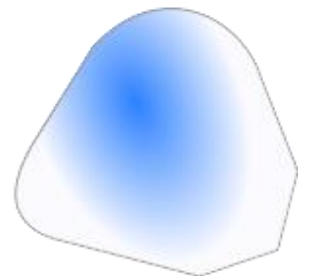
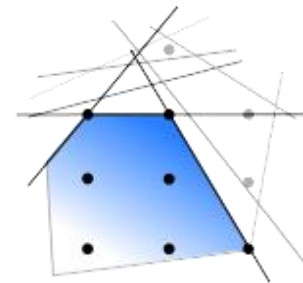
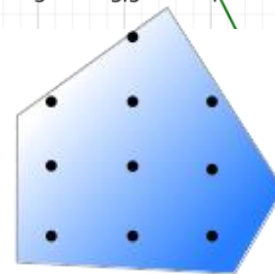
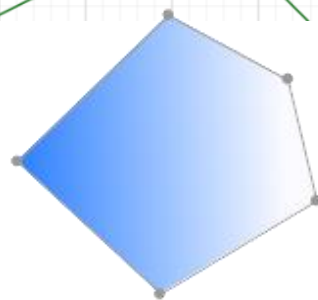
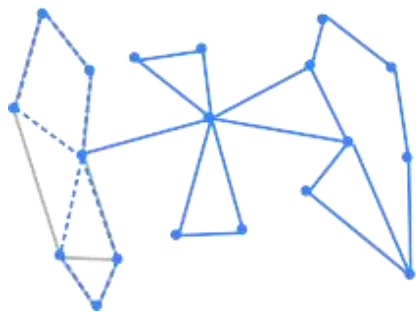
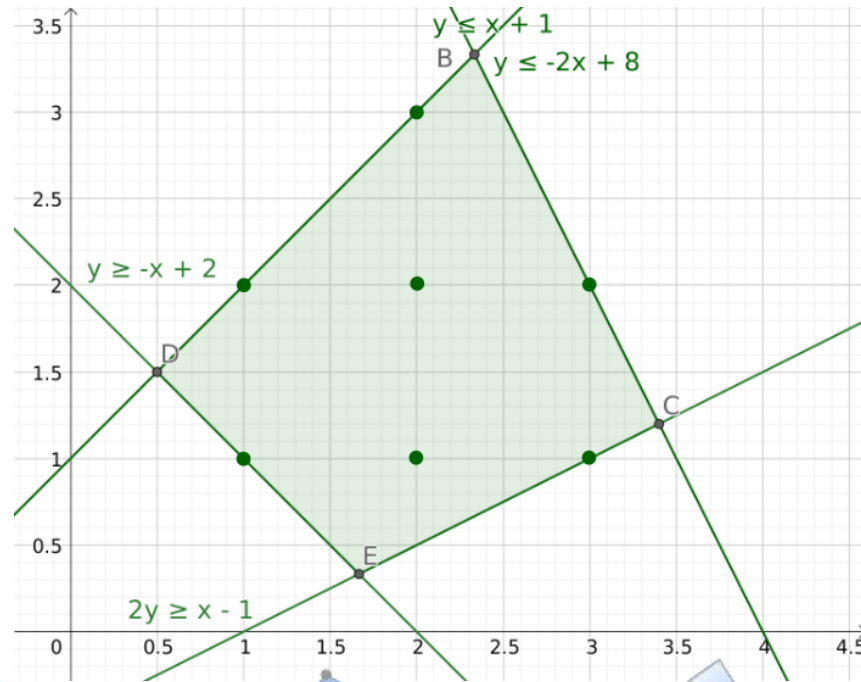


# Decomposition 2

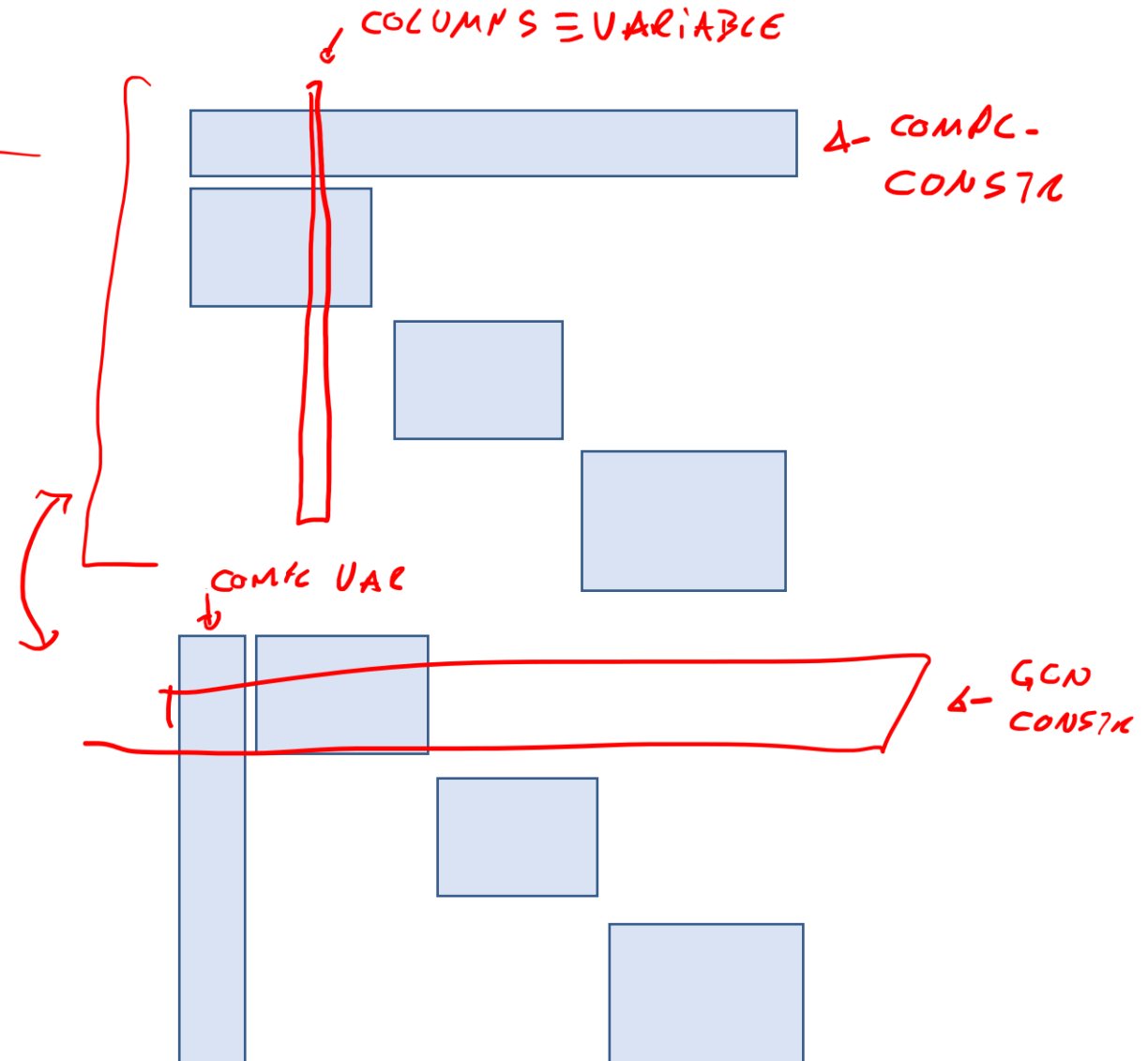
COMP4691/8691



# Decomposition Topic Outline

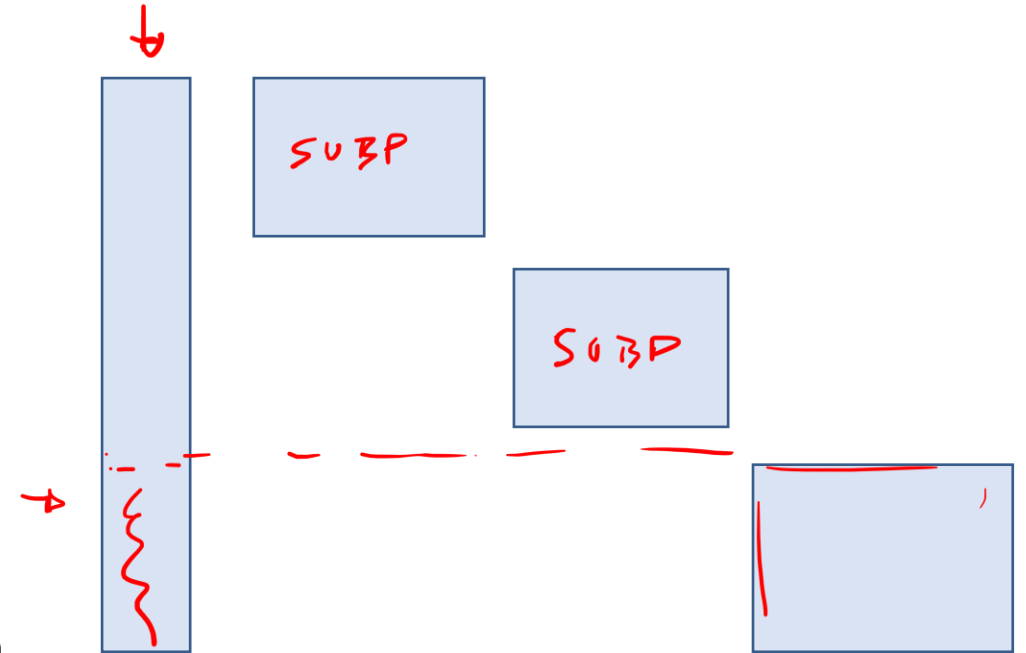
- Column Generation
- **Bender's Decomposition**
  - Facility Location problem
  - Derivation
  - Numerical Example
  - Connection with Column Generation
  - Real World Application: BusPlus

(N) CANBERRA

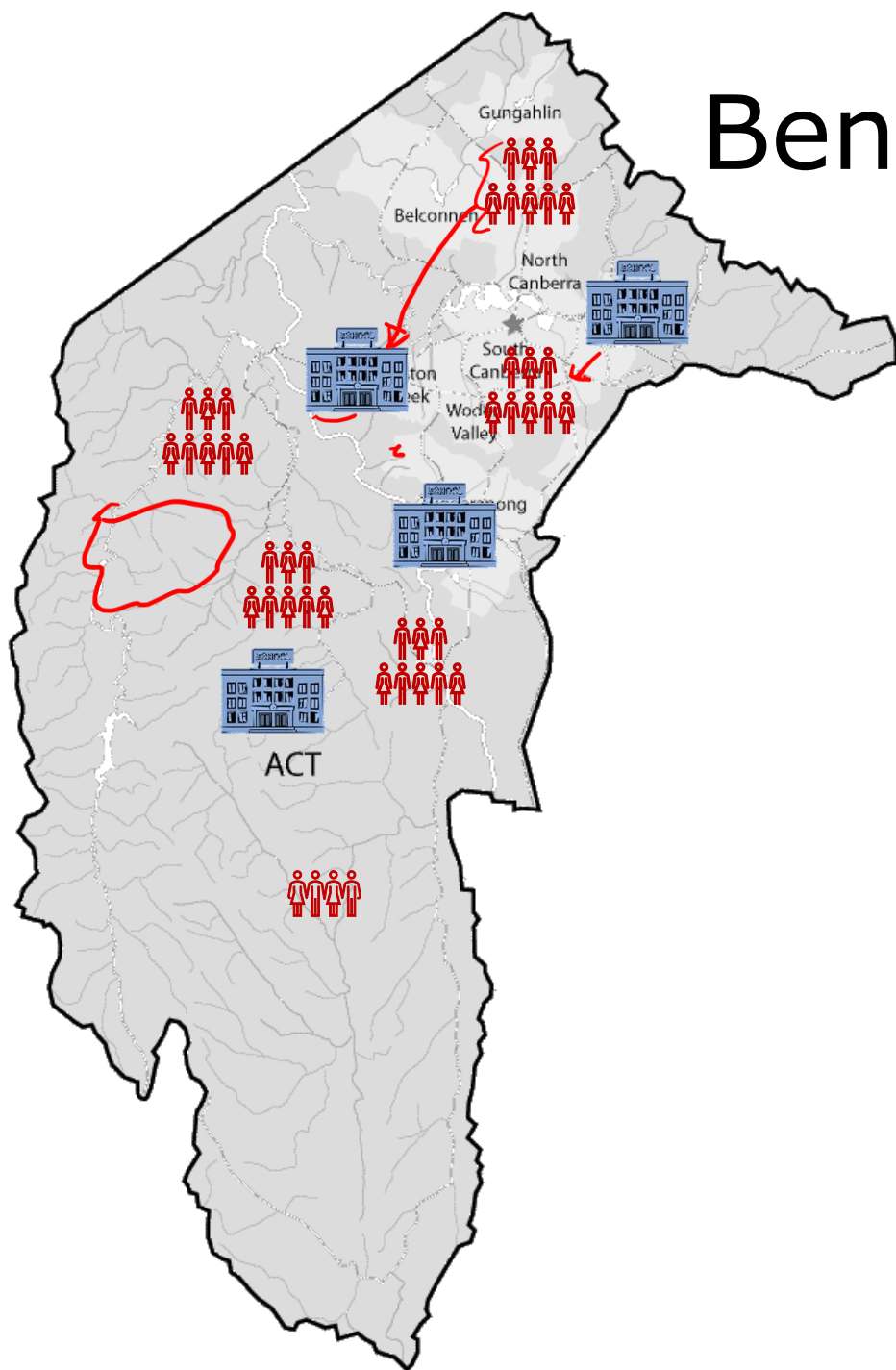


# Benders Decomposition

- Benders is aimed at problems with complicating variables
- It works by generating new constraints!
- It applies to many MILP problems, but like Dantzig Wolfe/Column Generation, is very effective for block structured problems
- It has been used very effectively in Stochastic Optimisation, where it is known as “the L-shaped method”
- First described by Jacques Benders in 1962



# Benders: Intuition



Some problems have 2 parts – easy and hard.

- If I knew the answer to the hard part, then the rest is easy.

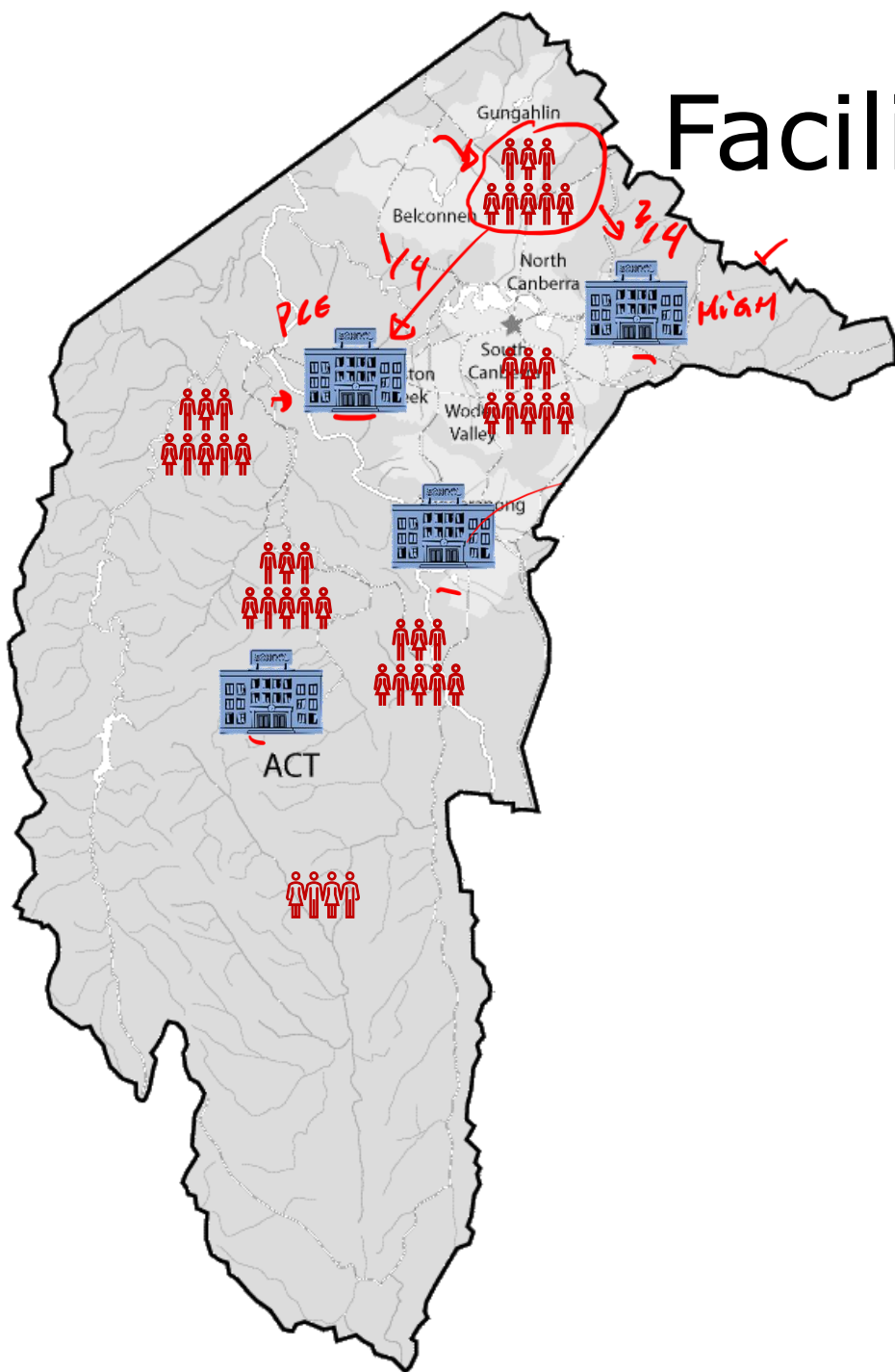
Example: Facility Location

- Place  $m$  schools to serve  $n$  families at minimum cost

Let's think about a location  $k$  at which we want to build a facility. **What are the costs?**

- Cost of building a facility at location  $k$ :  $b_k$
- Cost of transport from customer  $i$  to facility  $k$  is  $c_{ik}$

# Facility Location (1)



Place  $m$  schools to serve  $n$  families at minimum cost

**What are the costs?**

- Cost of building a facility at location  $k$ :  $b_k$
- Cost of transport from customer  $i$  to facility  $k$  is  $c_{ik}$

**Variables:**

- $y_k = 1$  if we build a facility at location  $k$ , 0 otherwise
- $x_{ik}$  = proportion of demand of customer  $i$  served by facility at  $k$ .

$$\begin{aligned} \min \quad & \sum_i b_k y_k + \sum_{ik} c_{ik} x_{ik} \\ \text{subject to} \quad & \sum_k x_{ik} = 1 \quad \forall i \\ & x_{ik} \leq y_k \quad \forall i, k \\ & y_k \in \{0, 1\} \\ & x_{ik} \in [0, 1] \end{aligned}$$

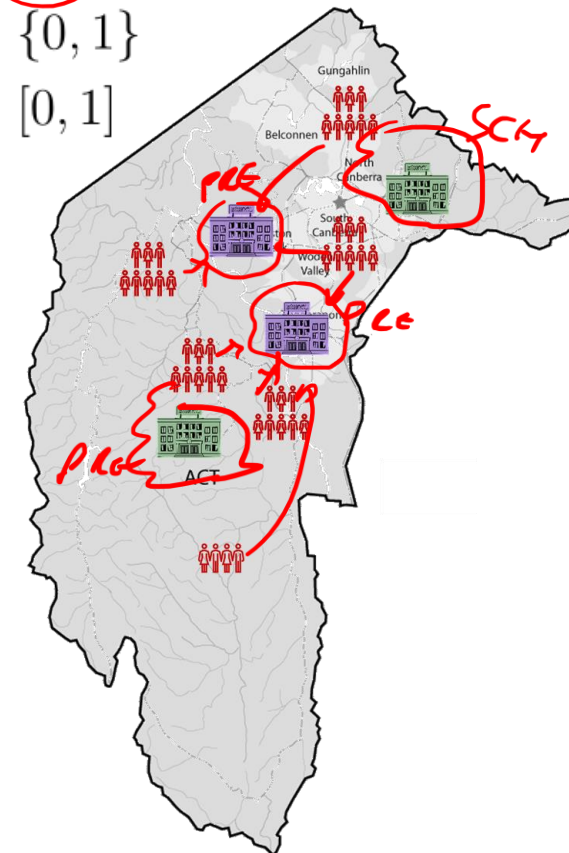
$y_k = 0$

# Facility Location (2)

- $\mathcal{NP}$  hard problem **BUT**
- If I knew which locations I was building at, then the  $x_{ik}$  problem is really easy:
  - **Use the closest facility!**
- So the  $y$  variables are the “hard” variables
- Benders proceeds by “*guessing*” a  $y$  solution, and then generating constraints to force feasibility and optimality
- The pool of potential constraints is exponential, so convergence can be slow
- ... but there is a long list of problems where it works well

$y_1 =$  BUILD PURPLE SCHOOLS  
 $y_2 =$  GREEN SCH.

$$\begin{aligned}
 &\min \quad \sum_i b_k y_k + \sum_{ik} c_{ik} x_{ik} \\
 &\text{subject to} \\
 &\quad \sum_k x_{ik} = 1 \quad \forall i \\
 &\quad x_{ik} \leq y_k \quad \forall i, k \\
 &\quad y_k \in \{0, 1\} \\
 &\quad x_{ik} \in [0, 1]
 \end{aligned}$$



# Benders: Intuition

So for the *original problem (OP)*

**OP:** minimise  
subject to

$$f^T y + c^T x$$

$$Ay = b$$

$$By + Dx = d$$

$$x \geq 0$$

$$y \in \mathbb{Z}^+$$

IF  $y$  is FIXED

$$f^T \hat{y} + \min_x c^T x \quad \text{CONST.}$$

$$\text{s.t. } Dx = d - B\hat{y}$$

MUST BE CONT.

COMPL.

Benders solves the problem in  $x$  for a fixed value of  $y$

# Benders: Derivation

**OP:**

minimise  
subject to

$$\begin{aligned} & f^\top y + c^\top x \\ & Ay = b \\ & By + Dx = d \\ & x \geq 0 \\ & y \in \mathbb{Z}^+ \end{aligned}$$



$$Y = \{y \mid Ay = b, y \in \mathbb{Z}^+\}$$

LIST OF FGAS SCH  
TO BUILD

$y$  is FIXED

**OP** can be rewritten as

$$\min_{\hat{y} \in Y} \{ f^\top \hat{y} + \min_{x \geq 0} \{ c^\top x : Dx = d - B\hat{y} \} \}$$

FIND MIN COMPUTE  
FOR FAM.

FGAS  $\hat{y}$



# Benders: Derivation

~~s.t.~~ <sup>SP</sup>

This gives us our subproblem (SP) for a given choice of  $\hat{y}$

DUALITY  
RULES  
↓

<sup>LP</sup>  
SP: 
$$\begin{cases} \min_{x \geq 0} c^T x \\ \text{s.t. } Dx = d - B\hat{y} \quad (\pi) \end{cases} \xrightarrow{\text{dual}} \text{DSP: } \begin{cases} \max_{\pi} \pi^T (d - B\hat{y}) \\ \text{s.t. } \pi^T D \leq c \end{cases}$$

DSP:

$$\max_{\pi} \{ \pi^T (d - B\hat{y}) : \pi^T D \leq c \}$$

# Benders: Derivation

→ SP:  $\min_{x \geq 0} \{c^T x : Dx = d - B\hat{y}\}$

→ **DSP**:  $\max_{\pi} \{ \pi^T (d - B\hat{y}) : \pi^T D \leq c \}$

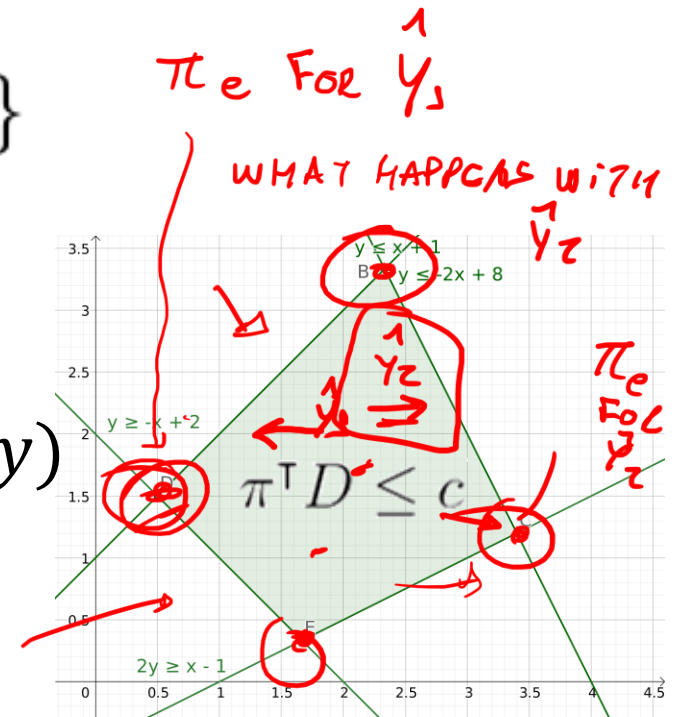
FOR SP  $\hat{y}$  IS FIXED  
↓  
WE WILL SOLVE  
SP/DSP MULTIPLE  
TIMES FOR DIFF  
↑  
 $\hat{y}$

- We like dual subproblem (**DSP**) because  $\hat{y}$  only appears in the objective, not the constraints
- For a given  $\hat{y}$  there are two options:
  - **DSP is feasible**
  - **DSP is unbounded** → **SP is infeasible**

# Benders: Derivation – DSP is feasible

$$\text{DSP: } \left[ \max_{\pi} \{ \pi^T (d - B\hat{y}) : \pi^T D \leq c \} \right]$$

- If feasible,  $\pi_e$  that achieves the maximum is a potential solution
- The maximum of the DSP **for any  $y$**  is at least  $\pi_e(d - By)$ 
  - Why? Because  $\pi_e$  is a feasible point and **the constraints never change**
- We can theoretically enumerate every extreme point (vertex)  $\pi_e \in E$



$$\min_{\hat{y} \in Y} \{ f^T \hat{y} + \min_{x \geq 0} \{ c^T x : Dx = d - B\hat{y} \} \} \xrightarrow{\text{DSP} = \eta} \begin{cases} \min_{y, \eta} f^T y + \eta \\ \eta \geq \pi_e(d - By) \quad \forall \pi_e \in E \end{cases}$$

Optimality cuts

# Benders: Derivation – DSP is Unbounded

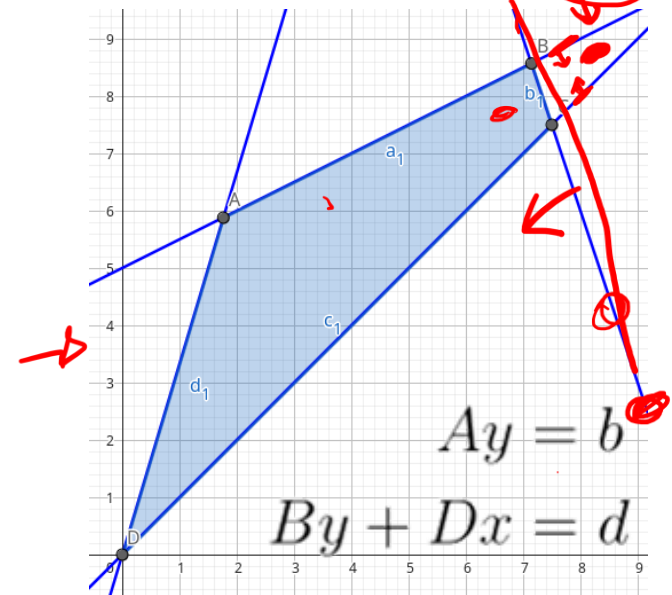
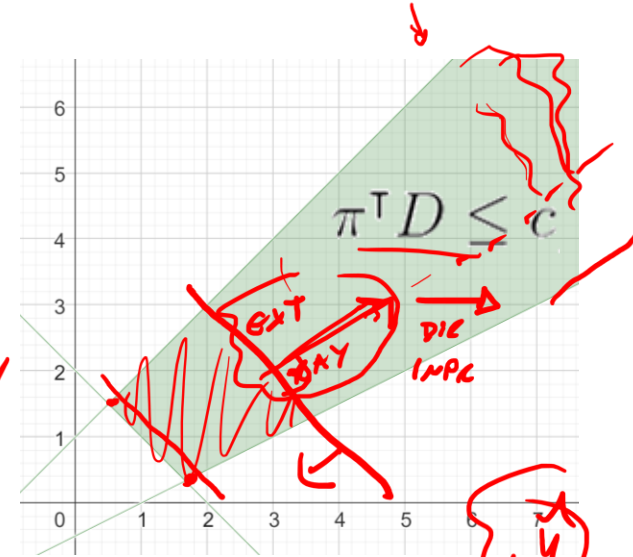
$$\text{DSP: } \max_{\pi} \{ \pi^T (d - B\hat{y}) : \pi^T D \leq c \}$$

- If unbounded, this means  $\hat{y}$  is infeasible.
- It means there is an extreme ray  $r_q$  such that  $r_q(d - B\hat{y})$  is unbounded.
- We can add the cut  $r_q(d - By) \leq 0$  to remove  $\hat{y}$ 
  - Called a feasibility cut
- Theoretically, can add one cut for every  $r_q \in Q$  for every infeasible  $\hat{y}$ .

$$Dx + B\hat{y} = 0$$

$$\lambda r_q \in \text{locy}$$

$$\forall \lambda \geq 0$$



# Benders: Derivation

## Benders Master Problem

**BMP:**

$$\min_{y, \eta} f^T y + \eta$$

$$\text{subject to } Ay = b$$

$$\eta \geq \pi_e^T (d - By) \quad \forall \pi_e \in E$$

$$0 \geq r_q^T (d - By) \quad \forall r_q \in Q$$

$$y \in \mathbb{Z}^+$$

EXPONENTIALLY LARGE SETS

Optimality cuts

Feasibility cuts

GENERATE THEM ON DEMAND

CONST. GEN

# Benders: Derivation

- Just as for Column Generation, we do not try to enumerate all of set  $E$  and  $Q$
- Instead, we solve a Restricted Master Problem (RMP)
- We solve with the optimality and feasibility cuts generated so far,  $\bar{E}$  and  $\bar{Q}$

**RMP:**

$$\min_{y, \eta} f^\top y + \eta$$

$$\text{subject to } Ay = b$$

$$\eta \geq \pi_e^\top (d - By) \quad \forall \pi_e \in \bar{E}$$

$$0 \geq r_q^\top (d - By) \quad \forall r_q \in \bar{Q}$$

$$y \in \mathbb{Z}^+$$

Optimality cuts

Feasibility cuts

# Benders: Derivation

**Input:**  $y_0$  initial solution,  $\epsilon$  tolerance

**Output:** Solution  $x^*, z^*$  within  $\epsilon$  of optimal

- 1:  $UB = \infty, LB = -\infty$
- 2:  $\bar{E} = \emptyset, \bar{Q} = \emptyset$  4-
- 3:  $\hat{y} = y_0$
- 4: **while**  $UB - LB \geq \epsilon$  **do**
- 5:     solve  $\max_{\pi} \{\pi^T(d - B\hat{y}) : \pi^T D \leq c\}$  4 ▷ Solve subproblem DSP
- 6:     **if** Unbounded **then**
- 7:         Get extreme ray  $r_q$
- 8:          $\bar{Q} = \bar{Q} \cup \{r_q\}$  4-
- 9:     **else if** Feas
- 10:         Get extreme point  $\pi_e$  4-
- 11:          $\bar{E} = \bar{E} \cup \{\pi_e\}$  4-
- 12:          $UB = \min(UB, f^T \hat{y} + \pi_e^T(d - B\hat{y}))$  4 M.P
- 13:     **end if**
- 14:     solve  $z = \min_{y \in Y} (f^T y + \eta : \bar{E} \text{ and } \bar{Q} \text{ cuts})$  ▷ Solve reduced master problem
- 15:      $\hat{y} = \operatorname{argmin}(y)$  4
- 16:      $LB = z^*$
- 17: **end while**

# Example

$$\begin{aligned} \min \quad & 2y + 2x_1 + 3x_2 \\ \text{subject to} \quad & y_1 + x_1 + 2x_2 \geq 3 \\ & 3y_1 + 2x_1 - x_2 \geq 4 \\ & \underline{x} \geq 0, \quad \boxed{y \geq 0} \end{aligned}$$

↑  
COMPLIC. VAR

JUST ADAPT  
THE DUAL

form.

$$\begin{aligned} & \text{minimise} \quad f^T y + c^T x \\ & \text{subject to} \quad \boxed{\begin{aligned} Ay &= b \\ By + Dx &= d \end{aligned}} \\ & \quad \rightarrow x \geq 0 \\ & \quad \rightarrow \boxed{y \in \mathbb{Z}^+} \end{aligned}$$

$$\underline{f} = [2] \quad \underline{c}^T = [2 \ 3] \quad \underline{B} = \begin{pmatrix} 1 \\ 3 \end{pmatrix} \quad \underline{D} = \begin{pmatrix} 1 & 2 \\ 2 & -1 \end{pmatrix} \quad \underline{d} = \begin{pmatrix} 3 \\ 4 \end{pmatrix}$$



# Iteration 1a

- Let's start with  $\hat{y} = 0$

- Solve subproblem
 
$$\begin{aligned} \max \quad & 2(0) + \pi^\top \left( \begin{bmatrix} 3 \\ 4 \end{bmatrix} - \begin{bmatrix} 1 \\ 3 \end{bmatrix} (0) \right) \\ \text{subject to} \quad & \pi^\top \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} \leq \begin{bmatrix} 2 \\ 3 \end{bmatrix} \\ & \pi \geq 0 \end{aligned}$$

- The optimal solution is  $\pi_e^\top = [1.6, 0.2]$ , giving UB 5.6

- Add cut  $\eta \geq \pi_e^\top (d - By)$

$$\begin{cases} \eta \geq [1.6 \ 0.2] \left( \begin{bmatrix} 3 \\ 4 \end{bmatrix} - \begin{bmatrix} 1 \\ 3 \end{bmatrix} y \right) \\ \eta \geq 5.6 - 2.2y \end{cases}$$

**Input:**  $y_0$  initial solution,  $\epsilon$  tolerance  
**Output:** Solution  $x^*, z^*$  within  $\epsilon$  of optimal

```

1: UB := ∞, LB := -∞
2:  $\bar{E} := \emptyset, \bar{Q} := \emptyset$ 
3:  $\hat{y} := y_0$ 
4: while UB - LB  $\geq \epsilon$  do
5:   solve  $\max_{\pi} \{ \pi^\top (d - B\hat{y}) : \pi^\top D \leq c \}$ 
6:   if Unbounded then
7:     Get unbounded ray  $r_q$ 
8:      $\bar{Q} := \bar{Q} \cup \{r_q\}$ 
9:   else
10:    Get extreme point  $\pi_e$ 
11:     $\bar{E} := \bar{E} \cup \{\pi_e\}$ 
12:    UB := min (UB,  $f^\top \hat{y} + \pi_e^\top (d - B\hat{y})$ )
13:  end if
14:  solve  $z = \min_{y \in Y} (f^\top y + \eta : \text{cuts})$ 
15:   $\hat{y} = \text{argmin}(y)$ 
16:  LB :=  $z^*$ 
17: end while
  
```

$$\begin{aligned} f &= [2] \\ c^\top &= [2, 3] \\ B &= \begin{bmatrix} 1 \\ 3 \end{bmatrix} \\ D &= \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} \\ d^\top &= [3, 4] \end{aligned}$$

# Iteration 1b

- Solve the reduced master problem

$$\left[ \begin{array}{ll} \min & 2y + \eta \\ \text{s.t.} & \eta \geq 5.6 - 2.2y \\ & y \geq 0 \end{array} \right. \quad 4$$

- Optimal solution  $(\hat{y}, \eta) = (2.545, 0), LB = 5.091$

**Input:**  $y_0$  initial solution,  $\epsilon$  tolerance

**Output:** Solution  $x^*, z^*$  within  $\epsilon$  of optimal

```

1: UB := ∞, LB := -∞
2:  $\bar{E} := \emptyset, \bar{Q} := \emptyset$ 
3:  $\hat{y} := y_0$ 
4: while UB - LB ≥  $\epsilon$  do
5:   solve  $\max_{\pi} \{\pi^T(d - B\hat{y}) : \pi^T D \leq c\}$ 
6:   if Unbounded then
7:     Get unbounded ray  $r_q$ 
8:      $\bar{Q} := \bar{Q} \cup \{r_q\}$ 
9:   else
10:    Get extreme point  $\pi_e$ 
11:     $\bar{E} := \bar{E} \cup \{\pi_e\}$ 
12:    UB := min (UB,  $f^T \hat{y} + \pi_e^T(d - B\hat{y})$ )
13:   end if
14:   solve  $z = \min_{y \in Y} (f^T y + \eta : \text{cuts})$ 
15:    $\hat{y} = \text{argmin}(y)$ 
16:   LB :=  $z^*$ 
17: end while

```

$$\begin{aligned} f &= [2] \\ c^T &= [2, 3] \\ B &= \begin{bmatrix} 1 \\ 3 \end{bmatrix} \\ D &= \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} \\ d^T &= [3, 4] \end{aligned}$$

# Iteration 2a

- Solve the sub problem

$$\begin{aligned} & \max 2(2.545) + \pi^\top \left( \begin{bmatrix} 3 \\ 4 \end{bmatrix} - \begin{bmatrix} 1 \\ 3 \end{bmatrix} (2.545) \right) \\ & \text{subject to } \pi^\top \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} \leq \begin{bmatrix} 2 \\ 3 \end{bmatrix} \\ & \pi \geq 0 \end{aligned}$$

- Optimal solution is  $\pi_e^\top = [1.5, 0]$ , giving UB 5.772
- Add cut  $\eta \geq 4.5 - 1.5y$  4-

---

**Input:**  $y_0$  initial solution,  $\epsilon$  tolerance  
**Output:** Solution  $x^*, z^*$  within  $\epsilon$  of optimal

---

```

1: UB := ∞, LB := -∞
2:  $\bar{E} := \emptyset, \bar{Q} := \emptyset$ 
3:  $\hat{y} := y_0$ 
4: while UB - LB  $\geq \epsilon$  do
5:   solve  $\max_{\pi} \{ \pi^\top (d - B\hat{y}) : \pi^\top D \leq c \}$ 
6:   if Unbounded then
7:     Get unbounded ray  $r_q$ 
8:      $\bar{Q} := \bar{Q} \cup \{r_q\}$ 
9:   else
10:    Get extreme point  $\pi_e$ 
11:     $\bar{E} := \bar{E} \cup \{\pi_e\}$ 
12:    UB := min (UB,  $f^\top \hat{y} + \pi_e^\top (d - B\hat{y})$ )
13:   end if
14:   solve  $z = \min_{y \in Y} (f^\top y + \eta : \text{cuts})$ 
15:    $\hat{y} = \text{argmin}(y)$ 
16:   LB :=  $z^*$ 
17: end while

```

---

$$\begin{aligned} f &= [2] \\ c^\top &= [2, 3] \\ B &= \begin{bmatrix} 1 \\ 3 \end{bmatrix} \\ D &= \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} \\ d^\top &= [3, 4] \end{aligned}$$

# Iteration 2b

- Solve the reduced master problem

$$\begin{aligned}
 \min \quad & 2y + \eta \\
 \text{s.t.} \quad & \eta \geq 5.6 - 2.2y \\
 & \eta \geq 4.5 - 1.5y \\
 & y \geq 0
 \end{aligned}$$

- Optimal solution  $(\hat{y}, \eta) = (1.571, 2.143), LB = \underline{5.286}$

---

**Input:**  $y_0$  initial solution,  $\epsilon$  tolerance

**Output:** Solution  $x^*, z^*$  within  $\epsilon$  of optimal

---

```

1: UB := ∞, LB := -∞
2:  $\bar{E} := \emptyset, \bar{Q} := \emptyset$ 
3:  $\hat{y} := y_0$ 
4: while UB - LB ≥  $\epsilon$  do
5:   solve  $\max_{\pi} \{\pi^T(d - B\hat{y}) : \pi^T D \leq c\}$ 
6:   if Unbounded then
7:     Get unbounded ray  $r_q$ 
8:      $\bar{Q} := \bar{Q} \cup \{r_q\}$ 
9:   else
10:    Get extreme point  $\pi_e$ 
11:     $\bar{E} := \bar{E} \cup \{\pi_e\}$ 
12:    UB := min (UB,  $f^T \hat{y} + \pi_e^T(d - B\hat{y})$ )
13:   end if
14:   solve  $z = \min_{y \in Y} (f^T y + \eta : \text{cuts})$ 
15:    $\hat{y} = \text{argmin}(y)$ 
16:   LB :=  $z^*$ 
17: end while

```

---

$$\begin{aligned}
 f &= [2] \\
 c^T &= [2, 3] \\
 B &= \begin{bmatrix} 1 \\ 3 \end{bmatrix} \\
 D &= \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} \\
 d^T &= [3, 4]
 \end{aligned}$$

# Iteration 3a

- Solve the sub problem

$$\begin{aligned} \max \quad & 2(1.571) + \pi^\top \left( \begin{bmatrix} 3 \\ 4 \end{bmatrix} - \begin{bmatrix} 1 \\ 3 \end{bmatrix} (1.571) \right) \\ \text{subject to} \quad & \pi^\top \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} \leq \begin{bmatrix} 2 \\ 3 \end{bmatrix} \\ & \pi \geq 0 \end{aligned}$$

- Optimal solution is  $\pi_e^\top = [1.6, 0.2]$ , giving UB 5.286
- LB == UB, so we can stop.
- Solution is (y=1.571, x<sub>1</sub>=0, x<sub>2</sub>=0.714), with value 5.286

Obtained using  $Dx = d - B\hat{y}$  4

**Input:**  $y_0$  initial solution,  $\epsilon$  tolerance  
**Output:** Solution  $x^*, z^*$  within  $\epsilon$  of optimal

```

1: UB := ∞, LB := -∞
2:  $\bar{E} := \emptyset, \bar{Q} := \emptyset$ 
3:  $\hat{y} := y_0$ 
4: while UB - LB ≥  $\epsilon$  do
5:   solve  $\max_{\pi} \{ \pi^\top (d - B\hat{y}) : \pi^\top D \leq c \}$ 
6:   if Unbounded then
7:     Get unbounded ray  $r_q$ 
8:      $\bar{Q} := \bar{Q} \cup \{r_q\}$ 
9:   else
10:    Get extreme point  $\pi_e$ 
11:     $\bar{E} := \bar{E} \cup \{\pi_e\}$ 
12:    UB := min (UB,  $f^\top \hat{y} + \pi_e^\top (d - B\hat{y})$ )
13:   end if
14:   solve  $z = \min_{y \in Y} (f^\top y + \eta : \text{cuts})$ 
15:    $\hat{y} = \text{argmin}(y)$ 
16:   LB :=  $z^*$ 
17: end while

```

$$\begin{aligned} f &= [2] \\ c^\top &= [2, 3] \\ B &= \begin{bmatrix} 1 \\ 3 \end{bmatrix} \\ D &= \begin{bmatrix} 1 & 2 \\ 2 & -1 \end{bmatrix} \\ d^\top &= [3, 4] \end{aligned}$$

# Benders Decomposition

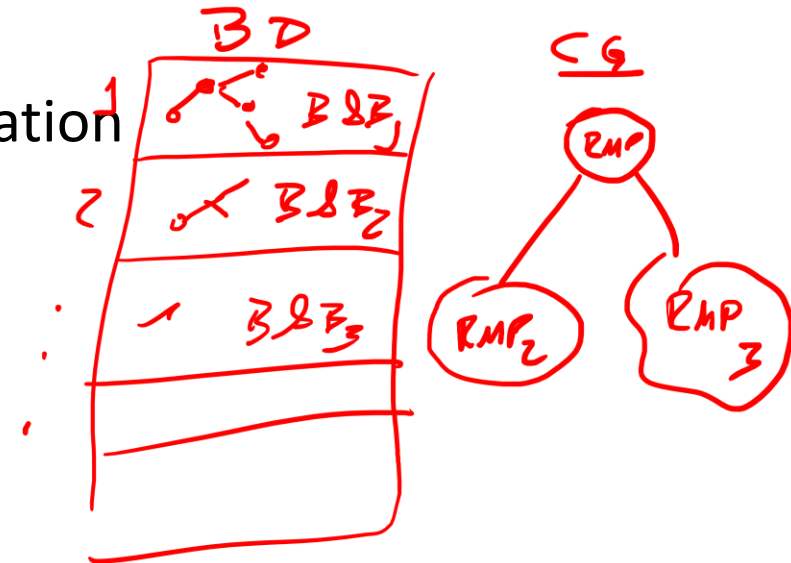
LOGic BENDERS DEC.

- No integer variables in the subproblem
  - We use the dual to solve the subproblem
  - The value of dual variables is not well-defined if we have integer constraints
  - The algorithm as presented cannot be used
- Subject to slow convergence,
- Many improvements, tricks and add-ons developed.
- For a recent and excellent review, see:

Rahmaniani, Ragheb & Crainic, Teodor Gabriel & Gendreau, Michel & Rei, Walter. (2017). **The Benders Decomposition Algorithm: A Literature Review**. *European Journal of Operational Research* (259) pp 801-817. doi:10.1016/j.ejor.2016.12.005

# Relationship between CG and BD

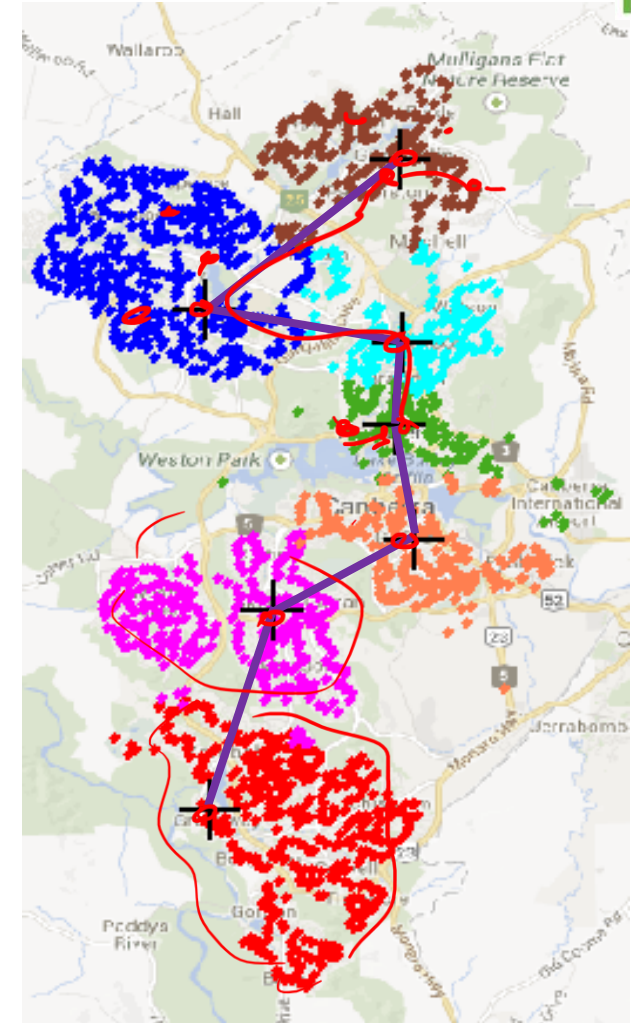
- If both problems are all-continuous (no integer variables) then CG and BD are indeed duals
  - The complicating variables in the CG become the complicating constraints in BD
  - The subproblems are equivalent.
- However, in the presence of integer constraints, the relationship is complex.
  - BD directly converges to a solution of the MIP, not a relaxation
    - No additional B&B tree
  - BD can't handle integer constraints in the subproblem
    - CG is happy with that



# Application: BusPlus (1)

Design a hybrid, on-demand public transport service for off-peak hours

- Buses run trunk routes between *hubs* (e.g. between town centres in Canberra)
- Multi-hire taxis provide transport from bus stops to/from hubs
- Use app to book travel, as close as 10 mins before you want to leave
- Developed by Dr. Phil Kilby and his team at NICTA in 2014





# Application: BusPlus (1)

Design problem: Which Hubs? Which Routes?

- Objective: Minimise combination of operating cost + customer travel time
- Decision vars:
  - $z_i = 1$  → bus stop  $i$  is a hub *3k*
  - $y_{ij} = 1$  → open route between hubs  $i$  and  $j$ . *9M*
  - $x_{p,q} = 1$  → Customer trip from bus stop  $p$  to bus stop  $q$  uses route between  $i$  and  $j$   
*ANU* *HOUSE*

Benders:

- Once you set  $y$  and  $z$  vars (choose hub and legs),  $x$  vars are easy (shortest path problem)
- Shortest path subproblems tell RMP the “value” of legs.
- Solved using BD for ≈3000 bus stops in about 100 iterations (15 mins) and 1% optimality gap



# Course Outline

- Linear Programming ✓
- Mixed-Integer Linear Programming ✓
- Decomposition
- Convex Optimisation ← 3c
- Local Search & Metaheuristics } 2wa
- Advanced Topics: Stochastic Opt., Multi-Objective Opt., Guest Lectures