

# Branch and bound

For linear programming: with powers  
of 2.

## a) The problem

- We have a linear programming problem for which one of two things is true:
  - 1) We don't have all the linear inequalities but we have a relaxed version (subset) of them. Ex: TSP. for  $n > 6$ , with just the basic facets.
  - 2) We do have all the available inequalities, but they are not precise enough to limit our answer to only the realistic possibilities.

## a) The problem

- We have a linear programming problem for which one of two things is true:
  - 1) We don't have all the linear inequalities but we have a relaxed version (subset) of them. (Ex: TSP. for  $n > 6$ )
  - 2) We do have all the available inequalities, but they are not precise enough to limit our answer to only the realistic possibilities.
- *But: we do* know that the optimal answer (as a vector) has a finite number of allowed values for the coordinates. [Examples: 0 or 1 for STSP, non-negative integers for knapsack problem, powers of 2 for the balanced minimal evolution problem.]

a) (cont.) Steps for the case of a problem which only allows *powers of 2 as coordinates*.

- 1) Run the LP solver (such as simplex method) to get answer zero: vector  $\mathbf{x}_0$  and objective function value  $p_0$ .

a) (cont.) Steps for the case of a problem which only allows *powers of 2 as coordinates*.

- 1) Run the LP solver (such as simplex method) to get answer zero: vector  $\mathbf{x}_0$  and objective function value  $p_0$ .
- 2) If  $\mathbf{x}_0$  has all coordinates powers of 2, then we say it is *complete*, and it is our final answer.

a) (cont.) Steps for the case of a problem which only allows *powers of 2 as coordinates*.

- 1) Run the LP solver (such as simplex method) to get answer zero: vector  $\mathbf{x}_0$  and objective function value  $p_0$ .
- 2) If  $\mathbf{x}_0$  has all coordinates powers of 2, then we say it is *complete*, and it is our final answer.
- 3) If not, then we create some new LP problems 1A, 1B, etc. by adding *new inequalities one at a time*, just enough to force an offending coordinate away from its disallowed value.
- 4) We solve each of these (as long as they are still *feasible*) to get answers 1A, 1B, ... etc.

a) (cont.) Steps for the case of a problem which only allows *powers of 2 as coordinates*.

- 1) Run the LP solver (such as simplex method) to get answer zero: vector  $\mathbf{x}_0$  and objective function value  $p_0$ .
- 2) If  $\mathbf{x}_0$  has all coordinates powers of 2, then we say it is *complete*, and it is our final answer.
- 3) If not, then we create some new LP problems 1A, 1B, etc. by adding *new inequalities one at a time*, just enough to force an offending coordinate away from its disallowed value.
- 4) We solve each of these (as long as they are still *feasible*) to get answers 1A, 1B, ... etc.
- 5) For each new answer we check whether it is complete, and if not whether it *merits further branching* into more new problems.
- 6) The process ends when no more branching is indicated; and the final answer is the optimal one from among the complete answers found.

## b) Example in 2d

Maximize  $p = 6.75x + 5y$  subject to

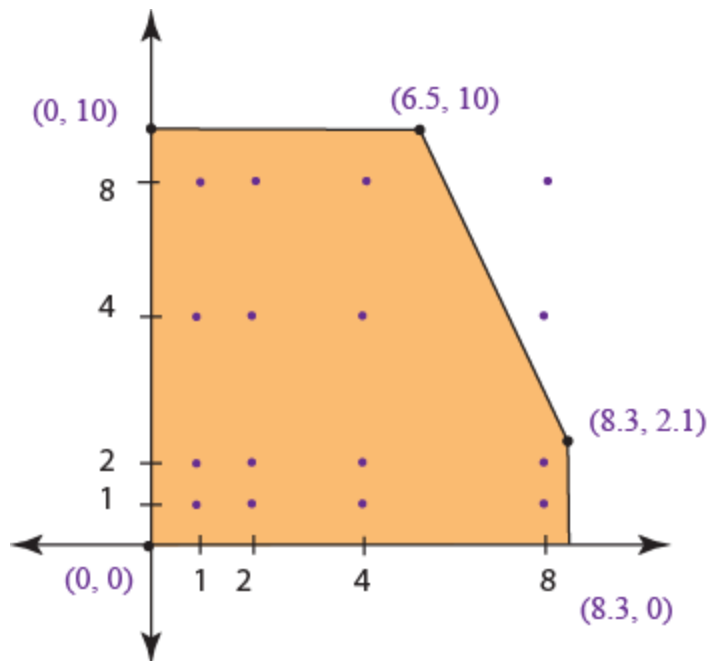
$$-x \leq 0$$

$$-y \leq 0$$

$$y \leq 10$$

$$x \leq 8.3$$

$$79x + 18y \leq 693.5 \quad \text{Require all coordinates of answer } (x,y) \text{ to be powers of 2.}$$



Optimal Solution:  $p = 93.87$ ;  $x = 6.5$ ,  $y = 10$



Answer zero:

$p = 93.87; x = 6.5, y = 10$

## Branches:

$x \leq 4$

$x \geq 8$

Maximize  $p = 6.75x + 5y$  subject to

$$-x \leq 0$$

$$-y \leq 0$$

$$y \leq 10$$

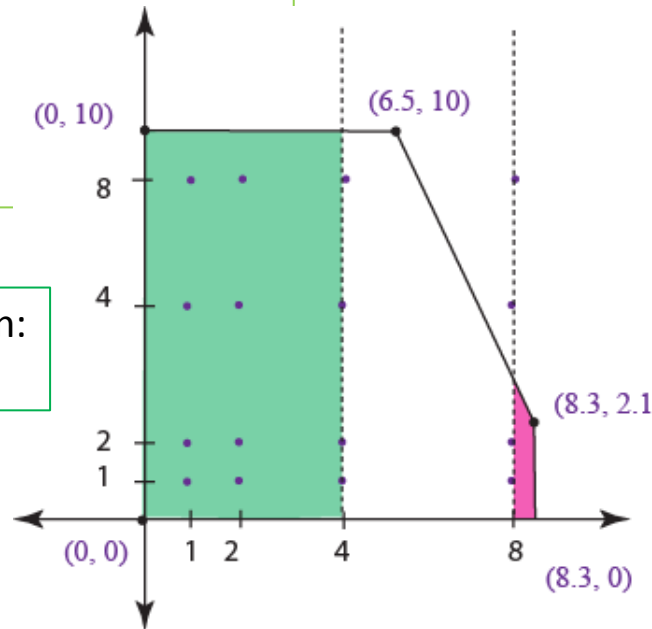
$x \leq 8.3$

$$79x + 18y \leq 693.5$$

$x \leq 4$

$(0, 10)$

(6.5, 10)



Maximize  $p = 6.75x + 5y$  subject to

$$-x \leq 0$$

$$-y \leq 0$$

$y \leq 10$

$x \leq 8.3$

$$79x + 18y \leq 693.5$$

$x \geq 8$

(8.3, 2.1)

### 1B: Optimal Solution:

$p = 71.08; x = 8, y = 3.417$

Answer 1A:

$$p = 77; x = 4, y = 10$$

Branches:

$$y \leq 8$$

$$y \geq 16$$

Maximize  $p = 6.75x + 5y$  subject to

$$-x \leq 0$$

$$-y \leq 0$$

$$y \leq 10$$

$$x \leq 8.3$$

$$79x + 18y \leq 693.5$$

$$x \leq 4$$

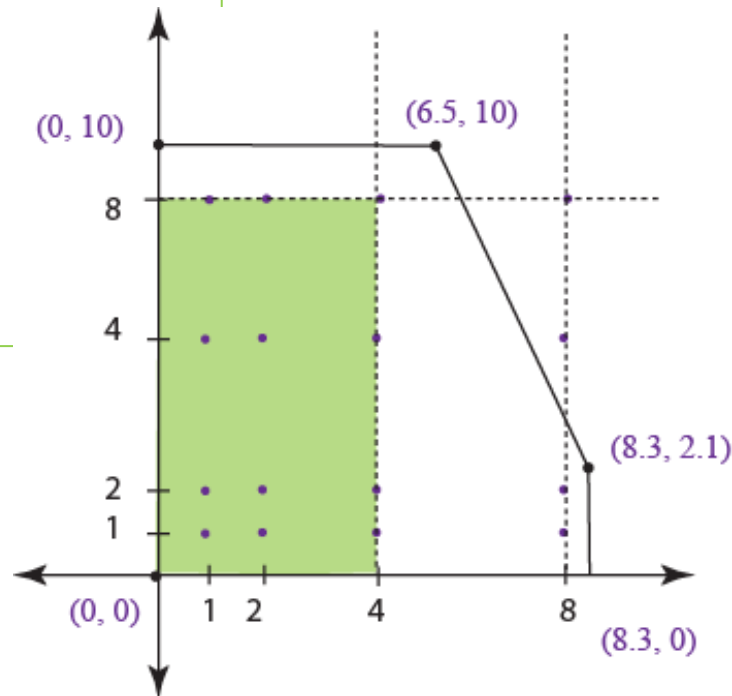
$$y \leq 8$$

2B: Not feasible.

2A: Optimal Solution:

$$p = 67; x = 4, y = 8$$

Complete solution.



Answer 1B:

$$p = 71.08; x = 8, y = 3.417$$

Branches:

$$y \leq 2$$

$$y \geq 4$$

Maximize  $p = 6.75x + 5y$  subject to

$$-x \leq 0$$

$$-y \leq 0$$

$$y \leq 10$$

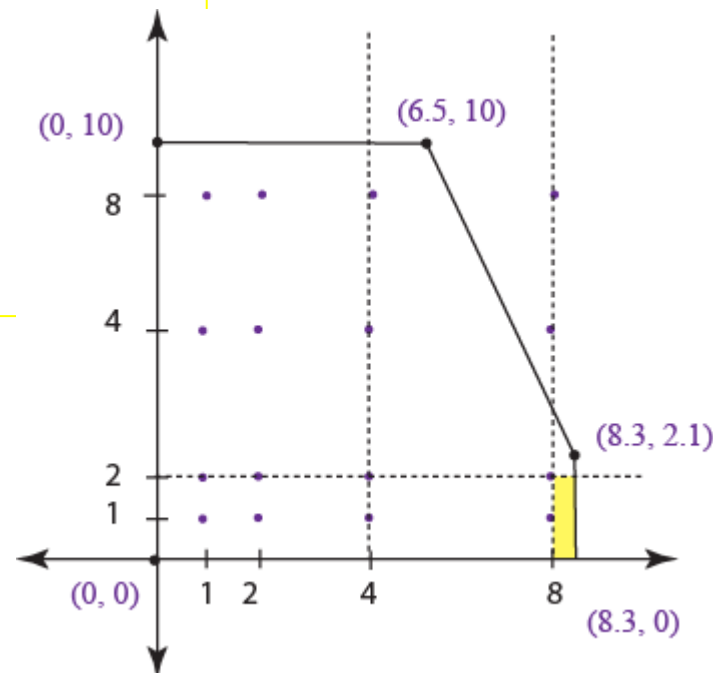
$$x \leq 8.3$$

$$79x + 18y \leq 693.5$$

$$x \geq 8$$

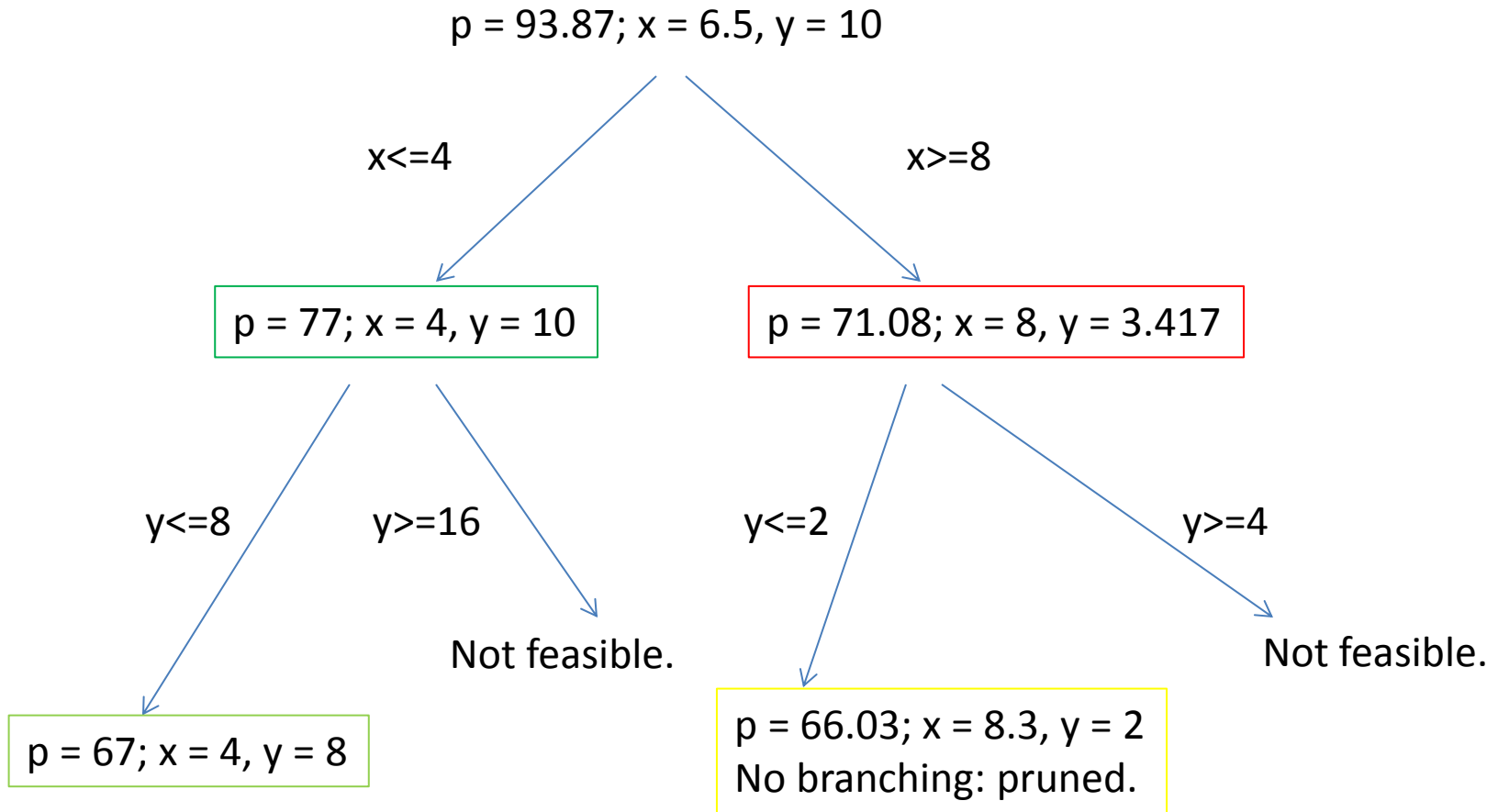
$$y \leq 2$$

2D: Not feasible ( $x \geq 8$  and  $y \geq 4$ ).



2C: Optimal Solution:  
 $p = 66.03; x = 8.3, y = 2$

$66.03 < 67$  (best complete solution) so:  
No further branching.



So final answer is  $p=67$  at  $x=4, y=8$ .