

Planning and Optimization

G6. Linear & Integer Programming

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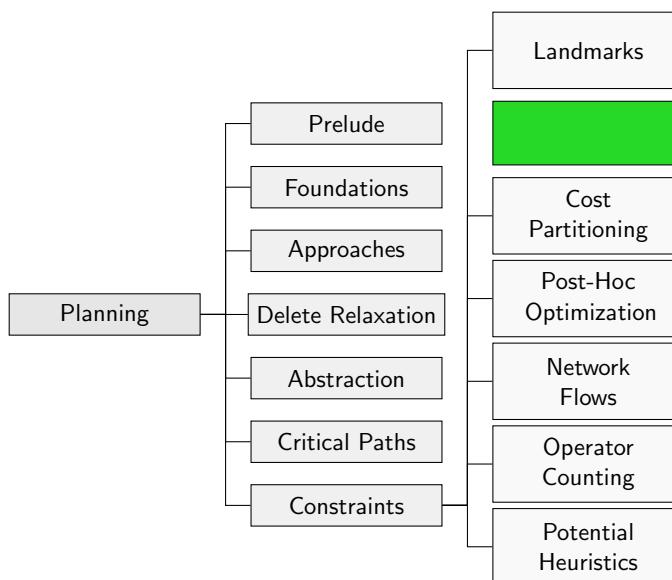
G6.1 Integer Programs

G6.2 Linear Programs

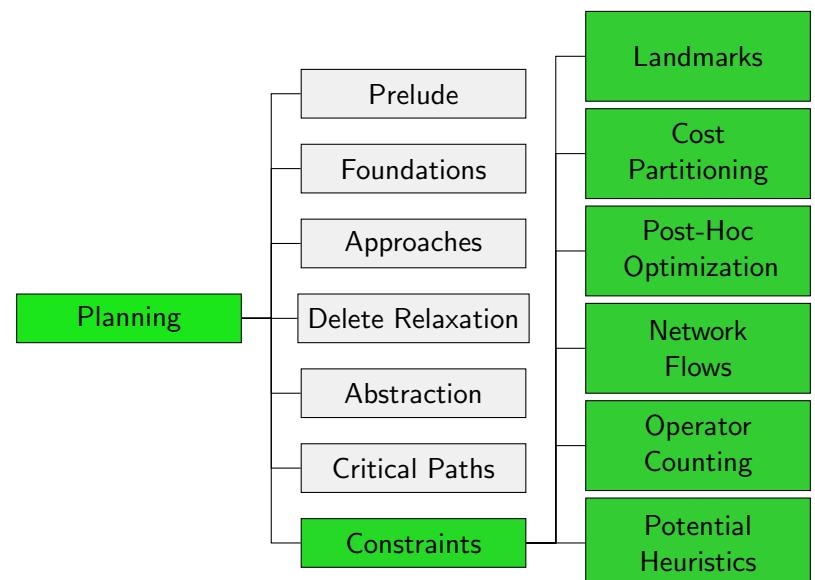
G6.3 Normal Forms and Duality

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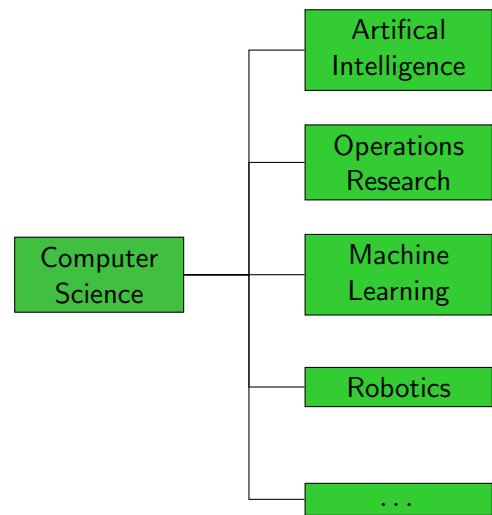
Content of this Course (Timeline)



Content of this Course (Relevance)



Not Content of this Course (Relevance)



G6.1 Integer Programs

Motivation

- ▶ This goes on beyond Computer Science
- ▶ Active **research** on IPs and LPs in
 - ▶ Operation Research
 - ▶ Mathematics
- ▶ Many **application** areas, for instance:
 - ▶ Manufacturing
 - ▶ Agriculture
 - ▶ Mining
 - ▶ Logistics
 - ▶ Planning
- ▶ As an application, we treat LPs / IPs as a **blackbox**
- ▶ We just look at **the fundamentals**
- ▶ However, even on the application side there is much more (e.g., modelling tricks or solver parameters to speed up computation)

Motivation

Example (Optimization Problem)

Consider the following scenario:

- ▶ A factory produces two products A and B
- ▶ Selling one (unit of) B yields 5 times the profit of selling one A
- ▶ A client places the unusual order to "buy anything that can be produced on that day as long as two plus twice the units of A is not smaller than the number of B"
- ▶ More than 12 products in total cannot be produced per day
- ▶ There is only material for 6 units of A (there is enough material to produce any amount of B)

How many units of A and B does the client receive if the factory owner aims to maximize her profit?

Integer Program: Example

Let X_A and X_B be the (integer) number of produced A and B

Example (Optimization Problem as Integer Program)

maximize $X_A + 5X_B$ subject to

$$2 + 2X_A \geq X_B$$

$$X_A + X_B \leq 12$$

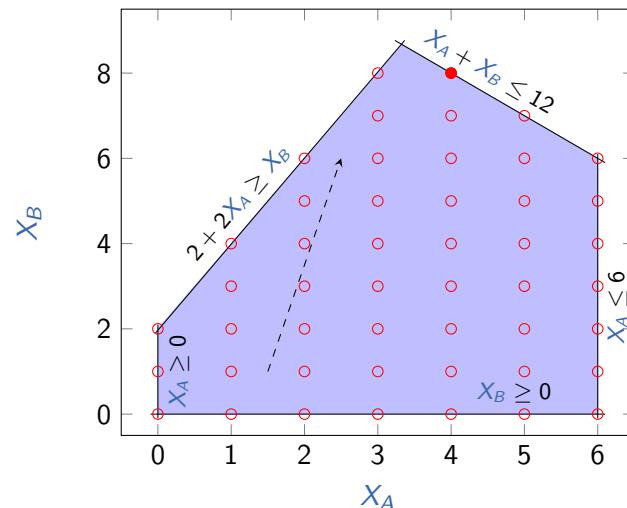
$$X_A \leq 6$$

$$X_A \geq 0, \quad X_B \geq 0$$

↪ unique optimal solution:

produce 4 A ($X_A = 4$) and 8 B ($X_B = 8$) for a profit of 44

Integer Program Example: Visualization



Same Program as Input for the CPLEX Solver

File ip.lp

Maximize

obj: $X_A + 5 X_B$

Subject To

c1: $-2 X_A + X_B \leq 2$

c2: $X_A + X_B \leq 12$

Bounds

$0 \leq X_A \leq 6$

$0 \leq X_B$

General

$X_A \ X_B$

End

→ Demo

Integer Programs

Integer Program

An **integer program (IP)** consists of:

- ▶ a finite set of **integer-valued variables** V
- ▶ a finite set of **linear inequalities** (constraints) over V
- ▶ an **objective function**, which is a linear combination of V
- ▶ which should be **minimized** or **maximized**.

Terminology

- ▶ An integer assignment to all variables in V is **feasible** if it satisfies the constraints.
- ▶ An integer program is **feasible** if there is such a feasible assignment. Otherwise it is **infeasible**.
- ▶ A feasible maximum (resp. minimum) problem is **unbounded** if the objective function can assume arbitrarily large positive (resp. negative) values at feasible assignments. Otherwise it is **bounded**.
- ▶ The **objective value** of a bounded feasible maximum (resp. minimum) problem is the maximum (resp. minimum) value of the objective function with a feasible assignment.

Another Example

Example

minimize $3X_{o_1} + 4X_{o_2} + 5X_{o_3}$ subject to

$$X_{o_4} \geq 1$$

$$X_{o_1} + X_{o_2} \geq 1$$

$$X_{o_1} + X_{o_3} \geq 1$$

$$X_{o_2} + X_{o_3} \geq 1$$

$$X_{o_1} \geq 0, \quad X_{o_2} \geq 0, \quad X_{o_3} \geq 0, \quad X_{o_4} \geq 0$$

What example from a recent chapter does this IP encode?

↔ the **minimum hitting set** from Chapter G4

Complexity of Solving Integer Programs

- ▶ As an IP can compute an MHS, solving an IP must be **at least as complex** as computing an MHS
- ▶ Reminder: MHS is a “classical” NP-complete problem
- ▶ Good news: Solving an IP is **not harder**
- ↔ Finding solutions for IPs is **NP-complete**.

Removing the requirement that solutions must be **integer-valued** leads to a simpler problem

G6.2 Linear Programs

Linear Programs

Linear Program

A **linear program (LP)** consists of:

- ▶ a finite set of **real-valued variables** V
- ▶ a finite set of **linear inequalities** (constraints) over V
- ▶ an **objective function**, which is a linear combination of V
- ▶ which should be **minimized** or **maximized**.

We use the introduced IP terminology also for LPs.

Mixed IPs (MIPs) are something between IPs and LPs:
some variables are integer-valued, some are real-valued.

Same Program as Input for the CPLEX Solver

```
File 1p.lp
Maximize
  obj: X_A + 5 X_B
Subject To
  c1: -2 X_A + X_B <= 2
  c2: X_A + X_B <= 12
Bounds
  0 <= X_A <= 6
  0 <= X_B
End
```

→ Demo

Linear Program: Example

Let X_A and X_B be the (real-valued) number of produced A and B

Example (Optimization Problem as Linear Program)

maximize $X_A + 5X_B$ subject to

$$2 + 2X_A \geq X_B$$

$$X_A + X_B \leq 12$$

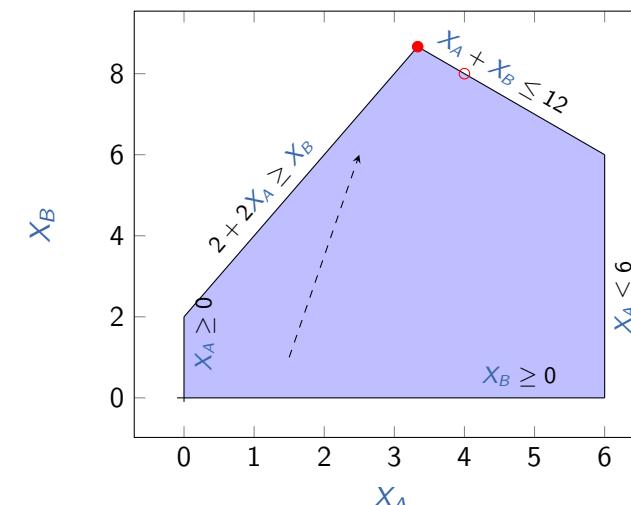
$$X_A \leq 6$$

$$X_A \geq 0, \quad X_B \geq 0$$

⇒ unique optimal solution:

$$X_A = 3\frac{1}{3} \text{ and } X_B = 8\frac{2}{3} \text{ with objective value } 46\frac{2}{3}$$

Linear Program Example: Visualization



Solving Linear Programs

- ▶ **Observation:**
Here, LP solution is an **upper bound** for the corresponding IP.
- ▶ **Complexity:**
LP solving is a **polynomial-time** problem.
- ▶ **Common idea:**
Approximate IP solution with corresponding LP
(**LP relaxation**).

LP Relaxation of MHS heuristic

Example (Minimum Hitting Set)

minimize $3X_{o_1} + 4X_{o_2} + 5X_{o_3}$ subject to

$$X_{o_4} \geq 1$$

$$X_{o_1} + X_{o_2} \geq 1$$

$$X_{o_1} + X_{o_3} \geq 1$$

$$X_{o_2} + X_{o_3} \geq 1$$

$$X_{o_1} \geq 0, \quad X_{o_2} \geq 0, \quad X_{o_3} \geq 0, \quad X_{o_4} \geq 0$$

↝ **optimal solution of LP relaxation:**

$X_{o_4} = 1$ and $X_{o_1} = X_{o_2} = X_{o_3} = 0.5$ with objective value 6

↝ LP relaxation of MHS heuristic is **admissible**
and can be computed in **polynomial time**

LP Relaxation

Theorem (LP Relaxation)

The **LP relaxation** of an integer program is the problem that arises by removing the requirement that variables are integer-valued.

For a **maximization** (resp. **minimization**) problem, the objective value of the LP relaxation is an **upper** (resp. **lower**) **bound** on the value of the IP.

Proof idea.

Every feasible assignment for the IP is also feasible for the LP. □

G6.3 Normal Forms and Duality

Standard Maximum Problem

Normal form for maximization problems:

Definition (Standard Maximum Problem)

Find values for x_1, \dots, x_n , to maximize

$$c_1 x_1 + c_2 x_2 + \dots + c_n x_n$$

subject to the constraints

$$a_{11} x_1 + a_{12} x_2 + \dots + a_{1n} x_n \leq b_1$$

$$a_{21} x_1 + a_{22} x_2 + \dots + a_{2n} x_n \leq b_2$$

⋮

$$a_{m1} x_1 + a_{m2} x_2 + \dots + a_{mn} x_n \leq b_m$$

and $x_1 \geq 0, x_2 \geq 0, \dots, x_n \geq 0$.

Standard Maximum Problem: Matrix and Vectors

A standard maximum problem is often given by

- ▶ an m -vector $\mathbf{b} = \langle b_1, \dots, b_m \rangle^T$ (**bounds**),
- ▶ an n -vector $\mathbf{c} = \langle c_1, \dots, c_n \rangle^T$ (**objective coefficients**),
- ▶ and an $m \times n$ matrix

$$\mathbf{A} = \begin{pmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ a_{21} & a_{22} & \dots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{m1} & a_{m2} & \dots & a_{mn} \end{pmatrix} \text{ (coefficients)}$$

- ▶ Then the problem is to find a vector $\mathbf{x} = \langle x_1, \dots, x_n \rangle^T$ to maximize $\mathbf{c}^T \mathbf{x}$ subject to $\mathbf{A} \mathbf{x} \leq \mathbf{b}$ and $\mathbf{x} \geq \mathbf{0}$.

Standard Minimum Problem

- ▶ there is also a **standard minimum problem**
- ▶ its form is identical to the standard maximum problem, except that
 - ▶ the aim is to minimize the objective function
 - ▶ subject to $\mathbf{A} \mathbf{x} \geq \mathbf{b}$
- ▶ All linear programs can efficiently be converted into a standard maximum/minimum problem.

Some LP Theory: Duality

Every LP has an alternative view (its **dual** LP).

Primal	Dual
maximization (or minimization)	minimization (or maximization)
objective coefficients	bounds
bounds	objective coefficients
bounded variable	\geq -constraint
\leq -constraint	bounded variable
free variable	$=$ -constraint
$=$ -constraint	free variable

dual of dual: original LP

Dual Problem

Definition (Dual Problem)

The **dual** of the standard maximum problem

$$\text{maximize } \mathbf{c}^T \mathbf{x} \text{ subject to } \mathbf{A}\mathbf{x} \leq \mathbf{b} \text{ and } \mathbf{x} \geq \mathbf{0}$$

is the standard minimum problem

$$\text{minimize } \mathbf{b}^T \mathbf{y} \text{ subject to } \mathbf{A}^T \mathbf{y} \geq \mathbf{c} \text{ and } \mathbf{y} \geq \mathbf{0}$$

Dual Problem: Example

Example (Dual of the Optimization Problem)

$$\text{maximize } \mathbf{X}_A + 5\mathbf{X}_B \text{ subject to}$$

$$\begin{aligned} [\mathbf{Y}_1] \quad & -2\mathbf{X}_A + \mathbf{X}_B \leq 2 \\ [\mathbf{Y}_2] \quad & \mathbf{X}_A + \mathbf{X}_B \leq 12 \\ [\mathbf{Y}_3] \quad & \mathbf{X}_A \leq 6 \end{aligned}$$

$$\mathbf{X}_A \geq 0, \quad \mathbf{X}_B \geq 0$$

Dual Problem: Example

Example (Dual of the Optimization Problem)

$$\text{minimize } 2\mathbf{Y}_1 + 12\mathbf{Y}_2 + 6\mathbf{Y}_3 \text{ subject to}$$

$$\begin{aligned} [\mathbf{X}_A] \quad & -2\mathbf{Y}_1 + \mathbf{Y}_2 + \mathbf{Y}_3 \geq 1 \\ [\mathbf{X}_B] \quad & \mathbf{Y}_1 + \mathbf{Y}_2 \geq 5 \end{aligned}$$

$$\mathbf{Y}_1 \geq 0, \quad \mathbf{Y}_2 \geq 0, \quad \mathbf{Y}_3 \geq 0$$

Duality Theorem

Theorem (Duality Theorem)

If a standard linear program is **bounded feasible**, then so is its dual, and their **objective values are equal**.

(Proof omitted.)

The dual provides a different perspective on a problem.

G6.4 Summary

Summary

- ▶ Linear (and integer) programs consist of an **objective function** that should be **maximized or minimized** subject to a set of given **linear constraints**.
- ▶ Finding solutions for **integer** programs is **NP-complete**.
- ▶ **LP solving** is a **polynomial time** problem.
- ▶ The dual of a maximization LP is a minimization LP and vice versa.
- ▶ The **dual** of a bounded feasible LP has the **same objective value**.

Further Reading

The slides in this chapter are based on the following excellent tutorial on LP solving:



Thomas S. Ferguson.
Linear Programming – A Concise Introduction.
UCLA, [unpublished document available online](#).