

# Project AMMM: Selecting the best committee

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$D$	Number of departments in the faculty	Integer	Integer
$d_i$	Department of professor $i$	$1 \leq i \leq N$	Integer
$n_p$	Number of people needed from department $p$	$1 \leq p \leq D$	Integer
$m_{ij}$	Compatibility between professor $i$ and $j$	$0 \leq m_{ij} \leq 1, 1 \leq i, j \leq N$	Real

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- Given  $f(S) = \frac{2}{|S| \cdot (|S|-1)} \sum_{i \in S} \sum_{\substack{j \in S \\ i < j}} m_{ij}$ , find a solution  $S^*$  such that  $f(S^*) \geq f(S)$  for all possible solutions  $S$

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**Objective Function:**

$$\text{Maximize: } \frac{2}{n \cdot (n-1)} \sum_{i=1}^N \sum_{j=i+1}^N m_{ij} \cdot x_i \cdot x_j$$

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$$\text{Number of participants per department: } \sum_{i \in A_p} x_i = n_p \text{ for every } 1 \leq p \leq D$$

$$\text{No two professors with 0 compatibility: } \lceil m_{ij} \rceil \geq x_i \cdot x_j \text{ for every } 1 \leq i < j \leq N$$

$$\text{Not enough trust: } \sum_{k \in W_{ij}} x_k \geq x_i \cdot x_j \text{ for every } (i, j) \in N_{ij}$$

**Where:**

$$A_d = \{i \in \{1, \dots, N\} : d_i = d\}$$

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**This is Non-Linear Programming!** Can we fix it?

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$y_{ij}$	Professor $i$ and $j$ go to the committee	$1 \leq i, j \leq N$	Boolean

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Not enough trust:  $\sum_{k \in W_{ij}} x_k \geq x_i + x_j - 1$  for every  $(i, j) \in N_{ij}$

Correlation between variables: 
$$\begin{cases} x_i \geq y_{ij} \\ x_j \geq y_{ij} \end{cases}$$

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- The decisions are based on a *greedy function*

- We use the *greedy function*:



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- The first element will be the professor with the highest mean compatibility
- The rest of the algorithm is the usual greedy algorithm

```
function GREEDYSOLVE( $N, D, d, n, m$ )  
   $remaining \leftarrow sum(n)$   
   $S \leftarrow \emptyset$   
   $S \leftarrow S \cup \{bestCompat(N, m)\}$   
   $remaining \leftarrow remaining - 1$   
  
  while  $remaining > 0$  do  
     $U \leftarrow feasibleProfs(N, D, d, n, m, S)$   
    if  $U = \emptyset$  then  
      return null  
    else  
       $p \leftarrow \arg \max_{u \in U} \{q(u)\}$   
       $S \leftarrow S \cup \{p\}$   
       $n_{d_p} \leftarrow n_{d_p} - 1$   
       $remaining \leftarrow remaining - 1$   
    end if  
  end while  
  return  $S$   
end function
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$$f(S^*) \geq f(s) \quad \forall s \in \mathcal{N}(S^*)$$
- We used a Swap Operator with *first improvement strategy*

```
function LOCALSEARCH( $N, D, d, n, m, S$ )  
   $(i, j) \leftarrow \text{findFeasibleSwap}(N, D, d, n, m, S)$   
  while  $(i, j)$  is not null do  
     $S \leftarrow (S \setminus \{i\}) \cup \{j\}$   
     $(i, j) \leftarrow \text{findFeasibleSwap}(N, D, d, n, m, S)$   
  end while  
  return  $S$   
end function
```

```
function FINDFEASIBLESWAP( $N, D, d, n, m, S$ )  
  for  $i = 1, \dots, N$  do  
    for  $j = i + 1, \dots, N$  do  
      if validSwap( $N, D, d, n, m, S, i, j$ ) then  
        outside  $\leftarrow$  from  $i, j$  the one that is not in  $S$   
        inside  $\leftarrow$  from  $i, j$  the one that is in  $S$   
        out  $\leftarrow 0$   
        in  $\leftarrow 0$   
        for  $k = 1, \dots, N$  do  
          if  $k \in S$  and  $k \neq \text{inside}$  then  
            out  $\leftarrow$  out +  $m_{\text{outside},k}$   
            in  $\leftarrow$  in +  $m_{\text{inside},k}$   
          end if  
        end for  
        if out > in then  
          return (inside, outside)  
        end if  
      end if  
    end for  
  end for  
  return null  
end function
```

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- Select an element of the RCL at random
- Execute the whole process (Constructive Greedy + LS) many times to obtain the best solution

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- We tested the optimal  $\alpha$  value (next section)



```
function GRASP( $N, D, d, n, m, \alpha, maxIter$ )  
   $S \leftarrow \emptyset$   
  for  $i = 1, \dots, maxIter$  do  
     $U \leftarrow constructiveGreedy(N, D, d, n, m, \alpha)$   
    if  $U \neq \emptyset$  then  
       $U \leftarrow localSearch(N, D, d, n, m, U)$   
    end if  
    if  $f(U) > f(S)$  then           ▷ Check average compatibility  
       $S \leftarrow U$   
    end if  
  end for  
  return  $S$   
end function
```

```
function CONSTRUCTIVEGREEDY( $N, D, d, n, m, \alpha$ )  
  remaining  $\leftarrow$  sum( $n$ )  
   $S \leftarrow \emptyset$   
  while remaining  $> 0$  do  
     $U \leftarrow \text{feasibleProfs}(N, D, d, n, m, S)$   
    if  $U = \emptyset$  then  
      return  $\emptyset$   
    end if  
     $q_{\max} \leftarrow \max_{u \in U} \{q(u)\}$   
     $q_{\min} \leftarrow \min_{u \in U} \{q(u)\}$   
     $\text{rcl} \leftarrow \{u \in U \mid q(u) \geq q_{\max} - \alpha \cdot (q_{\max} - q_{\min})\}$   
     $p \leftarrow$  get random element from rcl  
     $S \leftarrow S \cup \{p\}$   
     $n_{d_p} \leftarrow n_{d_p} - 1$   
    remaining  $\leftarrow$  remaining  $- 1$   
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# Alpha-tuning

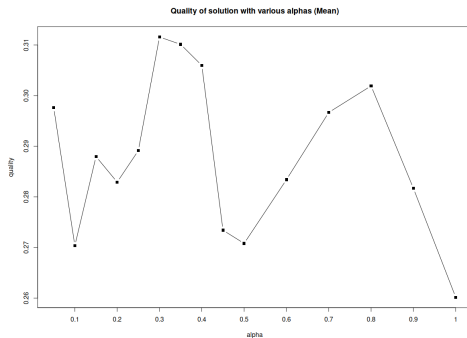


Figure: Mean of objective functions for each alpha

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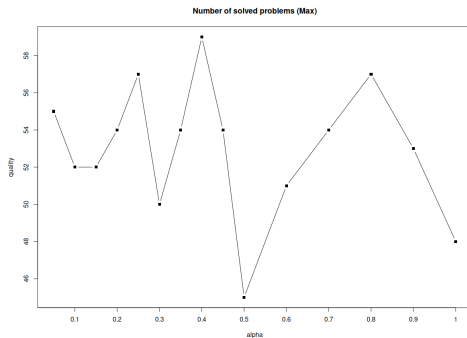


Figure: Number of instances solved by different values of alpha

# Successes and Misses

Algorithm	Success	No solution	Fail
<b>CPLEX</b>	86	14	0
<b>Greedy</b>	36	64	50
<b>Local Search</b>	36	64	50
<b>GRASP First Execution</b>	42	58	44
<b>GRASP Second Execution</b>	43	57	43
<b>GRASP Third Execution</b>	35	65	51
<b>GRASP (Max)</b>	52	48	34
<b>GRASP (Mean)</b>	40	60	46

Table: Success and Failures from different methods

# Greedy Quality

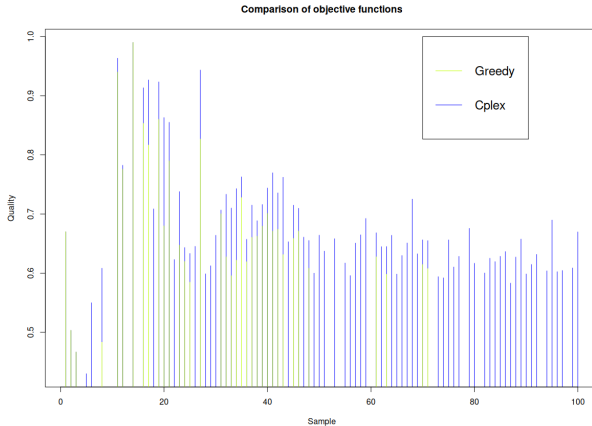


Figure: Greedy Solution

# LS Quality

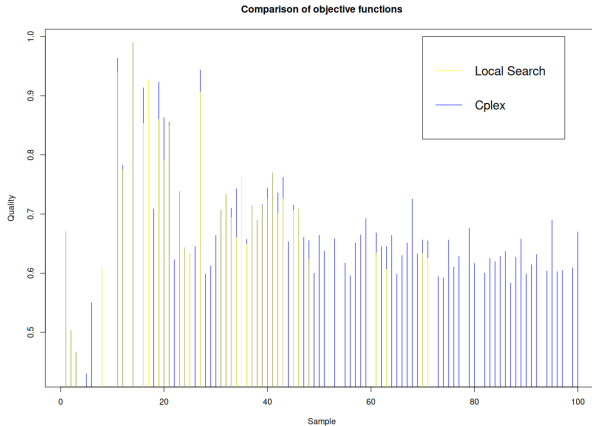


Figure: LS Solution



# GRASP Quality

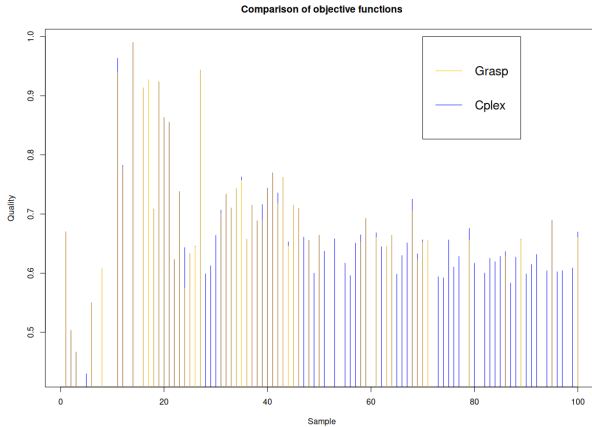


Figure: GRASP Solution

## Quality of heuristics: Global

% Close to optimal solution	<b>Greedy</b>	<b>Local Search</b>	<b>GRASP</b>
100%	3	10	20
> 95%	7	20	31
> 90%	16	5	0
> 85%	5	1	1
< 85%	5	0	0

**Table:** Number of samples that reached certain qualities

# Overall Time

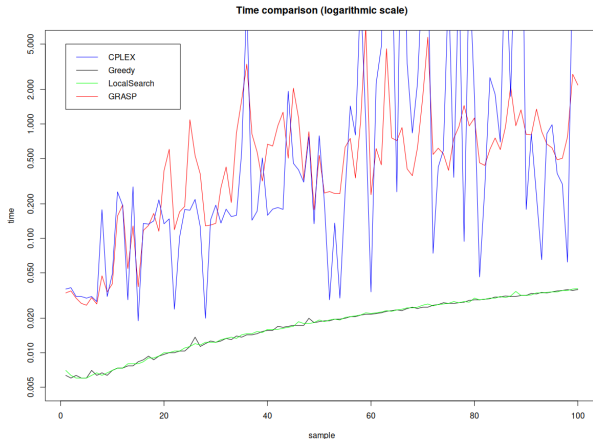


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# CPLEX vs GRASP

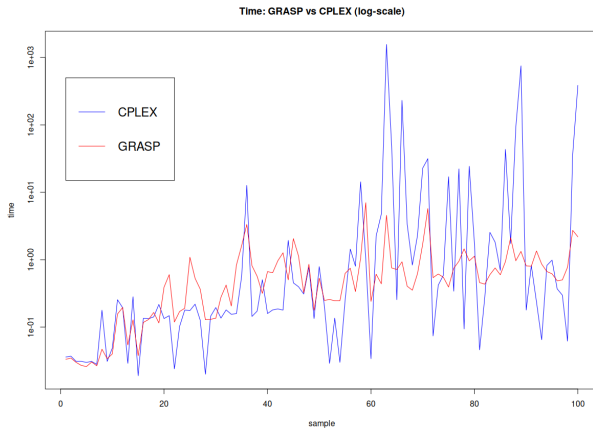


Figure: GRASP vs CPLEX

# Greedy vs LS

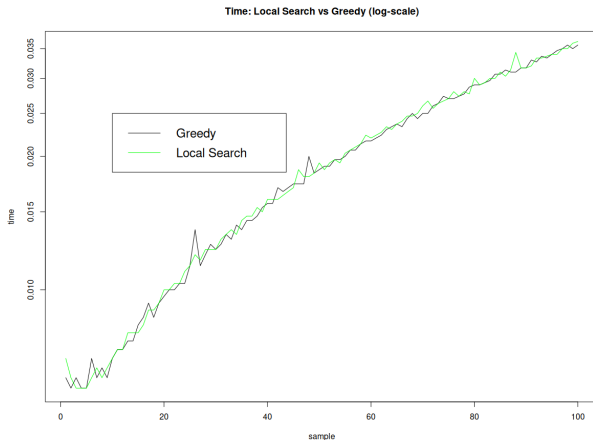


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- Future improvements to find more solutions, maintaining the quality of them, are very promising!.

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