(4) Heuristics, decompositions & Software

Problem 4.1. Apply the relax & fix heuristic to compute an approximation of the optimal solution for the integer linear program

max
$$13x + 8y$$

subject to $x + 2y \le 10$,
 $5x + 2y \le 20$,
 $x, y \in \mathbb{N}_0$. [4 pts]

deadline: 4.5.2023 10:40

Problem 4.2. Use Langrangian relaxation to solve the integer linear program:

max
$$9x_1 + 4x_2 + 15x_3$$

subject to $3x_1 + 2x_2 + 4x_3 \le 5$, $x_1, x_2, x_3 \in \{0, 1\}$.

Determine the optimal value of the relaxation (P_u) for all possible values $u \geq 0$ and find the best upper bound on the optimal value of the integer program, which can be obtained from these relaxations (i.e. optimum of the Lagrangian relaxation). [4 pts]

For the following problems, formulate an integer linear programming model and find the optimal solution using a modeling/programming language and a solver of your choice. In addition to the obtained optimal solution and optimal value, also turn in your commented source code used for solving the model.

Problem 4.3. Find the chromatic number (i.e. the smallest number of colors needed to color the vertices so that no two adjacent vertices share the same color) and the corresponding coloring of the graph G = (V, E) with $V = \{1, ..., 8\}$ and

$$E = \{(1,3), (1,4), (1,5), (1,8), (2,3), (2,6), (2,8), (3,5), (3,8), (4,6), (5,7), (5,8), (6,8), (7,8)\}.$$
 [4 pts]

Problem 4.4. Solve the symmetric travelling salesman problem with 5 cities and distance matrix

$$(c_e) = \begin{pmatrix} - & 10 & 2 & 4 & 6 \\ - & - & 9 & 3 & 1 \\ - & - & - & 5 & 6 \\ - & - & - & - & 2 \end{pmatrix}.$$
 [4 pts]

Problem 4.5. Solve the following Sudoku problem:

4		5						
			7		2	6		
3	6				1		9	
								5
	1					7		
						5		
			9	8		1	2	7
		9	5	4			3	