

- 1) Class: Discussions on OptMap and SAT.
- 2) B & B & IP
- 3) Architecture Team for B & B.

DIVIDE & CONQUER:

Consider the following Optimization Problem:

$$x^* = \operatorname{argmin}_x \{ f(x) : x \in S \}$$

Proposition 1: (Branching: $b = \text{Branching Factor}$)

Let $S = S_1 \cup S_2 \cup \dots \cup S_b$ be a decomposition of S into smaller sets ($\forall_k |S_k| < |S| \wedge S_k \neq \emptyset$)
 $S_k \neq S_i$

$$\text{Let } x_k^* = \operatorname{argmin}_x \{ f(x) : x \in S_k \}, \quad \forall k \in \{1, \dots, b\}$$

Then

$$f(x^*) = \min \{ f(x_1^*), \dots, f(x_b^*) \}.$$

Example:

$$S = \{0, 1\}^n$$

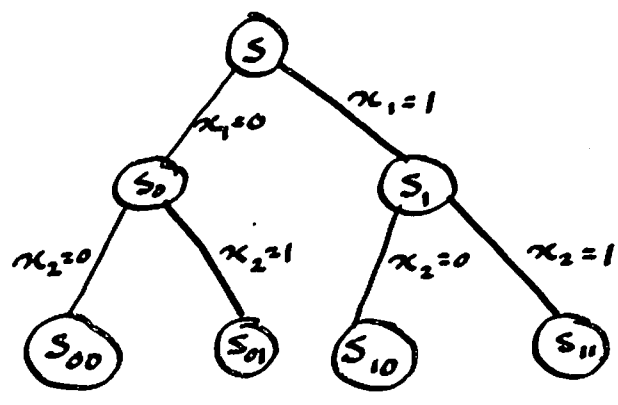
$$\Rightarrow S_0 = \{x \in S \mid x_1 = 0\} \quad \text{and} \quad S_1 = \{x \in S \mid x_1 = 1\}$$

$$\Rightarrow S_{00} = \{x \in S \mid x_1 = 0, x_2 = 0\} = \{x \in S_0 \mid x_2 = 0\}$$

$$S_{01} = \{x \in S \mid x_1 = 0, x_2 = 1\} = \{x \in S_0 \mid x_2 = 1\}$$

$$S_{10} = \{x \in S \mid x_1 = 1, x_2 = 0\} = \{x \in S_1 \mid x_2 = 0\}$$

$$\dots$$



Binary Enumeration Tree.

Proposition 2: (Bounding & Pruning [Fathoming]:
Upper and Lower Bounds.)

Let $S = S_1 \cup S_2 \cup \dots \cup S_b$ be a decomposition of S into smaller sets:

$$\forall_k S_k \neq \emptyset \text{ and } S_k \subsetneq S$$

Let $x_k^* = \operatorname{argmin}_x \{ f(x) \mid x \in S_k \} \quad \forall_k \in \{1, \dots, b\}$

Let $f_k^{\text{low}} \leq f(x_k^*) \leq f_k^{\text{up}}$ be lower and upper bounds on x_k^* .

Let $f^{\text{low}} = \min_k f_k^{\text{low}}$ and $f^{\text{up}} = \min_k f_k^{\text{up}}$

Then.

1a) $f^{\text{low}} \leq f(x^*) \leq f^{\text{up}}$

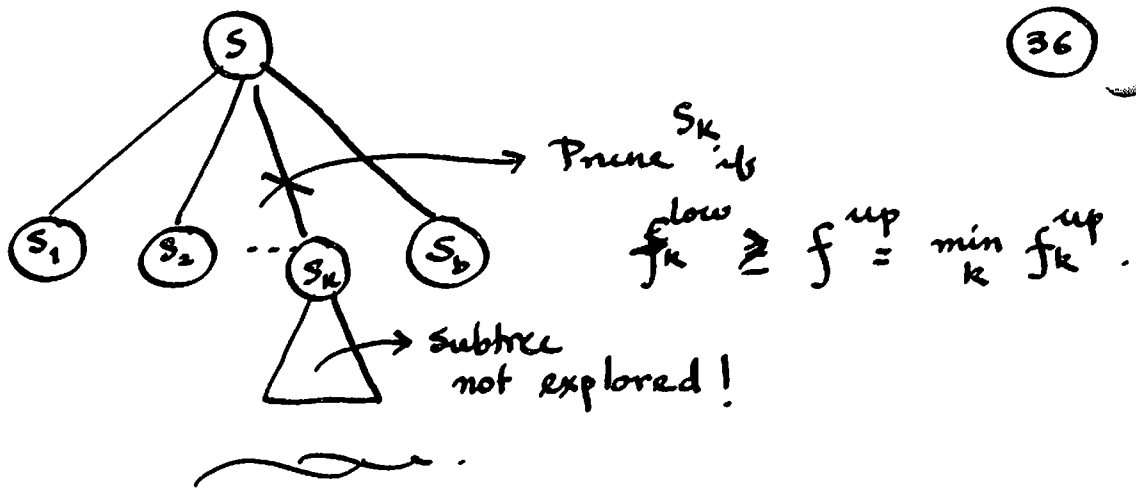
1b) $f^{\text{low}} = f^{\text{up}} \Rightarrow f^{\text{low}} = f^{\text{up}} = f(x^*)$

2) If $S_t = \{x_t\}$ be a singleton set, then

$$f(x_t) = f(x_t^*) = f_t^{\text{low}} = f_t^{\text{up}}$$

3) PRUNE/FATHOM

$$f(x^*) = \min \{ f(x_t^*) \mid x_t^* \in S_t, f_t^{\text{low}} \leq f^{\text{up}} \}$$



Divide & Conquer:

OptDC (f, S):

If $S = \{x\}$ = singleton then return $\langle x, f(x) \rangle$;

else

Let $S = S_1 \cup S_2 \cup \dots \cup S_b$; $[S_i \subset S \wedge S_i \neq \emptyset]$
 select $x \in S$, arbitrarily;
 temp := $\langle x, f(x) \rangle$;

for $i = 1, \dots, b$ loop
 if $S_i \neq \emptyset$ then
 temp := MIN (temp, OptDC (f, S_i));

return temp;

Branch & Bound:

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OptBB (f, S);

if $S = \{x\} = \text{singleton}$ then return $\langle x, f(x) \rangle$

else

$$S = S_1 \cup S_2 \cup \dots \cup S_b; \quad [S_i \subset S \wedge S_i \neq \emptyset]$$

$$f^{\text{up}} = \min(f_1^{\text{up}}, f_2^{\text{up}}, \dots, f_b^{\text{up}});$$

$$f^{\text{low}} = \min(f_1^{\text{low}}, f_2^{\text{low}}, \dots, f_b^{\text{low}});$$

Select $x \in S$, arbitrarily;

temp := $\langle x, f(x) \rangle$

for $i = 1, \dots, b$ loop

if $S_i \neq \emptyset$ and $f_i^{\text{low}} \leq f^{\text{up}}$ then

$$\text{temp} := \text{MIN}(\text{temp}, \text{OptBB}(f, S_i));$$

return temp.

How to compute Upper and Lower Bounds?

$$\left. \begin{array}{l} \text{a) If } S = \{x\} = \text{singleton} \\ f^{\text{up}} = f(x) = f^{\text{low}} \end{array} \right\} \text{ or } \begin{array}{l} |S| = k, \text{ small} \\ = \{x_1, \dots, x_k\} \\ f^{\text{up}} = \min(f(x_1), \dots, f(x_k)) \\ = f^{\text{low}}. \end{array}$$

b) If $|S| > k$ then

$$f^{\text{up}} \leq f(x), \quad \forall x \in S.$$

Randomly sample S , k times; $\{x'_1, \dots, x'_k\}$

$$\text{Set } f^{\text{up}} = \min(f(x'_1), \dots, f(x'_k))$$

c) How to compute lower Bounds.

TSP (Travelling Salesman Problem)

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$$f^{low}(G, w) = \frac{1}{2} \sum_{\substack{i \in V \\ j, k \neq i}} w_{ij} + w_{ik}$$

Graph $G = (V, E)$
 $w: E \rightarrow \mathbb{R}$
 $: \langle i, j \rangle \mapsto w_{ij}$

$$w_{ij} = \min(w_{i, \cdot})$$
$$w_{ik} = \min(w_{i, \cdot} \setminus w_{ij})$$

Sum of the costs of the two least cost edges adjacent to i .

Note: Cost of any tour

$$= \frac{1}{2} \sum_{i \in V}$$

$$w_{i, i-1} + w_{i, i+1}$$

Sum of the costs of the two tour edges adjacent to i .

0.1 Integer Programming:

$$\max \sum_{j=1}^n v_j x_j$$

$$\sum_{j=1}^n w_j x_j \leq b$$

$$x_j \in \{0, 1\} \quad j=1, \dots, n.$$

Relaxing x_j 's will result in

$$0 \leq x_j \leq 1 \quad j=1, \dots, n.$$

A polytime linear programming problem.

The Knapsack Problem: (Binary KP).

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1) A set of objects to select from.

n : Number of objects, indexed by
 $1, 2, \dots, j, \dots, n$

2) Each object has a weight w_j , and a value v_j , $\left. \begin{array}{l} \text{weight } w_j, \\ \text{and a value } v_j. \end{array} \right\} j \in \{1, \dots, n\}$

3) You have a knapsack to carry the objects, but you are not able to carry more than a weight of b .

x_j : Indicator variable = $\begin{cases} 1 & \text{if object } j \text{ is selected} \\ 0 & \text{otherwise.} \end{cases}$

4) Your goal is to maximize the total value you can carry.

$$\Rightarrow \max \sum_{j=1}^n v_j x_j \quad \text{subject to} \quad \sum_{j=1}^n w_j x_j \leq b$$
$$x_j \in \{0, 1\} \quad j=1, \dots, n.$$

Integer Linear Programming:

$$\max c^T x$$

$$\text{subject to } Ax \leq b$$

$$x \geq 0$$

$$\text{and } x \in \mathbb{Z}$$

$$c \in \mathbb{Z}^n$$

$$A \in \mathbb{Z}^{m \times n}$$

$$b \in \mathbb{Z}^m$$

\vdots

0-1 Case. LP relaxation

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Solve the LP version of the problem:

$x \in \{0,1\}$ is replaced by $0 \leq x \leq 1$.

Let x^* be a solution to the relaxed problem.

$x^* \in \mathbb{R}^n = [0,1]^n$, though the poly desired must be in $\{0,1\}^n$.

Upper bound.

- x_i in
- a) Round each x_i^* to 0 or 1.
 - b) Generate random $x_i \in \{0,1\}$ with $\text{Prob}(x_i=1) = x_i^*$
- Check that the guess generated \hat{x} is feasible.

Suppose you have $\hat{x}_1, \hat{x}_2, \dots, \hat{x}_k$ as feasible guesses.

$$\boxed{A\hat{x}_i \leq b} \leftarrow \text{feasibility}$$

$$\text{Upper bound} = \min(+\infty, c^T \hat{x}_i)$$

Lower bound

$c^T x^*$ is a lower bound on the problem

since every solution to ILP is also a solution to the relaxed LP.

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