

polymake: software for polytope constructions in linear and integer optimization

Michael Joswig

TU Berlin

CO@Work, ZIB, 29 September 2015

joint w/ polymake team

1 polymake Basics

Solving an integer linear program

2 One Special Feature

Highly symmetric integer programs

The core point method

Computational results

3 Convex Hull Experiments

Some rules of thumb

4 Epilogue

polymake Basics

polymake Overview

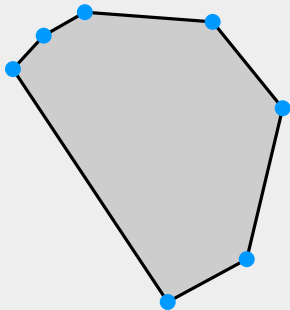
most recent version 2.14 of March 2015

- software for research in mathematics
 - geometric combinatorics: **convex polytopes**, matroids, ...
 - **linear/combinatorial optimization**
 - toric/tropical geometry
 - combinatorial topology
- open source, GNU Public License
 - supported platforms: Linux, FreeBSD, MacOS X
 - about 150,000 uloc (**C++**, **Perl**, C, Java)
 - interfaces to many other software systems
- co-authored (since 1996) w/ **Ewgenij Gawrilow**
 - contributions by Benjamin Assarf, Simon Hampe, Katrin Herr, Silke Horn, Lars Kastner, Georg Loho, Benjamin Lorenz, Andreas Paffenholz, Julian Pfeifle, Thomas Rehn, Thilo Rörig, Benjamin Schröter, André Wagner and others

The Basic Definition

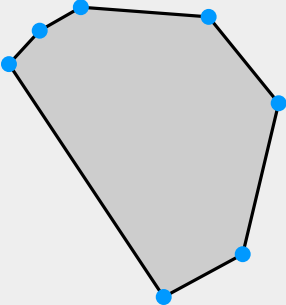
A (convex) polytope is the convex hull of finitely many points (in \mathbb{R}^d).

- = intersection of finitely many closed halfspaces (if bounded)
- = set of feasible points of a linear program (if bounded for all choices of linear objective functions)



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- The diagram shows a shaded gray convex polytope in the plane. It is a heptagon with seven vertices, each marked with a solid blue dot. The vertices are connected by black line segments, forming the boundary of the polytope. The interior of the polytope is filled with a light gray color.
- conversion from points to inequalities (or vice versa) conceptually simple but still has its challenges

Example: Knapsack Problem

$$\max \sum_{i=1}^d u_i x_i$$

$$\text{s.t.} \quad \sum_{i=1}^d w_i x_i \leq b$$

$$x_i \in \mathbb{N} \quad \text{for all } i \in [d]$$

- $d = \#$ items
- $u_i =$ utility of item i
- $w_i =$ weight of item i
- $b =$ total weight bound

DEMO

Algorithm Overview (Selection)

- convex polytopes, polyhedra and fans
 - convex hulls: `cdd`, `lrs`, `normaliz`, `ppl`, `beneath-and-beyond`
 - Voronoi diagrams, Delone decompositions
 - Hasse diagrams of face lattices
 - \rightsquigarrow lattice polytopes/toric varieties
- optimization
 - Hilbert bases: `normaliz`, `4ti2`
 - Gomory–Chvátal closures
 - enumerating integer points: `LattE`, bounding box/by projection
- simplicial complexes
- tropical geometry
- graphs, matroids, permutation groups, ...

One Special Feature

The Setup

We consider linear programs $LP(A, b, c)$ of the form

$$\begin{aligned} \max \quad & c^\top x \\ \text{s.t.} \quad & Ax \leq b, \quad x \in \mathbb{R}^d \end{aligned}$$

where $A \in \mathbb{R}^{m \times d}$, $b \in \mathbb{R}^m$, and $c \in \mathbb{R}^d$.

Assumptions:

- $P(A, b) := \{x \in \mathbb{R}^d \mid Ax \leq b\}$ not empty
- optimal solution exists, that is, $LP(A, b, c)$ bounded
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Notation: $ILP(A, b, c)$ if additionally $x \in \mathbb{Z}^d$ required

Symmetric Integer Linear Programs

Definition

symmetry of $\text{ILP}(A, b, c)$ = linear automorphism of $\text{LP}(A, b, c)$

- which acts on signed standard basis $\{\pm e_1, \pm e_2, \dots, \pm e_d\}$ of \mathbb{R}^d as signed permutation

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Facts:

- signed permutations: $O_n\mathbb{Z} \cong \mathbb{Z}_2 \wr \text{Sym}(d) = (\mathbb{Z}_2)^d \rtimes \text{Sym}(d)$
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Margot 2002; Friedman 2007; Kaibel & Pfetsch 2008;
Ostrowski & al. 2011; ...

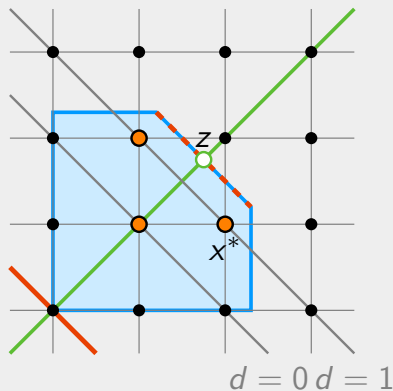
The Core Point Method

Consider $\text{ILP}(A, b, c)$ as above.

Assume that the entire group $\text{Sym}(d)$ acts as symmetries.

Theorem (Bödi, J. & Herr 2013)

Then the ILP can be solved to optimality in $O(md^2)$ time.



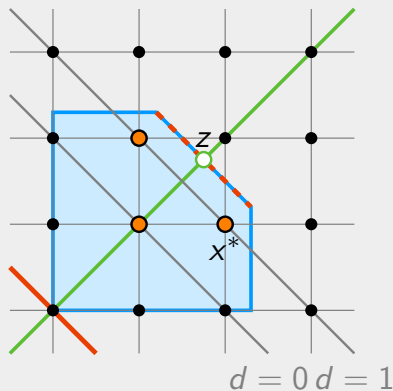
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- Herr, Rehn & Schürmann 2013: extension of core point algorithm solves MIPLIB 2010 problem toll-like w/ polymake and Gurobi

Computational Results

Wild Input

d	CPLEX 12.1.0		polymake 2.13	
	time LP (s)	time IP (s)	time LP (s)	time IP (s)
3	0.00	0.01	0.00	0.00
4	0.00	0.06	0.01	0.00
5	0.00	0.17	0.01	0.02
6	0.05	0.74	0.04	0.04
7	0.13	2.71	0.09	0.13
8	0.62	10.15	0.24	0.38
9	2.08	42.06	0.69	1.03
10	8.02	135.51	1.86	2.89

Convex Hull Experiments

Example: Max-Cut

- combinatorial optimization problem on $\Gamma = (V, E)$ finite graph

$$\max \sum_{s \in S, t \in T, \{s, t\} \in E} w(s, t)$$

- maximum over all partitions $S \sqcup T = V$
- $w =$ weight function on E
- each **cut** $S \sqcup T$ gives rise to subset of E , which can be encoded by its characteristic vector
 - \rightsquigarrow 0/1-polytope

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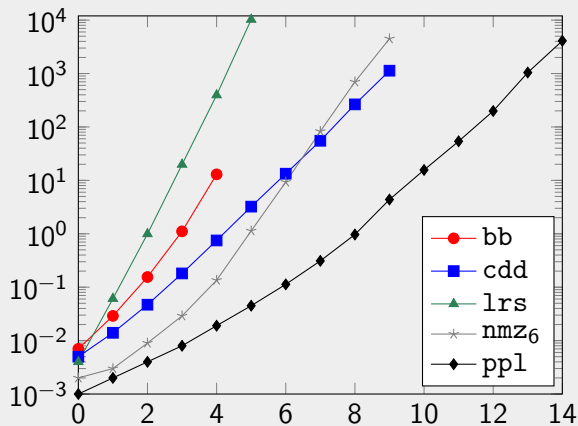
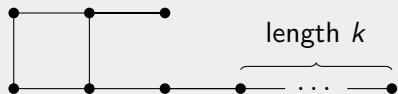
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- goal: determine facets of the **cut polytopes**

Barahona & al. 1988; Avis, Imai & Ito 2008; Bonato & al. 2014; ...

DEMO

Facets of Cut Polytopes

variable dimension



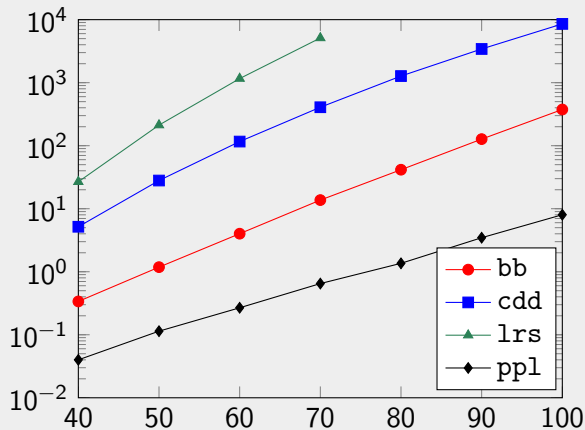
- $d = k + 6$
- $n = 2^{k+5} = \# \text{ cuts}$
- $m = 2d + 8 = 2k + 20$
- Barahona 1983:
facets known if no K_5 -minor

Knapsack Integer Hulls

fixed dimension, variable right hand side

$$a_1 = 2, a_2 = 3, a_i = a_{i-2} + a_{i-1}$$

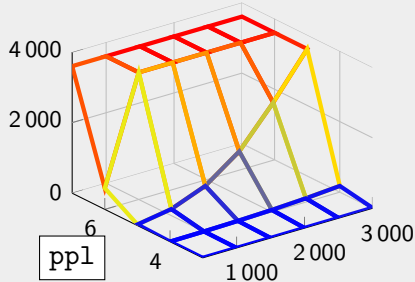
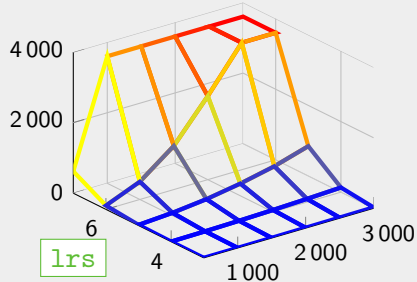
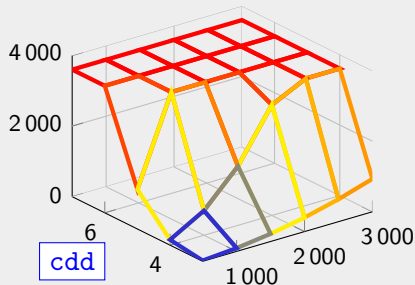
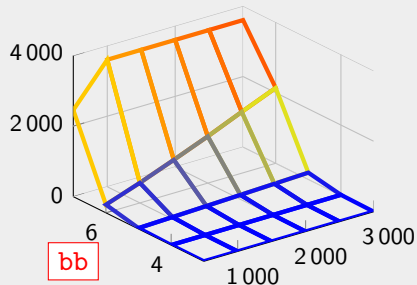
$$F_d(b) = \{x \in \mathbb{R}_{\geq 0}^d \mid a^\top x \leq b\}$$



- $d = 5$
- $n = 1366, 3173, 6509, 12182, 21245, 35025, 55157$
- $m = 12, 15, 12, 12, 8, 13, 15$

Voronoi Diagrams of Random Points in a Box

variable dimension, variable number of points






DEMO

Some Rules of Thumb

- ① If you do not know anything about your input, try **double description**.
 - cdd, ppl, nmz
- ② Do use **double description** for computing the facets of 0/1-polytopes.
 - cdd, ppl
- ③ On random input **beneath-and-beyond** often behaves very well.
 - bb
- ④ Use **reverse search** for partial information and non-degenerate input.
 - lrs

Epilogue

References

-  Benjamin Assarf, Evgenij Gawrilow, Katrin Herr, Michael Joswig, Benjamin Lorenz, Andreas Paffenholz, and Thomas Rehn, `polymake` in linear and integer programming, 2014, Preprint [arXiv:1408.4653](https://arxiv.org/abs/1408.4653).
-  Richard Bödi, Katrin Herr, and Michael Joswig, Algorithms for highly symmetric linear and integer programs, *Math. Program.* **137** (2013), no. 1-2, Ser. A, 65–90. MR 3010420
-  Katrin Herr, Thomas Rehn, and Achill Schürmann, Exploiting symmetry in integer convex optimization using core points, *Oper. Res. Lett.* **41** (2013), no. 3, 298–304. MR 3048847