

Advanced Models and Methods in Operations  
Research  
Column generation heuristics

Florian Fontan

November 21, 2023

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# Cutting stock problem, description

Input:

- ▶ a capacity  $C$
- ▶  $n$  item types; for each item type  $j = 1, \dots, n$ , a weight  $w_j$  and a demand  $q_j$

Problem:

- ▶ Pack all items such that the total weight of the items in a bin does not exceed the capacity.

Objective:

- ▶ Minimize the number of bin used.

# Cutting stock problem, formulation

Let us define the  $K$  possible patterns such that  $x_j^k = q$  iff pattern  $k$ ,  $k = 1 \dots K$  contains  $q$  copies of item type  $j$

► Variables:

►  $y^k \in \mathbb{N}, \forall k = 1 \dots K.$

$y^k = q$  iff  $q$  copies of pattern  $k$  are used

► Objective:

$$\min \sum_{k=1}^K y^k$$

► Constraints:

$$\sum_{k=1}^K x_j^k y^k = q_j \quad \forall j = 1 \dots n$$

## Cutting stock problem, formulation

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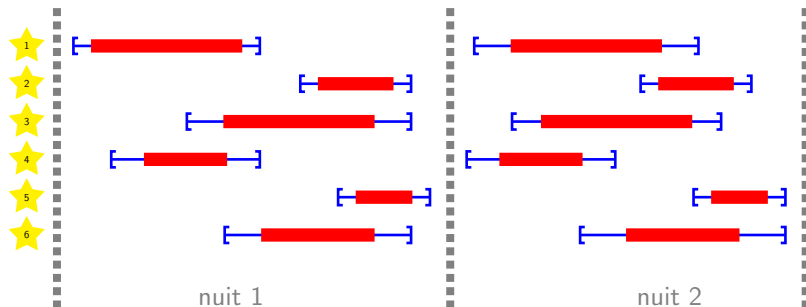
$$\sum_{k=1}^K x_j^k y^k = q_j \quad \forall j = 1 \dots n$$

Why is this formulation good compared to the classical one?

- No big-M constraint
- Better relaxation
- Easier to write

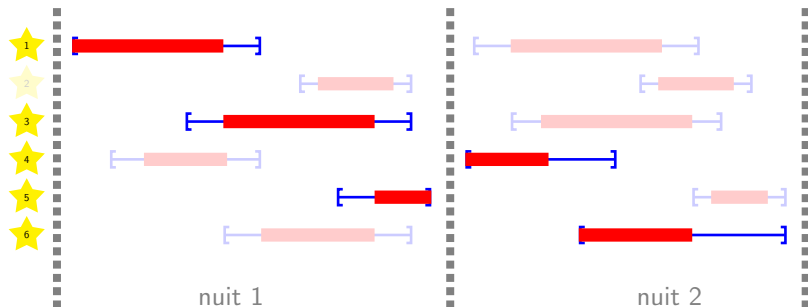
# Star observation scheduling problem, description

Input: a set  $\mathcal{M}$  of nights and a set  $\mathcal{N}$  of stars; for each star  $j \in \mathcal{N}$ , a scientific interest  $w_j$ , an observation duration  $p_j^i$  and a visibility window  $[r_j^i, d_j^i]$ , depending on the night  $i$  of the observation.



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# Star observation scheduling problem, formulation

For each night  $i$ ,  $i = 1 \dots m$ , let us define the  $K_i$  possible schedules such that  $x_{i,j}^k = 1$  iff schedule  $k$ ,  $k = 1 \dots K_i$  of night  $i$  contains star  $j$

► Variables:

- $y_i^k \in \{0, 1\}$ ,  $\forall i = 1 \dots m$ ,  $\forall k = 1 \dots K_i$ .  
 $y_i^k = 1$  iff scheduled  $k$  of night  $i$  is selected

► Objective:

$$\max \sum_{i=1}^m \sum_{k=1}^{K_i} \sum_{j=1}^n w_j x_{i,j}^k y_i^k$$

► Constraints:

$$\sum_{k=1}^{K_i} y_i^k = 1 \quad \forall i = 1 \dots m$$

$$\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k \leq 1 \quad \forall j = 1 \dots n$$

## 2D Guillotine Variable-sized Bin Packing, Description

Input:

- ▶  $n$  item types; for each item type  $j = 1, \dots, n$ , a width  $w_j$ , a height  $h_j$  and a demand  $q_j$
- ▶  $m$  bin types; for each bin type  $i = 1, \dots, m$ , a width  $W_i$ , a height  $H_i$ , a lower bound  $l_i$ , an upper bound  $u_i$  and a cost  $c_i$

Problem:

- ▶ Find a subset of guillotine patterns such that all item type demands and bin type use bounds are satisfied

Objective:

- ▶ Minimize the cost of the selected bins.

## 2D Guillotine Variable-sized Bin Packing, Formulation

For each bin type  $i$ ,  $i = 1 \dots m$ , let us define the  $K_i$  possible patterns such that  $x_{i,j}^k = q$  iff pattern  $k$ ,  $k = 1 \dots K_i$  of bin type  $i$  contains  $q$  copies of item type  $j$

► Variables:

►  $y_i^k \in \mathbb{N}$ ,  $\forall i = 1 \dots m$ ,  $\forall k = 1 \dots K_i$ .

$y_i^k = q$  iff  $q$  copies of pattern  $k$  of bin type  $i$  are used

► Objective:

$$\min \sum_{i=1}^m \sum_{k=1}^{K_i} c_i y_i^k$$

► Constraints:

$$l_i \leq \sum_{k=1}^{K_i} y_i^k \leq u_i \quad \forall i = 1 \dots m$$

$$\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k = q_j \quad \forall j = 1 \dots n$$

# Other examples

Usually, variables represent:

- ▶ A bin/knapsack (for packing problems)
- ▶ The schedule of a machine (for parallel scheduling problems)
- ▶ The route of a vehicle (for vehicle routing problems)
- ▶ ...

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# Introduction

- ▶ With these formulations, generating all the variables is generally not possible since their number grows exponentially with the size of the problem.
- ▶ First we focus on solving the **linear relaxation**

# The column generation procedure

- ▶ We use the **simplex algorithm**.
  - ▶ At each iteration, it adds a variable of negative reduced cost to the current basis

- ▶ Objective:

$$\min \sum_{j=1}^n c_j x_j$$

- ▶ Constraints:

$$\sum_{j=1}^n a_{i,j} x_j \leq b_i \quad \forall i = 1 \dots m$$

- ▶ Reduced cost of variable  $x_j$ :

$$c_j - \sum_{i=1}^m a_{i,j} v_i$$

with  $v_i$  the dual value of constraint  $i$ .

- ▶ It stops when there are no variable of negative reduced cost
- ▶ The difference with the traditional simplex algorithm, is that here, it is not possible to loop through all the variables to find a variable of negative reduced cost, since they have not been all generated.

# The column generation procedure

- ▶ Instead, finding a variable of negative reduced cost becomes an optimization problem
- ▶ Example with the cutting stock problem
  - ▶ Objective:

$$\min \sum_{k=1}^K y^k$$

- ▶ Constraints:

$$\sum_{k=1}^K x_j^k y^k = q_j \quad \forall j = 1 \dots n$$

- ▶ Reduced cost of  $y^k$ :

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

with  $v_j$  the dual value of constraint  $j$ .



# The column generation procedure

- ▶ We look for a variable  $y^k$  such that

$$1 - \sum_{j=1}^n x_j^k v_j < 0$$

- ▶ Finding a variable of negative reduced cost is equivalent to finding a pattern with total profit  $\geq 1$  with the profit of item type  $j$  being equal to  $v_j$ .
- ▶ In practice, we solve the problem as an optimization problem: we find the best solution of the knapsack problem and check if the reduced cost of the corresponding variable is negative.

# The column generation procedure

Summary:

**function** ColumnGeneration( $P$ )

$Y \leftarrow$  initial set of columns

**while** True **do**

Solve the Linear Program  $P'$  with variables from  $Y$

Look for a variable of negative reduced cost (**pricing problem**)

**if** there is one **then**

Add it to  $Y$

**else**

**return** the solution of  $P'$

# Initial set of columns

- ▶ To get dual values, the LP needs to be feasible
- ▶ With 0 variable, the LP might be infeasible
  - ▶ Example: cutting stock problem, demand constraints are not satisfied
- ▶ Therefore, we need to find a way to get an initial set of columns such that the LP is feasible
  - ▶ Find a feasible solution and add the corresponding columns
    - ▶ Example: Cutting Stock, Best Fit algorithm
    - ▶ Drawback: problem specific, additional work for the implementation of the heuristic
    - ▶ Advantage: if the solution is good, it might speed up the column generation procedure
  - ▶ Find manually a set of columns that ensures the LP to be feasible
    - ▶ Example: create  $n$  columns with only one item
  - ▶ Generate a dummy column with very high cost for each problematic constraint
    - ▶ Advantage: not problem specific
    - ▶ Drawback: numerical issue is the cost of the dummy columns is not well calibrated

# Star observation scheduling problem, pricing

► Objective:

$$\max \sum_{i=1}^m \sum_{k=1}^{K_i} \sum_{j=1}^n w_j x_{i,j}^k y_i^k$$

► Constraints:

$$\sum_{k=1}^{K_i} y_i^k = 1 \quad \forall i = 1 \dots m \quad \text{dual } u_i$$

$$\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k \leq 1 \quad \forall j = 1 \dots n \quad \text{dual } v_j$$

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- Reduced cost of  $y_i^k$ :

$$\sum_{j=1}^n w_j x_{i,j}^k - u_i - \sum_{j=1}^n x_{i,j}^k v_j = \sum_{j=1}^n (w_j - v_j) x_{i,j}^k - u_i$$

# Star observation scheduling problem, pricing

- ▶ Objective:

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- ▶ Reduced cost of  $y_i^k$ :

$$\sum_{j=1}^n w_j x_{i,j}^k - u_i - \sum_{j=1}^n x_{i,j}^k v_j = \sum_{j=1}^n (w_j - v_j) x_{i,j}^k - u_i$$

- ▶ Finding a variable of maximum reduced cost reduces to solving  $m$  single-night star observation scheduling problems with targets with profit  $w_j - v_j$ .

## 2D Guillotine Variable-sized Bin Packing, Pricing

- Objective:

$$\min \sum_{i=1}^m \sum_{k=1}^{K_i} c_i y_i^k$$

- Constraints:

$$l_i \leq \sum_{k=1}^{K_i} y_i^k \leq u_i \quad \forall i = 1 \dots m \quad \text{dual } u'_i$$

$$\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k = q_j \quad \forall j = 1 \dots n \quad \text{dual } v_j$$

## 2D Guillotine Variable-sized Bin Packing, Pricing

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$$\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k = q_j \quad \forall j = 1 \dots n \quad \text{dual } v_j$$

- Reduced cost of  $y_i^k$ :

$$c_i - u'_i - \sum_{j=1}^n x_{i,j}^k v_j$$



## 2D Guillotine Variable-sized Bin Packing, Pricing

- Objective:

$$\min \sum_{i=1}^m \sum_{k=1}^{K_i} c_i y_i^k$$

- Constraints:

$$l_i \leq \sum_{k=1}^{K_i} y_i^k \leq u_i \quad \forall i = 1 \dots m \quad \text{dual } u'_i$$

$$\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k = q_j \quad \forall j = 1 \dots n \quad \text{dual } v_j$$

- Reduced cost of  $y_i^k$ :

$$c_i - u'_i - \sum_{j=1}^n x_{i,j}^k v_j$$

- Finding a variable of minimum reduced cost reduces to solving  $m$  2D guillotine knapsack problems with items with profit  $v_j$  for each bin type.

# Transition

- ▶ The column generation procedure solves the relaxation of the exponential formulation

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# Transition

- ▶ The column generation procedure solves the relaxation of the exponential formulation
- ▶ Thus, it provides a valid bound
- ▶ But it generally does not provide a feasible solution
- ▶ How to exploit the column generation to get feasible solutions?

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# The branch-and-price algorithm (1)

- ▶ LP-based branch-and-bound, the relaxation is solved by the column generation procedure in each node
- ▶ How to branch?
  - ▶ Branching on columns of the exponential formulation? No, the pricing problem becomes too difficult
  - ▶ Branching on the variables of the compact formulation?
    - ▶ Bin Packing: branch on whether item  $j$  is packed in bin  $i$  or not. If yes, then the available bins have now different capacities and a knapsack problem for each capacity needs to be computed
  - ▶ Best solution for the Bin Packing: branch on whether two items are packed in the same bin or not. If yes, then they are merged into a single item. If no, then the subproblem becomes a knapsack problem with conflicts which is strongly NP-hard instead of the knapsack problem
  - ▶  $\implies$  Branching rules are usually problem dependent and might change the pricing problem, making it harder to solve

## The branch-and-price algorithm (2)

- ▶ It can be combined with cuts (branch-and-price-and-cut).
  - ▶ The added cuts might also change the pricing problem  $\implies$  even more complex to implement
- ▶ Only exact method based on column generation, state-of-the-art exact method for many vehicle routing and parallel machine scheduling problems



## Solving the restricted master

- ▶ The column generation procedure is executed once
- ▶ Solve the exponential formulation with a MILP solver using only the columns generated during the column generation procedure
- ▶ No guarantee to find the optimal solution (or even a feasible solution)
- ▶ Solving the MILP is computationally expensive if many columns have been generated. It can take some time before finding a first solution
- ▶ It requires a good MILP solver

# Heuristic tree search

Branching scheme:

- ▶ Root node: no column has been fixed
- ▶ Children: solve the relaxation by column generation, select the variable  $y$  with the most integral value  $v \neq 0$ , for each possible value  $v'$  of  $y$  create one child.
- ▶ The discrepancy of a child is computed as:

$$\text{disc}_{\text{child}} = \text{disc}_{\text{father}} + |v' - v|$$

Algorithms:

- ▶ Greedy
- ▶ Limited discrepancy search

Note that the depth of the tree is of the order of the number of columns in a solution.

# Additional tricks

- ▶ Using a fast heuristic algorithm to solve the pricing problem. If the heuristic doesn't find a column of negative reduced cost:
  - ▶ Case 1: Try with a more expensive exact algorithm
  - ▶ Case 2: Stop the column generation procedure. The bound is not valid, therefore, it is not possible to use an exact branch-and-price in this case. But the heuristics still work.
- ▶ Generating columns without the simplex algorithm
  - ▶ It might be faster than the column generation procedure
  - ▶ It might be difficult to generate columns that fit well together
  - ▶ No bound
  - ▶ Then solve the restricted master or use a heuristic tree search algorithm
- ▶ Solving the restricted master with a heuristic algorithm
  - ▶ Often, the master problem is a set covering or set packing problem for which heuristic algorithms have already been developed
  - ▶ It might be faster than a MILP solver

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`solver.py`

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## columngenerationsolverpy

- ▶ A package that simplifies the implementation of column generation based algorithms
- ▶ Written in Python3 (original version in C++)
- ▶ <https://github.com/fontanf/columngenerationsolverpy>
- ▶ Install with: `pip3 install columngenerationsolverpy`
- ▶ It includes:
  - ▶ The column generation algorithm
  - ▶ The greedy algorithm
  - ▶ The limited discrepancy search algorithm
- ▶ To solve a problem, one needs to provide the exponential formulation and the solver for the pricing problem (able to take as input the currently fixed columns)
- ▶ The implementation of the Greedy algorithm and the limited discrepancy search algorithm relies on the `treesearchsolverpy` package

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# Conclusion

- ▶ Column generation: solving the relaxation of exponential formulations by generating the columns dynamically
- ▶ It can be embedded in a classical branch-and-bound
  - ▶ State-of-the art exact method for many vehicle routing and parallel machine scheduling problems
  - ▶ Cumbersome to implement
- ▶ It can be embedded in a heuristic tree search framework
  - ▶ Also state-of-the-art heuristics for several problems
  - ▶ Easier to implement
- ▶ Works better when the number of elements in columns is small ( $\leq 20$ )

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