Exercises for Mathematical Programming

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Exercise 1 Network Design (1 point)

We are given a directed graph G = (V, A) and a value $b_i \in \mathbb{R}$ for each node $i \in V$ which denotes a demand $(b_i < 0)$ or a supply $(b_i > 0)$, such that $\sum_{i \in V} b_i = 0$. There are two types of costs: transportation costs c_{ij} of shipping one unit from node i to node j, and building costs of establishing a direct link (i,j) from node i to j. A link on arc (i,j) can be built (i) with costs d_{ij}^1 and capacity u_{ij}^1 , or (ii) with costs d_{ij}^2 and capacity u_{ij}^2 . Assume that $d_{ij}^1 < d_{ij}^2$ and $u_{ij}^1 < u_{ij}^2$ and that at most one option can be chosen on each arc. A network has to be built that satisfies all demands and minimizes the total building and transportation costs. Formulate the problem as a (mixed) integer linear program. **Answer:** Assume we model an arc of type 1 between (i,j) by the variable $x_{ij}^1 \in \{0,1\}$ and of type 2 respectively by $x_{i,j}^2 \in \{0,1\}$. Then the objective function is given by:

$$g(x^{1}, x^{2}) = \sum_{i} \sum_{j} \left[x_{ij}^{1} (c_{ij} u_{ij}^{1} + d_{ij}^{1}) + x_{ij}^{2} (c_{ij} u_{ij}^{2} + d_{ij}^{2}) \right]$$
(1)

Therefore, we get the following MILP:

$$\min_{x_1, x_2} g(x^1, x^2) \tag{2}$$

$$\sum_{j} (x_{ij}^{1} u_{ij}^{1} + x_{ij}^{2} u_{ij}^{2}) \le b_{i} \quad \forall i$$
 (3)

$$\sum_{j} (x_{ij}^{1} u_{ij}^{1} + x_{ij}^{2} u_{ij}^{2}) \ge b_{i} \quad \forall i$$
 (4)

$$x_{ij}^{1} \ge 0 \quad \forall i, j$$

$$x_{ij}^{2} \ge 0 \quad \forall i, j$$

$$(5)$$

$$(6)$$

$$x_{ii}^2 \ge 0 \quad \forall i, j \tag{6}$$

$$x_{ij}^{1} \leq 0 \quad \forall i, j$$

$$x_{ij}^{1} + x_{ij}^{2} \leq 1 \quad \forall i, j$$

$$(7)$$

In (3) and (4) we ensure that the demand in every node is satisfied. The constraint (7) only allows that either a type 1 or type 2 connection is build.

Exercise 2 Scheduling (1 point)

A factory consists of m machines M_1, \ldots, M_m . Each job $j = 1, \ldots, n$ needs to be processed on each machine in the specific order $M_{j(1)}, \ldots, M_{j(m)}$ (permutation of the machines). Machine M_i takes time p_{ij} to process job j. A machine can only process one job at a time, and once a job is started on any machine, it must be processed to completion. The objective is to minimize the sum of the completion times of all the jobs. The completion time of job j is the time when the last subtask on machine $M_{j(m)}$ is finished. Formulate the problem as a (mixed) integer linear program.

Answer: Assume the variable x_{kj} defines the start time of a job j on machine k. Jobs cant overlap on a machine, and we want that the condition $(x_{kj} - x_{ki} \ge p_{ki}) \lor (x_{ki} - x_{kj} \ge p_{kj})$ holds. One can express this condition with aid of a new variable y_{kji} , that shall be 1 if job j is starting before i on machine M_k and 0 else, as done in [1]. Therefore let $y_{kij} \in \mathbb{N}$ and $0 \le y_{kij} \le 1$. Next define the number $T_{\infty} := \sum_{k,i} p_{ki} \ge \sup_{i,j} |x_{li} - x_{lj}| \quad \forall l$. Then we have the conditions:

$$(T_{\infty} + p_{ki})(1 - y_{ki}) + (x_{ki} - x_{ki}) \ge p_{ki} \quad \forall i, j, k$$
 (8)

$$(T_{\infty} + p_{kj})y_{kji} + (x_{ki} - x_{kj}) \ge p_{kj} \quad \forall i, j, k$$

$$(9)$$

Note that the conditions imply that if $(x_{ki}-x_{kj})>0$ and (8) holds then $y_{kji}=0$ and on the other side if $(x_{ki}-x_{kj})\leq0$ and (9) hold then $y_{kji} = 1$, as required. Further, we see that the two conditions ensure that start times can not overlap. To ensure that a job j is executed in its right order $M_{j(1)}, \ldots, M_{j(m)}$ we introduce the variable z_{hkj} that is 1 if the job j needs to be executed on machine M_h before it can be executed on M_k and 0 otherwise. We can precompute the value of z_{hkj} and therefore add the last condition:

$$z_{hkj}(x_{hj} + p_{hj}) \le x_{kj} \quad \forall j \tag{10}$$

The full MILP is therefore:

$$\min C_{max} \tag{11}$$

$$(T_{\infty} + p_{ki})(1 - y_{kji}) + (x_{kj} - x_{ki}) \ge p_{ki} \quad \forall i, j, k$$
 (12)

$$(T_{\infty} + p_{kj})y_{kji} + (x_{ki} - x_{kj}) \ge p_{kj} \quad \forall i, j, k$$

$$\tag{13}$$

$$z_{hkj}(x_{hj} + p_{hj}) \le x_{kj} \quad \forall j \tag{14}$$

$$x_{kj} \ge 0 \quad \forall k, j \tag{15}$$

$$ykij \ge 0 \quad \forall k, i, j \tag{16}$$

$$ykij \le 1 \quad \forall k, i, j \tag{17}$$

(18)

Exercise 3 Sports League (3 points)

The season in a sports league with n teams has started. Each team plays against each other team at home and away, so each team plays exactly 2(n-1) games. In case of a win, a team receives three points, in case of a draw one point, and in case of a loss zero points. After the season the k worst teams with respect to the total number of achieved points get relegated. The task is now to determine the minimum number of points a team has to achieve to have a guarantee that it is not relegated in any season outcome.

- Formulate the problem as a (mixed) integer linear program. (1 point)
- Solve the problem for n=18 and k=3 with an MILP solver (e.g., CPLEX, Gurobi, Excel Solver). (2 points)

Answer: To model the outcome of the games we create three variables indexed by the games x_{ij}^w , x_{ij}^d

$$x_{ij}^w + x_{ij}^d + x_{ij}^l = 1 \forall i, j \text{ with } i \neq j$$

$$\tag{19}$$

The points of a team can be described by the points earned in home games and away games:

$$p_t = \sum_{j,j \neq t} (3x_{tj}^w + x_{tj}^d + 3x_{jt}^l + x_{jt}^d)$$
(20)

Note that for an away game of theam t we have the indices jt such that x_{jt}^w is 1 if j wins but x_{jt}^l if one if t wins, which is the reason we include it above. Next we want to order the points from t=0 with the lowest points to t=n that acheaves the highest points. Therefore let $p_t \leq p_{t+1}$ for t=0,1,...,n-1. The objective is then to maximize p_k such that we then know that if a team has k+1 points it is surely not relegated in any season outcome. The MILP taken from [2] is therefore:

$$\max p_k = \max \left[\sum_{j,j \neq k} (3x_{kj}^w + x_{kj}^d + 3x_{jk}^l + x_{jk}^d) \right]$$
 (21)

$$x_{ij}^w + x_{ij}^d + x_{ij}^l = 1 \quad \forall i, j \text{ with } i \neq j$$
(22)

$$\sum_{j,j\neq t} (3x_{tj}^w + x_{tj}^d + 3x_{jt}^l + x_{jt}^d) \le \sum_{j,j\neq t+1} (3x_{t+1j}^w + x_{t+1j}^d + 3x_{jt+1}^l + x_{jt+1}^d) \quad \forall t \in \{0, 1, ..., n-1\}$$
(23)

(24)

We want to solve the the MILP for n = 18 and k = 3 by the Python MIP package (link).

Listing 1:

```
import pip
import numpy as np
pip.main(['install', 'mip'])
```

```
from mip import Model, xsum, maximize, BINARY
5
6
   nt = 18
7
     = 2
   k
8
9
   m = Model("Sports League")
10
   xw = []
11
   xd = []
12
13
   x1 = []
14
15
   for i in range(nt):
     xw.append([])
16
17
     xd.append([])
18
     xl.append([])
19
     for j in range(nt):
       if i!=j:
20
21
         xw[i].append(m.add_var(var_type=BINARY))
22
         xd[i].append(m.add_var(var_type=BINARY))
23
         x1[i].append(m.add_var(var_type=BINARY))
24
         m += (xw[i][j] + xd[i][j] + xl[i][j]) == 1
25
       else:
26
         xw[i].append([])
27
         xd[i].append([])
28
         x1[i].append([])
29
30
   for t in range(nt-1):
31
             xsum( 3*x1[i][t]
                                 + xd[i][t]
     m +=
                                              for i in range(nt) if i!=t) <=\</pre>
32
                    3*xw[t][i]
                                 + xd[t][i]
33
              xsum(3*xl[i][t+1] + xd[i][t+1] +
34
                    3*xw[t+1][i] + xd[t+1][i] for i in range(nt) if i!=(t+1))
35
36
   m.objective = maximize(xsum( 3*xl[i][k] + xd[i][k] +
37
                                  3*xw[k][i] + xd[k][i] for i in range(nt) if i!=k))
38
   m.optimize()
39
40
   pk = np. sum([3* int(xl[i][k].x) + int(xd[i][k].x) +
     3* int(xw[k][i].x) + int(xd[k][i].x) for i in range(nt) if i!=k])
41
42
43
   print("Team k={} has {} points and will still relegate.". format(k,pk)+\
     "Therefore a team is safe if it has at least {} points". format(pk+1))
```

The result is that the team 0 and 1 loose all games except when they play against each other they have a draw. Therefore, team 0 and 1 have 2 points and all other teams 57 points, including team 2. Therefore, a team will never relegate if it reaches 58 points.

References

- [1] A. S. Manne, "On the job-shop scheduling problem," Operations Research, vol. 8, no. 2, pp. 219–223, 1960.
- [2] C. Raack, A. Raymond, A. Werner, and T. Schlechte, "Integer programming and sports rankings," 2013.