

# Discrete Optimization

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ULg - Institut Montefiore

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# Contents of the lecture

- Formulations
  - Guidelines for strong formulations
- Branch-and-bound algorithm
  - The best known technique to solve integer programs in general
- Flow problems
- Matching and assignment problems
- Dynamic programming
- Cutting planes for integer programs
- Totally unimodular problems
- Lagrangian relaxations

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# Modeling techniques

We consider several concepts that can be well modeled by **integer programs**

## Binary choice

A **choice** between 2 alternatives is modeled through a 0, 1-variable.

### Example

The **knapsack problem**

$$\begin{aligned} & \text{maximize} && \sum_{i=1}^n c_i x_i \\ & \text{subject to} && \sum_{i=1}^n a_i x_i \leq b \\ & && x_i \in \{0, 1\} \text{ for all } i = 1, \dots, n. \end{aligned}$$

## Forcing constraints

If decision  $B$  is taken **then** decision  $A$  must be taken.

|         |                          |
|---------|--------------------------|
| $x = 1$ | if decision $A$ is taken |
| $x = 0$ | otherwise                |

|         |                          |
|---------|--------------------------|
| $y = 1$ | if decision $B$ is taken |
| $y = 0$ | otherwise                |

The constraint reads

$$x \leq y$$

**Example** Facility location problem

## Disjunctive constraints

Consider  $x \geq 0, a \geq 0, c \geq 0$ . We want to model an **OR** constraint :

$$a^T x \geq b \quad \text{or} \quad c^T x \geq d$$

We introduce a variable  $y \in \{0, 1\}$  that represents whether **constraint 1** or **constraint 2** is satisfied.

$$a^T x \geq yb \quad \text{and} \quad c^T x \geq (1 - y)d.$$

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# Modeling techniques

## Restricted range of values

Suppose we want to formulate  $x \in \{a_1, a_2, \dots, a_m\}$ .

We introduce  $m$  **binary variables**  $y_j$ .

$$x = \sum_{j=1}^m a_j y_j, \quad \sum_{j=1}^m y_j = 1, \quad y_j \in \{0, 1\}$$

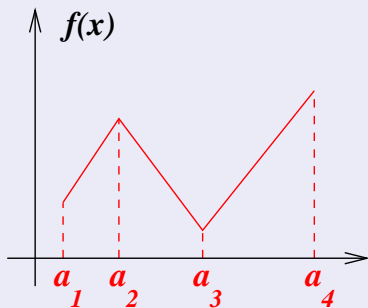
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## Arbitrary piecewise linear cost functions

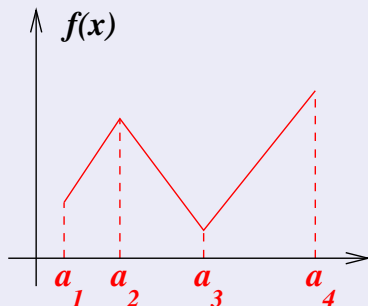


Introduce  $y_i \in \{0, 1\}$  such that

$$y_i = 1 \quad \text{if } x \in [a_i, a_{i+1}]$$

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# Guidelines for strong formulation

## The linear relaxation

Given

$$\begin{aligned} \min \quad & c^T x + d^T y \\ \text{s.t.} \quad & Ax + By = b \\ & x, y \geq 0 \\ & x \in \mathbb{Z}^n. \end{aligned}$$

Its **linear relaxation** is defined as

$$\begin{aligned} \min \quad & c^T x + d^T y \\ \text{s.t.} \quad & Ax + By = b \\ & x, y \geq 0 \\ & x \in \mathbb{R}^n. \end{aligned}$$

The linear relaxation gives important information about the optimal value of an integer program.

## Reminder : linear programming

If the objective is **linear** and the constraints are **linear**, we talk about **linear programming** (LP) or **linear optimization**.

### LP in standard form

$$\begin{aligned} \min \quad & c^T x \\ \text{s.t.} \quad & Ax = b \\ & x \in \mathbb{R}_+^n \end{aligned}$$

### Definition

A **polyhedron** is a set  $\{x \in \mathbb{R}^n \mid Ax \geq b\}$

A set of the form  $Ax \leq b$  is also a polyhedron.

A set  $\{x \in \mathbb{R}^n \mid Ax = b, x \geq 0\}$  is a polyhedron in **standard form**.

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## Graphic representation

We can represent a problem in two dimensions graphically.

Example :

$$\max x_1 + 2x_2 \quad (1)$$

$$-x_1 + 2x_2 \leq 1 \quad (2)$$

$$-x_1 + x_2 \leq 0 \quad (3)$$

$$4x_1 + 3x_2 \leq 12 \quad (4)$$

$$x_1, x_2 \geq 0 \quad (5)$$

# Graphic representation

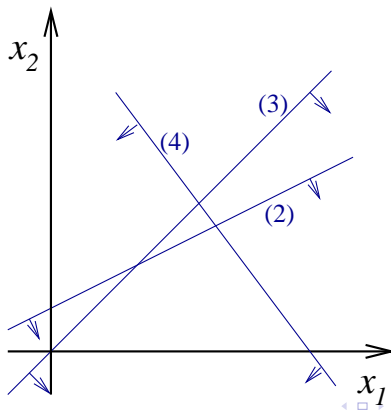
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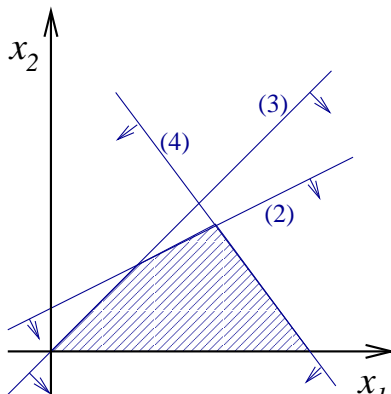
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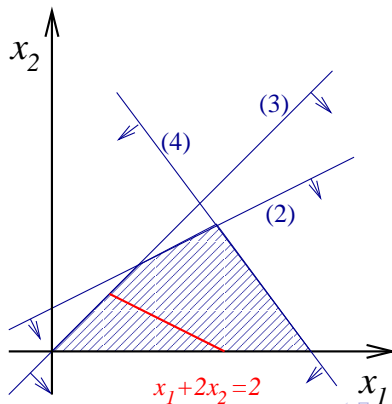
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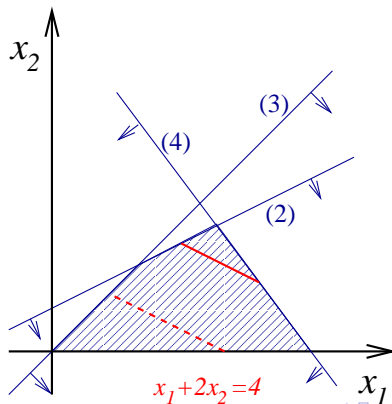
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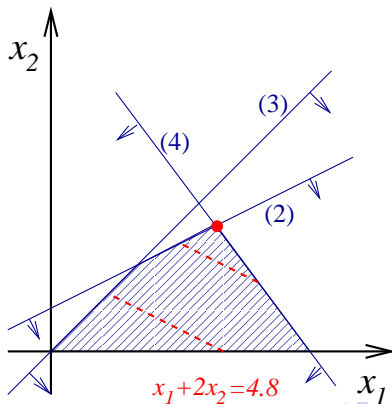
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# Extreme points and vertices

## Definition

Let  $P$  be a polyhedron. A point  $x \in P$  is an **extreme point** of  $P$  if there do not exist two points  $y, z \in P$  such that  $x$  is a convex combination of  $y$  and  $z$ .

## Definition

Let  $P$  be a polyhedron. A point  $x \in P$  is a **vertex** of  $P$  if there exists  $c \in \mathbb{R}^n$  such that  $c^T x < c^T y$  for all  $y \in P$  and  $y \neq x$ .

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## Degenerate cases

In the example we had a **unique solution** at a **vertex** of the **polyhedron**.  
Some degenerate cases can lead to different solutions.

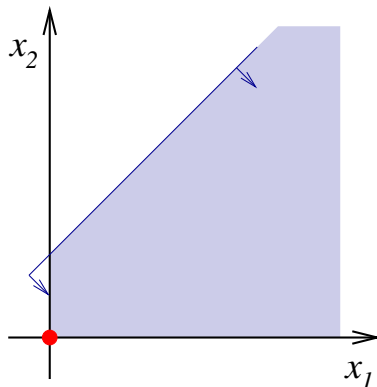
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$$\min x_1 + x_2$$

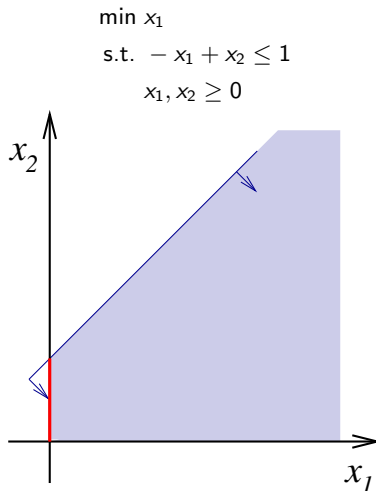
$$\text{s.t. } -x_1 + x_2 \leq 1$$

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## Degenerate cases

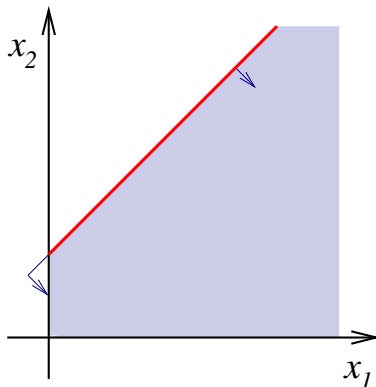
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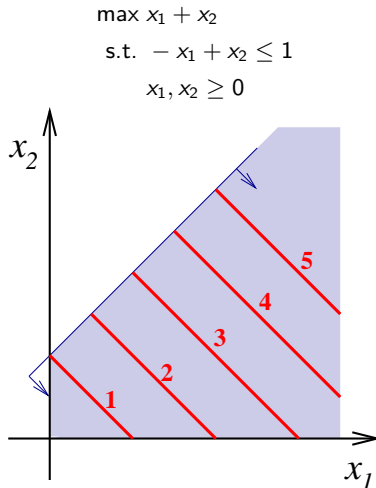
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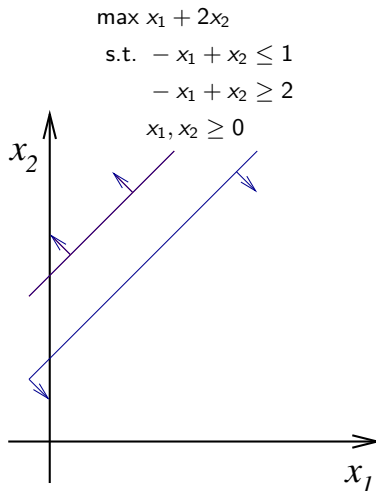
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## Bases of a polyhedron

We subdivide the equalities and inequalities into three categories :

$$a_i^T x \geq b_i \quad i \in M_{\geq}$$

$$a_i^T x \leq b_i \quad i \in M_{\leq}$$

$$a_i^T x = b_i \quad i \in M_{=}$$

### Definition

Let  $\bar{x}$  be a point satisfying  $a_i^T \bar{x} = b_i$  for some  $i \in M_{\geq}, M_{\leq}$  or  $M_{=}$ . The constraint  $i$  is said to be **active** or **tight**.

# Bases of a polyhedron

## Definition

Let  $P$  be a polyhedron and let  $\bar{x} \in \mathbb{R}^n$ .

(a)  $\bar{x}$  is a **basic solution** if

- ▶ all equalities ( $i \in M_{=}$ ) are **active**
- ▶ among the active constraints, there are  $n$  **linearly independent**

(b) if  $\bar{x}$  is a basic solution **that satisfies all constraints**, then  $\bar{x}$  is a **feasible basic solution**.

## Theorem

Let  $P$  be a polyhedron and let  $\bar{x} \in P$ . The three following statements are equivalent.

- (i)  $\bar{x}$  is a **vertex**
- (ii)  $\bar{x}$  is an **extreme point**
- (iii)  $\bar{x}$  is a **basic feasible solution**



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## Comparing two formulations

To compare **two formulations**  $P^1$  and  $P^2$  with the same **integer feasible points**, we consider their respective **linear relaxations**  $P_{LP}^1, P_{LP}^2$ .

### Comparing two formulations

$P^1$  is **better** than  $P^2$  if

$$P_{LP}^1 \subset P_{LP}^2$$

### Ideal formulation

If  $\mathcal{F} = \{x_1, \dots, x_k\}$  is the set of **feasible solutions**, an **ideal formulation** is

$$\text{conv}(\mathcal{F})$$

**Example** : The facility location problem

**Example** : The pigeonhole principle

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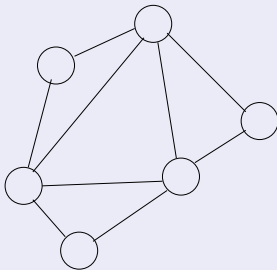
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# Comparing two formulations for graph problems

## The minimum spanning tree

Let  $G = (V, E)$  be an undirected graph. Every edge has a **cost**  $c_e$ . We look for the tree with the **minimum total cost**.



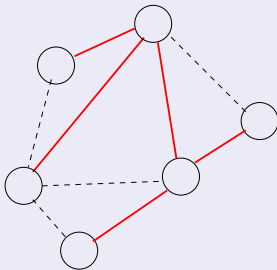
Constraints to encode :

- A tree should have  $n - 1$  **edges** where  $n$  is the number of nodes
- A tree **cannot have a cycle** or equivalently  
A tree must be **connected**

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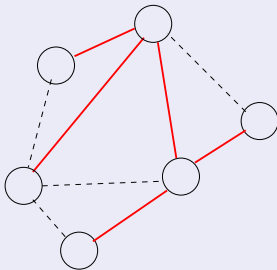
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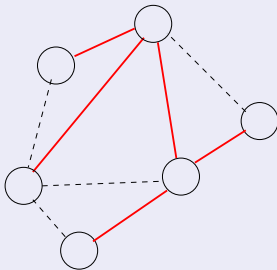
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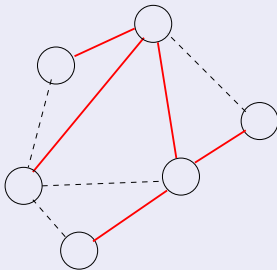
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# Subtour elimination formulation

## Integer formulation

$$P_{sub}^I = \{x_e \in \{0,1\} \mid \sum_{e \in E} x_e = n - 1$$
$$\sum_{e \in E(S)} x_e \leq |S| - 1, \quad S \subset V, S \neq \emptyset, V \}$$

## Linear programming relaxation

$$P_{sub} = \{x_e \in [0,1] \mid \sum_{e \in E} x_e = n - 1$$
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# The traveling salesman problem

## Subtour elimination formulation

$$P_{tspsub}^I = \{x_e \in \{0, 1\} \mid \sum_{e \in \delta(\{i\})} x_e = 2 \text{ for all } i \in V$$
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If  $P_{tspsub}$  and  $P_{tspcut}$  are the respective linear relaxations,

$$P_{tspsub} = P_{tspcut}$$

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