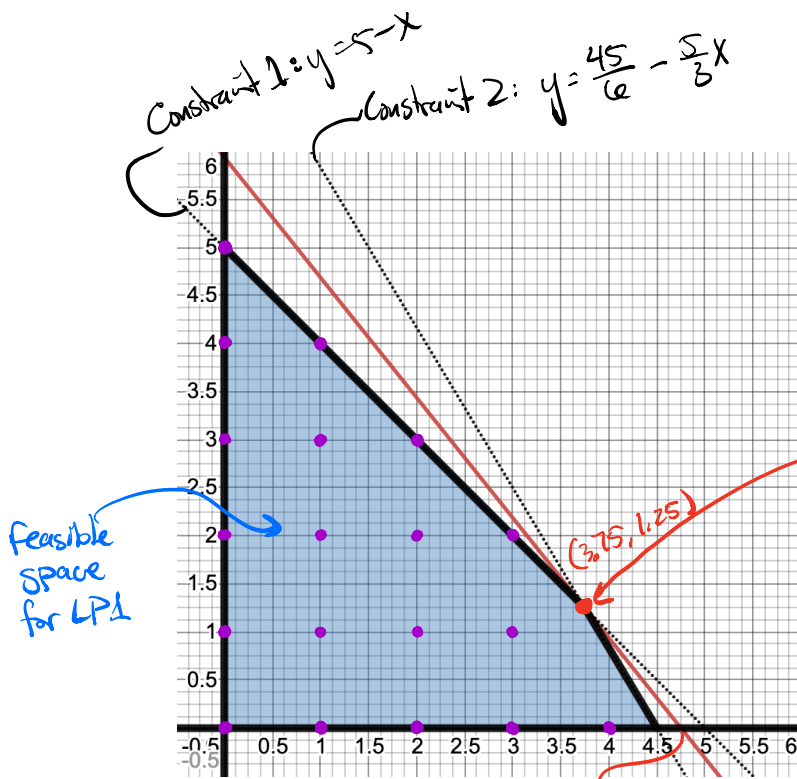


§9.3 (PART 1): BRANCH & BOUND METHOD FOR PURE IPs

1.] Solve the following IP using the Branch-and-Bound method:

$$\begin{aligned} \text{Maximize:} \quad & z = 5x_1 + 4x_2 \\ \text{Subject to:} \quad & x_1 + x_2 \leq 5 \\ & 10x_1 + 6x_2 \leq 45 \\ & x_1, x_2 \geq 0, x_1, x_2 \text{ integer} \end{aligned}$$

a.) Solve the LP Relaxation problem:



LP1: Relax integer constraints

$$\begin{aligned} \text{Maximize} \quad & z = 5x_1 + 4x_2 \\ \text{Subject to} \quad & x_1 + x_2 \leq 5 \\ & 10x_1 + 6x_2 \leq 45 \\ & x_1, x_2 \geq 0 \end{aligned}$$

Optimal Solution: $x_1 = 3.75, x_2 = 1.25$
 Max $z = 23.75$

Initial Iteration of Branch-and-Bound:

<p>LP1 $x_1 = 3.75, x_2 = 1.25$ $z = 23.75$</p>

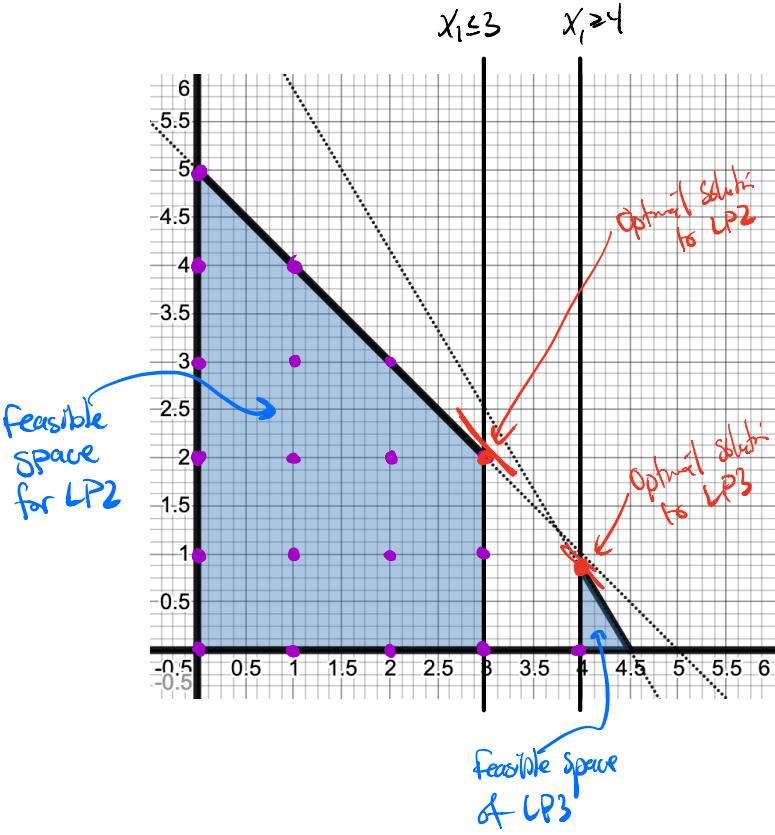
Obj. Fun. with $z = 23.75$
 $y = \frac{23.75}{4} - \frac{5}{4}x$

b.) Label on the graph above the feasible space for the IP. What seems to be the optimal solution for the IP?

∴∴ - Feasible Space of original IP

* From the graph alone, the likely solution is $x_1 = 3, x_2 = 2$ since this point is the closest feasible point to the obj. function that is integer-valued.

2.] Using x_1 as the branching variable, divide the solution space into two regions: one with $x_1 \leq 3$ and $x_1 \geq 4$. Write down the corresponding LPs for each subregion, labeling the LP with $x_1 \leq 3$ as LP2 and the LP with $x_1 \geq 4$ as LP3. Solve LP2 first, establish a lower bound on z , then solve LP3.



LP2: (Solve this first)
 Maximize $z = 5x_1 + 4x_2$
 Subject to
 $x_1 + x_2 \leq 5$
 $0x_1 + 6x_2 \leq 45$
 $x_1 \leq 3$
 $x_1, x_2 \geq 0$

LP3:
 Maximize $z = 5x_1 + 4x_2$
 Subject to
 $x_1 + x_2 \leq 5$
 $0x_1 + 6x_2 \leq 45$
 $x_1 \geq 4$
 $x_1, x_2 \geq 0$

LP2
 $x_1 = 3, x_2 = 2$
 $z = 23$

Now examine LP3:
 Note: Since LP1 has solution $z = 23.75$, and $z = 5x_1 + 4x_2$, there's no way LP3 can produce an integer solution better than $z = 23$.
 • LP3 is **FATHOMED**.

- Solution to LP2 is integer-valued with $z = 23$.
- $z = 23$ is a **Lower Bound** on our original IP.
- LP2 is **FATHOMED** (it cannot yield a better IP solution)
- No further branching required.

3.] What is the solution to the IP?

IP Solution: $x_1 = 3, x_2 = 2, z = 23$.

4.] Discuss the procedure if we would have solved LP3 first.

• If LP3 is solved first, we would have to continue branching until all sub problems are **FATHOMED**.

- Solve LP2 first: LP1 → LP2 → LP3 → DONE
- Solve LP3 first: LP1 → LP3 → LP5 → LP4 → LP7 → LP6 → LP2 → DONE

