

# Weapon Target Assignment problem

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# Introduction

# Background

- Weapon Target Assignment problem is a problem in the military field
- The basic problem is to consider using  $m$  weapons to attack  $n$  targets, in order to minimize the weighted survival probability of all targets.
- The problem is proved to be NP-complete

# Basic formulation

- $I = \{1, \dots, m\}$ , weapon set.
- $J = \{1, \dots, n\}$ , target set.
- $p_{ij} \in [0, 1]$ , probability that  $i$  hits  $j$
- $V_j$ , weight of the target  $j$ .
- $x_{ij}$ , decision variables, whether weapon  $i$  attack  $j$ .

$$\begin{aligned}
 \max \quad & \sum_{j=1}^n V_j \left( 1 - \prod_{i=1}^m (1 - p_{ij})^{x_{ij}} \right) \\
 \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq 1 \quad \forall i \in I, \\
 & x_{ij} \in \{0, 1\} \quad \forall j \in J, i \in I.
 \end{aligned} \tag{S0}$$

# Basic formulation

- $I = \{1, \dots, m\}$ , weapon set.
- $J = \{1, \dots, n\}$ , target set.
- $p_{ij} \in [0, 1]$ , probability that  $i$  hits  $j$
- $V_j$ , weight of the target  $j$ .
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$$\begin{aligned}
 \min \quad & \sum_{j=1}^n V_j \left( \prod_{i=1}^m (1 - p_{ij})^{x_{ij}} \right) \\
 \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq 1 \quad \forall i \in I, \\
 & x_{ij} \in \{0, 1\} \quad \forall j \in J, i \in I.
 \end{aligned} \tag{S0'}$$

# Weapon target assignment problem

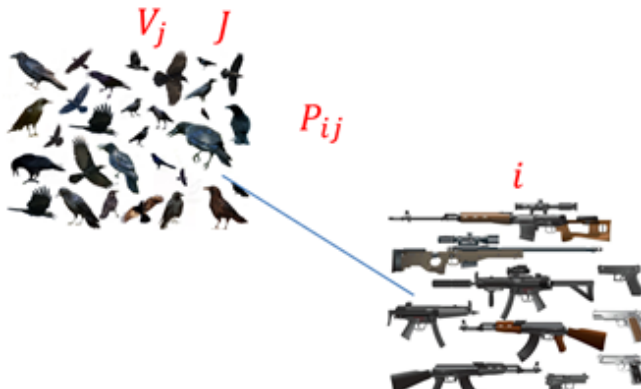


Figure: WTA problem

# History

- Manne (1958)  
Give the basic formulation of the problem. Solve the problem with linear approximations to problems, exactly solve small-scale problems.
- denBroeder (1959) , Hosein(1989)  
solve a simpler model assume that all the weapon has the same probability of hitting the same target.
- Lloyd Witsenhause (1986)  
Prove the problem is NP-complete.
- Johansson Falkman (2009)  
Use search algorithm solve the problem with 9 weapons and 8 targets in 13 minutes.
- Rosenberger et al. (2005), Ahuja et al. (2007), Kline (2017)  
Use branch-and-bound frame work to solve the WTA problem. It takes 16.2 hours to solve the model with size 80 weapons and 80 targets.



# History

- Lu(2021)  
Transform the problem into a huge size linear programming and use column enumeration to solve the problem.
- Anderson(2022)  
Use lower linear approximation of the objective function in a branch-and-bound framework.
- These two new techniques significantly improved the computation efficiency. Both of them could solve the problem with size 400 weapons and 400 targets in a few minutes.

# Formulations and Algorithms

# WTA model 1

- Compared to the basic model, allows  $w_i$  weapons for each weapon type.

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n V_j \left( \prod_{i=1}^m (1 - p_{ij})^{x_{ij}} \right) \\
 \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq w_i \quad \forall i \in I, \\
 & x_{ij} \in \mathbb{Z}^+ \quad \forall j \in J, i \in I.
 \end{aligned} \tag{S1}$$

# WTA model 2

- For convenience, assume that any weapon has the same probability of hitting the same target.

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n V_j (1 - p_j)^{\sum_{i=1}^m x_{ij}} \\
 \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq w_i \quad \forall i \in I, \\
 & x_{ij} \in \mathbb{Z}^+ \quad \forall j \in J, i \in I.
 \end{aligned} \tag{S2}$$

# WTA model 3

- Logarithm of the objective function in S1

$$\min \quad \sum_{j=1}^n V_j \exp \left( \sum_{i=1}^m x_{ij} \ln(1 - p_{ij}) \right) \quad (\text{S3.1})$$

$$\begin{aligned} \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq w_i \quad \forall i \in I, \\ & x_{ij} \in \mathbb{Z}^+ \quad \forall j \in J, i \in I. \end{aligned}$$

# WTA model 3

- Replaced the objective function with  $y_j$  to get the following model.

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n V_j e^{y_j} \\
 \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq w_i \quad \forall i \in I, \\
 & \sum_{i=1}^m \ln(1 - p_{ij}) x_{ij} = y_j \quad \forall j \in J \\
 & x_{ij} \in \mathbb{Z}^+ \quad \forall j \in J, i \in I.
 \end{aligned} \tag{S3.2}$$

- The model is equivalent to model S1, but it is more convenient for the solver to calculate.
- [Kline et al.\(2017b\)](#) points out that use the commercial solver BARON to solve the problem, this form can increase the correct rate by 21%

# WTA model 4

- Limit the  $x_{ij}$  to binary variable.
- For  $(1 - p_{ij}x_{ij}) = (1 - p_{ij})^{x_{ij}}$ ,  $x \in \{0, 1\}$ , The problem can be transformed into the following form.

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n V_j \left( \prod_{i=1}^m (1 - p_{ij}x_{ij}) \right) \\
 \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq 1 \quad \forall i \in I, \\
 & x_{ij} \in \{0, 1\} \quad \forall j \in J, i \in I.
 \end{aligned} \tag{S4}$$

- This conversion will cause the relaxation of the problem from a convex form to a non-convex form.

# WTA model 5

- Transform the problem into a knapsack problem

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n \sum_{x=1}^m c_{ij} x_{ij} \\
 \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq 1 \quad \forall i \in I, \\
 & \sum_{i=1}^m x_{ij} \leq 1 \quad \forall j \in J \\
 & x_{ij} \in \{0, 1\} \quad \forall j \in J, i \in I.
 \end{aligned} \tag{S5}$$

- This method removes the coupling when multiple weapons strike the same weapon, transforms the difficult objective function into a linear function.



# Outer Approximation

# Basic formulation

- $I = \{1, \dots, m\}$ , weapon set.
- $J = \{1, \dots, n\}$ , target set.
- $p_{ij} \in [0, 1]$ , probability that  $i$  hits  $j$
- $V_j$ , weight of the target  $j$ .
- $x_{ij}$ , decision variables, whether weapon  $i$  attack  $j$ .

$$\min \quad \sum_{j=1}^n V_j \left( \prod_{i=1}^m (1 - p_{ij})^{x_{ij}} \right) \quad (1)$$

$$\text{s.t.} \quad \sum_{j=1}^n x_{ij} \leq 1 \quad \forall i \in I, \quad (2)$$

$$x_{ij} \in \{0, 1\} \quad \forall j \in J, i \in I. \quad (3)$$

# Convexity of the objective function

$$f_j(x) = \prod_{i=1}^m (1 - p_{ij})^{x_{ij}} \quad \forall j \in J$$

Hessian matrix  $H$ :

$$\frac{\partial^2 f_j(x)}{\partial x_{aj} \partial x_{bj}} = \ln(1 - p_{aj}) \ln(1 - p_{bj}) f_j(x)$$

$$H = f(x) \begin{bmatrix} \ln(1 - p_{1j}) \ln(1 - p_{1j}) & \ln(1 - p_{1j}) \ln(1 - p_{2j}) & \cdots & \ln(1 - p_{1j}) \ln(1 - p_{mj}) \\ \ln(1 - p_{2j}) \ln(1 - p_{1j}) & \ln(1 - p_{2j}) \ln(1 - p_{2j}) & \cdots & \ln(1 - p_{2j}) \ln(1 - p_{mj}) \\ \vdots & \vdots & \ddots & \vdots \\ \ln(1 - p_{mj}) \ln(1 - p_{1j}) & \ln(1 - p_{mj}) \ln(1 - p_{2j}) & \cdots & \ln(1 - p_{mj}) \ln(1 - p_{mj}) \end{bmatrix}$$

# Convexity of the objective function

Let

$$l = [\ln(1 - p_{1j}) \quad \ln(1 - p_{2j}) \quad \cdots \quad \ln(1 - p_{mj})]$$

Hessian matrix is :

$$H = f(x)l \cdot l^T$$

The Hessian matrix is a rank-one matrix so the objective function is convex.

# Transformed model

## Objective function

$$\sum_{j=1}^n a_j \left( \prod_{i=1}^m (1 - p_{ij})^{x_{ij}} \right)$$

By introducing auxiliary variables, the nonlinear term can be transformed from the objective function into the constraint.

If we take  $\eta_j$  as the auxiliary variables to  $\prod_{i=1}^m (1 - p_{ij})^{x_{ij}}$  the model can be transformed to

$$\begin{aligned} \min \quad & \sum_{j=1}^n a_j \eta_j & (S0') \\ \text{s.t.} \quad & \eta_j \geq \prod_{i=1}^m (1 - p_{ij})^{x_{ij}}, \quad \forall j \in J \\ & \sum_{j=1}^n x_{ij} \leq 1 \quad \forall i \in I, \\ & x_{ij} \in \{0, 1\} \quad \forall j \in J \quad i \in I. \end{aligned}$$

# Basic idea of outer approximation

If  $f(x)$  is a convex function, then for any point  $x^*$  in the feasible region, we have

$$f(x) \geq f(x^*) + \nabla f(x^*)(x - x^*)$$

Therefore, if the constraint of the original problem is  $\eta \geq f(x)$ , then

$$\eta \geq f(x) \geq f(x^*) + \nabla f(x^*)(x - x^*)$$

must be correct

- For any given point, a linear constraint can be introduced to ensure that the feasible region satisfies the constraint.
- The outer approximation method try to replace a nonlinear constraint by some linear constraints, but guarantees the models are equivalent.

# Outer approximation constraint

take  $f_j(x) = \prod_{i=1}^m (1 - p_{ij})^{x_{ij}}$   $j \in J$ , then for any given  $\bar{x}$  in feasible domain, we have

$$\begin{aligned}\nabla f(\bar{x})(x - \bar{x}) &= f(\bar{x}) \sum_{i=1}^m \ln(1 - p_{ij})(x_{ij} - \bar{x}_{ij}) \\ &= f(\bar{x}) \sum_{i=1}^m \ln(1 - p_{ij})x_{ij} - f(\bar{x}) \sum_{i=1}^m \ln(1 - p_{ij})\bar{x}_{ij}\end{aligned}$$

- We denote this constraint as the outer approximation constraint.

# Outer approximation model

Let  $X$  denotes the set of all integer feasible solutions in the problem, the model can be described as.

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n a_j \eta_j \\
 \text{s.t.} \quad & \eta_j \geq f(\bar{x}) \sum_{i=1}^m \ln(1 - p_{ij})(x_{ij} - \bar{x}_{ij}) + f(\bar{x}), \quad \forall j \in J, \bar{x} \in X \\
 & \sum_{i=1}^m x_{ij} \leq 1 \quad \forall j \in J, \\
 & x_{ij} \in \{0, 1\} \quad \forall j \in J \quad i \in I.
 \end{aligned} \tag{OA}$$

the number of outer approximation constraints is very large. The restricted model only take care of some of them.



# Idea of outer approximation method

We assume that  $\hat{X} \subseteq X$ .

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n a_j \eta_j \\
 \text{s.t.} \quad & \eta_j \geq f(\bar{x}) \sum_{i=1}^m \ln(1 - p_{ij})(x_{ij} - \bar{x}_{ij}) + f(\bar{x}), \quad j \in J, \bar{x} \in \hat{X} \\
 & \sum_{i=1}^m x_{ij} \leq 1 \quad j \in J, \quad x_{ij} \in \{0, 1\} \quad j \in J \quad i \in I
 \end{aligned}$$

# Algorithm of outer approximation

- 1 Remove all outer approximation constraints and give the current optimal solution  $x, \eta$
- 2 Check whether the current optimal solution can satisfy all the outer approximation constraints. if true, the iteration terminates and end the execution.
- 3 Otherwise, choose to outer approximation constraint that has been violate most and add it to the restricted model, resolve the model and go to step 2.

# Choose violated constraint

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n a_j \eta_j \\
 \text{s.t.} \quad & \eta_j \geq f(\bar{x}) \sum_{i=1}^m \ln(1 - p_{ij})(x_{ij} - \bar{x}_{ij}) + f(\bar{x}), \quad j \in J, \bar{x} \in X \\
 & \sum_{i=1}^m x_{ij} \leq 1 \quad j \in J, \quad x_{ij} \in \{0, 1\} \quad j \in J \quad i \in I
 \end{aligned}$$

- Unless an optimal solution has been found, the solution to the restricted problem must bring a violation of the outer approximation constraint.
- When obtaining a solution that  $x$  is in the feasible region, if  $\eta < f_j(x)$ , this causes infeasible. the infeasible point can be excluded by adding an outer approximation constraint.

# Numerical results

## Weapon-Target Assignment Problem Instances <sup>1</sup>

- SET1: Only to separate integer infeasible solutions.
- SET2: Also to separate fractional infeasible solutions.

	SET1		SET2	
$ I  \times  J $	time(s)	nodes	time(s)	nodes
$5 \times 5$	0.20	2	0.20	2
$10 \times 10$	0.01	9	0.01	3
$20 \times 20$	0.38	1680	0.28	69
$30 \times 30$	152.49	491403	40.40	16932
$40 \times 40$	3600.00+	–	77.14	38967
$50 \times 50$	3600.00+	–	3600.00+	–

<sup>1</sup>Emrullah SONUC, Baha SEN, and Safak BAYIR, A Parallel Simulated Annealing Algorithm for Weapon-Target Assignment Problem, International Journal of Advanced Computer Science and Applications, 8(4), 2017

# Columnn Generation

# Basic Idea

- Some linear programming problems have too many columns (variables), making it difficult to solve
- Use only some of the variables at the beginning of the algorithm and assume all the other variables are 0
- Variables that have the potential to improve the objective function are iteratively added to the model.
- Once it can be proven that adding new variables will no longer improve the value of the objective function, the iterative process is terminated and an optimal solution is obtained.

# How to use column generation in WTA Problem

- **Basic Idea:** By listing all the weapon assignment scenarios  $S$ , the problem is transformed into a linear programming problem.
- Assuming that there are  $m$  weapons, for any target  $j$ , each weapon can choose to attack  $j$  or not attack  $j$ , so there are  $2^m$  different attack schemes.
- **an example:** There are a total of 8 weapons, and the attack plan using No. 1, 3, and 6 weapons is recorded as  $s_{[1,0,1,0,0,1,0,0]}$ ,  $|S| = 2^8 = 256$
- $n_{si}$ : binary variable, indicates whether to enable weapon  $i$  in the  $s$ th scene. In the above example,  $n_{s1} = 1$ ,  $n_{s2} = 0$
- $q_{js} = a_j \prod_{i=1}^m (1 - n_{si} \cdot p_{ij})$ : weighted probability of the plan  $s$  to hit the target  $j$ , For example,  $q_{3s}$  is to use the No. 1, 3, and 6 weapons to hit the target 3 and multiply the probability of destroying the target  $j$  by the weight of the target  $j$ .

# Transformed formulation

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n \sum_{s=0}^{2^m-1} q_{js} y_{js} & (CG) \\
 \text{s.t.} \quad & \sum_{j=1}^n \sum_{s=0}^{2^m-1} n_{si} y_{js} \leq 1 & \forall i \in I \\
 & \sum_{s=0}^{2^m-1} y_{js} = 1 & \forall j \in J \\
 & y_{js} \in \{0, 1\} & \forall j \in J, s \in S
 \end{aligned}$$

- $I = \{1, \dots, m\}$ , weapon set
- $J = \{1, \dots, n\}$ , target set
- $S = \{1, \dots, 2^m\}$ , scene set
- $n_{si}$ : weather scene  $s$  use weapon  $i$
- $y_{js}$ : Whether use  $s$  to attack target  $j$
- $q_{js}$ : weighted destruction probability of using  $s$  to  $j$



# Transformed formulation continuous

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n \sum_{s=0}^{2^m-1} q_{js} y_{js} & (CG) \\
 \text{s.t.} \quad & \sum_{j=1}^n \sum_{s=0}^{2^m-1} n_{si} y_{js} \leq 1 & \forall i \in I \\
 & \sum_{s=0}^{2^m-1} y_{js} = 1 & \forall j \in J \\
 & y_{js} \in \{0, 1\} & \forall j \in J, s \in S
 \end{aligned}$$

- **objective function**: minimize the weighted destruction probabilities.
- **first constraint**: each weapon can only attack one target.
- **second constraint**: assign exactly one scene for each target

# Column enumeration

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n \sum_{s=0}^{2^m-1} q_{js} y_{js} & (CG) \\
 \text{s.t.} \quad & \sum_{j=1}^n \sum_{s=0}^{2^m-1} n_{si} y_{js} \leq 1 & \forall i \in I \\
 & \sum_{s=0}^{2^m-1} y_{js} = 1 & \forall j \in J \\
 & y_{js} \in \{0, 1\} & \forall j \in J, s \in S
 \end{aligned}$$

- This idea is from [Lu\(2021\)](#)
- The basic idea of the column enumeration method is to enumerate all columns in a smarter way
- Two techniques are used in the article: weapon number bounding and weapon domination
- weapon number bounding: Scenarios with too few or too many weapons are give no improvement to the objective function.

# LP Relaxation

$$\begin{aligned}
 \min \quad & \sum_{j=1}^n \sum_{s=0}^{2^m-1} q_{js} y_{js} && \text{(CG-LP)} \\
 \text{s.t.} \quad & \sum_{j=1}^n \sum_{s=0}^{2^m-1} n_{si} y_{js} \leq 1 && \forall i \in I \\
 & \sum_{s=0}^{2^m-1} y_{js} = 1 && \forall j \in J \\
 & y_{js} \geq 0 && \forall j \in J, s \in S
 \end{aligned}$$

- LP Relaxation, the third constraint can be changed into  $y_{js} \geq 0$
- Linear program contains  $n \times 2^m$  columns
- Only some of the columns (variables) are taken, because in the optimal solution of linear programming, at most  $m + n$  variables are not 0, that is, the dual constraints corresponding to other variables are not active.

# Dual Problem

$$\begin{aligned}
 \max \quad & \sum_{i=1}^m u_i + \sum_{j=1}^n v_j && \text{(CG-Dual)} \\
 \text{s.t.} \quad & \sum_{i=1}^m x_{is} u_i + v_j \leq q_{js} \quad \forall (s, j) \in X \\
 & u_i \leq 0, \quad v_j \text{ free}
 \end{aligned}$$

- If  $X = \{(s, j) | s \in S, j \in J\}$ , each element in  $X$  corresponds to a constraint.
- 
- Selecting some columns in the original problem is equivalent to selecting some rows in the dual problem.

# Restricted Dual Problem

$$\begin{aligned}
 \max \quad & \sum_{i=1}^m u_i + \sum_{j=1}^n v_j && \text{(CG-Dual-R)} \\
 \text{s.t.} \quad & \sum_{i=1}^m x_{is} u_i + v_j \leq q_{js} \quad \forall (s, j) \in \hat{X} \\
 & u_i \leq 0, \quad v_j \text{ free}
 \end{aligned}$$

- Only select some constraints, that is, only consider the constraints generated by the some  $(s, j)$  in  $\hat{X} \subseteq X$
- Solve to get  $u^*, v^*$  and bring into the original dual, if all the constraints are satisfied, it must be the optimal solution.
- Otherwise, choose the constraint that violates the most, that is, the largest  $\sum_{i=1}^m x_{is} u_i + v_j > q_{js}$ .

# Subproblem

$$\begin{aligned}
 \min \quad & a_j \prod_{i=1}^m (1 - p_{ij}x_{is}) - \sum_{i=1}^m x_{is}u_i - v_j \\
 \text{s.t.} \quad & j \in J, \quad s \in S
 \end{aligned}
 \tag{CG-sub}$$

- Choose the constraint that violates the most, that is, the largest  $\sum_{i=1}^m x_{is}u_i + v_j > q_{js}$ .
- Using the definition of  $q_{js}$  to get the above sub-problems.
- The problem can be separated and then solved for each given target  $j$ .
- It is intuitive that using each weapon to attack requires a cost, we try to balance the cost of the weapon and the probability of destroying the target.

# Motivation to use column generation

- Huge improvement in computational result for column enumerations
- The article on column enumeration mentions that column generation subproblems is hard to solve due to non-linearity
- The outer approximation method can be used in subproblems

## Future Work



# Use column generation in $S1$

$$\begin{aligned} \min \quad & \sum_{j=1}^n V_j \left( \prod_{i=1}^m (1 - p_{ij})^{x_{ij}} \right) \\ \text{s.t.} \quad & \sum_{j=1}^n x_{ij} \leq w_i \quad \forall i \in I, \\ & x_{ij} \in \mathbb{Z}^+ \quad \forall j \in J, i \in I. \end{aligned} \tag{S1}$$

# More complicated model

- Dynamic WTA problem.
- multi-objective WTA problem.
- Sensor WTA problem.

# Thank you!