# Optimization Techniques

#### Laboratory 4

Variable neighborhood search

cc.rambaldimigliore@unitn.it elia.cunegatti@unitn.it mvincze@fbk.eu



UNIVERSITY OF TRENTO - Italy

Information Engineering and Computer Science Department

#### 0-1 Knapsack Problem

Assume

N = number of items

 $X = \{x_1, x_2, \dots, x_N\} = \text{set of items}$ 

 $v_i = \text{value of item } x_i$ 

 $w_i = \text{weight of item } x_i$ 

W = maximum weight the knapsack can hold

Then the 0/1 knapsack problem can be formulated as follows:

$$\begin{array}{ll} \text{maximize} & \sum_{x_i \in X} v_i x_i \\ \text{subject to} & \sum_{x_i \in X} w_i x_i \leq W \\ & x_i \in \{0,1\} \forall x_i \in X \end{array}$$



### Variable Neighborhood Search

Systematically change the neighbourhood during search

```
Procedure Basic VNS
  select \{N_k\}, k = 1, ..., k_{max}
  find an initial solution x
  choose a stopping condition
  repeat until stopping condition is met:
      k ← 1
      repeat until k = k_{max}
         x' \leftarrow RandomSolution(N_k(x))
         x'' \leftarrow LocalSearch(x')
         if f(x'') < f(x) then
            x \leftarrow x''
            k ← 1
         else
            k \leftarrow k + 1
End
```

```
Function BestImprovement(x)

1 repeat

2 | x' \leftarrow x

3 | x \leftarrow arg \min_{y \in N(x)} f(y)

until (f(x) \ge f(x'))

return x
```

```
Function FirstImprovement (x)

1 repeat

2 | x' \leftarrow x; i \leftarrow 0

3 | repeat

4 | i \leftarrow i+1

5 | x \leftarrow arg\min\{f(x), f(x^i)\}, x^i \in N(x)

until (f(x) < f(x') \text{ or } i = |N(x)|)

until (f(x) \ge f(x'))

return x
```

## Reduces VNS (RVNS)

No local search to save time

Random solutions are generated from increasingly larger neighborhoods of x

- Can converge way faster
- Suitable when local search is expensive

```
Procedure Reduced VNS
    select \{N_k\}, k = 1, ..., k_{max}
    find an initial solution x
    choose a stopping condition
    k ← 1
    repeat until k = k_{max}
        x' \leftarrow RandomSolution(N_k(x))
        if f(x') < f(x) then
            \chi \leftarrow \chi'
            k ← 1
        else
            k \leftarrow k + 1
```

End