

# Column Generation for Better Scalability

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# Scalability Issues

**The main drawback of the cycle formulation is the limited scalability**

- The number of cycles grows with the graph size as  $O(n^{\text{max length}})$
- The enumeration becomes **more expensive** and the model becomes **larger**

**Both can quickly become major bottlenecks**

```
In [2]: pairs2, arcs2, aplus2 = util.generate_compatibility_graph(size=150, seed=2)
print('>>> Size 150, enumeration time')
%time cycles2 = util.find_all_cycles(aplus2, max_length=4, cap=None)
print(f'Number of cycles: {len(cycles2)}')
print('>>> Size 150, solution time')
%time _, _, _ = util.cycle_formulation(pairs2, cycles2, tlim=10, verbose=0)
```

```
>>> Size 150, enumeration time
CPU times: user 7.34 s, sys: 10 ms, total: 7.35 s
Wall time: 7.35 s
Number of cycles: 43206
>>> Size 150, solution time
CPU times: user 1.57 s, sys: 63.5 ms, total: 1.64 s
Wall time: 1.65 s
```



Essentially, we have too many variables?

**How can we address this?**



# Incremental Addition of Variables

We'll see how we can **introduce variables as needed**

Let us assume we have an optimization problem over a non-negative variable:

$$\operatorname{argmin}_{x \geq 0} f(x)$$

- We assume that  $f(\mathbf{x})$  is **convex**, which would make the problem easy
- ...Except that  $\mathbf{x}$  is so **large-dimensional** that we cannot scale



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**We could obtain a solution quickly as follows:**

- We restrict to a small subset  $S$  of the components of  $x$
- ...We fix to 0 all other variables, i.e.  $x_j = 0$  if  $j \notin S$
- ...Then we find an optimum  $x_S^*$  via any suitable approach



**But how do we know whether  $x_S^*$  is optimal?**



# Pricing

**We know that  $x_S^*$  is optimal w.r.t. variables in  $S$**

For all the **other**  $x_j$ , we can test a condition **after** the problem is solved:

$$\frac{\partial f(x_S^*)}{\partial x_j} \geq 0 \quad \forall j \notin S$$

**We know that:**

- The cost function is convex
- All variables  $\notin S$  are forced to 0  $\Rightarrow$  if we add them, they can only **increase**



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Therefore:

- If  $\partial f(x_S^*)/\partial x_j \geq 0$ , then adding the variable cannot be beneficial
- If  $\partial f(x_S^*)/\partial x_j < 0$ , then adding the variable may improve the cost



This post-solution derivative check is sometimes called **pricing**



# Pricing for Incremental Variable Addition

So, we **a criterion** to find which variables should be added

In principle, we could proceed as follows:

- Choose  $\mathcal{S}$  and we solve over  $x_{\mathcal{S}}$
- Loop over all  $j \notin \mathcal{S}$  and check  $\partial f(x^*)/\partial x_j$
- Add the non-optimal variables to  $\mathcal{S}$  and repeat until  $\nabla_x f(x^*) \geq 0$



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**This is a nice method, but it has one potential weakness:**

- If we need to **enumerate** to check  $\partial f(x^*)/\partial x_j$
- ...That may still take way too much time

**We need a way to do the derivative check more efficiently**



# From Variable Addition to Variable Generation

**Let's focus on decision variables representing complex entities**

...Which can be constructed based on simpler building blocks

- E.g. cycles including several **nodes**
- E.g. routes including several **arcs**



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**We can formalize this situation as follows:**

$$x_j \equiv g(y_j)$$

Given a variable  $y_j$  that specifies which building blocks are used:

- E.g. which nodes are included in the  $j$ -th cycle
- E.g. which arcs are included in the  $j$ -th route

...The function  $g(y)$  specifies how a  $x_j$  is built



# Pricing Problem

In these cases, we can avoid enumeration by using optimization

- First, we compute **in closed form** the derivative  $\partial f(x_S^*)/\partial g(y)$
- Then we solve the **pricing problem**:

$$y^* = \operatorname{argmin}_y \frac{\partial f(x_S^*)}{\partial g(y)}$$



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$$y^* = \operatorname{argmin}_y \frac{\partial f(x_S^*)}{\partial g(y)}$$

**The result is the "recipe"  $y^*$  for the best possible variable  $g(y^*)$**

- I.e. the set of nodes leading to the best cycle
- I.e. the set of arcs leading to the best route

...And we can check the corresponding partial derivative as before



# Column Generation

Let's revisit the process with this change

- Choose  $\mathcal{S}$  and solve a **restricted master problem** over  $x_{\mathcal{S}}$
- Solve the pricing problem:

$$y^* = \operatorname{argmin}_y \frac{\partial f(x_{\mathcal{S}}^*)}{\partial g(y)}$$

- If  $\partial f(x_{\mathcal{S}}^*)/\partial g(y^*) \geq 0$ : the solution is optimal
- Otherwise: add  $g(y^*)$  to the set variables and repeat

**This process is called variable generation, or more often **column generation****

...Because in Linear Programming variables are associated to columns



The cycle formulation has a lot of variables...

**Can we use this method for our use case?**





## CG for the KEP

We can try to use it for the **relaxed** cycle formulation:

$$\begin{aligned} \min & - \sum_{j=1}^n w_j x_j \\ \text{s.t.} & \sum_{j=1}^n a_{ij} x_j \leq 1 & \forall i = 1..m \\ & x_j \geq 0 & \forall j = 1..n \end{aligned}$$

- All **integrality** constraints are **relaxed**, making the problem **convex**
- Note that  $x_j \leq 1$  is implied by the other problem constraints
- We also changed the optimization direction to match the CG theory



# CG for the KEP

Now we need to specify several things

- How to solve the restricted master problem
- How to compute the partial derivative  $\partial f(x_S^*)/\partial x_j$
- Which basic decisions  $y$  to use for constructing a solution
- How those decision affect the variable buing built, i.e. the  $g(y)$  function
- Finally, we need to define the pricing problem

**We'll tackle one step at a time**



## CG for the KEP: Restricted Master Problem

Solving this problem for a subset  $S$  of variable is easy:

$$\begin{aligned} \min & - \sum_{j \in S} w_j x_j \\ \text{s.t.} & \sum_{j \in S} a_{ij} x_j \leq 1 & \forall i = 1..m \\ & x_j \geq 0 & \forall j = 1..n \end{aligned}$$

- Rather than setting all other variables to 0
- We just restrict the summations

This is **much cheaper** in terms of memory usage and solution time



# CG for the KEP: Partial Derivative

The tricky part is computing  $\partial f(x_S^*)/\partial x_j$

At a first glance, this seems easy:

- By differentiating:

$$-\sum_{j=1}^n w_j x_j$$

- We simply get:

$$-w_j$$

- However, unlike in our theoretical formulation
- ...Our problem has **additional constraints**



# CG for the KEP: Partial Derivative

In particular, we have node mutual exclusion

$$\begin{aligned} \min & - \sum_{j=1}^n w_j x_j \\ \text{s.t. } & \sum_{j=1}^n a_{ij} x_j \leq 1 \quad \forall i = 1..m \\ & x_j \geq 0 \quad \forall j = 1..n \end{aligned}$$

- In the optimal solution, some gradient component can be  $> 0$
- ...Because the constraint prevents from moving in that direction

How can we account for this?



## CG for the KEP: Partial Derivative

Linear Programs satisfy **strong duality**

This means that the constraints can be **turned into cost terms**:

$$\begin{aligned} \min \mathcal{L}(x, \lambda) &= - \sum_{j=1}^n w_j x_j + \sum_{i=1}^m \lambda_i \left( \sum_{j \in S} a_{ij} x_j - 1 \right) \\ \text{s.t. } x_j &\geq 0 \quad \forall j = 1..n \end{aligned}$$

The new cost function  $\mathcal{L}(x, \lambda)$  is called a **Lagrangian**

- It is possible to define **Lagrangian (or dual) multipliers**  $\lambda_i$
- S.t.  $\nabla \mathcal{L}$  behaves like a normal gradient for an optimal solution

**In fact, all LP solvers are capable to returning those  $\lambda$**



## CG for the KEP: Partial Derivative

So, we differentiate  $\mathcal{L}$  rather than the original cost

$$\frac{\partial \mathcal{L}(x_S^*)}{\partial x_j} = -w_j + \sum_{i=1}^m \lambda_i^* a_{ij}$$

- Where  $\lambda_i^*$  are the optimal multipliers for the  $x_S^*$  solution
  - Again, they are computed automatically by the solver
- I.e. this derivative is for one specific solution!

**This partial derivative is called a **reduced cost****

- Reduced costs can be computed by using standard formulas
- ...But here we have derived them step by step



## CG for the KEP: Building Variables

Now we need to specify how to build a variable, i. the  $g(y)$  function

$$\begin{aligned} \min \quad & - \sum_{j=1}^n w_j x_j \\ \text{s.t.} \quad & \sum_{j=1}^n a_{ij} x_j \leq 1 \quad \forall i = 1..m \\ & x_j \geq 0 \quad \forall j = 1..n \end{aligned}$$

The basic decision  $y_i$  consists in choosing whether to include node  $i$

- When we set  $y_i = 1$ , for a previously unused variable  $x_j$
- ...We increase  $w_j$  by 1 and we set  $a_{ij} = 1$





## CG for the KEP: Pricing Problem

The goal of the pricing problem is to minimize  $\partial f(x_S^*)/\partial g(y)$

In practice this mean computeing the reduced cost:

$$\frac{\partial f(x_S^*)}{\partial x_j} = -w_j + \sum_{i=1}^m \lambda_i^* a_{ij}$$

...Expressed as a function of  $y$ :

$$\frac{\partial f(x_S^*)}{\partial g(y)} = - \underbrace{\sum_{i=1}^m y_i}_{w_j} + \sum_{i=1}^m \lambda_i^* y_i$$

■ This is true since we can decide which nodes to include



# CG for the KEP: Pricing Problem

Overall, our pricing problem is as follows:

$$\operatorname{argmin} \sum_{i=1}^m y_i (-1 + \lambda_i^*)$$

s.t.  $y$  defines a cycle

$$\sum_{i=1}^m y_i \leq C$$

$$y_i \in \{0, 1\} \quad \forall i = 1..m$$

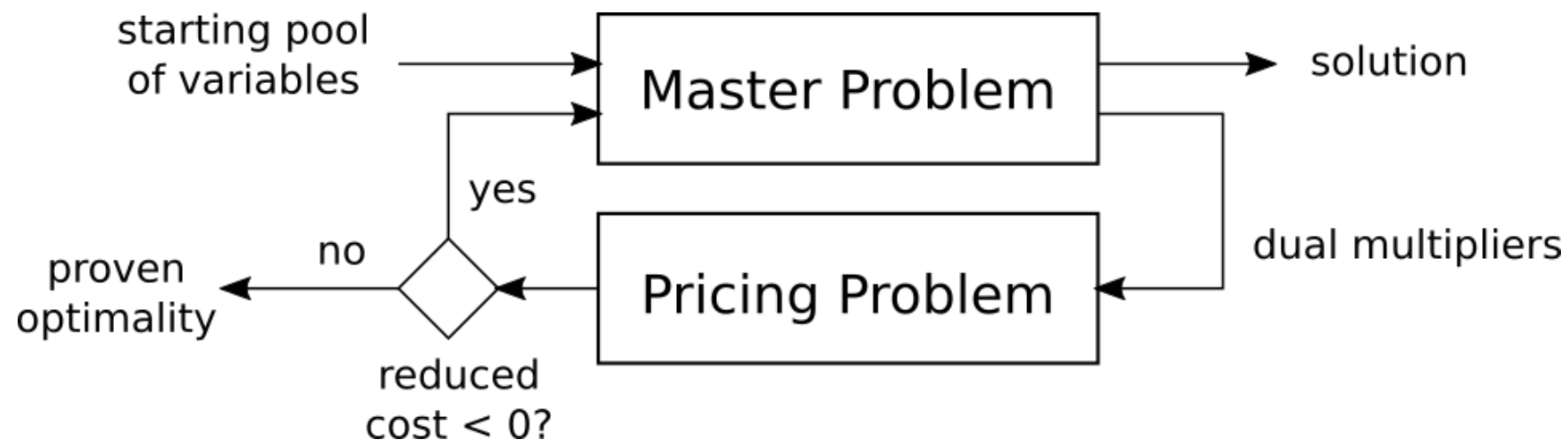
- Our selection nodes should have minimal weight
- ...It should define a cycle
- ...And it should not be too large



# Column Generation

## Overall, this is how CG is set up for Linear Programs

...Which are by far the most common application case:



- After every MP iteration, we obtain the dual multiplier
- ...Then we solve the pricing problem to obtain the best possible variable
- If the corresponding reduced cost is  $\geq 0$ , we proved optimality
- Otherwise, we keep on looping

