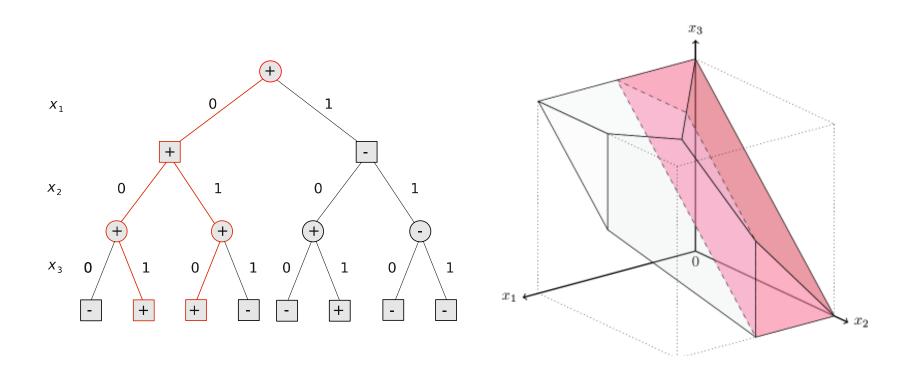
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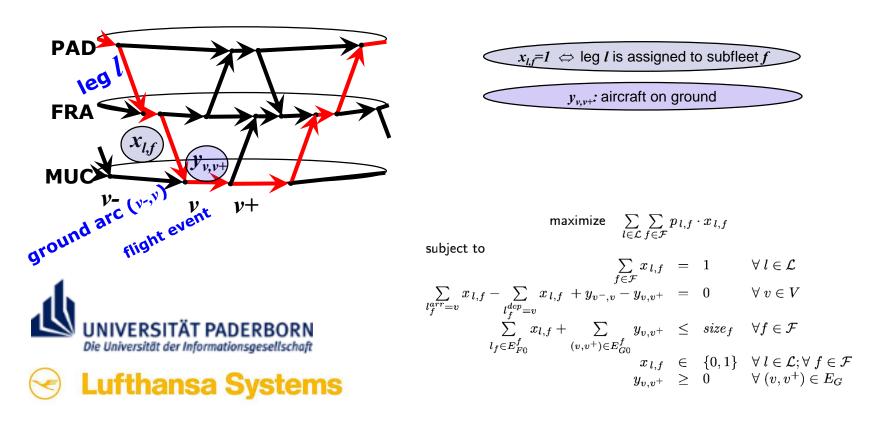


Thorsten Ederer, Ulf Lorenz, Thomas Opfer

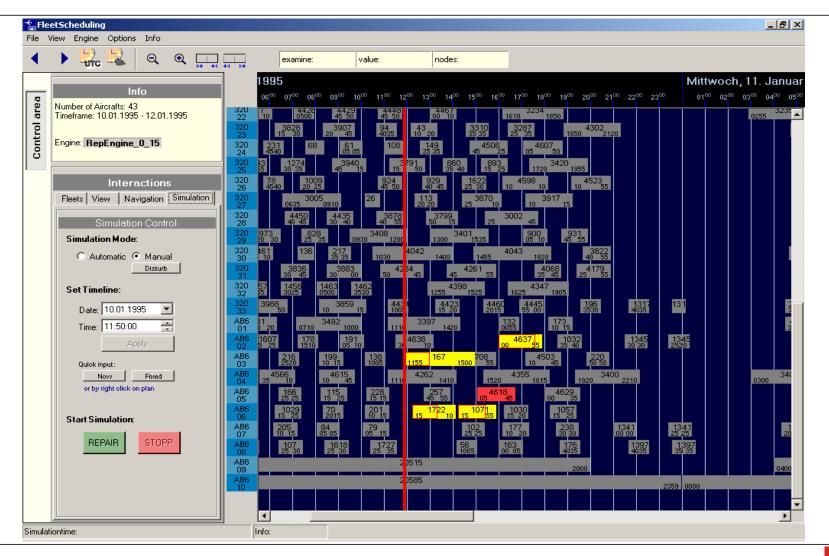




Some years ago: Fleet Assignment and disruptions

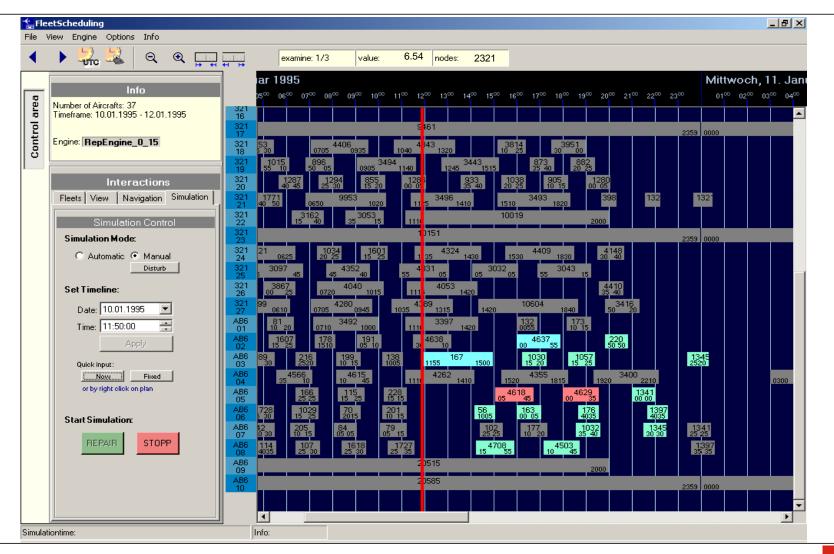
















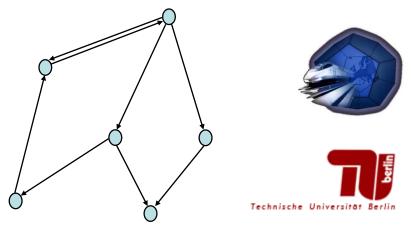


Some years ago: Railway delay management and robust planning

given: plan

12:45 Hamburg – Berlin 15:45 13:00 Hamburg – Kiel 14:30
12:45 Berlin – München 15:45 13:00 Berlin – Darmstadt 16:30

nodes (stations), arcs (tracks)



further attributes of the model: arcs have capacities, FIFO ...

- passengers follow routes (paths), weights and desired start times
- online decision problem: Should we wait for the connecting train?
- minimal travel times at arcs are uncertain

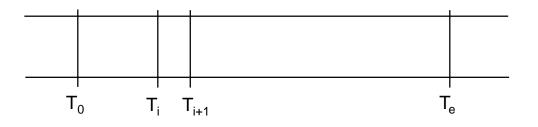
wanted: plan and policy which minimizes the sum of all travel times of all passengers.





Optimization model "Game against Nature":

- 1. Player 1: The company optimizes its plan.
- 2. Player 2: Nature "rolls dice".
- 3. Game: from time T_0 to T_e . After each time step T_i , Nature determines some data. Then the company reacts with a recovery action.
- 4. The game is a multi-level decision process.



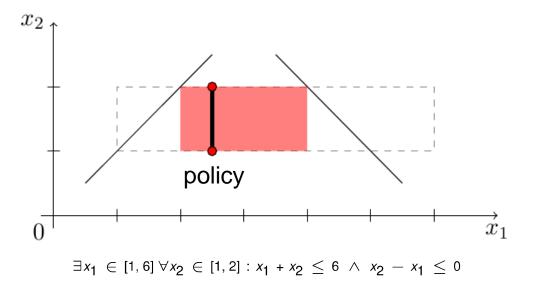


Quantified Linear Programs ¹⁾



$$\exists x_1 \in [0, 1] \ \forall x_2 \in [0, 1] \ \exists x_3 \in [0, 1] : \\ \begin{pmatrix} 0 & -1 & -1 \\ -1 & 1 & 1 \\ 2 & 2 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \leq \begin{pmatrix} -1 \\ 1 \\ 3 \end{pmatrix}$$

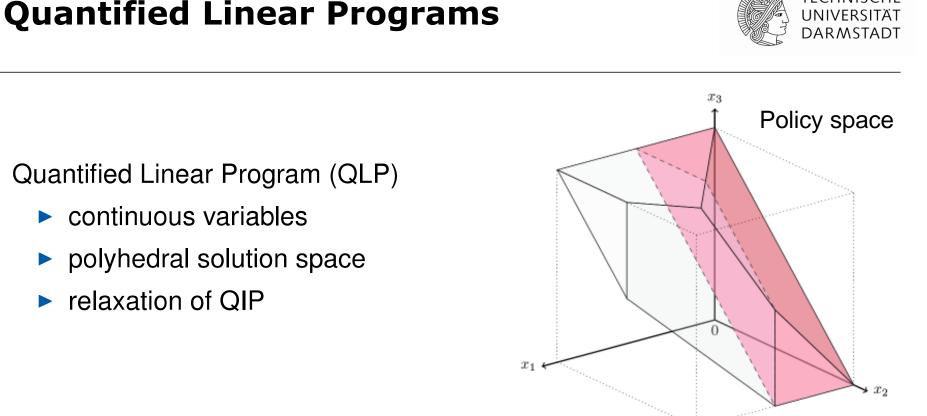
> The union of all games of all winning policies for the existential player forms a polytope.



1) K. Subramani. Analyzing selected quantified integer programs. Springer, LNAI 3097, pages 342–356, 2004.

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There is a winning policy for the existential player against the universal player if and only if

there is a wining policy against the universal player when he is limited to {0,1}
If the number of quantifier-alternations is constant the vertices of the polytope of winning policies can be described with polynomially many bits.

8



TECHNISCHE

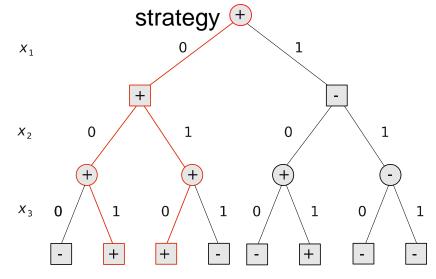
Quantified Linear Integer Programs



$$\exists x_1 \in [0, 1] \ \forall x_2 \in [0, 1] \ \exists x_3 \in [0, 1] \ , \text{ x integer:} \\ \begin{pmatrix} 0 & -1 & -1 \\ -1 & 1 & 1 \\ 2 & 2 & 0 \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix} \leq \begin{pmatrix} -1 \\ 1 \\ 3 \end{pmatrix}$$

Quantified Integer Program (QIP)

- integral variables
- can be visualized as a game-tree, strategy
- PSPACE-complete



A minmax-objective can be added: E.g.: The existential player tries to minimize $3x_1 + 2x_2 - x_4$ against all odds.



Quantified Jobshop



Mach Pape	
	Table 1: Jobshop model notation.
J M T O $s_{j,m}$ $d_{j,m}$ $\delta_{j,m}$ $e_{j,m}$ \overline{e} m	set of jobs set of machines set of tasks, $T \subseteq J \times M$ taskorder, $O \subseteq T \times T$ start time (integer) of task (j,m) duration of task (j,m) additional duration of task (j,m) in case of delay earliness of task (j,m) , i.e., $e = \max\{d^1 - d^2, 0\}$ mean earliness makespan
r _{u,j,m} r̃ _b W	indicator of unary encoding of retarded task indicator of binary encoding retarded task wrapping indicator for binary to unary translation

Table 2: Jobshop tasks.

job	machine	duration	extra
Paper1	Blue	45	5
Paper1	Yellow	10	0
Paper2	Blue	20	5
Paper2	Green	10	10
Paper2	Yellow	34	0
Paper3	Blue	12	0
Paper3	Green	17	0
Paper3	Yellow	28	20

Table 3: Jobshop order.

prior	task	later task			
Paper1	Blue	Paper1	Yellow		
Paper2	Green	Paper2	Blue		
Paper2	Blue	Paper2	Yellow		
Paper3	Yellow	Paper3	Blue		
Paper3	Blue	Paper3	Green		



Quantified Jobshop





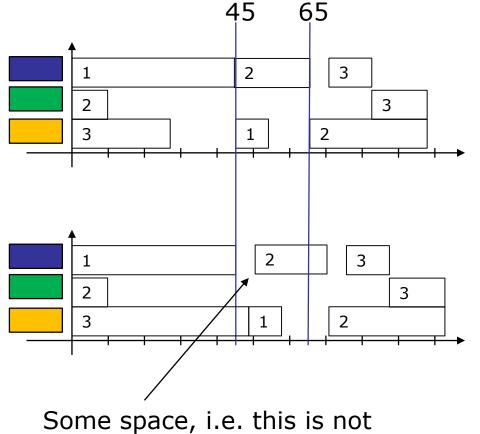


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Quantified Jobshop

Table 4: Solution of the Jobshop Example.

sc.	1 B	1 Y :			time 2Y		3B	3G	m.s.
	first stage solution								
	0	45	0	45	65	0	70	82	99
1	0	50	0	50	70	0	70	82	104
2	0	45	0	45	65	0	65	82	99
3	0	45	0	45	70	0	70	82	104
4	0	45	0	45	65	0	65	82	99
5	0	45	0	45	65	0	65	82	99
6	0	45	0	45	65	0	65	82	99
7	0	45	0	45	65	0	70	82	99
8	0	48	0	50	70	0	75	87	104



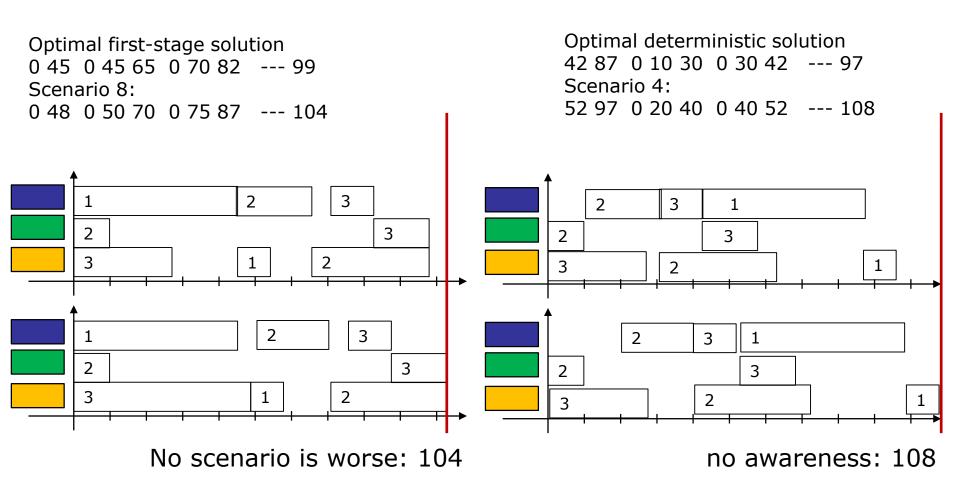
The worst case scenario.





Quantified Jobshop





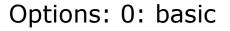














1: big wheels



2: no roof

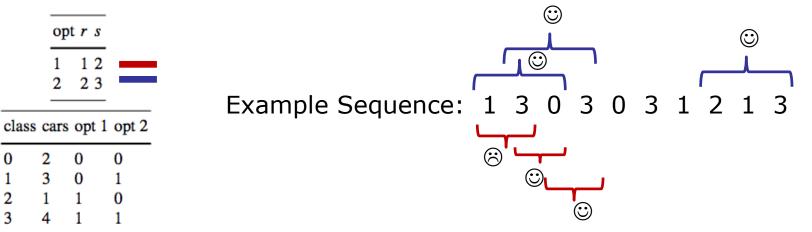
Table 5: Car Instance.

0

1

2

3

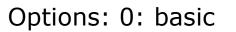


Minimize the violated rules

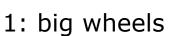














2: no roof

Table 5: Car Instance.	Example Sequence: 1 3 0 3 0 3 1 2 1 3
opt r s	Disruption:
$\begin{array}{c} 1 & 1 & 2 \\ 2 & 2 & 3 \end{array}$	Example Sequence: 1 0 3 0 3 1 3 2 1 3
$\begin{array}{c} 0 \\ 0 \\ 1 \\ 3 \\ 0 \\ 1 \\ 3 \\ 0 \\ 1 \\ 0 \\ 0$	Recover-Action:
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	Example Sequence: 1 0 3 0 3 1 3 1 3 2







Options: 0: basic







Table 6: Notation of the car sequencing model.

0	set of options	S	set of stages (duplicates of the origi-
С	set of classes, $C \subseteq \mathcal{P}(O)$		nal variables after each move)
Т	set of timesteps (T) equals number of	σ	stage index: 1 pre-scheduling, 2 state
	models)		after delay, 3 re-scheduling
T^k	set of intervals (by first timestep) for	F	ordered set of possible delays, $F =$
	option k, $T^k = \{1,, T - s_k + 1\}$		$\{(t,t') \in T \times T, t < t'\}$
$r_k: s_k$	at most r_k out of s_k successively se-	U	unary encoding vector of F
	quenced models may require option k	m	indicator of unary encoding for the
D_c	demand of models of class c	u	delay from timestep t to $t', (t, t') \in U$
$A_{k,c}$	indicator, if models of class c require	В	binary encoding of possible delays
.,.	option k	$\widetilde{\mathbf{m}}_{\mathbf{h}}$	indicator of binary encoding for the
$x_{t,c}$	indicator, if a model of class c is pro-	b	delay, $b \in B$
- ,-	duced at timestep t	w	wrapping indicator for binary to
y_{k,t_0}	indicator, if the sequencing rule $r_k : s_k$		unary translation
	beginning at timestep t_0 is satisfied		-





$$\min \sum_{k \in O} \sum_{t_0 \in T^k} y_{k,t_0}^1 \quad \text{s.t.} \quad \exists x^1 \ y^1 \ \forall \ \tilde{m} \ \exists \ m \ w, \ x^2 \ y^2, \ a, \ x^3 \ y^3 :$$
(14)
$$\sum_{t \in T} x_{t,c}^s = D_c \quad \forall \ c \in C, \ s \in S$$
(15)
$$\sum_{t \in T} x_{t,c}^s = 1 \quad \forall \ t \in T, \ s \in S$$
(16)
$$\sum_{t = t_0}^{t_0 + s_k} \sum_{c \in C} A_{k,c} \cdot x_{t,c}^s \le r_k + M \cdot y_{k,t_0}^s \quad \forall \ k \in O, \ t_0 \in T^k, \ s \in S$$
(17)
$$\sum_{u \in U} u \cdot m_u = \sum_{b \in B} 2^b \cdot \tilde{m}_b - |F| \cdot w \quad \land \ \sum_{u \in U} m_u \le 1$$
(18)
$$|x_{t,c}^2 - x_{t,c}^1| \le \sum_{\substack{u \in U \\ (t_i, t_j) = F_u \\ t_i < t < t_j}} m_u \quad \forall \ c \in C, \ t \in T$$
(19)

further stage-connecting constraints ... (20)







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Scenario	Mal.	Ans.	Production Sequence	Scenario	Mal.	Ans.	Production Sequence
first stage solution:		tion:	1, 3, 0, 3, 0, 3, 1, 2, 1, 3	first stage solution:		tion:	1, 3, 0, 3, 0, 3, 1, 2, 1, 3
1	_	(4, 5)	1, 3, 0, 3, 3, 0, 1, 2, 1, 3	24	(2, 8)	_	1, 3, 3, 0, 3, 1, 2, 1, 0, 3
2	(0, 1)	(2, 7)	3, 1, 3, 0, 3, 1, 2, 0, 1, 3	25	(2, 9)	_	1, 3, 3, 0, 3, 1, 2, 1, 3, 0
3	(0, 2)	_	3, 0, 1, 3, 0, 3, 1, 2, 1, 3	26	(3, 4)	_	1, 3, 0, 0, 3, 3, 1, 2, 1, 3
4	(0, 3)	_	3, 0, 3, 1, 0, 3, 1, 2, 1, 3	27	(3, 5)	_	1, 3, 0, 0, 3, 3, 1, 2, 1, 3
5	(0, 4)	_	3, 0, 3, 0, 1, 3, 1, 2, 1, 3	28	(3, 6)	_	1, 3, 0, 0, 3, 1, 3, 2, 1, 3
6	(0, 5)	(6, 8)	3, 0, 3, 0, 3, 1, 2, 1, 1, 3	29	(3, 7)	_	1, 3, 0, 0, 3, 1, 2, 3, 1, 3
7	(0, 6)	(7, 8)	3, 0, 3, 0, 3, 1, 1, 1, 2, 3	30	(3, 8)	_	1, 3, 0, 0, 3, 1, 2, 1, 3, 3
8	(0, 7)	(8, 9)	3, 0, 3, 0, 3, 1, 2, 1, 3, 1	31	(3, 9)	_	1, 3, 0, 0, 3, 1, 2, 1, 3, 3
9	(0, 8)	_	3, 0, 3, 0, 3, 1, 2, 1, 1, 3	32	(4, 5)	_	1, 3, 0, 3, 3, 0, 1, 2, 1, 3
10	(0, 9)	_	3, 0, 3, 0, 3, 1, 2, 1, 3, 1	33	(4, 6)	_	1, 3, 0, 3, 3, 1, 0, 2, 1, 3
11	(1, 2)	_	1, 0, 3, 3, 0, 3, 1, 2, 1, 3	34	(4, 7)	(8, 9)	1, 3, 0, 3, 3, 1, 2, 0, 3, 1
12	(1, 3)	_	1, 0, 3, 3, 0, 3, 1, 2, 1, 3	35	(4, 8)	_	1, 3, 0, 3, 3, 1, 2, 1, 0, 3
13	(1, 4)	_	1, 0, 3, 0, 3, 3, 1, 2, 1, 3	36	(4, 9)	_	1, 3, 0, 3, 3, 1, 2, 1, 3, 0
14	(1, 5)	_	1, 0, 3, 0, 3, 3, 1, 2, 1, 3	37	(5, 6)	(7, 9)	1, 3, 0, 3, 0, 1, 3, 1, 3, 2
15	(1, 6)	_	1, 0, 3, 0, 3, 1, 3, 2, 1, 3	38	(5,7)	_	1, 3, 0, 3, 0, 1, 2, 3, 1, 3
16	(1, 7)	_	1, 0, 3, 0, 3, 1, 2, 3, 1, 3	39	(5, 8)	_	1, 3, 0, 3, 0, 1, 2, 1, 3, 3
17	(1, 8)	_	1, 0, 3, 0, 3, 1, 2, 1, 3, 3	40	(5, 9)	_	1, 3, 0, 3, 0, 1, 2, 1, 3, 3
18	(1, 9)	_	1, 0, 3, 0, 3, 1, 2, 1, 3, 3	41	(6,7)	(8, 9)	1, 3, 0, 3, 0, 3, 2, 1, 3, 1
19	(2, 3)	(4, 9)	1, 3, 3, 0, 3, 1, 2, 1, 3, 0	42	(6, 8)	_	1, 3, 0, 3, 0, 3, 2, 1, 1, 3
20	(2, 4)	_	1, 3, 3, 0, 0, 3, 1, 2, 1, 3	43	(6, 9)	_	1, 3, 0, 3, 0, 3, 2, 1, 3, 1
21	(2, 5)	_	1, 3, 3, 0, 3, 0, 1, 2, 1, 3	44	(7, 8)	_	1, 3, 0, 3, 0, 3, 1, 1, 2, 3
22	(2, 6)	_	1, 3, 3, 0, 3, 1, 0, 2, 1, 3	45	(7,9)	_	1, 3, 0, 3, 0, 3, 1, 1, 3, 2
23	(2, 7)	-	1, 3, 3, 0, 3, 1, 2, 0, 1, 3	46	(8, 9)	-	1, 3, 0, 3, 0, 3, 1, 2, 3, 1

Table 7: Solution of the Car Sequencing Example.

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