

FINAL PROJECT

Algorithmic Methods for Mathematical Models (AMMM)

Elena de Paz Obiols
Leidy Vanesa Vidales
December 3, 2025

Contents

1	Problem statement	2
2	Formal problem statement	3
3	Integer Linear Programming Model	4
4	Meta Heuristics	5
4.1	Greedy algorithm	5
4.2	Greedy + Local Search algorithm	6
4.3	GRASP algorithm	6

1 Problem statement

Crime is soaring in Gotham City. Batman feels he is no longer able to cope with it. For this reason he has decided to update his system for monitoring the streets. More precisely, he wants to hide cameras at street crossings. He quickly realizes that he does not need to place a camera at each crossing, as a camera at one of the ends of a street can also cover the other end if it is powerful enough.

There are K models of cameras available in the market, which we will refer to with numbers $1, 2, \dots, K$. The price in euros of a unit of model k (where $1 \leq k \leq K$) is P_k . Other interesting attributes are the range R_k (with $1 \leq R_k \leq 49$), the autonomy A_k (with $2 \leq A_k \leq 6$), and the power consumption C_k per day (with $0 < C_k$, in euros). The larger the range, the farther the distance the camera can cover. But to avoid malfunction, a camera cannot be on indefinitely: a camera of model k can be operating at most A_k days without interruption. On the other hand, if a camera starts operating, it must be operating at least 2 days consecutively.

There are N crossings, which are tagged $1, 2, \dots, N$, respectively. For $1 \leq i, j \leq N$, the value M_{ij} is the minimum range that a camera must have if placed at i to cover j (or symmetrically, to cover i if placed at j). By convention, if $M_{ij} \geq 50$ then it is impossible to cover i with a camera placed at j (and vice versa). Moreover, $M_{ii} = 0$ for all $1 \leq i \leq N$. To ensure that cameras are properly hidden, at most one camera can be placed at a given crossing.

Batman needs to find out in which crossings of the city cameras should be placed, and of which model these should be, so that all crossings are always watched. Moreover, he also wants to have a weekly schedule that shows, for each d of the week (where $1 \leq d \leq 7$, being Monday = 1, ..., Sunday = 7), which cameras should be on. Unfortunately Wayne Corporation is currently going through a very bad financial situation, and as a consequence costs must be minimized.

2 Formal problem statement

Gotham City wants to place cameras at street crossings to monitor the streets effectively while minimizing costs. The goal is to determine the optimal placement and scheduling of cameras such that all crossings are covered every day of the week, adhering to the constraints of camera models, their ranges, autonomies, and costs.

We are given the following inputs:

- K : number of camera models
- N : number of crossings
- P_k : price of camera model k , for $1 \leq k \leq K$, where $P_k > 0$
- R_k : range of camera model k , for $1 \leq k \leq K$, where $1 \leq R_k \leq 49$
- A_k : autonomy of camera model k , for $1 \leq k \leq K$, where $2 \leq A_k \leq 6$
- C_k : daily cost of camera model k , for $1 \leq k \leq K$, where $C_k > 0$
- M_{ij} : minimum range required to cover crossing j from crossing i , for $1 \leq i, j \leq N$

We consider the auxiliary sets:

- $N = \{1, 2, \dots, N\}$: set of crossings
- $K = \{1, 2, \dots, K\}$: set of camera models
- $D = \{1, 2, \dots, 7\}$: set of days in a week

And we want to determine:

- The placement of cameras at crossings
- The scheduling of cameras to be on for each day of the week (7 days)

We need to ensure that:

- Each crossing is covered every day of the week
- At most one camera is placed at each crossing
- Cameras adhere to their autonomy constraints
- Cameras are turned on for at least 2 consecutive days if they are activated

Therefore, we need to minimize the total cost, which includes both the purchase cost of the cameras and their operational costs over the week.

3 Integer Linear Programming Model

Variables:

- x_{ik} : binary variable, 1 if a camera of model $k \in K$ is placed at crossing $i \in N$.
- v_{ikd} : binary variable, 1 if the camera of model $k \in K$ at crossing $i \in N$ is on on day $d \in D$.

Constraints:

1. Each crossing must be covered every day: For each crossing $j \in N$ and each day $d \in D$, there must exist a crossing $i \in N$ and a camera model $k \in K$ such that the camera at crossing i covers crossing j on day d . This can be expressed as:

$$R_k \geq M_{ij} \forall j \in N \text{ and } d \in D \implies \sum_{i=1}^N \sum_{k=1}^K v_{ikd} \geq 1, \quad \forall j \in N, \forall d \in D$$

2. At most one camera can be placed at each crossing:

$$\sum_{k=1}^K x_{ik} \leq 1, \quad \forall i \in N$$

3. Autonomy constraint: For each camera placed at crossing i of model k , the number of consecutive days it is on must not exceed its autonomy A_k :

$$\sum_{t=0}^{A_k} v_{ik\delta(d+t)} \leq A_k \quad \forall i \in N, \forall k \in K, \forall d \in D \quad \text{where } f(t) = ((t-1) \pmod{7}) + 1 \quad (1)$$

4. Minimum operation constraint: For each camera placed at crossing i of model k , if it is turned on, it must be on for at least 2 consecutive days:

$$v_{ikd} \wedge \neg v_{ikf(d-1)} \implies v_{ikf(d+1)}, \quad \forall i \in N, \forall k \in K, \forall d \in \{1, \dots, 7\}$$

By implication law, this can be rewritten as:

$$\neg(v_{ikd} \wedge \neg v_{ikf(d-1)}) \vee v_{ikf(d+1)} \quad \forall i \in N, \forall k \in K, \forall d \in \{1, \dots, 7\}$$

We know that

If $a_1, a_2, \dots, a_n, b_1, b_2, \dots, b_m$ are binary variables, then:

$$\neg(a_1 \wedge a_2 \wedge \dots \wedge a_n) \vee (b_1 \wedge b_2 \wedge \dots \wedge b_m) \Leftrightarrow \sum_{i=1}^n (1 - a_i) + \sum_{j=1}^m b_j \geq 1$$

Thus, we can express the minimum operation constraint as:

$$(1 - v_{ikd}) + v_{ikf(d-1)} + v_{ikf(d+1)} \geq 1, \quad \forall i \in N, \forall k \in K, \forall d \in \{1, \dots, 7\}$$

5. Scheduling constraint only for placed cameras: A camera can only be turned on if it has been placed at the crossing:

$$v_{ikd} \leq x_{ik}, \quad \forall i \in N, \forall k \in K, \forall d \in D$$

Objective function: We want to minimize the total cost, which includes the purchase cost of the cameras and the operational cost over the week:

- Purchase cost:

$$\sum_{i=1}^N \sum_{k=1}^K P_k x_{ik}$$

- Operational cost:

$$\sum_{i=1}^N \sum_{k=1}^K \sum_{d=1}^7 C_k v_{ikd}$$

Therefore, the overall objective function can be expressed as:

$$\text{Minimize } Z = \sum_{i=1}^N \sum_{k=1}^K P_k x_{ik} + \sum_{i=1}^N \sum_{k=1}^K \sum_{d=1}^7 C_k v_{ikd}$$

4 Meta Heuristics

4.1 Greedy algorithm

Consider the following greedy function for placing a camera of model k at crossing i :

$$q(\langle i, k \rangle, S) = \frac{P_k + C_k \cdot \hat{T}(k)}{|\text{NewCovered}(i, k, S)|}$$

where:

- S is the current solution (set of cameras placed)
- P_k is the price of camera model k
- C_k is the daily cost of camera model k
- $\hat{T}(k)$ is the estimated number of days the camera of model k will be on in the weekly schedule
- $\text{NewCovered}(i, k, S)$ is the set of uncovered crossings that would be covered by placing a camera of model k at crossing i given the current solution S

Now, the greedy constructive algorithm can be described as follows:

Algorithm 1 Greedy Constructive Algorithm

```

1:  $COVERED \leftarrow \emptyset$ 
2:  $S \leftarrow \emptyset$ 
3: while  $|COVERED| \neq N$  do
4:    $bestCost \leftarrow +\infty$ 
5:    $bestOption \leftarrow \text{NULL}$ 
6:   for each crossing  $i \in N$  without a camera do
7:     for each model  $k \in K$  do
8:        $new \leftarrow \text{NewCovered}(i, k, S)$ 
9:       if  $new = \emptyset$  then
10:        continue
11:      end if
12:       $cost \leftarrow q(\langle i, k \rangle, S)$ 
13:      if  $cost < bestCost$  then
14:         $bestCost \leftarrow cost$ 
15:         $bestOption \leftarrow (i, k)$ 
16:      end if
17:    end for
18:  end for
19:  Add  $bestOption$  to  $S$ 
20:  Update  $COVERED$ 
21: end while
22: Build a feasible weekly schedule respecting autonomy constraints
23: return  $S$ 

```

4.2 Greedy + Local Search algorithm

Algorithm 2 Greedy Constructive + Local Search (First improvement)

```

1:  $S \leftarrow \text{GreedyConstructiveAlgorithm}()$ 
2:  $\text{currentCost} \leftarrow q(\langle i, k \rangle, S)$ 
3:  $\text{improved} \leftarrow \text{TRUE}$ 
4: while  $\text{improved} = \text{TRUE}$  do
5:    $\text{improved} \leftarrow \text{FALSE}$ 
6:   for each camera  $c_{in} \in S$  do
7:     for each crossing  $j \in N$  without a camera do
8:       for each model  $k \in K$  do
9:          $S_{\text{neighbor}} \leftarrow (S \setminus \{c_{in}\}) \cup \{(j, k)\}$ 
10:        if  $\text{IsAllCovered}(S_{\text{neighbor}}, N)$  is FALSE then
11:          continue
12:        end if
13:         $\text{cost} \leftarrow q(\langle i, k \rangle, S)$ 
14:        if  $\text{cost} < \text{currentCost}$  then
15:           $S \leftarrow S_{\text{neighbor}}$ 
16:           $\text{currentCost} \leftarrow \text{cost}$ 
17:           $\text{improved} \leftarrow \text{TRUE}$ 
18:          break
19:        end if
20:      end for
21:      if  $\text{improved} = \text{TRUE}$  then
22:        break
23:      end if
24:    end for
25:    if  $\text{improved} = \text{TRUE}$  then
26:      break
27:    end if
28:  end for
29: end while
30: return  $S$ 

```

4.3 GRASP algorithm