

Contrastive Predict-and-Search for Mixed Integer Linear Programs

ICML'24

Taoan Huang, Aaron Ferber, Arman Zharmagambetov,
Yuandong Tian, Bistra Dilkina

[Stanford CS/MS&E 331](#)

ML for integer programming

Mixed integer linear programs (MILP):

- Flexible modeling tool for NP-hard combinatorial optimization
- E.g., scheduling, network design, ...

Solvers:

- Typically solved using Branch-and-Bound (e.g., used by Gurobi)
- Can be very computationally expensive

Motivation for ML-based heuristics:

- Learn heuristics to find high-quality primal solutions quickly
- Guide solver's search to accelerate convergence to good solutions

(Binary) integer linear program

$$\begin{aligned} \text{minimize} \quad & \mathbf{c} \cdot \mathbf{x} \\ \text{subject to} \quad & A\mathbf{x} \leq \mathbf{b} \\ & \mathbf{x} \in \{0,1\}^n \end{aligned}$$

(Paper generalizes beyond binary)

“Predict-and-Search” framework

1. Learn model/distribution $p_{\theta}(x \mid M)$
 - θ : trainable parameters
 - M : MILP
 - x : solution
2. Use prediction to **reduce** MILP search space
3. Solve **reduced MILP** with standard solver

This paper focuses on Step 1:

How to train an effective prediction model

Contrastive Predict-and-Search (ConPaS)

Existing models are often trained with, e.g., BCE loss

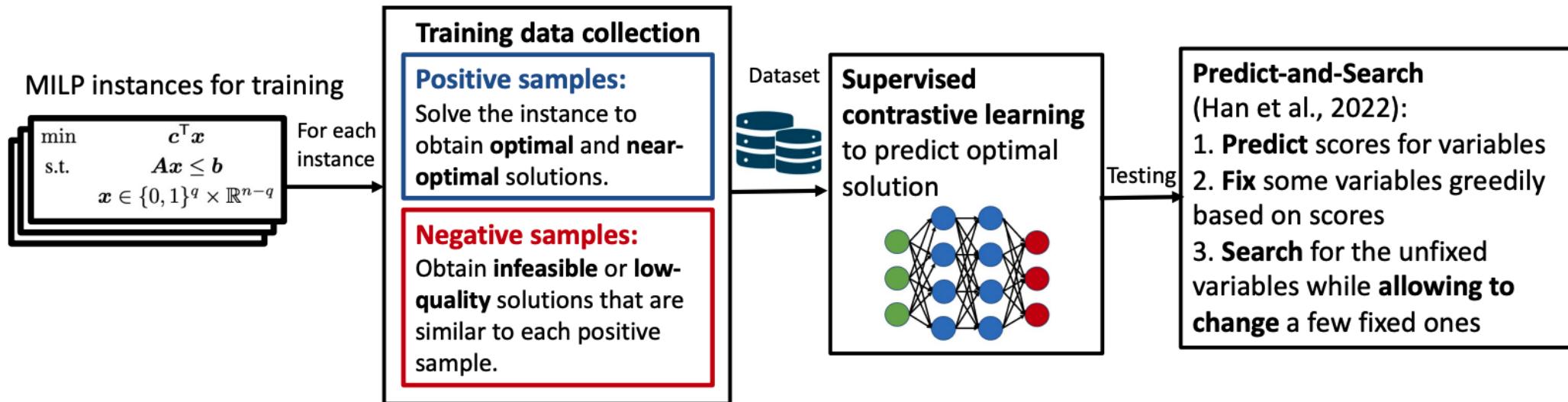
- May not provide a sufficiently discriminative signal

This paper: Train a model to *contrast*:

1. Positive/high-quality solutions
2. Negative/low-quality/infeasible solutions

Contribution: New **contrastive learning** strategy for MILPs

ConPaS framework



- **Positive examples:** Solve each instance M (e.g., with Gurobi)
 - Collect (e.g., ≤ 50) solutions with opt/near-opt objective value
 - Forms a set \mathcal{S}_p^M
- **Key question:** How to generate negative examples?

Negative examples: Variant **ConPaS-Inf**

Goal: Collect **infeasible** solutions similar to positive samples

Method (for each $x_p \in \mathcal{S}_p^M$):

- Randomly perturb ~10% of binary variables to get x'
- Check if x' is infeasible (using solver)
- If infeasible, add to set \mathcal{S}_n^M

Negative examples: Variant **ConPaS-LQ**

Goal: Collect **low-quality** solutions similar to positive samples

Method (for each $x_p \in \mathcal{S}_p^M$), solve and add to set \mathcal{S}_n^M :

$$\begin{aligned} & \text{maximize} && c \cdot x' \\ & \text{subject to} && Ax' \leq b \\ & && \|x_p - x'\|_1 \leq k \end{aligned}$$

Contrastive loss

- GNN predicts a score vector $p_{\theta}(x \mid M)$
- Loss is weighted by solution quality

$$\mathcal{L}(\theta) = \sum_M \frac{-1}{|\mathcal{S}_p^M|} \sum_{x_p \in \mathcal{S}_p^M} \ell(\theta \mid x_p, M)$$

$$\ell(\theta \mid x_p, M) = \log \frac{\exp\left(\frac{x_p^\top p_\theta(x_p \mid M)}{\tau(x_p \mid M)}\right)}{\sum_{\tilde{x} \in \mathcal{S}_n^M \cup \{x_p\}} \exp\left(\frac{\tilde{x}^\top p_\theta(\tilde{x} \mid M)}{\tau(\tilde{x} \mid M)}\right)}$$

- $\tau(x \mid M)$ inverse proportional to obj when feasible; constant else

Graph representation

IP represented as bipartite graph

$$\text{max } 9x_1 + 5x_2 + 6x_3 + 4x_4$$

$$\text{s.t. } 6x_1 + 3x_2 + 5x_3 + 2x_4 \leq 10 \quad (c_1)$$

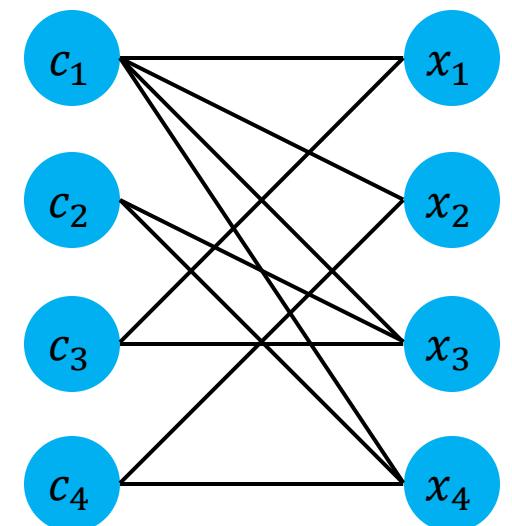
$$x_3 + x_4 \leq 10 \quad (c_2)$$

$$-x_1 + x_3 \leq 0 \quad (c_3)$$

$$-x_2 + x_4 \leq 0 \quad (c_4)$$

$$x_1, x_2, x_3, x_4 \in \{0,1\}$$

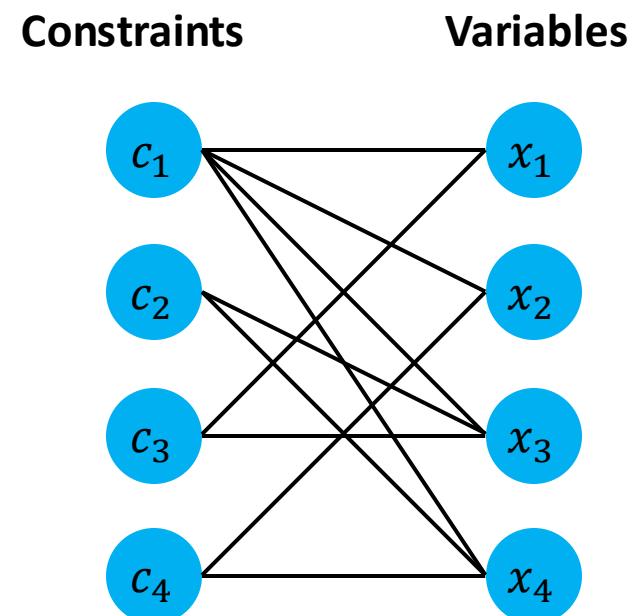
Constraints Variables



Graph representation

IP represented as bipartite graph

- **Edge feature:** constraint coefficient
- **Example node features:**
 - Constraints:
 - Cosine similarity with objective
 - Tight in LP solution?
 - Variables:
 - Objective coefficient
 - Solution value equals upper/lower bound?



Predict-and-search

1. Select k_0 variables with **smallest** $p_{\theta}(x_i | M)$; call them \mathcal{X}_0
2. Select k_1 variables with **largest** $p_{\theta}(x_i | M)$; call them \mathcal{X}_1
3. Fix all variables in \mathcal{X}_0 to 0, \mathcal{X}_1 to 1
4. Define:

$$B(\mathcal{X}_0, \mathcal{X}_1, \Delta) = \left\{ \boldsymbol{x} \in \{0,1\}^n : \sum_{x_i \in \mathcal{X}_0} x_i + \sum_{x_i \in \mathcal{X}_1} (1 - x_i) \leq \Delta \right\}$$

5. Solve:

$$\begin{aligned} & \text{minimize} && \boldsymbol{c} \cdot \boldsymbol{x} \\ & \text{subject to} && A\boldsymbol{x} \leq \boldsymbol{b}, \boldsymbol{x} \in B(\mathcal{X}_0, \mathcal{X}_1, \Delta) \end{aligned}$$

Performance measure: Primal gap

$$\text{Minimize } \mathbf{c} \cdot \mathbf{x} \quad \text{subject to } A\mathbf{x} \leq \mathbf{b}, \mathbf{x} \in \{0,1\}^n$$

- \mathbf{x}^* : optimal solution
- IP solvers iteratively find better and better feasible solutions
- Primal bound: Objective value of best **feasible solution** so far
 - Often called the "incumbent" solution $\hat{\mathbf{x}}$; $\mathbf{c} \cdot \mathbf{x}^* \leq \mathbf{c} \cdot \hat{\mathbf{x}}$
- Dual bound: Objective value of the LP relaxation solution \mathbf{x}_{LP}
 - $\mathbf{c} \cdot \mathbf{x}_{LP} \leq \mathbf{c} \cdot \mathbf{x}^*$
- **Primal gap:** $\frac{\mathbf{c} \cdot \hat{\mathbf{x}} - \mathbf{c} \cdot \mathbf{x}_{LP}}{|\mathbf{c} \cdot \hat{\mathbf{x}}|}$

Sample of results

Best open-source solver (see comparison with Gurobi in appendix)

Prior work [Nair et al., '20; Han et al., '22]

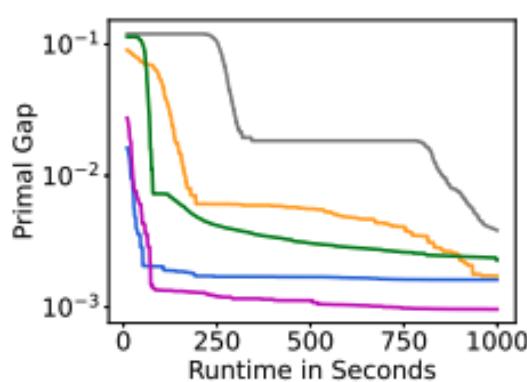
SCIP

ND

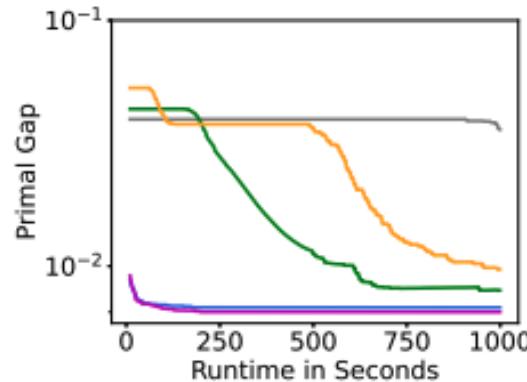
PaS

ConPaS-Inf

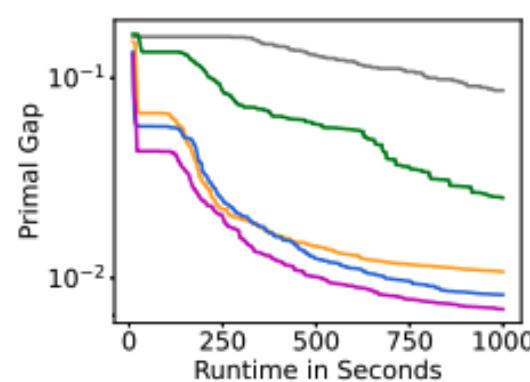
ConPaS-LQ



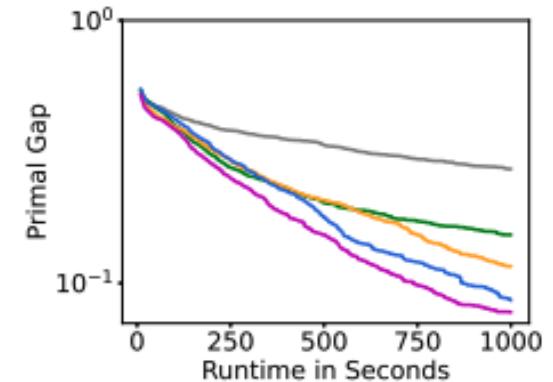
Min vertex cover



Max independent set



Combinatorial auctions



Item placement

Summary

ConPaS: New ML-based framework for MILP heuristics

Contribution: A novel contrastive learning strategy

- **Key Idea:** Use "hard negatives" (infeasible or low-quality)
- Learn a more discriminative models