

Lecture 19

2 April 2013

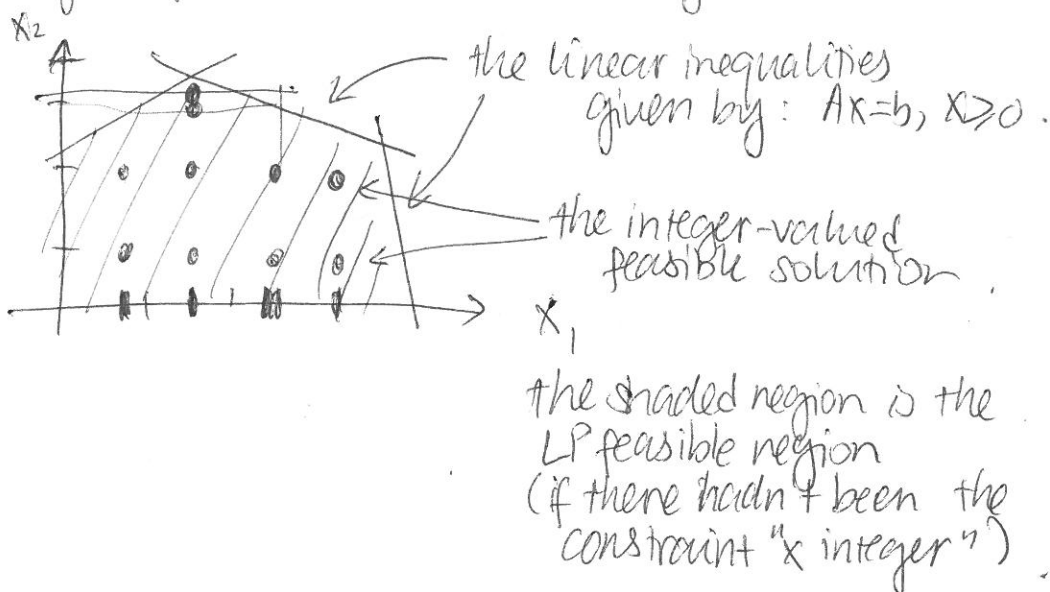
Today:

- Gomory cutting plane.

Ex: Suppose that we'd like to find an opt soln to the following integer program (call it (IP)):

$$\begin{array}{ll} \text{Max} & c^T x \\ \text{s.t.} & Ax = b \\ & x \geq 0 \\ & x \text{ integer} \end{array} \quad (\text{IP})$$

- The feasible region of (IP) will look something like:



- The linear program that we obtain after removing the integrality constraint from (IP) is called the LP-relaxation of (IP).

let us denote this LP by (LP1):

$$\begin{array}{ll} \text{Max} & c^T x \\ \text{s.t.} & Ax = b \\ & x \geq 0 \end{array} \quad (\text{LP1})$$

Note that

- The feasible region of (IP) is contained inside the feasible region of (LP1)
- This means that the optimal value of (LP1) is better than that of (IP) (because it has a larger feasible region). In our example, since they are both maximization problems, then better means greater than:

if z_{IP}^* = opt value of (IP)

z_{LP1}^* = opt value of (LP1)

then $z_{IP}^* \leq z_{LP1}^*$.

(*)

∴ z_{LP1}^* is an upper bound for z_{IP}^* .

- Suppose that x_{LP1}^* is a basic feasible solution that is optimal for LP1, with corresponding opt value z_{LP1}^* .

If x_{LP1}^* is integer-valued, then it is feasible for (IP),

and in fact it is optimal for (IP).

Why?

- Feasible because: x_{LP1}^* satisfy all linear constraints and it is integer-valued.
∴ satisfy all IP constraints

- Optimal because:

① We know from (*) that $z_{IP}^* \leq z_{LP1}^*$.

② Since x_{LP1}^* is feasible for (IP), then

$$z_{LP1}^* \leq z_{IP}^*$$

③ So, from ① & ②: $z_{LP1}^* = z_{IP}^*$ ✓.

- So, if we solve (LP1) and obtain an integer-valued solution, we're done!

We say that (LP1) has an integrality property.

Ex /

Recall: Some examples of linear programs w/ integrality properties:

- LP for mincost flow problem with integer-valued supply values and edge capacities.
 - LP for maxflow / mincut with integer-valued edge capacities.
 - LP for the assignment problem.
- But we need to develop a method for solving integer programs if their LP-relaxations do not have ~~the~~ integer-valued optimal solutions.

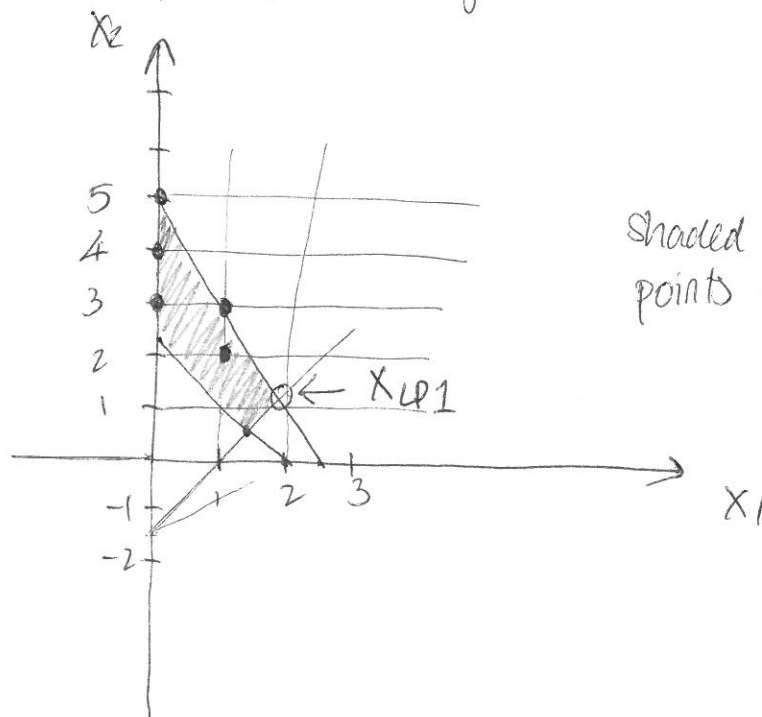
Ex:

$$\begin{array}{ll}
 \text{Max} & 3x_1 - x_2 \\
 \text{s.t.} & 3x_1 - 2x_2 \leq 3 \\
 & -5x_1 - 4x_2 \leq -10 \\
 & 2x_1 + x_2 \leq 5 \\
 & x_1, x_2 \geq 0, \text{ integer}
 \end{array} \quad (\text{IP})$$

[Add slack variables to make equality constraints:

$$\begin{array}{llll}
 \text{Max} & 3x_1 - x_2 & & \\
 \text{s.t.} & 3x_1 - 2x_2 + x_3 & = & 3 \\
 & -5x_1 - 4x_2 & + x_4 & = -10 \\
 & 2x_1 + x_2 & + x_5 & = 5 \\
 & x_1, x_2, \dots, x_5 & \geq & 0, \text{ integers.}
 \end{array}$$

A sketch of the feasible region :



Shaded = (LP1) feasible region.
points = (IP) feasible region.

Solving for (LP1) :

$$\text{Max } 3x_1 - x_2$$

$$\text{s.t. } 3x_1 - 2x_2 + x_3 = 3$$

$$-5x_1 - 4x_2 + x_4 = -10$$

$$2x_1 + x_2 + x_5 = 5$$

$$x_1, \dots, x_5 \geq 0$$

(LP1)

We obtain an opt solution :

$$x_{LP1}^* = (x_1, x_2) = (13/7, 9/7)$$

not integer-valued!

$$(x_1, x_2, x_3, x_4, x_5) = (13/7, 9/7, 0, 31/7, 0)$$

with objective value $z_{LP1}^* = 30/7$.

Remark: We don't know what the opt (IP) solution is yet!
However, we do know that

$$z_{IP}^* \leq 30/7.$$

Our goal:

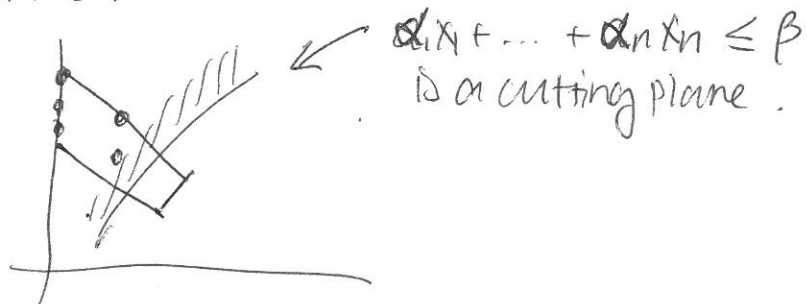
- ① To obtain an LP-relaxation of (IP) that has an integer-valued optimal (basic feasible) solution. This allows us to obtain a solution for (IP) itself.
- ② To obtain an upperbound to (IP) (if (IP) is a maximization problem) that is ~~the best~~ as good as possible.

Given an integer programming problem (IP):

Defn 1 A cutting plane is a constraint that is

- ① Satisfied by all feasible solution to (IP)
- ② "Removes" some ~~area~~ points from the LP-relaxation of (IP)
i.e. not satisfied by these points.

Ex: In picture:



Remark:

- The LP given by (LP1) plus the additional constraint $\alpha_1 x_1 + \dots + \alpha_n x_n \leq \beta$

~~call this~~

gives us a new LP-relaxation of (IP).

Call this (LP2).

If x_{LP2}^* , z_{LP2}^* denote the opt solution and the opt value of (LP2), respectively, then we know that

$$z_{IP}^* \leq z_{LP2}^* \leq z_{LP1}^*$$

Why?

$$z_{IP}^* \leq z_{LP2}^*$$

because the feas. region of IP is contained in the feas. region of LP2, and we have a maximization problem.

$$z_{LP2}^* \leq z_{LP1}^*$$

because the feas. region of IP is contained in the feas. region of LP1, and we have a maximization problem.

This suggests the following method for solving integer programs:

- o) First, solve the LP-relaxation of (IP). Call it (LP1).
- i) In the k^{th} iteration, solve the current LP: (LP k).
Let x_{LPk}^* , z_{LPk}^* denote its opt solution & value.
- 2) If x_{LPk}^* is integer-valued, we are done. It is optimal for (IP). So, $z_{IP}^* = z_{LPk}^*$.

Otherwise, if x_{LPk}^* is not integer valued:

- Add one (or more) cutting plane:

$$\alpha_1 x_1 + \dots + \alpha_n x_n \leq \beta$$

to our current LP.

Call the new LP (LP $k+1$).

Repeat step 1.

There are various ways for coming up with suitable cutting planes. However, Gomory came up with one method that can be used very generally:

Suppose x_{upk}^* is not integer-valued,
 then there is some i such that x_i is not integer.

Add the constraint:

$$x_i + \sum_{j \in N} \lfloor \bar{a}_{ij} \rfloor x_j \leq \lfloor \bar{b}_i \rfloor$$

where:

- N = index set of nonbasic variables.
- If B = matrix of the columns of basic variables,
 then let

$$\bar{A} := B^{-1}A$$

$$\bar{b} := B^{-1}b$$

- $\bar{a}_{ij} :=$ the (i,j) entry of \bar{A}
 = the entry of \bar{A} corresponding to row of x_i
 and the j th column.
- $\bar{b}_i =$ the entry of \bar{b} corresponding to
 the row of x_i .

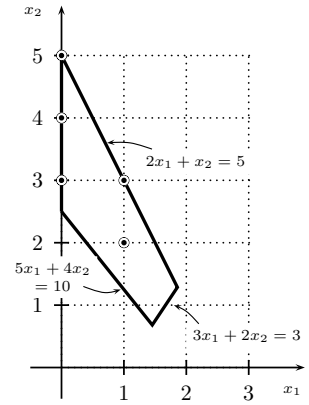
Lecture 19: April 2, 2013

1 Example

Consider the following IP problem

$$\begin{aligned} \max z &= 3x_1 - x_2 \\ \text{s.t.} \quad &3x_1 - 2x_2 \leq 3 \\ &-5x_1 - 4x_2 \leq -10 \\ &2x_1 + x_2 \leq 5 \\ &x_1, x_2 \geq 0, \text{ integer} \end{aligned}$$

The feasible (integer) points, denoted \odot , along with the feasible region of the corresponding LP relaxation are depicted on the figure to the right.

**Iteration 1:**

Solve LP1: We solve the first LP relaxation. It turns out that the optimal LP solution tableau reads

	x_1	x_2	x_3	x_4	x_5	RHS	
	0	0	$-\frac{5}{7}$	0	$-\frac{3}{7}$	$z = \frac{30}{7}$	
x_1	1	0	$\frac{1}{7}$	0	$\frac{2}{7}$	$\frac{13}{7}$	← source row for cut
x_2	0	1	$-\frac{2}{7}$	0	$\frac{3}{7}$	$\frac{9}{7}$	
x_4	0	0	$-\frac{3}{7}$	1	$\frac{22}{7}$	$\frac{31}{7}$	

Add a Gomory cutting plane: The first row is the source row (the row that we'll use to get the cut):

$$x_1 + \frac{1}{7}x_3 + \frac{2}{7}x_5 = \frac{13}{7},$$

so, the cut is

$$x_1 + 0x_3 + 0x_5 = 1,$$

Adding slack variable $x_6 \geq 0$ yields

$$x_1 + x_6 = 1. \tag{1}$$

Hence, we add row

$$x_6 - \frac{1}{7}x_3 - \frac{2}{7}x_5 = 1$$

to the tableau above:

	x_1	x_2	x_3	x_4	x_5	x_6	RHS
	0	0	$-\frac{5}{7}$	0	$-\frac{3}{7}$	0	$z = \frac{30}{7}$
x_1	1	0	$\frac{1}{7}$	0	$\frac{2}{7}$	0	$\frac{13}{7}$
x_2	0	1	$-\frac{2}{7}$	0	$\frac{3}{7}$	0	$\frac{9}{7}$
x_4	0	0	$-\frac{3}{7}$	1	$\frac{22}{7}$	0	$\frac{31}{7}$
x_6	1	0	0	0	0	1	1

(The above tableau is a tableau for the second LP, after we add the cut (1) to our original LP relaxation. Call this new linear program (LP_2).)

Iteration 2:

Solve (LP_2): We can use dual simplex method to find the new optimal solution¹. First, we need to do some row operations to make the last entry of the column of x_1 zero (subtract the first row from the last row):

	x_1	x_2	x_3	x_4	x_5	x_6	RHS	
	0	0	$-\frac{5}{7}$	0	$-\frac{3}{7}$	0	$z = \frac{30}{7}$	
x_1	1	0	$\frac{1}{7}$	0	$\frac{2}{7}$	0	$\frac{13}{7}$	
x_2	0	1	$-\frac{2}{7}$	0	$\frac{3}{7}$	0	$\frac{9}{7}$	
x_4	0	0	$-\frac{3}{7}$	1	$\frac{22}{7}$	0	$\frac{31}{7}$	
x_6	0	0	$-\frac{1}{7}$	0	$-\frac{2}{7}$	1	$-\frac{6}{7}$	← dual simplex pivot

Then, 2 dual simplex pivots give the following optimal tableau:

	x_1	x_2	x_3	x_4	x_5	x_6	RHS	
	0	0	0	$-\frac{1}{4}$	0	$-\frac{17}{4}$	$z = \frac{7}{4}$	← source row for cut
x_1	1	0	0	0	0	1	1	
x_3	0	0	1	$-\frac{1}{2}$	0	$\frac{11}{2}$	$\frac{5}{2}$	
x_2	0	1	0	$-\frac{1}{4}$	0	$\frac{5}{4}$	$\frac{5}{4}$	
x_5	0	0	0	$\frac{1}{4}$	1	$\frac{3}{4}$	$\frac{7}{4}$	

Add a Gomory cutting plane: Suppose we choose the objective row as the source row,

$$z - \frac{1}{4}x_4 - \frac{17}{4}x_6 = \frac{7}{4}.$$

So, the resulting cut is

$$z - x_4 - 5x_6 \leq 1.$$

Adding slack variable $x_7 \geq 0$ yields

$$z - x_4 - 5x_6 + x_7 = 1. \quad (2)$$

Hence, we add this row to the tableau above, producing:

	z	x_1	x_2	x_3	x_4	x_5	x_6	x_7	RHS
	1	0	0	0	$-\frac{1}{4}$	0	$-\frac{17}{4}$	0	$z = \frac{7}{4}$
x_1	0	1	0	0	0	0	1	0	1
x_3	0	0	0	1	$-\frac{1}{2}$	0	$\frac{11}{2}$	0	$\frac{5}{2}$
x_2	0	0	1	0	$-\frac{1}{4}$	0	$\frac{5}{4}$	0	$\frac{5}{4}$
x_5	0	0	0	0	$\frac{1}{4}$	1	$\frac{3}{4}$	0	$\frac{7}{4}$
x_7	1	0	0	0	-1	1	-5	1	1

We need to make the last entry of the column for z zero by subtracting the objective row from the last row, producing:

	z	x_1	x_2	x_3	x_4	x_5	x_6	x_7	RHS	
	1	0	0	0	$-\frac{1}{4}$	0	$-\frac{17}{4}$	0	$z = \frac{7}{4}$	
x_1	0	1	0	0	0	0	1	0	1	
x_3	0	0	0	1	$-\frac{1}{2}$	0	$\frac{11}{2}$	0	$\frac{5}{2}$	
x_2	0	0	1	0	$-\frac{1}{4}$	0	$\frac{5}{4}$	0	$\frac{5}{4}$	
x_5	0	0	0	0	$\frac{1}{4}$	1	$\frac{3}{4}$	0	$\frac{7}{4}$	
x_7	0	0	0	0	$\frac{1}{4}$	1	$\frac{3}{4}$	1	$-\frac{3}{4}$	← dual simplex pivot

¹Alternatively, we can solve (LP_2) from scratch.

(The above tableau is a tableau for the third LP, after we add the cut (2) to (LP_2) . Call this new linear program (LP_3) .)

Iteration 3: As we did before, 1 dual simplex pivot solves the problem. We won't show the steps here, but it is very similar to what we did in Iteration 2. The optimal basic variables for (LP_3) (along with their values) are:

$$z = 1, \quad x_1 = 1, \quad x_3 = 4, \quad x_2 = 2, \quad x_5 = 1, \quad x_4 = 3.$$

This gives a feasible solution to the original integer program.

Observation. Observe that both cuts used can be expressed in terms of original variables x_1, x_2 . We have

- For the first cut

$$\frac{6}{7} \leq \frac{x_3}{7} + \frac{2x_5}{7} = \frac{3 - 3x_1 + 2x_2}{7} + \frac{2(5 - 2x_1 - x_2)}{7} = \frac{13}{7} - \frac{7x_1}{7} + \frac{0x_2}{7}.$$

Hence, the first cut reads $x_1 \leq 1$, or $x_1 + s_1 = 1$ with $s_1 \geq 0$.

- For the second cut

$$\frac{3}{4} \leq \frac{x_4}{4} + \frac{s_1}{4} = \frac{-10 + 5x_1 + 4x_2}{4} + \frac{1 - x_1}{4} = -\frac{9}{4} + \frac{4x_1}{4} + \frac{4x_2}{4}.$$

Hence, the second cut reads $x_1 + x_2 \geq 3$, or $x_1 + x_2 - s_2 = 3$ with $s_2 \geq 0$.

Thus, the solution process for the example above can be depicted graphically as follows:

