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# FiberSCIP – A shared memory parallelization of SCIP

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## Abstract

Recently, parallel computing environments have become significantly popular. In order to obtain the benefit of using parallel computing environments, we have to deploy our programs for these effectively. This paper focuses on a parallelization of **SCIP** (Solving Constraint Integer Programs), which is a MIP solver and constraint integer programming framework available in source code. There is a parallel extension of **SCIP** named **ParaSCIP**, which parallelizes **SCIP** on massively parallel distributed memory computing environments. This paper describes **FiberSCIP**, which is yet another parallel extension of **SCIP** to utilize multi-threaded parallel computation on shared memory computing environments, and has the following contributions: First, the basic concept of having two parallel extensions and the relationship between them and the parallelization framework provided by **UG** (Ubiquity Generator) is presented, including an implementation of deterministic parallelization. Second, the difficulties to achieve a good performance that utilizes all resources on an actual computing environment and the difficulties of performance evaluation of the parallel solvers are discussed. Third, a way to evaluate the performance of new algorithms and parameter settings of the parallel extensions is presented. Finally, current performance of **FiberSCIP** for solving mixed-integer linear programs (MIPs) and mixed-integer non-linear programs (MINLPs) in parallel is demonstrated.

## 1 Introduction

The paradigm of constraint integer programming (CIP) (formal definition of CIP will be presented in Section 2) developed by Achterberg (2007) combines modeling and solving techniques from the fields of constraint programming (CP), mixed-integer programming (MIP), and satisfiability testing (SAT). The paradigm allows us to address a wide range of optimization problems. **SCIP** is an implementation of the idea of CIP as a branch-cut-and-price framework and is now continuously extended by a group of researchers centered at Zuse Institute Berlin (ZIB), Technical University Darmstadt, and Friedrich-Alexander-University Erlangen-Nürnberg. **SCIP** 2.1.0 can handle not only MIP, but also

pseudo-Boolean optimization problems (Berthold et al., 2009), mixed-integer quadratically constraint programming problems (MIQCP) (Berthold et al., 2011, 2012), mixed-integer nonlinear programming problems (MINLP) (Vigerske, 2013), etc.

**SCIP** solves CIPs by a branch-and-bound algorithm, which enumerate all feasible solutions implicitly by splitting the feasible region recursively, thereby generating a *branch-and-bound tree*. Each node of the tree represents a *subproblem* that can be processed independently. Therefore, **SCIP** is supposed to be a perfect candidate for the parallelization of tree search. However, it involves a mathematically supercharged tree search algorithm, employing sophisticated algorithms to keep the enumeration effort small as follows: At each subproblem, domain propagation is performed to exclude further values from the variables domains and a relaxation may be solved to obtain a local dual bound. The relaxation may be strengthened by adding further valid constraints (e.g., linear inequalities), which cut off the optimal solution of the relaxation. In case a subproblem is found to be infeasible, conflict analysis is performed to learn additional valid constraints (conflict clauses). Primal heuristics are used as supplementary methods to improve the primal bound, which is used to prune the branch-and-bound tree. These procedures make it difficult to parallelize the branch-and-bound algorithm efficiently.

Since parallel computing environments have become significantly popular nowadays, commercial MIP solvers such as CPLEX, Gurobi, and Xpress work in parallel on multi-core desktop computers. The development of **FiberSCIP**, a parallel version of **SCIP** on shared memory multi-core desktop computers, started in 2010. Unfortunately, parallelization was not in the initial design scope of **SCIP**, though **SCIP** was designed to be used as a thread-safe library. In order to parallelize the tree search of **SCIP** internally, one would have to redesign **SCIP** (which consists of more than 400,000 non-empty lines of C code) very carefully in order to keep its plugin-based design structure. On top of that, all developers of **SCIP** would have to take this parallelism into account. Therefore, we decided to parallelize the tree search for a single problem from “outside”, that is, such that each thread uses its own **SCIP** instance to work on its subproblem. Another reason for this choice is given by the large differences in performance between “simple” and commercial state-of-the-art single- and multi-threaded MIP solvers, as is shown in Appendix A (the MIPLIB2010 benchmarks conducted by H. Mittelmann). These benchmarks show that the development of a new and state-of-the-art parallel MIP solver from scratch would require large resources, so that a parallelization of an existing state-of-the-art solver (like **SCIP**) from “outside” is a rational decision. Further, such a parallelization can immediately benefit from improvements on the used single-thread MIP solver.

There already exist a number of parallel state space search or tree search software frameworks (Goux et al., 2001; Ralphs et al., 2004; Eckstein et al., 2009; van Nieuwpoort et al., 2010; Sun et al., 2011; Bendjoudi et al., 2012)<sup>1</sup>. Especially recent ones are very scalable from a parallel tree search point of view. However, the examples used to show their scalability can often be considered as “easy” for state-of-the-art algorithms, thus

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<sup>1</sup>We cited here only some of those which are still accessible. Many other frameworks have disappeared because the platform or used libraries are not available anymore.

not allowing for conclusions about their performance when combined with sophisticated solver implementations. For example, Sun et al. (2011) presented results for scaling up to 4096 processors on the basis of a Traveling Salesman Problem instance with only 25 cities. Further, it can be hard to integrate state-of-the-art solving algorithms into a scalable parallel tree search framework, because the algorithms already exploit very sophisticated tree search methods with shared knowledge and are therefore hard to adjust to an external tree search framework in general.

From a problem solving point of view, parallel implementations of SAT solvers, see Martins et al. (2012) for a survey, have been solving harder and larger instances than what was possible by state-of-the-art sequential solvers. Regarding MIP solving, Xu et al. (2009) summarized many software packages for solving MIP in parallel. These solvers are categorized in two types, those which are basically build from scratch (Eckstein, 1994; Linderoth, 1998; Bixby et al., 1999; Chen and Ferris, 2000; Chen et al., 2001; Eckstein et al., 2001; Ralphs et al., 2003, 2011) and those which embed an already existing powerful sequential/multi-threaded MIP solver (Mitra et al., 1997; Shinano et al., 2003; Nwana et al., 2004; Shinano and Fujie, 2007; Shinano et al., 2008; Bussieck et al., 2009; Shinano et al., 2012). Only a very few members of the latter category obtained competitive problem solving results when compared to state-of-the-art sequential programs at their time. One exceptional case is Bixby et al. (1999), which solved two open instances to exploit parallelism and a new branching variable selection rule. To the best of our knowledge, only GAMS/CPLEX/Condor (Bussieck et al., 2009) and **ParaSCIP** (Shinano et al., 2012) solved successfully several open instances from the popular MIPLIB2003 and MIPLIB2010 instance libraries (Achterberg et al., 2006; Koch et al., 2011) by using massively parallelized MIP solvers.

Our approach to build **FiberSCIP** is to parallelize tree search from “outside” of **SCIP** by dynamically splitting up the search tree and maintaining each subtree in a separate **SCIP** instance. **SCIP**’s sophisticated tree search is performed in each **SCIP** solver, thereby directly benefiting from the state-of-the-art solving techniques of **SCIP**. Only the distribution of open subproblems to **SCIP** solvers is controlled from “outside”, thereby trying to balance the workload effectively. An obvious disadvantage is that parallelization from “outside” leads to an inevitable overhead compared to an “internal” parallelization, as more memory is required and decisions such as when to interrupt the exploitation of a subtree are deferred. **ParaSCIP**, which parallelizes **SCIP** for massively parallel distributed memory computing environment also from “outside”, has been run by using up to 7,000 cores on the supercomputer HLRN II<sup>2</sup> (Shinano et al., 2012; Koch et al., 2012) and up to 80,000 cores on Titan at Oak Ridge National Laboratory. Since **ParaSCIP** targets on solving very hard instances, where the overhead could be neglected, **FiberSCIP** is intended to run on a normal desktop computer with multi-core processor(s). Therefore, implementing an “outside” parallelization with low overhead on desktop computers is challenging, but also brings several advantages. That is, **FiberSCIP** virtually gives a development environment for **ParaSCIP**, because both solvers are

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<sup>2</sup><https://www.hlrn.de/>

implemented in the same software framework, named *Ubiquity Generator (UG) framework*<sup>3</sup>. Thus, algorithmic improvements done for **FiberSCIP** can be used directly in **ParaSCIP** and **FiberSCIP** can be used to gain some insight into the performance of **ParaSCIP**. Further, since parallelization is done from “outside”, effects of different parallelization strategies can be investigated more clearly and **SCIP** developers can concentrate on improving algorithmic or mathematical technique within **SCIP** without caring about parallelization aspects.

Even if the parallelization feature is completely separated, the evaluation of the performance of parallel MIP or MINLP solvers on actual computers is difficult. This paper will illustrate these difficulties and investigate their source. The following sections are organized as follows. First, we formally define the problem classes CIP, MIP, and MINLP, and introduce **SCIP** briefly. Next, we explain main concepts of the **UG** framework, its instantiation in form of **FiberSCIP**, and the implementation of deterministic parallelism. After that, extensive computational experiments investigate various aspects of the performance of **FiberSCIP**. We finish with some concluding remarks.

## 2 SCIP

**SCIP** is the implementation of the idea of CIP. CIP is formally defined as follows:

**Definition 1** (constraint integer program). A *constraint integer program* (CIP) is a tuple  $(\mathfrak{C}, I, c)$  that encodes the task of solving

$$\min\{\langle c, x \rangle : \mathfrak{C}(x), x \in \mathbb{R}^n, x_I \in \mathbb{Z}^{|I|}\},$$

where  $c \in \mathbb{R}^n$  is the objective function vector,  $\mathfrak{C} = \{\mathcal{C}_1, \dots, \mathcal{C}_m\}$  specifies the constraints  $\mathcal{C}_j : \mathbb{R}^n \rightarrow \{0, 1\}$ ,  $j \in [m]$ , and  $I \subseteq [n]$  specifies the set of variables that have to take integral values. Further, a CIP has to fulfill the condition

$$\forall \hat{x}_I \in \mathbb{Z}^{|I|} \exists (A', b') \in \mathbb{R}^{k \times n} \times \mathbb{R}^k : \{x \in \mathbb{R}^n : \mathfrak{C}(x), x_I = \hat{x}_I\} = \{x \in \mathbb{R}^n : A'x \leq b'\}, \quad (1)$$

where  $C := [n] \setminus I$  and  $k \in \mathbb{N}$ .

Condition (1) states that the problem becomes a linear program when all integer variables are fixed. Thus, if the discrete variables are bounded, a CIP can be solved, in principle, by enumerating all values of the integral variables and solving the corresponding LPs.

A CIP where all constraints are linear is a mixed-integer linear program (MIP):

**Definition 2** (mixed-integer linear program). A *mixed-integer linear program* (MIP) is given by a tuple  $(A, b, c, I)$  with matrix  $A \in \mathbb{R}^{m \times n}$ , vectors  $b \in \mathbb{R}^m$  and  $c \in \mathbb{R}^n$ , and a subset  $I \subseteq [n]$ . The task is to solve

$$\min\{\langle c, x \rangle : Ax \leq b, x_I \in \mathbb{Z}^{|I|}\}. \quad (2)$$

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<sup>3</sup><http://ug.zib.de/>

Extending the definition of MIP towards nonlinear objective and constraint functions leads to the class of mixed-integer nonlinear programs (MINLPs):

**Definition 3** (mixed-integer nonlinear program). A *mixed-integer nonlinear program* (MINLP) is given by a tuple  $(c, g, I)$  with vector  $c \in \mathbb{R}^n$ , a function  $g : \mathbb{R}^n \rightarrow \mathbb{R}^m$ , and a subset  $I \subseteq [n]$ . The task is to solve

$$\min\{\langle c, x \rangle : g(x) \leq 0, x_I \in \mathbb{Z}^{|I|}\}.$$

Unlike MIP, MINLP is in general not a special case of CIP, since the nonlinear constraint  $g(x) \leq 0$  may forbid a linear representation of the MINLP after fixing the integer variables, i.e., (1) would be violated (unless  $I = [n]$ ). However, the main purpose of condition (1) is to ensure that the problem that remains after fixing all integer variables in the CIP can be solved efficiently. For practical applications, a spatial branch-and-bound algorithm that can solve the remaining nonlinear program within a finite number of steps up to a given precision is sufficient.

**SCIP** solves MIPs and MINLPs by a branch-and-bound algorithm that utilizes an LP relaxation for bounding. For a MIP, the LP relaxation is readily given by dropping the integrality restrictions from (2). For a MINLP, the LP relaxation is constructed by computing for each function  $g_j(x)$ ,  $\forall j \in \{1, \dots, m\}$ , linear functions that underestimate  $g_j(x)$  for all  $x$  within the current variable bounds, see also Vigerske (2013) for details. The “convexification gap” between the underestimator of  $g_j(x)$  and  $g_j(x)$  itself depends on the width of the domain of the variables involved in  $g_j(x)$ . Thus, to close this gap, branching on any variable that is involved in  $g_j(x)$  may be applied.

### 3 ParaSCIP and FiberSCIP

In our attempt to parallelize a solver from the “outside”, an actual MIP/MINLP solver is abstracted and will be denoted as *base solver* in this paper. Generally, parallel tree search based solvers have three running phases, see also Ralphs (2006) and Xu et al. (2009): the *ramp-up phase* is the time period from the beginning until sufficiently many branch-and-bound nodes are available to keep all processing units busy the first time, the *primary phase* is the period between the first and last time all processing units were busy, and the *ramp-down phase* is the time period from the last time all processing units were busy until problem solving finished<sup>4</sup>.

ParaSCIP and FiberSCIP have been developed by using a single software framework: *Ubiquity Generator(UG) framework*, which is written in C++. One of the goals of UG

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<sup>4</sup>Note that this definition of ramp-down phase is different from the definition in Ralphs (2006), in which the ramp-down phase is loosely defined to start when the number of available tasks (subproblems) first falls below the number of available processors. In our system, we sometimes observed this situation during the period we consider the “primary phase”. However, when our load balancing mechanism detected this situation, it often quickly recovered from this imbalance of workloads among SOLVERS, so that enough tasks (subproblems) were generated to keep all SOLVERS busy again. Therefore, we use the different definition of the ramp-down phase.

framework is to clarify the necessary interfaces that the underlying base SOLVER needs to provide for the parallelizations. At least the following three mechanisms need to be provided: First, a *ramp-up mechanism*, which provides algorithmic choices on how to keep all base solvers busy during this starting phase. Second, a *dynamic load balancing mechanism*, which ensures that work load is distributed to all base solvers in a dynamic way. Third, a *check-pointing and restarting mechanism*, which is a mechanism that can store the processing status of a problem to a file and is able to resume operations from that file in case of interruptions due to unforeseen events, e.g., hardware faults or limits on super computing resources. Such a mechanism is especially important for solving really hard instances, as it is not known in advance how long the algorithm will be running. **UG** is composed of a collection of base C++ classes, which define interfaces to actual MIP/MINLP solvers and to subproblems and solutions that are represented in a solver depending way. Additionally, there are base classes that define message passing based communications. Further, implementations of ramp-up, dynamic load balancing, and check-pointing and restarting mechanisms are available as a generic functionality. Note, that the branch-and-bound tree is maintained by the base solvers, while **UG** only extracts and manages only a very small number of subproblems (typically represented by variable bound changes) from the base solvers for load balancing.

Therefore, the basic concept of **UG** is to abstract from an actual MIP/MINLP solver and parallelization library and to provide a framework that can be used, in principle, to parallelize any powerful state-of-the-art MIP/MINLP solver on any computational environment (shared or distributed memory, multithreading or massively parallel). For a particular MIP/MINLP solver, only the interface to **UG** in form of specializations of base classes, as provided by **UG**, needs to be implemented. Similarly, for a particular parallelization library (e.g., MPI), a specialization of an abstract **UG** class is necessary.

### 3.1 Basic concept of having two parallel extensions

The message passing functions used in **UG** are limited to the least necessary and are wrapped within the base class. Therefore, adding support for an additional parallelization library should be easy. The most used libraries for implementing distributed parallel programs are MPI (Message Passing Interface) implementations. The virtual functions in the base class provided by **UG** can be mapped straightforward onto corresponding MPI functions. Pthreads is a popular library that is used to make multi-threaded programs and the **UG** specialization for Pthreads uses a simple message queue implementation, which has been developed as a part of **UG** code. From the **UG** framework point of view, a particular instantiated parallel solver is referred as **ug** [a specific solver name, a specific parallelization library name]. Here, the specific parallelization library is used to realize the message passing based communications. Using this notation, **ParaSCIP** is **ug** [**SCIP**, MPI] and **FiberSCIP** is **ug** [**SCIP**, Pthreads]. As **ParaSCIP** already existed, the realization of **FiberSCIP** only required to add code to interface with Pthreads as parallelization library. Note that **UG** framework is not restricted to **SCIP**, which can be replaced by any other thread-safe solver.

One of the motivations to have both **FiberSCIP** and **ParaSCIP** is to have a systematic

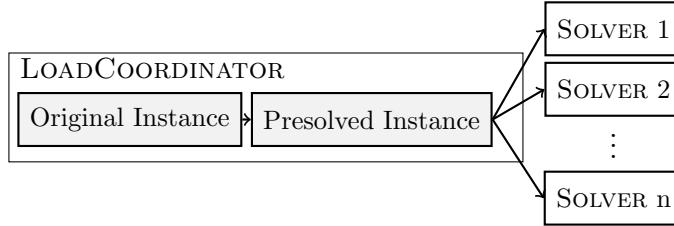


Figure 1: Initialization step

development environment for a large scale parallel branch-and-bound based solver based on SCIP. While FiberSCIP has completely the same generic parallelization mechanism as ParaSCIP, FiberSCIP (as a single process program) is much easier to debug than the MPI based ParaSCIP. For example, moving the communication point, see Section 3.4, was only possible due to the availability of FiberSCIP, since it leads to large debugging efforts. Further, also non-deterministic behavior leads to difficulties for debugging, as it may prohibit consistent reproducibility of a faulty program flow. Therefore, a deterministic parallel execution capability was introduced to UG when implementing FiberSCIP.

### 3.2 Parallelization mechanism provided by UG

UG provides a common parallelization mechanism that works in both ParaSCIP and FiberSCIP. The latter has two types of threads. One is the LOADCOORDINATOR which makes all decisions about the dynamic load balancing, the other is the SOLVER which solves subproblems. In the beginning, the LOADCOORDINATOR reads the instance data for a MIP/MINLP model which we refer to as the *original instance*. This instance is presolved directly inside the LOADCOORDINATOR by use of the base solver. When using SCIP, different techniques try to fix or tighten variables, tighten constraints and detect and remove redundancies, for details see Achterberg (2007). The resulting, typically smaller, instance will be called the *presolved instance*. The presolved instance is extracted from the base solver environment, is broadcasted to all available SOLVER threads, and is embedded into the (local) base solver environment of each SOLVER. This is the only time when the complete instance is transferred. Later, only the differences between a subproblem and the presolved problem will be communicated. Figure 1 illustrates this initialization procedure. At the end of this initialization, all SOLVERS are instantiated with the presolved instance.

After the initialization step, the LOADCOORDINATOR creates the root node of the branch-and-bound tree. Each node transferred through the system, we call such a node PARANODE, acts as the root of a subtree. The information that has to be sent consists only of bound changes of variables between the presolved instance and the subproblem which gets transferred. For the initial root node there is no difference between the presolved instance and the subproblem, thus it contains only administrative information such as a PARANODE identifier.

All nodes which are transferred to SOLVERS are kept in the LOADCOORDINATOR with their solver statuses until the corresponding solving process terminates. The SOLVER which

receives a new branch-and-bound node instantiates the corresponding subproblem using the presolved instance (which was distributed in the initialization step) and the received bound changes. After that, the SOLVER starts working on the subproblem.

UG has two kinds of ramp-up mechanisms.

**Normal ramp-up** Active SOLVERS, which are the ones that already received a branch-and-bound node, are solving this subproblem by alternately solving nodes and transferring half of the child nodes back to the LOADCOORDINATOR. The LOADCOORDINATOR has a *node pool* to keep unassigned nodes, from which it assigns nodes to idle SOLVERS as long as an idle SOLVER exists. Even if none exists, the LOADCOORDINATOR still keeps collecting nodes from SOLVERS until it has  $p$  “good” (promising to have a large subtree underneath) unassigned nodes in its node pool. Here,  $p$  is a run-time parameter of UG, which in case of FiberSCIP is set to half of the number of SOLVER threads as default. When the LOADCOORDINATORS node pool accumulated  $p$  “good” nodes, it sends a message to quit sending nodes to all SOLVERS.

**Racing ramp-up** In this mechanism, the LOADCOORDINATOR sends the root branch-and-bound node to all SOLVERS and all SOLVERS start solving the root node of the presolved instance immediately. In order to generate different search trees, each SOLVER uses a different variation of parameter settings, branching variable selections, and permutations of variables and constraints. As shown in Koch et al. (2011), the latter can have a considerable impact on the performance of a solver. Due to these variations, we can expect that many SOLVERS independently generate different search trees. However, an incumbent solution found by one of the SOLVERS is broadcasted to all other SOLVERS and is used to prune parts of the SOLVERS search trees. Under certain criteria, involving the duality gap and the number of open nodes of each SOLVER, a particular SOLVER is chosen as “winner” of the *racing stage*. All open nodes of the winner SOLVER are then collected by the LOADCOORDINATOR and a termination message is send to all other SOLVERS. Next, the collected nodes are redistributed to all idle SOLVERS. If the winner SOLVER did not provide enough nodes, UG changes its strategy to normal ramp-up. If a SOLVER solves the complete problem during racing stage, the LOADCOORDINATOR terminates all SOLVERS and the solving process is finished.

Racing ramp-up has been designed to run on large scale distributed memory computing environments. In such an environment, normal ramp-up can take much time, i.e., many SOLVERS stay idle until the ramp-up finishes. We note, that racing ramp-up has already been considered in Mitra et al. (1997) and Nwana et al. (2004). In order to use it with state-of-the-art MIP solvers on large scale distributed computing environments, our extended implementation can switch to the second stage seamlessly without waiting for all SOLVERS to terminate the first stage and can switch to normal ramp-up adaptively. Although the racing stage in racing ramp-up, which can be considered as a “learning” or “tuning” process, is a

sequential process, all SOLVERS become active immediately after the LOADCOORDINATOR finished presolving. There are many ways when and how to choose the winner and how to distribute the branch-and-bound nodes of the winner. The racing ramp-up configuration of FiberSCIP will be explained in detail in the beginning of Section 4.4.

Load balancing for MIP solving highly depends on the *primal* and *dual bounds* (*upper* and *lower bounds*) on the optimal value, since the presolved instance is always a minimization problem), which are updated during the solving process. The primal bound is given by the value of the best solution that has been found so far during the solving process. If one of the SOLVERS finds an improved solution, this solution is sent to the LOADCOORDINATOR, which distributes the updated primal bound or the new solution to all other SOLVERS, which will then immediately apply bounding, hence, prune all nodes in its search tree that cannot contain any better solution anymore, which is proven by the node dual bound.

Periodically, each SOLVER notifies the LOADCOORDINATOR about its number of unexplored nodes and the dual bound of its subtree; we call this information the *solver status*. The dual bound is a proven lower bound on the objective function value of the best solution in that subtree. It is derived from the linear programming relaxations at the individual nodes. At the same time, the SOLVER is notified about the lowest dual bound value of all nodes in the node pool of the LOADCOORDINATOR, which we will refer to as **BESTDUALBOUND**. Note that this does not include nodes that are currently processed by any SOLVER.

If a SOLVER is idle and the LOADCOORDINATOR has unprocessed nodes available in the node pool, the LOADCOORDINATOR sends one of these nodes to the idle SOLVER. To handle situations in which several solvers become idle at the same time, the LOADCOORDINATOR should always have a sufficient amount of unprocessed nodes left in its node pool. This ensures that the SOLVERS are kept busy throughout the computation, thus minimizing idle time. In order to keep at least  $p$  “good” nodes in the LOADCOORDINATOR, we introduce the *collecting mode*, similar to the one introduced in Shinano et al. (2008). We call a node *good*, if the dual bound value of its subtree (**NODEDUALBOUND**) is close to the dual bound value of the complete search tree (**GLOBALDUALBOUND**).

If the LOADCOORDINATOR is not in collecting mode and it detects that less than  $p$  good nodes with

$$\frac{\text{NODEDUALBOUND} - \text{GLOBALDUALBOUND}}{\max\{|\text{GLOBALDUALBOUND}|, 1.0\}} < \text{THRESHOLD} \quad (3)$$

are available in the node pool, the LOADCOORDINATOR switches to collecting mode and requests selected SOLVERS that have nodes which satisfy (3) to switch also into collecting mode. The selection is done in ascending order of the minimum lower bound of open nodes in the SOLVERS. The number of selected SOLVERS increases dynamically depending on the time that the node pool in the LOADCOORDINATOR has been empty. If the LOADCOORDINATOR is in collecting mode and the number of nodes in its pool that satisfy (3) is larger than  $m_p \cdot p$ , it requests all collecting mode SOLVERS to stop the collecting mode. Note that  $m_p$  is a runtime parameter and is set to 1.5 as a default value.

If a SOLVER receives the message to switch into collecting mode, it changes the search strategy to either “best estimate value order” or “best bound order”(see Achterberg (2007)) depending on the specification of UG run-time parameters. It will then alternately solve nodes and transfer them to the LOADCOORDINATOR. This is done until the SOLVER receives the message to stop the collecting mode. If a node of the branch-and-bound tree is selected to be sent to the LOADCOORDINATOR, the corresponding SOLVER collects the bound changes of that node w.r.t. the presolved instance, transfers the differing bounds to the LOADCOORDINATOR, and prunes the node from the subproblem’s branch-and-bound tree.

The most crucial issue for the load balancing mechanism is to avoid solving useless subproblems. Consider the situation that a SOLVER is solving a subproblem N for which the dual bound is already quite large. An improvement in the primal bound will then cause all nodes of this subproblem to be pruned. The SOLVER can detect this situation locally using the best dual bound value of all nodes in the node pool of the LOADCOORDINATOR (**BESTDUALBOUND**). In this situation, the SOLVER requests another node from the LOADCOORDINATOR while still continuing to solve the current node. After the LOADCOORDINATOR sent a new node to the SOLVER and restored the solving node N in its node pool, the SOLVER stops the solution process and restarts with the new node. The solution of node N is “delayed”. Note that in case that there is no node available in the LOADCOORDINATOR, the SOLVER keeps continuing to solve node N. Further, note that the SOLVER takes a coordinating role here. Reasons for this exceptional behavior is that, first, the SOLVER can detect such a situation earlier than the LOADCOORDINATOR, which has only delayed information, and, second, that it simplifies the process in cases where many SOLVERS get into a similar situation.

The termination phase starts when the LOADCOORDINATOR detects that the node pool is empty and all SOLVERS are idle. In this phase, the LOADCOORDINATOR collects statistical information from all SOLVERS and outputs the optimal solution and the statistics.

### 3.3 Difference between ParaSCIP and FiberSCIP

As already mentioned, the fundamental difference between ParaSCIP and FiberSCIP is the parallelization library. However, also the initialization of the SOLVERS with the presolved instance is different. While for FiberSCIP a pointer to the SCIP environment can be moved between threads easily and the problem copying functionality of SCIP can be used, for ParaSCIP the presolved instance needs to be either transferred from the LOADCOORDINATOR in serialized form or the original problem needs to be read from file and presolved on the SOLVER side. Therefore, extensions of SCIP by user-defined constraint handlers can be used straightforwardly in FiberSCIP, while for ParaSCIP some additional effort may be required.

### 3.4 The point of communication in ug [SCIP, \*]

We define a *communication point* as a point in the base solver’s algorithm, in which the LOADCOORDINATOR can communicate with the SOLVER by sending a message, in other

words, the SOLVER can receive (and process) a message from the LOADCOORDINATOR. Originally, the communication point was limited to the time when a branch-and-bound node was selected for processing. That means, at that point in time, the decision has to be made whether this node is solved or passed to the LOADCOORDINATOR. Note that this is the only time during branch-and-bound node processing where the LOADCOORDINATOR can communicate with a SOLVER by sending a message, e.g. to interrupt the current solving process. However, it also means that no communication between the LOADCOORDINATOR and a SOLVER can happen during the processing of a branch-and-bound node, so that vivid response to a request message from the LOADCOORDINATOR may not be possible. This delay can sometimes lead to useless computations. For example, when the LOADCOORDINATOR has decided a winner SOLVER during racing ramp-up, it sends a request message to interrupt the computation in all SOLVERS other than the winner. As the SOLVERS delay reception of these messages, they first finish processing of their current branch-and-bound node before discarding their current subproblems.

To allow for more frequent communication, we added additional communication points. These are after every variable bound change, every solve of the LP relaxation, every modification of the LP, or finding of a new incumbent. This leads to very different communication patterns between the LOADCOORDINATOR and SOLVERS compared to previous implementation. Now, expensive node solving may be interrupted earlier due to pruning.

### 3.5 Implementation of deterministic parallelism

When a user of UG has a brilliant idea for improving performance, e.g., by transferring more information inside a PARANODE, FiberSCIP is a suitable development environment due to its easier debugging possibilities. However, non-deterministic behavior can still make testing and debugging difficult and inefficient. Even though technology like deterministic multiprocessor replay, which can be used to debug non-deterministic programs, is getting more practical (Montesinos et al., 2009), it fundamentally still needs too much resources to apply it to general MIP/MINLP solvers. Therefore, adding the possibility to execute FiberSCIP deterministically is an essential feature for debugging.

Another motivation for implementing a deterministic parallelism in UG is the hope that computational experiments in deterministic mode can be used to predict performance improvements in non-deterministic execution mode. Note, that in the development of SCIP, even small improvements in geometric mean running time for a set of benchmark instances are, in general, crucial to accept a new feature. If repeated runs of FiberSCIP with the same parameter settings and the same computing environment but non-deterministic behavior produce computational results with more than, say, 10% variation in geometric mean, we have to evaluate the effectiveness of the new feature by averaging the value of several repeated runs. If a deterministic execution could be used to predict the average running time of several non-deterministic runs, the amount of necessary computational experiments could be reduced. However, we note that also with deterministic behavior, several repeated runs of a solver, each using a different random seed or permutation of

variables and constraints, on a set of instances may be necessary to get a clear picture of the performance improvement that can be expected by a new feature (Koch et al., 2011).

Deterministic parallelism is also one of the most important features of commercial optimization solvers, because a user of a solver expects that repeated executions on the same computer generate the same results. Therefore, commercial optimization solvers such as CPLEX, GUROBI, and XPRESS have a deterministic option, which is also enabled by default. For all of these solvers, deterministic parallelism is implemented based on their shared memory computing environments. However, since UG is intended to run also on distributed memory computing environments, a new mechanism to implement deterministic parallelism had to be introduced. As UG has an inherent non-deterministic behavior, its deterministic option realizes a *weak* deterministic parallelism (Olszewski et al., 2009), that is, the program is still executed in a non-deterministic way, but it ensures that repeated runs with the same parameter settings and on the same computing environment generate always the same search tree and give the same optimal solution.

In UG, all communications are done between the LOADCOORDINATOR and the SOLVERS. Therefore, all messages are serialized in the LOADCOORDINATOR. A basic idea to implement deterministic parallelism is to ensure that messages between LOADCOORDINATOR and SOLVERS are in the same order in repeated runs. One tool needed to realize this deterministic behavior is a *deterministic timer*, which is called deterministic clock in Olszewski et al. (2009), and which is a counter to indicate progress of computation in a SOLVER. Ideally, intervals of the counter are distributed almost uniformly with respect to wall-clock time. However, since it is difficult to have such an ideal deterministic timer with SCIP, a counter for the number of communication point calls is used as deterministic time. Although the intervals of the calls are not uniform, it is called frequently. Another tool is a *token* that is circulated among SOLVERS via the LOADCOORDINATOR in a predefined order, SOLVERS can execute until reaching specific points of time in deterministic time. If the SOLVER reached such a point, it has to wait until it receives the token before it can send messages and hands over the token to the next SOLVER via the LOADCOORDINATOR. If an idle SOLVER receives the token, but has no messages to send, it passes it on immediately.

This token circulation mechanism is similar to the one of Liu et al. (2011). We note the following points: First, the token is not sent to the next SOLVER directly, but it is sent as an ordinary message via the LOADCOORDINATOR, thus it does not require a shared memory architecture. Second, the general parts of token passing and deterministic timer are implemented in the UG framework, while the actual deterministic timing mechanism is specialized for each solver.

## 4 Computational results

FiberSCIP is intended to run on a shared memory computing environment with small scale parallelization and only a few hours of computing time. Therefore, all computational experiments conducted in this paper have a two hours time limit. The objective of the computational experiments is not only to analyze the performance of FiberSCIP, but also

to point out difficulties of performance evaluation.

At first, we analyze the fundamental overhead of FiberSCIP compared to SCIP and give baseline sequential computational results for comparison. Second, in order to clarify the effects of using several SOLVER threads, we present computational results when omitting parallel tree search. Finally, we evaluate our parallel tree search computational results for solving MIPs and MINLPs with four and eight SOLVER threads. For MIP, we also present results when using deterministic parallelism.

For all our experiments we present the following numbers:

- The “geometric mean (solved:  $n$ )” is computed w.r.t. the  $n$  instances that are solved in all runs within one experiment. It is given for the number of search nodes and for the running time.
- The “geometric mean (all)” of time is computed w.r.t. all instances, where aborts and timeouts are accounted with the time limit of 7200 seconds. Note, that we omit this measure for the number of search nodes, since it is not clear how aborted instances should be accounted.
- The “solved/timeout/abort<sup>5</sup> rows shows the number of solved instances, the number of instances that hit the time limit, and the number of aborted instances.
- The “speedup (solved:  $n$ )” is computed w.r.t. the  $n$  instances which are solved in all runs within one experiment.

The detailed computational results are given in the Appendix.

## 4.1 Setup for computational experiments in MIP solving

Computational experiments were conducted on 40 PowerEdgeTM 2950 computers, each equipped with two Quad-Core Xeon E5420 CPUs at 2.5 GHz and 16 GB RAM.

The 87 instances of the benchmark set of MIPLIB2010 (Koch et al., 2011) are used for the computational experiments. Table 8 in Appendix shows for each instance the total number of variables, the number of constraints, and the number of variables of certain type in the original and presolved problem. For the latter, the table also shows the product of the number of variables and number of constraints, which will serve as a rough and simple estimate for the certain memory usage.

We used SCIP version 2.1.1 in default settings, except that we set the time limit in the Chvátal-Gomory separator to infinity to prohibit a non-deterministic behavior of this SCIP version<sup>6</sup>. In order to standardize memory usage of each SOLVER thread, we assume 2GB of RAM for each SOLVER thread and therefore set the SCIP option `limits/memory` to 1600 (the memory usage of the LP solver cannot be measured). As a consequence, SCIP switches

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<sup>5</sup>Aborts are mainly due to running out of memory, e.g., for instances with a high memory estimate by `#vars * #conss`, or when huge search trees were generated for some SOLVER’s parameter settings.

<sup>6</sup>SCIP 3.0 has this option set to infinity by default.

Table 1: Comparing the sequential executions of **SCIP** and **FiberSCIP**. Instancewise results are shown in Table 10.

Summary	SCIP		FiberSCIP			
	Nodes	Time	Presolve Once		Presolve Twice	
			Nodes	Time	Nodes	Time
geom. mean (solved: 56)	8711	623.5	8718	623.7	9204	669.5
geom. mean (all)	–	1466.2	–	1467.9	–	1554.7
solved/timeout/abort	58/22/7		59/20/8		58/21/8	
speedup (solved: 56)	reference		1.000		0.931	

the search strategy to depth first search when the memory usage of **SCIP** (excluding the LP solver) reaches 80% of 1.6GB.

## 4.2 Fundamental overhead of **FiberSCIP**

Even if **FiberSCIP** runs with only one SOLVER thread, the original instance is presolved twice in default settings, once in the LOADCOORDINATOR and once in the SOLVER. In order to clarify the communication overhead between the LOADCOORDINATOR and the SOLVER, we also conducted computational experiments where presolving in the LOADCOORDINATOR was prohibited.

Table 1 summarizes the computational results of sequential runs executed by **SCIP**, **FiberSCIP** without presolving in the LOADCOORDINATOR, and **FiberSCIP** with double presolving (in the LOADCOORDINATOR and in the SOLVER). Figure 2 visualizes the speedup of the one thread **FiberSCIP** runs w.r.t. **SCIP** for all solved instances (56 in total). We see, that **FiberSCIP** with one presolve usually takes the same computing time as **SCIP**. The number of nodes processed by **SCIP** and that of **FiberSCIP** with one presolve is expected to be completely the same. However, Table 10 shows differences for only three instances (**timtab1**, **triptim1** and **zib54-UUE**). As **FiberSCIP** installs additional plugins into **SCIP** (e.g., event handler), its memory usage is slightly different, which seems to cause this difference. That is, due to different amounts of allocated memory, computations that get close to the specified memory limit may change the node selection strategy to depth first search at different points of the search. **FiberSCIP** (with single presolving) took basically the same computing time in geometric mean, which indicates that there is almost no communication overhead between the SOLVER and the LOADCOORDINATOR. Note that **FiberSCIP** solves one more instance (**zib54-UUE**), shortly before hitting the time limit (Table 10). Analyzing this issue more carefully reveals that **FiberSCIP** changes to depth first search earlier due to reaching the memory limit (see Section 4.1), which is resulting in a better performance here.

Figure 2 also shows that **FiberSCIP** with double presolving works different to **SCIP**, one can observe both speedups and slowdowns depending on the instance. These differences result from the additional presolving in the LOADCOORDINATOR and therefore the SOLVER gets a changed instance. This leads to a 7% increase in the geometric mean of the computing

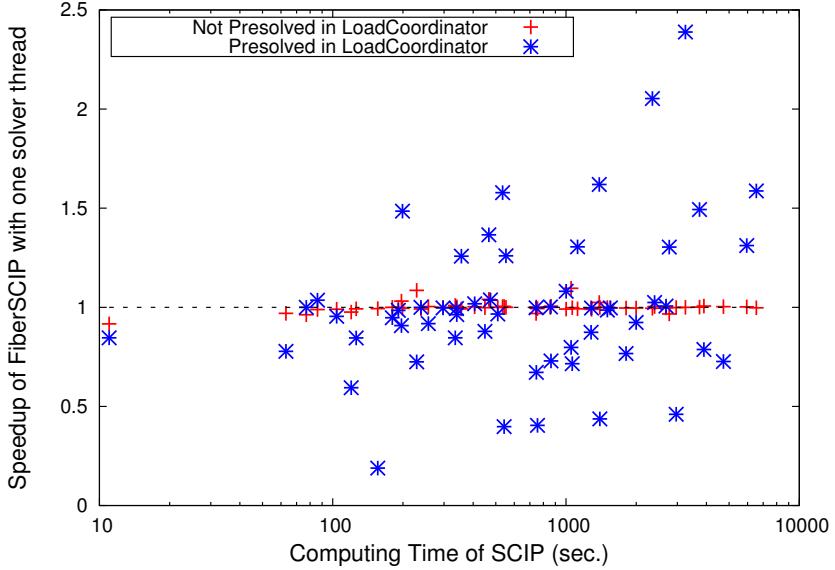


Figure 2: Computing time of FiberSCIP relative to SCIP.

time when using FiberSCIP with double presolve compared to SCIP using one thread. But to avoid repeating the same preprocessing steps multiple times when using multiple SOLVER threads and also to keep the memory consumption as small as possible, double presolving was decided to be the default setting in FiberSCIP. Using it with one SOLVER thread will serve us as the baseline for comparisons with the runs that use multiple SOLVER threads.

### 4.3 Omitting parallel tree search

We conducted two computational experiments running FiberSCIP in racing stage throughout the whole computation, meaning that the ramp-up phase is never left and thus the parallel tree search is omitted. All computational experiments were conducted in non-deterministic mode. First, we were disabling communication of the incumbents, whereas it was enabled in the second experiment. The SCIP parameter settings for each racing SOLVER is a combination of the emphasis settings “off”, “fast”, “default”, and “aggressive” for the different groups of components like primal heuristics, presolvers, and separators. Exactly one SOLVER ran with SCIP’s default settings.

#### 4.3.1 Racing without communication of incumbents

In this subsection, we are evaluating the possible speedups when omitting communication of incumbents. Independent sequential SOLVER threads ran in parallel with different parameter settings. Theoretically, an increase in the number of threads should result in a better overall performance w.r.t. the running time and the number of solved instances. The choice of the winner is basically deterministic, though several highly competitive SOLVERS could introduce non-determinism.

Table 2: Comparing the sequential execution of FiberSCIP with different numbers of SOLVER threads in racing stage without communication of incumbents. Detailed results are shown in Table 11 in the Appendix.

Summary	One thread		Two threads		Four threads		Six threads		Eight threads	
	Nodes	Time	Nodes	Time	Nodes	Time	Nodes	Time	Nodes	Time
geom. mean (solved: 51)	9817	573.9	8148	529.7	6935	507.5	6386	569.4	5905	672.0
geom. mean (all)	– 1554.6		– 1460.1		– 1434.4		– 1564.4		– 1723.6	
solved/timeout/abort	58/21/8		60/20/7		60/21/6		59/23/5		56/27/4	
speedups (solved: 51)	reference		1.084		1.131		1.008		0.854	

Table 2 summarizes the results for racing without communication of incumbents when using one (which gives the baseline), two, four, six, and eight threads. From an algorithmic point of view, a higher number of independent SOLVER threads should lead to a monotonous decrease in minimal computing time and an increase in solved instances, but the results for using six threads show nearly the same overall performance in speed, i.e., a factor of only 1.008, and the number of solved instances compared to one thread. For eight threads we even encounter less solved instances and a slowdown by a factor of 0.854. Even though the SOLVER threads do not interact logically with each other, their actual parallel execution in a single machine increases the number of context switches by the operating system and can lead to more frequent major or minor page faults, cache misses, and collisions in memory access. We note that hard disk access for swapping (major page faults) has not been observed. In the following, we aim to clarify these effects further.

In order to investigate the change in performance of the winner solver, we selected the results of the 12 instances where the number of nodes processed is the same in all runs with one, two, four, six, and eight threads (marked by ‘(i)’ in Table 11). We assumed that an increase in memory access latency due to using more threads on the same machine is mostly responsible for the slow down effect. The latency is related to the fundamental memory usage of the solver. As an indicator of the memory usage, we use the product of number of variables and number of constraints of the presolved instance, see Table 8, as a matter of convenience, because it is easy to obtain from **SCIP** and does not change during the solving process (as the actual memory usage does and cannot be obtained accurately from **SCIP**). Figure 3 shows the number of minor page faults for each number of SOLVER threads, left, and the number of context switches for each number of SOLVER threads, right, in relation to the memory usage indicator for the 12 instances. While these numbers do not seem to be related to the memory usage indicator, they usually increase with the number of threads. Note that for better visibility we connected data points belonging to the same number of threads.

The left picture in Figure 4 illustrates the speedups for the 12 selected instances. Except for instance **ex9** at the far left side of the graph, only slowdowns can be observed when adding more SOLVER threads. The reason is the increase in the number of minor page faults and context switches.

The right picture in Figure 4 illustrates the speedups for the other 39 instances that

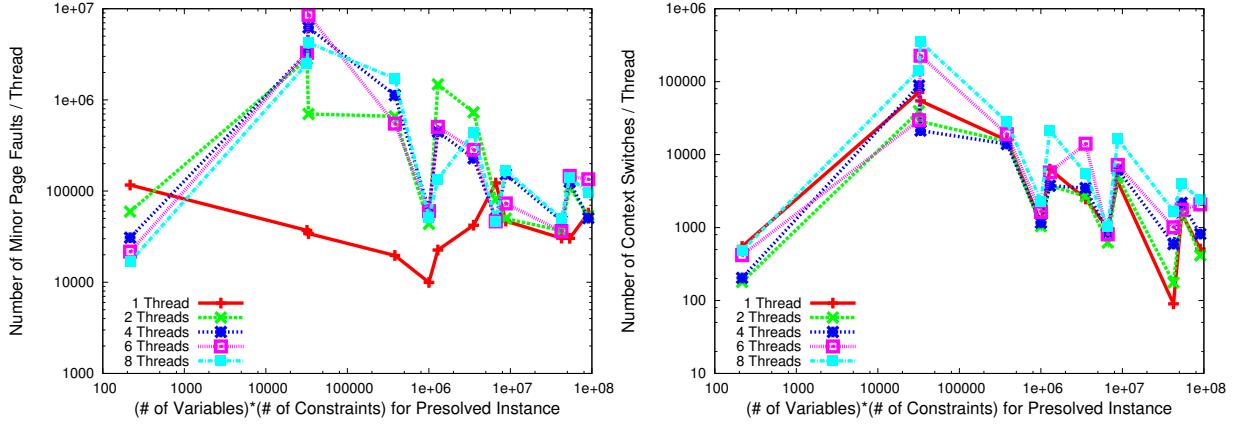


Figure 3: Minor Page faults (left) and Context switches (right) of FiberSCIP runs.

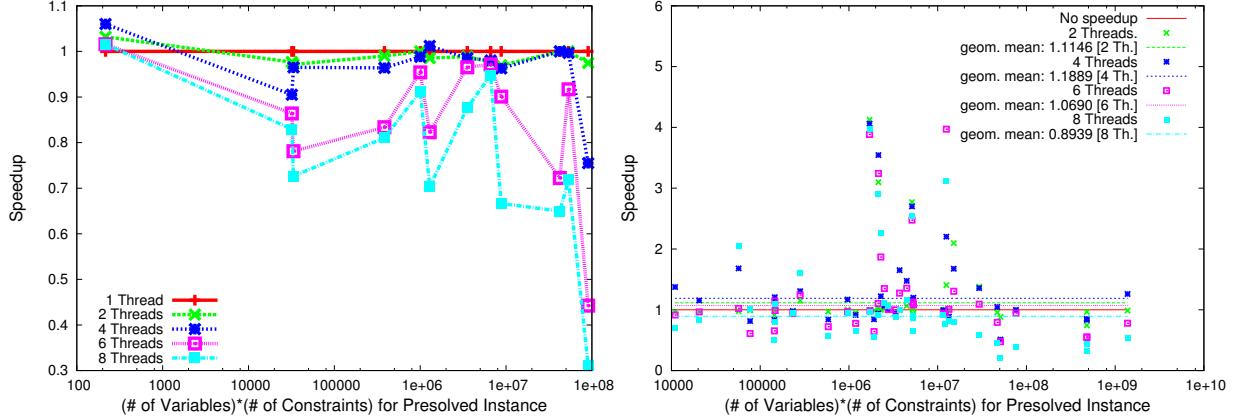


Figure 4: Computing time ratio of FiberSCIP for different numbers of SOLVER threads w.r.t. one thread for, first, the twelve instances in which the winner solver did not change (left) and, second, the 39 instances in which the winner solver changed (right).

were solved in all runs. For these 39 instances, the winner SOLVER changed when more SOLVER threads were added. If the performance of each SOLVER thread would remain the same when changing the amount of solver threads, a speedup should be observed for each instance. For each run, also the geometric mean of the speedups is shown in the figure. We see that in the case of four SOLVER threads, the best speedup can be observed, while more than four SOLVER threads lead to a slow down.

#### 4.3.2 Racing with communication of incumbents

In contrast to the last subsection, we now enabled the communication of incumbents between SOLVER threads and LOADCOORDINATOR. We expect an overall performance improvement in running time. As communication of incumbents can lead to a non-deterministic behavior, five repeated runs were conducted for each number of threads.

Table 3: Comparing FiberSCIP in racing stage with and without communication of incumbents. Detailed results are shown in Tables 12, 13, 14, and 15 in the Appendix.

(a) Four SOLVER Threads									
Summary	Without comm.		Average			One thread		Average	
	Nodes	Time	Nodes	Time		Summary	Nodes	Time	Nodes
geom. mean (solved: 57)	7110	620.7	6725.4	591.69		geom. mean (solved: 56)	9173	670.3	6116.8
geom. mean (all)	-	1434.4	-	1379.54		geom. mean (all)	-	1554.6	-
solved/timeout/abort	60/21/6		62.2/19.4/5.4			solved/timeout/abort	58/21/8		62.2/19.4/5.4
speedups (solved: 57)	reference		1.049			speedups (solved: 56)	reference		1.150

(b) Eight SOLVER Threads									
Summary	Without comm.		Average			One thread		Average	
	Nodes	Time	Nodes	Time		Summary	Nodes	Time	Nodes
geom. mean (solved: 52)	5128	706.1	4470.2	605.81		geom. mean (solved: 49)	9226	555.2	4781.2
geom. mean (all)	-	1723.6	-	1551.98		geom. mean (all)	-	1554.6	-
solved/timeout/abort	56/27/4		57.2/25.4/4.4			solved/timeout/abort	58/21/8		57.2/25.4/4.4
speedup (solved: 52)	reference		1.166			speedups (solved: 49)	reference		1.005

The left-hand side of Table 3 shows the results of only racing with communication of incumbents for four and eight SOLVER threads, respectively. In both tables, the results of only racing without communication of incumbents for the same number of SOLVER threads are set as a baseline to clarify the effect of communication. The runs with four SOLVER threads always solved more instances and lead to an improvement of the geometric mean over all solved instances. The runs with eight SOLVER threads did not always solve more instances, but the geometric mean running time decreased always. The speedups w.r.t. solved instances are always larger when compared to the results with four SOLVER threads. However, the mean speedups are calculated w.r.t. 57 instances in case of four SOLVER threads and only 52 instances in case of eight SOLVER threads. As long as an instance is solved in the time limit, more SOLVER threads reduce the solving time, since communication of a newly found incumbent in one SOLVER may allow to prune branch-and-bound nodes in the search trees of other SOLVERS.

The right-hand side of Table 3 summarizes the same results for four and eight SOLVER threads, respectively, except that the baseline result is replaced by the result for one SOLVER thread (FiberSCIP with double presolving, see Table 1). Communicating of incumbents lead in both cases to a decrease of the geometric mean running time and for four SOLVER threads also to an increase in solved instances. As expected, the performance increases when comparing the results against the runs without communication. For eight threads, we can even overcome the slowdown due to context switches and page faults.

Tables 16 and 17 in Appendix show the variations in the number of enumerated nodes and computing times of repeated runs for each instance that was solved. The numbers show a high variation for repeated runs with communication of incumbents. The maximal deviations for nodes is nearly 190%, while it is around 93% for time. This indicates, that doing several repeated runs of a non-deterministic algorithm is crucial in order to measure

its performance.

#### 4.3.3 Overall results on racing

Our results illustrate some of the difficulties in doing a parallel implementation which uses all computing resources efficiently. Note that, without communication of incumbents, the speedups are purely due to the different parameter settings in the different solvers, thus, essentially, due to running different algorithms in parallel and not due to parallelizing a single algorithm. Tables 2 and 3 show that for four SOLVER threads, the number of solved instances increases by 4.2 and the speedup is 1.150 on average when communicating the incumbents, while they were only 2 and 1.131, respectively, when disabling the communication. For eight SOLVER threads, the number of solved instances decreases by 0.8 and the speedup is 1.005 in average when communication is enabled, while they were 2 and 0.854, respectively, when using no communication. As expected, only if the gain of parallelization exceeds the decline in a SOLVER’s performance due to the addition of more threads, parallelization can be beneficial.

### 4.4 Parallel tree search for MIP solving

We conducted computational experiments using normal and racing ramp-ups for four and eight SOLVER threads. Therefore, for the same number of SOLVER threads, two types of settings were tested. Since the non-deterministic mode is the default in **FiberSCIP**, for each setting five repeated runs were conducted. For comparison purpose, additional deterministic runs were performed using four and eight SOLVER threads (only one run for each setting).

Racing ramp-up is a distinguished feature of UG. Many variations are possible by configuring how the parameter sets are chosen in each SOLVER and how the racing stage is terminated. The configuration of **FiberSCIP** as used in this paper is as follows. The SCIP parameter settings for each racing SOLVER are the same as in Section 4.3. Termination of the racing stage is decided based on the performance of all SOLVERS. When the LOADCOORDINATOR recognizes that

1. at least for half of the SOLVERS it received the first SOLVER status message<sup>7</sup>,
2. a feasible solution has been found,
3. the candidate has more than 300 open nodes, and
4. the elapsed computation time has exceeded 36 seconds (0.5% of our 2 hours time-limit),

a SOLVER with best dual bound value is chosen as candidate for the winner SOLVER. Conditions 1 and 4 are essential, but if Condition 2 is not satisfied, the racing stage is continued until a solution is found, the problem is proven to be infeasible, or the time limit

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<sup>7</sup>It is not unusual that a SOLVER sends a first status message late when some of the emphasis settings has been set to “aggressive”.

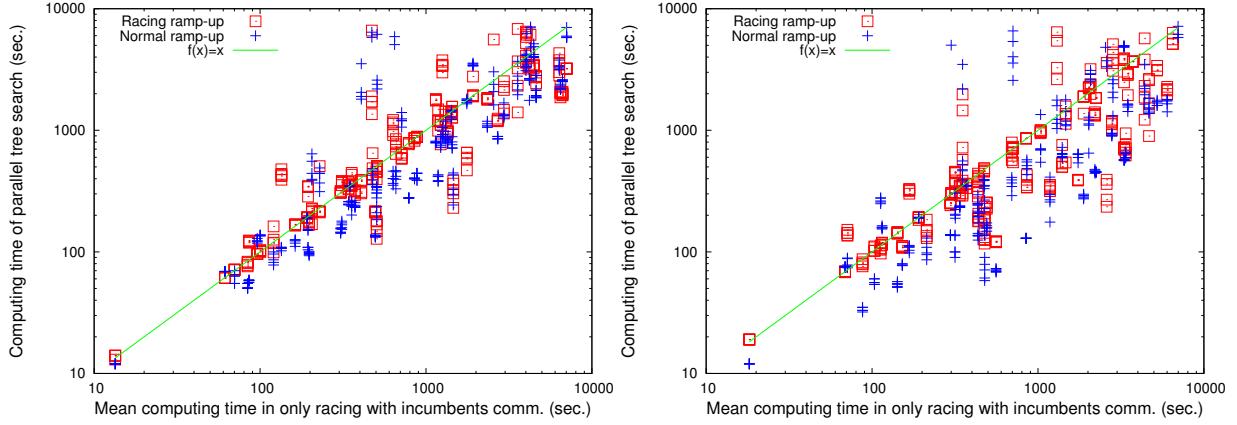


Figure 5: Relationship between only racing with communication of incumbents and racing followed by parallel tree search for four SOLVER threads (left) and eight SOLVER threads (right).

is reached. If only Condition 3 is not satisfied, the racing stage is terminated when the elapsed time of computation exceeds 1800 seconds (25% of our 2 hours time-limit). The parameters of this termination criteria can be specified via UG options. Note that, in case of runs in deterministic mode, the time limits for the above settings apply to the deterministic timer, though this time is not accurately emulating the walk-clock time.

Tables 18–28 in the Appendix show all computational results for MIP solving for all settings. For non-deterministic runs, we conducted five repeated runs and observed higher variation than in the racing with communication of incumbents experiments from Section 4.3, even when all SOLVER settings were the same.

Figure 5 shows the computing times for all parameter settings with respect to the mean computing time when doing only racing with communication of incumbents. The computing time for racing only is considered as an execution without parallel tree search, because the winner’s search tree is generated by a single SOLVER thread. Figure 5 shows that the effectiveness of racing to choose a good parameter setting is not strong enough to overcome the advantages of a parallel tree search in our current implementation. Further, it shows that parallel tree search should be used after the winner SOLVER has been chosen, since the combination of racing and parallel tree search leads to better performance in many cases, especially when computing time increases. This trend is even better visible when the number of threads increases. Note that the plot also includes results for settings that are considered disadvantageous for FiberSCIP.

Table 4 summarizes the speedups and improvements in number of solved instances for each setting, including those for racing only from Section 4.3. The speedups for  $n$  SOLVER threads are calculated w.r.t. the sequential run with double presolve as baseline as follows:

$$\text{Speedup}(n) = \frac{\text{Geometric mean of computing times of FiberSCIP with } n \text{ SOLVER threads}}{\text{Geometric mean of computing times of FiberSCIP with 1 SOLVER thread}}$$

Since the number of solved instances changes among several runs with the same setting, we

Table 4: Speedups - Nondeterministic and deterministic runs. 87 instances in total, 58 solved by a sequential FiberSCIP run (double presolve). Detailed results are shown in Tables 18–28 in the Appendix.

Settings	Non-deterministic						Deterministic		
	# solved			Speedup		# solved	Speedup		
	Share	Min	Max	Average	Share	Average	Single	Share	Value
Four th. only racing with comm.	60	61	63	62.2	56	1.150	48	46	0.52
Four th. racing ramp-up	62	64	66	64.4	53	1.261	50	46	0.47
Four th. normal ramp-up	59	64	65	64.6	52	1.668	49	47	0.64
Eight th. only racing with comm.	53	56	59	57.8	49	1.005	47	45	0.35
Eight th. racing ramp-up	60	64	67	65.4	51	1.402	52	47	0.37
Eight th. normal ramp-up	58	62	64	63.0	50	1.898	48	47	0.61

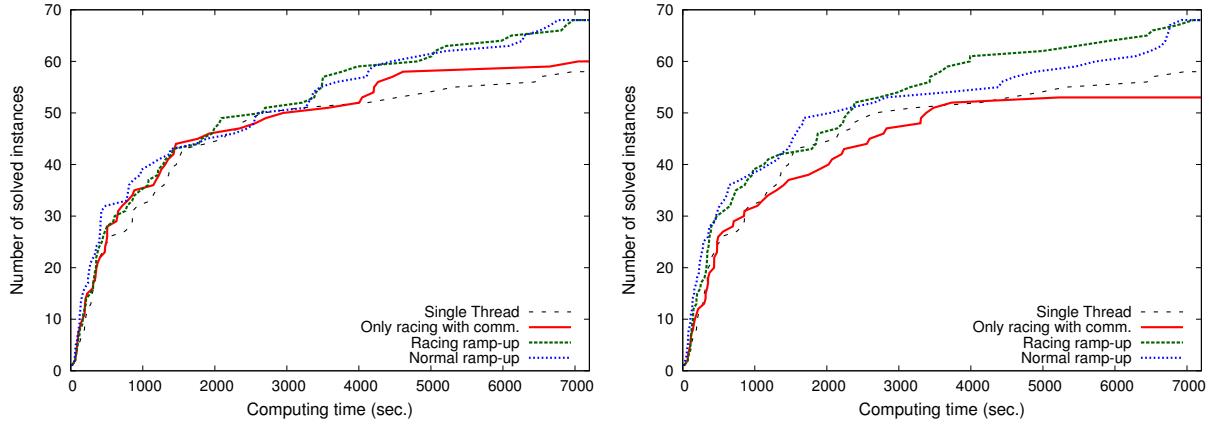


Figure 6: Profiles of number of solved instances w.r.t. solving time for four SOLVER threads (left) and eight SOLVER threads (right).

print the number of instances only solved by all multi-threaded runs and the number of instances solved by all multi-threaded runs together with the sequential run in the “Share” columns. The speedups are calculated w.r.t. the instances solved by the sequential and the multi-threaded runs. For each run, we show the minimum, maximum, and average number of instances solved by a multi-thread run. Since most of these numbers are higher than the number of instances solved by the sequential run (58 many), most of the multi-threaded runs solved more instances than the sequential run. Especially for the racing ramp-up settings, the number of instances solved by all multi-threaded runs of one setting are usually higher than the number of instances solved by the sequential run. However, for almost all settings, some instances that could be solved by the sequential run were not solved by at least one of the multi-threaded runs.

Whether normal or racing ramp-up is preferable is not clear. The normal ramp-up shows overall best average speedups but racing ramp-up dominates in the number of solved instances especially when eight SOLVER threads are used. Also the increase in the average number of additionally solved instances when increasing the number of SOLVER threads is larger for racing ramp-up (6.4 for four threads to 7.4 for eight threads) than for normal

ramp-up (6.6 for four threads to 5.0 for eight threads). A reason might be, that with only a few SOLVER threads, the effects of tuning w.r.t. a different parameter setting for each thread might not be as strong as when having more threads available. In order to clarify the performance differences, we generated profiles of the number of solved instances w.r.t. computing time, see Figure 6, where in case of five repeated runs average values were used. If an instance could not be solved, but a timeout or abort occurred, the solving time was accounted with 7200s. These cases are responsible for “jumps” in the graphs near the time limit, e.g., for the runs with eight SOLVER thread and normal ramp-up. They indicate that the corresponding configuration makes the solver unstable. For the runs with four SOLVER threads, racing ramp-up and normal ramp-up seem competitive. In contrast, for eight SOLVER threads, racing ramp-up even dominates normal ramp-up. These trends supplement the conclusions we have drawn from Table 4 and are the reason why racing ramp-up is the default setting of FiberSCIP.

We also performed deterministic runs to investigate if we can estimate the average results for non-deterministic runs for a specific setting. Such a possibility would be very useful, e.g., to conduct parameter tunings. Table 4 shows that, obviously, all deterministic runs have worse performance than that of a sequential run, especially when the number of threads increases. This is clearly because SOLVERS have to wait for the token and this waiting time increases when more SOLVER threads are added. Figures 7 and 8 show the relations between the deterministic and non-deterministic runs w.r.t. average number of enumerated nodes and average computing time for all instances solved by the deterministic runs. For the number of nodes, a good correlation can be observed, indicating the possibility to estimate the number of enumerated nodes in non-deterministic runs by those from deterministic ones. For the solving time, Figure 8 show no clear pattern for the changes in running times, that is, the accuracy is currently not sufficient to estimate the computing times of non-deterministic runs from that of deterministic runs. Figure 9 shows the correlation of relative computing time when doing racing ramp-up w.r.t. that of normal ramp-up between deterministic and non-deterministic runs. For non-deterministic runs, the average computing time of five repeated runs is used. If there were a good correlation, it would indicate that the relative racing ramp-up computing time w.r.t. that of normal ramp-up in non-deterministic runs is preserved when switching to deterministic runs. However, no correlations between them could be identified when looking at both pictures in Figure 9. Thus, deterministic runs cannot be used to evaluate a parameter setting for non-deterministic runs.

## 4.5 Sources of overhead

In Koch et al. (2012), general sources of overhead (reason for a loss of efficiency) are grouped into four categories: *Communication overhead*, *Idle time in ramp-up/ramp-down*, *Idle time due to latency/contention/starvation*, *Performance of redundant work*. It is not easy to identify and to measure the source of overhead clearly. FiberSCIP measures idle time as accurately as possible. Tables 19, 21, 23, 25, 27, and 29 in Appendix C show the fraction of solving time that the SOLVERS are idle, that is, do not spend on processing a subproblem. They do not include idle time due to latency/contention/starvation, which emerges as a

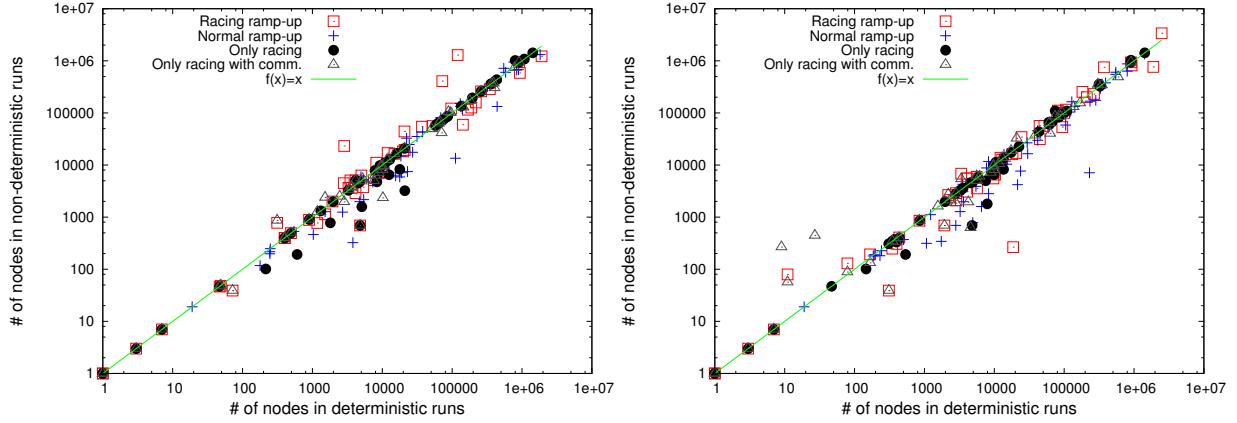


Figure 7: Relationship of average number of nodes between deterministic and non-deterministic runs for four SOLVER threads (left) and eight SOLVER threads (right).

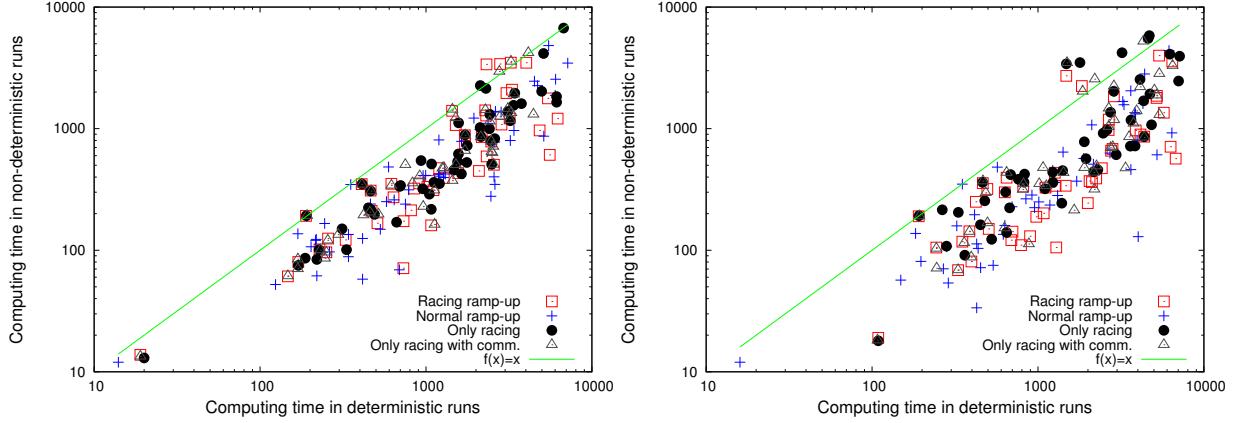


Figure 8: Relationship of average computing time between deterministic and non-deterministic runs for four SOLVER threads (left) and eight SOLVER threads (right).

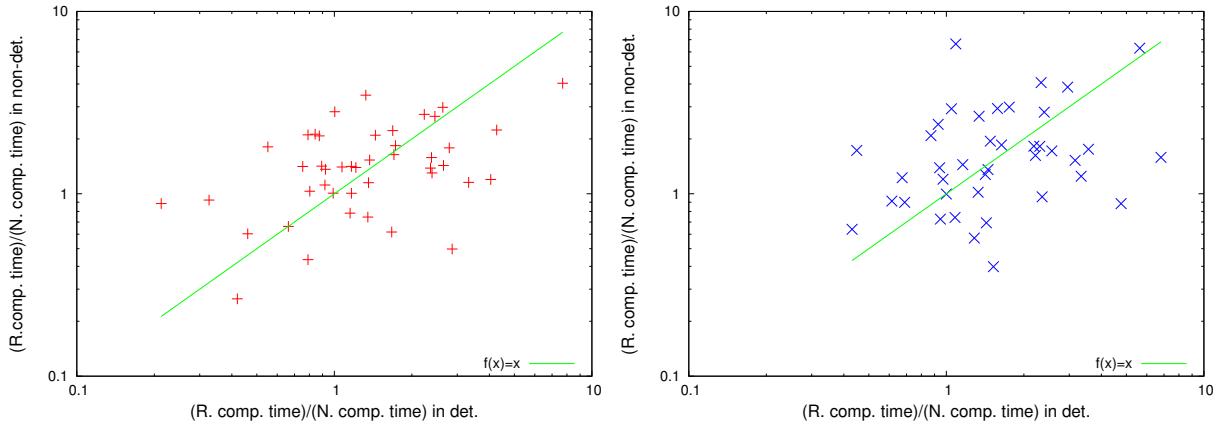


Figure 9: Relationship of relative computing time of racing ramp-up w.r.t. that of normal ramp-up between deterministic and non-deterministic runs for four SOLVER threads (left) and eight SOLVER threads (right).

Table 5: Comparing **SCIP**, **ParaSCIP** with seven **SOLVER** processes (distributed on seven computing nodes or sharing one node), and **FiberSCIP** with seven **SOLVER** threads in racing stage without communication of incumbents. Detailed results are shown in Table 32 in the Appendix.

Summary	<b>SCIP</b>		<b>ParaSCIP (Distributed)</b>		<b>ParaSCIP (Share)</b>		<b>FiberSCIP</b>	
	Nodes	Time	Nodes	Time	Nodes	Time	Nodes	Time
geom. mean (solved: 62)	9794	409.2	5421	271.2	5409	531.3	5335	695.6
geom. mean (all)	–	866.9	–	604.1	–	1056.2	–	1361.5
solved/timeout/abort speedups (solved: 62)	68/18/1 reference		71/16/0 1.51		65/16/6 0.77		62/18/7 0.59	

Table 6: Speedups - **ParaSCIP** and **FiberSCIP** nondeterministic runs on the same cluster node. 87 instances in total, 68 solved by **SCIP**. Detailed results are shown in Tables 33 and 34 in the Appendix.

Settings	# solved				Speedup	
	Share	Min	Max	Average	Share	Average
ParaSCIP with seven processes	63	69	70	69.4	63	1.25
FiberSCIP with seven threads	63	68	70	68.8	63	0.89

decline in performance of each **SOLVER** thread when more **SOLVERS** are added. This type of overhead is analyzed in the following section.

When the deterministic mode feature of **FiberSCIP** is used, the main source of overhead is clearly the time to wait for the token, which amounts to averagely 69.11 % of computing time with normal ramp-up and 60.88 % of that with racing ramp-up by using four **SOLVER** threads, and 81.53 % and 73.79 % respectively by using eight **SOLVER** threads. Therefore, the performance in deterministic mode cannot be compared with that in non-deterministic mode. From computing resource usage point of view, racing ramp-up is superior: For all computations, idle time with racing ramp-up is 0.65 % by using four **SOLVER** threads and 1.35 % by using eight **SOLVER** threads in average, while it is 10.72 % and 15.29 % respectively in average with normal ramp-up. In spite of this fact, the obvious performance differences between racing and normal ramp-ups cannot be observed from the computational results. The difficulty to identify the sources of overhead are caused by many trade offs that have to be taken into account. On the one hand, to learn additional information, racing ramp-up uses computing resources which would otherwise be idle in normal ramp-up. On the other hand, racing delays parallel tree search, as the racing stage can be considered to be a sequential tree search. Whether to do the additional presolve in the **LOADCOORDINATOR** is one of other trade offs. Further tuning of parameters, thereby taking these trade offs into account, is still necessary to minimize the sources of overhead.

## 4.6 Comparison of ParaSCIP and FiberSCIP

Tables 32, 33, 34 in Appendix C show a comparison between ParaSCIP and FiberSCIP. These tables have been added after the first review of this paper. Since the cluster used for the original experiments was not available anymore, the computational experiments for this comparison were performed on a cluster of Intel Xeon X5672 CPUs with 3.20 GHz (eight cores per node) and 48 GB RAM, running Kubuntu 14.04. We used SCIP Optimization Suite 3.1.1 and OpenMPI 1.6.5.

Table 5 shows the performance of ParaSCIP with seven SOLVER processes when doing racing without communication of incumbents and without presolve in the LOADCOORDINATOR (to allow for a comparison with SCIP). We conducted two runs: 1) Each SOLVER process runs on a different cluster node, with an additional node for the LOADCOORDINATOR. 2) All SOLVER processes and the LOADCOORDINATOR run on the same cluster node. Additionally, we run SCIP and FiberSCIP with seven SOLVER threads on the same machine. In case 1), each SOLVER achieves the same performance as if SCIP was run with the corresponding settings. Therefore, three more instances were solved and a speedup of 1.51 is achieved when using seven SOLVERS on separate machines, compared to a run of SCIP in default settings. However, if all seven processes are run on the machine (case 2), three less instances are solved, when compared to SCIP, and a speedup of 0.77 on the solved instances can be observed. The comparison between ParaSCIP in the case 2) and FiberSCIP shows that one SOLVER thread in FiberSCIP takes about 1.3 times longer than that of ParaSCIP. Hence, FiberSCIP is slower than SCIP and solves six less instances compared to SCIP. Therefore, in this experiment (i.e., only racing without exchange of incumbents), running SOLVERS in separate processes gives better performance than as threads.

Table 6 shows computational results for ParaSCIP and FiberSCIP in default settings, that is parallel tree search with racing ramp-up and one presolve in the LOADCOORDINATOR, when using seven SOLVERS on the same cluster node. Also here, the performance of FiberSCIP is worse than that of ParaSCIP and the performance decline is even worse than when doing racing only (Table 32), as there is now additional communication between the LOADCOORDINATOR and SOLVERS. These results show that FiberSCIP could achieve better performance when the Pthreads parallelization part of code is improved. However, in spite of the fact that each SOLVER slows down about 2.5 times compared to SCIP and 1.3 times compared to ParaSCIP, FiberSCIP can solve almost the same number of instances as ParaSCIP and more instances than SCIP in three out of the five runs.

## 4.7 Computational results for MINLP solving

As the experiments for parallel MINLP solving required several fixes in SCIP and were done much later than the ones for MIP solving, we used SCIP 3.0 for the results on MINLP. Further, since we could not install SCIP with all required plugins for MINLP solving (in particular IPOPT) on the cluster where we conducted our MIP computations, we used a different computing environment with 8 cores divided into two Quad-Core Intel Xeon 5460 CPUs at 3.16 GHz and 48 GB RAM. We performed our test on the MINLPLib (Bussieck

Table 7: Speedups - Nondeterministic runs (MINLP). 86 instances in total, 27 solved by a sequential **FiberSCIP** run (double presolve). Detailed results are shown in Tables 30 and 31 in the Appendix.

Settings	# solved				Speedup	
	Share	Min	Max	Average	Share	Average
Four th. racing ramp-up (default)	28	28	29	28.4	26	1.780
Eight th. racing ramp-up (default)	26	27	30	29.0	23	2.779

et al., 2003) instance library. Even though this collection is not as well-balanced as the benchmark set of MIPLIB2010, it is commonly used for testing and comparing MINLP solvers. From MINLPLib (as of 02/17/2013), we took all instances except for those 12 instances that use the functions sin, cos, or erf, which cannot be handled by **SCIP** so far. Since the MINLPLib includes many trivial instances, we first run all remaining 252 instances with **SCIP** in sequential mode and then removed those that were solved within 60 seconds (135 instances), as we are interested here in measuring possible gains from running **FiberSCIP** on instances that are not already solved easily in sequential mode. Further, we removed instances where **SCIP** in sequential mode aborted (6 instances), reported a wrong optimal solution (9 instances), or could not compute a finite dual bound (16 instances). Table 9 in the Appendix shows for the remaining set of 86 instances the number of variables, number of constraints, and number of variables of certain types for the original and presolved problems. For the latter, we also distinguish between linear and nonlinear constraints.

We ran **SCIP** in sequential mode and **FiberSCIP** using racing ramp-up with four and eight SOLVER threads. The computing times are detailed in Tables 30 and 31 and summarized in Table 7. Out of the 86 selected instances from MINLPLib, **SCIP** solved 27 instances in sequential mode and hit the time limit on the remaining ones. With **FiberSCIP**, instance `netmod_dol1` was not solved anymore, but up to two additional instances could be solved when using 4 threads and up to three additional instances could be solved when using 8 threads. Unfortunately, we also noted aborts or wrong solutions on up to 10 (4 threads) or 12 (8 threads) instances. In some cases, aborts were due to running out of memory. Note, that when **SCIP** solves a MINLP, it generates many cutting planes during the branch-and-bound search. Storing these cuts not only for one but for 4 or 8 threads can cost a lot of memory.

Regarding speedup on the number of instances that were solved by **SCIP** and both runs of **FiberSCIP**, we observe average factors of 1.78 when using 4 threads and 2.779 when using 8 threads, which are larger speedups than observed for MIP. However, one should not assume that these numbers can be carried over to MINLP in general, since this set of solved instances is heavily dominated by the `fo*`, `no*`, and `o*` instances, which all have their origin in the same application.

## 5 Concluding remarks

This paper introduced **FiberSCIP**, a parallel extension of **SCIP**, realized via the **UG** framework. **FiberSCIP** has been designed to preserve as much of the flexibility of the **SCIP** framework as possible, that is, extensions to **SCIP**, e.g., in order to solve further classes of optimization problems, are readily available for parallelization in **FiberSCIP**. By linking the same code to **ParaSCIP**, these additional classes can also be handled on large scale distributed memory computing environments.

We have shown quite good performance improvements when using **FiberSCIP**, especially when considering that parallelization is realized from “outside” of **SCIP**, i.e., a developer or user of **SCIP** does have to take care of this parallelization. As for any non-deterministic parallel solver, difficulties emerge regarding evaluation of solver performance and parameter tuning. This paper discussed in detail the performance and behavior of **FiberSCIP** on challenging MIP and MINLP problems and described a possibility to evaluate parallelization.

There are still many open questions about how to parallelize state-of-the-art solving techniques in a most efficient form. Already racing ramp-up offers a variety of choices, like which parameter settings to use in each SOLVER thread, when to terminate the racing stage, and how to choose a winner SOLVER. How to measure the performance of each configuration of parameter settings for **SCIP** and **UG** in non-deterministic runs is another open question. To evaluate the performance of **FiberSCIP**, we conducted several (non-deterministic) runs for each setting, which required a lot of computing resources. Therefore, an open point for future development is the improvement of the deterministic mode in **FiberSCIP**, so that it can be used to estimate the average behavior of non-deterministic runs.

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## Appendix A Mittelmann Benchmarks

The following table shows the results from H. Mittelmann’s runs of the benchmark set of the Mixed Integer Linear Programming Library (MIPLIB2010, see also Table 8) (Mittelmann, 2011). For the numbers in row 1\*, variables and constraints in the input data have been permuted and the average over five runs is reported.

Date	# threads	measure	GLPK	LPSOLVE	CBC	SCIP/FiberSCIP	CPLEX	GUROBI	XPRESS
14 Aug 2011	1	scaled	17.20	15.05	8.25	4.64	1.39	1	1.01
		# solved	3	5	41	54	76	76	72
	4	scaled	-	-	8.98	8.08	1.17	1	1.21
		# solved	-	-	52	64	80	83	78
	12	scaled	-	-	9.55	9.92	1.20	1	1.15
		# solved	-	-	55	65	84	86	80
11 April 2015	1	scaled	-	-	17.4	6.66	1	1.06	1.12
		# solved	-	-	48	68	84	84	84
	1*	scaled	-	-	18.0	7.61	1.05	1	1.63
		# solved	-	-	36	60	81	80	80
	4	scaled	-	-	17.4	12.7	1.05	1	1.03
		# solved	-	-	50	67	86	86	86
	12	scaled	-	-	14.0	15.0	1	1	1.14
		# solved	-	-	68	68	87	86	86

## Appendix B Benchmark set

The 87 instances of the benchmark set of MIPLIB2010 (Koch et al., 2011) were used for the computational experiments in MIP solving. For MINLP, we used instances from the MINLPLib (Bussieck et al., 2003) instance library, see also Section 4.7. Tables 8 and 9 show the following properties of the MIP and MINLP instances, respectively:

<b>Vars.</b>	The number of variables.
<b>Cons.</b>	The number of constraints.
<b>NZs</b>	The number of non-zero elements in constraint matrix.
<b>Bin</b>	The number of binary variables.
<b>Int</b>	The number of integer variables.
<b>Cont</b>	The number of continuous variables.
<b>Impl</b>	The number of implied integer variables.
<b>LinCons</b>	The number of linear constraints.
<b>NLCons</b>	The number of non-linear constraints.



Table 9: Benchmark set for MINLP (MINLPLib selected instances)

Name	Vars.	Original Cons.	instance Bin	Int	Cont	Vars.	LinCons	Presolved NLC cons	instance Bin	Int	Impl	Cont
4stufen	150	98	48	0	102	125	21	55	48	0	4	73
beuster	158	114	52	0	106	164	108	62	51	0	7	106
cecil_13	840	898	180	0	660	659	736	174	96	0	0	563
chp_partload	2248	2516	45	0	2203	1244	469	995	42	0	0	1202
csched2a	233	138	140	0	93	291	109	87	140	0	0	151
csched2	401	138	308	0	93	457	109	85	308	0	0	149
eg_all_s	8	28	0	7	1	46546	0	46566	2	5	0	46539
eg_disc2_s	8	28	0	3	5	46558	0	46578	0	3	0	46555
eg_disc_s	8	28	0	4	4	46552	0	46572	0	4	0	46548
eg_int_s	8	28	0	3	5	46546	0	46566	2	1	0	46543
enpro48pb	154	215	92	0	62	154	213	2	92	0	0	62
ex1233	53	65	12	0	41	83	46	41	10	0	0	73
fac2	67	34	12	0	55	67	27	4	12	0	0	55
feedtray	98	92	7	0	91	251	19	224	7	0	0	244
fo7	114	211	42	0	72	82	137	14	42	0	0	40
fo8_ar2_1	144	347	0	56	88	101	204	16	1	54	0	46
fo8_ar25_1	144	347	0	56	88	101	204	16	1	54	0	46
fo8_ar3_1	144	347	0	56	88	101	204	16	1	54	0	46
fo8_ar4_1	144	347	0	56	88	101	204	16	1	54	0	46
fo8_ar5_1	144	347	0	56	88	101	204	16	1	54	0	46
fo8	146	273	56	0	90	102	173	16	56	0	0	46
fo9_ar2_1	180	435	0	72	108	123	248	18	1	70	0	52
fo9_ar25_1	180	435	0	72	108	123	248	18	1	70	0	52
fo9_ar3_1	180	435	0	72	108	123	248	18	1	70	0	52
fo9_ar4_1	180	435	0	72	108	123	248	18	1	70	0	52
fo9_ar5_1	180	435	0	72	108	123	248	18	1	70	0	52
fo9	182	343	72	0	110	124	213	18	72	0	0	52
fuzzy	897	1057	120	0	777	819	694	55	110	0	10	699
ghg_1veh	30	38	12	0	18	77	49	55	4	0	0	73
ghg_3veh	96	119	36	0	60	359	357	218	35	0	8	316
hda	723	719	13	0	710	464	230	233	7	0	0	457
lop97ic	1754	92	831	831	92	5220	11509	0	708	704	3808	0
lop97icx	987	88	68	831	88	486	1135	0	68	67	351	0
mbtd	210	70	200	0	10	81310	360	81000	81200	0	0	110
netmod_dol1	1999	3138	462	0	1537	1993	3131	1	462	0	1530	1
no7_ar3_1	112	269	0	42	70	87	182	14	1	40	0	46
no7_ar4_1	112	269	0	42	70	87	182	14	1	40	0	46
no7_ar5_1	112	269	0	42	70	87	182	14	1	40	0	46
nous1	51	44	2	0	49	47	11	29	2	0	0	45
nuclear10a	13010	3339	10920	0	2090	23826	32761	3026	10920	0	0	12906
nuclear10b	23826	24971	10920	0	12906	23826	21945	3026	10920	0	0	12906
nuclear14a	992	633	600	0	392	1568	1801	560	600	0	0	968
nuclear14b	1568	1785	600	0	968	1568	1225	560	600	0	0	968
nuclear25a	1058	659	650	0	408	1683	1951	583	650	0	0	1033
nuclear25b	1683	1909	650	0	1033	1683	1326	583	650	0	0	1033
nuclear49a	3341	1431	2450	0	891	5742	7351	1283	2450	0	0	3292
nuclear49b	5742	6233	2450	0	3292	5742	4950	1283	2450	0	0	3292
nvs09	11	1	0	10	1	40	0	30	0	10	9	21
o7_2	114	211	42	0	72	90	153	14	42	0	0	48
o7_ar2_1	112	269	0	42	70	89	188	14	1	40	0	48
o7_ar25_1	112	269	0	42	70	89	188	14	1	40	0	48
o7_ar3_1	112	269	0	42	70	89	188	14	1	40	0	48
o7_ar4_1	112	269	0	42	70	89	188	14	1	40	0	48
o7_ar5_1	112	269	0	42	70	89	188	14	1	40	0	48
o7	114	211	42	0	72	90	153	14	42	0	0	48
o8_ar4_1	144	347	0	56	88	117	252	16	1	54	0	62
o9_ar4_1	180	435	0	72	108	137	290	18	1	70	0	66
oil2	937	927	2	0	935	1065	119	952	2	0	0	1063
oil	1535	1546	19	0	1516	1409	410	1143	19	0	0	1390
pb302035	601	51	600	0	1	1180	1790	0	600	0	580	0
pb302055	601	51	600	0	1	1152	1751	0	585	0	567	0
pb302075	601	51	600	0	1	1074	1640	0	544	0	530	0
pb302095	601	51	600	0	1	931	1436	0	469	0	462	0
pb351535	526	51	525	0	1	1035	1580	0	525	0	510	0
pb351555	526	51	525	0	1	1035	1580	0	525	0	510	0
pb351575	526	51	525	0	1	1035	1580	0	525	0	510	0
pb351595	526	51	525	0	1	1013	1547	0	514	0	499	0
product2	2842	3125	128	0	2714	480	338	128	128	0	0	352
qap	226	31	225	0	1	436	663	0	225	0	211	0
qapw	451	256	225	0	226	675	930	0	225	0	450	0
saa_2	4407	6205	400	0	4007	24115	2170	23743	366	0	0	23749
space25a	383	201	240	0	143	308	101	25	240	0	24	44
space960	5537	6497	0	960	4577	2657	2657	960	0	960	0	1697
stockcycle	481	98	432	0	49	481	97	1	432	0	48	1
super1	1308	1659	44	0	1264	928	592	667	31	0	3	894
super2	1308	1659	44	0	1264	929	592	667	31	0	3	895
super3	1308	1659	44	0	1264	943	603	672	37	0	3	903
super3t	1056	1343	44	0	1012	675	486	449	37	0	3	635
synheat	58	65	12	0	46	75	46	33	10	0	0	65
tln12	168	72	12	156	0	180	85	11	24	144	12	0
tln5	35	30	5	30	0	35	20	5	5	30	0	0
tln6	48	36	6	42	0	48	24	6	6	42	0	0
tls4	105	64	85	4	16	124	100	13	85	0	39	0
waste	2484	1991	400	0	2084	1238	516	2140	400	0	0	838
waterx	70	54	14	0	56	96	36	44	14	0	0	82
waterz	195	137	126	0	69	207	120	29	126	0	0	81

## Appendix C All computational results

All tables with numeric values except for Tables 16 and 17 evaluate the number of nodes and the running times for different settings over a whole testset. The ‘Nodes’ column shows the number of processed nodes, the ‘Time’ column shows computing time in seconds. In the ‘Time’ column, a number is preceded by ‘>’ if the execution hit the time limit of 2 hours and it is preceded by ‘!’ if execution has aborted. A ‘–’ in the number of nodes and computing time columns indicates that the result was lost for some reason<sup>8</sup>. This case is considered like an ‘abort’. In the bottom of the table, geometric means of the number of processed nodes and computing times are presented w.r.t. the  $n$  instances that were solved by the various **FiberSCIP** runs and the baseline run. The number  $n$  is shown in “(solved:  $n$ )”. The speedup is calculated by using the results for the  $n$  instances. The tables also show geometric means of solving time w.r.t. all instances in the “geom. mean (all)” row, where aborted instances are accounted with the time limit of 7200s. In the following row, in order to see the stability of parallel runs, geometric means of the number of processed nodes and computing times are presented w.r.t. the  $n'$  instances that were solved by the settings of all **FiberSCIP** runs, disregarding the baseline run. The number of solved instances, timeouts, and aborts are shown below and the speedups calculated by the results of  $n$  instances are presented at the bottom of the table. The average values of the geometric means, the computing time, and the speedups in the number of solved instances between the baseline result and the evaluated setting are added in the left most column of the summary.

Tables 16 and 17 show the variation of five repeated runs of **FiberSCIP** with racing only and communication of the incumbents enabled and the same number of threads on the same computer for all instances that are solved within 7200s.

Tables 19, 21, 23, 25, 27, and 29 show the fraction of solving time that the SOLVERS are idle, that is, do not spend on processing a subproblem. If no data on the idle time is available, e.g., when the solver aborted, no bar is printed. Otherwise, the length of each bar indicates the amount of idle time, averaged over all SOLVERS threads, in relation to the (wall-clock) solving time. In Tables 27 and 29, the maximal length (corresponding to the complete solving time) is indicated by dots. The different shades in the bar indicate the various sources for idling. For runs in non-deterministic mode, these are

-  waiting for a first subproblem (ramp-up phase)
-  waiting for receiving the next subproblem (primary phase)
-  waiting for other SOLVERS to finish (ramp-down phase)

For runs in deterministic mode, these are

-  waiting for the notification ID

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<sup>8</sup> The main reason for loosing a result is that solving an LP took too long, the job was killed by the resource management system of the cluster, and the result files were not moved from the local disk of the worker node to the network file system.

 waiting for acknowledgment of completion

 waiting for the token (see Section 3.5)

In FiberSCIP, all SOLVERS are executed totally asynchronously. However, in order to control the number of nodes collected by the LOADCOORDINATOR and to measure statistics correctly, it is necessary to synchronize between the LOADCOORDINATOR and a SOLVER. This synchronization causes the waiting time for the notification ID and that for the acknowledgment of completion.

Table 10: Sequential executions of SCIP and FiberSCIP

Name	SCIP		FiberSCIP			
	Nodes	Time	Presolve Once		Presolve Twice	
			Nodes	Time	Nodes	Time
30n20b8	4691	> 7201	8753	> 7202	4639	> 7219
acc-tight5	1649	340	1649	339	1808	353
aflow40b	286358	2967	286358	2971	668667	6444
air04	144	126	144	127	215	149
app1-2	76	1997	76	2004	392	2163
ash608gpia-3col	7	77	7	80	7	77
bab5	17595	> 7202	17615	> 7202	12846	> 7201
beasleyC3	1151024	> 7203	1193762	> 7203	992738	> 7203
biella1	3270	1549	3270	1552	3270	1554
bienst2	117922	553	117922	553	86468	439
binkar10-1	114820	257	114820	256	135435	280
bley_x11	17	467	17	449	1	342
bnatt350	6685	1121	6685	1130	4134	859
core2536-691	281	1064	281	1066	810	1487
cov1075	965740	> 7201	953142	> 7201	976932	> 7201
csched010	651293	> 7200	646222	> 7201	684362	> 7200
danoint	881262	> 7200	879302	> 7201	870942	> 7201
dfn-gwin-UUM	87889	239	87889	241	87613	239
eil33-2	10571	180	10571	180	10571	190
eilB101	9239	1287	9239	1300	9239	1292
enlight13	1116961	1388	1116961	1355	745476	857
enlight14	172555	229	172555	211	259155	316
ex9	1	191	1	191	1	194
glass4	3780000	! 5244	3735142	! 5150	2990992	! 4138
gmu-35-40	2080000	! 1905	2058222	! 1849	1970052	! 1785
hs-100-0-cov	106874	2685	106874	2694	106874	2669
iis-bupa-cov	111227	> 7200	113790	> 7201	113309	> 7202
iis-pima-cov	13011	1504	13011	1505	12469	1526
lectsched-4-obj	2772	156	2772	157	21026	826
m100n500k4r1	5025592	> 7201	5072925	> 7200	5050160	> 7201
macrophage	528171	> 7200	528062	> 7200	541612	> 7201
map18	293	862	293	857	261	1182
map20	353	1001	353	1010	526	926
mcsched	16113	339	16113	339	16113	341
mik-250-1-100-1	1421995	474	1421995	457	1421995	457
mine-166-5	6949	104	6949	105	6170	109
mine-90-10	92852	543	92852	541	189285	1364
msc98-ip	626	> 7203	624	> 7217	485	> 7212
mspp16	1	! 144	1	! 143	1	! 144
mzzv11	2621	755	2621	760	8361	1868
n3div36	40000	! 3101	37642	! 2857	37993	! 2825
n3seq24	542	> 7228	1	! 71	1	! 72
n4-3	48686	1281	48686	1285	57354	1466
neos-1109824	24162	356	24162	359	20142	283
neos-1337307	238371	> 7200	238721	> 7200	239423	> 7201
neos-1396125	65896	6547	65896	6563	40087	4125
neos13	17151	> 7201	17220	> 7201	17847	> 7201
neos-1601936	19862	> 7200	19874	> 7200	7771	5311
neos18	9133	63	9133	65	6827	81
neos-476283	1	! 483	1	! 163	1	! 273
neos-686190	9894	199	9894	200	4739	134
neos-849702	50303	1396	50303	1396	126716	3193
neos-916792	57471	449	57471	450	66213	511
neos-934278	2526	> 7200	2567	> 7201	2755	> 7206
net12	7260	5950	7260	5938	3678	4536
netdiversion	33	> 7278	33	> 7511	26	> 7295
newdano	3062795	> 7200	3052375	> 7201	2842106	> 7201
noswot	463569	197	463569	191	575618	217
ns1208400	12202	3251	12202	3252	4817	1361
ns1688347	4995	510	4995	510	4538	528
ns1758913	1	! 3043	1	! 2853	1	! 3132
ns1766074	946987	1051	946987	959	945109	1318
ns1830653	42213	746	42213	745	88276	1111
opm2-z7-s2	4401	2345	4401	2357	1978	1142
pg5-34	318742	2396	318742	2387	318742	2339
pigeon-10	3757759	> 7200	3535086	> 7200	2955734	> 7200
pw-myciel4	494676	> 7200	482684	> 7200	488828	> 7201
qiu	11012	86	11012	87	9811	83
rail507	1472	2772	1472	2868	1319	2126
ran16x16	371304	335	371304	332	441109	396
reblock67	140595	535	140595	533	83043	339
rmatr100-p10	901	297	901	297	901	298
rmatr100-p5	397	857	397	857	397	855
rmine6	530871	4728	530871	4712	687364	6508
rocII-4-11	13591	406	13591	405	13194	399
rococoC10-001000	365708	2679	365708	2687	1075742	> 7201
roll3000	977873	> 7200	978756	> 7201	1322672	> 7201
satellites1-25	9374	3902	9374	3879	16711	4956
sp98ic	40000	! 5253	41967	! 5110	40930	! 5053
sp98ir	4807	120	4807	123	8984	202
tanglegram1	27	1808	27	1815	27	2358
tanglegram2	3	11	3	12	3	13
timtab1	1039843	744	1085175	768	1014862	746
triptim1	30	4535	12	5122	39	> 7207
unitcal7	17499	3734	17499	3731	12785	2501
vpphard	2319	> 7203	2318	> 7203	3693	> 7206
zib54-UUE	736111	> 7200	553363	6934	565989	6971
geom. mean (solved; 56)	8711	623.5	8718	623.7	9204	669.5
geom. mean (all)	-	1466.2	-	1467.9	-	1554.7
solved/timeout/abort		58/22/7		59/20/8		58/21/8











Table 16: Variation of solving time and number of nodes when doing only racing with communication of incumbents for the 63 instances that were solved at least once. The number of the cases an instance was solved is shown in parenthesis in the first column, if it is less than five. (Four SOLVER Threads)

Name	Number of enumerated nodes					Computing Time (sec.)				
	Mean	Std.Dev.	Min.	Max.		Mean	Std.Dev.	Min.	Max.	
acc-tight5	39.0	0.00	39(100.00%)	39(100.00%)	61.4	0.49	61 (99.35%)	62(100.98%)		
aflow40b	183831.4	7896.10	175610 (95.53%)	198942(108.22%)	1764.4	114.67	1611 (91.31%)	1875(106.27%)		
air04	49.0	0.00	49(100.00%)	49(100.00%)	96.2	0.40	96 (99.79%)	97(100.83%)		
app1-2	47.0	0.00	47(100.00%)	47(100.00%)	1920.2	21.22	1893 (98.58%)	1953(101.71%)		
ash60sgpia-3col	7.0	0.00	7(100.00%)	7(100.00%)	100.2	0.75	99 (98.80%)	101(100.80%)		
biella1	1964.8	430.18	1575 (80.16%)	2654(135.08%)	1255.6	126.50	1062 (84.58%)	1408(112.14%)		
biens2	100753.8	3857.55	94998 (94.29%)	104990(104.20%)	504.8	22.96	465 (92.12%)	531(105.19%)		
binkar10_1	128476.0	20946.90	107798 (83.91%)	165250(128.62%)	311.2	51.15	259 (83.23%)	395(126.93%)		
bley_xl1	1.0	0.00	1(100.00%)	1(100.00%)	347.8	5.04	338 (97.18%)	352(101.21%)		
bnatt350	5058.0	0.00	5058(100.00%)	5058(100.00%)	853.2	19.63	814 (95.41%)	864(101.27%)		
core2536-691	864.6	44.58	810 (93.68%)	901(104.21%)	1438.8	124.69	1335 (92.79%)	1607(111.69%)		
damoto	704140.0	0.00	704140(100.00%)	704140(100.00%)	6652.2	21.42	6619 (99.50%)	6684(100.48%)		
dfn-gwin-UUM	63299.4	1167.43	61020 (96.40%)	64307(101.59%)	197.6	5.85	186 (94.13%)	201(101.72%)		
eil33-2	9557.2	332.80	8975 (93.91%)	9879(103.37%)	205.4	5.54	197 (95.91%)	212(103.21%)		
eilB101	4964.6	419.66	4402 (88.67%)	5689(114.59%)	659.0	65.61	562 (85.28%)	758(115.02%)		
enlight13	367322.0	0.00	367322(100.00%)	367322(100.00%)	471.8	38.49	395 (83.72%)	496(105.13%)		
enlight14	259155.0	0.00	259155(100.00%)	259155(100.00%)	407.4	81.65	305 (74.86%)	556(136.48%)		
ex9	1.0	0.00	1(100.00%)	1(100.00%)	192.4	2.33	191 (99.27%)	197(102.39%)		
glass4	1731352.6	1064311.33	702114 (40.55%)	3421535(197.62%)	2561.0	1441.00	1167 (45.57%)	4949(193.24%)		
iis-100-0-cov	98703.0	5202.38	91513 (92.72%)	104420(105.79%)	2707.4	145.45	2490 (91.97%)	2863(105.75%)		
iis-pima-cov	7124.0	0.00	7124(100.00%)	7124(100.00%)	1146.4	1.85	1144 (99.79%)	1149(100.23%)		
lectsched-4-obj	2348.0	1647.73	337 (14.35%)	4540(193.36%)	228.6	27.22	184 (80.49%)	264(115.49%)		
map18	493.0	0.00	493(100.00%)	493(100.00%)	1426.6	21.49	1403 (98.35%)	1465(102.69%)		
map20	399.0	0.00	399(100.00%)	399(100.00%)	1225.8	174.60	1097 (89.49%)	1567(127.83%)		
mcsched	16278.6	2320.79	13704 (84.18%)	20407(125.36%)	341.4	34.99	309 (90.51%)	406(118.92%)		
milk-250-1-100-1	1421995.0	0.00	1421995(100.00%)	1421995(100.00%)	495.0	3.22	490 (98.99%)	500(101.01%)		
mine-166-5	3359.4	1379.87	1028 (30.60%)	5138(152.94%)	84.2	1.72	82 (97.39%)	87(103.33%)		
mine-90-10	170467.4	81044.62	65635 (38.50%)	291363(170.92%)	1460.4	721.83	494 (33.83%)	2503(171.39%)		
mzzv11	4892.0	1083.26	4048 (82.75%)	6993(142.95%)	1311.0	159.25	1147 (87.49%)	1612(122.96%)		
n4-3	49209.8	1935.42	46044 (93.57%)	51789(105.24%)	1351.6	48.18	1293 (95.66%)	1406(104.02%)		
neos-1109824	8164.0	0.00	8164(100.00%)	8164(100.00%)	194.6	45.23	171 (87.87%)	285(146.45%)		
neos-1396125	42297.0	1609.07	39799 (94.09%)	44725(105.74%)	4613.4	279.53	4152 (90.00%)	4925(106.75%)		
neos-1601936	(3)	4454.7	1278.26	3191 (71.63%)	6206(139.31%)	4605.0	1519.69	3404 (73.92%)	6749(146.56%)	
neos-686190		3712.4	428.31	3018 (81.30%)	4306(115.99%)	120.6	6.77	109 (90.38%)	129(106.97%)	
neos-849702		20907.0	0.00	20907(100.00%)	20907(100.00%)	788.0	1.26	786 (99.75%)	790(100.25%)	
neos-916792	66974.8	1851.16	64479 (96.27%)	69786(104.20%)	647.2	96.84	581 (89.77%)	836(129.17%)		
neos13	2381.0	2927.68	45 (1.89%)	6882(289.04%)	3571.6	621.33	2895 (81.06%)	4596(128.68%)		
neos18	6292.0	0.00	6292(100.00%)	6292(100.00%)	70.2	0.40	70 (99.72%)	71(101.14%)		
net12	3915.0	613.01	3056 (78.06%)	4721(120.59%)	4005.2	366.92	3314 (82.74%)	4383(109.43%)		
newdano	(4)	2488967.2	385660.72	1898642 (76.28%)	2870908(115.35%)	6353.8	1027.37	4595 (72.32%)	7152(112.56%)	
noswot		301829.0	0.00	301829(100.00%)	301829(100.00%)	162.8	4.26	158 (97.05%)	170(104.42%)	
ns1208400		691.0	0.00	691(100.00%)	691(100.00%)	507.4	1.36	506 (99.72%)	510(100.51%)	
ns1688347		3811.8	569.26	2944 (77.23%)	4538(119.05%)	476.6	51.26	383 (80.36%)	536(112.46%)	
ns1766074	934754.0	0.00	934754(100.00%)	934754(100.00%)	1184.4	8.52	1170 (98.78%)	1194(100.81%)		
ns1830653	41373.6	3927.34	37962 (91.75%)	48232(116.58%)	713.8	57.35	655 (91.76%)	810(113.48%)		
opm2-z7-s2	2496.0	383.15	2156 (86.38%)	3233(129.53%)	2951.2	576.49	2416 (81.87%)	4070(137.91%)		
pg5_34	299669.6	18197.10	267308 (89.20%)	318401(106.25%)	2344.4	333.80	1752 (74.73%)	2726(116.28%)		
qiu	9487.0	28.51	9467 (99.79%)	9543(100.59%)	85.8	0.75	85 (99.07%)	87(101.40%)		
rail507	1274.0	60.13	1191 (93.49%)	1334(104.71%)	4203.8	260.70	3920 (93.25%)	4519(107.50%)		
ran16x16	372274.2	11566.69	361003 (96.97%)	392537(105.44%)	373.6	7.68	365 (97.70%)	385(103.05%)		
reblock67	104810.6	6946.07	91057 (86.88%)	110107(105.05%)	504.6	67.10	438 (86.80%)	610(120.89%)		
rmatr100-p10	901.0	0.00	901(100.00%)	901(100.00%)	305.8	3.54	299 (97.78%)	309(101.05%)		
rmatr100-p5	397.0	0.00	397(100.00%)	397(100.00%)	882.6	1.36	881 (99.82%)	885(100.27%)		
rmine6	(4)	577906.0	18495.68	561803 (97.21%)	607822(105.18%)	6462.0	699.14	5305 (82.10%)	7126(110.28%)	
rociI-4-11		12568.2	2410.16	9250 (73.60%)	16131(128.35%)	356.6	39.04	306 (85.81%)	413(115.82%)	
rococoC10-001000		542359.2	106786.75	359182 (66.23%)	650113(119.87%)	4463.4	678.23	3362 (75.32%)	5183(116.12%)	
satellites1-25	11745.0	0.00	11745(100.00%)	11745(100.00%)	4266.4	77.96	4124 (96.66%)	4354(102.05%)		
sp98ir	5425.2	369.93	4831 (89.05%)	5902(108.79%)	134.4	5.57	128 (95.24%)	142(105.65%)		
tanglegram1	27.0	0.00	27(100.00%)	27(100.00%)	4210.6	463.73	3914 (92.96%)	5135(121.95%)		
tanglegram2	3.0	0.00	3(100.00%)	3(100.00%)	13.4	0.49	13 (97.01%)	14(104.48%)		
timtab1	738269.4	31348.99	697892 (94.53%)	781984(105.92%)	633.8	47.55	573 (90.41%)	715(112.81%)		
unicalt_7	14613.8	1558.80	12599 (86.21%)	16640(113.86%)	4044.4	360.53	3570 (88.27%)	4499(111.24%)		
zib54-UUE	555062.2	10172.13	546544 (98.47%)	570034(102.70%)	7047.6	38.24	7015 (99.54%)	7111(100.90%)		

Table 17: Variation of solving time and number of nodes when doing only racing with communication of incumbents for the 59 instances that were solved at least once. The number of the cases an instance was solved is shown in parenthesis in the first column, if it is less than five. (Eight SOLVER Threads)

Name	Number of enumerated nodes				Computing Time (sec.)				
	Mean	Std.Dev.	Min.	Max.	Mean	Std.Dev.	Min.	Max.	
acc-tight5	39.0	0.00	39(100.00%)	39(100.00%)	68.8	3.82	63 (91.57%)	75(109.01%)	
aflow40b	142914.0	3372.54	136915 (95.80%)	146859(102.76%)	1745.2	55.30	1650 (94.55%)	1816(104.06%)	
air04	56.4	19.83	41 (72.70%)	94(166.67%)	115.0	8.02	99 (86.09%)	120(104.35%)	
app1-2	88.4	82.80	47 (53.17%)	254(287.33%)	3300.0	687.63	2439 (73.91%)	3905(118.33%)	
ash608gipa-3col	7.0	0.00	7(100.00%)	7(100.00%)	296.8	89.20	247 (83.22%)	475(160.04%)	
biella1	1940.6	349.66	1605 (82.71%)	2564(132.12%)	1301.4	253.49	1048 (80.53%)	1741(133.78%)	
bienst2	85199.0	3627.03	81682 (95.87%)	91266(107.12%)	491.6	42.33	431 (87.67%)	539(109.64%)	
binkar10_1	130748.4	10046.42	119952 (91.74%)	142863(109.27%)	477.2	60.17	371 (77.75%)	536(112.32%)	
bley_xll	1.0	0.00	1(100.00%)	1(100.00%)	370.0	15.54	361 (97.57%)	401(108.38%)	
bnatt350	2831.0	0.00	2831(100.00%)	2831(100.00%)	1037.8	272.71	693 (66.78%)	1533(147.72%)	
core2536-691	132.6	98.06	49 (36.95%)	325(245.10%)	1469.6	333.29	1258 (85.60%)	2134(145.21%)	
dfn-gwin-UUM	32528.6	15465.71	19914 (61.22%)	58127(178.70%)	152.2	44.00	107 (70.30%)	224(147.17%)	
eill33-2	9492.4	928.34	8207 (86.46%)	10508(110.70%)	350.8	10.91	335 (95.50%)	366(104.33%)	
eillB101	6131.4	1717.20	3626 (59.14%)	8227(134.18%)	695.4	103.94	565 (81.25%)	881(126.69%)	
enlight13	154754.4	22130.75	125558 (81.13%)	188996(122.13%)	351.2	82.08	201 (57.23%)	434(123.58%)	
enlight14	100054.0	0.00	100054(100.00%)	100054(100.00%)	299.8	6.10	292 (97.41%)	309(103.09%)	
ex9	1.0	0.00	1(100.00%)	1(100.00%)	190.8	1.33	189 (99.06%)	193(101.15%)	
glass4	947903.2	506096.39	450004 (47.47%)	1748611(184.47%)	2594.2	1613.75	932 (35.93%)	5001(192.78%)	
iis-100-0-cov	97696.2	4218.23	93341 (95.54%)	104531(107.00%)	3306.6	68.28	3249 (98.26%)	3438(103.97%)	
iis-pima-cov	7186.6	348.75	6547 (91.10%)	7589(105.60%)	2205.0	303.04	2021 (91.66%)	2810(127.44%)	
lectsched-4-obj	625.8	355.41	162 (25.89%)	1184(189.20%)	112.6	9.85	102 (90.59%)	131(116.34%)	
map18	345.4	3.20	339 (98.15%)	347(100.46%)	3480.2	55.58	3421 (98.30%)	3571(102.61%)	
map20	333.0	0.00	333(100.00%)	333(100.00%)	2023.6	457.93	1117 (55.20%)	2363(116.77%)	
mcsched	13671.8	1282.41	12239 (89.52%)	15356(112.32%)	338.0	18.64	302 (89.35%)	355(105.03%)	
mik-250-1-100-1	1424033.4	4076.80	1421995 (99.86%)	1432187(100.57%)	559.0	20.36	519 (92.84%)	575(102.86%)	
mine-166-5	2112.2	543.22	1494 (70.73%)	3028(143.36%)	103.4	7.14	96 (92.84%)	112(108.32%)	
mine-90-10	104970.8	34790.71	60457 (57.59%)	167794(159.85%)	1181.2	489.45	719 (60.87%)	2074(175.58%)	
mzzv11	5396.2	1405.62	4131 (76.55%)	8043(149.05%)	2829.0	360.66	2496 (88.23%)	3392(119.90%)	
n4-3	37296.2	1051.19	36245 (97.18%)	39036(104.66%)	1399.4	108.95	1195 (85.39%)	1504(107.47%)	
neos-1109824	8093.2	141.60	7810 (96.50%)	8164(100.87%)	316.2	55.93	245 (77.48%)	370(117.01%)	
neos-1396125	32800.8	2312.25	28818 (87.86%)	35099(107.01%)	2787.8	46.53	2699 (96.81%)	2834(101.66%)	
neos-1601936	3839.8	1089.96	2123 (55.29%)	4969(129.41%)	4396.5	911.66	3326 (75.65%)	5463(124.26%)	
neos-476283	444.2	31.05	397 (89.37%)	495(111.44%)	2555.0	61.35	2473 (96.79%)	2631(102.97%)	
neos-686190	2723.8	29.54	2692 (98.83%)	2767(101.59%)	142.2	2.71	138 (97.05%)	145(101.97%)	
neos-849702	18785.4	1732.28	17371 (92.47%)	20907(111.29%)	848.0	22.61	803 (94.69%)	863(101.77%)	
neos-916792	64397.6	3621.31	57690 (89.58%)	67925(105.48%)	1106.0	260.05	931 (84.18%)	1618(146.29%)	
neos13	266.2	181.17	63 (23.67%)	559(209.99%)	2071.8	207.97	1862 (89.87%)	2439(117.72%)	
neos18	6021.4	371.97	5450 (90.51%)	6318(104.93%)	71.0	9.10	54 (76.06%)	78(109.86%)	
net12	2237.5	182.35	2001 (89.43%)	2418(108.07%)	6490.0	284.72	6237 (96.10%)	6973(107.44%)	
newdano	(4)	1907750.0	1915014.9	1659115 (86.97%)	2176391(114.08%)	6006.0	341.79	5683 (94.62%)	6580(109.56%)
noswot	343335.0	31777.95	281390 (81.96%)	365152(106.35%)	213.4	19.73	185 (86.69%)	238(111.53%)	
ns1208400	691.0	0.00	691(100.00%)	691(100.00%)	707.2	12.12	691 (97.71%)	722(102.09%)	
ns1688347	1858.0	344.66	1435 (77.23%)	2192(117.98%)	317.2	50.17	237 (74.72%)	382(120.43%)	
ns1766074	934754.0	0.00	934754(100.00%)	934754(100.00%)	1884.4	27.75	1833 (97.27%)	1916(101.68%)	
ns1830653	40335.2	5838.33	33232 (82.62%)	48303(119.75%)	856.4	98.78	747 (87.23%)	1034(120.74%)	
opm2-z7-s2	1615.2	138.58	1365 (84.51%)	1768(109.46%)	5225.4	734.08	3799 (72.70%)	5762(110.27%)	
pg5_34	273084.2	20811.52	250574 (91.76%)	304596(111.54%)	3378.8	312.23	3126 (92.52%)	3885(114.98%)	
qiū	9851.6	123.41	9692 (98.38%)	9975(101.25%)	87.6	0.80	87 (99.32%)	89(101.60%)	
ran16x16	352068.2	56553.42	299623 (85.10%)	423285(120.23%)	437.0	65.99	346 (79.18%)	546(124.94%)	
reblock67	86000.4	5509.79	81377 (94.62%)	96807(112.57%)	477.0	31.36	439 (92.03%)	529(110.90%)	
rmatr100-p10	859.4	45.74	768 (89.36%)	886(103.10%)	435.6	43.44	405 (92.98%)	521(119.61%)	
rmatr100-p5	398.2	2.40	397 (99.70%)	403(101.21%)	2238.4	110.03	2098 (93.73%)	2377(106.19%)	
rocII-4-11	10523.6	1104.03	9107 (86.54%)	12366(117.51%)	433.8	34.02	397 (91.52%)	486(112.03%)	
rococoC10-001000 (4)	486387.5	129168.15	351486 (72.26%)	633055(130.15%)	4665.8	1065.87	3613 (77.44%)	6006(128.73%)	
satellites1-25 (1)	11745.0	0.00	11745(100.00%)	11745(100.00%)	6990.0	0.00	6990(100.00%)	6990(100.00%)	
sp98ir	4987.0	365.89	4416 (88.55%)	5555(111.39%)	167.6	4.45	161 (96.06%)	173(103.22%)	
tanglegram2	3.0	0.00	3(100.00%)	3(100.00%)	18.2	2.14	14 (76.92%)	20(109.89%)	
timtab1	488886.0	12503.65	464378 (94.99%)	498709(102.01%)	474.2	34.89	429 (90.47%)	530(111.77%)	
triptim1	9.0	0.00	9(100.00%)	9(100.00%)	3731.4	40.64	3678 (98.57%)	3783(101.38%)	



Table 19: Tree search after racing ramp-up (Four SOLVER Threads): idle times

Name	Run - 1	Run - 2	Run - 3	Run - 4	Run - 5
30n20b8	-	-	-	-	-
acc-tight5	-	-	-	-	-
aflow40b	-	-	-	-	-
air04	-	-	-	-	-
app1-2	-	-	-	-	-
ash608gpia-3col	-	-	-	-	-
bab5	-	-	-	-	-
beasleyC3	-	-	-	-	-
biella1	-	-	-	-	-
biensst2	-	-	-	-	-
binkar10_1	-	-	-	-	-
bley_x11	-	-	-	-	-
bnatt350	-	-	-	-	-
core2536-691	-	-	-	-	-
cov1075	-	-	-	-	-
csched010	-	-	-	-	-
damoto	-	-	-	-	-
dfn-gwin-UUM	-	-	-	-	-
eil33-2	-	-	-	-	-
eilB101	-	-	-	-	-
enlight13	-	-	-	-	-
enlight14	-	-	-	-	-
ex9	-	-	-	-	-
glass4	-	-	-	-	-
gmu-35-40	-	-	-	-	-
iis-100-0-cov	-	-	-	-	-
iis-bupa-cov	-	-	-	-	-
iis-pima-cov	-	-	-	-	-
lectsched-4-obj	-	-	-	-	-
m100n500k4r1	-	-	-	-	-
macrophage	-	-	-	-	-
map18	-	-	-	-	-
map20	-	-	-	-	-
mcsched	-	-	-	-	-
mik-250-1-100-1	-	-	-	-	-
mine-166-5	-	-	-	-	-
mine-90-10	-	-	-	-	-
msc98-ip	-	-	-	-	-
mspp16	-	-	-	-	-
mzzv11	-	-	-	-	-
n3div36	-	-	-	-	-
n3seq24	-	-	-	-	-
n4-3	-	-	-	-	-
neos-1109824	-	-	-	-	-
neos-1337307	-	-	-	-	-
neos-1396125	-	-	-	-	-
neos-1601936	-	-	-	-	-
neos-476283	-	-	-	-	-
neos-686190	-	-	-	-	-
neos-849702	-	-	-	-	-
neos-916792	-	-	-	-	-
neos-934278	-	-	-	-	-
neos13	-	-	-	-	-
neos18	-	-	-	-	-
net12	-	-	-	-	-
netdiversion	-	-	-	-	-
newdano	-	-	-	-	-
noswot	-	-	-	-	-
ns1208400	-	-	-	-	-
ns1688347	-	-	-	-	-
ns1758913	-	-	-	-	-
ns1766074	-	-	-	-	-
ns1830653	-	-	-	-	-
opm2-z7-s2	-	-	-	-	-
pg5_34	-	-	-	-	-
pigeon-10	-	-	-	-	-
pw-myciel4	-	-	-	-	-
qiu	-	-	-	-	-
rail507	-	-	-	-	-
ran16x16	-	-	-	-	-
reblock67	-	-	-	-	-
rmatr100-p10	-	-	-	-	-
rmatr100-p5	-	-	-	-	-
rmine6	-	-	-	-	-
rocII-4-11	-	-	-	-	-
rococoC10-001000	-	-	-	-	-
roll3000	-	-	-	-	-
satellites1-25	-	-	-	-	-
sp98ic	-	-	-	-	-
sp98ir	-	-	-	-	-
tanglegram1	-	-	-	-	-
tanglegram2	-	-	-	-	-
timtab1	-	-	-	-	-
triptim1	-	-	-	-	-
unitcal_7	-	-	-	-	-
vpphard	-	-	-	-	-
zib54-UUE	-	-	-	-	-



Table 21: Tree search after racing ramp-up (Eight SOLVER Threads): idle times

Name	Run - 1	Run - 2	Run - 3	Run - 4	Run - 5
30n20b8	-	-	-	-	-
acc-tight5	-	-	-	-	-
aflow40b	-	-	-	-	-
air04	-	-	-	-	-
app1-2	-	-	-	-	-
ash608gpia-3col	-	-	-	-	-
bab5	-	-	-	-	-
beasleyC3	-	-	-	-	-
biella1	-	-	-	-	-
biensst2	-	-	-	-	-
binkar10_1	-	-	-	-	-
bley_x11	-	-	-	-	-
bnatt350	-	-	-	-	-
core2536-691	-	-	-	-	-
cov1075	-	-	-	-	-
csched010	-	-	-	-	-
danoint	-	-	-	-	-
dfn-gwin-UUM	-	-	-	-	-
eil33-2	█	-	-	-	-
eilB101	-	-	-	-	-
enlight13	-	-	-	-	-
enlight14	-	-	-	-	-
ex9	-	-	-	-	-
glass4	-	-	-	-	-
gmu-35-40	-	-	-	-	-
iis-100-0-cov	-	-	-	-	-
iis-bupa-cov	-	-	-	-	-
iis-pima-cov	-	-	-	-	-
lectsched-4-obj	-	-	-	-	-
m100n500k4r1	-	-	-	-	-
macrophage	-	-	-	-	-
map18	-	-	█	-	-
map20	-	-	-	█	-
mcsched	-	-	-	-	-
mik-250-1-100-1	-	-	-	-	-
mine-166-5	-	-	-	-	-
mine-90-10	-	-	-	-	-
msc98-ip	-	-	-	-	-
mspp16	-	-	-	-	-
mzzv11	-	-	-	-	-
n3div36	-	-	-	-	-
n3seq24	-	-	-	-	-
n4-3	-	-	-	-	-
neos-1109824	-	-	-	-	-
neos-1337307	-	-	-	-	-
neos-1396125	-	-	-	-	-
neos13	█	-	-	-	-
neos-1601936	-	-	-	-	-
neos18	-	-	-	-	-
neos-476283	-	-	-	-	-
neos-686190	-	-	-	-	-
neos-849702	-	-	-	-	-
neos-916792	-	-	-	-	-
neos-934278	-	-	-	-	-
net12	-	-	-	-	-
netdiversion	-	-	-	-	-
newdano	-	-	-	-	-
noswot	-	-	-	-	-
ns1208400	-	-	-	-	-
ns1688347	-	-	-	-	-
ns1766074	-	-	-	-	-
ns1830653	-	-	-	-	-
opm2-z7-s2	█	-	-	-	-
pg5-34	-	-	-	-	-
pigeon-10	-	-	-	-	-
pw-myciel4	-	-	-	-	-
qiu	-	-	-	-	-
raii507	-	-	-	-	-
ran16x16	-	-	-	-	-
reblock67	-	-	-	-	-
rmatr100-p10	-	-	-	-	-
rmatr100-p5	-	-	-	-	-
rmine6	-	-	-	-	-
rocII-4-11	-	-	-	-	-
rococoC10-001000	-	-	-	-	-
roll3000	-	-	-	-	-
satellites1-25	█	-	-	-	-
sp08ic	-	-	-	-	-
sp08ir	-	-	-	-	-
tanglegram1	-	-	-	-	-
tanglegram2	-	-	-	-	-
timtab1	-	-	-	-	-
triptim1	-	-	-	-	-
unical-7	-	-	-	-	-
vpphard	-	-	-	-	-
zib54-UUE	-	-	-	-	-



Table 23: Tree search after normal ramp-up (Four SOLVER Threads): idle times

Name	Run - 1	Run - 2	Run - 3	Run - 4	Run - 5
30n20b8	█	█	█	█	█
acc-tight5	████	████	████	████	████
aflow40b	█	█	█	█	█
air04	████	████	████	████	████
app1-2	████	████	████	████	████
ash608gpi-a-3col	██████████	██████████	██████████	██████████	██████████
bab5	—	—	—	—	—
beasleyC3	—	—	—	—	—
biella1	█	█	█	█	█
biensit2	—	—	—	—	—
binkar10_1	—	—	—	—	—
bley_x11	█	█	█	█	█
bnatt350	█	█	█	█	█
core2536-691	█	█	█	█	█
cov1075	—	—	—	—	—
csched010	—	—	—	—	—
damoto	—	—	—	—	—
dfn-gwin-UUM	████	████	████	████	████
eil33-2	████	████	████	████	████
eilB101	████	████	████	████	████
enlight13	—	—	—	—	—
enlight14	—	—	—	—	—
ex9	—	—	—	—	—
glass4	—	—	—	—	—
gmu-35-40	—	—	—	—	—
iis-100-0-cov	—	—	—	—	—
iis-bupa-cov	—	—	—	—	—
iis-pima-cov	█	█	█	█	█
lectsched-4-obj	█	█	█	█	█
m100n500k4r1	—	—	—	—	—
macrophage	████	████	████	████	████
map18	████	████	████	████	████
map20	████	████	████	████	████
mcsched	█	█	█	█	█
mik-250-1-100-1	█	█	█	█	█
mine-166-5	████	████	████	████	████
mine-90-10	█	█	█	█	█
msc98-ip	—	—	—	—	—
mspp16	—	—	—	—	—
mzv11	█	—	█	—	█
n3div36	—	—	—	—	—
n3seq24	████	████	████	████	████
n4-3	—	—	—	—	—
neos-1109824	—	—	—	—	—
neos-1337307	—	—	—	—	—
neos-1396125	—	—	—	—	—
neos13	████	████	████	████	████
neos-1601936	█	█	█	█	█
neos18	████	████	████	████	████
neos-476283	—	—	—	—	—
neos-686190	█	—	█	—	█
neos-849702	█	—	█	—	█
neos-916792	—	—	—	—	—
neos-934278	—	—	—	—	—
net12	—	—	—	—	—
netdiversion	████	████	████	████	████
newdano	—	—	—	—	—
noswot	—	—	—	—	—
ns1208400	—	—	—	—	—
ns1688347	█	—	█	—	█
ns1766074	—	—	—	—	—
ns1830653	—	—	—	—	—
opm2-z7-s2	—	—	—	—	—
pg5_34	—	—	—	—	—
pigeon-10	—	—	—	—	—
pw-myciel4	—	—	—	—	—
qiu	—	—	—	—	—
rail507	—	—	—	—	—
ran16x16	—	—	—	—	—
reblock67	—	—	—	—	—
rmatr100-p10	█	—	█	—	█
rmatr100-p5	████	████	████	████	████
rmine6	—	—	—	—	—
rociI-4-11	—	—	—	—	—
rococoC10-001000	—	—	—	—	—
roll3000	—	—	—	—	—
satellites1-25	—	—	—	—	—
sp98ic	—	—	—	—	—
sp98ir	—	—	—	—	—
tanglegram1	—	—	—	—	—
tanglegram2	██████████	██████████	██████████	██████████	██████████
timatab1	—	—	—	—	—
triptim1	—	—	—	—	—
unical_7	—	—	—	—	—
vpphard	—	—	—	—	—
zib54-UUE	—	—	—	—	—



Table 25: Tree search after normal ramp-up (Eight SOLVER Threads): idle times

Name	Run - 1	Run - 2	Run - 3	Run - 4	Run - 5
30n20b8	█	█	█	█	█
acc-tight5	██████	██████	██████	██████	██████
aflow40b	█	█	█	█	█
air04	██████	██████	██████	██████	██████
app1-2	██████	██████	██████	██████	██████
ash608gpia-3col	████████████████	████████████████	████████████████	████████████████	████████████████
bab5	█	█	█	█	█
beasleyC3					
biella1	█	█	█	█	█
biensit2	█	█	█	█	█
binkar10_1	█	█	█	█	█
bley_x11	█	█	█	█	█
bnatt350	█	█	█	█	█
core2536-691	█	█	█	█	█
cov1075					
csched010					
damoto					
dfn-gwin-UUM	█	—	█	█	█
eil33-2	████████████	████████████	████████████	████████████	████████████
eilB101	██████	██████	██████	██████	██████
enlight13					
enlight14					
ex9					
glass4					
gmu-35-40	—	—	—	—	—
iis-100-0-cov	█	█	█	█	█
iis-bupa-cov					
iis-pima-cov	██████	██████	██████	██████	██████
lectsched-4-obj	█	█	█	█	█
m100n500k4r1					
macrophage					
map18	██████	██████	██████	██████	██████
map20	██████	██████	██████	██████	██████
mcsched	█	█	█	█	█
mik-250-1-100-1	█	—	—	—	—
mine-166-5	████████████	████████████	████████████	████████████	████████████
mine-90-10	█	█	█	█	█
msc98-ip	█	—	—	—	—
msp16	—	—	—	—	—
mzzv11	█	█	█	█	█
n3div36	—	—	—	—	—
n3seq24	—	—	—	—	—
n4-3	█	—	—	—	—
neos-1109824	██████	██████	██████	██████	██████
neos-1337307					
neos-1396125	—	—	—	—	—
neos13	████████████	████████████	████████████	████████████	████████████
neos-1601936	█	█	█	█	█
neos18	██████	██████	██████	██████	██████
neos-476283	—	—	—	—	—
neos-686190	██████	██████	██████	██████	██████
neos-849702	██████	██████	██████	██████	██████
neos-916792	█	—	—	—	—
neos-934278	█	—	—	—	—
net12					
netdiversion	████████████	—	—	—	████████████
newdano					
noswot					
ns1208400					
ns1688347	██████	██████	██████	██████	██████
ns1766074	█	—	—	—	—
ns1830653	—	—	—	—	—
opm2-z7-s2	██████	████████████	████████████	████████████	████████████
pg5_34	—	—	—	—	—
pigeon-10	—	—	—	—	—
pw-myciel4	—	—	—	—	—
qiu	█	—	—	—	—
rail507	█	—	—	—	—
ran16x16					
reblock67	█	—	—	—	—
rmatr100-p10	██████	██████	██████	██████	██████
rmatr100-p5	██████	██████	██████	██████	██████
rmine6					
rociI-4-11	█	—	—	—	—
rococoC10-001000					
roll3000					
satellites1-25	█	—	—	—	—
sp98ic					
sp98ir	█	—	—	—	—
tanglegram1	█	—	—	—	—
tanglegram2	████████████	████████████	████████████	████████████	████████████
timtab1					
triptim1	██████	—	—	—	██████
unical_7	█	—	—	—	—
vpphard					
zib54-UUE	—	—	—	—	—



Table 27: Deterministic runs (Four SOLVER Threads): idle times

Name	Comm	Normal	Racing
30n20b8	—	—	—
acc-tight5	—	—	—
aflow40b	—	—	—
air04	—	—	—
app1-2	—	—	—
ash608gpiia-3col	—	—	—
bab5	—	—	—
beasleyC3	—	—	—
biella1	—	—	—
bienst2	—	—	—
binkar10_1	—	—	—
bley_xl1	—	—	—
bnatt350	—	—	—
core2536-691	—	—	—
cov1075	—	—	—
csched010	—	—	—
danoint	—	—	—
dfn-gwin-UUM	—	—	—
eil33-2	—	—	—
eilB101	—	—	—
enlight13	—	—	—
enlight14	—	—	—
ex9	—	—	—
glass4	—	—	—
gmu-35-40	—	—	—
iis-100-0-cov	—	—	—
iis-bupa-cov	—	—	—
iis-pima-cov	—	—	—
lectsched-4-obj	—	—	—
m100n500k4rl	—	—	—
macrophage	—	—	—
map18	—	—	—
map20	—	—	—
mcsched	—	—	—
mik-250-1-100-1	—	—	—
mine-166-5	—	—	—
mine-90-10	—	—	—
msc98-ip	—	—	—
mspp16	—	—	—
mzzy11	—	—	—
n3div36	—	—	—
n3seq24	—	—	—
n4-3	—	—	—
neos-1109824	—	—	—
neos-1337307	—	—	—
neos-1396125	—	—	—
neos-1601936	—	—	—
neos-476283	—	—	—
neos-686190	—	—	—
neos-849702	—	—	—
neos-916792	—	—	—
neos-934278	—	—	—
neos13	—	—	—
neos18	—	—	—
net12	—	—	—
netdiversion	—	—	—
newdano	—	—	—
noswot	—	—	—
ns1208400	—	—	—
ns1688347	—	—	—
ns1758913	—	—	—
ns1766074	—	—	—
ns1830653	—	—	—
opm2-z7-s2	—	—	—
pg5-34	—	—	—
pigeon-10	—	—	—
pw-mycield	—	—	—
qiu	—	—	—
rail507	—	—	—
ran16x16	—	—	—
reblock67	—	—	—
rmatr100-p10	—	—	—
rmatr100-p5	—	—	—
rmine6	—	—	—
rocII-4-11	—	—	—
rococoC10-001000	—	—	—
roll3000	—	—	—
satellites1-25	—	—	—
sp98ic	—	—	—
sp98ir	—	—	—
tanglegram1	—	—	—
tanglegram2	—	—	—
timtab1	—	—	—
triptim1	—	—	—
unical_7	—	—	—
vpphard	—	—	—
zib54-UUE	—	—	—



Table 29: Deterministic runs (Eight SOLVER Threads): idle times

Name	Comm	Normal	Racing
30n20b8	—		—
acc-tight5			
aflow40b	—		
air04			—
app1-2		—	—
ash608gpiia-3col			
bab5	—		
beasleyC3	—	—	—
biella1			
bienst2			
binkar10_1			
bley_xl1			
bnatt350			
core2536-691			
cov1075	—		
csched010	—		
danoint			
dfn-gwin-UUM			
eil33-2			
eilB101	—		
enlight13	—	—	
enlight14			
ex9	—	—	
glass4	—	—	—
gmu-35-40	—	—	—
iis-100-0-cov			
iis-bupa-cov	—		
iis-pima-cov			
lectsched-4-obj			
m100n500k4rl	—	—	—
macrophage			—
map18			
map20			
mcsched			
mik-250-1-100-1	—		
mine-166-5			
mine-90-10			
msc98-ip	—	—	—
mspp16	—	—	—
muzzy11			
n3div36	—	—	—
n3seq24	—	—	—
n4-3			
neos-1109824			
neos-1337307			
neos-1396125	—		
neos-1601936			
neos-476283		—	
neos-686190			
neos-849702			
neos-916792		—	
neos-934278	—	—	
neos13			
neos18			
net12	—		
netdiversion	—	—	—
newdano	—	—	
noswot	—		
ns1208400			
ns1688347			
ns1758913	—		
ns1766074			
ns1830653			
opm2-z7-s2	—		
pg5-34	—	—	—
pigeon-10	—	—	—
pw-myciel4			
qiu			
rail507	—		
ran16x16			
reblock67			
rmatr100-p10			
rmatr100-p5			
rmine6			—
rocII-4-11			
rococoC10-001000	—	—	
roll3000	—		
satellites1-25	—		—
sp98ic		—	
sp98ir			
tanglegram1	—	—	
tanglegram2			
timtab1			
triptim1	—	—	—
unitcal_7			
vpphard	—	—	—
zib54-UUE	—	—	—





Table 32: SCIP, ParaSCIP with seven SOLVERS, each running on a different machine, ParaSCIP with seven SOLVERS, all running on the same machine, and FiberSCIP with seven SOLVERS

Name	SCIP		ParaSCIP (Distributed)		ParaSCIP (Share)		FiberSCIP	
	Nodes	Time	Nodes	Time	Nodes	Time	Nodes	Time
30n20b8	14	181	3	63	3	132	4	208
acc-tight5	8900	695	270	74	270	125	270	234
aflow40b	217954	1561	146507	2090	146507	3405	106559	1942
air04	178	73	152	61	152	117	152	127
app1-2(i)	677	1169	677	1185	677	2399	677	2716
ash608gpia-3col(i)	10	22	10	22	10	48	10	74
bab5	27492	> 7201	29508	> 7200	10852	> 7202	7550	> 7200
beasleyC3	883797	> 7201	733632	> 7201	422172	> 7201	346532	> 7200
biella1	2576	536	1197	516	1197	963	1197	1209
bienst2(i)	85969	245	85969	246	85969	404	85969	617
binkar10_1	136487	175	58760	77	58760	136	58760	206
bley_x11	20	440	1	291	1	555	1	679
bnatt350	7691	641	4818	422	4818	748	4818	1014
core2536-691(i)	156	227	156	228	156	452	156	532
cov1075	1621967	> 7201	1710242	> 7201	1	> 7203	631742	> 7200
csched010	983615	> 7201	1067696	7028	641652	> 7201	481362	> 7200
danoInt(i)	1006690	4804	1006690	4799	891092	> 7202	574242	> 7200
dfn-gwin-UUM	58405	119	57278	118	57278	201	57278	354
eil33-2(i)	735	53	735	53	781	117	735	189
eilB101(i)	5008	320	5008	319	5008	570	5008	671
enlight13(i)	131423	76	131423	76	131423	160	131423	229
enlight14(i)	709364	400	709364	405	709364	819	709364	1232
ex9(i)	1	38	1	37	1	79	1	135
glass4	4701308	2090	20681292	> 7200	-	-	1	! 1999
gmu-35-40	18719417	> 7210	1	> 7202	-	-	1	! 1868
iis-100-0-cov	97505	1605	91650	1428	94285	2540	91650	2913
iis-bupa-cov	178316	6034	178316	6034	116240	> 7201	83242	> 7200
iis-pima-cov	19275	1363	6281	612	6281	1193	6281	1453
lectsch4-4-obj	123437	1214	3322	178	3322	345	3322	471
m100n500k4r1	7484704	> 7200	4883702	4796	4483743	> 7201	3274242	> 7200
macrophage	1337678	> 7201	981612	> 7201	434792	> 7202	514262	> 7201
map18	383	436	631	431	631	1428	631	1410
map20	325	355	852	371	852	986	852	1248
mcsched	27301	266	13660	175	13660	293	13660	423
mik-250-1-100-1	699043	248	2424374	675	2424374	1113	680680	676
mine-166-5	2199	35	1960	19	1960	38	1960	41
mine-90-10	222131	1045	49309	206	49309	401	49309	595
mssc9-ip	3814	> 7201	3797	> 7201	1	> 7205	1347	> 7203
mspp16	1	! 480	1	33	1	48	1	! 85
mzzv11	3271	354	2285	297	2523	657	2285	953
n3div36	251029	> 7203	254293	> 7200	-	-	1	! 2748
n3seq24	396	> 7205	1	> 7206	-	-	1	! 64
n4-3	32248	557	32680	564	32680	972	43114	1462
neos-1109824	16639	139	8337	86	8337	228	8337	263
neos-1337307	413108	> 7201	378238	> 7201	143705	> 7201	126806	> 7200
neos-1396125	70646	739	48174	577	48174	864	48174	1484
neos13(i)	4430	1502	4430	1438	4430	2497	4430	4490
neos-1601936	4230	7201	1542	> 7201	6318	> 7202	4427	> 7202
neos18	6778	31	5669	28	4965	50	5669	73
neos-476283	660	234	488	194	-	-	1	! 42
neos-686190	7776	90	4757	69	4288	140	4288	196
neos-849702	41469	833	3142	109	3142	185	3142	347
neos-916792	263990	1187	110312	433	110312	975	110312	1130
neos-934278	801	> 7200	1289	> 7203	1	> 7204	1	> 7203
net12	3970	2882	3135	2421	3135	5046	3135	5259
netdiversion	72	> 7202	27	3198	1	> 7236	1	> 7206
newdano	2522637	3941	1817385	3490	1817385	5669	1689135	> 7201
noswot	769339	143	586194	125	586194	194	586194	323
ns1208400	4004	2795	1426	1013	1426	1639	1426	2142
ns1688347	6077	576	4781	319	4781	556	4781	606
ns1758913	2	> 7204	1	> 7207	-	-	1	! 89
ns1766074(i)	944135	652	944135	663	944135	1446	944135	1834
ns1830653	58831	763	30124	333	30124	569	30124	874
opm2-27-s2	6940	1200	2058	496	1668	1535	2058	1615
pg5-34	290435	1537	265066	1425	265066	2589	265066	2990
pigeon-10	18543130	> 7201	17078156	> 7202	1	> 7202	1	> 7200
pw-myciel4	870147	4247	749096	3370	749096	6284	718480	> 7200
qu	12487	83	9430	57	9430	93	9862	110
rail507	799	236	738	207	738	576	738	553
ran16x16	328459	250	270696	224	270696	356	270696	720
reblock67	118660	253	63005	160	63005	271	68503	442
rmatr100-p10(i)	862	140	862	141	862	239	862	353
rmatr100-p5(i)	439	283	439	283	439	522	439	749
rmine6	1574759	4869	621120	2251	621120	5454	521375	4867
rocII-4-11	19884	296	15413	266	17857	504	15413	851
rococoC10-001000	321750	1762	202044	1113	202044	1931	202044	2479
roll3000	2090131	5494	267388	964	267388	1742	267388	2183
satellites1-25	10212	1465	8927	1538	8927	2896	10255	4544
sp98ic	44857	> 7201	37192	> 7201	8637	> 7201	9391	> 7201
sp98ir	6344	92	5890	84	5730	154	5890	273
tanglegram1	37	1148	37	1128	37	3252	39	2447
tanglegram2	5	15	3	11	3	19	3	28
timtab1(i)	627924	257	627924	264	627924	427	627924	710
triptim1	63	1751	1	331	1	980	1	1010
unitcal_7	95086	4302	25483	1777	25483	5918	25483	5671
vpphard	2691	> 7201	9746	> 7201	1	> 7205	437	> 7201
zfb54-UUE	584005	4398	173678	1473	173678	2610	173678	3193
geom. mean (solved: 62)	9794	409.2	5421	271.2	5409	531.3	5335	695.6
geom. mean (all)	-	866.9	-	604.1	-	1056.2	-	1361.5
geom. mean (solved: 62)			5421	271.2	5409	531.3	5335	695.6
solved/timeout/abort speedup (solved: 62)		68/18/1		71/16/0 1.51		65/16/6 0.77		62/18/7 0.59



Table 34: Tree search after racing ramp-up with FiberSCIP (Seven SOLVER Threads)

Name	SCIP Nodes Time	Run - 1 Nodes Time	Run - 2 Nodes Time	Run - 3 Nodes Time	Run - 4 Nodes Time	Run - 5 Nodes Time
30n20b8	14 181	6 333	6 327	6 303	6 326	6 305
acc-tight5	8900 695	50 119	50 126	50 72	75 127	50 126
aflow40b	217954 1561	194045 1338	81899 830	67826 908	32184 551	90283 956
air04	178 73	85 113	83 139	104 107	85 116	57 175
app1-2	677 1169	349 4650	400 6177	325 4283	409 6260	503 4289
ash608gpia-3col	10 22	10 60	10 75	10 70	10 57	10 73
bab5	27492 > 7201	34238 > 7202	133 > 7202	133 > 7201	133 > 7201	133 > 7203
beasleyC3	883797 > 7201	167 > 7202	157 > 7201	155 > 7201	155 > 7201	167 > 7202
biella1	2576 536	6486 1107	12794 1167	14358 1071	13141 1241	8443 761
bienst2	85969 245	168573 324	147688 293	154605 292	140593 284	146363 307
binkar10_1	136487 175	14778 45	18208 49	28802 93	42721 111	18853 45
bley_x11	20 440	1 409	1 371	1 373	1 381	1 408
bnat1350	7691 641	1547 651	1555 529	1681 605	1553 602	1657 583
core2536-691	156 227	48 301	66 377	66 487	57 434	66 444
cov1075	1621967 > 7201	1659524 2089	1863821 3154	1660198 3130	1659070 3214	1676464 3025
csched010	983615 > 7201	786399 3802	796956 3918	789383 3991	784859 4520	807549 4031
damoto	1006690 4804	855714 2522	867073 1783	884722 2623	856875 2595	886004 2075
dfm-gwin-UUM	58405 119	36743 114	33146 110	33804 120	42379 125	112297 142
eil33-2	735 53	509 114	706 167	620 174	505 117	844 165
eilB101	5008 320	4309 387	2989 456	4596 371	4638 431	2232 389
enlight13	131423 76	75080 147	99963 131	106471 179	72794 154	76475 154
enlight14	709364 400	785848 1307	785848 1183	785848 1194	785848 1190	785848 1314
ex9	1 38	1 38	1 38	1 38	1 38	1 37
glass4	4701308 2090	20452320 3230	17528782 2835	20889708 2874	22208172 3218	1 ! 3770
gmu-35-40	18719417 > 7210	1 ! 1742	1 ! 1860	1 ! 1850	1 ! 1915	1 ! 2046
iis-100-0-cov	97505 1605	67812 606	73751 1012	71730 615	67460 854	69931 627
iis-bupa-cov	178316 6034	152695 2613	153024 2992	152748 2478	152648 2420	154584 2493
iis-pima-cov	19275 1363	5268 720	5164 762	5324 836	5304 785	5302 738
lectshed-4-obj	123437 1214	28049 512	29945 504	11862 414	20479 606	31166 488
m100n500k4rl	7484704 > 7200	529575 303	395435 244	5595737 7200	589093 347	7838806 2310
macrophage	1337678 > 7201	219 > 7200	219 > 7201	219 > 7200	219 > 7200	219 > 7203
map18	383 436	265 817	241 826	246 907	249 829	211 913
map20	325 355	315 912	307 900	315 911	312 828	301 886
mcshed	27301 266	20831 339	19555 389	23835 398	19528 339	19644 242
mik-250-1-100-1	699043 248	4039114 484	3719928 558	4061940 473	4079767 604	4063399 608
mine-166-5	2199 35	2323 50	1203 48	896 53	1254 74	1702 48
mine-90-10	222131 1045	73873 120	140956 198	148926 404	116706 258	209602 259
msc98-ip	3814 > 7201	1728 > 7204	55 > 7203	47 > 7204	4562 > 7203	55 > 7203
msp16	1 ! 480	1 ! 499	1 ! 494	1 ! 497	1 ! 491	1 ! 494
mzzv11	3271 354	6064 1495	10134 1220	2745 1103	1126 1168	6400 1495
n3div36	251029 > 7203	196769 > 7202	196094 > 7201	218824 > 7201	193637 ! 7202	181494 ! 7202
n3seq24	396 > 7205	1 ! 76	1 ! 87	1 ! 86	1 ! 79	1 ! 88
n4-3	32248 557	80159 1076	78894 1293	77949 1154	78337 1164	75333 1097
neos-1109824	16639 139	2488 145	1942 171	1327 171	7794 169	1746 172
neos-1337307	413108 > 7201	743901 7200	1002975 6957	748536 > 7200	726691 > 7200	1017020 7119
neos-1396125	70646 739	46988 433	45470 620	44767 632	44994 638	46499 609
neos13	4430 1502	23231 6735	1278 2300	19052 6720	2159 2379	12373 5241
neos-1601936	4230 7201	11624 > 5410	5182 3673	800 1442	828 1457	808 1340
neos18	6778 31	2189 102	1346 97	3815 124	1621 94	4120 114
neos-476283	660 234	1 ! 31	1 ! 33	1 ! 34	1 ! 32	1 ! 33
neos-686190	7776 90	2946 174	678 116	659 141	965 143	949 152
neos-849702	41469 833	4788 425	4788 425	3905 418	2296 424	4788 418
neos-916792	263990 1187	126258 > 7201	86428 > 7201	116723 > 7201	165696 > 7201	84768 > 7201
neos-934278	801 > 7200	3 > 7204	3 > 7203	3 7204	3 7203	3 > 7203
net12	3970 2882	5003 2019	5624 2167	4999 2060	5567 1987	3849 1759
netdiversion	72 > 7202	1 > 7206	1 > 7207	1 > 7206	1 > 7206	1 > 7206
newdano	2522637 3941	2965091 3236	2922203 3881	2207151 4069	2564849 2870	1993532 4124
nowot	769339 143	1136704 157	1132747 181	1128260 183	1128969 181	1141144 170
ns1208400	4004 2795	674 2013	3728 3413	674 1887	7603 6276	2345 3095
ns1688347	6077 576	2981 397	1712 314	1907 388	2699 389	1353 386
ns1758913	2 > 7204	1 ! 115	1 ! 124	1 ! 124	1 ! 114	1 ! 126
ns1766074	944135 652	947776 1980	947776 1759	947776 1711	947776 1705	947776 1730
ns1830653	58831 763	36300 487	27788 394	30591 436	30081 361	25976 360
opm2-z7-s2	6940 1200	1627 1261	3374 1593	1788 1297	2010 1331	1632 1450
pg5-34	290435 1537	400605 1068	385275 1115	399986 1142	379645 1169	360005 1166
pigeon-10	1854310 > 7201	4929 > 7200	4575 > 7200	1173 > 7201	5075 > 7200	4515 > 7200
pw-myiel4	870147 4247	2652697 5590	1996774 4655	2935022 7201	2103828 5510	1505715 4089
qiu	12487 83	8862 163	8940 187	9597 155	9174 174	9565 155
rail507	799 236	536 497	630 699	2660 727	558 593	558 618
ran16x16	328459 250	161399 210	151447 168	179353 151	309395 210	151234 175
reblock67	118660 253	102524 269	153311 217	127179 158	146304 244	181270 305
rmatr100-p10	862 140	351 286	347 181	360 286	335 282	361 273
rmatr100-p5	439 283	287 466	287 461	287 459	287 464	287 438
rmine6	1574759 4869	9174472 1378	1023262 1477	853169 1558	617071 1029	921478 1220
roII-4-11	19884 296	96679 313	61719 288	70933 440	32803 240	52083 431
rococoC10-001000	321750 1762	635459 2767	1417726 2858	644689 1849	463019 1425	833070 2008
roll3000	2090131 5494	797596 1857	895488 2056	1084543 2430	976542 1739	695568 1300
satellites1-25	10212 1465	19557 3409	14340 4717	2657 1975	9685 2761	23486 2357
sp98ic	44857 > 7201	2665 > 7202	91226 > 7202	7398 > 7202	101311 > 7201	290 > 7201
sp98ir	6344 92	2988 151	2740 141	921 136	850 161	1359 138
tanglegram1	37 1148	73 286	73 2914	73 2854	73 2838	73 2840
tanglegram2	5 15	3 28	3 27	3 25	3 27	3 28
timtab1	627924 257	1817676 437	1924627 503	1781394 465	1783327 523	1709680 487
triptim1	63 1751	1 566	1 523	1 536	1 548	1 529
unicalt.7	95086 4302	79153 7203	7693 7204	30126 3546	15756 > 7203	47642 7203
vpphard	2691 > 7201	115 > 7203	115 > 7204	79 > 7204	115 > 7203	115 > 7203
zib5-UE	584005 4398	299499 1893	278520 2170	269324 1864	264946 1903	295738 1957
geom. mean (solved: 63): 490.38	11035 436.0	6708 482.8	6503 493.4	6239 493.5	6154 492.5	650 489.7
geom. mean (all): 963.56	— 866.9	— 949.4	— 954.8	— 979.9	— 961.5	— 972.2
geom. mean (solved: 66): 532.78		7904 531.2	7594 539.8	7083 532.5	6993 532.7	7467 527.7
solved/timeout/abort	68/18/1	69/13/5	70/12/5	68/14/5	68/13/6	69/12/6
speedup (solved: 63):	0.89	0.90	0.88	0.88	0.89	0.89