

# New heuristic techniques for general mixed-integer programs

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# (Mixed) Integer Programming (IP)

Min 
$$c^T x$$
  
Subject to:  $Ax = b$   
 $\ell \le x \le u$   
 $x = (x_I, x_C)$   
 $x_I \in Z^n$  (integer values)  
 $x_C \in Q^n$  (rational values)

• Can also have inequalities in either direction (slack variables):

$$a_i^T x \leq b_i \Longrightarrow a_i^T x + s_i = b_i, \ s_i \geq 0$$

• IP (easily) expresses any NP-complete problem



### Linear programming (LP) relaxation of an IP



- LP can be solved efficiently (in theory and practice)
- LP optimal gives lower bound



# DOE/Science MIP Applications (Small Sample)

Defense program applications:

- Logistics
  - Capacity planning, scheduling, workforce planning, constrained vehicle routing, fleet planning
- Site security
- Tools for high-performance computing (scheduling, node allocation, domain decomposition, meshing)

Science

- Bioinformatics: protein structure prediction/comparison
- Wireless sensor management
- New applications (with Ali Pinar, LBNL)
  - Scheduling telescope time (eg. For supernovae observations)
  - Groundwater monitoring
  - Analysis of particle behaviors in supercolliders



### Simple Example: Scheduling telescope

- A number of projects are sharing a telescope
  - Looking for different types of objects
  - Sky regions observed multiple times
  - Quality of a pair of observations depends on time gap
- $x_{ij}$  = 1 if observe region *i* on night j
- $Z_{ijkp}$  = 1 if project p uses an observation of region *i* on nights *j* and *k*
- $V_{gp}$  = value to project p for observing with a gap of g
- n = # of observations/night
- $V_p$  = minimum value for project p



Simple example: Scheduling telescope

$$\max \sum_{ijkp} v_{k-j,p} z_{ijkp}$$
st
$$\sum_{ij} x_{ij} \le n \qquad \text{maximum observations/night}$$

$$z_{ikjp} \le x_{ik} \forall i, k, j, p$$

$$z_{ikjp} \le x_{jk} \forall i, k, j, p$$

$$\sum_{ijk} v_{k-j,p} z_{ijkp} \ge V_p \forall p \quad \text{miminum quality}$$

$$\sum_{ijk} z_{ijkp} \le 1 \forall p, \text{ overlap sets } F \text{ (no overlaping intervals)}$$



# Solution Options for Integer Programming

- Commercial codes (ILOG's cplex)
  - Good and getting better
  - Expensive
  - Serial (or modest SMP)
- Free serial codes (ABACUS, MINTO, BCP)
- Modest-level parallel codes (Symphony)
- Grid parallelism (FATCOP)
- In development: ALPS/BiCePs/BLIS
- Massive parallelism: PICO (Parallel Integer and Combinatorial Optimizer)

Note: Parallel B&B for simple bounding: PUBB, BoB/BOB++, PPBB-lib, Mallba, Zram



Solving Integer Programs: Branch and Bound





#### PICO Parallel IP Solver: Two Phases

- Parallel subproblem phase
  - There are plenty of subproblems compared to # processors
- Ramp up (eg. 1 subproblem, 10000 processors)
  - Parallel processing of single problem
    - Gradients
    - Cuts
    - LP bounds
  - Incumbent heuristics (looking for a good feasible solution)



Value of a Good Feasible Solution Found Early



- Faster pruning
- Having something to say if the computation stops early

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#### General-Purpose Incumbent Heurstics

- Randomized rounding
- Feasibility pump
- Nediak-Eckstein
- Fractional Decomposition Tree





Binary decision variables. LP relaxation x\*

- Simplest form: treat LP relaxation  $0 \le x^* \le 1$  probability
- Select each x\* independently with probability x\*
- For parallel IP, in early computation, many processors can do this independently.
- Resulting vector x is
  - Integer by construction
  - Almost certainly infeasible for linear constraints Ax = b.
    - Exception: covering problems [Raghavan, Thompson]
- Fast way to find something when (almost) everything is feasible Slide 12



# Feasibility Pump (Fischetti, Glover, Lodi)

Basic algorithm:

- 1. Solve LP to obtain x\*
- 2. Round (arithmetically) x\* to  $\tilde{x}$
- 3. While  $\tilde{x}$  is not feasible obtain new x\* from this LP:

$$\min \sum_{i} y_{i}$$
s.t
$$y_{i} \ge x_{i} - \tilde{x}_{i}$$

$$y_{i} \ge \tilde{x}_{i} - x_{i}$$

$$Ax = b$$

and round x to  $\tilde{x}$  again



# Feasibility Pump Improvements

- Gap is  $\frac{\text{value of first feasible solution}}{\text{optimal (or best known)}}$
- Improvement is relative to initial feasibility pump
- Tested with problems from miplib2003
- Round x\* multiple times, take best (most feasible) of k trials
  - 23.7% gap improvement for k = 30
  - Running time increase factor of k, but fully parallelizable
- Iterated local search: perturb and redo the feasibility pump
  - For k=30 iterations, gap improvement of 31.2%
  - Runtime increase of k, not parallelizable individually, but can do multiple independent iterated searches.
- Good idea to round randomly for x\* components near .5



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**Eckstein-Nediak Heuristic** 

• Parallelizable, General 0-1 MIPs

Uses a merit function  $\psi(x)$ 

- motivated by Løkkentangen and Glover, 1998
- $\psi(x) = 0$  if vector x is integer feasible
- $\psi(x) > 0$  if an integer variable is fractional
- $\psi(x)$  is differentiable and strictly concave
  - Important properties, not enforced by Løkkentangen and Glover

Goals:

- Reduce  $\psi(x)$  to 0
- Obey linear constraints  $(Ax \leq b)$  and variable bounds
- Minimize increase in MIP objective  $(c^T x)$



#### Parallel MIP Heuristic Merit Function

We define a separate merit function  $\phi_j(x_j)$  for each binary variable  $x_j$ Same properties:

- $\phi_j(0) = \phi_j(1) = 0$
- $\phi_i(x) > 0$  for 0 < x < 1
- Differentiable, strictly convex

Total merit is the sum of the individual merits (retains properties)

$$\psi(x) = \sum_{j \in I} \phi_j(x_j)$$



Merit Function for a variable  $x_{j}$ 



 $\mathcal{C}^{\,\scriptscriptstyle 1}$  quadratic spline defined by

• 
$$\phi(0) = 0$$

• 
$$\phi(\alpha) = 1$$

• 
$$\phi'(\alpha) = 0$$

• 
$$\phi(1) = 0$$

 $\alpha = 0.75$  shown

Specifically, for

$$\alpha \in (0,1)$$

$$\phi_{\alpha}(x) = 1 - \begin{cases} \left(\frac{x-\alpha}{\alpha}\right)^{2} & \text{for } x \leq \alpha \\ \left(\frac{x-\alpha}{1-\alpha}\right)^{2} & \text{for } x > \alpha \end{cases}$$



#### Nediak-Eckstein MIP heuristic

New objective function  $\nabla \psi(x^*) + wc$ , where

- x\* is the current point (such as LP optimal)
- *c* is the original IP objective function
- *w* is a weighting factor (IP objective vs. integrality)
- This is the Sum/Frank-Wolfe approach

Use normal LP simplex pivots to improve the new objective

- Adjust the objective at each step (for new x\*)
- Provably finds a local optimum (via concavity)
- If the local optimum x has  $\psi(x) > 0$ , can add Gomory cuts and continue.



#### Nediak-Eckstein MIP Heuristic

- Processors can use different merit functions
  - Random values of  $\boldsymbol{\alpha}$  for each variable
- Processors can also fix one fractional variable
  - For example, if binary variable  $x_j$  is .4. Set to 0 or 1 in heuristic.
- Combinations of the two types of variation
  - Fixing variables that have a good history of improving integrality



# LP-Relaxation-Based Approximation for IP

- Compute LP relaxation (lower bound).
- Common technique:
  - Use structural information from LP solution to find feasible IP solution (use parallelism if possible)
  - Bound quality using LP bound
- Integrality gap = max<sub>I</sub>(IP (I))/(LP(I))
  - Taken over all instances I (settings of class parameters: c,b)
  - Integrality gap is unbounded (infinite) if
    - LP(I) = 0 or
    - IP is infeasible when LP isn't
- This technique cannot prove anything better than integrality gap



Finding an Approximate solution: Convex Decomposition



Key Theorem (Carr, Vempala)

- Recall integrality gap = value of best integer solution value of LP relaxation
- Let x\* be the optimal LP solution to the LP relaxation for an IP. There exists a convex decomposition dominated by ρx\* if and only if the integrality gap is ρ for finite ρ.

$$S_0, S_1, \dots, S_m$$
 such that  $\sum \lambda_i S_i \le \rho x^*$   
 $0 \le \lambda_i \le 1; \sum_i \lambda_i = 1$ 



#### Fractional Decomposition Tree - Overview

- Previous decomposition results were problem-specific The FDT method applies decomposition to any integer program.
- Will succeed if the problem class has finite integrality gap!
  - Success = find feasible solution
  - No quality guarantee
- Grows a tree-like branch and bound (B&B) except
  - Preserves structure of LP relaxation (vs. preserving objective function in B&B)
  - Limits the tree to polynomial size (vs. exponential for B&B)





- Order the variables that are fractional in the LP optimal  $x^*$
- At each level of the tree, one more variable is forced integral
- Use LP to pack the children into the parent optimally
  - Preserve structure of the solution



LP to create the children

• To create children of the root from x\* (LPC): max  $\lambda_0 + \lambda_1$ 

st  $Ay^0 \ge b\lambda_0$ 

 $Ay^1 \ge b\lambda_1$ 

 $0 \le y^0 \le \lambda_0 \bullet 1$ 

 $0 \le y^1 \le \lambda_1 \bullet 1$ 

 $y_1^0 = 0; y_1^1 = \lambda_1$ 

• Children of the root have solutions:

• Solutions are feasible, have first variable integral, and decompose x\* with value  $\rho = \frac{1}{\lambda_0 + \lambda_1}$ .



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LPC is feasible in general

• For finite integrality gap, there exists

 $S_0, S_1, \dots, S_m$  such that  $\sum \lambda_i S_i \le \rho x^*$ 

• Let  $S_i^{(1)}$  be the members of  $S_i$  with  $x_1=1$  $S_i^{(0)}$  be the members of  $S_i$  with  $x_1=0$ 

$$\sum \lambda_i S_i^{(1)} \le \rho x *$$
$$\sum \lambda_j S_j^{(0)} \le \rho x *$$



Pruning the tree

- Let n be the number of fractional variables in  $x^*$
- If any level of the tree has more than n nodes, we prune the tree, keeping only the best n partially integral solutions.
- This LP (LPP) picks the n survivors that best pack into the root solution x\* and calculates the convex combination parameters.

$$\max \sum_{i} \lambda^{i}$$
  
st 
$$\sum_{i} \lambda^{i} x^{i} \le x^{*}$$
$$0 \le \lambda^{i} \le 1$$

• Has only n nonzeros because there are only n constraints





- Some of the decompositions will have only one child.
- If any of the x<sup>i</sup> are integral, no further decomposition. They can participate in LPP (travel to next "level" logically).
- If this were to run n levels, all leaves would be feasible integral solutions.
- Running to the end level could be very expensive
  - Combine this with randomized rounding or other heuristics





- Child decompositions on each level are independent
- Alternatively, can "dive" through the FDT
  - Do a child decomposition
  - Pick a single child
  - Travel a single path to a leaf
  - This can fail even when the full computation would not
- Each processor can dive independently





- For important applications, customization is best
  - PICO provides tools for each addition of custom incumbent heuristics
  - If using ampl modeling language, ampl variables are available directly within PICO
- Expect FDT will be the sledgehammer for when nothing else works.
- Key challenge: managing parallel heuristics

