

Branch & Bound and Knapsack Lab

Objectives

- Perform the branch and bound algorithm
- Apply branch and bound to the knapsack problem
- Understand the geometry of the branch and bound algorithm

Brief description: In this lab, we will try solving an example of a knapsack problem with the branch-and-bound algorithm. We will also see how adding a cutting plane helps in reducing the computation time and effort of the algorithm. Lastly, we will explore the geometry of the branch and bound algorithm.

```
In [1]: # imports -- don't forget to run this cell
import pandas as pd
import gilp
from gilp.visualize import feasible_integer_pts
from ortools.linear_solver import pywraplp as OR
```

Part 1: Branch and Bound Algorithm

Recall that the branch and bound algorithm (in addition to the simplex method) allows us to solve integer programs. Before applying the branch and bound algorithm to the knapsack problem, we will begin by reviewing some core ideas. Furthermore, we will identify a helpful property that will make branch and bound terminate quicker later in the lab!

Q1: What are the different ways a node can be fathomed during the branch and bound algorithm? Describe each.

A: One way that a node can be fathomed during the branch and bound algorithm is when you do not need to search farther since you get an integer value when you solve the LP and the other LP results in a value that is greater (when minimizing). In this case, no better solution can possibly be found. You would also stop if all x_i values are integer values/ constraint is integer. Or if you add an extra constraint, there is no solution.

Q2: Suppose you have a maximization integer program and you solve its linear program relaxation. What does the LP-relaxation optimal value tell you about the IP optimal value? What if it is a minimization problem?

A: If it is a maximization integer program, the LP gives the upper bound of the optimal value for the IP. However, if it is a minimization problem, the LP gives a lower bound for the optimal value of the IP.

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Q3: Assume you have a maximization integer program with all integral coefficients in the objective function. Now, suppose you are running the branch and bound algorithm and come across a node with an optimal value of 44.5. The current incumbent is 44. Can you fathom this node? Why or why not?

A: You would not fathom the node. This is because the optimal value of 44.5 is greater than 44, so there is a possibility that there may be a better solution that can be found when the node is fathomed.

Q4: If the optimal solution to the LP relaxation of the original program is integer, then you have found an optimal solution to your integer program. Explain why this is true.

A: There are two reasons to this. LP gives the optimal value so if you perform the LP and you get an integer value, you don't need to search any further as you have already found an integer value optimal solution. The second reason is that there would be no branches of the tree to search since the integer can not be rounded up or down to create 2 branches.

Q5: If the LP is infeasible, then the IP is infeasible. Explain why this is true.

A: While we go through and solve each branch, we perform the LP relaxation, if you cannot find a value for LP, you are unable to find a value to the corresponding IP. This is due to the fact that we are using LP to find IP.

The next questions ask about the following branch and bound tree. If the solution was not integral, the fractional x_i that was used to branch is given. If the solution was integral, it is denoted *INT*. In the current iteration of branch and bound, you are looking at the node with the *.



Q6: Can you determine if the integer program this branch and bound tree is for is a minimization or maximization problem? If so, which is it?

A: It is for a minimization. When we do branch and bound, we go to the 17.8 and by adding another constraint our value only increases. If the value increases, it's a minimization problem.

Hint: For **Q7-8**, you can assume integral coefficients in the objective function.

Q7: Is the current node (marked z^*) fathomed? Why or why not? If not, what additional constraints should be imposed for each of the next two nodes?

A: No, it is not fathomed. 16.3 is better than 17.8, so it can still be explored.

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Q8: Consider the nodes under the current node (where $z = 16.3$). What do you know about the optimal value of these nodes? Why?

A: The optimal values of this node will be better than or equal to 16.3 since this is a minimization problem.

Part 2: The Knapsack Problem

In this lab, you will solve an integer program by branch and bound. The integer program to be solved will be a knapsack problem.

Knapsack Problem: We are given a collection of n items, where each item $i = 1, \dots, n$ has a weight w_i and a value v_i . In addition, there is a given capacity W , and the aim is to select a maximum value subset of items that has a total weight at most W . Note that each item can be brought at most once.

max

Consider the following data which we import from a CSV file:

```
In [13]: data = pd.read_csv('knapsack_data_1.csv', index_col=0)
data
```

Out[13]:

	value	weight
item		
1	50	10
2	30	12
3	24	10
4	14	7
5	12	6
6	10	7
7	40	30

and $W = 18$.

Q9: Are there any items we can remove from our input to simplify this problem? Why? If so, replace `index` with the item number that can be removed in the code below. Hint: how many of each item could we possibly take?

A: We can remove item 7 because the weight is bigger than 18.

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```
In [14]: # TODO: replace
data = data.drop(7)
```

Q10: If we remove item 7 from the knapsack, it does not change the optimal solution to the integer program. Explain why.

A: The weight of item 7 was 30 and the weight we can have is 18, $30 > 18$.

Q11: Consider removing items i such that $w_i > W$ from a knapsack input. How does the LP relaxation's optimal value change?

A: It does not change.

In **Q10-11**, you should have found that removing these items removes feasible solutions from the linear program but does not change the integer program. This is desirable as the gap between the optimal IP and LP values can become smaller. By adding this step, branch and bound may terminate sooner.

Recall that a branch and bound node can be fathomed if its bound is no better than the value of the best feasible integer solution found thus far. Hence, it helps to have a good feasible integer solution as quickly as possible (so that we stop needless work). To do this, we can first try to construct a good feasible integer solution by a reasonable heuristic algorithm before starting to run the branch and bound procedure.

In designing a heuristic for the knapsack problem, it is helpful to think about the value per unit weight for each item. We compute this value in the table below.

```
In [15]: data['value per unit weight'] = (data['value'] / data['weight']).round(2)
data
```

Out[15]:

	value	weight	value per unit weight
item			
1	50	10	5.00
2	30	12	2.50
3	24	10	2.40
4	14	7	2.00
5	12	6	2.00
6	10	7	1.43

Q12: Design a reasonable heuristic for the knapsack problem. Note a heuristic aims to find a decent solution to the problem (but is not necessarily optimal).

A: Take items whose weights w_i add up to weight of W or less.

Q13: Run your heuristic on the data above to compute a good feasible integer solution. Your heuristic should generate a feasible solution with a value of 64 or better. If it does not, try a different heuristic (or talk to your TA!)

A: Item 1 and 4, $50+14=64$.

We will now use the branch and bound algorithm to solve this knapsack problem! First, let us define a mathematical model for the linear relaxation of the knapsack problem.

Q14: Complete the model below.

```
In [45]: def Knapsack(table, capacity, integer = False):
          """Model for solving the Knapsack problem.

          Args:
              table (pd.DataFrame): A table indexed by items with a column for
              value and weight
              capacity (int): An integer-capacity for the knapsack
              integer (bool): True if the variables should be integer. False o
              therwise.
          """
          ITEMS = list(table.index)          # set of items
          v = table.to_dict()['value']        # value for each item
          w = table.to_dict()['weight']      # weight for each item
          W = capacity                       # capacity of the knapsack

          # define model
          m = OR.Solver('knapsack', OR.Solver.CBC_MIXED_INTEGER_PROGRAMMING)

          # decision variables
          x = {}
          for i in ITEMS:
              if integer:
                  x[i] = m.IntVar(0, 1, 'x_%d' % (i))
              else:
                  x[i] = m.NumVar(0, 1, 'x_%d' % (i))

          # define objective function here
          m.Maximize(sum(v[i]*x[i] for i in ITEMS))

          # TODO: Add a constraint that enforces that weight must not exceed c
          apacity
          # recall that we add constraints to the model using m.Add()
          m.Add(sum(w[i]*x[i] for i in ITEMS) <= W)
          return (m, x) # return the model and the decision variables
```

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```
In [46]: # You do not need to do anything with this cell but make sure you run it!
def solve(m):
    """Used to solve a model m."""
    m.Solve()

    print('Objective =', m.Objective().Value())
    print('iterations :', m.iterations())
    print('branch-and-bound nodes :', m.nodes())

    return ({var.name() : var.solution_value() for var in m.variables
    ()})
```

We can now create a linear relaxation of our knapsack problem. Now, `m` represents our model and `x` represents our decision variables.

```
In [47]: m, x = Knapsack(data, 18)
```

We can use the next line to solve the model and output the solution

```
In [48]: solve(m)

Objective = 70.0
iterations : 0
branch-and-bound nodes : 0

Out[48]: {'x_1': 1.0,
          'x_2': 0.6666666666666667,
          'x_3': 0.0,
          'x_4': 0.0,
          'x_5': 0.0,
          'x_6': 0.0}
```

Q15: How does this optimal value compare to the value you found using the heuristic integer solution?

A: This optimal value is better than our previous heuristic integer solution, $70 > 64$.

Q16: Should this node be fathomed? If not, what variable should be branched on and what additional constraints should be imposed for each of the next two nodes?

A: It should not be fathomed because x_2 is not an integer value. x_2 should be branched onto.

After constructing the linear relaxation model using `Knapsack(data1, 18)` we can add additional constraints. For example, we can add the constraint $x_2 \leq 0$ and solve it as follows:

```
In [49]: m, x = Knapsack(data, 18)
m.Add(x[2] <= 0)
solve(m)
```

```
Objective = 69.2
iterations : 0
branch-and-bound nodes : 0
```

```
Out[49]: {'x_1': 1.0, 'x_2': 0.0, 'x_3': 0.8, 'x_4': 0.0, 'x_5': 0.0, 'x_6': 0.0}
```

NOTE: The line `m, x = Knapsack(data1, 18)` resets the model `m` to the LP relaxation. All constraints from branching have to be added each time.

Q17: Use the following cell to compute the optimal value for the other node you found in **Q16**.

```
In [57]: m, x = Knapsack(data, 18)
m.Add(x[2] >= 1)
solve(m)
```

```
Objective = 60.0
iterations : 0
branch-and-bound nodes : 0
```

```
Out[57]: {'x_1': 0.60000000000000001,
          'x_2': 1.0,
          'x_3': 0.0,
          'x_4': 0.0,
          'x_5': 0.0,
          'x_6': 0.0}
```

Q18: What was the optimal value? Can this node be fathomed? Why? (Hint: In **Q13**, you found a feasible integer solution with value 64.)

A: The optimal value was 60 which is less than 64. The node can be fathomed because each iteration will only lead to a lower number since this is a maximization.

If we continue running the branch and bound algorithm, we will eventually reach the branch and bound tree below where the z^* indicates the current node we are looking at.



Q19: The node with $z = 64.857$ was fathomed. Why are we allowed to fathom this node? (Hint: think back to **Q3**)

A: We are allowed to fathom this node because it would give a less optimal solution.

Q20: Finish running branch and bound to find the optimal integer solution. Use a separate cell for each node you solve and indicate if the node was fathomed with a comment. (Hint: Don't forget to include the constraints further up in the branch and bound tree.)

```
In [60]: # Template
m, x = Knapsack(data, 18)
m.Add(x[2] <= 0)
m.Add(x[3] <= 0)
m.Add(x[4] >= 1)
m.Add(x[5] <= 0)
m.Add(x[6] >= 1)

solve(m)

m, x = Knapsack(data, 18)
m.Add(x[2] <= 0)
m.Add(x[3] <= 0)
m.Add(x[4] >= 1)
m.Add(x[5] <= 0)
m.Add(x[6] <= 0)
solve(m)
# fathomed?

Objective = 44.0
iterations : 0
branch-and-bound nodes : 0
Objective = 64.0
iterations : 0
branch-and-bound nodes : 0

Out[60]: {'x_1': 1.0, 'x_2': 0.0, 'x_3': 0.0, 'x_4': 1.0, 'x_5': 0.0, 'x_6': 0.0}
```

In []:

In []:

A: 44 and 64.

Q21: How many nodes did you have to explore while running the branch and bound algorithm?

A: We explore 5 nodes.

In the next section, we will think about additional constraints we can add to make running branch and bound quicker.

Part 3: Cutting Planes

In general, a cutting plane is an additional constraint we can add to an integer program's linear relaxation that removes feasible linear solutions but does not remove any integer feasible solutions. This is very useful when solving integer programs! Recall many of the problems we have learned in class have something we call the "integrality property". This is useful because it allows us to ignore the integrality constraint since we are guaranteed to reach an integral solution. By cleverly adding cutting planes, we strive to remove feasible linear solutions (without removing any integer feasible solutions) such that the optimal solution to the linear relaxation is integral!

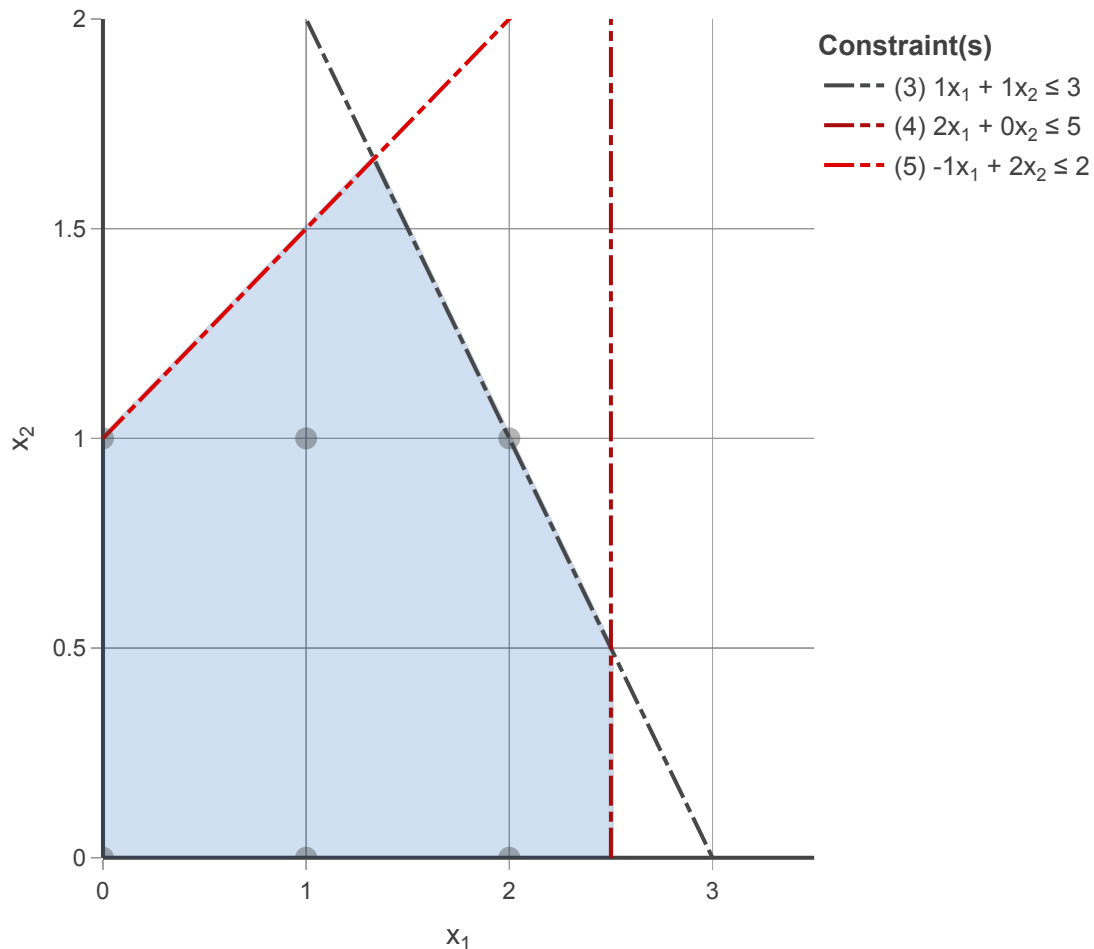
Consider an integer program whose linear program relaxation is

$$\begin{aligned} \max \quad & 2x_1 + x_2 \\ \text{s.t.} \quad & x_1 + x_2 \leq 3 \\ & 2x_1 \leq 5 \\ & -x_1 + 2x_2 \leq 2 \\ & x_1, x_2 \geq 0 \end{aligned}$$

We can define this linear program and then visualize its feasible region. The integer points have been highlighted.

```
In [61]: lp = gilp.LP([[1,1],[2,0],[-1,2]],
                      [3,5,2],
                      [2,1])
fig = gilp.lp_visual(lp)
fig.set_axis_limits([3.5,2])
fig.add_trace(feasible_integer_pts(lp, fig))
fig
```

Geometric Interpretation of LPs



Q22: List every feasible solution to the integer program.

A: (0,0), (1,0), (2,0), (0,1), (1,1), (2,1)

Q23: Is the constraint $x_2 \leq 1$ a cutting plane? Why? (Hint: Would any feasible integer points become infeasible? What about feasible linear points?)

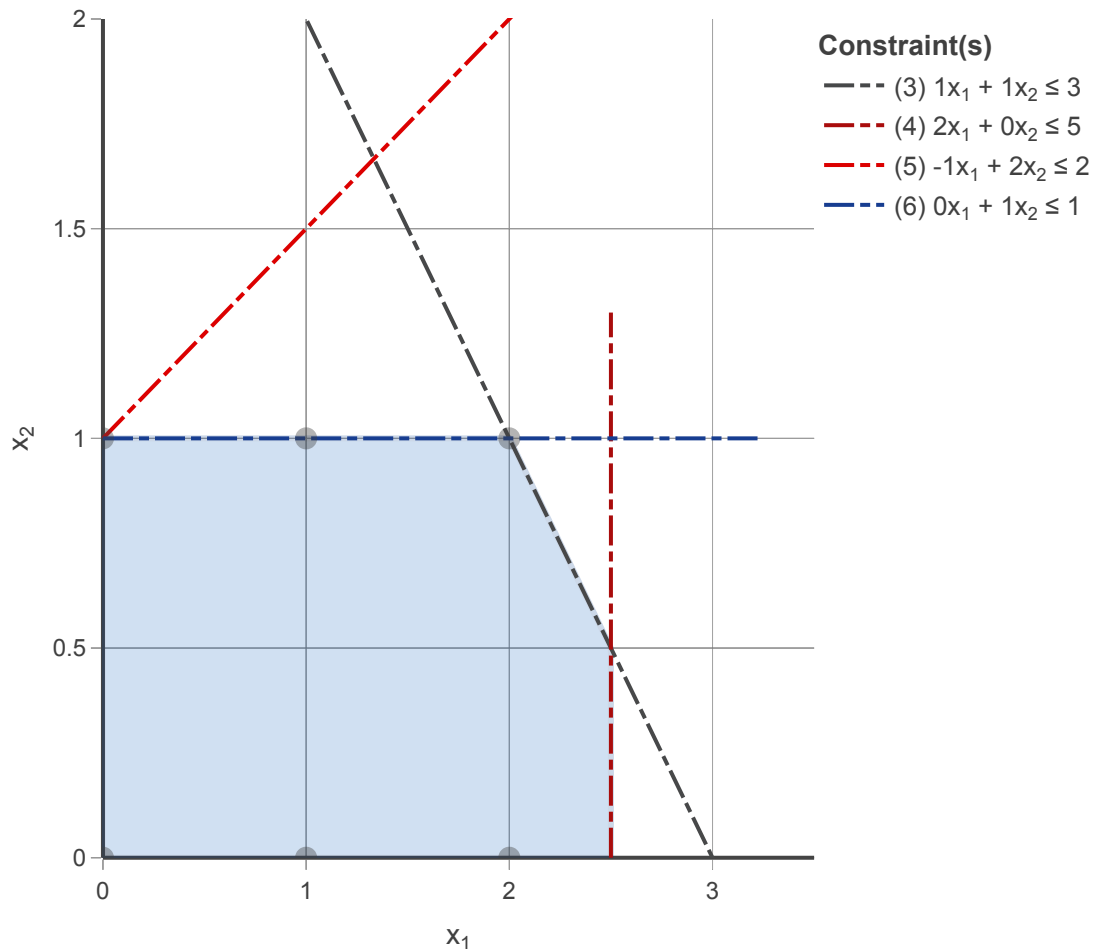
A: Yes, no integer points would become infeasible but the optimal LP solution is now infeasible.

Let's add this cutting plane to the LP relaxation!

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```
In [62]: lp = gilp.LP([[1,1],[2,0],[-1,2],[0,1]],
                      [3,5,2,1],
                      [2,1])
fig = gilp.lp_visual(lp)
fig.set_axis_limits([3.5,2])
fig.add_trace(feasible_integer_pts(lp, fig))
fig
```

Geometric Interpretation of LPs



Q24: Is the constraint $x_1 \leq 3$ a cutting plane? Why?

A: No, it does not exclude LP solutions.

Q25: Can you provide another cutting plane? If so, what is it?

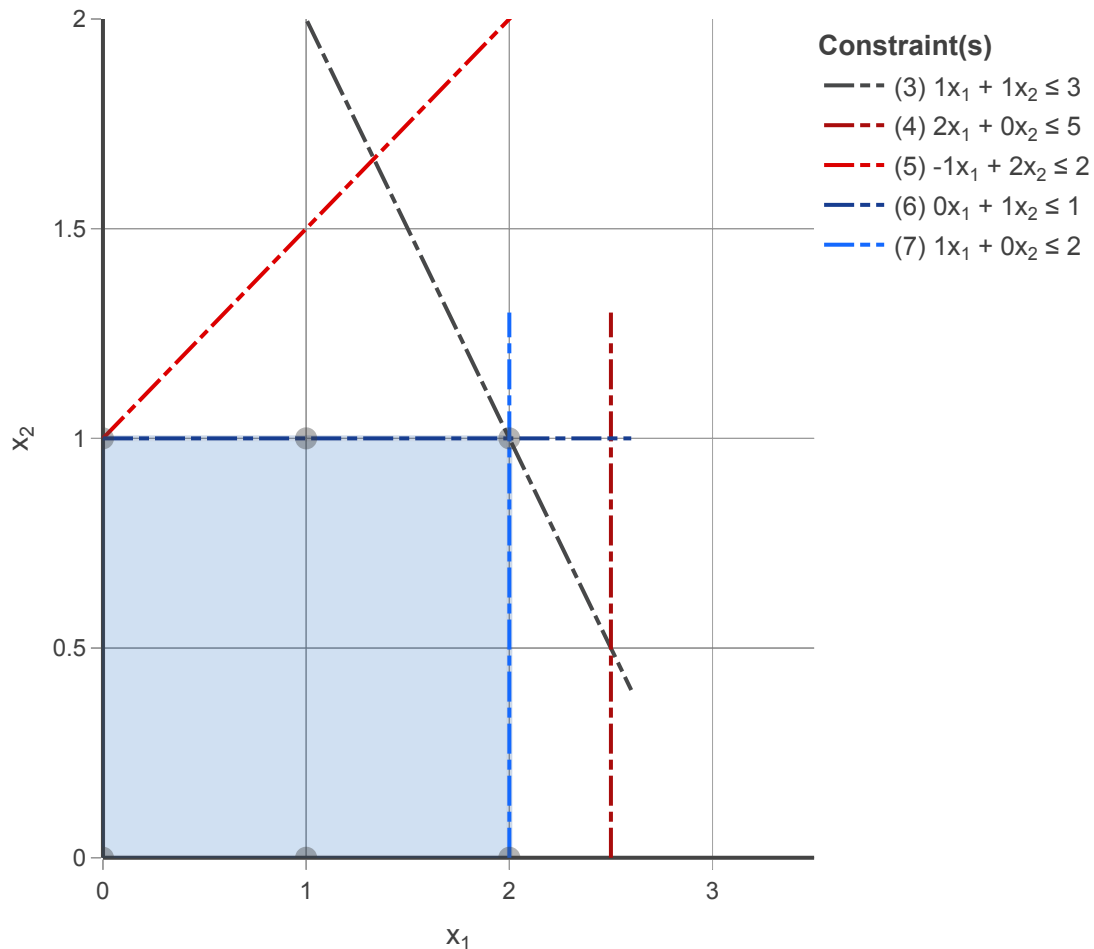
A: We can do $x_1 \leq 2$

Let's look at the feasible region after adding the cutting plane from **Q23** and one of the possible answers from **Q25**. Notice the optimal solution to the LP relaxation is now integral!

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```
In [63]: lp = gilp.LP([[1,1],[2,0],[-1,2],[0,1],[1,0]],
                      [3,5,2,1,2],
                      [2,1])
fig = gilp.lp_visual(lp)
fig.set_axis_limits([3.5,2])
fig.add_trace(feasible_integer_pts(lp, fig))
fig
```

Geometric Interpretation of LPs



Let's try applying what we know about cutting planes to the knapsack problem! Again, recall our input was $W = 18$ and:

In [64]: data

Out[64]:

	value	weight	value per unit weight
item			
1	50	10	5.00
2	30	12	2.50
3	24	10	2.40
4	14	7	2.00
5	12	6	2.00
6	10	7	1.43

Q26: Look at items 1, 2, and 3. How many of these items can we take simultaneously? Can you write a new constraint to capture this? If so, please provide it.

A: We can only do one because taking 2 would not satisfy the weight constraint. $x_1 + x_2 + x_3 \leq 1$

Q27: Is the constraint you found in **Q26** a cutting plane? If so, provide a feasible solution to the linear program relaxation that is no longer feasible (i.e. a point the constraint *cuts off*).

A: Yes, it does not cut off any integer feasible solutions.

Q28: Provide another cutting plane involving items 4,5 and 6 for this integer program. Explain how you derived it.

A: $x_4 + x_5 + x_6 \leq 2$

Q29: Add the cutting planes from **Q26** and **Q28** to the model and solve it. You should get a solution in which we take items 1 and 4 and $\frac{1}{6}$ of item 5 with an objective value of 66.

```
In [65]: m, x = Knapsack(data, 18)
m.Add(x[1] + x[2] + x[3] <= 1)
m.Add(x[4] + x[5] + x[6] <= 2)
solve(m)
```

```
Objective = 66.0
iterations : 0
branch-and-bound nodes : 0
```

```
Out[65]: {'x_1': 1.0,
          'x_2': 0.0,
          'x_3': 0.0,
          'x_4': 1.0,
          'x_5': 0.16666666666666666,
          'x_6': 0.0}
```

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Let's take a moment to pause and reflect on what we are doing. Recall from **Q9-11** that we dropped item 7 because its weight was greater than the capacity of the knapsack. Essentially we added the constraint $x_7 \leq 0$. This constraint was a cutting plane! It eliminated some linear feasible solutions but no integer ones. By adding these two new cutting planes, we can get branch and bound to terminate earlier yet again! So far, we have generated cutting planes by inspection. However, there are more algorithmic ways to identify them (which we will ignore for now).

If we continue running the branch and bound algorithm, we will eventually reach the branch and bound tree below where the z^* indicates the current node we are looking at.



NOTE: Do not forget about the feasible integer solution our heuristic gave us with value 64.

Q30 Finish running branch and bound to find the optimal integer solution. Use a separate cell for each node you solve and indicate if the node was fathomed with a comment. Hint: Don't forget the cutting plane constraints should be included in every node of the branch and bound tree.

```
In [71]: # Template
m, x = Knapsack(data, 18)
m.Add(x[1] + x[2] + x[3] <= 1)
m.Add(x[4] + x[5] + x[6] <= 2)
m.Add(x[4] <= 0)
solve(m)

m, x = Knapsack(data, 18)
m.Add(x[1] + x[2] + x[3] <= 1)
m.Add(x[4] + x[5] + x[6] <= 2)
m.Add(x[4] >= 1)
solve(m)
# fathomed?
```

```
Objective = 64.85714285714286
iterations : 0
branch-and-bound nodes : 0
Objective = 66.0
iterations : 0
branch-and-bound nodes : 0
```

```
Out[71]: {'x_1': 1.0,
          'x_2': 0.0,
          'x_3': 0.0,
          'x_4': 1.0,
          'x_5': 0.16666666666666674,
          'x_6': 0.0}
```

In []:

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In []:

A: The optimal integer solution is 64.

Q31: Did you find the same optimal solution? How many nodes did you explore? How did this compare to the number you explored previously?

A: We explored 3 nodes and found the same optimal integer solution

Part 4: Geometry of Branch and Bound

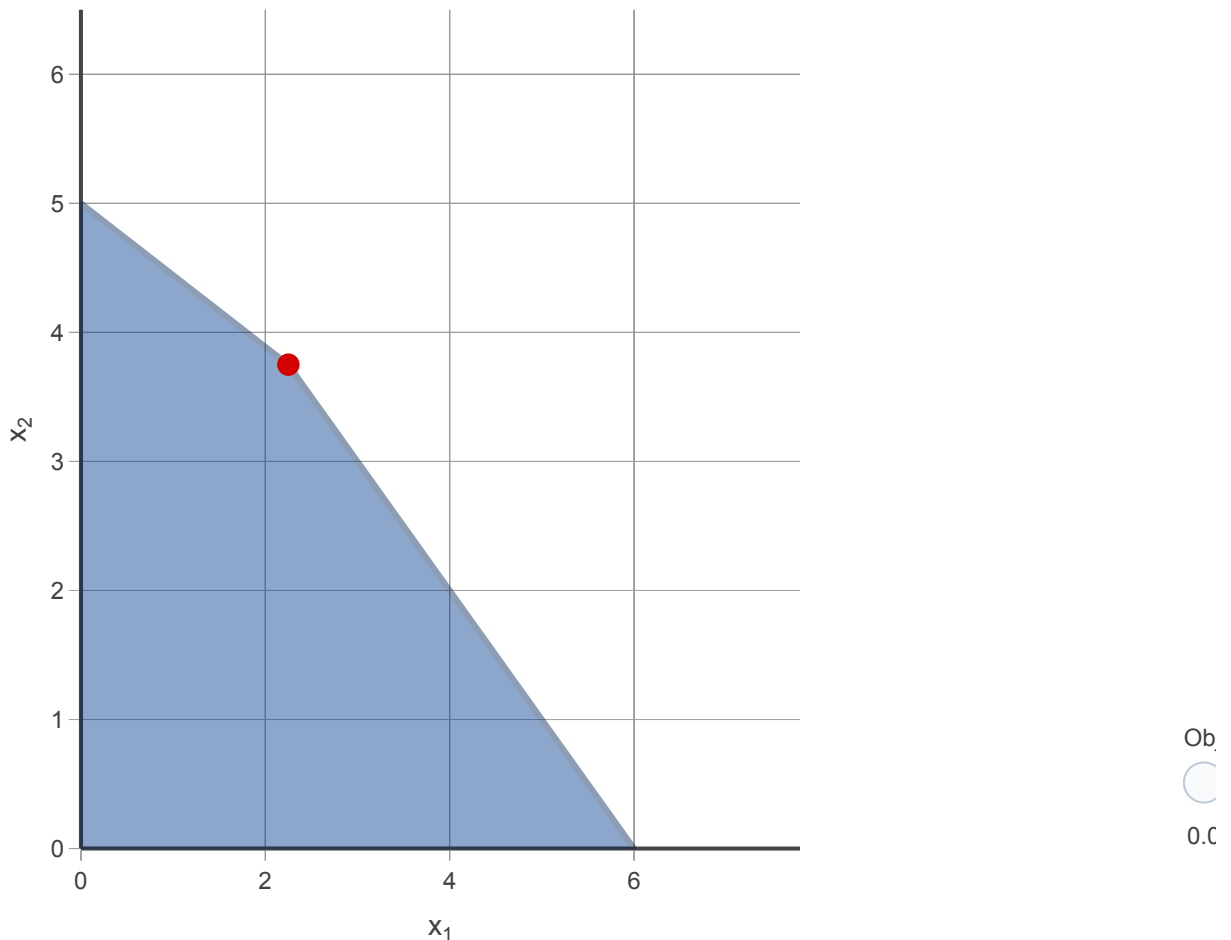
Previously, we used the `gilp` package to visualize the simplex algorithm but it also has the functionality to visualize branch and bound. We will give a quick overview of the tool. Similar to `lp_visual` and `simplex_visual`, the function `bnb_visual` takes an `LP` and returns a visualization. It is assumed that every decision variable is constrained to be integer. Unlike previous visualizations, `bnb_visual` returns a series of figures for each node of the branch and bound tree. Let's look at a small 2D example:

$$\begin{aligned} \max \quad & 5x_1 + 8x_2 \\ \text{s.t.} \quad & x_1 + x_2 \leq 6 \\ & 5x_1 + 9x_2 \leq 45 \\ & x_1, x_2 \geq 0, \end{aligned}$$

```
In [72]: nodes = gilp.bnb_visual(gilp.examples.STANDARD_2D_IP)
```

```
In [73]: nodes[0].show()
```

Geometric Interpretation of LPs



Run the cells above to generate a figure for each node and view the first node. At first, you will see the LP relaxation on the left and the root of the branch and bound tree on the right. The simplex path and isoprofit slider are also present.

Q32: Recall the root of a branch and bound tree is the unaltered LP relaxation. What is the optimal solution? (Hint: Use the objective slider and hover over extreme points).

A: the optimal is 41.71

Q33: Assume that we always choose the variable with the minimum index to branch on if there are multiple options. Write down (in full) each of the LPs we get after branching off the root node.

A: $x_1 \leq 2$, $x_1 \geq 3$

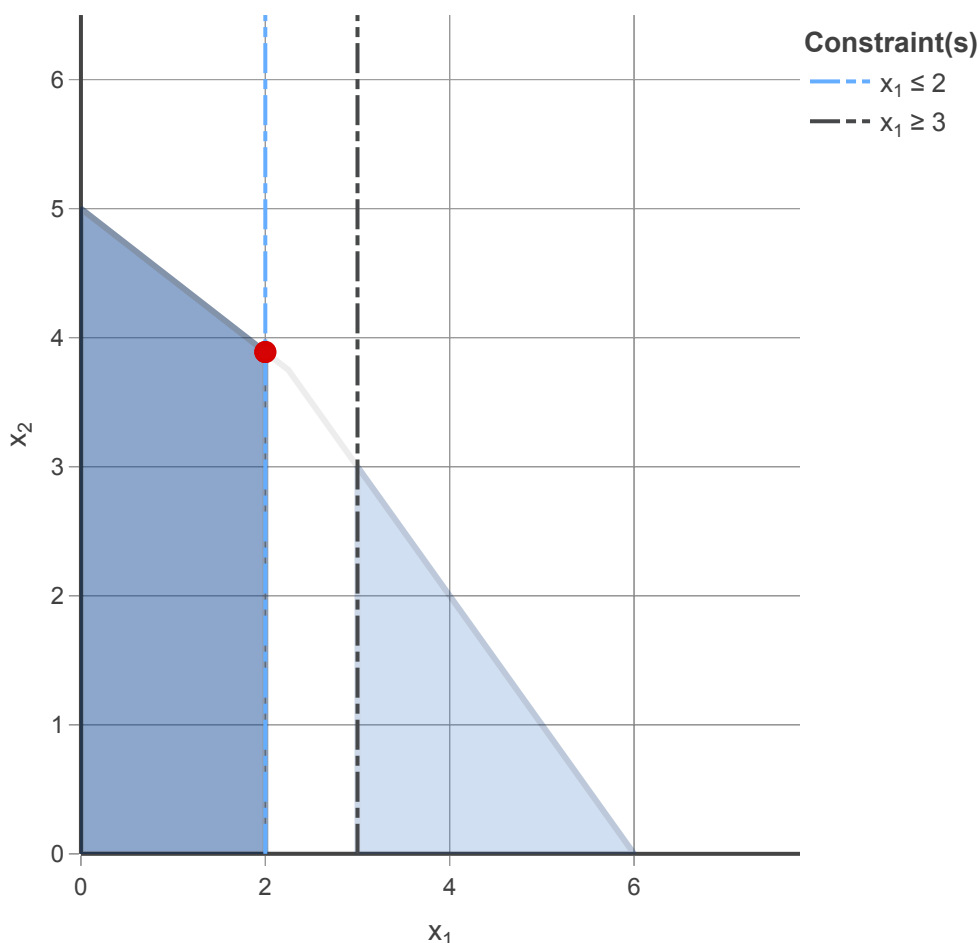
Q34: Draw the feasible region to each of the LPs from **Q33** on the same picture.

A: did with pencil and paper

Run the following cell to see if the picture you drew in **Q34** was correct.

```
In [75]: nodes[1].show()
```

Geometric Interpretation of LPs



x_1
41.
 $x^* = (2$

Ob.
0.0

The outline of the original LP relaxation is still shown on the left. Now that we have eliminated some of the fractional feasible solutions, we now have 2 feasible regions to consider. The darker one is the feasible region associated with the current node which is also shaded darker in the branch and bound tree. The unexplored nodes in the branch and bound tree are not shaded in.

Q35: Which feasible solutions to the LP relaxation are removed by this branch?

A: The feasible solutions to the LP that are removed are any solutions where x_1 is between 2 and 3.

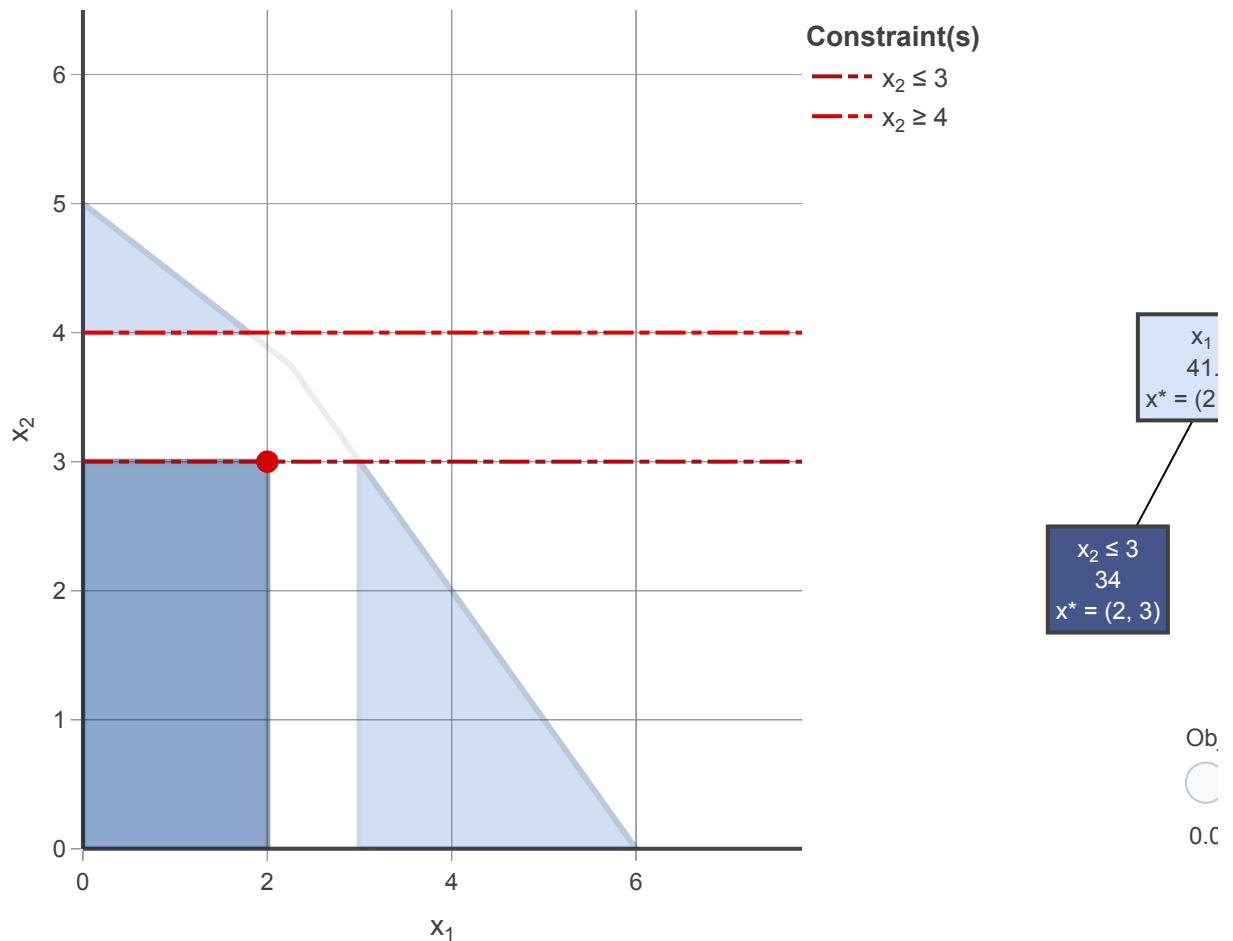
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Q36: At the current (dark) node, what constraints will we add? How many feasible regions will the original LP relaxation be broken into?

A: Add that $x_2 \geq 4$, $x_2 \leq 3$

In [76]: `nodes[2].show()`

Geometric Interpretation of LPs



Q37: What is the optimal solution at the current (dark) node? Do we have to further explore this branch? Explain.

A: The optimal solution is 34. We have an integer so we do not need to explore the branch further.

Q38: Recall shaded nodes have been explored and the node shaded darker (and feasible region shaded darker) correspond to the current node and its feasible region. Nodes not shaded have not been explored. How many nodes have not yet been explored?

A: 2 nodes have not been explored.

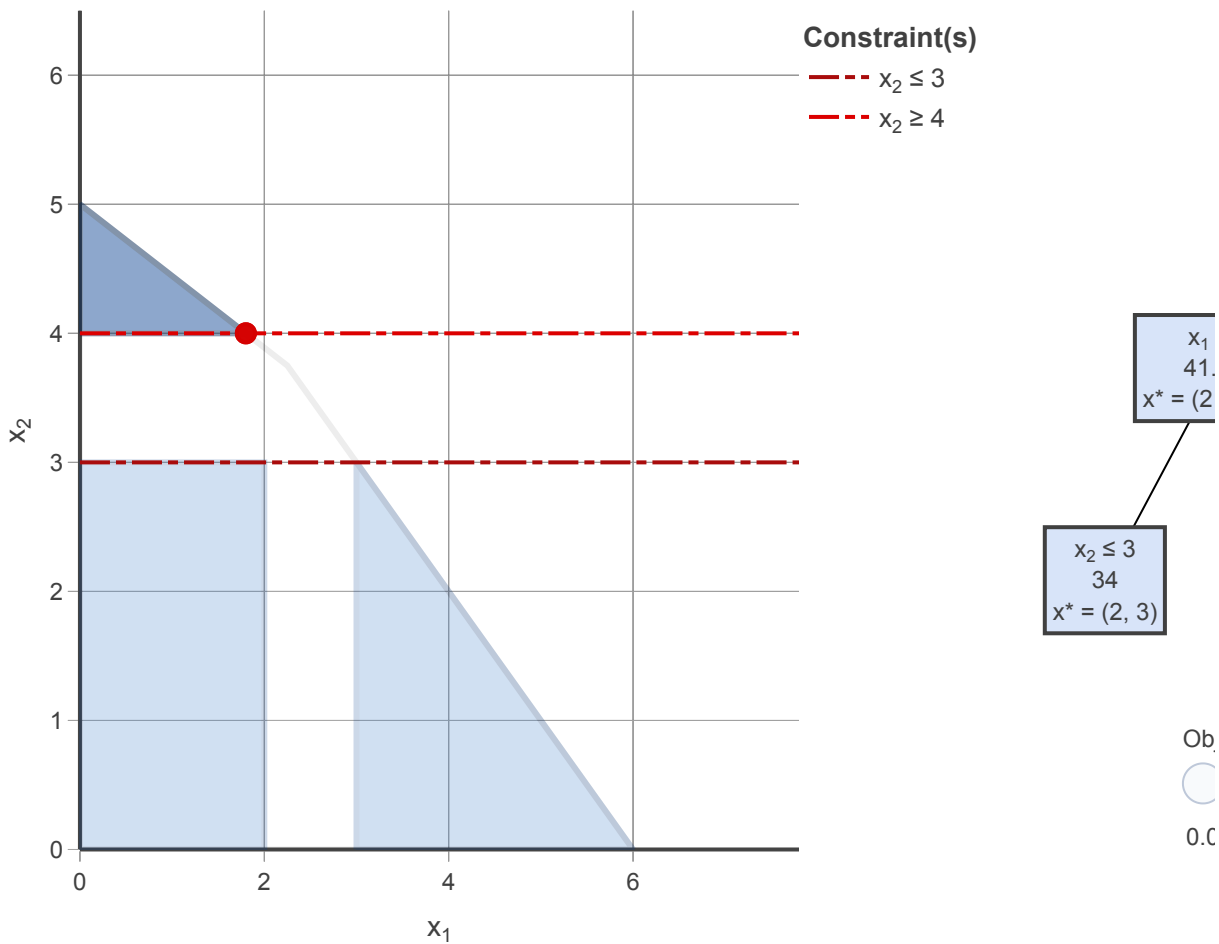
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Q39: How many nodes have a degree of one in the branch and bound tree? (That is, they are only connected to one edge). These nodes are called leaf nodes. What is the relationship between the leaf nodes and the remaining feasible region?

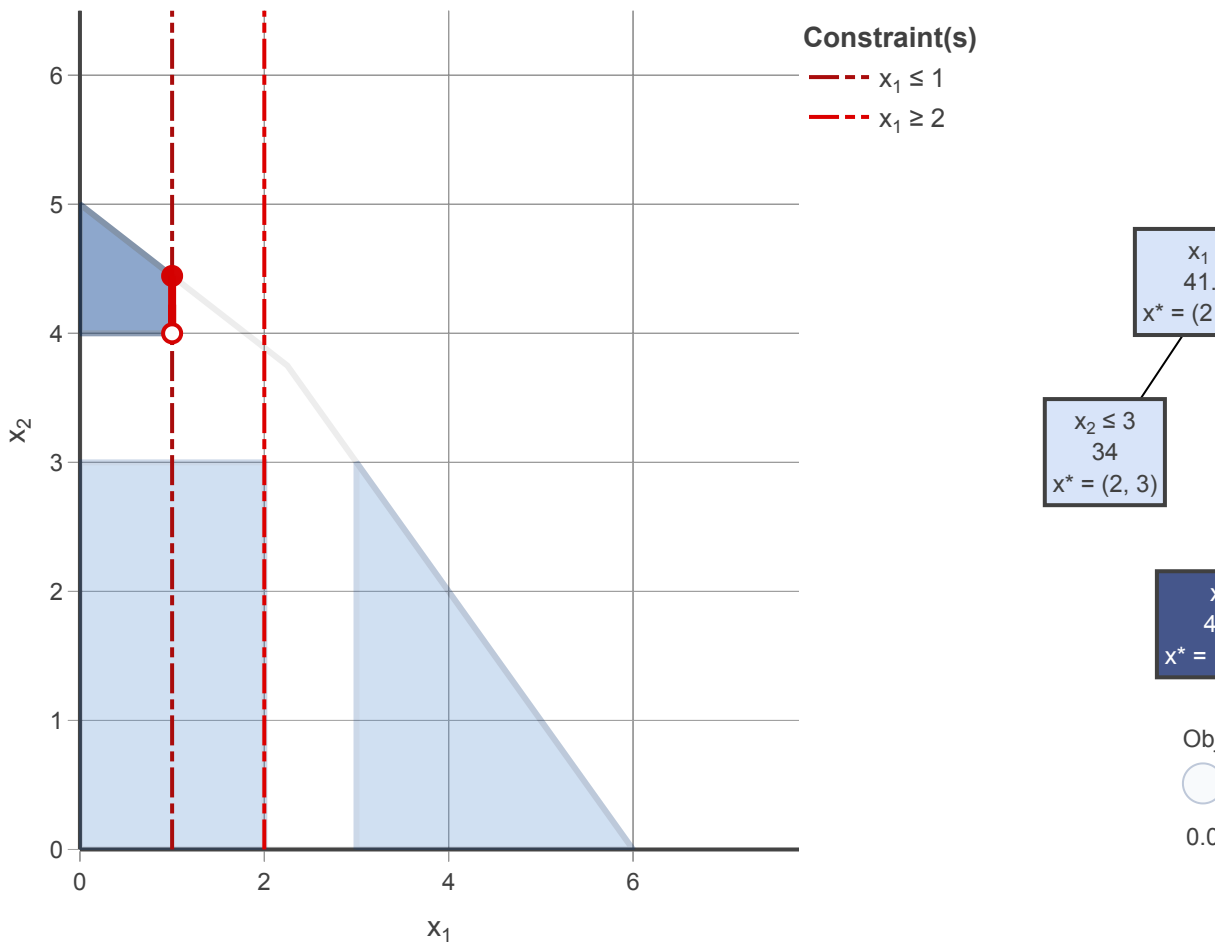
A: 1 node, the shaded node that was explored and found to be the optimal solution. The leaf nodes have been explored and found to be the optimal.

```
In [77]: # Show the next two iterations of the branch and bound algorithm  
nodes[3].show()  
nodes[4].show()
```

Geometric Interpretation of LPs



Geometric Interpretation of LPs



Q40: At the current (dark) node, we added the constraint $x_1 \leq 1$. Why were the fractional solutions $1 < x_1 < 2$ not eliminated for $x_2 \leq 3$?

A: The other is value 34 and an integer, not eliminated.

```
In [78]: # Show the next three iterations of the branch and bound algorithm  
nodes[5].show()  
nodes[6].show()  
nodes[7].show()
```

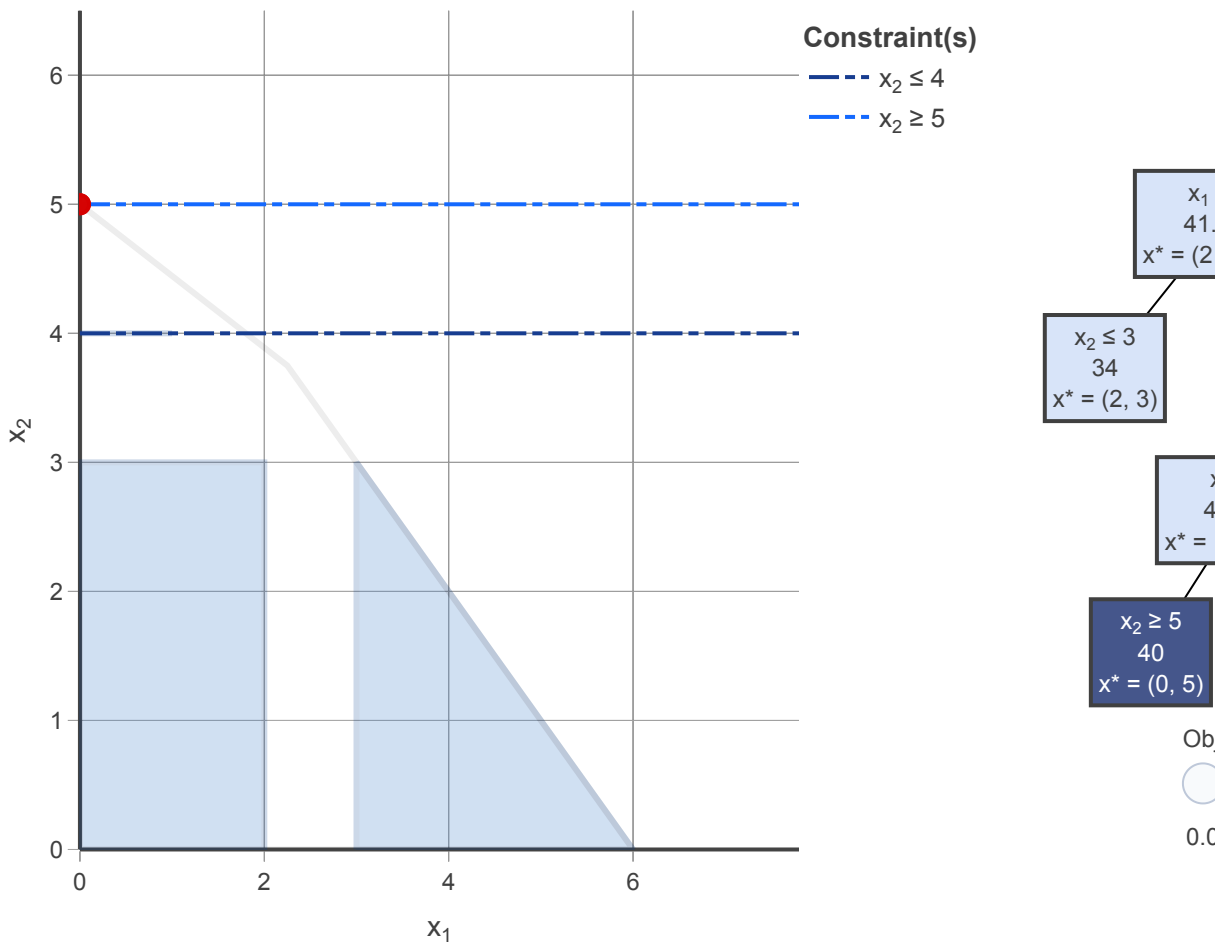
Constraint(s)

- $x_2 \leq 4$
- $x_2 \geq 5$

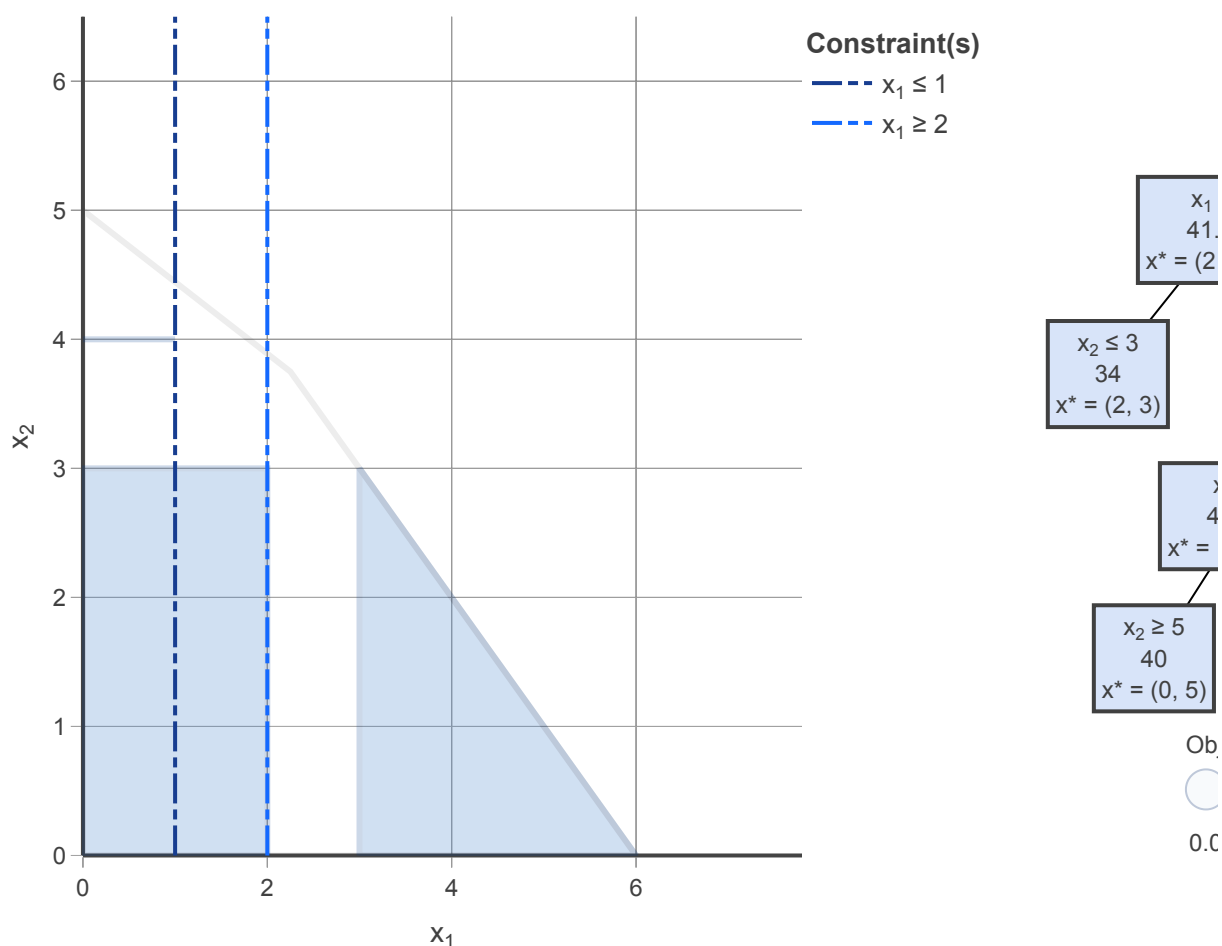
Ob.
0.C

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Geometric Interpretation of LPs



Geometric Interpretation of LPs



Q41: What constraints are enforced at the current (dark) node? Why are there no feasible solutions at this node?

A: Its showing that there is not place where $x_1 = 2$ and all constraints hold.

```
In [ ]: nodes[8].show()
```

Q42: Are we done? If so, what nodes are fathomed and what is the optimal solution? Explain.

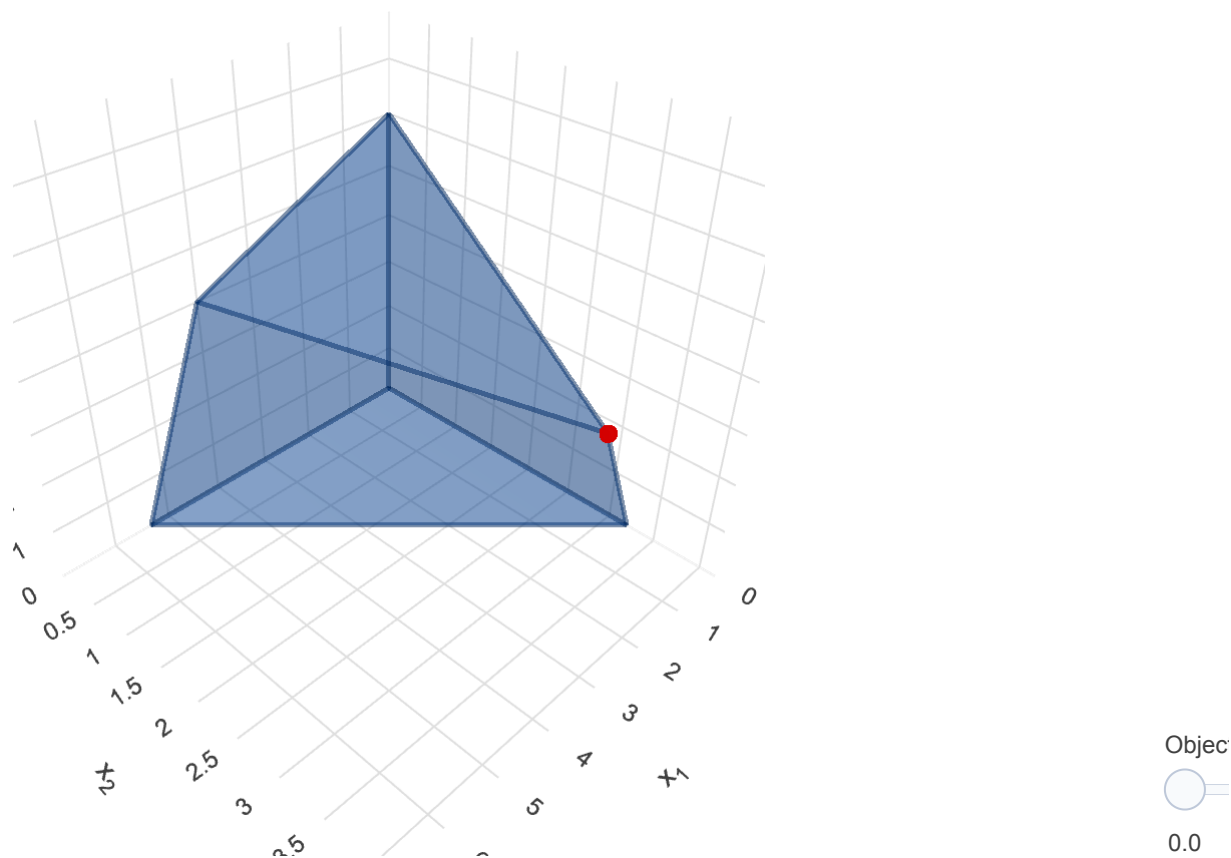
A: Yes, we are done, all integer solutions. The nodes that are fathomed are (2,3), $x_1 \leq 2$ and (1,4). The optimal solution is 40.

Let's look at branch and bound visualization for an integer program with 3 decision variables!

```
In [82]: nodes = gilp.bnb_visual(gilp.examples.VARIED_BRANCHING_3D_IP)
```

```
In [81]: # Look at the first 3 iterations
nodes[0].show()
nodes[1].show()
nodes[2].show()
```

Geometric Interpretation of LPs

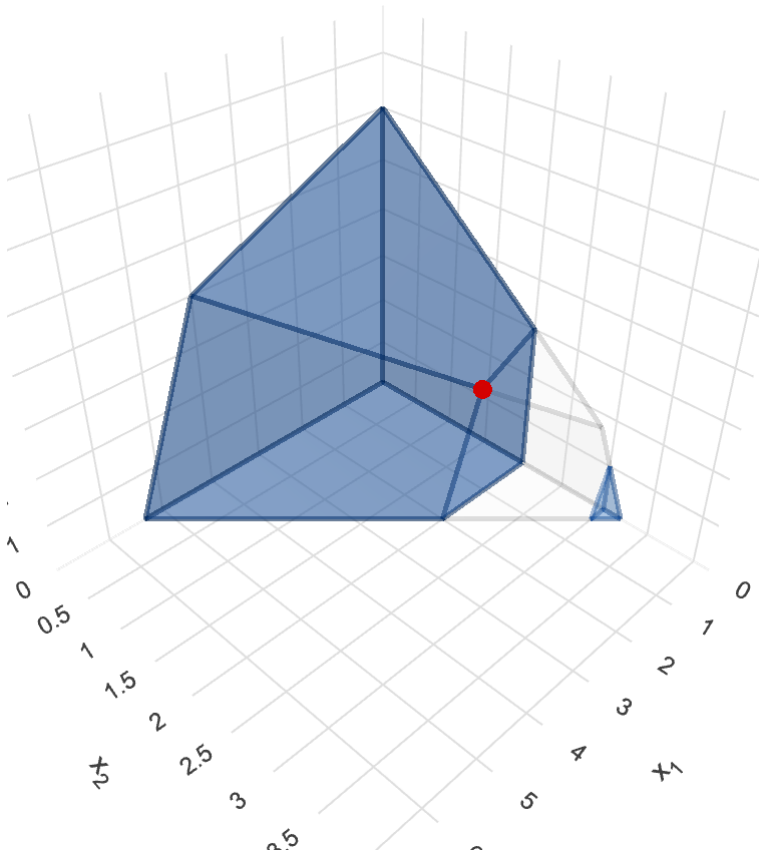


Processing math: 32%

Geometric Interpretation of LPs

Constraint(s)

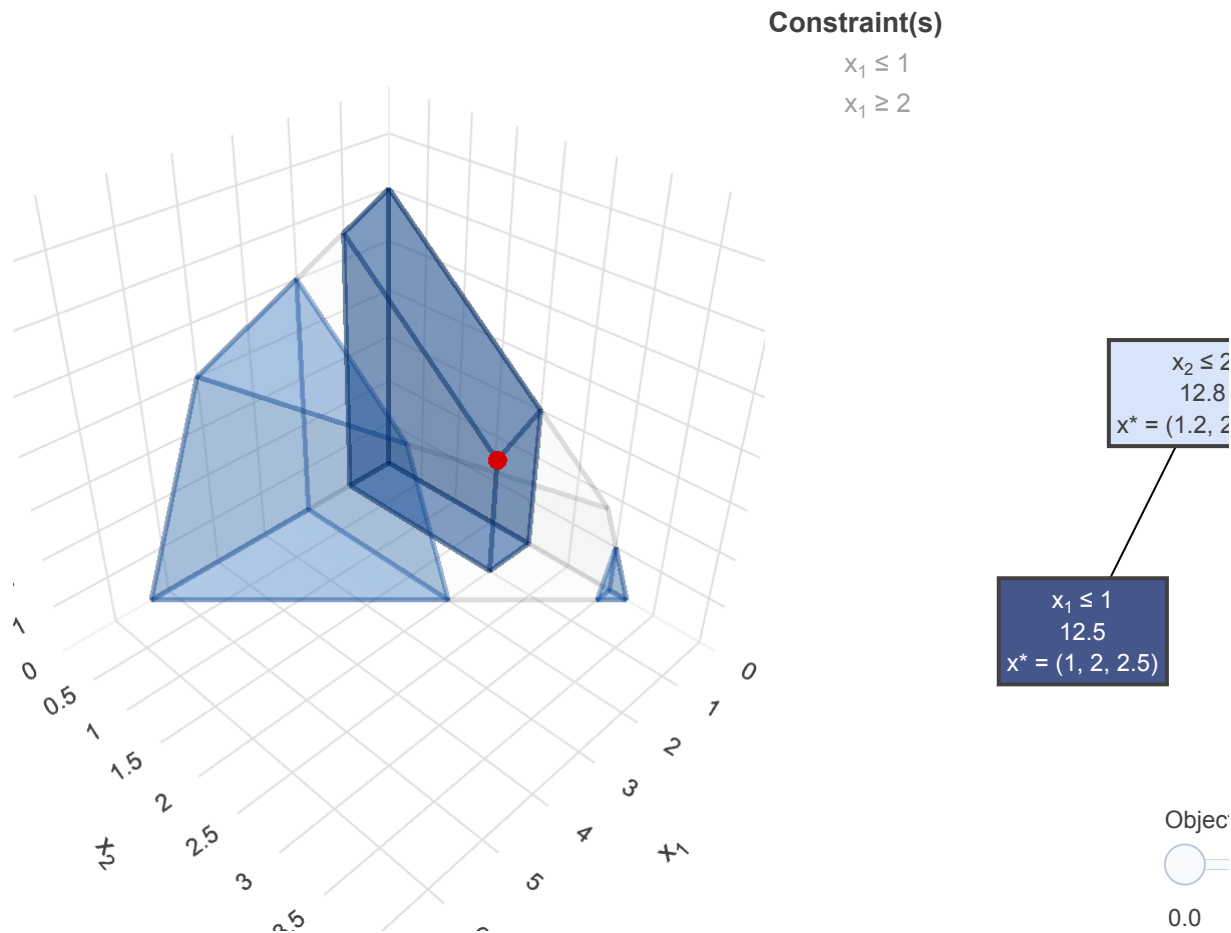
$x_2 \leq 2$
 $x_2 \geq 3$



$x_2 \leq 2$
12.8
 $x^* = (1.2, 2)$

Objec
0.0

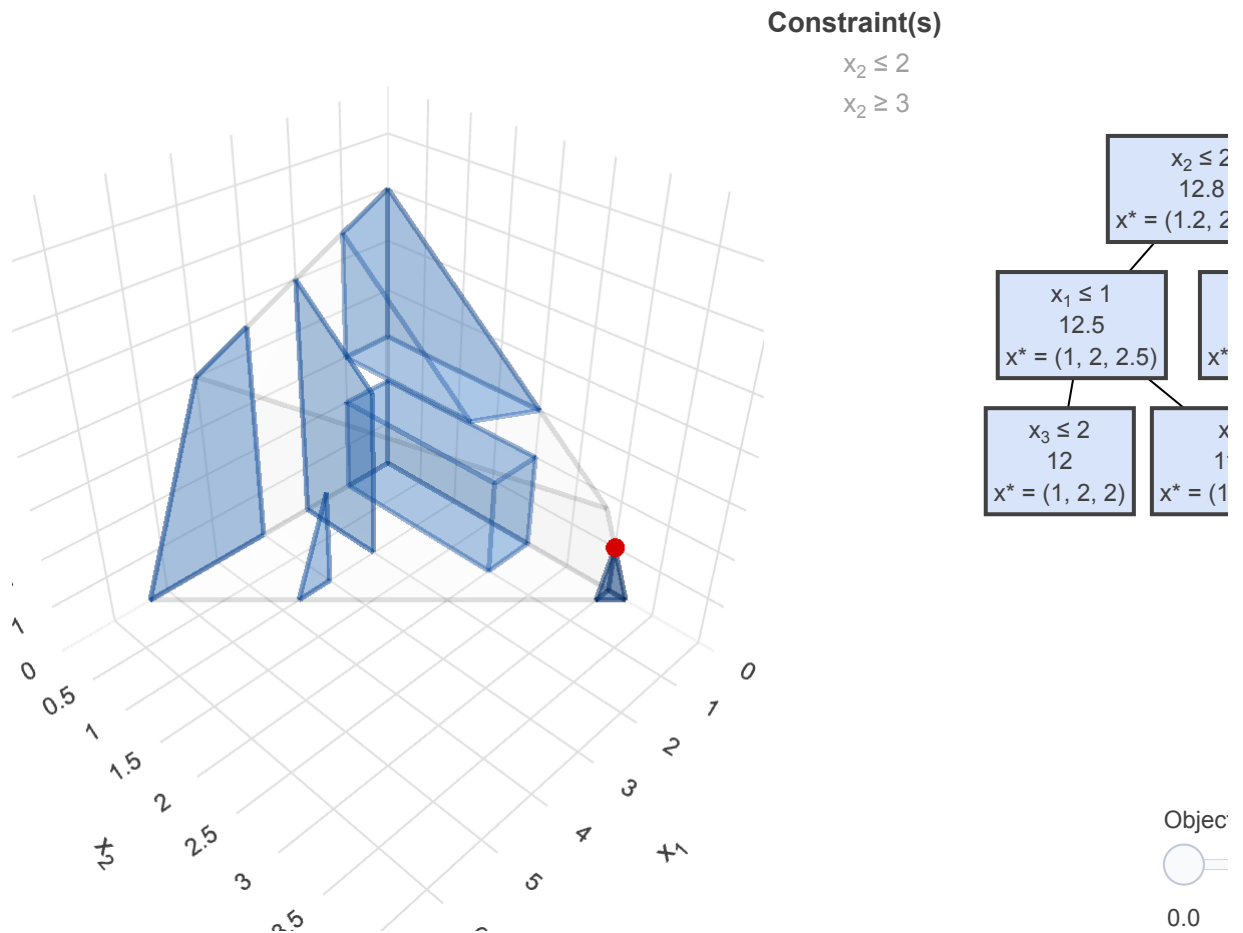
Geometric Interpretation of LPs



Let's fast-forward to the final iteration of the branch and bound algorithm.

```
In [83]: nodes[-1].show()
```

Geometric Interpretation of LPs



Q43: Consider the feasible region that looks like a rectangular box with one corner point at the origin. What node does it correspond to in the tree? What is the optimal solution at that node? **A:** $x_1 \leq 1$, $x_2 \leq 2$ and $x_3 \leq 2$ the optimal solution is 12.

Q44: How many branch and bound nodes did we explore? What was the optimal solution? How many branch and bound nodes would we have explored if we knew the value of the optimal solution before starting branch and bound?

A: We explored 6 nodes with an optimal solution of 13. We would have explored 1 node.

Bonus: Branch and Bound for Knapsack

Processing math: 32%

Consider the following example:

item	value	weight
1	2	1
2	9	3
3	6	2

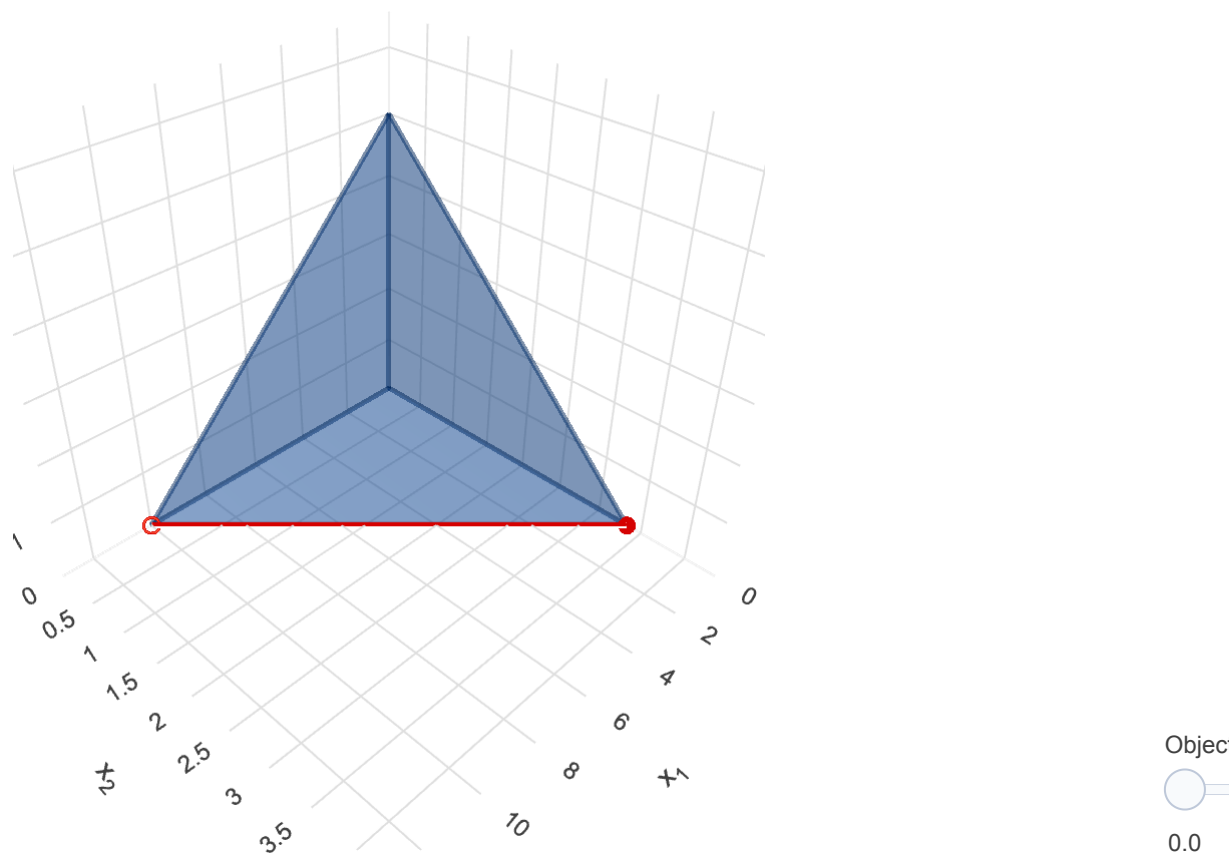
The linear program formulation will be:

$$\begin{aligned} & \max \quad 2x_1 + 9x_2 + 6x_3 \\ & \text{s.t.} \quad x_1 + 3x_2 + 2x_3 \leq 10 \\ & \quad x_1, x_2, x_3 \geq 0, \quad x_1, x_2, x_3 \in \mathbb{Z} \end{aligned}$$

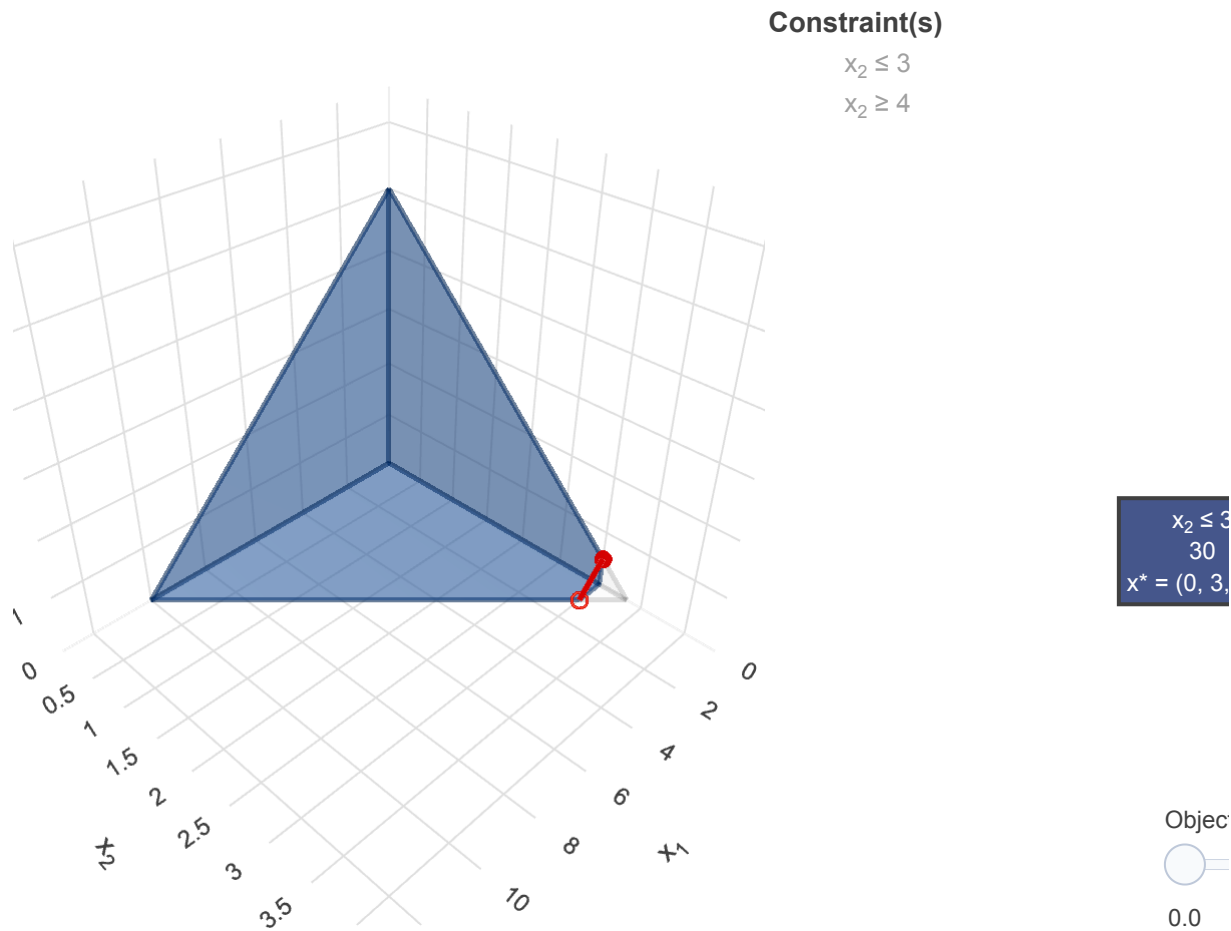
In gilp, we can define this lp as follows:


```
In [79]: lp = gilp.LP([[1,3,2]],  
                      [10],  
                      [2,9,6])  
  
for fig in gilp.bnb_visual(lp):  
    fig.show()
```

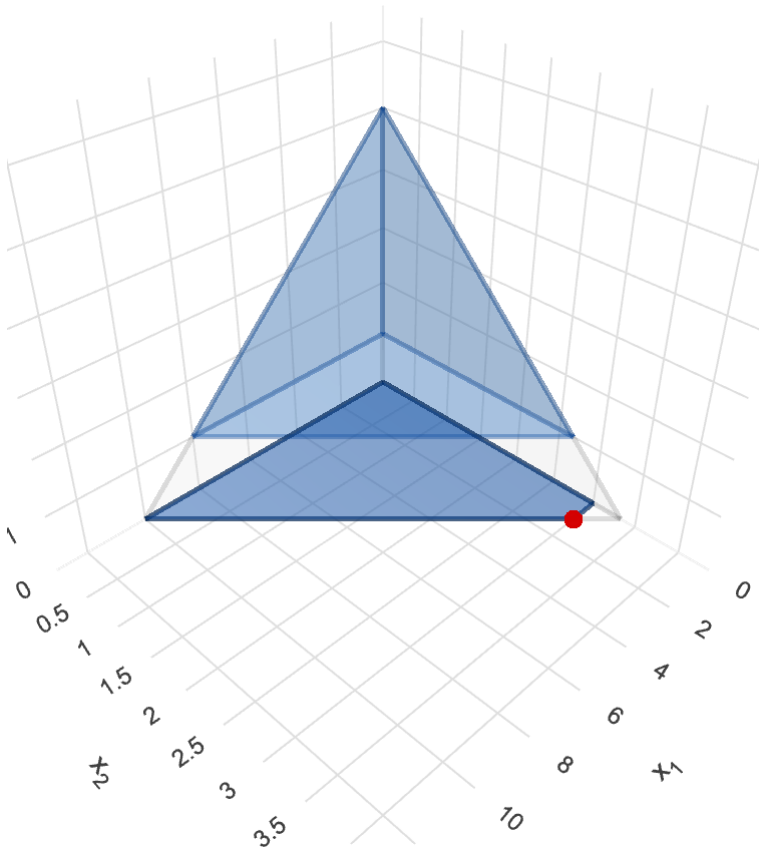
Geometric Interpretation of LPs



Geometric Interpretation of LPs



Geometric Interpretation of LPs



Constraint(s)

$x_3 \leq 0$
 $x_3 \geq 1$

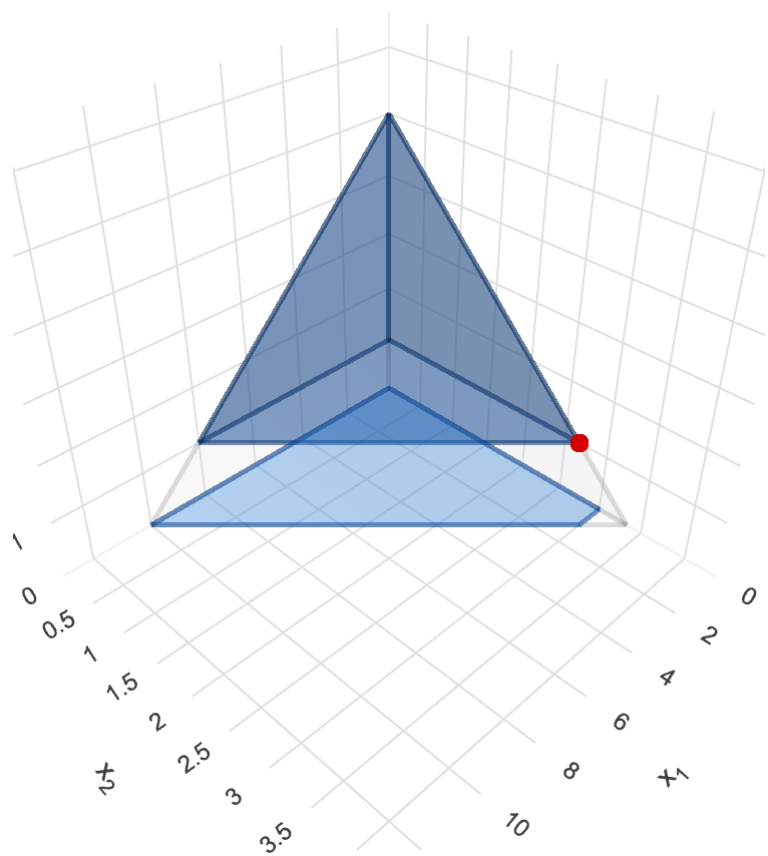
$x_2 \leq 3$
30
 $x^* = (0, 3, 0)$

$x_3 \leq 0$
29
 $x^* = (1, 3, 0)$

Objec
0.0

Processing math: 32%

Geometric Interpretation of LPs



Constraint(s)

$x_3 \leq 0$
 $x_3 \geq 1$

$x_2 \leq 3$
30
 $x^* = (0, 3, 0)$

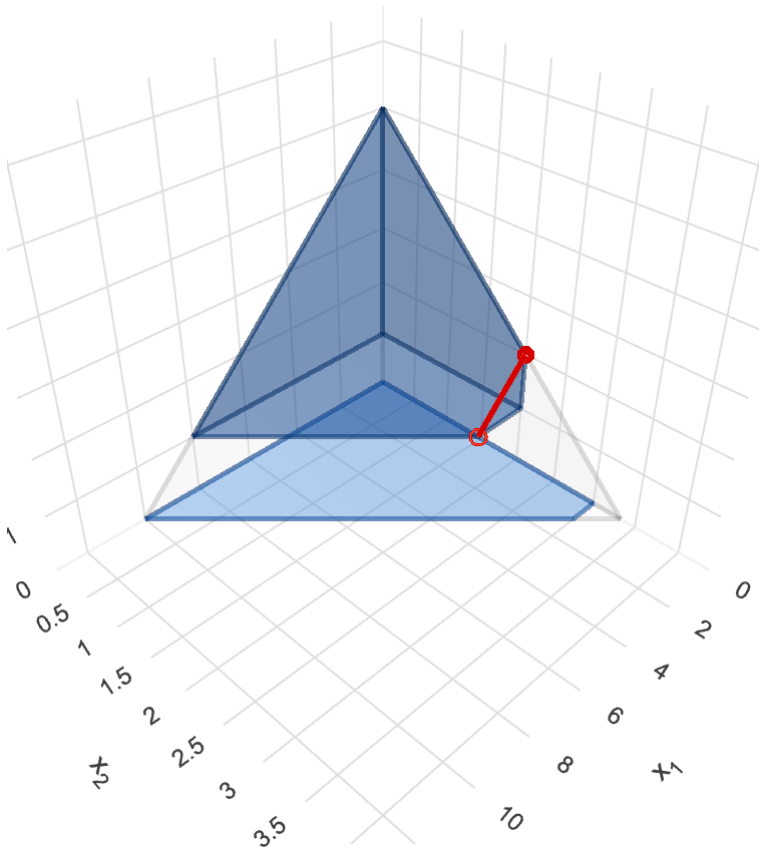
$x_3 \leq 0$
29
 $x^* = (1, 3, 0)$

Objec
0.0

Geometric Interpretation of LPs

Constraint(s)

$x_2 \leq 2$
 $x_2 \geq 3$



$x_2 \leq 3$
30
 $x^* = (0, 3, 0)$

$x_3 \leq 0$
29
 $x^* = (1, 3, 0)$

$x_2 \leq 3$
3
 $x^* = (0, 3, 0)$

Objective
0.0

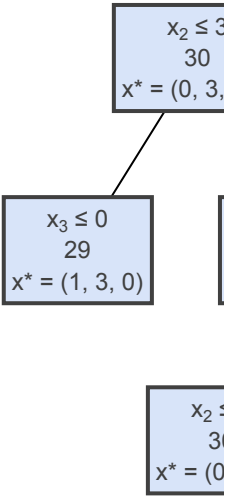
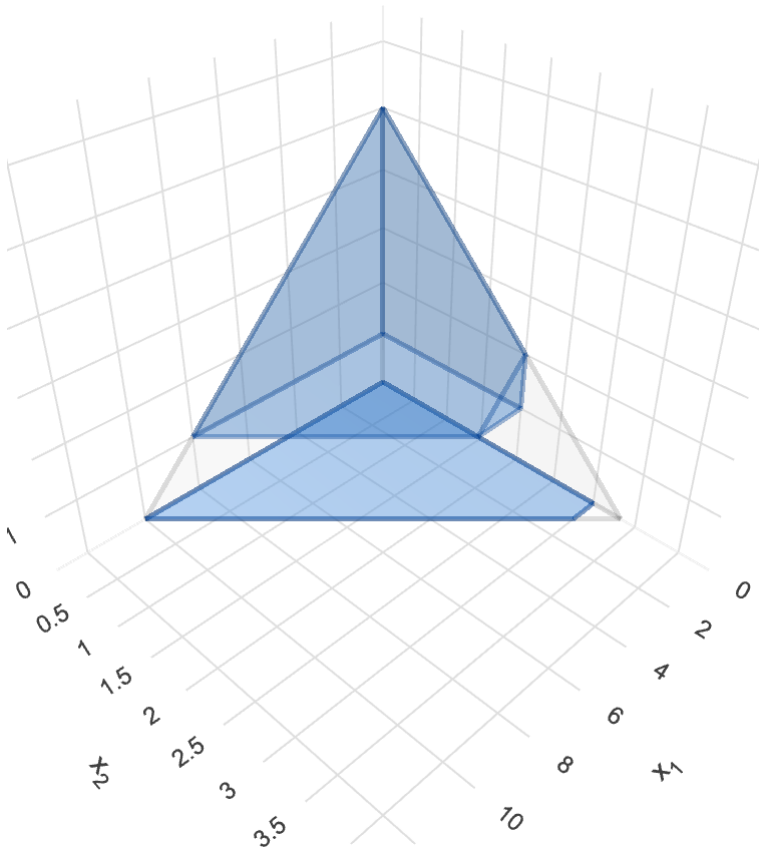
Processing math: 32%

Geometric Interpretation of LPs

Constraint(s)

$x_2 \leq 2$

$x_2 \geq 3$

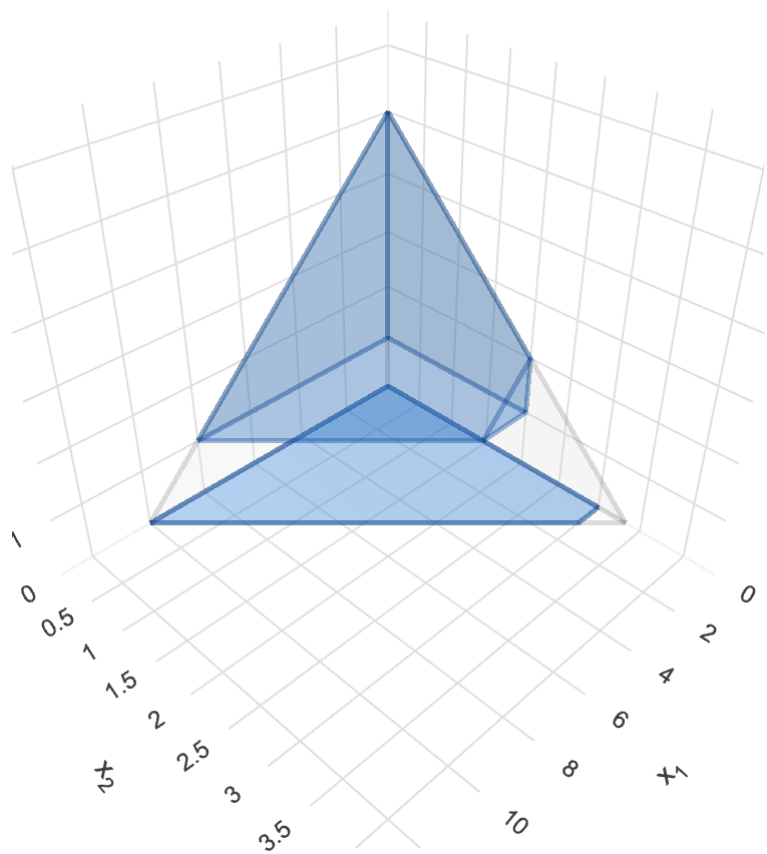


Objec
0.0

Geometric Interpretation of LPs

Constraint(s)

$x_2 \leq 3$
 $x_2 \geq 4$



$x_2 \leq 3$
30
 $x^* = (0, 3, 0)$

$x_3 \leq 0$
29
 $x^* = (1, 3, 0)$

$x_2 \geq 4$
30
 $x^* = (0, 4, 0)$

Objective
0.0

In []: