

Implementation exercises for the course Heuristic Optimization

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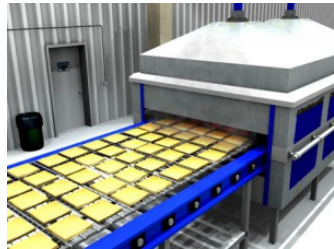
¹ Slides based on 2014 excersises by Dr. Franco Mascia and 2017 by Dr. Federico Pagnozzi.

Implement perturbative local search algorithms for the PFSP

- 1 Permutation Flow Shop Scheduling Problem (PFSP)
- 2 First-improvement and best-improvement
- 3 Transpose, exchange and insert neighborhoods
- 4 Random initialization vs. simplified RZ heuristic
- 5 Statistical empirical analysis

The Permutation Flow Shop Scheduling Problem (1/4)

Glazed Tile Production Flow Chart



Example in ceramic tile production

- Tiles need several processing steps with different machines
- Tiles of different type require specific processing times for each machine
- Goal: find a schedule of the jobs that minimizes an objective function (makespan or total completion time)

Flow Shop Scheduling

- Several scheduling problems have been proposed with different formulations and constraints.
- In permutation flow shop problems:
 - jobs composed by operations to be executed on several machines
 - all jobs pass through the machines in the same order
 - all jobs available at time zero
 - pre-emption not allowed
 - each operation has to be performed on a specific machine
 - each job at most on one machine at a time
 - each machine at most one job at a time

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- Jobs pass through all machines in the same order (FCFS queues)
- No constraints: infinite buffers between machines, no blocking, no no-wait requirements (steel production)

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The Permutation Flow Shop Scheduling Problem (3/4)

Given

A set of n jobs J_1, \dots, J_n jobs, where each job J_i consists of m operations o_{i1}, \dots, o_{im} performed on M_1, \dots, M_m machines in that order, with processing time p_{ij} for operation o_{ij} .

Objective

Find a permutation π that minimizes the sum of the completion times $\sum_{i=1}^n C_i$.

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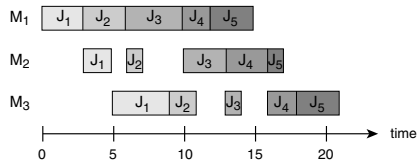
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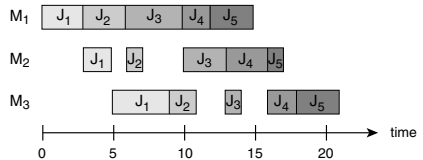
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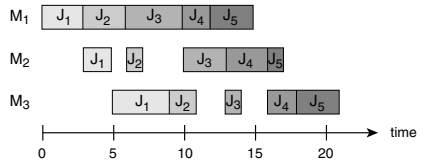
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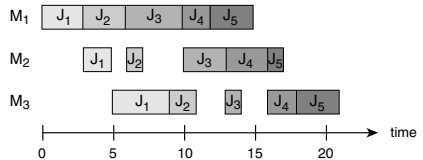
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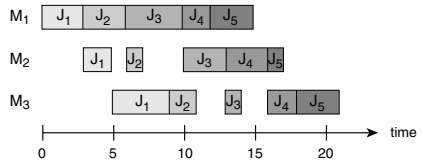
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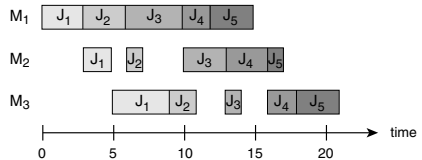
The Permutation Flow Shop Scheduling Problem (4/4)

Computing completion times

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C_i	3	6	10	12	15
	5	7	13	16	17
	9	11	14	18	21
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Exercise 1.1: Iterative Improvement for the PFSP

Implement 12 iterative improvements algorithms for the PFSP

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- Pivoting rule:
 - ① first-improvement
 - ② best-improvement
- Neighborhood:
 - ① Transpose
 - ② Exchange
 - ③ Insert
- Initial solution:
 - ① Random permutation
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2 pivoting rules \times 3 neighborhoods \times 2 initialization methods =
12 combinations

Exercise 1.1: Iterative Improvement for the PFSP

Implement 12 iterative improvements algorithms for the PFSP

Don't implement 12 programs!

Reuse code and use command-line parameters

```
pfsp-ii --first --transpose --srz
```

```
pfsp-ii --best --exchange --random-init
```

```
...
```

Exercise 1.1: Iterative Improvement for the PFSP

Iterative Improvement

$\pi := \text{GenerateInitialSolution}()$

while π is not a local optimum **do**

 choose a neighbour $\pi' \in \mathcal{N}(\pi)$ such that $F(\pi') < F(\pi)$

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Which neighbour to choose? Pivoting rule

- **Best Improvement:** choose best from all neighbours of π
 - ✓ Good quality
 - ✗ Requires evaluation of all neighbours in each step
- **First improvement:** evaluate neighbours in fixed order and choose first improving neighbour.
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Simplified RZ heuristic

Start by ordering the jobs in ascending order of their sum of processing times.

Construct the solution by inserting **one job at a time** in the position that minimize the CT.

The sum of processing times of job J_i is computed as $\sum_1^m p_{ij}$

Note: the solution is constructed incrementally, and at each iteration G_i corresponds to the makespan of the partial solution.

Simplified RZ heuristic: an example

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T_i	9	6	8	7	7

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Step 3 $\pi = \{J_2 J_4 J_5\}$

$\{J_3 J_2 J_4 J_5\}$ $CT = 49$

$\{J_2 J_3 J_4 J_5\}$ $CT = 50$

$\{J_2 J_4 J_3 J_5\}$ $CT = 45$

$\{J_2 J_4 J_5 J_3\}$ $CT = 45$

Step 4 $\pi = \{J_2 J_4 J_3 J_5\}$

$\{J_1 J_2 J_4 J_3 J_5\}$ $CT = 68$

$\{J_2 J_1 J_4 J_3 J_5\}$ $CT = 67$

$\{J_2 J_4 J_1 J_3 J_5\}$ $CT = 65$

$\{J_2 J_4 J_3 J_1 J_5\}$ $CT = 66$

$\{J_2 J_4 J_3 J_5 J_1\}$ $CT = 66$

Simplified RZ heuristic: an example

$$\begin{aligned}
 C_{\pi(1)j} &= \sum_{h=1}^j p_{\pi(1)h} & j &= 1, \dots, m \\
 C_{\pi(k)1} &= \sum_{h=1}^k p_{\pi(h)1} & k &= 1, \dots, n \\
 C_{\pi(k)j} &= \max\{C_{\pi(k-1)j}, C_{\pi(k)(j-1)}\} + p_{\pi(k)j} & k &= 2, \dots, n, j = 2, \dots, m \\
 T_i &= \sum_{j=1}^m p_{ij}
 \end{aligned}$$

Job	J_1	J_2	J_3	J_4	J_5
p_{i1}	3	3	4	2	3
p_{i2}	2	1	3	3	1
p_{i3}	4	2	1	2	3
<hr/>					
T_i	9	6	8	7	7

Starting sequence = $\{J_2 J_4 J_5 J_3 J_1\}$

Initial Solution = $\{J_2 J_4 J_1 J_3 J_5\}$

Step 1 $\pi = \{\}$	
$\{J_2 J_4\}$	CT = 16
$\{J_4 J_2\}$	CT = 16
Step 2 $\pi = \{J_2 J_4\}$	
$\{J_5 J_2 J_4\}$	CT = 29
$\{J_2 J_5 J_4\}$	CT = 29
$\{J_2 J_4 J_5\}$	CT = 29
Step 3 $\pi = \{J_2 J_4 J_5\}$	
$\{J_3 J_2 J_4 J_5\}$	CT = 49
$\{J_2 J_3 J_4 J_5\}$	CT = 50
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$\{J_2 J_4 J_1 J_3 J_5\}$	CT = 65
$\{J_2 J_4 J_3 J_1 J_5\}$	CT = 66
$\{J_2 J_4 J_3 J_5 J_1\}$	CT = 66

Exercise 1.1: Iterative Improvement for the PFSP

Iterative Improvement

$\pi := \text{GenerateInitialSolution}()$

while π is not a local optimum **do**

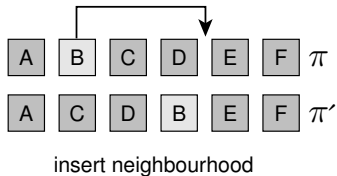
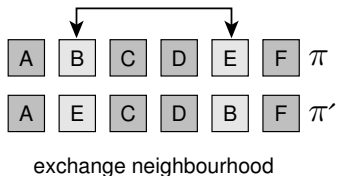
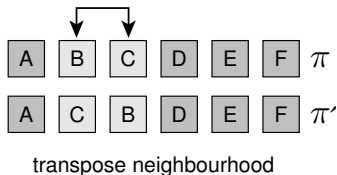
 choose a neighbour $\pi' \in \mathcal{N}(\pi)$ such that $F(\pi') < F(\pi)$

$\pi := \pi'$

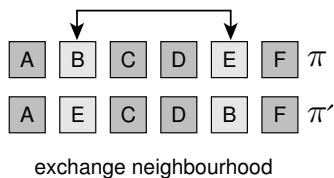
Which neighborhood $\mathcal{N}(\pi)$?

- Transpose
- Exchange
- Insertion

Exercise 1.1: Iterative Improvement for the PFSP



Exercise 1.1: Iterative Improvement for the PFSP



Example: Exchange π_i and π_j ($i < j$), $\pi' = \text{Exchange}(\pi, i, j)$

Only jobs after i are affected!

Do not recompute the evaluation function from scratch!

Equivalent speed-ups with Transpose and Insertion

Exercise 1.1: Iterative Improvement for the PFSP

Instances

- PFSP instances with 50, 100 and 200 jobs, and 20 machines.
- More info will be available on teams

Experiments

Apply each algorithm k ten times to each instance i and compute:

- 1 Relative percentage deviation $\Delta_{ki} = 100 \cdot \frac{\text{cost}_{ki} - \text{best-known}_i}{\text{best-known}_i}$
- 2 Computation time (t_{ki})

Report for each algorithm k

- Average relative percentage deviation
- Sum of computation time

Exercise 1.1: Iterative Improvement for the PFSP

Is there a statistically significant difference between the solution quality generated by the different algorithms?

Statistical test

- Paired t-test
- Wilcoxon signed-rank test

Exercise 1.1: Iterative Improvement for the PFSP

Is there a statistically significant difference between the solution quality generated by the different algorithms?

Background: Statistical hypothesis tests (1)

- *Statistical hypothesis tests* are used to assess the validity of statements about properties of or relations between sets of statistical data.
- The statement to be tested (or its negation) is called the *null hypothesis* (H_0) of the test.
Example: For the Wilcoxon signed-rank test, the null hypothesis is that 'the median of the differences is zero'.
- The *significance level* (α) determines the maximum allowable probability of incorrectly rejecting the null hypothesis.
Typical values of α are 0.05 or 0.01.

Exercise 1.1: Iterative Improvement for the PFSP

Is there a statistically significant difference between the solution quality generated by the different algorithms?

Background: Statistical hypothesis tests (2)

- The application of a test to a given data set results in a *p-value*, which represents the probability that the null hypothesis is incorrectly rejected.
- The null hypothesis is rejected iff this p-value is smaller than the previously chosen significance level.
- Most common statistical hypothesis tests are already implemented in statistical software such as the *R software environment* (<http://www.r-project.org/>).

Exercise 1.1: Iterative Improvement for the PFSP

Is there a statistically significant difference between the solution quality generated by the different algorithms?

Example in R

```
best.known <- read.csv ("bestSolutions.txt")
a.cost <- read.table("ii-best-ex-rand.dat")$V1
a.cost <- 100 * (a.cost - best.known) / best.known$BS
b.cost <- read.table("ii-best-ins-rand.dat")$V1
b.cost <- 100 * (b.cost - best.known) / best.known$BS
t.test (a.cost, b.cost, paired=T)$p.value
[1] 0.8819112
wilcox.test (a.cost, b.cost, paired=T)$p.value
[1] 0.0019212
```

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[1] 0.0019212
```

Implement 2 VND algorithms for the PFSP

- Pivoting rule: first-improvement
- Neighborhood order:
 - ① transpose \rightarrow exchange \rightarrow insert
 - ② transpose \rightarrow insert \rightarrow exchange
- Initial solution:
 - ① Simplified RZ heuristic

Exercise 1.2 VND algorithms for the PFSP

Variable Neighbourhood Descent (VND)

k neighborhoods $\mathcal{N}_1, \dots, \mathcal{N}_k$

$\pi := \text{GenerateInitialSolution}()$

$i := 1$

repeat

 choose the first improving neighbor $\pi' \in \mathcal{N}_i(\pi)$

if $\nexists \pi'$ **then**

$i := i + 1$

else

$\pi := \pi'$

$i := 1$

until $i > k$

Implement 2 VND algorithms for the PFSP

- Instances: Same as 1.1
- Experiments: ten runs of each algorithm per instance
- Report: Same as 1.1
- Statistical tests: Same as 1.1

- Instances and barebone code will be soon available on Teams
- Deadline is April 8 (23:59)
- Questions in the meantime?
`stuetzle@ulb.ac.be`