# Solving Steiner Tree Problems in Graphs to Optimality 

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T. Koch A. Martin


#### Abstract

In this paper we present the implementation of a branch-and-cut algorithm for solving Steiner tree problems in graphs. Our algorithm is based on an integer programming formulation for directed graphs and comprises preprocessing, separation algorithms and primal heuristics. We are able to solve all problem instances discussed in literature to optimality, including one to our knowledge not yet solved problem. We also report on our computational experiences with some very large Steiner tree problems arising from the design of electronic circuits. All test problems are gathered in a newly introduced library called SteinLib that is accessible via World Wide Web.


Keywords. Branch-and-Cut, Cutting Planes, Reduction Methods, Steiner tree, Steiner tree library.
Mathematical Subject Classification (1995): 05C40, 90C06, 90C10, 90C35.

## 1 Introduction

Given an undirected graph $G=(V, E)$ and a node set $T \subseteq V$, a Steiner tree for $T$ in $G$ is a subset $S \subseteq E$ of the edges such that $(V(S), S)$ contains a path from $s$ to $t$ for all $s, t \in T$, where $V(S)$ denotes the set of nodes incident to an edge in $S$. In other words, a Steiner tree is an edge set $S$ that spans $T$. The Steiner tree problem is to find a with respect to some given edge weights $c_{e}, e \in E$, minimal Steiner tree. This problem is known to be $\mathcal{N P}$-hard (Karp [1972]), even for grid graphs (Garey and Johnson [1977]).
Nourished from the increasing demand in the design of electronic circuits the solution of Steiner tree problems has received considerable and strongly growing attention in the last twenty years. Among the proposed solution methods are exact algorithms, heuristic procedures, approximation algorithms, polynomial algorithms for special instances, polyhedral approaches, and many more. Excellent surveys are given in Winter [1987], Maculan [1987], Hwang and Richards [1992], and Hwang, Richards, and Winter [1992]. To solve the Steiner tree problem to
optimality, Aneja [1980] proposes a row generation algorithm based on an undirected formulation, Dreyfus and Wagner [1971] and Lawler [1976] use dynamic programming techniques, Beasley [1984, 1989] presents a Lagrangean relaxation approach, Wong [1984] describes a dual ascent method, Lucena [1993] combines Lagrangean and polyhedral methods, and Chopra, Gorres, and Rao [1992] develop a branch-and-cut algorithm. In particular, polyhedral methods have turned out to be quite powerful in finding optimal solutions for various Steiner tree problems. Reasons are the better understanding of the associated polyhedra, the availability of fast and robust LP solvers, and the experience gained about turning the theory into an algorithmic tool.
This paper moves within this framework and presents a branch-and-cut algorithm. It is related to the algorithm described in Chopra, Gorres, and Rao [1992], but differs and extends it in several aspects that are discussed in the paper. In Section 2 we present and evaluate two different integer programming formulations. In Section 3 we extensively discuss preprocessing by exploiting and combining many of the ideas known from the literature. Our computational results demonstrate how important preprocessing is: without this tool it would have not been possible to solve any of the large instances. Details of the cutting plane phase of our branch-and-cut algorithms are discussed in Section 4, it includes different separation strategies and primal heuristics. Extensive tests are given in Section 5. We solve all test instances from the literature including one not yet solved problem and find the optimal solution for many very large instances arising from realistic problems in the design of electronic circuits. We introduce a library for Steiner tree problems called SteinLib (including most of the models from the literature and all new VLSI-instances discussed in this paper). This library is available via anonymous ftp (ftp ftp.zib.de; cd pub/mp-testdata/SteinLib) or from WWW at URL: ftp://ftp.zib.de/pub/mp-testdata/SteinLib/.

## 2 Integer Programming Formulation

In this section we present the integer programming formulation we are going to solve with our branch-and-cut algorithm. Let an undirected graph $G=(V, E)$ with edge weights $c_{e} \geq 0, e \in E$, be given. We assume throughout the paper that the edge weights are nonnegative. In addition, there is a node set $T \subseteq V$, called the set of terminals. We will denote an instance of the Steiner tree problem by the triple $\operatorname{ST}(G, T, c)$.
A canonical way to formulate the Steiner tree problem as an integer program is to introduce, for each edge $e \in E$, a variable $x_{e}$ indicating whether $e$ is in the Steiner tree $\left(x_{e}=1\right)$ or not $\left(x_{e}=0\right)$. Consider the integer program
$\min c^{T} x$
(i) $x(\delta(W)) \geq 1$, for all $W \subset V, W \cap T \neq \emptyset$,
(uSP)
(ii) $0 \leq x_{e} \leq 1, \quad$ for all $e \in E$, (iii) $x$ integer,
where $\delta(X)$ denotes the cut induced by $X \subseteq V$, i.e., the set of edges with one end node in $X$ and one in its complement, and $x(F):=\sum_{e \in F} x_{e}$, for $F \subseteq E$. It is easy to see that there is a one-to-one correspondence between Steiner trees in $G$ and $0 / 1$ vectors satisfying (uSP) (i). Hence, the Steiner tree problem can be solved via (uSP).
Another way to model the Steiner tree problem is to consider the problem in a directed graph. We replace each edge $u v \in E$ by two anti-parallel $\operatorname{arcs}(u, v)$ and $(v, u)$. Let $A$ denote this set of arcs and $D=(V, A)$ the resulting digraph. We choose some terminal $r \in T$, which will be called the root. A Steiner arborescence (rooted at $r$ ) is a set of arcs $S \subseteq A$ such that $(V(S), S)$ contains a directed path from $r$ to $t$ for all $t \in T \backslash\{r\}$. Obviously, there is a one-to-one correspondence between (undirected) Steiner trees in $G$ and Steiner arborescences in $D$ which contain at most one of two anti-parallel arcs. Thus, if we choose arc weights $\vec{c}_{(u, v)}:=\vec{c}_{(v, u)}:=c_{u v}$, for $u v \in E$, the Steiner tree problem can be solved by finding a minimal Steiner arborescence with respect to $\vec{c}$. Note that there is always an optimal Steiner arborescence which does not contain an arc and its anti-parallel counterpart, since $\vec{c} \geq 0$. Introducing variables $y_{a}$ for $a \in A$ with the interpretation $y_{a}:=1$, if arc $a$ is in the Steiner arborescence, and $y_{a}:=0$, otherwise, we obtain the integer program

$$
\begin{array}{rll}
\min & \vec{c}^{T} y & \\
(i) & y\left(\delta^{+}(W)\right) \geq 1, & \text { for all } W \subset V, r \in W \\
& & (V \backslash W) \cap T \neq \emptyset \\
\text { (ii) } & 0 \leq y_{a} \leq 1, & \text { for all } a \in A \\
\text { (iii) } & y \text { integer, } &
\end{array}
$$

where $\delta^{+}(X):=\{(u, v) \in A \mid u \in X, v \in V \backslash X\}$ for $X \subset V$, i.e., the set of arcs with tail in $X$ and head in its complement. Again, it is easy to see that each $0 / 1$ vector satisfying (dSP) (i) corresponds to a Steiner arborescence, and conversely, the incidence vector of each Steiner arborescence satisfies (dSP) (i) to (iii). How are the models (uSP) and (dSP) related?
Polyhedral aspects of both models are intensively discussed in the literature. The undirected model was studied in Grötschel and Monma [1990], Goemans [1994], Goemans and Myung [1993], Chopra and Rao [1994a, 1994b], whereas the directed version in Ball, Liu, and Pulleyblank [1989], Goemans and Myung [1993],

Chopra and Rao [1994a, 1994b]. Chopra and Rao [1994a], and Goemans and Myung [1993] relate both formulations. Chopra and Rao [1994a] show that the optimal value of the LP relaxation of the directed model $z_{d}:=\min \left\{\vec{c}^{T} y \mid y\right.$ satisfies (dSP) (i) and (ii) $\}$ is greater or equal to the corresponding value of the undirected formulation $z_{u}:=\min \left\{c^{T} x \mid x\right.$ satisfies (uSP) (i) and (ii) $\}$. Even, if the undirected formulation is tightened by the so-called Steiner partition inequalities (see Grötschel and Monma [1990], Chopra and Rao [1994a]) and odd hole inequalities (see Chopra and Rao [1994a]), this relation holds. In addition, Goemans and Myung [1993] show that $z_{d}$ is independent of the choice of the root $r$. These results suggest the directed model and we followed this suggestion. Nevertheless, one disadvantage of the directed model is that the number of variables is doubled. But it will turn out that this is not really a bottleneck, since we are minimizing a nonnegative objective function, and thus the variable of one of two anti-parallel arcs will usually be at its lower bound.
It should be mentioned that further models to solve the Steiner tree problem can be found in the literature, for example, models based on flow formulations (Wong [1984], Maculan [1987]) or models extending the undirected formulation by introducing node variables (Lucena [1993], Goemans and Myung [1993]).

## 3 Preprocessing

Preprocessing is a very important algorithmic tool in solving combinatorial and integer programming problems of large scale. The idea in general is to detect unnecessary information in the problem description and to reduce the size of the problem by logical implications. For the Steiner tree problem many reduction methods are discussed in the literature. In this section we sketch the main concepts from the literature and show how they are incorporated in our code.

## Definition 3.1 (Reduction)

Given a Steiner tree problem $\operatorname{ST}(G, T, c)$, we call a transformation of $\operatorname{ST}(G, T, c)$ to a pair $\left(\mathrm{ST}\left(G^{\prime}, T^{\prime}, c^{\prime}\right), c_{r}\right)$ with $G^{\prime}=\left(V^{\prime}, E^{\prime}\right)$ and $c_{r} \in \mathbb{R}_{+}$a (feasible) reduction if $\left|V^{\prime}\right| \leq|V|,\left|E^{\prime}\right| \leq|E|$, or $\left|T^{\prime}\right| \leq|T|$ and if there exist an optimal solution $S$ of $\operatorname{ST}(G, T, c)$ and $S^{\prime}$ of $\operatorname{ST}\left(G^{\prime}, T^{\prime}, c^{\prime}\right)$ such that $c(S)=c^{\prime}\left(S^{\prime}\right)+c_{r}$.

Let $\left(\mathrm{ST}\left(G^{\prime}, T^{\prime}, c^{\prime}\right), c_{1}\right)$ be a reduction of $\mathrm{ST}(G, T, c)$ and $\left(\mathrm{ST}\left(G^{\prime \prime}, T^{\prime \prime}, c^{\prime \prime}\right), c_{2}\right)$ one of $\operatorname{ST}\left(G^{\prime}, T^{\prime}, c^{\prime}\right)$, then $\left(\operatorname{ST}\left(G^{\prime \prime}, T^{\prime \prime}, c^{\prime \prime}\right), c_{1}+c_{2}\right)$ is a reduction of $\operatorname{ST}(G, T, c)$, i. e., reductions can be combined and applied one after another.

Reduction methods focus on detecting special configurations that allow to neglect certain edges and/or nodes for the optimization, or they show that some edges and/or nodes are contained in some optimal solution. In the following we list how the (feasible) reductions look like for possible situations that are discussed thereafter:
(i) Removable edges: Suppose there is an edge $e \in E$ and an optimal solution $S^{*}$ of $\operatorname{ST}(G, T, c)$ which does not include $e$, then $(S T((V, E \backslash\{e\}), T, c), 0)$ is a reduction.
(ii) Removable nodes: Suppose there is a node $v \in N$ and an optimal solution $S^{*}$ of $\operatorname{ST}(G, T, c)$ which does not include $v$, then $(S T((V \backslash\{v\}, E \backslash$ $\delta(v)), T, c), 0)$ is a reduction.
(iii) Choosable edges: Suppose there is an edge $e=[u, v] \in E$ and an optimal solution $S^{*}$ of $\operatorname{ST}(G, T, c)$ which includes $e$. Let $G^{\prime}$ be the graph resulting from contracting $u$ and $v$ along $e$ and let $w$ be the contracted node. Then $\left(S T\left(G^{\prime}, T^{\prime}, c\right), c_{e}\right)$ is a reduction with $T^{\prime}:=T \cup\{w\} \backslash\{u, v\}$ if $\{u, v\} \cap T \neq \emptyset$, and $T^{\prime}:=T$ otherwise.
(iv) Consecutive edges: Suppose there are two edges $e_{1}=[u, v]$ and $e_{2}=$ [ $v, w]$ with $\left\{e_{1}, e_{2}\right\}=\delta(v)$ for some $v \in N$ and an optimal solution $S^{*}$ of $\operatorname{ST}(G, T, c)$ with $e_{1} \in S^{*} \Leftrightarrow e_{2} \in S^{*}$. Then $(S T((V \backslash\{v\}, E \cup\{[u, w]\} \backslash$ $\left.\left.\delta(v)), T, c^{\prime}\right), 0\right)$ is a reduction with $c_{[u, w]}^{\prime}:=c_{e_{1}}+c_{e_{2}}$ and $c_{e}^{\prime}=c_{e}$ otherwise.

How successful preprocessing methods might be in reducing the size of some problem is demonstrated in Figure 1 and Figure 2. Figure 1 shows the original graph of problem br (complete graph on 58 nodes, for a description of the problem see Section 5), and Figure 2 the graph that we obtain after applying our preprocessing algorithm.


Figure 1: Original problem


Figure 2: Reduced problem

## Degree-Test I

The following tests summarized under the name Degree-Test I (see Beasley [1984]) are easy to check.
$|\delta(v)|=1$ for some $v \in N: v$ can be removed.
$|\delta(v)|=1$ for some $v \in T$ : Edge $e=[u, v] \in \delta(v)$ is contained in every feasible solution.
$|\delta(v)|=2$ for some $v \in N$ : If $v \in V\left(S^{*}\right)$ for some optimal solution $S^{*}$, then both edges $e_{1}, e_{2} \in \delta(v)$ have to be part of $S^{*}$, i.e., $e_{1}$ and $e_{2}$ are consecutive edges in the above classification.
$|\delta(v)|=2$ for some $v \in T$ : Let $\delta(v)=\left\{e_{1}, e_{2}\right\}$ with $e_{1}=[u, v]$ and $c_{e_{1}} \leq c_{e_{2}}$. If $u \in T$, there exists an optimal solution containing $e_{1}$.

## Special-Distance-Test

This test (introduced in Duin and Volgenant [1989a]) computes for each pair of nodes a number (called the special distance) which can be exploited to remove some edges.

## Definition 3.2 (Special Distance)

Let two nodes $u, v \in V$ with $u \neq v$ be given, and consider some path $P \subseteq E$ connecting $u$ and $v$. Set $T_{P}=V(P) \cap T \cup\{u, v\}$ and let

$$
\begin{array}{cl}
b(P)=\max \{c(F) \mid & F \subseteq P \text { is a path connecting two nodes from } T_{P} \\
\text { such that } \left.\left|T_{P} \cap V(F)\right|=2\right\}
\end{array}
$$

The number

$$
s(u, v)=\min \{b(P) \mid P \text { is a path connecting } u \text { and } v\}
$$

is called the special distance (between $u$ and $v$ ).
To give an idea what $s(u, v)$ means consider each terminal as a petrol station and suppose you want to drive from location $u$ to $v$. Then, $s(u, v)$ denotes the distance you must be able to drive without refilling if you choose among all possible routes. Note that the following relations

$$
s(u, v) \leq d(u, v) \leq c_{[u, v]}
$$

hold, where $d(u, v)$ denotes the length of a shortest path between $u$ and $v$. The special distance can be computed by a modified shortest path algorithm (cf. Hwang, Richards, and Winter [1992]).
Given the values $s(u, v)$ for all $u, v \in V$ there is an easy and very effective test for deleting edges. An optimal solution $S^{*}$ of a Steiner tree problem $\operatorname{ST}(G, T, c)$ cannot contain any edge $[u, v] \in E$ with $s(u, v)<c_{[u, v]}$.
The Special-Distance-Test is published in Duin and Volgenant [1989a]. This test is a generalization of many other tests known in the literature, for instance the

Least-Cost-Test in Duin and Volgenant [1989b] (also mentioned as Longest Edge Reduction Type I in Winter and Smith [1992]), the Minimal-Spanning-Tree-Test (introduced in Balakrishnan and Patel [1987] as $R$ - $R$ Edge Deletion, $R$-S Edge Deletion and $S$-S Edge Deletion and unified in Duin and Volgenant [1989a]), and special cases of the Minimal-Spanning-Tree-Test (described in Winter and Smith [1992] as Longest Edge Reduction Type II and in Duin and Volgenant [1989b] as Vertices nearer to $K$ Test).
We do not want to explain all these tests and their deductions to the Special-Distance-Test here. This is comprehensively treated in Duin and Volgenant [1989a]. Concerning implementation it should be noted that these special cases can often be implemented more efficiently than the Special-Distance-Test.

## Bottleneck Degree $m$ Test

The bottleneck degree $m$ test introduced in Duin and Volgenant [1989b] is the following: Consider some node $v \in N$ with $|\delta(v)| \geq 3$. Let $(W, F)$ be the complete graph on node set $W:=V(\delta(v) \backslash\{v\})$ with edge weights $\bar{s}_{[u, v]}=s(u, v)$ for $[u, v] \in F$. If for all subsets $U \subseteq W$ with $|U| \geq 3$

$$
\bar{s}\left(B^{*}\right) \leq \sum_{u \in U} c_{[v, u]}
$$

where $B^{*}$ is the edge set of a minimal spanning tree in $(W, F)$, holds, node $v$ can be deleted and for all $u, w \in W$, edge $[u, w]$ with weight $c_{[u, w]}=c_{[u, v]}+c_{[v, w]}$ has to be introduced. (In case of parallel edges only one edge will be retained.) Of course, this might create many new edges, but in general most of these can be eliminated by the Special-Distance-Test.
The running time for this test is $\mathrm{O}\left(2^{m} \cdot \gamma\right)$ with $m=|\delta(v)|$, where $\gamma$ denotes the time for computing a minimal spanning tree. Due to the exponential behaviour we perform this test only for $m=3$.

## Terminal-Distance-Test

In this test we consider a connected subgraph $H=(W, F)$ of $G$ with $T \cap W \neq \emptyset$ and $T \backslash W \neq \emptyset$. Let $e=\operatorname{argmin}_{e^{\prime} \in \delta(W)} c_{e^{\prime}}$ and $f=\operatorname{argmin}_{f^{\prime} \in \delta(W) \backslash\{e\}} c_{f^{\prime}}$ be a shortest and second shortest edge of the cut induced by $W$.
Edge $e=[u, v]$ with $u \in W$ and $v \in V \backslash W$ is part of some optimal solution of $\mathrm{ST}(G, T, c)$, if

$$
c_{f} \geq d_{u}+c_{e}+d_{v}
$$

with $d_{u}=\min \{d(t, u) \mid t \in T \cap W\}$ and $d_{v}=\min \{d(t, v) \mid t \in T \backslash W\}$.
This test can be implemented in $O\left(|V|^{3}\right)$ steps. It is introduced in Duin and Volgenant [1989b] as Nearest Special Vertices Test. Two special cases which can be implemented faster are:

The Terminal-Aggregation-Test which is presented in Balakrishnan and Patel [1987] as $R$ - $R$ Aggregation, and second, the Nearest-Terminal-Test named in Beasley [1984] and Duin and Volgenant [1989b] as Nearest Vertex Test and in Winter and Smith [1992] als Closest Z-Vertices Reduction.

## Results

When it comes to implement these reduction methods several questions arise: Which of these tests should be implemented? For each single test, should all cases be checked (complete test) which might result in high running times or should one restrict the search to certain promising special cases which might result in an incomplete test? In which order should the methods be called? How often should they be called? Some reduction of one test might give rise to further reductions by some other (already performed) test. We tried to find answers in the following way. First, we implemented all the tests and each test in the complete version. We called all these tests consecutively and iterated this process until no more reductions could be found. Of course, this might be very time consuming but for large difficult problems it might be worth to reduce as much as possible (see Section 5). For small and medium sized problems the situation is different. Often it did not pay to perform a complete test, rather to switch to the branch-and-cut phase which usually solved the (reduced) problem very fast. We performed many test runs to find a balance between the total running times and the success of the reduction methods. Algorithm 3.3 shows our final selection. The success of this strategy will be illustrated in Section 5 .

## Algorithm 3.3 (Presolve)

(1) Degree-Test I
(2) Special-Distance-Test
(3) Degree-Test I
(4) Terminal-Distance-Test
(5) Special-Distance-Test
(6) Degree-Test I
(7) Special-Distance-Test
(8) Degree-Test I
(9) return

## 4 Implementation Details

In this section we describe the implementation of our branch-and-cut algorithm for solving the Steiner tree problem. We assume that the reader is familiar with the general outline of a branch-and-cut algorithm (see, for instance, Applegate,

Bixby, Chvátal, and Cook [1995] or Padberg and Rinaldi [1991]). Algorithm 4.1 presents the main steps of such an algorithm.

## Algorithm 4.1 (Branch-and-Cut Algorithm)

(1) Initialization
(2) while branch-and-bound tree is not empty
(5) solve the LP
(6) call primal heuristics
(9) branch if necessary
(10) print best feasible solution and best lower bound
(11) STOP.

In the Initialization phase we set up the first LP and initialize the branch-andbound tree with the root node representing the whole problem. In our case the starting LP is essentially empty, consisting only of the trivial inequalities (dSP) (ii). We have experimented with initial cuts for the first LP by doing a breadth first search from the root to every other terminal and adding the cuts between nodes of different depth. Though these cuts have disjoint support for each root-terminal pair, only the smaller instances profited from this idea. While the number of cutting plane iterations needed to solve the problems was always smaller, the effect from initially having a lot of dense inequalities (i. e., inequalities with many nonzero entries) in the LP slows considerably down the whole process. For solving the linear programs we use CPLEX 4.0 ${ }^{1}$, a very fast and robust linear programming solver, which features both a primal and dual simplex solver and a primal-dual barrier solver. We use the dual simplex algorithm, since the LPs from one iteration to the next stay dual feasible, when cutting planes are added or variables are fixed to one of their bounds. It turned out that the best pricing strategy was steepest edge pricing. However, for some instances (in particular for large grid problems) the arising LPs are highly primal and dual degenerated.
We tried to avoid degeneracy by perturbing the objective function. We use $\tilde{c}=\vec{c}-b \varepsilon_{a}$, where $b=\min \left(10^{-1}, \frac{1}{2(|A|+1)}\right)$, and $\varepsilon_{a} \in[0,1)$ is some uniformly distributed random number for each $a \in A$. Our choice of $\tilde{c}$ ensures that an optimal solution with $\tilde{c}$ is also optimal for $\vec{c}$. The running times for solving the LPs were always better with the perturbed objective function than with the original. Nevertheless, some of the larger problems continued to show signs of degeneracy. We tried two further ways to remedy degeneracy. First we tried a perturbation with $b=0.1$. This however requires reoptimization with the original objective function after the problem has been solved for the perturbed objective function.

[^0]Sometimes this reoptimization step needed several thousand simplex iterations and we obtained a significant speed up only in very few cases. Second, we tried the primal dual barrier solver of the CPLEX package. The barrier code does not suffer from degeneracy, but has to solve each LP from scratch so that on average it could not outperform the dual simplex method with our initial perturbation.

### 4.1 Branching and Selecting Leafs

In step (9), if it is necessary, to branch, we use strong branching (Bixby [1996]), i. e., we determine a set of variables whose LP value is close to 0.5 , perform for each variable of this set a certain number of simplex iterations for the linear program where the variable is set to one or zero, and finally select the variable in the set as branching variable that obtained the best increase in the LP value. We run through the branching tree in depth-first-search fashion. The reasons are that the memory requirements for the whole tree stay small and that we try to find a good primal solution as soon as possible. It almost never happened that our branching tree grew to much. Branching was a rather rare event in our computations anyway (within the time limit and with the default parameter setting branching was necessary only in 12 of 334 cases, see Section 5).

### 4.2 Primal Heuristic

The primal heuristic we use is basically the one introduced by Takahashi and Matsuyama [1980]. The idea of this heuristic is to start from one terminal and connect a terminal by a shortest path that is closest to the starting terminal. The next terminal is chosen among the remaining terminals in such a way that it is closest to the already existing path or subtree in general. This process is continued until all terminals are connected. As edge weights for this heuristic we use $\left(1-x_{e}\right) \cdot c_{e}$ for $e \in E$, if $x$ is the optimal solution of the current LP, i.e., we try to prefer those edges that are already chosen in the LP solution. As suggested in Rayward-Smith and Clare [1986] we also try to improve the heuristic solution by computing a minimal spanning tree among the chosen nodes and prune nonterminal leaves as along as possible.
A parameter to be specified for this heuristic is the starting terminal. Since running the algorithm for all terminals is usually to time consuming, we made the following selection: We always try the terminal which gave the best solution so far, and try in addition up to 10 randomly selected terminals. The frequency in which the heuristic is called in our code is specified by some parameter (default is every 5 cutting plane iterations).
In 116 out of 334 test examples the first call to the heuristic found the optimal solution and in $88 \%$ of the cases the gap ( $\frac{\text { heuristic solution-lower bound }}{\text { lower bound }}$ ) was below $5 \%$.
We also experimented with the Rayward-Smith [1983] heuristic. The results are
quite promising, however a main bottleneck is the running time, especially for big problems. The reason is that the heuristic requires all-to-all node distances and due to memory limitations we must compute these on the fly, so most of the time is spent for calculating shortest paths.

### 4.3 Separating Inequalities

It is well known that the separation problem for the cut inequalities (dSP) (i) can be solved by any max flow algorithm and can thus be solved in polynomial time. We regard the LP solution as capacities in the graph and check, for each $t \in T \backslash\{r\}$, whether the minimal $(r, t)$-cut is less than one. If so, a violated cut inequality is found, otherwise there is none. We add inequalities only if they are violated by at least some epsilon (default is $10^{-4}$ ). In order to determine a minimal $(r, t)$-cut, for all $t \in T \backslash\{r\}$, we use the preflow-push algorithm of Hao and Orlin [1992]. The nice feature of the Hao-Orlin algorithm is that information from one mincut calculation can be used to speed up the computation for the next root-terminal pair, since the source node of the flow to be computed is always the root $r$.

### 4.3.1 Back-Cuts

Chopra, Gorres, and Rao [1992] describe a method to increase the number of separated inequalities by swapping the flow on each arc and checking in addition all $(t, r)$-cuts, for $t \in T \backslash\{r\}$. A drawback here is that we cannot use the speed up feature mentioned above, since for each $(t, r)$-cut computation the source node changes and thus the algorithm has to start from scratch again.

### 4.3.2 Nested Cuts

Another way to increase the number of found violated inequalities is to nest the cuts. After finding a minimal cut between $r$ and some terminal $t$, we temporary fix all corresponding variables in the actual LP solution to one an try again to find a cut between $r$ and $t$. We repeat this procedure until the flow between $r$ and $t$ is at least one. This idea can be combined with Back-Cuts so that we are trying to find nested inequalities in both directions. The results of this procedure are usually an increase in the time spent for separation and reoptimization the linear programs per iteration, while the total number of cutting plane iterations drastically decreases, resulting in an overall running time of about one magnitude faster than without nested and back cuts.

### 4.3.3 Creep-Flow

We obtained another major speedup in the performance of our algorithm when we implemented the following idea. Instead of trying to increase the number of
separated inequalities, we tried to raise the "quality" of the inequalities. Since most of the variables in our LP solution are zero, the optimal solution of the mincut algorithm is not necessarily arc minimal, too. So we add a tiny capacity of some $\epsilon$ (in the code we use $\epsilon=10^{-6}$ ) to all arcs to get among all weight minimal cuts one that is also arc minimal. While this increased the running time for computing a minimal cut, since much more arcs have to be considered, the time needed for reoptimization the linear programs decreased by a factor of ten. Moreover, the reduction in the number of cutting plane iterations by using these ideas over just adding pure $(r, t)$-cuts is between two and three orders of magnitude.

### 4.3.4 Flow-Balance Inequalities

In our cutting plane phase we take another class of inequalities into consideration. An (optimal) Steiner arborescence can be viewed as a set of flows sending one unit from the root $r$ to each terminal in $T \backslash\{r\}$. This means that for all nonterminal nodes that are not branching nodes in the Steiner arborescence the flow balance equality $y\left(\delta^{-}(v)\right)=y\left(\delta^{+}(v)\right)$ must hold, and for the other nonterminal nodes $y\left(\delta^{-}(v)\right) \leq y\left(\delta^{+}(v)\right)$. This is expressed in the following set of inequalities:

$$
\begin{aligned}
& y\left(\delta^{-}(v)\right) \begin{cases}=0, & \text { if } v=r ; \\
=1, & \text { if } v \in T \backslash\{r\} ; \\
\leq 1, & \text { if } v \in N ; \\
y\left(\delta^{-}(v)\right) & \leq y\left(\delta^{+}(v)\right), \\
y\left(\delta^{-}(v)\right) \geq y_{e}, & \text { for all } e \in \delta^{+}(v), v \in N .\end{cases} \\
& =1
\end{aligned}
$$

Note that this system of inequalities is not valid for all Steiner arborescences (for example cycles are cut off), but there is always an optimal solution that satisfies these conditions, since the objective function is nonnegative.

We made several tests to evaluate the performance of these four separation routines and its combinations. Figures 3 and 4 show the results for all 16 possible separation strategies for examples alu7229 and taq0631 ( $F$ means that flow-balance inequalities are applied, $C, B$, and $N$ that creep-flow, back-cuts, and nested cuts are added, respectively; "---" indicates that just a minimal $(r, t)$-cut is possible added for each $t \in T \backslash\{r\})$. For a description of these problems, see Section 5. We observe that the differences in the running times are up to two orders of magnitude (note that the $y$ axis is logarithmically scaled). It is worthwhile to note that for almost all combinations it is better to apply flow-balance inequalities. In Figure 4 we see that the combination of back-cuts and creep-flows almost doubles the separation time. Also note that using creep-flows reduces the number of generated cuts yielding an decrease in the LP time and total time. The two diagrams show that all combinations without creep-flow except for '-BNF' are not competitive. We evaluated the remaining nine strategies on some larger
instances. Figures 5 and 6 show the results for problem $g r$ and msm1234 (note that the curves are not uniformly scaled and that the $y$-axis is not logarithmically scaled to better illustrate the differences of the strategies).


Figure 3: alue7229

In Figure 6 we see that the curves for the running time and the number of iterations are almost identical. The "-BNF"- strategy shows a big increase in the number of cuts and nonzeros resulting in high LP times. This increase in LP time per iteration is not compensated by the decrease in the total number of iterations. For bigger instances this effect becomes even clearer. Again we recognize the positive impact of the flow inequalities. For example $g r$ we see that the " C--F" strategy has the best nonzero per rows index. In fact, this strategy is very robust, it is always among the four best, while the performance of the other strategies seem not be predictable. Remarkable is that the connection of C with B and N (with or without F) does not outperform "C--F". Therefore, we have chosen the "C--F" option as the final separation strategy in our branch-and-cut algorithm.

### 4.4 Removing Inequalities

Sometimes in the iteration process inequalities get non-binding, i. e., the slack of the inequalities are positive. In these case the inequality can be removed from the LP without changing its optimal value. Although the inequality can be violated again, it is in general a good idea to remove these inequalities in order to keep the LP small. To minimize the occurences of these reviolated inequalities we added a "life" counter to each inequality currently in the LP. If the slack of an inequality is nonzero the counter is decreased, if the slack is zero it is reset to an initial


Figure 4: taq0631


Figure 5: gr


Figure 6: msm1234
value (in our implementation 5). If the counter reaches zero, the inequality is removed. This way we are delaying the removal of inequalities to a point where it is more likely that it will never be used again.

### 4.5 Reduced Costs and Reduced Set of Variables

Every time the primal heuristic finds a better solution, we try to fix variables by the reduced cost criterium. For a discussion on reduced cost fixing see Padberg and Rinaldi [1987]. However, this idea had little effect on the performance of our algorithm.
Another commonly known idea is to work only on a reduced set of variables by fixing variables temporally to one of its bounds. After the problem has been solved on the reduced set, we check the reduced costs of the temporally fixed
variables, add them if necessary to the current set of variables and reoptimize. Instead of really removing the variables that are fixed from the problem like it is usually done in such type of column generation algorithm, we only fix these variables to their bounds and keep them in the LP. CPLEX (the LP solver we use) manages fixed variables very efficiently so that we could not detect a major loss of performance (under the assumption that limits of memory are not reached). The advantage is that we do not have to take care of the management of inequalities for which some of the variables are in the current set of variables and some are not. For the limited test runs we performed for this column generation idea we could not obtain a speedup on average.

## 5 Computational Results

In this section we report on the computational experiences with our branch-andcut algorithm. Our code is implemented in C and all runs are performed on a Sun SPARC 20 Model 71. The test examples include public available benchmarks discussed in the literature, some instances that authors of other Steiner tree codes made us available, and some realistic problems arising in the design of electronic circuits. All instances are gathered in the library SteinLib which is available via anonymous ftp (ftp ftp.zib.de; cd pub/mp-testdata/SteinLib) or from WWW at URL: ftp://ftp.zib.de/pub/mp-testdata/SteinLib/.
The format of our tables is as follows: The first column gives the problem name, Columns 2 to 4 and 5 to 7 give the number of nodes, edges and terminals of the original problem and the reduced problem, respectively. Comparing these two sets of columns reflects the success of our preprocessing algorithm. The next three columns give statistics about the branch-and-cut algorithm. Nod contains the number of branch-and-bound nodes (1 means that no branching was necessary), Iter gives the number of cutting plane iterations and Cuts the number of violated cuts added to the LP. The following three columns provide information of the root LP, which is the final linear program if no branching was necessary, otherwise the last linear program before branching. Frac denotes the number of fractional variables in the root LP, Rows and NZ the number of rows and nonzeros. Then time statistics follow, Pre stands for presolve time, Heu for the heuristic time, $L P$ for the time spent to solve the LPs, the separation time is shown in column Sep, and finally Tot gives the whole running time to solve the problem. The times are in CPU seconds. As time limit for all runs (with exception the exceptions of e18 and diw0234) was 10000 seconds. The last three columns show solution values. $H e u(1)$ is the value of the solution found by the first call to the primal heuristic, i. e. when no linear programming solution is at hand $(x=0)$. Comparing this value to the lower bound depicted in column $L B$ provides information about the quality of the primal heuristic. If the difference between the lower and upper bound is less than 1 the upper bound in the last column is shown in bold face to
indicate that the optimal solution was found. If there is still a gap greater than 1 between $L B$ and $U B$ we have not found the optimal solution within the time limit.
Table 1 and 2 show our results for the test series introduced by Beasley [1989]. Test set C is easy, we solve all instances with one exception within a minute. Interesting to note is that already the first call to the heuristic (without any dual information) gives in 11 out of 20 examples the optimal solution. Series D with 1000 nodes is a bit more difficult, the running times increase up to 6 minutes. However, the optimal solution is obtained in the root node in all cases, i.e., branching was not necessary. To solve test series E (with the exception of e18) we need up to 2 hours per instance, though still no branching is necessary. The number of cuts needed to solve these examples goes up to about 22000 . We could not detect a correlation between number of violated inequalities and number of variables or terminals. The number of inequalities in the final LP is rather high compared to the number of cuts separated. This means that the inequalities mostly stay in the LP whenever they are added and elimination is a rather rare event. The exception of test series E is $e 18$. To the best of our knowledge nobody solved this problem up to now to optimality. We are able to solve it within half a day of CPU time, where Algorithm 3.3 was replaced by a complete reduction test. e18 and d19 are the only examples of Beasley's test set where branching was necessary with the default parameter setting ${ }^{2}$. Figures 7 and 8 show diagrams of the runs for $e 16$ and $e 18$. The bars on the bottom indicate the number of simplex iterations for each solved LP. Figure 7 shows that the number of simplex iterations is high if there is an increase in the lower bound, and the numbers are low when there is no progress in the lower bound. We have observed this behaviour on many Beasley instances. The number of rows in the LP and the number of nonzeros increase steadily and almost synchronously. This means that the support of the violated inequalities increases during the run, saying that at the beginning the cardinality of the cuts are small but increase steadily during the run of the program. This property is common to almost all test examples (see also Figures 9, 10, 11, and 12). An exception in this respect is e18. Except for the first cutting plane iterations there is no correlation between number of nonzeros and number of rows. The nonzeros go up and down with the number of simplex iterations. That the linear programs get more difficult with an increase in the number of nonzeros seems reasonable. However, for this up and down behaviour of the nonzeros in example e18 we do not have an explanation.
Table 3 contains some instances made us available by Margot [1994] and some problems on complete graphs. br was introduced in Ferreira [1989], whereas berlin and $g r$ are taken from the TSP library, where some nodes are defined as terminals. It turns out that the winning procedure for complete instances is presolve.

[^1]

Figure 7: e16


Figure 8: e18

Algorithm 3.3 reduces up to $98 \%$ of the edges (variables) and provides the bases for solving even the big gr example with over 200000 variables within 6 minutes. Figure 9 shows the diagram of $g r$. We observe that the number of fractionals (see the curve reflecting the number of Integers) is low at the beginning, increases continuously until the middle of the run and decreases again towards the end. This u-shape behauviour is typical for complete instances.
Table 4 contains a collection of examples obtained from E. Gorres. They are described in Chopra, Gorres, and Rao [1992]. We solve all these instances within seconds ${ }^{3}$. Interesting to note is that almost always the root LP is integer (see Column Frac).
The next series, denoted by R, is taken from Soukup and Chow [1973], see Table 5. We solve all of them in about a minute. Worthwhile to note are that in 24 out of 38 examples the first call to the heuristic already found the optimal solution and that the LP-time dominates all other times. The latter fact seems to be typical for grid examples, which the test set R consists of entirely. This phenomen will become clearer in some of the next tests.
What one would like to have at this point is a comparison to other codes. However, this is very difficult. People have different machines with different storage spaces, use different packages for the solution of subproblems like linear programs, and so on. We refrain from giving a comparison here. The interested reader may refer to Chopra, Gorres, and Rao [1992], Lucena [1993], or Beasley [1989] who developed comparable codes for the Steiner tree problem in graphs.

Tables 6, 7 and 8 give computational results on real world VLSI instances. One of the challenging problems in the design of electronic circuits is the routing problem which is, roughly speaking, the task to connect terminal sets via wires on a predefined area. Depending on the underlying technology and the design rules subproblems arise that can be formulated as the problem of packing Steiner trees

[^2]in certain graphs (see Lengauer [1990] for an excellent treatment of this subject). The problems we are going to consider result from seven different circuits described in Jünger, Martin, Reinelt, and Weismantel [1994]. The underlying graphs are grid graphs that contain holes. The holes result from so-called cells that block certain areas of the grid. The sets of terminals are located on the border of these holes. For each of the seven circuits and for each terminal set $T_{i}$ (where index $i$ runs from 1 to the number of terminal sets of the circuit) we constructed an instance of the Steiner tree problem. For the graph $G$ we have chosen the underlying grid graph restricted to the minimal enclosing rectangle of the terminal set. The distance of two neighboured grid points in horizontal and vertical direction differ for these circuits. This results in different edge weights for horizontal and vertical edges in $G$.
In the library SteinLib we put all instances with terminal sets whose cardinality is at least 10 (in total 475). The examples are distinguished by the name of the circuit followed by the index of the terminal set. For example msm1234 means that the instance is defined by terminal set 1234 of circuit msm. As test problems for our algorithm we have chosen for each circuit all instances whose two leading nonzeros of the index of the terminal set differ from the two leading nonzeros of all other indices. If there are more than one index with the same two leading nonzeros we have chosen the instance with the smallest index (for instance among examples msm3727, msm3731, msm3761, msm3786 we have chosen msm3727). In addition, we added an instance with the smallest and largest number of terminals for each circuit. This way we obtained 116 different VLSI test instances. The success of our branch-and-cut algorithm is shown in Tables 6,7 and 8 . We solve 83 out of the 116 instances to optimality within 10000 seconds and provide a solution guarantee ( $\left.\frac{\text { upper bound - lower bound }}{\text { lower bound }}\right)$ of less than $10 \%$ for $85 \%$ of the examples. The biggest with respect to number of terminals that we solve within the time limit are alu5067 and alue 6735 with 68 terminals each. The biggest in size of the number of edges is $m s m 3727$ with over 8000 edges. However, there are also smaller instances, for example diw0795 with 10 terminals or msm2601 with less than 5000 variables after presolve, that we do not solve within the time limit. All runs were performed with the default strategy (except for diw0234 and alut2625), in particular we applied Algorithm 3.3 to reduce the problem and did not perform a complete reduction test (see Section 3 ). If there is no time limit given it usually pays to call all reduction methods to reduce the problem as much as possible in size. For instance, we solve example diw0234 with over 10000 variables in about 24000 seconds. The complete presolve reduces the problem from 10086 edges to 7266, whereas Algorithm 3.3 reduces it just to 9991 edges. However, over 12000 seconds are spent in presolve when the complete reduction test is performed and only 6 seconds when Algorithm 3.3 is applied. (With the default parameter setting we obtain after 10000 seconds an upper bound of 1997 and a lower bound of 1967 providing a solution guarantee of $1.5 \%$.) The difficulty of the VLSI problems seem not only depend on the
number of terminals, but also on the shape of the grid graphs, how many holes are there and how big these holes are. Figure 10 and 11 show typical diagrams for these problems. The numbers of fractional variables continuously increase, and the LPs get more and more difficult during the runs (see the number of simplex iterations).


Figure 9: gr


Figure 11: gap3100

Figure 10: alue5067


Figure 12: es 40 o

Although our code is originally designed for solving Steiner tree problems in graphs, it is of course also possible to solve rectilinear instances by modeling them as graph problems. Tables 9 to 10 show results on rectilinear problems. Table 9 contains the examples from Beasley with 10 and 20 terminals. They are not very difficult (up to 4 minutes), though branching is necessary in three cases. However, the situation changes for test sets es30 and es40. The running times rapidly increase with the number of terminals and we are not able to solve all instances with 40 terminals within 10000 seconds. Our diagram for example es 400 in Figure 12 shows that the LPs get increasingly difficult during the run of the program, a behaviour we have already detected to some extent for the VLSI examples. In fact, the LPs are highly dual and primal degenerated, a phenomen
that seems to be inherent for grid problems (see also Grötschel, Martin, and Weismantel [1996]). Another drawback is that our presolve procedures do not perform well. Reduction methods (as proposed for instance by Winter [1995]) that exploit the structure of grid graphs would probably help to solve these instances faster. Recently, Warme [1996] proposed an algorithm for rectilinear Steiner tree problems. By exploiting the typical structure of rectilinear problems he is able to solve much bigger instances in less time.

## 6 Conclusions

We have presented an implementation of a branch-and-cut algorithm for the Steiner tree problem in graphs. We are able to solve all instances discussed in the literature. Our algorithm especially performs well on complete and sparse graphs. Here a good presolve seems to pay. We have also introduced new real world VLSI instances. We solve many of these instances, and provide reasonable solution guarantees (in general below 15\%) for all examples except for the really big ones with several hundred terminals and tens of thousands of edges. On rectilinear Steiner tree problems our code performs well only for examples with a small number of terminals. To be competitive with state-of-the-art software for rectilinear problems our reduction methods have to be adapted to rectilinear instances and more investigations are necessary to avoid degenerated linear programs. All examples discussed in this paper are gathered in a newly introduced library called SteinLib that is accessible via anonymous ftp or World Wide Web.

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| Name | ${ }^{\text {V }}{ }^{\text {Original }}{ }_{\|E\|}{ }_{\|T\|}$ |  |  | ${ }_{\text {Presolved }}{ }^{\text {Pr }} \mid$ |  |  | ${ }_{\text {Nod }}^{\substack{\text { B } \\ \text { Iter }}}$ |  | Cuts | Frac | $\begin{aligned} & \text { Root LI } \\ & \text { Rows } \end{aligned}$ | N2 | Pre | Heu | ${ }_{\text {Time }}^{\text {Time }}$ | Sep | Tot | ${ }_{\text {Heu(1) }}^{\text {Solutions }}$ LB |  | UB |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }^{\text {c01 }}$ | 500 | 625 |  | 138 | 247 |  |  | ${ }^{23}$ | 110 | ${ }^{25}$ | 106 | 72 | ${ }^{0.1}$ | 0.0 | 0.1 | 0.2 | 0.5 | ${ }^{85}$ | 84.7 | 85 |
| c02 | 500 | 625 | 10 | 120 | 218 | 8 |  | 30 | 212 | 0 | 196 | 1404 | ${ }^{0.1}$ | 0.1 | 0.3 | 0.3 | 0.9 | 144 | 144.0 | ${ }_{44}$ |
| ${ }^{\text {c03 }}$ | 500 | 625 | 83 | 100 | 157 | ${ }^{47}$ | 1 | 8 | ${ }^{373}$ | 0 | ${ }^{350}$ | 2381 | ${ }^{0.1}$ | 0.2 | 0.2 | 0.3 | 1.0 | 755 | 75 | 754 |
| c04 | 500 | 625 | 125 | 96 |  | 52 | 1 | 8 | 322 | 0 | ${ }^{298}$ | 1686 | ${ }^{0.1}$ | 0.3 | 0.2 | 0.2 | 0.9 | 1080 |  |  |
| 06 | 500 | 625 | 5 | 458 |  | 5 |  |  | 204 | 14 |  | 989 | . 1 | O | -1 | , | 5 | 5 |  | 579 |
| ${ }_{\text {co7 }}$ | 500 | 1000 | 10 | ${ }_{3}^{388}$ | 85 |  |  |  | 399 |  |  | 929 |  |  | 1.0 | 1.6 | ${ }_{3.3}$ | 102 |  | ${ }^{52}$ |
| c08 | 500 | 1000 | 83 | 337 | 669 | 70 | 1 | ${ }^{23}$ | 1486 | 0 | 1368 | 19680 | 0.7 |  | 3.1 | 5.8 | 13.0 | 510 | 509.0 | 90 |
|  | 500 | 1000 | 125 | 288 | 517 | 95 | 1 | 17 | 1397 | 26 | 1290 | 18211 | 0.7 |  | 2.2 |  | 12.7 | 715 |  | \% |
| ${ }^{\text {c10 }}$ |  | 1000 | 250 | 112 | 165 | ${ }^{74}$ | 1 | 7 | ${ }^{110}$ | 13 | ${ }^{368}$ | 2185 | ${ }^{0.7}$ | 0.8 | 0.2 |  | 2.3 | 1093 | 1092.5 | 93 |
|  | 500 | 2500 | 5 | 498 | 2045 | 5 |  | 118 | 418 | 89 | 406 |  | ${ }^{2.7}$ | 1.6 | 5.3 | 6.8 | 29.7 | 32 | 31.2 | $3^{2}$ |
| ${ }^{\text {c13 }}$ | 500 | 2500 | 18 | 430 | 178 | 10 |  |  | ${ }^{3519}$ | 14 | ${ }^{543}$ | $1{ }^{1}$ | ${ }_{2}^{2.6}$ | 1.2 | 5 | 8 | 12.8 | 46 |  | ${ }^{46}$ |
|  | 500 | 2500 | 125 | 333 | 643 | 9 | 1 | 15 | 1409 |  | 1341 | 162 | ${ }_{2}^{2.0}$ | 5.3 | 16 | 50 | 14.5 |  |  |  |
| ${ }_{\text {c15 }}$ | 500 | 2500 | 250 | 180 | 284 |  | 1 | 9 | 750 | 0 | 702 | 6952 | 1.8 | 2.6 | 0.5 | 1.2 | ${ }_{6.6}$ | ${ }_{557}$ | 556.0 | ${ }_{5} 56$ |
| ${ }^{\text {c16 }}$ | 500 | 12500 | 5 | 500 | 3504 | 5 |  | 22 | 144 | 14 | 144 | 3499 | 14.8 | 0.8 | 1.0 | 2.6 | ${ }^{19.6}$ | 11 |  |  |
| ${ }^{\text {c17 }}$ | 500 |  | 10 | 500 | 3002 |  | 1 | 75 | 583 | 14 | 573 | 15112 | 12.6 | 1.8 | 5.2 | 8.7 |  | 19 | 17.5 | 18 |
| ${ }^{\text {c18 }}$ | 500 | 12500 | 83 | 471 | 1384 | 80 | 1 | 40 | 3146 | 149 | 1930 | 51146 | ${ }^{9.9}$ | 5.9 | 56.1 | ${ }^{31.6}$ | 104.8 | 120 | ${ }_{112.2}$ | ${ }^{113}$ |
| ( $\begin{gathered}\text { c19 } \\ \text { c20 }\end{gathered}$ | 500 500 | ${ }_{1250}^{1250}$ | ${ }_{25}^{125}$ | ${ }_{201}^{446}$ | 351 | 114 | 1 | ${ }_{7}^{24}$ | ${ }^{2390}$ | ${ }_{0}^{0}$ | ${ }_{606}^{2195}$ | 39274 4485 | ${ }_{7.6}^{9.0}$ | 9.1 3.8 | 9.4 | 0.9 | ${ }_{13.2}^{41.8}$ | 1508 | ${ }_{1}^{146.0}$ | 146 267 |
| ${ }^{\text {do1 }}$ | 1000 | 1250 |  | ${ }^{273}$ | 507 |  | 1 | 39 |  | ${ }^{45}$ |  |  | ${ }^{0.2}$ |  | 0.6 | 0.7 |  | 106 | 105.2 |  |
| d02 | 1000 | 1250 | 10 | 284 | 521 | 10 | 1 | 28 | 304 | 74 | 288 | 2309 | ${ }^{0.1}$ | 0.1 | 0.4 | 0.8 | 1.7 | 220 | 219.6 |  |
| d03 | 1000 | 1250 | 167 | ${ }_{186}^{186}$ | 288 | 84 |  | 7 | ${ }^{625}$ | 0 | 585 | ${ }_{4208}$ | ${ }^{0.3}$ | ${ }^{1.6}$ | ${ }^{0.4}$ | 0.6 | 3.4 | 1570 | 1565.0 | 1565 |
| do | 100 | 125 | 250 | 126 | 183 | 73 | 1 | 13 | ${ }_{533}$ |  | ${ }^{464}$ | ${ }_{3}^{3427}$ | ${ }^{0.4}$ | 1.1 | 0.3 | 0.6 | 2.8 |  |  | 35 |
| d06 | 10 | 200 | 5 | 761 | ${ }_{1738}$ | ${ }_{5}$ | 1 | 129 | ${ }_{639}^{243}$ | ${ }_{1} 196$ | 515 | ${ }_{8056}^{1244}$ | ${ }_{0}^{0.6}$ | 1.6 | 7.1 | ${ }_{7.3}$ | 17.0 | ${ }_{70}$ | 6.1 |  |
| d07 | 1000 | 2000 | 10 | 747 | 1708 | 10 | 1 | 100 | 564 | 52 | 539 | 7486 | 0.8 | 1.8 | 4.2 | 7.0 | 14.1 | 103 | 102.3 | 103 |
| d08 | 1000 | 2000 | 167 | 661 | 1307 | 151 | 1 | 22 | 3302 | 9 | 3042 | 53930 | 2.8 | 37.1 | 11.6 | 26.6 | 79.8 | 1092 | 1071.5 |  |
| d09 | 1000 | 2000 | 250 | 531 | 946 | 199 | 1 | 12 | 2340 | 121 | 2214 | 27952 | ${ }^{3.1}$ | 58.1 | 3.1 | 11.3 | 77.5 | 1462 | 1447.3 | ${ }^{8}$ |
| d10 | 1000 | 2000 | 50 | 230 | 348 | 156 |  | 11 | 1212 | 0 | 968 | 9307 | 2.8 | 13.9 | 1.0 | 2.6 | 21.3 | 113 | 0.0 |  |
| d11 | 100 | 5000 | 5 | 99 | 4390 | 5 | 1 | 107 | ${ }^{39}$ | 5 | ${ }^{536}$ | 999 | 11.1 | 4.5 | ${ }^{12.9}$ | 23.5 | 52.7 | 29 | 8.1 | ${ }^{29}$ |
| ${ }^{\text {d13 }}$ | 1000 | 5000 | 167 | 833 | 1892 | 15 |  | 20 | 784 | 0 | 2683 | 1634 | ${ }_{112}^{12.7}$ |  | 10.7 | 23.9 | , 1 |  | 41.1 |  |
| d14 | 1000 | 5000 | 250 | 707 | 1430 | 213 | 1 | 21 | 3861 | 133 | 3513 | 77303 | 10.6 | 89.4 | 10.5 | ${ }_{49.6}$ | 162.4 | 675 | 666.8 | ${ }_{667}$ |
| d15 | 1000 | 5000 | 50 | 321 |  | 192 | 1 | 10 | 1549 | 26 | 1398 | 17553 |  | 32.6 | 1.8 | 4.8 | 49.2 | 1120 | 111 |  |
| d16 | 1000 | 250 | 5 | 1000 | 8621 | 5 | 1 | 70 | 394 | ${ }^{25}$ | 392 | 13565 | 101.5 | 4.9 | 8.6 | 25.1 | 140.8 | 13 | 12.3 | ${ }^{13}$ |
| dit | 1000 | 25000 |  |  |  |  |  | 115 | 1104 |  | 1091 | 46932 | ${ }^{98.4}$ | 9.1 | 31.3 | 57.4 | 197. |  | ${ }_{22.1}$ |  |
| ${ }^{118}$ | 1 | 25000 | ${ }^{167}$ | ${ }^{998}$ | 2922 | ${ }^{160}$ | 1 | 35 | ${ }^{5359}$ | 86 | 4117 | ${ }^{93786}$ | 59.7 | 48.6 | 76.8 | 120.4 | 308.0 | 238 | 23.0 | ${ }^{223}$ |
| a19 d20 | 1 | ${ }_{25000}^{2500}$ | 250 <br> 500 | ${ }_{523}$ | ${ }_{975}$ | ${ }_{295}^{235}$ | 1 | ${ }_{12}^{47}$ | 2332 | ${ }_{0}$ | (148 | 243180 <br> 26168 | 5.8 46.7 | ${ }_{121.5}^{419.5}$ | 105.2 <br> 3.3 | ${ }_{34.7}^{281.7}$ |  | +325 | ${ }^{310.0} 5$ | 310 <br> 537 |


| Name | \|V1 | ${ }_{\text {riginal }}^{\text {OT\| }}$ | $T \mid$ | ${ }_{1 V}{ }^{\text {F }}$ | $\begin{gathered} \text { olved } \\ \substack{\|E\|} \end{gathered}$ | ${ }_{T \mid}$ | od | ${ }_{\substack{\text { B\&C } \\ \text { Iter }}}$ | Cuts | Frac | Root L Rows | Nz | Pre | Heu | ${ }_{\text {me }}^{\text {LP }}$ | Sep | ot | $\mathrm{Heu}(1)$ | ${ }_{\text {L }}^{\text {ons }}$ | UB |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ${ }^{\text {e01 }}$ | 2500 | ${ }^{3125}$ |  | 678 | ${ }_{1282}^{1282}$ |  |  | 43 |  | ${ }^{63}$ |  |  | 0.9 | 0.4 | 0.8 | 1.9 | 4.3 | 11 |  |  |
| ${ }^{\text {e02 }}$ | 2500 | 312 | 10 | ${ }_{4}^{707}$ | 1315 | 10 |  |  |  | ${ }^{70}$ |  |  | ${ }_{0}^{0.9}$ | ${ }^{1.1}$ | 3.1 | 4.2 |  | 214 |  |  |
|  | ${ }_{250}^{250}$ | ${ }_{3125}^{3125}$ | ${ }_{625}^{417}$ | ${ }_{342}^{494}$ | 776 517 | ${ }_{210}^{244}$ |  | ${ }_{9}^{13}$ | ${ }_{1260}^{2539}$ | 44 | ${ }_{1061}^{2195}$ | ${ }_{7521}^{28965}$ | 2.7 3.0 | ${ }_{\text {a }}^{\text {93.6 }}$ | 1.0 | 1.1 2.4 | (14.0 | 4052 |  |  |
| e05 |  | 3125 | 1250 | 109 | 153 | 90 |  | 13 |  | 0 |  |  | 2.6 | 1.8 | 0.4 | 0.7 | 5.9 | 8130 | 8128.0 | 8128 |
|  |  |  | 5 | 1845 | ${ }^{4315}$ | ${ }^{5}$ |  | 79 | ${ }^{5411}$ | 57 |  |  | 3.9 | 3.2 | 5.7 | ${ }^{127.4}$ | ${ }^{25.5}$ |  | ${ }^{72.3}$ |  |
|  |  |  |  |  |  | ${ }^{10}$ |  |  | ${ }^{1341}$ | 257 | 991 | 1736 | 4.1 |  | 33.7 | 37.0 | ${ }_{83.4}$ | 149 |  | 145 |
| ${ }_{\text {ene }}^{\text {e08 }}$ | ${ }_{250}^{250}$ | 5000 | ${ }_{625}^{417}$ | ${ }_{1360}^{1651}$ | ${ }_{2454}^{329}$ | ${ }_{472}$ |  | ${ }_{23}^{25}$ | ${ }_{7802}^{9512}$ | ${ }_{0}^{0}$ | ${ }_{6996}^{8336}$ | ${ }_{1257468}$ | 28.1. | ${ }_{9929.3}^{69.6}$ | 51.2 | 288.8 181.6 | ${ }_{1245.5}^{1070.2}$ | ${ }_{\substack{2686 \\ 3656}}$ | 2640.0 |  |
| e10 | 2500 | 5000 | 1250 | ${ }^{627}$ | ${ }^{957}$ | 402 |  | ${ }^{13}$ | ${ }^{3879}$ |  | 2941 | ${ }^{64688}$ | ${ }^{27.5}$ | 372.9 | 7.9 | ${ }^{37.1}$ | ${ }^{448.8}$ | 5614 | 5600.0 | \%oo |
|  | 2500 |  | 5 |  |  | 5 |  | ${ }_{132}^{130}$ | ${ }^{691}$ | 52 |  | ${ }^{16101}$ |  |  |  |  |  |  |  | 34 |
| ${ }_{\substack{\text { el2 } \\ \text { el3 }}}^{\text {e13 }}$ | 250 |  |  |  |  | ${ }^{396}$ |  |  | 1931 | 0 | 12577 | ${ }_{454207}^{5007}$ | ${ }^{124.2}$ | 216 |  | 186 |  |  |  |  |
| e14 |  | 12500 | 625 | 1803 | 3696 | 511 |  | 20 | ${ }_{9293}$ | 0 |  |  |  | 1120.4 | 64.4 | 300 | 1610. | 1752 | 1732.0 |  |
|  | 25 |  | 1250 |  | 1290 | 503 |  | 24 | ${ }^{7389}$ | 100 | 4069 |  | 95.2 |  | 80. | 226 | 1294. |  |  |  |
| ${ }^{\text {e17 }}$ |  |  | 5 |  |  | 5 |  | ${ }^{267}$ | 951 | 14 | 944 | 41724 | 103 | $66^{6}$ | 99.9 |  | 159 |  |  |  |
|  |  |  | 10 |  |  | 10 |  | 176 | 1889 | 70 | 1864 |  | \%9.5 | 7. 9 | 10.4 | 59.1 | 1508. |  |  | 25 |
|  |  | 62 | 417 |  |  | ${ }^{394}$ | 19 | 306 | 658 | 760 | 1065 | ${ }^{375453}$ |  | 12443.7 | 116.3 | 33840.8 |  | 608 |  | ${ }^{64}$ |
| (e20 | 2500 | ${ }_{6}^{62500}$ | ${ }_{125}^{62}$ |  | - ${ }_{2330}^{5084}$ | 580 |  | ${ }_{16}$ |  |  | 1175 |  |  | ${ }_{1595.3}$ | 18.3 | ${ }_{260.5}^{2092.1}$ | ${ }_{2316.2}^{4281.5}$ | ${ }_{134}$ |  |  |

ing except that a complete reduction test was used instead of Algorithm 3.3 and no time limit was given.
Table 2: Beasley's test set E

Table 3: Examples of Francois Margot and complete instances

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[^3]| Name | Original |  |  | Presolved |  |  | B\&C |  |  | Root LP |  |  | Time |  |  |  |  | Solutions |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\|V\|$ | E\| | $\|T\|$ | $\|V\|$ | \| $E$ \| | $\|T\|$ | Nod | Iter | Cuts | Frac | Rows | NZ | Pre | Heu | LP | Sep | Tot | $\mathrm{Heu}(1)$ | LB | UB |
| diw0234 ${ }^{\text {a }}$ | 5349 | 10086 | 25 | 3856 | 7266 | 24 | 1 | 396 | 10928 | 725 | 5113 | 54492 | 12657.3 | 66.9 | 10554.2 | 717.3 | 24002.0 | 2001 | 1995.1 | 1996 |
| diw0250 | 353 | 608 | 11 | 308 | 545 | 11 | 1 | 57 | 584 | 0 | 505 | 3387 | 0.1 | 0.3 | 2.7 | 1.8 | 5.1 | 350 | 350.0 | 350 |
| diw0260 | 539 | 985 | 12 | 518 | 954 | 11 | 1 | 67 | 628 | 0 | 606 | 3891 | 0.1 | 0.7 | 2.1 | 1.8 | 5.1 | 468 | 468.0 | 468 |
| diw0313 | 468 | 822 | 14 | 421 | 752 | 12 | 1 | 50 | 619 | 71 | 500 | 3430 | 0.1 | 0.4 | 2.9 | 2.5 | 6.1 | 397 | 396.7 | 397 |
| diw0393 | 212 | 381 | 11 | 194 | 353 | 11 | 1 | 40 | 460 | 0 | 385 | 2782 | 0.0 | 0.1 | 1.6 | 0.9 | 3.0 | 302 | 302.0 | 302 |
| diw0445 | 1804 | 3311 | 33 | 1745 | 3240 | 33 | 1 | 239 | 6591 | 1060 | 2926 | 29613 | 0.7 | 23.7 | 2664.8 | 136.7 | 2827.6 | 1387 | 1362.3 | 1363 |
| diw0459 | 3636 | 6789 | 25 | 3516 | 6635 | 25 | 1 | 590 | 11569 | 1318 | 5022 | 49990 | 2.7 | 102.0 | 8014.3 | 506.1 | 8628.6 | 1367 | 1361.1 | 1362 |
| diw0460 | 339 | 579 | 13 | 296 | 523 | 13 | 1 | 29 | 433 | 0 | 396 | 2440 | 0.1 | 0.1 | 0.8 | 0.9 | 2.2 | 358 | 345.0 | 345 |
| diw0473 | 2213 | 4135 | 25 | 2140 | 4046 | 25 | 1 | 362 | 5882 | 701 | 3601 | 35557 | 1.1 | 34.4 | 1658.3 | 172.9 | 1868.6 | 1107 | 1097.1 | 1098 |
| diw0487 | 2414 | 4386 | 25 | 2294 | 4233 | 25 | 1 | 467 | 5295 | 0 | 3117 | 24008 | 1.2 | 46.3 | 568.8 | 166.1 | 784.7 | 1451 | 1424.0 | 1424 |
| diw0495 | 938 | 1655 | 10 | 894 | 1603 | 10 | 1 | 194 | 1534 | 109 | 1162 | 8067 | 0.2 | 3.3 | 22.7 | 13.7 | 40.7 | 626 | 615.5 | 616 |
| diw0513 | 918 | 1684 | 10 | 867 | 1621 | 10 | 1 | 157 | 2147 | 467 | 1459 | 12461 | 0.2 | 2.7 | 106.1 | 19.8 | 129.4 | 614 | 603.3 | 604 |
| diw0523 | 1080 | 2015 | 10 | 1025 | 1943 | 10 | 1 | 267 | 2134 | 63 | 1663 | 14383 | 0.3 | 5.3 | 156.5 | 24.9 | 188.1 | 561 | 560.7 | 561 |
| diw0540 | 286 | 465 | 10 | 232 | 394 | 10 | 1 | 37 | 389 | 0 | 334 | 1953 | 0.0 | 0.1 | 0.9 | 1.0 | 2.2 | 374 | 374.0 | 374 |
| diw0559 | 3738 | 7013 | 18 | 3627 | 6883 | 18 | 1 | 272 | 11148 | 1501 | 4484 | 50557 | 2.8 | 37.6 | 9589.4 | 437.6 | 10070.0 | 1578 | 1373.9 | 1570 |
| diw0778 | 7231 | 13727 | 24 | 7145 | 13629 | 24 | 1 | 200 | 12428 | 1867 | 6585 | 69632 | 10.1 | 79.5 | 9015.5 | 1026.9 | 10135.7 | 2197 | 1800.3 | 2173 |
| diw0779 | 11821 | 22516 | 50 | 11715 | 22399 | 50 | 1 | 141 | 15341 | 2594 | 9499 | 82366 | 28.3 | 255.0 | 7111.2 | 2767.7 | 10167.2 | 4588 | 3158.3 | 4566 |
| diw0795 | 3221 | 5938 | 10 | 3101 | 5792 | 10 | 1 | 298 | 9993 | 1762 | 4720 | 57537 | 2.1 | 21.9 | 9715.5 | 333.0 | 10074.8 | 1584 | 1455.7 | 1553 |
| diw0801 | 3023 | 5575 | 10 | 2881 | 5400 | 10 | 1 | 269 | 9919 | 1815 | 4597 | 57572 | 1.9 | 18.2 | 9689.6 | 324.8 | 10036.6 | 1598 | 1528.3 | 1587 |
| diw0819 | 10553 | 20066 | 32 | 10447 | 19942 | 32 | 1 | 140 | 12691 | 2318 | 7923 | 76641 | 22.5 | 133.0 | 8681.9 | 1426.5 | 10267.9 | 3467 | 2458.8 | 3430 |
| diw0820 | 11749 | 22384 | 37 | 11634 | 22253 | 37 | 1 | 156 | 15756 | 2502 | 10171 | 93809 | 28.0 | 202.9 | 8169.4 | 1734.3 | 10139.0 | 4271 | 2866.8 | 4259 |
| taq0014 | 6466 | 11046 | 128 | 6029 | 10563 | 128 | 1 | 68 | 14196 | 3620 | 8292 | 69417 | 7.6 | 230.2 | 9578.2 | 714.4 | 10536.2 | 5513 | 4688.3 | 5442 |
| taq0023 | 572 | 963 | 11 | 501 | 873 | 11 | 1 | 94 | 1691 |  | 884 | 7946 | 0.1 | 0.9 | 60.2 | 7.5 | 69.2 | 623 | 621.0 | 621 |
| taq0365 | 4186 | 7074 | 22 | 3830 | 6681 | 22 | 1 | 350 | 10958 | 2036 | 4917 | 54079 | 3.4 | 56.1 | 9296.8 | 663.6 | 10023.3 | 1971 | 1819.2 | 1914 |
| taq0377 | 6836 | 11715 | 136 | 6433 | 11301 | 136 | 1 | 56 | 13936 | 4144 | 9095 | 74502 | 8.7 | 256.1 | 9461.3 | 689.2 | 10421.3 | 6659 | 5640.5 | 6565 |
| taq0431 | 1128 | 1905 | 13 | 995 | 1745 | 13 | 1 | 139 | 3637 | 738 | 1564 | 15975 | 0.3 | 3.0 | 516.1 | 37.9 | 558.1 | 937 | 896.1 | 897 |
| taq0631 | 609 | 932 | 10 | 475 | 782 | 10 | 1 | 60 | 1114 | 311 | 624 | 4752 | 0.1 | 0.4 | 23.1 | 6.0 | 29.9 | 594 | 580.5 | 581 |
| taq0739 | 837 | 1438 | 16 | 773 | 1362 | 16 | 3 | 91 | 2890 | 55 | 1318 | 13277 | 0.2 | 30.9 | 308.4 | 20.6 | 360.8 | 859 | 847.1 | 848 |
| taq0741 | 712 | 1217 | 16 | 636 | 1115 | 16 | 1 | 109 | 3186 | 733 | 1210 | 13877 | 0.1 | 1.7 | 385.6 | 18.5 | 406.6 | 865 | 846.4 | 847 |
| taq0751 | 1051 | 1791 | 16 | 945 | 1663 | 16 | 1 | 98 | 3467 | 793 | 1672 | 16533 | 0.2 | 2.3 | 486.1 | 27.4 | 516.8 | 952 | 938.2 | 939 |
| taq0891 | 331 | 560 | 10 | 269 | 476 | 10 | 1 | 82 | 624 | 180 | 473 | 3457 | 0.1 | 0.4 | 4.5 | 2.2 | 7.5 | 319 | 318.5 | 319 |
| taq0903 | 6163 | 10490 | 130 | 5652 | 9907 | 130 | 1 | 62 | 13612 | 3593 | 7552 | 66138 | 6.9 | 212.0 | 9655.8 | 604.7 | 10484.6 | 5208 | 4510.3 | 5162 |
| taq0910 | 310 | 514 | 17 | 254 | 437 | 15 | 1 | 29 | 429 | 0 | 376 | 2566 | 0.0 | 0.1 | 1.0 | 1.0 | 2.4 | 370 | 370.0 | 370 |
| taq0920 | 122 | 194 | 17 | 64 | 105 | 13 | 1 | 12 | 99 | 0 | 92 | 451 | 0.0 | 0.0 | 0.0 | 0.1 | 0.2 | 210 | 210.0 | 210 |
| taq0978 | 777 | 1239 | 10 | 670 | 1124 | 10 | 1 | 75 | 938 | 0 | 684 | 4709 | 0.1 | 1.0 | 9.3 | 8.6 | 19.4 | 566 | 566.0 | 566 |

[^4]Table 6: VLSI examples: diw and taq

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Table 7: VLSI examples: $d m x$ amd $m s m$

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Table 9: Rectilinear test sets es10 and es20

| Name | Original |  |  | Presolved |  |  | B\&C |  |  | Root LP |  |  | Time |  |  |  |  | Solutions |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\|V\|$ | $\|E\|$ | $\|T\|$ | $\|V\|$ | $\|E\|$ | $\|T\|$ | Nod | Iter | Cuts | Frac | Row | NZ | Pre | Heu | LP | Sep | Tot | $\mathrm{Heu}(1)$ | LB | UB |
| es30a | 664 | 1268 | 30 | 660 | 1264 | 30 | 1 | 120 | 6045 | 0 | 1483 | 20589 | 0.2 | 4.4 | 790.1 | 37.9 | 833.7 | 41445994 | 40692993.0 | 40692993 |
| es30b | 646 | 1232 | 30 | 642 | 1228 | 30 | 3 | 171 | 7156 | 51 | 1485 | 21423 | 0.2 | 35.6 | 1223.5 | 54.8 | 1315.6 | 41799775 | 40900061.0 | 40900061 |
| es30c | 659 | 1258 | 30 | 655 | 1254 | 30 | 1 | 289 | 12690 | 0 | 1461 | 21762 | 0.2 | 10.1 | 3877.9 | 115.4 | 4005.2 | 44136228 | 43120444.0 | 43120444 |
| es30d | 677 | 1294 | 30 | 673 | 1290 | 30 | 1 | 161 | 7134 | 0 | 1440 | 18779 | 0.2 | 5.8 | 1506.0 | 57.0 | 1570.1 | 42961468 | 42150958.0 | 42150958 |
| es30e | 660 | 1260 | 30 | 656 | 1256 | 30 | 1 | 177 | 7380 | 0 | 1469 | 20352 | 0.2 | 6.4 | 1473.5 | 56.3 | 1537.5 | 41951226 | 41739748.0 | 41739748 |
| es30f | 606 | 1152 | 30 | 602 | 1148 | 30 | 1 | 188 | 7456 | 0 | 1415 | 21015 | 0.2 | 6.2 | 1203.4 | 59.3 | 1270.3 | 40808517 | 39955139.0 | 39955139 |
| es30g | 671 | 1282 | 30 | 665 | 1276 | 29 | 1 | 180 | 7031 | 0 | 1491 | 21896 | 0.2 | 6.0 | 1401.8 | 51.1 | 1460.3 | 45613589 | 43761391.0 | 43761391 |
| es30h | 587 | 1114 | 30 | 582 | 1109 | 29 | 1 | 213 | 7390 | 0 | 1348 | 20717 | 0.2 | 6.7 | 1295.2 | 56.3 | 1359.5 | 42076236 | 41691217.0 | 41691217 |
| es30i | 656 | 1252 | 30 | 650 | 1245 | 29 | 1 | 165 | 6992 | 0 | 1517 | 19446 | 0.2 | 5.4 | 826.3 | 44.4 | 877.5 | 37612954 | 37133658.0 | 37133658 |
| es30j | 633 | 1206 | 30 | 628 | 1201 | 29 | 1 | 121 | 4975 | 0 | 1470 | 18891 | 0.2 | 4.0 | 500.5 | 29.2 | 534.8 | 43232987 | 42686610.0 | 42686610 |
| es30k | 673 | 1286 | 30 | 669 | 1282 | 30 | 1 | 149 | 6919 | 0 | 1529 | 21258 | 0.2 | 5.2 | 1203.8 | 48.6 | 1258.9 | 42050341 | 41647993.0 | 41647993 |
| es301 | 555 | 1050 | 30 | 548 | 1038 | 30 | 1 | 71 | 2750 | 0 | 1350 | 12342 | 0.2 | 2.1 | 84.8 | 11.9 | 99.6 | 39120826 | 38416720.0 | 38416720 |
| es30m | 598 | 1136 | 30 | 592 | 1130 | 28 | 1 | 159 | 4763 | 0 | 1325 | 16610 | 0.3 | 4.6 | 478.2 | 35.5 | 519.6 | 37685476 | 37406646.0 | 37406646 |
| es30n | 694 | 1328 | 30 | 688 | 1321 | 29 | 1 | 134 | 5871 | 20 | 1608 | 20845 | 0.3 | 5.1 | 664.4 | 38.5 | 709.2 | 45159326 | 42897025.0 | 42897025 |
| es30o | 632 | 1204 | 30 | 627 | 1199 | 29 | 1 | 223 | 9704 | 0 | 1447 | 22433 | 0.3 | 7.4 | 2632.5 | 74.6 | 2715.9 | 44344003 | 43035576.0 | 43035576 |
| es40a | 1181 | 2282 | 40 | 1175 | 2275 | 39 | 1 | 185 | 11123 | 0 | 2387 | 33544 | 13.2 | 16.3 | 5172.5 | 123.2 | 5327.5 | 45629452 | 44841522.0 | $44^{84} 4^{1522}$ |
| es40b | 1133 | 2186 | 40 | 1128 | 2181 | 39 | 1 | 170 | 10087 | 0 | 2332 | 36418 | 10.8 | 14.6 | 3628.8 | 135.6 | 3791.6 | 48704740 | 46811310.0 | 46811310 |
| es40c | 1162 | 2244 | 40 | 1158 | 2240 | 40 | 1 | 245 | 14188 | 0 | 2254 | 34859 | 12.0 | 22.5 | 9592.6 | 256.2 | 9886.3 | 51414386 | 49974157.0 | 49974157 |
| es40d | 1129 | 2178 | 40 | 1125 | 2174 | 40 | 1 | 175 | 11042 | 0 | 2535 | 34842 | 11.4 | 15.1 | 4899.7 | 145.0 | 5073.4 | 45615171 | 45289864.0 | 45289864 |
| es40e | 1296 | 2512 | 40 | 1292 | 2508 | 40 | 1 | 199 | 12439 | 1850 | 2827 | 48217 | 16.4 | 19.2 | 9864.3 | 177.2 | 10079.9 | 52406272 | 51392344.3 | 52016120 |
| es40f | 1114 | 2148 | 40 | 1109 | 2143 | 40 | 1 | 379 | 18120 | 1144 | 2472 | 42023 | 10.8 | 33.0 | 9616.2 | 366.6 | 10030.3 | 49893557 | 49737564.6 | 49765043 |
| es40g | 1172 | 2264 | 40 | 1164 | 2254 | 39 | 1 | 140 | 9181 | 0 | 2497 | 34988 | 12.9 | 12.7 | 3037.9 | 110.4 | 3175.8 | 46551607 | 45639009.0 | 45639009 |
| es40h | 1262 | 2444 | 40 | 1254 | 2436 | 39 | 1 | 180 | 12845 | 1663 | 2606 | 40227 | 15.9 | 17.3 | 9825.5 | 168.1 | 10029.3 | 49953763 | 48739666.4 | 48745996 |
| es40i | 1232 | 2384 | 40 | 1228 | 2380 | 40 | 1 | 228 | 14657 | 1802 | 2597 | 42316 | 15.1 | 22.4 | 9789.6 | 231.5 | 10061.9 | 52859369 | 51557587.2 | 51761789 |
| es 40 j | 1255 | 2430 | 40 | 1251 | 2426 | 40 | 1 | 145 | 11054 | 1788 | 2678 | 43248 | 15.1 | 15.8 | 9894.1 | 139.6 | 10066.7 | 58390862 | 56761892.0 | 57414203 |
| es40k | 1192 | 2304 | 40 | 1187 | 2299 | 40 | 1 | 201 | 12952 | 0 | 2543 | 41924 | 13.5 | 19.4 | 8631.1 | 182.8 | 8849.3 | 47719938 | 46734214.0 | 46734214 |
| es401 | 1261 | 2442 | 40 | 1256 | 2437 | 40 | 1 | 178 | 9872 | 0 | 2632 | 37136 | 16.1 | 18.4 | 4280.2 | 160.7 | 4477.2 | 45088751 | 43843378.0 | 43843378 |
| es40m | 1381 | 2682 | 40 | 1377 | 2678 | 40 | 1 | 169 | 10906 | 0 | 2881 | 41255 | 18.1 | 18.7 | 5432.0 | 197.4 | 5668.3 | 52374560 | 51884545.0 | 51884545 |
| es40n | 1313 | 2546 | 40 | 1309 | 2542 | 40 | 1 | 195 | 12127 | 1616 | 2777 | 45105 | 16.6 | 21.6 | 9793.2 | 196.1 | 10029.7 | 49967268 | 48924948.1 | 49448257 |
| es40o | 1307 | 2534 | 40 | 1300 | 2527 | 40 | 1 | 232 | 14712 | 0 | 2575 | 40762 | 17.1 | 24.8 | 8551.0 | 251.7 | 8847.2 | 51340298 | 50828067.0 | 50828067 |

Table 10: Rectilinear test sets es30 and es 40


[^0]:    ${ }^{1}$ CPLEX is a registered trademark of CPLEX Optimization, Inc.

[^1]:    ${ }^{2}$ In fact, branching was only necessary to obtain an optimal solution, the objective function value of the root LP rounded up already yields the optimal solution value.

[^2]:    ${ }^{3}$ The optimal values sometimes differ with the one described in Chopra, Gorres, and Rao [1992], because they did not add the values of variables fixed by presolve.

[^3]:    Table 5：Test set of Soukup and Chow

[^4]:    $a_{\text {This run }}$ was performed with the default parameter setting except that the complete reduction test was used and no time limit was given

[^5]:    ${ }^{a}$ We have not been able to solve this instance on any of our workstations，the memory requirements are more than 1 GigaByte．
     Terminal－Distance－Test（Step（4）of Algorithm 3．3）was skipped．

    Table 8：VLSI examples：gap，alue and alut

