AA: TP2

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December 4, 2016

On remarque une amélioration globale des résultats avec les contraintes du TP2 par rapport à ceux du TP1 (certains résultats du TP1 semblent marginalement meilleurs). En particulier, la non relaxation de i,s,v rend le probléme wheel trop compliqué pour être résolu par lpsolve en temps raisonnable.

Une version n'utilisant pas les ensembles mais des matrices est également fournie pour SF et MTZ. La traduction a été faite mécaniquement et peut abriter quelques erreurs (version du TP1).

1 Initial model

- 1 Cf Vanilla
- 2 We compute

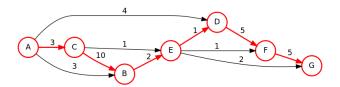


Figure 1: G1 vanilla

```
Presolve eliminates 1 constraint.

Adjusted problem:
25 variables, all binary
15 constraints, all linear; 67 nonzeros
9 equality constraints
6 inequality constraints
1 linear objective; 11 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 26
21 simplex iterations
```

3 Cf Vanilla

totallength = 26

Presolve eliminates 1 constraint. Adjusted problem: 25 variables, all linear

```
15 constraints, all linear; 67 nonzeros
9 equality constraints
6 inequality constraints
1 linear objective; 11 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 26
21 simplex iterations
totallength = 26
```

Same result. The constraint matrix is the node arc matrix of a directed graph which means it is TUM, therefore, the LP problem gives an integer solution.

5 We compute

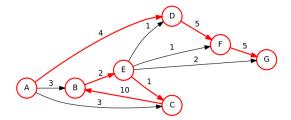


Figure 2: G2 vanilla

```
Presolve eliminates 1 constraint.

Adjusted problem:
25 variables, all binary
15 constraints, all linear; 67 nonzeros
9 equality constraints
6 inequality constraints
1 linear objective; 11 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 27
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LP_SOLVE 4.0.1.0: optimal, objective 27 22 simplex iterations totallength = 27

1.1 MTZ

1 Cf MTZ

${\bf 2}\quad {\rm We\ compute}$

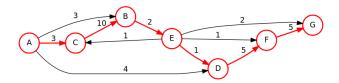


Figure 3: MTZ G2

```
Presolve eliminates 1 constraint.

Adjusted problem:

32 variables:

25 binary variables

7 integer variables

26 constraints, all linear; 100 nonzeros

9 equality constraints

17 inequality constraints

1 linear objective; 11 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 26

94 simplex iterations

9 branch & bound nodes: depth 4

totallength = 26
```

3 Cf MTZ

```
Presolve eliminates 1 constraint.

Adjusted problem:

32 variables:

7 integer variables

25 linear variables

26 constraints, all linear; 100 nonzeros

9 equality constraints

17 inequality constraints

1 linear objective; 11 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 26.625

29 simplex iterations

totallength = 26.625
```

Non-integer solution, the matrix is not TUM anymore. Therefore we have no guarantee the solution will be integer. On the plus side, it is much faster.

5 There should be |E| + 2|V| binary variables (arc matrix) and |V| integer variables (indexes). Moreover, there should be |V| + 2 equalities and |E| + |V| inequalities.

This fits with what AMPL computes, though 1 inequalities seems tobe eliminated by presolve.

1.2 SF

1 Cf SF

```
Presolve eliminates 1 constraint.
Adjusted problem:
57 variables:
32 binary variables
25 linear variables
```

```
57 constraints, all linear; 213 nonzeros
26 equality constraints
31 inequality constraints
1 linear objective; 11 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 26
120 simplex iterations
7 branch & bound nodes: depth 4
totallength = 26
```

same result, more constraints and variables but faster somehow

3 There should be |E|+3|V| binary variables (arc matrix and indexes), and |E|+2|V| real variables (flow). Moreover, there should be 3|V|+5 equalities and |E|+3|V| inequalities.

This fits with what AMPL computes, though 1 inequalities seems to be eliminated by presolve.

4 MTZ seems more interesting in terms of simplex iterations but causes more branch&bound (cf Figures 7,8,9)

To compare the three, we had to compute the corresponding graphs with script.py:

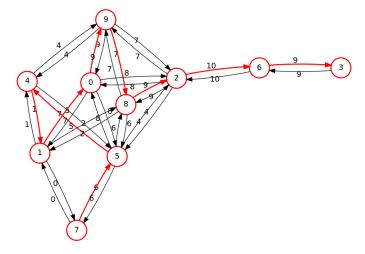


Figure 4: fast_10

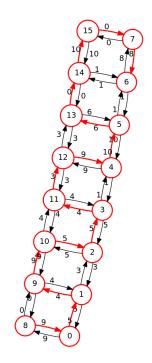


Figure 5: ladder_8

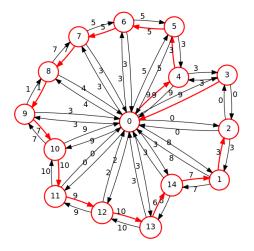


Figure 6: wheel_15

2 GST

- 1 cf GST
- **2** figure

fast_10	MTZ	SF	GST
Variables	54	118	98
Constraints	56	99	86
Simplex iterations	5289	11419	10832
Branch&Bound(depth)	451(21)	455(34)	377(33)

Figure 7: Results on fast_10

ladder_8	MTZ	SF	GST
Variables	92	168	136
Constraints	78	145	126
Simplex iterations	38612	64508	98867
Branch&Bound(depth)	2547(32)	1933(42)	2819(42)

Figure 8: Results on ladder_8

```
11 binary variables
28 linear variables
43 constraints, all linear; 154 nonzeros
14 equality constraints
29 inequality constraints
1 linear objective; 11 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 26
80 simplex iterations
5 branch & bound nodes: depth 3
totallength = 26
```

3 There should be |E| binary variables (arc matrix) and |E| + 3|V| integer variables (indexes and flow). Moreover, there should be 2|V| + 2 equalities and |E| + 3|V| inequalities.

This fits with what AMPL computes, though 2 equalities, 3 inequalities and 4 real variables seems to be eliminated by presolve.

- 4 We experimentally verify that relaxing i s v does not change results and that i s v always take integer values in the relaxed case. It seems a bit faster to take relaxed values.
- 5 GST seems inferior to either MTZ or GST on every aspect

Wheel_15	MTZ	SF	GST
Variables	101	187	157
Constraints	88	151	133
Simplex iterations	24761	19752	84939
Branch&Bound(depth)	1153(32)	413(25)	1031(44)

Figure 9: Results on wheel_15

3 Data dump for binary/relaxed i s v comparison

binary i s v on g2

Presolve eliminates 5 constraints and 4 variables. Adjusted problem: 39 variables: 28 binary variables 11 linear variables 43 constraints, all linear; 154 nonzeros 14 equality constraints 29 inequality constraints 1 linear objective; 11 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 26 78 simplex iterations 5 branch & bound nodes: depth 3 totallength = 26

relaxed on fast

98 variables: 34 binary variables 64 linear variables 86 constraints, all linear; 378 nonzeros 22 equality constraints 64 inequality constraints 1 linear objective; 32 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 63 10832 simplex iterations 377 branch & bound nodes: depth 33 totallength = 63

binary on fast

98 variables: 64 binary variables 34 linear variables 86 constraints, all linear; 378 nonzeros 22 equality constraints 64 inequality constraints 1 linear objective; 32 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 63 10969 simplex iterations 403 branch & bound nodes: depth 34 totallength = 63

relaxed on ladder

136 variables: 44 binary variables 92 linear variables 126 constraints, all linear; 532 nonzeros 34 equality constraints 92 inequality constraints 1 linear objective; 38 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 87 98867 simplex iterations 2819 branch & bound nodes: depth 42 totallength = 87

binary on ladder

136 variables:

92 binary variables

44 linear variables

126 constraints, all linear; 532 nonzeros

34 equality constraints

92 inequality constraints

1 linear objective; 38 nonzeros.

LP_SOLVE 4.0.1.0: optimal, objective 87 104125 simplex iterations 3081 branch & bound nodes: depth 43 totallength = 87

relaxed on wheel

157 variables: 56 binary variables 101 linear variables 133 constraints, all

 $linear; \ 602 \ nonzeros \ 32 \ equality \ constraints \ 101 \ inequality \ constraints \ 1 \\ linear \ objective; \ 50 \ nonzeros.$

LP_SOLVE 4.0.1.0: optimal, objective 91 84939 simplex iterations 1031 branch & bound nodes: depth 44 totallength = 91

binary on wheel

 $157\ variables:\ 101\ binary\ variables\ 56\ linear\ variables\ 133\ constraints\ ,\ all\ linear;\ 602\ nonzeros\ 32\ equality\ constraints\ 101\ inequality\ constraints\ 1\ linear\ objective;\ 50\ nonzeros\ .$

LP_SOLVE 4.0.1.0: optimal, objective 91 62932 simplex iterations 839 branch & bound nodes: depth 44 totallength = 91 $\,$