

2019

SEMESTER 1

Assignment 3: Set Partitioning

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Listings

1	LP Relaxation and IP Implementation	3
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Contents

1	Question 1	2
1.1	Part 1	2
1.1.1	A Matrix Representation	2
1.1.2	Formulation: Matlab Implementation	3
1.2	Part 2	4
2	Question Two	5
2.1	Original LP Relaxation	5
2.2	Staff-Shift Constraint Branching	6
2.2.1	Depth = 1, Y_{B3}	6
2.2.2	Depth = 2, Y_{A2}	7
2.2.3	Depth = 3, Y_{A1}	8
2.2.4	Branch and Bound Tree	9
2.3	Shift-Shift Constraint Branching	10
2.3.1	Y_{13}	10

List of Figures

1	Condensed A matrix Representation	2
2	The solution to the LP Relaxation with $z = 10.333$	5
3	The solution to the LP Relaxation with a $Y_{B3} = 1$ constraint branch and $z = 10.333$	6
4	The solution to the LP Relaxation with a $Y_{A2} = 1$ constraint branch and $z = 11$	7
5	The solution to the LP Relaxation with a $Y_{A1} = 1$ constraint branch and $z = 16$	8
6	The constraint branch and bound tree with max depth of 3	9
7	The solution to the LP Relaxation with a Y_{13} constraint branches (0 and 1) and the original LP relaxation.	10

List of Tables

1 Question 1

1.1 Part 1

1.1.1 A Matrix Representation

Cartr		0	0	0	0	...	0	0	0	0	...	3	4	5	6	...	0	0	0	1	...	8	9	10	11	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	1	2		
Jahr	1	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	-	1
	2	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	-	1
	3	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	-	1
	4	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	-	1
	5	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	-	1
	6	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	-	1
	7	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	-	1
	8	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	-	1
	9	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	-	1
	10	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	-	1
Time	1	1	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	2	1	1	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	3	1	1	1	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	4	0	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	5	0	0	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	6	0	0	0	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	7	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	8	0	0	0	0	...	1	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	9	0	0	0	0	...	1	1	0	0	...	0	0	0	0	...	0	0	0	0	...	1	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	10	0	0	0	0	...	1	1	1	0	...	0	0	0	0	...	0	0	0	0	...	1	1	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	11	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	1	1	1	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	12	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	1	1	1	0	...	1	1	1	1	...	0	0	0	0	...	1	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	13	0	0	0	0	...	0	1	1	1	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	1	1	1	...	1	0	0	0	...	0	0	0	0	...	1	1	0	0	...	0	0	0	0	<-	1
	14	0	0	0	0	...	0	0	1	1	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	1	1	...	1	1	0	0	...	0	0	0	0	...	1	1	0	0	...	0	0	0	0	<-	1
	15	0	0	0	0	...	0	0	0	1	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	1	...	0	1	1	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	<-	1
	16	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	1	1	...	0	0	0	0	...	0	0	1	1	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	<-	1	
	17	0	0	0	0	...	0	0	0	0	...	1	0	0	0	...	1	0	0	0	...	0	0	1	1	...	0	0	0	1	...	0	0	0	1	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	<-	1
	18	0	0	0	0	...	0	0	0	0	...	1	1	0	0	...	1	1	0	0	...	0	0	0	1	...	0	0	0	1	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	1	0	0	0	<-	1
	19	0	0	0	0	...	0	0	0	0	...	1	1	1	0	...	0	1	1	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	1	1	0	0	<-	1
	20	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	1	1	1	...	1	1	0	0	<-	1
	21	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	1	1	...	1	1	1	1	<-	1
	22	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	1	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	1	...	0	0	1	1	<-	1
	23	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	1	1	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	1	1	<-	1
	24	0	0	0	0	...	0	0	0	0	...	0	1	1	1	...	0	0	0	0	...	1	1	1	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	25	0	0	0	0	...	0	0	0	0	...	0	0	1	1	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	26	0	0	0	0	...	0	0	0	0	...	0	0	0	1	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	27	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	28	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	1	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	<-	1
	29	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	0	0	0	...	0	1	1	1	...	0	0	0	0	...	0	0	0	0	...	0															

Figure 1: Condensed A matrix Representation

The entire $\min c^T X, Ax \leq b$ formulation can be found in cmcd398 762 Assignment 3 Worksheet.xlsx. The time intervals index the end of the period. For example $t = 1$ is the end of the first interval.

1.1.2 Formulation: Matlab Implementation

The following script was used to formulate the problem and solve both the LP relaxation and IP.

Listing 1: LP Relaxation and IP Implementation

```

1  % Connor McDowall, cmcd398, 530913386
2  % This script conducts Question One for the problem
3  % load in the problem data
4
5  jobi = [1,2,3,4,5,6,7,8,9,10];
6  pi = [3,5,7,2,7,7,8,2,8,4];
7  di = [12,16,20,20,20,20,29,19,25,22];
8  ri = [0,7,16,16,21,8,4,12,11,17];
9
10 % Initialise the A matrix as an array for 10 jobs and 60 times
    intervals
11 A = [];
12 c = [];
13 A_add = zeros(70,1);
14 count = 1;
15 rollcol = 0;
16
17
18 % Use many for loops for the function
19 for i = 1:length(jobi)
20     % Populate the A matrix with all possible time intervals
21     for j = 1:(60 - pi(i)-ri(i)+1)
22         % Add a new column to the A matrix
23         A = [A,A_add];
24         A(length(jobi) + count + (ri(i)):length(jobi)+ count +(ri(i)) +
            ...
            pi(i)-1,end) = 1;
25         % Determine the lateness, therefore the tardiness for the cost
26         % function
27         c = [c,max(0, count +(ri(i)) + pi(i)-1-di(i))];
28         count = count + 1;
29     end
30     % Add all the ones at the top of the Matrix for this job
31     A(jobi(i),rollcol +1:rollcol +(60 - pi(i)-ri(i)+1)) = 1;
32     % Reset the count and increment
33     count = 1;
34     % Increment the rolling number of columns to help add new columns
35     rollcol = rollcol + (60 - pi(i)-ri(i)+1);
36 end
37
38
39 % Create the b matrix
40 b = ones(70,1);
41
42 % Save A matrix
43 % save A;
44
45 % Write the A matrix and Cost matrix into an excel file to check the
46 % Correct structure and show in assignment.
47 xlswrite('Amatrix.xlsx',A)
48 xlswrite('cmatrix.xlsx',c)

```

```

49 |
50 | % Set up the bounds properly to get the correct mix of equality and
51 | % inequality constraints
52 | Aeq = A(1:10,1:end);
53 | beq = b(1:10,1);
54 | Aineq = A(11:end,1:end);
55 | bineq = b(11:end,1);
56 | lb = zeros(445,1);
57 | ub = ones(445,1);
58 | intcon = ones(445,1);
59 |
60 | % Uses linprog to calculate the solution to the linear relaxation
61 | X = linprog(c,Aineq,bineq,Aeq,beq,lb,ub);
62 | % Use the sumproduct to work out what the minimum cost is
63 | obj_LP_Relaxation = c*X;
64 |
65 | % Uses intlinprog to calculate the solution to the integer programme
66 | Xint = intlinprog(c,intcon,Aineq,bineq,Aeq,beq,lb,ub);
67 |
68 | % Calculate the integer solutions objective value
69 | obj_Int = c*Xint;
70 |
71 | % Find out the start time, end time and tardiness of each job for the
72 | % integer solution(Write to an excel file and work out manually).
73 | xlswrite('Xint.xlsx',transpose(Xint))

```

1.2 Part 2

Job i	1	2	3	4	5	6	7	8	9	10
pi	3	5	7	2	7	7	8	2	8	4
di	12	16	20	20	20	20	29	19	25	22
ri	0	7	16	16	21	8	4	12	11	17
Start time	1	12	32	19	39	25	4	17	46	21
End time	4	17	39	21	46	32	12	19	54	25
Ti	0	1	19	1	26	12	0	0	29	3

The objective value function ($\min c^T x$) for both LP Relaxation and IP is 91 as the formulation creates naturally integer problem, therefore a naturally integer solution.

2 Question Two

2.1 Original LP Relaxation

The solution is $z = 10.333$.

Variables:	0	0	0	0	0	0.333333	0.666667	0	0	0.833333	0.333333	0	0	0.166667	0.166667	0.5	0	0	0.333333
Index:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Cost:	7	5	12	11	1	2	14	12	2	13	6	9	2	13	6	9	10.33333		
A	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	1	=
B	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	1	=
C	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	=
Shift 1	0	1	0	1	1	0	0	0	0	0	0	1	1	0	0	0	1	>	1
Shift 2	0	1	1	1	0	1	0	1	0	1	1	0	0	0	1	0	1	>	1
Shift 3	0	0	1	0	0	0	1	0	1	0	0	0	0	1	0	1	0	>	1
Shift 4	1	0	0	0	1	1	0	0	0	0	1	1	1	0	0	0	0	1.333333	>
Shift 5	0	0	1	1	0	0	1	0	1	0	1	0	1	1	0	0	0	1.5	>
Shift 6	1	0	0	0	0	1	0	1	0	0	0	1	1	0	0	1	0	1	>
Shift 7	0	0	1	0	0	1	1	0	0	0	1	1	1	0	0	1	0	1	>
Staff- Shift Row Coverage	1	2	3	4	5	6	7												
													</						

Figure 2: The solution to the LP Relaxation with $z = 10.333$

2.2 Staff-Shift Constraint Branching

2.2.1 Depth = 1, Y_{B3}

Variables:	-1.5E-08	0	2.98E-08	-1E-07	0.333333	0.666667	-4.5E-08	0	1.000000066	0	0	0	0.333333	0.333333	0	0	0.333333		
Index:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17		
Cost:	7	5	12	11	1	2	14	12	2	13	6	9	9	2	13	6	9	10.33333	Objective Value
A	1	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	1	=
B	0	0	0	0	0	0	1	1	1	1	1	1	0	0	0	0	0	1	=
C	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	=
Shift 1	0	1	0	1	1	1	0	0	0	0	0	1	1	0	0	0	1	1	>=
Shift 2	0	1	1	1	0	1	0	1	0	1	1	0	0	0	1	0	1	1	>=
Shift 3	0	0	1	0	0	0	1	0	1	0	0	0	1	0	0	1	0	1.33333	>=
Shift 4	1	0	0	0	1	1	0	0	0	0	1	1	1	0	0	0	0	1.33333	>=
Shift 5	0	0	1	1	0	0	1	0	1	0	1	0	1	1	0	0	0	1.66667	>=
Shift 6	1	0	0	0	0	1	0	1	0	0	0	1	1	0	0	1	0	1	>=
Shift 7	0	0	1	0	0	1	1	0	0	0	1	1	1	0	0	1	0	1	>=
UB: B3	1	1	1	1	1	1	1	0	1	0	0	0	1	1	1	1	1		
Staff-Shift Row Coverage	1	2	3	4	5	6	7		Shift-Shift Row Coverage	1	2	3	4	5	6	7		Next Branch	Row Coverage
A	0.333333	0.666667	2.98E-08	1	-7.2E-08	0.666667	0.666667		1	0.333333	0.333333	0.666667	0.666667	0.333333	0.333333	0.333333		Key	UB: 0.666666605
B	0	0	1	0	1	0	-4.5E-08		2	2.98E-08	0.333333	0.666667	-7.2E-08	0.666667	0.666667	0.666667		1	Keep Column
C	0.666667	0.333333	0.333333	0.333333	0.666667	0.333333	0.333333		3	0.333333	1.333333	0.333333	0.333333	0.333333	0.333333	0.333333		UB:	Remove Column
									4	0.333333	0.333333	1	0.333333	0.333333	0.333333	0.333333			
									5										
									6										
									7										

Figure 3: The solution to the LP Relaxation with a $Y_{B3} = 1$ constraint branch and $z = 10.333$

2.2.3 Depth = 3, Y_{A1}

[illegible]

Figure 5: The solution to the LP Relaxation with a $Y_{A1} = 1$ constraint branch and $z = 16$

2.2.4 Branch and Bound Tree

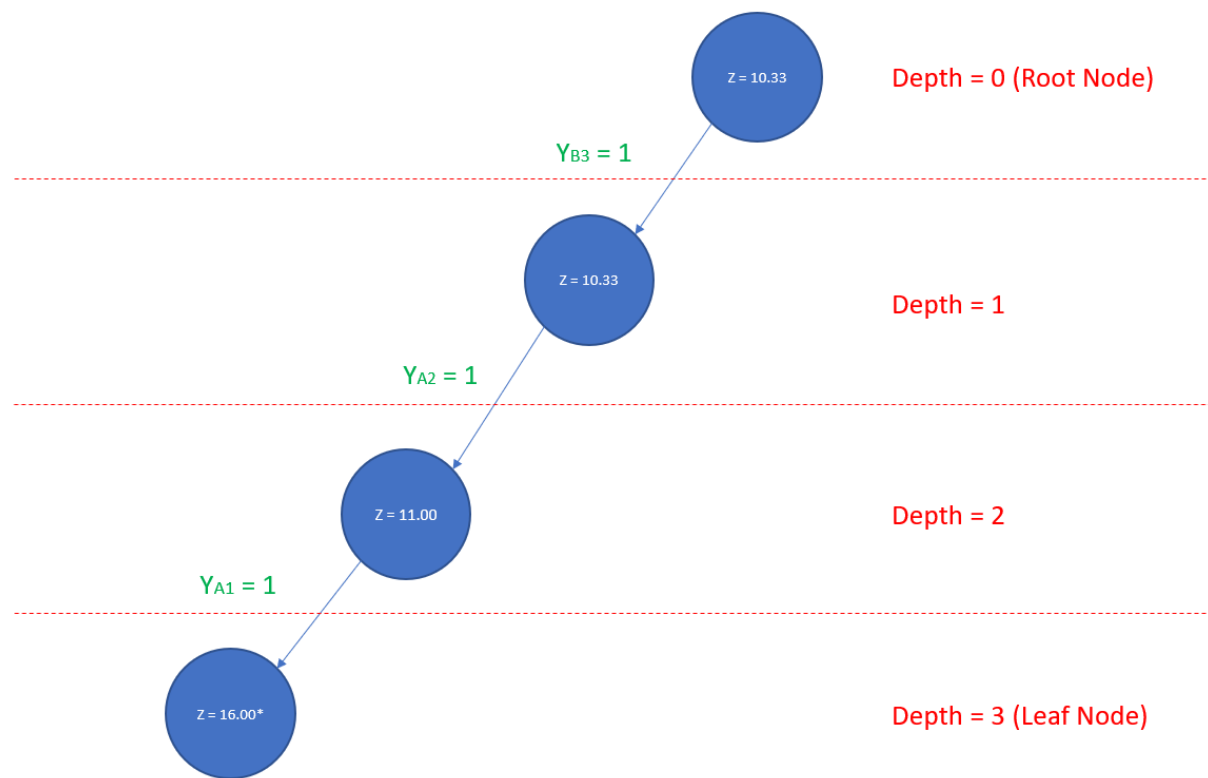


Figure 6: The constraint branch and bound tree with max depth of 3

2.3 Shift-Shift Constraint Branching

The row coverage table suggests you create constraints branches on the Y_{13} variable as per the conditions in the handout. This is the closest to integer branch with the smallest first row and smallest second row index.

2.3.1 Y_{13}

The problem wasn't resolved (objective function) as the question didn't ask for a new solution or to resolve the problem, hence z = 10.333 (it's the LP Relaxation)																				
Variables:	0	0	0	0	0	0.333333	0.666667	0	0	0.83333333333	0	0	0.166667	0.166667	0.5	0	0.333333			
Index:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17			
Cost:	7	5	12	11	1	2	14	12	2	13	6	9	9	2	13	6	9			
A	1	1	1	1	1	1	0	0	0	0	0	0	0	0	0	0	0			
B	0	0	0	0	0	0	1	1	1	1	1	0	0	0	0	0	0			
C	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1			
Shift 1	0	1	0	1	1	0	0	0	0	0	0	1	1	0	0	0	1			
Shift 2	0	1	1	1	0	1	0	1	0	1	1	0	0	0	1	0	1			
Shift 3	0	0	1	0	0	0	1	0	1	0	0	0	0	0	1	0	1			
Shift 4	1	0	0	0	1	1	0	0	0	0	1	1	0	0	0	0	0			
Shift 5	0	0	1	1	0	0	1	0	1	0	1	0	1	1	0	0	0			
Shift 6	1	0	0	0	0	1	0	1	0	0	0	1	1	0	0	1	0			
Shift 7	0	0	1	0	0	1	1	0	0	0	1	1	1	0	0	1	0			
13 (0) Branch	1	1	1	1	1	1	1	1	1	1	1	0	1	1	1	1	1			
13 (1) Branch	1	0	0	0	0	1	0	1	0	1	1	0	1	1	1	0	0			
Staff- Shift Row Coverage	1	2	3	4	5	6	7	Shift-Shift Row Coverage										Proposed Branch	UB:	Row Coverage
A	0.333333	0.666667	0	1	0	0.666667	0.666667	1										0.333333	0.166667	0.1666666667
B	0.166667	0	0.833333	0.166667	0.833333	0.166667	0.166667	2										0.333333	0.166667	0.166667
C	0.5	0.333333	0.166667	0.166667	0.666667	0.166667	0.166667	3										0.166667	0.166667	0.166667
								4										0.166667	1	1
								5										0.166667	0.166667	
								6										0.166667	0.166667	
								7												1