

REOP - Class 8 : Bin packing & Facility location

I/ Bin packing

Putting objects in containers without exceeding weight limit

A) One container, maximize total object value \rightarrow Knapsack

Knapsack: n objects weights w_i values c_i
Find $S \subseteq [n]$ so that $\sum_{i \in S} w_i \leq W$ & $\sum_{i \in S} c_i$ is maximal

Last session: dynamic programming algo with complexity $O(nW)$
pseudo polynomial since it depends polynomially on the numerical value W of one parameter
& not just on its encoding size $\log_2 W$

This is an "exponential" algorithm but
* there could be faster algorithms
* we didn't prove NP-hardness by finding a reduction

Thm: The knapsack ps is NP-hard

1) ILP formulation

Decision variable: $x_i = \begin{cases} 1 & \text{if we select object } i \text{ in } S \\ 0 & \text{otherwise} \end{cases}$

Objective : $\sum_{i \in S} c_i = \sum_{i=1}^n x_i c_i$

Constraints : $\sum_{i \in S} w_i \leq W \iff \sum_{i=1}^n x_i w_i \leq W$

(ILP) $\max_x \sum_{i=1}^n x_i c_i$ s.t. $\begin{cases} \sum_{i=1}^n x_i w_i \leq W \\ \forall i, x_i \in \{0, 1\} \end{cases}$

(LP) $\max_x \sum_{i=1}^n x_i c_i$ s.t. $\begin{cases} \sum_{i=1}^n x_i w_i \leq W \\ \forall i, x_i \in [0, 1] \end{cases}$

linear / continuous relaxation
useful for
- upper bound
- Branch & Bound

13.1.2 Q3: We don't actually need the simplex to solve (LP), we have a fast direct method

2) Solving the LP relaxation

Hyp: there is no object i with $w_i > W$

We sort the objects by decreasing "utility" $\frac{c_i}{w_i}$ (price per kg)

$$\frac{c_1}{w_1} \geq \frac{c_2}{w_2} \geq \dots \geq \frac{c_m}{w_m}$$

Let j be the largest index such that $\sum_{i \leq j} w_i \leq W$

- We can take the first j items

- We must split item $j+1$

We define $x \in [0, 1]^m$ by

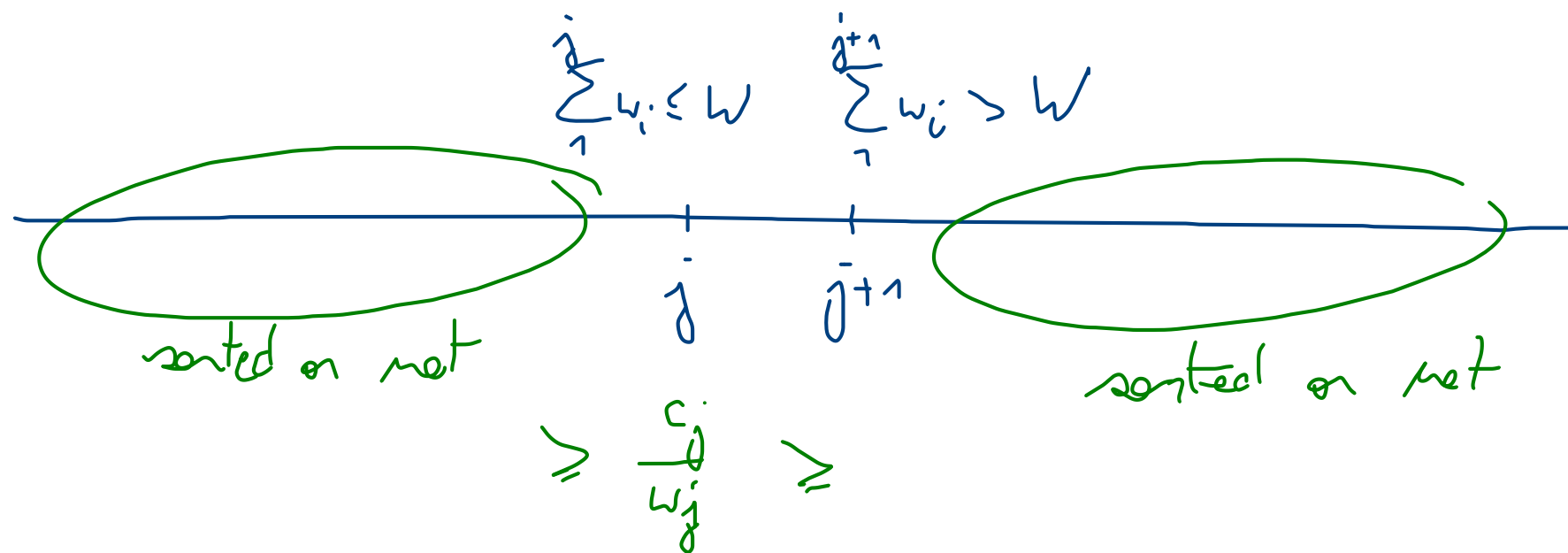
$$\left. \begin{array}{l} x_i = 1 \\ x_i = 0 \\ x_{j+1} = \frac{W - \sum_{i=1}^j w_i}{w_{j+1}} \end{array} \right\} \begin{array}{l} \text{if } i \leq j \\ \text{if } i > j+1 \\ \end{array}$$

We can check easily that $\sum x_i w_i = W$: x feasible for (LP)

Thm: x is optimal for LP

Proof: exchange argument

The linear relaxation can be solved in $O(n \log n)$
 Actually we don't need to sort the list: \hookrightarrow sorting
 we only need a weighted median



This can
 be found
 in $O(n)$

Remark: This sorting method only works because we can split
 the last item in the LP
 Otherwise it may be more interesting to remove an object
 and add two others: doesn't work for the ILP

3) Constructive heuristic & approximation algorithm

Let x be the solution to (LP) constructed above: how to deduce an
 approximation algorithm?

Naive construction: let $y_i = \begin{cases} 1 & \text{if } x_i = 1 \\ 0 & \text{if } x_i \in [0, 1[\end{cases}$ ($1 \leq i \leq j$)
leave out the last item

We have y feasible for the (ILP) but no performance guarantee

Second integer solution: $z_i = \begin{cases} 1 & \text{if } x_i \in]0, 1[\\ 0 & \text{otherwise} \end{cases}$ ($i = j+1$)

z is also feasible for the (ILP) \rightarrow fractional

$$\begin{aligned} \text{cost}(y) + \text{cost}(z) &= \sum_{i=1}^{j+1} c_i \geq \sum_{i=1}^j c_i + x_{j+1} c_{j+1} \\ &= \text{val}(\text{LP}) \\ &\geq \text{val}(\text{ILP}) \end{aligned}$$

At least one of y & z has cost $\geq \frac{1}{2} \text{val}(\text{ILP})$

Alg: 1) Construct y & z is a $\frac{1}{2}$ -approximation algorithm:
2) Select the best its output is at least $\frac{1}{2}$ as good as the optimum of the knapsack problem

B) Several containers, minimize nb of containers used \rightarrow Bin packing

We have n items with size a_i , max container size is W

Find an integer k and an assignment $\sigma: [n] \rightarrow [k]$

such that for each container $j \in [k]$, $\sum_{\substack{i \in [n] \\ \sigma(i) = j}} a_i \leq W$ and k is minimal

Thm: Bin packing is NP-hard

Easy upper bound: $n \geq k^{opt}$

lower bound: $\left\lceil \frac{\sum a_i}{W} \right\rceil \leq k^{opt}$

(the smallest integer $\geq \frac{\sum a_i}{W}$)

because $\sum_{i=1}^n a_i \leq k^{opt} W$

sum over j

1) Heuristics


NEXT-FIT: Take items one after the other, ^{in any order} and when an item doesn't fit in the current box, close it & open a new box

B.2.2 Q7: This is a 2-approximation algorithm

For $j \leq \lfloor \frac{k}{2} \rfloor$, what can we say of $\sum_{i: \sigma(i) \in \{2j-1, 2j\}} a_i$?

$\sum_{i: \sigma(i) \in \{2j-1, 2j\}} a_i > W$, otherwise we wouldn't have opened $2j$ because it would have fit inside $2j-1$

sum over j $\left\{ \sum_{i=1}^n a_i > W \lfloor \frac{k}{2} \rfloor \right\} \iff \frac{\sum a_i}{W} \circled{>} \lfloor \frac{k}{2} \rfloor$ integer



$\implies \left\lceil \frac{\sum a_i}{W} \right\rceil - 1 \circled{\geq} \lfloor \frac{k}{2} \rfloor \geq \frac{k-1}{2}$

$\iff k \leq 2 \underbrace{\left\lceil \frac{\sum a_i}{W} \right\rceil - 1}_{\leq k^{opt}} \leq 2k^{opt} - 1$ as we saw

FIRST-FIT : Take the items in any order, keep all containers open & put each item in the first container where it fits

FIRST-FIT-DECREASING : This but sort items by decreasing size first

Thm : $k^{NF} \leq 2k^{opt} - 1$

$$k^{FF} \leq \frac{17}{10} k^{opt}$$

$$k^{FFD} \leq \frac{3}{2} k^{opt} \quad \& \quad \frac{3}{2} \text{ is the best ratio that can be obtained in poly time}$$

$$k^{FFD} \leq \frac{11}{9} k^{opt} + \frac{2}{3} \quad \& \quad \text{this bound is tight}$$

2) ILP formulation

We assume we have K boxes available (worst case: $K = n$)

Decision variables: $z_j = 1$ if box j is used
 $y_{ij} = 1$ if item i goes in box j } binary

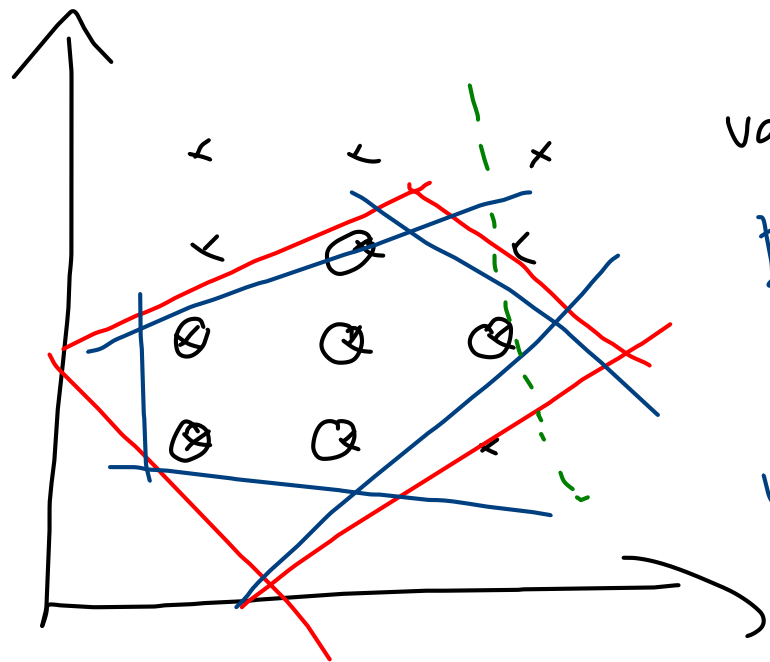
min $\sum_{j=1}^K z_j$ subject to $\forall i, \sum_{j=1}^K y_{ij} = 1$ each item into 1 box

(ILP)

$\forall j, \sum a_i y_{ij} \leq W z_j$ box size constraints for used boxes + ensure that no object goes into a non-used box

$y \in \{0, 1\}^{n \times k}$
 $z \in \{0, 1\}^k$

Branch & Bound works better if the linear relaxations are tight



$\text{val(ILP)} \geq \text{val(LP)} \geq \text{val(LP)}$

Blue relaxation is better / tighter

One way to speed up B&B is adding valid inequalities (or cuts) — — — removes continuous solutions but no integer solutions

Ex 13.3

2. $\sum z_j \geq \lceil \frac{\sum a_i}{w} \rceil$

1. Why can we add $z_j \geq z_{j+1}$ to (ILP)?

There is always an optimal solution where the boxes used are the first k ones : $z_j = 1 \quad j \in [1, k]$ by symmetry
 $z_j = 0 \quad j \in \{k+1, K\}$

Removing others = removing symmetric (equivalent solutions)
→ smaller search space in B&B

2. Why can we add $\sum_{j=1}^k z_j \geq \lceil \frac{\sum a_i}{w} \rceil$?

It's a lower bound on the objective

continuous solutions satisfy $\sum z_j \geq \frac{\sum a_i}{w}$

integer solutions

$\sum z_j \geq \frac{\sum a_i}{w}$
 $\sum z_j \geq \lceil \frac{\sum a_i}{w} \rceil$ (stronger)

Valid inequality

II/ Facility location

Set of customers D that must be served with facilities
chosen from a set F

Opening cost f_i $i \in F$ Serving cost c_{ij} $i \in F, j \in D$

Find a subset $Y \subseteq F$ of facilities to open & an assignment
 $\sigma: D \rightarrow Y$ of clients to open facilities
such that

$$\sum_{i \in Y} f_i + \sum_j c_{\sigma(j)j} \text{ is minimal}$$

Thm: Facility location is NP-hard

A) ILP formulation

$y_i = 1$ if facility i is opened
 $x_{ij} = 1$ if facility i serves client j (very similar to bin packing)

$$\min \sum_i y_i f_i + \sum_i \sum_j x_{ij} c_{ij}$$

subject to

$$x_{ij} \leq y_i \quad \forall i, j$$

serve clients from open facility

$$\sum_{i \in F} x_{ij} = 1 \quad \forall j$$

1 facility for every client

$$x_{ij} \in \{0, 1\}$$

$$\forall i, j$$

$$y_i \in \{0, 1\}$$

$$\forall i$$

B) Local search

If the set of opened facilities Y is given, the optimal assignment function σ can easily be computed:

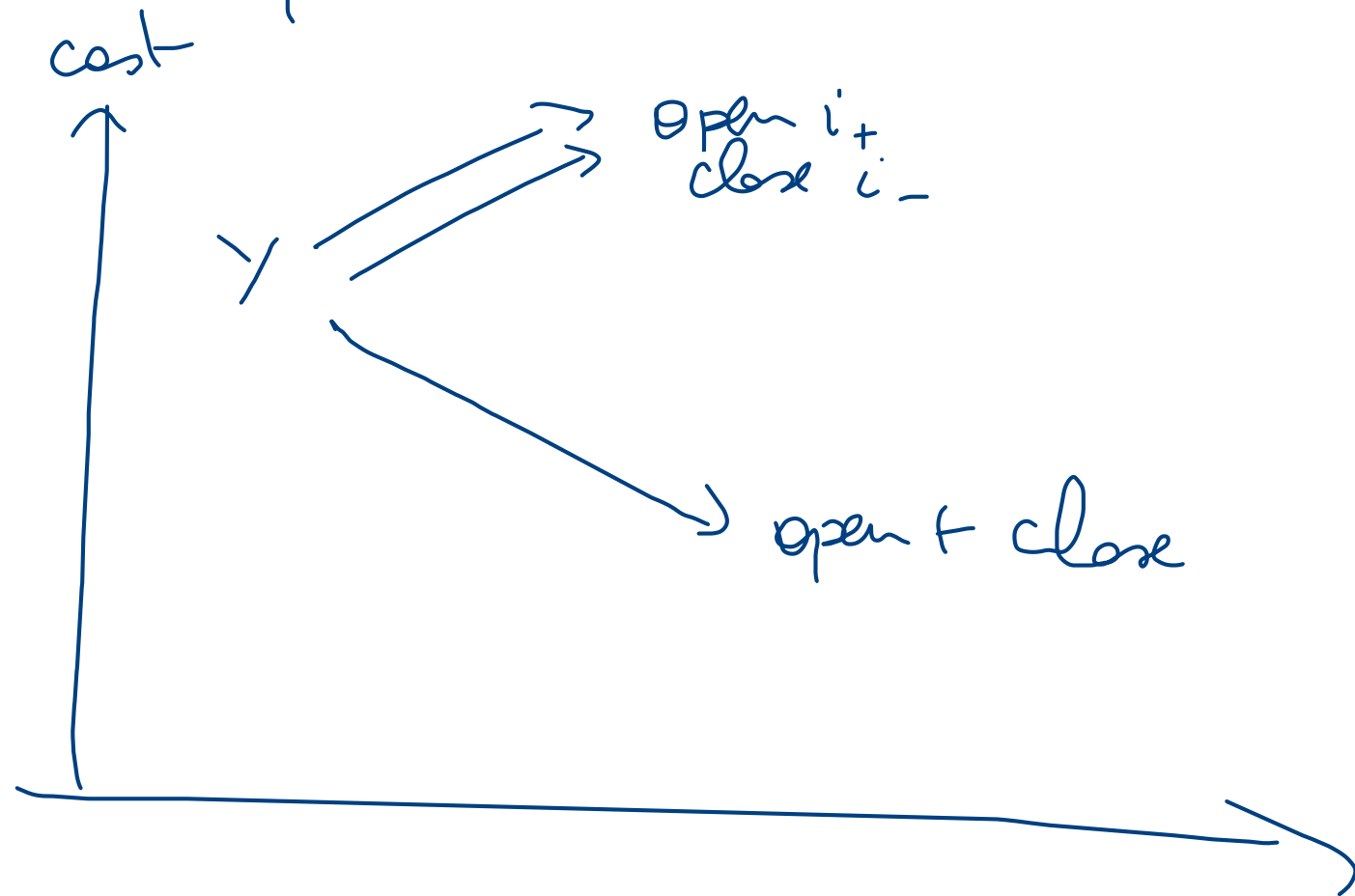
$$\sigma(j) = \operatorname{argmin}_{i \in Y} c_{ij}$$

This suggests a 2-step local search: at each iteration

- ① modify Y
- ② assign clients optimally & compute cost to compare

Possible modifications for γ (opened facilities):

- open new one $\gamma \rightarrow \gamma \cup \{i\}$
- close $\gamma \rightarrow \gamma \setminus \{i\}$
- swap $\gamma \rightarrow \gamma \cup \{i_+\} \setminus \{i_-\}$



HW! Ex 13.4