

SE524/EC524 Optimization Theory and Methods

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Lecture 22: Outline

- 1 Families of Integer Programming methods.
- 2 Cutting plane methods.
- 3 Branch and bound.
- 4 Dynamic programming: Traveling salesman problem.
- 5 IP duality.
- 6 Approximation algorithms.
- 7 Heuristics.

Integer Programming methods

- ➊ **Exact Methods** (EXP-time): cutting plane, branch and bound, DP.
- ➋ **Approximation Methods** (POLY-time): suboptimal solutions.
- ➌ **Heuristic Methods**: local search, simulated annealing.

Cutting Plane methods

$$\begin{array}{ll} \min & c'x \\ \text{s.t.} & Ax = b \\ & x \geq 0 \\ & x : \text{integer} \end{array} \quad (\text{IP})$$

Cutting plane algorithm:

- ➊ Solve LP relaxation of IP $\Rightarrow x^*$.
- ➋ If x^* integer STOP.
- ➌ Otherwise “cut” x^* : add violating constraint which is satisfied by all IP feasible solutions.

How do we cut ? **Gomory cuts**.

Branch and Bound

- Solve LP relaxation $\Rightarrow \mathbf{x}^*$. Select fractional component x_i^* .
- Create two subproblems F_1, F_2 by adding either of:

$$x_i \leq \lfloor x_i^* \rfloor \quad \text{or} \quad x_i \geq \lceil x_i^* \rceil$$

Make both **active**.

- LP relaxation of each subproblem F_i yields lower bound $b(F_i)$.
- Maintain upper bound U on IP optimal cost (U obtained by evaluating the cost of an IP feasible sol., e.g., when a subproblem has an integer optimal sol.)

Branch and Bound algorithm

- 1 Initialize $U = \infty$.
- 2 Select an active subproblem.
- 3 Consider LP relaxation. If infeasible delete subproblem. Else solve.
- 4 If optimal solution integer delete subproblem and update U . Else compute $b(F_i)$.
- 5 If $b(F_i) \geq U$, delete subproblem.
- 6 If $b(F_i) < U$ divide into two further subproblems.

Approximation algorithms

Definition

For a minimization problem: An algorithm is an ϵ -approximation algorithm if it runs in POLY-time and returns a feasible solution Z such that

$$Z \leq (1 + \epsilon)Z^*$$

For maximization:

$$Z \geq (1 - \epsilon)Z^*$$