plane (e.g. euclidean distance to  $\hat{x}$ ).
  - Add multiple cutting planes in each iteration.
- Other cutting plane strategies exist.

# Complexity

# Branch & Bound

- Like Cutting Planes, we solve the problem relaxation and add constraints until an optimal solution has been found.
- Divide & Conquer

# Branching

Cut off the non-integer neighborhood of  $x_i^* \notin \mathbb{Z} \Rightarrow$  Two new relaxation problems



# Bounding

- Initially, we only know that  $-\infty < c^T x_{MILP}^* < \infty$  (not very helpful).
- Improve bounds until Upper Bound – Lower Bound  $< \epsilon$ :
  - Lower Bound: For any LP-Relaxation, we have  $c^T x_{LP}^* \leq c^T x_{MILP}^*$
  - Upper Bound: By definition,  $c^T x_{MILP}^* \leq c^T x$  for any feasible  $x \in F_{MILP}$

# Branch & Cut

- Hello World
- Cutting Planes + Branch & Bound = Branch & Cut

# Questions?

# References