



**Hewlett Packard**  
Enterprise

# **BINARY DECISION DIAGRAMS AND DISCRETE RELAXATIONS OF INTEGER PROGRAMMING PROBLEMS**

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**Utz-Uwe Haus**

MINOA ESR Days 2021-03-05

HPE HPC/AI EMEA Research Lab, Switzerland

# OVERVIEW

1. Motivation: A stochastic combinatorial optimization problem that needs an manageable encoding of families of paths
2. Binary decision diagrams: Concept and some efficient constructions
3. Discrete Relaxations using BDDs

## About ERL

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# HPE HPC/AI EMEA RESEARCH LAB

We're a European research group in HPE, working on the most challenging problems in high performance computing for the Exascale era and beyond.

Offices in Basel, Grenoble and Bristol.

Part of the HPE HPC CTO office.

[https://hpe.com/emea\\_europe/en/compute/hpc/emea-research-lab.html](https://hpe.com/emea_europe/en/compute/hpc/emea-research-lab.html)

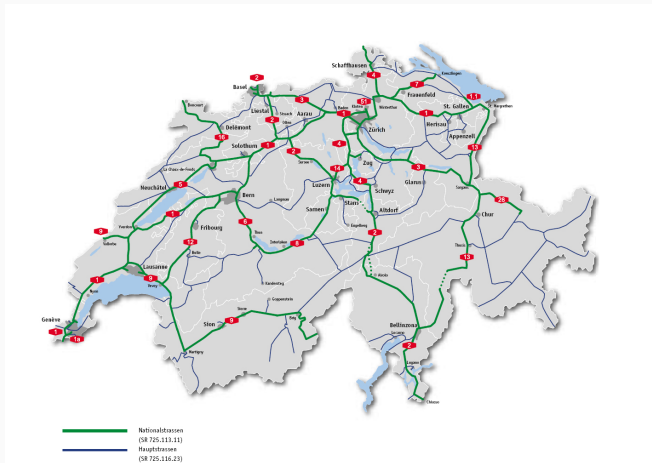


# Goals and Motivation

(H., Laumanns, Michini 2015)

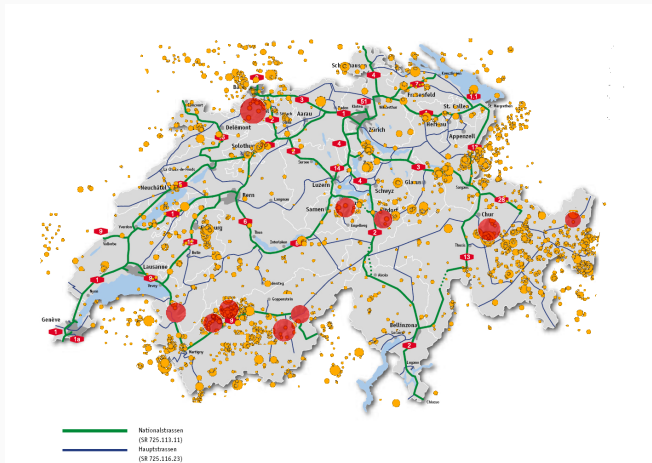
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# INTRODUCTION: INFRASTRUCTURE RISK



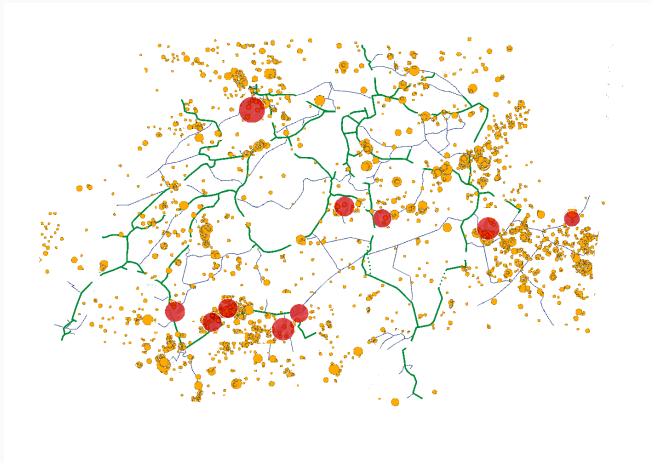
(Image: ASTRA)

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- Decision-dependent uncertainty in stochastic networks
  - Robustification of Infrastructure
  - Network interdiction problems
  - Project task networks: reducing risk on critical path
- Models
  - failure protection, cost-robustness
  - structural robustness
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- modeling and solution approaches:
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  - models with failure tolerant feasibility
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# Endogenous robustness

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# NETWORKS WITH UNCERTAIN DATA

## Setting

A network problem with uncertain cost, resources, or capacities: uncertainty region  $\Delta$

## Approaches

- both worst-case ( $\forall \delta \in \Delta$ ) and best-case ( $\exists \delta \in \Delta$ ) are interesting
- $\forall$ : reformulate and solve robust counterpart as LP/IP/...
- $\exists$ : reformulate and solve as generalized LP(IP/...)
- ... or separate robust/generalized (split-)cuts directly
- Caveat 1: reformulation often destroys combinatorial structure
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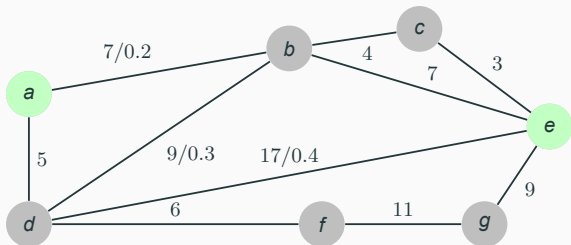


# PRE-DISASTER INVESTMENT PLANNING

## Example

Consider a graph  $G = (V, E)$ , edge lengths  $(l_e)_{e \in E}$ , and edge stability probabilities  $(p_e)_{e \in E}$ .

Scenarios: Sets of surviving edges after a disaster. Let  $f_{\text{SP}}(s, t, G_\xi)$  the shortest path length between nodes  $s, t \in V$ . Decisions  $x_e = 1$  correspond to investments in edge stability to achieve  $\tilde{p}_e = p_e + \delta_e$ .

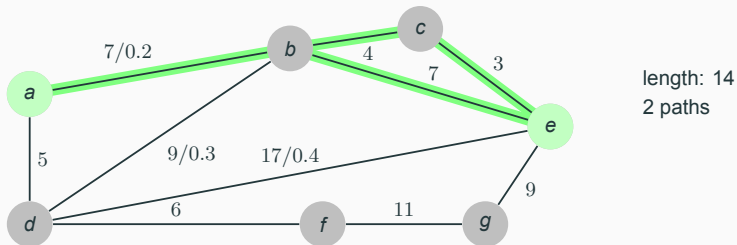


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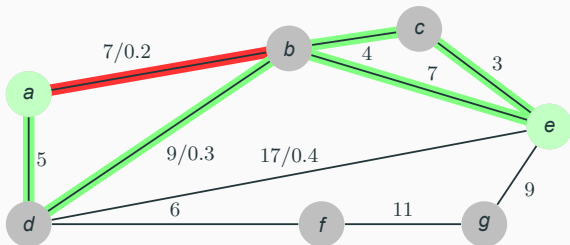


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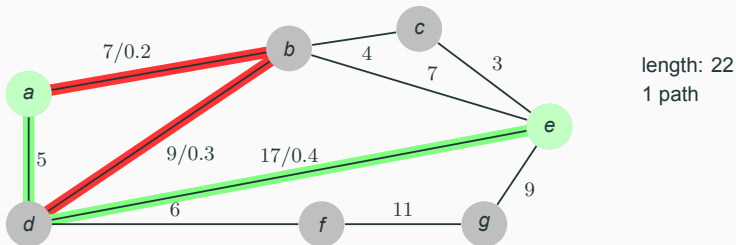
length: 21  
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still  
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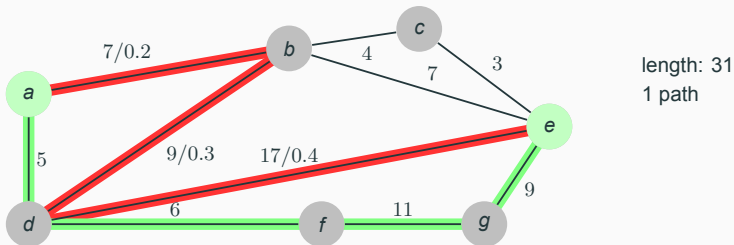


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- paths and path lengths differ over scenario space
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# 2-STAGE STOCHASTIC PROGRAM

Given is a weighted graph  $G = (V, E, w)$  and **investment costs**  $c_e$  to harden/weaken each link, which increases/decreases its **survival probability** from some given  $q_e$  to  $r_e$ .

## Decision structure

1. First stage decisions: **link investments**

$$x_e \in \{0, 1\} \text{ for all } e \in E$$

2. Second stage decisions: **shortest/longest path, flow, ...** with value

$$f(\xi)$$

in  $G = (V, E \setminus \xi)$  under the realized **scenario**

$$\xi = (\xi_e)_{e \in E} \in \{0, 1\}^{|E|}$$

**Problem:** Minimize  $\mathbb{E}_{\xi|x}[f(\xi)]$  subject to  $c^T x \leq B$  ( $B$  : given budget)

**Difficulties:**

- There are many  $(2^{|E|})$  **scenarios**  $\xi$ .
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# ENDOGENOUS UNCERTAINTY

Decision-dependent probabilities are a case of **endogenous uncertainty**, which is very difficult to handle in Stochastic Programming.

## Expressions for the **decision-dependent** scenario probabilities

$$\overbrace{\mathbb{E}_{\xi|x}[f(\xi)]}^{\text{Expected shortest path length}} = \sum_{\tilde{\xi}} \overbrace{P\{\xi = \tilde{\xi} \mid x\}}^{\text{Probability for scenario}} \cdot \overbrace{f(\tilde{\xi})}^{\text{shortest path length}}$$

where the scenario probabilities are

$$P\{\xi = \tilde{\xi} \mid x\} = \prod_{e \in E} \left[ \tilde{\xi}_e \overbrace{[(1 - x_e)q_e + x_e]}^{\text{survival prob}} + (1 - \tilde{\xi}_e) \overbrace{[(1 - x_e)(1 - q_e)]}^{\text{failure prob}} \right]$$

so polynomials in  $x$  of degree  $|E|$ .

How to deal with such non-linearities?

## Solution approaches

- scenario sampling/simulation
- Sample Average/Sample-Path: can yield statistically testable bounds
- partitioning or **covering** of the scenario space and exact reformulation

Example (cont.): Computation of expected path length

$$\min \sum_{\xi \in 2^E} \left( \prod_{e \in \xi} p_e \prod_{e \notin \xi} (1 - p_e) \right) f_{\text{SP}}(s, t, G_\xi = (V, \xi))$$

Instead of enumerating  $2^{|E|}$  scenarios one can partition into sets with same  $f$ -value, whose probabilities can be computed. (Preswath et al., '13/14)

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# AGGREGABLE PROBLEMS

A 2-stage stochastic optimization problem is called **aggregable** if

- $f$  is order reversing (or order preserving) wrt. taking subsets of scenarios

$$\xi_1 \subseteq \xi_2 \Rightarrow f(\xi_1) \geq f(\xi_2) \quad (1)$$

for all  $\xi_1, \xi_2 \in 2^E$ , and

- the probabilities of events  $e \in E$  are independent.

We denote the image of  $f$  by

$$\mathcal{C}(f) = \{\alpha : \alpha = f(\xi), \xi \in 2^E\},$$

and the minimal scenarios for each critical value by

$$\mathcal{M}(f) = \{\mathcal{M}_\alpha(f) : \alpha \in \mathcal{C}(f)\},$$

where  $\mathcal{M}_\alpha(f) = \{\xi \in 2^E : f(\xi) = \alpha, \forall \xi' \subset \xi : f(\xi') > f(\xi)\}$ .

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# AGGREGABLE PROBLEMS

## Relevant Examples

‘tame’: problems where  $f(\xi)$  is computable in polynomial-time

- (multi-terminal-) shortest path
- number of edge-disjoint paths/ $k$ -connectivity
- longest paths in acyclic networks (critical path)
- maximal flows
- maximal/weight maximal matchings
- linear programs (with changing constraint set)

but also ‘wild’ ones

- clique number

# Encoding Minimal Scenarios

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# MONOTONE BOOLEAN FUNCTIONS

Each  $\mathcal{M}_\alpha(f)$  induces a monotone<sup>1</sup> Boolean function  $\Phi_\alpha^\leq$  on the scenarios whose minimal true points are the elements of  $\mathcal{M}_\alpha(f)$ :

$$\Phi_\alpha^\leq(\xi) = 1 \text{ if and only if } f(\xi) \leq \alpha.$$

## Encoding of $\Phi_\alpha^\leq$

- as DNF: using explicit list of  $\mathcal{M}_\alpha(f)$
- as IP of **covering-type**:  $p^\top x \geq 1 \ (\forall p \in \mathcal{M}_\alpha(f))$
- as BDD, constructed from explicit or implicit description of  $\mathcal{M}_\alpha(f)$
- by using isomorphy of BDDs using the dual monotone Boolean function  $\neg(\Phi_\alpha^\leq(\neg\xi))$

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<sup>1</sup>A Boolean function  $f$  is (up-)**monotone** iff  $\forall x \leq y : f(x) \leq f(y)$ .

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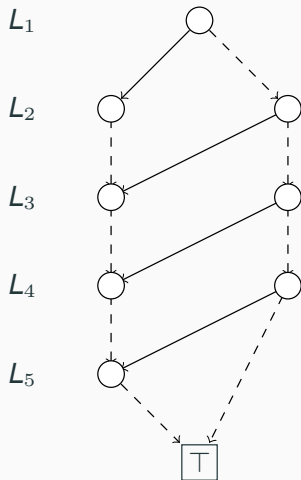
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## BDDs

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# BINARY DECISION DIAGRAMS (BRYANT, 1986)

- layered (rooted) digraph
- arcs only between  $L_i$  and  $L_j$  with  $j > i$
- every node has 1 or 2 out-arcs
- **true**-arcs —, **false**-arcs - -
- every path from root to  $\top$  defines a feasible solution (or 'good' family)
- every path from root to inner node defines a partial solution
- no two sub-BDDs are isomorphic
- layer  $L_i$  has width  $\omega_i = |L_i|$
- BDD-width  $\omega = \max_i \omega_i$



Every logical formula can be represented in a BDD.

# BDDS ENCODING MEMBERS OF AN INDEPENDENCE SYSTEMS

**Top-down** compilation rule for BDDs encoding the members of  $\mathcal{I}$ .

Key ingredient: an **oracle** to decide if two minors of the circuit system of  $\mathcal{I}$  are equivalent.

**Examples:** stable sets, packing, matching, covering, knapsack.

If an efficient oracle is available, the procedure yields an **output-linear** time algorithm for BDD compilation (e.g.: stable sets, packing, covering, but not 0/1-knapsack)

The size of BDDs depends heavily on the **ordering** of the variables.

## **Aggregable Problems: Tools**

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# FUNCTION IN CNF: COVERING PROBLEM

Let  $A \in \{0, 1\}^{m \times n}$ .

$$\begin{array}{l} Ax \geq 1 \\ x \in \{0, 1\}^n \end{array} \quad (\text{SC})$$

TOP-DOWN BDD COMPILATION:

Let  $u, v \in L_4$  with paths  $(1, 0, 0)$  and  $(0, 0, 1)$

Example:

$$\begin{array}{rccccccc} x_1 + & & x_3 + & & x_6 & \geq & 1 \\ & & & x_4 + & x_6 & \geq & 1 \\ & x_2 + & & x_4 + & x_5 & \geq & 1 \\ x_1 + & x_2 + & x_3 + & & & \geq & 1 \\ & & x_3 + & x_4 + & x_5 & \geq & 1 \\ x \in \{0, 1\}^n & & & & & & \end{array}$$

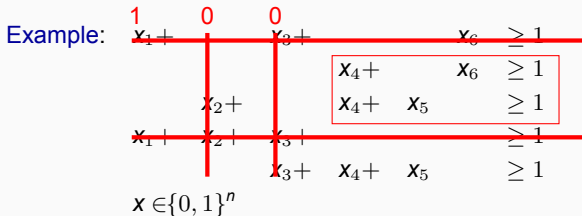
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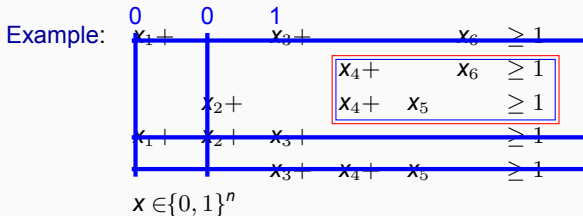
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Let  $u, v \in L_4$  with paths  $(1, 0, 0)$  and  $(0, 0, 1)$

Completions at  $u$  and  $v$  determines the same matrix minor

$\Rightarrow u$  and  $v$  can be merged!

Example:

$$\begin{array}{rclclcl} x_1 + & & x_3 + & & x_6 & \geq 1 \\ & & & & \boxed{x_4 +} & \boxed{x_6 \geq 1} \\ & & & & \boxed{x_4 +} & \boxed{x_5 \geq 1} \\ x_1 + & x_2 + & x_3 + & & & \geq 1 \\ & & x_3 + & x_4 + & x_5 & \geq 1 \\ x \in \{0, 1\}^n & & & & & \end{array}$$

# FUNCTION IN CNF: COVERING PROBLEM

Let  $A \in \{0, 1\}^{m \times n}$ .

$$\begin{array}{l} Ax \geq 1 \\ x \in \{0, 1\}^n \end{array} \quad (\text{SC})$$

TOP-DOWN BDD COMPILATION:

Let  $u, v \in L_4$  with paths  $(1, 0, 0)$  and  $(0, 0, 1)$

Example:  $x_1 + \quad \quad x_3 + \quad \quad x_6 \geq 1$

$$x_4 + \quad \quad x_6 \geq 1$$

$$x_4 + \quad x_5 \geq 1$$

$$x_1 + \quad x_2 + \quad x_3 + \quad \quad \geq 1$$

$$x_3 + \quad x_4 + \quad x_5 \geq 1$$

$$x \in \{0, 1\}^n$$

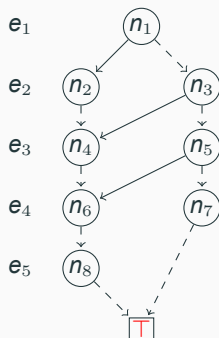
(DNF of  $\Phi_\alpha^\leq$  yields CNF of dual function for free: BDD only needs swap of arc types)

# **Pre-Disaster Investment Planning**

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# COMPUTING $\text{Prob}[\Phi_{\alpha}^{\leq} = 1]$ : BDD TO LP

Recursive definition of intermediate probabilities for 'scenarios with common suffix' in nodes in layer  $e^*$ . Survival probabilities  $p_e$  for every event.

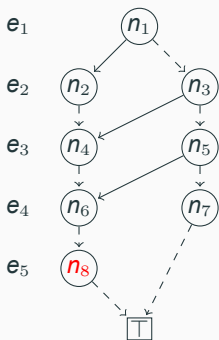


leaf  $\top$ :

$$\text{Prob}[\Phi(\xi) = 1] = 1$$

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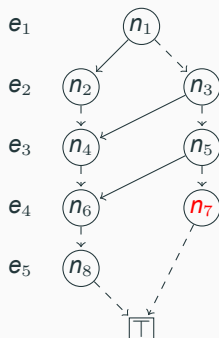


1-child node  $n_8$ :

$$\text{Prob}[\Phi(\xi) = 1] = (1 - p_{e_5})p_{\text{child}}$$

# COMPUTING $\text{Prob}[\Phi_{\alpha}^{\leq} = 1]$ : BDD TO LP

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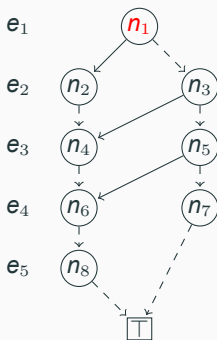


layer  $e_5$  skipped below  $n_7$ :

$$\begin{aligned} & \text{Prob}[\Phi(\xi) = 1] \\ &= (1 - p_{e_4}) \\ & \quad \cdot \left( \prod_{i=5}^5 (p_{e_i} + (1 - p_{e_i})) \right) \cdot \\ & \quad \cdot p_{\text{child}} \\ &= p_{e_4} p_{\text{child}} \end{aligned}$$

# COMPUTING $\text{Prob}[\Phi_{\alpha}^{\leq} = 1]$ : BDD TO LP

Recursive definition of intermediate probabilities for 'scenarios with common suffix' in nodes in layer  $e^*$ . Survival probabilities  $p_e$  for every event.



otherwise, e.g.  $n_1$ :

$$\begin{aligned} & \text{Prob}[\Phi(\xi) = 1] \\ &= p_{e^*} p_{\text{True-child}} + (1 - p_{e^*}) p_{\text{False-child}} \end{aligned}$$

# COMPUTING $\text{Prob}[\Phi_{\alpha}^{\leq} = 1]$ : BDD TO LP

Recursive definition of intermediate probabilities for 'scenarios with common suffix' in nodes in layer  $e^*$ . Survival probabilities  $p_e$  for every event.

linear equations with  $\mathcal{O}(\omega(BDD) \cdot |E|)$  auxiliary variables:

- leaf:  $\text{Prob}[\Phi(\xi) = 1] = 1$
- 1-child node (wlog: True-arc):  $\text{Prob}[\Phi(\xi) = 1] = p_{e^*} p_{\text{child}}$
- layers  $2..(l-1)$  skipped (wlog: True-arc):  
 $\text{Prob}[\Phi(\xi) = 1] = p_{e^*} p_{\text{child}}$
- else:  $\text{Prob}[\Phi(\xi) = 1] = p_{e^*} p_{\text{True-child}} + (1 - p_{e^*}) p_{\text{False-child}}$

## COMPUTING $\text{Prob}[\Phi_{\alpha}^{\leq} = 1 | X]$ : BDD TO MIP

Consider binary decisions  $x_e$  such that

$$p_e(x) = \begin{cases} p_e & \text{if } x_e = 0, \\ p_e + \Delta_e & \text{if } x_e = 1 \end{cases}$$

(where  $\Delta_e \in [-p_e, 1 - p_e]$ ).

Define for every arc  $(u, v) \in A$  of the BDD with label  $\epsilon(u) = e$

$$p_{(u,v)}(x) = \begin{cases} p_e(x) & \text{if } (u, v) \in A, \epsilon(u) = e, l((u, v)) = 1 \\ (1 - p_e(x)) & \text{if } (u, v) \in A, \epsilon(u) = e, l((u, v)) = 0, \end{cases}$$

and write the computations as linear inequalities, coupled with binaries  $x_e$  using big- $M$  ( $M = 1$ ).

Yields an (exact reformulation) MIP of size

$$4(\# \text{ BDD-nodes}) \times ((\# \text{ BDD-nodes}) + |A|).$$

## Discrete relaxations

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# DISCRETE RELAXATIONS

## Continuous Relaxations

- ignore integrality requirements
- ignore some constraints and/or use weaker valid constraints
- obtain a well-understood (continuous) problem (LP, convex, SDP, ...) with feasible region including original one

Yield valid bounds

## Discrete Relaxations

- **preserve** integrality requirements
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Yield valid bounds

Yield candidates for feasible solutions or cuts

See primal reformulation techniques for inspirations.

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## Sources of relaxations

- combinatorial inequalities: packing, covering, partitioning
- logical constraints: disjunctions, SOSs, among, ...
- knapsacks and packing 0/1 IPs (Behle, 2007)
- unions and intersections of BDDs

## Using BDDs

- Maximize linear objective over BDD: shortest path in acyclic graph
- Find candidate for feasible solution: one root  $\rightarrow$  T path in BDD
  - check feasibility in original problem: harvest solution or create cut
  - BDD be amended to exclude the solution easily
- Identify don't-care variable: Find a layer in BDD that has no nodes

For non-binary cases there are MDDs too

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# Summary

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## Ingredients

- non-dominated solution of monotone optimization problem
- BDD encoding of discrete sets
- sometimes: output-linear time construction of BDDs
- always: use of BDDs for computation

# QUESTIONS?



uhaus@hpe.com