

# Branch-&-Bound

**algorithms** for discrete optimization problems:

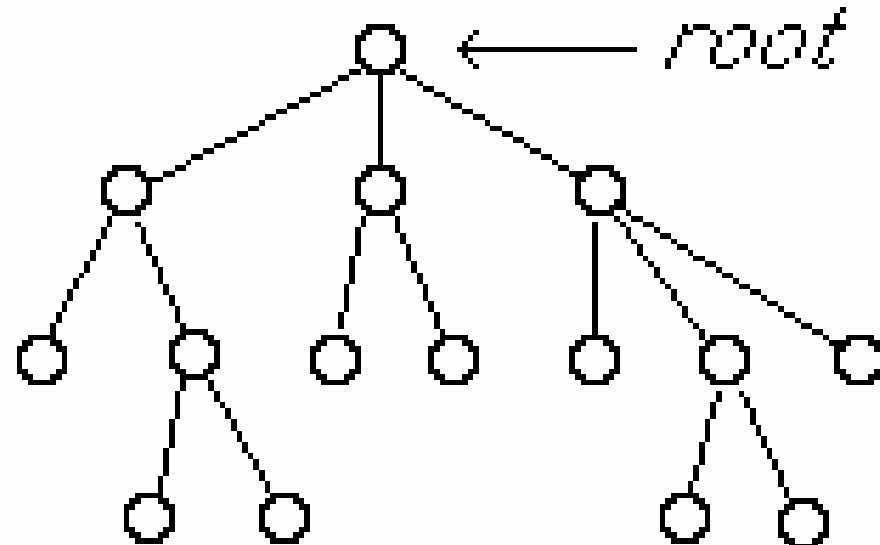
**P:** find  $Z^* = \text{Minimum } \{cx : x \in S\}$

where the feasible set  $S$  is discrete,

for example,  $S = \{x : Ax \geq b, x \in \{0,1\} \}$

In order to visualize the branch-and-bound approach, we will use a **search tree**:

- Each **node** of the search tree for a problem represents a *subset* of feasible solutions of the problem.



- The **root** of the tree represents the set of all feasible solutions of the problem.
- The **descendants** of each node of the tree represent a **partition** of the set represented by that node.

Creating descendants of a node with feasible set  $S_t$  is done by *partitioning*.

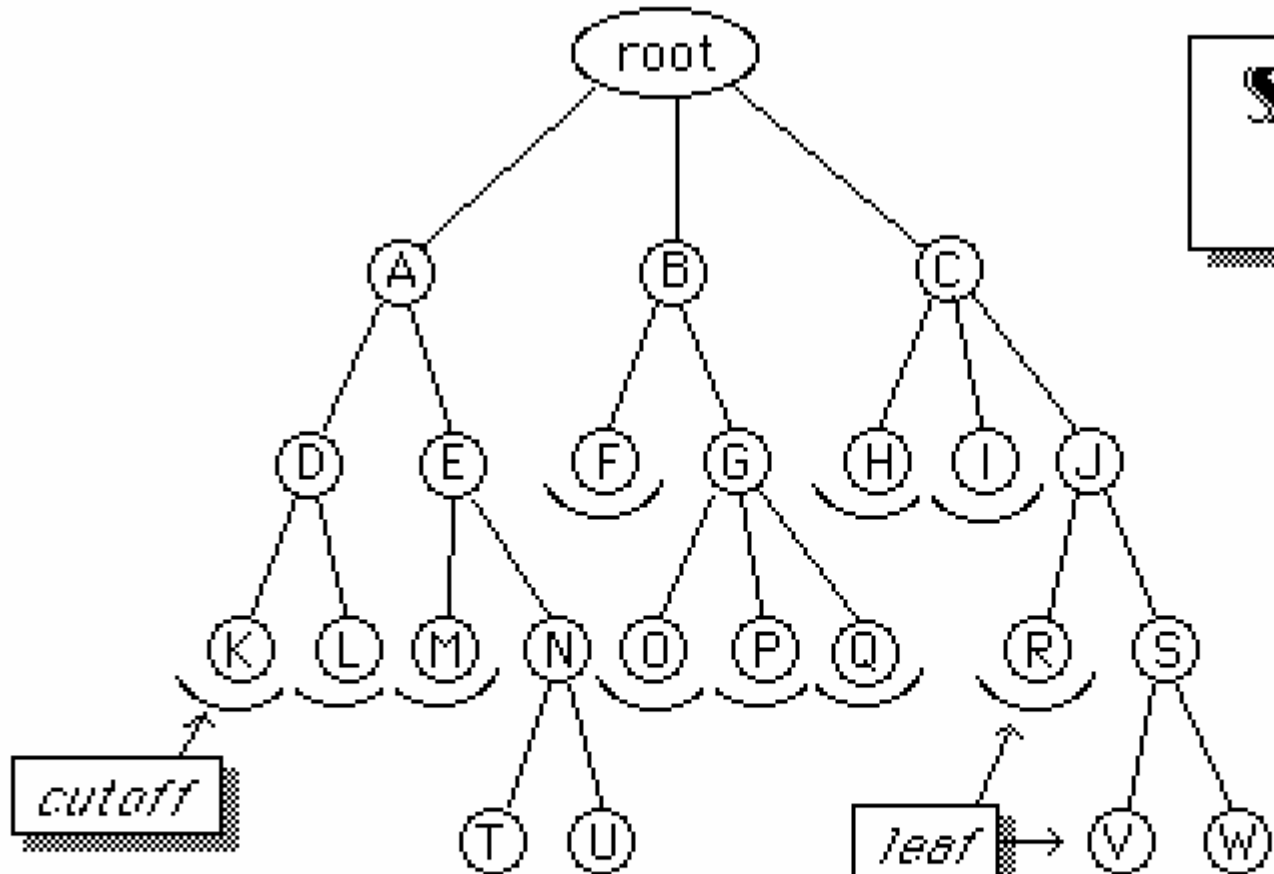
A collection of subsets  $S_i, i = 1, 2, \dots, t$  of set  $S$  is a ***partition*** of  $S$  if

$$S_1 \cup S_2 \cup \dots \cup S_t = S$$

and

$$S_i \cap S_j = \emptyset, \text{ i.e., they are } \textit{mutually disjoint}$$

# Search Tree



*cutoff*

*leaf*

*terminal node:  
feasible set is  
singleton*

A **leaf node** is a node without descendants.

A **terminal node** is a leaf node whose feasible set consists of a single solution, i.e., a singleton.

A node can be **fathomed** (**pruned**) if one of three conditions are met:

- *Pruning by optimality:*  $z_t = \min \{cx : x \in S_t\}$  has been computed.
- *Pruning by bound:* the inequality  $\underline{z} \leq \min \{cx : x \in S_t\}$  has been proved.
- *Pruning by infeasibility:*  $S_t = \emptyset$

in which case it is a leaf node, i.e., it is not necessary to create descendants (*branch*).

If no pruning is done, then all the terminal nodes must be determined by *complete enumeration*.

By pruning, we perform *implicit enumeration*, i.e., we avoid explicitly finding each terminal node.

Pruning by bound, i.e., proving that  $\underline{z} \leq \min \{cx : x \in S_t\}$ , is usually achieved by using a ***relaxation*** of  $\min \{cx : x \in S_t\}$ .

Consider a constrained optimization problem

$$\mathbf{P}: z^* = \min \{cx \mid x \in S\}$$

and a problem

$$\mathbf{P}^R: z^R = \min \{f(x) \mid x \in T\}$$

The problem  $\mathbf{P}^R$  is a **relaxation** of problem  $\mathbf{P}$  if:

- $S \subseteq T$ , i.e., every  $x$  feasible in  $\mathbf{P}$  is also feasible in  $\mathbf{P}^R$ ,
- and
- $f(x) \leq cx \quad \forall x \in S$

**Proposition:** If  $\mathbf{P}^R$  is a relaxation of  $\mathbf{P}$ , then its optimal value is a *lower* bound of the optimal value of  $\mathbf{P}$ :

$$z^R \leq z^*.$$

Therefore, if at some node we solve a relaxation  $\mathbf{P}^R$  and find  $z^R$  and can show that

$z^R \geq z^*$ , we can **prune** the node.

To be useful,  $\mathbf{P}^R$  should be easier to solve than  $\mathbf{P}$ .



## Linear Programming Relaxation of Integer (& Mixed-Integer) LP

The most common relaxation of IP & MIP problems is the **LP relaxation**, in which integer restrictions are removed.

Suppose that

$$P: z = \min \{cx \mid Ax \geq b, x \in Z_+^n\}$$

where  $Z_+^n$  is the set of n-dimensional vectors of non-negative *integers*.

The **LP relaxation** is

$$P^{LP}: z^{LP} = \min \{cx \mid Ax \geq b, x \in R_+^n\}$$

where  $R_+^n$  is the set of n-dimensional real non-negative vectors.

**Note:** in the above definition of **relaxation**, let

$$f(x) = cx \text{ and}$$

$$S \equiv \{x \mid Ax \geq b, x \in Z_+^n\} \quad \& \quad T \equiv \{x \mid Ax \geq b, x \in R_+^n\}$$

so that  $S \subset T$

*That is, while the objective functions of  $P$  &  $P^{LP}$  are the same, relaxing the integer restrictions of an IP adds feasible solutions to the problem, so that a lower minimum might be found.*