

Discrete Optimization Specialization: Assignment 8

To Borrow Arrows from Thatched Boats

1 Problem Statement

Zhou Yu is the chief military commander for Sun Quan. Unhappy with the influence of the scholar Zhuge Liang, Zhou ordered Zhuge to produce 100,000 arrows in 10 days. Zhuge agreed to be punished if he could not fulfil the order, and indeed claimed that “Three days are enough”. Zhou believed that Zhuge was looking to fail, and he ordered his troops to not provide any materials to help Zhuge make the arrows.

Zhuce Liang came up with a cunning plan. On the morning of the third day he bribed soldiers crewing boats to fill the boats with straw scarecrows. He then sailed to the camp of Cao Cao, where a thick mist spread over the surface of the river.

When the fleet neared Cao Cao’s camp, Zhuge set the soldiers to shout and beat drums to pretend that an attack was imminent. When Cao Cao heard the shouting and drums he assumed a surprise attack on his camp. Since he could see no parts of the river, he gathered 3000 bowman and ordered them to shoot arrows. The scarecrows were quickly filled with arrows.

Just as day broke, Zhuge ordered the soldiers to return to Sun Quan’s camp. The soldiers shouted “Thank you, Cao, for your arrows.” On the return to Sun Quan they collected more than 100,000 arrows from the scarecrows.

2 Data Format Specification

An important feature in the success of this plan was Zhuge Liang’s ability to pack the boats full of straw soldiers on the mist filled river in order to catch as many arrows as possible. This is the problem of this assignment.

The input form for the Borrowing Arrows is a file named `data/arrows_p.dzn`, where p is the problem number, *length* is the length of the river close to Cao Cao’s camp in which to set boats, *width* is the width of the river at the point close to Cao Cao’s camp, *ntypes* is the number of different kinds of ships available, *number* is an array mapping ship types to the number of ships of that type available, *nroff* is the number of rectangle offset quadruples used to define ships, *rectoff* is a two dimensional array where each row is a rectangle offset quadruple of the form (x offset, y offset, length, width), *nshapes* is the number of different shapes (sets of rectangle offset quadruples), *shape* is a mapping from shape to set of rectangle offset quadruples, *config* is a mapping from each type of ship to its set of possible shapes, *mist* is array mapping length positions to where the mist begins on the river, *arrows* is an array mapping width positions to how many 1000’s of arrows are likely to fall at that distance from Cao Cao’s camp, *price* is an array mapping ship type to price to bribe, *budget* is an integer giving available money for bribes, and *stage* is a enumerated type variable giving the stage in $\{A, B, C, D, E, F\}$.

The data declarations are hence:

```
int: length; % length of river near Cao Cao’s camp
set of int: LENGTH = 0..length-1;
int: width; % width of river near Cao Cao’s camp
```

```

set of int: WIDTH = 0..width-1;

int: ntypes; % number of types of ship
set of int: TYPE = 1..ntypes;
array[TYPE] of int: number; % number of each type of ship
array[TYPE] of set of SHAPE: config; % configs for each type of ship

int: nshapes; % number of shapes
set of int: SHAPE = 1..nshapes;
set of int: SHAPE0 = 0..nshapes; % shape 0 used in stage F
array[SHAPE] of set of ROFF: shape;

int: nroff; % number of rectangle offsets
set of int: ROFF = 1..nroff;
array[ROFF,1..4] of int: rectoff; % x offset, y offset, length, width

int: total_ships = sum(number);
set of int: SHIP = 1..total_ships;
array[SHIP] of var LENGTH: x;
array[SHIP] of var WIDTH: y;
array[SHIP] of var SHAPE0: k;

array[LENGTH] of WIDTH: mist; % mist start at each width, goes downward
array[WIDTH] of int: arrow; % number of arrows (1000's) that arrive this far into river
array[TYPE] of int: price; % price to bribe boat type
int: budget; % total budget for bribes
enum STAGE = {A,B,C,D,E,F};
STAGE: stage;

```

The assignment will progress in stages. Some of the data and decisions won't be necessary until later stages. The output required for every stage is of the form

```

x = [x positions of ships];
y = [y positions of ships];
k = [shape chosen for each ship]
tarrows = total number of arrows (in 1000's) collected by ships;

```

3 Stage A

In stage A of your model you can assume each ship is rectangular and can only be placed in one configuration in the river (no rotations possible). For stage A models `ntypes = nshapes = nroff` and you can ignore the `config` and `shape` arrays since they will both always take the values $\{[i] | i \text{ in } ROFF\}$. Also the offsets in each `ROFF` are guaranteed to be 0. In summary, each ship type i is a rectangle of length `rectoff[i,3]` and width `rectoff[i,4]`.

At this stage you can ignore the `mist`, `arrow`, `price` and `budget` data. The `stage` variable will be A.

The output for stage A only needs to have meaningful answers for the x and y variables. The k array can be set to any legitimate value and the *tarrows* amount can be any value. The answer should be a correct packing of the ships into the river with no overlap.

A sample data file for stage A is

```
length = 20;
width = 10;

ntypes = 3;
number = [3,2,4];
config = [{1},{2},{3}];

nshapes = 3;
shape = [{1},{2},{3}];

nroff = 3;
rectoff = [ | 0,0,8,1
             | 0,0,2,6
             | 0,0,4,4 |];

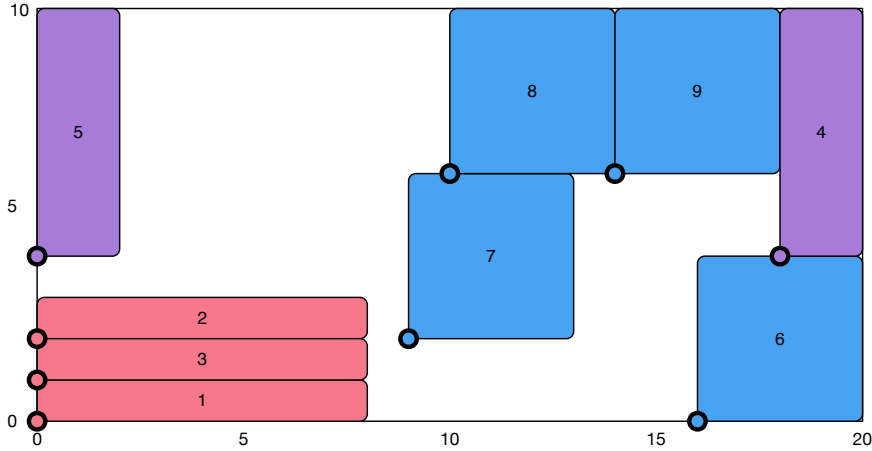
mist = array1d(LENGTH,[0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0]);
arrow = array1d(WIDTH,[0,1,2,4,10,12,7,3,1,0]);
price = [ 5, 6, 7 ];
budget = 40;
stage = A;
```

which defines three types of ships, an 8×1 rectangle, a 2×6 rectangle and a 4×4 square.

A possible answer is

```
x = [0, 0, 0, 18, 0, 16, 9, 10, 14];
y = [0, 2, 1, 4, 4, 0, 2, 6, 6];
k = [0, 0, 0, 0, 0, 0, 0, 0, 0];
tarrows = 0;
```

showing the packing of 3 ships of type 1, 2 ships of type 2 and 4 of type 3. An illustration of the packing is shown below. Note the (x,y) coordinates of each shape is shown as a coloured circle.



4 Stage B

In stage B we will consider more realistic boat shapes, but still not consider rotations. For stage B models `ntypes = nshapes`. You can ignore the `config` array since it will always take values $\{i | i \in \text{SHAPE}\}$.

You can continue to ignore the `mist`, `arrow`, `price` and `budget` data.

The output for stage B still only needs to have meaningful answers for the x and y variables. The k array can be set to any legitimate value and the `tarrows` amount can be any value. The answer should be a correct packing of the ships into the river with no overlap.

A sample data file for stage B changes the following parameters, the rest remain unchanged.

```
ntypes = 3;
number = [3,2,2];
config = [{1},{2},{3}];

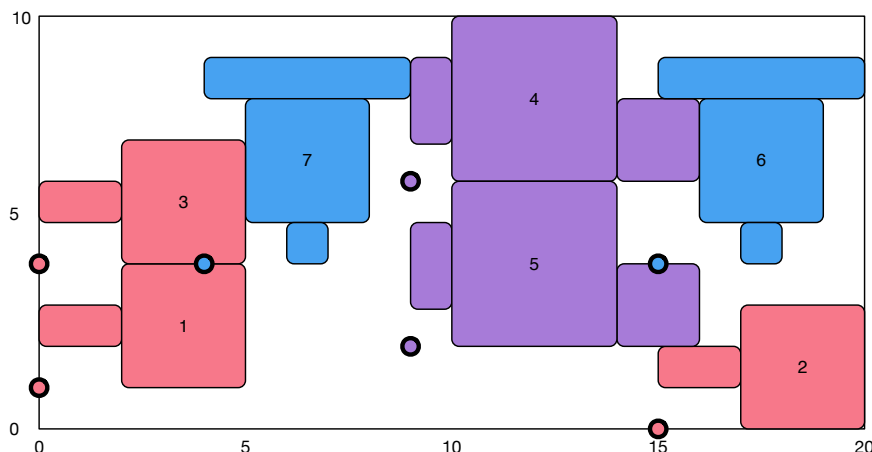
nshapes = 3;
shape = [{1,2},{3,4,5},{6,7,8}];

nroff = 8;
rectoff = [| 0,1,2,1 | 2,0,3,3
           | 0,1,1,2 | 1,0,4,4 | 5,0,2,2
           | 2,0,1,1 | 1,1,3,3 | 0,4,5,1
           |];
stage = B;
```

A possible answer is

```
x = [0, 15, 0, 9, 9, 15, 4];
y = [1, 0, 4, 6, 2, 4, 4];
k = [0, 0, 0, 0, 0, 0, 0];
tarrows = 0;
```

showing the packing of 3 ships of type 1, 2 ships of type 2 and 2 of type 3. An illustration of the packing is shown below



5 Stage C

In stage C we will take into account the position of the mist on the river. Each of the boats must be hidden under the mist. The `mist` array shows the height at which the mist begins. You can continue to ignore the `arrow`, `price` and `budget` data.

The stage B data cannot be packed into the area covered by the mist, and so the stage C data file changes the positions of the mist (to be nonzero) and the numbers of each ship type, as well as the stage, to be

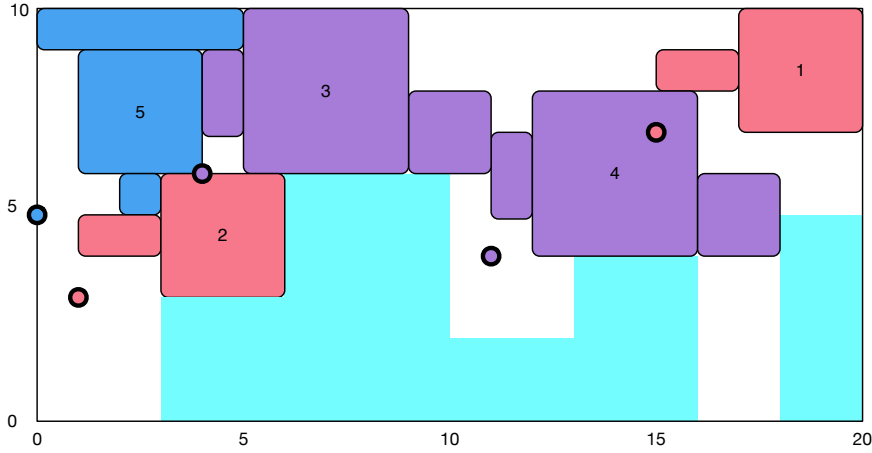
```
mist = array1d(LENGTH, [0,0,0,3,3,3,6,6,6,6,2,2,2,4,4,4,0,0,5,5]);
number = [2,2,1];
stage = C;
```

The output for stage C still only needs to have meaningful answers for the x and y variables. The k array can be set to any legitimate value and the `tarrows` amount can be any value. The answer should be a correct packing of the ships into the river with no overlap, where all parts of all ships are under the mist.

A possible answer is

```
x = [15, 1, 4, 11, 0];
y = [7, 3, 6, 4, 5];
k = [0, 0, 0, 0, 0];
tarrows = 0;
```

showing the packing of 2 ships of type 1, 2 ships of type 2 and 1 of type 3. An illustration of the packing is shown below. The light blue area is the part of the river not covered by mist.



6 Stage D

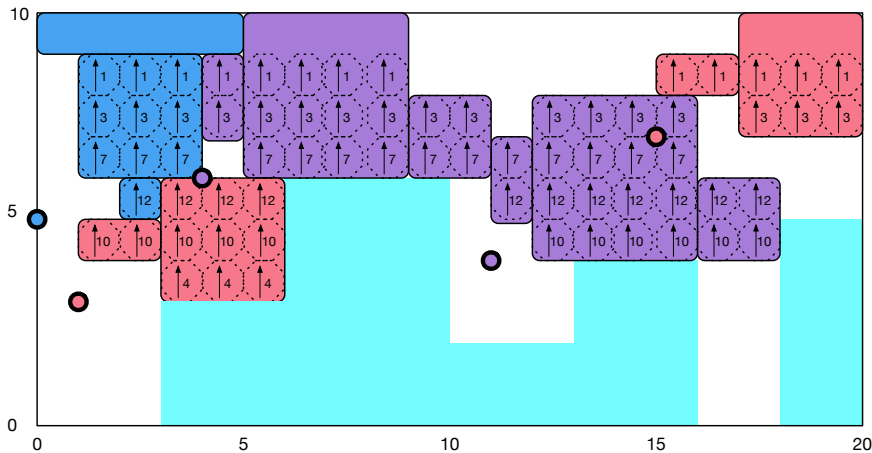
In stage D we will take into account positioning the ships to gain the maximum possible numbers of arrows. You can continue to ignore the **price** and **budget** data. The **stage** variable will D.

The output for stage D needs to have meaningful answers for the x and y variables. The k array can be set to any legitimate value. The *tarrows* amount should be set to the number of arrows collected by all ships. The ships need to be packed without overlap in the misty part of the river.

The answer from stage C extended for stage D is

```
x = [15, 1, 4, 11, 0];
y = [7, 3, 6, 4, 5];
k = [0, 0, 0, 0, 0];
tarrows = 416;
```

showing the number of (1000's of) arrows collected. An illustration of the packing is shown below, with the number of 1000's of arrows collected from each grid location shown.



7 Stage E

In stage E we will allow rotation and other reconfiguration of the boats. Now each boat will have a set of possible configurations representing rotations or other reconfiguration.

You can continue to ignore the **price** and **budget** data. The **stage** variable will **E**.

The output for stage E now needs to have meaningful answers for the x , y and k variables. The k array holds the shape selected for each ship from the configurations available for its type. The *tarrows* should be the the amount of arrows collected by the ships. The answer should be a correct packing of the ships into the river with no overlap.

A sample data file for stage E changes the following parameters,

```
ntypes = 3;
number = [3,2,2];
config = [{1,2,3,4},{5,6,7,8},{9,10,11,12}];

nshapes = 12;
shape = [{1,2},{3,4},{3,5},{6,7},
         {8,9,10},{11,12,13},{14,15,16},{17,18,19},
         {20,21,22},{23,21,24},{25,21,26},{27,21,28}];

nroff = 28;
rectoff = [| 0,1,2,1 | 2,0,3,3
           | 0,0,3,3 | 1,3,1,2
           | 3,1,2,1
           | 0,2,3,3 | 1,0,1,2

           | 0,1,1,2 | 1,0,4,4 | 5,0,2,2
           | 1,6,2,1 | 0,2,4,4 | 0,0,2,2
           | 6,1,1,2 | 2,0,4,4 | 0,2,2,2
           | 1,0,2,1 | 0,1,4,4 | 2,5,2,2

           | 2,0,1,1 | 1,1,3,3 | 0,4,5,1
           | 0,2,1,1 | 4,0,1,5
           | 2,4,1,1 | 0,0,5,1
           | 4,2,1,1 | 0,0,1,5 |];

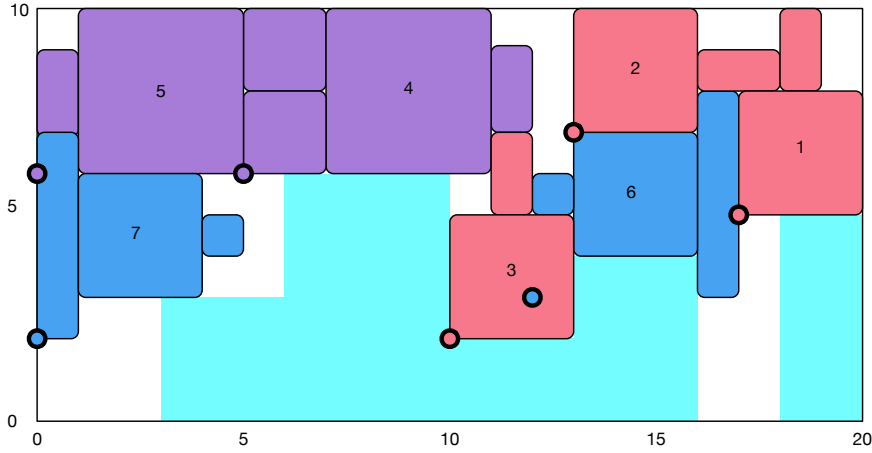
stage = E;
```

which uses the same 3 ship types as for stage B, but now with 4 possible rotations.

A possible answer is

```
x = [17, 12, 10, 5, 0, 12, 0];
y = [5, 7, 2, 6, 6, 3, 2];
k = [2, 3, 2, 7, 5, 10, 12];
tarrows = 524;
```

An illustration of the packing is shown below



8 Stage F

In stage F we will take into account the limits of the budget. Zhuge Liang can only afford a certain number of boats, for each boat of type t he must pay `price[t]` up to the limit of `budget`.

The output for stage F now needs to have meaningful answers for the x , y and k variables. The k array holds the shape selected for each ship from the configurations available for its type, or 0 if the ship is not used. An unused ship can have any coordinates. The *tarrows* amount should be the correct value. The answer should be a correct packing of the ships into the river with no overlap, and under the mist.

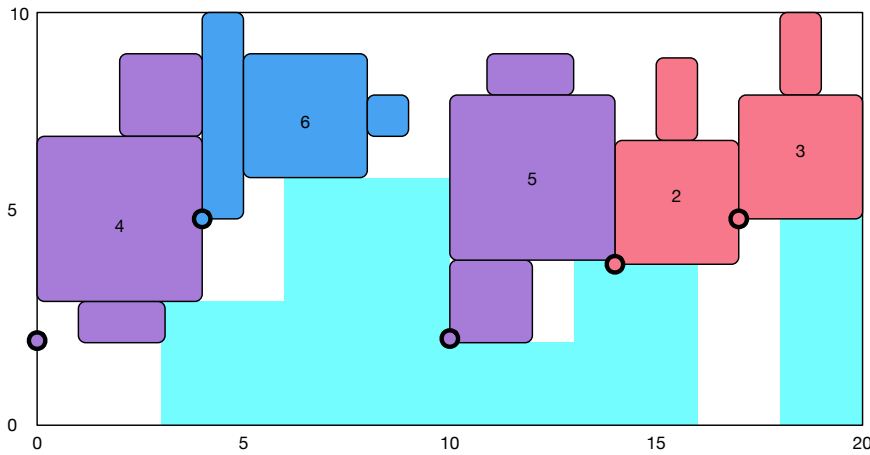
A sample data file for stage F changes the following parameters,

```
stage = F;
```

A possible answer is

```
x = [2, 14, 17, 0, 10, 4, 5];
y = [0, 4, 5, 2, 2, 5, 4];
k = [0, 2, 2, 8, 6, 12, 0];
tarrows = 503;
```

An illustration of the packing is shown below.



Note that in order to complete all stages simultaneously (which is required by the Coursera grading infrastructure) you need to construct a single model `arrows.mzn` that answers all stages, by using the `stage` parameter to determine what constraints need to be applied.

9 Instructions

Edit `arrows.mzn` to solve the optimization problem described above. Your `arrows.mzn` implementation can be tested on the data files provided. In the MINIZINC IDE, use the *Run* icon to test your model locally. At the command line use,

```
mzn-gecode ./arrows.mzn ./data/<inputFileName>
```

to test locally. In both cases, your model is compiled with MINIZINC and then solved with the GECODE solver.

Resources You will find several problem instances in the `data` directory provided with the hand-out.

Handin From the MINIZINC IDE, the *coursera* icon can be used to submit assignment for grading. From the command line, `submit.py` is used for submission. To submit from the command line for a particular stage you need to type

```
python submit.py -m _courseraX
```

where X is the stage you are submitting for. In the IDE you will submit to the stage for the project which is open in the IDE. In both cases, follow the instructions to apply your MINIZINC model(s) on the various assignment parts. You can submit multiple times and your grade will be the best of all submissions.¹ It may take several minutes before your assignment is graded; please be patient. You can track the status of your submission on the *programming assignments* section of the course website.

¹Solution submissions can be graded an unlimited number of times. However, there is a limit on grading of **model submissions**.

10 Technical Requirements

For completing the assignment you will need MINIZINC 2.0.x and the GECODE 4.4.x solver. Both of these are included in the bundled version of the MINIZINC IDE 0.9.9 (<http://www.minizinc.org>). To submit the assignment from the command line, you will need to have Python 3.5.x installed.