

# Developing spatial branch & bound solvers

## For mixed-integer nonlinear optimization

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# Outline

## 1 Definitions & solvers

## 2 Data structures

- Automatic recognition vs disciplined programming

## 3 Branch & bound components

- Relaxations
- Branching
- Bounds tightening
- Primal heuristics
- Cutting planes

## 4 Challenges

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# Definition: Mixed-integer nonlinear optimization (MINLP)<sup>1</sup>

Grossmann and Sargent [1979]

*This class of problem is very difficult to solve, and no general method yet exists for its efficient solution.*

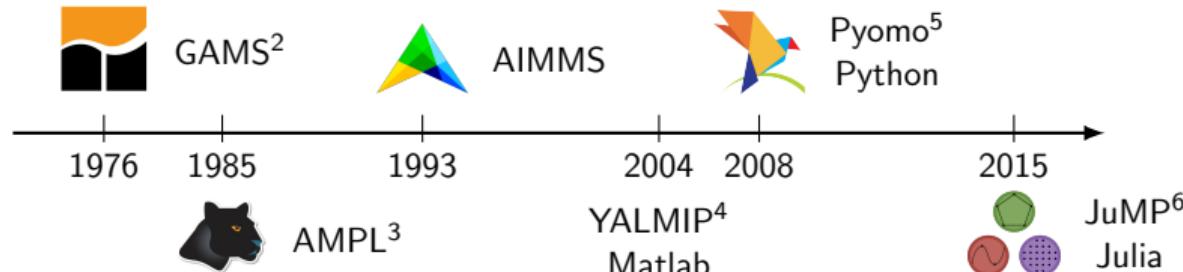
$$\begin{array}{ll} \min_{\mathbf{x} \in X, \mathbf{y} \in Y} f(\mathbf{x}, \mathbf{y}) & \leftarrow \text{Objective function} \\ \text{s.t. } \mathbf{h}(\mathbf{x}, \mathbf{y}) = \mathbf{0} & \leftarrow \text{Equality constraints} \\ \mathbf{g}(\mathbf{x}, \mathbf{y}) \leq \mathbf{0} & \leftarrow \text{Inequality constraints} \\ \mathbf{x} \in [\mathbf{x}^L, \mathbf{x}^U] \subset \mathbb{R}^{n_x} & \leftarrow \text{Continuous variable bounds} \\ \mathbf{y} \in \{0, 1\}^{n_y} & \leftarrow \text{Binary variables} \end{array}$$

## Assumptions

$$f, \mathbf{h}, \mathbf{g} \in \mathcal{C}^2$$

<sup>1</sup>Grossmann and Biegler [2004], Floudas and Gounaris [2009], Bussieck and Vigerske [2010], D'Ambrosio and Lodi [2011], Belotti et al. [2013], Boukouvala et al. [2016]

# How can we represent MINLP?



Many MINLP solvers also have dedicated interfaces

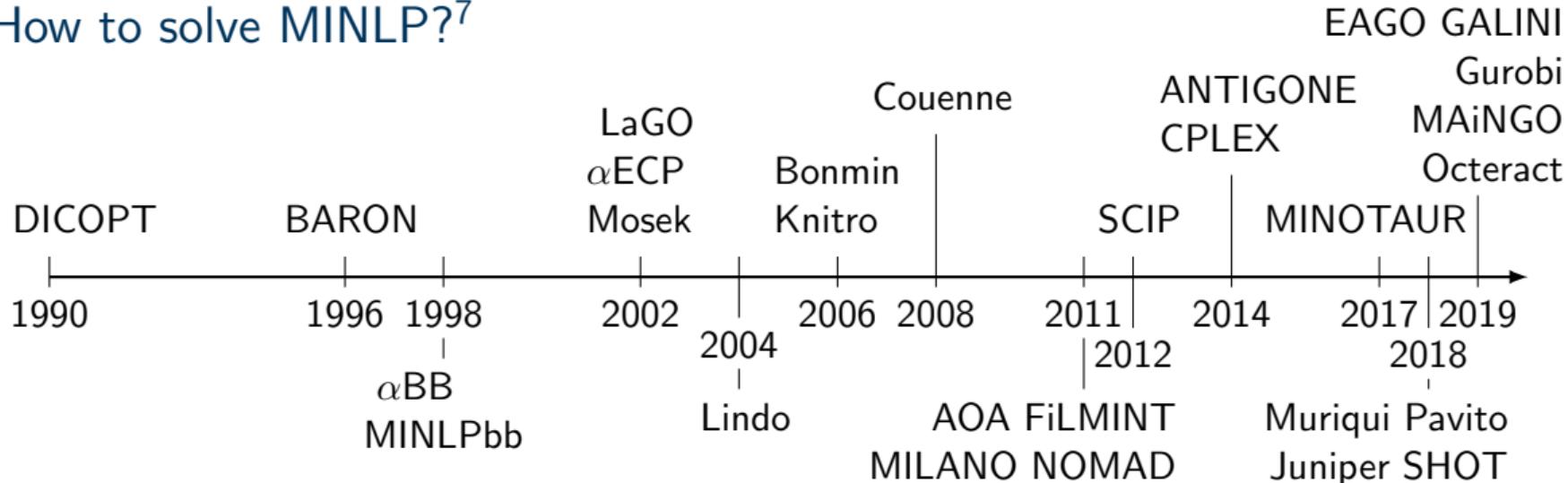
Mosel for FICO Xpress, ZIMPLP for SCIP [Koch, 2004], etc.

General purpose mathematical software with MINLP connections

Excel, Matlab, R, ...

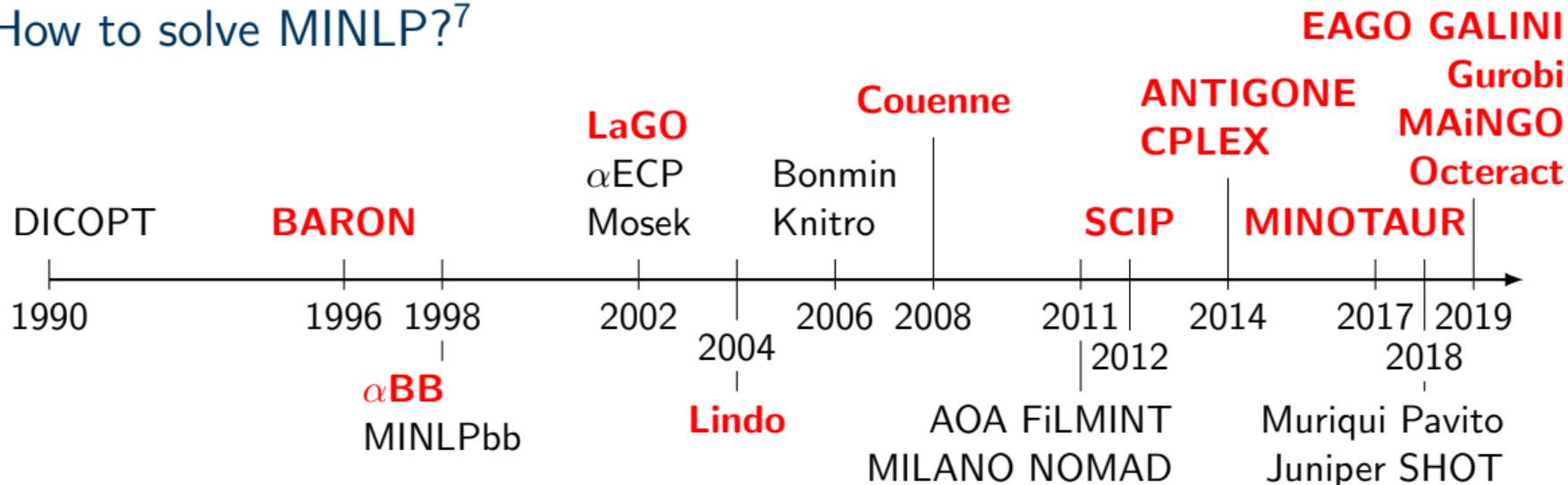
<sup>2</sup>Brooke et al. [1997], <sup>3</sup>Fourer et al. [1993], <sup>4</sup>Löfberg [2004], <sup>5</sup>Hart et al. [2017], <sup>6</sup>Dunning et al. [2017]

# How to solve MINLP?<sup>7</sup>



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# Situating mixed-integer nonlinear optimization (MINLP)

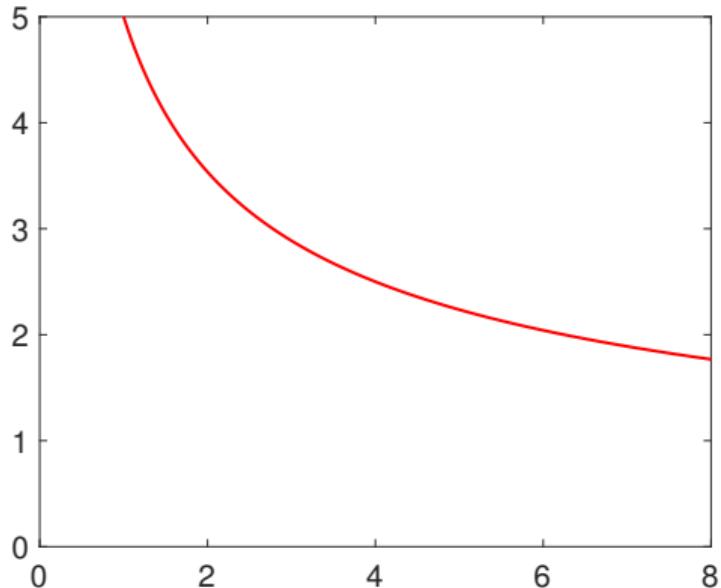
## Prerequisites

Mixed-integer linear optimization • Nonlinear optimization • Convexity • Branch & bound

## Connections to other work

- **Synonym** Deterministic global optimization [Floudas and Gounaris, 2009]
- **Subclass** Convex MINLP [Kronqvist et al., 2019]
- **Classification** If computations exact, *complete methods* reach global optimum within a given tolerance in finite time [Neumaier, 2004]
  - ▶ *Asymptotically complete* methods reach a global optimum given infinite run time, e.g. Bayesian optimization [Jones et al., 1993]
  - ▶ *Rigorous* methods work despite rounding errors [Kearfott, 1996]

# What is challenging here?<sup>8</sup>



$$-\sqrt{\frac{25}{x_1}} \quad +x_2 \leq 0$$

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$$(x_1 - 7)^3 \quad +x_2 \leq 0$$

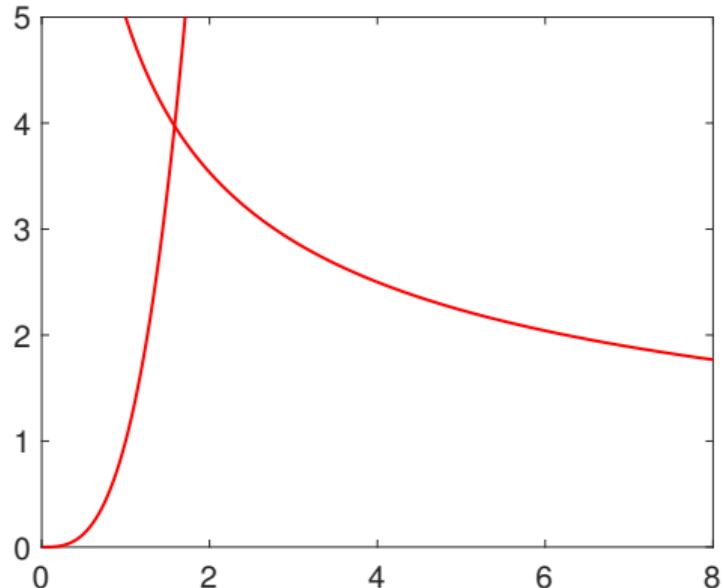
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Structure detection • Relaxations • Variable bounds • Branching decisions • Primal heuristics

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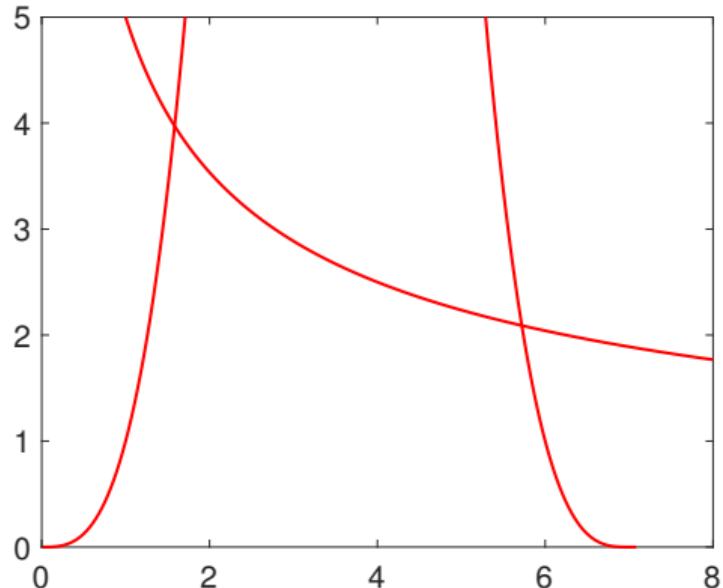
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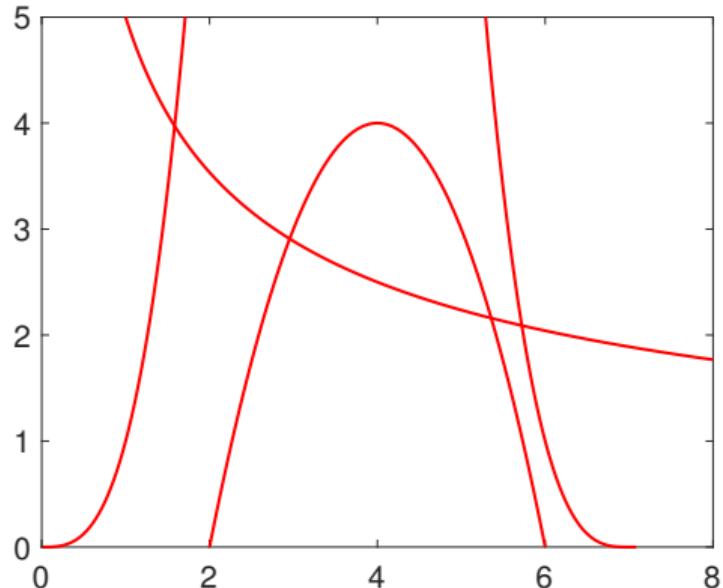
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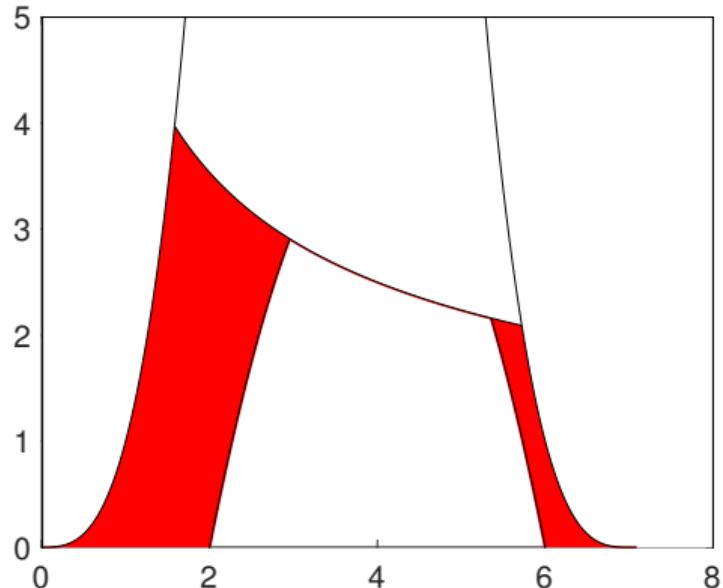
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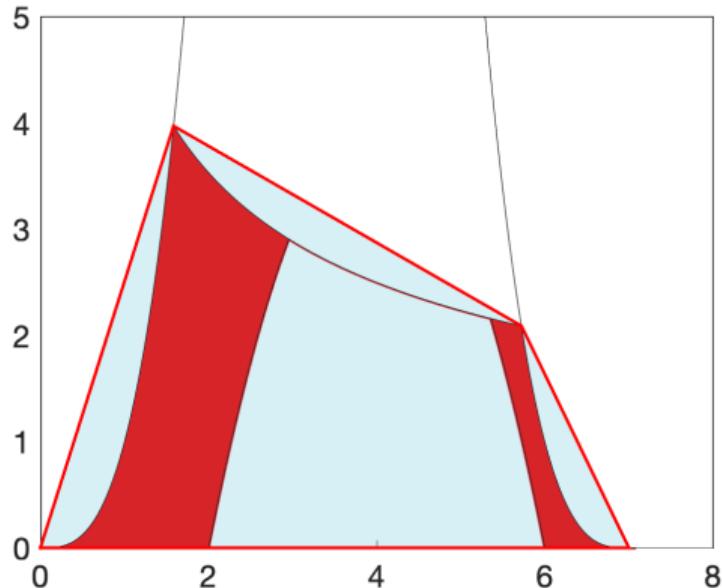
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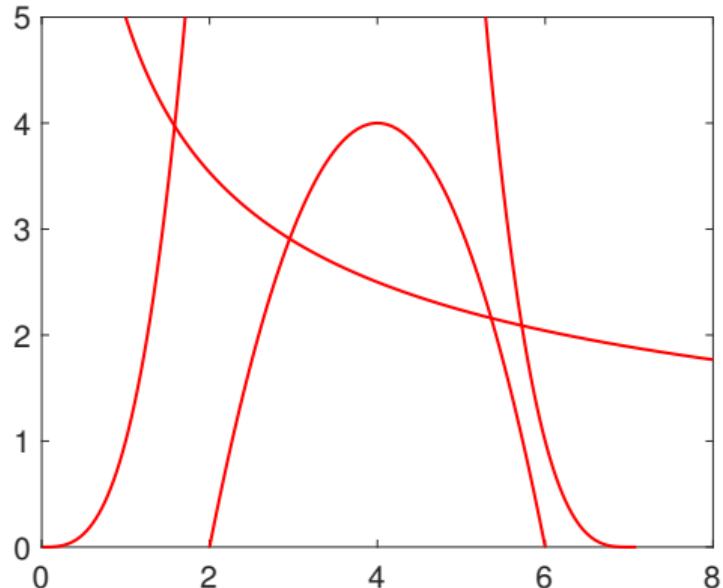
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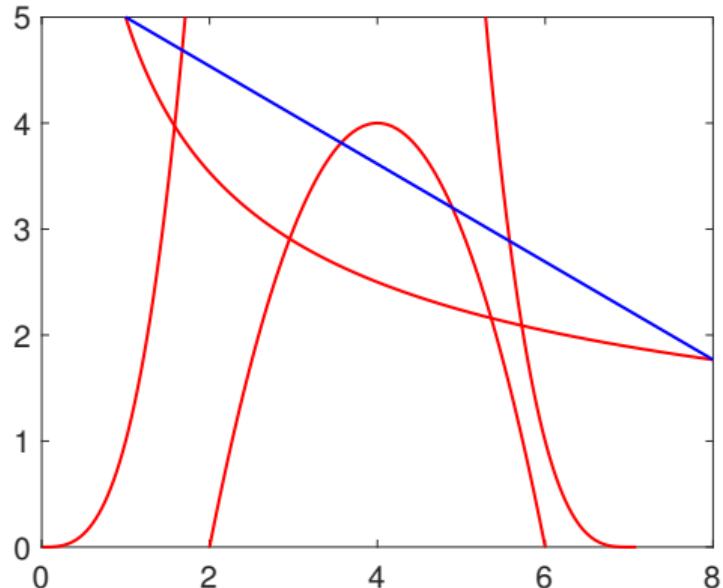
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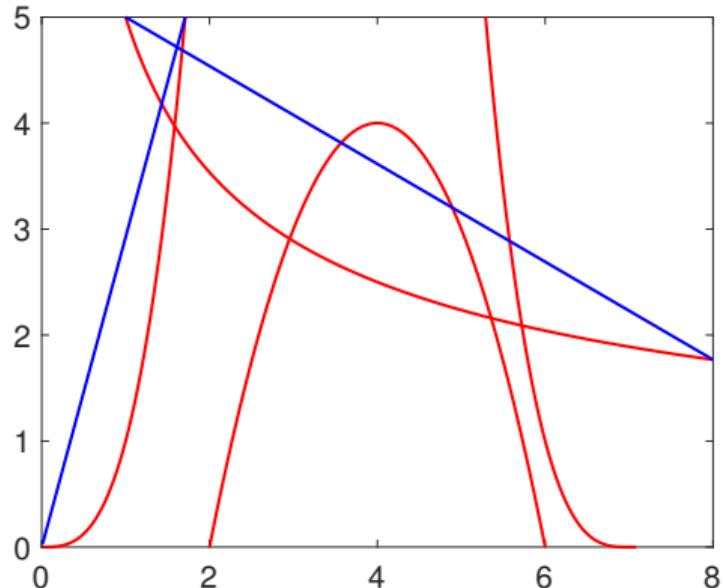
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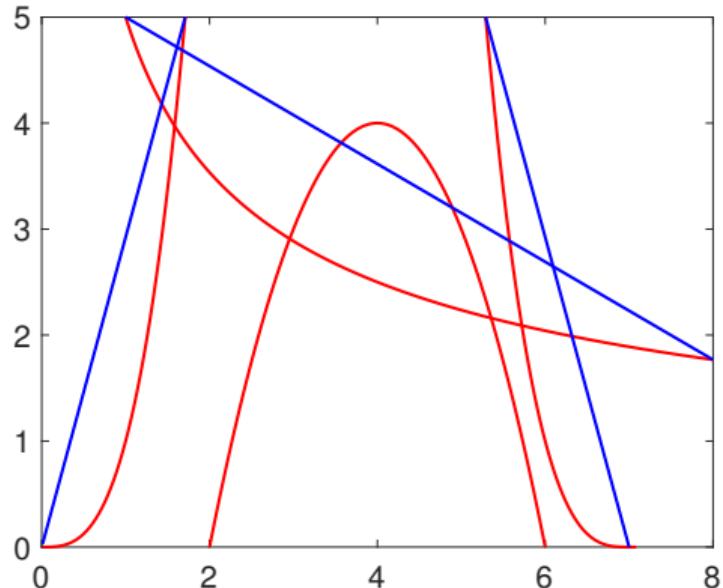
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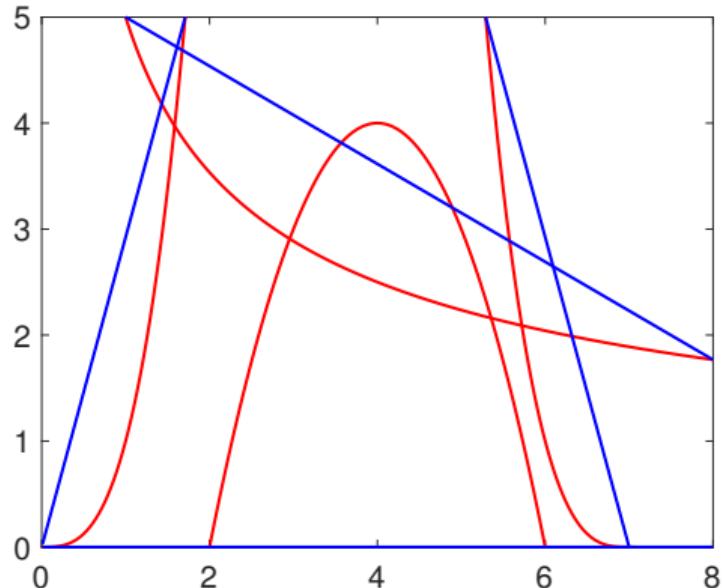
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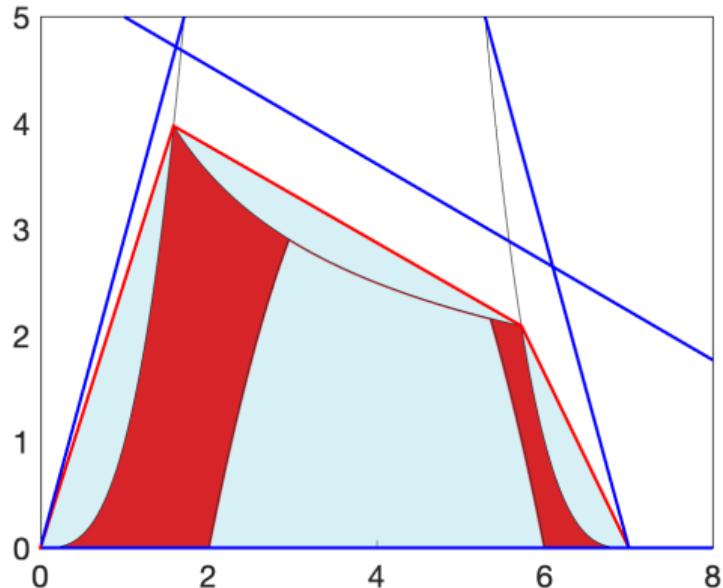
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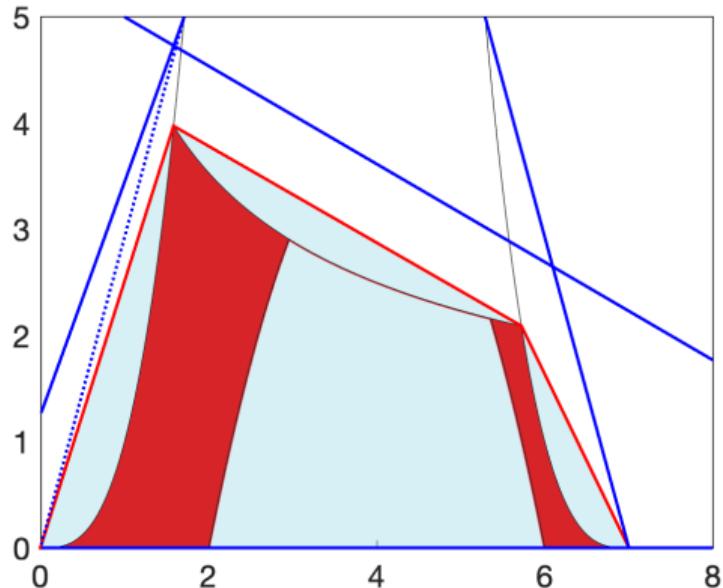
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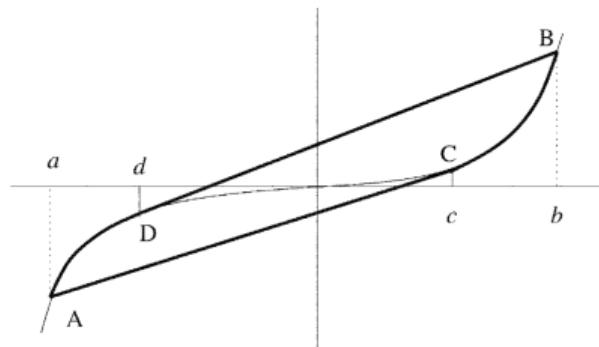


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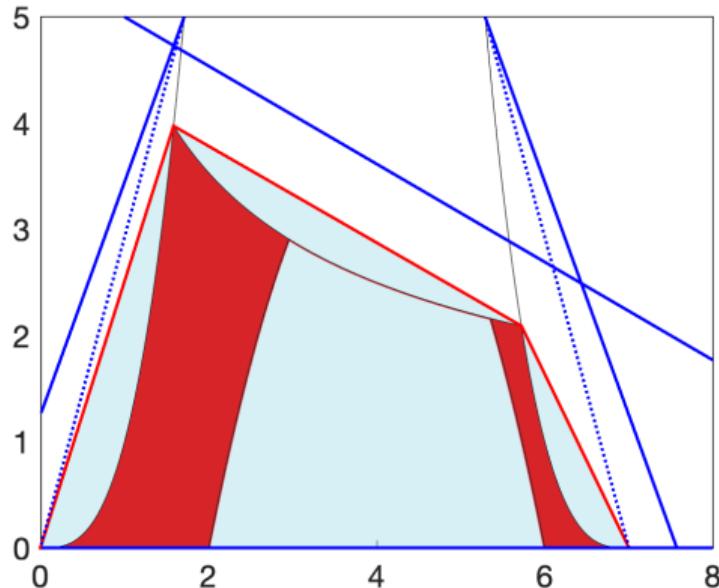


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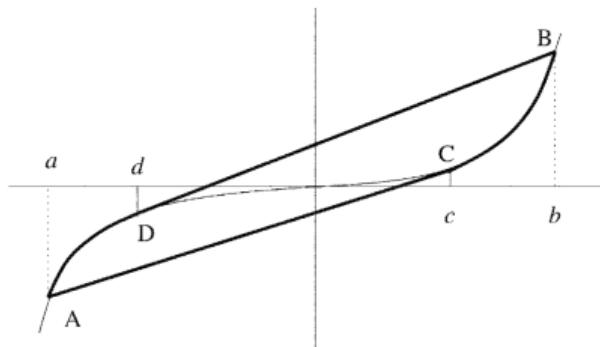


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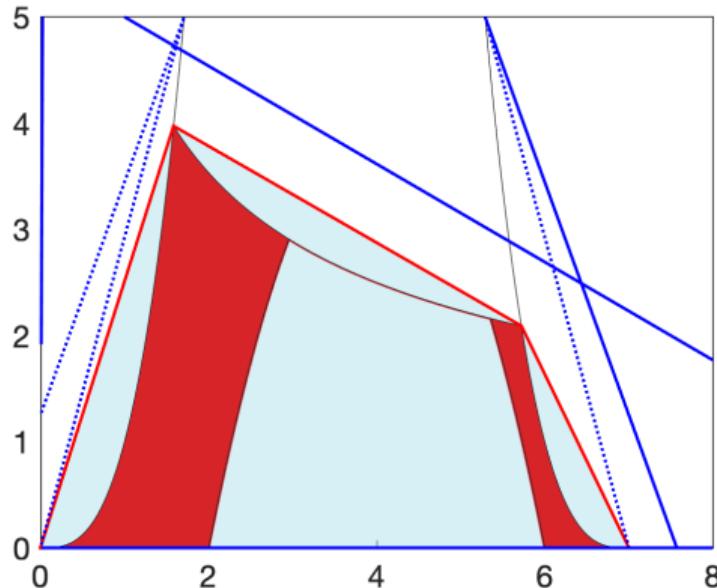


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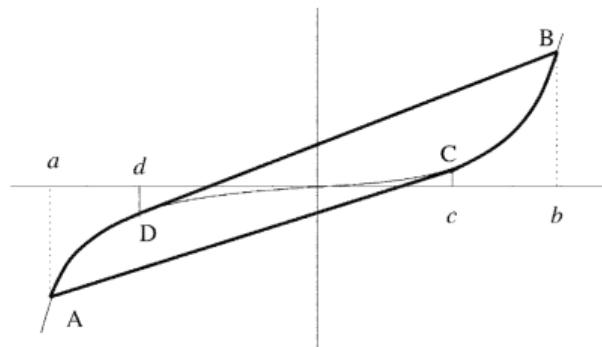
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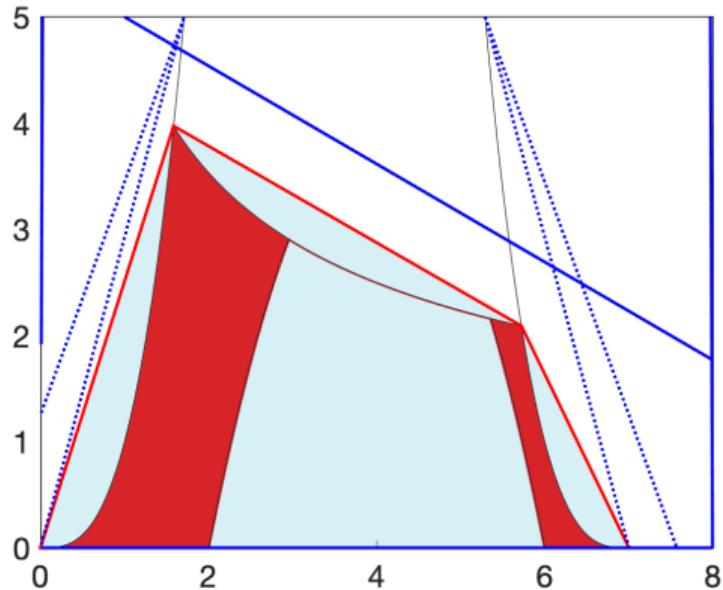


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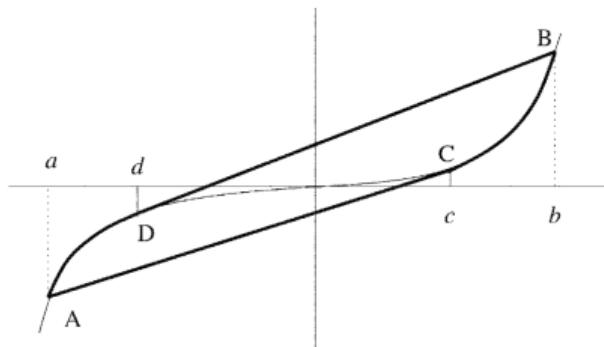
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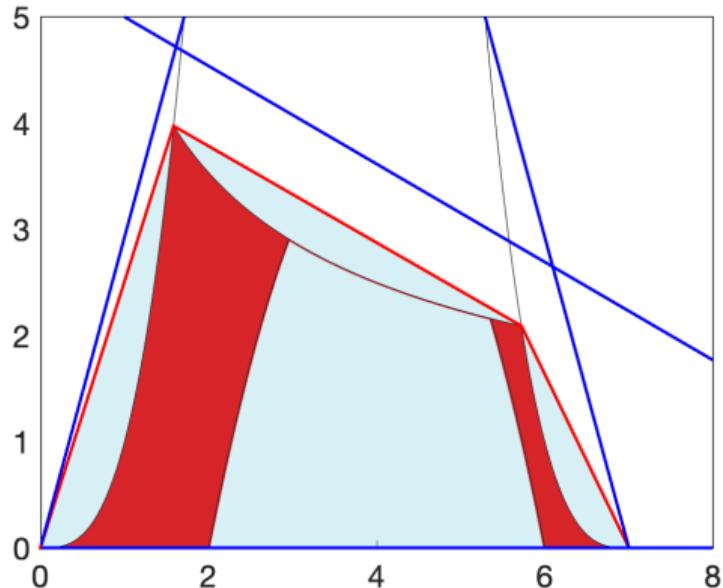


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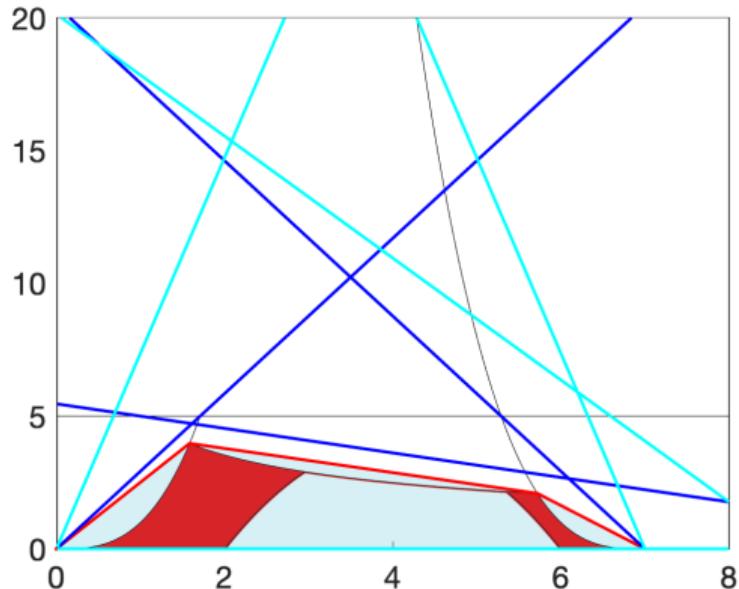
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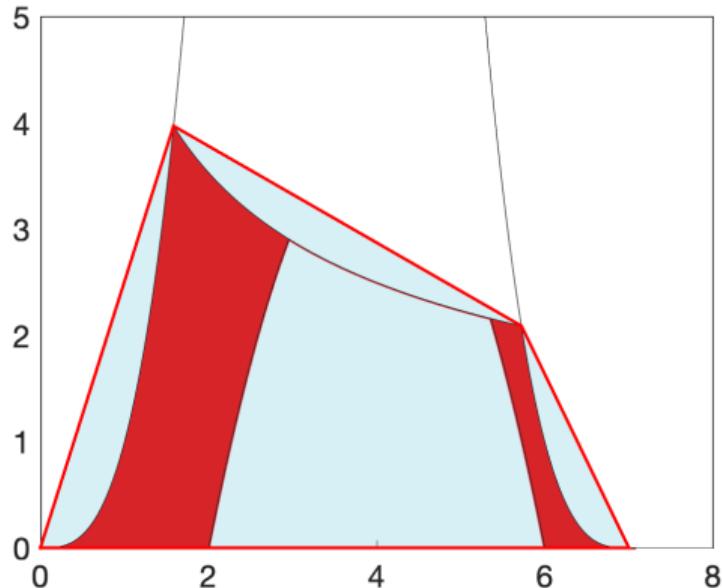
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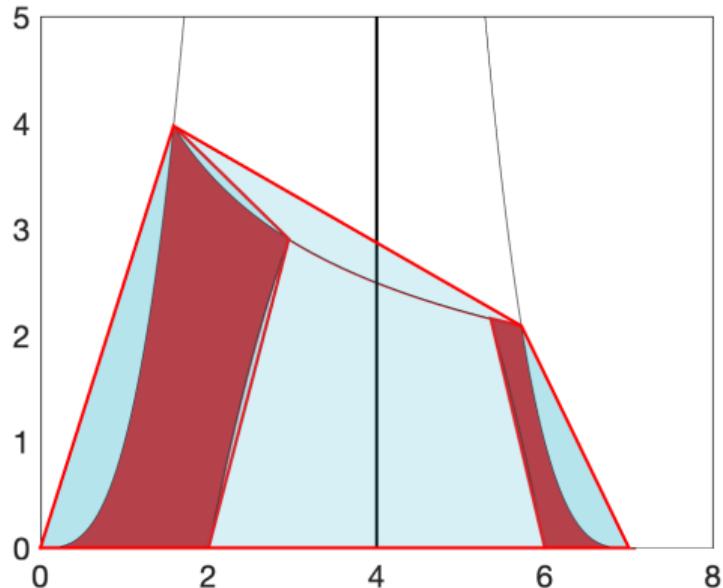
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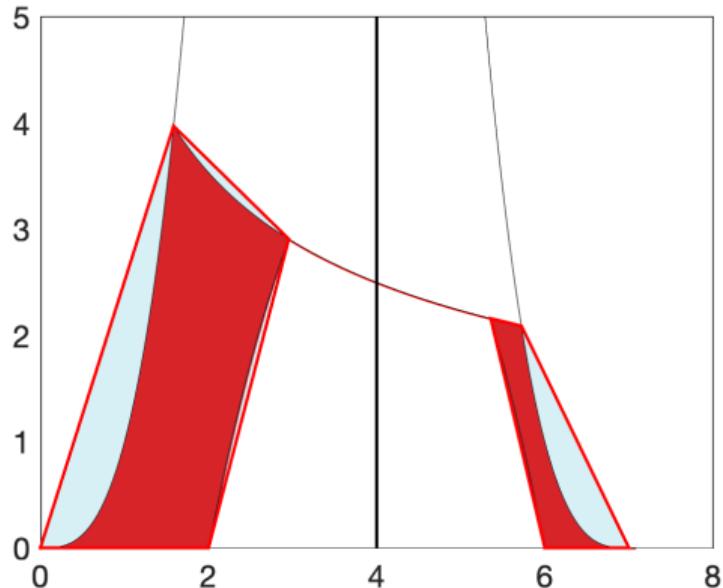
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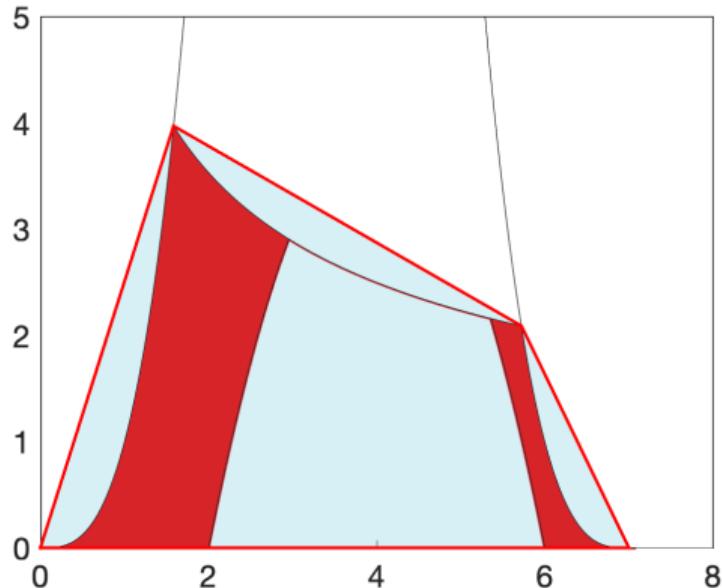
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$$-\sqrt{\frac{25}{x_1}} \quad +x_2 \leq 0$$

$$-1 \cdot x_1^3 \quad +x_2 \leq 0$$

$$(x_1 - 7)^3 \quad +x_2 \leq 0$$

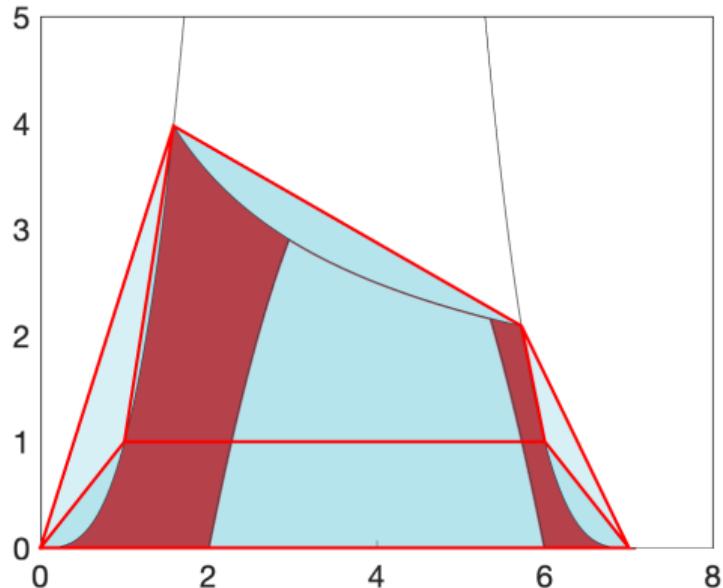
$$-1 \cdot (x_1 - 4)^2 \quad -x_2 \leq -4$$

### Required solver elements

Structure detection • Relaxations • Variable bounds • Branching decisions • Primal heuristics

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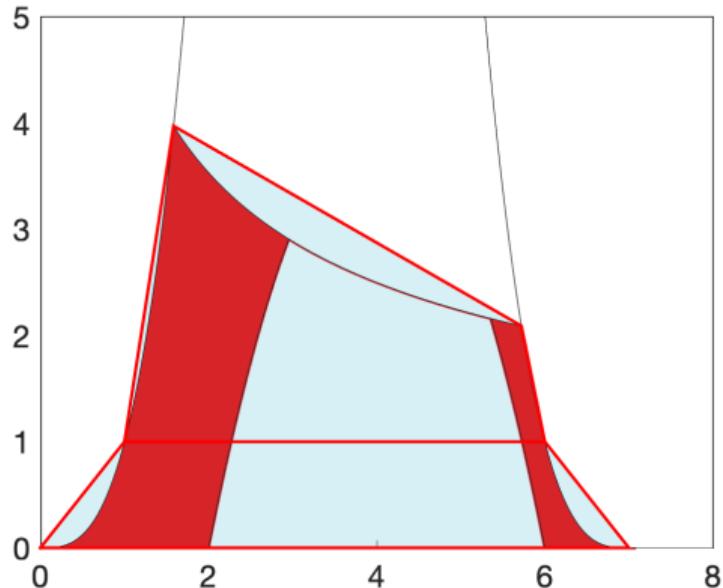
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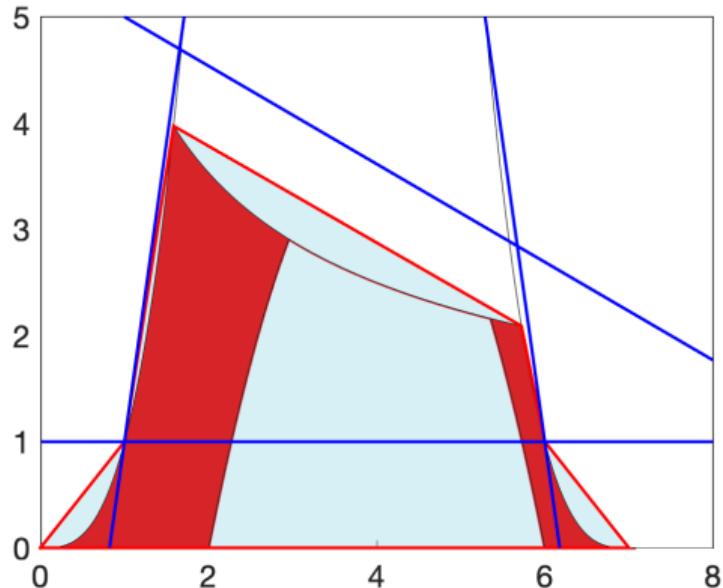
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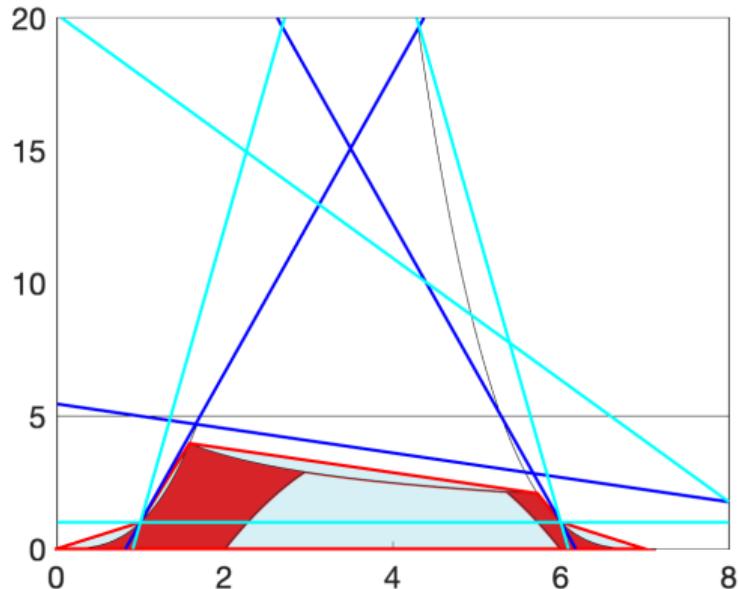
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# Outline

## 1 Definitions & solvers

## 2 Data structures

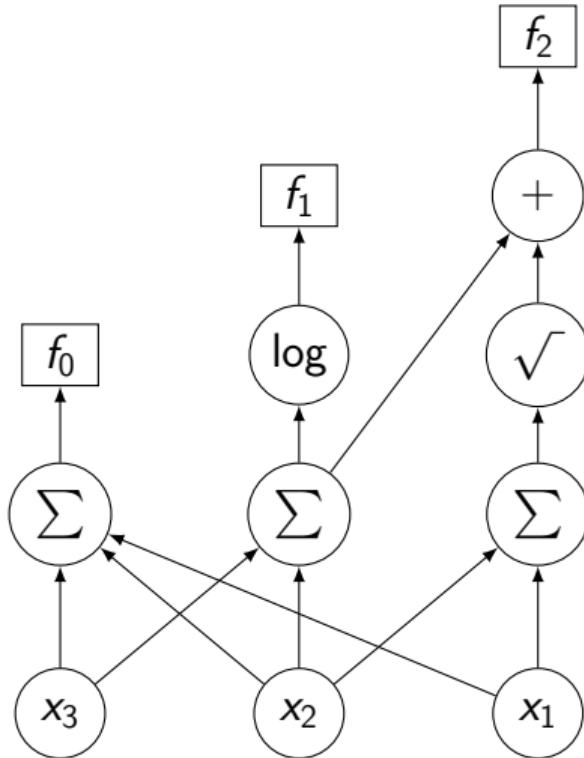
- Automatic recognition vs disciplined programming

## 3 Branch & bound components

- Relaxations
- Branching
- Bounds tightening
- Primal heuristics
- Cutting planes

## 4 Challenges

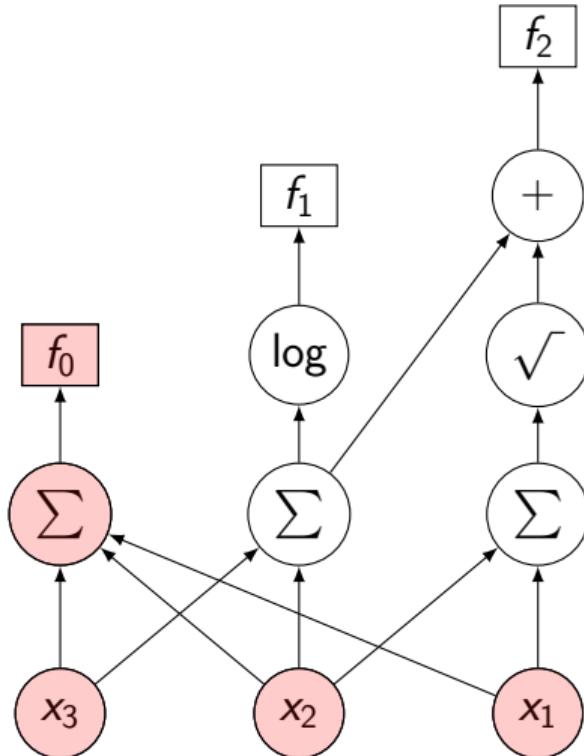
## Data structures: Directed acyclic graph<sup>9</sup>



$$\begin{aligned} & \min_{x_1, x_2, x_3} && x_1 + x_2 + x_3 \\ \text{s.t. } & && \log(x_2 - x_3) \geq 0 \\ & && x_2 - x_3 + \sqrt{x_1 + x_2} \leq 2 \\ & && \mathbf{x} \in [\mathbf{x}^L, \mathbf{x}^U] \end{aligned}$$

<sup>9</sup>Smith and Pantelides [1999], Belotti et al. [2009], Liberti et al. [2010], Liberti [2012], Misener and Floudas [2014], Vigerske and Gleixner [2018], Ceccon et al. [2020]

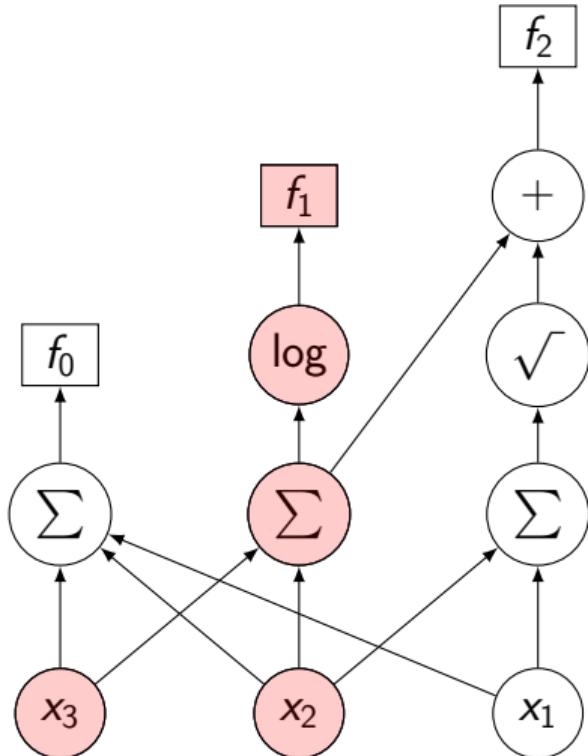
## Data structures: Directed acyclic graph<sup>9</sup>



$$\begin{aligned} & \min_{x_1, x_2, x_3} \quad \mathbf{x}_1 + \mathbf{x}_2 + \mathbf{x}_3 \\ \text{s.t.} \quad & \log(x_2 - x_3) \geq 0 \\ & x_2 - x_3 + \sqrt{x_1 + x_2} \leq 2 \\ & \mathbf{x} \in [\mathbf{x}^L, \mathbf{x}^U] \end{aligned}$$

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## Data structures: Directed acyclic graph<sup>9</sup>



$$\min_{x_1, x_2, x_3} x_1 + x_2 + x_3$$

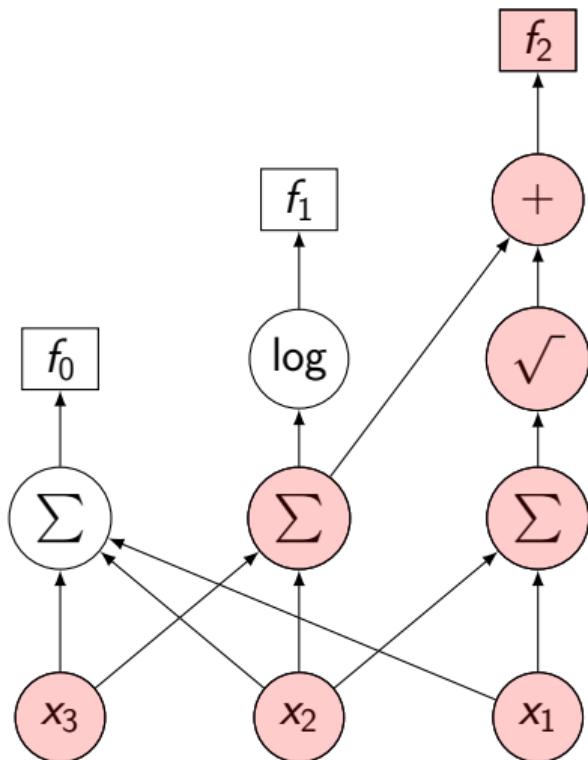
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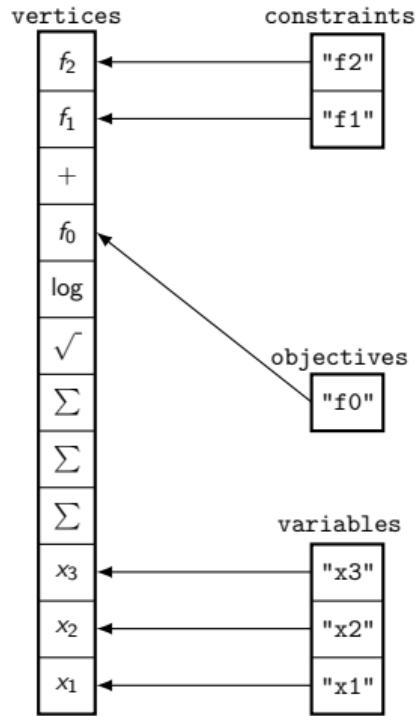
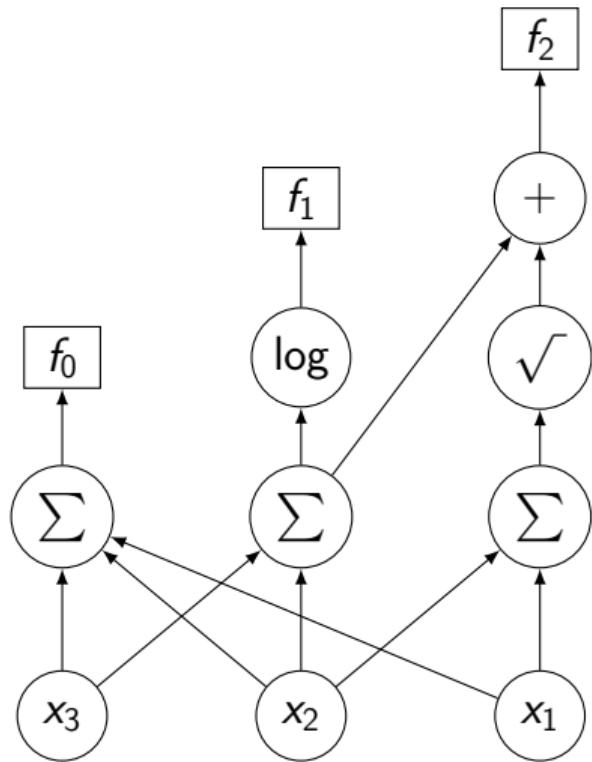
## Data structures: Directed acyclic graph<sup>9</sup>



$$\begin{aligned} & \min_{x_1, x_2, x_3} x_1 + x_2 + x_3 \\ \text{s.t. } & \log(x_2 - x_3) \geq 0 \\ & x_2 - x_3 + \sqrt{x_1 + x_2} \leq 2 \\ & \mathbf{x} \in [\mathbf{x}^L, \mathbf{x}^U] \end{aligned}$$

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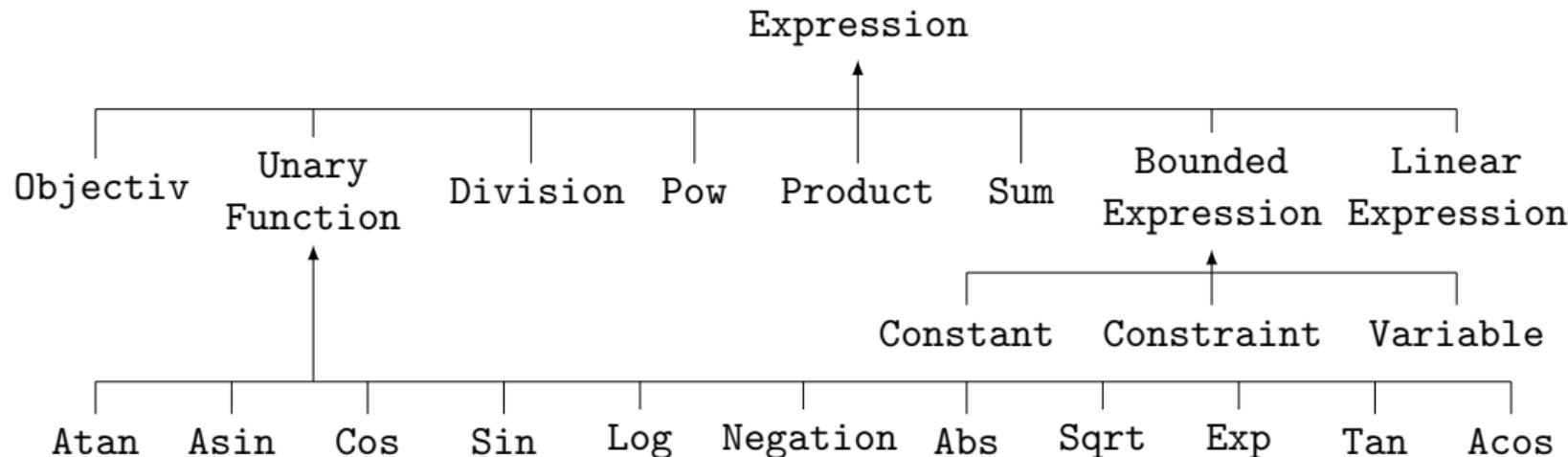
# Data structures: Directed acyclic graph<sup>9</sup>



DAG may store vertices in vector, e.g. by depth.

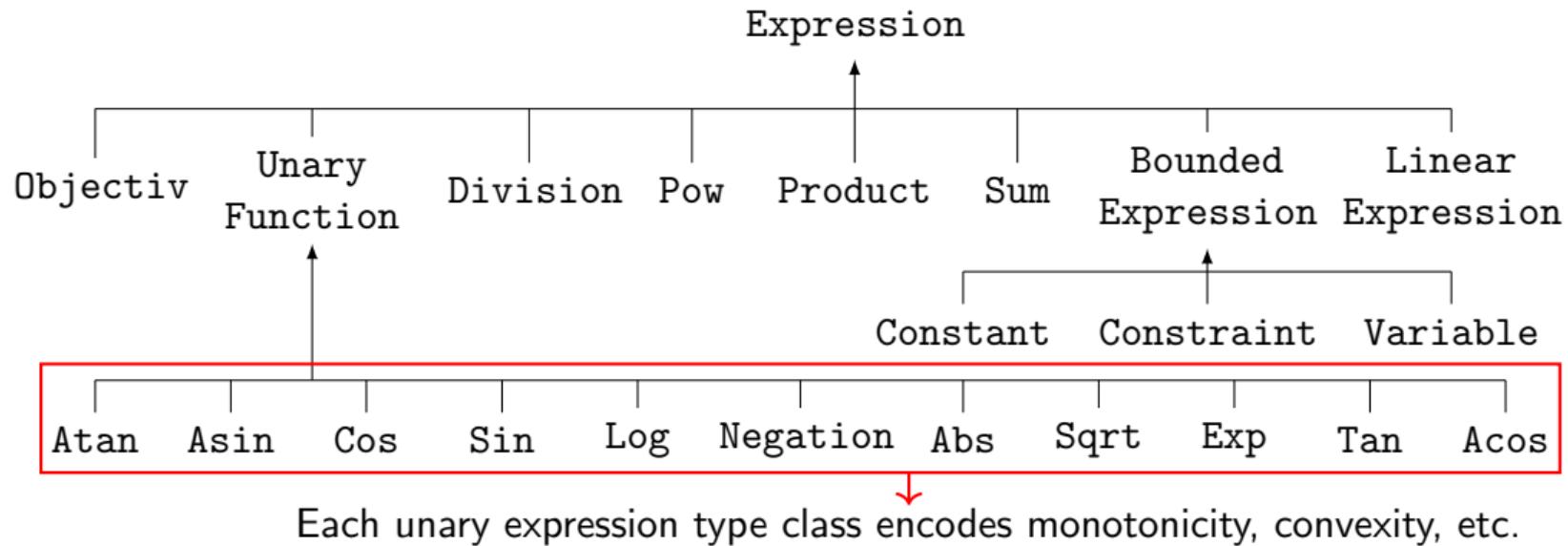
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## Data structures: Hard-coded expression types



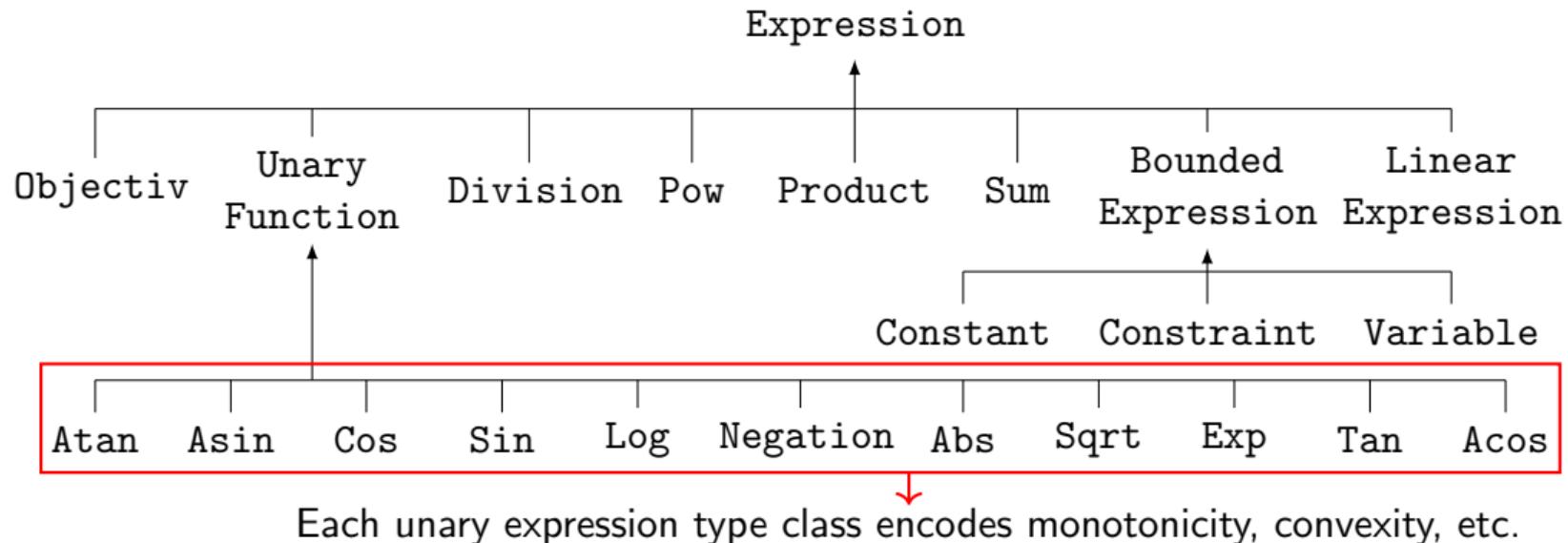
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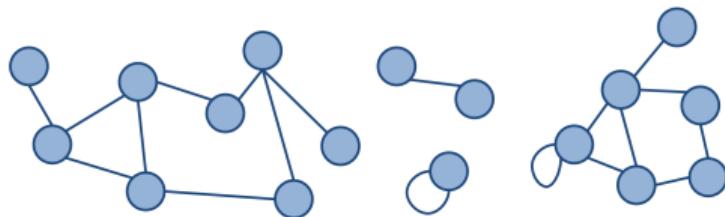


We can hard-code additional rules<sup>10</sup>

Indicator • Second-order cone • Signomial • {Tri-, Quadri-}linear

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# Data structures: Undirected [weighted] graph



$$\min_{\mathbf{x}, \mathbf{X}} Q_0 \bullet \mathbf{X} + c_0^T \mathbf{x} + b_0$$

$$Q_k \bullet \mathbf{X} + c_k^T \mathbf{x} \leq b_k \quad \forall k \in K$$

$$\mathbf{X} = \mathbf{x} \mathbf{x}^T$$

$$\mathbf{x} \in [\mathbf{x}^L, \mathbf{x}^U]$$

Quadratic  $G(V, E)$

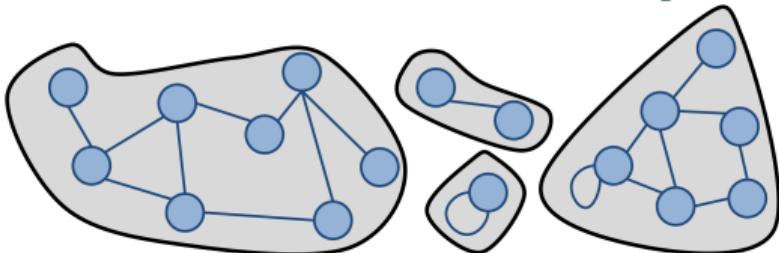
- $V$  Vertex  $\Rightarrow$  Variable
- $E$  Edge  $\Rightarrow$  Bilinear term
- [ Weight  $\Rightarrow$  Coefficient ]

$$V = \{1, 2, \dots, N\}$$

$$E = \{ \{i, j\} \in V \times V \mid i > j, \exists k \in K \text{ s.t. } Q_{ij}^{(k)} \neq 0 \}$$

$$12 \cdot x_1^2 - 6 \cdot x_1 \cdot x_2 + 6 \cdot x_2^2 - 6.3 \cdot x_3^2 + x_4^2$$

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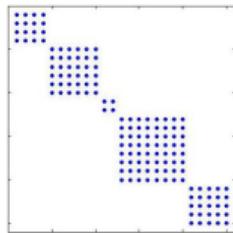
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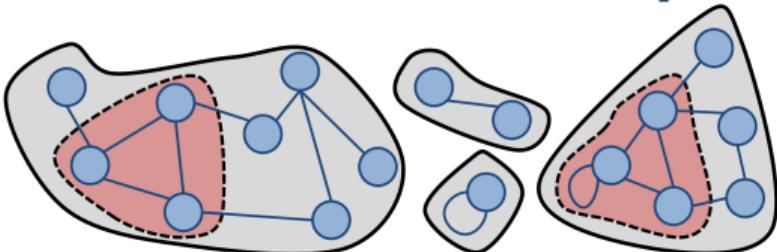
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$$\underbrace{12 \cdot x_1^2 - 6 \cdot x_1 \cdot x_2 + 6 \cdot x_2^2}_{MT1} - \underbrace{6.3 \cdot x_3^2}_{MT2} + \underbrace{x_4^2}_{MT3}$$

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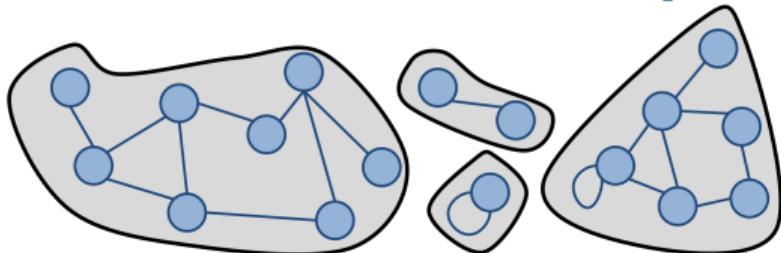
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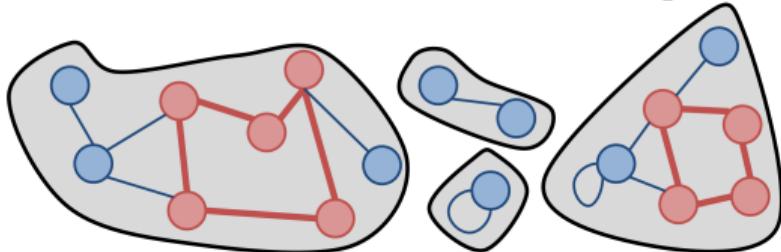
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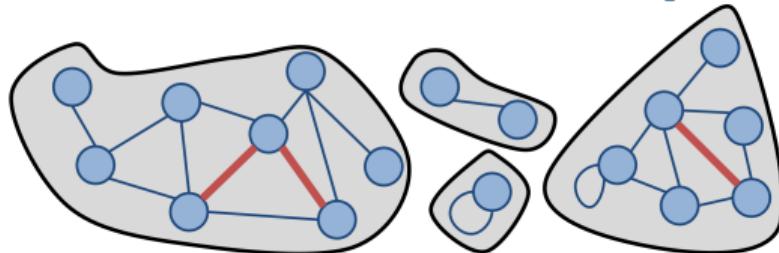
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Strengthening with chordal extensions<sup>11</sup>

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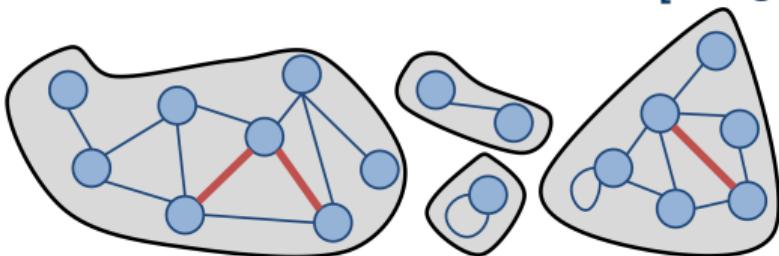
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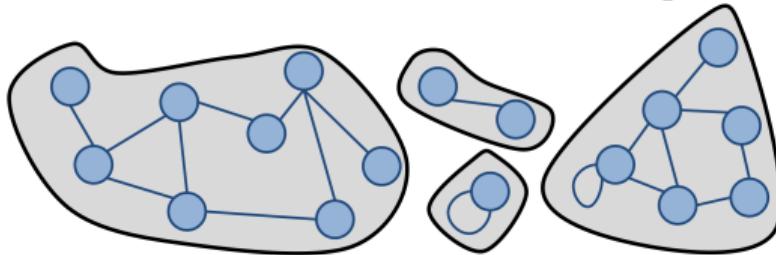
Strengthening with chordal extensions<sup>11</sup>

Extension to multilinear polynomials<sup>12</sup>

Use a hypergraph to allow an edge to join any number of vertices

<sup>11</sup>Fukuda et al. [2001], Nakata et al. [2003], Baltean-Lugojan et al. [2018], Eltved et al. [2019], <sup>12</sup>Bao et al. [2015], Del Pia and Khajavirad [2018], Del Pia et al. [2018]

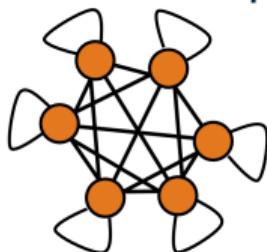
# Data structures: Undirected [weighted] graph<sup>13</sup>



Quadratic  $G(V, E)$

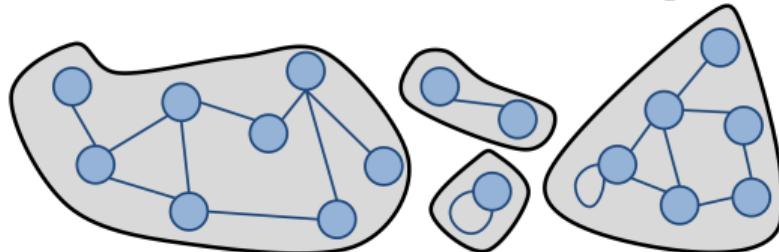
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Common patterns



<sup>13</sup>Misener and Floudas [2012, 2013], Misener et al. [2015]

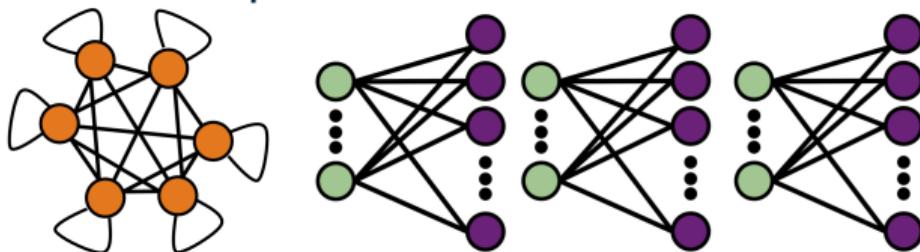
# Data structures: Undirected [weighted] graph<sup>13</sup>



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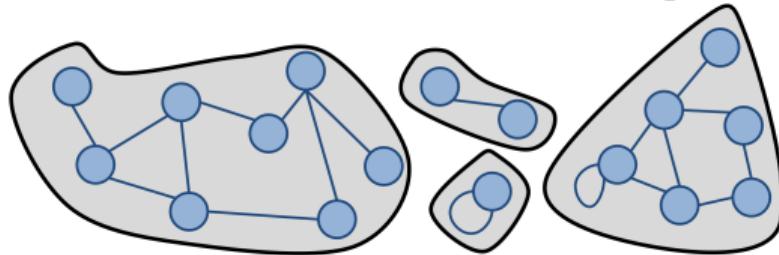
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## Common patterns



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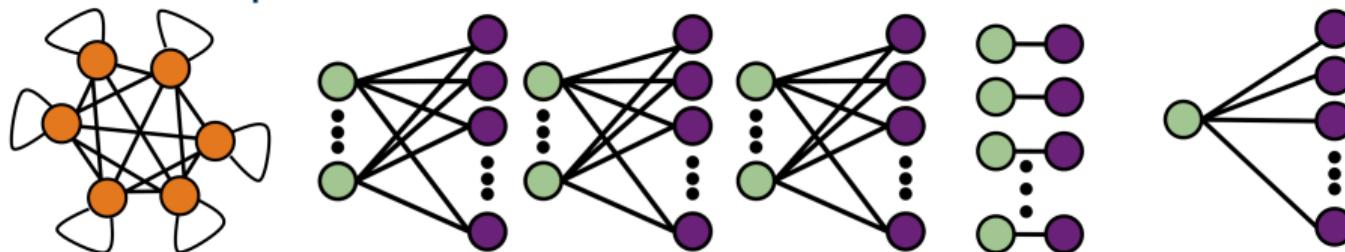
## Data structures: Undirected [weighted] graph<sup>13</sup>



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### Common patterns



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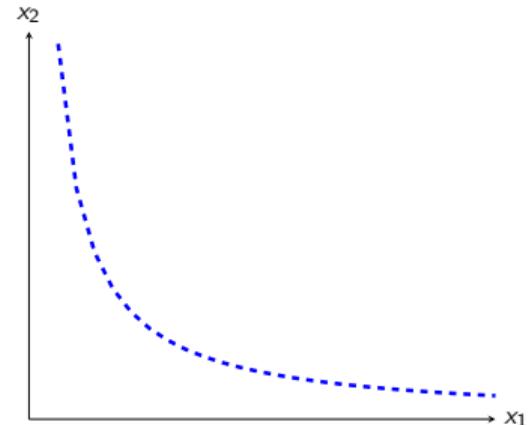
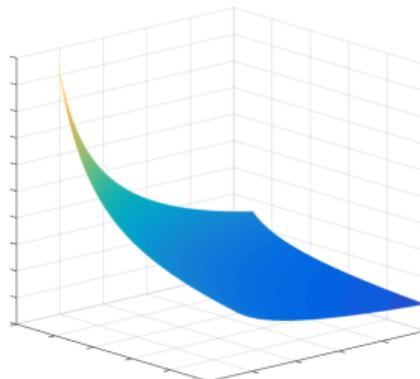
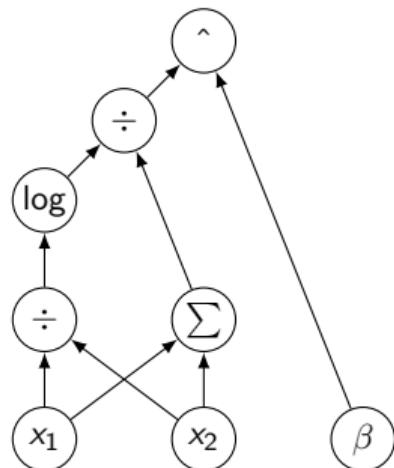
- Relaxations
- Branching
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- Cutting planes

## 4 Challenges

# Convex substructures in heat recovery networks

Logarithmic mean temperature difference concave if  $-1 \leq \beta \leq 0$  and convex if  $\beta \geq 0$ <sup>14</sup>:

$$\text{RecLMTD}^{\beta}(x_1, x_2) = \begin{cases} \left( \frac{\ln(x_1/x_2)}{x_1 - x_2} \right)^{\beta} & x_1 \neq x_2, \\ 1/x_1^{\beta} & x_1 = x_2, \end{cases} \quad x_1, x_2 \in \mathbb{R}_+, \beta \geq -1.$$

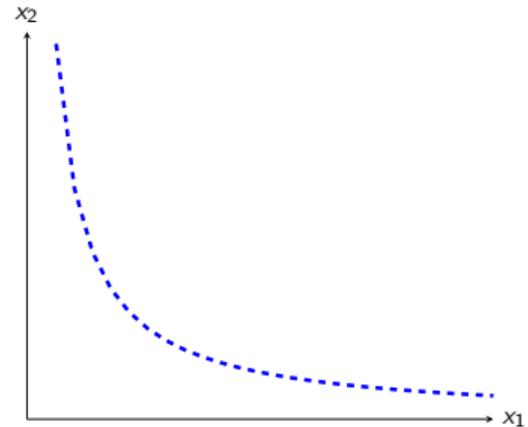
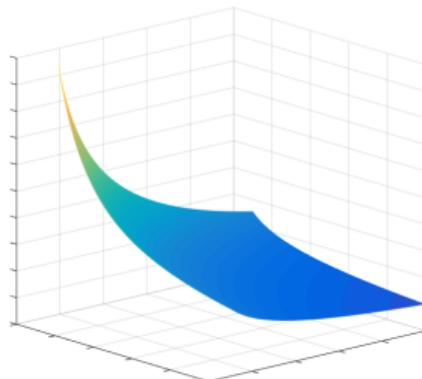
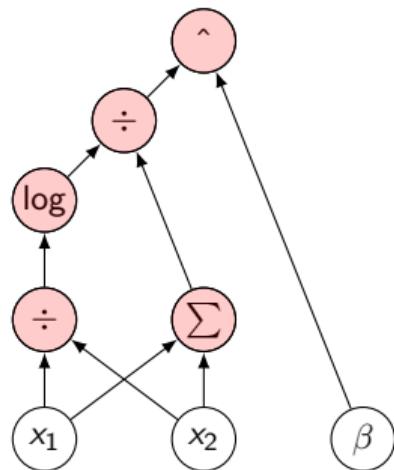


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# Convex substructures in heat recovery networks

Logarithmic mean temperature difference concave if  $-1 \leq \beta \leq 0$  and convex if  $\beta \geq 0$ <sup>14</sup>:

$$\text{RecLMTD}^{\beta}(x_1, x_2) = \begin{cases} \left( \frac{\ln(x_1/x_2)}{x_1 - x_2} \right)^{\beta} & x_1 \neq x_2, \\ 1/x_1^{\beta} & x_1 = x_2, \end{cases} \quad x_1, x_2 \in \mathbb{R}_+, \beta \geq -1.$$

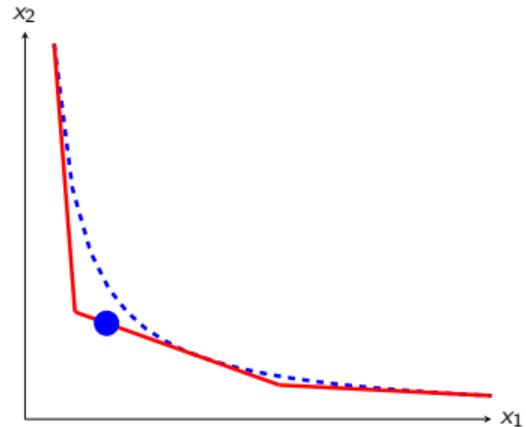
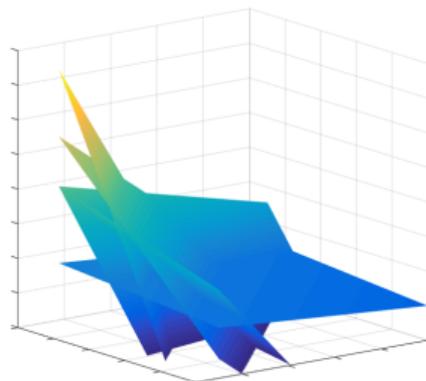
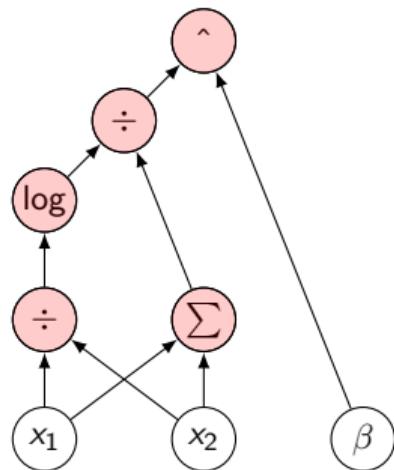


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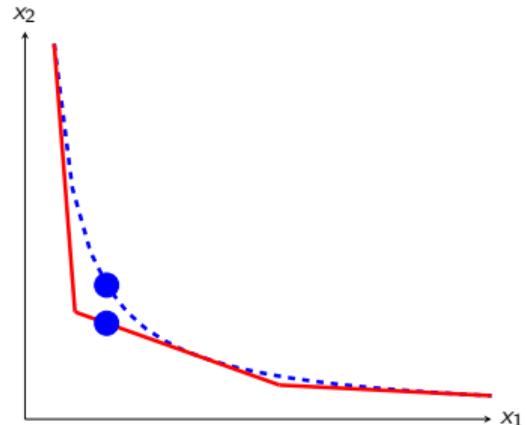
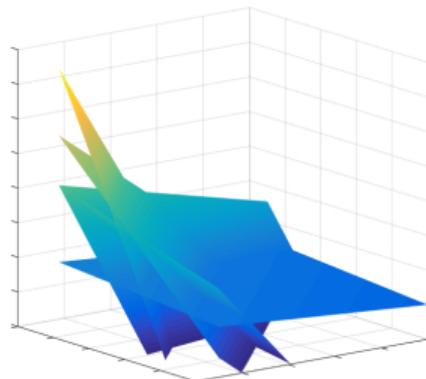
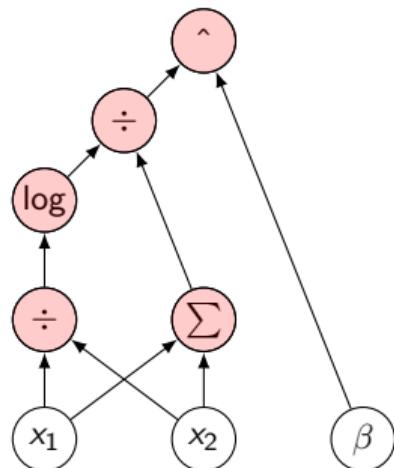


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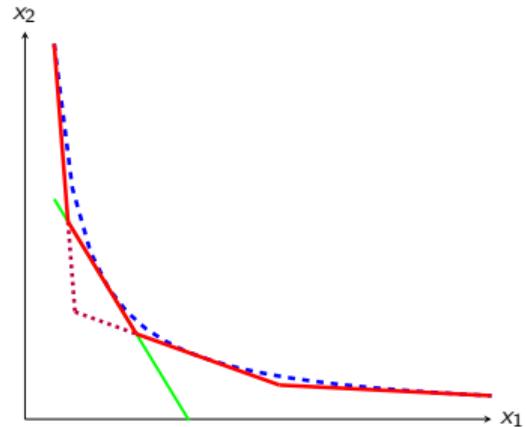
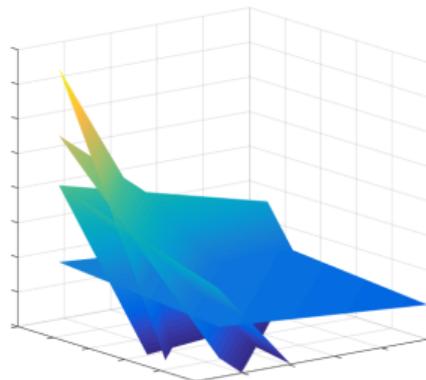
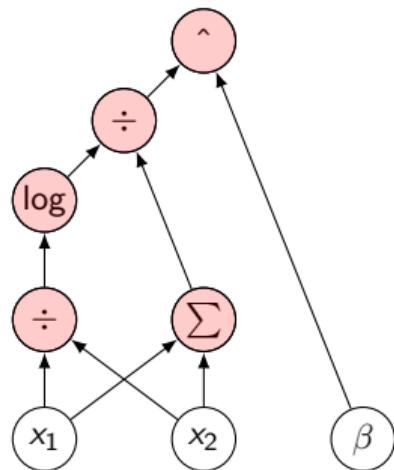


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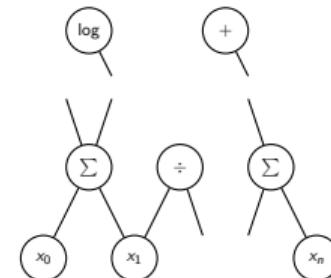
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# Automatic convexity detection

## Tree-walking rules [Fourer et al., 2010]

Recursively apply convexity rules to expression trees:

$$k = g_1 \circ g_2, g_1 \text{ convex \& nondecreasing}, g_2 \text{ convex} \implies k \text{ convex}$$



$$\begin{bmatrix} \frac{\partial^2 f}{\partial x_0^2} & \cdots & \frac{\partial^2 f}{\partial x_0, \partial x_n} \\ \vdots & & \vdots \\ \frac{\partial^2 f}{\partial x_n, \partial x_0} & \cdots & \frac{\partial^2 f}{\partial x_n^2} \end{bmatrix}$$

## Hessian computation [Nenov et al., 2004]

Compute *Hessian sign* with Automatic Differentiation

## Sampling [Chinneck, 2001]

Test convexity property by empirical sampling

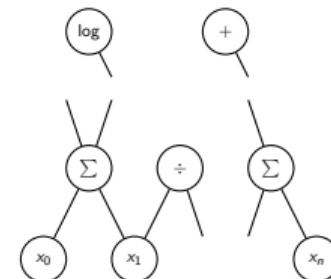


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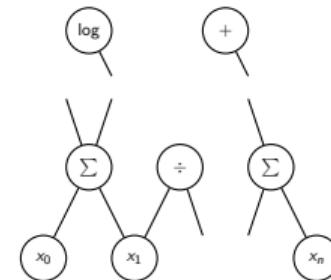


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## Solver software strategies

Assume functions are convex (DICOPT, SHOT) • Tag functions as convex (BARON) •  
Automatic detection (ANTIGONE, BARON, SCIP)

## Automatic convexity detection is brittle

Missing hard-coded rule? Get factorable programming decomposition

$$\text{RecLMTD}^\beta(x_1, x_2) = \left( \frac{\ln(x_1/x_2)}{x_1 - x_2} \right)^\beta \xrightarrow[\text{factored form}]{\quad} \begin{cases} v_1 = x_1/x_2 \\ v_2 = \ln v_1 \\ v_3 = x_1 - x_2 \\ v_4 = v_3/v_2 \\ v_5 = v_4^\beta \end{cases}$$

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Legacy code assumes different numerical strategies <sup>15</sup>

$$\text{RecLMTD}^\beta(x_1, x_2) \approx \left( \frac{\ln(x_1/(x_2 + \epsilon))}{x_1 - x_2} \right)^\beta$$

<sup>15</sup> Escobar and Grossmann [2010]

# Disciplined convex programming

Problems are *convex by construction* [Grant and Boyd, 2008]

Impose a set of conventions or rules:

- Atom library holds convex functions,
- Recursively apply expression rules,
- Allow a user to add new atoms to the library.

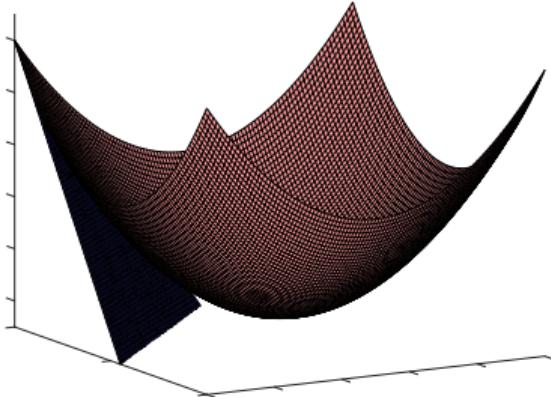
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Hybrid: Automatic detection & disciplined programming<sup>16</sup>



We need aspects of both

- Many important functions nonconvex!
- Convex substructures useful, e.g. for extended formulations

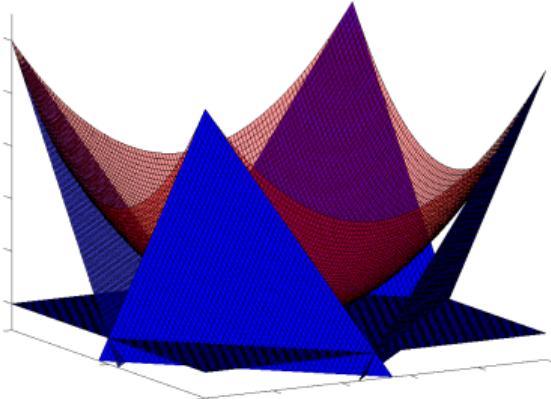
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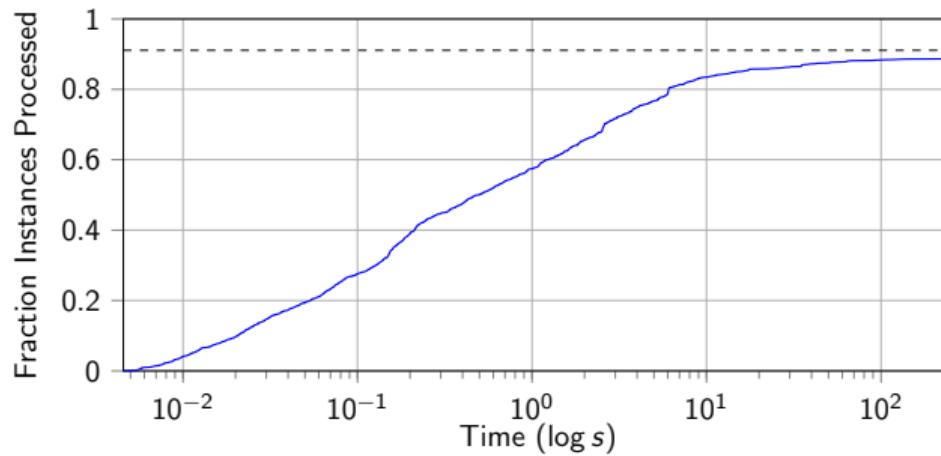


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# SUSPECT: MINLP special structure detector for Pyomo<sup>17</sup>

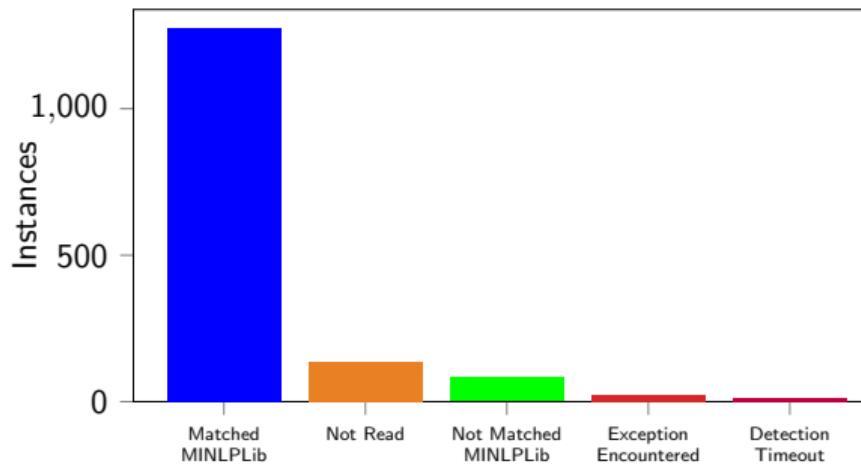
- GitHub: <https://github.com/cog-imperial/suspect>
- SUSPECT extends convexity and monotonicity detection with a plugin-based architecture
- Setuptools entry points handle plugin registration and loading
- The default installation includes plugins for:
  - ▶ Second-order cone • Perspective function • Fractional expressions



<sup>17</sup>Bussieck et al. [2003], Ceccon et al. [2020]

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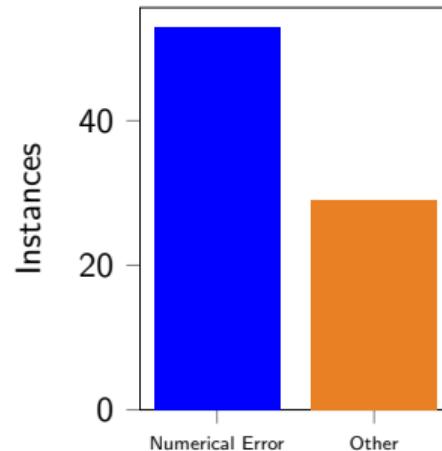
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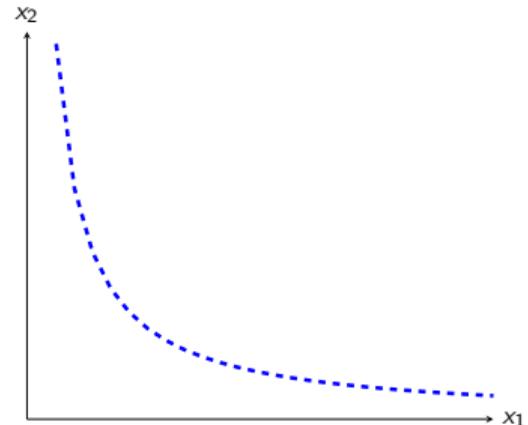
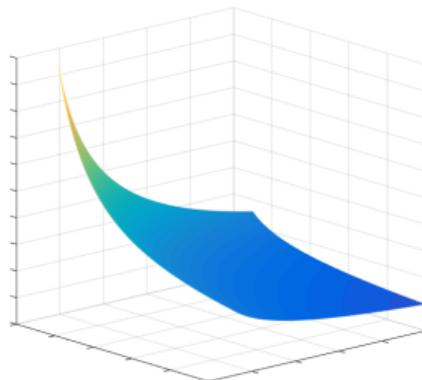
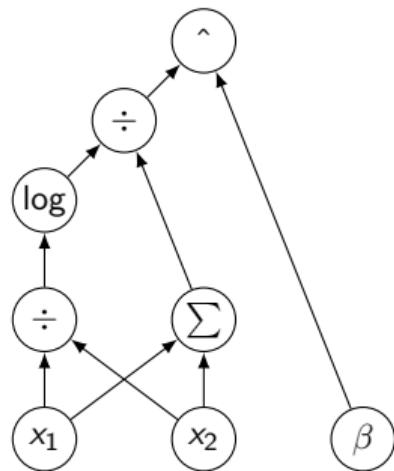


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## Extending SUSPECT: Example

Logarithmic mean temperature difference concave if  $-1 \leq \beta \leq 0$  and convex if  $\beta \geq 0$ <sup>18</sup>:

$$\text{RecLMTD}^{\beta}(x_1, x_2) = \begin{cases} \left( \frac{\ln(x_1/x_2)}{x_1 - x_2} \right)^{\beta} & x_1 \neq x_2, \\ 1/x_1^{\beta} & x_1 = x_2, \end{cases} \quad x_1, x_2 \in \mathbb{R}_+, \beta \geq -1.$$

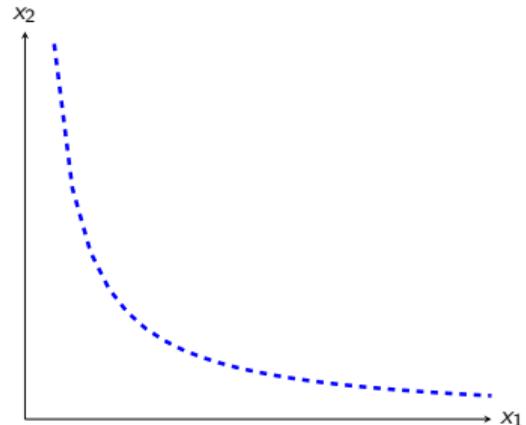
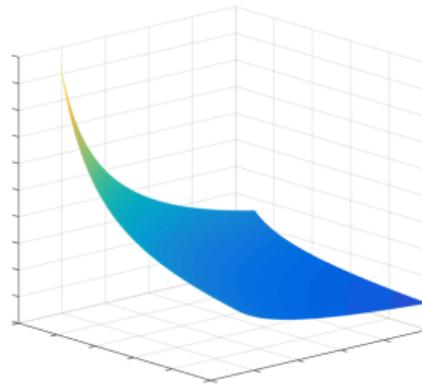
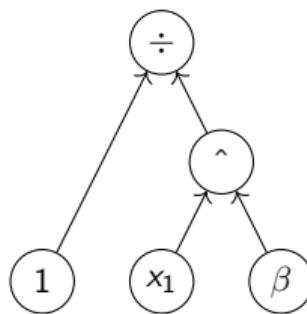


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# Extending SUSPECT: Example<sup>19</sup>

- ① Register the detector using setuptools entry points in setup.py

```
setup(entry_points={  
    'suspect.convexity_detection':  
        ['rec_lmtd=rec_lmtd_detector.RecLMTDDetector']  
})
```

- ② Subclass suspect.ext.ConvexityDetector and register rules

```
class RecLMTDDetector(ConvexityDetector):  
    def register_rules(self):  
        return [  
            RecLMTDRule(),  
            RecRule(),  
        ]
```

- ③ Implement rules returning Convexity & Monotonicity information if known, None otherwise

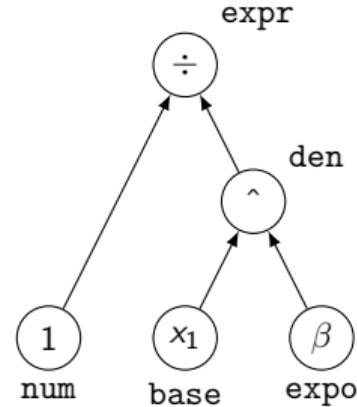
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# Extending SUSPECT: Example<sup>20</sup>

```
class RecRule(Rule):
    root_expr = ExpressionType.Division

    def apply(self, expr, ctx):
        num, den = expr.children
        # numerator has to be 1.0
        if not num.is_constant() or exp.value != 1.0:
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        # denominator has to be power with beta >= -1.0
        if not den.expression_type == ExpressionType.Power:
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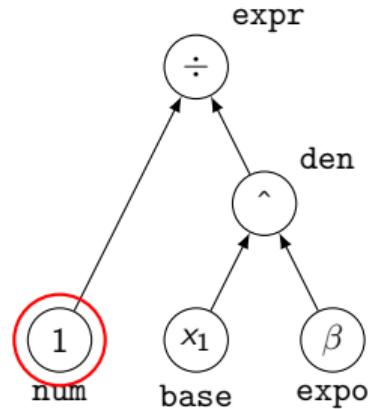


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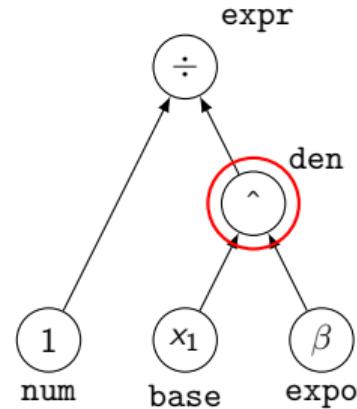


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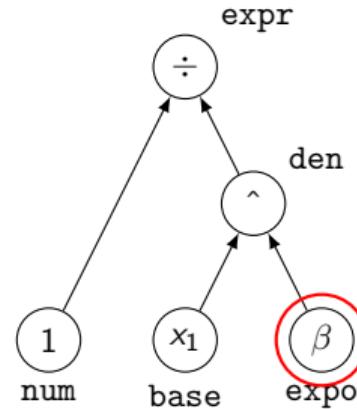


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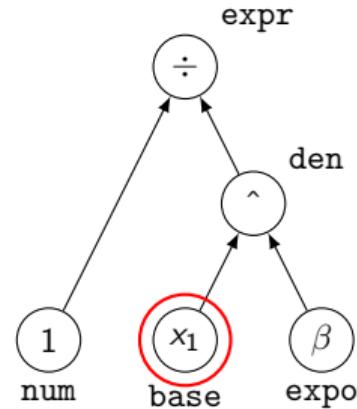


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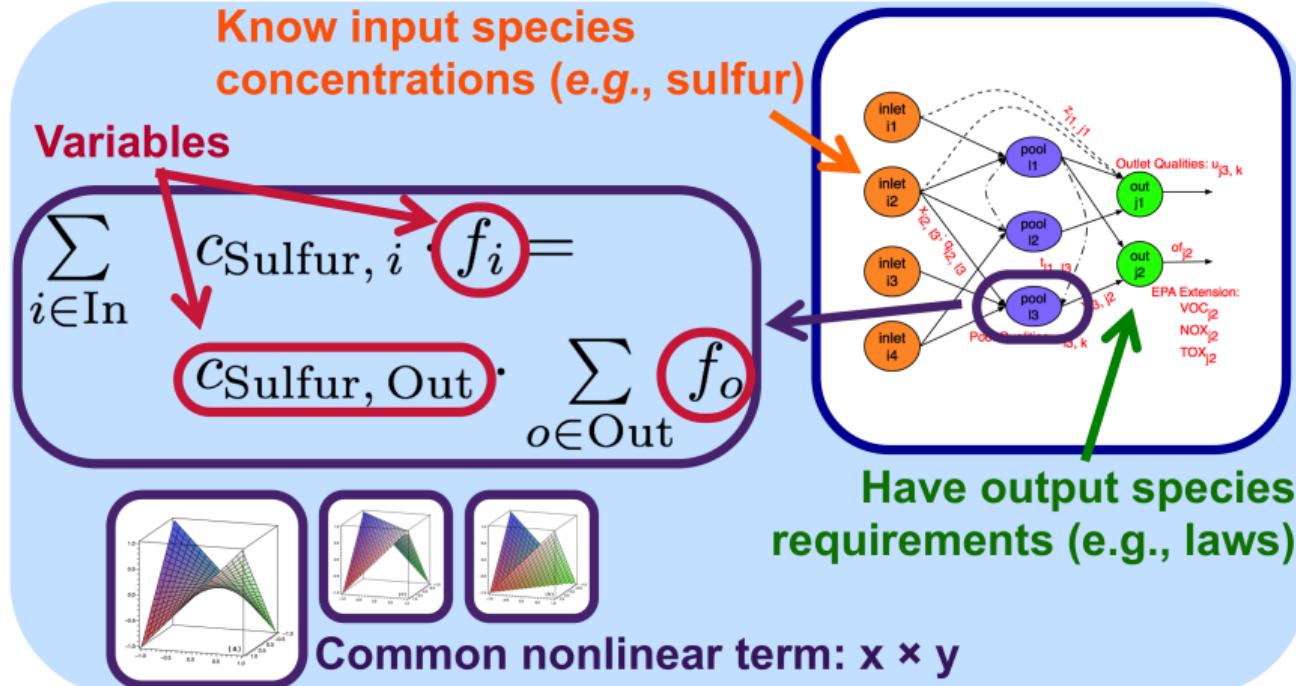
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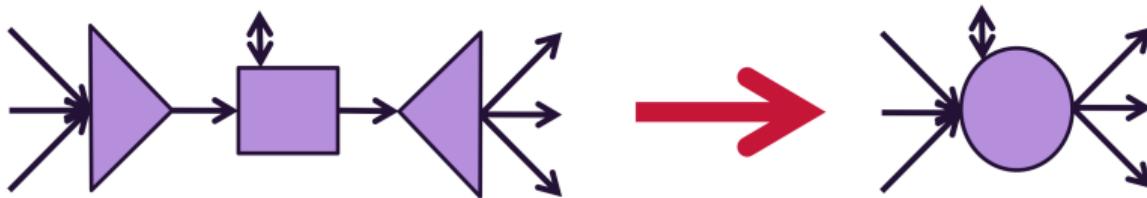
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# Structure beyond convexity: Pooling problem<sup>21</sup>



<sup>21</sup> **Branching** Dey et al. [2019] • **Relaxations** Adhya et al. [1999], Karuppiah and Grossmann [2006], Meyer and Floudas [2006], Misener et al. [2011], Dey and Gupte [2015], Gupte et al. [2017], Marandi et al. [2017], Dey et al. [2020] • **Cuts** Luedtke et al. [2020] • **Formulations** Alfaki and Haugland [2013], Boland et al. [2016] • **Special structure** Visweswaran and Floudas [1990], Baltean-Lugojan and Misener [2018]

## Structure beyond convexity: Local detection<sup>22</sup>



- Product disaggregation for convex relaxations & bounds tightening

$$\mathbf{p}_{\ell,k} \cdot \sum_{j \in J} \mathbf{f}_{\ell,j} = \sum_{j \in J} \mathbf{p}_{\ell,k} \cdot \mathbf{f}_{\ell,j}$$

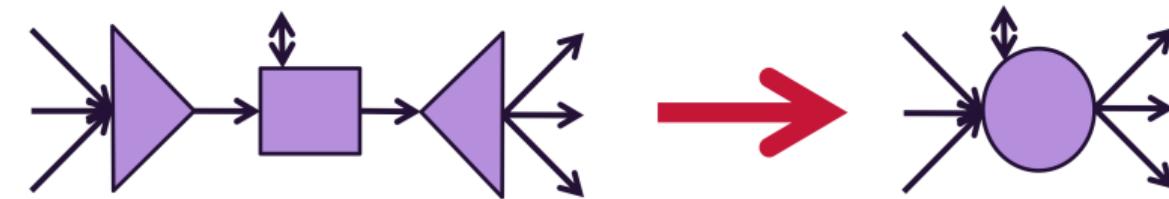
- Find products of linear equality equations & variables

$$\left( \sum_j a_{m,j} \cdot x_j - b_m \right) \cdot \mathbf{x}_i = \sum_j a_{m,j} \cdot x_j \cdot \mathbf{x}_i - b_m \cdot \mathbf{x}_i = 0$$

---

<sup>22</sup>Adams and Sherali [1990], Tawarmalani and Sahinidis [2002], Liberti and Pantelides [2006], Vigerske et al. [2012], Misener and Floudas [2013], Zorn and Sahinidis [2014], Misener et al. [2015]

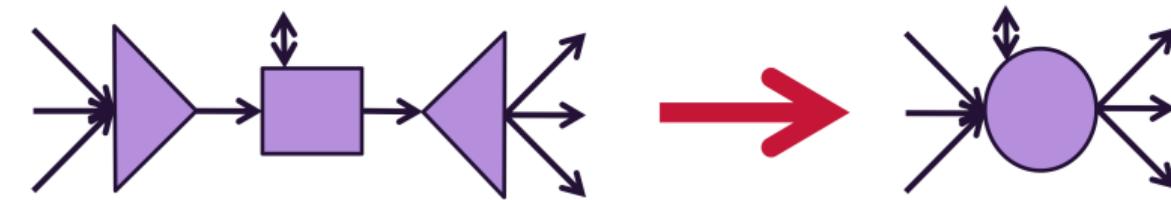
## Structure beyond convexity: Local detection<sup>22</sup>



Mixer	$\left\{ \begin{array}{l} \sum_i F_{M,i} = F_T^{IN} \\ \sum_i x_{M,i,j} \cdot F_{M,i} = x_{T,j}^{IN} \cdot F_T^{IN} \quad \forall j \in \{1, \dots, J\} \end{array} \right.$
Treatment	$\left\{ \begin{array}{l} F_T^{IN} = F_T^{OUT} \\ x_{T,j}^{IN} = \beta_{T,j} \cdot x_{T,j}^{OUT} \quad \forall j \in \{1, \dots, J\} \end{array} \right.$
Splitter	$\left\{ \begin{array}{l} F_T^{OUT} = \sum_i F_{S,i} \\ x_{T,j}^{OUT} = x_{T,i,j} \quad \forall i \in \{1, \dots, I\}; j \in \{1, \dots, J\} \end{array} \right.$

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## Structure beyond convexity: Local detection<sup>22</sup>



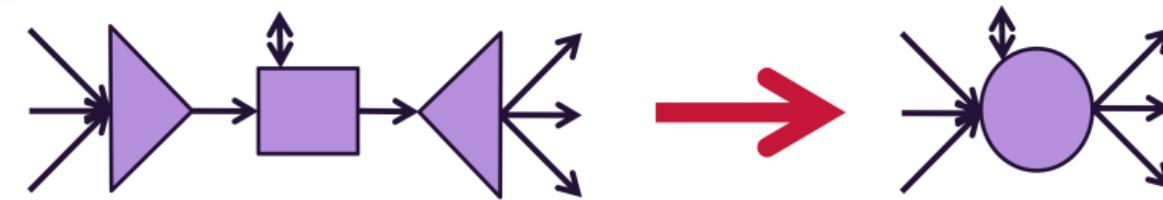
Mixer	$\left\{ \begin{array}{l} \sum_i F_{M,i} = F_T^{IN} \\ \sum_i x_{M,i,j} \cdot F_{M,i} = x_{T,j}^{IN} \cdot F_T^{IN} \quad \forall j \in \{1, \dots, J\} \end{array} \right.$
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# Structure beyond convexity: Local detection<sup>22</sup>

> 10× Speed-up for 10% of process networks

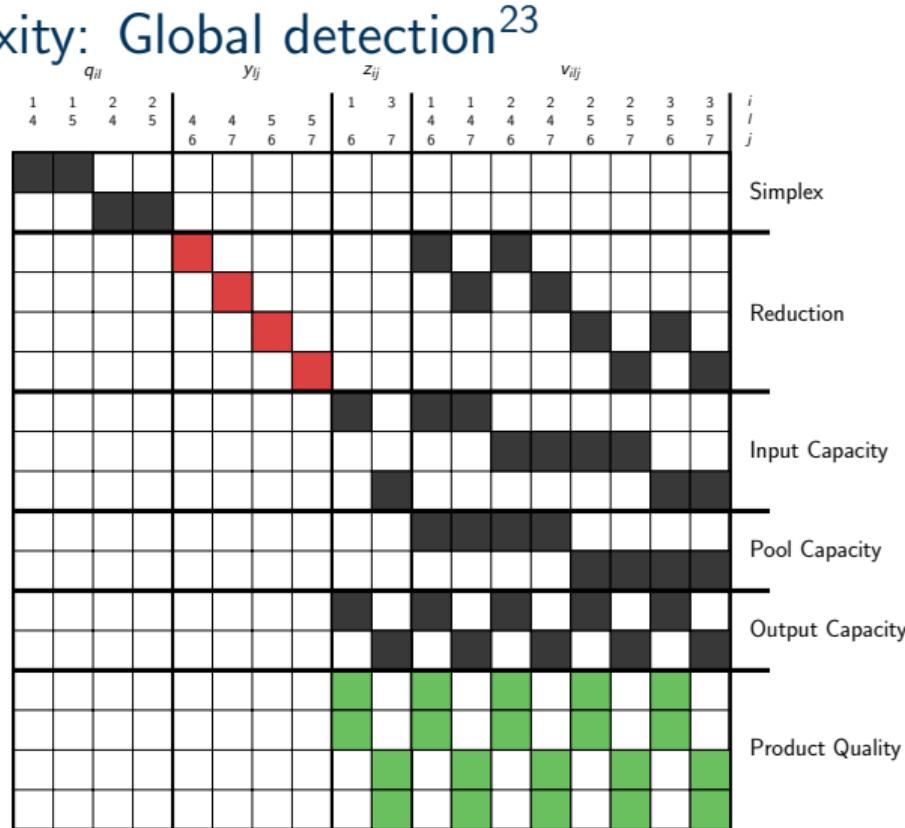
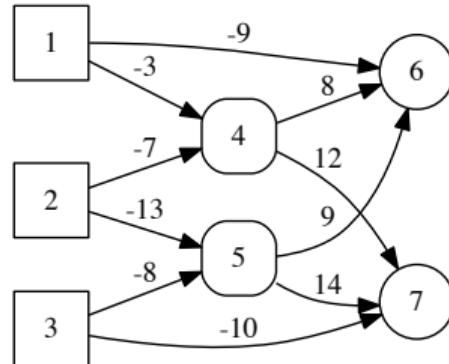
ANTIGONE, BARON, Couenne, LINDO



Mixer	$\begin{cases} \sum_i F_{M,i} = F_T^{IN} \\ \sum_i x_{M,i,j} \cdot F_{M,i} = x_{T,j}^{IN} \cdot F_T^{IN} \quad \forall j \in \{1, \dots, J\} \end{cases}$
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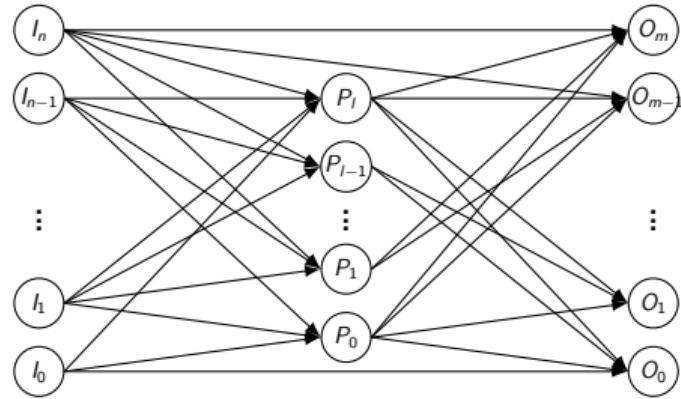
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# Structure beyond convexity: Global detection<sup>23</sup>



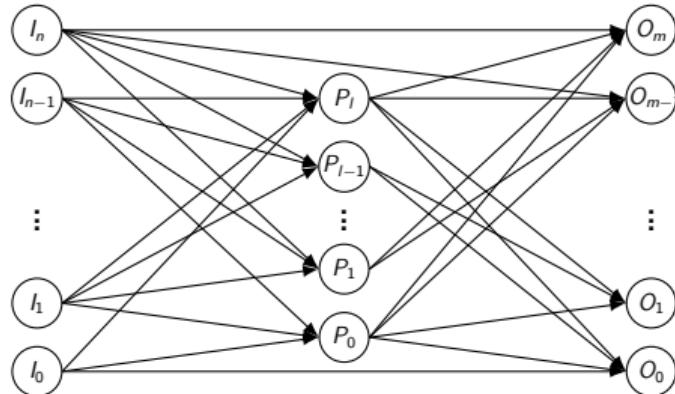
<sup>23</sup>Brown and Wright [1984], Bixby and Fourer [1988], Nemhauser et al. [1994], Achterberg and Raack [2010], Salvagnin [2016], Ceccon et al. [2016]

# Structure beyond convexity: Disciplined programming?<sup>24</sup>



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# Structure beyond convexity: Disciplined programming?<sup>24</sup>

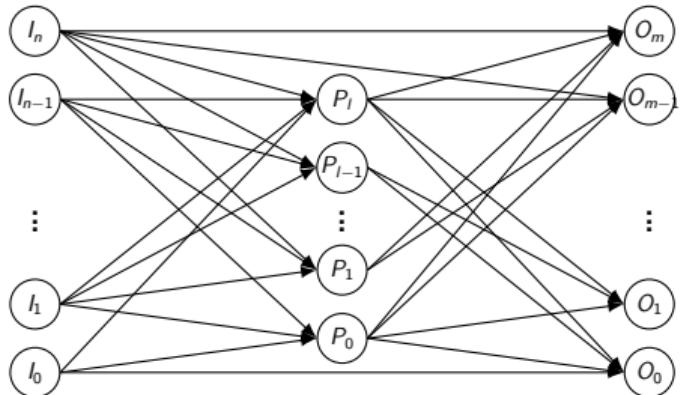


## Other networks

- **Gas** [Pfetsch et al., 2015, Humpola and Fügenschuh, 2015, Liers and Merkert, 2016, Bärmann et al., 2018]
- **Power** [Bienstock and Munoz, 2014, Chen et al., 2015, Kocuk et al., 2016]

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## Other networks

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## Substructures in other important problems?

### Where to go looking for interesting structures ...

- **Sustainability**, e.g. Guillén-Gosálbez and Grossmann [2010]
- **Swing adsorption** with PDEs [Hasan et al., 2012, Leperi et al., 2016]
- **Thermodynamic equilibria** [Bollas et al., 2009, Mitsos et al., 2009a, Pereira et al., 2010, Glass and Mitsos, 2017], e.g. within **distillation** [Nallasivam et al., 2016, Mertens et al., 2018]

<sup>24</sup>Evans et al. [1979], Barton and Pantelides [1994], Ceccon et al. [2020]

# Outline

## 1 Definitions & solvers

## 2 Data structures

- Automatic recognition vs disciplined programming

## 3 Branch & bound components

- Relaxations
- Branching
- Bounds tightening
- Primal heuristics
- Cutting planes

## 4 Challenges

# Outline

## 1 Definitions & solvers

## 2 Data structures

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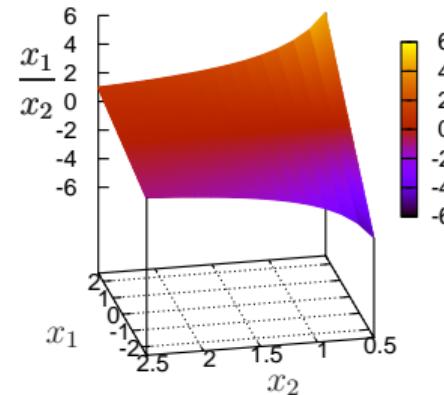
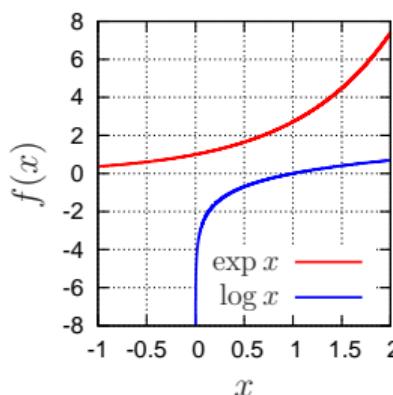
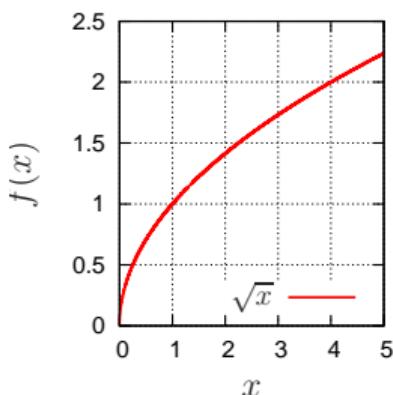
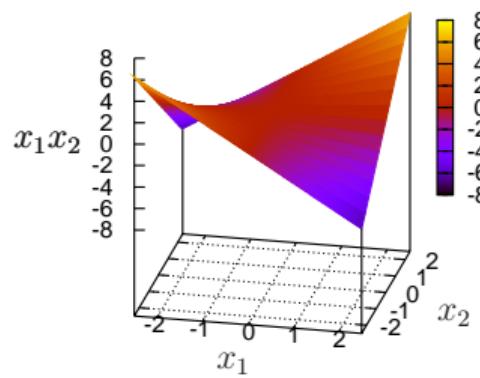
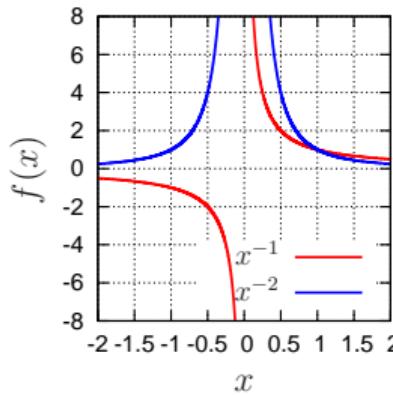
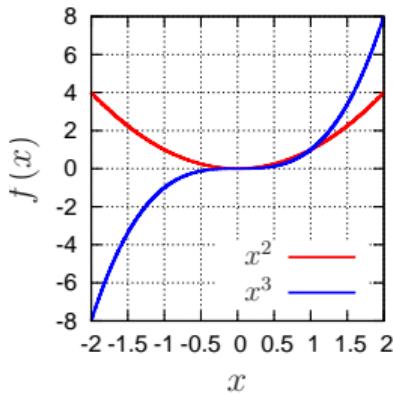
## 3 Branch & bound components

- Relaxations
- Branching
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- Primal heuristics
- Cutting planes

## 4 Challenges

# Recognize and relax common functions on boxes<sup>25</sup>

Graphics by Benoît Chachuat



# Factorable programming: Recursively compose functions

Auxiliary variable method [Smith and Pantelides, 1999]

$$\text{RecLMTD}^\beta(x_1, x_2) = \left( \frac{\ln(x_1/x_2)}{x_1 - x_2} \right)^\beta \xrightarrow[\text{factored form}]{\quad} \begin{cases} v_1 = x_1/x_2 \\ v_2 = \ln v_1 \\ v_3 = x_1 - x_2 \\ v_4 = v_3/v_2 \\ v_5 = v_4^\beta \end{cases}$$

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## Subgradient propagation method

- **Theory** McCormick [1976], Mitsos et al. [2009b], Tsoukalas and Mitsos [2014], Stuber et al. [2015]
- **Try it out** EAGO <https://github.com/PSORLab/EAGO.jl> • MAiNGO <https://git.rwth-aachen.de/avt.svt/public/maingo>

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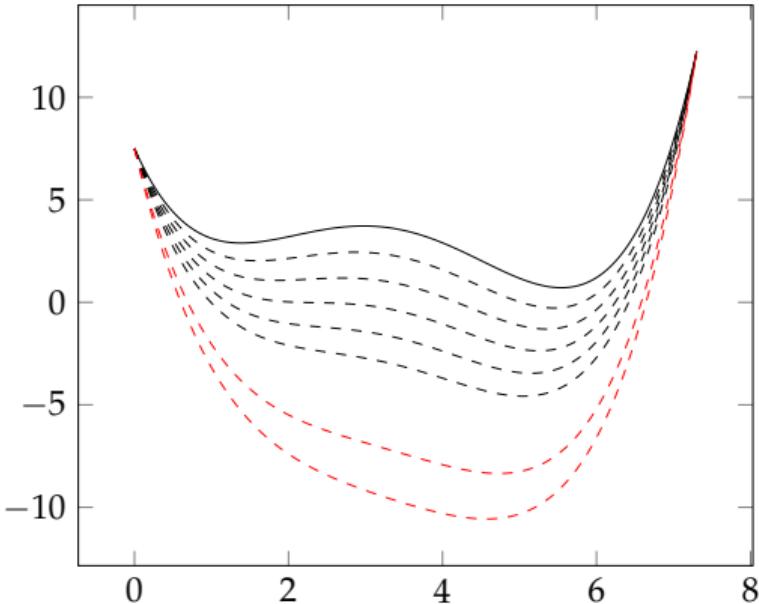
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## Relaxation

- MC++ <https://omega-icl.github.io/mcpp/>
- Coramin <https://github.com/Coramin/Coramin>, used in GALINI  
<https://github.com/cog-imperial/galini>

## $\alpha$ BB: Quadratic shift matrix



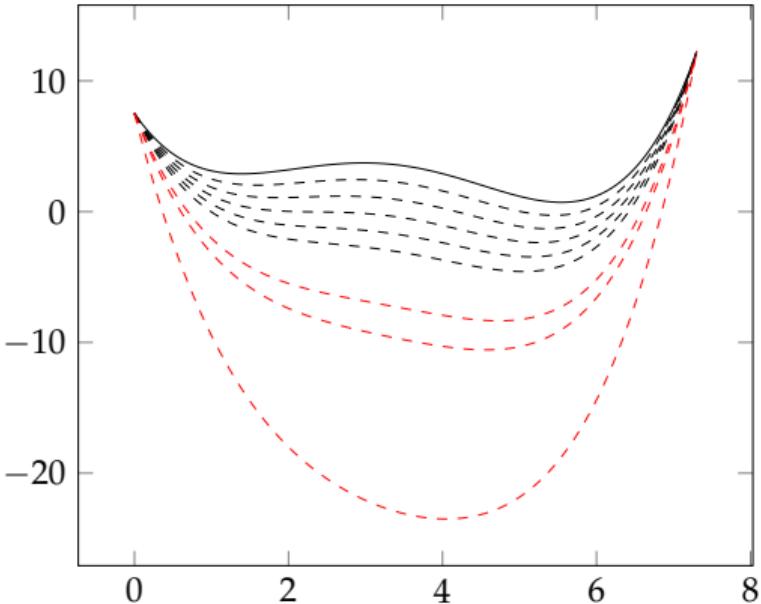
$$f^{\text{CVX}}(\mathbf{x}) = f(\mathbf{x}) + \alpha [\mathbf{x} - \mathbf{x}^L]^T [\mathbf{x} - \mathbf{x}^U],$$

$\alpha \implies \text{shift parameter}$

$$\mathbf{H}(\mathbf{x}) + 2\alpha \mathbf{I} \succeq 0, \quad \forall \mathbf{x} \in \mathbf{X}$$

Androulakis et al. [1995], Adjiman et al. [1998b,a],  
Mönnigmann [2011], Schulze Darup and Mönnigmann  
[2016]

## $\alpha$ BB: Quadratic shift matrix



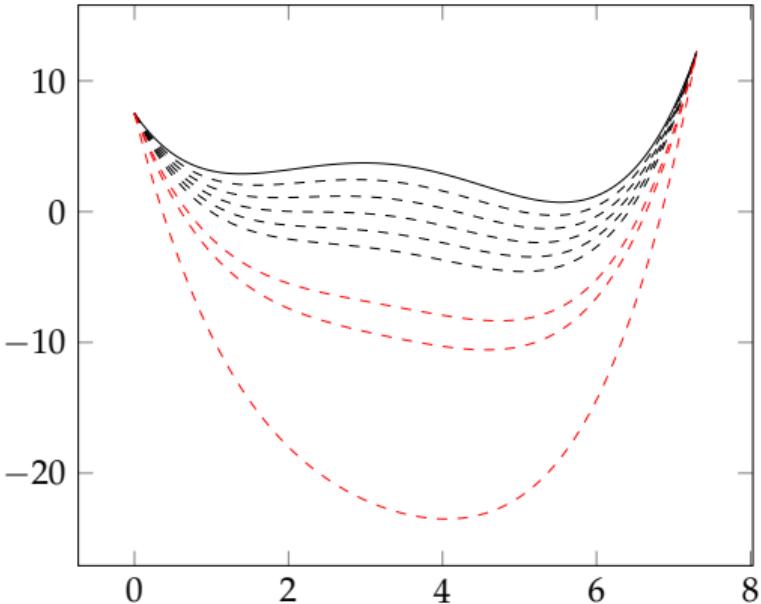
$$f^{\text{CVX}}(\mathbf{x}) = f(\mathbf{x}) + \color{red}\alpha\color{black} [\mathbf{x} - \mathbf{x}^L]^T [\mathbf{x} - \mathbf{x}^U],$$

$\color{red}\alpha\color{black} \implies \text{shift parameter}$

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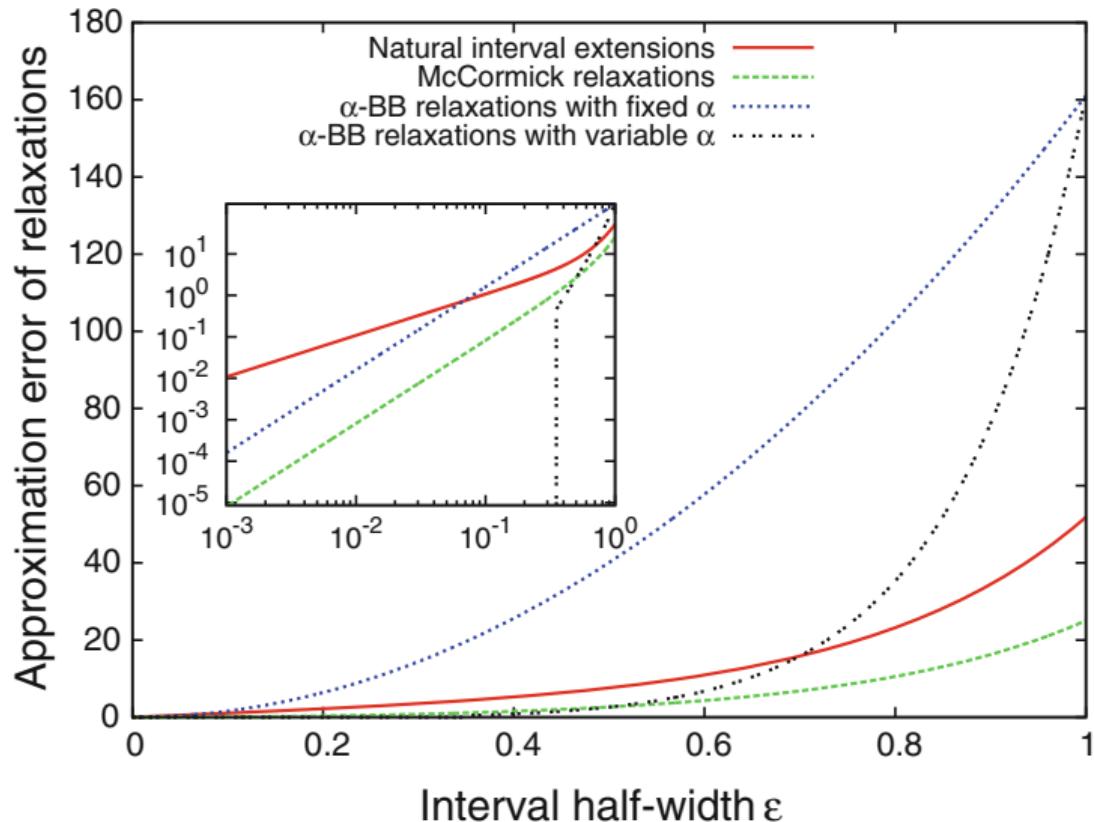
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Other relaxation schemes . . .

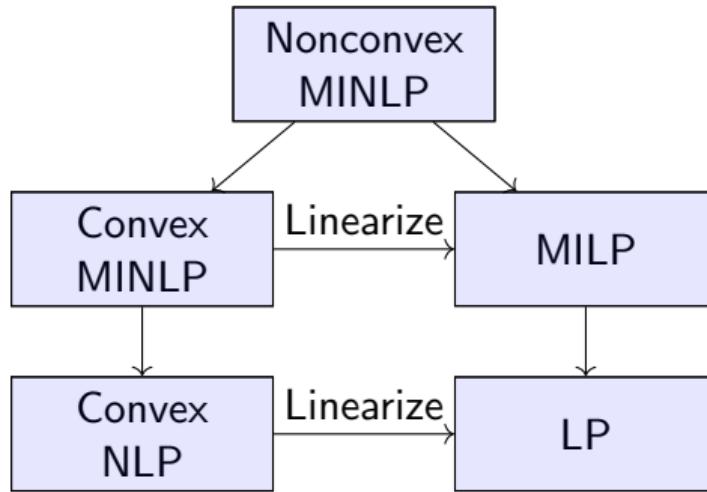
Lasserre [2001] hierarchy for polynomials, e.g. in GloptiPoly [Henrion and Lasserre, 2003] •  
Sum-of-squares and alternatives, e.g. Ahmadi and Majumdar [2019]

## Goal: Use all the relaxations at once<sup>26</sup>

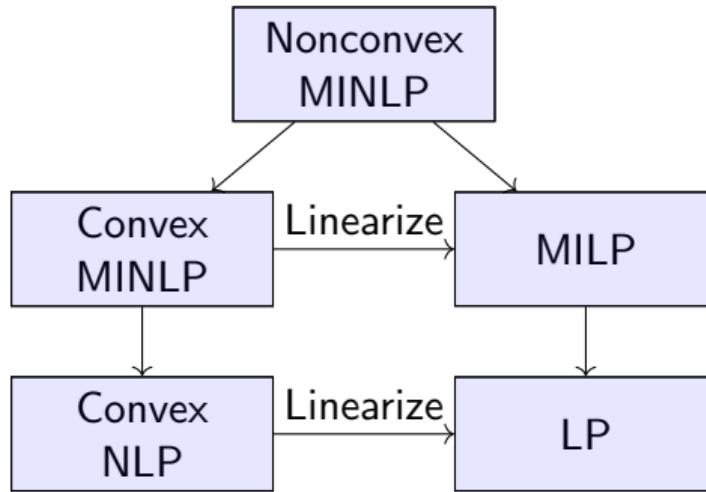


<sup>26</sup>Anstreicher [2009], Bompadre and Mitsos [2012]

# Open engineering question: How to relax?



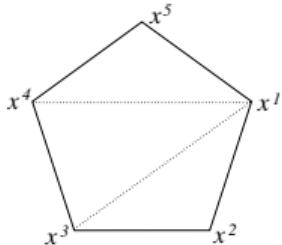
## Open engineering question: How to relax?



## Open engineering question: Use auxiliary variables?

- **No auxiliary variables** αBB • Factorable programming with subgradient propagation,
- **Use auxiliary variables** Factorable programming with auxiliary variables • SOS-like hierarchies,
- Can I hybridize using auxiliary variables or not?
- Do I have to commit to a strategy at the root node?

# Convex relaxations beyond boxes?



Edge concave

Tardella [2004], Meyer and Floudas [2006], Tardella [2008]

- **Intersect: quadratic & polytope** Linderoth [2005], Tawarmalani et al. [2010], Nguyen et al. [2011], Kocuk et al. [2016], Davarnia et al. [2017], Rahman and Mahajan [2019], Li and Vittal [2018], Santana and Dey [2018], Dey et al. [2019], Anstreicher et al. [2020]
- **Intersect: 2 quadratics** Burer and Kılınç-Karzan [2017], Modaresi and Vielma [2017]
- **Regions** Khajavirad and Sahinidis [2013], Tawarmalani et al. [2013]
- **Intersect: Bivariate function & polytope** Locatelli [2018]

What do we need to integrate into generic solvers?

More relaxations • Generic data structures [Kvasnica et al., 2004]

# Outline

## 1 Definitions & solvers

## 2 Data structures

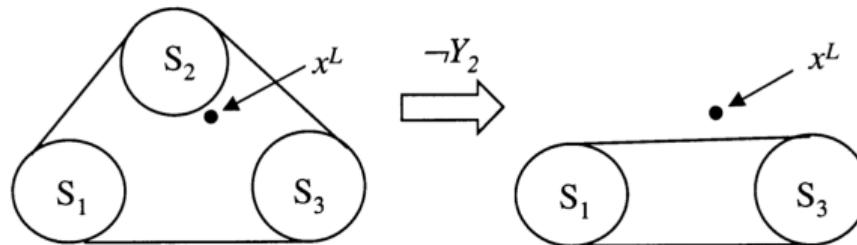
- Automatic recognition vs disciplined programming

## 3 Branch & bound components

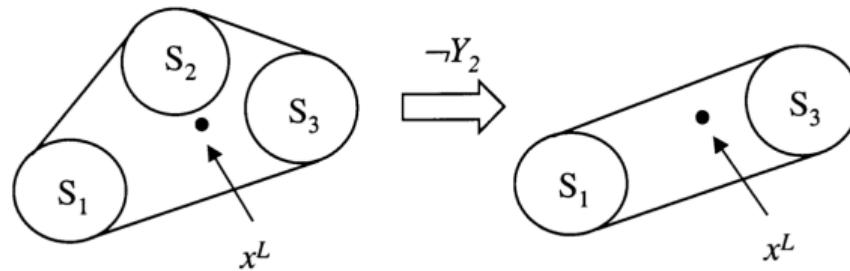
- Relaxations
- **Branching**
- Bounds tightening
- Primal heuristics
- Cutting planes

## 4 Challenges

One branch may not exclude the current relaxation!<sup>27</sup>



a) Partitionable set



b) Non-partitionable set

<sup>27</sup>Lee and Grossmann [2000]

# How shall we branch?

## Integer variables

- Integrate directly into a MIP solver?
  - ▶ SCIP [Vigerske and Gleixner, 2018]
  - CPLEX [Bonami et al., 2016]
- Leave the discrete variables to a state-of-the-art MIP solver?
  - ▶ BONMIN [Bonami et al., 2008]
  - ANTIGONE [Misener and Floudas, 2014]
- Effectively develop a MIP solver together with the MINLP solver?
  - ▶ BARON [Tawarmalani and Sahinidis, 2005]
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## Continuous variables

- On the original problem variables?
- In a reduced space?
  - ▶ Concave [Phillips and Rosen, 1988]
  - Bilinear [Sherali and Alameddine, 1992]
  - Difference of convex [Horst and Van Thoai, 1994]
  - Factorable MINLP [Epperly and Pistikopoulos, 1997]
  - Flowsheets [Bongartz and Mitsos, 2017]
- In a lifted space?

# How shall we branch?

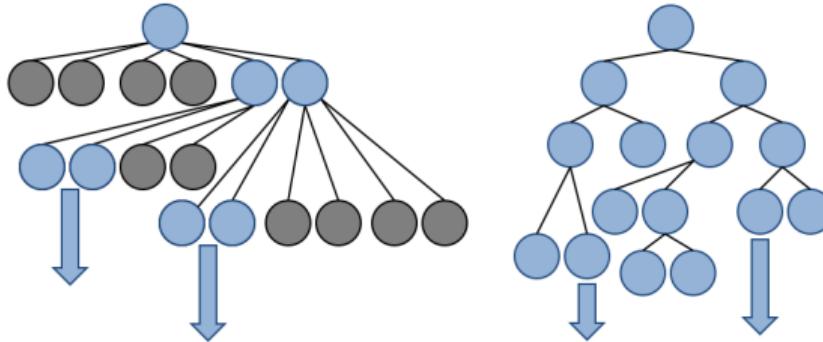
$$\begin{aligned} \min_{\mathbf{x}_1, \mathbf{x}_2} \quad & f^{\text{cvx}}(\mathbf{x}_1, \mathbf{x}_2) \\ & g_1^{\text{cvx}}(\mathbf{x}_1, \mathbf{x}_2) + \sum_i g_{2,i}^{\text{cvx}}(\mathbf{x}_1) \cdot g_{3,i}^{\text{noncvx}}(\mathbf{x}_2) + g_4^{\text{noncvx}}(\mathbf{x}_2) \leq 0 \\ & \mathbf{x}_1 \in [\mathbf{x}_1^L, \mathbf{x}_1^U] \\ & \mathbf{x}_2 \in [\mathbf{x}_2^L, \mathbf{x}_2^U] \end{aligned}$$

Only need to branch on the  $\mathbf{x}_2$  variables!

## Continuous variables

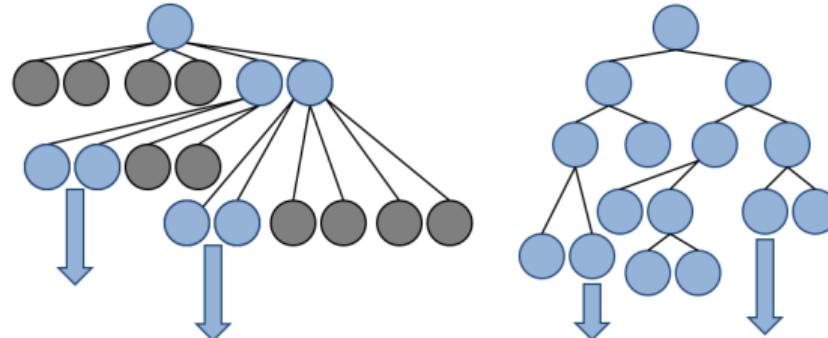
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## Reliability branching<sup>28</sup>

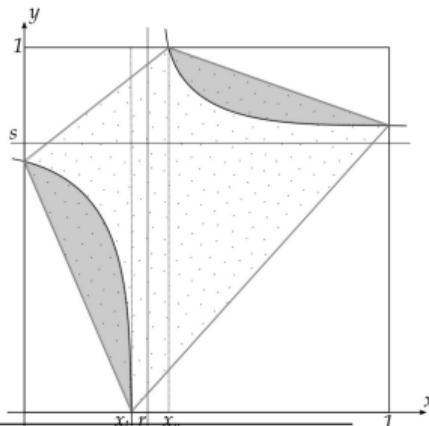


<sup>28</sup>Achterberg et al. [2005], Belotti et al. [2009], Misener and Floudas [2014], Vigerske and Gleixner [2018]

## Reliability branching<sup>28</sup>



Get disjunction [Dey et al., 2019]



### Outlook

Get disjunctions • Branch on constraints • Improve relaxations & bounds tightening

<sup>28</sup>Achterberg et al. [2005], Belotti et al. [2009], Misener and Floudas [2014], Vigerske and Gleixner [2018]

# Outline

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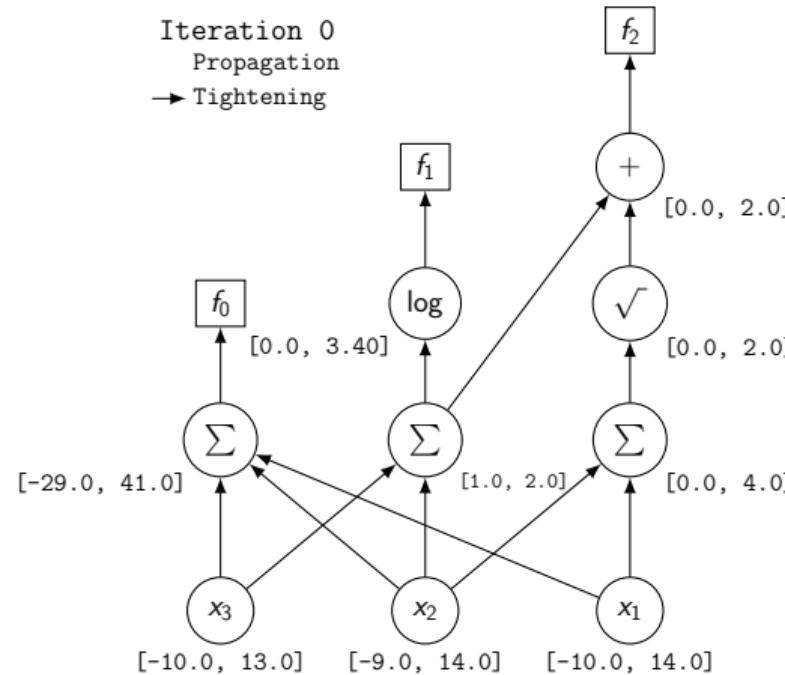
- Automatic recognition vs disciplined programming

## 3 Branch & bound components

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- Branching
- **Bounds tightening**
- Primal heuristics
- Cutting planes

## 4 Challenges

# Feasibility & optimality-based bounds tightening<sup>29</sup>

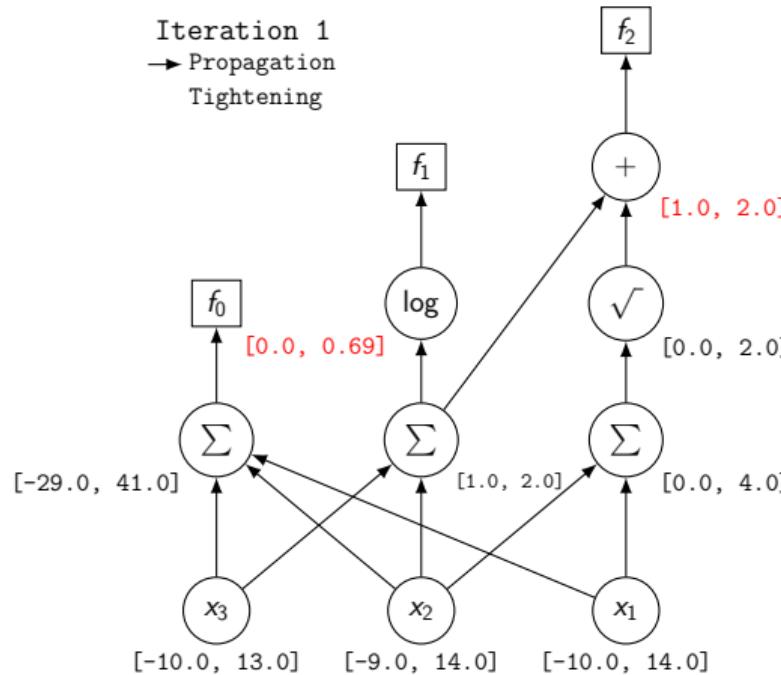


## Outlook

Major accomplishments enabled generic solver software • New challenge: tighten more than variables

<sup>29</sup>Ryoo and Sahinidis [1996], Zamora and Grossmann [1999], Belotti et al. [2009], Belotti [2013], Gleixner et al. [2017], Puranik and Sahinidis [2017a,b]

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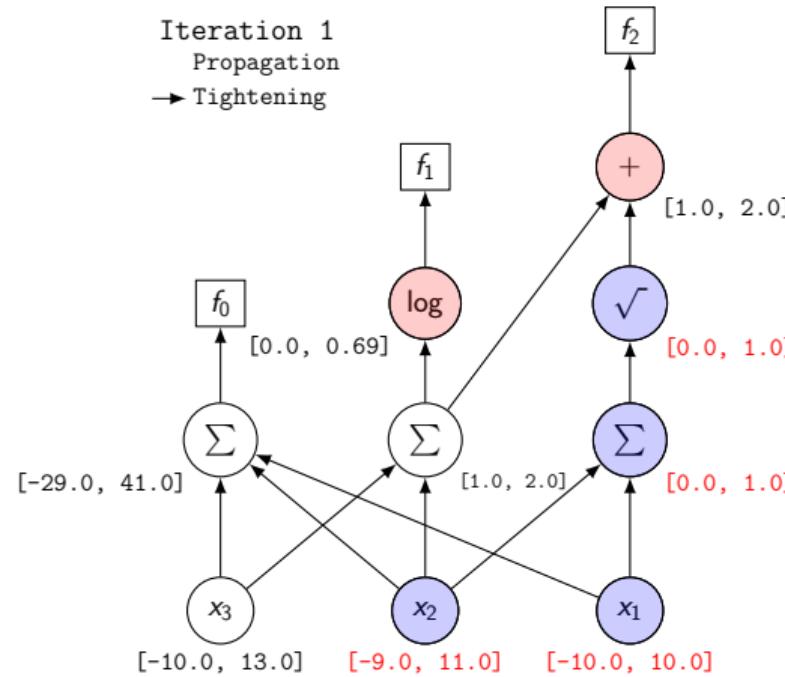


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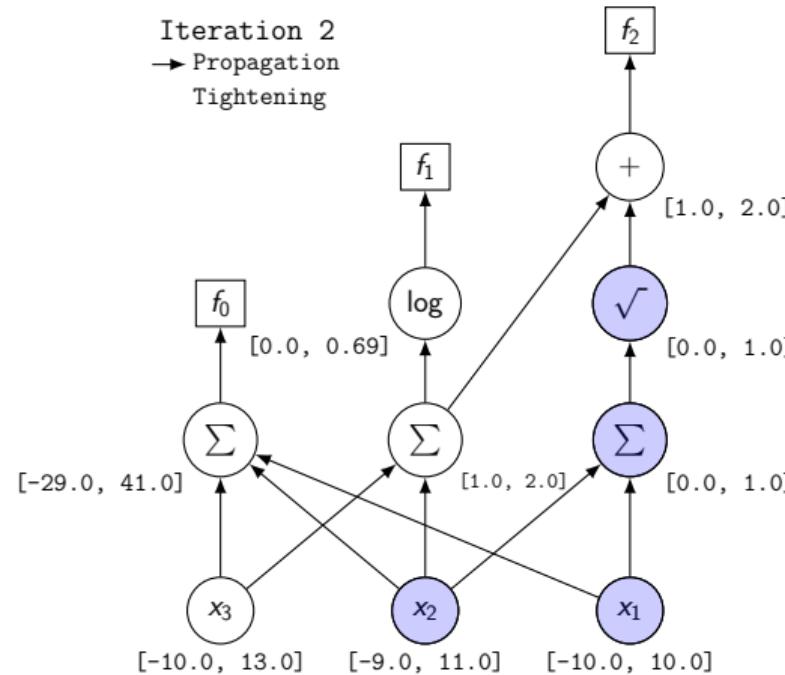


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# Outline

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- **Primal heuristics**
- Cutting planes

## 4 Challenges

# Primal Heuristics: Overview



Ask the Jedi Masters ...

- Fischetti and Lodi [2010]
- Berthold [2014] says to *fail fast*

Machine learning for heuristics [Bengio, Lodi, and Prouvost, 2018]

- **Offline learning** to decide a selection of heuristics [Khalil et al., 2017]
- **Online learning** to chose a heuristic [Hendel, 2018] or guide local search [Shylo and Shams, 2018]
- **Specific problem classes** [Bello et al., 2016, Hottung et al., 2020, Hu et al., 2018, Fischetti and Fraccaro, 2019, Kool et al., 2019]

# Outline

## 1 Definitions & solvers

## 2 Data structures

- Automatic recognition vs disciplined programming

## 3 Branch & bound components

- Relaxations
- Branching
- Bounds tightening
- Primal heuristics
- Cutting planes

## 4 Challenges

# RLT & SDP relaxations

Anstreicher [2009]

$$\begin{aligned} \min_x \quad & x^T Qx + c^T x \\ \text{subject to} \quad & Ax \leq b, \end{aligned}$$

$$x \in [0, 1]^N$$

- $X_{ij} = X_{ji}$ ,
- $Q \bullet X$  is the matrix inner product  $Q \bullet X = \sum_{i,j=1}^N Q_{ij} \cdot X_{ij}$ ,
- RLT  $\equiv$  Reformulation linearisation technique.
- SDP  $\equiv$  Semidefinite programming,

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# RLT & SDP relaxations

Anstreicher [2009]

$$\begin{array}{ll} \min_x \quad Q \bullet X + c^T x & \Rightarrow \quad \min_x \quad Q \bullet X + c^T x \\ Ax \leq b, & Ax \leq b, \\ X = xx^T & \textcolor{blue}{X_{ij} - x_i - x_j \geq -1} \\ x \in [0, 1]^N & \textcolor{blue}{X_{ij} - x_i \leq 0} \quad \text{RLT relaxation} \\ X \in [0, 1]^{N \times N} & \textcolor{blue}{X_{ij} - x_j \leq 0} \\ & X \succeq xx^T \quad \text{SDP relaxation} \\ & x \in [0, 1]^N \\ & X \in [0, 1]^{N \times N} \end{array}$$

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# RLT & SDP to RLT & PSD

Sherali and Fraticelli [2002], Qualizza et al. [2012]

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$$Ax \leq b,$$

$$x_{ij} - x_i - x_j \geq -1$$

$$x_{ij} - x_i \leq 0$$

$$x_{ij} - x_j \leq 0$$

$$X \succeq xx^T$$

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- RLT  $\equiv$  Reformulation linearization technique.
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# Cutting plane method for RLT & PSD

Sherali and Fraticelli [2002], Qualizza et al. [2012]

$$\begin{aligned} \min_x \quad & Q \bullet X + c^T x \\ \text{subject to} \quad & Ax \leq b, \\ & X_{ij} - x_i - x_j \geq -1 \\ & X_{ij} - x_i \leq 0 \\ & X_{ij} - x_j \leq 0 \\ & v \begin{bmatrix} 1 & x^T \\ x & X \end{bmatrix} v^T \geq 0 \quad \forall v \in \mathbb{R}^{N+1} \\ & x \in [0, 1]^N \\ & X \in [0, 1]^{N \times N} \end{aligned}$$

- **Solve RLT only**, get  $\tilde{X}, \tilde{x}$
- Add other polyhedral cuts, e.g. **triangle inequalities, edge-concave cuts,  $\{0, 1/2\}$ -cuts**
- Eigendecomposition on  $\begin{bmatrix} 1 & \tilde{x}^T \\ \tilde{x} & \tilde{X} \end{bmatrix}$  yields  $t$  negative eigenvalues.
  - ▶ If  $t = 0$ , terminate.
  - ▶ If  $t \geq 1$ , add cuts
$$v_k \begin{bmatrix} 1 & x^T \\ x & X \end{bmatrix} v_k^T \geq 0 \quad \forall k = 1, \dots, t$$

Other cuts to integrate ...

Frangioni and Gentile [2006], Bao et al. [2009], Misener et al. [2015], Bonami et al. [2016],  
Baltean-Lugojan and Misener [2018], Del Pia et al. [2018]

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## 4 Challenges

# Challenges [with some ideas] . . .

- **Data structures**

- Move beyond boxes [Kvasnica et al., 2004]
- Trade-off between recognition & disciplined programming? [Ceccon et al., 2020]

- **Convex relaxations**

- Move beyond boxes [Slide 34]
- How many auxiliary variables to introduce?
- Manage symmetry [Müller et al., 2020]

- **Branching**

- Get disjunctions [Dey et al., 2019]
- Managing integers
- Branch on constraints
- Learning [Lodi and Zarpellon, 2017, Dilkina et al., 2017]

- **Bounds tightening**

- Incorporate multiple constraints [Belotti, 2013]
- Tighter integration with convex relaxations or branching?

- **Integrating machine learning** [Bengio, Lodi, and Prouvost, 2018]

# Challenges [with some ideas] . . .

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My questions . . .

What is missing on this list? • Anything here already easy to manage?

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