

Discrete Optimization

Mixed Integer Programming: Part II

Goals of the Lecture

- ▶ Modeling techniques for MIP models
 - what is a good model?
 - some basic modeling techniques

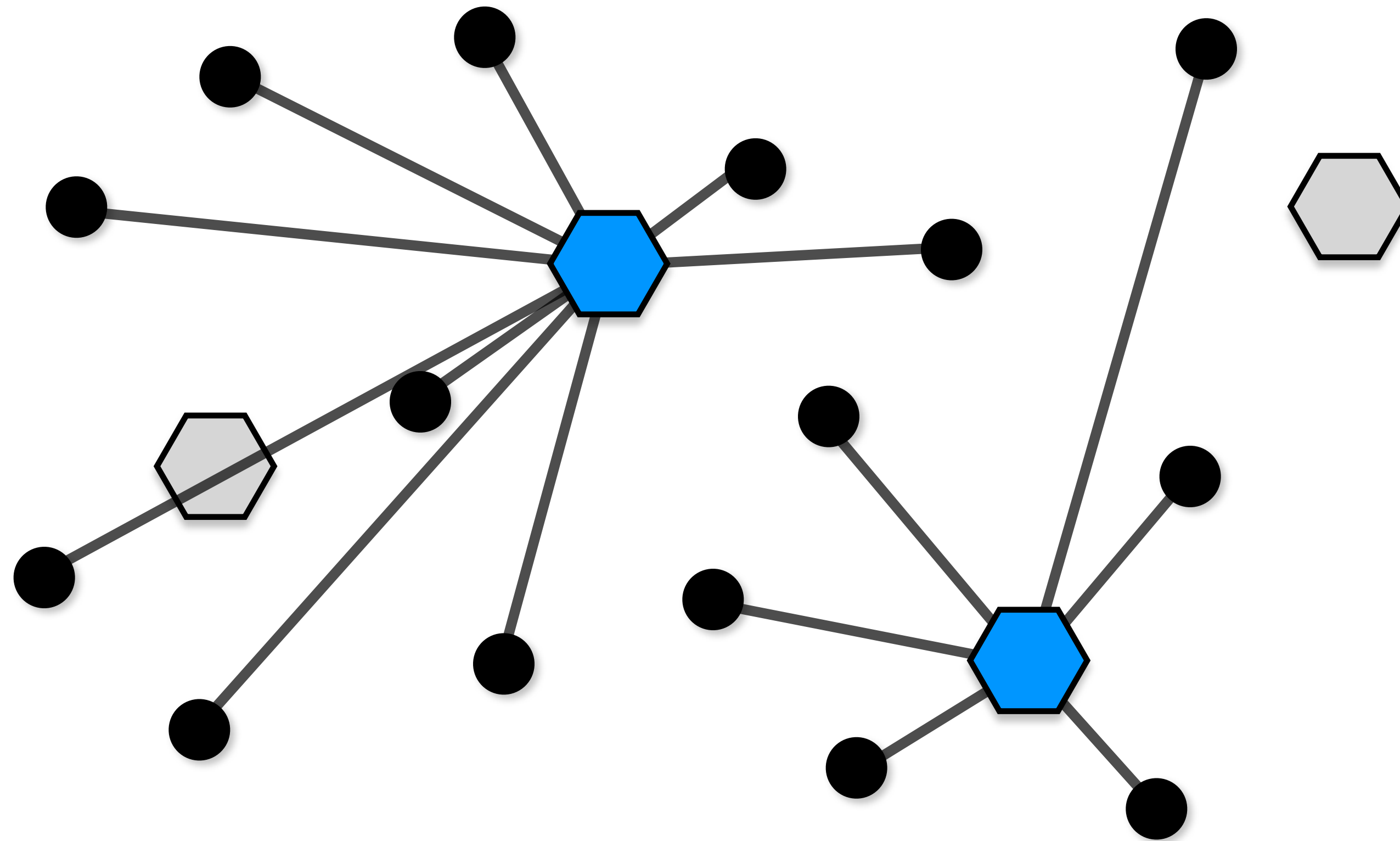
Branch and Bound for MIP models

- ▶ When is Branch and Bound effective?
 - need to prune suboptimal solutions early
 - necessary condition: the linear relaxation is strong
 - is it sufficient?

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- ▶ What is a good MIP model?
 - one with a good linear relaxation

Warehouse Location



 - Warehouse  - Customer

Warehouse Location

- ▶ Decision variables
 - for each warehouse, decide whether to open it
 - $x_w = 1$ if warehouse w is open
 - decide whether a warehouse serves a customer
 - $y_{wc} = 1$ if warehouse w serves customer c
- ▶ What are the constraints?
 - a warehouse can serve a customer only if it is open
 - a customer must be served by exactly one warehouse

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$$y_{w,c} \leq x_w$$

- a customer must be served by exactly one warehouse

$$\sum_{w \in W} y_{w,c} = 1$$

Warehouse Location

$$\begin{aligned} \min \quad & \sum_{w \in W} c_w x_w + \sum_{w \in W, c \in C} t_{w,c} y_{w,c} \\ \text{subject to} \quad & y_{w,c} \leq x_w \quad (w \in W, c \in C) \\ & \sum_{w \in W} y_{w,c} = 1 \quad (c \in C) \\ & x_w \in \{0, 1\} \quad (w \in W) \\ & y_{w,c} \in \{0, 1\} \quad (w \in W, c \in C) \end{aligned}$$

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$$\min \quad \sum_{w \in W} c_w x_w + \sum_{w \in W, c \in C} t_{w,c} y_{w,c}$$

subject to

$$y_{w,c} \leq x_w \quad (w \in W, c \in C)$$

$$\sum_{w \in W} y_{w,c} = 1 \quad (c \in C)$$

$$x_w \in \{0, 1\} \quad (w \in W)$$

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- ▶ Can we express this constraint differently?

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► Can we express this constraint differently?

$$\sum_{c \in C} y_{wc} \leq |C| x_w$$

Warehouse Location

► The new model

$$\begin{aligned} \min \quad & \sum_{w \in W} c_w x_w + \sum_{w \in W, c \in C} t_{w,c} y_{w,c} \\ \text{subject to} \quad & \sum_{c \in C} y_{w,c} \leq |C| x_w \quad (w \in W) \\ & \sum_{w \in W} y_{w,c} = 1 \quad (c \in C) \\ & x_w \in \{0, 1\} \quad (w \in W) \\ & y_{w,c} \in \{0, 1\} \quad (w \in W, c \in C) \end{aligned}$$

Warehouse Location

- ▶ Which of the two models is best?
 - our new model has a single constraint instead of ICI constraints for each warehouse

Warehouse Location

- ▶ Which of the two models is best?
 - our new model has a single constraint instead of ICI constraints for each warehouse
- ▶ What about the quality of linear relaxation?

Warehouse Location

$$y_{w,c} \leq x_w \quad (w \in W, c \in C)$$

Warehouse Location

► A solution to

$$y_{w,c} \leq x_w \quad (w \in W, c \in C)$$

Warehouse Location

- ▶ A solution to

$$y_{w,c} \leq x_w \quad (w \in W, c \in C)$$

- ▶ is also a solution to

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Warehouse Location

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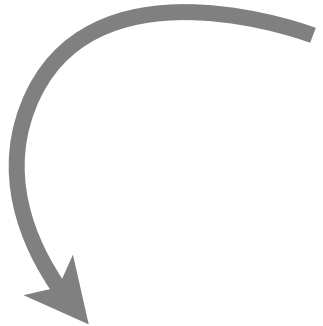
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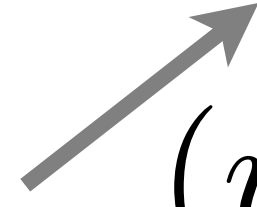
$$\sum_{c \in C} y_{w,c} \leq |C|x_w \quad (w \in W)$$

- ▶ but not vice-versa.
- ▶ So the initial model has a better linear relaxation!

Warehouse Location Relaxations

$$y_{w,c} \leq x_w \quad (w \in W, c \in C)$$


W	C	OBJ ₁	OBJ ₂	%
16	50	932,615	844,807	9.5
16	50	1,010,641	853,434	15.6
25	50	796,648	659,341	17.2
50	50	793,439	631,421	20.4

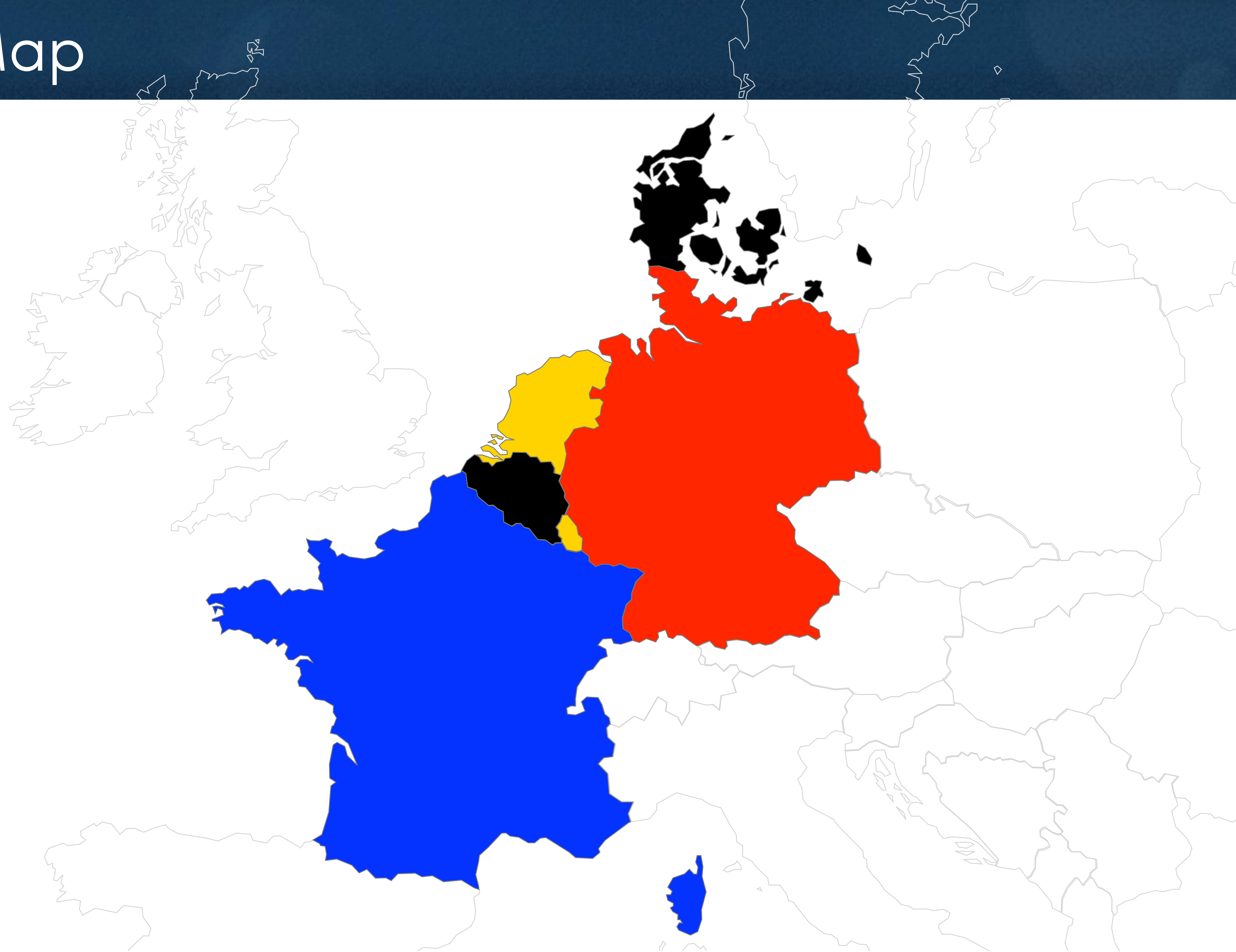
$$\sum_{c \in C} y_{w,c} \leq |C| x_w \quad (w \in W)$$


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Coloring a Map



The Coloring Problem

```
enum Countries = { Belgium, Denmark, France,  
                  Germany, Netherlands, Luxembourg };  
var{int} color[Countries] in 0..3;  
minimize  
  max(c in Countries) color[c]  
subject to {  
  color[Belgium] ≠ color[France];  
  color[Belgium] ≠ color[Germany];  
  color[Belgium] ≠ color[Netherlands];  
  color[Belgium] ≠ color[Luxembourg];  
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Big-M Transformation

$$x \neq y$$

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- ▶ A constraint $x \neq y$ is not a linear constraint

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- ▶ The disjunction is not allowed in a MIP model
- ▶ Introduce a 0/1 variable ***b*** and a large number ***M***

$$\begin{aligned} x &\leq y - 1 + b M \\ x &\geq y + 1 - (1 - b)M \end{aligned}$$

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$$\begin{aligned} x &\leq y - 1 + b M \\ x &\geq y + 1 - (1 - b)M \end{aligned}$$

- ▶ This is the big-M rewriting of $x \neq y$

Big-M Transformation

$$x \leq y - 1 + b M$$

$$x \geq y + 1 - (1 - b)M$$

Big-M Transformation

- What is the intuition?

$$x \leq y - 1 + b M$$

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- Constraint $x \leq y - 1 + b M$ is trivially satisfied when $b = 1$. The second constraint then becomes

$$x \geq y + 1$$

Big-M Transformation

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$$x \geq y + 1 - (1 - b)M$$

- Constraint $x \leq y - 1 + b M$ is trivially satisfied when $b = 1$. The second constraint then becomes

$$x \geq y + 1$$

- Constraint $x \geq y + 1 - (1 - b)M$ is trivially satisfied when $b = 0$. The first constraint becomes

$$x \leq y - 1$$

Big-M Transformation

- What is the linear relation going to do?

$$x \leq y - 1 + b M$$

$$x \geq y + 1 - (1 - b)M$$

Big-M Transformation

- ▶ What is the linear relation going to do?

$$x \leq y - 1 + b M$$

$$x \geq y + 1 - (1 - b)M$$

- ▶ Choose $b = 0.5$
 - half of a big number is still a big number

Coloring a Map with Big-M

$$obj \in \{0, 1, 2, 3\}$$

$$\text{color}_c \in \{0, 1, 2, 3\}$$

$$b_{c_1, c_2} \in \{0, 1\}$$

$$M = 4$$

$$\min \quad obj$$

subject to

$$obj \geq \text{color}_c \quad (c \in C)$$

$$\text{color}_{c_1} \leq \text{color}_{c_2} - 1 + b_{c_1, c_2} M$$

$$\text{color}_{c_1} \geq \text{color}_{c_2} + 1 - (1 - b_{c_1, c_2}) M$$

$$(c_1, c_2 \in C \text{ and adjacent})$$

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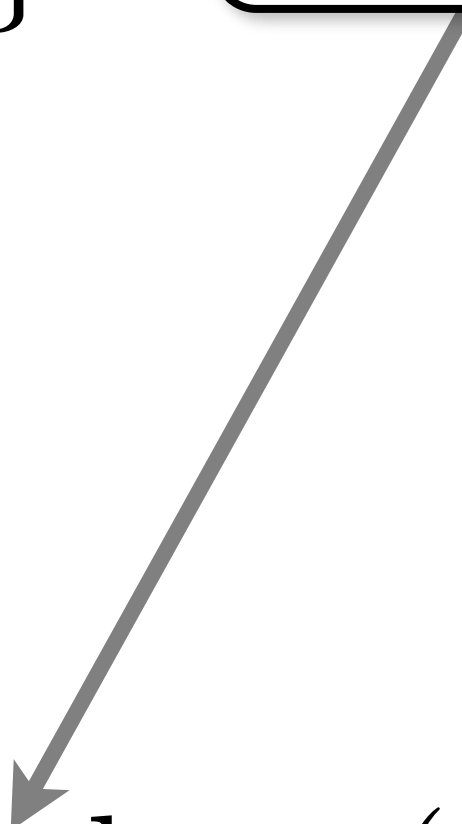
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Coloring a Map with Big-M

$$\text{LP: } obj = 0.0$$

$$obj \in \{0, 1, 2, 3\} \quad color = 0.0$$

$$color_c \in \{0, 1, 2, 3\} \quad b = 0.25$$

$$b_{c_1, c_2} \in \{0, 1\}$$

$$M = 4$$

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Need at least 1 color!...

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Need at least 1 color!...

$$\min \quad obj$$

subject to

MIP: Optimal - 5 nodes

Proof - 65 nodes

$$obj \geq color_c \quad (c \in C)$$

$$color_{c_1} \leq color_{c_2} - 1 + b_{c_1, c_2} M$$

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► Can we find another model?

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- ▶ Consider a variable x with domain $0..3$
 - use four 0/1 variables: $b_{x=0}$, $b_{x=1}$, $b_{x=2}$, $b_{x=3}$
 - $b_{x=i}$ is 1 if variable $x = i$

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 - $b_{x=i}$ is 1 if variable $x = i$
- ▶ Add the constraint

$$b_{x=0} + b_{x=1} + b_{x=2} + b_{x=3} = 1$$

MIP Love Affair with 0/1 Variables

- ▶ Can we find another model?
 - binarize all variables
- ▶ Consider a constraint $x \neq y$. It becomes

$$b_{x=0} + b_{y=0} \leq 1$$

$$b_{x=1} + b_{y=1} \leq 1$$

$$b_{x=2} + b_{y=2} \leq 1$$

$$b_{x=3} + b_{y=3} \leq 1$$

Coloring a Map with 0/1 Variables

$$obj \in \{0, 1, 2, 3\}$$

$$\text{color}_{c,v} \in \{0, 1\}$$

$$\min \quad obj$$

subject to

$$obj \geq v \times \text{color}_{c,v} \quad (c \in C, v \in 0..3)$$

$$\sum_{v=0}^3 \text{color}_{c,v} = 1 \quad (c \in C)$$

$$\text{color}_{c_1,v} + \text{color}_{c_2,v} \leq 1 \quad (c_1, c_2 \in C \text{ and adjacent}, v \in 0..3)$$

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a country is given
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no two adjacent
countries are given
the same color

$(c \in C, v \in 0..3)$

$(c \in C)$

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Coloring a Map with 0/1 Variables

$$\text{LP: } obj = 0.\overline{27}$$

$$color_{c,0} = 0.5$$

$$color_{c,1} = 0.\overline{27}$$

$$color_{c,2} = 0.1\overline{36}$$

$$color_{c,3} = 0.\overline{09}$$

$$obj \in \{0, 1, 2, 3\}$$

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subject to

Need at least 2 colors!

$$obj \geq v \times color_{c,v} \quad (c \in C, v \in 0..3)$$

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$$color_{c_1,v} + color_{c_2,v} \leq 1 \quad (c_1, c_2 \in C \text{ and adjacent, } v \in 0..3)$$

Coloring a Map with 0/1 Variables

MIP:

Optimal - 12 nodes

Proof - 22 nodes

$$obj \in \{0, 1, 2, 3\}$$

$$\text{color}_{c,v} \in \{0, 1\}$$

min obj

subject to

$$obj \geq v \times \text{color}_{c,v} \quad (c \in C, v \in 0..3)$$

$$\sum_{v=0}^3 \text{color}_{c,v} = 1 \quad (c \in C)$$

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Combining Constraints

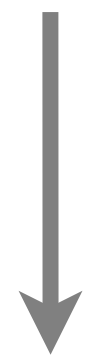
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$$obj \geq \sum_{v=0}^3 v \times \text{color}_{c,v} \quad (c \in C)$$

Coloring a Map with 0/1 Variables

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$$\text{subject to} \quad obj \geq \sum_{v=0}^3 v \times \text{color}_{c,v} \quad (c \in C)$$

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$$color_{c,3} = 0$$

$$obj \in \{0, 1, 2, 3\}$$

$$color_{c,v} \in \{0, 1\}$$

$$\min \quad obj$$

$$\text{subject to } obj \geq \sum_{v=0}^3 v \times color_{c,v} \quad (c \in C)$$

$$\sum_{v=0}^3 color_{c,v} = 1 \quad (c \in C)$$

$$color_{c_1,v} + color_{c_2,v} \leq 1 \quad (c_1, c_2 \in C \text{ and adjacent, } v \in 0..3)$$

Coloring a Map with 0/1 Variables

$$\text{LP: } obj = 0.5$$

$$color_{c,0} = 0.5$$

$$color_{c,1} = 0.5$$

$$color_{c,2} = 0$$

$$color_{c,3} = 0$$

$$obj \in \{0, 1, 2, 3\}$$

$$color_{c,v} \in \{0, 1\}$$

$$\min \quad obj$$

Need at least 2 colors!

$$\text{subject to } obj \geq \sum_{v=0}^3 v \times color_{c,v} \quad (c \in C)$$

$$\sum_{v=0}^3 color_{c,v} = 1 \quad (c \in C)$$

$$color_{c_1,v} + color_{c_2,v} \leq 1 \quad (c_1, c_2 \in C \text{ and adjacent, } v \in 0..3)$$

Coloring a Map with 0/1 Variables

$$\text{LP: } obj = 0.5 \quad \text{LP: } obj = 0.\overline{27}$$

$$color_{c,0} = 0.5 \quad color_{c,0} = 0.5$$

$$color_{c,1} = 0.5 \quad color_{c,1} = 0.\overline{27}$$

$$color_{c,2} = 0 \quad color_{c,2} = 0.1\overline{36}$$

$$color_{c,3} = 0 \quad color_{c,3} = 0.\overline{09}$$

$$obj \in \{0, 1, 2, 3\}$$

$$color_{c,v} \in \{0, 1\}$$

$$\min \quad obj$$

Need at least 2 colors!

$$\text{subject to } obj \geq \sum_{v=0}^3 v \times color_{c,v} \quad (c \in C)$$

$$\sum_{v=0}^3 color_{c,v} = 1 \quad (c \in C)$$

$$color_{c_1,v} + color_{c_2,v} \leq 1 \quad (c_1, c_2 \in C \text{ and adjacent, } v \in 0..3)$$

Coloring a Map with 0/1 Variables

MIP:

Optimal - 9 nodes

Proof - 41 nodes

$$obj \in \{0, 1, 2, 3\}$$

$$color_{c,v} \in \{0, 1\}$$

LP: $obj = 0.5$

$$color_{c,0} = 0.5$$

$$color_{c,1} = 0.5$$

$$color_{c,2} = 0$$

$$color_{c,3} = 0$$

LP: $obj = 0.\overline{27}$

$$color_{c,0} = 0.5$$

$$color_{c,1} = 0.\overline{27}$$

$$color_{c,2} = 0.1\overline{36}$$

$$color_{c,3} = 0.\overline{09}$$

min obj

Need at least 2 colors!

subject to $obj \geq \sum_{v=0}^3 v \times color_{c,v} \quad (c \in C)$

$$\sum_{v=0}^3 color_{c,v} = 1 \quad (c \in C)$$

$$color_{c_1,v} + color_{c_2,v} \leq 1 \quad (c_1, c_2 \in C \text{ and adjacent, } v \in 0..3)$$

Until Next Time