



# AMM Project - Committee

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# Formal Problem Statement

**Objective:** Form a faculty committee satisfying specific requirements while maximizing compatibility.

$$\text{maximize } \frac{1}{\sum_{i=1}^N \sum_{j=i+1}^N x_{ij}} \sum_{i=1}^N \sum_{j=i+1}^N m_{ij} x_{ij}$$

**Key Elements:**

- **Inputs:** Number of faculty members, departments, and compatibility matrix.
- **Outputs:** A selected set of faculty members forming the committee.
- **Goal:** Maximize the average compatibility among committee members.



# Goal of the project : Comparing Heuristics / CPLEX

## Comparative Performance

- Evaluate the effectiveness of algorithms in various scenarios.
- Identify trade-offs between precision and computational efficiency.

## Optimization Opportunities

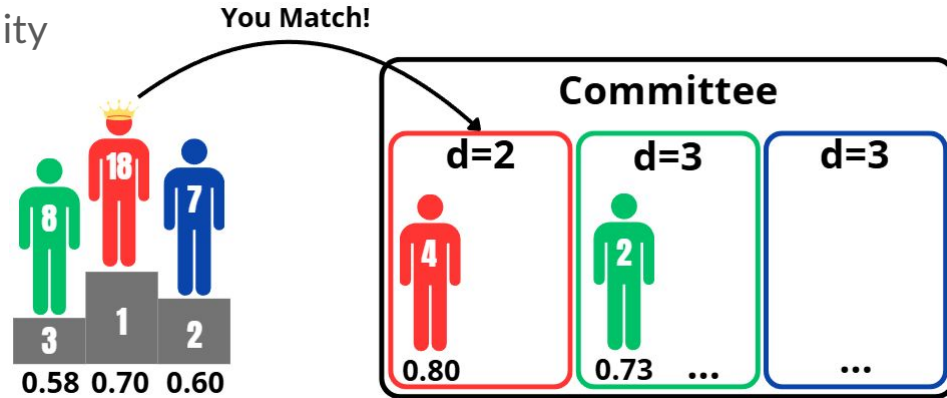
- Understand where heuristics outperform traditional models.
- Tailor solutions to the specific needs of the problem.

# The Greedy Implementation

Step 1 : Sort the members by total compatibility

Step 2 : Take the best feasible at each step

Step 3 : Check if the committee is full

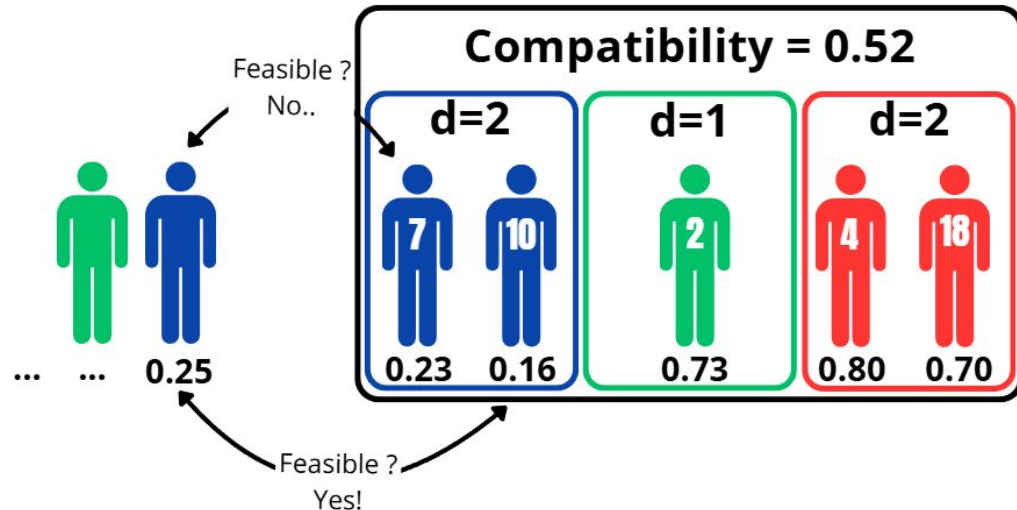


## Local Search : Exchange method

**Step 1 :** Compare the remaining teachers  
with the committees

**Step 2 :** IF the teacher can be assigned  
AND the compatibility increase  
EXCHANGE the teachers

**Step 3 :** Repeat until compatibility  
convergence or timeout



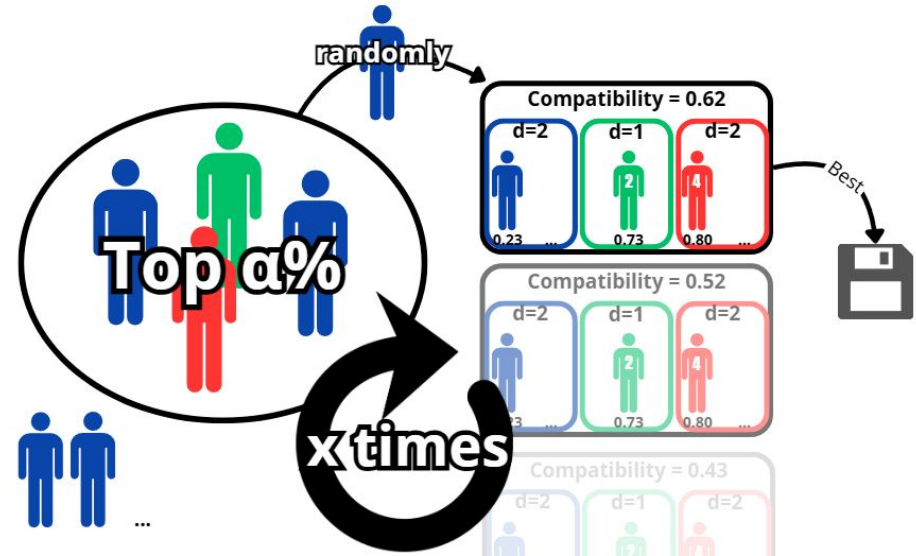
# The GRASP

**Step 1 :** Build a solution with the Greedy

**Step 2 :** Create a restricted list to select  
randomly amongst the best candidates

**Step 3 :** Create neighbor solutions until  
a better solution is found and save it

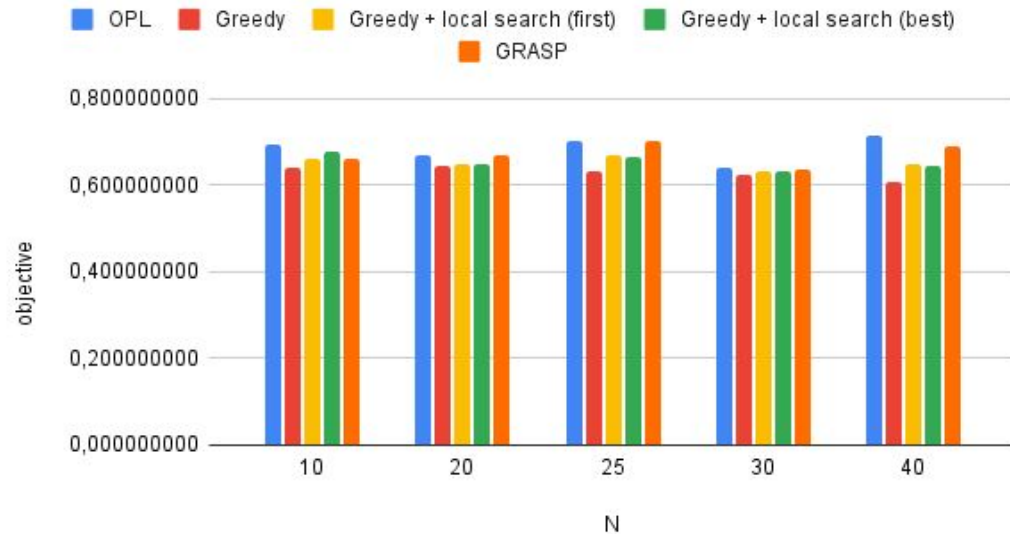
**Step 4 :** Redo the process to find a solution  
with a better compatibility



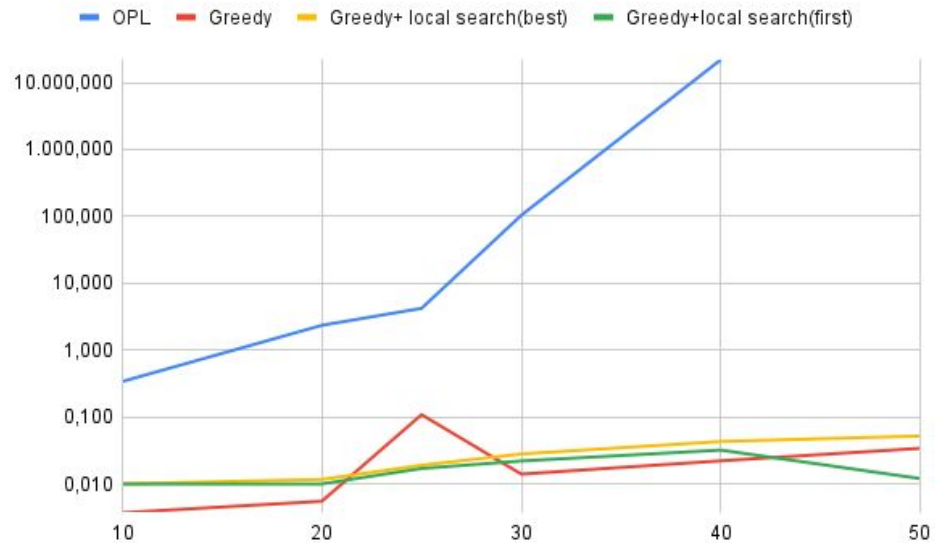
# Results Comparative :

What heuristic provide the best results ?

## OBJECTIVE VALUE



# Time comparison







# Conclusion

## CPLEX :

- Best results
- Can take a long time
- Deterministic

## Greedy :

- Average results
- Very Fast
- Fails a lot

## GRASP :

- Good results
- Runtime is selectable
- Not sure if feasible or too long

Greedy and GRASP improved by **local search**