

Lecture 8: Linear and integer programming modelling and tools

- ▶ Normal and standard forms
- ▶ Modelling
- ▶ Tools

Standard and Canonical Forms

- ▶ An LP is in **canonical form** when
 - ▶ the object function is minimized,
 - ▶ all constraints are inequalities of the form $\sum_{j=1}^n a_{ij}x_j \geq b_i$, and
 - ▶ all variables are non-negative, i.e., bounded by the constraint $x_j \geq 0$.

that is, the LP is in the form

$$\begin{aligned} \min \quad & \sum_{i=1}^n c_i x_i \quad \text{s.t.} \\ & \sum_{j=1}^n a_{ij} x_j \geq b_i, \quad i = 1, \dots, m \\ & x_j \geq 0, \quad j = 1, \dots, n \end{aligned}$$

- ▶ The **standard form** is similar but all constraints are of the form $\sum_{j=1}^n a_{ij}x_j = b_i$.

General Linear Programs

- ▶ In a general linear program

$$\begin{aligned} \min \quad & \sum_{i=1}^n c_i x_i \quad \text{s.t.} \\ & \sum_{j=1}^n a_{ij} x_j = b_i, \quad i = 1, \dots, m \\ & l_j \leq x_j \leq u_j \end{aligned}$$

inequalities with \leq or \geq can occur in addition to equalities ($=$), maximization can be used instead of minimization, and some of the variables can be unrestricted (do not have bounds).

- ▶ A general LP can be transformed to an equivalent (w.r.t. the set of original variables) but simpler form, for instance, to a canonical or standard form (introduced below).
- ▶ Two forms are equivalent (w.r.t. a set of variables) if they have the same set of optimal solutions (w.r.t. the set of variables) or are both infeasible or both unbounded.

Standard and Canonical Forms

An LP can be converted to standard or canonical form using the following transformations:

- ▶ Maximization of a function is equivalent to minimization of its opposite: $\max f(x_1, \dots, x_n) \Leftrightarrow \min -f(x_1, \dots, x_n)$
- ▶ An equality can be transformed to a pair of inequalities

$$\sum_{j=1}^n a_{ij} x_j = b_i \Leftrightarrow \begin{cases} \sum_{j=1}^n a_{ij} x_j \geq b_i \\ \sum_{j=1}^n -a_{ij} x_j \geq -b_i \end{cases}$$

- ▶ An inequality can be transformed to an equality by adding a **slack (surplus) variable**

$$\sum_{j=1}^n a_{ij} x_j \leq b_i \Leftrightarrow \begin{cases} \sum_{j=1}^n a_{ij} x_j + s = b_i \\ s \geq 0 \end{cases}$$

$$\sum_{j=1}^n a_{ij} x_j \geq b_i \Leftrightarrow \begin{cases} \sum_{j=1}^n a_{ij} x_j - s = b_i \\ s \geq 0 \end{cases}$$

Transformations—cont'd

- ▶ An unrestricted variable x_j can be eliminated using a pair of non-negative variables x_j^+, x_j^- by replacing x_j everywhere with $x_j^+ - x_j^-$ and imposing $x_j^+ \geq 0, x_j^- \geq 0$.
- ▶ Non-positivity constraints can be expressed as non-negativity constraints: to express $x_j \leq 0$, replace x_j everywhere with $-y_j$ and impose $y_j \geq 0$.
- ▶ These transformations are sometimes needed when modelling if the tool used does not support a feature exploited in the LP model, for example, non-positive or unrestricted variables.



Example—cont'd

- ▶ Second: eliminate non-positivity constraints and transform inequalities to equalities with slack and surplus variables to obtain:

$$\begin{aligned} \min \quad & -x_2^+ + x_2^- - y_1 \text{ s.t.} \\ & -3y_1 - x_2^+ + x_2^- - s_1 = 0 \\ & -y_1 + x_2^+ - x_2^- + s_2 = 6 \\ & -y_1 - s_3 = -2 \\ & y_1 \geq 0 \\ & x_2^+ \geq 0, x_2^- \geq 0 \\ & s_1 \geq 0, s_2 \geq 0, s_3 \geq 0 \end{aligned}$$



Example.

- ▶ Consider the problem of transforming the LP on the left to standard form. We illustrate the transformation in two steps.

$$\begin{aligned} \max \quad & x_2 - x_1 \text{ s.t.} \\ & 3x_1 - x_2 \geq 0 \\ & x_1 + x_2 \leq 6 \\ & -2 \leq x_1 \leq 0 \end{aligned}$$
- ▶ First: turn maximization to minimization, turn the unrestricted variable x_2 to a pair of non-negative variables and treat bounds as constraints to obtain:

$$\begin{aligned} \min \quad & -(x_2^+ - x_2^-) + x_1 \text{ s.t.} \\ & 3x_1 - (x_2^+ - x_2^-) \geq 0 \\ & x_1 + (x_2^+ - x_2^-) \leq 6 \\ & x_1 \geq -2 \\ & x_1 \leq 0 \\ & x_2^+ \geq 0, x_2^- \geq 0 \end{aligned}$$



Modelling

The diet problem: (a typical problem suitable for linear programming)

- ▶ Given
 - $a_{i,j}$: amount of the i th nutrient in a unit of the j th food item
 - r_j : yearly requirement of the i th nutrient
 - c_j : cost per unit of the j th food item
- ▶ Build a yearly diet (decide yearly consumption of n food items) such that it satisfies the minimal nutritional requirements for m nutrients and is as inexpensive as possible.
- ▶ LP solution: take variables x_j to represent yearly consumption of the j th food item

$$\begin{aligned} \min \quad & c_1x_1 + \dots + c_nx_n \text{ s.t.} \\ & a_{1,1}x_1 + \dots + a_{1,n}x_n \geq r_1 \\ & \vdots \\ & a_{m,1}x_1 + \dots + a_{m,n}x_n \geq r_m \\ & x_1 \geq 0, \dots, x_n \geq 0 \end{aligned}$$



Knapsack

(a typical problem suitable for (0-1) integer programming)

- ▶ Given: a knapsack of a fixed volume v and n objects, each with a volume a_i and a value b_i .
- ▶ Find a collection of these objects with maximal total value that fits in the knapsack.
- ▶ IP solution: for each item i take a binary variable x_i to model whether item i is included ($x_i = 1$) or not ($x_i = 0$)

$$\begin{aligned} \max & b_1 x_1 + \dots + b_n x_n \text{ s.t.} \\ & a_1 x_1 + \dots + a_n x_n \leq v \\ & 0 \leq x_1 \leq 1, \dots, 0 \leq x_n \leq 1 \\ & x_j \text{ is integer for all } j \in \{1, \dots, n\} \end{aligned}$$



Warehouse Location Problem

(A more complicated 0-1 IP problem)

- ▶ There is a set of n customers who need to be assigned to one of the m potential warehouse locations.
- ▶ Customers can only be assigned to an open warehouse, with there being a cost of c_j for opening warehouse j .
- ▶ Once open, a warehouse can serve as many customers as it chooses (with different costs $d_{i,j}$ for each customer-warehouse pair).
- ▶ Choose a set of warehouse locations that minimizes the overall costs of serving all the n customers.
- ▶ IP solution: introduce binary variables x_j representing the decision to open warehouse j and $y_{i,j}$ representing the decision to assign customer i to warehouse j



Warehouse Location Problem—cont'd

- ▶ Objective function to minimize:

$$\sum_{j=1}^m c_j x_j + \sum_{i=1}^n \sum_{j=1}^m d_{i,j} y_{i,j}$$

- ▶ Customers are assigned to exactly one warehouse:

$$\sum_{j=1}^m y_{i,j} = 1 \quad \text{for all } i = 1, \dots, n$$

- ▶ Customers can be assigned only to an open warehouse. Two approaches:

- ▶ If a warehouse is open, it can serve all n customers:

$$\sum_{i=1}^n y_{i,j} \leq n x_j \quad \text{for all } j = 1, \dots, m$$

- ▶ If a customer i is assigned to warehouse j , it must be open:

$$y_{i,j} \leq x_j \quad \text{for all } j = 1, \dots, m \text{ and } i = 1, \dots, n$$



Expressing Constraints in MIP

- ▶ Some constraints cannot be represented straightforwardly using linear constraints.
- ▶ A frequently occurring situation involves combining constraints “disjunctively”.
- ▶ An implication is a typical example which can sometimes be encoded by introducing an additional variable and a new large constant.
- ▶ **Example.** Consider a binary variable x and the constraint “if $x = 1$ then $\sum_{j=1}^n x_j \geq b_i$ ” where each x_j is non-negative. Using a large constant M this can be expressed as follows:

$$\sum_{j=1}^n x_j \geq b_i - M(1 - x)$$

Notice that here if $x = 1$, then $\sum_{j=1}^n x_j \geq b_i$ must hold but if $x = 0$, then $\sum_{j=1}^n x_j \geq b_i - M$ imposes no constraint on variables x_1, \dots, x_n if we choose some $M \geq b_i$.



Expressing Constraints—cont'd

- ▶ **Example.** Consider a disjunctive constraint “ $x \geq 5$ or $y \leq 6$ ” where x and y are non-negative and $y \leq 1000$.

This constraint can be encoded by introducing a new binary variable b and constant M as follows

$$\begin{aligned}x + Mb &\geq 5 \\ y - M(1 - b) &\leq 6\end{aligned}$$

Here if we choose $M \geq 994$, then

- ▶ if $b = 0$, we have constraints $x \geq 5$ and $y - M \leq 6$ where the latter is satisfied by every value of y ($0 \leq y \leq 1000$) and
- ▶ if $b = 1$, we have constraints $x + M \geq 5$ and $y \leq 6$ where the former is satisfied by every value of $x \geq 0$.
- ▶ Unfortunately, these techniques for expressing disjunctions are not general and, e.g., choosing a value for the constant M is often non-trivial.



Example: Resource Constraints

- ▶ In a scheduling application typically following types of variables are used:
 s_j : starting time for job j
 x_{ij} : binary variable representing whether job i occurs before job j
- ▶ Consider now a typical constraint:
 “If job 1 occurs before job 2, then job 2 starts at least 10 time units after the end of job 1”
- ▶ This is an implication that can be represented by introducing a suitably large constant M (d_1 is the duration of job 1):

$$s_2 \geq s_1 + d_1 + 10 - M(1 - x_{12})$$

- ▶ If $x_{12} = 1$: we get $s_2 \geq s_1 + d_1 + 10$ as required.
- ▶ If $x_{12} = 0$: we get $s_2 \geq s_1 + d_1 + 10 - M$, which implies no restriction on s_2 if M is sufficiently large.



Example: Resource Constraints—cont'd

- ▶ Disjunctive constraints on binary variables can be expressed straightforwardly.
- ▶ For example, to enforce that the values of variables x_{ij} are assigned consistently according to their intuitive meaning following constraints need to be added.
 - ▶ “Either i occurs before j or the reverse but not both”
 This is an exclusive-or constraint which can be encoded directly:

$$x_{ij} + x_{ji} = 1 \quad (i \neq j)$$

- ▶ “If i occurs before j and j before k , then i occurs before k .”
 This can be seen as a disjunction $\neg x_{ij} \vee \neg x_{jk} \vee x_{ik}$ of binary variables x_{ij}, x_{jk}, x_{ik} :
 $(1 - x_{ij}) + (1 - x_{jk}) + x_{ik} \geq 1$ (or equivalently $x_{ij} + x_{jk} - x_{ik} \leq 1$)

A potential problem: $O(n^3)$ constraints are needed where n is the number of jobs.



Routing Constraints

(An example of a problem where finding a compact MIP encoding is challenging).

- ▶ Consider the Hamiltonian cycle problem:
 INSTANCE: A graph (V, E) .
 QUESTION: Is there a simple cycle visiting all nodes of the graph?
- ▶ Introduce a binary variable $x_{i,j}$ for each edge $(i, j) \in E$ indicating whether the edge is included in the cycle ($x_{i,j} = 1$) or not ($x_{i,j} = 0$).
- ▶ Constraints:
 - ▶ The cycle leaves each node i through exactly one edge:

$$\text{for each node } i: \sum_{(i,j) \in E} x_{i,j} = 1$$

- ▶ The cycle enters each node i through exactly one edge:

$$\text{for each node } i: \sum_{(j,i) \in E} x_{j,i} = 1$$



Hamiltonian Cycle

- ▶ However, the constraints above are not sufficient.
- ▶ Consider, for example, a graph with 6 nodes such that variables $x_{1,2}, x_{2,3}, x_{3,1}, x_{4,5}, x_{5,6}, x_{6,4}$ are set to 1 and all others to 0. This solution satisfies the constraints but does not represent a Hamiltonian cycle (two separate cycles).
- ▶ Enforcing a single cycle is non-trivial.
- ▶ A solution for small graphs is to require that the cycle leaves every proper subset of the nodes, that is, to have a constraint

$$\sum_{(i,j) \in E, i \in s, j \notin s} x_{i,j} \geq 1$$

for every proper subset s of the nodes V .

- ▶ In the example above, this constraint would be violated for $s = \{1, 2, 3\}$.
- ▶ A potential problem for bigger graphs: $O(2^n)$ constraints needed where n is the number of nodes.



Hamiltonian Cycle—cont'd

- ▶ Another approach, where the number of constraints remains polynomial, is to introduce an integer variable p_i for each node $i = 1, \dots, n$ in the graph to represent the position of the node i in the cycle, that is, $p_i = k$ means that node i is k th node visited in the cycle.
- ▶ In order to enforce a single cycle we need to enforce the following conditions.
- ▶ Each p_i has a value in $\{1, \dots, n\}$:

$$1 \leq p_i \leq n$$

- ▶ This value is unique, that is, for all pairs of nodes i and j with $i \neq j$, $p_j \neq p_i$ holds.
- ▶ For all pairs of nodes i and j with $i \neq j$ such that $(i, j) \notin E$, node j cannot be the next node after i , that is,
 - ▶ $p_j \neq p_i + 1$ holds and
 - ▶ if $p_i = n$, then $p_j \geq 2$.



Hamiltonian Cycle—cont'd

- ▶ For condition “if $p_i = n$, then $p_j \geq 2$ ” we can use the technique for implications:

$$p_j \geq 2 - (n - p_i)$$

Notice that

- ▶ if $n = p_i$, then we get $p_j \geq 2$ and
- ▶ if $n > p_i$, then the constraint is satisfied for all value of p_j ($1 \leq p_j \leq n$).
- ▶ To complete the encoding in IP we need to express disequality (\neq)



Expressing Disequality

- ▶ For expressing an arbitrary disequality $x \neq y$ of two bounded integer variables x and y we reformulate the disequality as “ $x > y$ or $y > x$ ” or equivalently “ $x - y \geq 1$ or $x - y \leq -1$ ”.
- ▶ Now we can model the disjunction using a binary variable b and a large constant M and the constraints

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

Notice that

- ▶ if $b = 0$, then we get $x - y \geq 1, x - y \leq M - 1$ and
- ▶ if $b = 1$, then we get $x - y + M \geq 1, x - y \leq -1$

where the constraints involving M are satisfied by all values of x, y given large enough M w.r.t. to the bounds on the values of x, y .



MIP Tools

- ▶ There are several efficient commercial MIP solvers.
- ▶ Also public domain systems exist but these are not as efficient as the commercial ones.
- ▶ See, for example, <http://www-unix.mcs.anl.gov/otc/Guide/faq/linear-programming-faq.html> for MIP systems and other information and frequently asked questions.

MIP Solvers

- ▶ A MIP solver can typically take its input via an input file and an API.
- ▶ There are a number of widely used input formats (like mps) and tool specific formats (`lp_solve`, CPLEX, LINDO, GNU MathProg, LPFML XML, ...)
- ▶ MIP solvers do not require the input program to be in a standard form but typically quite general MIPs are allowed, that is
 - ▶ both minimization and maximization are supported and
 - ▶ operators “=”, “≤”, and “≥” can all be used.

`lp_solve`

- ▶ In the third home assignment a public domain MIP solver, `lp_solve` is employed.
- ▶ See the newest version (5.5) at <http://lpsolve.sourceforge.net/5.5/>
- ▶ `lp_solve` accepts a number of input formats

Example. `lp_solve` native format

```
min: x1 + x2 + 3x3;
      x1 - x2 <= 1;
      2x2 - 2.5x3 >= 1;
      -7x3 + x2 = 3;
> lp_solve < example
Value of objective function: 3
```

Actual values of the variables:

```
x1          0
x2          3
x3          0
```