# Pseudo Code for Repair Algorithm

Arthur Feng

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#### 1 Introduction

In this section, we define some important definitions and algorithms....

#### **Definition 1.1.** (Mixed Integer Programming)

In this report we consider a generic mixed-integer programming problem (MIP) in the following form

(MIP) min 
$$c^T x$$
  
 $s.t.$   $Ax \ge b$   
 $x_j \in \mathbb{Z} \quad \forall j \in \mathcal{I}$   
 $x_j \in \mathbb{R} \quad \forall j \in \mathcal{N} \setminus \mathcal{I}$ 

where the vector  $b \in \mathbb{R}^m$  and the vector  $c \in \mathbb{R}^n$  are input vectors. A is a input matrix of size  $m \times n$ , the variable input set  $\mathcal{I} \subseteq \mathcal{N} = \{1, 2, \dots, n\}$ . We denote  $\mathcal{P}$  for this problem, which called a mixed-integer programming problem (MIP) with minimize objective function  $c^T x$  subject to the constraints  $Ax \geq b$ . Besides, some variables are restricted to integer values while the else of are restricted to real value. S is a set of feasible solution if S satisfy all the constraints in the problem. A vector  $s^*$  with  $s^* \in S$  is called optimal solution when  $c^T x_{s^*} \leq c^T x_s$  for  $\forall s \in S$ . When all of the variables are restricted to integer, the problem is called pure integer linear program (IP) for  $\mathcal{I} = \mathcal{N}$ . If there is no integrality constraint, the program is called linear program

(MIP) 
$$\min c^T x$$
  
 $s.t.$   $Ax \ge b$   
 $x_j \in \mathbb{R} \quad \forall j \in \mathcal{N}$ 

#### **Definition 1.2.** (LP-relaxation)

Lp relaxation is obtained by removing all integrity constraints  $\mathcal{I} \leftarrow \emptyset$ . LP-relaxation is the foundation of LP-based branch-and-bound technology. As the searching space is increase by removing integrity restrictions, the optimal solution in MIP problem could not better than LP-relaxation, which is  $s_{MIP}^* \geq s_{LP}^*$ . This means the optimal solution found in LP problem could provide a lower or prime bound for MIP problem.

# 2 Input

- A MIP problem  $\mathcal{P}^0$  with n variables x, constraint set  $C^0$  with an optimal solution  $s^0$ , where  $s^0$  is a n-vector.
- A MIP problem  $\mathcal{P}^1$  with n variables x, constraint set  $C^1$ , such that  $C^0 \subsetneq C^1$ .

# 3 Output

• An optimal solution  $s^1$  to  $\mathcal{P}^1$ , where  $s^1$  is a n-vector too.

## 4 Pseudo Code

### Algorithm 1: Solving Problem with Reoptimization

```
Input: \mathcal{P}^1 where C^0 \subseteq C^1 and s^0, u, k
     Output: optimal solution s^* to \mathcal{P}^1
 1 begin
          if s^0 is feasible to \mathcal{P}^1 then
               return s^0
 3
 4
               \mathcal{I} \longleftarrow index set of integer or binary variables in \mathcal{P}^1
 \mathbf{5}
               for i in \mathcal{I} do
 6
                     \mathcal{P}^2 \leftarrow create new variables y_i and add it to \mathcal{P}^1:
                                                                                                            // add new variables
 7
                    \mathcal{P}^2 \leftarrow \text{add new constraints to } \mathcal{P}^2 : y_i \geq x_i - s_i^0

\mathcal{P}^2 \leftarrow \text{add new constraints to } \mathcal{P}^2 : y_i \geq s_i^0 - x_i
                                                                                                         // add new constraints
 8
 9
               end
10
               if the sense of \mathcal{P}^2 is not minimize then
11
                    change the sense of \mathcal{P}^2 to minimize
12
               end
13
               \alpha \longleftarrow c^T s^0
14
               stop gap \leftarrow 0.5
15
               for l in \{k, k-1, \cdots, 0\} do
16
                    \alpha \longleftarrow \alpha \times u \times \frac{l}{k}
17
                    the coefficients of variables y in \mathcal{P}^2 \longleftarrow \alpha
18
                    if l = 0 then
19
                      stop gap \leftarrow 0.0
20
\mathbf{21}
                    s^* \leftarrow solving the sub-MIP problem to stop gap with reoptimization
22
               end
23
               return s^*
\mathbf{24}
          end
25
26 end
```