# Advanced Models and Methods in Operations Research Column Generation Heuristics

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# Cutting Stock Problem, Description

#### Input:

- ▶ a capacity C
- ▶ *n* item types; for each item type j = 1, ..., 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:

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

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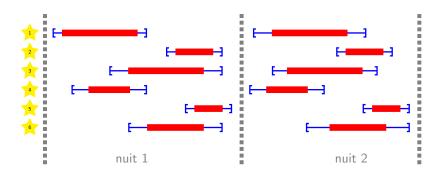
$$\sum_{k=1}^{K} x_j^k y^k = q_j \qquad \forall j = 1 \dots r$$

Why is this formulation good compared to the classical one?

- ► No big-M constraint
- Better relaxation
- ► Fasier to write

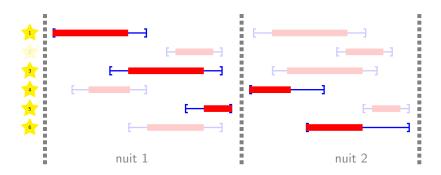
## Star Observation Scheduling Problem, Description

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  $[r_i^i, d_i^i[$ , depending on the night i of the observation.



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## Star Observation Scheduling Problem, Formulation

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

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

$$\sum_{k=1}^{N_i} y_i^k = 1$$
  $orall i = 1 \dots m$   $\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k \le 1$   $orall j = 1 \dots n$ 

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

#### Input:

- ▶ *n* item types; for each item type j = 1, ..., n, a width  $w_j$ , a height  $h_j$  and a demand  $q_i$
- ▶ m bin types; for each bin type i = 1, ..., m, a wdith  $W_i$ , a heigh  $H_i$ , a lower bound  $I_i$ , 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,  $i=1\ldots m$ , let us define the  $K_i$  possible patterns such that  $x_{i,j}^k=q$  iff pattern k,  $k=1\ldots K_i$  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:

$$l_i \leq \sum_{k=1}^{K_i} y_i^k \leq u_i$$
  $\forall i = 1 \dots m$   $\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k = q_j$   $\forall j = 1 \dots n$ 

## 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

- ► 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:

$$\sum_{j=1}^{n} a_{i,j} x_j \le b_j \qquad \forall j = 1 \dots n$$

Reduced cost of variable x<sub>i</sub>:

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

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.

- 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:

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

ightharpoonup Reduced cost of  $y^k$ :

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

with  $v_i$  the dual value of constraint j.

ightharpoonup 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.

```
Summary:

function ColumnGeneration(P)

Y \leftarrow \text{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:

$$\sum_{k=1}^{K_i} y_i^k = 1$$
  $orall i = 1 \dots m$  dual  $u_i$   $\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k \leq 1$   $orall j = 1 \dots n$  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:

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

Constraints:

$$\sum_{k=1}^{K_i} y_i^k = 1$$
  $orall i = 1 \dots m$  dual  $u_i$   $\sum_{j=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k \leq 1$   $orall j = 1 \dots n$  dual  $v_j$ 

▶ 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  $w_i - v_i$ .

# 2D Guillotine Variable-sized Bin Packing, Pricing

Objective:

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

► Constraints:

$$l_i \leq \sum_{k=1}^{K_i} y_i^k \leq u_i \qquad \quad orall i = 1 \dots m \qquad \qquad \mathsf{dual} \ u_i'$$
  $\sum_{i=1}^n \sum_{k=1}^{K_i} x_{i,j}^k y_i^k = q_j \qquad \quad orall j = 1 \dots n \qquad \quad \mathsf{dual} \ v_j$ 

# 2D Guillotine Variable-sized Bin Packing, Pricing

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ightharpoonup Reduced cost of  $y_i^k$ :

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

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ightharpoonup Reduced cost of  $y_i^k$ :

$$c_i - u_i' - \sum_{i=1}^n x_j^k v_j$$

Finding a variable of minium reduced cost reduces to solving m 2D Guillotine Knapsack Problems with items with profit  $v_j$  for each bin type.

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- ► 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

- ► 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 to difficult
  - ▶ Branching on the variables of the primal 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
- Complex to implement.
- ► It can be combined with cuts (Branch-and-Price-and-Cut). The added cuts might also change the pricing problem ⇒ 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 computationaly 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:

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

#### 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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## 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 Discpreancy 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
- Norks better when the number of elements in columns is small  $(\leq 20)$

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