Phoenix: Integer Programming Using Branch and Bound

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1 Introduction

For this project I used CPLEX (in Python) to solve the problem.

2 Model

2.1 Decision Variables

There were 3 sets of decision variables

1. A $1 \times n$ _tests vector u, where

$$u_j = \begin{cases} 1 & \text{If test } j \text{ was used} \\ 0 & \text{Otherwise} \end{cases}$$

2. A $1 \times n_{diseases}$ vector s, where

$$s_j = \begin{cases} 1 & \text{If disease } j \text{ was not tested for} \\ 0 & \text{Otherwise} \end{cases}$$

3. A n_diseases \times n_diseases matrix G, where

$$G_{jk} = \begin{cases} 1 & \text{If disease } j \text{ is tested more than } j \text{ and } k \text{ are tested together} \\ 0 & \text{Otherwise} \end{cases}$$

2.2 Constraints

There were four constraints

- 1. $\sum_{j} s_{j} = 1$. At most one disease is not tested for.
- 2. $\sum_{i} A_{ij} u_i \geq 1 s_j$. All diseases except one must be tested at least once
- 3. $G_{jk} + G_{kj} = 1$. Only one of the pair has to be tested more than the pair is tested.
- 4. $\sum_{i}(A_{ij}u_i A_{ij}A_{ik}u_i) \geq G_{jk}$. The number of times the first disease disease in a pair is tested for without the second member of the pair has to be more than the pair is tested together if the G value for that pair is 1.

3 Branch and Bound

3.1 Node Selection

Both depth-first search and best-first search are implemented in the solution. Best-first search performed significantly better (almost a 2x speedup) compared to using DFS. I also tried using a combination of the two (allowing DFS to get to a certain depth for all nodes and then using best), but that didn't create any performance improvements. This is handled in the branch function of the solver and best-first search is implemented using heapq.

3.2 Variable Selection

The variables are selected with some problem-specific context in mind.

- 1. First, it checks if all $u_j \in \mathcal{Z}$. If they are not, it picks the one which is furthest from being integer-valued (closest to .5) and chooses to branch on that
- 2. Next, it checks s to see if it has a 1. If it does not, it picks the variable closest to 1 and branches on that
- 3. Lastly, it looks for non-integer members of G and chooses to branch on the one furthest from being integer-valued

This is the configuration that gave the best performance, other variations in both order and how to pick the variable were used and this one ended up being the best. This is implemented in the get_next method.

3.3 Cutting

I decided to use Python because an answer online indicated that you could access the simplex tableau using docplex (which wasn't available in Java) in order to add Gomory cuts. Unfortunately, this turned out to not be true so cutting was not implemented.

4 Results

The correct answer was reached on all but two instances within the 5 minute time limit (and all finished under 15 minutes). It's possible that Java would have finished all in under 5, but I chose python to do cuts and by the time I learned they didn't work, I had already implemented the full solution here. Results were extremely sensitive to the type of search (DFS vs best-first) and the way variables were selected (changing to checking s before s was around a 20% slowdown, for instance).

5 Future Directions

I wanted to try and implement something similar to [Eth+20] or [BLP20], but it just wasn't practical for the timeframe of the project.

6 Logistics

I spent around 30 hours on the project.

References

- [BLP20] Yoshua Bengio, Andrea Lodi, and Antoine Prouvost. "Machine Learning for Combinatorial Optimization: a Methodological Tour d'Horizon". In: arXiv:1811.06128 [cs, stat] (Mar. 2020). arXiv: 1811.06128. URL: http://arxiv.org/abs/1811.06128 (visited on 04/04/2022).
- [Eth+20] Marc Etheve et al. "Reinforcement Learning for Variable Selection in a Branch and Bound Algorithm". In: arXiv:2005.10026 [cs, stat] 12296 (2020). arXiv: 2005.10026, pp. 176–185. DOI: 10.1007/978-3-030-58942-4_12. URL: http://arxiv.org/abs/2005.10026 (visited on 04/04/2022).