

3 April 2013 .

Lecture 20 .

- Recall from last time:

- Given an integer program (IP), we use the Gomory cutting planes approach to find an optimal solution:

- Solve an initial LP relaxation of (IP), call it (LP1)

- At the k^{th} iteration:

solve (LPK).

Let x_{LPK}^* , z_{LPK}^* denote the optimal ^(basic) solution and optimal value of (LPK).

- If x_{LPK}^* is integer-valued, we're done.
 x_{LPK}^* is optimal for ~~IP~~ (IP)

Otherwise, $x_{LPK}^* = (x_1, \dots, x_n)$ is not all integers.
 So, there is i s.t. x_i is not an integer.

Add the constraint:

if x_i is the r^{th} basic variable in the tableau.

$$\rightarrow x_i + \sum_{x_j \text{ nonbasic}} \lfloor \bar{a}_{rj} \rfloor x_j \leq \lfloor \bar{b}_r \rfloor$$

to (LPK). Call this new linear program (LPK+1).
 Repeat Step 1.

$$\circ\circ\circ \quad x_i + \overbrace{\sum_{j \text{ nonbasic}} \bar{a}_{ij} x_j}^{\text{zero}} = \bar{b}_r$$

$$x_i = \bar{b}_r > \lfloor \bar{b}_r \rfloor$$

$$\text{so, } x_i \notin \lfloor \bar{b}_r \rfloor$$

$$\circ\circ\circ \quad x_i + \sum_{j \text{ nonbasic}} \lfloor \bar{a}_{ij} \rfloor x_j \notin \lfloor \bar{b}_r \rfloor$$

$\circ\circ\circ \quad x_{LPK}^*$ does not satisfy $\textcircled{*}$.

Next, we prove $\textcircled{1}$:

We know that all (IP) solutions satisfy

$$x_i + \sum_{j \text{ nonbasic}} \bar{a}_{ij} x_j \leq \bar{b}_r.$$

We also know that

$$x_i + \sum_{j \text{ nonbasic}} \lfloor \bar{a}_{ij} \rfloor x_j \leq x_i + \sum_{j \text{ nonbasic}} \bar{a}_{ij} x_j \leq \bar{b}_r$$

$\circ\circ\circ$ If x is an (IP) feasible solution, it satisfies

$$x_i + \sum_{j \text{ nonbasic}} \lfloor \bar{a}_{ij} \rfloor x_j \leq \bar{b}_r = \lfloor \bar{b}_r \rfloor + \varepsilon$$

where $0 \leq \varepsilon < 1$

Also, if x is (IP) feasible solution, then

$$x_i + \sum_{j \text{ nonbasic}} \lfloor \bar{a}_{ij} \rfloor x_j \text{ is integer-valued}$$

$$\text{So, } x_i + \sum_{j \text{ nonbasic}} \lfloor \bar{a}_{ij} \rfloor x_j \leq \lfloor \bar{b}_r \rfloor. \quad \checkmark$$

$\circ\circ\circ \quad \textcircled{1}$ is satisfied.

\square .

Branch and Bound

- Branch and Bound is another method for solving integer programs by solving a sequence of linear programs related to it.
- We first outline the method, then discuss the idea and the similarities & differences with cutting plane methods.

• Here is the method:

① Take original LP relaxation

- Maintain a "tree" that keeps track of the LP's solved. We start by having a node corresponding to the original LP relaxation.

- Let $z_0 = -\infty$ (for a maximization problem).

② Choose an unfathomed branch, solve the LP. if infeasible, do not branch (i.e. we have "fathomed" the branch).

Suppose x_{LP}^* is optimal for this LP.

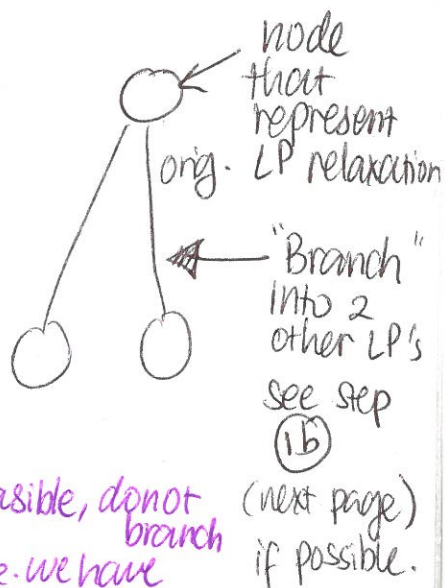
③ If x_{LP}^* is integer-valued, with the corresponding objective function value: $z_{LP} = C^T x_{LP}^*$, then:

• Check: if $z_{LP} \leq z_0$, do nothing to z_0 .

- If $z_{LP} > z_0$, update the value of z_0 :

$$z_0 = z_{LP},$$

~~then~~
We do not branch since the solution is integral (we have "fathomed" this branch and don't need to branch further). Go to step ②.



$$\text{and } z_{LP} := C^T x_{LP}^* \geq z_0$$

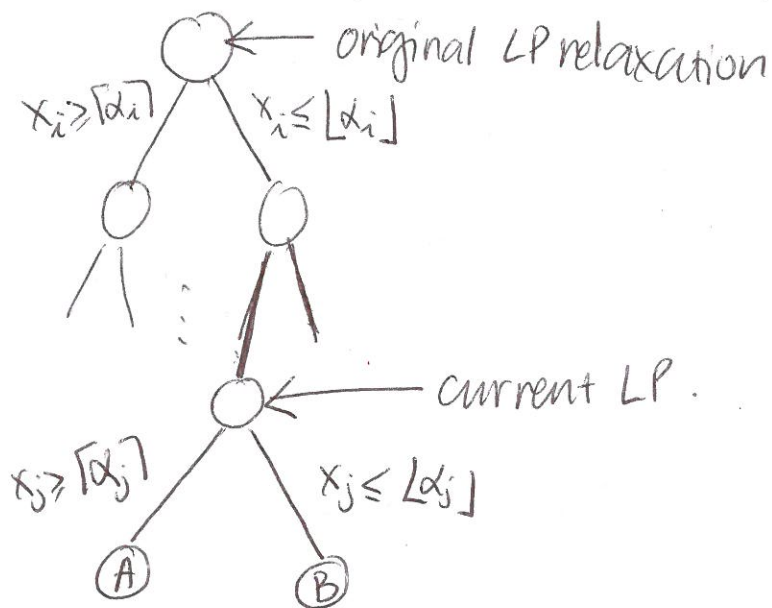
⑥ If x_{LP}^* is not integer-valued, ✓ choose x_j where $x_j = \alpha_j$ is not an integer.

Then, we have 2 LP's ~~to solve~~ (to solve in later iterations):

①: Current LP, with additional constraint:
 $x_j \geq \lceil \alpha_j \rceil$

②: Current LP with additional constraint:
 $x_j \leq \lfloor \alpha_j \rfloor$

Update the tree by "branching" from the current LP node, then go to step ②



⑦ If x_{LP}^* is not integer-valued, and $z_{LP} = C^T x_{LP}^* \leq z_0$, then we do not branch (we have "fathomed" the current branch and don't need to branch further). Then, go to step ②.

② Pick another LP from one of the nodes in the tree that has not been fathomed. Then go to step ①,

until all branches have been fathomed, then stop.
Go to step (3).

- (3) If an integer-valued solution exists, z_0 is finite.
The **IP** solution ~~corresponds to~~ is the integer-valued solution that corresponds to the value of z_0 .

It is possible that z_0 is $-\infty$ in which case no integer-valued solution was found.

• Main idea:

- After solving each LP, 2 things can happen:

- (1) We branch: We have 2 other LP's to solve. The 2 new LP's are the same as the current LP, with one additional constraint:

$$x_j \leq \lfloor x_j \rfloor \quad \text{for one LP, and}$$

$$x_j \geq \lceil x_j \rceil \quad \text{for the other}$$

where x_j is the value of the basic variable x_j at current LP solution and x_j is not an integer

- (2) We fathom the current node, and do not branch.
There are 3 cases for which we do not branch:

- (1) Current LP is infeasible
- (2) Current LP has integer optimal solution
- (3) The optimal value of the Current LP, call it z_{LP} , is smaller than z_0 ,

where z_0 = best objective function value among all integer-valued solutions found so far.

"worse"
assuming it's
a max problem

- Similarity with cutting plane method:
 - We solve linear programs until the optimal solution to the IP is found (or until we show that the IP is infeasible)

- Differences with ~~the~~ cutting plane:
 - (Gomory)

Cutting Plane	Branch and Bound
<ul style="list-style-type: none"> • Generate one new LP at a time • Stop when an integer-valued solution is found. This solution is optimal for the IP. 	<ul style="list-style-type: none"> • Generate zero or two LP's at a time (fathom \rightarrow 0 LP, branch \rightarrow 2 LP's). • When an integer-valued solution is found, move on to another LP/branch, since a better integer solution might be found. • Stop only when all branches have been fathomed.

- Note: the ~~TSP~~ method for solving TSP from last week is a cutting plane method (~~but~~ we generate the constraints not the Gomory way, but by identifying violated constraints of the form:

"Subtour elimination constraints"

$$\rightarrow \sum_{\substack{i \in S \\ j \notin S}} x_{ij} \geq 2 \quad S \subseteq V = \{1, 2, \dots, n\}.$$

Example

$$\begin{array}{ll}
 \text{Max} & 3x_1 - x_2 \\
 \text{s.t.} & 3x_1 - 2x_2 \leq 3 \\
 & -5x_1 - 4x_2 \leq -10 \\
 & 2x_1 + x_2 \leq 5 \\
 & x_1, x_2 \geq 0 \\
 & x_1, x_2 \text{ integers}
 \end{array}
 \quad \left. \vphantom{\begin{array}{l} \text{Max} \\ \text{s.t.} \end{array}} \right\} \text{IP}$$

Original LP relaxation:

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

Using Gomory cutting planes method:

Step 0: Solve ^{original} LP relaxation.

Optimal tableau:

	x_1	x_2	x_3	x_4	x_5	RHS
$(-z)$	0	0	$-5/7$	0	$-3/7$	$-30/7$
x_1	1	0	$1/7$	0	$2/7$	$13/7$ ←
x_4	0	0	$-3/7$	1	$22/7$	$31/7$
x_2	0	1	$-2/7$	0	$3/7$	$9/7$

Step 1: First iteration.

$$x_1 = 13/7, x_2 = 9/7 \therefore \text{not integers.}$$

Choose row 1: $x_1 + \frac{1}{7}x_3 + \frac{2}{7}x_5 = \frac{13}{7}$

Gomory cutting plane:

$$\left(\frac{1}{7} + \left\lfloor \frac{1}{7} \right\rfloor\right)x_3 + \left(\frac{2}{7} - \left\lfloor \frac{2}{7} \right\rfloor\right)x_5 \geq \frac{13}{7} - \left\lfloor \frac{13}{7} \right\rfloor$$

$$\therefore \frac{1}{7}x_3 + \frac{2}{7}x_5 \geq \frac{6}{7} \quad (\text{Subtract same row})$$

$$x_1 + s_1 = 1 \Leftrightarrow x_1 \leq 1.$$

$$\text{or } -\frac{1}{7}x_3 - \frac{2}{7}x_5 + s_1 = -\frac{6}{7} \quad -\frac{1}{7}x$$

$$-x_3 - 2x_5 + s_1$$

Add the constraint:

	x_1	x_2	x_3	x_4	x_5	s_1	RHS
$(-z)$	0	0	$-5/7$	0	$-3/7$	0	$-30/7$
x_1	1	0	$1/7$	0	$2/7$	0	$13/7$
x_4	0	0	$-3/7$	1	$22/7$	0	$31/7$
x_2	0	1	$-2/7$	0	$3/7$	0	$9/7$
s_1	0	0	$-1/7$	0	$-2/7$	1	$-6/7$

negative.
 \therefore use dual
 simplex
 to reoptimize

	x_1	x_2	x_3	x_4	x_5	s_1	RHS
$(-z)$	0	0	$-1/2$	0	0	$-3/2$	-3
x_1	1	0	0	0	0	1	1
x_2	0	1	$-1/2$	0	0	$3/2$	0
x_4	0	0	-2	1	0	11	-5
x_5	0	0	$1/2$	0	1	$-7/2$	3

negative
 \therefore use dual
 simplex

	x_1	x_2	x_3	x_4	x_5	s_1	RHS
$(-z)$	0	0	0	$-1/4$	0	$-17/4$	$-7/4$
x_1	1	0	0	0	0	1	1
x_2	0	1	0	$-1/4$	0	$-5/4$	$5/4$
x_3	0	0	1	$-1/2$	0	$-11/2$	$5/2$
x_5	0	0	0	$1/4$	1	$-3/2$	$7/4$

optimal tableau
 for the new LP
 but still not
 integer-valued.

Iteration 2:

Choose the $(-z)$ row to get a cut:

$$-z - \frac{1}{4}x_4 - \frac{17}{4}s_1 = -\frac{7}{4}$$

$$\text{or } z + \frac{1}{4}x_4 + \frac{17}{4}s_1 = \frac{7}{4}$$

So, the cut:

$$\left(\frac{1}{4} - \left\lfloor \frac{1}{4} \right\rfloor\right) x_4 + \left(\frac{17}{4} - \left\lfloor \frac{17}{4} \right\rfloor\right) s_1 \geq \frac{7}{4} - \left\lfloor \frac{7}{4} \right\rfloor$$

$$\therefore \frac{1}{4} x_4 + \frac{1}{4} s_1 - s_2 = \frac{3}{4} \quad \leftarrow \text{(subtract surplus variable } s_2)$$

$$\text{or } -\frac{1}{4} x_4 - \frac{1}{4} s_1 + s_2 = -\frac{3}{4}$$

Add the constraint:

	x_1	x_2	x_3	x_4	x_5	s_1	s_2	RHS
$(-z)$	0	0	0	$-\frac{1}{4}$	0	$-\frac{17}{4}$	0	$-\frac{7}{4}$
x_1	1	0	0	0	0	1	0	1
x_2	0	1	0	$-\frac{1}{4}$	0	$-\frac{5}{4}$	0	$\frac{5}{4}$
x_3	0	0	1	$-\frac{1}{2}$	0	$-\frac{1}{2}$	0	$\frac{5}{2}$
x_5	0	0	0	$\frac{1}{4}$	1	$-\frac{3}{4}$	0	$\frac{7}{4}$
s_2	0	0	0	$-\frac{1}{4}$	0	$-\frac{1}{4}$	1	$-\frac{3}{4}$

\leftarrow negative \therefore use dual simplex

	x_1	x_2	x_3	x_4	x_5	s_1	s_2	RHS
$-z$	0	0	0	0	0	-4	-1	-1
x_1	1	0	0	0	0	1	0	1
x_2	0	1	0	0	0	-1	-1	2
x_3	0	0	1	0	0	-5	-2	4
x_4	0	0	0	1	0	1	-4	3
x_5	0	0	0	0	1	-1	1	1

$\left. \begin{array}{l} x_1=1, x_2=2 \\ \therefore \text{optimal for IP} \end{array} \right\}$ \smile

$$\frac{1}{4} x_4 + \frac{1}{4} s_1 - s_2 = \frac{3}{4} \quad \leftrightarrow \quad x_1 + x_2 \geq 3$$

Using Branch and Bound

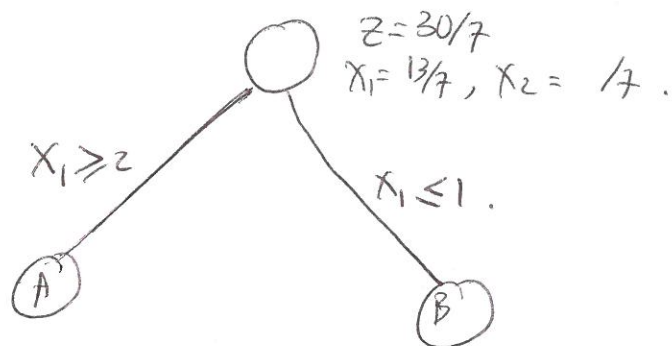
Step 0 Solve LP relaxation: $X_1 = 13/7, X_2 = 9/7$, $Z_{LP} = 30/7$. X_{LP}^* ← see soln from previous part

Iteration 1
Step 1 Since X_{LP}^* is not integer-valued, and $Z_{LP} > Z_0 (= -\infty)$, then branch with additional constraint:

(A): $X_1 \geq \lceil 13/7 \rceil = 2$

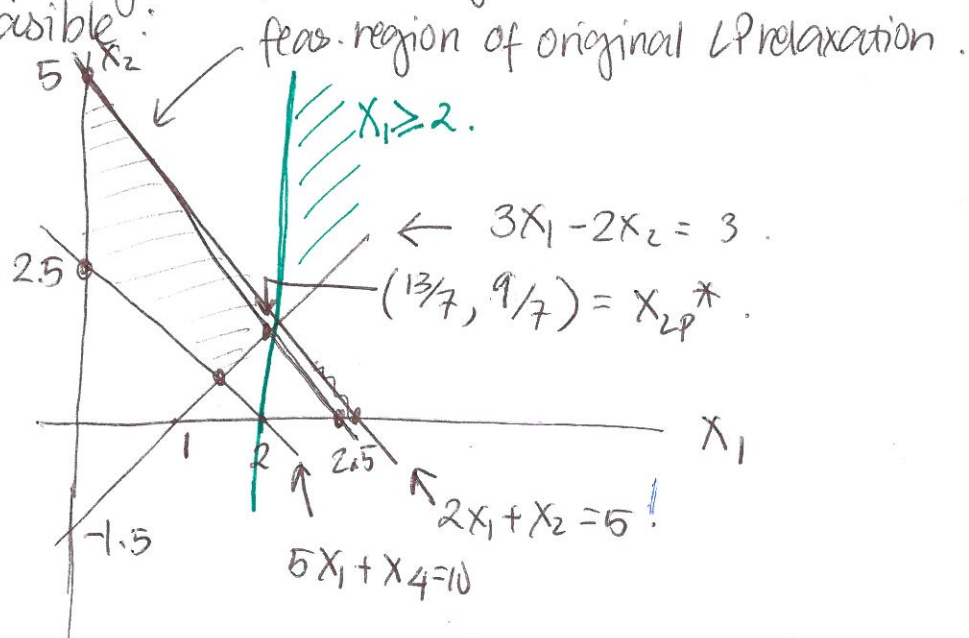
(B): $X_1 \leq \lfloor 13/7 \rfloor = 1$

Current tree:



~~Step 2~~ Iteration 2: Consider node A.

By graphing the feasible region, we see that A is infeasible.



So, we fathom node A, by infeasibility.

Iteration 3 The only other branch not yet explored or fathomed is node B.

We solve

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

$$\text{s.t. } 3x_1 - 2x_2 \leq 3$$

$$-5x_1 - 4x_2 \leq -10$$

$$2x_1 + x_2 \leq 5$$

$$x_1 \leq 1$$

$$x_1, x_2 \geq 0$$

} original constraints

← new

The opt solution is: $x_{LP}^* = (1, 5/4)$, with

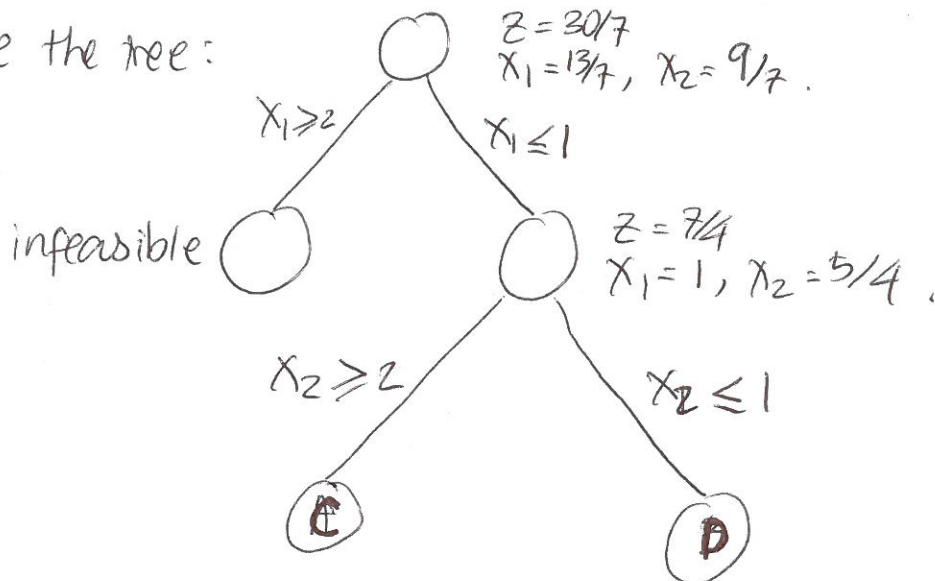
$$z_{LP} = 7/4.$$

Since x_{LP}^* is not integer-valued and $z_{LP} > z_0 (= -\infty)$, then branch with the additional constraint:

$$(C): x_2 \geq \lceil 5/4 \rceil = 2$$

$$(D): x_2 \leq \lfloor 5/4 \rfloor = 1$$

Update the tree:



Iteration 4 : Consider node C.

$$\begin{array}{ll} \text{We solve:} & \text{Max } 3X_1 - X_2 \\ & \text{s.t. } 3X_1 - 2X_2 \leq 3 \\ & \quad -5X_1 - 4X_2 \leq -10 \\ & \quad 2X_1 + X_2 \leq 5 \\ & \quad X_1 \leq 1 \\ & \quad X_2 \geq 2 \\ & \quad X_1, X_2 \geq 0. \end{array} \quad \begin{array}{l} \left. \begin{array}{l} \\ \\ \\ \end{array} \right\} \text{original} \\ \leftarrow \text{added} \\ \leftarrow \text{added} \end{array}$$

The opt solution is: $X_1 = 1, X_2 = 2$, $Z_{LP} = 1$
 $X_{LP}^* = (1, 2)$

Since $Z_0 < Z_{LP}$, update Z_0 :
 $Z_0 = 1 (= Z_{LP})$

Since X_{LP}^* has integer values, \therefore fathom this branch
(\therefore don't branch further). Update the tree

Iteration 5 : Consider node D.

$$\begin{array}{ll} \text{We solve:} & \text{Max } 3X_1 - X_2 \\ & \text{s.t. } 3X_1 - 2X_2 \leq 3 \\ & \quad -5X_1 - 4X_2 \leq -10 \\ & \quad 2X_1 + X_2 \leq 5 \\ & \quad X_1 \leq 1 \\ & \quad X_2 \geq 2 \\ & \quad X_1, X_2 \geq 0. \end{array} \quad \begin{array}{l} \left. \begin{array}{l} \\ \\ \\ \end{array} \right\} \text{original} \\ \leftarrow \text{added} \\ \leftarrow \text{added} \end{array}$$

We can see graphically that this LP is infeasible.
 \therefore fathom this branch.

Note that all branches have now been fathomed.

$Z_0 = 1$, corresponding to the integer solution $x_1 = 1, x_2 = 2$.

This is the opt soln to the LP. ☺

The final tree:

