

Symmetry and Optimization

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Symmetry and Optimization

$$\begin{array}{ll} \min & f(x) \\ \text{s.t.} & g(x) \leq 0 \\ & x_i \in \mathbb{Z} \text{ for } i \in I \\ & x \in \mathbb{R}^n \end{array}$$

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$$\pi(x) = \pi(x_1, \dots, x_n) = (x_{\pi(1)}, \dots, x_{\pi(n)})$$

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π is a symmetry of the problem if

- x feasible $\Leftrightarrow \pi(x)$ feasible
- $f(x) = f(\pi(x))$

Special Case: Integer Linear Programming

Integer Linear Program (ILP):

$$\begin{array}{ll} \min & c^T x \\ \text{s.t.} & Ax \geq b \\ & x \in \{0, \dots, k\}^n \end{array} \quad A : m \times n$$

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Symmetry Group of the ILP

Example:

$$\begin{array}{llllll} \min & -x_1 & -x_2 & -x_3 & -x_4 & \\ \text{s.t.} & x_1 & +x_2 & & +2x_4 & \leq 2 \\ & & x_2 & +x_3 & +2x_4 & \leq 2 \\ & x_1 & & +x_3 & +2x_4 & \leq 2 \\ & & & & & x \in \{0, 1\}^4 \end{array}$$

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Feasible solutions:

$$(x_1, x_2, x_3, x_4) \in \{(0, 0, 0, 0), (1, 0, 0, 0), (0, 1, 0, 0), (0, 0, 1, 0), (0, 0, 0, 1), \\ (1, 1, 0, 0), (1, 0, 1, 0), (0, 1, 1, 0), (1, 1, 1, 0)\}$$

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G : set of all symmetries of the ILP

$$G = \{[1, 2, 3, 4], [1, 3, 2, 4], [2, 1, 3, 4], [3, 2, 1, 4], [2, 3, 1, 4], [3, 1, 2, 4]\}$$

Symmetry Group

G with composition of permutation is a group:

- composition of permutations in G is a permutation in G
- G has a neutral element (identity permutation I)
- $g \in G \Rightarrow$ there exists $h \in G$ such that $g \cdot h = h \cdot g = I$

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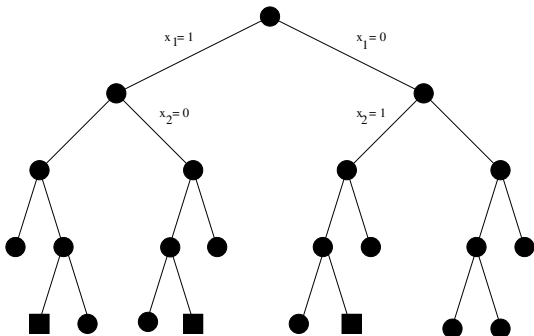
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Examples of symmetric ILPs:

- Coloring problems
- Network Design (with symmetric network)
- Flexible Manufacturing Operations (with identical machines)
- Design of statistical experiments
- Benchmark problems for QAP, Steiner Tree Problems

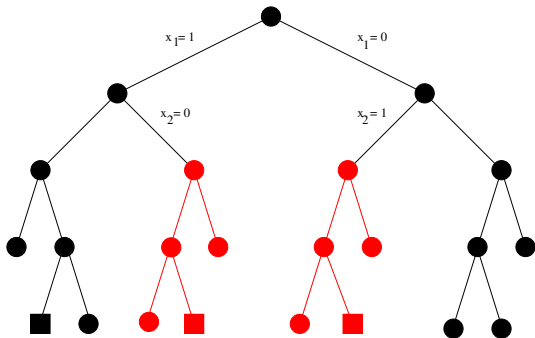
Branch-and-Bound for ILP

Branch-and-Bound tree for a symmetric problem: x_1, x_2 symmetric



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Problem:

$|G|$ large \Rightarrow Most solution techniques become inefficient

Problem Characteristics

Problem	n	\hat{z}	LP	Group order	Comm. Solver
$OA_7(7, 2, 4, 7)$	128	-	112	645,120	45m
$CA_7(7, 2, 4, 7)$	128	113	112	645,120	2.5h
$PA_7(7, 2, 4, 7)$	128	-108	-112	645,120	> 4h
$OA_2(6, 3, 3, 2)$	729	-	54	33,592,320	> 4h
$cov1054$	252	51	50	3,628,800	> 4h
$cov1174$	330	17	15.71	39,916,800	> 4h
$cod93$	512	-40	-51.20	185,794,560	> 4h
$cod105$	1024	-12	-18.29	371,5891,200	> 4h
$STS81$	81	61	27	1,965,150,720	> 4h

- “small” number of variables

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- “small” number of variables
- “small” integrality gap
- large group

Detecting Symmetric ILPs

Automatic detection is hard:

- Symmetry is a property of the feasible set (empty $\Rightarrow S^n$)
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Generating G :

- Known from model
- Compute from formulation : Graph automorphism problem
- Usually, work with a subgroup

Constructing G: Graph Automorphism

Example:

$$\begin{array}{ll} \min & \mathbf{1}^T \mathbf{x} \\ \text{s.t.} & \mathbf{A}\mathbf{x} \geq \mathbf{1} \\ & \mathbf{x} \in \{0, 1\}^n \end{array}$$

$\mathbf{A} : 0, 1$ matrix

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- Can handle arbitrary matrix using color classes for identical entries
- Efficient (in practice) software for graph automorphism: Nauty

Constructing G (cont.)

Extension to Nonlinear Programs

[Liberti, 2010]

Library	# Instances	$\# G > 1$	% of library
MIPLIB3	62	22	35.4%
MIPLIB2003 \ MIPLIB3	20	7	35.0%
GLOBALLIB	390	58	14.8%
MINLPLIB	197	32	16.2%
Total	669	112	16.7%

General Setting and Problems

Settings:

- Arbitrary symmetry group
- General integer variables

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Problems:

- Finding optimal solution
- Optimality proof of known solution
- Finding all nonisomorphic optimal solutions

Approaches

“Exact” Algorithms:

“Approximate” Algorithms:

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“Exact” Algorithms:

- I: Perturbation
- II: Reformulations
- III: Symmetry breaking inequalities
- IV: Symmetry breaking during search
- V: Pruning the enumeration tree

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Can be used to enumerate all nonisomorphic solution

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Use local symmetry information

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Modify the objective function:

- Replace by lexicographic minimization ($c_i = 2^i, i = 1, \dots, n$)
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 - Counterproductive when trying to prove infeasibility
 - Once optimal solution found, all problems are of this type
- Perturbation using hierarchical functions related to symmetry-breaking constraints (only for G product of symmetric groups)
 - Good results for specific applications.

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- Column generation
- Dantzig-Wolfe Decomposition

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[Barnhart, Johnson, Nemhauser, 1998]

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Edge Coloring:

[Nemhauser, Park, 1991]

Vertex Coloring:

[Mehrotra, Trick, 1995]

Approach II: Reformulations by Lift-and-Relax

[Östergård, Weakley, 2000]

[Östergård, Blass, 2001]

[Östergård, Wassermann, 2002]

[Östergård, M., 2003]

[Linderoth, M., Thain, 2007]

- Add integer variables y to the ILP: $y = Zx$
- Project (relax) some (or all) of the x variables $\rightarrow ILP(x', y)$
- Enumerate all nonisomorphic solutions (\bar{x}', \bar{y}) to $ILP(x', y)$
- Solve original ILP for each (\bar{x}', \bar{y}) , adding constraints $\bar{x}' = x'$ and $\bar{y} = Zx$

Approach II: Reformulations by orbit shrinking

[Fischetti, Liberti, 2013]

- G' : subgroup of G
- Partition variables into orbits in G' : $\{O_1, \dots, O_t\}$
- For $i = 1, \dots, t$ add an integer variable $y_t = \sum_{j \in O_t} x_j$
- remove integrality restriction on x_j for all j
- For $x_j \in O_t$, replace x_j by $\frac{y_t}{|O_t|}$

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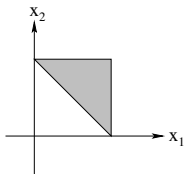
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- For $x_j \in O_t$, replace x_j by $\frac{y_t}{|O_t|}$
- Solves a “smaller” and “easier” ILP
- Significantly improves the LP relaxation lower bound

Approach III: Adding inequalities

Idea:

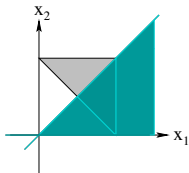
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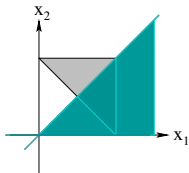
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Drawbacks:

- Isomorphic solutions may remain feasible
- May create highly fractional LP relaxations

III Adding Inequalities (cont.)

Typical constraints: Let $O = \{x_1, x_2, \dots, x_t\}$ be one orbit in G

- If G restricted to O is the symmetric group \mathcal{S}^t :

$$x_1 \geq x_2 \geq \dots \geq x_t$$

- Otherwise

$$x_1 \geq x_2, \quad x_1 \geq x_3, \quad \dots \quad x_1 \geq x_t$$

Applications:

- Selection of orbit
- Using group operation to use several orbits

[Liberti 2010]

[Liberti, Ostrowski 2013]

Finding Symmetry Breaking Inequalities

Fundamental Region: closed set F in \mathbb{R}^n such that:

- $g(\text{int}(F)) \cap \text{int}(F) = \emptyset, \quad \forall g \in G, g \neq I$
- $\bigcup_{g \in G} g(F) = \mathbb{R}^n$

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Theorem:

- G symmetry group for polytope P
- F fundamental region

Then:

$$\min\{c^T x \mid x \in P\} = \min\{c^T x \mid x \in P \cap F\}$$

Finding Symmetry Breaking Inequalities (cont.)

Proposition: [Grove, Benson, 1985]

- G group of permutations of $\{1, \dots, n\}$.
- z such that $g(z) \neq z$ for all $g \in G, g \neq I$.

Then

$$F = \{x \in \mathbb{R}^n \mid (g(z) - z) \cdot x \leq 0, \forall g \in G, g \neq I\}$$

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Example: $G = S^4$

$$z = (0, 1, 2, 3)$$

$$g(z) = (1, 0, 2, 3)$$

$$\Rightarrow \begin{aligned} (x_2 + 2x_3 + 3x_4) - (x_1 + 2x_3 + 3x_4) &\leq 0 && \Rightarrow \\ x_1 &\geq x_2 \end{aligned}$$

III Adding Inequalities (cont.): Orbitopes

For packing or partitioning problems of the form:

$$\begin{array}{rcll} Ax & \leq & b & \\ \sum_{j=1}^n x_{ij} & \{=; \leq\} & 1 & \forall i = 1, \dots, m \\ x_{ij} & \geq & 0 & \end{array}$$

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Collect all variables in a 2-dimensional matrix:

$$X = \begin{array}{|c|c|c|c|c|} \hline x_{1,1} & x_{1,2} & x_{1,3} & \dots & x_{1,n} \\ \hline x_{2,1} & x_{2,2} & x_{2,3} & \dots & x_{2,n} \\ \hline \dots & \dots & \dots & \dots & \dots \\ \hline x_{m,1} & x_{m,2} & x_{m,3} & \dots & x_{m,n} \\ \hline \end{array}$$

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If any permutation of the columns of X is a symmetry of the problem:

Orbitopes

If any permutation of the columns of X is a symmetry of the problem:

- a family of symmetry breaking inequalities is known (*shifted column inequalities*)
- polynomial time separation algorithm
- Describes the convex hull of non isomorphic solutions of

$$\sum_{j=1}^n x_{ij} \begin{cases} = \\ \leq \end{cases} 1 \quad \forall i = 1, \dots, m$$
$$x_{ij} \geq 0$$

[Kaibel, Pfetsch, 2006]

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Isomorphism-free backtracking enumeration

[Butler, Ivanov, Kreher, Lam, Leon, McKay, Read, Stinson]

Example: Solving an ILP with 0, 1 variables:

a : node of the enumeration tree

$$F_1^a = \{i \mid x_i \text{ fixed to 1 at } a\}$$

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Problems at a and b are **isomorphic** if

$\exists g \in G$ with

$$g(F_1^a) = F_1^b \quad \text{and} \quad g(F_0^a) = F_0^b$$

\Rightarrow May prune one of a or b

Approach IV: Symmetry Breaking During Search (SBDS)

Constraint Programming Approach:

- Add constraints for each created node of the tree to forbid isomorphic ones
- May require huge number of constraints
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- GAP_SBDS: Group representation of the symmetries:

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- SBDS-CP-LP hybrid

[Petrie, Smith, 2004]

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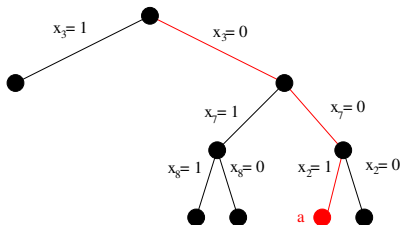
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Achievable if:

- Algorithm for restrictions is not be based on symmetry considerations

V.I: Left-of-path Mapping

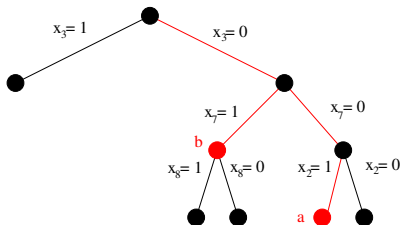
- a : node of the tree
- $F_0^a = \{i \mid x_i \text{ fixed to 0 at } a\}$ $F_1^a = \{i \mid x_i \text{ fixed to 1 at } a\}$
- Compare fixing at a with left sons issued from ancestors of a



$$F_1^a = \{2\} \quad F_0^a = \{3, 7\}$$

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- Prune a if there exists $g \in G$ mapping a subset of F_1^a to F_1^b and a subset of F_0^a to F_0^b

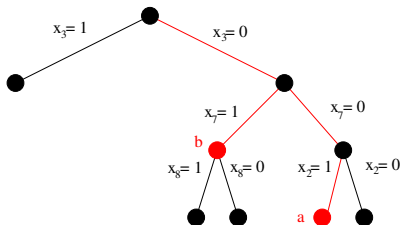


$$F_1^b = \{7\} \quad F_0^b = \{3\}$$

$$F_1^a = \{2\} \quad F_0^a = \{3, 7\}$$

V.I: Left-of-path Mapping

- a : node of the tree
- $F_0^a = \{i \mid x_i \text{ fixed to 0 at } a\}$ $F_1^a = \{i \mid x_i \text{ fixed to 1 at } a\}$
- Compare fixing at a with left sons issued from ancestors of a
- Prune a if there exists $g \in G$ mapping a subset of F_1^a to F_1^b and a subset of F_0^a to F_0^b



$$F_1^b = \{7\} \quad F_0^b = \{3\}$$

$$F_1^a = \{2\} \quad F_0^a = \{3, 7\}$$

$\exists g \in G$ with $g(3) = 3, g(2) = 7 \Rightarrow$ Prune node a

V.I: Left-of-path Mapping (cont.)

- Backtrack Searching with Symmetry (BSS)

[Brown, Finkelstein, Purdom 1988, 1995]

- Symmetry Breaking By Dominance Detection (SBDD)

[Fahle, Shamberger, Sellman 2001]

V.I: Left-of-path Mapping (cont.)

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Paper Description:

- General integer variables
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- General integer variables
- Branch by arbitrary partition of domain of branching variable

V.I: Left-of-path Mapping (cont.)

- Backtrack Searching with Symmetry (BSS)

[Brown, Finkelstein, Purdom 1988, 1995]

Paper Description:

- General integer variables
- Branch by creating one son for each possible value of branching variable

Implementation:

- Generic code working for any group
 - Few numerical results
- Symmetry Breaking By Dominance Detection (SBDD)

[Fahle, Shamberger, Sellman 2001]

Paper Description:

- General integer variables
- Branch by arbitrary partition of domain of branching variable

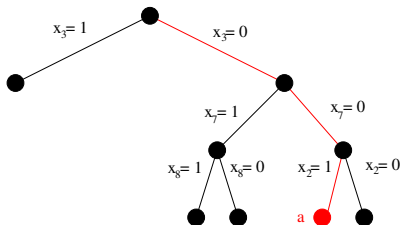
Implementation:

- Ad hoc code for several applications

V.II: Lexicomin Support Pruning

[Butler, Ivanov, Kreher, Lam, Leon, McKay, Read, Stinson]

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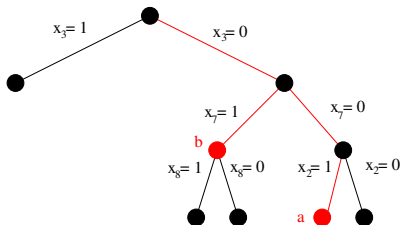


$$F_1^a = \{2\}$$

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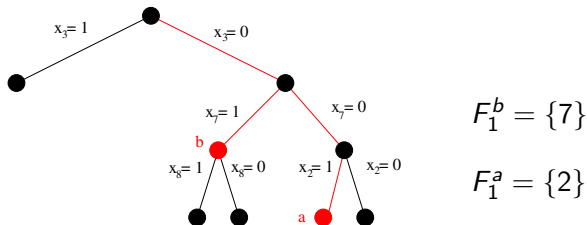
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$\exists g \in G$ with $g(2) = 7 \Rightarrow$ Prune node a

V.II: Lexicomin Support Pruning (cont.)

- Isomorphism Pruning (IP)

[M 2002, 2003, 2003b, 2007]

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- Rigid branching scheme

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Can be relaxed

[Ostrowski 2007]

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- Isomorphism Pruning (IP)

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Paper Description:

- General integer variables
- Branch by creating one son for each possible value of branching variable
- Rigid branching scheme
Can be relaxed

[Ostrowski 2007]

Implementation:

- Generic code working for any group
- Applications:
 - covering designs
 - orthogonal arrays
 - edge coloring
 - codes

[M 2003]

[Bulutoglu, M 2007]

[M 2007]

[Linderoth, Thain, M 2007]

Left-of-path Mapping vs. Lexicomin Support

Bare bone comparison:

- Left-of-path mapping pruning \subseteq Lexicomin Support pruning

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However:

Can set variables to 0 during backtracking. If there exists:

- $F \subseteq F_1^a$
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- $g \in G$ with $g(F) = F_1^b$

then set to 0 all vars in $g^{-1}(F_0^b)$

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then set to 0 all vars in $g^{-1}(F_0^b)$ (0-setting)

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If full 0-setting is done in Left-of-path mapping then

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Left-of-path Mapping vs. Lexicomin Support

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- More variables set to 0 by Left-of-path mapping than with Lexicomin Support

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- More variables set to 0 by Left-of-path mapping than with Lexicomin Support
- Much slower Left-of-path mapping checking than Lexicomin Support checking for deep trees

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BSS implementation of

[Brown, Finkelstein, Purdom 1988, 1995]

- Fast comput. of generators of stabilizer of $(F_1^a \cup j, F_0^a)$ in G
- Does not always do full 0-setting

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IP implementation of

[M 2007]

- Fast computation of one orbit of stabilizer of $F_1^a \cup j$ in G
- Does not always do full 0-setting

Approach VI: Orbital Branching

Recompute symmetry group at each node; use orbit information for branching

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Orbital Branching:

- Recompute symmetry group for free variables
- Compute partition of free variables into orbits
- Select one orbit \mathcal{O} and one $x_i \in \mathcal{O}$;
- Branch:
either all vars in \mathcal{O} fixed to 0 or $x_i = 1$

[Ostrowski, Linderoth, Rossi, Smriglio 2007]

Approach VI: Constraint Orbital Branching

[Ostrowski, Linderoth, Rossi, Smriglio, 2008, 2009, 2011]

$a^T x \geq b$: valid constraint of the LP, $a \in \mathbb{Z}^n, b \in \mathbb{Z}$

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Disjunction:

$$a^T x \leq b \quad \text{or} \quad \pi(a)^T x \geq b + 1 \text{ for all } \pi \in G$$

- Particularly useful for instances built from smaller instances
- Can combine knowledge of all nonisomorphic solutions of smaller instances
- Gives first proof of optimality for STS135 and STS243

Approach VII: Dominance Relations

- Use MIP to detect assignment of variables that are dominated
- Limited efficiency for highly symmetric problems

[Fischetti, Toth, 1988]

[Fischetti, Salvagnin, 2007]

ISOP-1.2

Code implementing:

- Group representation: Schreier-Sims table, set stabilizer computation
- Branch-and-Bound with isomorphism pruning
 - Based on code BCP of COIN-OR
 - Use CPLEX as LP solver
 - Input: problem description (sparse LP), group description (Schreier-Sims table), upper bound UB
 - output: Either one optimal solution with value $< UB$ or list of all nonisomorphic solutions with value $< UB$
 - more than 50 options for branching selection, bound propagation, etc.
 - More than 100 instances of highly symmetric problems (BIBD, COD, OA, STS)

ISOP-1.2 (cont.)

Available from:

http://wpweb2.tepper.cmu.edu/fmargot/source_code.html

Automatic generation of 11 codes using various options.

ISOP-1.2 (cont.)

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Automatic generation of 11 codes using various options.

Important options active in precompiled codes:

- NO_SOL_X0_0: All variables are in a single orbit of G
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Main Options:

- FREE_BRANCHING: Selected branching variable freely
- FREE_STAB_GRP: Compute a Schreier-Sims representation of the stabilizer

ISOP-1.2 (cont.)

If FREE_BRANCHING

- If FREE_BRANCH_GRP
 - FB_SCORE_KEEP_SYM: **ks** keep largest group order
 - FB_SCORE_KEEP_SYM_NONZ: keep largest group order when not fixing to 0
 - FB_SCORE_BREAK_SYM: **bs** keep smallest group order
 - FB_SCORE_BREAK_SYM_NONZ: keep smallest group order when not fixing to 0
 - FB_SCORE_MAX_PROD: **mp** keep max product of current orbit and largest orbit in sons

ISOP-1.2 (cont.)

- Otherwise (not FREE_BRANCH_GRP)
 - **orig**: order vars by given indexing
 - **orig+fix**: order vars by given indexing, do strong fixing
 - FB_SCORE_LARGEST_ORB: **lo** order vars according to orbit sizes
 - FB_SCORE_LARGEST_LP_ORB: **lplo** order vars according to largest sum of LP values in orbit
 - FB_SCORE_STRONG: **str5** use strong branching/fixing at depth multiple of a constant

CPU Time

code	avg.	std dev	min	max	TL
orig	26.55	63.54	0.00	360.10	0
orig+fix	122.91	635.05	0.00	5,757.60	0
str5	26.56	67.94	0.00	459.20	0
ks	328.06	1,360.54	0.00	10,004.60	0
bs	924.33	3,733.70	0.00	27,500.00	7
lo	275.87	1,391.94	0.00	12,859.10	2
lplo	409.36	2,522.26	0.00	23,938.40	6
mp	611.11	2,384.66	0.00	18,880.20	5

- 94 “easy” instances
- enumerate all nonisomorphic solutions
- TL: not finished in 10h

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orig	27,759.84	123,184.01	11.00	944,517.00	0
orig+fix	6,277.61	21,386.44	11.00	160,363.00	0
str5	28,838.34	126,534.00	11.00	972,642.00	0
ks	29,332.57	127,451.56	11.00	1,150,059.00	0
bs	34,816.05	122,522.98	11.00	727,348.00	7
lo	99,046.55	396,735.30	11.00	294,3748.00	2
lplo	52,473.76	189,442.26	13.00	1,101,518.00	6
mp	28,123.15	131,512.86	13.00	1,180,263.00	5

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Group Operations

[Butler, Cannon, Lam, Kreher, Stinson, Leon]

$$G_0 = G$$

$$G_1 = \{g \in G_0 \mid g(1) = 1\} \quad U_1 = \text{orb}(1, G_0)$$

$$G_2 = \{g \in G_1 \mid g(2) = 2\} \quad U_2 = \text{orb}(2, G_1)$$

...

$$G_n = \{g \in G_{n-1} \mid g(n) = n\} \quad U_n = \text{orb}(n, G_{n-1})$$

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Schreier-Sims Table:

T : $n \times n$ table of permutations

$$T_{ij} \neq \emptyset \Leftrightarrow \exists g \in G_{i-1} \text{ with } g(i) = j$$

Schreier-Sims Table Properties

- First row is $\text{orb}(1, G)$

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- $g \in G \Leftrightarrow g = g_1 \cdot g_2 \cdot \dots \cdot g_n$ with $g_i \in \text{row } i$
(unique, strong generators)

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(unique, strong generators)
- $|G| = |U_1| \cdot |U_2| \cdot \dots \cdot |U_n|$
- Construction Algorithm from generators ($O(n^4)$ per generator)
- β : permutation, $G_0 = G$, $G_i = \{g \in G_{i-1} \mid g(\beta[i]) = \beta[i]\}$
Algorithms for changing the base exists ($O(n^6)$)

Re-usable code: Binary variables only

```
clean_orbit_in_xstab( int g_deg,  
mygroup g,  
int *cv_orb,  
int *list_orb,  
int *card_list_orb,  
int base_ind)
```

- Compute orbit of $g \rightarrow \text{base}[\text{base_ind}]$ in stabilizer of $g \rightarrow \text{base}[0..\text{base_ind}-1]$ in g
- returns 1 if no var in the orbit is set to 0 and `base_ind` can be fixed to 1
- returns 0 otherwise

Re-usable code: General integer variables

```
clean_korbit_in_xstab( int g_deg,
mygroup g,
int *cv_orb,
int *list_orb,
int *card_list_orb,
int base_ind,
int *max_val,      /* max val still allowed for each var */
int **max_val_date, /* entry [w, j] # variables set to > 0
                    when value w was excluded for x_j*/
int *glob_stop,
int k_upbnd,      /* Upper bound for integer variables */
int **part_mat_orb) /* if not NULL, store all orbits */
```

- Compute orbit of $g \rightarrow \text{base}[\text{base_ind}]$ in stabilizer of $g \rightarrow \text{base}[0..\text{base_ind}-1]$ in g
- returns 1 if no var in the orbit is set to 0 and base_ind can be fixed to $\text{max_val}[\text{base_ind}]$
- returns 0 otherwise

Computation of $\text{orb}(f, \text{stab}(F_1^a, G))$

$$\beta = \left[\underbrace{., ., .}_{F_1^a} \quad \underbrace{f, ., .}_{\text{free}} \quad \underbrace{., ., .}_{F_0^a} \right]$$

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$$\beta = \left[\underbrace{., ., .}_{F_1^a} \quad \underbrace{f, ., .}_{\text{free}} \quad \underbrace{., ., .}_{F_0^a} \right]$$

$$g \in \text{stab}(F_1^a, G) \Rightarrow g = g_{\beta[1]} \cdot g_{\beta[2]} \cdot \dots \cdot g_{\beta[|F_1^a|]} \cdot g_f \cdot h$$

with

- $g(\beta[i])$ in row $\beta[i]$ of T for $i = 1, \dots, |F_1^a|$
- $g(f)$ in row f of T
- $h(f) = f$
- $h(\beta[i]) = \beta[i]$ for $i = 1, \dots, |F_1^a|$

Computation of $\text{orb}(f, \text{stab}(F_1^a, G))$

$$\beta = \left[\underbrace{\cdot, \cdot, \cdot}_{F_1^a} \quad \underbrace{f, \cdot, \cdot}_{\text{free}} \quad \underbrace{\cdot, \cdot, \cdot}_{F_0^a} \right]$$

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with

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- $g(f)$ in row f of T
- $h(f) = f$
- $h(\beta[i]) = \beta[i]$ for $i = 1, \dots, |F_1^a|$

Use Backtracking to explore all

$$p = g_{\beta[1]} \cdot g_{\beta[2]} \cdot \dots \cdot g_{\beta[|F_1^a|]} \cdot g_f$$

If $p(F_1^a) = F_1^a$, add $p(f)$ to the orbit of f

Complexity: $O(n \cdot |F_1^a|!)$

Computation of Stabilizer

Theorem

[Luks], [Hoffman]

Computing $\text{stab}(S, G)$ is as hard as deciding if two graphs are isomorphic

Algorithm: Backtracking similar to previous one.

Complexity: $O(n \cdot |F_1^a|!)$