Algorithmic Methods for Mathematical Models

Course Project

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The Chess Tournament!

The Problem

Given

- A set of players
- Some tournament rules (constraints)
- Participants need to rest! (Students too)

Find

- Scheduling
- Optimization
- Comparison of various methods

ILP Model

Decision variable to keep track of matches and slots

#ATTEMPT 1

- Merge everything in one variable
- X[i][j] = k: i (white) vs j (black) on slot k
- EFFICIENCY! (and probably smart)

Nope, just complex



ILP Model (cont.)

And we suddenly remembered the Sudoku problem...

Boolean Variables

(sorry! no more memes)



ILP Model (cont.)

- Boolean variable X_ijk:
 - 1: If i plays vs j on day k
 - o 0: Otherwise
- Black and white constraints?

Heuristic Methods

- Scheduling
 - o Matches are predetermined...
- Optimization (greedy + grasp)
- Improvements (local search)

Heuristic Methods (cont.)

- Schedule regardless for arbitrary rest vector
- Player i rests on day i!
- Solve optimization problem with greedy/grasp
- Map the solution to our arbitrary rest vector

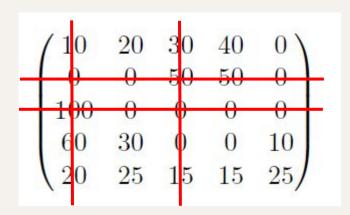
Heuristic Methods (cont.)

- Player i rests on day i!
- Schedule match i vs j on day k = i + j mod N
- Does it work?
- a vs b and c vs d are scheduled on the same day
- a == c?

Greedy

- Pick the maximum p from points matrix (and hope for the best)
- Some values cannot be picked anymore...
- 100, 50,

/ 10	20	30	40	0 \	
0	0	50	50	0	
100	0	0	0	0	_
60	30	0	0	10	
$\sqrt{20}$	25	15	15	25	



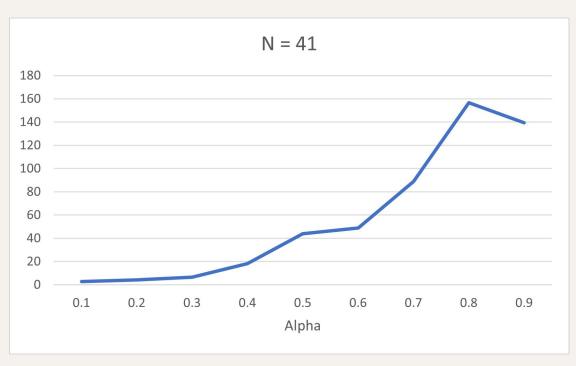
Grasp

- A set of candidates
- Set a threshold for cost function
- Randomly choose one

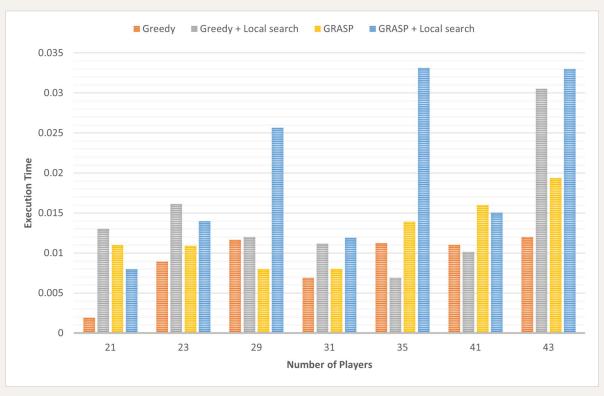
Local Search

- Swap any two elements...
- Does it get better?

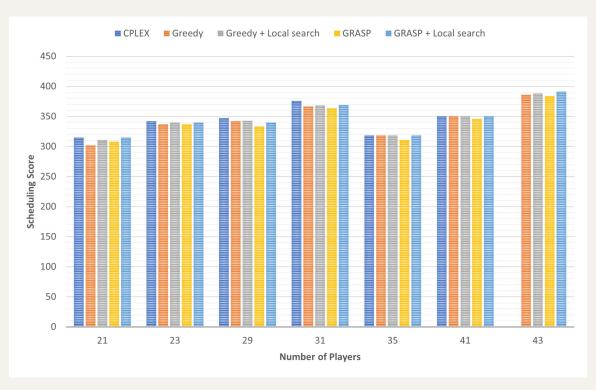
Finding the perfect Alpha!



Comparing execution times



Quality of Solution



Thanks!