

A Heuristic Algorithm for General Multiple Nonlinear Knapsack Problem

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The problem of the poster

The general multiple nonlinear knapsack problem is

$$\begin{aligned} \max \quad & \sum_{i \in M} \sum_{j \in N} f_j(x_{ij}) \\ \text{s.t.} \quad & \sum_{j \in N} g_j(x_{ij}) \leq c_i & \forall i \in M = \{1, \dots, m\} \\ & \sum_{i \in M} x_{ij} \leq u_j & \forall j \in N = \{1, \dots, n\} \\ & x_{ij} \geq 0 & \forall i \in M, \text{ and } \forall j \in N \\ & x_{ij} \in \mathbb{Z} & \forall i \in M \text{ and } j \in \bar{N} \subseteq N \end{aligned} \tag{MNKP}$$

where $x = (x_{11}, x_{12}, \dots, x_{mn}) \in \mathbb{R}^{nm}$, $f_j(x_{ij})$ and $g_j(x_{ij})$ are nonlinear non-negative non-decreasing functions.

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No further assumption: $f_j(x_{ij})$ and $g_j(x_{ij})$ can be nonconvex/nonconcave.

NP-hard (generalization of single linear knapsack problem).

Our heuristic algorithm

Generalization of heuristic procedure for single (non)linear knapsack problem [D'Ambrosio and Martello, 2011].

Fast constructive heuristic plus post-processing procedure (local search).

Constructive Heuristic:

Local Search:

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- For a capacity, evaluate local feasible changes between two items.

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Local Search:

- For a capacity, evaluate local feasible changes between two items.
- Take the best one, if it improves the objective function.

Results and conclusions

Test bed: 1680 challenging instances, randomly generated according to [Martello and Toth, 1990] and [D'Ambrosio, Lee and Wächter, 2009].

The heuristic algorithm was compared with:

- heuristic solvers: **Ipopt** for real instance, **Bonmin** for integer instances.
- exact solvers: **Scip**, both for real and integer instances

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Very difficult multiple nonlinear knapsack problem that nonlinear solvers are unable to handle for instances of realistic size.

Constructive heuristic can provide a high-quality feasible solution to global optimization methods.