

# A feasibility pump for nonconvex MINLP MINLP workshop @CMU, 4 June 2014

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$$\begin{array}{ll} \min & f(\boldsymbol{x}) \\ \text{s.t.} & \boldsymbol{g}(\boldsymbol{x}) \leq \boldsymbol{0} \\ & \boldsymbol{x} \in \mathbb{Z}^{p} \times \mathbb{R}^{n-p} \cap [\boldsymbol{\ell}, \boldsymbol{u}] \end{array}$$

Assume *f* and  $\boldsymbol{g} : \mathbb{R}^n \to \mathbb{R}^m$  are factorable, i.e. are composed by combining variables and constants with operators from a finite set  $\mathcal{O} = \{+, -, \times, \hat{,} /, \log, \sin, \cos\}$  Feasibility Pump heuristics are suited for problems where

- ▶ integrality constraints:  $\mathbf{x} \in \mathcal{I} = \mathbb{Z}^p \times \mathbb{R}^{n-p}$  and
- ► continuous constraints:  $\mathbf{x} \in C = {\mathbf{x} \in \mathbb{R}^n : \mathbf{g}(\mathbf{x}) \le \mathbf{0}}$ coexist, such as MILP and MINLP.

Idea: generate two sequences of (possibly infeasible) solutions:

- $(\hat{\boldsymbol{x}}^k)_{k \in N}$ : satisfies integrality, i.e.,  $\hat{\boldsymbol{x}}^k \in \mathcal{I}$
- $(\tilde{\mathbf{x}}^k)_{k \in N}$ : satisfies continuous constraints, i.e.,  $\tilde{\mathbf{x}}^k \in C$

The next point of sequence  $(\tilde{\mathbf{x}}^k)$  is the closest to the previous point of sequence  $(\hat{\mathbf{x}}^k)$  and viceversa.

<sup>&</sup>lt;sup>1</sup>M. Fischetti, F. Glover, A. Lodi, "The feasibility pump", *Math. Prog.* 104(1):91-104, 2005.

Initialization: 
$$\tilde{\mathbf{x}}^0 \in C$$
.  
1.  $k \leftarrow 1$   
2. repeat  
3.  $\hat{\mathbf{x}}^k \in \operatorname{argmin}_{\mathbf{x} \in \mathcal{I}} ||\mathbf{x} - \tilde{\mathbf{x}}^{k-1}||$   
4.  $\tilde{\mathbf{x}}^k \in \operatorname{argmin}_{\mathbf{x} \in \mathcal{C}} ||\mathbf{x} - \hat{\mathbf{x}}^k||$   
5.  $k \leftarrow k + 1$   
6. until  $\hat{\mathbf{x}}^k$  or  $\tilde{\mathbf{x}}^k$  is feasible

#### Consider

(MILP)  $\min\{\boldsymbol{c}^{\top}\boldsymbol{x} : A\boldsymbol{x} \leq \boldsymbol{b}, \boldsymbol{x} \in \mathbb{Z}^{p} \times \mathbb{R}^{n-p}\}$ Set  $\tilde{\boldsymbol{x}}^{0} \in \operatorname{argmin}\{\boldsymbol{c}^{\top}\boldsymbol{x} : A\boldsymbol{x} \leq \boldsymbol{b}\}$  and k = 1. Then  $\hat{\boldsymbol{x}}^{k} = \lfloor \tilde{\boldsymbol{x}}^{k} 
ceil_{k}$  $\tilde{\boldsymbol{x}}^{k} \in \operatorname{argmin}\{||\boldsymbol{x} - \hat{\boldsymbol{x}}^{k-1}||_{1} : A\boldsymbol{x} \leq \boldsymbol{b}\}$ 

#### Variants

The original FP finds a feasible, but often bad, initial solution.

- The objective function  $c^{\top}x$  is ignored
- $\Rightarrow$  Objective FP<sup>2</sup>:

$$\begin{array}{lll} \hat{\pmb{x}}^k &=& \lfloor \tilde{\pmb{x}}^k \rceil \\ \tilde{\pmb{x}}^k &\in& \arg\min\{\alpha || \pmb{x} - \hat{\pmb{x}}^{k-1} ||_1 + \beta \pmb{c}^\top \pmb{x} : \pmb{A} \pmb{x} \le \pmb{b} \} \end{array}$$

Feasibility Pump 2.0<sup>3</sup>:

- ▶ better rounding heuristics than [x]
- perturbation in the event of cycling

<sup>3</sup>M. Fischetti, D. Salvagnin, "Feasibility pump 2.0", *Math. Prog. Comp.* 1(2-3):201-222, 2009.

<sup>&</sup>lt;sup>2</sup>T. Achterberg, T. Berthold, "Improving the feasibility pump". *Discrete Optimization* 4(1):77-86, 2007.

## FP for convex MINLP<sup>4</sup>

The first attempt to port the FP to the MINLP realm.

- The two sequences obtained by solving two simpler problems:
  - an NLP problem
  - a MILP approximation of the MINLP
- MILP provided by Outer Approximation:

$$\begin{array}{ll} \min & z \\ \text{s.t.} & f(\tilde{\boldsymbol{x}}^k) + \nabla f(\tilde{\boldsymbol{x}}^k)(\boldsymbol{x} - \tilde{\boldsymbol{x}}^k) \leq z \\ & g_i(\tilde{\boldsymbol{x}}^k) + \nabla g_i(\tilde{\boldsymbol{x}}^k)(\boldsymbol{x} - \tilde{\boldsymbol{x}}^k) \leq 0 \quad \forall i = 1, 2, \dots, m \end{array}$$

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<sup>4</sup>P. Bonami, G. Cornuéjols, A. Lodi, F. Margot, "A Feasibility Pump for Mixed Integer Nonlinear Programs." *Math. Prog.* 119(2):331-352, 2009.

• integrality constraints:  $\mathbf{x} \in \mathcal{I} = \mathbb{Z}^p \times \mathbb{R}^{n-p}$  and

in nonconvex continuous constraints:

$$\boldsymbol{x} \in \mathcal{C} = \{ \boldsymbol{x} \in \mathbb{R}^n : \boldsymbol{g}(\boldsymbol{x}) \leq \boldsymbol{0} \}$$

Previous attempts try to solve (even heuristically) the continuous nonconvex problem through a global solver or multi-start<sup>5</sup>

<sup>5</sup>C. D'Ambrosio, A. Frangioni, L. Liberti, A. Lodi, "Experiments with a feasibility pump approach for nonconvex MINLPs", Proceedings of SEA 2010.

Take advantage of features of both the solver and the problem.

- convexification cuts: use a valid LP relaxation rather than Outer Approximation
- nonlinearity: use second-order information
- MILP: diversify search

Global optimization techniques construct an (MI)LP relaxation by adding q auxiliary variables.

so redefine our components:

$$\begin{array}{lll} \mathcal{C} &=& \{ \pmb{x} \in \mathbb{R}^n \cap [\pmb{\ell}, \pmb{u}] : \pmb{g}(\pmb{x}) \leq \pmb{0} \} \\ \mathcal{I} &=& \{ \pmb{x} \in \mathbb{Z}^s \times \mathbb{R}^{n+q-s} \cap [\pmb{\ell}', \pmb{u}'] : A\pmb{x} \geq \pmb{b} \} \end{array}$$

Initialization:  $\tilde{\boldsymbol{x}}^0 \in \operatorname{argmin}\{f(\boldsymbol{x}) : \boldsymbol{g}(\boldsymbol{x}) \leq 0\} \in \mathcal{C}.$ 

- **1**. *k* ← **1**
- 2. repeat

3. 
$$\hat{\boldsymbol{x}}^k \in \operatorname{argmin}_{\boldsymbol{x} \in \mathcal{I}} \Delta'(\boldsymbol{x}, \tilde{\boldsymbol{x}}^{k-1})$$

4. 
$$\tilde{\boldsymbol{x}}^k \in \operatorname{argmin}_{\boldsymbol{x} \in \mathcal{C}} \Delta''(\boldsymbol{x}, \hat{\boldsymbol{x}}^k)$$

5. 
$$k \leftarrow k+1$$

6. until  $\hat{\boldsymbol{x}}^k$  or  $\tilde{\boldsymbol{x}}^k$  is feasible

 $\Delta'$  and  $\Delta''$  combine lp distance, objective function, and second order information from the problem

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Consider the (locally!) optimal solution  $\tilde{x}^0$  of the continuous relaxation of the MINLP.

- ► If no active constraints, the Hessian of the objective is PSD:  $\nabla^2 f(\tilde{\mathbf{x}}^0) \succeq 0$
- The Hessian of the Lagrangian provides useful info

Construct PSD matrix *P* from the Hessian of the Lagrangian by

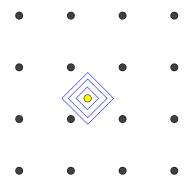
Obtaining a projection on the cone of PSD matrices

... (by eliminating negative eigenvalues)

Then use:

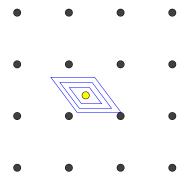
$$\begin{aligned} \mathsf{MILP:} \ \Delta'(\boldsymbol{x}, \bar{\boldsymbol{x}}) &:= \alpha' ||\boldsymbol{x} - \bar{\boldsymbol{x}}||_1 + \beta' ||\boldsymbol{P}^{\frac{1}{2}}(\boldsymbol{x} - \bar{\boldsymbol{x}})||_1 + \gamma' \boldsymbol{c}^\top \boldsymbol{x} \\ \mathsf{NLP:} \ \Delta''(\boldsymbol{x}, \bar{\boldsymbol{x}}) &:= \alpha'' ||\boldsymbol{x} - \bar{\boldsymbol{x}}||_2 + \beta'' (\boldsymbol{x} - \bar{\boldsymbol{x}})^\top \boldsymbol{P}(\boldsymbol{x} - \bar{\boldsymbol{x}}) + \gamma'' \boldsymbol{f}(\boldsymbol{x}) \end{aligned}$$

### Second-order information: intuition



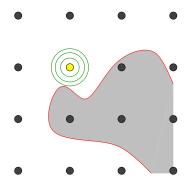


### Second-order information: intuition



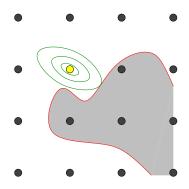


#### Second-order information: the NLP case

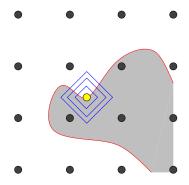




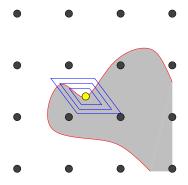
#### Second-order information: the NLP case



### Second-order information: used in the MILP too



### Second-order information: used in the MILP too





#### More features

A hierarchy of MILP solvers, from exact&slow to lousy&fast:

- 1. Solve MILP with node, time limit, emphasis on feasibility
- 2. Solve MILP with stricter node, time limit
- 3. RENS on MILP
- 4. SCIP's own Feasibility Pump
- 5. Couenne's rounding-based procedure
- 6. Round solution to closest integer
- If succeeded five times in a row, switch to cheaper method
- If current method returns no solution, switch to more expensive one and rerun

Implemented in Couenne, an Open-Source MINLP solver<sup>6</sup>

- Available in stable/0.4 (but tested with trunk)
- MILP + heuristics: SCIP<sup>7</sup>
- NLP solver: Ipopt<sup>8</sup>

Tested on 218 MINLP instances from MINLPLIB<sup>9</sup>

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<sup>6</sup>http://www.coin-or.org/Couenne
<sup>7</sup>http://scip.zib.de
<sup>8</sup>http://www.coin-or.org/Ipopt
<sup>9</sup>http://www.gamsworld.org/minlp/minlplib.htm
```

Andrea/Antonio/Claudia/Leo's FP found a solution for around 200 out of 243 test instances (compare with 157/218)

Of the stormtroopers' results for the 65 "hard" instances (instances for which only one solver succeeded):

- 15 times, we find a better solution;
- 21 times, it is worse

<sup>10</sup>D'Ambrosio et al., "A storm of feasibility pumps for nonconvex MINLP." *Math. Prog.* 136:2 (2012), 375-402.

### Performance of different versions (single call)

default: l<sub>1</sub> distance for MILP, solved exactly, no cuts
cuts: separate infeasible solutions through conv. cuts
hierarchy: Dynamically chooses MILP methods
hessian: Increase weight for Hessian, decrease for l<sub>2</sub> dist.
objective: Same as hessian plus decreasing for objective
simple: Rounding to nearest integer instead of MILP

setting	feasible	better : worse	time (sgm)
default	150	_	14.9
cuts	155	24:48	13.6
hierarchy	157	23 : 20	14.0
hessian	154	25 : 16	22.8
objective	138	45:30	23.9
simple	97	17:78	12.1

Heuristics like this can be beneficial for commercial solvers.

In particular for the Xpress Optimizer:

- MIQCQP: can solve efficiently large problems
- MISOCP: Fastest solver<sup>11</sup>, with effective bound reduction and presolver.
- Both would benefit from a sophisticated heuristic that takes quadratic elements and second-order info into account
- (MI)NLP: local solver (both first- and second-order NLP); rounding heuristics for integer variables to find good local MINLP solutions.

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<sup>11</sup>Check http://plato.asu.edu/ftp/socp.html



# **Thank You**

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