

October 1, 2023

```
[ ]: using JuMP
      using CPLEX
```

```
[ ]: model = Model(CPLEX.Optimizer)
```

```
A JuMP Model
Feasibility problem with:
Variables: 0
Model mode: AUTOMATIC
CachingOptimizer state: EMPTY_OPTIMIZER
Solver name: CPLEX
```

```
[ ]: demand = [1500, 2100, 1800, 1950]
```

```
4-element Vector{Int64}:
 1500
 2100
 1800
 1950
```

```
[ ]: regular_hrs = 480
      max_overtime = 80
      production_rate = 160
      max_subcontract = 500
      regular_pay = 50
      overtime_pay = 55
      subcontracting_cost = 9000
      backlog_cost = 1200
      inventory_holding_cost = 50
      hiring_cost = 1000
      firing_cost = 1200
```

```
1200
```

```
[ ]: num_init_workers = 600
      inventory_start = 200
      inventory_end = 300
```

```
300
```

```
[ ]: @variable(model, total_overtime_hrs[1:4], lower_bound = 0, Int)
```

```
4-element Vector{VariableRef}:  
 total_overtime_hrs[1]  
 total_overtime_hrs[2]  
 total_overtime_hrs[3]  
 total_overtime_hrs[4]
```

```
[ ]: @variable(model, w[1:4], lower_bound = 0, Int) # Number of workers in each  
      ↪quarter
```

```
4-element Vector{VariableRef}:  
 w[1]  
 w[2]  
 w[3]  
 w[4]
```

```
[ ]: @variable(model, w_h[1:4], lower_bound = 0, Int) # Number of workers being  
      ↪hired in each quarter
```

```
4-element Vector{VariableRef}:  
 w_h[1]  
 w_h[2]  
 w_h[3]  
 w_h[4]
```

```
[ ]: @variable(model, w_f[1:4], lower_bound = 0, Int) # Number of workers being  
      ↪fired in each quarter
```

```
4-element Vector{VariableRef}:  
 w_f[1]  
 w_f[2]  
 w_f[3]  
 w_f[4]
```

```
[ ]: @variable(model, production[1:4], lower_bound = 0, Int)
```

```
4-element Vector{VariableRef}:  
 production[1]  
 production[2]  
 production[3]  
 production[4]
```

```
[ ]: @variable(model, subcontract[1:4], lower_bound = 0, Int)
```

```
4-element Vector{VariableRef}:  
 subcontract[1]  
 subcontract[2]  
 subcontract[3]  
 subcontract[4]
```

```
[ ]: @variable(model, inventory[1:4], lower_bound = 0, Int)
```

```
4-element Vector{VariableRef}:
 inventory[1]
 inventory[2]
 inventory[3]
 inventory[4]
```

```
[ ]: @variable(model, backlog[1:4], lower_bound = 0, Int)
```

```
4-element Vector{VariableRef}:
 backlog[1]
 backlog[2]
 backlog[3]
 backlog[4]
```

```
[ ]: @constraint(model, w[1]== num_init_workers + w_h[1] - w_f[1]) # relating
      ↪ number of workers to workers being hired and fired
```

$$w_1 - w_h[1] + w_f[1] = 600$$

```
[ ]: @constraint(model, production[1] + inventory_start + subcontract[1] ==
      ↪ demand[1] + inventory[1] + backlog[1]) # Relating inventory with production
      ↪ subcontracting and backlog
```

$$production_1 + subcontract_1 - inventory_1 - backlog_1 = 1300$$

```
[ ]: @constraint(model, w[2:4]== w[1:3] + w_h[2:4] - w_f[2:4]) # relating number of
      ↪ workers to workers being hired and fired
```

$$[-w_1 + w_2 - w_h[2] + w_f[2], -w_2 + w_3 - w_h[3] + w_f[3], -w_3 + w_4 - w_h[4] + w_f[4]] \in \text{MathOptInterface.Zeros}(3)$$

```
[ ]: @constraint(model, production[2:4] + inventory[1:3] + subcontract[2:4] ==
      ↪ demand[2:4] + inventory[2:4] + backlog[1:3] + backlog[2:4]) # Relating
      ↪ inventory with production subcontracting and backlog
```

$$[production_2 + subcontract_2 + inventory_1 - inventory_2 - backlog_1 - backlog_2 - 2100, production_3 + subcontract_3 + inventory_2 - inventory_3 - backlog_2 - backlog_3 - 2100, production_4 + subcontract_4 + inventory_3 - inventory_4 - backlog_3 - backlog_4 - 2100]$$

```
[ ]: @constraint(model, total_overtime_hrs <= max_overtime * w[1:4]) # Max overtime
      ↪ constraint
```

$$[total_overtime_hrs_1 - 80w_1, total_overtime_hrs_2 - 80w_2, total_overtime_hrs_3 - 80w_3, total_overtime_hrs_4 - 80w_4]$$

```
[ ]: @constraint(model, production <= w[1:4] * regular_hrs / production_rate +
↳total_overtime_hrs / production_rate) # Max production constraint
```

$$[-0.00625total_overtime_hrs_1 - 3w_1 + production_1, -0.00625total_overtime_hrs_2 - 3w_2 + production_2, -0.00625total_overtime_hrs_3 - 3w_3 + production_3, -0.00625total_overtime_hrs_4 - 3w_4 + production_4]$$

```
[ ]: @constraint(model, subcontract[1:4] .<= max_subcontract) # Max subcontracted
↳amount constraint
```

```
4-element Vector{ConstraintRef{Model, MathOptInterface.
↳ConstraintIndex{MathOptInterface.ScalarAffineFunction{Float64},
↳MathOptInterface.LessThan{Float64}}, ScalarShape}}:
subcontract[1] <= 500
subcontract[2] <= 500
subcontract[3] <= 500
subcontract[4] <= 500
```

```
[ ]: @constraint(model, inventory[4] == inventory_end) # final inventory should be
↳300 vaccum cleaners
```

$$inventory_4 = 300$$

```
[ ]: total_cost = sum(w .* regular_hrs .* regular_pay) + sum(hiring_cost .* w_h) +
↳sum(firing_cost .* w_f) + sum(inventory_holding_cost .* inventory) +
↳sum(backlog_cost .* backlog) + sum(subcontracting_cost .* subcontract) +
↳sum(overtime_pay .* total_overtime_hrs)
```

$$24000w_1 + 24000w_2 + 24000w_3 + 24000w_4 + 1000w_{h_1} + 1000w_{h_2} + 1000w_{h_3} + 1000w_{h_4} + 1200w_{f_1} + 1200w_{f_2} + 1200w_{f_3} + 1200w_{f_4}$$

```
[ ]: @objective(model, Min, total_cost)
```

$$24000w_1 + 24000w_2 + 24000w_3 + 24000w_4 + 1000w_{h_1} + 1000w_{h_2} + 1000w_{h_3} + 1000w_{h_4} + 1200w_{f_1} + 1200w_{f_2} + 1200w_{f_3} + 1200w_{f_4}$$

```
[ ]: optimize!(model)
```

Lift and project cuts applied: 1

Root node processing (before b&c):

Real time = 0.05 sec. (0.45 ticks)

Parallel b&c, 8 threads:

Real time = 0.00 sec. (0.00 ticks)

Sync time (average) = 0.00 sec.

```

Wait time (average)    =    0.00 sec.
                        -----
Total (root+branch&cut) =    0.05 sec. (0.45 ticks)
Version identifier: 22.1.1.0 | 2022-11-26 | 9160aff4d
Tried aggregator 2 times.
MIP Presolve eliminated 9 rows and 2 columns.
MIP Presolve added 5 rows and 5 columns.
Aggregator did 1 substitutions.
Reduced MIP has 19 rows, 34 columns, and 66 nonzeros.
Reduced MIP has 0 binaries, 34 generals, 0 SOSs, and 0 indicators.
Presolve time = 0.00 sec. (0.05 ticks)
Found incumbent of value 7.3939200e+07 after 0.00 sec. (0.12 ticks)
Tried aggregator 1 time.
Detecting symmetries...
MIP Presolve eliminated 5 rows and 5 columns.
MIP Presolve added 5 rows and 5 columns.
Reduced MIP has 19 rows, 34 columns, and 66 nonzeros.
Reduced MIP has 0 binaries, 34 generals, 0 SOSs, and 0 indicators.
Presolve time = 0.00 sec. (0.04 ticks)
MIP emphasis: balance optimality and feasibility.
MIP search method: dynamic search.
Parallel mode: deterministic, using up to 8 threads.
Root relaxation solution time = 0.00 sec. (0.05 ticks)

```

	Nodes					Cuts/		
	Node	Left	Objective	IInf	Best Integer	Best Bound	ItCnt	Gap
*	0+	0			7.39392e+07	15000.0000		99.98%
*	0+	0			7.38201e+07	15000.0000		99.98%
	0	0	5.96996e+07	10	7.38201e+07	5.96996e+07	10	19.13%
*	0+	0			5.97157e+07	5.96996e+07		0.03%
*	0+	0			5.97156e+07	5.96996e+07		0.03%
	0	0	5.96996e+07	10	5.97156e+07	Fract: 1	11	0.03%
*	0+	0			5.97005e+07	5.96996e+07		0.00%

```
[ ]: @show value.(w) # Number of workers in each quarter
```

```

value.(w) = [620.0000000001232, 621.0, 621.0, 621.0]
4-element Vector{Float64}:
 620.0000000001232
 621.0
 621.0
 621.0

```

```
[ ]: @show value.(inventory)
```

```

value.(inventory) = [560.0000000003697, 323.00000000036965, 387.0, 300.0]
4-element Vector{Float64}:

```

```
560.0000000003697
323.00000000036965
387.0
300.0
```

```
[ ]: @show value.(backlog)
```

```
value.(backlog) = [-0.0, -0.0, -0.0, 0.0]
4-element Vector{Float64}:
-0.0
-0.0
-0.0
 0.0
```

```
[ ]: @show value.(w_h)
```

```
value.(w_h) = [20.000000000123226, 0.9999999998767743, -0.0, -0.0]
4-element Vector{Float64}:
20.000000000123226
 0.9999999998767743
-0.0
-0.0
```

```
[ ]: @show value.(w_f)
```

```
value.(w_f) = [0.0, 0.0, 0.0, 0.0]
4-element Vector{Float64}:
 0.0
 0.0
 0.0
 0.0
```

```
[ ]: @show value.(subcontract)
```

```
value.(subcontract) = [0.0, -0.0, 0.9999999996303232, 0.0]
4-element Vector{Float64}:
 0.0
-0.0
 0.9999999996303232
 0.0
```

```
[ ]: @show value.(production)
```

```
value.(production) = [1860.0000000003697, 1863.0, 1863.0, 1863.0]
4-element Vector{Float64}:
1860.0000000003697
1863.0
```

```
1863.0
1863.0
```

```
[ ]: @show value.(total_overtime_hrs)
```

```
value.(total_overtime_hrs) = [0.0, 0.0, 0.0, 0.0]
```

```
4-element Vector{Float64}:
```

```
0.0
0.0
0.0
0.0
```

```
[ ]: @show objective_value(model)
```

```
objective_value(model) = 5.970049999999967e7
```

```
5.970049999999967e7
```