Introduction to the use of solvers with python

Integer linear programming: formulations, techniques and applications.

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"First, solve the problem. Then, write the code." Attributed to John Johnson. 1 Introduction

- 2 PuLP■ Coding formulations
 - Solving formulations

3 DipPy

Introduction



Commercial solvers









Non-commercial solvers





GLPK (GNU Linear Programming Kit)

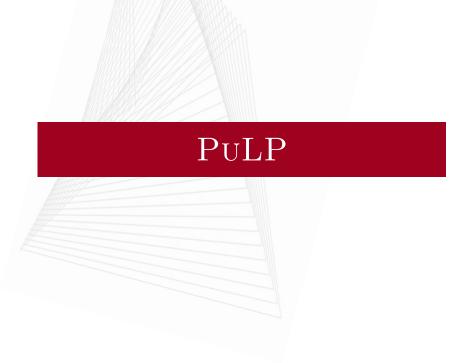






Why python?

- ▶ Very intuitive and easy-to-program language.
- Growing community and popularity:
 - ▶ 3^{rd} in TIOBE index \square .
 - \triangleright 2nd in GitHub \square .
- Common interfaces for different solvers (e.g., PuLP/DipPy):
 - ► Simplifies the formulations coding.
 - Facilitates to embed solvers calls in algorithm solutions (e.g., matheuristics) or in software applications.





Description

PuLP is a linear programming modeler written in Python and able to integrate with different solvers.

The main classes for coding formulations are **LpProblem**, **LpVariable**, **LpConstraint** and **LpConstraintVar**.

The solvers interfaces are given by the classes **LpSolver** and **LpSolver_CMD**.

Access documentation here ☐



Coding formulations

Import PuLP classes and functions: from pulp import *

Define the variables:

- myVariable = LpVariable(name, lowBound = None, upBound = None, cat = 'Continuous', e = None)
- myVariables = LpVariable.dicts(name, indexs, lowBound = None, upBound = None, cat = 0)

Define the problem:

- myProblem = LpProblem("name", LpMinimize)
- myProblem = LpProblem("name", LpMaximize)

Define the objective function: myProblem += expression, name

Define the constraints:

- ▶ myProblem += expression <= value</p>
- ▶ myProblem += expression == value
- ▶ myProblem += expression >= value



Coding formulations. Simple example

Consider the following problem:

$$\max \qquad 3 \times x + 2 \times y$$

$$s.t.:$$

$$x - y + z = 1$$

$$x + 2 \times y \le 14$$

$$4 \times x + y \le 20$$

$$x, y \in \mathbb{Z}_+, z \in \mathbb{R}_+$$



Coding formulations. Simple example

```
from pulp import *

x = LpVariable("x", lowBound = 0, cat = 'Integer')
y = LpVariable("y", lowBound = 0, cat = 'Integer')
z = LpVariable("z", lowBound = 0)

problem = LpProblem("myProblem", LpMaximize)

problem += 3 * x + 2 * y, "myObjective"

problem += x - y + z == 1
problem += x - 2 * y <= 14
problem += 4 * x + y <= 20</pre>
```



Coding formulations. Knapsack

Instance: $O, \nu: O \to \mathbb{R}_+, \omega: O \to \mathbb{R}_+, W \in \mathbb{R}_+.$

$$\begin{aligned} \max & & & \sum_{o \in O} \nu(o) \times x_o \\ s.t. : & & & \\ & & & \sum_{o \in O} \omega(o) \times x_o \leq W \\ & & & & x_o \in \{0,1\} \,, \forall o \in O \end{aligned}$$



Coding formulations. Knapsack



Coding formulations. Multiple knapsack

Instance: O, $\nu:O\to\mathbb{R}_+$, $\omega:O\to\mathbb{R}_+$, $W\in\mathbb{R}_+^m$.

$$\max \sum_{o \in O} \sum_{i=1}^{m} \nu(o) \times x_{oi}$$

$$s.t. :$$

$$\sum_{o \in O} \omega(o) \times x_{oi} \le W_{i} \quad \forall 1 \le i \le m$$

$$\sum_{i=1}^{m} x_{oi} \le 1 \quad \forall o \in O$$

$$x_{oi} \in \{0,1\} \quad \forall o \in O, 1 \le i \le m$$



Coding formulations. Multiple knapsack

```
from pulp import *
 1 2 3 4
    def multipleKnapsack(values, weights, W):
         x = LpVariable.dicts("x", [(o, i) for o in range(len(values)) for i in range(len(W))],

→ lowBound = 0, upBound = 1, cat='Integer')

 5
         problem = LpProblem("MultipleKnapsack", LpMaximize)
 8
         problem += lpSum(values[o] * x[o, i] for o in range(len(values)) for i in range(len(W))),

→ "profit"

9
10
         for i in range(len(W)):
11
             problem += lpSum(weights[o] * x[o, i] for o in range(len(values))) <= W[i]</pre>
12
13
         for o in range(len(W)):
14
             problem += lpSum(x[o, i] for i in range(len(W))) <= 1</pre>
```



Solving formulations

The function list_solvers() returns the available solvers:

e.g., ['GLPK_CMD', 'PYGLPK', 'CPLEX_CMD', 'CPLEX_PY', 'GUROBI', 'GUROBI_CMD', 'XPRESS', 'COIN_CMD', 'SCIP_CMD']

Get the solver:

- e.g., solver = GUROBI(parameters).
- Some of the parameters may include: timeLimit in seconds, Cuts, Heuristics and Presolve to indicate if there will be used, respectively, standard cut generation, embedded heuristics and preprocessing.

Solve the problem:

- myProblem.solve(solver)
- solver.buildSolverModel(myProblem), solver.callSolver(myProblem) and solver.findSolutionValues(myProblem)

Get solution value: value(myProblem.objective).

The variables are elements in myProblem.variables() each one with attributes name and varValue.



Solving formulations. Simple example

```
from pulp import *
1
2
3
4
5
6
7
8
9
10
    x = LpVariable("x", lowBound = 0, cat = 'Integer')
     y = LpVariable("y", lowBound = 0, cat = 'Integer')
     z = LpVariable("z", lowBound = 0)
     problem = LpProblem("myProblem", LpMaximize)
     problem += 3 * x + 2 * y, "myObjective"
11
    problem += x - y + z == 1
12
13
14
15
    problem += x + 2 * y <= 14
    problem += 4 * x + y <= 20
    problem.solve(GUROBI CMD())
16
17
     print('Optimal value: ' + str(value(problem.objective)))
18
     print('Optimal solution: ')
19
    for variable in problem.variables():
20
         print('
                      + variable.name + " = " + str(variable.varValue))
```



Solving formulations. Knapsack

```
from pulp import *
 23
     def knapsack(values, weights, W):
         x = LpVariable.dicts("x", [o for o in range(len(values))], lowBound = 0, upBound = 1,
         ⇔ cat='Integer')
 5
6
7
8
9
         problem = LpProblem("BinarvKnapsack", LpMaximize)
         problem += lpSum(values[o] * x[o] for o in range(len(values))), "profit"
10
         problem += lpSum(weights[o] * x[o] for o in range(len(values))) <= W</pre>
11
12
         solver = GUROBI (timeLimit = 3600)
13
14
         solver.buildSolverModel(problem)
15
         solver.callSolver(problem)
16
         solver.findSolutionValues(problem)
17
18
         print('Optimal value: ' + str(value(problem.objective)))
19
         print('Optimal solution: ')
20
         for variable in problem.variables():
21
              print('
                          + variable.name + " = " + str(variable.varValue))
```





PuLP extension

- ► Advanced branching. Includes branch_method.
- Customized cuts. Includes generate_cuts and is_solution_feasible.
- Customized columns. Includes relaxed_solver and init_vars.
- ► Heuristics. Includes heuristics.

^{*} Michael O'Sullivan, Qi-Shan Lim, Cameron Walker and Iain Dunning "Dippy – a simplified interface for advanced mixed integer programming". (2012).

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