





decision-making (specs 1)

- accurate mathematical models of physical systems
- optimality certificates
- flexible algorithms for changing problems
- efficient algorithms for complex/large problems

decision-making (specs 2)

- discrete decisions and logical conditions

combinatorial optimization

- uncertain data

stochastic optimization

6

why MILP?

versatility:

- logical conditions as binary variables and linear inequalities
- physic or economic constraints & objectives as piecewise-linear functions
- convex MINLP solvers incorporate MILP relaxations and solvers

flexibility:

- one generic model = one generic solver
- one specific problem = one generic solver + specific components

efficiency:

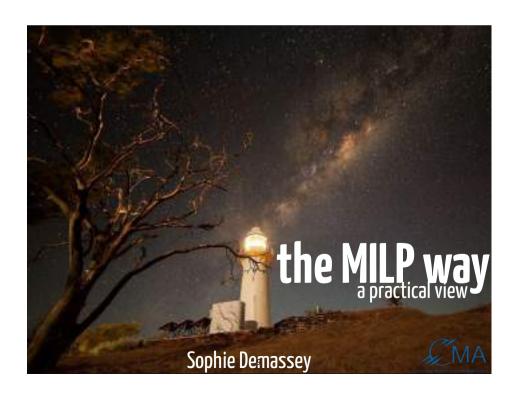
- easy LP + enumeration
- sophisticated algorithmic components

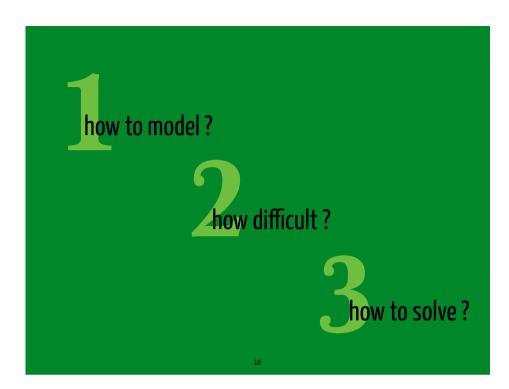
combinatorial optimization*

*here = Mixed Integer Linear Programming (MILP)

This course is about:

- techniques to model or approximate problems as MILPs
- some applications
- notions of complexity
- generic techniques to solve MILPs: the main ideas
- modern solvers and their usage





Mixed Integer Linear Program

 $\min f(x) \mid g(x) \ge 0, x \in \mathbb{Z}^p \times \mathbb{R}^{n-p}$ with linear functions f and g:

$$\min cx$$

$$Ax \ge b$$

$$x \in \mathbb{Z}^p \times \mathbb{R}^{n-p}$$

 $c \in \mathbb{R}^n, A \in \mathbb{R}^{m \times n}, b \in \mathbb{R}^m$

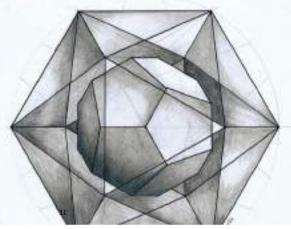
$$\min \sum_{j=1}^{n} c_j x_j$$

$$\sum_{j=1}^{n} a_{ij} x_j \ge b_i \ \forall i = 1..m$$

$$x_j \in \mathbb{Z} \ \forall j = 1..p$$

$$x_j \in \mathbb{R} \ \forall j = p + 1..n$$

how to model?



Mixed Integer Linear Program

 $\min f(x) \mid g(x) \ge 0, x \in \mathbb{Z}^p \times \mathbb{R}^{n-p}$ with linear functions f and g:

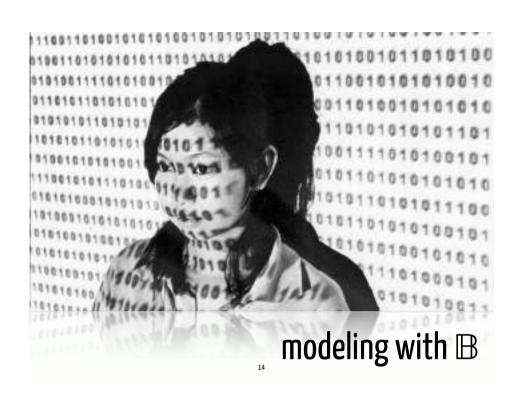
$$\min cx$$

$$Ax \ge b$$

$$x \in \mathbb{Z}^p \times \mathbb{R}^{n-p}$$

 $c \in \mathbb{R}^n, A \in \mathbb{R}^{m \times n}, b \in \mathbb{R}^m$

- objective cx
- linear constraints $Ax \ge b$
- integrity constraints $x_1, ..., x_p \in \mathbb{Z}$ constraint rhs (right hand side) b
- cost vector c
- solution space \mathbb{R}^n
- feasible set $\{x \in \mathbb{Z}^p \times \mathbb{R}^{n-p} | Ax \ge b\}$



true or false

in an optimal solution...

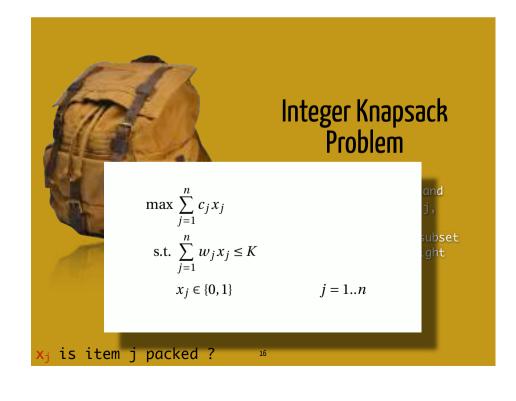
- is item j selected? $x_j \in \{0,1\}$

- is item j associated to item i? $x_{ij} \in \{0,1\}$

- is non-negative y greater than a? $y \ge ax, x \in \{0,1\}$

- at most n items $x_1, ..., x_n \in \{0,1\}$





logic with binaries

x,y binary variables; f continuous variable; a, k, n constants

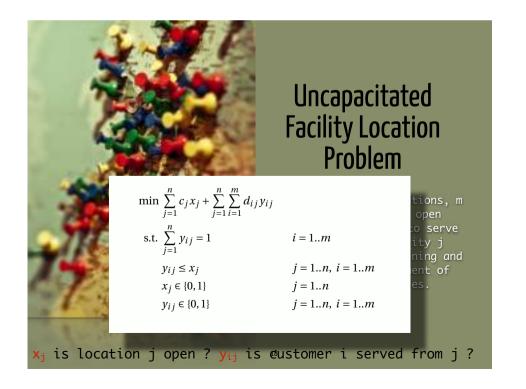
- either x or y x + y = 1

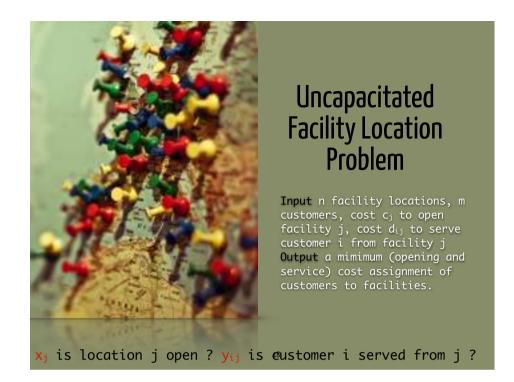
- if x then y $y \ge x$

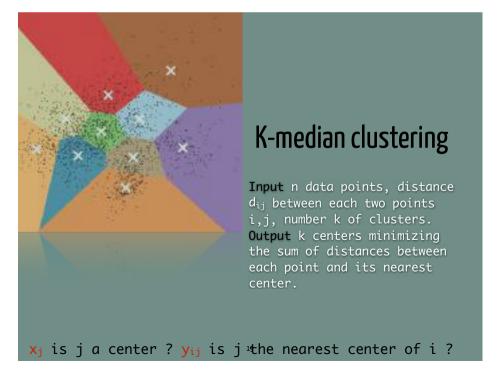
- if x then f ≤ a $f \le ax + M(1-x)$

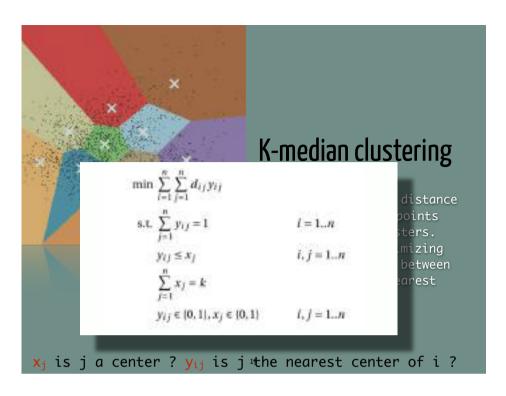
- at most 1 out of n $x_1 + \cdots + x_n \le 1$

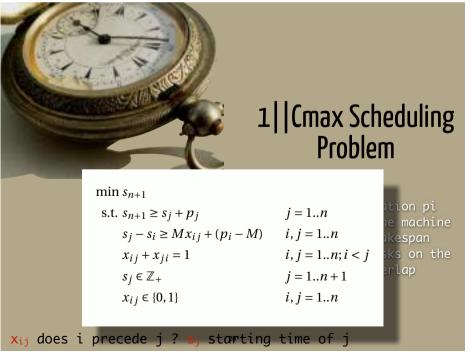
- at least k out of n $x_1 + \cdots + x_n \ge k$



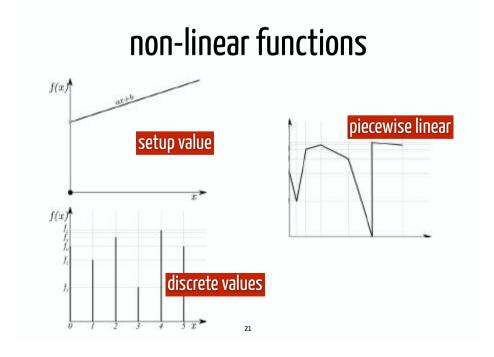


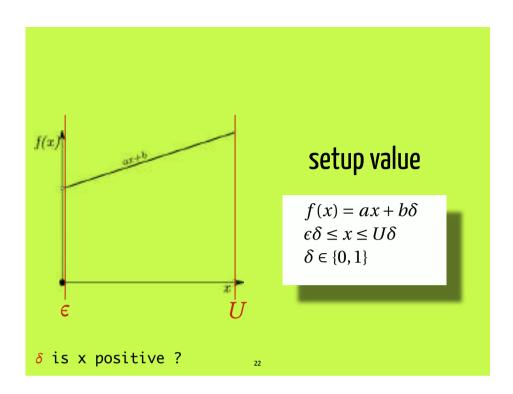


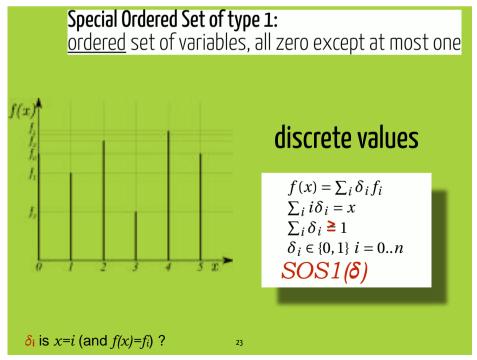


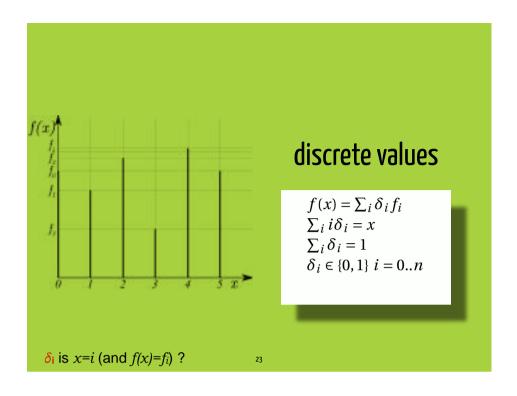


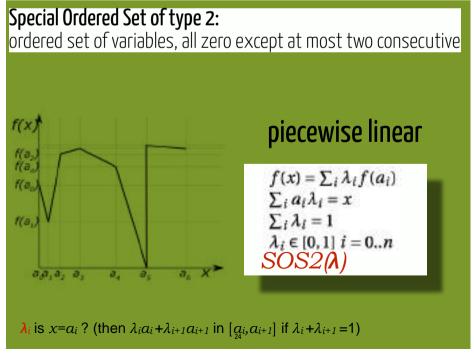














$$x_i = 5$$

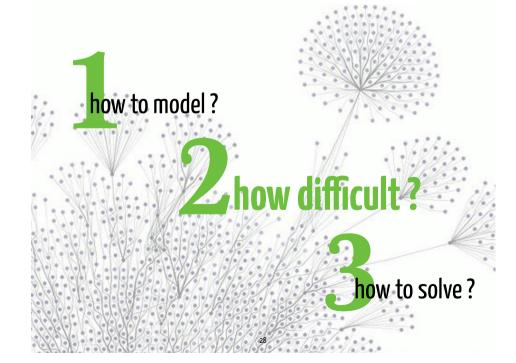
to order i is the 5th item
to count 5 items are selected
to measure time task i starts at time 5
to measure space item i is located on floor 5

$$\simeq \delta_{i5} = 1$$

26

Integer Linear Program (IP) \mathbb{Z}^n

Mixed Integer Linear Program (MIP) Zn U ℚn



Linear Programming cheat sheet

- MILP without integrality = LP-relaxation

linear inequality = halfspace

LP feasible set = polyhedron

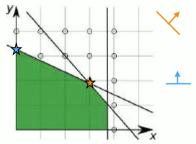
convex optimization

- if LP is feasible and bounded, at least one vertex is optimal

primal simplex algorithm: visit adjacent vertices as cost decreases

- strong duality: $\min_{x} \{cx \mid Ax \ge b, x \ge 0\} = \max_{u} \{ub \mid uA \le c, u \ge 0\}$

- interior point method runs in <u>polynomial</u> time (simplex can be better in practice)



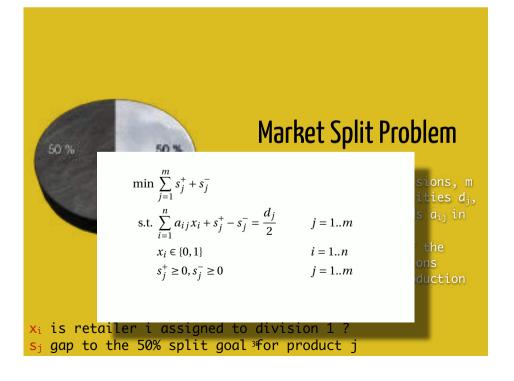
50 % 50 %

Market Split Problem

Input 1 company, 2 divisions, m products with availabilities d_j , n retailers with demands a_{ij} in each product j.

Output an assignment of the retailers to the divisions approaching a 50/50 production split.

30



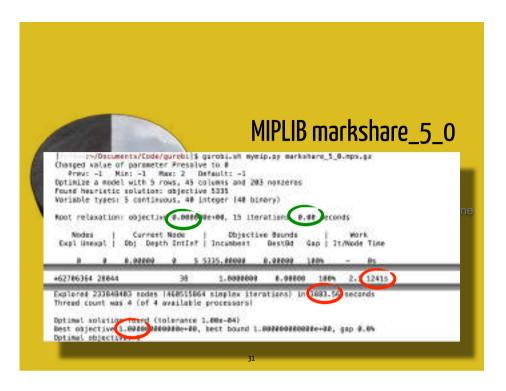


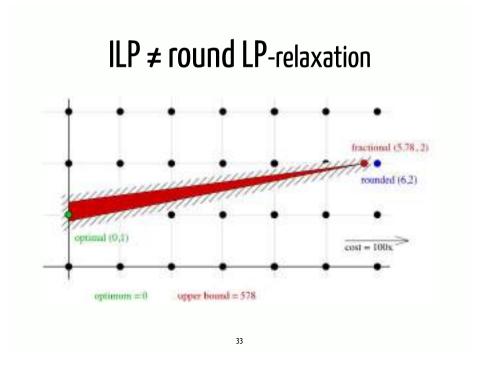
MIPLIB markshare_5_0

Input 5 products, 40 retailers

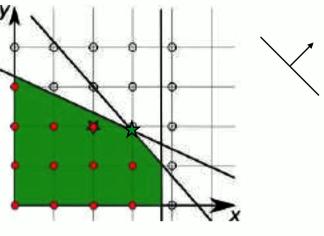
Output (hold the line please)

Int Opt = 1 Solution time = 20 minutes Proof time = > 1 hour



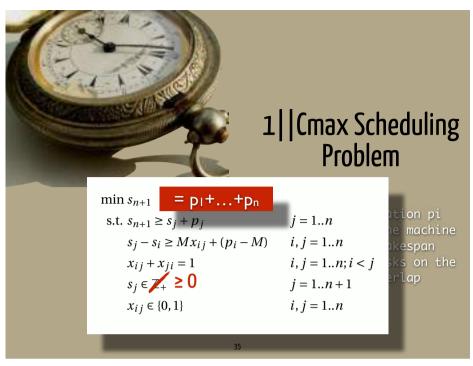


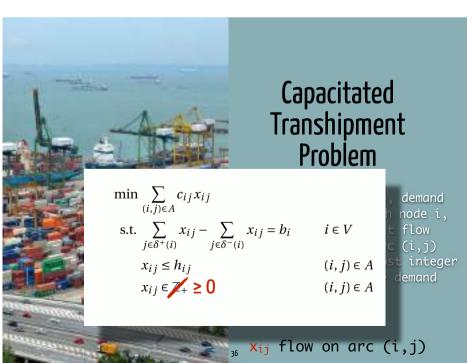
ILP ≠ LP-relaxation

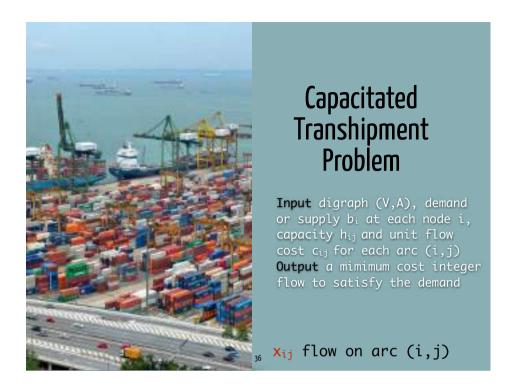


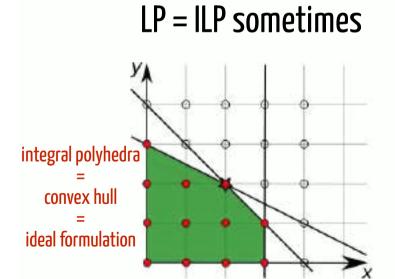
general ILP is NP-hard

small problems are easy some specific problems are easy









totally unimodular matrix (theory)

$$(P) = \max\{ cx \mid Ax \le b, x \in \mathbb{Z}_+^n \}$$

- basic feasible solutions of the LP relaxation (\bar{P}) take the form: $\bar{x} = (\bar{x}_B, \bar{x}_N) = (B^{-1}b, 0)$ where B is a square submatrix of (A, I_m)
- lacktriangle Cramer's rule: $B^{-1}=B^*/det(B)$ where B^* is the adjoint matrix (made of products of terms of B)
- \blacksquare Proposition: if (P) has integral data (A,b) and if $det(B)=\pm 1$ then \bar{x} is integral

Definition

A matrix A is totally unimodular (TU) if every square submatrix has determinant +1, -1 or 0.

Proposition

If A is TU and b is integral then any optimal solution of (\bar{P}) is integral.

38

Interlude

Show that the Transhipment ILP is ideal Show that the Scheduling ILP is NOT ideal

totally unimodular matrix (practice)

How to recognize TU?

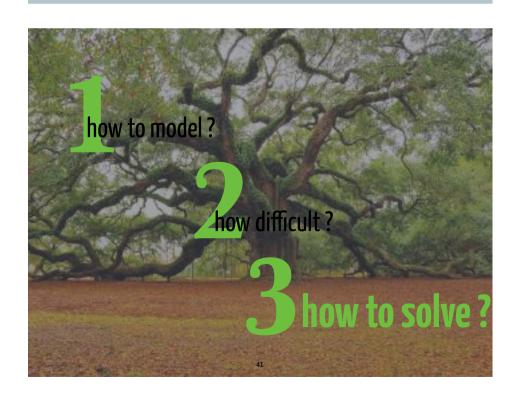
Sufficient condition

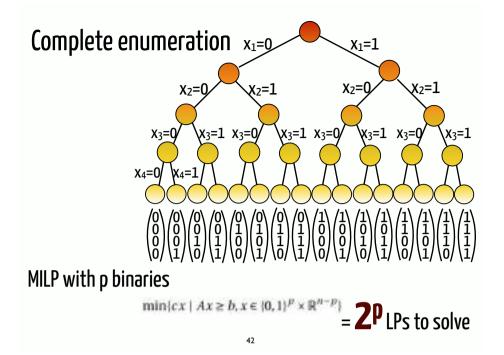
A matrix A is TU if

- \blacksquare all the coefficients are +1, -1 or 0
- each column contains at most 2 non-zero coefficient
- there exists a partition (M_1, M_2) of the set M of rows such that each column j containing two non zero coefficients satisfies $\sum_{i \in M_1} a_{ij} \sum_{i \in M_2} a_{ij} = 0$.

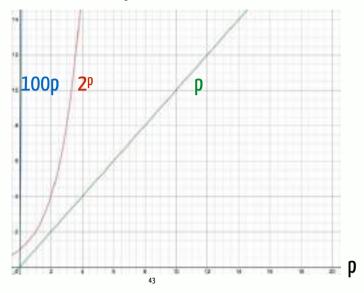
Proposition |

A is TU \iff A^t is TU \iff (A, I_m) is TU where A^t is the transpose matrix, I_m the identity matrix

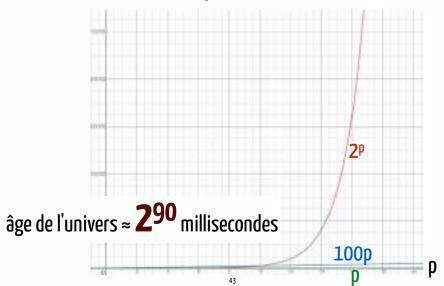




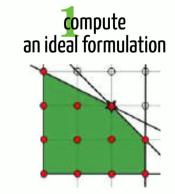
Combinatorial explosion

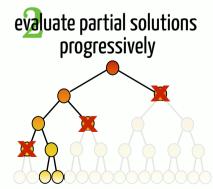


Combinatorial explosion



Two options





Cut Generation formulation

compute an ideal

Branch&Bound

evaluate partial solutions

progressively

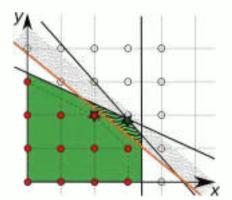
modern Branch&Cut mix

up+presolve+heuristics

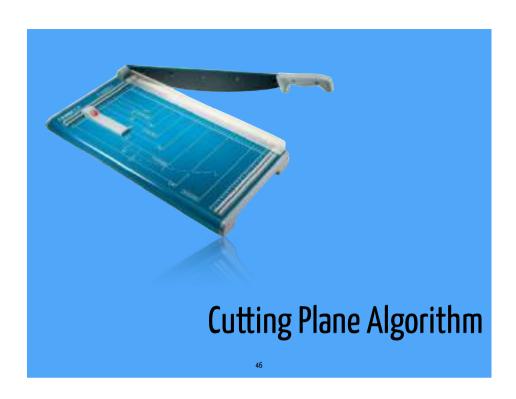
decomposition methods relaxation, Benders)

(Branch&Price, Lagrangian

45



Lemma cuts are linear combinations of constraints



cutting plane algorithm

1. solve the LP relaxation of (P), get x

2. if **x** is integral STOP: feasible then optimal for (P)

3. find cuts C for (P,x) from template T

4. add constraints C to (P) then 1.

separation subproblem

templates

general-purpose ed integer rounding, split, Chvátal-Gomory

structure-based

clique, cover, flow cover, zero half

problem-specific subtour elimination (TSP), odd-set (matc

Cover cuts $S = \{ y \in \{0,1\}^7 | 11y_1 + 6y_2 + 6y_3 + 5y_4 + 5y_5 + 4y_6 + y_7 \le 19 \}$

- \blacksquare (y_3, y_4, y_5, y_6) is a minimal cover for $11y_1 + 6y_2 + 6y_3 + 5y_4 + 5y_5 + 4y_6 + y_7 \le 19$ as 6 + 5 + 5 + 4 > 19 then $y_3 + y_4 + y_5 + y_6 \le 3$ is a cover inequality
- we can derive a stronger valid inequality $y_1 + y_2 + y_3 + y_4 + y_5 + y_6 \le 3$ by noting that y_1, y_2 has greater coefficients than any variable in the cover
- \blacksquare note furthermore that (y_1, y_i, y_j) is a cover $\forall i \neq j \in \{2, 3, 4, 5, 6\}$ then $2y_1 + y_2 + y_3 + y_4 + y_5 + y_6 \le 3$ is also valid

separation: solve knapsack $\min\{\sum (1-\overline{y}_j)x_j \mid \sum a_jx_j \ge b+\epsilon, x \in \{0,1\}^n\}$ get coefficients x^* of the cover inequality $\sum x_i^* y_j \le \sum x_j^* - 1$

if $\sum_{j=1}^{\infty} (1-\overline{y}_j)x_j^* < 1$ then it is a cut (not satisfied by current LP solution \overline{y})

Chvátal-Gomory cuts

$(P): \max\{cx \mid Ax \leq b, x \in \mathbb{Z}_{\perp}\}$

For any $u \in \mathbb{R}^m_+$ the following inequalities are valid:

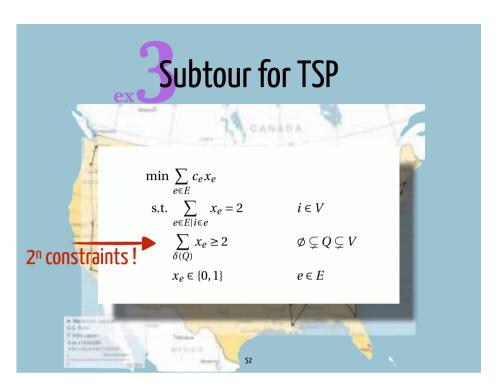
1. surrogate:
$$\sum_{i} \sum_{j} u_i a_{ij} x_j \leq \sum_{i} u_i b_i$$
 $(u \geq 0)$

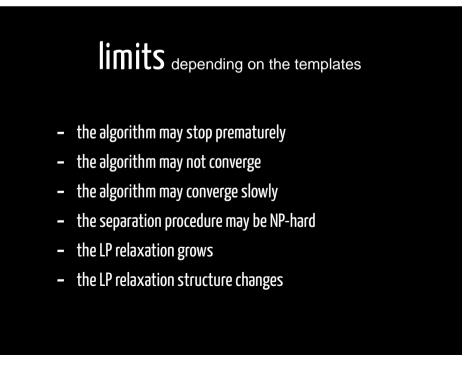
2. round off:
$$\sum_{i=1}^{J} \left[\sum_{i=1}^{L} u_i a_{ij} \right] x_j \leq \sum_{i=1}^{L} u_i b_i$$
 $(x \geq 0)$

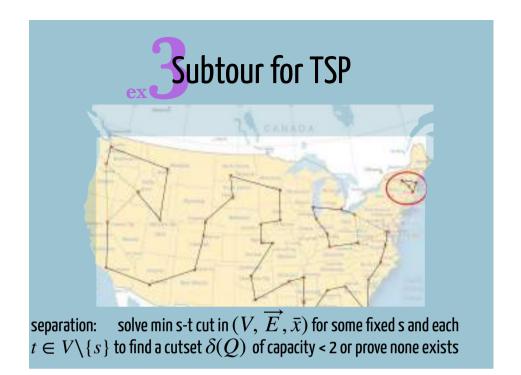
3. Chvátal-Gomory:
$$\sum_{i} \left[\sum_{i} u_{i} a_{ij} \right] x_{j} \leq \left[\sum_{i} u_{i} b_{i} \right]$$
 $(\lfloor uA \rfloor x \in \mathbb{Z})$

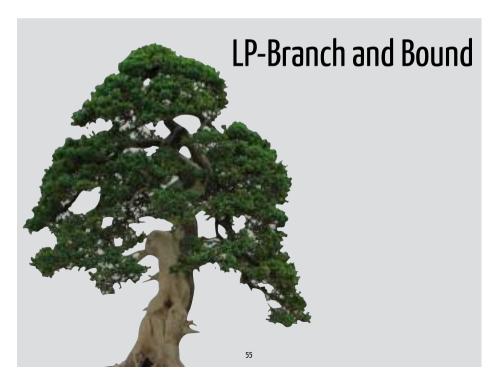
variants in the choice of u, ex: Gomory or MIR cuts

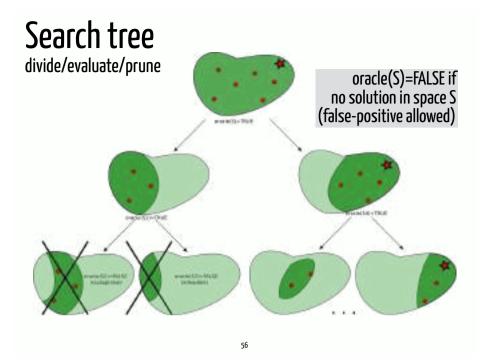


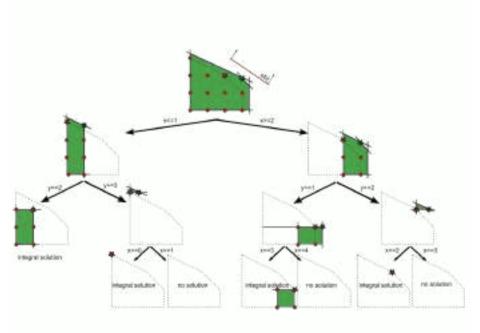












LP-based branch and bound

- evaluate by solving the LP relaxation and compare bounds divide with variable bounding (hyperplanes)

oracle(S) = FALSE if either:

- the LP relaxation is unfeasible on S
- the relaxed LP solution x is not better than the best integer solution found so far x*
- x is integer (then update x*)

branching

node selection

which order to visit nodes?

variable selection

how to separate nodes?

constraint branching versus variable branching

node selection DFS Lipidate 2 Tail Lipidate 3 Tail Lipidate

Best Bound First Search explore less nodes, manages larger trees

Depth First Search sensible to bad decisions at or near the root

DFS (up to n solutions) + BFS (to prove optimality)

constraint branching

example: GUB dichotomy

- if (P) contains a GUB constraint $\sum_{C} x_i = 1$, $x \in \{0,1\}^n$
- \blacksquare choose $C' \subseteq C$ s.t. $0 < \sum_{C'} \bar{x}_i < 1$
- \blacksquare create two child nodes by setting either $\sum_{C'} x_i = 0$ or $\sum_{C'} x_i = 1$
- enforced by fixing the variable values
- leads to more balanced search trees

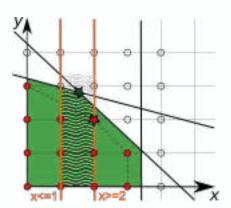
SOS1 branching in a facility location problem

choose a warehouse depending on its size/cost:

$$\begin{aligned} \mathsf{COST} &= 100x_1 + 180x_2 + 320x_3 + 450x_4 + 600x_5 \\ \mathsf{SIZE} &= 10x_1 + 20x_2 + 40x_3 + 60x_4 + 80x_5 \\ (\mathsf{SOS1}) &: x_1 + x_2 + x_3 + x_4 + x_5 = 1 \end{aligned}$$

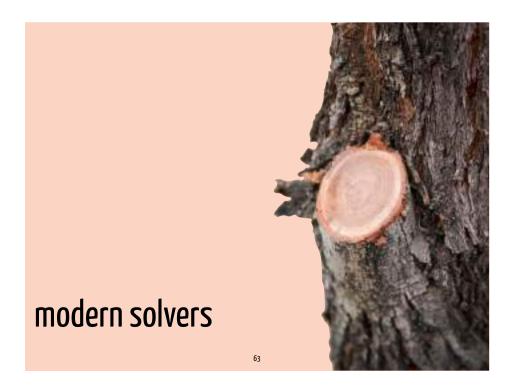
- lacksquare let $ar{x}_1=0.35$ and $ar{x}_5=0.65$ in the LP solution then SIZE= 55.5
- \blacksquare choose $C'=\{1,2,3\}$ in order to model SIZE $\!\!\!\leq 40$ or SIZE $\!\!\!\geq 60$

variable selection



most fractional easy to implement but not better than random strong branching best improvement among all candidates (impractical) pseudocost branching record previous branching success for each var (inaccurate at root)

reliability branching pseudocosts initialised with strong branching



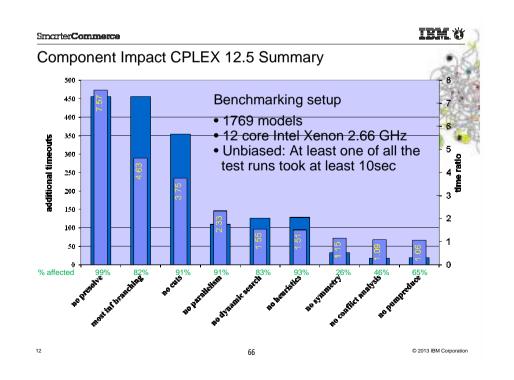
Simplex var branching Prepro

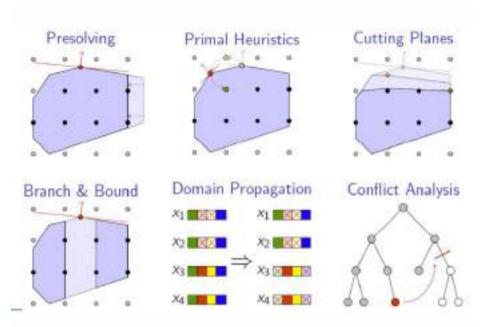
Preprocessing

Branch & Cut

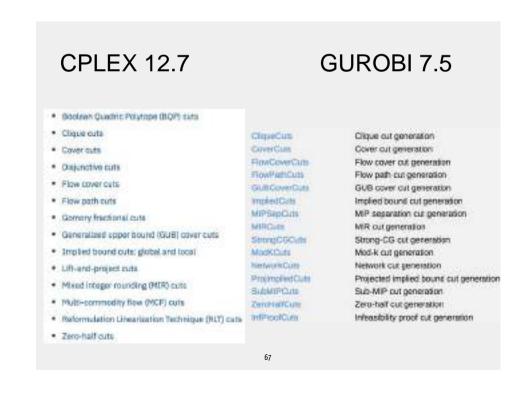
Heuristics

Parallelism





Slide from Martin Grötschel Co@W Berlin 2015



reduce size

remove redundancies $x+y \le 3$, binaries substitute variables x+y-z=0

Preprocessing fix variables by duality $c_i \ge 0$, $A_i \ge 0 \Rightarrow x = x_{min}$

fix variables by probing x=1 infeas $\Rightarrow x=0$

strengthen LP relaxation

adjust bounds $2x+y \le 1$, binaries $\Rightarrow x=0$

lift coefficients $2x-y \le l$, binaries $\Rightarrow x-y \le l$

identify/exploit properties

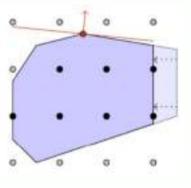
detect implied integer 3x+y=7, x int \Rightarrow

build the conflict graph detect disconnected components remove symmetries

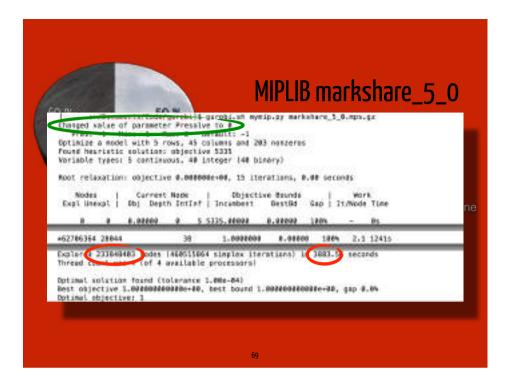
Thread count was (of 4 available processors) Optimal solution found (tolerance 1.00e-04)

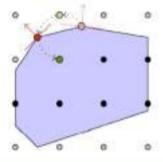
Optimal objective: 1

Best objective 1.000000000000e+00, best bound 1.0000000000e+00, gap 0.0%



m:~/Documents/Code/gurobi]\$ gurobi.sh mymip.py markshare_5_0.mps.gz Optimize a model with 5 rows, 45 columns and 203 nonzeros Found heuristic solution: objective 5335 Presolve time: 0.00s Presolved: 5 rows, 45 columns, 203 nonzeros Variable types: 0 continuous, 45 integer (40 binary) Root relaxation: objective 0.000000e+00, 15 iterations, 0.00 seconds Current Node Objective Bounds Expl Unexpl | Obj Depth IntInf | Incumbent BestBd It/Node Time 320.0000000 0.00000 0.00000 320.00000 0.00000 0.00000 320.00000 0.00000 320.00000 0.00000 0.00000 320.00000 0.00000 100% 239,0000000 0.00000 239.00000 0.00000 96.0000000 0.00000 100% 99 0.00000 100% 32 58.0000000 2.1 05 H 506 214 53.0000000 0.00000 100% 0s H30682 1.00000 0.00% 2.1 Cutting planes: Cover: 26 Explored 30682 nodes (65348 simplex iterations) i 0.70 seconds





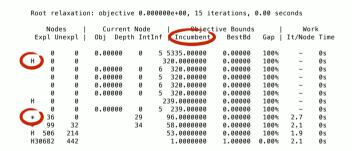
rounding LP solution diving at some nodes local search in the incumbent neighbourhood

Primal Heuristics

accelerate the search a little appeal to the practitioner a lot

limits of branch&cut

- highly heuristic (branching decisions, cut generation)
- floating-point errors and optimality tolerance (0.01%)
- generic features
- less effective on general integers (ex: scheduling)
- hard to model (and solve) non-linear structures
- NP-hard



use as a heuristic

set a time limit

MIPFocus=1
ImproveStartGap=0.1

how to tune modern solvers play with Gurobi

	Nodes			Cur	lode		Object	ive Bounds	- 1	Work		
Е	xpl Ur	nexpl	0	bj	Depth	IntIn	ıf	Incumbent	BestBd	Gap	It/Node	Time
	0	0	0	.000	00	0	5	5335.00000	0.00000	100%	_	0s
Н	0	0					3	20.0000000	0.00000	100%	-	0s
	0	0	0	.000	00	0	6	320.00000	0.00000	100%	-	0s
	0	0	0	.000	00	0	5	320.00000	0.00000	100%	-	0s
	0	0	0	.000	100	0	6	320.00000	0.00000	100%	-	0s
	0	0	0	.000	00	0	5	320.00000	0.00000	100%	-	0s
Н	0	0					2	39.0000000	0.00000	100%	-	0s
	0	0	0	.000	00	0	5	239.00000	0.00000	100%		0s
*	36	0			:	29		96.0000000	0.00000	100%	2.7	0s
*	99	32			:	34		58.0000000	0.00000	100%	2.1	0s
Н	506	214						53.0000000	0.00000	100%	1.9	0s
Н3	0682	442						1.0000000	1.00000	0.00%	2.1	0s

change the LP solver

if nblteration(node) ≥ nblteration(root)/2
NodeMethod=2

Root relaxation: objective 0.000000e+00, 15 iterations, 0.00 seconds Nodes Current Node Obj Depth IntInf (Incumbent) BestBd 5 5335.00000 320.0000000 0.00000 0.00000 320.00000 0.00000 100% 6 320.00000 5 320.00000 0.00000 239.0000000 0.00000 100% 5 239.00000 0.00000 96.0000000 0.00000 100% 99 100% 34 58.0000000 0.00000 0s H 506 214 53.0000000 0.00000 100% 0s

H30682

init with a feasible solution

if built-in heuristics fail

PumpPasses,MinRelNodes,ZeroObjNodes
model.read('initSol.mst')
model.cbSetSolution(vars, newSol)

75

http://www.gurobi.com/

Nodes Current Node Obj Depth IntInf | Incumbent BestBd Gap 5 5335.00000 0.00000 320.0000000 0.00000 0.00000 0.00000 320.00000 0.00000 6 320.00000 0.00000 0.00000 5 320.00000 0.00000 239.0000000 0.00000 5 239.00000 0.00000 96.0000000 0.00000 100%

58.0000000

53.0000000

H 506

Root relaxation: objective 0.000000e+00, 15 iterations, 0.00 seconds

tighten the model

if the bound stagnates

100%

100%

0.00000

0.00000

1.00000 0.00%

Cuts=3
Presolve=3
model.cbCut(lhs, sense, rhs)

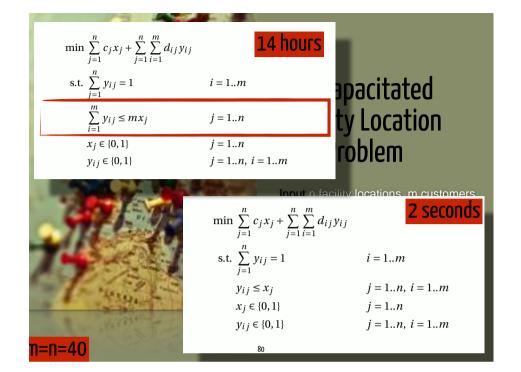
76

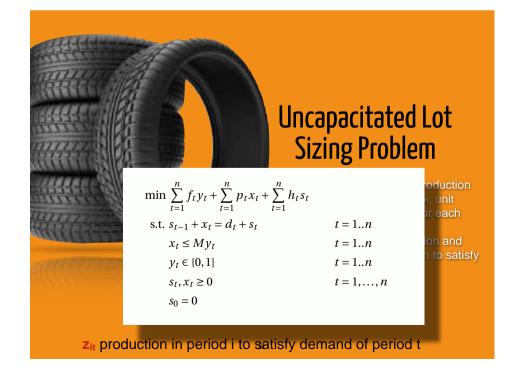
you know your problem better than your solver does

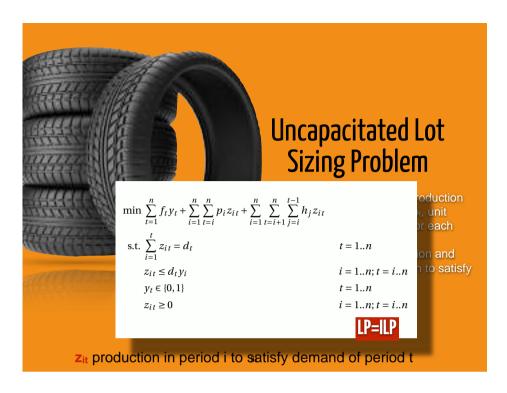
improve the model

7Q

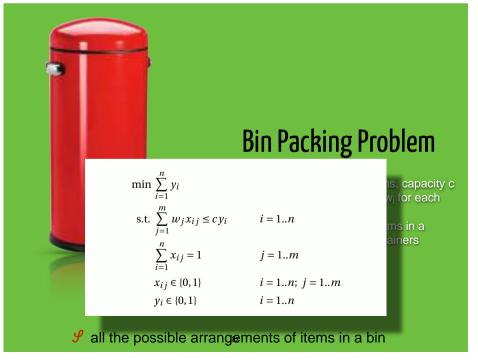


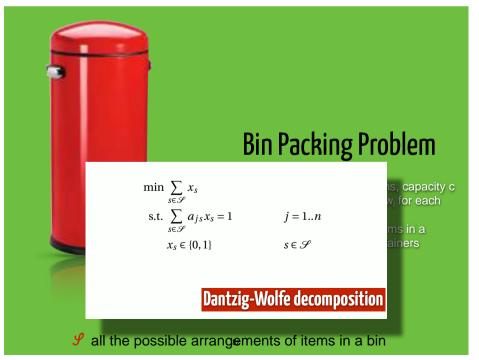


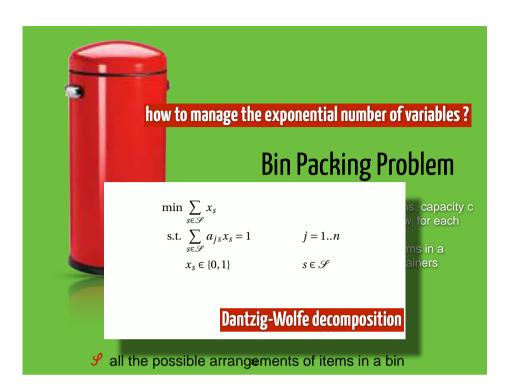












application to Bin Packing

 $\mathcal{S} \subseteq 2^m$ all the possible arrangements of items in a bin **s** a feasible subset (i.e. covering all the items)

1. solve the restricted LP:

$$\min\{\sum_{s\in S} x_s \mid \sum_{s\in S} a_{js} x_s = 1 \ \forall j, \ x_s \ge 0 \ \forall s \in S\}$$

get the corresponding dual solution $\overline{u} \in \mathbb{R}^m$

2. look for an improving basic direction

e.g. by solving

$$\max\{\sum a_j \overline{u}_j | \sum w_j a_j \leq K, a \in \{0,1\}^m\}$$

3. if $\sum_{i} a_{j}^{*} \overline{u}_{j} > 1$ add column $(1, a^{*})$ to S then 1 otherwise

STOP: $(\overline{x}_s,0)$ solves the LP-relaxation

delayed column generation

 $min\{c_Bx_B + c_Nx_N | A_Bx_B + A_Nx_N = b\}$ without (c_N, A_N) i.e. $x_N = 0$:

1/ solve the restricted LP with the primal simplex algorithm where the omitted columns *N* are implicitly non-basic

2/ find $j \in N$ that can profitably enter the basis $\overline{c_i} < 0$, stop if none

= dual cut generation: (cut separation = pricing problem)

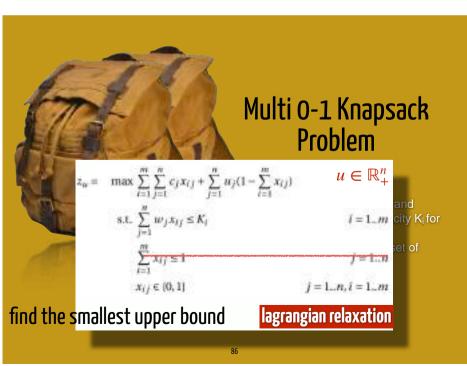
$$\begin{array}{c|cccc} \min cx & \max ub \\ A_i x \geq b_i, & \forall i & uA_j \leq c_j, & \forall j \\ x_j \geq 0, & \forall j & u_i \geq 0, & \forall i \end{array}$$

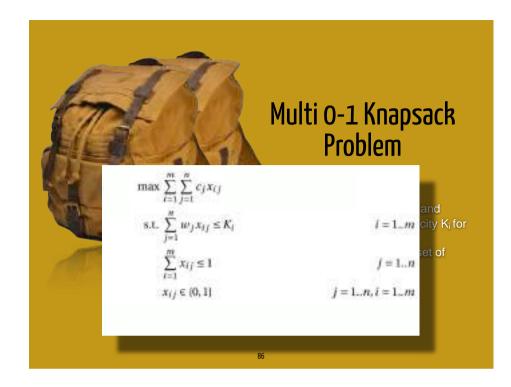
given a basic dual solution u find j such that $\bar{c}_j = c_j - uA_j < 0$

Branch-and-Price

- branch-and-bound for ILP with large number of variables where the LP relaxation is solved by column generation
- the branching strategy should keep the search tree balanced without altering the LP relaxation structure, ex (bin packing): branch by fixing to 0 either all $x_s \mid \{i,j\} \subseteq s$ or all $x_s \mid \{i,j\} \not\subseteq s$ for some pair of items (i,j) s.t. $0 < \sum a_{is}a_{js}x_s < 1$
- the pricing problem can be seen as an optimization problem but does not need to be solved at optimality, except for the convergence proof.
- convenient decomposition method when additional constraints only appear in the pricing problem, ex (conflicts in bin packing): $\sum_{i \in C} a_i \le 1$







Lagrangian Relaxation

dualize the complicating or coupling constraints of an ILP:

$$(P): z = \max \sum_{k} c_k x_k$$

$$\sum_{k} D_k x_k \leq e_k$$

$$A_k x_k \leq b_k, \qquad \forall k$$

$$x_k \in \mathbb{Z}^p \times \mathbb{R}^n, \qquad \forall k$$

$$(D): w = \min_{u \geq 0} l(u)$$

$$l(u) = ue + \sum_{k} z_k^u$$

$$(P_u): z_u^k = \max c_k x_k - uD_k x_k$$

$$A_k x_k \leq b_k$$

$$x_k \in \mathbb{Z}^p \times \mathbb{R}^n$$

$$(D) \text{is the lagrangian dual problem}$$

 (P_u) is the lagrangian suproblem with multipliers u

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$$l(D): w = \min_{u \ge 0} l(u)$$
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$$(P_u): z_u^k = \max c_k x_k - u D_k x_k$$
$$A_k x_k \le b_k$$
$$x_k \in \mathbb{Z}^p \times \mathbb{R}^n$$

(D) is the lagrangian dual problem

 (P_{μ}) is the lagrangian suproblem with multipliers μ

strong duality may not hold if p>0, ie the dual only provides an upper bound

$$\frac{w \geq z}{w}$$

performance

sophisticated algorithms

declarative

models, not algorithms

large-scale ecomposition methods

MILP perks

certification primal-dual bounds

versatile covers many problems

> flexible general-purpose solvers

solving the lagrangian dual

$$(P): z = \max \sum_{k} c_k x_k$$

$$\sum_{k} D_k x_k \le e_k$$

$$A_k x_k \le b_k, \qquad \forall k$$

$$x_k \in \mathbb{Z}^p \times \mathbb{R}^n, \qquad \forall k$$

$$\forall k \qquad \forall k \qquad | (D): w = \min_{u \ge 0} l(u) \\ l(u) = ue + \sum_{k} z_{k}^{u} \\ (P_{k}^{u}): z_{k}^{u} = \max_{k} c_{k} c_{k}^{k} - uD_{k} x_{k} \\ A_{k} x_{k} \le b_{k} \\ x_{k} \in \mathbb{Z}^{p} \times \mathbb{R}^{n}$$

- function l is convex and a subgradient at $u \ge 0$ is $e \sum D_k x_k^u$ where x_k^u an optimal solution of (P_k^u)
- minimize l with a subgradient, bundle, or cutting-plane method
- almost feasible solutions computed at each iteration: repair violations heuristically to get feasible solutions and lower bounds

logic & constraint programming

graph algorithms

integer nonlinear programming

combinatorial optimization beyond MILP

machine learning

dynamic programming

metaheuristics

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