

# Presolving

Strengthening model formulations a priori

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# Agenda

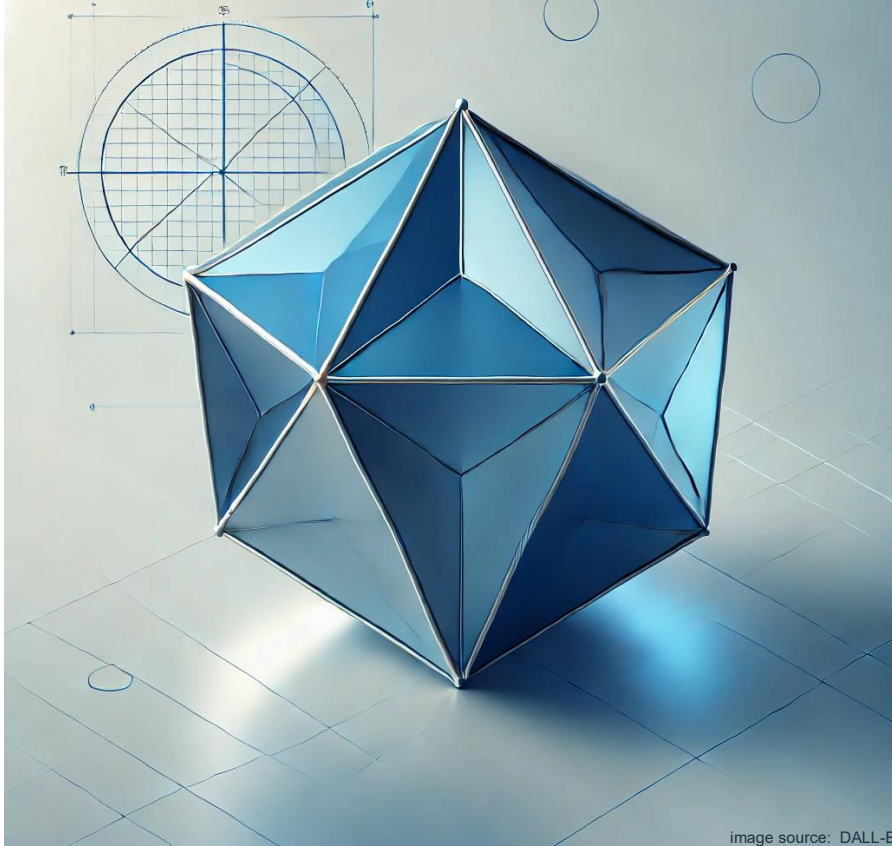
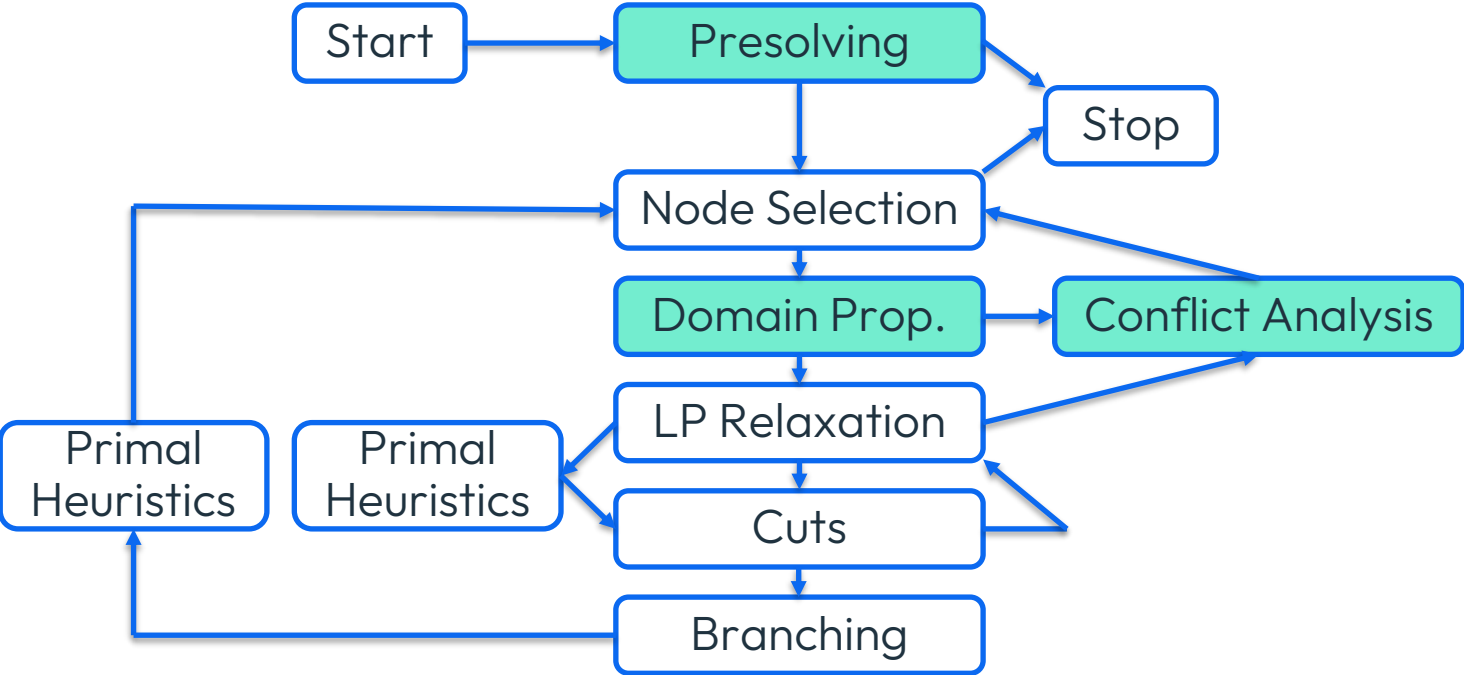


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1. Presolving
2. Conflict Analysis
3. Restarts

# MIP Solver Flowchart





# Presolving

# Linear presolving

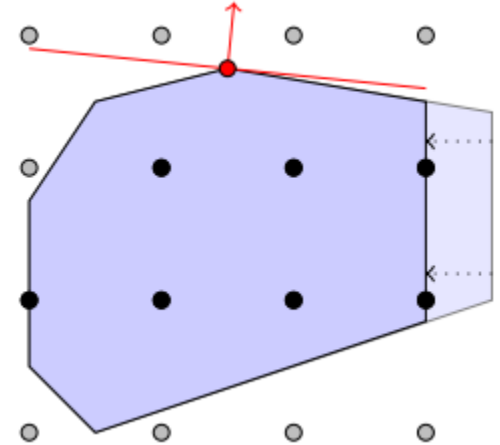
## Goals:

- Reduce problem size
  - Speed up linear algebra during the solution process
  - And virtually every loop over rows and columns
- Improve the numerics of the problem (e.g., by scaling)
- Keep the ability to postsolve primal & dual solutions and optimal basis
  - Preserve duality
- Primal Reductions:
  - based on feasibility reasoning
  - no feasible solution is cut off
- Dual Reductions:
  - consider objective function
  - at least one optimal solution remains

# MIP presolving

Additional techniques:

- Exploit integrality
  - To strengthen the LP relaxation
  - To reduce search space size
- Identify problem sub-structures
  - Cliques, implied bounds, networks, connected components, ...
- No need to preserve duality
  - We only need to be able to postsolve primal solutions



## Trivial stuff

- Remove empty rows, columns
  - E.g.,  $0^T x \leq b_i < 0 \Rightarrow$  infeasible
- Tighten fractional bounds of integer variables
- Substitute fixed variables  $x_j = c$  and aggregated variables  $x_j = ax_k + c$
- Boundshifting of general integers: Replace  $x_i \in \{N, N + 1\}$  by binary variable
- Replace singleton rows
  - E.g.,  $ax_j \leq b_i, a < 0 \Rightarrow x_j \geq \frac{b_i}{a} \Rightarrow$  new lower bound on  $x_j$
- Normalize constraints
  - E.g., if all coefficients are integral, divide by greatest common divisor
- Classify constraints



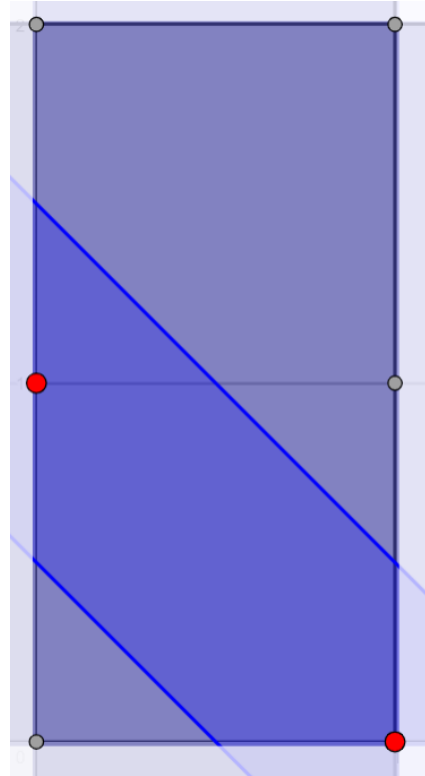
## Important!

- Problem instances are often automatically generated and contain many artifacts
- Often, the first modeling attempt is trivially infeasible or unbounded
  - Want to recognize this quickly
- Software that cannot recognize trivial things does not look trustworthy
- Trivial reductions often result from prior, non-trivial reductions



Our working example for the next four slides

$$1 \leq 2x_1 + 2x_2 \leq 3$$
$$x_1 \in \{0,1\}$$
$$x_2 \in \mathbb{Z}_{\geq 0}, x_2 \leq 2$$



# Linear presolving

- Important concept: minimal and maximal activities (Brearly et al 1975)
- Let a linear constraint  $a^T x \leq b$  and bounds  $l \leq x \leq u$  be given.
  - $\alpha_{min} := \min\{a^T x : l \leq x \leq u\} = \sum_{j,a_j>0} a_j l_j + \sum_{j,a_j<0} a_j u_j$  is called minimal activity
  - $\alpha_{max} := \max\{a^T x : l \leq x \leq u\} = \sum_{j,a_j>0} a_j u_j + \sum_{j,a_j<0} a_j l_j$  is called maximal activity
  - Example:  $1 \leq 2x_1 + 2x_2 \leq 3, x_1 \in \{0,1\}, x_2 \in \{0,1,2\}$



- First observation:
  - $\alpha_{max} \leq b \Rightarrow$  constraint is redundant, example:  $2x_1 + 2x_2 \leq 7, x_1 \in \{0,1\}, x_2 \in \{0,1,2\}$
  - $\alpha_{min} > b \Rightarrow$  problem is infeasible, example:  $2x_1 + 2x_2 \leq -1, x_1 \in \{0,1\}, x_2 \in \{0,1,2\}$

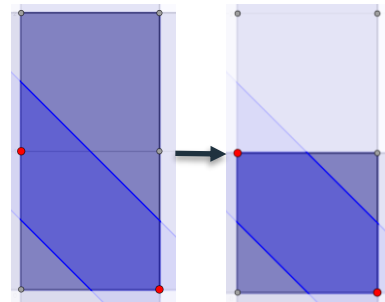
# Bound strengthening

- Important concept: minimal and maximal activities
- Let a linear constraint  $a^T x \leq b$  and bounds  $l \leq x \leq u$  be given.
  - $\alpha_{min} := \min\{a^T x : l \leq x \leq u\} = \sum_{j, a_j > 0} a_j l_j + \sum_{j, a_j < 0} a_j u_j$  is called minimal activity
  - $\alpha_{max} := \max\{a^T x : l \leq x \leq u\} = \sum_{j, a_j > 0} a_j u_j + \sum_{j, a_j < 0} a_j l_j$  is called maximal activity

Example:  $1 \leq 2x_1 + 2x_2 \leq 3, x_1 \in \{0,1\}, x_2 \in \{0,1,2\}$   
 $x_2 \leq \left\lfloor \frac{3-0+2 \cdot 0}{2} \right\rfloor = 1$

- Second observation:

- Let  $a_i > 0$
- $a^T x - a_i x_i + a_i x_i \leq b \Leftrightarrow x_i \leq \frac{b - (a^T x - a_i x_i)}{a_i} \Rightarrow x_i \leq \frac{b - \alpha_{min} + a_i l_i}{a_i}$
- For integer variables:  $x_i \leq \left\lfloor \frac{b - \alpha_{min} + a_i l_i}{a_i} \right\rfloor$
- Analogous for lower bound and max activity



# Coefficient tightening

- Important concept: minimal and maximal activities
- Let a linear constraint  $a^T x \leq b$  and bounds  $l \leq x \leq u$  be given.
  - $\alpha_{min} := \min\{a^T x : l \leq x \leq u\} = \sum_{j, a_j > 0} a_j l_j + \sum_{j, a_j < 0} a_j u_j$  is called minimal activity
  - $\alpha_{max} := \max\{a^T x : l \leq x \leq u\} = \sum_{j, a_j > 0} a_j u_j + \sum_{j, a_j < 0} a_j l_j$  is called maximal activity
- Third observation:
  - Let  $a_i > 0$ ,  $x_i \in \{0,1\}$  and  $\alpha_{max} - a_i < b$
  - Then  $a_i x_i + \sum_{j \neq i} a_j x_j \leq b$  can be reformulated as
$$(\alpha_{max} - b)x_i + \sum_{j \neq i} a_j x_j \leq (\alpha_{max} - a_i)$$
  - Proof: Check for 0 and 1. Again, other cases analogous

## Coefficient tightening

- Let  $a_i > 0$ ,  $x_i \in \{0,1\}$  and  $a_{max} - a_i < b$
- Then  $a_i x_i + \sum_{j \neq i} a_j x_j \leq b$  can be reformulated as

$$(\alpha_{max} - b)x_i + \sum_{j \neq i} a_j x_j \leq (\alpha_{max} - a_i)$$

Example:  $1 \leq 2x_1 + 2x_2 \leq 3, x_1, x_2 \in \{0,1\}, a_{max} = 4$

$$2x_1 + 2x_2 \leq 3$$

$$(4 - 3)x_1 + 2x_2 \leq (4 - 2)$$

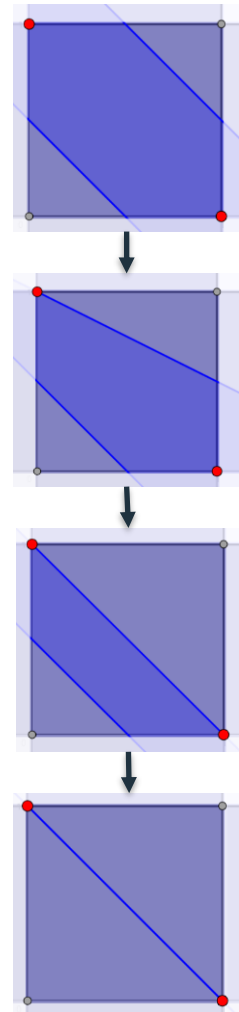
$$x_1 + 2x_2 \leq 2, a_{max} = 3$$

$$x_1 + (3 - 2)x_2 \leq (3 - 2)$$

$$x_1 + x_2 \leq 1$$

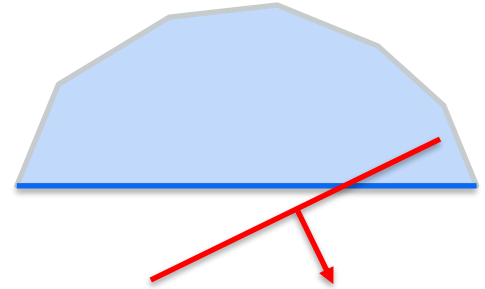
Same argument for left-hand side to get  $x_1 + x_2 = 1$

Hence  $x_1 = 1 - x_2$ . Eliminate variable and constraint



## Dual reductions

- Ensure that you keep at least one optimal solution
- Most trivial example: Fixing variables that appear in no constraint
- Dual fixing: If variable  $x_j$  appears in no equation, only with nonnegative coefficients in  $\leq$ -constraints, with nonpositive coefficients in  $\geq$ -constraints and has a nonnegative objective, then  $x_j$  can be fixed to its lower bound
- Dual aggregation: Assume there is exactly one constraint violating the above, say  $x_j$  appears only in  $\leq$ -constraints,  $c_i > 0$  and  $a_{ij}$  is its only negative coefficient.  
We can use 
$$x_j = \frac{b_i}{a_{ij}} - \frac{1}{a_{ij}} \sum a_k x_k$$
- Dual bound reduction: Strengthen bounds of variables to the tightest value for which all its constraints are redundant



## Probing (Savelsbergh 1995)

- „Strong branching without LP“, only applying bound strengthening
- Usually only for binary variables, various working limits apply
  - Sequence-dependent
- If  $x_1 = 0 \Rightarrow$  infeasible and  $x_1 = 1 \Rightarrow$  infeasible, then the problem is infeasible
- If  $x_1 = 0 \Rightarrow$  infeasible, then fix  $x_1 = 1$
- If  $x_1 = 0 \Rightarrow x_2 = a$  and  $x_1 = 1 \Rightarrow x_2 = b > a$ , aggregate  $x_2 = a + (b - a)x_1$
- If  $x_1 = 0 \Rightarrow x_2 \leq a$  and  $x_1 = 1 \Rightarrow x_2 \leq b$ , then apply  $x_2 \leq \max(a, b)$
- If  $x_1 = 0 \Rightarrow x_2 \leq a$ , store information in implication graph, use for heuristics, lifting, ...

## Multi-Row/Column reductions

- Parallel rows/columns
  - Search for pairs of rows such that coefficient vectors are parallel to each other
    - Hashing plus sorting algorithm
  - Discard the dominated row, or merge two inequalities into an equation
- Dominated rows/columns
  - Pairwise comparison, heuristic selection of pairs
- Sparsification
  - Add equations to other rows in order to cancel non-zeros
- Clique merging:
  - Merge multiple cliques into one larger clique:
  - $x_1 + x_2 \leq 1, x_2 + x_3 \leq 1, x_1 + x_3 \leq 1 \Rightarrow x_1 + x_2 + x_3 \leq 1$



## Many more... (e.g., Achterberg et al. 2016)

- Implied integer detection
  - $\sum a_j x_j + y = b$ ,  $x_j$  integer variables  $a_j \in \mathbb{Z} \forall j$  and  $b \in \mathbb{Z}$ , then  $y$  integer
- GCD reduction
  - Let  $gcd$  be the GCD of all coefficients  $a_j$  in a row
  - $\sum \frac{a_j}{gcd} x_j \leq \lfloor \frac{b}{gcd} \rfloor$
- Disconnected component detection
  - DFS on matrix  $A$
  - If there is an independent component  $\tilde{A}\tilde{x} \leq \tilde{b}$  that is not connected to the rest of  $Ax \leq b$ , solve it as auxiliary MIP (if it is small enough)
- Analytic center presolving (Berthold et al 2017)
  - Fix variables that are at one of their bounds in the analytic center

## Involved stuff: Configuration Presolving

- Consider a binary row with only **few different** coefficients:

$$7 x_1 + 7 x_2 + 7 x_3 + 7 x_4 + 13 x_5 + 13 x_6 + 13 x_7 \leq 21, \quad x_1, \dots, x_7 \in \{0,1\}$$

- Every feasible solution can have

1. At most three variables out of  $x_1, x_2, x_3, x_4$  set to 1 **OR**
2. One of  $x_5, x_6, x_7$  set to 1 and at most 1 of the others

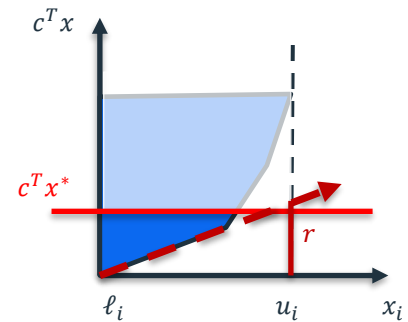
- We can introduce **new 0-1 variables**  $z_1, z_2$  that describe the two *configurations* above:

$$\begin{aligned} z_1 + z_2 &= 1 \\ x_1 + x_2 + x_3 + x_4 &\leq 3 z_1 + 1 z_2 \\ x_5 + x_6 + x_7 &\leq 0 z_1 + 1 z_2 \end{aligned}$$

- This reformulation renders the original row redundant.
- Can be considered an **implicit enumeration** of the feasible region (modulo symmetry)

## Reduced cost fixing

- Not yet a cut, not presolving anymore
- Reduced costs:  $r := c - A^T y$  for optimal dual solution  $y$ 
  - Underestimator of the amount by which LP value would change, if we shifted solution towards other bound
  - Zero for basic variables, nonnegative for nonbasic variables at lower bound, nonpositive for nonbasic variables at upper bound
- Reduced costs can be used to tighten variable bounds of nonbasic variables
  - For binary  $x_i$  (at 0 in LP optimum) and  $LB$  the dual bound,  $UB$  the primal bound of an optimization problem, fix  $x_i = 0$ , if  $r_i \geq UB - LB$ .
- Apply locally with current LP solution
- Globally, store best reduced cost per variable from any global LP optimum (cut loop!)
  - Reconsider every time when  $UB$  changes



## Quiz time

- Presolving
  - a) Must not cut off any feasible solution
  - b) May cut off feasible, but must not cut off optimal solutions
  - c) May cut off optimal solutions
- The maximum activity of  $x_1 - x_2 + 2x_3 \leq 5$ ,  $x_1, x_2, x_3 \in \{1,2\}$  is
  - a) 2
  - b) 5
  - c) 6
- Which of the following is not a goal of presolving?
  - a) Shrink the problem size
  - b) Find an initial solution
  - c) Strengthen the LP relaxation



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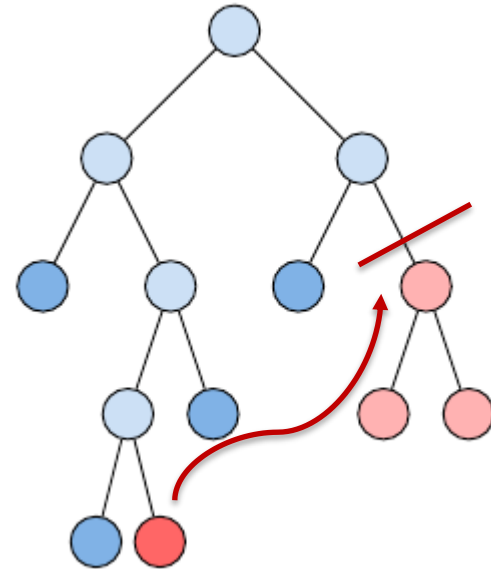


# Conflict analysis



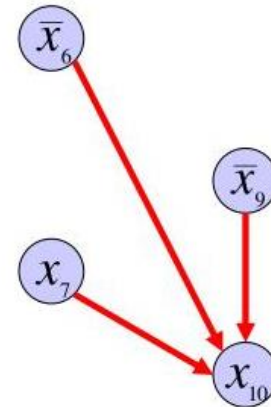
## Conflict analysis: Motivation

- Half of the nodes in a binary B&B tree are pruned
  - Infeasibility, Bound-exceeding, solution
- Try to learn what led to infeasibility
  - Generate valid constraints
  - Cut off other parts of the tree
  - Use for propagation
- Sources of infeasibility:
  - Propagation (node presolve)
  - Infeasible LP

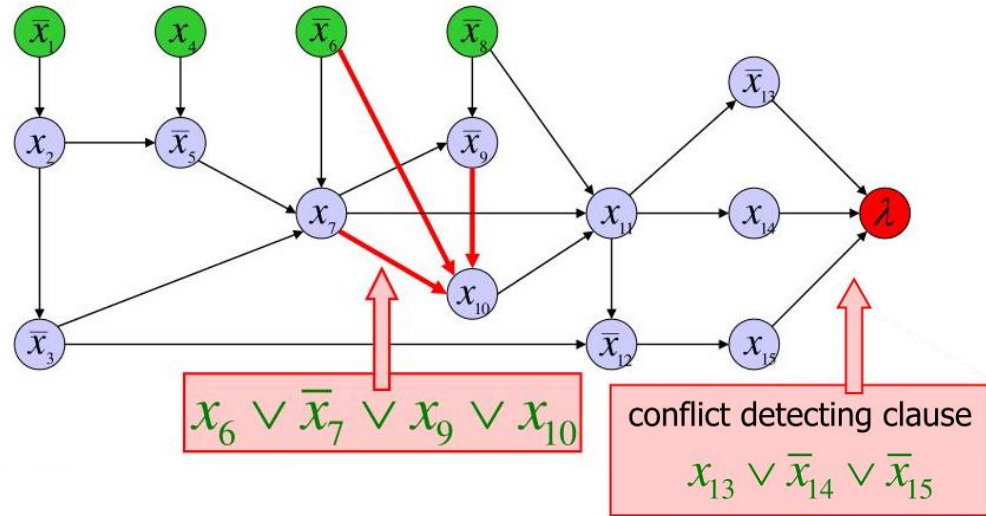


## Idea comes from SAT solving (Moskewicz et al 2001)

- Boolean variables  $x_1, \dots, x_n \in \{0,1\}$
- Clauses  $C_i: l_{i1} \vee \dots \vee l_{ik}$  with literals  $l_{ij} = x_j$  or  $l_{ij} = \bar{x}_j = 1 - x_j$
- Find assignment that SATisfies all clauses or prove that no such assignment exists
  - THE NP-complete problem
  - Trivial to reformulate as binary MIP without objective
- Working horse unit propagation:
  - All but one literal fixed  $\Rightarrow$  last literal
  - E.g., clause:  $x_6 \vee \bar{x}_7 \vee x_9 \vee x_{10}$  ( $x_6 - x_7 + x_9 + x_{10} \geq 0$ )
  - Fixings:  $x_6 = 0, x_7 = 1, x_9 = 0$
  - Deduction:  $\bar{x}_6 \wedge x_7 \wedge \bar{x}_9 \Rightarrow x_{10}$



# The conflict graph



- Graph capturing the ensemble of logic deductions that led to the current state (infeasible)
  - Nodes represent variable fixings, ingoing arcs represent a reason for a deduction
  - Green nodes (top): branching decisions, blue nodes: deduced fixings, red  $\lambda$ -node: infeasibility

# Cuts lead to cuts

- Every cut that separates branching decisions from conflict vertex gives rise to a conflict constraint

- $x_6 \vee \bar{x}_7 \vee x_8 \vee x_{12}$

- Trivial cuts:

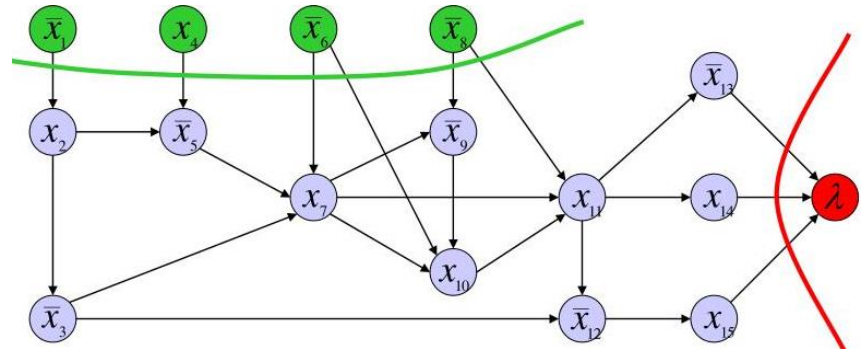
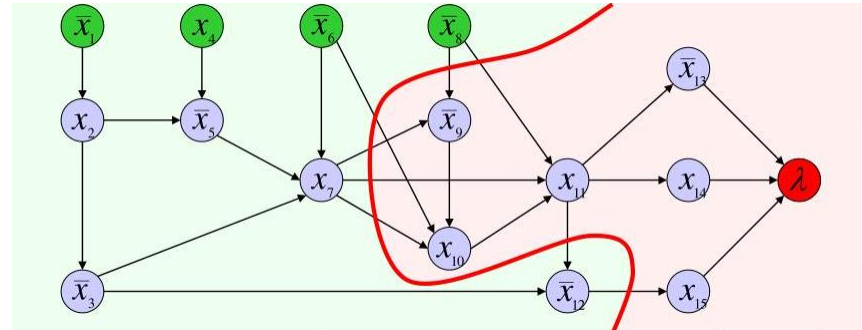
- $\lambda$ -cut:  $x_{13} \vee \bar{x}_{14} \vee \bar{x}_{15}$

- We already knew that...

- No-good-cut/decision-cut:

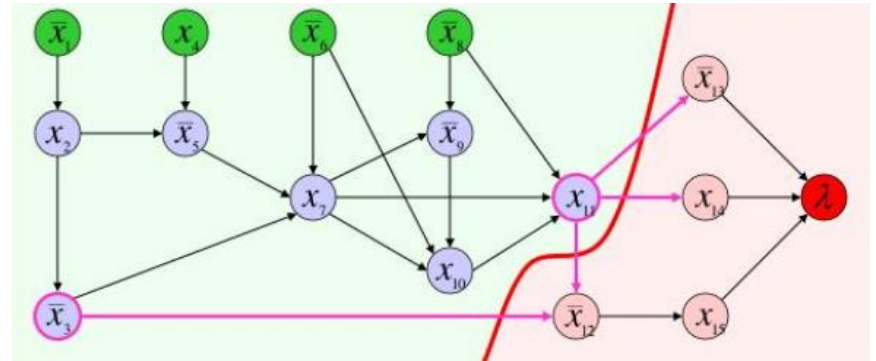
$$x_1 \vee \bar{x}_4 \vee x_6 \vee x_8$$

- Good, if we start from scratch
  - Otherwise, we will never use it



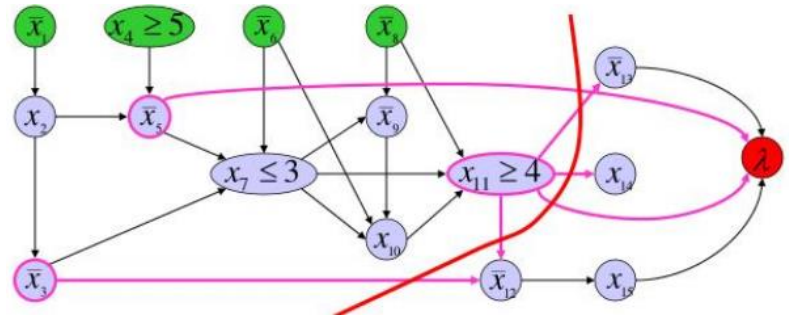
## First unique implication points

- Unique implication point: Lies on all paths from the last decision vertex to the conflict vertex
- First-UIP: the UIP closest to the conflict vertex (here:  $x_{11}$ )
- First-UIP-Cut: everything fixed after First UIP on conflict side. Here:  $x_3 \vee \bar{x}_{11}$
- SAT-solver typically use 1-FUIP cuts, MIP solvers All-FUIP



# Conflict Analysis in MIP (Achterberg 2007)

- Non-binary variables
  - Use bound changes instead of fixings
  - Relax literals with continuous variables by including equality
- Infeasibility often detected by LP
  - All local bound changes lead to Infeasibility???
  - Try to find subset that still proves infeasibility
    - Non-zeros in dual ray
    - Greedily sparsify dual ray
    - Start conflict analysis from those bound changes



## Conflict Analysis: Implementation details

- Create conflict cuts from:
  - Propagation conflicts
  - Infeasible LPs
  - Bound-exceeding LPs
  - Diving heuristic LPs
  - Strong branching LPs
  - Integer feasible LPs
- Use conflict constraints only for propagation
- Use aging or pooling mechanism to maintain short list of conflicts

## Rapid Learning (Berthold et al 2010)

- MIP solvers spend a lot of time in root node processing
  - Exhaustive presolving algorithms (probing, dominated columns)
  - Initial LP solve often takes 100-1000x simplex iterations
  - Cutting plane generation
  - LNS heuristics (sub-MIPs)
  - Strong branching
- Idea: SAT-style search (propagation&conflicts, no LP)
  - Will take a fraction of the root time
  - Provides heaps of global information
    - Conflicts, global bound changes
    - Branching statistics
    - Feasible solutions, might even solve the problem





# Restarts

# Restarts

- Common practice in SAT solving
  - Periodically (with exponential increase) restart solve
  - Use learnt conflicts to steer search into better direction
  - Tailored towards feasibility problems
    - Need to get lucky once
- Motivation in MIP: presolving
  - Many procedures that are only applied in presolving
  - Global fixings found later might lead to further reductions
  - Tighter presolved problem leads to better cuts, primal solutions, ...
- Question: How can we detect a good point to restart?

# Restart reasoning

- Restart at root node
  - When many variables have been fixed
  - When variables with high impact have been fixed
  - When optimization problem turned into feasibility problem
- Restart during tree (Anderson et al 2018)
  - Can be used to change branching (and cutting, heuristic,...) strategy
    - Tailored towards easy instance before, towards hard instances after
  - Challenge: Need to predict if the search will last longer anyway or is about to finish
  - Which information should we reuse after a restart?

## Quiz time

- A conflict constraint is a set of variable bounds from which
  - a) At least one has to hold in any feasible solution
  - b) At most one can hold in any feasible solution
  - c) All but one have to hold in any feasible solution
- Conflict analysis for infeasible LPs uses
  - a) A primal solution
  - b) A dual ray
  - c) The reduced costs
- Where do MIP solvers NOT restart?
  - a) During the initial LP solve
  - b) During the cut loop
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Thank You!

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## Bound strengthening: little exercise

- Consider the linear inequality  $3x_1 + 8x_2 + 5x_3 \leq 12$  with integer variables  $x_1 \geq 1, x_2 \geq 0, x_3 \geq -1, x \in \mathbb{Z}^3$ 
  - Compute the minimum activity of the constraint.
  - Use bound strengthening to compute upper bounds on all variables.

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  - Compute the minimum activity of the constraint.
  - Use bound strengthening to compute upper bounds on all variables.
- The minimum activity is  $\alpha_{min} = 3 \cdot 1 + 0 + 5 \cdot (-1) = -2$ .
- $x_1 \leq \left\lfloor \frac{12 - (-2) + 3}{3} \right\rfloor = 5, \quad x_2 \leq \left\lfloor \frac{12 - (-2) + 0}{8} \right\rfloor = 1, \quad x_3 \leq \left\lfloor \frac{12 - (-2) - 5}{5} \right\rfloor = 1$

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- The minimum activity is  $\alpha_{min} = 3 \cdot 1 + 0 + 5 \cdot (-1) = -2$ .
- $x_1 \leq \left\lfloor \frac{12 - (-2) + 3}{3} \right\rfloor = 5, \quad x_2 \leq \left\lfloor \frac{12 - (-2) + 0}{8} \right\rfloor = 1, \quad x_3 \leq \left\lfloor \frac{12 - (-2) - 5}{5} \right\rfloor = 1$