

Integrality

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Consider LP
$$\begin{pmatrix} \min & c^T x \\ \text{s.t.} & Ax = b \\ & x \geq 0 \end{pmatrix}$$
 where $c \in \mathbb{R}^n$, $A \in \mathbb{R}^{m \times n}$, $b \in \mathbb{R}^m$

What if we restrict (some of) the variables to be integers?

Why?

- Variables may be modeling an integer quantity
ex) How many units of product to produce
- Variables may model a binary (yes or no) decision
ex) Whether a factory should be located in a particular city

Integer Program (IP) (or ILP)

$$\begin{pmatrix} \min & c^T x \\ \text{s.t.} & Ax = b \\ & x \geq 0 \\ & \underline{x \in \mathbb{Z}^n} \end{pmatrix} \leftarrow \text{Integrality constraints}$$

0-1 Programming / Binary Programming

$$\begin{pmatrix} \min & c^T x \\ \text{s.t.} & Ax = b \\ & x \geq 0 \\ & x \in \{0,1\}^n \end{pmatrix} \leftarrow \text{binary constraints}$$

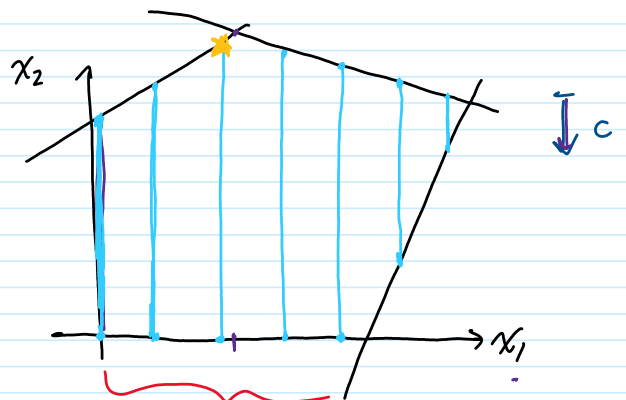
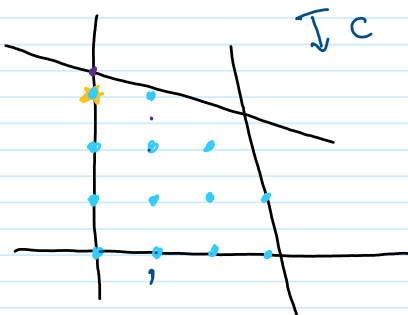
(or MILP)

Mixed Integer Program (MIP)

$$\left(\begin{array}{ll} \min & C^T x \\ \text{s.t.} & Ax = b \\ & x \geq 0 \\ & x_j \in \mathbb{Z}^n, j \in I \end{array} \right)$$

← Indexing set of integral variables

Graphical Examples



integrality constraint only for x_1

Sudoku

$$X_{(i,j),s} = 1, X_{(i,j),k} = 0$$

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4		6	8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9

• An IP feasibility problem:

find filled board

- s.t.
- every row contains each digit 1-9 exactly once
 - every col'm contains each digit 1-9 exactly once
 - every 3x3 box contains each digit 1-9 exactly once
 - every clue is used

Let's try to formulate as an IP...

Naive Formulation

Find $X \in \mathbb{R}^{9 \times 9}$

$$\text{s.t. } \sum_{i=k}^{k+2} \sum_{j=l}^{l+2} X_{ij} = 45 \quad \forall k, j \in \{1, 4, 7\}$$

← "every 3x3 box contains each digit"

$$\sum_{j=1}^9 X_{kj} = 45 \quad \forall k \in \{1, \dots, 9\}$$

← "rows contain each digit"

$$\sum_{i=1}^9 X_{il} = 45 \quad \forall l \in \{1, \dots, 9\}$$

← "col.s contain each digit"

$$X_{ij} = c_{ij} \quad (i,j) \in C$$

← "each hint used"

$$1 \leq X_{kl} \leq 9 \quad \forall k, l \in \{1, \dots, 9\}$$

← variable bounds

$$X_{kl} \in \mathbb{Z} \quad \forall k, l \in \{1, \dots, 9\}$$

← integrality

IP Formulation

$X_{(i,j),k}$: number k is used in cell (i,j)

Find $X \in \mathbb{R}^{9 \times 9 \times 9}$

s.t. $\sum_k X_{(i,j),k} = 1$

$\sum_j X_{(i,j),k} = 1$

$\sum_i X_{(i,j),k} = 1$

$\sum_{i=S_i}^{S_i+2} \sum_{j=S_j}^{S_j+2} X_{(i,j),k} = 1$

$X_{(i,j),k} = \text{clues}_{(i,j),k}$

$X_{(i,j),k} \in \{0,1\}$

$\forall (i,j) \in \{1, \dots, 9\}^2$

$\forall i, k \in \{1, \dots, 9\}$

$\forall j, k \in \{1, \dots, 9\}$

$\forall S_i, S_j \in \{1, 4, 7\}, \forall k \in \{1, \dots, 9\}$

$\forall i, j, k \in \{1, \dots, 9\}$

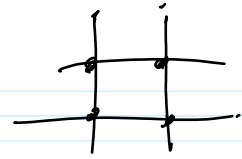
every cell has only one #

every row uses each digit

every col. uses each digit

every 3x3 box uses each digit

every clue is used



Difficulty to Solve

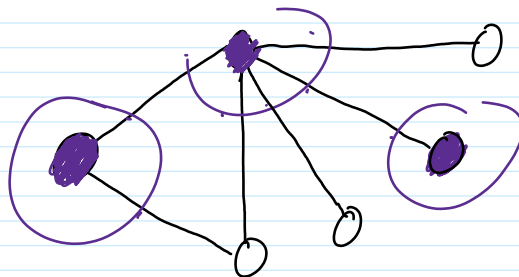
- In some special circumstances every vertex of the underlying polyhedron (ie the feasible region w/out the integrality constraints) is an integer \Rightarrow Can solve IP via LP methods (Simplex, interior pt)
- In general, IPs (MIPs) are NP Hard
Meaning: IPs cannot be solved efficiently (provided $P \neq NP$)

Lets Prove this...

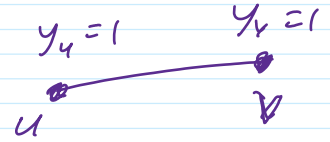
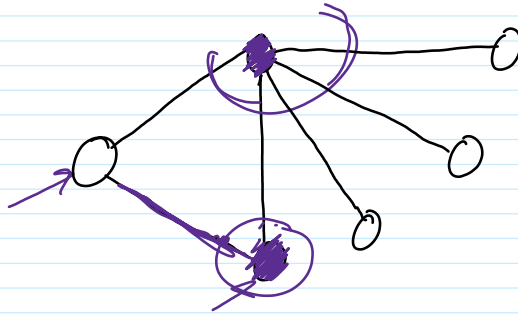
To prove that a problem P_1 is NP-hard, we take another problem known to be NP-hard (e.g. vertex cover) and show that P_2 can be efficiently formulated as P_1 .

Vertex Cover Problem

Given a graph $G(V, E)$, a vertex cover is a set of vertices that includes @ least one endpoint of every edge



Problem: Find vertex cover of minimum cardinality



IP Formulation

y $y_v, \forall v$ vertex

$$\left(\begin{array}{ll} \min & \sum_{v \in V} y_v \\ \text{s.t.} & y_v + y_u \geq 1 \quad \forall uv \in E \\ & 0 \leq y_v \leq 1 \quad \forall v \in V \\ & y_v \in \mathbb{Z} \quad \forall v \in V \end{array} \right) \begin{array}{l} \leftarrow \text{min sum of "used" vertices} \\ \leftarrow y \text{ includes @ least one} \\ \text{endpoint } \forall \text{ edges} \\ \left. \vphantom{\sum} \right\} y \text{ is set of vertices} \end{array}$$

$$y_v \in \{0, 1\}^n$$



Soln is min vertex cover

Branch and Bound

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Finds exact soln in infinit time

$$\left(\begin{array}{l} \min C^T x \\ Ax \leq b \\ x \in \mathbb{Z}^n \end{array} \right) \text{IP}$$

Linear Relaxation

$$\left(\begin{array}{l} \min C^T x \\ Ax \leq b \end{array} \right) \text{LP}$$

solve

Soln x^{LR}

If $x^{LR} \in \mathbb{Z}^n$

Solved!

Otherwise

$\exists i$ s.t. $x_i^{LR} \notin \mathbb{Z}$

Create Subproblems

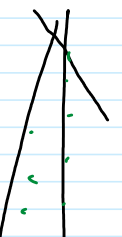
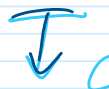
$$\left(\begin{array}{l} \min C^T x \\ Ax \leq b \\ x_i \leq \lfloor x_i^{LR} \rfloor \\ x \in \mathbb{Z}^n \end{array} \right) \text{IP}_1$$

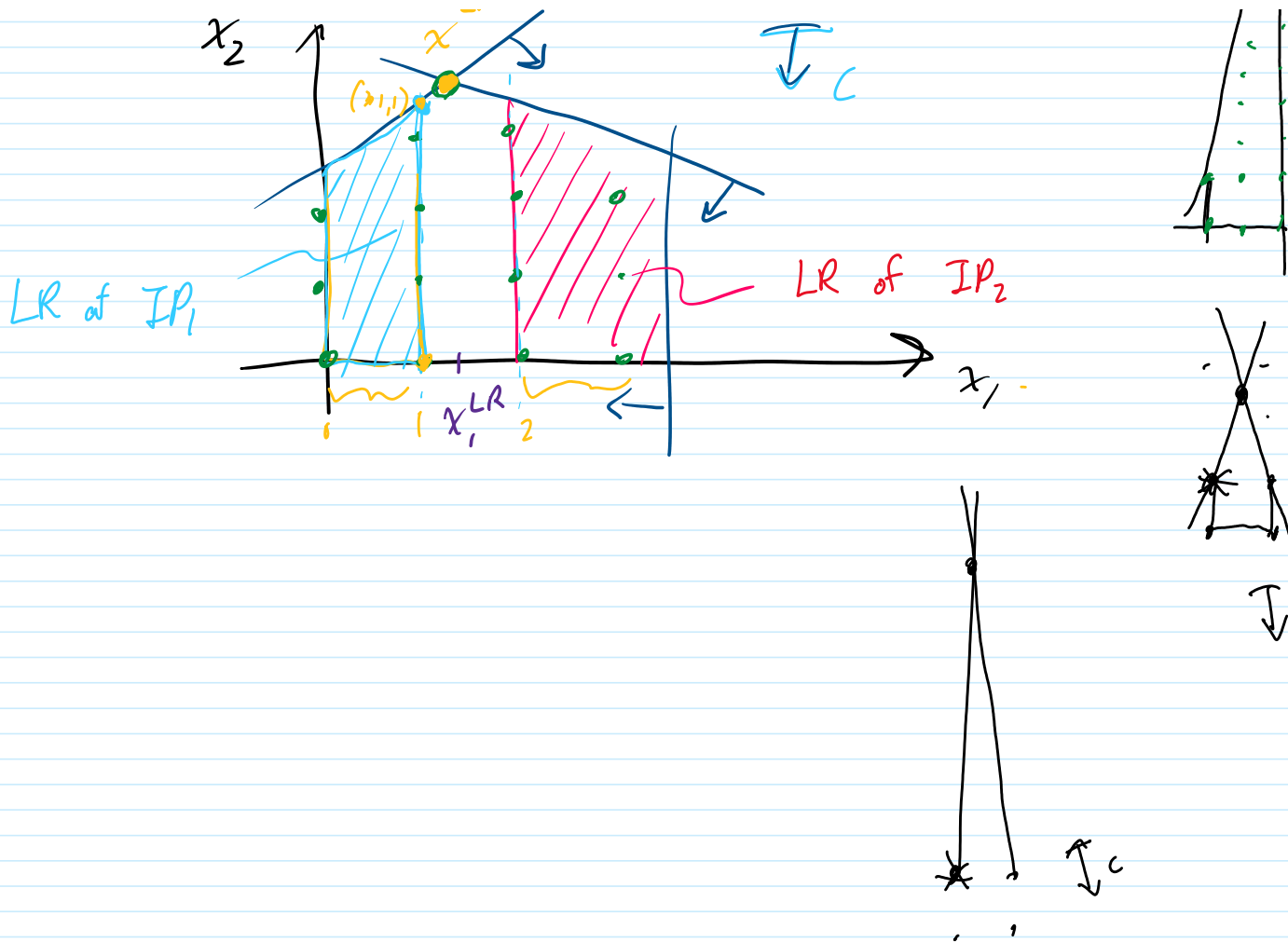
$$\left(\begin{array}{l} \min C^T x \\ Ax \leq b \\ x_i \geq \lceil x_i^{LR} \rceil \\ x \in \mathbb{Z}^n \end{array} \right) \text{IP}_2$$

⋮

⋮

Note: $\min(\text{IP}_1, \text{IP}_2) = \min(\text{IP})$





Large Scale LPs

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$$\left(\begin{array}{ll} \min & c^T x \\ \text{s.t.} & Ax = b \\ & x \geq 0 \end{array} \right) \text{LP}$$

Most practitioners solve LP via Simplex or Interior Point Methods

Pros:

- typically find high accuracy solutions in reasonable amt. of time
- Reliable implementations widely available (Gurobi, CPLEX, ...)

Both methods rely on factorization (i.e. matrix inversion)

Cons:

- Speed heavily depends on the sparsity pattern of the Linear system
- For large enough problems factorization will run out of memory (even when original problem can fit into mem)
- Challenging to parallelize or distribute across multiple machines

Becoming a bigger issue as problem sizes keep growing to meet applications!

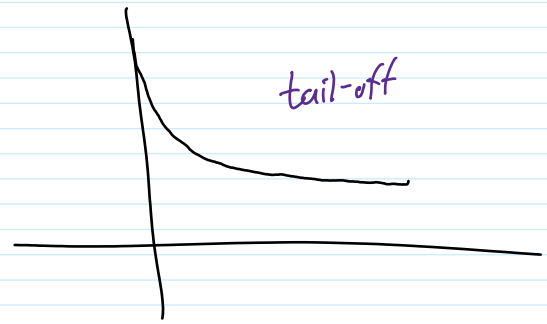
Solution: Develop LP methods that rely on matrix-vector multiplication instead
e.g. First order methods like gradient descent

n . .

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Pros:

- Easily parallelized
- Low memory footprint
- Each matrix-vector mult. reliably fast



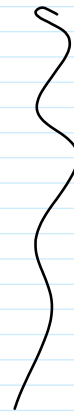
Con:

- Struggle to obtain high accuracy solution in reasonable time frame

Modern Challenges: Overcoming this

Best attempts use variety of techniques (PDLP):

- diagonal preconditioning
- presolving
- adaptive step sizes
- adaptive restarts



Restarts:

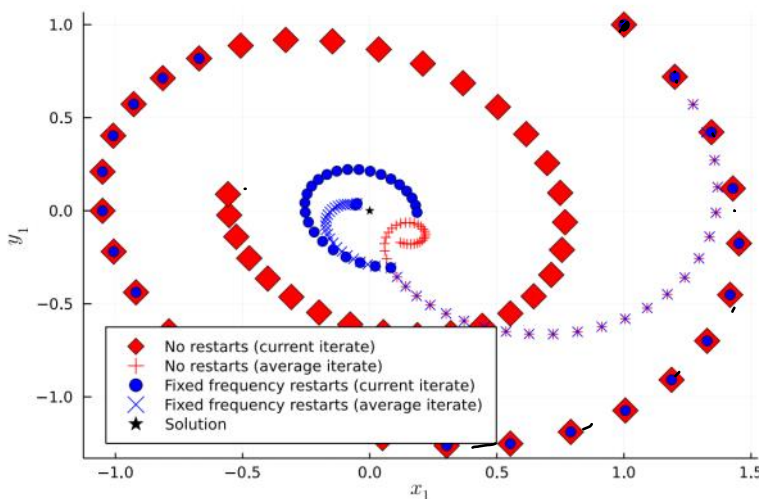


Figure 1: Plot of the first 50 iterates of non-restarted and restarted PDHG for a simple two-dimensional bilinear problem $\mathcal{L}(x, y) = xy$ with $\eta = 0.2$. The restart length is for the fixed frequency restarts is 25. The unique optimal solution is $(0, 0)$.

[Applegate et al, '22]