Verified Linear Programming and Extensions

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C. Keil Verified Linear Programming and Extensions

Introduction

Comparison of verified LP software

Extensions Mixed inter linear programming Conic programming

Summary

Why verified linear programming?

- Rounding errors in floating point arithmetic cause suboptimal or infeasible results
- Ordóñez and Freund, 2003: 71% of netlib LP problems are ill-posed

Ben-Tal and Nemirovski, 2000

In real-world applications of Linear Programming one cannot ignore the possibility that a small uncertainty in the data (intrinsic for most real-world LP programs) can make the usual optimal solution of the problem completely meaningless from a practical viewpoint.

Definition (Linear Program (LP))

min	c ^T x	objective function
subject to	$Ax \leq a$	linear
	Bx = b	constraints
	$\underline{x} \leq x \leq \overline{x}$	simple bounds



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Constraint programming RealPaver (Granvilliers)

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Rational arithmetic

exlp (Kiyomi), perPlex (Koch), QSopt_ex (Applegate et al.) Constraint programming RealPaver (Granvilliers)

Rational arithmetic

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Global optimization

GlobSol (Kearfott), ICOS (Lebbah)

Constraint programming RealPaver (Granvilliers) Rational arithmetic exlp (Kiyomi), perPlex (Koch), QSopt_ex (Applegate et al.) Global optimization GlobSol (Kearfott), ICOS (Lebbah) Verified linear programming Lurupa (Keil) What is solving?

- Return a rigorous result for the LP
- Type of result (exact, enclosure of optimal, near optimal point) often secondary from application point of view
- Lower bound (RealPaver) important for rigorous branch-and-bound schemes

Packages for different tasks with different outputs - fair?

- All can solve LP \Rightarrow look at performance
- Test whether exploiting structure is necessary
- LP is an easy test, general problems of same size are much harder

- 103 real-world problems from netlib and Meszaros's collection
 - Various applications
 - Difficult or interesting at time of submission
 - Less than 1500 variables
- Timeout depends on problem:
 100 times fastest solving time

Introducing performance profiles

Suppose two solvers on 5 problems

$t_{A,*}$	$t_{B,*}$
3s	3s
1s	10s
2s	4s
2s	20s
∞	100s

 $t_{s,p}$ is the runtime for solver *s* on problem *p*

Introducing performance profiles

Suppose two solvers on 5 problems

$t_{A,*}$	t _{B,*}		$r_{A,*}$	r _{В,*}
3s	3s	-	1	1
1s	10s		1	10
2s	4s	\rightarrow	1	2
2s	20s		1	10
∞	100s		∞	1

Definition (Runtime ratio)

Runtime ratio r for a solver s on a problem p is

$$r_{s,p} := \frac{t_{s,p}}{\min_s\{t_{s,p}\}}$$

Introducing performance profiles

Suppose two solvers on 5 problems



Definition (Performance profile)

Cumulative distribution function of runtime ratios

$$\rho_{s}(\tau) := \frac{|\{\boldsymbol{p} \mid \boldsymbol{r}_{\boldsymbol{s},\boldsymbol{p}} \leq \tau\}|}{|\{\boldsymbol{p}\}|}$$

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Performance profiles for real-world problems



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Definition (Mixed Integer Linear Program (MILP))

min	c ^T x	objective function
subject to	$Ax \leq a$	linear
	Bx = b	constraints
	$\underline{x} \leq x \leq \overline{x}$	simple bounds
	$x_{\mathcal{Z}} \in \mathbb{Z}$	integrality constraints

Simple bounds may be infinite

Example (Neumaier and Shcherbina, 2004)

$$\begin{array}{ll} \min & -x_{20} \\ \text{s. t. } (s+1)x_1 - x_2 \ge s - 1 \\ & -sx_{i-1} + (s+1)x_i - x_{i+1} \ge (-1)^i (s+1) & i:2,\ldots,19 \\ & -sx_{18} - (3s-1)x_{19} + 3x_{20} \ge -(5s-7) \\ & 0 \le x_i \le 10 & i:1,\ldots,13 \\ & 0 \le x_i \le 10^6 & i:14,\ldots,20 \\ & \text{all } x \in \mathbb{Z}. \end{array}$$

► Integer variables and coefficients ⇒ expect exact solution

Set $s = 6 \Rightarrow$ several state-of-the-art solver fail

- bonsaiG and Xpress find no solution
- CPLEX, GLPK, Xpress-MP/Integer, and MINLP even claim: integer infeasible

•
$$x = (1, 2, 1, 2, \dots, 1, 2)^T$$
 feasible

Solving with branch-and-bound method

Iteratively fixing non-integer variables to integer values

LP relaxation: $x \in \mathbb{R}$ $\tilde{x} \notin \mathbb{Z}$

Solving with branch-and-bound method

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Solving with branch-and-bound method

Iteratively fixing non-integer variables to integer values



MILP is judged infeasible

Student project by Doubli (2008)

- MILP solver based on miqp.m (Bemporad and Mignone)
- Lurupa to make branch-and-bound completely rigorous: bounds on optimal value, certificates of infeasibility

Solving with completely rigorous branch-and-bound method



Solving with completely rigorous branch-and-bound method



Solving with completely rigorous branch-and-bound method



 $x = (1, 2, 1, \dots, 2)^T$ feasible and optimal

Definition (Conic Program)

min	c ^T x	objective function
subject to	$Ax \leq a$	linear
	Bx = b	constraints
	$x \in \mathcal{C}$	conic constraint

 Efficiently solvable under mild assumptions (Ben-Tal and Nemirovski)

Rockafellar (1993)

In fact the great watershed in optimization isn't between linearity and nonlinearity, but convexity and nonconvexity.

 Conic program universal convex program (Nesterov and Nemirovski)

- Algorithms by Jansson:
 - Second-order cone programming (SOCP)
 - Semidefinite programming (SDP)
 - Conic programming in vector lattices
- Compute rigorous enclosures of primal and dual feasible points

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Cheap rigorous error bounds available for

- Ill-conditioned and even ill-posed convex problems
- Convex relaxations in global optimization
- Neumaier and Shcherbina 2004, MILP
- Several publications by Institute for Reliable Computing Hamburg University of Technology http://ti3.tu-harburg.de

The end

Thank you for your



http://www.tu-harburg.de/~keil